Usenet Newsgroup Archive: comp.sys.atari.advocacy

1997 - 2001

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1997-01-01 through 2001-12-30

Source text: comp.sys.atari.advocacy.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,473

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-01 00:00:00 UTC
From: oddhs@no.ppp.sn.no
Message-ID: <5acbps$lpt@frysja.sn.no>
Source record: 7046
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

John Sheehy (jsheehy@ix.netcom.com) wrote:
:
: And visa-versa. I run Win95 and Linux, and find them both to have their
: pros and cons, but if I had to choose one, I would choose Win95.
:
: Now, some Amiga-centric person is probably out there saying, "Gee, these
: PC losers need multiple OSes to get what an Amiga owner has in one OS",
: and to that person I say, "I would choose either one of them over
: AmigaDOS". I have all three, and my computing time is about 60% Win95,
: 35% Linux (intel), and 5% AmigaDOS. OS/2 was down to 0%, so I deleted
: the partition.

I'm curious; what exactly is those 5% AmigaDOS. If you loathe AmigaOS
so much, why don't you jump ship completely ?

--
% Odd H. Sandvik %% email: oddhs@sn.no -+% Team AMIGA %+- -+%
~~~~~~
% Acceleration into temporal space continuum now begins...
~~~~~~

2. FREE EDUCATIONAL VIDEO/CDs

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-01 00:00:00 UTC
From: help@spry.com
Message-ID: <5ackj8$5g3@chile.earthlink.net>
Source record: 7047

FREE ACCESS: WORLDS LARGEST COLLECTION OF SELF-HELP, EDUCATIONAL,
INSRUCTIONAL,AND INFORMATIONAL VIDEO TAPES AND CD ROMs.

http://www.totalmarketing.com "IMPORTANT" ACCESS CODE FOR SITE IS "69589"
(69589) PLEASE MAKE A NOTE OF THIS ACCESS CODE, AS YOU WILL NOT BE ABLE
TO USE SITE WITHOUT IT.

" LEARN AT HOME "

3. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-01 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <32d9d1e1.9528874@nntp.ix.netcom.com>
Source record: 7048
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

oddhs@no.ppp.sn.no (Odd H. Sandvik) writes:

>John Sheehy (jsheehy@ix.netcom.com) wrote:
>:
>: And visa-versa. I run Win95 and Linux, and find them both to have their
>: pros and cons, but if I had to choose one, I would choose Win95.
>:
>: Now, some Amiga-centric person is probably out there saying, "Gee, these
>: PC losers need multiple OSes to get what an Amiga owner has in one OS",
>: and to that person I say, "I would choose either one of them over
>: AmigaDOS". I have all three, and my computing time is about 60% Win95,
>: 35% Linux (intel), and 5% AmigaDOS. OS/2 was down to 0%, so I deleted
>: the partition.
>
>I'm curious; what exactly is those 5% AmigaDOS. If you loathe AmigaOS
>so much, why don't you jump ship completely ?

Who said anything about loathing it? I just think it's highly overrated
and it doesn't suit my purposes much anymore. I am tired of the slow
file system, the lack of real DIB, the extremely inefficient
multitasking of the WorkBench, and the hardware shortcomings.

What do I use the Amiga for? I wrote a few MIDI programs for it that I
occasionally use, and fx modules I wrote for ImageFX using the devkit.
To tell you the truth though, most of the time I use it these days, it's
to test someone's claim about how much better the Amiga is at doing
something. And I almost always get different results for some reason.

<>>< >>< >>< <>>< >>< <>>< <>>< >><
John P Sheehy <jsheehy@ix.netcom.com>
>>< <>>< <>>< >>< <>>< >>< >>< <>><

4. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-01 00:00:00 UTC
From: Ron Pothier <falken@tstonramp.com>
Message-ID: <01bbf822$5e63dcc0$259a37ce@quantex-200>
Source record: 7049
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Toad is about the ONLY company tha still regards Atari computers as real computers. Most of you guys still think of Atari as nothing more than a game platform and sell them as a simple game server. Its the users of Atari computers who have driven the prices down in private sales. A guy buys a 1040 for $700 and a few years later nobody will pay more than $50 for it. C'mon now folks, the hardware is much better than that. These are REAL computers, not nintendos.

Toad recognizes this fact and sells their stuff as real computers. They also stand behind their sales if something goes wrong. Toad currently sells a 1 meg 1040 for $199 and thats a very good and realistic price, but if a guy advertised one here for sale as an owner looking to sell his stuff, most of you would say thats too much for a 1040. SO admit it folks, either you have real computers or nintendos for sale in this group. I say that Atari made real computers and I bought them as such and will sell them as such when the time comes.

Raj Rijhwani <raj@courtfld.demon.co.uk> wrote in article
<852052484snz@courtfld.demon.co.uk>...
> In article <5a7n72ogi1@news.ptd.net>
> bendokus@postoffice.ptd.net "Greg Bendokus" writes:
>
> > sale...Anyway, I appreciate that they support Atari after all these
> > years, but get real...they have always charged close to full retail
> > for EVERYTHING, since the very beginning. How the hell did they
> > survive this long dealing Atari wares when all the good vendors fell
> > by the wayside?
>
> I know not the people of which you speak, but as a business man myself,
> I would suggest that the answer to your query lies in the question.
>
> They charge what the market will bear, and in so doing maintain the
> viability of their endeavour. Or to turn it the other way round, the
> ones you like because they charge less disappear because in keeping
> you happy they are themselves unviable in the long term.
> --
> Raj Rijhwani (umtsb5/16) | This is the voice of the Mysterons...
> raj@courtfld.demon.co.uk | ... We know that you can hear us
Earthmen
> scarlet@fido.zetnet.co.uk | "Lieutenant Green: Launch all
Angels!"
> http://www.courtfld.demon.co.uk/raj/ (demon, and gods, willing...)
>

>

5. Dam it, I want a Spartacus...

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan1.192548.1@cobra.uni.edu>
Source record: 7050

Has anyone seen the 20th anniverasary special edition Mac code name Spartacus?
If not, load up your web browser to www.macweek.com or macuser.com.

I want one but can afford the reported $9000 price tag. However, I am
excepting donations.. So send your unwanted pocket change to me...:-)

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-02 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5af1fo$l80@morgoth.sfu.ca>
Source record: 7051

Here is some information that I got from www.specbench.org:

Model Name: Alder
CPU: 200MHz Pentium Pro Processor
FPU: Integrated
Number of CPU(s): 1
Primary Cache: 8KBI+8KBD
Secondary Cache: 256KB(I+D)
Other Cache: None
Memory: 128MB (60ns fast page)
Disk Subsystem: 2GB ST32550W
Other Hardware: AHA-2940W Controller
SPECint95: 8.09
SPECfp95: 6.75

Model Name: PowerStackII Pro3000/200
CPU: 200 MHz PowerPC 604e
FPU: Integrated
Number of CPU(s): 1
Primary Cache: 32KBI+32KBD on chip
Secondary Cache: 1MB(I+D) off chip
Other Cache: None
Memory: 128MB EDO
Disk Subsystem: 2x2GB
Other Hardware: None
SPECint95: 8.00
SPECfp95: 6.31

So, according to SPECint, the Pentium Pro is 1.1% faster than a similarly clocked 604e. According to SPECfp, the Pentium Pro is 7.0% faster but the 604e compiler was generating IEEE precision instructions and not it's own faster and more precise instructions. Summing it all up, the only bechmark that favors the Pentium Pro indicates only a marginal difference at the same clock speed. Other benchmarks, such as BYTEmarks, decisively favor the 604e. Remember, also, that 250MHz 604e chips are shipping and the fastest Pentium Pro is only 200MHz.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

7. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-02 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HACEDCBHUP@cabal.shnet.org>
Source record: 7052

In <1996Dec31.135421.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GL5ECFAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>
>> Yes, will they? Where?
>
>Please explain..

Besides someone totally brainless, noone will claim an overall superiority of TOS when comparing it to NeXTstep. TOS is slim and hardware efficient, but in all other areas NeXTstep beats TOS hands down.

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

8. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-02 00:00:00 UTC
From: bense@oasys.dt.navy.mil
Message-ID: <5agdlaINNq91@oasys.dt.navy.mil>
Source record: 7053
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <32C72EE9.2EC7@pacific.net.sg>, Bobby Wang <bobbyw@pacific.net.sg> writes:
>In case you don't know, Autoexec.bat & Config.sys is totally irrelevant
>in Windows NT 4.0 and Windows 95 (unless you are using some old hardware
>that hasn't updated its Windows 95 driver).

After spending hours searching for a way to set an environment variable
under 95 similar to NT, without using the autoexec.bat file, I have come
to the conclusion that the autoexec.bat file is still a very important
portion of the win95 system.

NT doesn't suffer this problem, and environment variables are easy to
set, alter, or delete, as long as you can actually get to the portion of
the variable you need. Try deleting a part of your path variable included
in the SystemPath. I spent 5 hours hunting for it, and finally reinstalled
to remove several entries in the path that were installed to the %SystemPath%
variable. Reinstalling everything was quicker. The registry will kill NT
as far as enterprise systems are concerned. Everything is difficult with
respect to it. Give me the simple 130 line config.sys file and total
control anyday. :P

Try it sometime.

Ron

9. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-02 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <5ago49$871@doffen.uninett.no>
Source record: 7054
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

John Sheehy writes:
: oddhs@no.ppp.sn.no (Odd H. Sandvik) writes:

: >I'm curious; what exactly is those 5% AmigaDOS. If you loathe AmigaOS
: >so much, why don't you jump ship completely ?

: Who said anything about loathing it? I just think it's highly overrated
: and it doesn't suit my purposes much anymore. I am tired of the slow
: file system,

Slow, have you ever tried out AmiFile Safe? It's up to 15-20
times faster than FFS.

: the lack of real DIB, the extremely inefficient
: multitasking of the WorkBench,

"Extremely inefficient"? Be more precise.
How is Win95 better?

: What do I use the Amiga for? I wrote a few MIDI programs for it that I
: occasionally use, and fx modules I wrote for ImageFX using the devkit.
: To tell you the truth though, most of the time I use it these days, it's
: to test someone's claim about how much better the Amiga is at doing
: something. And I almost always get different results for some reason.

Something tells me you haven't upgraded (software/OS) in eons.
How optimized is your setup btw?
Cheers...

10. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-02 00:00:00 UTC
From: dcinege@fuckthejunkmailers.org
Message-ID: <5agn9o$ibs@earth.superlink.net>
Source record: 7055
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

In <32C4DE30.65B7@ibm.net>, Pieter Dubois <duboisp@ibm.net> writes:
>
>> No, little old NT simply is not in the same ball park...
>> But it and Linux sure are stable enough for my simple needs...
>
>So is OS/2 for mine.

HA!

Dave 'Kill a Cop' Cinege (aka Psychopath #3) --- Super Genius at Large
"Early one morin' while making the rounds, I took a shot a cocaine and
I shot my baby down......shot her down then I went bed....an I stuck that
lovin' .44 beneath my head." George Thorogood

http://www.psychosis.com/

Libertarian Party 1-800-682-1776 http://www.lp.org/

11. help w/ 1040stf & external HD

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-02 00:00:00 UTC
From: alphalnk@inetnebr.com
Message-ID: <alphalnk-0201971203360001@lin-pm4-018.inetnebr.com>
Source record: 7056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,

I have a 40meg external mac HD, and would like to connect to my 1040. Is there a standard cable that would work? What would be the best driver/editor software to start 'er up once I get a cable?
Also, I'm looking for the best way to download software from my mac, and transfer it to the ST. I've had some success after unzipping, and saving to a 800K DOS disk, but looking for a more reliable system.
I've hooked the ST to my mac with a null modem cable before, and it transfered ascii just fine. would this be a better solution for transfer?

Thanks in advance,
Mark
"TV drug of the nation, breeding ignorance, feeding radiation."
-Disposable heros of hypocrocy

12. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-02 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0201971454470001@199.166.204.230>
Source record: 7057
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5a67to$6in@lana.zippo.com>, JEDI wrote:

> PC's don't need drivers for ''basic'' functionality either.

Yes, but "basic" in terms of what a PC and a Mac consider "basic" are completely different. For example, the Mac considers a GUI to be "basic", PC's don't even come with a CLI unless you boot one.

> >A card has software on the card itself to interface with the QuickDraw
> >engine
>
> So much for the open bus standard...
>
> Thanks for bursting our bubble. We thought now that one card
> could service the same need on a PC, an Alpha clone, an Atari
> clone (mebbe Amiga clone too) or even a Mac.

Sad to see you know nothing about OpenFirmware. OF requires drivers on the cards or in the machine, but allows the card to identify itself, and what it needs. Someone still needs to write the drivers, or did you think the Intel code would run on the Amiga without any changes?!

> You've just reduced the situation to where it used to be.
> Macs require their own special hardware.

PCI cards with OF require custom drivers for _all_ of the machines they support. They typically come with only PC/Intel support on the card itself though, and many times not even that. It's totally possible to make a single card that plugs into everything, but most vendors are too lazy.

> >This whole argument is pointless. The driver's for the Mac on the card and
> >the Windows's driver's are installed separately. There is really know
> >difference in the functionality.
>
> Then tell it to your fellow MacVocates.

He just did.

Maury

13. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-02 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0201971458450001@199.166.204.230>
Source record: 7058
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5a67dm$5rl@lana.zippo.com>, JEDI wrote:

> Precisely. In this manner, the fact that Windows 95 comes delivered
> with driver support for multi-monitor video cards makes that

Not really, I've yet to install one that didn't need a disk to be
loaded. On the other hand most of the Mac ones work without such a disk.

> >Mac video cards are plug-n-play as long as they conform to the MacOS's
> >guidelines just like a card made for the PC must have drivers that conform
> >to the Window's spec or whatever other OS you're running.
>
> Precisely. The MacOS requires conforming hardware.

No, it doesn't, at least not on OF 2.1 cards (which all PCI cards are
supposed to be). Just like their PC cousins, they can have the drivers on
the card or the drives somewhere. The difference is that the main Mac
drivers are a lot more flexible.

> else merely requires a conforming driver interface. It is not too
> difficult to see here how complexity and choice are being
> simultaneously restricted. One gains at the expense of another.
> Options and flexibility are sacrificed for ease. In the end, what
> is achieved is qualitatively and quantitatively different.

Balogna.

> Users should know exactly what they're getting. They should
> be capable of making informed choices. The Mac tendency
> to hide important details quite interferes with this.

They're "hidden" because you don't need them.

> If anything: Win95 plug & play attempts to be a superset of
> the Mac's.

True, but what of it? In my last call to Gateway they made me turn off
P&P on the ethernet card because it made it stop working. That's really
showing the concept of MS's P&P at it's best I'd say.

Maury

14. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan2.011903.1@cobra.uni.edu>
Source record: 7059

In article <HACEDCBHUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> Besides someone totally brainless, noone will claim an overall super-
> iority of TOS when comparing it to NeXTstep. TOS is slim and hardware
> efficient, but in all other areas NeXTstep beats TOS hands down.

Why did you not state this in the first place?

>
> Thorsten

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

15. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: Todd K <todd_kepus@hp-singapore-notes1.om.hp.com>
Message-ID: <01bbf93b$d54b2900$bc900c0f@tksnet>
Source record: 7060
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

```
Matthew J. Brock wrote in article
<01bbf65d$e3ace190$380ec5a9@server>...
> I have on my system right now:
>
> 2GB SCSI Hard Drive (C: and E:) C: is regular FAT with 95
> on it, E: is NTFS
> Syquest EZ135 Internal EIDE drive (D:)
> Iomega Jaz 1GB Removable SCSI drive (F:)
> Phillips CD-Recordable SCSI drive (G:)
> Mitsumi EIDE CD-ROM (H:)
>
> They all work just fine under NT4.0, so that is all the
> proof I need!
>
> I can boot off my C: drive, the EZ135, or the Jaz drive if
> I want to.
>
> If I every need 4 monitors at once, I guess I will feel
> left out! :)

Umm... NT 4.0 supports multiple monitors with panning and everything...

Have you tried Matrox millenium???

-Todd K.

> --
> ------------------------------------------------------------
> -----
> Matthew J. Brock
> Computer Solutions:AZ
> Tucson, AZ
>
> : > < limited to C: and
> : D:
> : > drives >>
> : >
> : > Very wrong.
> :
> : <>
>
>
```

16. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.852314547@gen-off-2>
Source record: 7061

[loads of cack deleted]

Looks like you managed to continue the petty little flame wars without
me for the last two weeks, then!

For the record description of me as a petty european was inaccurate.
I'm English, not European.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

17. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.852314438@gen-off-2>
Source record: 7062

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>TOS is slim
Desperately tries to avoid Karen Carpenter gag...

--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

18. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: Paul O'Flynn <paul_o'flynn@peoplesoft.com>
Message-ID: <32CD542E.2BFC@peoplesoft.com>
Source record: 7063
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

camp1@seanet.com wrote:

> >(BTW, a client who worked as a systems engineer on AS400 systems
> >claims that most of them still have the original 5 letter systems
> >engineer password on them. He claims that he telnetted across the
> >world across corporate systems using this .... go figure ...)
>
> This is, false informantion. The special password is only useable at
the
> AS/400 console DURING bootup (IPL).

Depends on which password you are talking about. I assume this guy is merely referrnig to the fact that most people don't bother to change certain system user profiles (QPGMR springs to mind) and thus have a rather large gaping hole in their security. I think he is right.Don't bother trying any of my AS/400's though :-)

Paul

19. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5aj8nr$nu8@lana.zippo.com>
Source record: 7064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron says...
>
>Toad is about the ONLY company tha still regards Atari computers as real
>computers. Most of you guys still think of Atari as nothing more than a
>game platform and sell them as a simple game server. Its the users of Atari
>computers who have driven the prices down in private sales. A guy buys a
>1040 for $700 and a few years later nobody will pay more than $50 for it.

Not just a few years later... 8 YEARS later.
RAM is dirt cheap, the disk drive is obsolete & the CPU is
nearly 20 years old. 50bux is about right.

Demand is another matter.
```

20. Just what do the Modern Apps have anyways? (was Re: TOS Jihads will claim that NextStep sucks..)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5aj9dq$p52@lana.zippo.com>
Source record: 7065

In article <1996Dec31.134655.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <32C6F367.102A@tiac.net>, Brian-Roland Miller <brmiller@tiac.net> writes:
>
>> Perhaps, but TOS _IS_ superior in some key areas, including hardware
>> efficiency and resource allocation.
>
>What efficiency? If it can run today's modern apps without a hitch, you have a
>point.

So, just what, specifically, in terms of fuctionality, are Atari's
antibellum apps missing?

You have never addressed that issue in a substantial fashion.

21. Just what do the Modern Apps have anyways? (was Re: TOS Jihads will claim that NextStep sucks..)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5aj9fa$p87@lana.zippo.com>
Source record: 7066

```
In article <1996Dec31.134655.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <32C6F367.102A@tiac.net>, Brian-Roland Miller <brmiller@tiac.net> writes:
>
>> Perhaps, but TOS _IS_ superior in some key areas, including hardware
>> efficiency and resource allocation.
>
>What efficiency? If it can run today's modern apps without a hitch, you have a
>point.

So, just what, specifically, in terms of fuctionality, are Atari's
antibellum apps missing?

You have never addressed that issue in a substantial fashion.
```

22. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5aj7ti$m8d@lana.zippo.com>
Source record: 7067
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <maury-02019714544700001@199.166.204.230>, maury@softarc.com says...
>
>In article <5a67to$6in@lana.zippo.com>, JEDI wrote:
>
>> PC's don't need drivers for ''basic'' functionality either.
>
> Yes, but "basic" in terms of what a PC and a Mac consider "basic" are
>completely different. For example, the Mac considers a GUI to be "basic",
>PC's don't even come with a CLI unless you boot one.

The Mac is no different. It just hides details from you and
restricts your options.

Furthermore, your information is just plain WRONG.

For quite some time it has been rather difficult to NOT
get a Microsoft GUI bundled with a computer.

Although, it is nice to have other options.

1 competing commercial PMT 32bit OS w/ GUI
2 competing commercial Unixes (PMT,32/64bit,GUI...)
3 freeware unixes (PMT,32bit,GUI...)

>
>> >A card has software on the card itself to interface with the QuickDraw
>> >engine
>>
>> So much for the open bus standard...
>>
>> Thanks for bursting our bubble. We thought now that one card
>> could service the same need on a PC, an Alpha clone, an Atari
>> clone (mebbe Amiga clone too) or even a Mac.
>
> Sad to see you know nothing about OpenFirmware. OF requires drivers on
>the cards or in the machine, but allows the card to identify itself, and

I am just not impressed with silly buzzwords. What you describe is
nothing more than a ROM BIOS. It is also quite unnecessary.

>what it needs. Someone still needs to write the drivers, or did you think
>the Intel code would run on the Amiga without any changes?!

I was never stupid enough to even consider that.

Although, despite such burdens, both Atari and Amiga have been
using PC expansion cards for quite some time. Before Macs even
considered it, Atari/Amiga were using cards that only came with
'PC/Intel support'.

These platforms don't limit themselves to 'VGA' functionality either.

>
>> You've just reduced the situation to where it used to be.
>> Macs require their own special hardware.
>
> PCI cards with OF require custom drivers for _all_ of the machines they
>support. They typically come with only PC/Intel support on the card

An open bus standard becomes meaningless if the card has to be
in any minutest measure, manufactured for any specific target
platforms.

>itself though, and many times not even that. It's totally possible to
>make a single card that plugs into everything, but most vendors are too
>lazy.

Businessmen actually obsessed with making money, imagine that?

What you're describing only adds unnecessary cost and wastes space
in a market that is viciously competitive. None of the other potential
platforms require such efforts. They don't waste time being prissy and
pretentious. They do what is required to interface to a given piece of
hardware.

Apparently, a PowerMac is not as up to the challenge as an Atari ST.

23. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5ajad6$r87@lana.zippo.com>
Source record: 7068
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <drz-3112960857520001@stater.apple.com>, drz@apple.com says...
>
>In article <5a67dm$5rl@lana.zippo.com>, JEDI wrote:
>
>> In article , "Karl says...
>> >
>> >
>> >
>> >JEDI wrote in article <5a0m11$ltv@lana.zippo.com>...
>> >> In article
>> ><gmgraves-2612961521510001@cust29.max21.san-francisco.ca.ms.uu.net>,
>> >gmgraves@earthlink.net says...
>> >> >
>> >> >In article <59u2eg$dfp@lana.zippo.com>, JEDI wrote:
>> >> >
>> >> >> In article
>> >> ><gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>,
>> >> >gmgraves@earthlink.net says...
>> >>
>> Precisely. In this manner, the fact that Windows 95 comes delivered
>> with driver support for multi-monitor video cards makes that
>functionality
>> just as 'built in' as it is for MacOS.
>>
>
> From what I've heard, multi-monitor support in Windows 95 is dependent
>upon support in the driver and possibly the video card itself. If a 3rd
>party does not implement extra code in their driver, multi-monitors are

Listen you Apple stooge: I said multi-montior video card.

Take the blinders off for a few milliseconds, look through the
driver list of a Win95 machine (standard, Aug95 release, no mods)
and you will find STB's muti-frame buffer card drivers.

[deletia]
>> >
>> >Supporting the various Quickdraw functions is a lot more than just
>> >supporting a dumb frame buffer.
>
> Actually, Quickdraw assumes a dumb frame buffer unless a card has
>hardware acceleration and provides driver software to support the
>acceleration.
```

Sounds like apple's swiping ideas again: OpenGL.

[deletia]
>> >> In other words: Mac Video Cards are plug-n-play so long as they
>> >> conform to the Apple equivalent of VGA.
>> >
>> >Mac video cards are plug-n-play as long as they conform to the MacOS's
>> >guidelines just like a card made for the PC must have drivers that conform
>> >to the Window's spec or whatever other OS you're running.
>>
>> Precisely. The MacOS requires conforming hardware. Everyone
>> else merely requires a conforming driver interface. It is not too
>> difficult to see here how complexity and choice are being
>> simultaneously restricted. One gains at the expense of another.
>> Options and flexibility are sacrificed for ease. In the end, what
>> is achieved is qualitatively and quantitatively different.
>
> I've mentioned this on another thread, but this thread is getting more
>attention so I'll clear things up here too. The MacOS only requires
>conforming driver software, not hardware.

So? Where's the generic T6000, Rage II and CL 5434 drivers?
Where are the specific drivers for the ATI 3D Xpression+TV?
Where can I test a machine that might have a PC PCI video card
in it?

I'm not about to take your word that PnP won't explode into a
million mac-pieces under that situation.

24. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5ajerk$7lb@lana.zippo.com>
Source record: 7069

```
In article <32C6F1F0.7580@tiac.net>, Brian-Roland says...
>
>JEDI wrote:
>>
>> In article <59qv8l$v98@dos.canit.se>, optimus@canit.se says...
>> >
>> >JEDI wrote:
>> >: In article <59es45$rtm@dos.canit.se>, optimus@canit.se says...
>> >: >
>> >: >JEDI wrote:
>> >: >: In article <djs.850904188@gen-off-3>, djs@jet.uk says...
>> >: >: >
>> >: >: >Brian-Roland Miller <brmiller@tiac.net> writes:
>> >: >: >> [You] are the Peter Sinclair-Day of the Atari userbase.
>> >: >: >That's not fair, he's much worse than PSD ;-) At least Peter has the
>> >: >: >decency to give his name and an Email address. JEDI is either too ashamed
>> >: >: >of his outpourings to give name/email, or can't work out how to set up
>> >: >: >his software.
>> >: >
>> >: >: I choose to exercise my liberties instead of whining like
>> >: >: a petty little european peasant.
>> >: >
>> >: >Instead you try to insult people based on their nationality. You are a
>> >: >real bigot, JEDI, and you are not doing the Atari cause any good.
>> >:
>> >: At least get the form of bigotry right if you are going to
>> >: attempt to practice political correctness.
>> >
>> >I would never try to force anyone to behave politically correctly, all I
>> >demand is civil behaviour.
>>
>> Then demand it in an evenhanded fashion. What you are practicing is
>> hypocrisy cloaked in pomposity, not civility.
>
>
>By labeling someone based upon their nation of origin, you are engaging
>in two of the most base of logical fallacies - nationalism and
>regionalism. Neither contributes to your logos.

Nationalism and regionalism is generally redundant.

The label is only regional in a very vague sense and quite possibly
may be general to the entire planet. What was specified covers the
region from Lisbon to the Urals. Superficially, the term is more of
an economic or social distinction.
```

You're still a petty small minded peasant.

The nature of my character will never change that.

25. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5ajb0k$sj3@lana.zippo.com>
Source record: 7070
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <drz-3112960841290001@stater.apple.com>, drz@apple.com says...
>
>In article <01bbf45a$00793cc0$6cc289ce@ns1.ilinks.net>, "Karl Thomas"
><karlt@ilinks.net> wrote:
>
>> JEDI wrote in article <5a0ofh$qac@lana.zippo.com>...
>> > In article
>> <gmgraves-2612961536050001@cust29.max21.san-francisco.ca.ms.uu.net>,
>> gmgraves@earthlink.net says...
>> > >
>> > >In article <59u34h$eki@lana.zippo.com>, JEDI wrote:
>> > >
>> > >> In article
>> > ><gmgraves-2412962228330001@cust106.max4.san-francisco.ca.ms.uu.net>,
>> > >gmgraves@earthlink.net says...
>> > >Wrong! Mac video cards are written to the Mac video spec or they don't
>> work
>
> This is not actually correct. Perhaps you meant to say "Mac video card
>'drivers' are written to the Mac video 'driver' spec or they don't work."
>That statement is correct for both the Mac and Windows.

Perhaps you should engage in less information hiding. Your users
seem to have radically different ideas about how your machines
work and what is required to alter them.

>
>> >
>> > Translation: You need to use the Macintosh Analog of a VGA card.
>> >
>> > It's a good thing you warned the world about this.
>> >
>> > We might have actually gotten the false impression that Macs
>> > were now as expandable as PC's and capable of accepting all
>> > those nifty PCI cards.
>> >
>
> Well, they are. But, just as with some applications, 3rd parties don't
>neccessarily support the MacOS. It's merely a matter of software drivers,
>not hardware.

So, we then end up with a situation where a freeware operating
system (Linux) has better hardware support than what is sometimes
```

the leading microcomputer hardware vendor.

This is especially strange considering that the Mac userbase is
estimated to be at least 20 times larger (than linux).

>
>>
>> Macs don't need drivers for basic functionality. They can take advantage
>> of graphics acceleration without. Some cards need drivers though for
>> things that go beyond the Quickdraw spec.
>>
>
> As for video cards, Macs do need drivers for basic functionality and
>graphics acceleration. On most video cards, however, a driver is provided
>in the card ROM, so users don't need to install any drivers from a floppy.

That kinda makes it wasteful for anyone else, now doesn't it.
That also reduces it to 'Mac' hardware, reducing significantly
the usefullness of a common bus standard.

26. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5ajgld$b9k@lana.zippo.com>
Source record: 7071
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <AEEC06F0-2205A@207.158.11.10>, "David says...
>
>JEDI -
>> Precisely. In this manner, the fact that Windows 95 comes
>delivered
>> with driver support for multi-monitor video cards makes that
>> functionality just as 'built in' as it is for MacOS.
>
>You are delving into idiot areas....
>
>Anyone who has used both machines knows that the Macs multi-monitor
>support is faaaaaaar superior to windows. <period>

BETTER was never the issue. Some clueless MacVocate attempted
to claim that it was impossible. Then other MacVocates attempted
to backpedal the assertion to be the level of OS support.

BETTER is also vague and subjective.

>
>With a Mac you can plug in multiple different off-the-shelf monitor
>cards, and have a virtual desktop of the union of those monitors -
>arranged as the user wished, and use them for various things. The
>system allows apps to request certain things - like highest res., most
>colors, etc. and work accordingly. The system also auto-dithers images
>across monitors, and knows which is the primary monitor.
>
>The PC way is that App writers can try to talk to every known driver
>out there to try to figure out the same thing, and then features will
>only work one app at a time. Some cards support multiple monitors of

QUIT SPREADING LIES!

This is the DOS way of doing it. DOS has been fairly dead except
for gameplay for quite some time now. PC OSes provide virtual
devices like any other real OS.

>the same resolution... but the system doesn't know shit about it. (can
>you say cheesy hack?!)

The system doesn't need to know shit about it. All it needs is a
way to interface to the screen. On a well abstracted OS, the underlying
hardware and configuration of same should be totally transparent.

>
>The Mac was is far superior. <period> MS is lazy, and implemented a
>bad (limiting) design.... and users pay the price.

Actually, filling up all of your card slots, which tend to be
limited on a mac to begin with, is rather limiting. In this respect,
the PC solution is acutally better. Sure it is a bit lazy. However,
a lazy solution is likely to be less complex. A complex solution
will be easier to implement and to debug.

Somehow this tactic is horrendous on the PC but good practice on a
Mac. MacVocate hypocrisy in action once again...

With limited card expansion space and the price of larger monitors
(30"+) coming down. The usefullness of such a general solution
diminishes. A significant number of macs would meet or exceed their
expansion capacity doing it the 'Mac Way'. PC's would not.

>
>> Precisely. The MacOS requires conforming hardware.
>Everyone
>> else merely requires a conforming driver interface. It is
>not too
>> difficult to see here how complexity and choice are being
>> simultaneously restricted. One gains at the expense of
>another.
>
>Nope... people add by making their cards compliant with certain system
>restrictions... just like windoze. There are often FEWER restrictions
>on the Macs than on the PC's. So where is the cost?

Start naming specifics. The only PC restrictions are the bus interface.
Even there, one usually has 2 or 3 options instead of just one. The
card would also need to be VGA compliant but, that is a very limited
specification. Otherwise, MacVocates would have nothing to hark upon.

>
>Apple designed their stuff better... it took longer up front, and more
>money... MS just hacked it and called it "good enough".

MS never touched it actually. They are the wrong ones to blame here.

>
>> Options and flexibility are sacrificed for ease. In the
>end, what
>> is achieved is qualitatively and quantitatively different.
>
>Yes... the Mac is better and more versitile, and works more the way

More NewSpeak: Fewer device options = more versatile.

>people would like it to.
>
>> MacOS plug & play is not a superset of Win95 plug & play.

>> That should be well understood and freely admitted.
>Anything
>> else is pure fraud.
>
>Superset? No... Win95 is a cheap hack that is meant to make up for a
>bad initial design (or lack of an initial design)...

Yes. Superset. Win95 has the liability of having to make up for
SOMEONE ELSES bad initial design. MacOS has no such hinderance.
That it succeeds in the absence of handicap is much like a person
with healthy legs outrunning someone with nothing but stubs and
then bragging about it afterwards.

>
>The Mac is well designed, with versitility in mind.
>
>Call Mac PnP a superset of Win95 PnPray is like calling a BMW a

SUBset. You're blathering.

>superset of a Model-T (with electronic ignition and after-market
>air-conditioning bolted on). Sure they both have wheels and a motor-
>but one is designed far superior than the other.

However, that is not the case at all. There is really very little
hardware difference between the two machines. You GROSSLY overstate
their differences. Most of the differences are in your mind. The
rest are primarily a matter of software.

Typical MacVocate pomposity.

>
>> If anything: Win95 plug & play attempts to be a superset
>of
>> the Mac's.
>
>It may try... but it falls far short of success.
>
>Mac PnP works.

It gives a man no bragging rights to outrun a man with a ball and chain.

It is MacOS in the subject line after all.
That it succeeds is more a matter of lowering the bar in its favor.

27. Re: Mac Plug-n-Play = VGA++ (Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5ajhnp$dfu@lana.zippo.com>
Source record: 7072
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <5a1dca$766@nova.dimensional.com>, josh@dimensional.com says...
>
>In article <5a0nf4$oc1@lana.zippo.com>, <JEDI> wrote:
>>In article <gmgraves-2612961546400001@cust29.max21.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net says...
>>>
>>>In article <59u3ht$fa1@lana.zippo.com>, JEDI wrote:
>>>
>>>> In article
>>><gmgraves-2412962241250001@cust106.max4.san-francisco.ca.ms.uu.net>,
>>>gmgraves@earthlink.net says...
>>>> >
>>>> >In article <32C00B91.567C@sfbayrun.com>, info@sfbayrun.com wrote:
>>[deletia]
[deletia]
>> They aren't merely limited to IDE boards, VGA cards, Sound Blasters
>> and the like.
>>
>> Windows Plug & Pray attempts to achieve much more than the Apple
>> version ever dreamed of. The Apple version is nothing more than
>> a clever way to stack the deck. Apple has ordained what it will
>> support and left the rest to rot. There is nothing remarkable in
>> this restriction. When held up to the light, it acutally looks
>> rather fascist and cowardly.
>>
>Facist & Cowardly. You mean, besides the fact that apple had to
>good sense to document how they were going to do cards? Let's face
>it, I have yet to be able to go a solid week, without hitting some
>problem with Plug & Pray. Apple specified which cards would work

Like what? Without specifics, you're just blathering. Also,
if it is an intermittent problem, you might want to check
the hardware in question.

>and how they would work when they introduced the nubus. As for the
>rest of the PCI stuff, remember how backward the i86 system is.

Oddly enough, despite this backwardsness, Apple still adopted it.
It would be nice if someone could ordain an entirely new architecture
but, the PC market isn't that centralized. There is no 'Big Brother'.
The last PC vendor that tried it, got laughed at (MCA).

>
>It is amazing that any cards work. Apple may not be at the head of the
```

>pack with OS software, but their hardware is much better then the PC's
>that are out there (and I am writing this on a pentium pro 200).

My VL DX4/100 doesn't seem to have any problems. Win95 needs a better
way to change monitor freqs. but that's about it.

> -j.p
>
>> What computer was born in 1984?

The question no MacVocate can stand to answer...

28. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5aj9mb$pn8@lana.zippo.com>
Source record: 7073

In article <1996Dec31.135205.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <851984744_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> What you mean is that you desperately HOPE that some TOS advocates
>> will claim this because you might actually have a good point and an
>> argument that might win for once. I know very little about NeXT but
>> I have seen bit of it in use and have only heared pleasnt things about
>> it. I didn't think that MacOS was going to be based upon it but I was
>> under the impression that NeXT was being developed for the PPc range
>> which I believe to be a better idea.
>
>From what I have read, parts of Copland will be grafted over Next Step. The
>remaining unix that the user sees will be eliminated. The end product will
>hopefully be a nice OS when its ships later in '97'. By that time a 300mhz
>PowerMac can be had for $2000 or less.

What will this do to the current price structure?
NextStep currently sells for $800-$4200.

29. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5aj59m$gu7@lana.zippo.com>
Source record: 7074
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <maury-0201971458450001@199.166.204.230>, maury@softarc.com says...
>
>In article <5a67dm$5rl@lana.zippo.com>, JEDI wrote:
>
>> Precisely. In this manner, the fact that Windows 95 comes delivered
>> with driver support for multi-monitor video cards makes that
>
> Not really, I've yet to install one that didn't need a disk to be
>loaded. On the other hand most of the Mac ones work without such a disk.

Odd that I have yet to have such problems...

Drivers for the STB 2 & 4 framebuffer cards are right there for anyone
to see in the Win95 drivers list.

The rest would be cards that would also require a driver to work with
the Mac assuming that such a driver even existed.

So, what chipsets were those again? S3? CL5428? CL5434? T6000? Rage II?

Nevermind that all of these work fine and require no drivers at all
in 'Mac Plug-n-Play mode'.

>
>> >Mac video cards are plug-n-play as long as they conform to the MacOS's
>> >guidelines just like a card made for the PC must have drivers that conform
>> >to the Window's spec or whatever other OS you're running.
>>
>> Precisely. The MacOS requires conforming hardware.
>
> No, it doesn't, at least not on OF 2.1 cards (which all PCI cards are
>supposed to be). Just like their PC cousins, they can have the drivers on
>the card or the drives somewhere. The difference is that the main Mac
>drivers are a lot more flexible.

No, the Mac just specifies quite a bit more. There is no flexibility
there. It is a straight jacket really.

The above quoted macVocate text is a perfect example of MacNewSpeak.

BTW-onboard drivers nullify any point in using a multiplatform bus.

>
>> else merely requires a conforming driver interface. It is not too
>> difficult to see here how complexity and choice are being

>> simultaneously restricted. One gains at the expense of another.
>> Options and flexibility are sacrificed for ease. In the end, what
>> is achieved is qualitatively and quantitatively different.
>
> Balogna.

Such responses are the last attempts of feeble minds.
The Mac platform imposes certain restrictions based upon the
engineering models that it is built upon. Glossing over such
issues with ANY device is blatant fraud.

>
>> Users should know exactly what they're getting. They should
>> be capable of making informed choices. The Mac tendency
>> to hide important details quite interferes with this.
>
> They're "hidden" because you don't need them.

They also might curtail sales. Conventionally, such information
hiding is refered to as fraud.

Apparently, you don't think that the Mac would look very good in
the face of full disclosure. Otherwise, you should be more forth-
coming.

>
>> If anything: Win95 plug & play attempts to be a superset of
>> the Mac's.
>
> True, but what of it? In my last call to Gateway they made me turn off

More potential gain from more potential risk.
Dealing with 15 years of legacy that the market won't
allow you to simply sweep under the rug.

>P&P on the ethernet card because it made it stop working. That's really
>showing the concept of MS's P&P at it's best I'd say.

That would mean that the card was never working actually...

30. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5aj9l2$pkn@lana.zippo.com>
Source record: 7075

In article <1996Dec31.135205.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <851984744_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> What you mean is that you desperately HOPE that some TOS advocates
>> will claim this because you might actually have a good point and an
>> argument that might win for once. I know very little about NeXT but
>> I have seen bit of it in use and have only heared pleasnt things about
>> it. I didn't think that MacOS was going to be based upon it but I was
>> under the impression that NeXT was being developed for the PPc range
>> which I believe to be a better idea.
>
>From what I have read, parts of Copland will be grafted over Next Step. The
>remaining unix that the user sees will be eliminated. The end product will
>hopefully be a nice OS when its ships later in '97'. By that time a 300mhz
>PowerMac can be had for $2000 or less.

What will this do to the current price structure?
NextStep currently sells for $800-$4200.

31. Re: Mac Plug-n-Play = VGA++ (Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5ajbe3$cd@lana.zippo.com>
Source record: 7076
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <drz-3112960746340001@stater.apple.com>, drz@apple.com says...
>
>In article <5a699m$8ht@lana.zippo.com>, JEDI wrote:
>
>> >
>> > Actually, the MacOS accepts a wide variety of video hardware. The only
>> >restriction is that a device driver is provided that provides interfaces
>> >to set the resolution, refresh rate, bit depth, color tables, etc. In
>>
>> This is quite a different story than the MacVocates are telling.
>> With them, video hardware either conforms to the low level
>> design spec or it gets left out in the cold.
>>
>
> I guess, then, that not many of them have written video drivers :)
>
>> To them, the concept of installing a driver of any kind, in any
>> way is completely alien. They rail upon this as a Win failing.
>>
>
> This probably stems from the fact that one part of the spec of NuBus and
>PCI is a method of providing video drivers in a card ROM. Video cards are

(PCI? You mean that Intel bus standard?) '-pppp

>not required to do this, but, if they do, the user does not have to
>install a driver.
>
> Another factor is that Mac users typically do not need to select the
>driver to use with most types of cards. Usually, the most that is needed
>is to run an installer script on a flopppy. The OS and sometimes the

This has little to do with the OS actually. The vendor is pampering
the user. Some Win vendors choose to do this, others do not. It is
hardly an OS boasting point.

32. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5ajc4b$1oa@lana.zippo.com>
Source record: 7077
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <01bbf6c2$bdbeb160$78c289ce@ns1.ilinks.net>, "Karl says...
>
>
>
>Greg Pearce <gpearce@freenet.columbus.oh.us> wrote in article
><5a8er6$e6a@login.freenet.columbus.oh.us>...
>> <32bdce47.337912442@client.sw.news.psi.net> <32c4dd19.256199234@snoopy>
><32bf1de5.2162289@client.sw.news.psi.net> <59opf8$5es@lana.zippo.com>
><gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>
><32c021e4.6017602@news.onramp.net> <32C19D07
>> :
>> .20DF@tnet.net> <32c4f903.6178386@news.onramp.net>
>> Distribution:
>>
>> David Corn (dcorn@paradise.pplnet.com) wrote:
>> Perceptually, this clone is not any faster than my 030 3000. I know that
>> it is many times faster hardware wise, but in everyday usage, the 3000
>> opens screens just as fast, I download and Web browse just as fast,
>
>Why wouldn't you browse the web just as fast? The modem would be the
>limiting factor.
>
>> it
>> prints just as fast on the same printer.
>
>Again this is a i/o bound task that wouldn't be significantly affected by
>the processor. Unless you are using a printer that depends on the CPU for
>rendering.
>
>> Could I run 2 3D renderers,
>> print in letter quality, download at 28.8, decompress files from CD to
>> RAM:, all at once on this clone with out noticing any system
>degradation?1
>
>That only means that all of your background tasks are being starved for CPU
>time.

Or, rather, that that machine uses what hardware it does have more
efficiently. The entire point of multi-tasking systems is to maximize
concurrency on hardware that supports such things. That mix appears
to flex most of his parallel operable components at once.
```

It shouldn't slow down user responsiveness. It shouldn't starve processes either. Some may get low priority but, that's the entire point of batch processes to begin with.

If we wanted them given maximum priority, we'd nice them or bring them into the foreground.

The only things that should flex the CPU is the renderings. Those can proceed at sub-optimal speed because they're batch jobs. The rest should put no more than %10 load on even a 486/100.

33. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5ajcmn$2ur@lana.zippo.com>
Source record: 7078
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <AEED94D4966814B9C@sbell.demon.co.uk>, steve@sbell.demon.co.uk says...
>
>In article <32C72EE9.2EC7@pacific.net.sg>,
>Bobby Wang <bobbyw@pacific.net.sg> wrote:
>
>>In case you don't know, Autoexec.bat & Config.sys is totally irrelevant
>>in Windows NT 4.0 and Windows 95 (unless you are using some old hardware
>>that hasn't updated its Windows 95 driver).
>>
>>
>>David Every wrote:
>>>
>>> Try any conflict with Autoexec.bat, Config.sys, BIOS not recognizing a
>>> device, or devices that aren't recognized or don't work, etc., etc...
>>
>>
>>--
>>
>
>Or unless my 10x CD drivers conflict with my sound card and installing a MS
>joystick causes more fun and games than I'd bargained for with the SB16.
>
>W95, don,t make me laugh.

Don't make us laugh! Your ramblings sound like the dellusional rantings
of a troll. There should be no '10x CD drivers'. They should all either
be EIDE or SCSI. Plug them into a real HD controller and they'll be fine.
They'll be plug & play even under Linux.

Joysticks are even more trival. Just plug the damn thing in.

>
>Roll on NexTMaC so I can junk this PC trash.

Why wait? NextSTep has been available for PC's and other platforms
for quite some time.

34. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5ajd26$3ma@lana.zippo.com>
Source record: 7079

```
In article <GL5ECFAOUP@cabal.shnet.org>, guenther@cabal.shnet.org says...
>
>In <1996Dec29.134536.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>Now that the next Mac OS will be based on NeXT Step, TOS advocates will claim
>>that changes nothing and TOS will be superior until enternity.
>
>Yes, will they? Where?

Well, at least for the time being, there are 800-4200 reasons
why NeXT Step is inferior. '-)
```

35. Re: Lowering the bar until they can stumble over (was Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5ajfb0$8n3@lana.zippo.com>
Source record: 7080
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <01bbf5a6$fba213e0$88c289ce@ns1.ilinks.net>, "Karl says...
>
>
>
>JEDI wrote in article <5a669b$49s@lana.zippo.com>...
>> In article , crobato@kuentos.guam.net says...
>> They would understand it all too well, given full disclosure.
>> They used to refer to such things as VGA and EGA. If they
>> want to so restrict themselves in the name of ease, they have
>> the option to use such things.
>
>The VGA and EGA specs did not provide OS specific routines to allow
>advanced graphics handling. A Mac compatible card can and does accelerate
>Quickdraw functions just like a PC graphics card provides GDI
>accelerations. There is no difference.

Actually, according to the company man, Quickdraw is just another
version of OpenGL (or DirecX). Since my 2D only PC card works just
fine with OpenGL, a VGA or EGA card should do just as easily...

Mac PnP still turns into VGA++.

So? What will QuickDraw do with a T6000 card? Blow Bloody Chunks?

36. Re: Dam it, I want a Spartacus...

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5ajhqc$dmd@lana.zippo.com>
Source record: 7081

In article <1997Jan1.192548.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>Has anyone seen the 20th anniverasary special edition Mac code name Spartacus?
>If not, load up your web browser to www.macweek.com or macuser.com.
>
>I want one but can afford the reported $9000 price tag. However, I am
>excepting donations.. So send your unwanted pocket change to me...:-)

Being that you can get a 500Mhz Alpha for less than that, don't
hold your breath.

37. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-03 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32CDC1DE.2703@tiac.net>
Source record: 7082

<SNIP>

> >
> >By labeling someone based upon their nation of origin, you are engaging
> >in two of the most base of logical fallacies - nationalism and
> >regionalism. Neither contributes to your logos.
>
> Nationalism and regionalism is generally redundant.

Um, shouldn't that be "Nationalism and Regionalism 'are' generally redundant?" Regardless, that is an entirely untrue point. An individual purporting that, say, the NAFTA economic system is superior to the EEC is engaging in regionalism. A Canadian extolling his country as superior to all others is engaging in nationalism. Neither is mutually exclusive, but this does not equate them.

>
> The label is only regional in a very vague sense and quite possibly
> may be general to the entire planet.

Perhaps, but your labeling him as stupid or unable to comprehend certain societal and economic conditions due to his European origin is hardly non-regional or "vague." It is like saying that an American cannot understand socialism due to his capitalist nation's system. This is a fallacy of 'capital' order.

>What was specified covers the
> region from Lisbon to the Urals. Superficially, the term is more of
> an economic or social distinction.

Exactly, and has little (if any) validity as a judgment criteria for qualification, or lack thereof. If one was, for example, to describe himself as a chimney sweep with a second grade education, no computer knowledge, residing in London's Southwark borough, this would be an adaquate criterion to suggest that he may not be knowledgeable about Macintosh API programming theory. Suggesting, however, that a "European" has no concept of such economic and technical matters is sheer fallacy.

>
> You're still a petty small minded peasant.
>

This is the fallacy of the "red herring," in which a desperate/losing debater slanders/insults the opposing party in an attempt to escape the irrefutable logical points and provoke an emotional outburst in the recipient. When successful, the red herring allows the user to switch

to a topic more suited to his limited understanding. Unfortunately, yours did not succeed.

> The nature of my character will never change that.

An equally dubious fallacy, referred to as the "self-immolation" (self-burning) fallacy. This fallacy positions an attack upon a logical fallacy by an opponent as an attack upon the individual or a key component of an individual (such as character). This is designed to garner sympathy or lessen severity of logical scrutiny. Again, your tactic was not successful.

Usually, sticking to the topic is the most effective means of discussion, no?

BR Miller
Boston, MA

38. Mac graphics cards Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-04 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5akce4$dk6@lehi.kuentos.guam.net>
Source record: 7083
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

By the way, I just installed an IMC 1724PDS graphics card for my 6300.

I unscrewed the back panel, and then I pulled out the tray containing the mother board completely out of the machine.

The board has pin edges right across it's back and connects to the peripherals with a very long connector deep in the back of the machine. There are absolutely no ribbons whatsover.

I punched out the preset holes for the port opening, and I carefully inserted the card over the PDS slot. The card looks more like a daughterboard, and there are chips galore in the top and the bottom. I gently pushed down the card, and the design of the PDS connector is strong enough to hold the card in place once it's fully inserted without need to screw it to the frame. I pressed a tiny red reset button on the motherboard with the screwdriver.

I placed the motherboard back to the rails, and slid it inside the machine. The backedge connectors made a slick, firm connection. I put the two screws in, tucked in the small metal handle used to pull the board out, snapped the plastic cover. Then I reconnected the Mac to the power, monitor, modem and printer.

I boot and wallah. Checking my Monitor Control Panel, the new resolutions are all automatically there.

I inserted my 1724 diskette, and I dragged and dropped the 1724 CDEV into the Control Panels. By default, Quickdraw Acceleration is already marked and enabled. Any changes on the 1724 Control Panel is immedietely active the moment the CDEV is closed---no need to reboot. You only need the control panel to enable or disable Quickdraw acceleration---on the fly, as well as to reassign the keystrokes for pan and zooming. All immedietely active the moment the CDEV is closed.

And without having to reboot again, I am already panning and zooming in a virtual deskop across different resolution modes and color depths that are being set on the fly.

Totally painless and plug and play.

I don't have to hunt and browse for some F*CKNG.DLL, SETUP or ST*PD.INF information file in "D:\WIN95" from the Display applet, after I have to pick a card from some long list or run a procedure that lets me wait for several long minutes to detect what card is that, which can happen unless you stop Windows 95 from doing it. Then after this trouble and you have all the nice graphics cards utlities set and all do all the tricks and stuff, installing DirectX would render all these utilities Completely Useless, and if you want these utilities

to work again, you have to uninstall DirectX or reinstall the drivers. And for all that trouble, you end up with an unstable system because the end result is a spagetti mess of different DLLs from different drivers. Guess what, I finally had to completely reinstall Windows because it needs to be cleaned up anyway, and then only to discover that in SAFE mode, which is the only way Windows 95 would boot up when it's all screwed up, that it won't RECOGNIZE THE CD ROM drive where my Windows 95 CD ROM is waiting. Worst, I can't shut down to pure DOS to start my DOS CD ROM driver. When I finally did so, Windows 95 SETUP won't even format or delete the old directory, so the reinstall procedure stopped somewhere. Jeez---And after spending many minutes in my file cabinet looking for that paper with my license number that you must enter in one of the many annoying questions in the Windows 95 install procedure. (Somewhere I was so closed to tears, had the strong temptation to break my CD ROM in half, and left a big crack in my PC casing after I punched it.) It's one disaster leading to another, and I finally rebooted my OS/2 Warp partition and from there, wiped out all Windows directories and assorted junk as clean as possible and run disk utilities to assure partition integrity before I rebooted again to my FAT partition and tried the install again. (My OS/2 partition sees my Windows 95 partition but not the other way around.)

Rgds,

Chris

Rgds,

Chris

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

39. Re: Dam it, I want a Spartacus...

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-04 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <157cd$23828.331@HERMES>
Source record: 7084

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> Has anyone seen the 20th anniverasary special edition Mac code name Spartacus?
> If not, load up your web browser to www.macweek.com or macuser.com.

"20th anniversary" ... "Mac".

Has a timewarp suddenly occurred, and we are now in 2004? (checks watch).
Nope. If the Mac was relased in 1984, and it was "designed" during 1983
as a replacement for the commercial failure known as the Lisa, then it is
only 13 years old.

Perhaps you are referring to the 20th anniversary of the 8-bit Apple. But
that was 1996. (The Apple][was a 1976 release)

> I want one but can afford the reported $9000 price tag. However, I am
> excepting donations.. So send your unwanted pocket change to me...:-)

"excepting donations".
Transalation: "excluding donations".
Meaning: Dont send any.

The in-context word our "friend" probably meant to use was "accepting"

(This is an error that any good librarian [as I am led to believe our
"friend" here is] would pick up in a cursory reading of the above quoted
two lines of text)

> |---|
> "Rush Limbaugh is for people who aren't mature enough for Barney..."

Translation: "Barney is for people too mature for Rush Limbaugh"

{[:-)]

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

40. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-04 00:00:00 UTC
From: Bill Merik <bmerik@worldgate.com>
Message-ID: <32CEB78B.5F83@worldgate.com>
Source record: 7085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron says...
> >
> >Toad is about the ONLY company tha still regards Atari computers as real
> >computers. Most of you guys still think of Atari as nothing more than a
> >game platform and sell them as a simple game server. Its the users of Atari
> >computers who have driven the prices down in private sales. A guy buys a
> >1040 for $700 and a few years later nobody will pay more than $50 for it.
>
No, Toad is not the ONLY company. Computer Direct is pretty well
exclusively devoted to TOS and MagiC platforms. Toad is hyping their PCs
(with Gemulator built in) and their Internet service provider business.
They still sell Atari stuff, and provide support, but appear to be
winding down their involvement in the world of TOS computing. Computer
Direct, on the other hand, will only sell you a Mac or Mac Clone if you
REALLY insist, and steadfastly refuse to have anything whatsoever to do
with PCs. Check them out at http://compdirect.com. They are doing some
really amazing stuff.

Bill Merik
VERY satisfied Computer Direct customer and beta tester.
--
/******************************************************/
/ We'll Fight on to Victory /
/ Or Choke your Rivers with Our Dead ! /
/ /
/ Bart Simpson /
/******************************************************/
```

41. Re: Lowering the bar until they can stumble over (was Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-04 00:00:00 UTC
From: jinx6568@sover.net
Message-ID: <jinx6568-0401971535540001@news.sover.net>
Source record: 7086
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5ajfb0$8n3@lana.zippo.com>, JEDI wrote:
> Actually, according to the company man, Quickdraw is just another
> version of OpenGL (or DirecX). Since my 2D only PC card works just
> fine with OpenGL, a VGA or EGA card should do just as easily...

blink whaaa?
You are, in fact, aware that Quickdraw was around maybe ten _years_
before anybody was thinking about calling anything DirectX? Very strange
behavior.

Jinx_tigr
(aka Chris Johnson)

42. NextStations for $350

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan4.141304.1@cobra.uni.edu>
Source record: 7087

I found a web site that has used 040 NextStations with 17' monochrome monitor
for $350. These NextStations have built in DSP's.

http://www.ibgi.com/nextsale.htm

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

43. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-04 00:00:00 UTC
From: Karl Thomas <karlt@ilinks.net>
Message-ID: <01bbfa43$a14495c0$74c289ce@ns1.ilinks.net>
Source record: 7088
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
JEDI wrote in article <5ajad6$r87@lana.zippo.com>...
> In article <drz-3112960857520001@stater.apple.com>, drz@apple.com says...
> >
> >In article <5a67dm$5rl@lana.zippo.com>, JEDI wrote:
> >
> >> In article , "Karl says...
> >> >
> >> >
> >> >
> >> >JEDI wrote in article <5a0m11$ltv@lana.zippo.com>...
> >> >> In article
> >> ><gmgraves-2612961521510001@cust29.max21.san-francisco.ca.ms.uu.net>,
> >> >gmgraves@earthlink.net says...
> >> >> >
> >> >> >In article <59u2eg$dfp@lana.zippo.com>, JEDI wrote:
> >> >> >
> >> >> >> In article
> >> >>
><gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>,
> >> >> >gmgraves@earthlink.net says...

[much deleted]

> >> >
> >> >Supporting the various Quickdraw functions is a lot more than just
> >> >supporting a dumb frame buffer.
> >
> > Actually, Quickdraw assumes a dumb frame buffer unless a card has
> >hardware acceleration and provides driver software to support the
> >acceleration.
>
> Sounds like apple's swiping ideas again: OpenGL.

This has been the situation since probably the Mac II in '87, definitely
since 32-bit Quickdraw in '89

> > I've mentioned this on another thread, but this thread is getting more
> >attention so I'll clear things up here too. The MacOS only requires
> >conforming driver software, not hardware.
>
>
> So? Where's the generic T6000, Rage II and CL 5434 drivers?
> Where are the specific drivers for the ATI 3D Xpression+TV?
> Where can I test a machine that might have a PC PCI video card
```

> in it?
>
> I'm not about to take your word that PnP won't explode into a
> million mac-pieces under that situation.

What is so hard for you to understand? Any PCI card will work with the appropriate driver either on the card itself or installed by the user as an extension/control panel. This is the same as on any other OS.

44. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-04 00:00:00 UTC
From: Bobby Wang <bobbyw@pacific.net.sg>
Message-ID: <32CEF766.3B46@pacific.net.sg>
Source record: 7089
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I didn't even bother to reply to that joker who claimed that his 10x
CD-ROM drive requires a special driver for Windows 95. He just made it
up. For all we know, he could be a Macloser in disguise. I never knew
there's a 10x CD-ROM drive that's neither EIDE (ATAPI) or SCSI!

JEDI wrote:
>
> In article <AEED94D4966814B9C@sbell.demon.co.uk>, steve@sbell.demon.co.uk says...
> >
> >Or unless my 10x CD drivers conflict with my sound card and installing a MS
> >joystick causes more fun and games than I'd bargained for with the SB16.
> >
> >W95, don,t make me laugh.
>
> Don't make us laugh! Your ramblings sound like the dellusional rantings
> of a troll. There should be no '10x CD drivers'. They should all either
> be EIDE or SCSI. Plug them into a real HD controller and they'll be fine.
> They'll be plug & play even under Linux.
>
> Joysticks are even more trival. Just plug the damn thing in.
> for quite some time.

--

Regards,
Bobby Wang

****
Bobby Wang
bobbyw@pacific.net.sg

Happily Powered by NT 4.0
****

45. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-05 00:00:00 UTC
From: icekill@geocities.com
Message-ID: <32c9c396.4478474@24.112.1.3>
Source record: 7090
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 21 Dec 1996 18:09:03 GMT, gpili@tiac.net (Gilbert Pili) wrote:

>In message <59h6d0$lku@qualcomm.com> - "Steven C. Den Beste"
>Interesting post, and refreshingly unbiased. I like to think that IBM is
>working to come up with a fresh strategy for OS/2, based around Java and the
>NC initiative. It could be wishful thinking, but no one can tell me for
>certain that it is or is not true.
>
>It *is* frustrating that IBM can't come up with a more coordinated effort with
>OS/2 -- what's so difficult about making the PC Co and PSP work together on
>creating a good preload package for the Aptivas? Why can't IBM get a good
>OS/2 suite out the door? Why can't they bundle new software and package them
>more attractively? Netscape's and Stardock's efforts are the best initiatives
>I've seen in this direction; why can't IBM take a cue from these vendors and
>market their own stuff this way? These are simple things that don't cost huge
>sums of money, and could make all the difference in dispelling the "OS/2 is
>dead" stories.
>
>Unfortunately, the longer IBM waits to address these issues, the more
>creedence is given to the rumors, and the harder it will be to revive OS/2
>later on.
>
>Gil
>
>---
>Ayn Rand might have been right if she'd laughed at herself. Once.

Don't worry, IBM is the greatest computer company in the world (maybe
even universe). I think OS/2 depends on 3 things:
a) IBM's research: which is exceptionally good and keeps producing new
products (I expect good voice output in 2 years maximum).
b) IBM's money: which they use for very good purposes (buying Lotus,
getting NS/2).
c) Lack of competition: Microsoft products do not stand a change, and
until Apple get the NeXTOS done, they also are no challenge.

Note that Java, NC, etc. is part of the research (Sun works with IBM
so well, I think they should join forces or something).

--

Or Neeman icekill@geocities.com

"And here's Bill Gates' new book: "Latin
American Countries that have less money
than I do"
-- David Letterman, The Late Show
"Who needs horror movies when we have Microsoft"?
-- Christine Comaford, PC Week, 27/9/95
=A91996 DKE. Non-exclusive, royalty free license to
distribute is granted to any service provider except
Microsoft. By distributing this, Microsoft agrees to
pay $1,000 per posting, give all of Bill Gates' money
to me and declare bankrupt.
---

46. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-05 00:00:00 UTC
From: tjv@indra.com
Message-ID: <E3Iyox.32x@indra.com>
Source record: 7091
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Corn wrote:

>On 30 Dec 1996 08:07:50 -0500, gpearce@freenet.columbus.oh.us (Greg
>Pearce) wrote:

>>trouble. Windows 95 makes you reboot to change screen resolution. As far

>No it doesn't. And with QuickRes you don't need to reboot to change
>screen bit depth either. Or run SR2.

Depends on the video card / driver combo.

Anyone here seen the way Be does it? Pretty awesome.

```
+=============================================================+
| Don't vote. It only encourages them. |
+=============================================================+
```

47. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-05 00:00:00 UTC
From: dlord@gte.net
Message-ID: <5aoo3c$fc7$1@news4.gte.net>
Source record: 7092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron Pothier" <falken@tstonramp.com> says:

>Toad recognizes this fact and sells their stuff as real computers. They
>also stand behind their sales if something goes wrong. Toad currently sells
>a 1 meg 1040 for $199 and thats a very good and realistic price, but if a
>guy advertised one here for sale as an owner looking to sell his stuff,
>most of you would say thats too much for a 1040. SO admit it folks, either
>you have real computers or nintendos for sale in this group. I say that
>Atari made real computers and I bought them as such and will sell them as
>such when the time comes.

I need to correct you in that you may TRY to sell your Atari for any price you wish to ask for, but finding a sucker to pay it is another matter altogether. I can go to local electronic discount resellers(USED) and find 1040ST computers stacked in bins for $30 to $50 each depending on condition. If you purchased your computer thinking it would hold its value like a fine collectable, you are VERY mistaken. Computers lose their value almost as fast as the ice-cream cone you purchase from a street-side vendor on a HOT summer day. If I constantly thought about what I have paid for hardware and what its worth now. I would NEVER buy another computer again...

48. atari 2 pc files transfer please.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-05 00:00:00 UTC
From: avrisham@beitza.jct.ac.il
Message-ID: <5apdge$6hv@news.huji.ac.il>
Source record: 7093

BE'EZRAT HA'SHEM, WITH GOD'S HELP.

HELLO.
Can someone please tell me : is there a way to transfer file from
atari to pc & how ?

THANK U VERY MUTCH IN ADVANCE.

SORY FOR THE POOR ENGLISH.

ODED AVRISHAMI.

avrisham@avoda.jct.ac.il

49. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: Jose Guzman <j.guzman@arrakis.es>
Message-ID: <VA.000000dd.000b1a1a@bigboy>
Source record: 7094
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

<<
Does NT support multiple monitors? Or does a special video card and
driver set? Can I take my NT workstation that I'm typing this on, and
add any graphics card I want and have multiple monitors? If NT
supports multiple monitors, then I shouldn't have any problems doing
it should I? If you answer that I need to buy a special video card,
then I don't think NT supports this...the specialized video card does.
>>

NT supports it if your driver supports it, some video drivers need to
use fixed addresses of hardware, so you could not place two cards
working simultaneously, some new PCI p&P video cards allow dynamic
reconfiguration for hardware, so you could use two standard cards
simultaneously, The trouble is on the Hard and on the Drivers, Not on
the OS, specially when the OS likes to controls so absolutely the
hardware as NT does.

Jose, Sevilla, SPain

50. ! MASS POST Was Here! (ahGNpN)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: Ones-And-Zeros@prodigy.net
Message-ID: <5aq354$3no6@usenet1y.prodigy.net>
Source record: 7095

```
MASS POST--the program by Ones and Zeros--has been used to send this message
to thousands of newsgroups.

(ahGNpN)
```

51. Re: help w/ 1040stf & external HD

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5aq4qb$njg@scanner.worldgate.com>
Source record: 7096
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,

alphalnk@inetnebr.com (Design Services) wrote:
>I have a 40meg external mac HD, and would like to connect to my 1040. Is
>there a standard cable that would work? What would be the best
>driver/editor software to start 'er up once I get a cable?
>Also, I'm looking for the best way to download software from my mac, and
>transfer it to the ST. I've had some success after unzipping, and saving to
>a 800K DOS disk, but looking for a more reliable system.
>I've hooked the ST to my mac with a null modem cable before, and it
>transfered ascii just fine. would this be a better solution for transfer?
>
>Thanks in advance,
>Mark
>"TV drug of the nation, breeding ignorance, feeding radiation."
>-Disposable heros of hypocrocy

Hi,

An ICD Link II would be the "cable" you need. It is more than just
a cable though. It is a SCSI host adaptor as well. It allows your
Atari's ACSI port to talk to the hard drive's imbedded SCSI interface.

It should be noted that some models of SCSI drives are not useable
with the Link II. If you can send me the info on the drive, I can help
determine the suitability for this solution.

As far as driver software goes, the Link II comes with software which is
not bad, pretty good actually. The best software to use in my opinion
is HD Driver.

If you have any further questions or need help determining whether or
not this particular drive is useable, drop me a line!

All the best,
Chris @ Computer Direct

http://compdirect.com

52. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: JEDI
Message-ID: <5ar5n7$62d@lana.zippo.com>
Source record: 7097
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <01bbfa43$a14495c0$74c289ce@ns1.ilinks.net>, "Karl says...
>
>
>
>JEDI wrote in article <5ajad6$r87@lana.zippo.com>...
>> In article <drz-3112960857520001@stater.apple.com>, drz@apple.com says...
>> >
>> >In article <5a67dm$5rl@lana.zippo.com>, JEDI wrote:
>> >
>> >> In article , "Karl says...
>> >> >
>> >> >
>> >> >
>> >> >JEDI wrote in article <5a0m11$ltv@lana.zippo.com>...
>> >> >> In article
>> >> ><gmgraves-2612961521510001@cust29.max21.san-francisco.ca.ms.uu.net>,
>> >> >gmgraves@earthlink.net says...
>> >> >> >
>> >> >> >In article <59u2eg$dfp@lana.zippo.com>, JEDI wrote:
>> >> >> >
>> >> >> >> In article
>> >> >>
>><gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>,
>> >> >> >gmgraves@earthlink.net says...
[deletia]
>> > I've mentioned this on another thread, but this thread is getting more
>> >attention so I'll clear things up here too. The MacOS only requires
>> >conforming driver software, not hardware.
>>
>>
>> So? Where's the generic T6000, Rage II and CL 5434 drivers?
>> Where are the specific drivers for the ATI 3D Xpression+TV?
>> Where can I test a machine that might have a PC PCI video card
>> in it?
>>
>> I'm not about to take your word that PnP won't explode into a
>> million mac-pieces under that situation.
>
>What is so hard for you to understand? Any PCI card will work with the

Conflicting statements are hard to understand. You MacVocates can't
even get your minor, user level, technical details straight and you
seriously expect me to take your word on a matter of QA? Take a reality
```

pill.

Some of you attempt to claim that the core of Mac Plug & Play is
a matter of restrictive specification. If this is the case, it
severly cheapens past Mac success and casts serious doubt onto
whether or not it can succeed in an enviroment as complex as what
PC components provide.

>appropriate driver either on the card itself or installed by the user as an
>extension/control panel. This is the same as on any other OS.

However, MacVocates are seldom willing to admit that it would be that
simple on any other OS. If the Mac is emulating Win behaivor, and
rather new at it, it would not be entirely unexpected that the Mac
would be emulating that behaivor 'entirely'.

Regardless, I request verification: a not unreasonable request for any
one with a mind of their own.

53. Re: Lowering the bar until they can stumble over (was Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: JEDI
Message-ID: <5ar52t$4kj@lana.zippo.com>
Source record: 7098
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <jinx6568-0401971535540001@news.sover.net>, jinx6568@sover.net says...
>
>In article <5ajfb0$8n3@lana.zippo.com>, JEDI wrote:
>> Actually, according to the company man, Quickdraw is just another
>> version of OpenGL (or DirecX). Since my 2D only PC card works just
>> fine with OpenGL, a VGA or EGA card should do just as easily...
>
> *blink* whaaa?
> You are, in fact, aware that Quickdraw was around maybe ten _years_
>before anybody was thinking about calling anything DirectX? Very strange
>behavior.

Were you aware that you are concentrating upon a parenthetical footnote
while at the same time ignoring the prime focus of my statement?

One might get the impression that you're unwilling to address the
technical details of my statement. They might prove embarassing for
you. Instead, you rant on about red herring timing details centered
around a minor footnote. No one cares about ancient history. We are
not comparing Win85 to Mac85. It's time to stop living in the past.

You did not address the statement. How is QuickDraw not an application
level API layered over a standardized dumb frame buffer driver? Age does
not equal superiority; features do.

MacVocates are having a hard time coming up with usable non-esoteric
features that would make up for it's [Mac] position in the marketplace.

54. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: JEDI
Message-ID: <5ar4ap$35h@lana.zippo.com>
Source record: 7099
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <VA.000000dd.000b1a1a@bigboy>, Jose says...
>
><<
>Does NT support multiple monitors? Or does a special video card and
>driver set? Can I take my NT workstation that I'm typing this on, and

They're all 'special video cards' and 'special driver sets'.

Either way, even according to the apple company man, you're going
to need drivers buried down in the operating system to use any video
card on either platform. This is, if you want to use the full
capacities of the card you've likely spent a greater amount of money
on for the Mac.

Either you pay more for a card from a vendor that's macbending over
forward for you (increasing fab cost) or you're using only the very
basic functions of the card (and wasting that expensive card) or
installing a driver yourself (like everyone else).

Since the Mac isn't very capable of just plugging in any $40 PCI video
card, the Mac concept of 'plugging in any card' is quite a bit limited.

In this respect, plugging in yet another overpriced Mac board or an
overpriced speciality PC card don't leave much net difference.

However, the PC will be left with more expansion room afterwards.

55. Re: atari 2 pc files transfer please.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: JEDI
Message-ID: <5ar6t6$8h7@lana.zippo.com>
Source record: 7100

In article <5apdge$6hv@news.huji.ac.il>, avrisham@beitza.jct.ac.il says...
>
>BE'EZRAT HA'SHEM, WITH GOD'S HELP.
>
>HELLO.
>Can someone please tell me : is there a way to transfer file from
>atari to pc & how ?

Try reading your atari disks on a Win95 machine. Microsoft finally
introduced an Atari-esqe extended disk format for it. I suddenly
found that my Atari disks were readable after all this time. PC
hardware should have no trouble with Atari disks really. I'm not
sure what the problem was before...

Or, if that doesn't work: use a null modem cable and the corresponding
terminal emulation software. There are also more advanced serial port
xfer option but, I have no experience with them (ghostlink?).

>
>THANK U VERY MUTCH IN ADVANCE.
>
> SORY FOR THE POOR ENGLISH.
>
> ODED AVRISHAMI.
>
> avrisham@avoda.jct.ac.il
>

56. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: drz@apple.com
Message-ID: <drz-0601971316070001@stater.apple.com>
Source record: 7101
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5aj7ti$m8d@lana.zippo.com>, JEDI wrote:

> In article <maury-020197145447000l@199.166.204.230>, maury@softarc.com says...
> >
> >In article <5a67to$6in@lana.zippo.com>, JEDI wrote:
> >
> >> >A card has software on the card itself to interface with the QuickDraw
> >> >engine

Most cards do, but it's not required. The driver could be on the disk,
but then the video card would not be used until the OS was booted.

> >>
> >> So much for the open bus standard...
> >>

Maybe what we need is an open driver standard.

> >> Thanks for bursting our bubble. We thought now that one card
> >> could service the same need on a PC, an Alpha clone, an Atari
> >> clone (mebbe Amiga clone too) or even a Mac.
> >
> > Sad to see you know nothing about OpenFirmware. OF requires drivers on
> >the cards or in the machine, but allows the card to identify itself, and
>
> I am just not impressed with silly buzzwords. What you describe is
> nothing more than a ROM BIOS. It is also quite unnecessary.
>

It is pretty equivalent to a ROM BIOS. And, like a ROM BIOS, it is
quite neccessary. OpenFirmware is an open standard for interfacing OS's
and system ROMs to a system's onbaord and plug in hardware that is
required for booting. At a minimum this includes a bus interface like
SCSI or IDE and a mass storage device or a network connection like
ethernet (for net booting). If you want to be able to present a boot OS
selection to the user, OF driver code would also need to be provided for a
keyboard and monitor.

As the name implies, Open Firmware is designed to be implemented on many
different platforms including Sparc, x86, PowerPC, etc. It is used by
Apple and Sun and is part of the CHRP standard. Open Firmware drivers are
written in Forth and are not processor specific; the drivers are run by an
interpreter in the system ROM (kind of like a Java for booting). The BIOS
design is pretty x86 specific by using the x86 interrupt vector

mechanisms.

If a plug in card (like a PCI SCSI card) contains an OF driver, any system that implements OF may boot off of a hard drive hooked to the card. Thus, the SCSI vendor can implement one PCI card with one driver in its ROM and a user can buy this card for his Mac, Sun Workstation (they're working on PCI versions), or CHRP box, plug in his boot drive and be able to boot through the card. Once the OS is loaded, a better, processor/OS specific driver may be loaded for the card to get better performance. OF is mainly intended just to get things booted. Sun uses the trademarked name OpenBoot which is more descriptive for what it does.

Conceivably, everyone could have standardized on BIOS and written x86 interpreters in their system ROMs so they could run BIOS drivers on all of the PC cards. Forth (or some other interpreted language) seems a little more open.

--
Erik Staats
FireWire driver software architect
Apple Computer
"The Fireman"

57. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: drz@apple.com
Message-ID: <drz-0601971228000001@stater.apple.com>
Source record: 7102
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5ajad6$r87@lana.zippo.com>, JEDI wrote:
> In article <drz-3112960857520001@stater.apple.com>, drz@apple.com says...
> >In article <5a67dm$5rl@lana.zippo.com>, JEDI wrote:
> >> Precisely. In this manner, the fact that Windows 95 comes delivered
> >> with driver support for multi-monitor video cards makes that
> >functionality
> >> just as 'built in' as it is for MacOS.
> >>
> >
> > From what I've heard, multi-monitor support in Windows 95 is dependent
> >upon support in the driver and possibly the video card itself. If a 3rd
> >party does not implement extra code in their driver, multi-monitors are
>
> Listen you Apple stooge: I said multi-montior video card.
>
> Take the blinders off for a few milliseconds, look through the
> driver list of a Win95 machine (standard, Aug95 release, no mods)
> and you will find STB's muti-frame buffer card drivers.
>

As diplomatic as I try to be, I'm still called an "Apple stooge." I'm merely trying to point out the differences between Mac and Windows support for multi-monitors (either multi-monitor card support or multi-card monitor support). Mac can support multiple monitors and Windows can support multiple monitors. How they accomplish that is different.

Some people on this thread have talked about multi-monitor card support and some have mentioned multi-card monitor support. I have only tried to describe how each is supported by Mac and Windows.

> > Actually, Quickdraw assumes a dumb frame buffer unless a card has
> >hardware acceleration and provides driver software to support the
> >acceleration.
>
> Sounds like apple's swiping ideas again: OpenGL.
>

The idea of dumb, bit-mapped frame buffers have been around a long time. I don't know when OpenGL was developed, but I know the Commodore 64, Apple II, and many other computers of those days had some form of bit-mapped frame buffer. A lot of games in those days used text mode as a form of bit-mapped (albeit with rather large pixels) frame buffer. I'm not claiming that Quickdraw's use of bit mapped frame buffers was revolutionary; it was actually a pretty well established technique at the

time.

> >> Precisely. The MacOS requires conforming hardware. Everyone
> >> else merely requires a conforming driver interface. It is not too
> >> difficult to see here how complexity and choice are being
> >> simultaneously restricted. One gains at the expense of another.
> >> Options and flexibility are sacrificed for ease. In the end, what
> >> is achieved is qualitatively and quantitatively different.
> >
> > I've mentioned this on another thread, but this thread is getting more
> >attention so I'll clear things up here too. The MacOS only requires
> >conforming driver software, not hardware.
>
>
> So? Where's the generic T6000, Rage II and CL 5434 drivers?
> Where are the specific drivers for the ATI 3D Xpression+TV?
> Where can I test a machine that might have a PC PCI video card
> in it?
>

I've worked with ATI, Matrox, and Chips and Technologies to get their PCI video cards working on the Mac. The hardware was the same as they used in the PCs. The only thing that made them PC or Mac PCI cards were the drivers. One of the reasons Apple switched to PCI was so that 3rd parties could implement one piece of hardware and just have to do extra software for the Mac. Sometimes, even this effort is too much, though. This could be the case for T6000, Rage II and CL 5434.

> I'm not about to take your word that PnP won't explode into a
> million mac-pieces under that situation.

PnP shouldn't explode into a million mac-hardware-pieces. Just a million (well, only as many cards are out) mac-driver-pieces.

--
Erik Staats
FireWire driver software architect
Apple Computer
"The Fireman"

58. Re: Lowering the bar until they can stumble over (was Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: drz@apple.com
Message-ID: <drz-0601971634180001@stater.apple.com>
Source record: 7103
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5ar52t$4kj@lana.zippo.com>, JEDI wrote:

>
> You did not address the statement. How is QuickDraw not an application
> level API layered over a standardized dumb frame buffer driver? Age does
> not equal superiority; features do.
>

Your statement (well, question really) is correct. QuickDraw is an application level API layered over a programming interface with hooks for graphics accelerators layered over a standard driver interface to control a dumb frame buffer. Many of the bit blitting and other drawing routines call through installable procs to do their work. QuickDraw installs procs that do the drawing in software. Third party drivers may install procs that do the drawing using graphics acceleration hardware. I'm not trying to say that Quickdraw is superior in this respect, but rather I'm anwering your question.

> MacVocates are having a hard time coming up with usable non-esoteric
> features that would make up for it's [Mac] position in the marketplace.

I wouldn't argue that any of Quickdraw's features are superior to Windows. As for graphics, Quickdraw and the Windows architecture are mostly capable of the same things. The value any user puts on various features or a platform's position in the marketplace is highly subjective. Most users probably don't care that the Mac or Windows can support some configurations with more than one monitor. The statistics I've seen place the number of Mac users with more than one monitor at less than 5%. Mostly video professionals and software developers take advantage of multiple monitor support for the Mac or Windows.

--
Erik Staats
FireWire driver software architect
Apple Computer
"The Fireman"

59. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: George Graves <gmgraves@earthlink.net>
Message-ID: <32D147E3.56D5@earthlink.net>
Source record: 7104
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI wrote:

> Conflicting statements are hard to understand. You MacVocates can't
> even get your minor, user level, technical details straight and you
> seriously expect me to take your word on a matter of QA? Take a reality
> pill.
>
> Some of you attempt to claim that the core of Mac Plug & Play is
> a matter of restrictive specification. If this is the case, it
> severly cheapens past Mac success and casts serious doubt onto
> whether or not it can succeed in an enviroment as complex as what
> PC components provide.

You are confusing yourself. We say that plug-n-play works well
on the Mac because there is better integration of hardware and
software. YOU come back with a huge leap in logic that says
somehow this 'integration' bespeaks restrictive technology.
That is your term, not ours. You have assumed that the spec is
restrictive. it isn't. Mac video, for instance, Apple provides
SYSTEM LEVEL support to a frame buffer which will, without
any additional software, support any size monitor at any bit
depth from 16 colors to millions of colors, at any resolution
supported by both the monitor and hardware, and limited only
by the VRAM available in the accompanying video hardware.
And it will do so for as many video hardware boards as you
like. Want to run 4-21" monitors at 24 bit as 1 huge contiguous
screem? Just install three video boards and put 4 megs of
VRAM in the Mac's on-board video circuitry. The SYSTEM will
manage those monitors just fine with no additional software
to do so. Try that with a PC (without "special drivers").
Now, you tell me, where is the restriction? Any acceleration
that the hardware supports is provided by an extension supplied
by the hardware manufacturer. Apple has its own accelerator
for the on-board video and third parties supply it for their
boards. If you install 3 identical boards only one accelerator
extension is required for all of them.

I just installed an Apple 'QuickDraw 3D' accelerator board in
my Power Computing PowerCenter machine. I inserted it in
an empty PCI slot, restarted the computer, inserted the CD
that came with the board and ran the installer. In seconds,
the installer had installed the necessary software on my
machine and restarted. The installer is even smart enough

to know that the version of QD3D that I had installed was a
later version than the one on the CD and it did NOT try to
install the earlier version over the later the way many
PC installers seem to do. It worked perfectly the first time,
no 'autoconfigure' tasks to run, no bios settings to change,
it just works (BTW RayDream Studio now renders 3D so
fast that I can hardly believe it. Would you believe a 600 x
400 pixel 24 bit 3D image at 600 DPI in 12 minutes?). This
is hardly "restrictive technology"

>
> >appropriate driver either on the card itself or installed by the user as an
> >extension/control panel. This is the same as on any other OS.
>
> However, MacVocates are seldom willing to admit that it would be that
> simple on any other OS. If the Mac is emulating Win behaivor, and
> rather new at it, it would not be entirely unexpected that the Mac
> would be emulating that behaivor 'entirely'.

There's one problem with your above assertion. How can the Mac
be "emulating Win behaivor" when the Mac had it long before
anyone ever heard of Windows (try circa 1985)?

George Graves

60. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970106233357.25951C-100000@ux4.cso.uiuc.edu>
Source record: 7105
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 3 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> In article <maury-020197145447000l@199.166.204.230>, maury@softarc.com says...
> >
> >In article <5a67to$6in@lana.zippo.com>, JEDI wrote:
> >
<snip>
> >> >A card has software on the card itself to interface with the QuickDraw
> >> >engine
> >>
> >> So much for the open bus standard...
> >>
> >> Thanks for bursting our bubble. We thought now that one card
> >> could service the same need on a PC, an Alpha clone, an Atari
> >> clone (mebbe Amiga clone too) or even a Mac.
> >
> > Sad to see you know nothing about OpenFirmware. OF requires drivers on
> >the cards or in the machine, but allows the card to identify itself, and
>
> I am just not impressed with silly buzzwords. What you describe is
> nothing more than a ROM BIOS. It is also quite unnecessary.

OpenFirmware is part of the latest PCI specification. Cards that conform
to that spec will work with Macs.

OpenFirmware is a bit different from a more traditional ROM BIOS in that
it is not dependant on the machine it is plugged into. It allows
PowerMacs with PCI and PCs with PCI or Alphas with PCI etc. to access the
same cards with 'plug and play'. It is a way for the computer to
communicate and setup the card without proprietary hardware
specifications that are dependant on a particular machine's architecture.

Intel is part of the consortium that decides on the PCI spec. PCI is an
open standard, and Apple impliments PCI in it's PowerMacs.

> >what it needs. Someone still needs to write the drivers, or did you think
> >the Intel code would run on the Amiga without any changes?!
>
> I was never stupid enough to even consider that.
>
> Although, despite such burdens, both Atari and Amiga have been
> using PC expansion cards for quite some time. Before Macs even
> considered it, Atari/Amiga were using cards that only came with
> 'PC/Intel support'.

>
> These platforms don't limit themselves to 'VGA' functionality either.

Are they plug and play too?

> >> You've just reduced the situation to where it used to be.
> >> Macs require their own special hardware.
> >
> > PCI cards with OF require custom drivers for _all_ of the machines they
> >support. They typically come with only PC/Intel support on the card
>
> An open bus standard becomes meaningless if the card has to be
> in any minutest measure, manufactured for any specific target
> platforms.

I don't think he was correct here.

OF does not target any specific platform. OpenFirmware is independant of
the machine it is running on. It's vaguely like Java for expansion cards.
It allows different machines with different architectures to access the
same cards with out specific support for that platform on the card.

> >itself though, and many times not even that. It's totally possible to
> >make a single card that plugs into everything, but most vendors are too
> >lazy.
>
> Businessmen actually obsessed with making money, imagine that?
>
> What you're describing only adds unnecessary cost and wastes space
> in a market that is viciously competitive. None of the other potential
> platforms require such efforts. They don't waste time being prissy and
> pretentious. They do what is required to interface to a given piece of
> hardware.
>
> Apparently, a PowerMac is not as up to the challenge as an Atari ST.

I don't thing he was correct. PCI cards that fully impliment OpenFirmware do
not care what machine they are running on as long as the PCI bus of that
machine conforms to revision 2.1 of the PCI spec.

Ryan Tokarek
<tokarek@students.uiuc.edu>

61. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970106231931.25951B-100000@ux4.cso.uiuc.edu>
Source record: 7106
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 3 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> In article <maury-0201971458450001@199.166.204.230>, maury@softarc.com says...
> >
> >In article <5a67dm$5rl@lana.zippo.com>, JEDI wrote:
<snip>
> >> >Mac video cards are plug-n-play as long as they conform to the MacOS's
> >> >guidelines just like a card made for the PC must have drivers that conform
> >> >to the Window's spec or whatever other OS you're running.
> >>
> >> Precisely. The MacOS requires conforming hardware.
> >
> > No, it doesn't, at least not on OF 2.1 cards (which all PCI cards are
> >supposed to be). Just like their PC cousins, they can have the drivers on
> >the card or the drives somewhere. The difference is that the main Mac
> >drivers are a lot more flexible.
>
> No, the Mac just specifies quite a bit more. There is no flexibility
> there. It is a straight jacket really.

Why don't you explain exactly how much more the Mac specifies?

> The above quoted macVocate text is a perfect example of MacNewSpeak.
>
> BTW-onboard drivers nullify any point in using a multiplatform bus.

It is supposed to be a machine neutral language for initial communication
with and setup of the card. Drivers are usually there to get the video
acceleration (at least on Macs... I don't know if a video card will
display anything on PCs without the driver; I have no experience with such).

> >> else merely requires a conforming driver interface. It is not too
> >> difficult to see here how complexity and choice are being
> >> simultaneously restricted. One gains at the expense of another.
> >> Options and flexibility are sacrificed for ease. In the end, what
> >> is achieved is qualitatively and quantitatively different.
> >
> > Balogna.
>
> Such responses are the last attempts of feeble minds.
> The Mac platform imposes certain restrictions based upon the
> engineering models that it is built upon. Glossing over such
> issues with ANY device is blatant fraud.

Please explain these limitations. You're rather vague here, and I don't know precisely to what you're refering.

> >> Users should know exactly what they're getting. They should
> >> be capable of making informed choices. The Mac tendency
> >> to hide important details quite interferes with this.
> >
> > They're "hidden" because you don't need them.
>
> They also might curtail sales. Conventionally, such information
> hiding is refered to as fraud.
>
> Apparently, you don't think that the Mac would look very good in
> the face of full disclosure. Otherwise, you should be more forth-
> coming.

Since you seem to know all about it, please explain how Apple was being fraudulent.

Ryan Tokarek
<tokarek@students.uiuc.edu>

-Back safely from dealing with interstate closings due to bad road conditions driving from Canada after the Christmas/New Year holiday.

62. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: Karl Thomas <karlt@ilinks.net.njem>
Message-ID: <01bbfc07$685397a0$7ac289ce@ns1.ilinks.net>
Source record: 7107
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI wrote in article <5ar5n7$62d@lana.zippo.com>...
> >What is so hard for you to understand? Any PCI card will work with the
>
> Conflicting statements are hard to understand. You MacVocates can't
> even get your minor, user level, technical details straight and you
> seriously expect me to take your word on a matter of QA? Take a
reality
> pill.

My word comes from experience as a Mac user and a programmer and was also verified on this newsgroup in this thread by a programmer from Apple. I don't know where the original poster got his information from. By the way, what makes you think that I'm a "MacVocate" just because I am correcting your obviously incorrect frothing? (Hint: Look at the headers and see what newsreader I'm using).

>
> Some of you attempt to claim that the core of Mac Plug & Play is
> a matter of restrictive specification. If this is the case, it
> severly cheapens past Mac success and casts serious doubt onto
> whether or not it can succeed in an enviroment as complex as what
> PC components provide.

So, you're expecting me to defend someone who obviously doesn't have a clue?

>
> >appropriate driver either on the card itself or installed by the user as
an
> >extension/control panel. This is the same as on any other OS.
>
> However, MacVocates are seldom willing to admit that it would be that
> simple on any other OS. If the Mac is emulating Win behaivor, and
> rather new at it, it would not be entirely unexpected that the Mac
> would be emulating that behaivor 'entirely'.

I never claimed otherwise. The Mac's video driver architecture/ API is more robust than the Windows driver/API architecture. You aren't limited to just a view compatible cards for multi monitor support. SCSI is still more problematic even with Win '95 than it is on the Mac.

>
> Regardless, I request verification: a not unreasonable request for
any

> one with a mind of their own.

Hell, go to Apple's web site and find the driver documentation.

63. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-06 00:00:00 UTC
From: nervous@system.net
Message-ID: <nervous-0601971628090001@ascend95.netrover.com>
Source record: 7108
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5ar4ap$35h@lana.zippo.com>, JEDI wrote:

> Either way, even according to the apple company man, you're going
> to need drivers buried down in the operating system to use any video
> card on either platform. This is, if you want to use the full
> capacities of the card you've likely spent a greater amount of money
> on for the Mac.

But, since the driver support is built in to the OS, you get less 'plug &
pray' compatibility problems that are rampant in the PeeCee world.

> Since the Mac isn't very capable of just plugging in any $40 PCI video
> card, the Mac concept of 'plugging in any card' is quite a bit limited.

ATI (the most popular make of graphics cards for PeeCee) makes graphics
cards for the Mac as well.

> In this respect, plugging in yet another overpriced Mac board or an
> overpriced speciality PC card don't leave much net difference.
>
> However, the PC will be left with more expansion room afterwards.

The built in video on my PowerPC is capable of 1280x1024x16million. No
cards needed there.

For a so-called Jedi, you are a fool.

--
GO Mac GO!!!

64. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: Todd K <todd_kepus@hp-singapore-notes1.om.hp.com>
Message-ID: <01bbfc4b$1d971d10$bc900c0f@tksnet>
Source record: 7109
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI wrote in article <5ar4ap$35h@lana.zippo.com>...
> In article <VA.000000dd.000b1a1a@bigboy>, Jose says...
> >
> ><<
> >Does NT support multiple monitors? Or does a special video card and
> >driver set? Can I take my NT workstation that I'm typing this on, and

Yes.

There are many video cards that can do this, and some even support two
monitors with one card.

Try plugging in two PCI Matrox Millenium cards. NT will allow you to
set up a panning display with both monitors. Real neat.

-Todd K.

>
> They're all 'special video cards' and 'special driver sets'.
>
> Either way, even according to the apple company man, you're going
> to need drivers buried down in the operating system to use any video
> card on either platform. This is, if you want to use the full
> capacities of the card you've likely spent a greater amount of money
> on for the Mac.
>
> Either you pay more for a card from a vendor that's macbending over
> forward for you (increasing fab cost) or you're using only the very
> basic functions of the card (and wasting that expensive card) or
> installing a driver yourself (like everyone else).
>
> Since the Mac isn't very capable of just plugging in any $40 PCI video
> card, the Mac concept of 'plugging in any card' is quite a bit
limited.
>
> In this respect, plugging in yet another overpriced Mac board or an
> overpriced speciality PC card don't leave much net difference.
>
> However, the PC will be left with more expansion room afterwards.
>
>
>
>
>

65. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970106235228.25951D-100000@ux4.cso.uiuc.edu>
Source record: 7110
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 3 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> In article <drz-3112960857520001@stater.apple.com>, drz@apple.com says...
> >
> >In article <5a67dm$5rl@lana.zippo.com>, JEDI wrote:
> >
> >> In article , "Karl says...
> >> >
<snip>
> >> >Supporting the various Quickdraw functions is a lot more than just
> >> >supporting a dumb frame buffer.
> >
> > Actually, Quickdraw assumes a dumb frame buffer unless a card has
> >hardware acceleration and provides driver software to support the
> >acceleration.
>
> Sounds like apple's swiping ideas again: OpenGL.

Nonsense. QuickDraw is an API (like OpenGL). APIs are nothing new. Apple did not swipe the idea from OpenGL.

PCs use the same principles to accelerate some video operations as Macs.

Some of the functions in QuickDraw and in the Windows GDI can be done with the custom chips on the accelerator card rather than having the CPU do it. This is precisely how PCs and Macs get video acceleration when adding a graphics card.

I'm surprised that you're even making this an issue.

<snip>
> > I've mentioned this on another thread, but this thread is getting more
> >attention so I'll clear things up here too. The MacOS only requires
> >conforming driver software, not hardware.
>
> So? Where's the generic T6000, Rage II and CL 5434 drivers?
> Where are the specific drivers for the ATI 3D Xpression+TV?
> Where can I test a machine that might have a PC PCI video card
> in it?
>
> I'm not about to take your word that PnP won't explode into a
> million mac-pieces under that situation.

If the driver does not exist for the Mac, then the card won't do anything useful, but the sound card or the CD-ROM won't stop working when you plug it in (as could sometimes be the case with PCs before PnP conforming hardware from what I hear).

Ryan Tokarek
<tokarek@students.uiuc.edu>

66. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970107000813.25951E-100000@ux4.cso.uiuc.edu>
Source record: 7111
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 3 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> In article <AEEC06F0-2205A@207.158.11.10>, "David says...
> >
> >JEDI -
<snippings>
> >The Mac was is far superior. <period> MS is lazy, and implemented a
> >bad (limiting) design.... and users pay the price.
>
> Actually, filling up all of your card slots, which tend to be
> limited on a mac to begin with, is rather limiting.

Umm.... no, I don't think I believe that one.

My roommate has a PC that has one PCI slot left. He has added nothing to his system since recieving it. That was the way it came.

PCI Macs OTOH have at least 3 free PCI slots. Those with 6 PCI slots don't come with on-board video and have one slot taken by the graphics card.

> In this respect,
> the PC solution is acutally better. Sure it is a bit lazy. However,
> a lazy solution is likely to be less complex. A complex solution
> will be easier to implement and to debug.
>
> Somehow this tactic is horrendous on the PC but good practice on a
> Mac. MacVocate hypocrisy in action once again...
>
> With limited card expansion space and the price of larger monitors
> (30"+) coming down. The usefullness of such a general solution
> diminishes. A significant number of macs would meet or exceed their
> expansion capacity doing it the 'Mac Way'. PC's would not.

What are you talking about?

Which "PC solution" is actually better/lazy?

<snip>
> >Apple designed their stuff better... it took longer up front, and more
> >money... MS just hacked it and called it "good enough".
>
> MS never touched it actually. They are the wrong ones to blame here.

What? For not implimenting a useful feature that needs special solutions
to get around?

<snip>
> >> MacOS plug & play is not a superset of Win95 plug & play.
> >> That should be well understood and freely admitted.
> >Anything
> >> else is pure fraud.
> >
> >Superset? No... Win95 is a cheap hack that is meant to make up for a
> >bad initial design (or lack of an initial design)...
>
> Yes. Superset. Win95 has the liability of having to make up for
> SOMEONE ELSES bad initial design. MacOS has no such hinderance.
> That it succeeds in the absence of handicap is much like a person
> with healthy legs outrunning someone with nothing but stubs and
> then bragging about it afterwards.

Superset, subset... both would be the wrong choice of words in this
situation.

> >The Mac is well designed, with versitility in mind.
> >
> >Call Mac PnP a superset of Win95 PnPray is like calling a BMW a
>
> SUBset. You're blathering.

Neither is a set of the other. Arguing super/sub sets is totally
irrelevant in this case.

Arguing that Microsoft's feat of getting around a hardware design limitation
was rather impressive and that Apple had no such initial design limitation
to overcome might be more reasonable. Arguing super/subsets of
anything is not.

<snip>
> >> If anything: Win95 plug & play attempts to be a superset of
> >> the Mac's.
> >
> >It may try... but it falls far short of success.
> >
> >Mac PnP works.
>
> It gives a man no bragging rights to outrun a man with a ball and chain.

We should pity the man with the ball and chain. Wait, no... we should
laugh at the man with the ball and chain for his foolishness because he
could have removed it long ago, but had chosen not to. Now, rather than
throw it away, he simply carts it around.

'Sure I could take it off, but look at the pretty cart I can tow it
around in now! Isn't it nice?'
-The Man With the Ball and Chain

> It is MacOS in the subject line after all.
> That it succeeds is more a matter of lowering the bar in its favor.

Yeah... PCs are really virtuous. The PC architecture makes it harder to do the same things other systems can do because these other systems were designed better. That sounds good.

Ryan Tokarek
<tokarek@students.uiuc.edu>

67. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5asuuh$ogh@lehi.kuentos.guam.net>
Source record: 7112
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <5ar4ap$35h@lana.zippo.com>, JEDI writes:
>In article <VA.000000dd.000b1a1a@bigboy>, Jose says...
>>
>><<
>>Does NT support multiple monitors? Or does a special video card and
>>driver set? Can I take my NT workstation that I'm typing this on, and
>
> They're all 'special video cards' and 'special driver sets'.
>

How special are they? The Mac version of the Matrox, ATI, Diamond, Number Nine cards as well as the SCSI cards look very much the same or identical to the PC versions.

> Either way, even according to the apple company man, you're going
> to need drivers buried down in the operating system to use any video
> card on either platform. This is, if you want to use the full
> capacities of the card you've likely spent a greater amount of money
> on for the Mac.

Yeah right. The list price of a 4Mb Matrox is the same for a PC and the Mac.

>
> Either you pay more for a card from a vendor that's macbending over
> forward for you (increasing fab cost) or you're using only the very
> basic functions of the card (and wasting that expensive card) or
> installing a driver yourself (like everyone else).
>

Nonsense. I just installed a $250 video card on my Mac, and every function is immedietely available. The only software needed is to turn the card features off and on---without rebooting too.

> Since the Mac isn't very capable of just plugging in any $40 PCI video
> card, the Mac concept of 'plugging in any card' is quite a bit limited.
>

I would view a $40 card with great suspicion before I would plug into my PC.

> In this respect, plugging in yet another overpriced Mac board or an
> overpriced speciality PC card don't leave much net difference.

I see one Mac PCI graphics card (IMC brand) being advertised for I think $149. Does that sound overpriced to you?

Rgds,

Chris

Demonically possessed Lisa: "I am the essence of all the is evil in the computer world."
Gary: "Are you Bill Gates?"
---- from the TV series, Weird Science.

*** crobato@kuentos.guam.net ***

68. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0701970049250001@metricom01.ucsc.edu>
Source record: 7113

In article <594b27$d82@newsfeed.cs.auc.dk>, chainxor@iesd.auc.dk wrote:

>> Thats funny, I swore I had Mac TCP and Open Transport laying around in
the HD.
>
>Hallooooooo, don't you get _anything_, I said at OS-level!

What's not OS-level about MacTCP and Open Transport?

>It easy to have a pheudo-network socket running as an application, that
method is
>also being used for singleTOS-users which is also co-operative.
>It utterly impossible to have sockets in MacOS, due to it's outdated
architecture
>being co-operative just like plain TOS.

This sounds like a contradiction to me. If it is possible to implement
sockets on cooperative TOS, how is it "utterly impossible" to implement
sockets on cooperative MacOS?

And I seem to recall seeing sockets running just fine on good ol'
cooperative Windows 3.1...

>And ? Will MAC OS8 be pre-emtive and have BSD-socket support like so many
>other decent OS'es like WindowsNT, MiNT, LiNUX, SOLARIS, IRIX, AMIGA-OS,
>FreeBSD etc. ?

If MacOS 8 was still going to be done, yes, it would be preemptive, and
no, it would *not* have BSD-sockets support. It would have Open
Transport. OT is based on several standards which originated on UNIX
variants.

Believe it or not, BSD sockets are not the ONLY thing under the sun.

>By all means the Mac plays a little part here in Europe, but it definitly
>has it's difficulties in keeping on the current market. The only real market
>it has are specialized - the consumer market and student market is 99.5 %
>PC-relative. And there's a good reason for that. Esspecially for a
>computer-science student like myself, I would not be really fond of working
>with a Mac, the MacOS simply doesn't have the power I need. I'm not
>talking CPU-speeds or graphics, but OS-features in general. I have worked
>with Mac's, have one myself, they are good computers for some things, but
>they're definitly not _the ultimate solution_. My Falcon fills many of
>my needs better, than the Mac.

Judging from your tagline, your two primary operating systems are MagiC
and Linux. Interestingly, you would be better off with a PowerMac than a

Falcon, because you can run both of those OS's on one. Trust me,
literally any PowerPC will leave a 40 MHz 68030 in the dust. You just
have to be careful that the PowerMac you get is compatible with one of the
two PowerMac Linux releases (MkLinux or the semi-unnamed PCI Mac Linux,
sometimes called pci-linux or linux-pmac).

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

69. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0701970058510001@metricom01.ucsc.edu>
Source record: 7114

In article <5af1fo$l80@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:

>So, according to SPECint, the Pentium Pro is 1.1% faster than a similarly
>clocked 604e. According to SPECfp, the Pentium Pro is 7.0% faster but the 604e
>compiler was generating IEEE precision instructions and not it's own faster
>and more precise instructions. Summing it all up, the only bechmark that
>favors the Pentium Pro indicates only a marginal difference at the same clock
>speed. Other benchmarks, such as BYTEmarks, decisively favor the 604e.

I don't trust BYTEmarks. They appear to completely fail to test memory
subsystem performance, which is a very important thing to measure in the
modern world.

>Remember, also, that 250MHz 604e chips are shipping and the fastest Pentium
>Pro is only 200MHz.

I wouldn't be so confident throwing a word like "shipping" around. The
fact that Power Computing has announced dual 604e-250 systems doesn't mean
you can actually buy one yet. I had a bad enough time trying to get hold
of a 200 MHz 604e card for my 7500; I ended up canceling the order after a
long wait and bought a 604/120 card for $99, which I clock chipped to 150
MHz. I shudder to think how hard it must be to get the 250 MHz chips.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

70. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0701970107370001@metricom01.ucsc.edu>
Source record: 7115

In article <32B8C8D7.51E8@tiac.net>, Brian-Roland Miller
<brmiller@tiac.net> wrote:

>Ahhh, www.intel.com - a great source for non-biased information. And
>using the IBM AIX terminals to measure clock speeds - pure genius!
>You're great at bending the rules to fit your wishes!

SPEC results are almost always reported by the company that makes the
chips. Didn't you notice that the PowerPC numbers were from www.ibm.com?

>Let's see the numbers for DayStar, and Apple high-performance computers
>and compare again. And compare processors to processors, not IBM
>computers to Intel processors.

Intel uses Intel computers, based on a hot Intel motherboard. It is safe
to assume IBM does the same (the numbers for the 225 MHz 604e IBM puts out
are for 1MB L2 cache and 64 MB of SDRAM on a memory bus running at 75
MHz).

It is difficult to get numbers for DayStar, or any PowerMac. SPEC runs
only under UNIX. Right now, the only UNIX that runs on PowerMacs is
Linux, and neither port (the monolithic kernel port or MkLinux) has been
well optimized. (MkLinux in particular appears to be pretty slow.)

Even with an optimized UNIX, I predict that you wouldn't like the
numbers. Based on my benchmarking of my 7500 with John McCalpin's STREAM
benchmark, which tests memory bandwidth, PowerMacs have fairly anemic
memory throughput compared to common Pentium boards. As with any real
world benchmark, the programs in SPEC test memory bandwidth, though not
nearly as single-mindedly as STREAM.

Apple really needs to push the system bus speed well above 50 MHz, and
start using pipeline burst cache SRAM instead of flow-through burst to
take advantage of the high bus clock.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

71. Saying seeya (temporarily!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5at6ia$gqb@orm.southern.co.nz>
Source record: 7116

Just lettin ya know I'll be absent from this newsgroup (at least for some months!). So Petey you can rest easy now!! :)

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

72. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0701970140320001@metricom01.ucsc.edu>
Source record: 7117

In article <5aj9mb$pn8@lana.zippo.com>, JEDI wrote:

> What will this do to the current price structure?
> NextStep currently sells for $800-$4200.

Apple now owns NeXT, so they can do what they damn well want to the price structure. :)

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

73. Re: Dam it, I want a Spartacus...

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0701970143140001@metricom01.ucsc.edu>
Source record: 7118

In article <157cd$23828.331@HERMES>, gmiller@inca.co.nz (Gaven Miller) wrote:

>Perhaps you are referring to the 20th anniversary of the 8-bit Apple. But
>that was 1996. (The Apple][was a 1976 release)

That's what the 20th anniversary refers to. The 20th anniversary of Apple
as a company. Not of the Mac. Peter isn't entirely stupid. Just
mindlessly committed to engaging in neverending flamewars...

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

74. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: drz@apple.com
Message-ID: <drz-0701970959590001@stater.apple.com>
Source record: 7119
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <maury-0601971752000001@199.166.204.230>, maury@softarc.com (Maury Markowitz) wrote:

> In article <5ar4ap$35h@lana.zippo.com>, JEDI wrote:
>
> > They're all 'special video cards' and 'special driver sets'.
>
> Nope.
>
> > Either way, even according to the apple company man, you're going
> > to need drivers buried down in the operating system to use any video
> > card on either platform. This is, if you want to use the full
> > capacities of the card you've likely spent a greater amount of money
> > on for the Mac.
>
> The difference is that the Mac OS has a published driver, so the crad
> vendor doesn't have to provide one. Acceleration (3D at least) is
> provided in a plug-in system so you only write drivers FOR those
> functions. These can them be placed on the card for OpenFirmware to load
> into the Mac for you.
>

Card vendors do have to provide drivers for video cards on the Mac. The driver is used to set the resolution, refresh rate, bit depth, get the base address of the frame buffer and other things.

From what I understand of the Windows driver model, a Windows video driver must also provide functionality for setting pixels (I think this is the bare minimum, but would give you very limited performance), drawing lines, doing blits, etc. A graphics card vendor could get away with just providing VGA functionality and could then rely upon a VGA driver provided in Windows. This too would give pretty limited performance. Since most people are used to the speeds provided by graphics acceleraters, a basic VGA card wouldn't sell too well these days. The MacOS could provide a VGA driver out of the box, but there probably wouldn't be enough demand to warrant the effort.

On the Mac, if you want to enable hardware graphics acceleration, your driver would also need to provide functionality for drawing lines, doing blits, etc. as well.

--
Erik Staats
FireWire driver software architect

Apple Computer
"The Fireman"

75. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0701971324110001@199.166.204.230>
Source record: 7120
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <Pine.SOL.3.91.970106233357.25951C-100000@ux4.cso.uiuc.edu>,
Ryan Tokarek <tokarek@students.uiuc.edu> wrote:

> I don't think he was correct here.

I was right, JEDI read the sentance incorrectly. I was noting that any
PCI card on any platform needs a driver for that platform. He then turned
around and thought this implied that all OF cards need to have _all_
drivers on it. That's not what I was saying at all.

> I don't thing he was correct. PCI cards that fully impliment OpenFirmware do
> not care what machine they are running on as long as the PCI bus of that
> machine conforms to revision 2.1 of the PCI spec.

Exactly.

Maury

76. Re: Lowering the bar until they can stumble over (was Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0701971333460001@199.166.204.230>
Source record: 7121
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5ar52t$4kj@lana.zippo.com>, JEDI wrote:

> >> Actually, according to the company man, Quickdraw is just another
> >> version of OpenGL (or DirecX). Since my 2D only PC card works just
> >> fine with OpenGL, a VGA or EGA card should do just as easily...
> >
> > *blink* whaaa?
> > You are, in fact, aware that Quickdraw was around maybe ten _years_
> >before anybody was thinking about calling anything DirectX? Very strange
> >behavior.
>
> Were you aware that you are concentrating upon a parenthetical footnote
> while at the same time ignoring the prime focus of my statement?

There is no prime focus in your statement, unless it's that OpenGL runs
on 2D card. Gee, stop the presses. The same is just as true on the Mac
which runs both QD3D and (now) OpenGL as well, with or without 3D cards.

> One might get the impression that you're unwilling to address the
> technical details of my statement.

There are no technical details in your statement.

[bumpf deleted]

> You did not address the statement. How is QuickDraw not an application
> level API layered over a standardized dumb frame buffer driver? Age does
> not equal superiority; features do.

QD also includes a plugin system for accleration just like DirectX.

> MacVocates are having a hard time coming up with usable non-esoteric
> features that would make up for it's [Mac] position in the marketplace.

Uh huh.

Maury

77. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5au69p$231@morgoth.sfu.ca>
Source record: 7122

bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:

>I don't trust BYTEmarks. They appear to completely fail to test memory
>subsystem performance, which is a very important thing to measure in the
>modern world.

A previous poster claimed that the SPEC benchmarks are better than BYTEmarks
because they are not dependent on the memory subsystem.

>of a 200 MHz 604e card for my 7500; I ended up canceling the order after a
>long wait and bought a 604/120 card for $99, which I clock chipped to 150
>MHz. I shudder to think how hard it must be to get the 250 MHz chips.

UMAX is currently shipping 250MHz systems.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

78. Need Portfolio Xfer HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: wx191@freenet.Victoria.BC.CA
Message-ID: <E3nwGA.7wz@freenet.victoria.bc.ca>
Source record: 7123

I don't know if anybody here can help but if there is anybody familiar with the Atari Portfolio parallel port file Xfer, please e-mail me at wx191@freenet.victoria.bc.ca

I have lost the manual for the Xfer software and am having problems trying to get files across. These may be very simple problems with easy solutions but I've never used the parallel interface for anything but printing so I am at a loss here.

Thanx.
mda.

--
Always at Yer Service, S E N D
- Donovan Aikman + M O R E
=========
M O N E Y Films...

79. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: JEDI
Message-ID: <5au6bt$d83@lana.zippo.com>
Source record: 7124
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <Pine.SOL.3.91.970106233357.25951C-100000@ux4.cso.uiuc.edu>, Ryan says...
>
>On 3 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>
>> In article <maury-020197145447000l@199.166.204.230>, maury@softarc.com says...
>> >
>> >In article <5a67to$6in@lana.zippo.com>, JEDI wrote:
[deletia]
>> >what it needs. Someone still needs to write the drivers, or did you think
>> >the Intel code would run on the Amiga without any changes?!
>>
>> I was never stupid enough to even consider that.
>>
>> Although, despite such burdens, both Atari and Amiga have been
>> using PC expansion cards for quite some time. Before Macs even
>> considered it, Atari/Amiga were using cards that only came with
>> 'PC/Intel support'.
>>
>> These platforms don't limit themselves to 'VGA' functionality either.
>
>Are they plug and play too?

As much as a PC card would be on a Mac...

[deletia]
>> >itself though, and many times not even that. It's totally possible to
>> >make a single card that plugs into everything, but most vendors are too
>> >lazy.
>>
>> Businessmen actually obsessed with making money, imagine that?
>>
>> What you're describing only adds unnecessary cost and wastes space
>> in a market that is viciously competitive. None of the other potential
>> platforms require such efforts. They don't waste time being prissy and
>> pretentious. They do what is required to interface to a given piece of
>> hardware.
>>
>> Apparently, a PowerMac is not as up to the challenge as an Atari ST.
>
>I don't thing he was correct. PCI cards that fully impliment OpenFirmware do
>not care what machine they are running on as long as the PCI bus of that
>machine conforms to revision 2.1 of the PCI spec.

This is not remarkable. The same is true of ISA in practice.

80. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: JEDI
Message-ID: <5au5lg$bpv@lana.zippo.com>
Source record: 7125
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <Pine.SOL.3.91.970107000813.25951E-100000@ux4.cso.uiuc.edu>, Ryan says...
>
>On 3 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>
>> In article <AEEC06F0-2205A@207.158.11.10>, "David says...
>> >
>> >JEDI -
><snippings>
>> >The Mac was is far superior. <period> MS is lazy, and implemented a
>> >bad (limiting) design.... and users pay the price.
>>
>> Actually, filling up all of your card slots, which tend to be
>> limited on a mac to begin with, is rather limiting.
>
>Umm.... no, I don't think I believe that one.

You should. All PCs are limited to your rather miniscule experience.

>
>My roommate has a PC that has one PCI slot left. He has added nothing to
>his system since recieving it. That was the way it came.

PC's aren't limited to PCI slots. They are also not limited to one
vendor's view of how a system should be.

>
>PCI Macs OTOH have at least 3 free PCI slots. Those with 6 PCI slots
>don't come with on-board video and have one slot taken by the graphics
>card.

Configurability is a double edged sword & there is nothing limiting
what a PC vendor might do to you. However, there's no good reason
that his machine didn't have 3 PCI slots free.

He should never have tolerated that system.

>
>> In this respect,
>> the PC solution is acutally better. Sure it is a bit lazy. However,
>> a lazy solution is likely to be less complex. A complex solution
>> will be easier to implement and to debug.
>>
>> Somehow this tactic is horrendous on the PC but good practice on a
>> Mac. MacVocate hypocrisy in action once again...

>>
>> With limited card expansion space and the price of larger monitors
>> (30"+) coming down. The usefullness of such a general solution
>> diminishes. A significant number of macs would meet or exceed their
>> expansion capacity doing it the 'Mac Way'. PC's would not.
>
>What are you talking about?
>
>Which "PC solution" is actually better/lazy?

One card, one driver.

>
><snip>
>> >Apple designed their stuff better... it took longer up front, and more
>> >money... MS just hacked it and called it "good enough".
>>
>> MS never touched it actually. They are the wrong ones to blame here.
>
>What? For not implimenting a useful feature that needs special solutions
>to get around?

a) Buy a new card & monitor
b) Buy a new card & monitor

Those two actions sequences are identical.

The solution is hardly 'special', support is delivered with the OS.
It's just not done so in a manner identical to somone else's solution.

[deletia]

><snip>
>> >> If anything: Win95 plug & play attempts to be a superset of
>> >> the Mac's.
>> >
>> >It may try... but it falls far short of success.
>> >
>> >Mac PnP works.
>>
>> It gives a man no bragging rights to outrun a man with a ball and chain.
>
>We should pity the man with the ball and chain. Wait, no... we should
>laugh at the man with the ball and chain for his foolishness because he
>could have removed it long ago, but had chosen not to. Now, rather than
>throw it away, he simply carts it around.

If the real universe were only so simple...

[deletia]
>
>> It is MacOS in the subject line after all.
>> That it succeeds is more a matter of lowering the bar in its favor.

>
>Yeah... PCs are really virtuous. The PC architecture makes it harder to
>do the same things other systems can do because these other systems were
>designed better. That sounds good.

The argument was never the hardware but, the software. When apple
can manage to port it's OS to an ISA PC and still manage it's
'feats', then MacVocates can prance and brag.

Until then, such behaivor is pure sleaze.

81. Re: Lowering the bar until they can stumble over (was Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: JEDI
Message-ID: <5auhl1$6s1@lana.zippo.com>
Source record: 7126
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <maury-07019713334600001@199.166.204.230>, maury@softarc.com says...
>
>In article <5ar52t$4kj@lana.zippo.com>, JEDI wrote:
>
>> >> Actually, according to the company man, Quickdraw is just another
>> >> version of OpenGL (or DirecX). Since my 2D only PC card works just
>> >> fine with OpenGL, a VGA or EGA card should do just as easily...
>> >
>> > *blink* whaaa?
>> > You are, in fact, aware that Quickdraw was around maybe ten _years_
>> >before anybody was thinking about calling anything DirectX? Very strange
>> >behavior.
>>
>> Were you aware that you are concentrating upon a parenthetical footnote
>> while at the same time ignoring the prime focus of my statement?
>
> There is no prime focus in your statement, unless it's that OpenGL runs
>on 2D card. Gee, stop the presses. The same is just as true on the Mac
>which runs both QD3D and (now) OpenGL as well, with or without 3D cards.

It may be a trivial point. However, it is still a point and the
response to it was completely tangential.

>
>> One might get the impression that you're unwilling to address the
>> technical details of my statement.
>
> There are no technical details in your statement.

...to the uneducated mac-eye, perhaps. That is why I clarified
the details which were clearly implied by the software and
hardware in question.

>
>[bumpf deleted]
>
>> You did not address the statement. How is QuickDraw not an application
>> level API layered over a standardized dumb frame buffer driver? Age does
>> not equal superiority; features do.
>
> QD also includes a plugin system for accleration just like DirectX.

Actually, DirectX just lays on top of the device driver. It is unclear
if, or how long QuickDraw has had access to a 2D or 3D hardware
```

acceleration interface. Without such a thing, QuickDraw is rather
limited. With such a thing, MacOS has to either have a driver api
or another iteration of it's VGA++ spec.

>
>> MacVocates are having a hard time coming up with usable non-esoteric
>> features that would make up for it's [Mac] position in the marketplace.
>
> Uh huh.

The silence is deafening.

82. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: Karl Thomas <karlt@ilinks.net.njem>
Message-ID: <01bbfcf3$6788ed60$8ec289ce@ns1.ilinks.net>
Source record: 7127
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
JEDI wrote in article <5au9e7$ja9@lana.zippo.com>...
> Now, when MacOS finally got around to supporting a device driver
> api is another matter. That has yet to be addressed by anyone.
>

How many times by how many different people do you have to here that the
MacOS has had a driver API since the first Mac II rolled off the assembly
line in '87. Hell, even a programmer from Apple responded to this post.
```

83. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: JEDI
Message-ID: <5au9e7$ja9@lana.zippo.com>
Source record: 7128
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32D147E3.56D5@earthlink.net>, George says...
>
>JEDI wrote:
>
>> Conflicting statements are hard to understand. You MacVocates can't
>> even get your minor, user level, technical details straight and you
>> seriously expect me to take your word on a matter of QA? Take a reality
>> pill.
>>
>> Some of you attempt to claim that the core of Mac Plug & Play is
>> a matter of restrictive specification. If this is the case, it
>> severly cheapens past Mac success and casts serious doubt onto
>> whether or not it can succeed in an enviroment as complex as what
>> PC components provide.
>
>You are confusing yourself. We say that plug-n-play works well
>on the Mac because there is better integration of hardware and
>software. YOU come back with a huge leap in logic that says
>somehow this 'integration' bespeaks restrictive technology.
>That is your term, not ours. You have assumed that the spec is
>restrictive. it isn't. Mac video, for instance, Apple provides
>SYSTEM LEVEL support to a frame buffer which will, without
>any additional software, support any size monitor at any bit
>depth from 16 colors to millions of colors, at any resolution
>supported by both the monitor and hardware, and limited only
>by the VRAM available in the accompanying video hardware.

A big dumb frame buffer is still just a dumb frame buffer.
My use of VGA++ was an acknowledgement of the fact that
Apple's version of VGA trumps the PC version. However, it
is still just VGA.

It was also a reference to Orwell that, aparently, no one got.

>And it will do so for as many video hardware boards as you
>like. Want to run 4-21" monitors at 24 bit as 1 huge contiguous
>screem? Just install three video boards and put 4 megs of
>VRAM in the Mac's on-board video circuitry. The SYSTEM will
>manage those monitors just fine with no additional software

I'd rather just sink the money used to get the 3 extra video
boards into 1 better video card & use the money used in purchasing
4 monitors to just buy one with more screen area.

>to do so. Try that with a PC (without "special drivers").

Unless you want a dumb frame buffer, they're all
"special drivers" on either platform.

>Now, you tell me, where is the restriction? Any acceleration
>that the hardware supports is provided by an extension supplied
>by the hardware manufacturer. Apple has its own accelerator

It's not a 'special driver', its an 'extension'.

More MacVocate hypocrisy in action...

>for the on-board video and third parties supply it for their
>boards. If you install 3 identical boards only one accelerator
>extension is required for all of them.
>
>I just installed an Apple 'QuickDraw 3D' accelerator board in
>my Power Computing PowerCenter machine. I inserted it in
>an empty PCI slot, restarted the computer, inserted the CD
>that came with the board and ran the installer. In seconds,
>the installer had installed the necessary software on my
>machine and restarted. The installer is even smart enough
>to know that the version of QD3D that I had installed was a
>later version than the one on the CD and it did NOT try to
>install the earlier version over the later the way many
>PC installers seem to do. It worked perfectly the first time,

Odd that the vast majority of PC installers (of any kind)
ask when they are about to overwrite a newer version. Although,
installation utilities are the responsibility of developers and
not the OS vendor.

>no 'autoconfigure' tasks to run, no bios settings to change,

Win95/NT have the architectural structures in place to
accomplish what you describe.

[deletia]
>>
>> >appropriate driver either on the card itself or installed by the user as an
>> >extension/control panel. This is the same as on any other OS.
>>
>> However, MacVocates are seldom willing to admit that it would be that
>> simple on any other OS. If the Mac is emulating Win behaivor, and
>> rather new at it, it would not be entirely unexpected that the Mac
>> would be emulating that behaivor 'entirely'.
>
>
>There's one problem with your above assertion. How can the Mac
>be "emulating Win behaivor" when the Mac had it long before
>anyone ever heard of Windows (try circa 1985)?

Try circa 1981. DOS 1.0 had the same level of PnP as MacOS
did in 1985: VGA++ (CGA).

Now, when MacOS finally got around to supporting a device driver
api is another matter. That has yet to be addressed by anyone.

84. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: JEDI
Message-ID: <5au80a$gbu@lana.zippo.com>
Source record: 7129
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <nervous-0601971628090001@ascend95.netrover.com>, nervous@system.net says...
>
>In article <5ar4ap$35h@lana.zippo.com>, JEDI wrote:
>
>> Either way, even according to the apple company man, you're going
>> to need drivers buried down in the operating system to use any video
>> card on either platform. This is, if you want to use the full
>> capacities of the card you've likely spent a greater amount of money
>> on for the Mac.
>
>But, since the driver support is built in to the OS, you get less 'plug &
>pray' compatibility problems that are rampant in the PeeCee world.

```
Actually, PC VGA video cards are plug & play. Most of the problems
with multiple video cards stems from that (PnP) specification
being too specific.

Now, for non-trivial video functions: both platforms seem equal.
Both have to deal with the likes of Diamond and Matrox.
```

>
>> Since the Mac isn't very capable of just plugging in any $40 PCI video
>> card, the Mac concept of 'plugging in any card' is quite a bit limited.
>
>ATI (the most popular make of graphics cards for PeeCee) makes graphics
>cards for the Mac as well.

```
So? Where can I get the driver for the Xpression 3D+TV?
```

>
>> In this respect, plugging in yet another overpriced Mac board or an
>> overpriced speciality PC card don't leave much net difference.
>>
>> However, the PC will be left with more expansion room afterwards.
>
>The built in video on my PowerPC is capable of 1280x1024x16million. No
>cards needed there.
>
>For a so-called Jedi, you are a fool.

```
I'm not the one who is blathering about only what the
maker knows what...
```

85. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAHIFHBKUP@data.rhein-main.de>
Source record: 7130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In <32CEB78B.5F83@worldgate.com> Bill Merik wrote:

>No, Toad is not the ONLY company. Computer Direct is pretty well
>exclusively devoted to TOS and MagiC platforms. Toad is hyping their PCs

How i can get a simple catalog of all computer direct items?
E-Mail!?

regards, robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

86. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0801972107570001@metricom41.ucsc.edu>
Source record: 6941
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5au5lg$bpv@lana.zippo.com>, JEDI wrote:

>In article <Pine.SOL.3.91.970107000813.25951E-100000@ux4.cso.uiuc.edu>,
Ryan says...

>>Yeah... PCs are really virtuous. The PC architecture makes it harder to
>>do the same things other systems can do because these other systems were
>>designed better. That sounds good.
>
>
> The argument was never the hardware but, the software. When apple
> can manage to port it's OS to an ISA PC and still manage it's
> 'feats', then MacVocates can prance and brag.

Ah, all of a sudden Apple is responsible for making something they didn't
design easy to use. Since ISA is brain-damaged past the point of repair,
your little challenge is absurd.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

87. Decide what you want tested.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: JEDI
Message-ID: <5b0gq4$kgl@lana.zippo.com>
Source record: 6942

In article <bwanga-0801970304540001@metricom34.ucsc.edu>, bwanga@cats.ucsc.edu says...
>
>In article <5au69p$231@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:
>
>>bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:
>>
>>>I don't trust BYTEmarks. They appear to completely fail to test memory
>>>subsystem performance, which is a very important thing to measure in the
>>>modern world.
>>
>>A previous poster claimed that the SPEC benchmarks are better than BYTEmarks
>>because they are not dependent on the memory subsystem.
>
>Then that poster was full of it. Real-world programs exercise the memory
>subsystem, so you'd better benchmark it if you want to find out how fast
>your computer is going to be.

However, comparisons weren't being made between memory architectures.
Comparions weren't being made between entire whole systems either.

Comparisons were being drawn between two cpu families ONLY.

In that context, isolating the effects of the memory subsystem upon
relative performance is quite appropriate.

Uber-tests are really quite limited in an enviroment where you can
customize and fine tune nearly every part of the system. If a
particular system is an underperformer it is really quite difficult
to determine WHY that system was an underperformer. The benchmark
will tell you to avoid buying that particular machine but little
else.

Hardware elements have to fine tuned in order to isolate (as much
as possible) that which we want to derive information about.

One of my original assertions was that memory architecture was probably
more responsible for relative performance differences between PC's and
Macs than CPU speed in benchmarks that show a statistically significant
difference between the two.

88. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: JEDI
Message-ID: <5b12p4$pp0@lana.zippo.com>
Source record: 6943
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32D36369.7A40@earthlink.net>, George says...
>
>JEDI wrote:
>>
>> In article <32D147E3.56D5@earthlink.net>, George says...
>> >
>> >JEDI wrote:
[deletia]
>> >to do so. Try that with a PC (without "special drivers").
>>
>> Unless you want a dumb frame buffer, they're all
>> "special drivers" on either platform.
>
>Boy are you dense (or stubborn)! No drivers to run as many

I'm not dense. I just realize the implications of 'No drivers'.
Even the more technically literate MacVocates admit that 'No
drivers' severely limits the usefullness of mac video hardware.

>monitors as you have PCI slots. On some machines this is
>as high as six! No drivers, no drivers, no drivers. Get it?

It's a nice parlour trick. However, the restrictions imposed
by it would not impress any PC user. Dumb frame buffer cards
are ancient history for us and very substandard. This is
what you have to turn your overpriced mac video cards into
to achieve 'No drivers'.

This is rather pathetic considering the ~$1200/$3000 one would need
to spent (or have spent) on video cards/monitors.

>
>>
>> >Now, you tell me, where is the restriction? Any acceleration
>> >that the hardware supports is provided by an extension supplied
>> >by the hardware manufacturer. Apple has its own accelerator
>>
>> It's not a 'special driver', its an 'extension'.
>>
>> More MacVocate hypocrisy in action...
>
>That's right. Its not a driver, it an extension. Take all of your

NewSpeak at it's finest. Such MacVocate blather give a certain special ironic meaning to that initial Mac commercial...

Enjoying your life in Oceana?

>'drivers' out of your PC and see if you get any video. You won't!
>I can ALL of the extensions out of my system and I will still get
>video!

Actually, you rube, you can remove all of the drivers and still have video on a PC. This is known as VGA.

That is why I have been refering to Mac PnP as VGA++ you poor delluded fool. Had you been paying the slightest bit of attention, weren't blinded by your own advocacy or had any technical understanding, you would have seen that.

IBM PC video cards have always been PnP in that respect. Much like their newer Mac counterparts, they depend upon a driver burnt into the system ROM in order to function. VGA++, CGA85, TurboHercules...

89. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0801971705240001@199.166.204.230>
Source record: 6944
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5au80a$gbu@lana.zippo.com>, JEDI wrote:

> Actually, PC VGA video cards are plug & play.

SVGA maybe, VGA no way.

> Most of the problems
> with multiple video cards stems from that (PnP) specification
> being too specific.

Oh, this I gotta hear, what exactly is the problem here?

> Now, for non-trivial video functions: both platforms seem equal.
> Both have to deal with the likes of Diamond and Matrox.

Whatever.

> So? Where can I get the driver for the Xpression 3D+TV?

It shipped last month didn't it?

> I'm not the one who is blathering about only what the
> maker knows what...

What maker would that be? ATI?

Maury

90. Re: Saying seeya (temporarily!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan8.004108.1@cobra.uni.edu>
Source record: 7131

In article <5at6ia$gqb@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
> Just lettin ya know I'll be absent from this newsgroup (at least for some
> months!). So Petey you can rest easy now!! :)

Don't slam the door on your way out..

>
> Chris W.
> /|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

91. Re: Dam it, I want a Spartacus...

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <187cd$162332.12d@HERMES>
Source record: 7132

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
> In article <157cd$23828.331@HERMES>, gmiller@inca.co.nz (Gaven Miller) wrote:

> >Perhaps you are referring to the 20th anniversary of the 8-bit Apple. But
> >that was 1996. (The Apple][was a 1976 release)

> That's what the 20th anniversary refers to. The 20th anniversary of Apple
> as a company. Not of the Mac. Peter isn't entirely stupid. Just
> mindlessly committed to engaging in neverending flamewars...

Oh. I'd read it as "20th anniversary Mac" ie the Mac was 20 years old.

My error. (the 4th one this decade)

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

92. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0801970304540001@metricom34.ucsc.edu>
Source record: 7133

In article <5au69p$231@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:

>bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:
>
>>I don't trust BYTEmarks. They appear to completely fail to test memory
>>subsystem performance, which is a very important thing to measure in the
>>modern world.
>
>A previous poster claimed that the SPEC benchmarks are better than BYTEmarks
>because they are not dependent on the memory subsystem.

Then that poster was full of it. Real-world programs exercise the memory
subsystem, so you'd better benchmark it if you want to find out how fast
your computer is going to be.

>>of a 200 MHz 604e card for my 7500; I ended up canceling the order after a
>>long wait and bought a 604/120 card for $99, which I clock chipped to 150
>>MHz. I shudder to think how hard it must be to get the 250 MHz chips.
>
>UMAX is currently shipping 250MHz systems.

AFAIK, UMAX hasn't even announced 250 MHz. The piece in MacWorld said 240
for UMAX, and also said that Power Computing announced a dual-250, and
showed a technology demo 300.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

93. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: George Graves <gmgraves@earthlink.net>
Message-ID: <32D36369.7A40@earthlink.net>
Source record: 7134
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI wrote:
>
> In article <32D147E3.56D5@earthlink.net>, George says...
> >
> >JEDI wrote:
> >
> >> Conflicting statements are hard to understand. You MacVocates can't
> >> even get your minor, user level, technical details straight and you
> >> seriously expect me to take your word on a matter of QA? Take a reality
> >> pill.
> >>
> >> Some of you attempt to claim that the core of Mac Plug & Play is
> >> a matter of restrictive specification. If this is the case, it
> >> severly cheapens past Mac success and casts serious doubt onto
> >> whether or not it can succeed in an enviroment as complex as what
> >> PC components provide.
> >
> >You are confusing yourself. We say that plug-n-play works well
> >on the Mac because there is better integration of hardware and
> >software. YOU come back with a huge leap in logic that says
> >somehow this 'integration' bespeaks restrictive technology.
> >That is your term, not ours. You have assumed that the spec is
> >restrictive. it isn't. Mac video, for instance, Apple provides
> >SYSTEM LEVEL support to a frame buffer which will, without
> >any additional software, support any size monitor at any bit
> >depth from 16 colors to millions of colors, at any resolution
> >supported by both the monitor and hardware, and limited only
> >by the VRAM available in the accompanying video hardware.
>
> A big dumb frame buffer is still just a dumb frame buffer.
> My use of VGA++ was an acknowledgement of the fact that
> Apple's version of VGA trumps the PC version. However, it
> is still just VGA.
>
> It was also a reference to Orwell that, aparently, no one got.
>
> >And it will do so for as many video hardware boards as you
> >like. Want to run 4-21" monitors at 24 bit as 1 huge contiguous
> >screem? Just install three video boards and put 4 megs of
> >VRAM in the Mac's on-board video circuitry. The SYSTEM will
> >manage those monitors just fine with no additional software
>

> I'd rather just sink the money used to get the 3 extra video
> boards into 1 better video card & use the money used in purchasing
> 4 monitors to just buy one with more screen area.
>
> >to do so. Try that with a PC (without "special drivers").
>
> Unless you want a dumb frame buffer, they're all
> "special drivers" on either platform.

Boy are you dense (or stubborn)! No drivers to run as many
monitors as you have PCI slots. On some machines this is
as high as six! No drivers, no drivers, no drivers. Get it?

>
> >Now, you tell me, where is the restriction? Any acceleration
> >that the hardware supports is provided by an extension supplied
> >by the hardware manufacturer. Apple has its own accelerator
>
> It's not a 'special driver', its an 'extension'.
>
> More MacVocate hypocrisy in action...

That's right. Its not a driver, it an extension. Take all of your
'drivers' out of your PC and see if you get any video. You won't!
I can ALL of the extensions out of my system and I will still get
video!

George Graves

94. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5b0mis$gcu@morgoth.sfu.ca>
Source record: 7135

bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:

>AFAIK, UMAX hasn't even announced 250 MHz. The piece in MacWorld said 240
>for UMAX, and also said that Power Computing announced a dual-250, and
>showed a technology demo 300.

I believe that the 240MHz UMAX box uses a 603e chip. I'm talking 604e here.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

95. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: Michael Wellman <micha122@ix.netcom.com>
Message-ID: <32D4073E.C376C62@ix.netcom.com>
Source record: 7136
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> That's right. Its not a driver, it an extension. Take all of your
> 'drivers' out of your PC and see if you get any video. You won't!
> I can ALL of the extensions out of my system and I will still get
> video!

I believe this statement is incorrect. First, all PC video cards that I'm aware of support the VGA standard. It's not that great but it is there. Second, the two video cards that I've got in the last couple of years have VESA support on the cards firmware (don't know about PCI cards though). I don't recall VESA driver in Windows 3.1 but GEOS has them.

96. Dam it, I want a Spartacus...

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <187cd$1629d.22c@HERMES>
Source record: 7137

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
> In article <157cd$23828.331@HERMES>, gmiller@inca.co.nz (Gaven Miller) wrote:

> >Perhaps you are referring to the 20th anniversary of the 8-bit Apple. But
> >that was 1996. (The Apple][was a 1976 release)

> That's what the 20th anniversary refers to. The 20th anniversary of Apple
> as a company. Not of the Mac. Peter isn't entirely stupid. Just
> mindlessly committed to engaging in neverending flamewars...

Oh. I'd read it as "20th anniversary Mac" ie the Mac was 20 years old.

However, in my defence, it was posted at 3:50AM, (my ISP timestamped it at
3:56, but their clock is always 6 mins ahead of the real time) and I guess
I was a little less than 100% awake.

My error. (The fourth one this decade). Sorry.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

97. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0801972044050001@metricom41.ucsc.edu>
Source record: 7138

In article <bwanga-0801970304540001@metricom34.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>In article <5au69p$231@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:

>>A previous poster claimed that the SPEC benchmarks are better than BYTEmarks
>>because they are not dependent on the memory subsystem.
>
>Then that poster was full of it. Real-world programs exercise the memory
>subsystem, so you'd better benchmark it if you want to find out how fast
>your computer is going to be.

Afterword to my own post: I found out today that SPEC may be less memory
intensive than I thought it was.

--
```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

98. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0801972057240001@metricom41.ucsc.edu>
Source record: 7139
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5au6bt$d83@lana.zippo.com>, JEDI wrote:

>In article <Pine.SOL.3.91.970106233357.25951C-100000@ux4.cso.uiuc.edu>,
Ryan says...

>>I don't thing he was correct. PCI cards that fully impliment OpenFirmware do
>>not care what machine they are running on as long as the PCI bus of that
>>machine conforms to revision 2.1 of the PCI spec.
>
> This is not remarkable. The same is true of ISA in practice.

Moron. There IS no ISA standard (that's one of the reasons the industry
has leapt into the arms of PCI wholeheartedly -- it's actually well
defined, as opposed to just sort of existing in ISA's case). ISA cards
cannot be autoconfigured. ISA cards assume x86 I/O space addressing, and
PC/AT style DMA and interrupts. ISA is, with very few exceptions, limited
to the PC.

What people have been trying to pound into your head is that OF lets you
write a OF driver in Fortran for your PCI card, burn the CPU-independent
FCode into the card's ROM, and then the card automatically works on any
machine with a PCI bus and OF. It doesn't matter what the CPU is, even.
You can plug the card into a PowerMac or a Sun; it'll work in either
machine, without even knowing or caring that the CPU is a PowerPC in one
and a SPARC in the other. If you want, you can supply as many
machine-specific drivers in the ROM as you like, or let the OS of the
machine in question use the OF identification facilities to automatically
figure out what driver, if any, should be loaded from disk.

You cannot do that with ISA.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

99. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0801972103560001@metricom41.ucsc.edu>
Source record: 7140
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5au9e7$ja9@lana.zippo.com>, JEDI wrote:

>In article <32D147E3.56D5@earthlink.net>, George says...

>>And it will do so for as many video hardware boards as you
>>like. Want to run 4-21" monitors at 24 bit as 1 huge contiguous
>>screem? Just install three video boards and put 4 megs of
>>VRAM in the Mac's on-board video circuitry. The SYSTEM will
>>manage those monitors just fine with no additional software
>
> I'd rather just sink the money used to get the 3 extra video
> boards into 1 better video card & use the money used in purchasing
> 4 monitors to just buy one with more screen area.

You can't buy a single monitor with as much screen area (area = pixels) as four 21" monitors. AFAIK, the best you can do is somewhere around 4000 pixels horizontally, and that kind of monitor would put a much huger dent in your pocketbook than four conventional 21" monitors capable of 1600x1200.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

100. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5b1gf5$gc3@lehi.kuentos.guam.net>
Source record: 6945
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <5au80a$gbu@lana.zippo.com>, JEDI writes:
>In article <nervous-0601971628090001@ascend95.netrover.com>, nervous@system.net says...
>>
>>In article <5ar4ap$35h@lana.zippo.com>, JEDI wrote:
>>
>>> Either way, even according to the apple company man, you're going
>>> to need drivers buried down in the operating system to use any video
>>> card on either platform. This is, if you want to use the full
>>> capacities of the card you've likely spent a greater amount of money
>>> on for the Mac.
>>
>>But, since the driver support is built in to the OS, you get less 'plug &
>>pray' compatibility problems that are rampant in the PeeCee world.
>
> Actually, PC VGA video cards are plug & play. Most of the problems
> with multiple video cards stems from that (PnP) specification
> being too specific.
>
> Now, for non-trivial video functions: both platforms seem equal.
> Both have to deal with the likes of Diamond and Matrox.

Here is one thing I learned about PC cards. It's the cards that support Mac like features---gamma correction, multimonitor support, pan and zooming, virtual desktops---that are also making Mac cards.

Here's another thing. If I use install DirectX into a Windows 95 system, which is often installed by a game, all that fancy stuff above and my Matrox utilities under Windows 95, just went to smoke. I mean, literally removed by the DirectX video driver. Most annoying. You have to reinstall the original drivers to get them back. Annoying, if not subject you to unnecessary risk. Which is why I don't install DirectX anymore in my Windows 95 systems, and they're all happy as a pod for this. It's great to use pan and zooming to watch movies for example, and a virtual desktop is great when you have lots of things open in your desktop, (especially when you are in the internet and doing a lot of stuff simultaneously) things I am also using in my Mac with a graphics card.

But the nice thing about the Mac is that I can still play hardware accelerated games while still keeping all these features.

Rgds,

Chris

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

101. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: tjv@indra.com
Message-ID: <E3q2zv.1q5@indra.com>
Source record: 6946
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Corn wrote:

>On 30 Dec 1996 08:07:50 -0500, gpearce@freenet.columbus.oh.us (Greg
>Pearce) wrote:

>>trouble. Windows 95 makes you reboot to change screen resolution. As far

>No it doesn't. And with QuickRes you don't need to reboot to change
>screen bit depth either. Or run SR2.

Depends on the video card / driver combo.

Anyone here seen the way Be does it? Pretty awesome.

```
+=============================================================+
| Don't vote. It only encourages them. |
+=============================================================+
```

102. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32d48977.6856156@news.onramp.net>
Source record: 6947
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Thu, 9 Jan 1997 03:00:03 GMT, tjv@indra.com (Tom Vilot) wrote:

>>No it doesn't. And with QuickRes you don't need to reboot to change
>>screen bit depth either. Or run SR2.
>
>Depends on the video card / driver combo.

Give me a condition, under Win95, under which I need to reboot to change screen resolution. (That's what I referred to in "No it doesn't" above.) Then give me a situation, under Win95 SR2, in which I need to reboot to change either resolution or bitdepth.

I await your reply, Tom.

>Anyone here seen the way Be does it? Pretty awesome.

Tell us.

Reachable at: 713 629 6947 nights
Please quote in all replies

103. HELLO PEOPLE HELP ME OUT.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: Dennis Saner <dennis.saner@swipnet.se>
Message-ID: <01bbfe24$77880020$179af482@doberman>
Source record: 6948

Dear Atari Fans. I have a problem. My friend in Turkey has a professional musik studio. He has an external 540MB harddisk, but he needs more hd space to record audio. He has bought a Hd. Quantum Fireball 3.2gb. But Atari Falcon 030 doesn't seem to recognise the HD. What can he do. Is there a program that helps to solve this problem. Thank you for your time...

104. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0901971100380001@199.166.204.230>
Source record: 6949
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5b12p4$pp0@lana.zippo.com>, JEDI wrote:

> I'm not dense. I just realize the implications of 'No drivers'.
> Even the more technically literate MacVocates admit that 'No
> drivers' severely limits the usefullness of mac video hardware.

None of which have stood to any sort of scrutiny though. Mac cards can support hardware pan and zoom. They can support acceleration. They can support all the other features. In addition they can use drivers in the OS, on disk, or on the card itself. The Mac has done this since the 1980's, when the Mac II came out. They do this in all software. They have a single API. The card can tell the OS that it's accelerating certain things and not others, without changing the driver at all. You can run accelerated on one card, partially accelerated on another, and dumb on a third all at the same time. You can plug in an accelerating video card (or simply and accelerator with no video out) and have it drive all the other card, dumb or smart.

The same is simply not true for the PC world, even today. You simply don't know anything about how QD works, and that's becoming increasingly clear.

> It's a nice parlour trick. However, the restrictions imposed
> by it would not impress any PC user. Dumb frame buffer cards
> are ancient history for us and very substandard. This is
> what you have to turn your overpriced mac video cards into
> to achieve 'No drivers'.

The multiple monitor support works fine on any card, accelerated or not. You simply don't have any idea what you're talking about.

> This is rather pathetic considering the ~$1200/$3000 one would need
> to spent (or have spent) on video cards/monitors.

The ATI card costs the same as the PC version. In fact, I've seen it (here in Toronto, ATI's home) for LESS than the PC version. Macs can use all the same monitors as PC's. Once again it's clear that you don't know what you're talking about. I don't know what the psychological afflicition is that forces you to keep talking like this, but every word you post makes you look more the fool.

> Actually, you rube

Now name calling. I suppose it was inevitable.

> have video on a PC. This is known as VGA.

Text mode. Cool.

Maury

105. Re: atari 2 pc files transfer please.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <5b36qc$11h@llanelli.demon.co.uk>
Source record: 6950

JEDI wrote:
: In article <5apdge$6hv@news.huji.ac.il>, avrisham@beitza.jct.ac.il says...
: >Can someone please tell me : is there a way to transfer file from
: >atari to pc & how ?

: Try reading your atari disks on a Win95 machine. Microsoft finally
: introduced an Atari-esqe extended disk format for it.

Another method would be to format a disk to 720k on a PC and save the
relevant file onto it using the Atari. (Ataris are capable of reading
the PC DD disk format)

Regards,

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| http://www.cybercom.net/~rnewman/scientology/home.html. Xenu rules, OK! |

106. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0901971251270001@metricom08.ucsc.edu>
Source record: 6951

In article <5b0mis$gcu@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:

>bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:
>
>>AFAIK, UMAX hasn't even announced 250 MHz. The piece in MacWorld said 240
>>for UMAX, and also said that Power Computing announced a dual-250, and
>>showed a technology demo 300.
>
>I believe that the 240MHz UMAX box uses a 603e chip. I'm talking 604e here.

UMAX announced a 240 MHz 604e box at MacWorld, according to what I read in
MacWeek (not MacWorld -- I typed the wrong magazine name by mistake
above). I haven't seen anything about announcements of 250 MHz machines
other than the Power Computing dual-250.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

107. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <E3r606.KKL@novice.uwaterloo.ca>
Source record: 6952
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5b1gf5$gc3@lehi.kuentos.guam.net>,
<crobato@kuentos.guam.net> wrote:

>But the nice thing about the Mac is that I can still play hardware accelerated
>games while still keeping all these features.

After you install DirectX, reinstall your old drivers.

If your old drivers include DirectDraw support, then DirectX will work
just the same.

You *can* have the best of both worlds. :)

Darwin Ouyang

108. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: jmckee@miaco.com
Message-ID: <32d57e78.182091@client.sw.news.psi.net>
Source record: 6953
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Thu, 09 Jan 1997 06:01:27 GMT, dcorn@paradise.pplnet.com (David Corn) wrote:

>On Thu, 9 Jan 1997 03:00:03 GMT, tjv@indra.com (Tom Vilot) wrote:
>
>>>No it doesn't. And with QuickRes you don't need to reboot to change
>>>screen bit depth either. Or run SR2.
>>
>>Depends on the video card / driver combo.
>
>Give me a condition, under Win95, under which I need to reboot to
>change screen resolution. (That's what I referred to in "No it
>doesn't" above.) Then give me a situation, under Win95 SR2, in which
>I need to reboot to change either resolution or bitdepth.

Here's what I found:

Using the standard S3 video driver supplied with Windows 95, when I went to resize from 1024 x 768 to 800 x 600, it resized the desktop to 640x480! It asked if I wanted to keep the new settings, to which I responded no! When I went to change bit depth from 256 colors to 64K, it asked me to restart windows.

Josh

109. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: JEDI
Message-ID: <5b3mmb$j63@lana.zippo.com>
Source record: 6954
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <bwanga-0801972057240001@metricom41.ucsc.edu>, bwanga@cats.ucsc.edu says...
>
>In article <5au6bt$d83@lana.zippo.com>, JEDI wrote:
>
>>In article <Pine.SOL.3.91.970106233357.25951C-100000@ux4.cso.uiuc.edu>,
>Ryan says...
>
>>>I don't thing he was correct. PCI cards that fully impliment OpenFirmware do
>>>not care what machine they are running on as long as the PCI bus of that
>>>machine conforms to revision 2.1 of the PCI spec.
>>
>> This is not remarkable. The same is true of ISA in practice.
>
>Moron. There IS no ISA standard (that's one of the reasons the industry

The reality of practice would appear to contradict you 'Bright Eyes'.
Given that for 16 years, a wide range of PC motherboards have managed
to interoperate with a wide range of ISA expansion cards, your comment
is quite absurd given the available observations. When one considers
that this 'non-standard' has also been used by Atari ST's and Amigas'
with the same level of success: you are the moron.

ISA cards don't care what machines they are running on. A relatively
sophisticated de juere standard is apparently not required for them
to do so...

>has leapt into the arms of PCI wholeheartedly -- it's actually well
>defined, as opposed to just sort of existing in ISA's case). ISA cards
>cannot be autoconfigured. ISA cards assume x86 I/O space addressing, and
>PC/AT style DMA and interrupts. ISA is, with very few exceptions, limited
>to the PC.

Don't tell it to the Atarians or the Amigans. However, they aren't
the types to let themselves be stopped by a 'barrier' or two.

It's all just current running accross some wires after all.

>
>What people have been trying to pound into your head is that OF lets you
>write a OF driver in Fortran for your PCI card, burn the CPU-independent
>FCode into the card's ROM, and then the card automatically works on any
>machine with a PCI bus and OF. It doesn't matter what the CPU is, even.

In 1988 we atarians called this sort of thing PC Ditto.
It will all look the same to Lexx or Yacc...

>You can plug the card into a PowerMac or a Sun; it'll work in either
>machine, without even knowing or caring that the CPU is a PowerPC in one
>and a SPARC in the other. If you want, you can supply as many
>machine-specific drivers in the ROM as you like, or let the OS of the
>machine in question use the OF identification facilities to automatically
>figure out what driver, if any, should be loaded from disk.
>
>You cannot do that with ISA.

If the software can adapt to the hardware, you do need too.
The Mac seems to be the sole platform unwilling to do this.

110. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: JEDI
Message-ID: <5b3lb7$g79@lana.zippo.com>
Source record: 6955
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <maury-0801971705240001@199.166.204.230>, maury@softarc.com says...
>
>In article <5au80a$gbu@lana.zippo.com>, JEDI wrote:
>
>> Actually, PC VGA video cards are plug & play.
>
> SVGA maybe, VGA no way.

Name one that is not.

I have an old 256k PGA card that is as plug & play as any Mac video
card. I'd just need to tell the OS to expect a change.

>
>> Most of the problems
>> with multiple video cards stems from that (PnP) specification
>> being too specific.
>
> Oh, this I gotta hear, what exactly is the problem here?

Reserved IRQs and BaseAddresses.
In a similar fashion, multi-IO cards are just as plug & play
as are most (8/16) soundcards.

The hardware is a bit overspecified however, the interface to the
OS is not.

>
>> Now, for non-trivial video functions: both platforms seem equal.
>> Both have to deal with the likes of Diamond and Matrox.
>
> Whatever.

If you wish to limit your hardware choices that's your perogotive.
However a PC user need not be so limited. Furthermore, a PC user
can impose such limits upon him or herself and obtain a level
of plug & play quite similar to that found on the Mac and yet still
have more options to choose from (than a Mac user).

I can just imagine what Diamond could to Mac Clone & Pray...

>
>> So? Where can I get the driver for the Xpression 3D+TV?
>
> It shipped last month didn't it?

Then where is it?

>
>> I'm not the one who is blathering about only what the
>> maker knows what...
>
> What maker would that be? ATI?

I really need to avoid those oblique references.
You MacVocates just can't handle them...

111. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: JEDI
Message-ID: <5b3lrh$ha4@lana.zippo.com>
Source record: 6956
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5b1gf5$gc3@lehi.kuentos.guam.net>, crobato@kuentos.guam.net says...
>
>In <5au80a$gbu@lana.zippo.com>, JEDI writes:
>>In article <nervous-0601971628090001@ascend95.netrover.com>, nervous@system.net says...
>>>
>>>In article <5ar4ap$35h@lana.zippo.com>, JEDI wrote:
[deletia]
>Here is one thing I learned about PC cards. It's the cards that support Mac
>like features---gamma correction, multimonitor support, pan and zooming, virtual
>desktops---that are also making Mac cards.

Note the distinction. Given the common bus, it should not be necessary.
It is not so between Alpha and PC. Yet the Mac still needs its own
specially made cards even after a common bus is adopted.

>
>Here's another thing. If I use install DirectX into a Windows 95 system, which
>is often installed by a game, all that fancy stuff above and my Matrox utilities
>under Windows 95, just went to smoke. I mean, literally removed by the DirectX
>video driver. Most annoying. You have to reinstall the original drivers to get

Then don't let the installation program muck about with your
drivers. If it does so anyways, find a plantiff lawyer.

112. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0901972242270001@199.166.204.230>
Source record: 6957
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5b3lrh$ha4@lana.zippo.com>, JEDI wrote:

> Note the distinction. Given the common bus, it should not be necessary.
> It is not so between Alpha and PC. Yet the Mac still needs its own
> specially made cards even after a common bus is adopted.

It's ABSOLUTELY the same as Alpha and PC, you need to have a Alpha
driver, and an Intel driver, yes, even though both will run under the same
OS. Do you know ANYTHING about this stuff?

Maury

113. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0901972241250001@199.166.204.230>
Source record: 6958
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5b3lb7$g79@lana.zippo.com>, JEDI wrote:

> Name one that is not.

The one in my PC, which is ISA based.

> I have an old 256k PGA card that is as plug & play as any Mac video
> card. I'd just need to tell the OS to expect a change.

So it's not plug and play then.

> Reserved IRQs and BaseAddresses.
> In a similar fashion, multi-IO cards are just as plug & play
> as are most (8/16) soundcards.
>
> The hardware is a bit overspecified however, the interface to the
> OS is not.

How is this "overspecified"? Please be specific.

> If you wish to limit your hardware choices that's your perogotive.

You just said in the portion I quoted...

>> Now, for non-trivial video functions: both platforms seem equal.
>> Both have to deal with the likes of Diamond and Matrox.

So in other words you contradicted yourself, they're equal but the Mac
is limited.

> I can just imagine what Diamond could to Mac Clone & Pray...

What? That's not a sentance.

> Then where is it?

Dunno, I don't own one.

> I really need to avoid those oblique references.
> You MacVocates just can't handle them...

And you should learn to recognize sarcasm when you see it.

Maury

114. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-10 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32d5a627.79757386@news.onramp.net>
Source record: 6959
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Thu, 09 Jan 1997 23:28:00 GMT, jmckee@miaco.com (Joshua T. McKee) wrote:

>On Thu, 09 Jan 1997 06:01:27 GMT, dcorn@paradise.pplnet.com (David
>Corn) wrote:
>
>>On Thu, 9 Jan 1997 03:00:03 GMT, tjv@indra.com (Tom Vilot) wrote:
>>
>>>>No it doesn't. And with QuickRes you don't need to reboot to change
>>>>screen bit depth either. Or run SR2.
>>>
>>>Depends on the video card / driver combo.
>>
>>Give me a condition, under Win95, under which I need to reboot to
>>change screen resolution. (That's what I referred to in "No it
>>doesn't" above.) Then give me a situation, under Win95 SR2, in which
>>I need to reboot to change either resolution or bitdepth.
>
>
>Here's what I found:
>
>Using the standard S3 video driver supplied with Windows 95, when I

What video card do you have?

>went to resize from 1024 x 768 to 800 x 600, it resized the desktop to
>640x480! It asked if I wanted to keep the new settings, to which I

Did it happen once? Every time? That's certainly unusual - I'll grant you that.

>responded no! When I went to change bit depth from 256 colors to 64K,
>it asked me to restart windows.

That's normal - and I even said that above - because you're not running OEMSR2 of Win95, nor are you running QuickRes. As an easy and quick fix, grab QuickRes (it's perhaps 20k or 50k) and run it at startup. It goes into your little bar at the lower right of your screen and handles resolution changes flawlessly.

Reachable at: 713 629 6947 nights
Please quote in all replies

115. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-10 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1001970106000001@metricom08.ucsc.edu>
Source record: 6960
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5b3mmb$j63@lana.zippo.com>, JEDI wrote:

>In article <bwanga-0801972057240001@metricom41.ucsc.edu>,
bwanga@cats.ucsc.edu says...

>>Moron. There IS no ISA standard (that's one of the reasons the industry
>
> The reality of practice would appear to contradict you 'Bright Eyes'.
> Given that for 16 years, a wide range of PC motherboards have managed
> to interoperate with a wide range of ISA expansion cards, your comment
> is quite absurd given the available observations. When one considers
> that this 'non-standard' has also been used by Atari ST's and Amigas'
> with the same level of success: you are the moron.

I repeat: there is no standard. Despite cards sort-of working all these
years, there has never been a centrally defined standard (in the
engineering sense) for the ISA bus. For 16 years, motherboard have been
able to interoperate with a wide variety of ISA cards, and the cards with
each other, in a hit-or-miss fashion. Probably the only reason that most
things work with one another is that ISA is very simple and (usually)
operates at a fairly low speed.

As far as use on other computers goes: I know with absolute certainty that
ISA was never available on the ST. The only expansion buses used by Atari
were various proprietary processor-direct designs and VME (which is an
example of a standardized bus, BTW).

I am nearly certain that on the Amiga, the use of ISA was limited to
"bridgeboards". The ISA backplane in several Amiga models wasn't
connected to anything on the rest of the motherboard. It held ISA cards
which interfaced to a PC-on-a-card, the so-called BridgeBoard which sat in
the one slot which had a Zorro (Amiga expansion bus) connector collinear
with an ISA connector. The Amiga itself could not use ISA cards at all.

There is a much better example for your side of the argument out there.
Do you know what it is? I do. (But it's not a very strong example, since
very few ISA cards will work in the machine in question...)

> ISA cards don't care what machines they are running on. A relatively
> sophisticated de juere standard is apparently not required for them
> to do so...

As I demonstrated above, ISA cards basically run on one architecture. You
are simply talking through your hat, as usual.

> Don't tell it to the Atarians or the Amigans. However, they aren't
> the types to let themselves be stopped by a 'barrier' or two.
>
> It's all just current running accross some wires after all.

Sure, but if you want to do anything more than programmed I/O with no
interrupts across ISA (i.e. very slow), you MUST have a good deal of the
support hardware present only in a PC. If the machine is not a PC, it has
to emulate that hardware.

>>What people have been trying to pound into your head is that OF lets you
>>write a OF driver in Fortran for your PCI card, burn the CPU-independent
>>FCode into the card's ROM, and then the card automatically works on any
>>machine with a PCI bus and OF. It doesn't matter what the CPU is, even.
>
> In 1988 we atarians called this sort of thing PC Ditto.
> It will all look the same to Lexx or Yacc...

Do you have a reading comprehension problem? It is nothing like PC Ditto.

>>You can plug the card into a PowerMac or a Sun; it'll work in either
>>machine, without even knowing or caring that the CPU is a PowerPC in one
>>and a SPARC in the other. If you want, you can supply as many
>>machine-specific drivers in the ROM as you like, or let the OS of the
>>machine in question use the OF identification facilities to automatically
>>figure out what driver, if any, should be loaded from disk.
>>
>>You cannot do that with ISA.
>
> If the software can adapt to the hardware, you do need too.
^ ^
I am assuming that there should be a "not" under the first ^ and one less
"o" under the second, otherwise this sentence does not make sense.

You do not need to? Well, I suppose if you don't want to have automatic
configuration so as to avoid bugging the user by forcing him or her to set
jumpers and allocate IRQs and so forth, you don't need it. Frankly, I'll
take the other option. I'll take a method that lets radically different
machines use the same cards and automatically configure them.

> The Mac seems to be the sole platform unwilling to do this.

What a load of BS. You've been told repeatedly about the exact advantages
of the Mac driver model as opposed to the PC, but you are still trying to
blather about Macs not having any drivers at all. (Which was false.)

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

116. would you be my friend?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-10 00:00:00 UTC
From: dozer@netwizards.net
Message-ID: <5b50gd$kmr@news1-alterdial.uu.net>
Source record: 6961

Hello,

I'm 14 years old and I think I may be a gay. I'm looking for some support and friendship with a older male age 18-40. Please email if you can help.

117. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-10 00:00:00 UTC
From: George Graves <gmgraves@earthlink.net>
Message-ID: <32D632D5.40E1@earthlink.net>
Source record: 6962
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI wrote:
>
> In article <32D36369.7A40@earthlink.net>, George says...
> >
> >JEDI wrote:
> >>
> >> In article <32D147E3.56D5@earthlink.net>, George says...
> >> >
> >> >JEDI wrote:
> [deletia]
> >> >to do so. Try that with a PC (without "special drivers").
> >>
> >> Unless you want a dumb frame buffer, they're all
> >> "special drivers" on either platform.
> >
> >Boy are you dense (or stubborn)! No drivers to run as many
>
> I'm not dense. I just realize the implications of 'No drivers'.
> Even the more technically literate MacVocates admit that 'No
> drivers' severely limits the usefullness of mac video hardware.
>
> >monitors as you have PCI slots. On some machines this is
> >as high as six! No drivers, no drivers, no drivers. Get it?
>
> It's a nice parlour trick. However, the restrictions imposed
> by it would not impress any PC user. Dumb frame buffer cards
> are ancient history for us and very substandard. This is
> what you have to turn your overpriced mac video cards into
> to achieve 'No drivers'.
>
> This is rather pathetic considering the ~$1200/$3000 one would need
> to spent (or have spent) on video cards/monitors.
>
> >
> >>
> >> >Now, you tell me, where is the restriction? Any acceleration
> >> >that the hardware supports is provided by an extension supplied
> >> >by the hardware manufacturer. Apple has its own accelerator
> >>
> >> It's not a 'special driver', its an 'extension'.
> >>
> >> More MacVocate hypocrisy in action...

> >
> >That's right. Its not a driver, it an extension. Take all of your
>
> NewSpeak at it's finest. Such MacVocate blather give a certain special
> ironic meaning to that initial Mac commercial...
>
> Enjoying your life in Oceana?
>
> >'drivers' out of your PC and see if you get any video. You won't!
> >I can ALL of the extensions out of my system and I will still get
> >video!
>
> Actually, you rube, you can remove all of the drivers and still
> have video on a PC. This is known as VGA.
>
> That is why I have been refering to Mac PnP as VGA++ you poor delluded
> fool. Had you been paying the slightest bit of attention, weren't
> blinded by your own advocacy or had any technical understanding, you
> would have seen that.
>
> IBM PC video cards have always been PnP in that respect. Much like their
> newer Mac counterparts, they depend upon a driver burnt into the system
> ROM in order to function. VGA++, CGA85, TurboHercules...

All right buddy, what KIND of video? Do you get 24 bits without drivers? Do you get support for ANY resolution on any size screen without drivers? Tell me about it! No, I'll tell you. You get 640 x 480 PERIOD. You get 256 colors PERIOD. because PCs require specific monitor card drivers to do anything else. Mac's system support for video may just be a dumb frame buffer, but unlike the PC, its a capable frame buffer. BTW, what does this 'Newer Mac Counterparts' crap mean. Macs had this capability when most PCs were still using DOS, Hercules mono, and 640 X 480 green-screen monitors. In other words, for a simpleton like yourself, Macs had it FIRST.

George Graves

118. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-10 00:00:00 UTC
From: jmckee@miaco.com
Message-ID: <32d6bb8c.182913@client.sw.news.psi.net>
Source record: 6963
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Fri, 10 Jan 1997 02:16:36 GMT, dcorn@paradise.pplnet.com (David Corn) wrote:

>On Thu, 09 Jan 1997 23:28:00 GMT, jmckee@miaco.com (Joshua T. McKee) >wrote:

>>Here's what I found:
>>
>>Using the standard S3 video driver supplied with Windows 95, when I
>
>What video card do you have?

A Diamond Multimedia PCI card. I'd give you the exact model, but I don't feel like restarting the computer to find out.

>>went to resize from 1024 x 768 to 800 x 600, it resized the desktop to
>>640x480! It asked if I wanted to keep the new settings, to which I
>
>Did it happen once? Every time? That's certainly unusual - I'll >grant you that.

A couple of times...that's all I tried it. It is weird, but I've grown to accept this kind of behavior from PCs. I'd look into it further, but I don't use Windows 95.

>>responded no! When I went to change bit depth from 256 colors to 64K,
>>it asked me to restart windows.
>
>That's normal - and I even said that above - because you're not >running OEMSR2 of Win95, nor are you running QuickRes. As an easy and >quick fix, grab QuickRes (it's perhaps 20k or 50k) and run it at >startup. It goes into your little bar at the lower right of your >screen and handles resolution changes flawlessly.

Another funny thing...as I mentioned above, it asked if I wanted to keep the resolution change, to which I had answered no. When I restarted the machine, it was at the new resolution. Also, when changing it back to 1024 x 768, Windows 95 told me that it needed to be restarted.

As for OEMSR2 and QuickRes, I realize they solve these problems but they are (using mac speak) extensions to the OS. I don't see any reason why this functionaliy couldn't be built into Windows 95 in the first place. Either way, I don't change resolution / bit depth frequently enough (almost never) to make this a very big inconvience

for me. But it is one of the many little things that combined together, make the mac the machine for me.

Josh

119. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-10 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1001971511140001@metricom54.ucsc.edu>
Source record: 6964
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <maury-1001971457020001@199.166.204.230>, maury@softarc.com
(Maury Markowitz) wrote:

>In article <bwanga-1001970106000001@metricom08.ucsc.edu>,
>bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>> Sure, but if you want to do anything more than programmed I/O with no
>> interrupts across ISA (i.e. very slow), you MUST have a good deal of the
>> support hardware present only in a PC. If the machine is not a PC, it has
>> to emulate that hardware.
>
> Yup, and I can't think of any that did (although you hint to ove above?).

The BeBox supports ISA. Same for PPCP and PREP (these are PowerPC
common-platform designs). These platforms use a PCI<->ISA bus bridge
chip, a fairly common part.

The BeBox uses its ISA slots for a multi-I/O card and a sound card. You
cannot use just any sound card or I/O card, as they support only a few
models.

IMO it probably would have been impossible to economically put in an ISA
bus on computers like these in the past; it's only done now because very
cheap PCI<>ISA bus bridge chips are available. Designers don't have to
spend a lot of money on custom hardware to emulate PC interrupts and DMA.
It's cheap enough that it doesn't matter that you can't support many
cards.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

120. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-10 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32d6d315.877820@news.onramp.net>
Source record: 6965
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Fri, 10 Jan 1997 12:15:24 +0000, George Graves
<gmgraves@earthlink.net> wrote:

>All right buddy, what KIND of video? Do you get 24 bits without
>drivers? Do you get support for ANY resolution on any size screen
>without drivers? Tell me about it! No, I'll tell you. You get 640 x
>480 PERIOD. You get 256 colors PERIOD. because PCs require
>specific monitor card drivers to do anything else. Mac's system

With VESA you don't need a driver (a software driver) to take
advantage of higher resolutions.

With Win95 if you have a supported chipset you don't need an extra
driver.

In all cases _something_ tells your hardware what to do, but it's in
the ROM BIOS or the core of the OS.

Reachable at: 713 629 6947 nights
Please quote in all replies

121. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-10 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1001971457020001@199.166.204.230>
Source record: 6966
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <bwanga-1001970106000001@metricom08.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

> I repeat: there is no standard.

Yup.

> As far as use on other computers goes: I know with absolute certainty that
> ISA was never available on the ST.

Yup.

> I am nearly certain that on the Amiga, the use of ISA was limited to
> "bridgeboards".

Yup.

> As I demonstrated above, ISA cards basically run on one architecture. You
> are simply talking through your hat, as usual.

Yup.

> > Don't tell it to the Atarians or the Amigans. However, they aren't
> > the types to let themselves be stopped by a 'barrier' or two.

As a former Atarian, I can say with no hesitation that no ST ever
supported ISA cards, nor could they have if they wanted to.

> > It's all just current running accross some wires after all.

For all intents and purposes the ISA "bus" is a backplane with the
8080's pins on it, much like the S-100 bus it followed. If you don't have
Intel IRQ's and such, it just don't work.

> Sure, but if you want to do anything more than programmed I/O with no
> interrupts across ISA (i.e. very slow), you MUST have a good deal of the
> support hardware present only in a PC. If the machine is not a PC, it has
> to emulate that hardware.

Yup, and I can't think of any that did (although you hint to ove above?).

> > The Mac seems to be the sole platform unwilling to do this.
>
> What a load of BS. You've been told repeatedly about the exact advantages
> of the Mac driver model as opposed to the PC, but you are still trying to
> blather about Macs not having any drivers at all. (Which was false.)

Yup. Since ISA only supports Intel-ish chips and support hardware,
that's somehow an advantage.

Maury

122. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-10 00:00:00 UTC
From: nervous@system.net
Message-ID: <nervous-1001971036300001@ascend67.netrover.com>
Source record: 6967
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5b3lrh$ha4@lana.zippo.com>, JEDI wrote:

>In article <5b1gf5$gc3@lehi.kuentos.guam.net>, crobato@kuentos.guam.net says...
>>
>>In <5au80a$gbu@lana.zippo.com>, JEDI writes:
>>>In article <nervous-0601971628090001@ascend95.netrover.com>,
nervous@system.net says...
>>>>
>>>>In article <5ar4ap$35h@lana.zippo.com>, JEDI wrote:
>[deletia]
>>Here is one thing I learned about PC cards. It's the cards that support Mac
>>like features---gamma correction, multimonitor support, pan and zooming,
virtual
>>desktops---that are also making Mac cards.
>
> Note the distinction. Given the common bus, it should not be necessary.
> It is not so between Alpha and PC. Yet the Mac still needs its own
> specially made cards even after a common bus is adopted.

The explain Digidesign's Audiomedia III PCI card? Available for both PC
and Mac with their own Digisystem INITs.

--
rhapsody: rhap.so.dy \'rap-s*d-e-\ n recitation of selections from epic poetry; a highly
emotional utterance or literary work; RAPTURE, ECSTASY; the new Macintosh OS.

123. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-10 00:00:00 UTC
From: nervous@system.net
Message-ID: <nervous-1001971039100001@ascend67.netrover.com>
Source record: 6968
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <bwanga-1001970106000001@metricom08.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

Are you the PBS 'Computer Insider' guy? I like the show...

--
rhapsody: rhap.so.dy \'rap-s*d-e-\ n recitation of selections from epic poetry; a highly emotional utterance or literary work; RAPTURE, ECSTASY; the new Macintosh OS.

124. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32d80c46.15522018@news.onramp.net>
Source record: 6969
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Fri, 10 Jan 1997 22:07:26 GMT, jmckee@miaco.com (Joshua T. McKee) wrote:

>A Diamond Multimedia PCI card. I'd give you the exact model, but I
>don't feel like restarting the computer to find out.

Use Diamond's video card driver - grabbed from www.diamondmm.com - to solve your problem.

>grown to accept this kind of behavior from PCs. I'd look into it
>further, but I don't use Windows 95.

Isn't this your home PC?

>Another funny thing...as I mentioned above, it asked if I wanted to
>keep the resolution change, to which I had answered no. When I
>restarted the machine, it was at the new resolution. Also, when
>changing it back to 1024 x 768, Windows 95 told me that it needed to
>be restarted.

It sounds like you might have messed up in your use of the slider controls a little bit.

>As for OEMSR2 and QuickRes, I realize they solve these problems but
>they are (using mac speak) extensions to the OS. I don't see any

OEMSR2 isn't an extension - it's Win95.

>reason why this functionaliy couldn't be built into Windows 95 in the
>first place. Either way, I don't change resolution / bit depth
>frequently enough (almost never) to make this a very big inconvience
>for me. But it is one of the many little things that combined
>together, make the mac the machine for me.

You need to use the right drivers - changing colors w/Diamond's tools don't require a reboot. In any case, QRes solves the problem. Why you don't want to try it is a mystery to me. Does your Mac use *no* non-Apple extensions?

Reachable at: 713 629 6947 nights
Please quote in all replies

125. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan11.021157.1@cobra.uni.edu>
Source record: 6970
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <19970110214051.13148.qmail@mail.ptd.net>, Mr.Maddog@mail.ptd.net writes:

> Oh Chris...do tell him about the thing you're working on. You know, a
> plug in card that's coming out which will let DirecT and other such
> computers run Windows 95 on a Pentium or Cyrix. I know that it's still in
> production, but to me is a major milestone in Atari computing. It even
> plays all the games!

You do not have a PC card yet?

>
> As for the PowerMac...let's see, still PC compatibilty without getting a
> 486 card. (The Intel that's no longer produced). Still waiting for Apple
> and IBM to quit licking the wounds other companies inflicted on them, for
> that ability to run Intel based programs the same way that Mac programs
> are run. And before anyone tells me about these glorious PPC servers that
> run Windoze NT, try to run a game of Quake on it.

If you need a 486 card, Orange Micro has them advertised in MacUser, MacWorld
and MacWeek.

>
> So if DirecT/40's can run all DOS and Windoze programs as well as TOS and
> PowerMacs can only run Mac apps...I think you better go back and read all
> the facts son.

Are you stating that Powermacs do not have the capability to run Wintel 3 and
95? If you state that, you are dead wrong.. Apple, Relys and Orange Micro have
Pentium cards. There is also SoftWindows..
>
> "It is so, cause Stone Cold Maddog sez so!" :)
>
> Eric Noss

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

126. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan11.020650.1@cobra.uni.edu>
Source record: 6971
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5b662b$44@lyra.csx.cam.ac.uk>, Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
writes:

> You *do* know that Apple have announced that they are not going to adopt
> BeOS which is apparently very well thought out and fast (as any new OS
> should be). Instead they are going to use NeXT which is based on Unix. At
> least you might get a stable OS now. Linux is cool - quick, stable and well
> supported.

The Be OS will contiunue to be developed for the PowerMac. PowerComputing will
ship a copy of the Be OS with all their units leaving the factory. At least 12
apps were shown at macWorld. Will see how it plays out. The Be OS is new,
moderm and has no legacy to deal with. Hopefuly with a decent web browser soon,
should put the Wintel/Mac to shame.

>
> HP (second biggest computer company last year and probably the biggest in a
> few years) bought some amiga stuff recently (maybe a year ago) so that they
> could develop better graphics capabilities for their computers.

So what does this do to the Amiga? HP licensed some of C='s technology just
before they went under. About three years ago. C= at the time decided not to
go with PPC and instead use a HP risc processor.
>
> The price/performance hardware may be plummeting, but Windows and MacOS go the
> other way at a slightly slower rate, the powermacs we have here are
> ridiculously slow at even scrolling a telnet window!

Thats interesting..Mine is fine..

>
> Adrian
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

127. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan11.015608.1@cobra.uni.edu>
Source record: 6972
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5b6043$5q6@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

> Please share with us all that you know about the modern day operating
> system used on Atari computers that gives you the authority to make
> such a statement.

TOS is not modern in anyway.

>>I can't see why there would be a market for the
>>$2700 040 Hades/Direct platform..
>
> Because there are very powerful applications available for the Atari
> platform that are simply not available on Mac or PC. Your pricing is
> again wrong. $2700.00 US will buy a very nice DirecT60, a 68040 is
> cheaper yet.

What are those apps? I made a mistake with pricing. But $2700 is a lot for an
060 that is slow. Considering a Powermac 6400/180 can be had for $1199. Whats
your excuse for the high price?

>
> All the best,
> Chris @ Computer Direct
>
GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

128. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: kuentos.guam.net@kuentos.guam.net
Message-ID: <5b886f$iee@lehi.kuentos.guam.net>
Source record: 6973
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In <32D632D5.40E1@earthlink.net>, George Graves <gmgraves@earthlink.net> writes:
>JEDI wrote:
>>
>> In article <32D36369.7A40@earthlink.net>, George says...
>> >
>> >JEDI wrote:
>> >>
>> >> In article <32D147E3.56D5@earthlink.net>, George says...
>> >> >
>> >> >JEDI wrote:
>> [deletia]
>> >> >to do so. Try that with a PC (without "special drivers").
>> >>
>> >> Unless you want a dumb frame buffer, they're all
>> >> "special drivers" on either platform.
>> >
>> >Boy are you dense (or stubborn)! No drivers to run as many
>>
>> I'm not dense. I just realize the implications of 'No drivers'.
>> Even the more technically literate MacVocates admit that 'No
>> drivers' severely limits the usefullness of mac video hardware.
>>
>> >monitors as you have PCI slots. On some machines this is
>> >as high as six! No drivers, no drivers, no drivers. Get it?
>>
>> It's a nice parlour trick. However, the restrictions imposed
>> by it would not impress any PC user. Dumb frame buffer cards
>> are ancient history for us and very substandard. This is
>> what you have to turn your overpriced mac video cards into
>> to achieve 'No drivers'.
>>
>> This is rather pathetic considering the ~$1200/$3000 one would need
>> to spent (or have spent) on video cards/monitors.
>>
>> >
>> >>
>> >> >Now, you tell me, where is the restriction? Any acceleration
>> >> >that the hardware supports is provided by an extension supplied
>> >> >by the hardware manufacturer. Apple has its own accelerator
>> >>
>> >> It's not a 'special driver', its an 'extension'.
>> >>
```

>> >> More MacVocate hypocrisy in action...
>> >
>> >That's right. Its not a driver, it an extension. Take all of your
>>
>> NewSpeak at it's finest. Such MacVocate blather give a certain special
>> ironic meaning to that initial Mac commercial...
>>
>> Enjoying your life in Oceana?
>>
>> >'drivers' out of your PC and see if you get any video. You won't!
>> >I can ALL of the extensions out of my system and I will still get
>> >video!
>>
>> Actually, you rube, you can remove all of the drivers and still
>> have video on a PC. This is known as VGA.
>>
>> That is why I have been refering to Mac PnP as VGA++ you poor delluded
>> fool. Had you been paying the slightest bit of attention, weren't
>> blinded by your own advocacy or had any technical understanding, you
>> would have seen that.
>>
>> IBM PC video cards have always been PnP in that respect. Much like their
>> newer Mac counterparts, they depend upon a driver burnt into the system
>> ROM in order to function. VGA++, CGA85, TurboHercules...
>
>All right buddy, what KIND of video? Do you get 24 bits without
>drivers? Do you get support for ANY resolution on any size screen
>without drivers? Tell me about it! No, I'll tell you. You get 640 x
>480 PERIOD. You get 256 colors PERIOD. because PCs require
>specific monitor card drivers to do anything else. Mac's system
>support for video may just be a dumb frame buffer, but unlike the
>PC, its a capable frame buffer. BTW, what does this 'Newer Mac
>Counterparts' crap mean. Macs had this capability when most
>PCs were still using DOS, Hercules mono, and 640 X 480
>green-screen monitors. In other words, for a simpleton like
>yourself, Macs had it FIRST.
>
>George Graves

I have owned a number of Macs, and a good number of PC graphics cards for my PCs throughout the years, but never installed a graphics card in my Mac before because they had always seemed costly. Until now.

Not only did the Monitors object recognize 24 bit color outright without installing anything, I get resolutions, real and virtual, all the way to 4088x1536.

Rgds,

Chris

ZeDud Propaganda announces:
Villain H. Doors III of Monopoly$oft announces a new operating system direction.

This direction will take Shutters 95 and Shutters MT into a new object platform codenamed Chernobyl. It shall incorporate the new Exploder v5 browser right in the interface. "This is going to be a Blast," Vill claims.
*** crobato@kuentos.guam.net ***

129. Open Firmware?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: petrich@netcom.com
Message-ID: <petrichE3ttwE.Ipx@netcom.com>
Source record: 6974
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Here's the picture I have of Open Firmware:

It uses a version of the programming language Forth (*not*
Fortran), an interpreter for which resides in the boot ROM of every
computer that uses OF. This is, of course, processor-dependent, but OF
Forth is compiled into processor-independent p-code that is what is
interpreted by this interpreter.

A device that understands OF would have some ROM with a driver
written in OF Forth; this will make the device usable in any environment
that has OF, regardless of processor type or whatever.

Thus, an OF multibooter would be capable of presenting a choice
of boot disks on one's screen and could interpret some keyboard/mouse
actions as making a selection.

Is that a fair picture?

--
Loren Petrich Happiness is a fast Macintosh
petrich@netcom.com And a fast train
My home page: http://www.webcom.com/petrich/home.html
Mirrored at: ftp://ftp.netcom.com/pub/pe/petrich/home.html

130. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1101971100100001@metricom28.ucsc.edu>
Source record: 6975
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <nervous-1001971039100001@ascend67.netrover.com>,
nervous@system.net (Nervous) wrote:

>In article <bwanga-1001970106000001@metricom08.ucsc.edu>,
>bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:
>
>Are you the PBS 'Computer Insider' guy? I like the show...

Not as far as I know, unless I have a secret life where they whisk me off
every night and reprogram my brain so I have a different identity for 10
hours. Is my name similar to the 'Computer Insider' guy's name, or was it
just random synaptic firing that prompted you to ask? :)

--
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-------------------------------------------------------------+
```

131. Re: Open Firmware?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1101971106420001@metricom28.ucsc.edu>
Source record: 6976
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <petrichE3ttwE.Ipx@netcom.com>, petrich@netcom.com (Loren Petrich) wrote:

> Thus, an OF multibooter would be capable of presenting a choice
>of boot disks on one's screen and could interpret some keyboard/mouse
>actions as making a selection.
>
> Is that a fair picture?

Yep. You could easily write a multiboot program for OF.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

132. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32da05d6.5202137@news.onramp.net>
Source record: 6977
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Sat, 11 Jan 1997 20:27:21 GMT, jmckee@miaco.com (Joshua T. McKee)
wrote:

>>Isn't this your home PC?
>Nope...it is my work machine. At home, the only thing installed is
>Windows NT Workstation 4.0.

NT-W is nice too. How do you like that? Why did you install that
rather than Win95?

>The work machine has both Windows 95 and Windows NT Workstation 4.0
>installed. It primarily runs Windows NT with an occasional reboot
>into Windows 95 for various reasons (such as testing out video
>resolution switching for posts to the newsgroups :-))..

IC.

>>It sounds like you might have messed up in your use of the slider
>>controls a little bit.
>Possibly, but three different times...I doubt it.

Try Diamond's utilities and see what happens, then. I have a S64-DRAM
(2001-Video, Trio64V+) and Win95, both Aug95 and OEMSR2, work
flawlessly with the built in drivers, although the Diamond drivers are
nicer with the Aug95 release.

>>>As for OEMSR2 and QuickRes, I realize they solve these problems but
>>>they are (using mac speak) extensions to the OS. I don't see any
>>
>>OEMSR2 isn't an extension - it's Win95.

>You'll have to excuse my ignorance...I'm unclear as to what OEMSR2 is.
>I can't find a refernce to it on MS's home page. Could you enlighten
>me as to what OEMSR2 is? The way you are speaking, it doesn't sound

OEM - you know what that is.
SR2 - Service Release 2. All major clone makers now ship this release
with their new machines. It contains many major updates - MSIE3,
DirectX3, Mail, News, and much more. It's what I presently run on my
machines - that and NT4-S.

>like OEMSR2 is a normal feature of Windows 95, it sounds like an add
>on for it (or at the minimum some special configuration of it).
>Regardless, I shouldn't have to do anything special with Windows 95 in
>order to get this basic functionality.

Didn't you get a driver disk from Diamond? Why are you unwilling to grab one from www.diamondmm.com, if this is such an issue for you? I find it very suprising - I stay in 65k colors 100% of the time, and the only thing I change is resolution sometimes (rarely).

>I realize that with the right drivers and the right extensions, that I
>could get this functionality quite easily. The point is though, that
>I need the "right" drivers and these extensions to do this under
>Windows 95. I don't need *any* drivers or extensions to do this with
>the Mac OS. I believe that is what the issue is (or was).

Suffice to say you are one of the only ones I've heard of to have this sort of problem.

>The simple fact of the matter is that a user shouldn't have to go
>through all this trouble when better solutions exist. As I've said
>before, does this really affect me? Not really, I rarely have
>occasion to change video resolution / bit depth. But it is one of the
>nice things about the Mac that I don't have to do anything special to
>have this capability.

...and the Mac doesn't ship with a WWW browser (well, 7.6 will, if you can stand CyberPuppy). Which would you rather lack? Me, I'd rather get _both_, which OEMSR2 has, but if I had to do without one, and didn't have the ability to get one, I'd do without the ability to change colors without a reboot and I'd keep MSIE3.

In other words - big deal, HTTP it. I don't know why your machine doesn't work like all of the other machines around, including mine, which probably has a similar chip in it, but you -do- have a solution to your problem that's staring you in the face.

_____
Reachable at: 713 629 6947 nights
Please quote in all replies

133. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32d90481.4861105@news.onramp.net>
Source record: 6978
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Sat, 11 Jan 1997 20:00:21 GMT, jmckee@miaco.com (Joshua T. McKee)
wrote:

>>With VESA you don't need a driver (a software driver) to take
>>advantage of higher resolutions.

>*If* you have VESA (I'll take your word that this is really true, as I
>don't know myself). There's that famous "if" that is always popping
>up in the PC world.

If you don't know, then why are you spreading FUD?

I'd like you to name a current DOS-compatible card _without_ VESA.
It's been a long, long time. The last card I remember using without
VESA was a Compaq QVision 2000+ graphics card, for which DOS support
was definately an afterthought (it was heavily optimized for Windows,
at the expense of DOS speed), but even that used a 3k program, and
bingo - it had VESA. Before that, I don't recall using a PC card
without some form of VESA, except the DOS Compatibility Card I had for
my Mac Centris didn't have VESA...but, again, a simple program took
care of that.

>>With Win95 if you have a supported chipset you don't need an extra
>>driver.

>Yes you do, the necessary drivers are just included with the Windows
>95 CD-ROM. But they are still different drivers. If a new video card

Let me say that again - with Win95 if you have a supported chipset you
don't need an -extra- driver. Got it?

>appears on the market that doesn't utilize one of the common chipsets
>that ship with Windows 95, your going to need a driver supplied by the
>manufacture to use any resolution/color depth beyond VGA.

That's certainly true. Where did I say anything to contradict that?
Answer: I didn't.

>>In all cases _something_ tells your hardware what to do, but it's in
>>the ROM BIOS or the core of the OS.

>Yes...something does. The Mac OS has the basic functionality of
>displaying all resolutions with all color depths built into the OS
>itself. No need for a special driver to use all available resolutions
>and all color depths supported by the video card.

...as does the PC for VESA modes and for any chipset built into Win95.

>Contrast this with the PC. The PC requires a special driver to
>utilitize any resolution or color depth above standard VGA (which I
>believe is defined as 640 x 480 at 16 colors). Windows 95 includes

The standard in DOS is VESA, which, as we've been over, is on modern
cards.

>many drivers for a variety of graphics cards/chipsets, but this does
>not mean that Windows 95 has this functionality built in...it still
>requires a driver.

The driver is built in. Whether you consider that 'functionality' or
not is word play.

_____
Reachable at: 713 629 6947 nights
Please quote in all replies

134. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: jmckee@miaco.com
Message-ID: <32d7ee6e.78744388@client.sw.news.psi.net>
Source record: 6979
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Fri, 10 Jan 1997 23:40:14 GMT, dcorn@paradise.pplnet.com (David Corn) wrote:

>On Fri, 10 Jan 1997 12:15:24 +0000, George Graves
><gmgraves@earthlink.net> wrote:
>
>>All right buddy, what KIND of video? Do you get 24 bits without
>>drivers? Do you get support for ANY resolution on any size screen
>>without drivers? Tell me about it! No, I'll tell you. You get 640 x
>>480 PERIOD. You get 256 colors PERIOD. because PCs require
>>specific monitor card drivers to do anything else. Mac's system
>
>With VESA you don't need a driver (a software driver) to take
>advantage of higher resolutions.

If you have VESA (I'll take your word that this is really true, as I don't know myself). There's that famous "if" that is always popping up in the PC world.

>With Win95 if you have a supported chipset you don't need an extra
>driver.

Yes you do, the necessary drivers are just included with the Windows 95 CD-ROM. But they are still different drivers. If a new video card appears on the market that doesn't utilize one of the common chipsets that ship with Windows 95, your going to need a driver supplied by the manufacture to use any resolution/color depth beyond VGA.

>In all cases _something_ tells your hardware what to do, but it's in
>the ROM BIOS or the core of the OS.

Yes...something does. The Mac OS has the basic functionality of displaying all resolutions with all color depths built into the OS itself. No need for a special driver to use all available resolutions and all color depths supported by the video card.

Contrast this with the PC. The PC requires a special driver to utilitize any resolution or color depth above standard VGA (which I believe is defined as 640 x 480 at 16 colors). Windows 95 includes many drivers for a variety of graphics cards/chipsets, but this does not mean that Windows 95 has this functionality built in...it still requires a driver.

George is entierly correct in what he is saying. It is another example of one of the small, but numerous things that make the Mac

more refined than a PC. How much weight this carries to the user can only be determined by the user. But it is still one other thing the Mac does better than the PC.

Josh

135. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32e422be.82041515@mambo>
Source record: 6980
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Thu, 09 Jan 1997 23:28:00 GMT, jmckee@miaco.com (Joshua T. McKee)
wrote:

>Using the standard S3 video driver supplied with Windows 95, when I
>went to resize from 1024 x 768 to 800 x 600, it resized the desktop to
>640x480! It asked if I wanted to keep the new settings, to which I
>responded no! When I went to change bit depth from 256 colors to 64K,
>it asked me to restart windows.

You wouldn't by any chance be using a Diamond based video card are
you? Diamond is notorious for doing rather goofy things with their
"standard" S3 cards.

The only redeeming fact is that Diamond is finally figuring out how to
do support for at least Win95 and WinNT 4.0. If you are using a
Diamond card, you should be able to download a "real" driver from
www.diamondmm.com. Just make sure you know whether you have a
Graphic, Video or 3D series of video cards.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

136. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32e6260f.82890562@mambo>
Source record: 6981
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Sat, 11 Jan 1997 20:00:21 GMT, jmckee@miaco.com (Joshua T. McKee)
wrote:

>>With VESA you don't need a driver (a software driver) to take
>>advantage of higher resolutions.
>
>*If* you have VESA (I'll take your word that this is really true, as I
>don't know myself). There's that famous "if" that is always popping
>up in the PC world.

Actually, these days you would be very hardpressed to find a non-VESA
video card for the PC.

>Contrast this with the PC. The PC requires a special driver to
>utilitize any resolution or color depth above standard VGA (which I
>believe is defined as 640 x 480 at 16 colors).

It depends on the OS.
Some OSes are limited only to VGA/SVGA (640x480x16 or 800x600x16).
Others are capable of using the entire spectrum of the VESA
specification--which I believe goes all the way up to 1280x1024x16.7
million colors (although, someone check me on that).

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

137. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: jmckee@miaco.com
Message-ID: <32d7f233.79709826@client.sw.news.psi.net>
Source record: 6982
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Sat, 11 Jan 1997 03:45:00 GMT, dcorn@paradise.pplnet.com (David Corn) wrote:

>On Fri, 10 Jan 1997 22:07:26 GMT, jmckee@miaco.com (Joshua T. McKee)
>wrote:
>
>>A Diamond Multimedia PCI card. I'd give you the exact model, but I
>>don't feel like restarting the computer to find out.
>
>Use Diamond's video card driver - grabbed from www.diamondmm.com - to
>solve your problem.
>
>>grown to accept this kind of behavior from PCs. I'd look into it
>>further, but I don't use Windows 95.
>
>Isn't this your home PC?

Nope...it is my work machine. At home, the only thing installed is Windows NT Workstation 4.0.

The work machine has both Windows 95 and Windows NT Workstation 4.0 installed. It primarily runs Windows NT with an occasional reboot into Windows 95 for various reasons (such as testing out video resolution switching for posts to the newsgroups :-))..

>>Another funny thing...as I mentioned above, it asked if I wanted to
>>keep the resolution change, to which I had answered no. When I
>>restarted the machine, it was at the new resolution. Also, when
>>changing it back to 1024 x 768, Windows 95 told me that it needed to
>>be restarted.
>
>It sounds like you might have messed up in your use of the slider
>controls a little bit.

Possibly, but three different times...I doubt it.

>>As for OEMSR2 and QuickRes, I realize they solve these problems but
>>they are (using mac speak) extensions to the OS. I don't see any
>
>OEMSR2 isn't an extension - it's Win95.

You'll have to excuse my ignorance...I'm unclear as to what OEMSR2 is. I can't find a refernce to it on MS's home page. Could you enlighten me as to what OEMSR2 is? The way you are speaking, it doesn't sound

like OEMSR2 is a normal feature of Windows 95, it sounds like an add on for it (or at the minimum some special configuration of it). Regardless, I shouldn't have to do anything special with Windows 95 in order to get this basic functionality.

>>reason why this functionaliy couldn't be built into Windows 95 in the
>>first place. Either way, I don't change resolution / bit depth
>>frequently enough (almost never) to make this a very big inconvience
>>for me. But it is one of the many little things that combined
>>together, make the mac the machine for me.
>
>You need to use the right drivers - changing colors w/Diamond's tools
>don't require a reboot. In any case, QRes solves the problem. Why
>you don't want to try it is a mystery to me. Does your Mac use *no*
>non-Apple extensions?

I realize that with the right drivers and the right extensions, that I could get this functionality quite easily. The point is though, that I need the "right" drivers and these extensions to do this under Windows 95. I don't need *any* drivers or extensions to do this with the Mac OS. I believe that is what the issue is (or was).

The simple fact of the matter is that a user shouldn't have to go through all this trouble when better solutions exist. As I've said before, does this really affect me? Not really, I rarely have occasion to change video resolution / bit depth. But it is one of the nice things about the Mac that I don't have to do anything special to have this capability.

Josh

138. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: Pohl Longsine <pohl@screaming.org>
Message-ID: <32D831E2.4E8E9E44@screaming.org>
Source record: 6983
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
The comp.sys.next.* hierarchy is sure getting a lot of traffic,
though! (Now that Apple bought NeXT.)

--
pohl@screaming.org |"Reality is that which when you stop believing
http://screaming.org/ | in it doesn't go away." -- Philip K. Dick
---------------------+------------------------------------------
OpenStep Inferno Java | Making the world safe for platform diversity.
```

139. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b95u0$hbl@scanner.worldgate.com>
Source record: 6984
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>TOS is not modern in anyway.

Of course it is. When was the last time you used it?

>What are those apps? I made a mistake with pricing. But $2700 is a lot for an
>060 that is slow. Considering a Powermac 6400/180 can be had for $1199. Whats
>your excuse for the high price?

If you are going to be an ass and close minded about it, why should I
waste my time?

An 060 may be too slow for MacOS, hell, a PPC is too slow for MacOS,
but for TOS and Atari apps it is plenty fast.

Price is all relative. perhaps this machine is worth more to a certain market than a slower 1500.00 PowerMac is?

All the best,
Chris @ Computer Direct

140. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-11 00:00:00 UTC
From: "Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm>
Message-ID: <5b99rf$1q4@qualcomm.com>
Source record: 6985
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Or Neeman wrote:
>
> Don't worry, IBM is the greatest computer company in the world (maybe
> even universe). I think OS/2 depends on 3 things:
> a) IBM's research: which is exceptionally good and keeps producing new
> products (I expect good voice output in 2 years maximum).

Voice output has been around a long time; my Amiga had it in 1986. But you qualified this as "good voice output", and since I don't know what you consider good, I can't really argue with your point. I thought the Amiga voice output was quite decent, and it was certainly understandable.

Voice output has always been much simpler than voice input. Heck, even a piddle-dunk outfit like Creative Labs has been able to cobble together a voice output program; they ship one with all Sound Blasters these days.

> b) IBM's money: which they use for very good purposes (buying Lotus,
> getting NS/2).

However, there is serious doubt about the extent to which IBM will be willing to *commit* that money to the OS/2 cause in future. The evidence is that IBM is cutting the budget on OS/2, not increasing it. They've got lots of money, but they're investing it elsewhere.

> c) Lack of competition: Microsoft products do not stand a change, and
> until Apple get the NeXTOS done, they also are no challenge.

I assume that you mean that "Microsoft products do not stand a chance". You are aware, aren't you, that Win 95 has now sold more than 4 times as many copies in just a year and a half as OS/2 has sold in its entire existence?

Win 95 is the fastest selling software product of all time. But I suspect you mean "doesn't stand a chance technically", not "doesn't stand a chance commercially". All I can say about that is, IBM and Microsoft will get profit from commercial success, not from technical success. A lot of people have gone broke producing products which were technically successful but commercially failures. I don't know whether OS/2 is a commercial failure, but it certainly isn't as successful commercially as Win 95.

> Note that Java, NC, etc. is part of the research (Sun works with IBM
> so well, I think they should join forces or something).

I don't recall that IBM had anything to do with the Java initiative, except for joining it like so many companies did. Java came from Sun alone.

141. Re: os/2 newsgroups NOT dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: "Gilbert D." <gilbertd@ix.netcom.com>
Message-ID: <32D8BD80.63A3@ix.netcom.com>
Source record: 6891
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Jerry Rowe wrote:
>
> In <5b99rf$1q4@qualcomm.com>, "Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm>
writes:
> >Voice output has been around a long time; my Amiga had it in 1986. But you
>
> The TI99/4A had it well before that. And for that matter, a few kids games
> ran on it with rudimentary voice recognition. The Voice output was quite good
> though it had to be programmed in to use the speech synthesizer.
>
> And IBM has had a similar program for OS/2 and DOS for some time called
> Speech Reader. There are some web sites on it. The market is small though,
> limited to those with disabilities primarily. IBM also has Screen Magnifier for those
> with sight difficulties. My, it seems IBM cares!
>
> >However, there is serious doubt about the extent to which IBM will be
> >willing to *commit* that money to the OS/2 cause in future. The evidence is
> >that IBM is cutting the budget on OS/2, not increasing it. They've got lots
> >of money, but they're investing it elsewhere.
>
> Oh? Like starting a division to concentrate on Networking applications and OS/2?
> Like hiring 30,000 employees at ISCC in 2 years, of which will push all IBM products,
> including OS/2?
> Like promising 20+ enhancements to OS/2 this year, and a new version next year?
> And after just providing a new version in 96?
>
> Ah Steven, quit the FUD.
>
> >I don't recall that IBM had anything to do with the Java initiative,
> >except for joining it like so many companies did. Java came from Sun alone.
>
> And working with Sun and funding the development of apps has nothing to do
> with it? Nor making NC machines to use it? Or putting it into OS/2, AIX, VM, etc.?
>
> Steven, your memory is short or ????
>
> -=- -=- -=- -=- -=- -=- -=- -=-
> Jerry L. Rowe - Certified OS/2 Engineer
> Certified OS/2 Lan Server Administrator
> Certified OS/2 Lan Server Engineer
> JLRowe@holli.com - http://www.holli.com/~jlrowe
> Team OS/2 - Warping the Internet

>
> -=- -=- -=- -=- -=- -=- -=- -=-
> Is Microsoft a Tiger?
>
> There once was a lady from Niger
> Who smiled as she rode on a Tiger
> They returned from the ride
> With the lady inside
> And the smile on the face of the Tiger.

--
Just another half-assed attempt to throw FUD and see what sticks!

Gilbert

142. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5basae$1pd@lehi.kuentos.guam.net>
Source record: 6892
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <5b99rf$1q4@qualcomm.com>, "Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm> writes:
>Or Neeman wrote:
>>
>> Don't worry, IBM is the greatest computer company in the world (maybe
>> even universe). I think OS/2 depends on 3 things:
>> a) IBM's research: which is exceptionally good and keeps producing new
>> products (I expect good voice output in 2 years maximum).
>
>Voice output has been around a long time; my Amiga had it in 1986. But you
>qualified this as "good voice output", and since I don't know what you
>consider good, I can't really argue with your point. I thought the Amiga
>voice output was quite decent, and it was certainly understandable.
>
>Voice output has always been much simpler than voice input. Heck, even a
>piddle-dunk outfit like Creative Labs has been able to cobble together a
>voice output program; they ship one with all Sound Blasters these days.
>
>> b) IBM's money: which they use for very good purposes (buying Lotus,
>> getting NS/2).
>
>However, there is serious doubt about the extent to which IBM will be
>willing to *commit* that money to the OS/2 cause in future. The evidence is
>that IBM is cutting the budget on OS/2, not increasing it. They've got lots
>of money, but they're investing it elsewhere.

Oh crap. They are streamlining the budgets of all divisions actually. It's like the US Goverment---productivity and emphasis is not the reflection of budget size. Efficient utilization of money is.

>
>> c) Lack of competition: Microsoft products do not stand a change, and
>> until Apple get the NeXTOS done, they also are no challenge.
>
>I assume that you mean that "Microsoft products do not stand a chance". You
>are aware, aren't you, that Win 95 has now sold more than 4 times as many
>copies in just a year and a half as OS/2 has sold in its entire existence?
>
>Win 95 is the fastest selling software product of all time. But I suspect

Fastest selling software of all time? You mean, the fastest preloaded software of all time. There are a lot of people dissatisfied with the product there. Sure, they encounter things like not enough memory to run it as fast as they wish it to be, or that it lacked the

proper drivers, or proved to be too slow for their systems, or took up too much space. Whatever the reasons are, they were sold with the promise of the product and that promise didn't get fulfilled. I just have a friend whose Win95 installation into her 486 notebook resulted in a dead unreadable drive and a black screen.

>you mean "doesn't stand a chance technically", not "doesn't stand a chance
>commercially". All I can say about that is, IBM and Microsoft will get
>profit from commercial success, not from technical success. A lot of people
>have gone broke producing products which were technically successful but
>commercially failures. I don't know whether OS/2 is a commercial failure,
>but it certainly isn't as successful commercially as Win 95.
>
>
>> Note that Java, NC, etc. is part of the research (Sun works with IBM
>> so well, I think they should join forces or something).
>
>I don't recall that IBM had anything to do with the Java initiative,
>except for joining it like so many companies did. Java came from Sun alone.

IBM has one of the most vigourous, most extensive programs for Java anywhere else on Earth outside of Sun. In fact, Java is a prime strategic directive for all IBM divisions.

Rgds,

Chris

ZeDud Propaganda announces:
Villain H. Doors III of Monopoly$oft announces a new operating system direction.
This direction will take Shutters 95 and Shutters MT into a new object platform
codenamed Chernobyl. It shall incorporate the new Exploder v5 browser right
in the interface. "This is going to be a Blast," Vill claims.
*** crobato@kuentos.guam.net ***

143. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32dd16a7.3573099@news.onramp.net>
Source record: 6893
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Sun, 12 Jan 1997 08:35:15 GMT, sangria@inlink.com (Sang K. Choe)
wrote:

>Diamond 3400 XL Video using the generic S3 driver, you will need to
>reboot after screen resolution change.

That's strange. I have a Stealth 64 VRAM (the 3400XL V's precursor,
964 rather than 968, and I have a Trion64V+) and it works for me.
That's really odd. I'll have to look into that.

Reachable at: 713 629 6947 nights
Please quote in all replies

144. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: drz@apple.com
Message-ID: <drz-1201971001210001@stater.apple.com>
Source record: 6894
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32d7ee6e.78744388@client.sw.news.psi.net>,
Josh.McKee@miaco.com wrote:

] On Fri, 10 Jan 1997 23:40:14 GMT, dcorn@paradise.pplnet.com (David
] Corn) wrote:
]
]]On Fri, 10 Jan 1997 12:15:24 +0000, George Graves
]]<gmgraves@earthlink.net> wrote:
]]
]]With Win95 if you have a supported chipset you don't need an extra
]]driver.
]
]
] Yes you do, the necessary drivers are just included with the Windows
] 95 CD-ROM. But they are still different drivers. If a new video card
] appears on the market that doesn't utilize one of the common chipsets
] that ship with Windows 95, your going to need a driver supplied by the
] manufacture to use any resolution/color depth beyond VGA.
]
]
]]In all cases _something_ tells your hardware what to do, but it's in
]]the ROM BIOS or the core of the OS.
]
]
] Yes...something does. The Mac OS has the basic functionality of
] displaying all resolutions with all color depths built into the OS
] itself. No need for a special driver to use all available resolutions
] and all color depths supported by the video card.
]

You do need a driver that knows how to program the video card to use a
video card. This is true of Windows and it is true of the Mac OS. In
most cases, the driver is on the card itself, so the user does not have to
install the driver from a floppy. Either way, there is a driver specific
to the video card. The Mac OS, just as Windows, needs a driver to be able
to program the card.

] Contrast this with the PC. The PC requires a special driver to
] utilitize any resolution or color depth above standard VGA (which I
] believe is defined as 640 x 480 at 16 colors). Windows 95 includes
] many drivers for a variety of graphics cards/chipsets, but this does
] not mean that Windows 95 has this functionality built in...it still
] requires a driver.

]

As does the MacOS. As do all OSs.

--
Erik Staats
FireWire driver software architect
Apple Computer
"The Fireman"

145. Internet Fax Service

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: info@mage.com
Message-ID: <5bbnmt$3h0@nntp1.best.com>
Source record: 6895

---------- Internet Fax Service ----------
---------- Save Your Long distance charges ----------
---------- HT-Net Internet International Fax Network ----------

For the mobile workers, accessing and managing your faxes from a remote location. Long distance or international telecommunications can be very expensive and until now there has been no simple way to manage faxes from a distance.

Check HT-Net at http://www.twsp.com

146. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: qad@worldnet.att.net
Message-ID: <32da6602.755877@netnews.worldnet.att.net>
Source record: 6896
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Wasn't too good for Lotus either. Oh yeah someone
rode off with a bunch of pocket money but in the end????

Ditto a co. that once was known as Rolm.

It was bad market strategy regards Lotus anyway. IBM never
tumbled to what was happening on the net. Remember PROFS??

On 12 Jan 1997 00:29:50 GMT, "Mike Urban" <murban@coredcs.com> wrote:

>> b) IBM's money: which they use for very good purposes (buying Lotus,
>> getting NS/2).
>
>Buying Lotus was the worst thing that IBM could have done for the future of
>OS/2. This is why so many 3rd party developers are abandoning OS/2. They
>now see IBM as competition, and they likely feel betrayed by IBM. They also
>know that they are not going to be able to compete with Lotus, now that it
>has IBM's deep pockets behind it.
>

147. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: "Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm>
Message-ID: <5bbpk3$7fv@qualcomm.com>
Source record: 6897
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

crobato@kuentos.guam.net wrote:
> In <5b99rf$1q4@qualcomm.com>, "Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm> writes:
> >Or Neeman wrote:
> >
> >> c) Lack of competition: Microsoft products do not stand a change, and
> >> until Apple get the NeXTOS done, they also are no challenge.
> >
> >I assume that you mean that "Microsoft products do not stand a chance". You
> >are aware, aren't you, that Win 95 has now sold more than 4 times as many
> >copies in just a year and a half as OS/2 has sold in its entire existence?
> >
> >Win 95 is the fastest selling software product of all time. But I suspect
>
> Fastest selling software of all time? You mean, the fastest preloaded
> software of all time.

"Sell" means that A gives B a product and B gives A money in exchange for it. Often B proceeds to then give the product to C in exchange for money.

A preload is a sale, Chris. Microsoft is shipping products to hardware vendors and the vendors are giving money to Microsoft. The vendors then include the product in a larger bundle, which they then sell to end users, in exchange for more money.

I don't understand this attitude that a preload is somehow not a sale and shouldn't be counted as a "real" copy of the product.

148. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan12.193237.1@cobra.uni.edu>
Source record: 6898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5b95u0$hbl@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>>TOS is not modern in anyway.
>
> Of course it is. When was the last time you used it?

9 years ago.

> If you are going to be an ass and close minded about it, why should I
> waste my time?

Why do you? Sounds like you are defending..

> An 060 may be too slow for MacOS, hell, a PPC is too slow for MacOS,
> but for TOS and Atari apps it is plenty fast.

I thought users use the OS to run apps. I suppose that different on the TOS
platform.

>
> Price is all relative. perhaps this machine is worth more to a certain market than a
slower 1500.00 PowerMac is?

I suppose. Must to be the ones with deep pockets. I highly doubt will be a
sustainable.. Considering the PowerMac hardware platform doesn't sit stil. Soon
MP boxes in the same price range as what you sell plus running the Be OS, Tempus
and Rhasopy..

>
> All the best,
> Chris @ Computer Direct

GREETINGS..
|--|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|--|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

149. Re: HELLO PEOPLE HELP ME OUT.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32D9C98F.618A@huey.cadvision.com>
Source record: 6899

Dennis Saner wrote:
>
> Dear Atari Fans. I have a problem. My friend in Turkey has a professional
> musik studio. He has an external 540MB harddisk, but he needs more hd space
> to record audio. He has bought a Hd. Quantum Fireball 3.2gb. But Atari
> Falcon 030 doesn't seem to recognise the HD. What can he do. Is there a
> program that helps to solve this problem. Thank you for your time...

If I'm not mistaken, he needs to get the latest version of ICD's hard
drive software or HD Driver.... either one supports arbitration on a
Quantum Fireball drive and it is arbitration that is needed to recognize
the drive.

Keith Brooks

150. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <853111220_OASIS_@pwomar.demon.co.uk>
Source record: 6900

In article <1997Jan11.015608.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <5b6043$5q6@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>
>> Please share with us all that you know about the modern day operating
>> system used on Atari computers that gives you the authority to make
>> such a statement.
>
>TOS is not modern in anyway.

I don't see anybody mentioning TOS, fuckwit.

>>>I can't see why there would be a market for the
>>>$2700 040 Hades/Direct platform..
>>
>> Because there are very powerful applications available for the Atari
>> platform that are simply not available on Mac or PC. Your pricing is
>> again wrong. $2700.00 US will buy a very nice DirecT60, a 68040 is
>> cheaper yet.
>
>What are those apps? I made a mistake with pricing. But $2700 is a lot for an
>060 that is slow. Considering a Powermac 6400/180 can be had for $1199. Whats
>your excuse for the high price?

I don't know what applications he was talking about BUT one app that
does spring to mind which AFAIK is unmatched on ANY playform is Tempus
2, on my 8mhz 68000 it is the fastest text editor have ever seen, I've
not seen anything that can scroll at it's speed on a very fast
pentium, I'm sure that there is something that will run faster than it
but you will need a processor tens of times faster than a 68000 to do
it.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

151. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: Mike Urban <murban@coredcs.com>
Message-ID: <01bc0020$0d6e09c0$3ec196c6@murban>
Source record: 6986
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> b) IBM's money: which they use for very good purposes (buying Lotus,
> getting NS/2).

Buying Lotus was the worst thing that IBM could have done for the future of OS/2. This is why so many 3rd party developers are abandoning OS/2. They now see IBM as competition, and they likely feel betrayed by IBM. They also know that they are not going to be able to compete with Lotus, now that it has IBM's deep pockets behind it.

152. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: brad@vividnet.com
Message-ID: <5b9nc7$ilo@cancer.vividnet.com>
Source record: 6987
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sangria@inlink.com (Sang K. Choe) wrote:

>On Sat, 11 Jan 1997 20:00:21 GMT, jmckee@miaco.com (Joshua T. McKee)
>wrote:

>>>With VESA you don't need a driver (a software driver) to take
>>>advantage of higher resolutions.
>>
>>*If* you have VESA (I'll take your word that this is really true, as I
>>don't know myself). There's that famous "if" that is always popping
>>up in the PC world.

>Actually, these days you would be very hardpressed to find a non-VESA
>video card for the PC.

>>Contrast this with the PC. The PC requires a special driver to
>>utilitize any resolution or color depth above standard VGA (which I
>>believe is defined as 640 x 480 at 16 colors).

>It depends on the OS.
>Some OSes are limited only to VGA/SVGA (640x480x16 or 800x600x16).
>Others are capable of using the entire spectrum of the VESA
>specification--which I believe goes all the way up to 1280x1024x16.7
>million colors (although, someone check me on that).

Not to get off the topic but,

Diamond releases drivers that just plain do NOT work. Any problem
I've ever had with Windows 95 has always been some screwy company that
wrote drivers that outright SUCK. I think Diamond finally has the
drivers down for the Diamond Stealth VRAM 3000. Be sure to get the
latest release from their web site: www.diamondmm.com

Brad

153. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: jlrowe@holli.com
Message-ID: <5b9rse$6qs$2@news.iquest.net>
Source record: 6988
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <5b99rf$1q4@qualcomm.com>, "Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm> writes:
>Voice output has been around a long time; my Amiga had it in 1986. But you

The TI99/4A had it well before that. And for that matter, a few kids games ran on it with rudimentary voice recognition. The Voice output was quite good though it had to be programmed in to use the speech synthesizer.

And IBM has had a similar program for OS/2 and DOS for some time called Speech Reader. There are some web sites on it. The market is small though, limited to those with disabilities primarily. IBM also has Screen Magnifier for those with sight difficulties. My, it seems IBM cares!

>However, there is serious doubt about the extent to which IBM will be
>willing to *commit* that money to the OS/2 cause in future. The evidence is
>that IBM is cutting the budget on OS/2, not increasing it. They've got lots
>of money, but they're investing it elsewhere.

Oh? Like starting a division to concentrate on Networking applications and OS/2?
Like hiring 30,000 employees at ISCC in 2 years, of which will push all IBM products, including OS/2?
Like promising 20+ enhancements to OS/2 this year, and a new version next year?
And after just providing a new version in 96?

Ah Steven, quit the FUD.

>I don't recall that IBM had anything to do with the Java initiative,
>except for joining it like so many companies did. Java came from Sun alone.

And working with Sun and funding the development of apps has nothing to do with it? Nor making NC machines to use it? Or putting it into OS/2, AIX, VM, etc.?

Steven, your memory is short or ????

-=- -=- -=- -=- -=- -=- -=- -=-
Jerry L. Rowe - Certified OS/2 Engineer
Certified OS/2 Lan Server Administrator
Certified OS/2 Lan Server Engineer
JLRowe@holli.com - http://www.holli.com/~jlrowe
Team OS/2 - Warping the Internet

-=- -=- -=- -=- -=- -=- -=- -=-
Is Microsoft a Tiger?

There once was a lady from Niger
Who smiled as she rode on a Tiger

They returned from the ride
With the lady inside
And the smile on the face of the Tiger.

154. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32daa1ce.114569843@mambo>
Source record: 6989
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Thu, 09 Jan 1997 06:01:27 GMT, dcorn@paradise.pplnet.com (David Corn) wrote:

>>>No it doesn't. And with QuickRes you don't need to reboot to change
>>>screen bit depth either. Or run SR2.
>>
>>Depends on the video card / driver combo.
>
>Give me a condition, under Win95, under which I need to reboot to
>change screen resolution. (That's what I referred to in "No it
>doesn't" above.) Then give me a situation, under Win95 SR2, in which
>I need to reboot to change either resolution or bitdepth.

Diamond 3400 XL Video using the generic S3 driver, you will need to reboot after screen resolution change.

Same card using Diamond's driver and OnControl utility, will change resolution and color depth on the fly.

>I await your reply, Tom.

I'm not Tom, but I hope the above was good enough.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

155. how do i read atari 'twisted' disks on a mac?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-12 00:00:00 UTC
From: ln@lightspeed.bc.ca
Message-ID: <19970112002509167378 8@[206.12.82.28]>
Source record: 6990

```
is there an app that runs on a mac that will alow me to
retrieve the data from an atari disk that has been
formated whith the atari 'twisted' format?
--
Line Noise Glum rights eventualy! dyslexic untie!
Pgp fingerprint: 87 6E F1 61 76 2A F2 77 64 EA E0 41 36 F8 3E 7F
!GAT d-(!) s+: aX W--(++) N* o>++ Y++ PGP++ [5+++ !tv] b+++ h+ z?
```

156. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bc57f$5to@scanner.worldgate.com>
Source record: 6901
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>>>TOS is not modern in anyway.
>>
>> Of course it is. When was the last time you used it?
>
>9 years ago.

Then you are definetly an expert on this topic. Sorry pal, but TOS has changed a lot since then.

>> An 060 may be too slow for MacOS, hell, a PPC is too slow for MacOS,
>> but for TOS and Atari apps it is plenty fast.
>
>I thought users use the OS to run apps. I suppose that different on the TOS
>platform.

Would you mind explaining your point? You are not making any sense here.

>I suppose. Must to be the ones with deep pockets. I highly doubt will be a
>sustainable.. Considering the PowerMac hardware platform doesn't sit stil.

Nothing in the computer market is sustainable. Change is the norm.

157. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: dleblanc@mindspring.com
Message-ID: <5bca29$kc6@camel4.mindspring.com>
Source record: 6902
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm> wrote:

>I don't understand this attitude that a preload is somehow not a sale and
>shouldn't be counted as a "real" copy of the product.

In fact, it accounted for 2.5 billion of MS's revenues last year.

David LeBlanc |Why would you want to have your desktop user,
dleblanc@mindspring.com |your mere mortals, messing around with a 32-bit
|minicomputer-class computing environment?
|Scott McNealy

158. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: "Matthew J. Brock" <mjb@azstarnet.com>
Message-ID: <01bc012e$1df61080$2f12c5a9@server>
Source record: 6903
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I tried OS/2 2.1, and then Warp3 and they weren't bad.
However, the software I wanted to use and needed wasn't
available, and I gave up waiting for it. I went to Win95
and now WinNT 4.0 which I like a lot.

OS/2 probably is technically better, at least than Win95,
but I feel they missed their chance to really get a chunk
of the market when Win95 kept getting delayed. I don't know
why IBM can't seem to market very well.

: Fastest selling software of all time? You mean, the
fastest preloaded software of all time. :There are a lot
of people dissatisfied with the product there. Sure, they
encounter things :like not enough memory to run it as fast
as they wish it to be, or that it lacked the proper
:drivers, or proved to be too slow for their systems, or
took up too much space. Whatever :the reasons are, they
were sold with the promise of the product and that promise
didn't get :fulfilled. I just have a friend whose Win95
installation into her 486 notebook resulted in a :dead
unreadable drive and a black screen.
I'll have to say that when I was trying OS/2, there were a
lot of posts from people whose OS/2 installation resulted
in a dead system as well. Any OS of any complexity is going
to have installation problems on certain configurations. I
never had any problems installing OS/2, 95 or NT. Just luck
I guess.

I have a friend who is running Win95 on a 486/66 with 16M
RAM, and they are satisfied with it. Go figure!

--

Matthew J. Brock
Computer Solutions:AZ
Tucson, AZ

159. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: "Matthew J. Brock" <mjb@azstarnet.com>
Message-ID: <01bc012d$a76f3310$2f12c5a9@server>
Source record: 6904
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Steven C. Den Beste <"sdenbest@NOSPAM"@qualcom.comm> wrote
in article
: I don't understand this attitude that a preload is
somehow not a sale and
: shouldn't be counted as a "real" copy of the product.
:
I agree with you Steven.

If I remember correctly, IBM tried selling their systems
and notebooks with OS/2 preloaded, and they ended up
switching to preloading Windows just like everybody else. I
would assume, therefore, that preloading doesn't
automatically result in success for the preloaded product.

I get some catalogues from companies that sell computer
systems, and they preload Lotus SmartSuite on them as part
of the package. Should these installations be removed from
the profit picture and the user base calculations? I have a
couple of clients that purchases these systems, and the
first thing they did was call me and have me remove
SmartSuite and install MS Office, which they purchased on
their own rather than use SmartSuite at no charge.

I will grant you that MS strategy of charging for each
system sold whether Windows was installed or not did remove
incentive for manufactures to offer other operating
systems. I know that Dell allowed you to specify Windows or
OS/2 for awhile when you ordered a system from them, but I
don't think that lasted very long.

Matthew J. Brock
Computer Solutions:AZ
Tucson, AZ

160. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1301971129590001@199.166.204.230>
Source record: 6905
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <bwanga-1001971511140001@metricom54.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

> The BeBox supports ISA. Same for PPCP and PREP (these are PowerPC
> common-platform designs). These platforms use a PCI<->ISA bus bridge
> chip, a fairly common part.

Good point, I'd not accounded for Be's implementation. But since it's
not P-n-P (my appologies to Be if I'm incorrect on this point) you end up
doing exactly what "JEDI" is claiming you don't have to - load drivers by
hand. In this case you'll need Be drivers in fact, and I'll bet their
even more rare than Mac drivers.

Personally I've always felt that ISA on the Be was one of the more
backward-looking features of the system. Is the availablility of slightly
cheaper Ethernet cards and internal modems worth the extra complexity and
confusion? I personlly don't believe so.

> The BeBox uses its ISA slots for a multi-I/O card and a sound card. You
> cannot use just any sound card or I/O card, as they support only a few
> models.

Contrary to what JEDI is claiming.

> IMO it probably would have been impossible to economically put in an ISA
> bus on computers like these in the past; it's only done now because very
> cheap PCI<>ISA bus bridge chips are available.

Right, good point.

Maury

161. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: rroger@ibm.net
Message-ID: <5bdvrh$1lmi$1@news-s01.ny.us.ibm.net>
Source record: 6906
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <32D831E2.4E8E9E44@screaming.org>, Pohl Longsine <pohl@screaming.org> writes:
>The comp.sys.next.* hierarchy is sure getting a lot of traffic,
>though! (Now that Apple bought NeXT.)
>
>--
>pohl@screaming.org |"Reality is that which when you stop believing
>http://screaming.org/ | in it doesn't go away." -- Philip K. Dick
>----------------------+---
>OpenStep Inferno Java | Making the world safe for platform diversity.

If the OS/2 newsgroups are dying its because everything in Warp works so well and everything is so smooth that there isn't a lot to talk about. Frankly, I enjoy reading about all the Microsoft product problems. It reinforces the good feeling associated with knowing I made the best choice with Warp 3 and now Warp 4.

Roger

162. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: jmckee@miaco.com
Message-ID: <32da7dc1.246567996@client.sw.news.psi.net>
Source record: 6907
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Sat, 11 Jan 1997 21:27:08 GMT, dcorn@paradise.pplnet.com (David Corn) wrote:

>On Sat, 11 Jan 1997 20:00:21 GMT, jmckee@miaco.com (Joshua T. McKee)
>wrote:
>
>>>With VESA you don't need a driver (a software driver) to take
>>>advantage of higher resolutions.
>
>>*If* you have VESA (I'll take your word that this is really true, as I
>>don't know myself). There's that famous "if" that is always popping
>>up in the PC world.
>
>If you don't know, then why are you spreading FUD?

Spreading FUD about what? What have I spread that has been FUD?

All I said was *IF*. It is always comming back to an *IF* with the PC. If your PC has X, then you can do Y. There's always that *IF*.

Regardless, you still need a separate driver, it is now the VESA driver.

>I'd like you to name a current DOS-compatible card _without_ VESA.
>It's been a long, long time. The last card I remember using without
>VESA was a Compaq QVision 2000+ graphics card, for which DOS support
>was definately an afterthought (it was heavily optimized for Windows,
>at the expense of DOS speed), but even that used a 3k program, and
>bingo - it had VESA. Before that, I don't recall using a PC card
>without some form of VESA, except the DOS Compatibility Card I had for
>my Mac Centris didn't have VESA...but, again, a simple program took
>care of that.

But you still need a driver, you need the VESA driver...or am I wrong?

>>>With Win95 if you have a supported chipset you don't need an extra
>>>driver.
>
>>Yes you do, the necessary drivers are just included with the Windows
>>95 CD-ROM. But they are still different drivers. If a new video card
>
>Let me say that again - with Win95 if you have a supported chipset you
>don't need an -extra- driver. Got it?

Oh...then why was it suggested that I get the correct drivers for my
video card to allow me to switch resolutions / color depth? Windows
95 supplies built in drivers for the chipset built into my video card,
why should I need these *extra* drivers when Windows 95 already has a
supported driver? So, with that said, I guess that I still haven't
got it.

>>appears on the market that doesn't utilize one of the common chipsets
>>that ship with Windows 95, your going to need a driver supplied by the
>>manufacture to use any resolution/color depth beyond VGA.
>
>That's certainly true. Where did I say anything to contradict that?
>Answer: I didn't.

Show me where I said you did. I was making a statement, no where did
I say that you said anything to contradict what I stated. Chill out.

>>>In all cases _something_ tells your hardware what to do, but it's in
>>>the ROM BIOS or the core of the OS.
>
>>Yes...something does. The Mac OS has the basic functionality of
>>displaying all resolutions with all color depths built into the OS
>>itself. No need for a special driver to use all available resolutions
>>and all color depths supported by the video card.
>
>...as does the PC for VESA modes and for any chipset built into Win95.

You need the special VESA driver do you not?

>>Contrast this with the PC. The PC requires a special driver to
>>utilitize any resolution or color depth above standard VGA (which I
>>believe is defined as 640 x 480 at 16 colors). Windows 95 includes
>
>The standard in DOS is VESA, which, as we've been over, is on modern
>cards.

But still requires the use of the VESA driver.

>>many drivers for a variety of graphics cards/chipsets, but this does
>>not mean that Windows 95 has this functionality built in...it still
>>requires a driver.
>
>The driver is built in. Whether you consider that 'functionality' or
>not is word play.

If you say so. I don't consider something that I have to install to
be "built in". If you want to call it word play, fine...it's word
play.

Josh

163. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: jmckee@miaco.com
Message-ID: <32da8407.248173484@client.sw.news.psi.net>
Source record: 6908
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Sat, 11 Jan 1997 21:34:24 GMT, dcorn@paradise.pplnet.com (David Corn) wrote:

>On Sat, 11 Jan 1997 20:27:21 GMT, jmckee@miaco.com (Joshua T. McKee)
>wrote:
>
>>>Isn't this your home PC?
>>Nope...it is my work machine. At home, the only thing installed is
>>Windows NT Workstation 4.0.
>
>NT-W is nice too. How do you like that? Why did you install that
>rather than Win95?

Everything that I do works nicely under NTW 4.0, so I don't see any reason to backstep to Windows 95. I'm sure I can get along just fine with Windows 95, but I have no reason not to take advantage of the power NT offers over 95.

>>like OEMSR2 is a normal feature of Windows 95, it sounds like an add
>>on for it (or at the minimum some special configuration of it).
>>Regardless, I shouldn't have to do anything special with Windows 95 in
>>order to get this basic functionality.
>
>Didn't you get a driver disk from Diamond? Why are you unwilling to
>grab one from www.diamondmm.com, if this is such an issue for you? I
>find it very suprising - I stay in 65k colors 100% of the time, and
>the only thing I change is resolution sometimes (rarely).

It's not that I'm unwilling, I don't have any need to. As I've said, this really isn't an issue for me. I can't recall the last time I had to change resolution / color depth on my machine. I set it to the desired resolution, and forget about it.

>>I realize that with the right drivers and the right extensions, that I
>>could get this functionality quite easily. The point is though, that
>>I need the "right" drivers and these extensions to do this under
>>Windows 95. I don't need *any* drivers or extensions to do this with
>>the Mac OS. I believe that is what the issue is (or was).
>
>Suffice to say you are one of the only ones I've heard of to have this
>sort of problem.

Am I? Earlier you told me that I should get OEMSR2 to clear up this problem. I would be quite honored if MS included this ability in the

OEMSR2 release just for me, but I'm certain the reality is that they did not. Apparently others have the problem as well.

>In other words - big deal, HTTP it. I don't know why your machine
>doesn't work like all of the other machines around, including mine,
>which probably has a similar chip in it, but you -do- have a solution
>to your problem that's staring you in the face.

Why do you think that I have a problem? You, yourself told me to get OEMSR2 to gain this additional functionality. Since it was included with OEMSR2, I would imagine that I'm not the only one having problems.

Also, as I've said in the past, it isn't a problem for me. I don't change resolution very often (I can't recall the last time I did) to bother finding a solution for something that doesn't affect me.

What I am saying is, that the Mac OS has this capability built in, and has had it for quite sometime. With Windows 95, I have to download the "correct" drivers from Diamond, or install an aftermarket product or upgrade Windows 95 to OEMSR2 in order to get it.

Simply put, the Mac way is more elagent than the Windows 95 way. That's all I'm saying.

Josh

164. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1301971151470001@199.166.204.230>
Source record: 6909
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <nervous-1001971036300001@ascend67.netrover.com>,
nervous@system.net (Nervous) wrote:

> • Note the distinction. Given the common bus, it should not be necessary.
> • It is not so between Alpha and PC. Yet the Mac still needs its own
> • specially made cards even after a common bus is adopted.
>
> The explain Digidesign's Audiomedia III PCI card? Available for both PC
> and Mac with their own Digisystem INITs.

I'll explain: JEDI is quite simply dead wrong. The Mac does not need a specially made card, and never did. He simply doesn't have a clue what he's talking about.

Maury

165. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: jmckee@miaco.com
Message-ID: <32da876b.249041352@client.sw.news.psi.net>
Source record: 6910
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Sat, 11 Jan 1997 23:33:23 GMT, sangria@inlink.com (Sang K. Choe)
wrote:

>On Thu, 09 Jan 1997 23:28:00 GMT, jmckee@miaco.com (Joshua T. McKee)
>wrote:
>
>>Using the standard S3 video driver supplied with Windows 95, when I
>>went to resize from 1024 x 768 to 800 x 600, it resized the desktop to
>>640x480! It asked if I wanted to keep the new settings, to which I
>>responded no! When I went to change bit depth from 256 colors to 64K,
>>it asked me to restart windows.
>
>You wouldn't by any chance be using a Diamond based video card are
>you? Diamond is notorious for doing rather goofy things with their
>"standard" S3 cards.

Yes, I am. Thanks for the info...others were implying it was me.

>The only redeeming fact is that Diamond is finally figuring out how to
>do support for at least Win95 and WinNT 4.0. If you are using a
>Diamond card, you should be able to download a "real" driver from
>www.diamondmm.com. Just make sure you know whether you have a
>Graphic, Video or 3D series of video cards.

I would if this were a problem for me. But it's not. The only time I
can recall changing resolution / color depth was to test it out for
this discussion.

Josh

166. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32dda27c.68869941@news.onramp.net>
Source record: 6911
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Mon, 13 Jan 1997 19:04:42 GMT, jmckee@miaco.com (Joshua T. McKee) wrote:

>Everything that I do works nicely under NTW 4.0, so I don't see any
>reason to backstep to Windows 95. I'm sure I can get along just fine
>with Windows 95, but I have no reason not to take advantage of the
>power NT offers over 95.

Just out of curiosity, what do -you- think that "power" is?

>Am I? Earlier you told me that I should get OEMSR2 to clear up this
>problem. I would be quite honored if MS included this ability in the
>OEMSR2 release just for me, but I'm certain the reality is that they
>did not. Apparently others have the problem as well.

In OEMSR2 they included the ability, with generic chipset-level drivers, to change color and resolution on the fly, whereas in R1 of Win95 they included only the ability to change resolution on the fly, and OEM manufacturers could then add features to the basic drivers. Any deviation from that norm is unusual.

>Why do you think that I have a problem? You, yourself told me to get
>OEMSR2 to gain this additional functionality. Since it was included
>with OEMSR2, I would imagine that I'm not the only one having
>problems.

I also said a normal R1 owner of Win95 (release one, August 95) can switch resolutions without problems; I don't know why you have them.

>Also, as I've said in the past, it isn't a problem for me. I don't
>change resolution very often (I can't recall the last time I did) to
>bother finding a solution for something that doesn't affect me.

Then why are you posting about this? To make your Mac point. And I've given you a fix, which I believe negates the Mac point - for the most part.

>What I am saying is, that the Mac OS has this capability built in, and
>has had it for quite sometime. With Windows 95, I have to download
>the "correct" drivers from Diamond, or install an aftermarket product
>or upgrade Windows 95 to OEMSR2 in order to get it.

You should be able to change resolution without any problems; I'm not sure why you have a problem. That is odd.

>Simply put, the Mac way is more elagent than the Windows 95 way.
>That's all I'm saying.

Based only on your experience, you might have a point. Fortunately, I
don't think that's typical.

Reachable at: 713 629 6947 nights
Please quote in all replies

167. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: JEDI
Message-ID: <5bdss0$855@lana.zippo.com>
Source record: 6912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1997Jan11.021157.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <19970110214051.13148.qmail@mail.ptd.net>, Mr.Maddog@mail.ptd.net writes:
[deletia]
>> As for the PowerMac...let's see, still PC compatibilty without getting a
>> 486 card. (The Intel that's no longer produced). Still waiting for Apple
>> and IBM to quit licking the wounds other companies inflicted on them, for
>> that ability to run Intel based programs the same way that Mac programs
>> are run. And before anyone tells me about these glorious PPC servers that
>> run Windoze NT, try to run a game of Quake on it.
>
>If you need a 486 card, Orange Micro has them advertised in MacUser, MacWorld
>and MacWeek.

CPU level compatibility was promised. It was touted as one of the many
advantages of RISC technology. It never materialized and is now getting
swept under the rug.

Nevermind that Mac PC cards will most certainly cost you more than
an entire new PC.

168. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: JEDI
Message-ID: <5bdua3$bui@lana.zippo.com>
Source record: 6913
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5b95u0$hbl@scanner.worldgate.com>, Chris says...
>
>sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>>TOS is not modern in anyway.

Quite frankly, you aren't qualified to make that comment.
You don't even have any decent level user experience that
isn't greatly outdated. Furthermore, you've demonstrated
a complete computer illiteracy when it comes to technical
details of any kind.

Fill in the details, if you can.
Things that can be accomplished through applications
(like cyberstudio) don't count.

Furthermore, such 'distinctions' serve no purpose other than
'genetalia' waving.

It need not be modern. It needs to only do what is required
of it and not place uneccesary barriers to that end.

Most of the features that are new and nifty these days are actually
rather old. Most new microcomputer OS features are typically merely
repeating what has been done on the larger systems in the previous
DECADES.

>
>Of course it is. When was the last time you used it?
>
>>What are those apps? I made a mistake with pricing. But $2700 is a lot for an
>>060 that is slow. Considering a Powermac 6400/180 can be had for $1199. Whats
>>your excuse for the high price?

So? Where can just anyone walk in and buy a PowerMac for that price?

>
>If you are going to be an ass and close minded about it, why should I
>waste my time?
>
>An 060 may be too slow for MacOS, hell, a PPC is too slow for MacOS,
> but for TOS and Atari apps it is plenty fast.

Modern microcomputer OSes have a nasty tendency of 'getting in the way'
in that they eat up a large chunk of the machine they are running on.

The genius of TOS/GEM was that it delivered quite a bit while not bogging the machine down. It is appropriate for a 68000/8. System 6.0 was not and it showed. In a similar fashion, OSes have continued to grow faster than the hardware.

Until the recent drop in RAM prices, most 'modern' microcomputer OSes were painful to use as they would not fit inside the machines they were designed to run on. Innapropriate tactics, designed for highly concurrent, mult-user, high IO bandwidth machines were used. This virtual memory would slow down a Mac or PC to the point where an ST and it's 'primitive' OS could catch up.

ROM was faster than floppy in 1986.
ROM is faster than HD now.

Only a recent memory glut has saved the current crop of 'modern' machines and their OSes from running at the speed of a hard disk (50 times slower than a 68000/8) rather than their full potential.

Try to use one of these modern OSes in twice the memory capacity of an ST and see what happens. Then run the austere yet relatively perky ST next to that 'modern' machine.

169. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: Demetrio Lamzaki <Dee_Lamzaki@msn.com>
Message-ID: <01bc0193$ea414e60$LocalHost@default>
Source record: 6914
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Matthew J. Brock <mjb@azstarnet.com> wrote in article
<01bc012d$a76f3310$2f12c5a9@server>...
> Steven C. Den Beste <"sdenbest@NOSPAM"@qualcom.comm> wrote
> in article
> : I don't understand this attitude that a preload is
> somehow not a sale and
> : shouldn't be counted as a "real" copy of the product.
> :
> I agree with you Steven.
>
> If I remember correctly, IBM tried selling their systems
> and notebooks with OS/2 preloaded, and they ended up
> switching to preloading Windows just like everybody else. I
> would assume, therefore, that preloading doesn't
> automatically result in success for the preloaded product.

I remember an even more recent fiasco by IBM. When Win95 first came out, IBM, unlike all the other major PC vendors, had decided to believe in its own "White Paper" lies that Win3.1/DOS was actually "better" and that Win95 wouldn't sell and no one would want it, etc.

When 1995's fourth quarter selling season began, IBM had, because of that folly, a bunch of Aptivas in the channel pre-loaded with Win3.1/DOS that weren't selling at all; everyone was buying new PCs for Christmas 1995 with Win95. (so much for the dumb uninformed 'sheep' masses that the OS/2 advocates here like so often to refer to).

The end result was that IBM scrambled like mad, according to a Radio Shack executive friend of mine, shipping "Free coupons for Windows 95" to go with every Win3.1/DOS pre-loaded Aptiva, still sitting on shelves and in warehouses.

He told me that he got cases of them to distribute to Radio Shack stores just before Christmas, but that nevertheless, IBM lost a bunch of sales as a result, since the consumer obviously preferred Win95 pre-installed.

According to him, this was the cause for much of the major recent 'bad blood' that ensued between the PC Co. and the OS/2 PSP crowd, which had convinced the PC Co. albeit briefly, that "Win3.1/DOS was better" and that the consumer would reject Windows 95.

170. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32dca112.68507529@news.onramp.net>
Source record: 6915
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Mon, 13 Jan 1997 18:46:00 GMT, jmckee@miaco.com (Joshua T. McKee)
wrote:

>>>>With VESA you don't need a driver (a software driver) to take
>>>>advantage of higher resolutions.
>>
>>>*If* you have VESA (I'll take your word that this is really true, as I
>>>don't know myself). There's that famous "if" that is always popping
>>>up in the PC world.

IF is something very few people have to worry about, hence FUD.

>>If you don't know, then why are you spreading FUD?

>Spreading FUD about what? What have I spread that has been FUD?
>All I said was *IF*. It is always comming back to an *IF* with the
>PC. If your PC has X, then you can do Y. There's always that *IF*.

Kinda like *IF* the Mac has 32-bit addressing (aka death-knell for
certain 030-Macs that now can't run System 7.6, eh?) and *IF* the Mac
has color. Kinda silly nowadays.

>Regardless, you still need a separate driver, it is now the VESA
>driver.

It isn't a seperate driver - it's in the BIOS of cards.

>>I'd like you to name a current DOS-compatible card _without_ VESA.
>>It's been a long, long time. The last card I remember using without
>>VESA was a Compaq QVision 2000+ graphics card, for which DOS support
>>was definately an afterthought (it was heavily optimized for Windows,
>>at the expense of DOS speed), but even that used a 3k program, and
>>bingo - it had VESA. Before that, I don't recall using a PC card
>>without some form of VESA, except the DOS Compatibility Card I had for
>>my Mac Centris didn't have VESA...but, again, a simple program took
>>care of that.

>But you still need a driver, you need the VESA driver...or am I wrong?

Every OS in existance needs a driver at some level. Or were you
disputing *that* point? That would make for a short debate.

>>Let me say that again - with Win95 if you have a supported chipset you
>>don't need an -extra- driver. Got it?

>Oh...then why was it suggested that I get the correct drivers for my
>video card to allow me to switch resolutions / color depth? Windows
>95 supplies built in drivers for the chipset built into my video card,
>why should I need these *extra* drivers when Windows 95 already has a
>supported driver? So, with that said, I guess that I still haven't
>got it.

Some drivers offer extra functionality, as with any OS. The things
we're now discussing are generic to any OS.

>>...as does the PC for VESA modes and for any chipset built into Win95.

>You need the special VESA driver do you not?

This is why you're spreading FUD - you don't know, and then you state,
as if it's fact, that you do need oodles of special drivers. Sigh.

Let me say it again - in the BIOS of cards today, there exists VESA
drivers. In the Win95 OS there exists drivers for many cards found on
the market today. It's that simple. And - also - every OS requires
drivers. Everything. At some level, there's a driver involved.

>>The standard in DOS is VESA, which, as we've been over, is on modern
>>cards.

>But still requires the use of the VESA driver.

You keep repeating that. Every OS requires drivers.

>If you say so. I don't consider something that I have to install to
>be "built in". If you want to call it word play, fine...it's word
>play.

You don't need to install VESA drivers for most cards, and you don't
need to install Win95 for most PCs you buy - although you certainly
can reinstall it, as you can reinstall MacOS, if you wish.

This is going in circles. Both OSs, as with any OS, require drivers.
At some level, they're there.

Reachable at: 713 629 6947 nights
Please quote in all replies

171. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1301971821510001@metricom59.ucsc.edu>
Source record: 6916
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bdss0$855@lana.zippo.com>, JEDI wrote:

>In article <1997Jan11.021157.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu
says...

>>If you need a 486 card, Orange Micro has them advertised in MacUser, MacWorld
>>and MacWeek.
>
> CPU level compatibility was promised. It was touted as one of the many
> advantages of RISC technology. It never materialized and is now getting
> swept under the rug.

CPU level compatability with the x86 was never promised by any member of
the main trio which worked on PowerPC (Apple, IBM, Motorola). Apple
promised some degree of 68K compatability through software emulation.

There were plenty of rumors for awhile about a IBM project, the PowerPC
615. It was to be a 2-in-1 CPU combining x86 and PowerPC. You cannot
call it a promise since IBM never announced it, denied most if not all of
the rumors and leaks about it, and finally announced (at least a year ago)
that the project had existed but was canned due to technical problems.

> Nevermind that Mac PC cards will most certainly cost you more than
> an entire new PC.

I agree that this is the case. However, from my perspective as an
engineer, I can easily see why. They will never sell nearly as many of
those boards as a single PC motherboard manufacturer will of its
motherboard design, so the board cost is higher (volume production really
cuts costs a lot). And the system ASIC they have on it to glue everything
together is produced in even less volume relative to ordinary PC chipsets,
since PC chipsets are typically sold to many motherboard companies.

If you are in the market for a PC card, you must basically decide whether
the bad pricing (equivalent to buying an entire PC with the same specs) is
worth the advantages (you can use the same keyboard, monitor, mouse, and
no desk space is taken up by a second machine).

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

172. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bem38$2cn@ornews.intel.com>
Source record: 6917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1997Jan12.193237.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>
>I thought users use the OS to run apps. I suppose that different on the
>TOS platform.
>

As usual, you failed to think at all.

Your advocacy issues are not welcome outside the advocacy groups (probably
not real welcome there, either, but that's another story).

I tried asking you to contribute positively - we Atari users have more in
common with most Mac users than with Windows users; but you can't seem to
distiguish between your opinions and the laws of nature, so your posts
are little more than rants, with no factual basis. Get lost.

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173. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1301971809380001@metricom59.ucsc.edu>
Source record: 6918
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bdua3$bui@lana.zippo.com>, JEDI wrote:

> Modern microcomputer OSes have a nasty tendency of 'getting in the way'
> in that they eat up a large chunk of the machine they are running on.

Ever seen BeOS? All sorts of modern features. Faster interface response
than TOS, on the same machine. (I can crank up ten or so instances of a
little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS
will still maintain instantaneous response to mouse clicks and keyboard
events for the foreground app.)

> Until the recent drop in RAM prices, most 'modern' microcomputer OSes
> were painful to use as they would not fit inside the machines they
> were designed to run on. Innapropriate tactics, designed for highly
> concurrent, mult-user, high IO bandwidth machines were used. This
> virtual memory would slow down a Mac or PC to the point where an ST
> and it's 'primitive' OS could catch up.

Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
enough memory to force it to start swapping pages out to disk. In other
words, it lets you use your computer for more things if you want to. This
has nothing to do with whether an OS is designed to run a huge multi-user
behemoth or your personal computer (indeed, if you want a large compute
server to have decent performance, you must put enough RAM in it so that
it doesn't have to swap often, or else users will complain that the
machine is a slug).

> ROM was faster than floppy in 1986.
> ROM is faster than HD now.

So what's your point? That we should stay mired in the backwaters of
computing just to be absolutely guaranteed that a disk swap operation will
never happen?

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

174. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1301971218250001@199.166.204.230>
Source record: 6919
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5b886f$iee@lehi.kuentos.guam.net>,
kuentos.guam.net@kuentos.guam.net wrote:

> Not only did the Monitors object recognize 24 bit color outright
> without installing anything, I get resolutions, real and virtual,
> all the way to 4088x1536.

Compare with this post about the PC side of things...

> Use Diamond's video card driver - grabbed from www.diamondmm.com
> - to solve your problem.

That about says it all in regards to "JEDI"'s claims about drivers and such.

Maury

175. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: Dennis Peterson <dennispe@midsea.com>
Message-ID: <32DA7DDC.C57@midsea.com>
Source record: 6920
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Mike Urban wrote:
>
> > b) IBM's money: which they use for very good purposes (buying Lotus,
> > getting NS/2).
>
> Buying Lotus was the worst thing that IBM could have done for the future of
> OS/2. This is why so many 3rd party developers are abandoning OS/2. They
> now see IBM as competition, and they likely feel betrayed by IBM. They also
> know that they are not going to be able to compete with Lotus, now that it
> has IBM's deep pockets behind it.

The absurdity of this position is astounding. If it were true then would
not these very same ISV's see MS (makers of Excel, Windword, et al) as
heavy competition??

dp

176. WILL ANY TYPE FLOPPY DRIVE WORK?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-13 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <5bfc6q$d03@ccnet3.ccnet.com>
Source record: 6921

I HAVE A 1040MAND THE FLOPPY A DRIVE BUSTED

CAN I USE A DRIVE FROM ANY PLATFORM?

I KNOW I NEED A DOUBLE SIDED

ANYONE GOT ONE FOR SALE?
THANK YOU

--

\\\\\\\\\\ //////////
\\\\\\\\\\ \=====/ //////////

selah @ccnet.com

177. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970114225340.27865D-100000@ux4.cso.uiuc.edu>
Source record: 6841
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 7 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> In article <32D147E3.56D5@earthlink.net>, George says...
> >
> >JEDI wrote:
> >
<snip>
>
> >And it will do so for as many video hardware boards as you
> >like. Want to run 4-21" monitors at 24 bit as 1 huge contiguous
> >screem? Just install three video boards and put 4 megs of
> >VRAM in the Mac's on-board video circuitry. The SYSTEM will
> >manage those monitors just fine with no additional software
>
> I'd rather just sink the money used to get the 3 extra video
> boards into 1 better video card & use the money used in purchasing
> 4 monitors to just buy one with more screen area.

You could also just buy one more video card and one more monitor... for
the Mac. They will all work together just fine

On the PC except in a few specific cases, you have to throw away or sell
the old graphics card, get a special video card for handling mulitple
displays and purchase another monitor.

> >to do so. Try that with a PC (without "special drivers").
>
> Unless you want a dumb frame buffer, they're all
> "special drivers" on either platform.
>
> >Now, you tell me, where is the restriction? Any acceleration
> >that the hardware supports is provided by an extension supplied
> >by the hardware manufacturer. Apple has its own accelerator
>
> It's not a 'special driver', its an 'extension'.
>
> More MacVocate hypocrisy in action...

The 'driver' or extension in this case is not to get the computer to work
with the graphics card, but to enable graphics acceleration. Resolution
and bit-depth changing should work just fine without the extension.

<snip>
> [deletia]

> >>
> >> >appropriate driver either on the card itself or installed by the user as an
> >> >extension/control panel. This is the same as on any other OS.
> >>
> >> However, MacVocates are seldom willing to admit that it would be that
> >> simple on any other OS. If the Mac is emulating Win behaivor, and
> >> rather new at it, it would not be entirely unexpected that the Mac
> >> would be emulating that behaivor 'entirely'.
> >
> >
> >There's one problem with your above assertion. How can the Mac
> >be "emulating Win behaivor" when the Mac had it long before
> >anyone ever heard of Windows (try circa 1985)?
>
> Try circa 1981. DOS 1.0 had the same level of PnP as MacOS
> did in 1985: VGA++ (CGA).
>
> Now, when MacOS finally got around to supporting a device driver
> api is another matter. That has yet to be addressed by anyone

It's been addressed by someone earlier. There is a driver API.

Ryan Tokarek
<tokarek@students.uiuc.edu>

178. Re: Lowering the bar until they can stumble over (was Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970114230829.27865E-100000@ux4.cso.uiuc.edu>
Source record: 6842
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 7 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> In article <maury-070197133346001@199.166.204.230>, maury@softarc.com says...
> >
> >In article <5ar52t$4kj@lana.zippo.com>, JEDI wrote:
> >
<snip>
> >[bumpf deleted]
> >
> >> You did not address the statement. How is QuickDraw not an application
> >> level API layered over a standardized dumb frame buffer driver? Age does
> >> not equal superiority; features do.
> >
> > QD also includes a plugin system for accleration just like DirectX.
>
> Actually, DirectX just lays on top of the device driver. It is unclear
> if, or how long QuickDraw has had access to a 2D or 3D hardware
> acceleration interface. Without such a thing, QuickDraw is rather
> limited. With such a thing, MacOS has to either have a driver api
> or another iteration of it's VGA++ spec.

Umm... there is a driver API, and there has been access to accelerated 2D
and 3D acceleration for quite some time (perhaps it didn't exist before
the SE and Mac II though... then again, nothing before the SE and Mac II had
any means of expansion outside or RAM and Drive expansion).

Ryan Tokarek
<tokarek@students.uiuc.edu>

179. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970114233158.27865H-100000@ux4.cso.uiuc.edu>
Source record: 6843
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 9 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> crobato@kuentos.guam.net says...
> >
> >IJEDI writes:
> >>nervous@system.net says...
> >>>
> [deletia]
> >Here is one thing I learned about PC cards. It's the cards that support Mac
> >like features---gamma correction, multimonitor support, pan and zooming, virtual
> >desktops---that are also making Mac cards.
>
> Note the distinction. Given the common bus, it should not be necessary.
> It is not so between Alpha and PC. Yet the Mac still needs its own
> specially made cards even after a common bus is adopted.

It could also be that there is no market for cards that don't support
gamma correction, pan and zooming, and virtual desktops on the Mac.

Because most Macs have graphics built onto the motherboard, the only
reason to buy a graphics card is to get more features, and further for
graphics proffessionals (from which the Mac has a relatively high market
share) such features are needed and they would not consider a card with
fewer features than those mentioned.

With PCI Macs, there is no special hardware needed to support Macs as
long as the card conforms to the latest PCI spec.

Ryan Tokarek
<tokarek@students.uiuc.edu>

180. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: jmckee@miaco.com
Message-ID: <32dc12a6.19325909@client.sw.news.psi.net>
Source record: 6844
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Mon, 13 Jan 1997 21:05:09 GMT, dcorn@paradise.pplnet.com (David Corn) wrote:

>On Mon, 13 Jan 1997 19:04:42 GMT, jmckee@miaco.com (Joshua T. McKee)
>wrote:
>
>>Everything that I do works nicely under NTW 4.0, so I don't see any
>>reason to backstep to Windows 95. I'm sure I can get along just fine
>>with Windows 95, but I have no reason not to take advantage of the
>>power NT offers over 95.
>
>Just out of curiosity, what do -you- think that "power" is?

For me, it is memory protection. NT's memory protection is much better than Windows 95's. It also doesn't appear to suffer unexplained problems like Windows 95. I set it up, and have not bothered with it since.

>>Am I? Earlier you told me that I should get OEMSR2 to clear up this
>>problem. I would be quite honored if MS included this ability in the
>>OEMSR2 release just for me, but I'm certain the reality is that they
>>did not. Apparently others have the problem as well.
>
>In OEMSR2 they included the ability, with generic chipset-level
>drivers, to change color and resolution on the fly, whereas in R1 of
>Win95 they included only the ability to change resolution on the fly,
>and OEM manufacturers could then add features to the basic drivers.
>Any deviation from that norm is unusual.

So this was a flaw in Windows 95, hence the dispute here. Now I have to hunt down SR2 in order to get this functionality. How does installing SR2 differ from finding, and installing the right driver that would have provided this functionality? It doesn't...it is another step the end user has to take which they shouldn't have to.

>>Why do you think that I have a problem? You, yourself told me to get
>>OEMSR2 to gain this additional functionality. Since it was included
>>with OEMSR2, I would imagine that I'm not the only one having
>>problems.
>
>I also said a normal R1 owner of Win95 (release one, August 95) can
>switch resolutions without problems; I don't know why you have them.

Because we're talking PC's and Windows 95 here. This is precisely the point us Mac owners keep saying to PC advocates...Windows is to damn finicky. Things are suppose to work a certain way, but often don't. I don't believe that I'm the only one who has had unxplained problems with a PC and Windows setup. You asked for an example, I gave you an example. Yes, it *should* work a certain way, but it's not...this has been a typical experience with a PC for me. And somehow, I don't believe I'm alone.

>>Also, as I've said in the past, it isn't a problem for me. I don't
>>change resolution very often (I can't recall the last time I did) to
>>bother finding a solution for something that doesn't affect me.
>
>Then why are you posting about this? To make your Mac point. And
>I've given you a fix, which I believe negates the Mac point - for the
>most part.

It does not negate the Mac point. The fact that you had to supply a fix is exactly the problem. You shouldn't need a fix for something like this...that was my point.

>>What I am saying is, that the Mac OS has this capability built in, and
>>has had it for quite sometime. With Windows 95, I have to download
>>the "correct" drivers from Diamond, or install an aftermarket product
>>or upgrade Windows 95 to OEMSR2 in order to get it.
>
>You should be able to change resolution without any problems; I'm not
>sure why you have a problem. That is odd.

Your right...I *should* be able to, but I can't. This is not something I'm surprised at. It is not the first time that I *should* be able to do something, but can't with Windows 95. This is the typical behavior that I've come to expect from MS products.

>>Simply put, the Mac way is more elagent than the Windows 95 way.
>>That's all I'm saying.
>
>Based only on your experience, you might have a point. Fortunately, I
>don't think that's typical.

Somehow I think it is typical. I've got nothing against the PC, it works fine for me, and I have no reason to try and bash it. However, I am reporting reality here...and the reality that I've been exposed to has been one of a hit and miss situation.

Josh

181. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970114231328.27865F-100000@ux4.cso.uiuc.edu>
Source record: 6845
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 8 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> In article <32D36369.7A40@earthlink.net>, George says...
> >
> >JEDI wrote:
> >>
> [deletia]
> >> >to do so. Try that with a PC (without "special drivers").
> >>
> >> Unless you want a dumb frame buffer, they're all
> >> "special drivers" on either platform.
> >
> >Boy are you dense (or stubborn)! No drivers to run as many
>
> I'm not dense. I just realize the implications of 'No drivers'.
> Even the more technically literate MacVocates admit that 'No
> drivers' severely limits the usefullness of mac video hardware.

Unless by 'usufulness' you mean speed, there is no limitation.

> >monitors as you have PCI slots. On some machines this is
> >as high as six! No drivers, no drivers, no drivers. Get it?
>
> It's a nice parlour trick. However, the restrictions imposed
> by it would not impress any PC user. Dumb frame buffer cards
> are ancient history for us and very substandard. This is
> what you have to turn your overpriced mac video cards into
> to achieve 'No drivers'.

You don't understand.

With only two exceptions from 8 years ago (on cards/monitors that did not
follow the Macintosh conventions) all graphics cards I know of will work
on a Mac without a driver.

To enable graphics acceleration, an extension would have to be loaded.
A card will work, but it won't be all that fast until you use the
extension (or control panel) to enable the graphics acceleration.

Perhaps it is very similar on PCs, but that's generally how it works on Macs.

> This is rather pathetic considering the ~$1200/$3000 one would need
> to spent (or have spent) on video cards/monitors.
>
> >> >Now, you tell me, where is the restriction? Any acceleration

> >> >that the hardware supports is provided by an extension supplied
> >> >by the hardware manufacturer. Apple has its own accelerator
> >>
> >> It's not a 'special driver', its an 'extension'.
> >>
> >> More MacVocate hypocrisy in action...
> >
> >That's right. Its not a driver, it an extension. Take all of your
>
> NewSpeak at it's finest. Such MacVocate blather give a certain special
> ironic meaning to that initial Mac commercial...
>
> Enjoying your life in Oceana?

Perhaps the arguement just boils down to our definitions of driver.

I would consider a driver to be software that enables some bit of
hardware to work such that the user can use it.

As such, the extension for a graphics card on the Mac is not so that a Mac
user can see anything, but so that the Mac user has accelerated graphics.
By the rather simple definition I stated above, this extension is not
really a driver. The extension makes certain graphics calls be performed on
the card rather than the CPU, but is not vital to there being anything
useful on the screen.

Ryan Tokarek
<tokarek@students.uiuc.edu>

182. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bgg38$5fo@ornews.intel.com>
Source record: 6846
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-1301971821510001@metricom59.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>If you are in the market for a PC card, you must basically decide whether
>the bad pricing (equivalent to buying an entire PC with the same specs) is
>worth the advantages (you can use the same keyboard, monitor, mouse, and
>no desk space is taken up by a second machine).

Accurate. But when I buy a PC card, it will be a Pentium card, not an
obsolete 486 like Orange Micro sells.

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183. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bgflo$5fo@ornews.intel.com>
Source record: 6847
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bfpdf$69r@ash.ridgecrest.ca.us>,
Michael Grove <"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:
>
>How can you consider ROM based operating systems to be " mired in the
>backwaters of computing"? You sound smarter than that.

Tim is smarter than that, he's just being difficult. And he's damn' good at
it due to years of practice.

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184. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Michael Grove <*mgrove@owens.ridgecrest.ca.us*/spam>
Message-ID: <5bi0ho$sls@ash.ridgecrest.ca.us>
Source record: 6848

Timothy A. Seufert wrote:
>
> In article <5bfoch$69r@ash.ridgecrest.ca.us>, Michael Grove
> <"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:
>
> >Even then, "major apps" aside, the Direct T060 (Hades) is
> >at a performance advantage over even the fastest of Mac's because of
> >the TOS operating system utilized. For most users of the 060 clones,
> >this is the driving factor behind their purchase, major apps aside.
>
> I would have to disagree. The driving factor is that people who buy one
> must really have an attachment to legacy Atari software that needs to run
> as fast as possible. Sure, TOS responds (relatively) quickly, but the OS
> only does so much. When it comes down to how fast your computer does
> compute-intensive tasks, a PowerPC is going to blow away the 060.

TOS only does so much. This is key to understanding the performance
that TOS compatible apps acheive on the T060. Software heads have the
ability to optimize their applications, not necessarly having to follow
the guide lines that Mac O/S programers must adhear to. Maybe not good
in practice, but how else can you explain the performance that most TOS
applications display on even the modest of Ataris.
As far as the Power PC blowing away the T060, you should really pick up
the latest issue of Current Notes.
I can't speak for all T060 users and wantabees, but I see a hardware
platform with much more potential and versatility than what is offered
by Apple or Intel at a substantial lower overall cost. Just add a
quality video card to an 8500 and you have far exceeded the cost of
the T060.
Concerning legacy Atari software, the only problems I have with
the availability of "new" applications is being able to afford
to purchase them at the rate they become available.

> >The talk of Apple adopting a major alternate O/S has been
> >going around for quite some time. Maybe it will happen.
>
> Haven't you heard? Apple bought out NeXT. The NeXT generation Mac OS
> will be NeXTStep. (Sorry, couldn't resist the obvious pun.) They plan to
> keep releasing System 7.x updates for a couple years, but the new OS based
> on NeXTStep will be the flagship OS. Apparently they plan to release the
> first version in about 1 year, which is actually realistic since it's a
> complete OS already and they've got the entire NeXT development team.
>
Sorry Tim, my crystal ball says Apple won't be around that long without
major reorganization. The real question will be if the clone

manufactures
are willing to invest in what Apple has purchased. This is of course my
own opinion, but Apple's performance in the market does indicate
problems
on the horizon. Time will tell.

Mike

185. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bh9r2$l76@ornews.intel.com>
Source record: 6849
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bdss0$855@lana.zippo.com>, JEDI wrote:

> CPU level compatibility was promised. It was touted as one of the many
> advantages of RISC technology. It never materialized and is now getting
> swept under the rug.

Apple isn't alone in announcing vaporware. In fact, I can't think of ANY PC
or software hosue that hasn't done it at least once.

> Nevermind that Mac PC cards will most certainly cost you more than
> an entire new PC.

True, however... You won't need a second keyboard, second monitor, printer
switchbox, and so on. OTOH, plan on at least tripling the size of the hard
drive; MickeySlop is even more inefficient than Mac System.

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186. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1401971245380001@metricom46.ucsc.edu>
Source record: 6850
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bfpdf$69r@ash.ridgecrest.ca.us>, Michael Grove
<"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:

>Timothy A. Seufert wrote:

>> Ever seen BeOS? All sorts of modern features. Faster interface response
>> than TOS, on the same machine. (I can crank up ten or so instances of a
>> little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS
>> will still maintain instantaneous response to mouse clicks and keyboard
>> events for the foreground app.)
>
>Yep, but for now all you have are demos. You don't mention what machine
>your
>are running the Be O/S on. Same machine? Are you saying that there is a
>port
>of the Be O/S for TOS based machines?

No, I'm running it on my PowerMac 7500 (upgraded to 155 MHz 604). TOS run
through the services of a MagiCMac demo. BeOS DR8.2 for PowerMac.

> If you are refering to a Be Box,
>then
>why wouldn't the second CPU be available while the other is pegged at
>"100%".
>I would hope that this is what the machine was designed for.

On a BeBox, of course, the BeOS would try to balance the load between each
CPU. DR9 of BeOS will support multiprocessing on the Mac, but I don't
plan on getting a multiprocessor card any time soon.

>> Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
>> enough memory to force it to start swapping pages out to disk.
>
>Then why in Steve's name does EVERY form of video capture software
>require
>or recommend that you turn off VM for best performance? It's because the
>Mac
>O/S is always watching:).

No, it's because the MacOS has one of the crappiest VM implementations in
the known universe.

Still, if you are careful to keep the memory consumption of all your
programs beneath the size of total physical RAM in your machine, you
should not ever see a bad VM hit.

>> > ROM was faster than floppy in 1986.
>> > ROM is faster than HD now.
>>
>> So what's your point? That we should stay mired in the backwaters of
>> computing just to be absolutely guaranteed that a disk swap operation will
>> never happen?
>
>How can you consider ROM based operating systems to be " mired in the
>backwaters
>of computing"?

Take the phrase to mean "stuck with an OS that doesn't support VM". As
far as I'm concerned, an OS without VM and memory protection is fairly
backwards (which is one of the two big problems with the current MacOS).
Every personal computer CPU from the 68030 and 386 onward has had the
hardware to support it.

> You sound smarter than that. Almost all embedded systems
>used in
>industry utilize a ROM based operating systems. It is more efficient.
>When was
>the last time you had to boot your 5 axis CNC mill from floppy or hard
>disk?

Embedded systems are an entirely different thing. (I've designed and
built an embedded computer based on the 68HC11 microcontroller, so I do
know whereof I speak.) Your typical 5 axis CNC mill is not an ideal
environment for magnetic media. Reliability is more important than the
ability to change programs on a whim. Programs tend to be small, and
operating systems (if they exist at all) do not usually need to offer
services like VM. So it's entirely practical to put most things in ROM,
and use some form of solid-state memory for dynamic storage (like flash
memory).

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

187. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bgfju$5fo@ornews.intel.com>
Source record: 6851
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-1301971809380001@metricom59.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:
>
>So what's your point? That we should stay mired in the backwaters of
>computing just to be absolutely guaranteed that a disk swap operation will
>never happen?

The point is that people who cross-post advocacy issues into mainstream
groups are gits.

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188. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <853283374_OASIS_@pwomar.demon.co.uk>
Source record: 6852

In article <1997Jan12.193237.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <5b95u0$hbl@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>
>>>TOS is not modern in anyway.
>> Of course it is. When was the last time you used it?
>9 years ago.

The MacOS of 9 years ago isn't modern either, you have no idea about
the modern Atari operating systems. You expect us to believe all you
tell us about your vapourware OSs but if we mention a quality OS that
has existed for years on the Atari you brand it to be rubbish when you
haven't seen it. An OS that exists is better than one that doesn't, no
argument no matter how badly to you try to make one. Anyway why does
the Mac need so many OSs, quite a few months ago according to you MacOS
was fantastic, then Copland was going to be the next best thing, then
it was going to intergrate BeOS to make it better now it's NeXT being
mixed in, it would appear that any OS on this earth, even in your
stunted views is better than MacOS and as yet of the 3 I mentioned 2
aren't going ahead and the other is but a distant dream.

>> If you are going to be an ass and close minded about it, why should I
>> waste my time?
>
>Why do you? Sounds like you are defending..

I'm sure "Sounds like you are defending.." is some sort of bait to be
snapped up and responded to to in your mind but to me it makes no
sense. It's just stating the obvious, you launch your usual
unreasoned, uneducated attack on the Atari machines and you state that
he is defending like it's something weird or to be ashamed of. I have
no idea what you are getting at.

>> An 060 may be too slow for MacOS, hell, a PPC is too slow for MacOS,
>> but for TOS and Atari apps it is plenty fast.
>
>I thought users use the OS to run apps. I suppose that different on the TOS
>platform.

No it's exactly the same, this just goes to show that you don't know
anything about the Atari platform atall, the sentence you quoted
doesn't appear to suggest what you assumed in any way.

>>
>> Price is all relative. perhaps this machine is worth more to a certain market than a slower 1500.00 PowerMac is?
>
>I suppose. Must to be the ones with deep pockets.

It's not cheap. Good computers AREN'T cheap.

> I highly doubt will be a sustainable..

You did what?

>Considering the PowerMac hardware platform doesn't sit stil.

It couldn't, it would sink without trace if it did.

>Soon MP boxes in the same price range as what you sell plus running the Be OS,
>Tempus and Rhasopy..

Tempus? So what you are saying is that soon there will be good
machines available but they won't be running the MacOS and these
finally WILL be good, sounds about right. And Rhasopy is a very, very
stupid name for an OS don't ya' think?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

189. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5beptv$mg6@lehi.kuentos.guam.net>
Source record: 6922
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <01bc0020$0d6e09c0$3ec196c6@murban>, "Mike Urban" <murban@coredcs.com> writes:
>> b) IBM's money: which they use for very good purposes (buying Lotus,
>> getting NS/2).
>
>Buying Lotus was the worst thing that IBM could have done for the future of
>OS/2. This is why so many 3rd party developers are abandoning OS/2. They
>now see IBM as competition, and they likely feel betrayed by IBM. They also
>know that they are not going to be able to compete with Lotus, now that it
>has IBM's deep pockets behind it.
>

Oh? Describe is in trouble for its mismanagment, Smartsuite/2 only
came out with half OS/2 native and none of the previous Lotus products
are on the level to compete with other OS/2 products. IBM's own
DB2, long ported to OS/2 before Lotus was in IBM's eye, and even
more strategic to IBM than Notes with much more backing behind it, never
stopped OS/2 from getting a lot of database products as well, such as
Oracle. Tell me how Notes competes against Galactic Civilizations and
Deskman/2 for instance.

Rgds,

Chris

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

190. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5bepd5$md0@lehi.kuentos.guam.net>
Source record: 6923
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <5bbpk3$7fv@qualcomm.com>, "Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm>
writes:
>crobato@kuentos.guam.net wrote:
>> In <5b99rf$1q4@qualcomm.com>, "Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm>
writes:
>> >Or Neeman wrote:
>> >
>> >> c) Lack of competition: Microsoft products do not stand a change, and
>> >> until Apple get the NeXTOS done, they also are no challenge.
>> >
>> >I assume that you mean that "Microsoft products do not stand a chance". You
>> >are aware, aren't you, that Win 95 has now sold more than 4 times as many
>> >copies in just a year and a half as OS/2 has sold in its entire existence?
>> >
>> >Win 95 is the fastest selling software product of all time. But I suspect
>>
>> Fastest selling software of all time? You mean, the fastest preloaded
>> software of all time.
>
>"Sell" means that A gives B a product and B gives A money in exchange for it.
>Often B proceeds to then give the product to C in exchange for money.
>
>A preload is a sale, Chris. Microsoft is shipping products to hardware vendors and
>the vendors are giving money to Microsoft. The vendors then include the product in
>a larger bundle, which they then sell to end users, in exchange for more money.
>
>I don't understand this attitude that a preload is somehow not a sale and
>shouldn't be counted as a "real" copy of the product.

Sure, and I bet you will count every show in cable TV as a "sale"
whether you want it, watched it or not.

I bet every tax filing to the US goverment is a "sale" to you too.

Rgds,

Chris

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

191. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32e7f690.267339562@mambo>
Source record: 6924
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Mon, 13 Jan 1997 19:07:11 GMT, jmckee@miaco.com (Joshua T. McKee)
wrote:

>> ...If you are using a
>>Diamond card, you should be able to download a "real" driver from
>>www.diamondmm.com. Just make sure you know whether you have a
>>Graphic, Video or 3D series of video cards.
>
>I would if this were a problem for me. But it's not. The only time I
>can recall changing resolution / color depth was to test it out for
>this discussion.

Their drivers offer more than resolution/color changes. It gives you
better performance as well as "virutal" desktop--at least when you
install their OnControl utility (which is part of their driver
distribution). The OnControl will allow you to change desktop size
along with resolution on the fly. It also adds the Start menu to the
left button clicked on any open desktop space--kind like what X does.

It's worth the 1.2MB bandwidth it takes up (this is the version for my
wife's 3200 XL card--yours may be larger/smaller).

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

192. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <32f2e5a4.14245126@nntp.ix.netcom.com>
Source record: 6925
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

rroger@ibm.net writes:

>If the OS/2 newsgroups are dying its because everything in Warp works so well
>and everything is so smooth that there isn't a lot to talk about. Frankly, I enjoy
>reading about all the Microsoft product problems. It reinforces the good feeling
>associated with knowing I made the best choice with Warp 3 and now Warp 4.

You must be joking! I was reading a Win95 newsgroup a few weeks ago,
and some Teamster popped in and said something like, "You people are
having so many problems. If you want a problem-free OS, try OS/2
Warp!". Just out of curiousity (and having had many problems with OS/2
Warp in the past), I subscribed to an OS/2 *.setup newsgroup, and it had
all kinds of big problems being grieved. "Blue screens of death in
Merlin" was a big thread, people were complaining about frequent traps,
freezes, how much slower Merlin was than Warp 3.0, hardware
incompatibilities, etc. As a matter of fact, considering the ratio of
people using Win95 vs those using Warp, it seemed rather apparent that
there were probably more problems per user in OS/2 than in Win95.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>><

193. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32DB12FC.745D@tiac.net>
Source record: 6926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

JEDI wrote:

> CPU level compatibility was promised. It was touted as one of the many
> advantages of RISC technology. It never materialized and is now getting
> swept under the rug.
>
> Nevermind that Mac PC cards will most certainly cost you more than
> an entire new PC.

No it was not. But it's available anyway. Every hear of "SoftWindows"?

BR Miller
Boston, MA

194. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Michael Grove <*mgrove@owens.ridgecrest.ca.us*/spam>
Message-ID: <5bfoch$69r@ash.ridgecrest.ca.us>
Source record: 6927
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert wrote:
>

> I agree that this is the case. However, from my perspective as an
> engineer, I can easily see why. They will never sell nearly as many of
> those boards as a single PC motherboard manufacturer will of its
> motherboard design, so the board cost is higher (volume production really
> cuts costs a lot). And the system ASIC they have on it to glue everything
> together is produced in even less volume relative to ordinary PC chipsets,
> since PC chipsets are typically sold to many motherboard companies.
>
> If you are in the market for a PC card, you must basically decide whether
> the bad pricing (equivalent to buying an entire PC with the same specs) is
> worth the advantages (you can use the same keyboard, monitor, mouse, and
> no desk space is taken up by a second machine).

This is a very good point. One that I wish the frequent Mac advocates
here would consider before bashing the cost of a Direct T060. The
limited
production of these machines is the driving force of the "touted" high
price tag. Even then, "major apps" aside, the Direct T060 (Hades) is
at a performance advantage over even the fastest of Mac's because of
the TOS operating system utilized. For most users of the 060 clones,
this is the driving factor behind their purchase, major apps aside.
The Atari user that requires features such as built in ethernet has
probably already purchased a Mac as it has been a standard feature
for quite a few years. For the home Atari user, the ability to
utilize a DTE rate of 230kb has been available for quite a few
years. The talk of Apple adopting a major alternate O/S has been
going around for quite some time. Maybe it will happen. There are
several alternate O/S's for TOS based users to choose from. Many
already have supporting applications that are readily available for
download, generally freeware or at a modest price. No need to see
what the Be O/S might offer the PPC user. One thing is for sure,
you probably won't be upgrading a Claris or Adobe product for
a Be O/S replacement app. Most TOS apps function equally well
under any of the available O/S's, something TOS users have under
stood for quite some time. The T060 is a new beginning for the TOS
platform. The expensive proprosition of upgrading a Falcon to a
040 CPU becomes an inviting alternative when what you stated above
is taken into consideration concerning limited production and pricing.
"
Opps.... I rambling again.....

Mike

>
> --
> +---+
> |Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
> | "I never give them hell. I just tell the truth, and they |
> | think it is hell." -Harry S Truman |
> +---+

195. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Michael Grove <*mgrove@owens.ridgecrest.ca.us*/spam>
Message-ID: <5bfpdf$69r@ash.ridgecrest.ca.us>
Source record: 6928
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert wrote:
>
> In article <5bdua3$bui@lana.zippo.com>, JEDI wrote:
>
> > Modern microcomputer OSes have a nasty tendency of 'getting in the way'
> > in that they eat up a large chunk of the machine they are running on.
>
> Ever seen BeOS? All sorts of modern features. Faster interface response
> than TOS, on the same machine. (I can crank up ten or so instances of a
> little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS
> will still maintain instantaneous response to mouse clicks and keyboard
> events for the foreground app.)

Yep, but for now all you have are demos. You don't mention what machine
your
are running the Be O/S on. Same machine? Are you saying that there is a
port
of the Be O/S for TOS based machines? If you are refering to a Be Box,
then
why wouldn't the second CPU be available while the other is pegged at
"100%".
I would hope that this is what the machine was designed for. My god,
could you
image a dual processor T060 running two copies of MagiC at the same time
in
two different windows on the same 21" screen. It boggles the mind.

>
> Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
> enough memory to force it to start swapping pages out to disk.

Then why in Steve's name does EVERY form of video capture software
require
or recommend that you turn off VM for best performance? It's because the
Mac
O/S is always watching:).

>
> > ROM was faster than floppy in 1986.
> > ROM is faster than HD now.
>
> So what's your point? That we should stay mired in the backwaters of
> computing just to be absolutely guaranteed that a disk swap operation will
> never happen?

How can you consider ROM based operating systems to be " mired in the backwaters
of computing"? You sound smarter than that. Almost all embedded systems used in
industry utilize a ROM based operating systems. It is more efficient. When was
the last time you had to boot your 5 axis CNC mill from floppy or hard disk?

Mike

196. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32DB967E.28A2@cyberstrider.org>
Source record: 6929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

PETER SINCLAIR-DAY wrote:
> >>TOS is not modern in anyway.
> > Of course it is. When was the last time you used it?
> 9 years ago..

Bwagh haa haa haa. Peter, you really are a dork. You are comparing TOS 1.0 from 9 years ago to the likes of TOS 4.04, MagiC 5 and Geneva which are operating systems used on Ataris today. Why, going on that i can say that MACOS doesn't have any colour at all and still uses small 12 inch screens... why, I might even go as far as saying that PCs use something called MS-DOS 3.xx and no window environment.. hey... I can even say that Unix doesn't have a woindowed environment!

GET REAL Peter!!!

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

197. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1401971233580001@metricom46.ucsc.edu>
Source record: 6930
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bfoch$69r@ash.ridgecrest.ca.us>, Michael Grove
<"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:

>Even then, "major apps" aside, the Direct T060 (Hades) is
>at a performance advantage over even the fastest of Mac's because of
>the TOS operating system utilized. For most users of the 060 clones,
>this is the driving factor behind their purchase, major apps aside.

I would have to disagree. The driving factor is that people who buy one
must really have an attachment to legacy Atari software that needs to run
as fast as possible. Sure, TOS responds (relatively) quickly, but the OS
only does so much. When it comes down to how fast your computer does
compute-intensive tasks, a PowerPC is going to blow away the 060.

>The talk of Apple adopting a major alternate O/S has been
>going around for quite some time. Maybe it will happen.

Haven't you heard? Apple bought out NeXT. The NeXT generation Mac OS
will be NeXTStep. (Sorry, couldn't resist the obvious pun.) They plan to
keep releasing System 7.x updates for a couple years, but the new OS based
on NeXTStep will be the flagship OS. Apparently they plan to release the
first version in about 1 year, which is actually realistic since it's a
complete OS already and they've got the entire NeXT development team.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

198. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bh2fj$2o8@scanner.worldgate.com>
Source record: 6931

Paul@pwomar.demon.co.uk (Paul Womar) wrote:

>I don't see anybody mentioning TOS, fuckwit.

Paul, don't let this guy stir you up, he gets an erection every time
he gets a stirred response.

>I don't know what applications he was talking about BUT one app that
>does spring to mind which AFAIK is unmatched on ANY playform is Tempus
>2, on my 8mhz 68000 it is the fastest text editor have ever seen, I've
>not seen anything that can scroll at it's speed on a very fast
>pentium, I'm sure that there is something that will run faster than it
>but you will need a processor tens of times faster than a 68000 to do
>it.

You should see Tempus scroll on a T60, that is I mean, you should try
and see Tempus scroll!

The Apps I refer to are Calamus SL96, DA's Layout TC v6, Photoline,
DA's Repro, faster than comparable feature wise Mac or Win apps.

The T60 is quite likely the fastest "System" on the block.

I say "System" because there is little doubt that there is faster
hardware, but that hardware is bottlenecked by inefficient programming.

All the best,
Chris @ Computer Direct

199. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bh23a$2o8@scanner.worldgate.com>
Source record: 6932
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>I would have to disagree. The driving factor is that people who buy one
>must really have an attachment to legacy Atari software that needs to run
>as fast as possible. Sure, TOS responds (relatively) quickly, but the OS
>only does so much. When it comes down to how fast your computer does
>compute-intensive tasks, a PowerPC is going to blow away the 060.

I have to disagree with you here, only because we sell the machine
and have sold it as well DTP software to major pre-press houses.

The T60 with Calamus SL or DA's Layout outperforms any PPC or Pentium
in it's price range.

You would really have to experience it to understand it. Words cannot
describe the performance levels attainable.

>Haven't you heard? Apple bought out NeXT. The NeXT generation Mac OS
>will be NeXTStep. (Sorry, couldn't resist the obvious pun.) They plan

This is probably the best news for Mac owners, but it is much further
than 1 year away... Sometime in 1998 is the ETA and as we all know from
experience, this may likely be delayed. By then I believe MS WinNT will
have made such a dent into the pre-press market that NexT/Mac OS may
be too late.

I sincerly hope that this does not happen though.

All the best,
Chris @ Computer Direct

200. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bgfqu$5fo@ornews.intel.com>
Source record: 6933
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bfoch$69r@ash.ridgecrest.ca.us>,
Michael Grove <"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:

>The T060 is a new beginning for the TOS platform.

I don't know if I'd call it a new beginning, but it's certainly a major leap
forward in the evolutionary process. PCI expansion slots, a fast processor
with full "real" MMU, and TOS for people who don't want to bother with
disk-based OSes.

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201. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: JEDI
Message-ID: <5bg55g$ll5@lana.zippo.com>
Source record: 6934
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-1301971809380001@metricom59.ucsc.edu>, bwanga@cats.ucsc.edu says...
>
>In article <5bdua3$bui@lana.zippo.com>, JEDI wrote:
>
>> Modern microcomputer OSes have a nasty tendency of 'getting in the way'
>> in that they eat up a large chunk of the machine they are running on.
>
>Ever seen BeOS? All sorts of modern features. Faster interface response
>than TOS, on the same machine. (I can crank up ten or so instances of a
>little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS
>will still maintain instantaneous response to mouse clicks and keyboard
>events for the foreground app.)

Unix can do the same and is quite likely older than you are.

>
>> Until the recent drop in RAM prices, most 'modern' microcomputer OSes
>> were painful to use as they would not fit inside the machines they
>> were designed to run on. Innapropriate tactics, designed for highly
>> concurrent, mult-user, high IO bandwidth machines were used. This
>> virtual memory would slow down a Mac or PC to the point where an ST
>> and it's 'primitive' OS could catch up.
>
>Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
>enough memory to force it to start swapping pages out to disk. In other

If you haven't yet reached that point then you aren't really using
the virtual memory now, ARE YOU? You could just as easily turn the
toy off. However, if you were to actually actively use any non-trivial
amount of VM, Mac's and PC's are crippled.

Virtual memory was developed in one context and then applied to another.
This is a simple matter of computing history and architecture for those
who know and understand the issues involved.

>words, it lets you use your computer for more things if you want to. This
>has nothing to do with whether an OS is designed to run a huge multi-user
>behemoth or your personal computer (indeed, if you want a large compute

Actually, it does. The disk and the bus it is attached to has to
be up to the challenge. Otherwise, your machine takes a HUGE performance
hit should it ever decide to use that nifty virtual memory. This is
quite easy to demonstrate with a microcomputer.

>server to have decent performance, you must put enough RAM in it so that
>it doesn't have to swap often, or else users will complain that the
>machine is a slug).

Two words: Resin Fire.

>
>> ROM was faster than floppy in 1986.
>> ROM is faster than HD now.
>
>So what's your point? That we should stay mired in the backwaters of
>computing just to be absolutely guaranteed that a disk swap operation will
>never happen?

So? How is TOS a backwater? One has yet to address that. All you
MacVocates can come up with are application level toys.

However, since Petey-Boy himself seems to think that the OS is just
a pathway to the apps, then great OS sophistication really isn't
required. There is little that MacOS or Win95 has that cannot be
grafted upon TOS at the applications level. Most of what they have
are bells and whistles.

Software should be designed to run on the hardware of today, no 4
years in the future. While petty justifications for braggadocio are
nice and all, computers are tools in the end. They either do the task
you desire in a satisfactory fashion, or they do not. Beyond childish
rhetoric, you have said nothing. How does TOS limit the user? Which
of these limits is not addressed by MagiC 4.0?

202. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: JEDI
Message-ID: <5bg5e4$m5e@lana.zippo.com>
Source record: 6935
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <32DB12FC.745D@tiac.net>, Brian-Roland says...
>
>JEDI wrote:
>
>
>> CPU level compatibility was promised. It was touted as one of the many
>> advantages of RISC technology. It never materialized and is now getting
>> swept under the rug.
>>
>> Nevermind that Mac PC cards will most certainly cost you more than
>> an entire new PC.
>
>
>No it was not. But it's available anyway. Every hear of "SoftWindows"?

Ever hear of PC-Ditto, Xformer, Gemulator or Executor?

You're an ignorant fool spreading ignorant foolishness (FUD).
SoftWindows is about equivalent to Lexx and Yacc on a PDP-8.

>---
>BR Miller
>Boston, MA

203. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970114225055.27865C-100000@ux4.cso.uiuc.edu>
Source record: 6936
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 7 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> In article <nervous-0601971628090001@ascend95.netrover.com>, nervous@syst=
em.net says...
> >
> >In article <5ar4ap$35h@lana.zippo.com>, JEDI wrote:
> >
<snip>
> >=80 Since the Mac isn't very capable of just plugging in any $40 PCI v=
ideo
> >=80 card, the Mac concept of 'plugging in any card' is quite a bit lim=
ited.
> >
> >ATI (the most popular make of graphics cards for PeeCee) makes graphics
> >cards for the Mac as well.
>=20
> So? Where can I get the driver for the Xpression 3D+TV?

Yeah, and where are the PC drivers for the XClaim VR?

Ryan Tokarek
<tokarek@students.uiuc.edu>

204. A Special Offer!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: dozer@netwizards.net
Message-ID: <5bhn42$j6e@news1-alterdial.uu.net>
Source record: 6937

Are you interested in making Millions in your spare time?

Any housewife could do it and so can you!

Just email me at dozer@netwizards.net to receive your FREE information packet.

Thanks for your attention, and I'll be talking with you soon.

Bill
dozer@netwizards.net

205. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970114232859.27865G-100000@ux4.cso.uiuc.edu>
Source record: 6938
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 9 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> In article <maury-080197170524000l@199.166.204.230>, maury@softarc.com says...
> >
> >In article <5au80a$gbu@lana.zippo.com>, JEDI wrote:
> >
> >> Actually, PC VGA video cards are plug & play.
> >
> > SVGA maybe, VGA no way.
>
> Name one that is not.
>
> I have an old 256k PGA card that is as plug & play as any Mac video
> card. I'd just need to tell the OS to expect a change.

It might not be all that complicated, but that is still not plug and play.

Ryan Tokarek
<tokarek@students.uiuc.edu>

206. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970114220007.27865A-100000@ux4.cso.uiuc.edu>
Source record: 6939
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 7 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> Ryan says...
> >
> >On 3 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
> >
> >> In article <AEEC06F0-2205A@207.158.11.10>, "David says...
> >> >
> >> >JEDI -
> ><snippings>
> >> >The Mac was is far superior. <period> MS is lazy, and implemented a
> >> >bad (limiting) design.... and users pay the price.
> >>
> >> Actually, filling up all of your card slots, which tend to be
> >> limited on a mac to begin with, is rather limiting.
> >
> >Umm.... no, I don't think I believe that one.
>
> You should. All PCs are limited to your rather miniscule experience.

Actually, I was refering to being limited on the Mac. I have never seen a
Mac with all its expansion slots filled (well, except those that were
pizzabox style Macs).

> >My roommate has a PC that has one PCI slot left. He has added nothing to
> >his system since recieving it. That was the way it came.
>
> PC's aren't limited to PCI slots. They are also not limited to one
> vendor's view of how a system should be.

He has a total of 3PCI and 3ISA (one is a shared PCI/ISA slot that makes
for 5 slots if I have his configuration right).

> >PCI Macs OTOH have at least 3 free PCI slots. Those with 6 PCI slots
> >don't come with on-board video and have one slot taken by the graphics
> >card.
>
> Configurability is a double edged sword & there is nothing limiting
> what a PC vendor might do to you. However, there's no good reason
> that his machine didn't have 3 PCI slots free.
>
> He should never have tolerated that system.

Taking up two of his PCI slots, he has a graphics card and a SCSI card. This was how the machine was shipped.

Taking up two of his ISA slots, he has a sound card and a modem card. This is how the machine was shipped.

He has one free PCI/ISA slot that (according to him) can be used either as a PCI slot or an ISA slot, but not both at the same time... though perhaps I misunderstood him or perhaps he is mistaken.

In any event he has little expansion left whereas Macs come with at least 3 PCI slots free. Things like SCSI(and/or EIDE), graphics and sound are on the motherboard and don't take up any slots.

> >> In this respect,
> >> the PC solution is acutally better. Sure it is a bit lazy. However,
> >> a lazy solution is likely to be less complex. A complex solution
> >> will be easier to implement and to debug.
> >>
> >> Somehow this tactic is horrendous on the PC but good practice on a
> >> Mac. MacVocate hypocrisy in action once again...
> >>
> >> With limited card expansion space and the price of larger monitors
> >> (30"+) coming down. The usefullness of such a general solution
> >> diminishes. A significant number of macs would meet or exceed their
> >> expansion capacity doing it the 'Mac Way'. PC's would not.
> >
> >What are you talking about?
> >
> >Which "PC solution" is actually better/lazy?
>
> One card, one driver.

What's wrong with multiple drivers for multiple cards?

> ><snip>
> >> >Apple designed their stuff better... it took longer up front, and more
> >> >money... MS just hacked it and called it "good enough".
> >>
> >> MS never touched it actually. They are the wrong ones to blame here.
> >
> >What? For not implimenting a useful feature that needs special solutions
> >to get around?
>
> a) Buy a new card & monitor
> b) Buy a new card & monitor
>
> Those two actions sequences are identical.
>
> The solution is hardly 'special', support is delivered with the OS.
> It's just not done so in a manner identical to somone else's solution.

Yes, but the 'investment' in the original card and monitor is not
lost on the Mac. The old card and the old monitor will work just fine
with the new ones so you aren't forced to sell anything or thow anything
away (unless of course you want to... you have the choice).

Maybe you keep the old monitor (as long as you purchase the appropriate
card to use both the new and old monitors), but the other graphics card is
either going to be scrap or it will be sold at a price much lower than
its initial cost with a PC.

<snip>
> [deletia]
> >
> >> It is MacOS in the subject line after all.
> >> That it succeeds is more a matter of lowering the bar in its favor.
> >
> >Yeah... PCs are really virtuous. The PC architecture makes it harder to
> >do the same things other systems can do because these other systems were
> >designed better. That sounds good.
>
> The argument was never the hardware but, the software. When apple
> can manage to port it's OS to an ISA PC and still manage it's
> 'feats', then MacVocates can prance and brag.
>
> Until then, such behaivor is pure sleaze.

Huh? I still don't see why the choices made by the Intel based PC
industry and its OS makers can be made to be virtuous because it was
really hard to impliment (and not implimented terribly well at that).

It certainly may have been an amazing feat, but I doubt it was healthy
for the industry. It is certainly not something for the PC industry or
its advocates to brag over.

"We made some terrible choices a short while back, but we stuck with them
and through a lot of pain and effort at your cost, managed to get it all to
work... sort of. Isn't that great?"
-The PC Industry

Apple's 'feat' may not have taken nearly so much effort, but it was
certainly a better choice. To praise PCs for having people go through
more effort for worse results is silly.

Ryan Tokarek
<tokarek@students.uiuc.edu>

PS I'm back from vacation so there shouldn't be any huge time gaps
between posts and my responses to them. I also shouldn't have more than
2,000 messages waiting for me next time I check this newsgroups (there
wasn't a chance that I'd go through all of them... I just sampled a few
and responded to most of those posts that were responses to mine).

207. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bha0q$l76@ornews.intel.com>
Source record: 6940
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-1401971245380001@metricom46.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>... As
>far as I'm concerned, an OS without VM and memory protection is fairly
>backwards (which is one of the two big problems with the current MacOS).
>Every personal computer CPU from the 68030 and 386 onward has had the
>hardware to support it.

Thus we can reasonably assume you consider the various kludges from Redmond
to be "backwards?" One of the iggest causes of GPFs (or whatever Win95
calls it now) has always been memory "protection" that didn't.

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208. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32df50b8.17010891@news.onramp.net>
Source record: 6853
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Tue, 14 Jan 1997 23:23:54 GMT, jmckee@miaco.com (Joshua T. McKee) wrote:

>>Just out of curiosity, what do -you- think that "power" is?

>For me, it is memory protection. NT's memory protection is much
>better than Windows 95's. It also doesn't appear to suffer
>unexplained problems like Windows 95. I set it up, and have not
>bothered with it since.

I see. That's a good reason. Why not run MacOS at home? You seem to prefer it. ... of course, MacOS is far _less_ stable then Win95, and has no comparison to WinNT.

>So this was a flaw in Windows 95, hence the dispute here. Now I have

It wasn't included in Win95. I think calling an exclusion a flaw is reaching.

>to hunt down SR2 in order to get this functionality. How does
>installing SR2 differ from finding, and installing the right driver
>that would have provided this functionality? It doesn't...it is
>another step the end user has to take which they shouldn't have to.

In that I would have liked it to be standardized for everyone in Win95 without any work, sure, you've got a point. Now tell me about Open Transport 1.1.1 and getting CoolTalk working with Netscape 3.0? Talk about going through hell! Downloading updates is, unfortunately, all too common with a PC - or Mac.

>It does not negate the Mac point. The fact that you had to supply a
>fix is exactly the problem. You shouldn't need a fix for something
>like this...that was my point.

Great. I shouldn't need a fix (QT2.5, OT1.1.1, AG2.02) in order to get CoolTalk working in Netscape 3.0 on a Mac. Yet I do. And instead of downloading a 50k graphics driver update, I've got to download a 2 meg QuickTime upgrade, a ***TEN*** megabyte Open Transport upgrade (1.1.2), and a God-knows how big AppleGuide upgrade. God save me if I didn't have a good net connection! On the PC, getting CoolTalk working simply involved downloading Navigator 3.0 - that's it, NOTHING else. It was a breeze. I'm _still_ trying to talk my mother through the Mac installation. Strange...I thought Macs were so easy to use. And OT1.1.1 for some reason comes in disk images, and she's got no clue how to install from them, so I'm left guessing what she's trying

to do. It's one long and nearly endless mess, just to get a dead
simple CoolTalk application working on a damn Mac.

Reachable at: 713 629 6947 nights
Please quote in all replies

209. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32dc85c7.1052668@news.onramp.net>
Source record: 6854
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Tue, 14 Jan 1997 23:28:03 -0600, Ryan Tokarek
<tokarek@students.uiuc.edu> wrote:

>You don't understand.
>With only two exceptions from 8 years ago (on cards/monitors that did not
>follow the Macintosh conventions) all graphics cards I know of will work
>on a Mac without a driver.

8*24SC (GC?) being one; what was the other?

Straight from Apple, that was their "high performance" card for the
longest time. It didn't work under System 7, I think it was.

>To enable graphics acceleration, an extension would have to be loaded.
>A card will work, but it won't be all that fast until you use the
>extension (or control panel) to enable the graphics acceleration.

Sounds a lot like Win95, actually.

>Perhaps it is very similar on PCs, but that's generally how it works on Macs.

Yep.

>I would consider a driver to be software that enables some bit of
>hardware to work such that the user can use it.

By that definition, Win95 doesn't require any drivers for much of
anything by the most extreme definition, and requires drivers for
everything by the most modest definition.

Reachable at: 713 629 6947 nights
Please quote in all replies

210. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: kasommer@Kiva.net
Message-ID: <32dd06d5.4613370@news.intersource.com>
Source record: 6855
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

jsheehy@ix.netcom.com (John Sheehy) wrote:

>rroger@ibm.net writes:
>
>>If the OS/2 newsgroups are dying its because everything in Warp works so well
>>and everything is so smooth that there isn't a lot to talk about. Frankly, I enjoy
>>reading about all the Microsoft product problems. It reinforces the good feeling
>>associated with knowing I made the best choice with Warp 3 and now Warp 4.
>
>You must be joking! I was reading a Win95 newsgroup a few weeks ago,
>and some Teamster popped in and said something like, "You people are
>having so many problems. If you want a problem-free OS, try OS/2
>Warp!". Just out of curiousity (and having had many problems with OS/2
>Warp in the past), I subscribed to an OS/2 *.setup newsgroup, and it had
>all kinds of big problems being grieved. "Blue screens of death in
>Merlin" was a big thread, people were complaining about frequent traps,
>freezes, how much slower Merlin was than Warp 3.0, hardware
>incompatibilities, etc. As a matter of fact, considering the ratio of
>people using Win95 vs those using Warp, it seemed rather apparent that
>there were probably more problems per user in OS/2 than in Win95.

Hmm. Don't know about Merlin yet. Haven't gone to it. Warp is
stable and good for me. But there could be a whole slew of other
reasons. Let me punt this one out:

Perhaps OS/2 users are more connected than Win95 people, i.e. they are
more likely to subscribe to newsgroups than a Win95 user.

I'm not saying you're wrong but unless you factor in other things,
putting out "considering the ratio of people using Win95 vs those
using Warp" etc. as a sole reason leaves a lot of causes to be
examined.

Food for thought, dig in.

Kim

Kim Sommer //kasommer@kiva.net
/* Aikido, B5, Team OS/2, things that go zoom */

211. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: JEDI
Message-ID: <5biqbg$jt5@lana.zippo.com>
Source record: 6856

In article <5bh9r2$l76@ornews.intel.com>, atari@teleport.com.REMOVE.TO.REPLY says...
>
>In article <5bdss0$855@lana.zippo.com>, JEDI wrote:
>
>> CPU level compatibility was promised. It was touted as one of the many
>> advantages of RISC technology. It never materialized and is now getting
>> swept under the rug.
>
>Apple isn't alone in announcing vaporware. In fact, I can't think of ANY PC
>or software hosue that hasn't done it at least once.

That is rather understandable just so long as the advocates in
question fess up to the situation. However, MacVocates like to
practice historical revisionism.

>
>> Nevermind that Mac PC cards will most certainly cost you more than
>> an entire new PC.
>
>True, however... You won't need a second keyboard, second monitor, printer
>switchbox, and so on. OTOH, plan on at least tripling the size of the hard
>drive; MickeySlop is even more inefficient than Mac System.

Spend as much as you would for the equivalent Mac PC card on all
of that, plus the PC itself and you would still come out ahead.
Mac PC cards are THAT overpriced. For a secondary system, 500M
would do. If you need more than that, then you likely need a PC
a little less obsolete (card or whole PC).

Orange Micro is selling discontinued PC technology at premium prices.

212. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: JEDI
Message-ID: <5birvo$meh@lana.zippo.com>
Source record: 6857
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-1401971245380001@metricom46.ucsc.edu>, bwanga@cats.ucsc.edu says...
>
>In article <5bfpdf$69r@ash.ridgecrest.ca.us>, Michael Grove
><"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:
>
>>Timothy A. Seufert wrote:
[deletia]
>No, it's because the MacOS has one of the crappiest VM implementations in
>the known universe.
>
>Still, if you are careful to keep the memory consumption of all your
>programs beneath the size of total physical RAM in your machine, you
>should not ever see a bad VM hit.

Until recently, this all depended upon how much money you had to
throw at the task. Win3/Sys7 both date back to the $50/M days.

>
>>> > ROM was faster than floppy in 1986.
>>> > ROM is faster than HD now.
>>>
>>> So what's your point? That we should stay mired in the backwaters of
>>> computing just to be absolutely guaranteed that a disk swap operation will
>>> never happen?

Until relatively recently, I didn't have the $1600 it would have
taken to get a modern OS to the same level of comfort with respect
to physical memory as I would have on a 4M ST.

>>
>>How can you consider ROM based operating systems to be " mired in the
>>backwaters
>>of computing"?
>
>Take the phrase to mean "stuck with an OS that doesn't support VM". As
>far as I'm concerned, an OS without VM and memory protection is fairly
>backwards (which is one of the two big problems with the current MacOS).

Virtual memory has been given much more hype than it deserves.
While sitting on the other side of the fence it seemed like a
good and rather nifty idea. However, after actually using
micro systems that were dependent upon virtual memory, I found
it to be more of a curse, actually. It encourages and allows
developers to work outside the common hardware constraints. The
end result is performance that can deteriorate past the point of

a 8Mhz MC68000.

Fortunately, memory prices have dropped to the point where buying
adequate hardware (memory) for the software is a practical option.

VM as a memory management tool has some merit. VM as a replacement
for adequate physical memory is more backwards than any TOS or GEOS.
It's cripples the 'modern' machines that have, until relatively
recently, been dependent upon it [VM].

I wouldn't be surprised if core memory were faster...

>Every personal computer CPU from the 68030 and 386 onward has had the
>hardware to support it.

The entire computer doesn't have to be on the cpu's die you know...

213. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: JEDI
Message-ID: <5bippf$isd@lana.zippo.com>
Source record: 6858
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bha0q$l76@ornews.intel.com>, atari@teleport.com.REMOVE.TO.REPLY says...
>
>In article <bwanga-1401971245380001@metricom46.ucsc.edu>,
> bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:
>
>>... As
>>far as I'm concerned, an OS without VM and memory protection is fairly
>>backwards (which is one of the two big problems with the current MacOS).
>>Every personal computer CPU from the 68030 and 386 onward has had the
>>hardware to support it.
>
>Thus we can reasonably assume you consider the various kludges from Redmond
>to be "backwards?" One of the iggest causes of GPFs (or whatever Win95
>calls it now) has always been memory "protection" that didn't.

Actually, if you saw a GPF notice, then protection was working.
Now, if on the other hand, it just mysteriously crashed: that
would be a protection failure.

Although the (pragmatic) need to restart Win at that point is rather
contrary to the whole point of memory protection however...

214. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1501971216240001@metricom37.ucsc.edu>
Source record: 6859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5birvo$meh@lana.zippo.com>, JEDI wrote:

>In article <bwanga-1401971245380001@metricom46.ucsc.edu>,
bwanga@cats.ucsc.edu says...

>>Still, if you are careful to keep the memory consumption of all your
>>programs beneath the size of total physical RAM in your machine, you
>>should not ever see a bad VM hit.
>
> Until recently, this all depended upon how much money you had to
> throw at the task. Win3/Sys7 both date back to the $50/M days.

At least in the case of System 7, all it really depended on was you not
running much extra crap. 4 MB is enough to run one or two programs at a
time on a 68K Mac with System 7.1, without VM. 7.5 increased memory usage
somewhat, but by the time it was released, memory was cheap enough that
lots of people were going to 8 MB or more.

>>Take the phrase to mean "stuck with an OS that doesn't support VM". As
>>far as I'm concerned, an OS without VM and memory protection is fairly
>>backwards (which is one of the two big problems with the current MacOS).
>
> Virtual memory has been given much more hype than it deserves.

Hype? Nah. It's just an essential part of running a computer. If for no
other reason than that implementing VM usually gives OS designers a
straight path right into memory protection (or vice versa).

> While sitting on the other side of the fence it seemed like a
> good and rather nifty idea. However, after actually using
> micro systems that were dependent upon virtual memory, I found
> it to be more of a curse, actually. It encourages and allows
> developers to work outside the common hardware constraints. The
> end result is performance that can deteriorate past the point of
> a 8Mhz MC68000.

Surprise, surprise. If you really beat that VM system hard, it'll thrash
and you lose all your performance. In my experience, there are usually
ways to avoid it.

> Fortunately, memory prices have dropped to the point where buying
> adequate hardware (memory) for the software is a practical option.
>
> VM as a memory management tool has some merit. VM as a replacement
> for adequate physical memory is more backwards than any TOS or GEOS.
> It's cripples the 'modern' machines that have, until relatively

> recently, been dependent upon it [VM].
>
> I wouldn't be surprised if core memory were faster...

Neither would I, at least in terms of access time (core is random access). Interface speed may or may not give disks an edge in throughput; I have no idea how core is interfaced to.

I've never said that VM is a replacement for adequate physical memory. Indeed, I seem to recall pointing out that on large multiuser machines the worst thing in the world is to have inadequate physical memory. However, I find VM an essential tool to have present. For example, if you have a computer with 16MB physical RAM, 99% of it already in use, and need to open just one more app, VM will let you do it with a slight performance hit (mostly seen on startup of the app).

>>Every personal computer CPU from the 68030 and 386 onward has had the
>>hardware to support it.
>
> The entire computer doesn't have to be on the cpu's die you know...

Of course not. The point was that from those CPUs onward, you didn't have to pay extra for a second chip to do it. (Actually, in the case of the x86, there has never been an external MMU. And in the 680x0 series, only the 68020 had the ability to interface to an external MMU.)

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

215. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bjds0$sdc@scanner.worldgate.com>
Source record: 6860
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

>>>Timothy A. Seufert wrote:

>>No, it's because the MacOS has one of the crappiest VM implementations
>>in the known universe.
>>
>>Still, if you are careful to keep the memory consumption of all your
>>programs beneath the size of total physical RAM in your machine, you
>>should not ever see a bad VM hit.

Virtual memory is not the real issue here that slows down MacOS and
makes extremely powerful hardware seem slow.

Virtual memory on any platform is obviously not as fast as real RAM.

Uwe Seimet's implementation of VM is probably the fastest and most
intelligent of any. A reasonable swap partition with Outside does not
suffer much in the way of noticeable performance hit.

The real issue here is that disk based OS' like Win and Mac spend so
much time accessing the hard drive for simple procedures that we take
for granted with smaller RAM or ROM based OS' like TOS and the other
replacement OS' available to Atari users.

An example I use often, open a folder that contains many files such as
a CD ROM and watch MacOS on a PPC slowly draw the contents of that
window.

This is the real bottleneck in disk based OS'. They access the hit the
hard drive so often that performance is noticeably hindered.

Applications on TOS computers execute faster, occupy less physical
memory and are highly optimized.

The main reason for this is simple. Atari developers are not large
corporations. large corporatiions are more concerned about getting
their products onto the shelf. Hence, they program in high level
languages and spend very little time optimizing the software.

Atari programmers on the other hand, do it for the love of the machine
and enjoy the satisfaction of achieving great things from small code.
Many Atari programmers work in machine assembly code, a corporate no-no
in the Mac and PC market.

All the best,
Chris @ Computer Direct

216. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bjds2$sdd@scanner.worldgate.com>
Source record: 6861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

>>>Timothy A. Seufert wrote:

>>No, it's because the MacOS has one of the crappiest VM implementations
>>in the known universe.
>>
>>Still, if you are careful to keep the memory consumption of all your
>>programs beneath the size of total physical RAM in your machine, you
>>should not ever see a bad VM hit.

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makes extremely powerful hardware seem slow.

Virtual memory on any platform is obviously not as fast as real RAM.

Uwe Seimet's implementation of VM is probably the fastest and most
intelligent of any. A reasonable swap partition with Outside does not
suffer much in the way of noticeable performance hit.

The real issue here is that disk based OS' like Win and Mac spend so
much time accessing the hard drive for simple procedures that we take
for granted with smaller RAM or ROM based OS' like TOS and the other
replacement OS' available to Atari users.

An example I use often, open a folder that contains many files such as
a CD ROM and watch MacOS on a PPC slowly draw the contents of that
window.

This is the real bottleneck in disk based OS'. They access the hit the
hard drive so often that performance is noticeably hindered.

Applications on TOS computers execute faster, occupy less physical
memory and are highly optimized.

The main reason for this is simple. Atari developers are not large
corporations. large corporatiions are more concerned about getting
their products onto the shelf. Hence, they program in high level
languages and spend very little time optimizing the software.

Atari programmers on the other hand, do it for the love of the machine
and enjoy the satisfaction of achieving great things from small code.
Many Atari programmers work in machine assembly code, a corporate no-no
in the Mac and PC market.

All the best,
Chris @ Computer Direct

217. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: Chris Jones <crjones@ix.netcom.com>
Message-ID: <01bc0335$6e2ca1a0$2cc3b8cd@central>
Source record: 6862
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Corn Wrote:

>>... of course, MacOS is far _less_ stable then Win95, and
has no comparison to WinNT.<<

What planet are you living in? I have to reboot my windoze 95 machine at work 3 to 4 times a week. At home, my less stable Mac runs for weeks at a time without a reboot. (BTW, I use my home computer twice as much as my work computer.)

Just my two cents

218. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5bjo1c$2gb@lyra.csx.cam.ac.uk>
Source record: 6863
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In comp.sys.atari.st Chris Krowchuk <chris@compdirect.com> wrote:

> >>>Timothy A. Seufert wrote:

> >>No, it's because the MacOS has one of the crappiest VM implementations
> >>in the known universe.
> >>
> >>Still, if you are careful to keep the memory consumption of all your
> >>programs beneath the size of total physical RAM in your machine, you
> >>should not ever see a bad VM hit.

> Virtual memory is not the real issue here that slows down MacOS and
> makes extremely powerful hardware seem slow.

> Virtual memory on any platform is obviously not as fast as real RAM.

Virtual memory should not slow down the machine. I am running a Linux box and although I used to have 16MB of memory, I required much more to compile my programs - about another 16MB in fact. Without VM this wouldn't be possible. When I compiled, my hard disk thrashed itself to pieces, but at least things worked (albeit quite slowly).

Now I have 32MB and compilation times are far better as there is enough memory that programs can proceed a reasonable distance before having to load in a bit more.

However it is not the case that you need more real memory than you have processes running. In Linux although I have alot of processes "running", quite a few only wake up now and again. These can be swapped to disk to free physical memory. For instance all the gettys on my machine (which I log in on) are swapped out to disk.

ATM for instance over 3MB of physical memory is being saved:
```
total used free shared buffers cached
Mem: 31252 29144 2108 10700 2452 15624
-/+ buffers: 11068 20184
Swap: 48888 3372 45516
```

Some OSes (probably experimental ones) try and work out how much memory each program will need in order to proceed at a reasonable rate. If the total of these requirements is greater than the physical memory, then it pauses one of them for a while and swaps it to disk so that the other processes can have the amount of memory they require.

Virtual memory is not too difficult to implement and since memory protection normally works well with it, there is no reason to disable it.

Linux uses a huge amount of memory for caching (as you can see) and varies the size of this cache dynamically. When I was compiling, I used to have very little cache left as Linux thought it would be faster to use the memory for actual processes. Now I have 32MB, it still has a sizeable amount of cache.

As for GPFs in Windows, well the memory protection doesn't work. If it did then you wouldn't have to reboot. At the very least something in the critical parts of the system are getting corrupted when they shouldn't. I have never written a program which has crashed my Linux box - this is why developing on a Unix box is so nice compared to windows when you might have to reboot several times an hour!

Adrian

==========
adrian.bridgett@poboxes.com http://www.netforward.com/poboxes/?Adrian.Bridgett
----
Windows95 - the world's first NON-operating system.

219. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1501971134540001@199.166.204.230>
Source record: 6864
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32dc12a6.19325909@client.sw.news.psi.net>,
Josh.McKee@miaco.com wrote:

> For me, it is memory protection. NT's memory protection is much
> better than Windows 95's. It also doesn't appear to suffer
> unexplained problems like Windows 95. I set it up, and have not
> bothered with it since.

Well I was not so lucky. Every time the machine booted, for any reason, ckdisk would run sending the server into a LONG (like 2 hour) period of no-response which was impossible to stop. No indication of _what_ was happening either, not even Performance Monitor would show anything other than that the disk was being thrashed, apparently for no reason.

Worse the system would publish itself on the net, but take effectively two hours to respond to your requests. So if you logged in from the Chooser, your Mac locked up. Fun stuff.

Two hours, and the sad part was this was for a 2gig drive. Sigh. I ended up finding a fix, replace the ckdisk (do I have the name right? I don't think so) with an empty text file to "fool" NT into doing nothing. How utterly advanced.

Maury

220. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bjrjd$5gj@ornews.intel.com>
Source record: 6865
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bjo1c$2gb@lyra.csx.cam.ac.uk>,
Adrian Bridgett <apb25@apb25.emma.cam.ac.uk> wrote:
>
>Virtual memory should not slow down the machine.

Bullcrap. If you can find a hard drive that has 60ns access time, and costs less than the National Debt, I'll agree with you. Until then, VM can't be as fast as real memory and therefor MUST slow down the computer - it's a physical reality like gravity. FAST hard drives typically have 9 ms access time - 1000 times slower, more-or-less, than RAM. And transfer rates are typically on the order of 1 to 3 megabytes per second, versus RAM transfers of 2000 megabytes per second on a 33 MHz memory bus.

VM slows down computers. QED. That's why our servers (in the software lab here) typically run between 256 and 512 megabytes of RAM with VM turned off.

----------------------http://www.teleport.com/~atari-----------------------
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--------------------ftp://ftp.teleport.com/users/atari---------------------

221. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <853364300_OASIS_@pwomar.demon.co.uk>
Source record: 6866

In article <bwanga-1301971809380001@metricom59.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

>In article <5bdua3$bui@lana.zippo.com>, JEDI wrote:
>
>> Modern microcomputer OSes have a nasty tendency of 'getting in the way'
>> in that they eat up a large chunk of the machine they are running on.
>
>Ever seen BeOS? All sorts of modern features. Faster interface response
>than TOS, on the same machine.

BeOS certainly sounds to be a very nice Os but I've yet to use or even
see it in action, I am however VERY interested that you have seen BeOs
run on the same machine as TOS, what machine would this be?

>> Until the recent drop in RAM prices, most 'modern' microcomputer OSes
>> were painful to use as they would not fit inside the machines they
>> were designed to run on. Innapropriate tactics, designed for highly
>> concurrent, mult-user, high IO bandwidth machines were used. This
>> virtual memory would slow down a Mac or PC to the point where an ST
>> and it's 'primitive' OS could catch up.
>
>Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
>enough memory to force it to start swapping pages out to disk.

What are you talking about? All virtually memory does is swap pages of
memory out to disk when you don't have enough real RAM, so what you
are saying about it not slowing the machine down unless you actually
use it is obviously true but you are stating the complete bloody
obvious.

>> ROM was faster than floppy in 1986.
>> ROM is faster than HD now.
>
>So what's your point? That we should stay mired in the backwaters of
>computing just to be absolutely guaranteed that a disk swap operation will
>never happen?

Having the OS in ROM has little to do with disk swaps.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

222. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <E4206B.Gr7@novice.uwaterloo.ca>
Source record: 6867
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <Pine.SOL.3.91.970114231328.27865F-100000@ux4.cso.uiuc.edu>,
Ryan Tokarek <tokarek@students.uiuc.edu> wrote:
>On 8 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

>> I'm not dense. I just realize the implications of 'No drivers'.
>> Even the more technically literate MacVocates admit that 'No
>> drivers' severely limits the usefullness of mac video hardware.

>Unless by 'usufulness' you mean speed, there is no limitation.

Release a dumb frame buffer on the PC today, and you will get KILLED by
the magazines and users.

>> It's a nice parlour trick. However, the restrictions imposed
>> by it would not impress any PC user. Dumb frame buffer cards
>> are ancient history for us and very substandard. This is
>> what you have to turn your overpriced mac video cards into
>> to achieve 'No drivers'.

>You don't understand.

>With only two exceptions from 8 years ago (on cards/monitors that did not
>follow the Macintosh conventions) all graphics cards I know of will work
>on a Mac without a driver.

Many graphics cards I known of on the PC will work without a
driver either. The reason is called the VESA video BIOS.

The VESA video BIOS is a standard for controlling the video mode and
accessing the frame buffer + certain acceleration features (VESA2.0) on
the PC.

DOS program (games) tend to use this because they have no other choice.
OS/2 has a generic driver that can use it as well. I believe that Win'95
and maybe NT also have generic drivers that use the VESA interface. (I
could be wrong.) Linux definately does. (Unaccelerated X-Server)

This is a total waste of the card's acceleration features however.

>To enable graphics acceleration, an extension would have to be loaded.
>A card will work, but it won't be all that fast until you use the
>extension (or control panel) to enable the graphics acceleration.

Aha. Driver.

>Perhaps it is very similar on PCs, but that's generally how it works on Macs.

A frame buffer (IE a card without acceleration features available) would
get KILLED on the Windows market today.

Unless the card was very cheap, say $25, NO ONE would use it because it
would be insanely slow compared to even cheap accelerated cards.

>> NewSpeak at it's finest. Such MacVocate blather give a certain special
>> ironic meaning to that initial Mac commercial...
>> Enjoying your life in Oceana?

>Perhaps the arguement just boils down to our definitions of driver.

>I would consider a driver to be software that enables some bit of
>hardware to work such that the user can use it.

>As such, the extension for a graphics card on the Mac is not so that a Mac
>user can see anything, but so that the Mac user has accelerated graphics.
>By the rather simple definition I stated above, this extension is not
>really a driver. The extension makes certain graphics calls be performed on
>the card rather than the CPU, but is not vital to there being anything
>useful on the screen.

A driver, by my definition (maybe not yours), is any piece of software
that isn't part of the OS kernel, which communicates with a piece of
hardware directly and presents an abstracted standard programming
interface to the rest of the OS and/or user programs.

An extension which enables acceleration:
1. Is a piece of software that isn't part of the Mac OS Kernel.
2. Communicates with the hardware directly.
3. Enables acceleration by extending QuickDraw
(a abstracted, standardized programming interface to the rest
of the OS).

Therefore, I consider that this type of extension *is* a driver.

Darwin Ouyang

223. Re: WILL ANY TYPE FLOPPY DRIVE WORK?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: JEDI
Message-ID: <5bj6hg$df8@lana.zippo.com>
Source record: 6868
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <5bfc6q$d03@ccnet3.ccnet.com>, selah@ccnet.com says...
>
>I HAVE A 1040MAND THE FLOPPY A DRIVE BUSTED
>
>CAN I USE A DRIVE FROM ANY PLATFORM?

Yup... Just go to your local garage clone dealer and get a new
drive mechanism. If the drive manuf. is different from your old
one (such as epson) you might have to cut up your old case a bit
however.

Just tell the garage clone dealer to make sure the drive is set
up as drive a. At that point, you should just be able to plug
it into the old connections in the 1040 and have it work.

The drive mech should be no more than 50 bux.

On a slightly different note...
Has anyone ever attempted to use a floppy tape
drive on any of the Atari's?

>
>I KNOW I NEED A DOUBLE SIDED
(they don't come any other way anymore...)

>
>ANYONE GOT ONE FOR SALE?
> THANK YOU

& hit your capslock key...

224. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: JEDI
Message-ID: <5bjg8b$2uk@lana.zippo.com>
Source record: 6869
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <Pine.SOL.3.91.970114232859.27865G-100000@ux4.cso.uiuc.edu>, Ryan says...
>
>On 9 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>
>> In article <maury-080197171052400001@199.166.204.230>, maury@softarc.com says...
>> >
>> >In article <5au80a$gbu@lana.zippo.com>, JEDI wrote:
>> >
>> >> Actually, PC VGA video cards are plug & play.
>> >
>> > SVGA maybe, VGA no way.
>>
>> Name one that is not.
>>
>> I have an old 256k PGA card that is as plug & play as any Mac video
>> card. I'd just need to tell the OS to expect a change.
>
>It might not be all that complicated, but that is still not plug and play.

Typical MacVocate hypocrisy. It matters not that the process would
be identical; ours still is but, yours is not.

Just plug in the card.
No further hardware configuration is required.
If Win is running the standard driver already,
no software configuration is required.
(the standard VGA driver IS the default btw)

They appear much the same and you've done nothing to differentiate
them. Since it has been stated by that firewire developer that the
core video standard is a dumb frame buffer, the two are quite
equivalent. Although VGA++ is a bit nicer than VGA, one is no more,
or less, plug & play than the other.

You just don't like that this makes your precious a bit less impressive.

(I'm still curious as to how well Diamond can foul up a Mac. <bfeg>)

225. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: JEDI
Message-ID: <5bjgo3$43p@lana.zippo.com>
Source record: 6870
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <Pine.SOL.3.91.970114233158.27865H-100000@ux4.cso.uiuc.edu>, Ryan says...
>
>On 9 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>
>> crobato@kuentos.guam.net says...
>> >
>> >IJEDI writes:
>> >>nervous@system.net says...
>> >>>
>> [deletia]
>> >Here is one thing I learned about PC cards. It's the cards that support Mac
>> >like features---gamma correction, multimonitor support, pan and zooming, virtual
>> >desktops---that are also making Mac cards.
>>
>> Note the distinction. Given the common bus, it should not be necessary.
>> It is not so between Alpha and PC. Yet the Mac still needs its own
>> specially made cards even after a common bus is adopted.
>
>It could also be that there is no market for cards that don't support
>gamma correction, pan and zooming, and virtual desktops on the Mac.

3D Xpression+ vs. 3D Xclaim (ATI)

Why the distinction still? Can you show that this is not the norm?

>With PCI Macs, there is no special hardware needed to support Macs as
>long as the card conforms to the latest PCI spec.

So, where can I go to find a PC video board installed into a Mac?
I am primarily interested in the 3D Xpression+TV (in case you hadn't
noticed).

226. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: JEDI
Message-ID: <5bjhi3$5nu@lana.zippo.com>
Source record: 6871
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <Pine.SOL.3.91.970114231328.27865F-100000@ux4.cso.uiuc.edu>, Ryan says...
>
>On 8 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>
>> In article <32D36369.7A40@earthlink.net>, George says...
>> >
>> >JEDI wrote:
[deletia]
>> >Boy are you dense (or stubborn)! No drivers to run as many
>>
>> I'm not dense. I just realize the implications of 'No drivers'.
>> Even the more technically literate MacVocates admit that 'No
>> drivers' severely limits the usefullness of mac video hardware.
>
>Unless by 'usufulness' you mean speed, there is no limitation.

Although it is true that any turing transputer can execute
any algorithm that is computable, one may grow impatient
for any particular transputer to finish the task.

>
>> >monitors as you have PCI slots. On some machines this is
>> >as high as six! No drivers, no drivers, no drivers. Get it?
>>
>> It's a nice parlour trick. However, the restrictions imposed
>> by it would not impress any PC user. Dumb frame buffer cards
>> are ancient history for us and very substandard. This is
>> what you have to turn your overpriced mac video cards into
>> to achieve 'No drivers'.
>
>You don't understand.
>
>With only two exceptions from 8 years ago (on cards/monitors that did not
>follow the Macintosh conventions) all graphics cards I know of will work
>on a Mac without a driver.

The same is true of PC cards. In Windows default state, you can
interchange any VGA card with any other VGA card without the
need for configuring hardware or software.

If you want to fully utilize the card, activate an 'extension'.

Both machines are identical in this respect.

>
>To enable graphics acceleration, an extension would have to be loaded.
>A card will work, but it won't be all that fast until you use the
>extension (or control panel) to enable the graphics acceleration.

extension, driver... both are extra software that the user must
have in place to enable the full potential of the hardware. Calling
a driver an extension wont make it any less of a driver.

>
>Perhaps it is very similar on PCs, but that's generally how it works on Macs.

Almost identical, actually.

>
>> This is rather pathetic considering the ~$1200/$3000 one would need
>> to spent (or have spent) on video cards/monitors.
>>
>> >> >Now, you tell me, where is the restriction? Any acceleration
>> >> >that the hardware supports is provided by an extension supplied
>> >> >by the hardware manufacturer. Apple has its own accelerator
>> >>
>> >> It's not a 'special driver', its an 'extension'.
>> >>
>> >> More MacVocate hypocrisy in action...
>> >
>> >That's right. Its not a driver, it an extension. Take all of your
>>
>> NewSpeak at it's finest. Such MacVocate blather give a certain special
>> ironic meaning to that initial Mac commercial...
>>
>> Enjoying your life in Oceana?
>
>Perhaps the arguement just boils down to our definitions of driver.
>
>I would consider a driver to be software that enables some bit of
>hardware to work such that the user can use it.

Windows does not require an 'extension' to use a video card.
It is a standard delivered component of the OS. There is also
a version on the system ROM. The ROM is likely where the standard
Mac video driver resides.

>
>As such, the extension for a graphics card on the Mac is not so that a Mac
>user can see anything, but so that the Mac user has accelerated graphics.
>By the rather simple definition I stated above, this extension is not
>really a driver. The extension makes certain graphics calls be performed on
>the card rather than the CPU, but is not vital to there being anything
>useful on the screen.

Then Windows has video 'extensions' as well.

227. Where are they? I want them!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32DD8C05.138D@con2.com>
Source record: 6872
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

hi,

I am in search of these games that you have in your closet, up in the attic or under the leg of an uneven table. Get some cash for those games that you don't play anymore. Sell them to me. If you have any of the titles below I will buy them. They have to be in working order of course and for the Atari ST. Thanks! Waiting to hear from you. Contact me at mykle@con2.com

Adams Family
Super Cauldron
Prince of Persia
Leander
Lemmings
Pirates
James Pond II
Fire and Ice
Underworld
Cadaver
Chaos Engine
Knightmare
Captive
Gods
Xenon & Xenon II

228. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1501972349510001@metricom37.ucsc.edu>
Source record: 6873

In article <5bi0ho$sls@ash.ridgecrest.ca.us>, Michael Grove
<"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:

>Timothy A. Seufert wrote:

>> I would have to disagree. The driving factor is that people who buy one
>> must really have an attachment to legacy Atari software that needs to run
>> as fast as possible. Sure, TOS responds (relatively) quickly, but the OS
>> only does so much. When it comes down to how fast your computer does
>> compute-intensive tasks, a PowerPC is going to blow away the 060.
>
>TOS only does so much. This is key to understanding the performance
>that TOS compatible apps acheive on the T060. Software heads have the
>ability to optimize their applications, not necessarly having to follow
>the guide lines that Mac O/S programers must adhear to.

Software optimization techniques are universal. The biggest gains are
gotten by changing algorithms. The next biggest are by techniques like
tight assembly coding, loop unrolling, software pipelining, etc. These
are all OS-neutral.

> Maybe not good
>in practice, but how else can you explain the performance that most TOS
>applications display on even the modest of Ataris.

Such as?

I propose a simple test. JPEG decoding is a pretty well known CPU
intensive operation. Pick a JPEG image I can download and we'll both time
how long it takes to decode it. I'll use GraphicConverter, a well known
Mac shareware app. Just for good measure, I could run the same test using
xv under Linux / X, and maybe even under BeOS if I can find an image
viewer (I think they supply one with BeOS but I'm not sure). You can do
the same, and we'll compare results.

I don't even pretend that I think it's a fair test.

>As far as the Power PC blowing away the T060, you should really pick up
>the latest issue of Current Notes.

What's it got to say? As I recall, that's a print magazine, and it's not
exactly commonly available, so it's a bit much to ask me to just pick it
up. :)

>I can't speak for all T060 users and wantabees, but I see a hardware
>platform with much more potential and versatility than what is offered
>by Apple or Intel at a substantial lower overall cost. Just add a

>quality video card to an 8500 and you have far exceeded the cost of
>the T060.

The 8500 has quality video built in. The reason that video cards for Macs tend to be quite expensive is that there really isn't much of a market for low-end and midrange cards.

Last I heard, a T060 costs well over $2000. $2000 buys you 200+ MHz machines these days, either Wintel or Macintosh.

>Concerning legacy Atari software, the only problems I have with
>the availability of "new" applications is being able to afford
>to purchase them at the rate they become available.

Just out of curiousity, what is that rate? I haven't followed Atari since I got out of it a few years ago. At that time the rate of new software development was really beginning to dive.

>Sorry Tim, my crystal ball says Apple won't be around that long without
>major reorganization.

Sorry Mike, my crystal ball says yours is wrong. :)

Not because I have incredible faith in Apple, though. I think they are on the brink of disaster. But if death comes to Apple, it will likely be a long and malingering death. Consider how long Atari lasted with essentially no sales except to fanatical followers (hell, I almost bought a Falcon, before I realized that a Quadra was more cost effective). Consider that Apple has a lot more market share than Atari ever had. Consider that they have over a billion dollars in the bank with which to absorb losses. (If nothing else, it would take a lot longer than a year to kill off that much money.)

The major reorganization already happened. It's now time to see what the results of that reorganization are.

> The real question will be if the clone
>manufactures
>are willing to invest in what Apple has purchased. This is of course my
>own opinion, but Apple's performance in the market does indicate
>problems
>on the horizon. Time will tell.

Problems on the horizon? They're hip deep in them now. The years of ineffective management of crucial development programs and abysmal marketing of the really cool technologies Apple has come up with have directly resulted in Apple's current woes.

If Apple's NeXT OS doesn't come out on schedule, they will be in a lot of trouble. The old Apple kept pushing Copland's release date farther back, but the new Apple cannot afford to delay "MacStep" (for lack of a better name) even once.

I am really disappointed. When I jumped ship to Apple, it looked like they were a very solid last bastion of non-Wintel computing. But they have since crumbled.

BTW, on a totally unrelated question: Have you ever used the Atari text editor Sudden View? If so, have you ever gotten it to work on MagiCMac? I wanted to play with it the other day, but although it appears to run, it refuses to recognize my password (SV requires password entry every time you run it). For some time I've been interested in trying to write something similar for the Mac, since SV is very cool, but I need it to play with so I can reacquaint myself with the details of how it works.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

229. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1501972352010001@metricom37.ucsc.edu>
Source record: 6874

In article <853364300_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk wrote:

> In article <bwanga-1301971809380001@metricom59.ucsc.edu>
> bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

>>Ever seen BeOS? All sorts of modern features. Faster interface response
>>than TOS, on the same machine.
>
>BeOS certainly sounds to be a very nice Os but I've yet to use or even
>see it in action, I am however VERY interested that you have seen BeOs
>run on the same machine as TOS, what machine would this be?

My PowerMac. OK, it's not precisely TOS, it's MagiCMac that runs on the
same machine.

>>Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
>>enough memory to force it to start swapping pages out to disk.
>
>What are you talking about? All virtually memory does is swap pages of
>memory out to disk when you don't have enough real RAM, so what you
>are saying about it not slowing the machine down unless you actually
>use it is obviously true but you are stating the complete bloody
>obvious.

I was doing so because JEDI seemed to be arguing that VM automatically
made your computer run real slow.

>>> ROM was faster than floppy in 1986.
>>> ROM is faster than HD now.
>>
>>So what's your point? That we should stay mired in the backwaters of
>>computing just to be absolutely guaranteed that a disk swap operation will
>>never happen?
>
>Having the OS in ROM has little to do with disk swaps.

True. I perhaps cut too much of the context out of my quote.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

230. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan15.175912.1@cobra.uni.edu>
Source record: 6875

In article <5bi0ho$sls@ash.ridgecrest.ca.us>, Michael Grove
<"*mgrove"@owens.ridgecrest.ca.us*/spam address> writes:

> Concerning legacy Atari software, the only problems I have with
> the availability of "new" applications is being able to afford
> to purchase them at the rate they become available.

Whats that? 2 apps a year?

> Sorry Tim, my crystal ball says Apple won't be around that long without
> major reorganization. The real question will be if the clone
> manufactures

What I would like to know how a company posts a loss but increases their cash
on hand?

> are willing to invest in what Apple has purchased. This is of course my
> own opinion, but Apple's performance in the market does indicate
> problems
> on the horizon. Time will tell.

Are you kidding? PowerComputing is on a roll. Power reportedly sold over
200,000 units in 1996. Not bad for a two year upstart. I bet that their
revenues are at least $500 million. I would suspect that they will break a
billion this year. And yes they are very profitable. Motorola shipped 40,000
units from late Nov-Dec period of last year. I suspect that they will do even
better. Power is the next Dell/GateWay

Apple should make Claris public, a $250 million software firm. Just offer upto
50% of the company to the public and rake in the cash.

Claris, Power, Motorola and Umax could handle the OS as a consortium if
something happens to Apple.

>
> Mike

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

231. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan15.184425.1@cobra.uni.edu>
Source record: 6876

In article <853283374_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> The MacOS of 9 years ago isn't modern either, you have no idea about
> the modern Atari operating systems. You expect us to believe all you
> tell us about your vapourware OSs but if we mention a quality OS that
> has existed for years on the Atari you brand it to be rubbish when you
> haven't seen it. An OS that exists is better than one that doesn't, no
> argument no matter how badly to you try to make one. Anyway why does
> the Mac need so many OSs, quite a few months ago according to you MacOS
> was fantastic, then Copland was going to be the next best thing, then
> it was going to intergrate BeOS to make it better now it's NeXT being
> mixed in, it would appear that any OS on this earth, even in your
> stunted views is better than MacOS and as yet of the 3 I mentioned 2
> aren't going ahead and the other is but a distant dream.

The Mac OS has evolved over nine years from System 1.0 to 7.6 with lots of the latest and greatest..

Next July will see Tempus and by Jan the first incarnation of Rhasopy with lots of good internet stuff.

> I'm sure "Sounds like you are defending.." is some sort of bait to be
> snapped up and responded to to in your mind but to me it makes no
> sense. It's just stating the obvious, you launch your usual
> unreasoned, uneducated attack on the Atari machines and you state that
> he is defending like it's something weird or to be ashamed of. I have
> no idea what you are getting at.

I have no idea what you are rambling above

>
> It's not cheap. Good computers AREN'T cheap.

Maybe so on your platform. Here in Mac land, $1599 buys an APS M-Power 603e200. 200mhz PPC 603e, 1.2GIG, 10X CD, 16 Megs/256K L2 cache and keyboard/mouse.

>
> You did what?

Did what?

> It couldn't, it would sink without trace if it did.

Well, we demand better continously. I suppose you are satisfied with the status quo..

> Tempus? So what you are saying is that soon there will be good
> machines available but they won't be running the MacOS and these
> finally WILL be good, sounds about right. And Rhasopy is a very, very
> stupid name for an OS don't ya' think?

Tempus is System 7.7 and will be out in July. Tempus consists of the finished Copland components. Will have a native finder with multithreaded and the new 3d appearance manager..Thats my upgrade.

Rhasopy has some class and at first I did not know why they settled on that name until I found out the meaning.

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

232. Find File program?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32DD890B.6CB@con2.com>
Source record: 6877
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Hi,

Is there a "find file" program similar to that on a Mac for the ST which
will search mounted volumes for the selected file, show you the path to
the file and/or allow you to run (access) the file from there.
Navigating and searching multiple mounted volumes get tedious.

233. Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32DD87B0.2B64@con2.com>
Source record: 6878
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Is there defragmenting software and virus software for Atari hard drives?

Thanks in advance

Mykle

234. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <853362530_OASIS_@pcc-uky.campus.mci.net>
Source record: 6879

In article <bwanga-1401971233580001@metricom46.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

>I would have to disagree. The driving factor is that people who buy one
>must really have an attachment to legacy Atari software that needs to run
>as fast as possible. Sure, TOS responds (relatively) quickly, but the OS
>only does so much. When it comes down to how fast your computer does
>compute-intensive tasks, a PowerPC is going to blow away the 060.

According to the latest issue of Current Notes, the '060 equipped Atari
compares -very- favorably with (approx.) 150 mhz thru 200 mhz PowerPC's.

--

```
_/_/_/
```

235. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-15 00:00:00 UTC
From: JEDI
Message-ID: <5bji0k$6ks@lana.zippo.com>
Source record: 6880
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <Pine.SOL.3.91.970114225055.27865C-100000@ux4.cso.uiuc.edu>, Ryan says...
>
>On 7 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>
>> In article <nervous-0601971628090001@ascend95.netrover.com>, nervous@syst=
>em.net says...
>> >
>> >In article <5ar4ap$35h@lana.zippo.com>, JEDI wrote:
>> >
><snip>
>> >=80 Since the Mac isn't very capable of just plugging in any $40 PCI v=
>ideo
>> >=80 card, the Mac concept of 'plugging in any card' is quite a bit lim=
>ited.
>> >
>> >ATI (the most popular make of graphics cards for PeeCee) makes graphics
>> >cards for the Mac as well.
>>=20
>> So? Where can I get the driver for the Xpression 3D+TV?
>
>Yeah, and where are the PC drivers for the XClaim VR?

Why are there even separate Mac cards? The Mac could be using VME
for any reall effect PCI has...

As far as XClaim drivers go: I'd rather just get the PC version
and spend 33% less. (Rage II ?)
```

236. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1601971248530001@metricom37.ucsc.edu>
Source record: 6741
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bjds0$sdc@scanner.worldgate.com>, Chris Krowchuk
<chris@compdirect.com> wrote:

>The real issue here is that disk based OS' like Win and Mac spend so
>much time accessing the hard drive for simple procedures that we take
>for granted with smaller RAM or ROM based OS' like TOS and the other
>replacement OS' available to Atari users.
>
>An example I use often, open a folder that contains many files such as
>a CD ROM and watch MacOS on a PPC slowly draw the contents of that
>window.

Yep. Solely because of the Finder's methods for getting the icons for the
files. The benefit of that approach is that every file can have its own
icon, and you never have to (as a user) assign icons to file types.

>Atari programmers on the other hand, do it for the love of the machine
>and enjoy the satisfaction of achieving great things from small code.

That's a bigoted attitude to take. You really think all non-Atari
programmers are corporate automatons? I can assure you that if you look,
there are plenty of lean&mean programs for any platform, written by people
who do enjoy the satisfaction of code bumming.

>Many Atari programmers work in machine assembly code, a corporate no-no
>in the Mac and PC market.

Assembly is hardly a "corporate no-no". There are tons of commercial
programs which use it.

Writing programs entirely in assembly is out, though. There's no purpose
in it, no matter what the assembly fanatics tell you. There are classic
rules of thumb for writing good code; one of them is that your program
will spend 90% of its CPU time in 10% of the code. Speeding up that 10%
with assembly is very desirable. The rest of the program? If you rewrite
it entirely in assembly you will achieve *very* little benefit.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

237. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1601971250500001@metricom37.ucsc.edu>
Source record: 6742

In article <1997Jan15.184425.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu
(PETER SINCLAIR-DAY) wrote:

>Next July will see Tempus and by Jan the first incarnation of Rhasopy with lots
>of good internet stuff.

It's "Tempo", Sinclair. Not Tempus.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

238. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5bmabh$h7f@lira.i-way.co.uk>
Source record: 6743
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) mumbled indistinctly:

>In article <5b662b$44@lyra.csx.cam.ac.uk>, Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
writes:

>> You *do* know that Apple have announced that they are not going to adopt
>> BeOS which is apparently very well thought out and fast (as any new OS
>> should be). Instead they are going to use NeXT which is based on Unix. At
>> least you might get a stable OS now. Linux is cool - quick, stable and well
>> supported.

I heard that Apple have bought the NeXT OS for $400million. Steve Jobs
must be rolling around in fits.....

Craig.

239. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: Demetrio Lamzaki <Dee_Lamzaki@msn.com>
Message-ID: <01bc03f6$15710da0$LocalHost@default>
Source record: 6744
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Chris Jones <crjones@ix.netcom.com> wrote in article
<01bc03c0$39c5cdc0$4ac3b8cd@central>...
David Corn <dcorn@paradise.pplnet.com> wrote in article
<32e0a47e.9530063@news.onramp.net>...
> On 15 Jan 1997 22:42:16 GMT, "Chris Jones" <crjones@ix.netcom.com>
> wrote:
>
> >David Corn Wrote:
> >
> >>>... of course, MacOS is far _less_ stable then Win95, and
> >has no comparison to WinNT.<<
> >
> >What planet are you living in? I have to reboot my windoze 95 machine at
> >work 3 to 4 times a week. At home, my less stable Mac runs for weeks at
a
> >time without a reboot. (BTW, I use my home computer twice as much as my
> >work computer.)
>
> I wish the PM6100/60 did that (stayed up).
>
> 3-4 times a *day*? For _what_ exactly?
> ____
> Reachable at: 713 629 6947 nights
> Please quote in all replies

>3-4 times a *day*? <

Correction, 3 to 4 times a week.

>For _what_ exactly?<

You name it.
I lose keyboard control quite a bit, only way to get it back is to reboot.
I get the system is busy blue screen all the time, for many programs
System and program settings change for no reason.

Those are a few of the more common ones on my machine, I administer four
other machines in the office, peer networked. All of which have Pentiums
and 16 Mb of RAM or better and there all still sluggish.

One of them stopped asking for a user name and password when you first boot
up, then you have to shut down and log on as a different user to get on to
the network. Compaq has been no help MS support is stumped. Windows
magazines Fred Langa was sumped. It seems I spend more time troubleshooting

Windoze than actually getting any work done.

What's really funny is Win95 is better than it's predecessors. I used and swore by Wintel machines for ten years, then I used my first Mac at a computer store, after 20 minutes I finally realized what a computer can be. I'll never go back.
==========

Chris,

since you used HTML on your MS News to write about how bad Microsoft products are, I am replying to this with HTML too. Some (most) will not be able to see this properly, but I know that you will, unless of course you decide to read it at home on your superior Mac. :-)

What you describe is going on with your Windows 95 set-up is totally abnormal, and you know it. But, this is an advocacy group, and not the proper place to solve your technical problems.

However, since you know that the majority of us who use Win95/NT on a daily basis and set-up similar systems in businesses every day for a living do not have these same problems that you describe, on a routine basis, something is obviously wrong with your set-up and the competence of the computer support staff in your shop.

To blame Microsoft and Windows for this is shortsighted and stupid.

P.S. Hey at least Ross Perot got his money out in cash from an investment that was going nowhere (NeXT). You notice that he didn't take any Apple stock. It's interesting how a company that's losing money by the ton itself, buys for $400 million another dud, to help Ross out. Don't you think that someone should investigate this?

240. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1601971226140001@199.166.204.230>
Source record: 6745
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <E4206B.Gr7@novice.uwaterloo.ca>, douyang@novice.uwaterloo.ca
(Darwin Ouyang) wrote:

> Release a dumb frame buffer on the PC today, and you will get KILLED by
> the magazines and users.

Release one on the Mac and you'll get the same reaction.

> Many graphics cards I known of on the PC will work without a
> driver either. The reason is called the VESA video BIOS.

Yes, at VGA. No larger screens, no panning etc. Many of these features
are in QuickDraw so you don't need any other driver to support them.

> A driver, by my definition (maybe not yours), is any piece of software
> that isn't part of the OS kernel, which communicates with a piece of
> hardware directly and presents an abstracted standard programming
> interface to the rest of the OS and/or user programs.

Well put, but that is that is also part of the API for application
services? For instance, what if the menu system was the video driver?
Odd example I know...

Maury

241. atari BBS

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: paulsmith@enterprise.net
Message-ID: <32de9535.1668367@news.enterprise.net>
Source record: 6746

Does Anyone know of a BBS program for the Atari??

242. Re: Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970116191018.20216A-100000@mariner.cris.com>
Source record: 6747
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

On Wed, 15 Jan 1997, Mykle wrote:

>Is there defragmenting software and virus software for Atari hard
>drives?

I'd recommend Diamond Edge for defragging and a lot more and UVK in
whatever version is current for virus protection!

>
>Thanks in advance
>
>Mykle
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

243. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bmfca$pft@ornews.intel.com>
Source record: 6748
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-1601971248530001@metricom37.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:
>>Atari programmers on the other hand, do it for the love of the machine
>>and enjoy the satisfaction of achieving great things from small code.
>
>That's a bigoted attitude to take. You really think all non-Atari
>programmers are corporate automatons? I can assure you that if you look,
>there are plenty of lean&mean programs for any platform, written by people
>who do enjoy the satisfaction of code bumming.

The ones that are making a living at it are drones, with very few
exceptions.

----------------------http://www.teleport.com/~atari-----------------------
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--------------------ftp://ftp.teleport.com/users/atari--------------------

244. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32dfc00d.82138451@news.onramp.net>
Source record: 6749
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 16 Jan 1997 15:15:39 GMT, "Chris Jones" <crjones@ix.netcom.com>
wrote:

>Correction, 3 to 4 times a week.

Annoying, but bearable. I wish the Mac I use was that stable.

>>For _what_ exactly?<
>
>You name it.
>I lose keyboard control quite a bit, only way to get it back is to reboot.

How do you do that if they keyboard's dead? Hit reset on the CPU, or
just power down?

>I get the system is busy blue screen all the time, for many programs

Have you checked your hardware?

>System and program settings change for no reason.

Such as?

>One of them stopped asking for a user name and password when you first boot
>up, then you have to shut down and log on as a different user to get on to

That didn't just 'happen' - a user did that. I suggest going to the
Network control panel and checking what it says.

>the network. Compaq has been no help MS support is stumped. Windows
>magazines Fred Langa was sumped. It seems I spend more time troubleshooting
>Windoze than actually getting any work done.

Err...that's a pretty simple one to solve, no?

_____
Reachable at: 713 629 6947 nights
Please quote in all replies

245. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1601971623530001@metricom37.ucsc.edu>
Source record: 6750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bmabh$h7f@lira.i-way.co.uk>, c_graham@patrol.i-way.co.uk wrote:

>I heard that Apple have bought the NeXT OS for $400million. Steve Jobs
>must be rolling around in fits.....

No, he's enjoying being the returning hero. It was a friendly takeover,
and Jobs was still CEO/owner/whatever at NeXT.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

246. Re: Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bmisj$rol@ornews.intel.com>
Source record: 6751
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

In article <32DD87B0.2B64@con2.com>, Mykle <mykle@con2.com> wrote:
>
>Is there defragmenting software and virus software for Atari hard
>drives?

Defrag: best available is Diamond Edge (it also has the facilities to back up your SCSI partition tables and scan the drives for errors, with automatic correction). Contact Oregon Research for the latest version.

UVK (Richard Karsmaker, I believe) is the best virus detection/removal system for the ST. A freeware virus killer is called "Virus Killer" (creative, eh?) and will detect and remove most floppy boot sector viruses.

I don't have immediate contact information for either of these folx, but OR is available through Long Distance information - they're in Tigard, Oregon, area code 503.

----------http://www.teleport.com/~atari----------
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247. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32e0a47e.9530063@news.onramp.net>
Source record: 6752
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 15 Jan 1997 22:42:16 GMT, "Chris Jones" <crjones@ix.netcom.com>
wrote:

>David Corn Wrote:
>
>>>... of course, MacOS is far _less_ stable then Win95, and
>has no comparison to WinNT.<<
>
>What planet are you living in? I have to reboot my windoze 95 machine at
>work 3 to 4 times a week. At home, my less stable Mac runs for weeks at a
>time without a reboot. (BTW, I use my home computer twice as much as my
>work computer.)

I wish the PM6100/60 did that (stayed up).

3-4 times a *day*? For _what_ exactly?

--
Reachable at: 713 629 6947 nights
Please quote in all replies

248. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32DEDEA5.73A5@owens.ridgecrest.ca.us>
Source record: 6753

Timothy A. Seufert wrote:
>
> In article <5bltv0$r7r@scanner.worldgate.com>, Chris Krowchuk
> <chris@compdirect.com> wrote:
>
> >It's not a fair test...
> >
> >Let's go one step further.
> >
> >Here are my results using ImageCopy on a T60 with 32 MB RAM.
> >800*600*256 screen resolution
> >
> >20 640*480*24-bit JPEG images set up as slideshow.
> >
> >* note: the processes involved here are, load from hard disk, decompress,
> >dither to 256 colours and display.
> >
> >26 Seconds.

Blew me away :)

>
> So figure out a way to get me these images and I'll decompress them and time it.

Chris is welcome to UUE them to me and i'll post them on an
ftp site. Sorry, but uploading is not possible here.
>
> Slideshows are not desirable for a real test. You can't tell what part of
> the time was spent processing and what part waiting.

Twenty images in 26 seconds? Where the waiting? :)
This will be true for a single image as well.
(We could use the 6 remaining seconds as a "point spread" :)

>
> What I think I may do is tile together a very large image (say, 3000x3000
> resolution or so), in order to get a file that takes a long time to open,
> so it can be timed properly. We may also want to load things from a
> RAMdisk, in order to eliminate the variable of who happens to have the
> faster HD.

Ram disk if fine fine here. Is 20mb/sec to fast? Hell, can I just blit
the
image to another area and display it? Would that be cheating?

>
> (Funny thing is, I just realized my challenge won't prove anything one way
> or the other... both sides will have things to fall back on, because it
> isn't exactly a rigorous test.)

Actually (depending which server post my mail first) I just wanted to
see
how much "blow away" really ment. My other post will include the ftp
address
for a file we all can use for a simple test. It looks like from Chris's
post above that we would have problems timing a test if each event takes
less than a second.
>
Mike

> --
> +---+
> |Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
> | "I never give them hell. I just tell the truth, and they |
> | think it is hell." -Harry S Truman |
> +---+

249. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1601972005410001@metricom37.ucsc.edu>
Source record: 6754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bmk3d$f6m@scanner.worldgate.com>, Chris Krowchuk
<chris@compdirect.com> wrote:

>bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:
>
>>That's a bigoted attitude to take. You really think all non-Atari
>>programmers are corporate automatons? I can assure you that if you look,
>>there are plenty of lean&mean programs for any platform, written by people
>>who do enjoy the satisfaction of code bumming.
>
>Bigotted? How so. My comment was made in reference to the "Corporate"
>programming companies, not individual code hackers. Without naming any
>specific "Corporations", I think you should be able to figure out to
>whom I reference this point to.

Perhaps I read too much into your comment, then.

Nonetheless, there are still plenty of *corporations* that have dedicated
programmers. I dislike some of Adobe's business practices as much as
anyone, but they have long used highly skilled programmers to write tight
assembly code for Photoshop filters.

>>Assembly is hardly a "corporate no-no". There are tons of commercial
>>programs which use it.
>
>Corporations are more concerned about getting their product onto the street
>on time and on budget, no time for optimizing.

See above. There are a large number of programs for which performance is
an important enough problem that optimizing does take place.

>The fact that simple apps come on multiple disks or CD's is a testament to
>this when compared to relatively similar apps written in tighter code.

Actually, with the proliferation of CDs, it's often cheaper to burn a
single CD than it is to dupe a single floppy. And as long as you've got
that much space, you might as well use it for something... like online
documentation, which is much more common on the Mac and PC.

To give you an example of a really well done Macintosh application,
consider Word Perfect 3.5 for Mac. It is a very nice, easy to use, full
featured word processor. It is hellaciously fast. And the core word
processor itself takes up just 5.6 MB on my disk (the app itself, and the
files necessary for spell and grammar checking). The remainder of the
files (file format conversion filters and various forms of online
documentation) occupy another 7 MB.

>>Writing programs entirely in assembly is out, though. There's no purpose
>
>It is "out" in the Mac and Win world because it takes too long, it is easier
>to use higher level languages.

It takes too long no matter what platform you're on.

> In the Atari world, it is "in" because a highly
>optimised app (or OS in the case of MagiC) can be run with decent speed on 9
>year old equipment.

Exactly. And even so, with the use of the 90/10 model I detailed, you
could get programs that ran just as fast, but were far easier to write and
maintain.

For example, GEM user interface code is very easy to deal with in C. Not
so in assembly. And you'll never notice the speed difference, because the
code is not CPU intensive, with the exception of GEM drawing routines.
The drawing routines of any OS are a great candidate for assembly.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

250. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1601971228220001@199.166.204.230>
Source record: 6755
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5bjgo3$43p@lana.zippo.com>, JEDI wrote:

> So, where can I go to find a PC video board installed into a Mac?
> I am primarily interested in the 3D Xpression+TV (in case you hadn't
> noticed).

Uhhh, how about all of the 9500 and 8500 type chassis based machines directly from Apple? Or any of the PowerComputing machines which ship with various ATi cars? Or the Motorola machines which have an ATi card on the motherboard? You mean those ones?

Maury

251. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970116223145.21726B-100000@ux8.cso.uiuc.edu>
Source record: 6756
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 15 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> Ryan says...
> >
> >On 9 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
> >
> >> crobato@kuentos.guam.net says...
> >> >
> >> >IJEDI writes:
> >> >>nervous@system.net says...
> >> >>>
> >> [deletia]
> >> >Here is one thing I learned about PC cards. It's the cards that
> >> >support Mac like features---gamma correction, multimonitor support,
> >> >pan and zooming, virtual desktops---that are also making Mac cards.
> >>
> >> Note the distinction. Given the common bus, it should not be necessary.
> >> It is not so between Alpha and PC. Yet the Mac still needs its own
> >> specially made cards even after a common bus is adopted.
> >
> >It could also be that there is no market for cards that don't support
> >gamma correction, pan and zooming, and virtual desktops on the Mac.
>
> 3D Xpression+ vs. 3D Xclaim (ATI)
>
> Why the distinction still? Can you show that this is not the norm?

1) Perhaps the distinction is only in the packaging and marketing of the
cards.

2) The Number Nine Imagine 128 works in both Macs and PCs.

I can't think of any other PCI cards that are exactly the same for Macs
and PCs off hand... I'm sure other people could think of some more examples.

> >With PCI Macs, there is no special hardware needed to support Macs as
> >long as the card conforms to the latest PCI spec.
>
> So, where can I go to find a PC video board installed into a Mac?
> I am primarily interested in the 3D Xpression+TV (in case you hadn't
> noticed).

What precisely do you mean by "PC video board"?

ATI's Xclaim VR seems to be very similar (if not identical to) the 3D Xpression+TV. I don't know whether the cards are precisely the same with different packaging, labeling, and drivers or whether they have differences between them that would preclude one being used on the other platform.

Ryan Tokarek
<tokarek@students.uiuc.edu>

252. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970116224437.21726C-100000@ux8.cso.uiuc.edu>
Source record: 6757
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 15 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> Ryan says...
> >
> >On 8 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
> >
> >> In article <32D36369.7A40@earthlink.net>, George says...
> >> >
> >> >JEDI wrote:
> [deletia]
> >> >Boy are you dense (or stubborn)! No drivers to run as many
> >>
> >> I'm not dense. I just realize the implications of 'No drivers'.
> >> Even the more technically literate MacVocates admit that 'No
> >> drivers' severely limits the usefullness of mac video hardware.
> >
> >Unless by 'usufulness' you mean speed, there is no limitation.
>
> Although it is true that any turing transputer can execute
> any algorithm that is computable, one may grow impatient
> for any particular transputer to finish the task.

As I understand it, some graphics cards that work on Macs automatically accelerate graphics, and need an extension (or control panel) to disable acceleration (the extension/control panel can also be used to patch portions of the card's driver).

This is dependent on the card maker's implimentation though (if the drivers are not on the card, then they'll have to be loaded from software).

> >> >monitors as you have PCI slots. On some machines this is
> >> >as high as six! No drivers, no drivers, no drivers. Get it?
> >>
> >> It's a nice parlour trick. However, the restrictions imposed
> >> by it would not impress any PC user. Dumb frame buffer cards
> >> are ancient history for us and very substandard. This is
> >> what you have to turn your overpriced mac video cards into
> >> to achieve 'No drivers'.
> >
> >You don't understand.
> >
> >With only two exceptions from 8 years ago (on cards/monitors that did not
> >follow the Macintosh conventions) all graphics cards I know of will work
> >on a Mac without a driver.

>
> The same is true of PC cards. In Windows default state, you can
> interchange any VGA card with any other VGA card without the
> need for configuring hardware or software.
>
> If you want to fully utilize the card, activate an 'extension'.
>
> Both machines are identical in this respect.

Actually (and this depends on implimentation), some cards automatically
accelerate QuickDraw operations and don't strictly need an extension.

I wonder though, can PCs change color depth or resolution without a
driver or is there just one specific resolution/color depth that is
available if you don't have the appropriate driver loaded?

It's possible that there are exceptions, but with all the graphics cards
that work in Macs that I know of, you can change resolutions/color depths
(on the fly) even if you've installed no software on the Mac for that
card (so you may have no acceleration, but it will work normally otherwise).

> >To enable graphics acceleration, an extension would have to be loaded.
> >A card will work, but it won't be all that fast until you use the
> >extension (or control panel) to enable the graphics acceleration.
>
> extension, driver... both are extra software that the user must
> have in place to enable the full potential of the hardware. Calling
> a driver an extension wont make it any less of a driver.

Except in those cases where the extensions job is not specifically to enable
the card so that it works.

> >> >> >Now, you tell me, where is the restriction? Any acceleration
> >> >> >that the hardware supports is provided by an extension supplied
> >> >> >by the hardware manufacturer. Apple has its own accelerator
> >> >>
> >> >> It's not a 'special driver', its an 'extension'.
> >> >>
> >> >> More MacVocate hypocrisy in action...
> >> >
> >> >That's right. Its not a driver, it an extension. Take all of your
> >>
> >> NewSpeak at it's finest. Such MacVocate blather give a certain special
> >> ironic meaning to that initial Mac commercial...
> >>
> >> Enjoying your life in Oceana?
> >
> >Perhaps the arguement just boils down to our definitions of driver.
> >
> >I would consider a driver to be software that enables some bit of
> >hardware to work such that the user can use it.
>

> Windows does not require an 'extension' to use a video card.
> It is a standard delivered component of the OS.

Still, some companies have their own home-brewed drivers for their cards
quite often anyway (not a big deal at all, but...).

> There is also
> a version on the system ROM. The ROM is likely where the standard
> Mac video driver resides.

Possibly. I don't know the details of it though.

Ryan Tokarek
<tokarek@students.uiuc.edu>

253. Re: Find File program?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32DEAD18.6C16@huey.cadvision.com>
Source record: 6758
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Mykle wrote:
>
> Hi,
>
> Is there a "find file" program similar to that on a Mac for the ST which
> will search mounted volumes for the selected file, show you the path to
> the file and/or allow you to run (access) the file from there.
> Navigating and searching multiple mounted volumes get tedious.

What desktop are yo using? If MagiC/Ease you can do this from the
desktop by selecting the drive icons you want searched, go under the
File menu and select the 'Find' option, type in the file mask you want
and let it go to it! You will be shown windows for all occurrences of
the mask.

If OTOH you're using the standard old TOS desktop, get the shareware
file selector 'Selectric' and use its very nice FIND function to search
for the file mask you specify.

Keith

254. what IS an atari st/falcon??!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: jerry ring <jring@scad.edu>
Message-ID: <32DF2482.5D3F@scad.edu>
Source record: 6759

Tell me about the atari.... so far... all I know about the atari is that it is good for the use of music(cheap price too). What are the other advantages of the atari. I am majoring in Computer Animation. I am looking at different types of Computers, OS, Etc. Does atari offer capabilities that exceed the Pc's, mac's, and AMiGA's, (wheather in graphics, sound, etc.)???

tell me about the atari's.....

jer-------> jring@scad.edu

255. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: JEDI
Message-ID: <5bm79c$7ih@lana.zippo.com>
Source record: 6760
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <32dd16a7.3573099@news.onramp.net>, dcorn@paradise.pplnet.com says...
>
>On Sun, 12 Jan 1997 08:35:15 GMT, sangria@inlink.com (Sang K. Choe)
>wrote:
>
>>Diamond 3400 XL Video using the generic S3 driver, you will need to
>>reboot after screen resolution change.

The current revision of the S3 generic driver (Win95) does support
resolution changes whithout rebooting.
```

256. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: JEDI
Message-ID: <5bm71s$719@lana.zippo.com>
Source record: 6761
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <maury-1301971151470001@199.166.204.230>, maury@softarc.com says...
>
>In article <nervous-1001971036300001@ascend67.netrover.com>,
>nervous@system.net (Nervous) wrote:
>
>> • Note the distinction. Given the common bus, it should not be necessary.
>> • It is not so between Alpha and PC. Yet the Mac still needs its own
>> • specially made cards even after a common bus is adopted.
>>
>> The explain Digidesign's Audiomedia III PCI card? Available for both PC
>> and Mac with their own Digisystem INITs.
>
> I'll explain: JEDI is quite simply dead wrong. The Mac does not need a
>specially made card, and never did. He simply doesn't have a clue what
>he's talking about.

I said nothing of the kind. It's genuinely pathetic when you
MacVocates must resort to lying to make a point. Note that
the fellow said that the card in question required special
software be added to the system. This is precisely what I have
been saying would be required for a platform independent video
card on a Mac. You can't even honestly characterize information
that's in front of you much less anything more distant.

Any vid card not catering to the Mac will have the same configuration
complexities as a PC card.

257. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bmikk$rol@ornews.intel.com>
Source record: 6762
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <32DB967E.28A2@cyberstrider.org>,
Denesh Bhabuta <denesh@cyberstrider.org> wrote:
>
>PETER SINCLAIR-DAY wrote:
>> >>TOS is not modern in anyway.
>> > Of course it is. When was the last time you used it?
>> 9 years ago..
>
>Bwagh haa haa haa. Peter, you really are a dork. You are comparing TOS

You;re far more charitable than he deserves.

>1.0 from 9 years ago to the likes of TOS 4.04, MagiC 5 and Geneva which
>are operating systems used on Ataris today. Why, going on that i can say
>that MACOS doesn't have any colour at all and still uses small 12 inch

I beleive they're 9-inch, actually. And that a Mac emulator running on a ST
has 20% more speed and 15% more screen area than a "real" Macintosh.

>screens... why, I might even go as far as saying that PCs use something
>called MS-DOS 3.xx and no window environment.. hey... I can even say
>that Unix doesn't have a woindowed environment!

You expected some connection with reality from the High Priest of Wishful
Thinking?

>GET REAL Peter!!!

He will - when Newt Gingrich blows Bill Clinton on a live telecast.

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--------------------ftp://ftp.teleport.com/users/atari--------------------

258. Re: Find File program?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bmivk$rol@ornews.intel.com>
Source record: 6763
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

(posted and maileD)

In article <32DD890B.6CB@con2.com>, Mykle <mykle@con2.com> wrote:
>
>Is there a "find file" program similar to that on a Mac for the ST which
>will search mounted volumes for the selected file, show you the path to
>the file and/or allow you to run (access) the file from there.
>Navigating and searching multiple mounted volumes get tedious.

There are a couple. I usually use the "find" function built into Little
Green Selector (it's always readily available), but a WHEREIS program exists
(probably several of them, actually).

----------http://www.teleport.com/~atari----------
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----------ftp://ftp.teleport.com/users/atari----------

259. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan16.193506.1@cobra.uni.edu>
Source record: 6764

In article <bwanga-1601971250500001@metricom37.ucsc.edu>, bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:
> In article <1997Jan15.184425.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu
> (PETER SINCLAIR-DAY) wrote:
>
>>Next July will see Tempus and by Jan the first incarnation of Rhasopy with lots
>>of good internet stuff.
>
> It's "Tempo", Sinclair. Not Tempus.

Oops..Won't happen again..

>
> --
> +---+
> |Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
> | "I never give them hell. I just tell the truth, and they |
> | think it is hell." -Harry S Truman |
> +---+

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

260. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32DEDF9D.4475@owens.ridgecrest.ca.us>
Source record: 6765

```
Timothy A. Seufert wrote:
>
> In article <1997Jan15.184425.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu
> (PETER SINCLAIR-DAY) wrote:
>
> >Next July will see Tempus and by Jan the first incarnation of Rhasopy with lots
> >of good internet stuff.
>
> It's "Tempo", Sinclair. Not Tempus.
>
> --
> +-------------------------------------------------------------+
> |Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
> | "I never give them hell. I just tell the truth, and they |
> | think it is hell." -Harry S Truman |
> +-------------------------------------------------------------+

Ha, ha, ha, ha, ha, ha, ha, ha....ahem....
```

261. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: JEDI
Message-ID: <5bm7g1$806@lana.zippo.com>
Source record: 6766
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <maury-1301971218250001@199.166.204.230>, maury@softarc.com says...
>
>In article <5b886f$iee@lehi.kuentos.guam.net>,
>kuentos.guam.net@kuentos.guam.net wrote:
>
>> Not only did the Monitors object recognize 24 bit color outright
>> without installing anything, I get resolutions, real and virtual,
>> all the way to 4088x1536.
>
> Compare with this post about the PC side of things...
>
>> Use Diamond's video card driver - grabbed from www.diamondmm.com
>> - to solve your problem.
>
> That about says it all in regards to "JEDI"'s claims about drivers and such.

How can you tell that this MacVocate is lying?

His mouth is open.

I have explicitly stated before, for those to dense to get the reference,
that VGA++ was an acknowledgement that the Mac's video cloning standard
was more robust. This person's Diamond problems don't contradict anything
I have said. Furthermore, Diamond is an exceedingly poor example.

I'd just love to see the mess they could make of Mac PnP...

262. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <853448020_OASIS_@pwomar.demon.co.uk>
Source record: 6767

In article <32DB12FC.745D@tiac.net>
Brian-Roland Miller <brmiller@tiac.net> said:-

>JEDI wrote:
>
>
>> CPU level compatibility was promised. It was touted as one of the many
>> advantages of RISC technology. It never materialized and is now getting
>> swept under the rug.
>>
>> Nevermind that Mac PC cards will most certainly cost you more than
>> an entire new PC.
>
>
>No it was not. But it's available anyway. Every hear of "SoftWindows"?

I also heared that for 300 UKP Softwindows will turn your 3000 UKP
high-end mac into a 800 UKP low end pentium.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

263. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <853448616_OASIS_@pwomar.demon.co.uk>
Source record: 6768

In article <bwanga-1401971245380001@metricom46.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

>In article <5bfpdf$69r@ash.ridgecrest.ca.us>, Michael Grove
><"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:

>>Yep, but for now all you have are demos. You don't mention what machine
>>your
>>are running the Be O/S on. Same machine? Are you saying that there is a
>>port
>>of the Be O/S for TOS based machines?
>
>No, I'm running it on my PowerMac 7500 (upgraded to 155 MHz 604). TOS run
>through the services of a MagiCMac demo. BeOS DR8.2 for PowerMac.

So a native OS like Be runs faster than an OS running under double
emulation, big deal!

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

264. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: Chris Jones <crjones@ix.netcom.com>
Message-ID: <01bc03c0$39c5cdc0$4ac3b8cd@central>
Source record: 6769
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Corn <dcorn@paradise.pplnet.com> wrote in article
<32e0a47e.9530063@news.onramp.net>...
> On 15 Jan 1997 22:42:16 GMT, "Chris Jones" <crjones@ix.netcom.com>
> wrote:
>
> >David Corn Wrote:
> >
> >>>... of course, MacOS is far _less_ stable then Win95, and
> >has no comparison to WinNT.<<
> >
> >What planet are you living in? I have to reboot my windoze 95 machine at
> >work 3 to 4 times a week. At home, my less stable Mac runs for weeks at
a
> >time without a reboot. (BTW, I use my home computer twice as much as my
> >work computer.)
>
> I wish the PM6100/60 did that (stayed up).
>
> 3-4 times a *day*? For _what_ exactly?
> ____
> Reachable at: 713 629 6947 nights
> Please quote in all replies

>3-4 times a *day*? <

Correction, 3 to 4 times a week.

>For _what_ exactly?<

You name it.
I lose keyboard control quite a bit, only way to get it back is to reboot.
I get the system is busy blue screen all the time, for many programs
System and program settings change for no reason.

Those are a few of the more common ones on my machine, I administer four
other machines in the office, peer networked. All of which have Pentiums
and 16 Mb of RAM or better and there all still sluggish.

One of them stopped asking for a user name and password when you first boot
up, then you have to shut down and log on as a different user to get on to
the network. Compaq has been no help MS support is stumped. Windows
magazines Fred Langa was sumped. It seems I spend more time troubleshooting
Windoze than actually getting any work done.

What's really funny is Win95 is better than it's predecessors. I used and swore by Wintel machines for ten years, then I used my first Mac at a computer store, after 20 minutes I finally realized what a computer can be. I'll never go back.

265. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <E439Lu.AM6@novice.uwaterloo.ca>
Source record: 6770
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5bk282$hop@lehi.kuentos.guam.net>,
<crobato@kuentos.guam.net> wrote:
>In <E4206B.Gr7@novice.uwaterloo.ca>, douyang@novice.uwaterloo.ca (Darwin Ouyang) writes:
>>In article <Pine.SOL.3.91.970114231328.27865F-100000@ux4.cso.uiuc.edu>,
>>Ryan Tokarek <tokarek@students.uiuc.edu> wrote:
>>>On 8 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

>>>> I'm not dense. I just realize the implications of 'No drivers'.
>>>> Even the more technically literate MacVocates admit that 'No
>>>> drivers' severely limits the usefullness of mac video hardware.

>>Many graphics cards I known of on the PC will work without a
>>driver either. The reason is called the VESA video BIOS.

>>The VESA video BIOS is a standard for controlling the video mode and
>>accessing the frame buffer + certain acceleration features (VESA2.0) on
>>the PC.

>>DOS program (games) tend to use this because they have no other choice.
>>OS/2 has a generic driver that can use it as well. I believe that Win'95

>It's called GENGRADD. For an nonaccelerated driver, it seems to play
>Quicktime movies rather fast, and gets you resolutions like 1280x1024,
>depending on the card it detects.

It is a non-accelerated generic driver that uses VESA PMI to set and
change video modes. Thanks for pointing out the name.

>>and maybe NT also have generic drivers that use the VESA interface. (I

>Not. At least nothing like OS/2's GENGRADD.

Probably not, though there is no reason, other than poor performance, that
NT should be missing drivers for VESA based frame buffer access.

>More important for OS/2 are generic chipset drivers. This means, for
>instance, the same S3 driver works with all S3 chipsets and S3 chipset
>cards, without having to even reinstall if you install a new S3 based
>card. Ditto with Cirrus, Trident, ATI Mach 64, even the Matrox cards.

Yes. NT has the equivlent of these as well. (And the Linux XFree86 servers
each support a family of video adapters as well.)

>>could be wrong.) Linux definately does. (Unaccelerated X-Server)

>>This is a total waste of the card's acceleration features however.

>>>To enable graphics acceleration, an extension would have to be loaded.
>>>A card will work, but it won't be all that fast until you use the
>>>extension (or control panel) to enable the graphics acceleration.

>>Aha. Driver.

>Wrong Darwin. I look at my Mac graphics card and the so called
>extension closely. The extension is far too small in terms of kb size
>to be a driver in the same sense in the PC drivers are. The Mac
>extension is more like a control utility, similar to all the utilities
>you find in PC cards as well---to enable, disable and set settings. The
>extension may only contains patches to the *real* driver, which I
>believe is actually in a ROM inside the Mac graphics card itself.

The size of the driver and where it is located is irrelevent. As long as
it doesn't reside as part of the kernel, and takes hardware specific
features and abstracts them to a standardized API, then I consider it a
driver.

A driver on a ROM is still technically a driver, no?

>There are Mac drivers, but their nature is different from what we expect
>of PC drivers.

True enough I suppose.

>>A driver, by my definition (maybe not yours), is any piece of software
>>that isn't part of the OS kernel, which communicates with a piece of
>>hardware directly and presents an abstracted standard programming
>>interface to the rest of the OS and/or user programs.

>>An extension which enables acceleration:
>>1. Is a piece of software that isn't part of the Mac OS Kernel.
>>2. Communicates with the hardware directly.
>>3. Enables acceleration by extending QuickDraw
>> (a abstracted, standardized programming interface to the rest
>> of the OS).

>>Therefore, I consider that this type of extension *is* a driver.

>At least for my 1724PDS card, that extension isn't a driver. Again, it

[deleted]

>driver, which has to be on the ROM in the card itself. But then, part
>of MacOS is in ROM, so this is not surprising.

After doing a little checking, yes indeed, I agree with you. Many Mac
video cards do indeed place their driver on a ROM chip onboard the card
itself.

Regardless, a driver in ROM is still a driver, albeit one that
doesn't require installation. :) A good thing, for ease of use.

In any case, I consider having things in ROM as a fairly big disadvantage
when it comes to updates and bug fixes. Of course a common thing on the

PC. sigh. :(

Still, I'd much rather stick in a disk and install new software instead of pulling a ROM chip or loading a patch. (Even with Flash RAM I'd still have to pull the card, reset the safety jumper, and then do the Flash RAM update.)

Revised claim:

"The Mac typically supports accelerated video through the use of drivers embedded on the video card in a ROM chip. This eliminates the need to seperately install drivers. Certain developers may choose to ignore this convention and implement the driver PC style."

"The PC supports non-accelerated video through the VESA video bios, which on many video cards functions much like the Mac style ROM chip, except mostly without acceleration features. Some acceleration features may be enabled by VESA 2.0. For accelerated video, the PC relies on drivers loaded by the OS at boot time typically from the hard disk."

Darwin Ouyang

266. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5bk282$hop@lehi.kuentos.guam.net>
Source record: 6881
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <E4206B.Gr7@novice.uwaterloo.ca>, douyang@novice.uwaterloo.ca (Darwin Ouyang) writes:
>In article <Pine.SOL.3.91.970114231328.27865F-100000@ux4.cso.uiuc.edu>,
>Ryan Tokarek <tokarek@students.uiuc.edu> wrote:
>>On 8 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>
>>> I'm not dense. I just realize the implications of 'No drivers'.
>>> Even the more technically literate MacVocates admit that 'No
>>> drivers' severely limits the usefullness of mac video hardware.
>
>>Unless by 'usufulness' you mean speed, there is no limitation.
>
>Release a dumb frame buffer on the PC today, and you will get KILLED by
>the magazines and users.
>
>>> It's a nice parlour trick. However, the restrictions imposed
>>> by it would not impress any PC user. Dumb frame buffer cards
>>> are ancient history for us and very substandard. This is
>>> what you have to turn your overpriced mac video cards into
>>> to achieve 'No drivers'.
>
>>You don't understand.
>
>>With only two exceptions from 8 years ago (on cards/monitors that did not
>>follow the Macintosh conventions) all graphics cards I know of will work
>>on a Mac without a driver.
>
>Many graphics cards I known of on the PC will work without a
>driver either. The reason is called the VESA video BIOS.
>
>The VESA video BIOS is a standard for controlling the video mode and
>accessing the frame buffer + certain acceleration features (VESA2.0) on
>the PC.
>
>DOS program (games) tend to use this because they have no other choice.
>OS/2 has a generic driver that can use it as well. I believe that Win'95

It's called GENGRADD. For an nonaccelerated driver, it seems to play
Quicktime movies rather fast, and gets you resolutions like 1280x1024,
depending on the card it detects.

>and maybe NT also have generic drivers that use the VESA interface. (I

Not. At least nothing like OS/2's GENGRADD.

More important for OS/2 are generic chipset drivers. This means, for
instance, the same S3 driver works with all S3 chipsets and S3 chipset
cards, without having to even reinstall if you install a new S3 based
card. Ditto with Cirrus, Trident, ATI Mach 64, even the Matrox cards.

>could be wrong.) Linux definately does. (Unaccelerated X-Server)
>
>This is a total waste of the card's acceleration features however.
>
>>To enable graphics acceleration, an extension would have to be loaded.
>>A card will work, but it won't be all that fast until you use the
>>extension (or control panel) to enable the graphics acceleration.
>
>Aha. Driver.
>

Wrong Darwin. I look at my Mac graphics card and the so called
extension closely. The extension is far too small in terms of kb size
to be a driver in the same sense in the PC drivers are. The Mac
extension is more like a control utility, similar to all the utilities
you find in PC cards as well---to enable, disable and set settings. The
extension may only contains patches to the *real* driver, which I
believe is actually in a ROM inside the Mac graphics card itself.

This is the only way I can explain why at the moment of installation
without installing the extension, all the specific, and quite
nonstandard video modes and virtual desktop modes of my card are
automatically available and functional at the first bootup. Including
accelerated features---I can remove the CDEV from my system folder and
it still shows the effect of acceleration.

There are Mac drivers, but their nature is different from what we expect
of PC drivers.

>>Perhaps it is very similar on PCs, but that's generally how it works on Macs.
>
>A frame buffer (IE a card without acceleration features available) would
>get KILLED on the Windows market today.
>
>Unless the card was very cheap, say $25, NO ONE would use it because it
>would be insanely slow compared to even cheap accelerated cards.
>
>>> NewSpeak at it's finest. Such MacVocate blather give a certain special
>>> ironic meaning to that initial Mac commercial...
>>> Enjoying your life in Oceana?
>
>>Perhaps the arguement just boils down to our definitions of driver.
>
>>I would consider a driver to be software that enables some bit of
>>hardware to work such that the user can use it.
>
>>As such, the extension for a graphics card on the Mac is not so that a Mac
>>user can see anything, but so that the Mac user has accelerated graphics.

>>By the rather simple definition I stated above, this extension is not
>>really a driver. The extension makes certain graphics calls be performed on
>>the card rather than the CPU, but is not vital to there being anything
>>useful on the screen.
>
>A driver, by my definition (maybe not yours), is any piece of software
>that isn't part of the OS kernel, which communicates with a piece of
>hardware directly and presents an abstracted standard programming
>interface to the rest of the OS and/or user programs.
>
>An extension which enables acceleration:
>1. Is a piece of software that isn't part of the Mac OS Kernel.
>2. Communicates with the hardware directly.
>3. Enables acceleration by extending QuickDraw
> (a abstracted, standardized programming interface to the rest
> of the OS).
>
>Therefore, I consider that this type of extension *is* a driver.
>

At least for my 1724PDS card, that extension isn't a driver. Again, it
depends on the implementation---there is nothing stopping a vendor from
implementing the driver as an extension, or as a ROM in the video card.
The extensions of various Mac graphics cards are too small to be
actually doing the work of a full driver. At best, they seem to be
patches or used as a bridge between the OS and the real
driver, which has to be on the ROM in the card itself. But then, part
of MacOS is in ROM, so this is not surprising.

Rgds,

Chris

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

267. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5bk2rd$hs1@lehi.kuentos.guam.net>
Source record: 6882
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <32dc85c7.1052668@news.onramp.net>, dcorn@paradise.pplnet.com (David Corn) writes:
>On Tue, 14 Jan 1997 23:28:03 -0600, Ryan Tokarek
><tokarek@students.uiuc.edu> wrote:
>
>>You don't understand.
>>With only two exceptions from 8 years ago (on cards/monitors that did not
>>follow the Macintosh conventions) all graphics cards I know of will work
>>on a Mac without a driver.
>
>8*24SC (GC?) being one; what was the other?
>
>Straight from Apple, that was their "high performance" card for the
>_longest_ time. It didn't work under System 7, I think it was.
>
>>To enable graphics acceleration, an extension would have to be loaded.
>>A card will work, but it won't be all that fast until you use the
>>extension (or control panel) to enable the graphics acceleration.
>
>Sounds a lot like Win95, actually.

No. It's just a utility, a switch. The real drivers are there
somewhere I believe in the graphics card itself.

In my case, I need the extension only to *disable* the acceleration and
to customize the key combinations to activate pan and zooming. In other
words, only to *change the default settings.* The card is functional
without the extension, including all modes plus virtual, pan and
zooming and acceleration.

In fact the settings are immedietely changed, including acceleration on
and off, as soon as the control panel extension is closed. I don't have
to reboot.

Rgds,

Chris

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

268. Re: WILL ANY TYPE FLOPPY DRIVE WORK?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HAQLFCAVUP@cabal.shnet.org>
Source record: 6883
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In <5bfc6q$d03@ccnet3.ccnet.com> selah wrote:

>I HAVE A 1040MAND THE FLOPPY A DRIVE BUSTED

Looks more like a Timex 1000 or Sinclair ZX81. Ataris always had
lower case characters.

>CAN I USE A DRIVE FROM ANY PLATFORM?

Besides the plastic front, Atari disk drives are standard Shugart
bus ones (e.g. by Epson). If you find the same drive or one that is
compatible with the front of your defective original, you might even
avoid using a saw to replace yours.

F'up!

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

269. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: David Every <dke@adnc.com>
Message-ID: <AF0389BA-21BB1@207.158.13.53>
Source record: 6884
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> >With PCI Macs, there is no special hardware needed to support Macs
as
> >long as the card conforms to the latest PCI spec.

> >On 9 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
> So, where can I go to find a PC video board installed into a
Mac?

Come to my house... I have a PCI Video Card (Imagine 128) that plugs
into either a Mac or PC.

--
David K. Every
MacKiDo Warrior - The Power of the Macintosh Way!
--
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granted to any service provider except Microsoft. By distributing
this, Microsoft agrees to pay $1,000 per posting.

270. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: David Every <dke@adnc.com>
Message-ID: <AF038AF5-26592@207.158.13.53>
Source record: 6885
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI -
> The same is true of PC cards. In Windows default state, you can
> interchange any VGA card with any other VGA card without the
> need for configuring hardware or software.

Except there are many cards that AREN'T VGA... there are the VESA cards and the XGA, and many other TLA's that I don't remember and more than a few proprietary ones... so you are saying that the PC's PnP works often - and thats as good as the Macs always (or damn near it).

There is a difference in degrees - and you will be raised to a new level of "assholishness" if you are so blind that you can't understand the difference between Macs PnP and PC's russian roulette (usually it works - but sometimes it blows your head off).

> >I would consider a driver to be software that enables some bit of
> >hardware to work such that the user can use it.
>
> Windows does not require an 'extension' to use a video card.

BZZT! WRONG! There are many cases where it does. Most cases it does not.
--
David K. Every
MacKiDo Warrior - The Power of the Macintosh Way!
--
=A91997 DKE. Non-exclusive, royalty free license to distribute is granted to any service provider except Microsoft. By distributing this, Microsoft agrees to pay $1,000 per posting.

271. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bltv0$r7r@scanner.worldgate.com>
Source record: 6886

bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>I propose a simple test. JPEG decoding is a pretty well known CPU
>intensive operation. Pick a JPEG image I can download and we'll both time
>how long it takes to decode it. I'll use GraphicConverter, a well known
>Mac shareware app. Just for good measure, I could run the same test using
>xv under Linux / X, and maybe even under BeOS if I can find an image
>viewer (I think they supply one with BeOS but I'm not sure). You can do
>the same, and we'll compare results.
>
>I don't even pretend that I think it's a fair test.

It's not a fair test...

Let's go one step further.

Here are my results using ImageCopy on a T60 with 32 MB RAM.
800*600*256 screen resolution

20 640*480*24-bit JPEG images set up as slideshow.

* note: the processes involved here are, load from hard disk, decompress,
dither to 256 colours and display.

26 Seconds.

Caveat, ImageCopy only lets you choose "full" seconds as wait time between
images in a slideshow, ie: 1 second is the smallest wait time. If I could set
Imagecopy to reload after .25 seconds, I do not know if the total time to
complete the slideshow would be better, I assume it would.

I already know how fast a 9500 with GraphicConverter does this test and it
is nowhere close.

All the best,
Chris @ Computer Direct

272. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: atari@teleport.com
Message-ID: <5bm0pt$2do$4@nadine.teleport.com>
Source record: 6887
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

>JEDI wrote:
>
>
>> CPU level compatibility was promised.
>
>No it was not. But it's available anyway. Every hear of "SoftWindows"?

Softwindows is NOT CPU-level compatabilty - it's a software emulator.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
-------------------ftp://ftp.teleport.com/users/atari----------------------

273. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: JEDI
Message-ID: <5blfhe$gtj@lana.zippo.com>
Source record: 6888
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bjo1c$2gb@lyra.csx.cam.ac.uk>, Adrian says...
>
>In comp.sys.atari.st Chris Krowchuk <chris@compdirect.com> wrote:
>
> > >>>Timothy A. Seufert wrote:
>
> > >>No, it's because the MacOS has one of the crappiest VM implementations
> > >>in the known universe.
> > >>
> > >>Still, if you are careful to keep the memory consumption of all your
> > >>programs beneath the size of total physical RAM in your machine, you
> > >>should not ever see a bad VM hit.
>
> > Virtual memory is not the real issue here that slows down MacOS and
> > makes extremely powerful hardware seem slow.
>
> > Virtual memory on any platform is obviously not as fast as real RAM.
>
>Virtual memory should not slow down the machine. I am running a Linux box
>and although I used to have 16MB of memory, I required much more to compile
>my programs - about another 16MB in fact. Without VM this wouldn't be
>possible. When I compiled, my hard disk thrashed itself to pieces, but at
>least things worked (albeit quite slowly).

You just contradicted yourself here.

Although Linux is quite a bit more intellegent about it's VM,
you will still take a performance hit if you depend upon it too
much; Linux developers admit as much. On the less robust systems,
this situation is magnified.

274. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: JEDI
Message-ID: <5blfpl$hca@lana.zippo.com>
Source record: 6889

In article <bwanga-1501972352010001@metricom37.ucsc.edu>, bwanga@cats.ucsc.edu says...
>
>In article <853364300_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk wrote:
>
>> In article <bwanga-1301971809380001@metricom59.ucsc.edu>
>> bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-
[deletia]
>>What are you talking about? All virtually memory does is swap pages of
>>memory out to disk when you don't have enough real RAM, so what you
>>are saying about it not slowing the machine down unless you actually
>>use it is obviously true but you are stating the complete bloody
>>obvious.
>
>I was doing so because JEDI seemed to be arguing that VM automatically
>made your computer run real slow.

Unless you are running a big-iron OS and a fast disk, this is indeed
the case. The other micro-OSes just aren't quite 'modern' enough yet.
Even the ones that are can't outrun physics...

275. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1601971232140001@metricom37.ucsc.edu>
Source record: 6890

In article <5bltv0$r7r@scanner.worldgate.com>, Chris Krowchuk
<chris@compdirect.com> wrote:

>It's not a fair test...
>
>Let's go one step further.
>
>Here are my results using ImageCopy on a T60 with 32 MB RAM.
>800*600*256 screen resolution
>
>20 640*480*24-bit JPEG images set up as slideshow.
>
>* note: the processes involved here are, load from hard disk, decompress,
>dither to 256 colours and display.
>
>26 Seconds.

So figure out a way to get me these images and I'll decompress them and time it.

Slideshows are not desirable for a real test. You can't tell what part of
the time was spent processing and what part waiting.

What I think I may do is tile together a very large image (say, 3000x3000
resolution or so), in order to get a file that takes a long time to open,
so it can be timed properly. We may also want to load things from a
RAMdisk, in order to eliminate the variable of who happens to have the
faster HD.

(Funny thing is, I just realized my challenge won't prove anything one way
or the other... both sides will have things to fall back on, because it
isn't exactly a rigorous test.)

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

276. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5bmiag$ev@lehi.kuentos.guam.net>
Source record: 6771
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <5bji0k$6ks@lana.zippo.com>, JEDI writes:
>In article <Pine.SOL.3.91.970114225055.27865C-100000@ux4.cso.uiuc.edu>, Ryan says...
>>
>>On 7 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>>
>>> In article <nervous-0601971628090001@ascend95.netrover.com>, nervous@syst=
>>em.net says...
>>> >
>>> >In article <5ar4ap$35h@lana.zippo.com>, JEDI wrote:
>>> >
>><snip>
>>> >=80 Since the Mac isn't very capable of just plugging in any $40 PCI v=
>>ideo
>>> >=80 card, the Mac concept of 'plugging in any card' is quite a bit lim=
>>ited.
>>> >
>>> >ATI (the most popular make of graphics cards for PeeCee) makes graphics
>>> >cards for the Mac as well.
>>>=20
>>> So? Where can I get the driver for the Xpression 3D+TV?
>>
>>Yeah, and where are the PC drivers for the XClaim VR?
>
> Why are there even separate Mac cards? The Mac could be using VME
> for any reall effect PCI has...

So you won't mistake which one is for the Mac, and which one is for the
PC.

>
> As far as XClaim drivers go: I'd rather just get the PC version
> and spend 33% less. (Rage II ?)

Actually, the prices of ATI cards are fairly the same for both PC and
Mac versions. The exception is the low end ATI Graphics Expression
which has no Mac equivalent, but isn't faster than built in VRAM
based Mac graphics subsystems found in PCI Macs, and the fact that in
many Mac clones (Motorola and Power Computing in mind), an ATI Mach 64
264VT chipset is standard built into them. If that Mach 64 is paired
with DRAM, this is already the performance equivalent of the Graphics
Expression. If that Mach 64 is paired with VRAM, the equivalent would
be the Pro Turbo. Thus, Mac graphics cards, in essence have to be high
end, high performance, or you will be throwing money with a low end card

that isn't faster than the fast built in graphics system.

Rgds,

Chris

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

277. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bmk3d$f6m@scanner.worldgate.com>
Source record: 6772
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>That's a bigoted attitude to take. You really think all non-Atari
>programmers are corporate automatons? I can assure you that if you look,
>there are plenty of lean&mean programs for any platform, written by people
>who do enjoy the satisfaction of code bumming.

Bigotted? How so. My comment was made in reference to the "Corporate"
programming companies, not individual code hackers. Without naming any
specific "Corporations", I think you should be able to figure out to
whom I reference this point to.

Surely there are hobbyists and small guys programming in their basement
that do a wonderful job on software for all platforms. You just don't
see their stuff in the stores or in the catalogues etc. because it is
mostly PD/Shareware.

>>Many Atari programmers work in machine assembly code, a corporate no-no
>>in the Mac and PC market.
>
>Assembly is hardly a "corporate no-no". There are tons of commercial
>programs which use it.

Corporations are more concerned about getting their product onto the street
on time and on budget, no time for optimizing.

The fact that simple apps come on multiple disks or CD's is a testament to
this when compared to relatively similar apps written in tighter code.

>Writing programs entirely in assembly is out, though. There's no purpose

It is "out" in the Mac and Win world because it takes too long, it is easier
to use higher level languages. In the Atari world, it is "in" because a highly
optimised app (or OS in the case of MagiC) can be run with decent speed on 9
year old equipment.

All the best,
Chris @ Computer Direct

278. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32e3cf7a.86089732@news.onramp.net>
Source record: 6773
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Thu, 16 Jan 1997 12:26:14 -0500, maury@softarc.com (Maury Markowitz) wrote:

>> Many graphics cards I known of on the PC will work without a
>> driver either. The reason is called the VESA video BIOS.
>
> Yes, at VGA. No larger screens, no panning etc. Many of these features
>are in QuickDraw so you don't need any other driver to support them.

If you must guess, at least don't post your guesses. VESA has the ability to do all resolutions the card can do, at all colordepths.

Granted, I'm talking about DOS here, but VESA is a graphics card addressing standard, and it doesn't require a software driver (made especially for the graphics card) in order to work.

Reachable at: 713 629 6947 nights
Please quote in all replies

279. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970116230147.21726D-100000@ux8.cso.uiuc.edu>
Source record: 6774
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 15 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:

> Ryan says...
> >
> >On 7 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
> >
<snipped because it was getting messy, and I didn't want to reformat it>
> >> So? Where can I get the driver for the Xpression 3D+TV?
> >
> >Yeah, and where are the PC drivers for the XClaim VR?
>
> Why are there even separate Mac cards?

I don't know why ATI choses to do that.

It could be they are targeting a different customer base. ;)

> The Mac could be using VME
> for any reall effect PCI has...

After checking their website, it looks as if the 3D Xpression+PC2TV isn't
quite as good as the XClaimVR.

They both accelerate 2D and 3D graphics.
They both have television output.

Only the Xclaim has video input built in (from VCR or camcorder).

With an extra card, both can be used as a TV tuner, but the PC's version
of the add-on card is what provides the video input.

> As far as XClaim drivers go: I'd rather just get the PC version
> and spend 33% less. (Rage II ?)

To have equivalent features for the two cards (both with 2MB RAM):

For the Mac you would purchase the XClaimVR and the XClaim TV tuner
($229.95+$89.95 = $319.90)

For the PC you have to buy the 3D XPression+PC2TV and the apprpriate TV
tuner card from ATI.
($162.95+$119.95 = $282.90)

That's a 13% ($37) price difference.
(Prices are from Cyberian Outpost <http://www.cybout.com/cyberian.html>)

I don't know what the differences between the memory systems are. The XClaim uses SGRAM and the XPression uses "single-cycle DRAM memory". Whether those are the same or not or whether one is faster or not, I do not know, but that could possibly account for the final price difference.

I didn't see a "single-cycle DRAM memory" or any memory upgrade for the XPression listed at Cyberian Outpost, though that doesn't mean that such an upgrade doesn't exist. The 2MB upgrade for the Mac is $84.95.

Ryan Tokarek
<tokarek@students.uiuc.edu>

280. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5bn41r$a09c_004@news.ti.com>
Source record: 6775
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bippf$isd@lana.zippo.com>, JEDI wrote:
>
> Actually, if you saw a GPF notice, then protection was working.
> Now, if on the other hand, it just mysteriously crashed: that
> would be a protection failure.
>
> Although the (pragmatic) need to restart Win at that point is rather
> contrary to the whole point of memory protection however...

Actually, if a GPF occured, my experience tells me to better shutdown and reboot the system. This is because there is already some corruption in the memory. I encountered several times after a GPF, everything looks OK but program which are stable (eg print manager) will themselves encounter GPF.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

281. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5bn9ff$3tv@lehi.kuentos.guam.net>
Source record: 6776
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <Pine.SOL.3.91.970116230147.21726D-100000@ux8.cso.uiuc.edu>, Ryan Tokarek
<tokarek@students.uiuc.edu> writes:
>On 15 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>
>> Ryan says...
>> >
>> >On 7 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>> >
><snipped because it was getting messy, and I didn't want to reformat it>
>> >> So? Where can I get the driver for the Xpression 3D+TV?
>> >
>> >Yeah, and where are the PC drivers for the XClaim VR?
>>
>> Why are there even separate Mac cards?
>
>I don't know why ATI choses to do that.
>
>It could be they are targeting a different customer base. ;)
>
>> The Mac could be using VME
>> for any reall effect PCI has...
>
>After checking their website, it looks as if the 3D Xpression+PC2TV isn't
>quite as good as the XClaimVR.
>
>They both accelerate 2D and 3D graphics.
>They both have television output.
>
>Only the Xclaim has video input built in (from VCR or camcorder).
>
>With an extra card, both can be used as a TV tuner, but the PC's version
>of the add-on card is what provides the video input.
>
>> As far as XClaim drivers go: I'd rather just get the PC version
>> and spend 33% less. (Rage II ?)
>
>To have equivalent features for the two cards (both with 2MB RAM):
>
>For the Mac you would purchase the XClaimVR and the XClaim TV tuner
>($229.95+$89.95 = $319.90)
>
>For the PC you have to buy the 3D XPression+PC2TV and the apprpriate TV

>tuner card from ATI.
>($162.95+$119.95 = $282.90)
>
>That's a 13% ($37) price difference.
>(Prices are from Cyberian Outpost <http://www.cybout.com/cyberian.html>)
>
>I don't know what the differences between the memory systems are. The
>XClaim uses SGRAM and the XPression uses "single-cycle DRAM memory".

SGRAM is the same thing Matrox is claiming that's faster than DRAM and is used in the PC only Mystique cards. Like DRAM, SGRAM is single ported. Matrox is also using something dualported they say is faster than VRAM ---heck, I forgot the alphabet soup--- for the Millenium cards. Check http://www.matrox.com to read more about these sort of memories in particular. And when you're there, enjoy the feud they are having with ATI.

As for as the Xpression goes, that's just plain DRAM. I would say both have the same ATI chipset, but the use of SGRAM on the Xclaim card makes it more expensive the Xpressions card.

It would be *suicide* for a card manufacturer to sell a video card with DRAM because in the Macintosh side, the levels are much higher. You can't sell a card whose performance is lower than the built in video of a PCI Mac---which has dual ported VRAM standard. In the PC it's different because for a lot of them, the video is not built in to the motherboard, and second, if they were, they use DRAM. Price is very important in the PC side because of heavy competition and OEM bundling. Performance is more important on the Mac side because of higher expectations.

Rgds,

Chris

>Whether those are the same or not or whether one is faster or not, I do
>not know, but that could possibly account for the final price difference.
>
>I didn't see a "single-cycle DRAM memory" or any memory upgrade for the
>XPression listed at Cyberian Outpost, though that doesn't mean that such
>an upgrade doesn't exist. The 2MB upgrade for the Mac is $84.95.
>
>Ryan Tokarek
><tokarek@students.uiuc.edu>

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

282. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5bmh06$1df@lyra.csx.cam.ac.uk>
Source record: 6777
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In comp.sys.atari.st JEDI wrote:
> In article <5bjo1c$2gb@lyra.csx.cam.ac.uk>, Adrian says...
> >
> >In comp.sys.atari.st Chris Krowchuk <chris@compdirect.com> wrote:
> >
> > > >>>Timothy A. Seufert wrote:
> >
> > > > >>No, it's because the MacOS has one of the crappiest VM implementations
> > > > >>in the known universe.
> > > > >>
> > > > >>Still, if you are careful to keep the memory consumption of all your
> > > > >>programs beneath the size of total physical RAM in your machine, you
> > > > >>should not ever see a bad VM hit.
> >
> > > > Virtual memory is not the real issue here that slows down MacOS and
> > > > makes extremely powerful hardware seem slow.
> >
> > > > Virtual memory on any platform is obviously not as fast as real RAM.
> >
> >Virtual memory should not slow down the machine. I am running a Linux box
> >and although I used to have 16MB of memory, I required much more to compile
> >my programs - about another 16MB in fact. Without VM this wouldn't be
> >possible. When I compiled, my hard disk thrashed itself to pieces, but at
> >least things worked (albeit quite slowly).

> You just contradicted yourself here.

> Although Linux is quite a bit more intellegent about it's VM,
> you will still take a performance hit if you depend upon it too
> much; Linux developers admit as much. On the less robust systems,
> this situation is magnified.

Obviously more physical memory not more virtual memory makes your computer faster. VM does not slow a machine much as long as you don't "depend on it too much" as you say and cause the hard disk to be thrashed to pieces. Just the extra VM layer shouldn't slow things down too much - lookups must be done to ensure memory protection anyway - particularly as it can be very helpful.

Most systems do not take kindly to running short of memory. Running a computer slightly slower all the time and not crashing is IMHO better than running it slightly faster and then getting _bad_ crashes (i.e. disk corruption and/or reboot) when Netscape messes up and gobbles up loads of memory. Or when you're compiling Modula-3 programs (why I needed the extra

MB :)

Adrian

==========
adrian.bridgett@poboxes.com http://www.netforward.com/poboxes/?Adrian.Bridgett
----
Windows95 - the world's first NON-operating system.

283. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <E453Aq.64A@novice.uwaterloo.ca>
Source record: 6778
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <maury-1601971226140001@199.166.204.230>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <E4206B.Gr7@novice.uwaterloo.ca>, douyang@novice.uwaterloo.ca
>(Darwin Ouyang) wrote:
>
>> Release a dumb frame buffer on the PC today, and you will get KILLED by
>> the magazines and users.
>
> Release one on the Mac and you'll get the same reaction.

:)

>> Many graphics cards I known of on the PC will work without a
>> driver either. The reason is called the VESA video BIOS.

> Yes, at VGA. No larger screens, no panning etc. Many of these features
>are in QuickDraw so you don't need any other driver to support them.

YOu can do large screens and panning with VESA 2.0.

However, using VESA2.0 disables the majority of acceleration features on a
card. :(

DOS SVGA games are typically the only real users of VESA2.0, mostly
because they don't have the choice of using accelerated drivers..

>> A driver, by my definition (maybe not yours), is any piece of software
>> that isn't part of the OS kernel, which communicates with a piece of
>> hardware directly and presents an abstracted standard programming
>> interface to the rest of the OS and/or user programs.

> Well put, but that is that is also part of the API for application
>services? For instance, what if the menu system was the video driver?
>Odd example I know...

Unlikely. Using OS/2 as an example, the API layer(PM) usually calls down
to a lower level of software, like the graphics engine (the GRE),
which then breaks down complex operations into simple easy to accelerate
ones. These operations are then sent to the device driver (GRADD), which
actually talks to the HW. If the GRADD replies that hardware cannot
perform that particulr operation, then the GRE emulates the operation.

This is also why drivers can differ wildly in quality, even within the
same card family. Developers may initially implement a driver accelerating
very few features, then slowly add acceleration as the driver improves.

Of course, I acknowledge that there are exceptions to everything. :)

Darwin Ouyang

284. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5bo2pk$6pb@lehi.kuentos.guam.net>
Source record: 6779
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <E453Aq.64A@novice.uwaterloo.ca>, douyang@novice.uwaterloo.ca (Darwin Ouyang) writes:
>In article <maury-1601971226140001@199.166.204.230>,
>Maury Markowitz <maury@softarc.com> wrote:
>>In article <E4206B.Gr7@novice.uwaterloo.ca>, douyang@novice.uwaterloo.ca
>>(Darwin Ouyang) wrote:
>>
>>> Release a dumb frame buffer on the PC today, and you will get KILLED by
>>> the magazines and users.
>>
>> Release one on the Mac and you'll get the same reaction.
>
>:)
>
>>> Many graphics cards I known of on the PC will work without a
>>> driver either. The reason is called the VESA video BIOS.
>
>> Yes, at VGA. No larger screens, no panning etc. Many of these features
>>are in QuickDraw so you don't need any other driver to support them.
>
>YOu can do large screens and panning with VESA 2.0.
>
>However, using VESA2.0 disables the majority of acceleration features on a
>card. :(
>
>DOS SVGA games are typically the only real users of VESA2.0, mostly
>because they don't have the choice of using accelerated drivers..

I will tell you one thing. The SVGA DOS game I have that uses VESA 2.0
ran faster than its Windows 95 equivalent using DirectX. On an action
game like Mechwarrior, it shows.

>
>>> A driver, by my definition (maybe not yours), is any piece of software
>>> that isn't part of the OS kernel, which communicates with a piece of
>>> hardware directly and presents an abstracted standard programming
>>> interface to the rest of the OS and/or user programs.
>
>> Well put, but that is that is also part of the API for application
>>services? For instance, what if the menu system was the video driver?
>>Odd example I know...
>
>Unlikely. Using OS/2 as an example, the API layer(PM) usually calls down
>to a lower level of software, like the graphics engine (the GRE),

>which then breaks down complex operations into simple easy to accelerate
>ones. These operations are then sent to the device driver (GRADD), which
>actually talks to the HW. If the GRADD replies that hardware cannot
>perform that particulr operation, then the GRE emulates the operation.
>
>This is also why drivers can differ wildly in quality, even within the
>same card family. Developers may initially implement a driver accelerating
>very few features, then slowly add acceleration as the driver improves.
>
>Of course, I acknowledge that there are exceptions to everything. :)
>

Talk about GRADD. GENGRADD in OS/2 is the only driver I know that must use VESA 2.0 (except I suspect, some Linux X-free drivers). I get all sorts of resolutions without installing drivers for the video cards. Furthermore, I can shut down the machine, change the card, and reboot back into the same resolution. It's slower than the dedicated drivers, but surprisingly, on a Cyrix P166+ and a card with fast frame buffering, you can do full window drags and play Quicktime movies with surprising speed. I have a Matrox Millenium, but I have tested this with a Cirrus Logic, various S3 and an ATI Mach 64 card.

However do not confuse Quickdraw and Macintosh graphics with non accelerated VESA drivers. While I can plug and play graphics cards on OS/2 with GENGRADD, I don't do it with true native acceleration---just the sheer speed of the OS/2 GRADD driver and GRE system. The Mac is different, install and acceleration is instantaneous. Extensions are for patches and control settings. The driver for the Mac card must be built into some ROM, and when the machine boots, the Mac must detect the card, patches the trap dispatch table to vector calls into the card's ROM (instead of its equivalent in the Toolkit ROM). At least that's my theory anyway.

Rgds,

Chris

****
"Defend your OS choice, or you will lose it."
*---Steve Kahng, CEO, Power Computing. *
*>> crobato@kuentos.guam.net << *
****

285. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5bn42k$a09c_006@news.ti.com>
Source record: 6780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bjds2$sdd@scanner.worldgate.com>, Chris Krowchuk
<chris@compdirect.com> wrote:
>
>The real issue here is that disk based OS' like Win and Mac spend so
>much time accessing the hard drive for simple procedures that we take
>for granted with smaller RAM or ROM based OS' like TOS and the other
>replacement OS' available to Atari users.
>
>An example I use often, open a folder that contains many files such as
>a CD ROM and watch MacOS on a PPC slowly draw the contents of that
>window.
>

On my 100MHz Pentium, opening a folder in the explorer (WinNT4) takes several seconds as the OS needs to open every application to retrieve the icons for that file. If I smaller icon, it's faster as the rendering is faster. On my Falc, it's faster as it don't have to open every application to read the icon.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

286. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: Chris Jones <crjones@ix.netcom.com>
Message-ID: <01bc0494$2d173da0$55c3b8cd@central>
Source record: 6781
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Corn <dcorn@paradise.pplnet.com> wrote in article
<32dfc00d.82138451@news.onramp.net>...
> On 16 Jan 1997 15:15:39 GMT, "Chris Jones" <crjones@ix.netcom.com>
> wrote:
>
> >Correction, 3 to 4 times a week.

> Annoying, but bearable. I wish the Mac I use was that stable.

Your definition of bearable is seems to be different from mine. Not to
mention I've never used the word "annoying" when describing my Mac.

> >>For _what_ exactly?<
> >
> >You name it.
> >I lose keyboard control quite a bit, only way to get it back is to
reboot.

> How do you do that if they keyboard's dead? Hit reset on the CPU, or
> just power down?

sometimes my keyboard goes dead, most of the time it works partially, I've
tried diff. ones so I can't see how it's the hardware.

> >I get the system is busy blue screen all the time, for many programs
>
> Have you checked your hardware?

My point exactly, on a Mac, if for some strange reason there was a critical
problem it would let me know, not give a bunch of addresses, this might be
interesting or useful to a techie, but not to me.

> >System and program settings change for no reason.
>
> Such as?

When I booted up this morning my desktop icons were all over the place and
the volume was muted. these aren't system settings(maybe the volume thing
is?) but they're the most recent

> >One of them stopped asking for a user name and password when you first
boot
> >up, then you have to shut down and log on as a different user to get on
to

> That didn't just 'happen' - a user did that. I suggest going to the
> Network control panel and checking what it says.

actually, the user did nothing, all the network setting a correct. If it were as simple as a setting change it would be possible to make any networked win95 machine do this, give it a try. When networking is turned off, the choice to close all programs and log on as a different user isn't available.

> >the network. Compaq has been no help MS support is stumped. Windows
> >magazines Fred Langa was sumped. It seems I spend more time troubleshooting
> >Windoze than actually getting any work done.
>
> Err...that's a pretty simple one to solve, no?

I don't understand what you mean?

--
Where do you want to go today?......
.....to my Macintosh!

287. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5bn8g4$3to@lehi.kuentos.guam.net>
Source record: 6782
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <Pine.SOL.3.91.970116223145.21726B-100000@ux8.cso.uiuc.edu>, Ryan Tokarek
<tokarek@students.uiuc.edu> writes:
>On 15 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>
>> Ryan says...
>> >
>> >On 9 Jan 1997 JEDI@.MISSING-HOST-NAME. wrote:
>> >
>> >> crobato@kuentos.guam.net says...
>> >> >
>> >> >IJEDI writes:
>> >> >>nervous@system.net says...
>> >> >>>
>> >> [deletia]
>> >> >Here is one thing I learned about PC cards. It's the cards that
>> >> >support Mac like features---gamma correction, multimonitor support,
>> >> >pan and zooming, virtual desktops---that are also making Mac cards.
>> >>
>> >> Note the distinction. Given the common bus, it should not be necessary.
>> >> It is not so between Alpha and PC. Yet the Mac still needs its own
>> >> specially made cards even after a common bus is adopted.
>> >
>> >It could also be that there is no market for cards that don't support
>> >gamma correction, pan and zooming, and virtual desktops on the Mac.
>>
>> 3D Xpression+ vs. 3D Xclaim (ATI)
>>
>> Why the distinction still? Can you show that this is not the norm?
>
>1) Perhaps the distinction is only in the packaging and marketing of the
>cards.
>
>2) The Number Nine Imagine 128 works in both Macs and PCs.
>
>I can't think of any other PCI cards that are exactly the same for Macs
>and PCs off hand... I'm sure other people could think of some more examples.
>

The design of the PC and Mac versions of the following cards: Matrox
Millenium, the ATI Mach 64 cards, even the Diamond Javelin to the
Stealth are about the same.

Even the chipsets are the same. The Motorola MacOS motherboards use the
same ATI 264VT chipset as the ATI Graphics Expression cards for the PC.

>> >With PCI Macs, there is no special hardware needed to support Macs as
>> >long as the card conforms to the latest PCI spec.
>>
>> So, where can I go to find a PC video board installed into a Mac?
>> I am primarily interested in the 3D Xpression+TV (in case you hadn't
>> noticed).
>
>What precisely do you mean by "PC video board"?
>
>ATI's Xclaim VR seems to be very similar (if not identical to) the 3D
>Xpression+TV. I don't know whether the cards are precisely the same with
>different packaging, labeling, and drivers or whether they have differences
>between them that would preclude one being used on the other platform.
>
>Ryan Tokarek
><tokarek@students.uiuc.edu>

Take a look at the Matrox Millenium for the PC and the Mac. Both are
absolutely identical in pictures, with the only difference being the Mac
version being longer because it has 4MB on it as base instead of 2MB.

Rgds,

Chris

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

288. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1701971130070001@199.166.204.230>
Source record: 6783
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5bm71s$719@lana.zippo.com>, JEDI wrote:

> I said nothing of the kind.

"JEDI", you've been saying exactly that for the last two weeks. To be
exact you've continually made several claims:

a) PC based display cards don't need drivers (just plug in a SVGA card and
off it goes)
b) Mac cards need drivers
c) PC cards won't work on the Mac
d) ISA works on multiple platforms
e) Mac cards are nothing more than "dumb frame buffers"

etc etc. Whatever turns your crank I suppose.

> It's genuinely pathetic when you
> MacVocates must resort to lying to make a point.

Yeah, sure.

> Any vid card not catering to the Mac will have the same configuration
> complexities as a PC card.

That's because it will need to work on the PC. That's called "lowest
common denominator".

Maury

289. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5botkc$avn@scanner.worldgate.com>
Source record: 6784

Loading a JPEG of this size into Imagecopy is unmeasureable, my watch only measures full seconds and by the time I click the start, usually I am too late.

All the best,
Chris @ Computer Direct

290. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5botma$avn@scanner.worldgate.com>
Source record: 6785

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <bwanga-1601971250500001@metricom37.ucsc.edu>, bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:
>> In article <1997Jan15.184425.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu
>> (PETER SINCLAIR-DAY) wrote:
>>
>>>Next July will see Tempus and by Jan the first incarnation of Rhasopy with lots
>>>of good internet stuff.
>>
>> It's "Tempo", Sinclair. Not Tempus.
>
>Oops..Won't happen again..

It's "Rhapsody", Sinclair. Not Rhasopy.

291. Re: Find File program?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HARLCDWOUp@tos.ak.planet.gen.nz>
Source record: 6786
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

In <32DD890B.6CB@con2.com> Mykle wrote :

>Is there a "find file" program similar to that on a Mac for the ST which
>will search mounted volumes for the selected file, show you the path to
>the file and/or allow you to run (access) the file from there.
>Navigating and searching multiple mounted volumes get tedious.

Several such programs exist, I believe Parafin is a popular one.

In order to launch programs from it, however, you will need an AV-Server.
I recommend Thing.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

292. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: "L. Mark Bruffey" <mbruffey@voicenet.com>
Message-ID: <32E022CC.46F9@voicenet.com>
Source record: 6787
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Demetrio Lamzaki wrote:
>
> When 1995's fourth quarter selling season began, IBM had, because of
> that folly, a bunch of Aptivas in the channel pre-loaded with
> Win3.1/DOS that weren't selling at all; everyone was buying new PCs for
> Christmas 1995 with Win95. (so much for the dumb uninformed 'sheep'
> masses that the OS/2 advocates here like so often to refer to).
>
> The end result was that IBM scrambled like mad, according to a Radio
> Shack executive friend of mine, shipping "Free coupons for Windows 95"
> to go with every Win3.1/DOS pre-loaded Aptiva, still sitting on shelves
> and in warehouses.
>
However, in the Philadelphia area, the Aptiva's were in very short
supply, even well before Christmas. I know b/c I was considering buying
one from Radia Shack.

Mark

293. LZH decompression problems. Help please

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32E02056.6792@con2.com>
Source record: 6788
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Hello all,

I'm sitting on a load of lzh files that i can't seem to decompress. I have LZH201L.TTP and ARCSHELL but I'M stuck. Sometimes I get cryptic error messages (sorry, I didn't write them down) about the archives not existing. I'm sure of the path and procedure so I'm perplexed.

All i really want is a down and dirty little utility that will decompress these lzh files. Please help me!

Thanks in advance

Mykle

294. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E0480A.155B@owens.ridgecrest.ca.us>
Source record: 6789

Chris Krowchuk wrote:
>
> Loading a JPEG of this size into Imagecopy is unmeasureable, my watch
> only measures full seconds and by the time I click the start, usually
> I am too late.
>
>
> All the best,
> Chris @ Computer Direct

If your talking about the file I posted,
just for giggles, the (my) Falcon will
load it at full picture size (virtual screen)
at 16bit color in 10.2 seconds. Pretty slow
compaired to the T060 :(. But a good three seconds
faster than my Quadra :).

Mike

295. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5botgk$avn@scanner.worldgate.com>
Source record: 6790
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>Perhaps I read too much into your comment, then.

I think that there is way too much emotional attachment to silly pieces
of silicon and plastic. We could all take a lesson from Mr. Sinclair.

To give you an example. MagiCMac is a complete 32 bit preemptive
multitasking
OS with memory protection, threads, signals, pipes etc. etc. etc. for
the Mac
it is shipped on a single 1.44 MB floppy complete with a really slick
desktop
called Ease which I prefer hands down to the Mac Finder. It is faster
and more
stable actually.

Sure, MagiCmac does not have some of the other features (of which value
is
debateable) of MacOS.

An excellent example of what can be achieved when the time and energy is
put
into it.

>Exactly. And even so, with the use of the 90/10 model I detailed, you
>could get programs that ran just as fast, but were far easier to write and
>maintain.

Not being a programmer, I cannot really debate this with any authority. Others
will have to do that for me. All I know is that Papyrus under MagiCMac on my
Mac outperforms Word perf 3.5 on the same Mac. Faster loading, faster scrolling
etc., and yes I agree WP 3.5 on the Mac is very fast ... for Mac word pro's.

All the best,
Chris @ Computer Direct

296. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E0652F.5F19@owens.ridgecrest.ca.us>
Source record: 6791
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Mykle wrote:
>
> Hello all,
>
> I'm sitting on a load of lzh files that i can't seem to decompress. I
> have LZH201L.TTP and ARCSHELL but I'M stuck. Sometimes I get cryptic
> error messages (sorry, I didn't write them down) about the archives not
> existing. I'm sure of the path and procedure so I'm perplexed.
>
> All i really want is a down and dirty little utility that will
> decompress these lzh files. Please help me!
>
> Thanks in advance
>
> Mykle

I use the older LHARC.TTP. It works fine with drag and drop
or as an installed application.

Mike

297. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: Jason Nielsen <jnielsen@aros.net>
Message-ID: <32E008A6.41C6@aros.net>
Source record: 6792
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Demetrio Lamzaki wrote:
>
> Matthew J. Brock <mjb@azstarnet.com> wrote in article
> <01bc012d$a76f3310$2f12c5a9@server>...
> > Steven C. Den Beste <"sdenbest@NOSPAM"@qualcom.comm> wrote
> > in article
> > : I don't understand this attitude that a preload is
> > somehow not a sale and
> > : shouldn't be counted as a "real" copy of the product.
> > :
> > I agree with you Steven.
> >
> > If I remember correctly, IBM tried selling their systems
> > and notebooks with OS/2 preloaded, and they ended up
> > switching to preloading Windows just like everybody else. I
> > would assume, therefore, that preloading doesn't
> > automatically result in success for the preloaded product.
>
> I remember an even more recent fiasco by IBM. When Win95 first came
> out, IBM, unlike all the other major PC vendors, had decided to believe
> in its own "White Paper" lies that Win3.1/DOS was actually "better" and
> that Win95 wouldn't sell and no one would want it, etc.

Do not forget that 95 did not sell anywhere near the predicted numbers.

> When 1995's fourth quarter selling season began, IBM had, because of
> that folly, a bunch of Aptivas in the channel pre-loaded with
> Win3.1/DOS that weren't selling at all; everyone was buying new PCs for
> Christmas 1995 with Win95. (so much for the dumb uninformed 'sheep'
> masses that the OS/2 advocates here like so often to refer to).

Just because people were buying one thing doesn't make it better. Sales
and good products many times have no relation at all.

> The end result was that IBM scrambled like mad, according to a Radio
> Shack executive friend of mine, shipping "Free coupons for Windows 95"
> to go with every Win3.1/DOS pre-loaded Aptiva, still sitting on shelves
> and in warehouses.

Maybe these machines were simply left-overs from the DOS/3.1 mass. If
95 is doing so damn good why do I still see Win 3.11 and DOS in even
mass catalogs such as Global? Why do 99% of the people I know still use
Win3.1 and DOS? I am not saying you are wrong and I am right. Only that
that situation can be interpreted in many different ways. This "Radio

Shack executive" is nomore on the inside than me.

It would not have been worth IBM's time to go back and "debox" and reload 95 on these machines. There are many reasons for not having 95 on them to start with this is only one.

> He told me that he got cases of them to distribute to Radio Shack
> stores just before Christmas, but that nevertheless, IBM lost a bunch
> of sales as a result, since the consumer obviously preferred Win95
> pre-installed.
>
> According to him, this was the cause for much of the major recent 'bad
> blood' that ensued between the PC Co. and the OS/2 PSP crowd, which had
> convinced the PC Co. albeit briefly, that "Win3.1/DOS was better" and
> that the consumer would reject Windows 95.
>

According to him. But who knows the REAL truth? Sounds like a case of a single persons perception to me.

If you want to make sure I read your reply email it. I do not frequent the news groups.
--
Jason Nielsen - jnielsen@aros.net
http://www.aros.net/~jnielsen
http://www.aros.net/~jnielsen/os2page.htm
Team OS/2 - OS/2 Guild

298. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-17 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <E46C79.864@novice.uwaterloo.ca>
Source record: 6793
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5bo2pk$6pb@lehi.kuentos.guam.net>,
<crobato@kuentos.guam.net> wrote:
>In <E453Aq.64A@novice.uwaterloo.ca>, douyang@novice.uwaterloo.ca (Darwin Ouyang) writes:
>>In article <maury-160197122614000l@199.166.204.230>,
>>Maury Markowitz <maury@softarc.com> wrote:

>>> Yes, at VGA. No larger screens, no panning etc. Many of these features
>>>are in QuickDraw so you don't need any other driver to support them.

>>YOu can do large screens and panning with VESA 2.0.

>>However, using VESA2.0 disables the majority of acceleration features on a
>>card. :(

>>DOS SVGA games are typically the only real users of VESA2.0, mostly
>>because they don't have the choice of using accelerated drivers..

>I will tell you one thing. The SVGA DOS game I have that uses VESA 2.0
>ran faster than its Windows 95 equivalent using DirectX. On an action
>game like Mechwarrior, it shows.

It all depends on how the game is programmed.

It is very possible that a DirectX game that takes advantage of
acceleration feature can end up faster then a DOS game that doesn't.

>>> Well put, but that is that is also part of the API for application
>>>services? For instance, what if the menu system was the video driver?
>>>Odd example I know...

>>Unlikely. Using OS/2 as an example, the API layer(PM) usually calls down
>>to a lower level of software, like the graphics engine (the GRE),
>>which then breaks down complex operations into simple easy to accelerate
>>ones. These operations are then sent to the device driver (GRADD), which
>>actually talks to the HW. If the GRADD replies that hardware cannot
>>perform that particulr operation, then the GRE emulates the operation.

>>This is also why drivers can differ wildly in quality, even within the
>>same card family. Developers may initially implement a driver accelerating
>>very few features, then slowly add acceleration as the driver improves.

>>Of course, I acknowledge that there are exceptions to everything. :)

>Talk about GRADD.

Just a note of clarification for those that don't know.
GRADD is not GENGRADD.

GRADD stands for GRaphics Adapter Device Driver. This is a new driver architecture introducted first with OS/2 PPC and then OS/2 Merlin.

GENGRADD is a driver written to the GRADD speficication that supports video cards generically via VESA video BIOS routines and linear frame buffer.

>However do not confuse Quickdraw and Macintosh graphics with non
>accelerated VESA drivers. While I can plug and play graphics cards on
>OS/2 with GENGRADD, I don't do it with true native acceleration---just
>the sheer speed of the OS/2 GRADD driver and GRE system. The Mac is
>different, install and acceleration is instantaneous. Extensions are
>for patches and control settings. The driver for the Mac card must be
>built into some ROM, and when the machine boots, the Mac must detect the
>card, patches the trap dispatch table to vector calls into the card's
>ROM (instead of its equivalent in the Toolkit ROM). At least that's my
>theory anyway.

You are probably right. This is the way the OS/2 GRE works with GRADD video drivers as well. The GRE dispatch table is altered by the driver when it loads. Any entries not altered, are set to point to software graphics functions.

Until Merlin, the OS/2 GRE did not have a software implementation for many GRE functions. This made OS/2 video drivers large and difficult to write, as all the functions had to be supplied by the driver vendor.

Unfortunately, being able to run unimplemented functions in software is something I recall Windows has had for a long time (I could be wrong).

It should not be difficult to have something like GENGRADD for Windows, however, no vendor would ever consider actually releasing a card that used such a driver.

There are now extensions to the VESA speficication (VESA VBE/AF) that allow use of accelerated features, but these extensions are rarely supported at the present time. (See the Display Doctor 5.3 Universal VBE extensions for details. http://www.scitechsoft.com/sdd.html)

Darwin Ouyang

299. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-18 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bq215$8en@scanner.worldgate.com>
Source record: 6794

Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote:

>If your talking about the file I posted,
>just for giggles, the (my) Falcon will
>load it at full picture size (virtual screen)
>at 16bit color in 10.2 seconds. Pretty slow
>compaired to the T060 :(. But a good three seconds
>faster than my Quadra :).
>
>Mike

If you would like Michael, I can time this file for you
on the DirecT60 in various packages, such as ImageCopy.
Photoline and DA's Repro and post times for rotations,
Filters etc.

Where di you post the file?

All the best,
Chris @ Computer Direct

300. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-18 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E08D4F.1424@owens.ridgecrest.ca.us>
Source record: 6795

Chris Krowchuk wrote:
>
> Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote:
>
> >If your talking about the file I posted,
> >just for giggles, the (my) Falcon will
> >load it at full picture size (virtual screen)
> >at 16bit color in 10.2 seconds. Pretty slow
> >compaired to the T060 :(. But a good three seconds
> >faster than my Quadra :).
> >
> >Mike
>
> If you would like Michael, I can time this file for you
> on the DirecT60 in various packages, such as ImageCopy.
> Photoline and DA's Repro and post times for rotations,
> Filters etc.

Oh, i'm already sold:) But it would be fun!
>
> Where di you post the file?
>
> All the best,
> Chris @ Computer Direct

I guess my other post didn't make it
out from my other news server:(. Tim
wanted a jpg file we all could use for
a common test. There is a lot more
involved in displaying the .jpg than
pure processor, but I thought it would
be fun. Especially as he is using standard
Mac video and the T060 you have is probably
using the ATI card :).
Anyway it is a file called ab.jpg.
It's about 230K and around 933*1300 res 24bit.

ftp.ridgecrest.ca.us/pub/users/m/mgrove/

I ran it on my Falcon with a 50mhz DSP/32mhz CPU
and 16mhz bus. The .jpg and viewer (jpegv222.prg)
were located in a ram disk set up in ST ram.
Operations were performed in fast ram. The image
was displayed in a virtual screen (full image size)
in Falcon 16 bit mode. TOS was located in fast ram

(along with a few other apps:).
I timed it with a stop
watch from mouse click to the bell tone that
occurs when the file is completely loaded.
The second fastest way to load it was while
in Apex Media. It loads quicker than the
Apex .jpg viewer, but because Apex resizes the
image it took an additional three seconds.
Oh, the image is the cover of ST Computer,
a Falcon with two Shuttle type boosters attached
to each side of the machine. When Titan gets
the Nemesis over here, I think the load time
will go down quite abit. The 16mhz bus is a
bottle neck now to and from the DSP running
at 50mhz. It will also be nice to run my
Mighty Sonic at 48/24mhz (God providing:).

Mike

301. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-18 00:00:00 UTC
From: Karl Thomas <karlt@ilinks.net.njem>
Message-ID: <01bc0548$53507fe0$6ac289ce@ns1.ilinks.net>
Source record: 6796
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

L. Mark Bruffey <mbruffey@voicenet.com> wrote in article
<32E022CC.46F9@voicenet.com>...
> Demetrio Lamzaki wrote:
> >
> > When 1995's fourth quarter selling season began, IBM had, because of
> > that folly, a bunch of Aptivas in the channel pre-loaded with
> > Win3.1/DOS that weren't selling at all; everyone was buying new PCs for
> > Christmas 1995 with Win95. (so much for the dumb uninformed 'sheep'
> > masses that the OS/2 advocates here like so often to refer to).
> >
> > The end result was that IBM scrambled like mad, according to a Radio
> > Shack executive friend of mine, shipping "Free coupons for Windows 95"
> > to go with every Win3.1/DOS pre-loaded Aptiva, still sitting on shelves
> > and in warehouses.
> >
> However, in the Philadelphia area, the Aptiva's were in very short
> supply, even well before Christmas. I know b/c I was considering buying
> one from Radia Shack.
>

Just another point of view. I worked at Radio Shack at the time and we had
to beg other stores in our district to send us Aptivas. We couldn't keep
them in stock... at least after I made sure that they booted up to Windows
and not OS/2.

----
karlt@ilinks.net
kathomas@nyx.cs.du.edu
(remove .njem to reply by e-mail)

302. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-18 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5brj96$dvb@dos.canit.se>
Source record: 6797

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <853283374_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
:
: > The MacOS of 9 years ago isn't modern either, you have no idea about
: > the modern Atari operating systems. You expect us to believe all you
: > tell us about your vapourware OSs but if we mention a quality OS that
: > has existed for years on the Atari you brand it to be rubbish when you
: > haven't seen it. An OS that exists is better than one that doesn't, no
: > argument no matter how badly to you try to make one. Anyway why does
: > the Mac need so many OSs, quite a few months ago according to you MacOS
: > was fantastic, then Copland was going to be the next best thing, then
: > it was going to intergrate BeOS to make it better now it's NeXT being
: > mixed in, it would appear that any OS on this earth, even in your
: > stunted views is better than MacOS and as yet of the 3 I mentioned 2
: > aren't going ahead and the other is but a distant dream.
:
: The Mac OS has evolved over nine years from System 1.0 to 7.6 with lots of the
: latest and greatest..

It's odd, then, that it still doesn't sport pre-emptive multitasking. I'll
have to use MkLinux or MagiCMac in order to get that.
Also, it doesn't feature any command line interface, and is prohibitely
slow and memory-hungry.
As for now, Rhapsody is but vapourware.

: Next July will see Tempus and by Jan the first incarnation of Rhasopy with lots
: of good internet stuff.

They will finally add ping, traceroute, whois and nslookup?

: > It's not cheap. Good computers AREN'T cheap.
:
: Maybe so on your platform. Here in Mac land, $1599 buys an APS M-Power 603e200.
: 200mhz PPC 603e, 1.2GIG, 10X CD, 16 Megs/256K L2 cache and keyboard/mouse.

They are produced in larger quantities, which explains the pricing.

: > You did what?
:
: Did what?
:
: > It couldn't, it would sink without trace if it did.
:
: Well, we demand better continously. I suppose you are satisfied with the status
: quo..

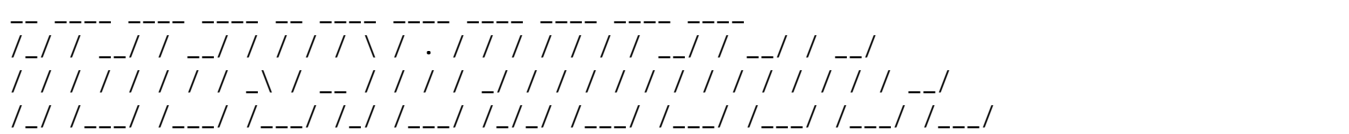
:
: > Tempus? So what you are saying is that soon there will be good
: > machines available but they won't be running the MacOS and these
: > finally WILL be good, sounds about right. And Rhasopy is a very, very
: > stupid name for an OS don't ya' think?
:
: Tempus is System 7.7 and will be out in July. Tempus consists of the finished
: Copland components. Will have a native finder with multithreaded and the new
: 3d appearance manager..Thats my upgrade.

Tell me, what is a "3D appearance manager"?

: Rhasopy has some class and at first I did not know why they settled on that
: name until I found out the meaning.

Well, they haven't proved much good taste in naming their systems yet,
aside from Tempus.

--



303. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-18 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5brm7t$dvb@dos.canit.se>
Source record: 6798

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <5bi0ho$sls@ash.ridgecrest.ca.us>, Michael Grove
<"*mgrove"@owens.ridgecrest.ca.us*/spam address> writes:
:
: > Concerning legacy Atari software, the only problems I have with
: > the availability of "new" applications is being able to afford
: > to purchase them at the rate they become available.
:
: Whats that? 2 apps a year?

This is funny, the dog jumps on the cat which jumps on the rat. The PC owners always talk about how little software there is for the Mac, and Sinclair talks about how little software there is for the Atari. Do you really have such a need for tens of different word processors?

: > Sorry Tim, my crystal ball says Apple won't be around that long without
: > major reorganization. The real question will be if the clone
: > manufactures
:
: What I would like to know how a company posts a loss but increases their cash
: on hand?

I'm not worried about Apple. They're big, and there are clone manufacturers. If they just get their thumb out their arse, they'll manage. Perhaps with a smaller part of the market, but who cares? Your Mac will still work, and you will still be able to get it fixed when it doesn't work, and you'll be able to buy new software, as well as use the same old software you use now. Apple won't go bankrupt, their downsizing isn't that dangerous, the Atarians have survived for several years as orphans, and the Amiga has been without owner for more than a year, and is now again without one.

: > are willing to invest in what Apple has purchased. This is of course my
: > own opinion, but Apple's performance in the market does indicate
: > problems
: > on the horizon. Time will tell.
:
: Are you kidding? PowerComputing is on a roll. Power reportedly sold over
: 200,000 units in 1996. Not bad for a two year upstart. I bet that their
: revenues are at least $500 million. I would suspect that they will break a
: billion this year. And yes they are very profitable. Motorola shipped 40,000
: units from late Nov-Dec period of last year. I suspect that they will do even
: better. Power is the next Dell/GateWay

And Apple owns Power stock, so that's beneficial for them too.

: Apple should make Claris public, a $250 million software firm. Just offer upto
: 50% of the company to the public and rake in the cash.
:
: Claris, Power, Motorola and Umax could handle the OS as a consortium if
: something happens to Apple.

That's right.

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ __/ ** | Son++Tal+tNic++^E27Ay80

304. Re: Find File program?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-18 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970118Z083756.869dave@mbha.demon.co.uk>
Source record: 6799
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

In article <32DD890B.6CB@con2.com> mykle@con2.com "Mykle" writes:

] Hi,
]
] Is there a "find file" program similar to that on a Mac for the ST which
] will search mounted volumes for the selected file, show you the path to
] the file and/or allow you to run (access) the file from there.
] Navigating and searching multiple mounted volumes get tedious.

IMHO, the best is jetfind (should be available on a BBS near you . it is
written by Dirk Steins and is very good. You can't run a program from the
'found' window though...

Regards,

--
dave

305. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <853632434_OASIS_@pwomar.demon.co.uk>
Source record: 6800

In article <1997Jan15.184425.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <853283374_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:

>The Mac OS has evolved over nine years from System 1.0 to 7.6 with lots of the
>latest and greatest..

Although it's multitasking is still crap as is it's VM.

>Next July will see Tempus and by Jan the first incarnation of Rhasopy with lots
>of good internet stuff.

So how many incompatible OSs does the Mac have planned, about 8 isn't
it?

>> I'm sure "Sounds like you are defending.." is some sort of bait to be
>> snapped up and responded to to in your mind but to me it makes no
>> sense. It's just stating the obvious, you launch your usual
>> unreasoned, uneducated attack on the Atari machines and you state that
>> he is defending like it's something weird or to be ashamed of. I have
>> no idea what you are getting at.
>
>I have no idea what you are rambling above

You said "Sounds like you are defending..", my point was when a
fuckwit (you) launches an attack with no knowledge about the platform
he (you) is attacking then it is natural to be defensive.

>> It's not cheap. Good computers AREN'T cheap.
>
>Maybe so on your platform. Here in Mac land, $1599 buys an APS M-Power 603e200.
>200mhz PPC 603e, 1.2GIG, 10X CD, 16 Megs/256K L2 cache and keyboard/mouse.

Over here a similar machine costs about the same number of ponds,
that's not cheap.

>>
>> You did what?
>
>Did what?

You misunderstand, that was a question, the idea is that you answer it
rather than repeat a small part of it, never mind.

>> It couldn't, it would sink without trace if it did.
>

>Well, we demand better continously. I suppose you are satisfied with the status
>quo..

Atari's are the Status Quo? Don't think so.

>> Tempus? So what you are saying is that soon there will be good
>> machines available but they won't be running the MacOS and these
>> finally WILL be good, sounds about right. And Rhasopy is a very, very
>> stupid name for an OS don't ya' think?
>
>Tempus is System 7.7 and will be out in July. Tempus consists of the finished
>Copland components. Will have a native finder with multithreaded and the new
>3d appearance manager..Thats my upgrade.
>
>Rhasopy has some class and at first I did not know why they settled on that
>name until I found out the meaning.

Well I'd never heared of that word and neither had my dictionary or my
Psion. I say there is no word at least not in the proper English
language, care to enlighten me?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

306. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: tjv@indra.com
Message-ID: <E48trH.2pp@indra.com>
Source record: 6801
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Chris Jones" wrote:

>What's really funny is Win95 is better than it's predecessors. I used and
>swore by Wintel machines for ten years, then I used my first Mac at a
>computer store, after 20 minutes I finally realized what a computer can be.
>I'll never go back.

Good for you!
+===+
| Don't vote. It only encourages them. |
+===+

307. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: tjv@indra.com
Message-ID: <E48trC.2nr@indra.com>
Source record: 6802
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Corn wrote:

>And OT1.1.1 for some reason comes in disk images, and she's got no
>clue how to install from them, so I'm left guessing what she's trying
>to do.

Get a copy of ShrinkWrap for her. She can mount the disk images right
there on the desktop, and they'll look just like floppies.
+---+
| Don't vote. It only encourages them. |
+---+

308. Re: Where are they? I want them!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: stef1683@club-internet.fr
Message-ID: <stef1683-1901971009120001@ppp-196-237.neuilly.club-internet.fr>
Source record: 6803
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

In article (Dans l'article) <32DD8C05.138D@con2.com>, mykle@con2.com wrote (�crivait)�:

>hi,
>
>I am in search of these games that you have in your closet, up in the
>attic or under the leg of an uneven table. Get some cash for those games
>that you don't play anymore. Sell them to me. If you have any of the
>titles below I will buy them. They have to be in working order of course
>and for the Atari ST. Thanks! Waiting to hear from you. Contact me at
>mykle@con2.com
>
Hello
Yes I have some of them,but how can I contact you,I'm in France,is it
a problem?

Bye

A bientot

Lionel Anger
(Yvelines)
France

309. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E1C887.74FC@owens.ridgecrest.ca.us>
Source record: 6804

Something about testing the load time of
a JPG file.......

And nobody responds?

Ever been to a race and nobody shows up?

The one who did wins by default :)

So the Falcon is the fastest? :)

Mike

ftp.ridgecrest.ca.us/pub/users/m/mgrove

file name ab.jpg

310. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: elisha@**spam-repellent**.dot.net.au
Message-ID: <elisha-ya023180001901972323590001@news.dot.net.au>
Source record: 6805
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <E48trC.2nr@indra.com>, tjv@indra.com (Tom Vilot) wrote:

> David Corn wrote:
>
> >And OT1.1.1 for some reason comes in disk images, and she's got no
> >clue how to install from them, so I'm left guessing what she's trying
> >to do.
>
> Get a copy of ShrinkWrap for her. She can mount the disk images right
> there on the desktop, and they'll look just like floppies.

Naaah! Disk Image Mounter, Free from Apple's web site.

I'm surprised David hadn't heard of this.

Cheers,

Luci

****
Luci Ellis elisha@dot.net.au

"Who needs horror movies when we have Microsoft"?
-- Christine Comaford, PC Week, 27/9/95

311. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970119131716.19108C-100000@viking.cris.com>
Source record: 6806
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Get lha310, it has a nice shell app with it and even though it gripes
about 24 bytes or so of garbage at the end of some older lzh files it
works flawlessly!

On Fri, 17 Jan 1997, Mykle wrote:

>Hello all,
>
>I'm sitting on a load of lzh files that i can't seem to decompress. I
>have LZH201L.TTP and ARCSHELL but I'M stuck. Sometimes I get cryptic
>error messages (sorry, I didn't write them down) about the archives not
>existing. I'm sure of the path and procedure so I'm perplexed.
>
>All i really want is a down and dirty little utility that will
>decompress these lzh files. Please help me!
>
>Thanks in advance
>
>Mykle
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

312. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <853712546_OASIS_@pwomar.demon.co.uk>
Source record: 6807

In article <5botma$avn@scanner.worldgate.com>
Chris Krowchuk <chris@compdirect.com> said:-

>sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>In article <bwanga-1601971250500001@metricom37.ucsc.edu>, bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:
>>> In article <1997Jan15.184425.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu
>>> (PETER SINCLAIR-DAY) wrote:
>>>
>>>>Next July will see Tempus and by Jan the first incarnation of Rhasopy with lots
>>>>of good internet stuff.
>>>
>>> It's "Tempo", Sinclair. Not Tempus.
>>
>>Oops..Won't happen again..
>
>It's "Rhapsody", Sinclair. Not Rhasopy.
>
You had to go and bloody well spoil it, didn't you Chris!

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

313. Mailloop: Top Rated Bulk Mailing Software

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: jorge@mailloop.com
Message-ID: <5bs7v2$1s9@news.mia.bellsouth.net>
Source record: 6808

```
Mailloop v2.0 is an industrial strength bulk mailer.

Using it is easy:

1) Create a message (http://www.mailloop.com/editor.html)
....by using the pull down menus or
....by using any editor

2) Create a newsgroups list (http://www.mailloop.com/news3.html)
....by filtering an NNTP server or
....by importing from any text file or
....by manually creating with any editor or
....by extracting from any FTP file or
....by extracting from any HTTP file

3) Create an e-mail list (http://www.mailloop.com/em3.html)
....by extracting from newsgroups or
....by importing from any text file or
....by manually creating with any editor or
....by extracting from a WHOIS response or
....by extracting from a fingering response or
....by extracting from a UNIX response or
....by extracting from any FTP file or
....by extracting from any HTTP file or

4) Broadcast the message
....to the e-mail list or (http://www.mailloop.com/embc.html)
....to the newsgroup list (http://www.mailloop.com/ngbc.html)

5) Then process the remove requests
....by using the mailbox processor (http://www.mailloop.com/pop.html)

For more info visit http://www.mailloop.com
```

314. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1901971706320001@metricom37.ucsc.edu>
Source record: 6809

In article <853111220_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk wrote:

>I don't know what applications he was talking about BUT one app that
>does spring to mind which AFAIK is unmatched on ANY playform is Tempus
>2, on my 8mhz 68000 it is the fastest text editor have ever seen, I've
>not seen anything that can scroll at it's speed on a very fast
>pentium, I'm sure that there is something that will run faster than it
>but you will need a processor tens of times faster than a 68000 to do
>it.

Tempus 2 exists. Therefore you would not need a CPU 10x faster than a
68000 to scroll faster.

I don't think I ever saw Tempus 2, but Sudden View (also on the 8 MHz
Atari) was very, very fast.

I guarantee you that it is easily possible to write a DOS application
which will whip the pants off of anything in scrolling speed. The
advantage Tempus 2 has over programs you have likely compared it to is
that it only has 32000 bytes of screen memory to update when scrolling.
But a DOS box in text mode has about 2000 bytes (4000 if you update the
attribute bytes as well). Even if the video card is on an ISA bus, the
potential scroll speed is impressive.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

315. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1901971730240001@metricom37.ucsc.edu>
Source record: 6810

In article <32DEDEA5.73A5@owens.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> wrote:

>Chris is welcome to UUE them to me and i'll post them on an
>ftp site. Sorry, but uploading is not possible here.

RidgeNet's administrators are quite paranoid. :)

>> Slideshows are not desirable for a real test. You can't tell what part of
>> the time was spent processing and what part waiting.
>
>Twenty images in 26 seconds? Where the waiting? :)

Well, Chris' test was for twenty 640x480 JPEGs. On my computer a 640x480
JPEG generally takes about 0.5 s to decompress and display (dither or
not).

>This will be true for a single image as well.
>(We could use the 6 remaining seconds as a "point spread" :)
>
>>
>> What I think I may do is tile together a very large image (say, 3000x3000
>> resolution or so), in order to get a file that takes a long time to open,
>> so it can be timed properly. We may also want to load things from a
>> RAMdisk, in order to eliminate the variable of who happens to have the
>> faster HD.
>
>Ram disk if fine fine here. Is 20mb/sec to fast?

Disk array, eh? (No way you get 20 MB/s sustained from a single drive.
There aren't any drives out yet that can sustain more than about 10 MB/s.)

> Hell, can I just blit
>the
>image to another area and display it? Would that be cheating?

I'm not exactly sure what you mean, but it sounds like it would be cheating.

>> (Funny thing is, I just realized my challenge won't prove anything one way
>> or the other... both sides will have things to fall back on, because it
>> isn't exactly a rigorous test.)
>
>Actually (depending which server post my mail first) I just wanted to
>see
>how much "blow away" really ment. My other post will include the ftp
>address
>for a file we all can use for a simple test. It looks like from Chris's

>post above that we would have problems timing a test if each event takes
>less than a second.

I am relying on GraphicConverter's self-reporting of how long it takes to decompress a picture. However, it doesn't appear to time things with a greater precision than 0.1 s. (For the picture you already have on your FTP site, GraphicConverter decodes and displays it in 1.9 seconds. The second time around, when presumably it gets to load it from the disk cache instead of the real disk, it's 1.4 seconds. Haven't tried it from a RAMdisk yet.)

For a real benchmark, we would need to get hold of some JPEG decompression source code, so that the same source would be compiled on all machines. I could then also see just how much MacOS is hurting me, by recompiling it under Linux and BeOS.

BTW, I am quite sure that MacOS does hurt performance, if for no other reason than emulated interrupt drivers (ugh!).

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

316. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-19 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1901971642260001@metricom37.ucsc.edu>
Source record: 6811
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <Pine.SOL.3.91.970116230147.21726D-100000@ux8.cso.uiuc.edu>,
Ryan Tokarek <tokarek@students.uiuc.edu> wrote:

>I don't know what the differences between the memory systems are. The
>XClaim uses SGRAM and the XPression uses "single-cycle DRAM memory".
>Whether those are the same or not or whether one is faster or not, I do
>not know, but that could possibly account for the final price difference.

SGRAM is likely to be faster and more expensive.

--
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-------------------------------------------------------------+
```

317. atari stuff forsale

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-20 00:00:00 UTC
From: Kevin Burkhardt <kb-1@ix.netcom.com>
Message-ID: <01bc0669$96840b20$6dc5b8cd@p5-133>
Source record: 6812

FOR SALE: ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
ATARI 800 - SYSTEM AND SOFTWARE !!! (Listed Below)

****
ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything ***** (plus shipping costs)
Will sell components seperatly.

HARDWARE: Original boxes and documentaion.
* All hardware purchased in 1990. (except for 2 original style
joysticks)

ATARI 1040 ST (with Mouse and Boot Disk) and ATARI SC-1224 COLOR MONITOR

ATARI SX-212 MODEM - 2400 Baud
SUPER CHARGER - TALON TECHNOLOGY (converts Atari to IBM format)
SF354 3-1/2" EXTERNAL FLOPPY DISK DRIVE
MASTER-5S 5-1/4" EXTERNAL FLOPPY DISK DRIVE
(1) QUICKSHOT JOYSTICK (2) ATARI JOYSTICKS

MANUALS: (come with purchase of Atari ST system, or will sell seperatly).
520 ST COMPUTERS
ST QUICK REFERENCE GUIDE
COPY II ST
DB MASTER ONE
COMPUTE!'s SECOND HANDBOOK OF ATARI
SX212 MODEM OWNERS MANUAL
ST COMPUTER OWNERS MANUAL
ST BASIC SOURCE BOOK AND TUTORIAL
ATARI LOGO SOURCE BOOK
HOLMES & DUCKWORTH H&D BASE MANUAL (copy)
PC INTERCOMM (copy)

ATARI ST SOFTWARE: All original disks.
(All software believed to be in working order, but not guaranteed)

ST LANGUAGE DISK
LANGUAGE DISK
1st - WORD
PROCOPY
COPY II ST - Disk backup utility PC/InterComm
SUPERCHARGER (images)
ST Informer disks - 1291,192,392,492,592
REGIONAL COOKING COLLECTION AMERICAN COOKS CHINESE

GAMES: (All in original boxes with instructions & 1 disk,
unless otherwise noted)

ADVANCED DUNGEON & DRAGONS - HEROES OF THE LANCE
(no box, no instructions)(3 disks)
ADVANCED DUNGEONS & DRAGONS - HILLSFAR (2 disks)
ARKNOID (instructions, no box)
BARBARIAN S.D.I
The BLACK CALDRON (2 disks)
BLOOD MONEY
CHRONO QUEST (4 disks)
CRYSTAL CASTLES
DEATH BRINGER (3 disks)
DRAGON LORD
DUNGEON MASTER (instructions, no box) -
(also comes with print outs of maps and story)
FOUNDATIONS WASTE (2 disks)
GATEWAY (2 disks)
GAUNTLET (2 disks)
GHOSTBUSTERS 2
The GUILD OF THIEVES
IRON LORD (3 disks)
JINXTER
KNIGHT ORC (2 disks)
The KRISTAL
MISSILE COMMAND (instructions, no box)
NINE RINGS OF ZILFIN (3 disks)
OBLITERATOR (instructions, no box) (2 disks)
OOZE (2 disks)
OUT RUN
PRINCES IN AMBER (box, no instructions)
QUESTRON II (2 disks)
ROAD RAIDER (2 disks)
ROBO COP
ROGUE
SPACE HARRIER (2 disks)
SUPER CYCLE (instructions, no box)
TEMPLE OF APSHAI TRILOGY(no box, no instructions)
TIME AND MAGIK (instructions, no box)
TIME BANDIT (box, no instructions)
WANDERER ROAD
WARLOCK (instructions, no box)
WILLOW (2 disks)
The WRATH OF NIKADEMUS (instructions, no box) (2 disks)
XEVIOUS (no box, no instructions)

****
ATARI 800 - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything *****
(plus shipping costs, if necessary)

HARDWARE:
ATARI 800 COMPUTER SYSTEM
with 60 5.25" Floppy Disks with assorted Backup copies of various
software.
ATARI 1050 5.25" DUAL DENSITY FLOPPY DRIVE WITH HAPPY BOARD
MPP-1000C MODEM

SOFTWARE: MEDIA: 5.25" FLOPPY
ATARI MASTER DISKETTE 3
HAPPY COMPUTERS WARP SPEED SOFTWARE
ALTERNATE REALITY
SUPER BUNNY
ASYLUM
FREETRADER
NEW YORK TIMES CROSSWORD
DR. C. WACKO'S MIRACLE GUIDE TO DESIGNING & PROGRAMMING
YOUR OWN ATARI COMPUTER ARCADE GAMES
ENCOUNTER
ULYSSES AND THE GOLDEN FLEECE

SOFTWARE: MEDIA: TAPE PLAYER CASSETTE TAPE
ZAXXON

SOFTWARE: MEDIA: CARTRIDGE
BASIC
ALANTIS
RIVER RAID
MISSILE COMMAND

--
If Interested Contact Kevin at kb-1@ix.netcom.com
More Stuff For Sale at http://www.netcom.com/~kb-1/ForSale.html

318. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-20 00:00:00 UTC
From: lucmarcil@montrealnet.ca
Message-ID: <5buspk$370$1@wagner.spc.videotron.ca>
Source record: 6813
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5bdvrh$1lmi$1@news-s01.ny.us.ibm.net>
rroger@ibm.net wrote:

> In <32D831E2.4E8E9E44@screaming.org>, Pohl Longsine <pohl@screaming.org> writes:
>>The comp.sys.next.* hierarchy is sure getting a lot of traffic,
>>though! (Now that Apple bought NeXT.)
>>
>>--
>>pohl@screaming.org |"Reality is that which when you stop believing
>>http://screaming.org/ | in it doesn't go away." -- Philip K. Dick
>>----------------------+---
>>OpenStep Inferno Java | Making the world safe for platform diversity.
>
> If the OS/2 newsgroups are dying its because everything in Warp works so well
> and everything is so smooth that there isn't a lot to talk about. Frankly, I enjoy
> reading about all the Microsoft product problems. It reinforces the good feeling
> associated with knowing I made the best choice with Warp 3 and now Warp 4.
>
> Roger

Hi,

I've been an OS/2 user for about 3 years, from OS/2 2.0 to Warp 3.0. I loved it. Especially Warp 3.0's interface. I have not tried Warp 4.0, but I believe the interface is even better.

OS/2 offered power users true 32 bit computing with preemptive multitasking as well as a level of power, stability and robustness which was 3 - 4 years ahead of MS. Until the release
of NT 4.0, there was nothing comparable on MS side. NT 3.x consumed too many resources, was too slow and had the outdated Win3.x interface. OS/2's interface still beats that
of NT 4.0 with a good mile to spare!!!

NT 4.0 has bridged the gap in terms of preemptive multitasking, stability, resource consumption and speed. I think that NT 4.0 multitasks more smoothly than Warp 3.0. I don't know
about Warp 4.0 though. From the apps standpoint, NT 4.0 has a lot to desire compared to OS/2.
The latest versions of practically every piece of software works on NT 4.0. I get to experiment with
the latest Netscape Communicator, Microsoft Internet Explorer, Photoshop 4.0, etc, etc. All of which
do not run in OS/2. I kind of got tired of always trying to fiddle with WIN-OS2, and that's when I could

get something compatible with it. Now, everything comes up in WIN32 and won't even run in WIN-OS2.
IBM's decision not to support WIN32 in Warp 4.0 has been the turning point for me. Big mistake,
at least until JAVA apps are well established out there, if this ever happens. There's probably another
1 - 3 year window until we see mainstream apps coming out in JAVA on a par with the release of
Windows versions. That's still too long for me to wait.

Whether OS/2 will dye has been the topic of discussion for as long as I can remember! IBM has no
doubt retreated from the consumer market. But, it will no doubt continue to service its business
customers, some of which have a very large investment in OS/2. So, there you have it. From the
single user perspective, there will always be a core of dedicated supporters of OS/2 for as long as
Microsoft gets its way with the computing industry. OS/2 has long been a superior product and it
remains so to this day. More compellingly, it's an alternative to MS.

With a great deal of sadness though, I have witnessed the decrease in traffic at various OS/2
newsgroups and other sites since the release of NT 4.0. This is not a coincidence. NT is taking
away the power user and business segments of the market. It's happening to OS/2 as well as
Novell Netware and slowly, in the Unix arena. MS has a whole lots of apps behind it, a huge hype
machine and a lot of momentum. All it has to do is come up with something almost as good as the
others to start taking away market share. It's sad but it's this way.

The advent of the Internet, the spotlight on Open Standards and the long awaited realization of the
merits of Open Standards, Netscape and Sun's JAVA may indeed bring about a real shift in the way
apps are developped, distributed and used. Let's all hope that it will be so for our own good. The
concentration of so much power and capital in a few hands is having serious detrimental effects on
the computing industry.

Finally, for those out there with smug remarks about OS/2 and OS/2 users, if you'e never used OS/2
for any lenght of time, you'd be well advised to keep your rhetoric to yourselves as you definitely
don't know what you're talking about...

Best Regards!

Luc Marcil
lucmarcil@montrealnet.ca

PS: In order to prevent automatic crap mailer to pick up my email address,
I have indicated an invalid address in the "Reply To" field as well as in my
signature. For those who have legitimate reasons to send me Email, substitute
montrealnet.ca with videotron.ca

319. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-20 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32e50863.1203091@news.onramp.net>
Source record: 6814
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Sun, 19 Jan 1997 05:55:07 GMT, tjv@indra.com (Tom Vilot) wrote:

>David Corn wrote:
>
>>And OT1.1.1 for some reason comes in disk images, and she's got no
>>clue how to install from them, so I'm left guessing what she's trying
>>to do.
>
>Get a copy of ShrinkWrap for her. She can mount the disk images right
>there on the desktop, and they'll look just like floppies.

Thanks. QT2.5, on the second installation, installed SoundManager
3.2.1, so she's all set with CoolTalk, and now we can talk to each
other. Amazing how she had to download so much just to get a simple
program running. Under Windows, I just had to download one thing
(Netscape 3) to get it all working; under the Mac I had to grab
Netscape 3, CoolTalk (a seperate download, for some reason), QuickTime
2.5 (and SoundManager 3.2.1), and Open Transport 1.1.1. AppleGuide
was included in System 7.5.5, thankfully. I also grabbed
OpenTransport's OpenPPP, and we also updated her printer driver from
8.2 to 8.4.1.

MSIE3 on MacOS is not as good as the Windows version.
MSIE's Mail/News is about as good.

Without WWW access and a knowledgeable person to call on, I can't
imagine anyone else doing the above to get CoolTalk running on a
Mac. It's just too much trouble.

Reachable at: 713 629 6947 nights
Please quote in all replies

320. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-20 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32e6095c.1451323@news.onramp.net>
Source record: 6815
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Sun, 19 Jan 1997 23:23:59 +1100,
elisha@**spam-repellent**.dot.net.au (Luci Ellis) wrote:

>Naaah! Disk Image Mounter, Free from Apple's web site.

Apple doesn't exactly make that fact obvious, do they?

Anyhow, we grabbed the Net Installs and went from there. It's easier,
and it's just one download that way. Telling this to someone over a
telephone, especially when they're computer-phobic, isn't easy,
especially when you don't have a computer with that OS in front of
you.

Reachable at: 713 629 6947 nights
Please quote in all replies

321. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-20 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2001970121210001@metricom37.ucsc.edu>
Source record: 6816
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bg55g$ll5@lana.zippo.com>, JEDI wrote:

>In article <bwanga-1301971809380001@metricom59.ucsc.edu>,
bwanga@cats.ucsc.edu says...

>>Ever seen BeOS? All sorts of modern features. Faster interface response
>>than TOS, on the same machine. (I can crank up ten or so instances of a
>>little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS
>>will still maintain instantaneous response to mouse clicks and keyboard
>>events for the foreground app.)
>
> Unix can do the same and is quite likely older than you are.

Linux on the same machine does not maintain foreground response in the
face of 100% CPU usage nearly as well. (Linux crashes a lot less often
too, but then it's a much more mature OS than BeOS.)

>>Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
>>enough memory to force it to start swapping pages out to disk. In other
>
> If you haven't yet reached that point then you aren't really using
> the virtual memory now, ARE YOU? You could just as easily turn the
> toy off. However, if you were to actually actively use any non-trivial
> amount of VM, Mac's and PC's are crippled.

Oh, come on. The point is that it's there if you need it. I'd rather
have VM around so that I don't have to worry nearly as much about running
out of memory.

> Virtual memory was developed in one context and then applied to another.
> This is a simple matter of computing history and architecture for those
> who know and understand the issues involved.

I would be very surprised, based on your postings, if you had much of a
grasp of computer architecture. If you do, you sure aren't using it.

Here, you carp that VM was designed for big iron, that it's inappropriate
for a small machine. In a word, your claim is BS. The machines UNIX and
VAX VMS originated on are blown away in raw CPU power, memory size, disk
size, and disk bandwidth by a modern personal computer. About the only
thing our small boxes lack compared to the big guns of yesteryear is
enough aggregate I/O bandwidth to handle lots of simultaneous user logins
from terminals.

>>words, it lets you use your computer for more things if you want to. This
>>has nothing to do with whether an OS is designed to run a huge multi-user

>>behemoth or your personal computer (indeed, if you want a large compute
>
> Actually, it does. The disk and the bus it is attached to has to
> be up to the challenge. Otherwise, your machine takes a HUGE performance
> hit should it ever decide to use that nifty virtual memory. This is
> quite easy to demonstrate with a microcomputer.

You're really exxagerating the performance hit quite well. I congratulate you on your use of polemics.

In reality, VM performance hits are not the step function you suggest. You do not go directly from 100% performance to 5% or worse. There are a large number of situations where VM is active without impacting performance much at all. Sure, if you get your computer into thrashing behavior, performance will go to hell, but that's a characteristic of any caching system. Modern computer architecture is all about memory hierarchies and avoiding thrashing behavior between the various levels. VM is no different.

>>server to have decent performance, you must put enough RAM in it so that
>>it doesn't have to swap often, or else users will complain that the
>>machine is a slug).
>
> Two words: Resin Fire.

And what the hell is that non sequitur supposed to mean?

Oh, wait, I get it. You're trying to make an obscure and clever reference to the scare that artificially inflated memory prices a while back. Unfortunately, as a response to the point I was making, it falls flat on its face.

>>So what's your point? That we should stay mired in the backwaters of
>>computing just to be absolutely guaranteed that a disk swap operation will
>>never happen?
>
> So? How is TOS a backwater? One has yet to address that. All you
> MacVocates can come up with are application level toys.

Ah, so now I'm a MacVocate. Funny, I don't seem to recall this thread, or at least my participation in it, being about the Mac for quite some time now.

For the record, I have many beefs with the MacOS. I own a Mac, partially because it's the last hope for non-Wintel personal computers, but I am not uncritical of it.

> However, since Petey-Boy himself seems to think that the OS is just
> a pathway to the apps,

I don't care what Peter thinks. You're not arguing with Peter. You're arguing with ME.

> then great OS sophistication really isn't
> required. There is little that MacOS or Win95 has that cannot be
> grafted upon TOS at the applications level. Most of what they have
> are bells and whistles.

There are many things which cannot be grafted at the application level.

> Software should be designed to run on the hardware of today, no 4
> years in the future. While petty justifications for braggadocio are
> nice and all, computers are tools in the end. They either do the task
> you desire in a satisfactory fashion, or they do not. Beyond childish
> rhetoric, you have said nothing. How does TOS limit the user? Which
> of these limits is not addressed by MagiC 4.0?

Does it have VM? No? Well, that's an obvious start. Does it have much
in the way of network support? No? Does it have memory protection? No?
Sounds like a limitation to me. (Maybe things have changed, but in my
Atarian days there was little to no support for any of these things, and I
haven't seen evidence of them in my fiddling with MagiCMac.)

Does TOS have a 3D graphics API? Does it support hardware acceleration
for it? MAJOR limitation. This is hardware of today we're talking about.

Does TOS have anything like QuickTime?

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

322. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-20 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E3FD08.7E8F@owens.ridgecrest.ca.us>
Source record: 6817
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Was the .JPG test not worthy of your machine?
Afarid the T060 is slightly quicker at the test
you proposed?

Mike

323. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-20 00:00:00 UTC
From: JEDI
Message-ID: <5c0hjm$e05@lana.zippo.com>
Source record: 6818
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-2001970121210001@metricom37.ucsc.edu>, bwanga@cats.ucsc.edu says...
>
>In article <5bg55g$ll5@lana.zippo.com>, JEDI wrote:
>
>>In article <bwanga-1301971809380001@metricom59.ucsc.edu>,
>bwanga@cats.ucsc.edu says...
[deletia]
>> Unix can do the same and is quite likely older than you are.
>
>Linux on the same machine does not maintain foreground response in the

Nice.

[deletia]
>Oh, come on. The point is that it's there if you need it. I'd rather
>have VM around so that I don't have to worry nearly as much about running
>out of memory.

If your OS is 'modern', running out of memory shouldn't be a problem.

If, on the other hand, it is likely to go down in a ball of flames:
then it's a problem.

>
>> Virtual memory was developed in one context and then applied to another.
>> This is a simple matter of computing history and architecture for those
>> who know and understand the issues involved.
>
>I would be very surprised, based on your postings, if you had much of a
>grasp of computer architecture. If you do, you sure aren't using it.

I have enough to know that SCSI fast wide (or even RAID) doesn't quite
compare to multiple IO channels or solid state disk.

Furthermore, such knowledge really isn't required. All that I have
said can be demonstrated empirically with no technical understanding
needed.

[deletia]
>You're really exxagerating the performance hit quite well. I congratulate
>you on your use of polemics.

Then I challenge any interested parties to test for themselves.

8ms is a lot faster than 150ns no matter what kind of spin you
try to put on things.

[deletia]
>
>>>server to have decent performance, you must put enough RAM in it so that
>>>it doesn't have to swap often, or else users will complain that the
>>>machine is a slug).
>>
>> Two words: Resin Fire.
>
>And what the hell is that non sequitur supposed to mean?

It means that some of us have been doing this for awhile and
have actual empirical knowledge of the subject that trumps
quite a bit of what academia may be feeding you. It's a shame
they don't quite feed you enough.

>
>Oh, wait, I get it. You're trying to make an obscure and clever reference

Amongst memory consumers, the reference is by no means obscure.

>to the scare that artificially inflated memory prices a while back.
>Unfortunately, as a response to the point I was making, it falls flat on
>its face.

Money is never irrelevant. Perhaps this is the reason Mac is in its
current state. When I got my first ST, you could buy a new car for
less than some Macs. They're trapped in an academic mentality and
aren't capable of real engineering.

We are just fortunate that RAM doesn't impose the same kind of
constraints that it once did. To believe that it never will again
to the same extent is grossly naive.

>
>>>So what's your point? That we should stay mired in the backwaters of
>>>computing just to be absolutely guaranteed that a disk swap operation will
>>>never happen?
>>
>> So? How is TOS a backwater? One has yet to address that. All you
>> MacVocates can come up with are application level toys.
[deletia]
>> then great OS sophistication really isn't
>> required. There is little that MacOS or Win95 has that cannot be
>> grafted upon TOS at the applications level. Most of what they have
>> are bells and whistles.
>
>There are many things which cannot be grafted at the application level.

Like What?

[deletia]
>Does it have VM? No? Well, that's an obvious start. Does it have much

It's a poor start. VM is not at all necessary. In microcomputers,
it only serves to allow developers to be immensely sloppy.

Memory Management would be a much better 'modern' requirement.

>in the way of network support? No? Does it have memory protection? No?

Actually, MagiC does. Network support can exist on the application
level and has been existent on the ST's for quite some time.

>Sounds like a limitation to me. (Maybe things have changed, but in my
>Atarian days there was little to no support for any of these things, and I
>haven't seen evidence of them in my fiddling with MagiCMac.)

I'll consider this methodology the next time I fire up the PC
Mac emulator: Executor. '-p

>
>Does TOS have a 3D graphics API? Does it support hardware acceleration
>for it? MAJOR limitation. This is hardware of today we're talking about.

API's are all applications level.

Although 3D hardware acceleration would be a nice addition.
However, this could also be added to TOS with no problems.

NVDI-3D.

>
>Does TOS have anything like QuickTime?

For those parts of QT that actually get used: yes.
Although, this is applications level as well.

324. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan20.175656.1@cobra.uni.edu>
Source record: 6819

In article <5botma$avn@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

> It's "Rhapsody", Sinclair. Not Rhasopy.

So sue me..I am a lousy speller..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

325. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan20.180733.1@cobra.uni.edu>
Source record: 6820

In article <5brj96$dvb@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:

> It's odd, then, that it still doesn't sport pre-emptive multitasking. I'll
> have to use MkLinux or MagiCMac in order to get that.
> Also, it doesn't feature any command line interface, and is prohibitely
> slow and memory-hungry.
> As for now, Rhapsody is but vapourware.

Or just use the Be OS..

> They will finally add ping, traceroute, whois and nslookup?

I don't read french.

> They are produced in larger quantities, which explains the pricing.

Ye, so..Welcome to market realities.. If the Hades were priced a $1,000, the
true market value, volume would be up to the Atari faithful..

> Tell me, what is a "3D appearance manager"?

Allows the user to totally design their desktop based on their ego, style and
creativity.

The 3D appearance manager is exactly what it states..

> Well, they haven't proved much good taste in naming their systems yet,
> aside from Tempus.

Tempo..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

326. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan20.182608.1@cobra.uni.edu>
Source record: 6821
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <5brm7t$dvb@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:

> : Whats that? 2 apps a year?
>
> This is funny, the dog jumps on the cat which jumps on the rat. The PC
> owners always talk about how little software there is for the Mac, and
> Sinclair talks about how little software there is for the Atari. Do you
> really have such a need for tens of different word processors?

When I flip through MacZone, MacMall, MacWareHouse and Club Mac, I see lots
more than little software available.

> I'm not worried about Apple. They're big, and there are clone
> manufacturers. If they just get their thumb out their arse, they'll
> manage. Perhaps with a smaller part of the market, but who cares? Your Mac
> will still work, and you will still be able to get it fixed when it
> doesn't work, and you'll be able to buy new software, as well as use the
> same old software you use now. Apple won't go bankrupt, their downsizing
> isn't that dangerous, the Atarians have survived for several years as
> orphans, and the Amiga has been without owner for more than a year, and is
> now again without one.

Yep..They had a loss but managed to increse their cash on hand. There will
always be a need for an alternative to Wintel. Apple needs to solve thier
manufacturing capacity problem with the PowerBooks and get those out. This will
be done by mid Feb. Hooper will do well, but fear it will be supply
constrained and Apple's PowerBook backorder will shoot up to $2 billion.

> And Apple owns Power stock, so that's beneficial for them too.

I wasn't aware of this. Power is privately held and may go public this year.

> : Claris, Power, Motorola and Umax could handle the OS as a consortium if
> : something happens to Apple.
>
> That's right.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

327. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan20.181615.1@cobra.uni.edu>
Source record: 6822

In article <853632434_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> Although it's multitasking is still crap as is it's VM.

True..Use Ram Doubler II instead of VM..

>
>>Next July will see Tempus and by Jan the first incarnation of Rhasopy with lots
>>of good internet stuff.
>
> So how many incompatible OSs does the Mac have planned, about 8 isn't
> it?

> You said "Sounds like you are defending..", my point was when a
> fuckwit (you) launches an attack with no knowledge about the platform
> he (you) is attacking then it is natural to be defensive.

Attacking? Mere pointing out the fact(s).

> Over here a similar machine costs about the same number of ponds,
> that's not cheap.

Should be soon..

> Atari's are the Status Quo? Don't think so.

What I meant is that you do not want change.

> Well I'd never heared of that word and neither had my dictionary or my
> Psion. I say there is no word at least not in the proper English
> language, care to enlighten me?

Try harder and use a different spelling..

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

328. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-21 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5c1ies$j0d@morgoth.sfu.ca>
Source record: 6823
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

JEDI writes:

> 8ms is a lot faster than 150ns no matter what kind of spin you
> try to put on things.

You might want to reread your own statement because it doesn't make sense.

>>There are many things which cannot be grafted at the application level.

Anything that needs to access the operating system in protected mode.

> It's a poor start. VM is not at all necessary. In microcomputers,
> it only serves to allow developers to be immensely sloppy.

> Memory Management would be a much better 'modern' requirement.

Interesting. Are you claiming that no programs for microcomputers require
large virtual address spaces? That is perhaps true but it is far better
to have a large virtual address space then to constantly read data from
a disk. Virtual memory paging algorithms are faster than disk caching
algorithms.

> For those parts of QT that actually get used: yes.
> Although, this is applications level as well.

What parts of QT do you think are actually used?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

329. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-21 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2101970131010001@metricom04.ucsc.edu>
Source record: 6824
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5c0hjm$e05@lana.zippo.com>, JEDI wrote:

>In article <bwanga-2001970121210001@metricom37.ucsc.edu>,
bwanga@cats.ucsc.edu says...

>>Oh, come on. The point is that it's there if you need it. I'd rather
>>have VM around so that I don't have to worry nearly as much about running
>>out of memory.
>
> If your OS is 'modern', running out of memory shouldn't be a problem.
>
> If, on the other hand, it is likely to go down in a ball of flames:
> then it's a problem.

Your postings get more bizarre each time.

Running out of memory has nothing to do with the OS in question. It's a
matter of using the memory for programs. If you crank up enough of them
you will run out. If you run a single program that needs more than you
have free, you will run out.

>>I would be very surprised, based on your postings, if you had much of a
>>grasp of computer architecture. If you do, you sure aren't using it.
>
> I have enough to know that SCSI fast wide (or even RAID) doesn't quite
> compare to multiple IO channels or solid state disk.

Um, you just demonstrated that you can masterfully make a dumb
comparison. Big machines might have multiple I/O channels for a RAID --
what do you think each of those channels is? Very often, fast/wide SCSI.
You can buy dual-channel UltraSCSI cards for Macs; they're intended mainly
for RAIDs. (Single-channel RAIDs are possible, but not as fast.)

> Furthermore, such knowledge really isn't required. All that I have
> said can be demonstrated empirically with no technical understanding
> needed.

First you say you have knowledge of computer architecture, as a way of
trying to bolster your argument, now you say you don't need it. Make up
your mind.

>[deletia]
>>You're really exxagerating the performance hit quite well. I congratulate
>>you on your use of polemics.
>
> Then I challenge any interested parties to test for themselves.

>
> 8ms is a lot faster than 150ns no matter what kind of spin you
> try to put on things.

Strange that people don't use hard drives instead of DRAM, then.

OK, that's a cheap shot. I'll give you the benefit of the doubt and assume that you really meant to type it reversed. Simple mistake, everybody does it.

However, you should really look at VM in this light: VM is like having a large but very slow memory cached by the computer's DRAM. The computer's DRAM is in turn cached by an external "L2" cache, which is in turn cached by a internal CPU cache. Ultimately, the CPU keeps data it is currently operating on in extremely fast registers. Each level in this memory hierarchy is much slower than the one which preceded it. The idea is to avoid too many misses so that fetching from the next slowest member doesn't happen often.

The reward is that if the miss rate is kept down, you can make a slower but cheap memory perform almost as well as a faster but more expensive memory. The techniques for reducing miss rates are well known and are the subject of intense research by computer architects. Although the techniques used for caches are somewhat different from those used for VM, there is a striking amount of similarity.

Furthermore, both systems have breakdowns. Just as VM can sit there and grind the disk continuously, L2 cache can exhibit thrashing behavior which makes the system perform worse than it would without any L2 cache.

In both cases, though, the benefits are too good to ignore.

>>And what the hell is that non sequitur supposed to mean?
>
> It means that some of us have been doing this for awhile and
> have actual empirical knowledge of the subject that trumps
> quite a bit of what academia may be feeding you. It's a shame
> they don't quite feed you enough.

Ah, an anti-academic. If you can't win an argument, try to paint the opponent as living in an ivory tower.

>>Oh, wait, I get it. You're trying to make an obscure and clever reference
>
> Amongst memory consumers, the reference is by no means obscure.

I am a memory consumer who was hurt by the incident, yet it took me a while to remember.

>>to the scare that artificially inflated memory prices a while back.
>>Unfortunately, as a response to the point I was making, it falls flat on
>>its face.
>
> Money is never irrelevant.

So you're trying to say that because RAM was excessively expensive for a while, virtual memory is bad? Sorry, either you're gibbering, or you're trying to sidetrack from the issue of whether VM is a Good Thing.

> Perhaps this is the reason Mac is in its
> current state. When I got my first ST, you could buy a new car for
> less than some Macs. They're trapped in an academic mentality and
> aren't capable of real engineering.

The fact that Apple had models in the 80's which initially retailed for more than $5000 (some were closer to $10000) does not mean that they had an "academic mentality". It means only that they were targeting a much different market than Atari. IMO, it was a mistake for Atari to ignore that market, since targeting it would have given the ST much more credibility as a serious computer, as well as ensuring that Atari kept up with current technology instead of falling far behind like it did.

It was also a mistake for Apple to ignore the low-cost market until recent years. There is no rule that says you cannot design a machine which is easily scaled to several levels of price/performance.

> We are just fortunate that RAM doesn't impose the same kind of
> constraints that it once did. To believe that it never will again
> to the same extent is grossly naive.

In the long run, RAM will get cheaper and denser. This is a very non-naive idea based on knowledge of what goes on in semiconductor manufacturing. The price scare of a few years ago and the current low prices are symptoms of a commodity market. But nothing will change the fact that roughly every 1.7 years (if I remember correctly), DRAM density quadruples. This is a rule which has held true for 20 years or more. It's why I paid $50 or so for 256K of RAM to upgrade my 800XL in the 80's and paid $90 for 16 MB of RAM a few months ago.

>>There are many things which cannot be grafted at the application level.
>
> Like What?

Like anything which needs to be global and standardized. You could try to graft something like UNIX pipes onto programs at the application level, but it wouldn't be nearly as good as if it were done in the OS itself.

>[deletia]
>>Does it have VM? No? Well, that's an obvious start. Does it have much
>
> It's a poor start. VM is not at all necessary. In microcomputers,
> it only serves to allow developers to be immensely sloppy.

How is it sloppy to be unable to anticipate that J. Random User will try to run fifteen programs simultaneously on his 4 MB Mac LC? Each of those programs could be as tightly coded as possible and J.R.U. would still run out of RAM.

I really think you're pulling this out of your hat. Most developers have to try to code for the lowest common denominator. That automatically includes trying to avoid dependence on large amounts of memory being present. As the average user gets more and more memory, developers set the bar higher and higher, but in no case do they just sit around saying "hehe, let's make our software a pig, we don't care, we don't have to".

Some developers are clearly much worse at efficiency than others. For example, Microsoft Word 6 for the Mac is an insufferable pig, both for the CPU cycles it burns and the memory it eats. The user reaction was to dump it, something which was probably a factor in Microsoft's recent announcement of its creation of a new Mac product division which will develop Mac products from the ground up. (As opposed to the current policy of doing poor ports from the Windows versions.)

> Memory Management would be a much better 'modern' requirement.

Define "Memory Management".

>>in the way of network support? No? Does it have memory protection? No?
>
> Actually, MagiC does. Network support can exist on the application
> level and has been existent on the ST's for quite some time.

Network support needs to be an OS service. It is too much to ask every application developer to reinvent the wheel.

MiNT/MultiTOS probably have at least a TCP/IP protocol stack, but there seem to be very few people that use those particular offshoots of TOS.

It is always very funny to see the extremist Atari advocates gloat about the LocalTalk compatible port on the Falcon. They never mention the fact that Atari didn't have an AppleTalk network driver (and, to the best of my knowledge, nobody outside of Atari has ever written one either). A network port without the software to support it is worthless.

>>Sounds like a limitation to me. (Maybe things have changed, but in my
>>Atarian days there was little to no support for any of these things, and I
>>haven't seen evidence of them in my fiddling with MagiCMac.)
>
> I'll consider this methodology the next time I fire up the PC
> Mac emulator: Executor. '-p

You were talking about MagiC. I assumed that MagiCMac is the same OS, just running on a Mac instead of an Atari. Did I assume wrong? I thought that was the idea behind MagiCMac.

>>Does TOS have a 3D graphics API? Does it support hardware acceleration
>>for it? MAJOR limitation. This is hardware of today we're talking about.
>
> API's are all applications level.

You have an odd definition of "application level". Usually it refers to code that sits in an application instead of in an OS. An API is the interface offered to an application for an OS service.

> Although 3D hardware acceleration would be a nice addition.
> However, this could also be added to TOS with no problems.

That doesn't change the fact that it's not there.

>>Does TOS have anything like QuickTime?
>
> For those parts of QT that actually get used: yes.

What parts do you think don't get used?

> Although, this is applications level as well.

Is it? Is it practical to expect every developer who wants to include digital motion video in their program to reinvent all of the technology that's present in QuickTime? QT means that programmers can easily implement fairly advanced features in their programs with minimal effort. It means that you don't have to worry about interoperability with other digital video programs, because if you use QuickTime you automatically get it. Just as an example, you can cut, copy and paste chunks of video using standard Mac clipboard operations between any two apps which support QuickTime.

This would be extremely impractical to do at the application level.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

330. Re: WILL ANY TYPE FLOPPY DRIVE WORK?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-21 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2101970136450001@metricom04.ucsc.edu>
Source record: 6825
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <5bj6hg$df8@lana.zippo.com>, JEDI wrote:

> The drive mech should be no more than 50 bux.

New 1.44 drives are less than $35. $50 would be a ripoff.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

331. Re: Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-21 00:00:00 UTC
From: dbeards@f1.net.au
Message-ID: <5c3f63$2au@zonk.geko.net.au>
Source record: 6826

```
>Is there defragmenting software and virus software for Atari hard
>drives?
>
>Thanks in advance
>
>Mykle
>.
Hi Mykle,
Diamond Edge 2 not only defragments HD's but is also a complete
diagnostic and repair tool for all hard drives. Ultimate Virus Killer
is the best (and most up-to-date) virus software for the atari.
Both are distributed in the US by Toad computers.
Email them on info@toad.net
Hope this helps....
Cheers
Dave B
```

332. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-21 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <853869134_OASIS_@pcc-uky.campus.mci.net>
Source record: 6827

In article <1997Jan20.175656.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <5botma$avn@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>
>> It's "Rhapsody", Sinclair. Not Rhasopy.
>
>So sue me..I am a lousy speller..

As well as many other "lousy" things... :)

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/_____________________________________|_____________________________/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

333. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-21 00:00:00 UTC
From: JEDI
Message-ID: <5c2ufi$l0t@lana.zippo.com>
Source record: 6828
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5c1ies$j0d@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI [edited] writes:
>
>> 8ms is a lot slower than 150ns no matter what kind of spin you
>> try to put on things.
>
>You might want to reread your own statement because it doesn't make sense.

touche.

>
>>>There are many things which cannot be grafted at the application level.
>
>Anything that needs to access the operating system in protected mode.

That's a poor choice of words. This text I am typing now 'accesses'
the OS and by no means needs supervisor mode or to be running in
the kernel.

Those things which need to be there are by no means 'many'.

>
>> It's a poor start. VM is not at all necessary. In microcomputers,
>> it only serves to allow developers to be immensely sloppy.
>
>> Memory Management would be a much better 'modern' requirement.
>
>Interesting. Are you claiming that no programs for microcomputers require
>large virtual address spaces? That is perhaps true but it is far better

Those that do are attempting to supplant big iron.

>to have a large virtual address space then to constantly read data from
>a disk. Virtual memory paging algorithms are faster than disk caching
>algorithms.

Howso? They both have to deal with the same locality issues.

>
>> For those parts of QT that actually get used: yes.
>> Although, this is applications level as well.
>
>What parts of QT do you think are actually used?

That which is commonly used would be covered by MPEG.
Even the rest which are often touted and less often seen
would be covered by other formats (like vrml).

334. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c2vjt$49p@ornews.intel.com>
Source record: 6829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-2101970131010001@metricom04.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy

Your continued spamming of c.s.a.s is becoming annoying. You, Sinclair-Day,
"Jedi," Quinlan, et. al. - KNOCK IT OFF.

This bullshit has gone on long enough. Either take it to email, take it
SOLELY to the advocacy groups, or drop it.

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NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

335. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c2vgc$49p@ornews.intel.com>
Source record: 6830
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5c1ies$j0d@morgoth.sfu.ca>,
quinlan@sfu.ca (Brian Quinlan) wrote:
>Interesting. Are you claiming that no programs for microcomputers require
>large virtual address spaces? That is perhaps true but it is far better
>to have a large virtual address space then to constantly read data from
>a disk. Virtual memory paging algorithms are faster than disk caching
>algorithms.

Brian, the /algorithm/ isn't the bottleneck, as you well know. You could have a zero-time algorithm, and VM would STILL be slower than "real" RAM becasue VM uses that hard drive for the virtual memory space. It doesn't make a damn bit of differecne if the VM algorithm takes 1 microsecond or 50 microseconds - you can't get the data to or from the hard drive in less than about 8ms (on average for fast drives - slower for less-expensive drives).

Yet another specious argument blown out of the water...

336. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c2va4$49p@ornews.intel.com>
Source record: 6831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5c0hjm$e05@lana.zippo.com>, JEDI wrote:
>
>In article <bwanga-2001970121210001@metricom37.ucsc.edu>,
bwanga@cats.ucsc.edu says...
>>
>
> If your OS is 'modern', running out of memory shouldn't be a problem.

Which leaves Win95 totlly out of the picture. <G> Bill G. forgot to mention
that it stands for 1895, not 1995.

>
>[deletia]
>>Does it have VM? No? Well, that's an obvious start. Does it have much
>>in the way of network support? No? Does it have memory protection? No?

Memory protection isn't needed in single-tasking mode, and to the best of my
knowledge, all of the multi-tasking OSes available for TOS-based computers
have MP options (which can be disabled if one has a burning desire to run an
MT on a plain-jane 68000).

As for network support - well, I have two TT030's networked with the
on-board hardware and free software at home. Granted, it's limited to only
256 nodes on the network - a really severe limitation for most home users,
I'm sure.

And if you want to talk about things that are missing - where's the MIDI
support in Mac OS? Where are the MIDI ports? They aren't on the
motherboard, are they?

You guys are ridiculous. Every person has his own favorite computer and/or
OS. An /intelligent/ being uses the system that does the job he has in mind
for the least money, in the least time, with the least hassle (or however he
decides to trade off thsoe three mutually-incompatible goals). EVERY
desktop computer has flaws and strengths, and there is nothing one can do
(in terms of applications) on one platform that can't be done on another.
Trying to "convert" Atari users to the Mac, or PC users to the Timex
Sinclair, or any other conversion, is not only a waste of effort, it's a
waste of bandwidth.

The continuous insistence on cross-posting this idiotic thread into a
non-advocacy newsgroup is not only obnoxious, it's a form of spamming. You
will note that I have redirected all but one of my follow-ups (momentary
lapse there).

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

337. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-21 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E51D61.64@owens.ridgecrest.ca.us>
Source record: 6832

Timothy A. Seufert wrote:
>
> >Chris is welcome to UUE them to me and i'll post them on an
> >ftp site. Sorry, but uploading is not possible here.
>
> RidgeNet's administrators are quite paranoid. :)

:)

And the server has only been down two times in the last three
years of operation. Those two time were do to a link down the road.
It's a pretty good place, and it's not aol :).
>
> >> Slideshows are not desirable for a real test. You can't tell what part of
> >> the time was spent processing and what part waiting.
> >
> >Twenty images in 26 seconds? Where the waiting? :)
>
> Well, Chris' test was for twenty 640x480 JPEGs. On my computer a 640x480
> JPEG generally takes about 0.5 s to decompress and display (dither or
> not).
>
> >
You can't (shouldn't?) use the term "generally" when refering to a file
that can vary in size or compression. Compair your .5 to what you state
below. In a slide show the error in your statement adds up considerably.

> >Ram disk is fine here. Is 20mb/sec to fast?
>
> Disk array, eh? (No way you get 20 MB/s sustained from a single drive.
> There aren't any drives out yet that can sustain more than about 10 MB/s.)

Disk array? No, fast ram on the Falcon operates at about 18mb/sec with
the 030.
The image was stored in ST Ram and decoding and display was from fast
ram.
(of course using the FRB cookie to pass the data to ST ram for display).
Where did we get Disk array from? Let's stay on the topic.
>
> > Hell, can I just blit the image to another area and display it?
>> Would that be cheating?
>
> I'm not exactly sure what you mean, but it sounds like it would be cheating.

How can a 1992 030 machine cheat against a PPC? :)
>

> I am relying on GraphicConverter's self-reporting of how long it takes to
> decompress a picture. However, it doesn't appear to time things with a
> greater precision than 0.1 s. (For the picture you already have on your
> FTP site, GraphicConverter decodes and displays it in 1.9 seconds. The
> second time around, when presumably it gets to load it from the disk cache
> instead of the real disk, it's 1.4 seconds. Haven't tried it from a
> RAMdisk yet.)

Your changing the test. Both Chris and I said we used a watch to time
from
mouse click until the image was completly displayed.
I used a stop watch. I use Graphic Converter
as well and the time it displays is definetly not the time it takes to
view
the image. Actually I think that the time is an estimate of the file
size as
it apears before the file is decompressed. Correct me if i'm wrong.
However Chris has not posted the time for his machine as of yet for this
same file. (nice picture, ehhh?). However I am pleased to know that
"blown
away" only means a factor of five concerning this test between the
Falcon and
an 8500 PPC (load time on my Falcon is 10.2 sec. Your time may vary.
Hey,
Magnus, are your reading this). We should change the test to from when
you
switch the machine on until the image is displayed :). Now that would be
cheating:). I'll repost the time from my Falcon when some additional
hardware
arrives shortly. I would suspect that the factor should drop to around a
factor of four.
>
> For a real benchmark, we would need to get hold of some JPEG decompression
> source code, so that the same source would be compiled on all machines. I
> could then also see just how much MacOS is hurting me, by recompiling it
> under Linux and BeOS.

I maintain the right to utilize DSP source :).

>
> BTW, I am quite sure that MacOS does hurt performance, if for no other
> reason than emulated interrupt drivers (ugh!).

:).

Mike

>
> --
> +---+
> |Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
> | "I never give them hell. I just tell the truth, and they |

```
> | think it is hell." -Harry S Truman |
> +------------------------------------------------------------+
```

338. Get the Atari ST/TT/Falcon "Ultimate Virus Killer" TOTALLY FREE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.012297.160359.94@wxs4-15.worldaccess.nl>
Source record: 6691

Hi to all of you!

There is reason for some celebration! Since I started doing the "Ultimate Virus Killer" commercially, in spring 1988, I have personally sold 3000 disks (this is barring the sales through people like Oregon Research, CRL and Douglas Communications, about which I have no statistics). This morning I sent off the 3000th disk, which made me pretty content.
I'd like to celebrate this with all of you, so I am now offering all of you the opportunity to become a registered user of the "Ultimate Virus Killer" *for free*, yes, you read that correctly, at no charge! This means you'll be getting the latest version, 7.0, and you will be eligible to receive updates at a drastically reduced price.
Here's how to go about it (and a few conditions):

1) Send one formatted double density disk and 2 International Reply Coupons (3 International Reply Coupons if you live outside Europe) to "UVK offer", P.O. Box 67, NL-3500 AB, Utrecht. Instead of a disk, you can also add an extra International Reply Coupon.
2) Make sure it arrives at my P.O. Box by January 31st at the latest (!).
3) Only one free copy of "UVK" per address!
4) This offer does *not* count for people who are already registered users through me direct or through Oregon Research. It *does* count for people who have registered at Douglas Communications.
5) This offer does *not* count for people who live in the USA or Canada (contact orres@teleport.com to get your copy at a regular price).
6) If in doubt, or if you have questions, simply email me and ask.

The "Ultimate Virus Killer" is the industry standard virus killer for the Atari range of computers. It works on literally *any* TOS version, any hardware configuration, any multi-tasking system and "GEMulator" (and probably on any other good ST emulator such as Magic PC, Magic Mac and STonx, though this is unconfirmed). It recognises 98 bootsector viruses and 5 link viruses, and can restore the original bootsectors of almost 800 games and megademos. In total it can recognise well over 1800 different commercial and non-commercial bootsectors (viruses, anti-viruses, games, virus free disks, bootsector demos, etc., etc.).

Hope to hear from you soon...

--
/--\
| Richard Karsmakers cronos@worldaccess.nl |
\--/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer

P.O. Box 67, 3500 AB, Utrecht, Netherlands

```
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/
```

339. Petey is interested in Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1167cd$d2534.2d9@HERMES>
Source record: 6692

Just noticed this when I opened comp.sys.atari.advocacy and saw the
article list...

1 WHAT IS AN ATARI ST/FALCON!!!!????z PETER SINCLAIR-DAY
2 WHAT IS AN ATARI ST/FALCON!!!!???? PETER SINCLAIR-DAY

Hmmm. Perhaps if he was that interested, you think he might actually buy one?

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

340. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E66BA6.5119@owens.ridgecrest.ca.us>
Source record: 6693

Timothy A. Seufert wrote:
>
> In article <32E51D61.64@owens.ridgecrest.ca.us>, Michael Grove
> <mgrove@owens.ridgecrest.ca.us> wrote:
>
> >Timothy A. Seufert wrote:

(snip a little)
>
> >> Disk array, eh? (No way you get 20 MB/s sustained from a single drive.
> >> There aren't any drives out yet that can sustain more than about 10 MB/s.)
> >>
> >Disk array? No, fast ram on the Falcon operates at about 18mb/sec with
> >the 030.
> >The image was stored in ST Ram and decoding and display was from fast
> >ram.
> >(of course using the FRB cookie to pass the data to ST ram for display).
> >Where did we get Disk array from? Let's stay on the topic.
>
> Sorry, I thought you were referring to HD transfer speed, not RAMdisk
> transfer speed. My mistake. You've got to agree, 20 MB/s would be
> impressive from a single disk. :)

:). Try about ten times slower than that on the Falcon SCSI:).

>
> I assume fast RAM refers to RAM on a custom expansion card instead of the
> ordinary system RAM, which loses speed due to the video refresh DMA. (If
> I remember my Falcon architecture right.) Out of curiousity, do you have
> a setup which allows the 030 to access that memory with a 32-bit bus, or
> is it still limited to 16 bits? I remember people were developing boards
> to do that.

The "fast" ram in my Falcon is 32bit, however to utilize video it has to
go through a "buffer" to get the info to the video (st) ram. It's a
small
card with a PGA mounted 030 and eight simm slots. Fits on the expansion
slot.
There is a newer card available now, looks the same but with an 040
sitting
there. "Blows" mine away. I wish Magnus or Frank would have tried the
"test".
The file is now removed.

>
> One of the things that caused me to jump ship to a Quadra 660AV instead of

> buying a Falcon was the way Atari crippled the architecture of the machine
> with that 16-bit bus. It was pretty annoying to know that Atari was
> releasing a machine which was not only slower than the prior TT just
> because of clock speed, but was severely crippled in memory bandwidth.

I have an 840AV at work. It is a really nice machine for the price I
paid.
I think used it was $999.00. It's quite the performer with MagiC Mac and
the 40mhz CPU.

>
> >> I'm not exactly sure what you mean, but it sounds like it would be cheating.
> > >
> >How can a 1992 030 machine cheat against a PPC? :)
>
> Remember the infamous Alpha demo?
>
> >> I am relying on GraphicConverter's self-reporting of how long it takes to
> >> decompress a picture. However, it doesn't appear to time things with a
> >> greater precision than 0.1 s. (For the picture you already have on your
> >> FTP site, GraphicConverter decodes and displays it in 1.9 seconds. The
> >> second time around, when presumably it gets to load it from the disk cache
> >> instead of the real disk, it's 1.4 seconds. Haven't tried it from a
> >> RAMdisk yet.)
> > >
> >Your changing the test. Both Chris and I said we used a watch to time
> >from
> >mouse click until the image was completly displayed.
> >I used a stop watch.
>
> I will try to do some stopwatch timing, then.
>
snip

> >it apears before the file is decompressed. Correct me if i'm wrong.
>
> It sounds like you're referring to the progress bar that displays as an
> image is opening. That's not what I'm referring to. (Most of the time, I
> never see it, since GraphicConverter won't even display it if the image
> opens in less than a couple seconds.) I'm looking at the time reported in
> the Information window, which you can bring up with a menu selection or
> command-I. It tells you how long the image took to open, the JPEG
> compression ratio, and some other stuff.

I remember now.

>
> I will try to construct an artificially large image that takes 10 seconds
> to open, so I can do a stopwatch timing to verify that GraphicConverter is
> reporting fairly truthfully.
>
> BTW, I discovered that GraphicConverter is actually making use of

> QuickTime's JPEG decompression module. I may try this with JPEGview,
> which (I think) has its own JPEG code, just to see if it is better or
> worse.

I forget now, but either Graphics Converter or DeBabelizer allows you
to choose Quicktime or not.

Snip
>
> Does the decoder you use take advantage of the DSP?

Yes

>
> I do sort of have my hand tied behind my back; my machine doesn't have any
> L2 cache right now (the one I had went bad). If anybody's still actually
> interested in this when I get one again, I'll try to report some numbers.

Yea, me to. My bus is only running at 16mhz. That will soon change.
>
snip

> >I maintain the right to utilize DSP source :).
>
> OK, just as long as you let me use one of the Apple TriMedia cards when
> they come out. TriMedia is an extremely fast VLIW DSP multimedia
> processor; the basic card is expected to cost about $100, and will be
> quick enough to do 30fps fullscreen MPEG.

Can I use a Squirrl MPEG player for the test:)

snip

>
> I can't wait for Apple to release Rhapsody. Finally a real OS (and a very
> cool one, too -- OpenStep pegs the way-cool-o-meter). I have my doubts
> about Apple's ability to deliver a working MacOS compatability box for it
> in the timescale they claim, but the core OS itself is already complete,
> and NeXT has ported it to different platforms many times.

Yea, the hardware is bitchen. I just like the simplicity of TOS or
MagiC.

Mike
>

341. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E66FEB.824@owens.ridgecrest.ca.us>
Source record: 6694

Chris Krowchuk wrote:
>
> > sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
> >In article <5botma$avn@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> >
> >> It's "Rhapsody", Sinclair. Not Rhasopy.
> >
> >So sue me..I am a lousy speller..
>
> gee Sinclair, I recall an incident where i made a typo awhile back and
> you impolitely corrcted me. At least we were being polite about this.
>
> What would I sue you for? If I won the judgement... what would I collect?

Maybe a freshmens underwater basketweaving lettermans jacket?

Mike

342. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5c645r$rih@dos.canit.se>
Source record: 6695

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <5brj96$dvb@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
:
: > It's odd, then, that it still doesn't sport pre-emptive multitasking. I'll
: > have to use MkLinux or MagiCMac in order to get that.
: > Also, it doesn't feature any command line interface, and is prohibitely
: > slow and memory-hungry.
: > As for now, Rhapsody is but vapourware.
:
: Or just use the Be OS..

Good idea. Why go for MacOS when there are third-part OSes with no
software support whatsoever? (Not that I'm troubled by lack of software)

: > They will finally add ping, traceroute, whois and nslookup?
:
: I don't read french.

Who said anything about French? If you refer to the above mentioned
utilities, only Mac (and Win 95) users can display such ignorance about
such basic InterNet utilities.

: > They are produced in larger quantities, which explains the pricing.
:
: Ye, so..Welcome to market realities.. If the Hades were priced a $1,000, the
: true market value, volume would be up to the Atari faithful..

True.

: > Tell me, what is a "3D appearance manager"?
:
: Allows the user to totally design their desktop based on their ego, style and
: creativity.

Sounds nice.

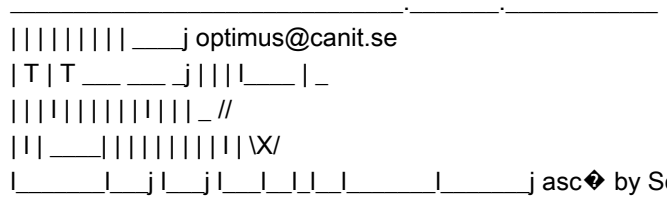
: The 3D appearance manager is exactly what it states..

It works in 3D? What type? Polygon, wireframe, phong, gourad, trace,
scanline? Has it got B-splines?

: > Well, they haven't proved much good taste in naming their systems yet,
: > aside from Tempus.
:
: Tempo..

First they name it after an astronomer, then a parking lot, and now a
warehouse.

--


optimus@canit.se
asc by Soxius

343. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5c63vg$rih@dos.canit.se>
Source record: 6696

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
: Something about testing the load time of
: a JPG file.......
:
: And nobody responds?
:
: Ever been to a race and nobody shows up?
:
: The one who did wins by default :)
:
: So the Falcon is the fastest? :)

I belive the Medusa060 or Hades wins. My A1200/020/28 clocked in at 41.5
seconds with FastView, don't know how Visage would fare. It'd be
interesting to see what a 060 Amiga could do...

--

_____.______.__________
| | | | | | | | | ____j optimus@canit.se
| T | T ___ ___ _j | | | |____ | _
| | | | | | | | | | | | | _ //
| | | ____| | | | | | | | | | | \X/
|_____|___j |___j |___|__|_|__|_____|_____j asc by Soxius

344. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

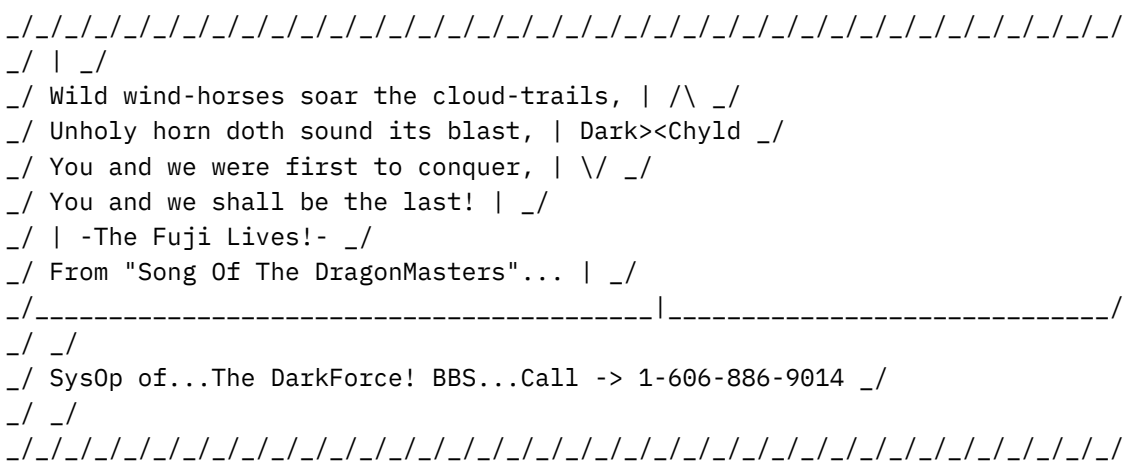
Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <853924236_OASIS_@pcc-uky.campus.mci.net>
Source record: 6697

In article <bwanga-2201970102370001@metricom19.ucsc.edu>
bwanga@cats.uc*sc.edu (Timothy A. Seufert) said:-

>>How can a 1992 030 machine cheat against a PPC? :)
>
>Remember the infamous Alpha demo?

So how was that cheating?

--


_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/

345. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1167cd$d223.80@HERMES>
Source record: 6833
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

JEDI wrote:
> 8ms is a lot faster than 150ns no matter what kind of spin you
> try to put on things.

... in much the same way that walking from Los Angeles to Washington DC is faster than flying.

(Hint: 8ms [eight milliseconds] is really _eight_million_ nanoseconds, which is well over 1.3 million times longer than 6ns [six nanoseconds])

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

346. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5c4d6q$9pt@scanner.worldgate.com>
Source record: 6834

> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <5botma$avn@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>
>> It's "Rhapsody", Sinclair. Not Rhasopy.
>
>So sue me..I am a lousy speller..

gee Sinclair, I recall an incident where i made a typo awhile back and
you impolitely corrcted me. At least we were being polite about this.

What would I sue you for? If I won the judgement... what would I collect?

347. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <5c4hhu$56q@nexp.crl.com>
Source record: 6835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
: In article <5c0hjm$e05@lana.zippo.com>, JEDI wrote:

: >In article <bwanga-2001970121210001@metricom37.ucsc.edu>,
: bwanga@cats.ucsc.edu says...

: >>Oh, come on. The point is that it's there if you need it. I'd rather
: >>have VM around so that I don't have to worry nearly as much about running
: >>out of memory.
: >
: > If your OS is 'modern', running out of memory shouldn't be a problem.
: >
: > If, on the other hand, it is likely to go down in a ball of flames:
: > then it's a problem.

#include <stdlib.h>

main(void)
{
while (1)
*((int *) (malloc(1000000))) = 1;
}

This is called a malloc bomb. It eats memory. Fast. Nearly every OS
in existence will go down in a ball of flames if you try it. Even those
that support copy-on-write die, because this writes (It'd work faster on
those if you malloc'd the page size (unless the copy-on-write algorithm is
no good), but they die anyway). Go ahead, try it; you'll discover that,
by your definition, most OS's out there are quite ancient.

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any
significant number of users want fixed." -- Bill Gates
```

348. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2201970102370001@metricom19.ucsc.edu>
Source record: 6836

In article <32E51D61.64@owens.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> wrote:

>Timothy A. Seufert wrote:

>> Well, Chris' test was for twenty 640x480 JPEGs. On my computer a 640x480
>> JPEG generally takes about 0.5 s to decompress and display (dither or
>> not).
>>
>> >
>You can't (shouldn't?) use the term "generally" when refering to a file
>that can vary in size or compression. Compair your .5 to what you state
>below. In a slide show the error in your statement adds up considerably.

I say generally because that's my guesstimate of the average. I tried
opening several 640x480 JPEGs I had sitting around on my HD and usually it
was around .5 seconds. The JPEG files varied considerably in compression
ratio, etc.

>> Disk array, eh? (No way you get 20 MB/s sustained from a single drive.
>> There aren't any drives out yet that can sustain more than about 10 MB/s.)
>
>Disk array? No, fast ram on the Falcon operates at about 18mb/sec with
>the 030.
>The image was stored in ST Ram and decoding and display was from fast
>ram.
>(of course using the FRB cookie to pass the data to ST ram for display).
>Where did we get Disk array from? Let's stay on the topic.

Sorry, I thought you were referring to HD transfer speed, not RAMdisk
transfer speed. My mistake. You've got to agree, 20 MB/s would be
impressive from a single disk. :)

I assume fast RAM refers to RAM on a custom expansion card instead of the
ordinary system RAM, which loses speed due to the video refresh DMA. (If
I remember my Falcon architecture right.) Out of curiousity, do you have
a setup which allows the 030 to access that memory with a 32-bit bus, or
is it still limited to 16 bits? I remember people were developing boards
to do that.

One of the things that caused me to jump ship to a Quadra 660AV instead of
buying a Falcon was the way Atari crippled the architecture of the machine
with that 16-bit bus. It was pretty annoying to know that Atari was
releasing a machine which was not only slower than the prior TT just
because of clock speed, but was severely crippled in memory bandwidth.

>> I'm not exactly sure what you mean, but it sounds like it would be cheating.
>
>How can a 1992 030 machine cheat against a PPC? :)

Remember the infamous Alpha demo?

>> I am relying on GraphicConverter's self-reporting of how long it takes to
>> decompress a picture. However, it doesn't appear to time things with a
>> greater precision than 0.1 s. (For the picture you already have on your
>> FTP site, GraphicConverter decodes and displays it in 1.9 seconds. The
>> second time around, when presumably it gets to load it from the disk cache
>> instead of the real disk, it's 1.4 seconds. Haven't tried it from a
>> RAMdisk yet.)
>
>Your changing the test. Both Chris and I said we used a watch to time
>from
>mouse click until the image was completly displayed.
>I used a stop watch.

I will try to do some stopwatch timing, then.

> I use Graphic Converter
>as well and the time it displays is definetly not the time it takes to
>view
>the image. Actually I think that the time is an estimate of the file
>size as
>it apears before the file is decompressed. Correct me if i'm wrong.

It sounds like you're referring to the progress bar that displays as an
image is opening. That's not what I'm referring to. (Most of the time, I
never see it, since GraphicConverter won't even display it if the image
opens in less than a couple seconds.) I'm looking at the time reported in
the Information window, which you can bring up with a menu selection or
command-I. It tells you how long the image took to open, the JPEG
compression ratio, and some other stuff.

I will try to construct an artificially large image that takes 10 seconds
to open, so I can do a stopwatch timing to verify that GraphicConverter is
reporting fairly truthfully.

BTW, I discovered that GraphicConverter is actually making use of
QuickTime's JPEG decompression module. I may try this with JPEGview,
which (I think) has its own JPEG code, just to see if it is better or
worse.

>However Chris has not posted the time for his machine as of yet for this
>same file. (nice picture, ehhh?). However I am pleased to know that
>"blown
>away" only means a factor of five concerning this test between the
>Falcon and
>an 8500 PPC (load time on my Falcon is 10.2 sec. Your time may vary.
>Hey,
>Magnus, are your reading this).

Does the decoder you use take advantage of the DSP?

I do sort of have my hand tied behind my back; my machine doesn't have any
L2 cache right now (the one I had went bad). If anybody's still actually
interested in this when I get one again, I'll try to report some numbers.

>> For a real benchmark, we would need to get hold of some JPEG decompression
>> source code, so that the same source would be compiled on all machines. I
>> could then also see just how much MacOS is hurting me, by recompiling it
>> under Linux and BeOS.
>
>I maintain the right to utilize DSP source :).

OK, just as long as you let me use one of the Apple TriMedia cards when
they come out. TriMedia is an extremely fast VLIW DSP multimedia
processor; the basic card is expected to cost about $100, and will be
quick enough to do 30fps fullscreen MPEG.

>> BTW, I am quite sure that MacOS does hurt performance, if for no other
>> reason than emulated interrupt drivers (ugh!).
>
>:).

I can't wait for Apple to release Rhapsody. Finally a real OS (and a very
cool one, too -- OpenStep pegs the way-cool-o-meter). I have my doubts
about Apple's ability to deliver a working MacOS compatability box for it
in the timescale they claim, but the core OS itself is already complete,
and NeXT has ported it to different platforms many times.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

349. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2201970117400001@metricom19.ucsc.edu>
Source record: 6837
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <5c2va4$49p@ornews.intel.com>,
atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) wrote:

>Memory protection isn't needed in single-tasking mode, and to the best of my
>knowledge, all of the multi-tasking OSes available for TOS-based computers
>have MP options (which can be disabled if one has a burning desire to run an
>MT on a plain-jane 68000).

I do now recall that MultiTOS had MP if you had an 030.

I strongly suspect that a lot of Atari apps would break with full memory
protection, though. There are a lot of situations where you have to bang
on globabl OS variables. (This same issue is why Apple didn't just put
protection into System 7 way back when, although if you ask me they
should've just done it, and to hell with the compatability problems.)

>As for network support - well, I have two TT030's networked with the
>on-board hardware and free software at home. Granted, it's limited to only
>256 nodes on the network - a really severe limitation for most home users,
>I'm sure.

The point was that since TOS has no built-in networking services, there is
no standard way for network hardware to communicate with applications, and
there is no standard network protocol. Standards are why it's easy for me
to network my Mac to the PCs in my apartment.

>The continuous insistence on cross-posting this idiotic thread into a
>non-advocacy newsgroup is not only obnoxious, it's a form of spamming. You
>will note that I have redirected all but one of my follow-ups (momentary
>lapse there).

I didn't invent the newsgroups line for this thread. Ding me for failing
to remember that I should edit it down to the appropriate groups, but I
have by no means 'insisted' on cross-posting it. And spamming is a pretty
strong term, given that spamming generally refers to the act of
deliberately posting multiple copies (not cross-posting!) to hundreds of
inappropriate groups, or flooding a single newsgroup with tons of junk
postings.

BTW, I added comp.sys.atari.advocacy back, because that's where I'm
reading from, and it certainly seems germane to that advocacy group.

Frankly, I'll probably be out of here soon. Advocacy arguments are a
waste of time, as you pointed out.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

350. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1167cd$171829.1e6@HERMES>
Source record: 6838
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
> atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) wrote:

> >Memory protection isn't needed in single-tasking mode, and to the best of my
> >knowledge, all of the multi-tasking OSes available for TOS-based computers
> >have MP options (which can be disabled if one has a burning desire to run an
> >MT on a plain-jane 68000).

Personally, I'd rather have memory protection irrespective of the single
or multi tasking nature of the system.

For a computer with a RAM loaded OS, one would like memory protection
enabled so that it [the OS] can't be "creatively rewritten" by an errant
app.

And, with systems with co-resident apps (be they desk accessories or not),
the advantage of memory protection can be quite useful.

In essence, denying writes to memory spaces not owned by the current app.
Of all the protection violations I see, around 80% are writes to areas
unowned by the current app.

And, as an author of utils on the Atari 68k platform, I ensure my apps
are immune from such errors.

> I do now recall that MultiTOS had MP if you had an 030.

At a rather large penalty in RAM space, however. But, if you need 100%
accuracy and reliability of your data, this price is cheap compared to
corrupt data in a mission-critical app.

> I strongly suspect that a lot of Atari apps would break with full memory
> protection, though. There are a lot of situations where you have to bang
> on globabl OS variables. (This same issue is why Apple didn't just put
> protection into System 7 way back when, although if you ask me they
> should've just done it, and to hell with the compatability problems.)

IIRC the Mac has had '030 models since 1989 (the IIcx and SE/30 were the
first, I think), why didn't Apple begin to implement memory protection
into later System 6 versions that were current at the time? It would have
made the transition into System 7 easier. And probably less traumatic.
And they'd have had less "it aint compatible" press as well.

> >As for network support - well, I have two TT030's networked with the
> >on-board hardware and free software at home. Granted, it's limited to only
> >256 nodes on the network - a really severe limitation for most home users,
> >I'm sure.

> The point was that since TOS has no built-in networking services, there is
> no standard way for network hardware to communicate with applications, and
> there is no standard network protocol. Standards are why it's easy for me
> to network my Mac to the PCs in my apartment.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

351. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1167cd$17215.2ee@HERMES>
Source record: 6839
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

JEDI wrote:
> 8ms is a lot faster than 150ns no matter what kind of spin you
> try to put on things.

... in much the same way that walking from Los Angeles to Washington DC is faster than flying.

(Hint: 8ms [eight milliseconds] is really _eight_million_ nanoseconds, which is well over 53000 times longer than 150ns [one hundred and fifty nanoseconds])

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

352. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-22 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.853932456@gen-off-3>
Source record: 6840

atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) writes:
>Your continued spamming of c.s.a.s is becoming annoying. You, Sinclair-Day,
>"Jedi," Quinlan, et. al. - KNOCK IT OFF.

This was in an article posted to c.s.a.s.

And he tried spamming the Mac groups by pointing follow-ups to the
wrong place.

What a wanker.
--
Home page http://www.ktl.cix.co.uk/hoagy.html
Alternate Email hoagy@cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

353. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5c7bv1$qrf@einstein.ebicom.net>
Source record: 6698
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

608.1@cobra.uni.edu> <5b95u0$hbl@scanner.worldgate.com> <5bdua3$bui@lana.zippo.com>
<bwanga-1301971809380001@metricom59.ucsc.edu> <5bg55g$ll5@lana.zippo.com>
<bwanga-2001970121210001@metricom37.ucsc.edu> <5c0hjm$e05@lana.zippo.com>
<bwanga-2101970131010001@metricom04.ucsc.edu>
Organization: EbiCom.Net
Distribution:

:
: The fact that Apple had models in the 80's which initially retailed for
: more than $5000 (some were closer to $10000) does not mean that they had
: an "academic mentality". It means only that they were targeting a much
: different market than Atari. IMO, it was a mistake for Atari to ignore
: that market, since targeting it would have given the ST much more
: credibility as a serious computer, as well as ensuring that Atari kept up
: with current technology instead of falling far behind like it did.
:
First...Atari felt it was making a good move...because in 1988 they
went for the one market every one else was ignoring. The home user!
Texas Instruments and Atari battled it out for this market early on...
then came the C64. Next thing you know they all pulled out and left
the market wide open. Atari simply couldn't afford to secure it...even
thoe they gave it a try. At the time...the ST was the absolute BEST
machine on the market for its price. I was running DOS and windows
applications on my Atari, along with a great deal of Mac stuff (Both
faster than the native machines I might add!), and saving
my data to 3.5" floppys (two or three years later before this
became standard on PCs)...running in full color, doing midi work...
and much much more when my friends had paid up to 4 times the ST cost
for an Apple GS, an XT, or the occasional (very rich) Mac user (and
scraping to afford a simple MPU...let alone midi interfaces and sound
cards). Today...I can still use my ST with only 1meg and do things that
it takes a current Mac or PC at least 12meg of RAM and an awfully large
hard disk to accomplish. So maybe TOS/GEM is old and outdated...but
it's sure outlived the others when you consider it's only gotten four
or five slight modifications, and DOS/Windows/SystemX.XX is constantly
getting major plastic surgery just to make it useable.

Atari fell behind in technology?
Interesting that they hit the market first in many many areas...all the
way to the last product...the Jag. Falcons came out when Pentiums were
still a wet dream...In my opinion, Atari's big problem has never been with
the machines they made and their respective OS. Axe to the grind stone...
the Atari machines WORK with less problems than any other machine I've
ever come in contact with for average (and some not so average)

applications. It's really not fair to compare the latest stuff that just came out last year with stuff that came out 5 years ago (Falcon...longer for other Atari stuff)...and even so...the Atari CAN and DOES do most current computing needs. That's pretty good for a platform laid out in the early 80s!

The "few" dealers that carried Atari sold the hell out of them. The problem was that no one can see into the future. Trimmel was one major player who saw much success in making a good machine for cheap, and selling it in mass quantities (I.E. C64). He took a gamble with the same policy on Atari. The problem...by this time...free publicity was no longer existant like in the C64 days when editors lined up and begged to review the hottest new gadget. He didn't figure this into the equasion, and Atari no longer had money to push their lines. Furthermore, there were evidently some big jerks down in dealer support that managed to piss off the majority of local small Atari dealers...there went their last hope! Shortly, mail order and whare-house whole sale ruled the PC world. Now...I think it is basicly a matter of luck, and this time around Trimmel's seemingly logical move at the time lost. It easily could have gone the other way however...one never can tell...you make your best call and hope for the best.

Okay...are the Direct Computer Clones a good choice?
For a lot of applications...yes...
I doubt Direct Computers expects to sell a whole lot of these...espically to "home users". The people who will buy them are power users who might already have lots of TOS software. Or someone wanting to market a particular nich package based on the platform. For instance...
Say I'm a company who has been working on a project for the last ten years to make a machine to co-ordinate satellite uplinks. I already have ten years worth of code that was written in 68000 assembly language but just now are ready to select an existing machine to build the rest of the system around and go to market within the next two years.
I make a few phone calls...
I'm down to choosing between a Mac mother board, and the Direct TT.
Mac is all out of the particular one I need...the next model up that they will sell me without a chassis and other junk I don't need is going to run me about $1,000,000 more in the end, mainly because I have to get a special commercial liscence to resolve some crazy legal problem with software drivers for the networking card I want to use that'll zap a whopping %15 royalty for every unit, or upgrade I sell. Going with an Intel set up means rewriting all the software at the expense of 10 years of work and research. (these are hypothectical but realistic instances here...so please don't fire specific flames here).

I call Direct computers, and they say they can make a run of the exact number I need, hack off what I don't need, and add what I do, and even make a bid on doing my final chassis for the ENTIRE system if I want...my lawyers say we're good to go with developing or obtaining everything we need for the platform without running into problems...Etc..Etc..Etc.....the machine meets my specs...so I buy about

two thousand of them and contract to buy a whole bunch more over the next 5 years!

This will eventualy happen for Direct's TOS Clones if they hang in there and get some good sales people at hand to search out this demand. This kind of thing happens every day...I see enough nich hardware in the TV station I work in to know this is a fact. We've graphics systems that are based on VERY old technology...but they work better than anything else avilable. They are VERY EXPENSIVE...but the companies that made them have made decisions that most of us can't even imagine...usually resolving around legal and liscenseing issues. Believe me...if a company finds out they might be able to save a big bundle by going with TOS over some other system...they will do it! I've seen quite a few "industrial" computer manufactures pop up under similar circumstances to the TOS Clones at Direct TT. They've a good product on their hands...there's lots of applications that this machine is perfect for...and given a decent quanity to make a run of...it's very possible one could save big bucks going with the platform.

Oh, and by the way...Atari sold a lot more industrial computers than most realize...I've no idea how many...but every-where I go...I see these babys poping up in the strangest places!

Brian

354. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: christw@lexis-nexis.com
Message-ID: <5c7tht$sbe@mailgate.lexis-nexis.com>
Source record: 6699
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <1167cd$171829.1e6@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:

|> IIRC the Mac has had '030 models since 1989 (the IIcx and SE/30 were the
|> first, I think),

The first '030 model was the Mac IIx -- a Mac II, with the SuperDrive,
and '030 processor. Big, six NuBus slot case.

|> why didn't Apple begin to implement memory protection into later
|> System 6 versions that were current at the time? It would have made
|> the transition into System 7 easier.

Because it would have broken too many applications, and didn't seem
important enough when the competition was DOS.

Chris
--
Speaking only for myself, of course.
Chris Wood christw@lexis-nexis.com cats@CFAnet.com

355. Re: Petey is interested in Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan23.144044.1@cobra.uni.edu>
Source record: 6700

In article <1167cd$d2534.2d9@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
>
> Just noticed this when I opened comp.sys.atari.advocacy and saw the
> article list...
>
> 1 WHAT IS AN ATARI ST/FALCON!!!!????z PETER SINCLAIR-DAY
> 2 WHAT IS AN ATARI ST/FALCON!!!!???? PETER SINCLAIR-DAY
>
>
> Hmmm. Perhaps if he was that interested, you think he might actually buy one?

Where?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

356. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan23.144206.1@cobra.uni.edu>
Source record: 6701
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

'In article <5c4d6q$9pt@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

>> It's "Rhapsody", Sinclair. Not Rhasopy.
>>
>>So sue me..I am a lousy speller..
>
> gee Sinclair, I recall an incident where i made a typo awhile back and
> you impolitely corrcted me. At least we were being polite about this.
>
> What would I sue you for? If I won the judgement... what would I collect?

I have some used underwear..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

357. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854052282_OASIS_@pwomar.demon.co.uk>
Source record: 6702

In article <1997Jan20.181615.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <853632434_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> Although it's multitasking is still crap as is it's VM.
>
>True..Use Ram Doubler II instead of VM..

Yet more hidden costs to fix crap Apple programming.

>>>Next July will see Tempus and by Jan the first incarnation of Rhasopy with lots
>>>of good internet stuff.
>>
>> So how many incompatible OSs does the Mac have planned, about 8 isn't
>> it?
>
>> You said "Sounds like you are defending..", my point was when a
>> fuckwit (you) launches an attack with no knowledge about the platform
>> he (you) is attacking then it is natural to be defensive.
>
>Attacking? Mere pointing out the fact(s).

Facts, you've got to be joking, you don't know anything about the
Atari of today. At least you admit you have no knowledge of it, it's
a start.

>> Well I'd never heared of that word and neither had my dictionary or my
>> Psion. I say there is no word at least not in the proper English
>> language, care to enlighten me?
>
>Try harder and use a different spelling..

The automatic correction offered no alternatives. It wasn't a case of
poor spelling Pete, it was a lack of knowledge. When words are typed
incorrectly the fall into a number of categories: bad typing
(virtually all of mine), knowledge errors, grammar and spelling. You
can't spell Rhapsody as Rhasopy or whatever the words sound nothing
like eachother, you thought that was it's actual name same thing with
Tempus/Tempo, you have absolutely no idea, I'm an atari owner and I
knew what the bloody things were called and I'm not the one promoting
them, if you try and advocate something, it does help to know what
they are called.

--

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--------------------------------------------------------------------------
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
--------------------------------------------------------------------------
```

358. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5c8csg$7fh@morgoth.sfu.ca>
Source record: 6703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

JEDI writes:

> That's a poor choice of words. This text I am typing now 'accesses'
> the OS and by no means needs supervisor mode or to be running in
> the kernel.

> Those things which need to be there are by no means 'many'.

You asked what cannot be written at the application level and I told you. I
am not claiming that any particular technology is best implemented in
supervisor code.

> Those that do are attempting to supplant big iron.

And doing it successfully. There is no reason to not run a program that needs
a few hundred megs of logical address space on a decent microcomputer using
a decent OS. I don't include the Mac operating system here.

> Howso? They both have to deal with the same locality issues.

VM has a lot of hardware support for keeping track of page faults and page
touch frequence/recency to pick victim pages. If you wanted to use that
information in a disk caching algorithm then you would have to do it
in software which would be much slower. Most "modern" operating systems
(such as NT, IRIX, UNIX) use a good hardware supported VM scheme and
a simpler disk caching scheme. Also remember that each time you read
something from a (non-memory mapped) file you are invoking a function that
will have a lot more overhead than simply accessing a memory address.

> That which is commonly used would be covered by MPEG.
> Even the rest which are often touted and less often seen
> would be covered by other formats (like vrml).

MPEG is a video format. QuickTime is a video engine. They are not directly
comparible. For example, it is logical to ask "Can QuickTime play MPEGs?"
(it can) but it is silly to ask "Can MPEG play AVI files?". QuickTime
adds a great deal of functionality to your computer. It allows you to play
back many animation and sound formats, it can control MIDI devices and it
can control video digitizers. This gives programmers a powerful API to
create multimedia applications. I wrote a digitizing program for the
Mac once and the digitizing component was only about a fifty lines long.
--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

359. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5c8pp4$nf1@ornews.intel.com>
Source record: 6704
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1997Jan23.144206.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>'In article <5c4d6q$9pt@scanner.worldgate.com>, Chris Krowchuk
<chris@compdirect.com> writes:
>>
>> What would I sue you for? If I won the judgement... what would I collect?
>
>I have some used underwear..

Yes, but Chris has no need for urine-stained Depends<tm>.

Haven't you ever wondered WHY people think you're an idiot?

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

360. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E7806B.567D@owens.ridgecrest.ca.us>
Source record: 6705

Iggy Drougge wrote:
>
> Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
> : Something about testing the load time of
> : a JPG file.......
> :
> : And nobody responds?
> :
> : Ever been to a race and nobody shows up?
> :
> : The one who did wins by default :)
> :
> : So the Falcon is the fastest? :)
>
> I belive the Medusa060 or Hades wins. My A1200/020/28 clocked in at 41.5
> seconds with FastView, don't know how Visage would fare. It'd be
> interesting to see what a 060 Amiga could do...

It was just a prod to get a response from the other two debating
the speed of their systems. I included the 10.2 second Falcon time
just for giggles. Tim has come back and stated that for his PPC
the time was 1.9 (I think) seconds for this file using Graphics
Converter. But, he didn't actually time it the same was as was
discussed. I may have missed what Chris posted.

While were here, do any of the 060 cards available for the Amiga
work with your A1200? I have considered lately looking into a second
hand unit as I have found some Toaster hardware that I can
get my hands on. I usually once a month pick up VTU, but it's
not the same as the old Amiga World. I have to "learn" about
the h/w by reading the dealer adds. Is it really necessary to
go with the 4000T or would a lower spec model work specifically
for the task of video capture and utilizing the 060 upgrade?

Mike
>
> --
> _____.______.___________
> | | | | | | | | ____j optimus@canit.se
> | T | T ___ ___ _j | | | l____ | _
> | | | l | | | | | | l | | | _ //
> | l | ____| | | | | | | | | l | \X/
> l_______l___j l___j l___l__l_l__l_______l_______j asc2 by Soxius

361. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854050666_OASIS_@pwomar.demon.co.uk>
Source record: 6706

In article <bwanga-1901971706320001@metricom37.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

>In article <853111220_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk wrote:
>
>>I don't know what applications he was talking about BUT one app that
>>does spring to mind which AFAIK is unmatched on ANY playform is Tempus
>>2, on my 8mhz 68000 it is the fastest text editor have ever seen, I've
>>not seen anything that can scroll at it's speed on a very fast
>>pentium, I'm sure that there is something that will run faster than it
>>but you will need a processor tens of times faster than a 68000 to do
>>it.
>
>Tempus 2 exists. Therefore you would not need a CPU 10x faster than a
>68000 to scroll faster.

Sorry, I was actually talking about Tempus 2, I never saw the
original, I'm not sure if it was released here.

>I guarantee you that it is easily possible to write a DOS application
>which will whip the pants off of anything in scrolling speed.

It's a big shame that nobody has done it then, Tempus 2 will also run
in a multitaking environment such as Magic so thats a bunus too. Also
I wan't only talking about scrolling speed, it was just an example,
things like Search and replace are instant, a 2 meg file can be
re-formatted within a few seconds. Pound for pound a 601 at 90mhz or
any faster chip should really be able to absolutely blow Tempus 2 many
times over, however as you admit there may be something faster
possible but I would say there is nothing that is as efficient with
processing power as Tempus 2 and sadly I doubt there ever will be.

>The
>advantage Tempus 2 has over programs you have likely compared it to is
>that it only has 32000 bytes of screen memory to update when scrolling.
>But a DOS box in text mode has about 2000 bytes (4000 if you update the
>attribute bytes as well). Even if the video card is on an ISA bus, the
>potential scroll speed is impressive.

As you say, potential, the apps don't appear to exist and certainly
not on the more modern windowed, multi-taksing systems.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

---

362. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854050072_OASIS_@pwomar.demon.co.uk>
Source record: 6707

In article <bwanga-2001970121210001@metricom37.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

>In article <5bg55g$ll5@lana.zippo.com>, JEDI wrote:
>
>>In article <bwanga-1301971809380001@metricom59.ucsc.edu>,
>bwanga@cats.ucsc.edu says...
>
>> Two words: Resin Fire.
>
>And what the hell is that non sequitur supposed to mean?
>
>Oh, wait, I get it. You're trying to make an obscure and clever reference
>to the scare that artificially inflated memory prices a while back.
>Unfortunately, as a response to the point I was making, it falls flat on
>its face.

Quite right, memory is at an all time low, the latest prices are
unbelieveable, in the UK they have dropped more than 50% within the
last 2 months or so.

>> then great OS sophistication really isn't
>> required. There is little that MacOS or Win95 has that cannot be
>> grafted upon TOS at the applications level. Most of what they have
>> are bells and whistles.
>
>There are many things which cannot be grafted at the application level.

And the majority are not required as was previously said.

>> Software should be designed to run on the hardware of today, no 4
>> years in the future. While petty justifications for braggadocio are
>> nice and all, computers are tools in the end. They either do the task
>> you desire in a satisfactory fashion, or they do not. Beyond childish
>> rhetoric, you have said nothing. How does TOS limit the user? Which
>> of these limits is not addressed by MagiC 4.0?
>
>Does it have VM? No?

VM is available on machines that have the power to support it with
utilities like Outside, it's not built into the OS as it is not
particularly useful, my machine has a mere 4 Megabytes and the only
time I see the out of memory dialog is when I'm using a utility that
does not dynamically allocate ram and I only have 2 of them.

>Well, that's an obvious start. Does it have much
>in the way of network support? No?

Not really, they were never really meant to be networed machines, it's
not useful in the case of the vast majority of Atari owners.

>Does it have memory protection? No?

Magic has very good memory protection, I've had quite a few crashes
but one that brings down Magic is a very rare sight, magic handles
errors very well.

>Sounds like a limitation to me. (Maybe things have changed, but in my
>Atarian days there was little to no support for any of these things, and I
>haven't seen evidence of them in my fiddling with MagiCMac.)

I'm not sure if MM handles things differently, I've not had a chance
to use it much yet.

>Does TOS have a 3D graphics API? Does it support hardware acceleration
>for it? MAJOR limitation. This is hardware of today we're talking about.

No need for it sadly the game sindustry on the Atari is all but dead,
that's why I bought a PSX.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
----

363. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854051750_OASIS_@pwomar.demon.co.uk>
Source record: 6708

In article <1997Jan20.180733.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <5brj96$dvb@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
>
>> It's odd, then, that it still doesn't sport pre-emptive multitasking. I'll
>> have to use MkLinux or MagiCMac in order to get that.
>> Also, it doesn't feature any command line interface, and is prohibitely
>> slow and memory-hungry.
>> As for now, Rhapsody is but vapourware.
>
>Or just use the Be OS..

..including buying BeOS versions of all the apps you use for 'only'
thousands of pounds, that is if they've been written yet.

>> They will finally add ping, traceroute, whois and nslookup?
>
>I don't read french.

Funninly enough it's not French! You clain it has good
network/internet support when you have no idea what that would involve
if it was staring you in the face!

>> They are produced in larger quantities, which explains the pricing.
>
>Ye, so..Welcome to market realities.. If the Hades were priced a $1,000, the
>true market value, volume would be up to the Atari faithful..

Supply and Demand, it's a good machine, the machine is worth this to
some people, people who know about Atari systems will see it's true
worth although of course it would be nice if it was a bit cheaper, in
small quantities howver this is VERY difficult.

>> Tell me, what is a "3D appearance manager"?
>
>Allows the user to totally design their desktop based on their ego, style and
>creativity.

So that would mean you have a very big, ugly, poorly structured
desktop, errm if that's what you want...

>The 3D appearance manager is exactly what it states..
>
>> Well, they haven't proved much good taste in naming their systems yet,
>> aside from Tempus.
>

>Tempo..

Ah well, that makes all of them in bad taste then.

--

Paul Womar - Just your average Atari user on the verge of sanity.
[the part of my signature ABOVE this line can be snipped too]
Please do not crosspost newsgroup followups to this address.
---

364. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854052170_OASIS_@pwomar.demon.co.uk>
Source record: 6709

In article <1997Jan20.182608.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>> And Apple owns Power stock, so that's beneficial for them too.
>
>I wasn't aware of this. Power is privately held and may go public this year.

Funny that, I told you about it about 3 months ago, just goes to show,
even when you are told the truth you don't listen to a single word.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

365. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854052964_OASIS_@pwomar.demon.co.uk>
Source record: 6710

In article <bwanga-2101970131010001@metricom04.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

>In article <5c0hjm$e05@lana.zippo.com>, JEDI wrote:
>
>>In article <bwanga-2001970121210001@metricom37.ucsc.edu>,
>bwanga@cats.ucsc.edu says...

>> We are just fortunate that RAM doesn't impose the same kind of
>> constraints that it once did. To believe that it never will again
>> to the same extent is grossly naive.
>
>In the long run, RAM will get cheaper and denser. This is a very
>non-naive idea based on knowledge of what goes on in semiconductor
>manufacturing. The price scare of a few years ago and the current low
>prices are symptoms of a commodity market. But nothing will change the
>fact that roughly every 1.7 years (if I remember correctly), DRAM density
>quadruples. This is a rule which has held true for 20 years or more.
>It's why I paid $50 or so for 256K of RAM to upgrade my 800XL in the 80's
>and paid $90 for 16 MB of RAM a few months ago.

Quite right, current trends are: Processor power doubles every year,
Memory density doubles every 2 years, disk capacity every 3 years,
seek rates double every 10 years.
At these rates by 2003 memory will be more efficient than disk
(including the price). Sounds good news to me.

>You were talking about MagiC. I assumed that MagiCMac is the same OS,
>just running on a Mac instead of an Atari. Did I assume wrong? I thought
>that was the idea behind MagiCMac.

There are differences but they are more technical, to the end user
there should be very few differences in terms of features.

>>>Does TOS have anything like QuickTime?
>>
>> For those parts of QT that actually get used: yes.
>
>What parts do you think don't get used?
>
>> Although, this is applications level as well.
>
>Is it? Is it practical to expect every developer who wants to include
>digital motion video in their program to reinvent all of the technology
>that's present in QuickTime?

No they just call the Quicktime application, it's not really a part of
the OS, merely a componens supplied with it by default.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
----

366. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2301971956350001@metricom30.ucsc.edu>
Source record: 6711

In article <32E66BA6.5119@owens.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> wrote:

>Timothy A. Seufert wrote:

>:). Try about ten times slower than that on the Falcon SCSI:).

Really? 2MB/s? I thought it had a DMA channel for SCSI. Even with the
slow memory bus and all, I'd have thought it would sustain 4MB/s, close to
the theoretical limit for basic SCSI.

>The "fast" ram in my Falcon is 32bit, however to utilize video it has to
>go through a "buffer" to get the info to the video (st) ram. It's a
>small
>card with a PGA mounted 030 and eight simm slots. Fits on the expansion
>slot.
>There is a newer card available now, looks the same but with an 040
>sitting
>there. "Blows" mine away. I wish Magnus or Frank would have tried the
>"test".
>The file is now removed.

I tried one of the benchmarks that was there, too (FPUTEST, which had C
source). Here's the results for my machine, along with the last few lines
of results already in the source: (times are in seconds)

5.39 25.54 Definicon 780+, 20 MHz 68020/68881 SVS C

5.12 23.75 Definicon 785, 25MHz 68020/20MHz 68881, SVS C

3.18 12.275 Atari Mega ST2, PAK3/030, 32 MHz 68030/68882,
Pure C 1.1 generating Inline 68881 Code

0.1053 0.1267 Apple Power Macintosh 7500/100 upgraded to 604/155
No L2 cache
CodeWarrior 10 with max 604 optimizations

(The lack of a L2 cache probably doesn't hurt me on this one, since I
suspect the code and data both fit into the L1 processor cache.)

>I forget now, but either Graphics Converter or DeBabelizer allows you
>to choose Quicktime or not.

GC does have its own decompressor. I tried it, and it's slower than the
QuickTime code.

>> I can't wait for Apple to release Rhapsody. Finally a real OS (and a very
>> cool one, too -- OpenStep pegs the way-cool-o-meter). I have my doubts

>> about Apple's ability to deliver a working MacOS compatability box for it
>> in the timescale they claim, but the core OS itself is already complete,
>> and NeXT has ported it to different platforms many times.
>
>Yea, the hardware is bitchen. I just like the simplicity of TOS or
>MagiC.

I really think you should check BeOS out, then. It is simplistic, but
less so than TOS or MagiC. And it is very, very fast. If you can get
hold of a copy of the January MacTech magazine, it has a CD with BeOS
DR8.2 for PowerMac that will run on any PCI PowerMac.

I've had crashes with it, situations where something goes obviously wrong
that prevents the system from responding. But it is pretty stable for a
"developer release", on non-Be hardware. I won't be running it as my main
OS, but I am seriously thinking about keeping it as a cool OS to hack
under (it is very easy to write multithreaded windowed apps in BeOS -- you
practically can't avoid writing them that way).

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

367. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-23 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2301972004070001@metricom30.ucsc.edu>
Source record: 6712

In article <854050666_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk wrote:

>Pound for pound a 601 at 90mhz or
>any faster chip should really be able to absolutely blow Tempus 2 many
>times over, however as you admit there may be something faster
>possible but I would say there is nothing that is as efficient with
>processing power as Tempus 2 and sadly I doubt there ever will be.

Quite possibly not. You don't have to worry about eking every last bit of
speed out of a PowerPC to get a responsive and fast word processor.

Interestingly, WordPerfect for PowerMac may be partially assembly. There
is a company that offers 68000->PowerPC and x86->PowerPC assembly porting
tools and services. They list WordPerfect as one of their major
customers; apparently much of it was originally written in 68K ASM and
they made use of the porting tools to transform it into PPC ASM. I doubt,
though, that very much of it would be written in ASM if they wrote it from
the ground up today.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

368. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-24 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5c93cp$6@morgoth.sfu.ca>
Source record: 6713

Paul@pwomar.demon.co.uk (Paul Womar) writes:

>No they just call the Quicktime application, it's not really a part of
>the OS, merely a componens supplied with it by default.

Applications should not directly access the computer's hardware. QuickTime
does so it is best considered a part of the operating system.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

369. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-24 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1187cd$d2e29.374@HERMES>
Source record: 6714
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

Christopher C. Wood (christw@lexis-nexis.com) wrote:
> In article <1167cd$171829.1e6@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:

> |> IIRC the Mac has had '030 models since 1989 (the IIcx and SE/30 were the
> |> first, I think),

> The first '030 model was the Mac IIx -- a Mac II, with the SuperDrive,
> and '030 processor. Big, six NuBus slot case.

Oops. Forgot about that one. Thanks for reminding me.

> |> why didn't Apple begin to implement memory protection into later
> |> System 6 versions that were current at the time? It would have made
> |> the transition into System 7 easier.

> Because it would have broken too many applications, and didn't seem
> important enough when the competition was DOS.

How about a simple implementation where the OS simulates the failed read/write and gives the app the data, and then passes some sort of "you've done something bad" message to the app, along with details of what it did? This can, I believe, give a smoother transition into full memory protection later.

Oh, and the competition for the Mac was the workstation market - or at least that was how it seemed to me at the time. The Plus and other low-end models were the ones targeted at SOD.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

370. Re: Petey is interested in Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-24 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1187cd$d311e.5f@HERMES>
Source record: 6715

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> In article <1167cd$d2534.2d9@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
> > Just noticed this when I opened comp.sys.atari.advocacy and saw the
> > article list...
> >
> > 1 WHAT IS AN ATARI ST/FALCON!!!!????z PETER SINCLAIR-DAY
> > 2 WHAT IS AN ATARI ST/FALCON!!!!???? PETER SINCLAIR-DAY
> >
> > Hmmm. Perhaps if he was that interested, you think he might actually buy one?

> Where?

You know where. Quit playing dumb.

> "Rush Limbaugh is for people who aren't mature enough for Barney..."

(Translation: "Barney is for people too mature for Rush Limbaugh")

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

371. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-24 00:00:00 UTC
From: christw@lexis-nexis.com
Message-ID: <5car0e$92@mailgate.lexis-nexis.com>
Source record: 6716
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <1187cd$d2e29.374@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
|> Christopher C. Wood (christw@lexis-nexis.com) wrote:
|> > In article <1167cd$171829.1e6@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:

|> > |> why didn't Apple begin to implement memory protection into
|> > |> later System 6 versions that were current at the time? It
|> > |> would have made the transition into System 7 easier.

|> > Because it would have broken too many applications, and didn't
|> >seem important enough when the competition was DOS.

|> How about a simple implementation where the OS simulates the failed
|> read/write and gives the app the data, and then passes some sort of
|> "you've done something bad" message to the app, along with details of what
|> it did? This can, I believe, give a smoother transition into full memory
|> protection later.

The issue with memory protection is all the system globals in low
memory. It's tough to prevent an application from mucking with
entries for another process or the system.

Remember, too, that in those days, A/UX was thought to be Apple's
entry into the workstation market. They didn't sell enough copies to
keep that product alive.

|> Oh, and the competition for the Mac was the workstation market - or
|> at least that was how it seemed to me at the time.

Not me. I was in a technical group, where the primary product was
technical info. Lots of Macs, a few PCs, and some windowing
terminals. Almost no workstations.

|> The Plus and other low-end models were the ones targeted at SOD.

From mid-86 to mid-87, the Mac Plus was the _high_ end...

Chris
--
Speaking only for myself, of course.
Chris Wood christw@lexis-nexis.com cats@CFAnet.com

372. Re: Petey is interested in Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <854108866_OASIS_@pcc-uky.campus.mci.net>
Source record: 6717

In article <1997Jan23.144044.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>> Hmmm. Perhaps if he was that interested, you think he might actually buy one?
>
>Where?

Oh man, this is just asking for it... Can about 10,000 of us world-wide each
send their own list of fav. Atari dealers to "hot air" Sinclair??? <grin>

--

_/_/_/

373. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-24 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2401971829500001@metricom26.ucsc.edu>
Source record: 6718

In article <32E7806B.567D@owens.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> wrote:

>Iggy Drougge wrote:

>> I belive the Medusa060 or Hades wins. My A1200/020/28 clocked in at 41.5
>> seconds with FastView, don't know how Visage would fare. It'd be
>> interesting to see what a 060 Amiga could do...
>
>It was just a prod to get a response from the other two debating
>the speed of their systems. I included the 10.2 second Falcon time
>just for giggles. Tim has come back and stated that for his PPC
>the time was 1.9 (I think) seconds for this file using Graphics
>Converter. But, he didn't actually time it the same was as was
>discussed. I may have missed what Chris posted.

OK, stopwatch time for ab.jpg from your FTP directory, once the file is
loading from cache instead of disk, is 1.6 seconds. That's from the time
when I double click the file to the time GraphicConverter actually
displays it. Performance is the same if I put the file on a RAMdisk.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

374. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-24 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5cbdos$crv@dos.canit.se>
Source record: 6719

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
: Iggy Drougge wrote:
: >
: > Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
: > : Something about testing the load time of
: > : a JPG file.......
: > :
: > : And nobody responds?
: > :
: > : Ever been to a race and nobody shows up?
: > :
: > : The one who did wins by default :)
: > :
: > : So the Falcon is the fastest? :)
: >
: > I belive the Medusa060 or Hades wins. My A1200/020/28 clocked in at 41.5
: > seconds with FastView, don't know how Visage would fare. It'd be
: > interesting to see what a 060 Amiga could do...
:
: It was just a prod to get a response from the other two debating
: the speed of their systems. I included the 10.2 second Falcon time
: just for giggles. Tim has come back and stated that for his PPC
: the time was 1.9 (I think) seconds for this file using Graphics
: Converter. But, he didn't actually time it the same was as was
: discussed. I may have missed what Chris posted.

Yes, but yours is still an interesting time, since it is more at the level
of the usual user.

: While were here, do any of the 060 cards available for the Amiga
: work with your A1200? I have considered lately looking into a second
: hand unit as I have found some Toaster hardware that I can
: get my hands on. I usually once a month pick up VTU, but it's
: not the same as the old Amiga World. I have to "learn" about
: the h/w by reading the dealer adds. Is it really necessary to
: go with the 4000T or would a lower spec model work specifically
: for the task of video capture and utilizing the 060 upgrade?

There is the Blizzard A1260, which works well (AFAIK) in a standard A1200
(No heating problems, which the 040 boards often have).
The Toaster is, to my knowledge, still a card you put in the video bus,
which only the big-box Amigas have, the 2000, 3000 and 4000, unless you
upgrade your 1200 with an expensive Tower and bus solution.
If you don't need the Toaster specifically, there are other frame
grabbers, such as the Vidi-Amiga and V-Lab.

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375. Re: Petey is interested in Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E97891.3243@owens.ridgecrest.ca.us>
Source record: 6720

Ronald J. Hall wrote:
>
> In article <1997Jan23.144044.1@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
> >> Hmmm. Perhaps if he was that interested, you think he might actually buy one?
> > >
> > >Where?
> >
> > Oh man, this is just asking for it... Can about 10,000 of us world-wide each
> > send their own list of fav. Atari dealers to "hot air" Sinclair??? <grin>

No, he'll cry like a stuck pig and complain to your ISP provider.
He can dish it out, but can't take it except up the a...opps, this is
a family newsgroup:).

Mike
>
> __
>
> _/_/_/_

376. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E97F7F.513B@owens.ridgecrest.ca.us>
Source record: 6721

Timothy A. Seufert wrote:
>
> In article <32E66BA6.5119@owens.ridgecrest.ca.us>, Michael Grove
> <mgrove@owens.ridgecrest.ca.us> wrote:
>
> >Timothy A. Seufert wrote:
>
> >:). Try about ten times slower than that on the Falcon SCSI:).
>
> Really? 2MB/s? I thought it had a DMA channel for SCSI. Even with the
> slow memory bus and all, I'd have thought it would sustain 4MB/s, close to
> the theoretical limit for basic SCSI.

The 2mb/sec was a built in feature Atari provided:(. The IDE however
is not limited in this way. On my machine, depending which driver and
drive is connected, speeds upto ~3.8mb/sec are possible depending on
how your drive is set up and your cache options. The speed also seems
to float with the bus speed, but i'm running standard Mhz so I can't
really say what it tops out at (yet).
>
> >The "fast" ram in my Falcon is 32bit, however to utilize video it has to
> >go through a "buffer" to get the info to the video (st) ram. It's a
> >small
> >card with a PGA mounted 030 and eight simm slots. Fits on the expansion
> >slot.
> >There is a newer card available now, looks the same but with an 040
> >sitting
> >there. "Blows" mine away. I wish Magnus or Frank would have tried the
> >"test".
> >The file is now removed.
>
> I tried one of the benchmarks that was there, too (FPUTEST, which had C
> source). Here's the results for my machine, along with the last few lines
> of results already in the source: (times are in seconds)
>
> 5.39 25.54 Definicon 780+, 20 MHz 68020/68881 SVS C
>
> 5.12 23.75 Definicon 785, 25MHz 68020/20MHz 68881, SVS C
>
> 3.18 12.275 Atari Mega ST2, PAK3/030, 32 MHz 68030/68882,
> Pure C 1.1 generating Inline 68881 Code
>
> 0.1053 0.1267 Apple Power Macintosh 7500/100 upgraded to 604/155
> No L2 cache

> CodeWarrior 10 with max 604 optimizations
>
> (The lack of a L2 cache probably doesn't hurt me on this one, since I
> suspect the code and data both fit into the L1 processor cache.)

2.475 Falcon 030 32MHz 68030 64MHz 68882 16MHz bus
(16MHz bus hurts here)

25.000 Mips Falcon X:Int Y:Int P:Int DSP
12.500 Mips Falcon X:Ext Y:Ext P:Int DSP
1.0520 MegaFlops Falcon Float multiply (64bit)
0.6900 MegaFlops Falcon Float divide (64bit)
1.3400 MegaFlops Falcon Linear (stalled) float
1.3400 MegaFlops Falcon Interleaved (piped) float

3.375 Quadra 900 33MHz 68040 (w/FPU) MagiC Mac
(My 50MHz Diimo 040 is out of machine at
the moment to run my Reply Dos on Mac card).

>
> I really think you should check BeOS out, then. It is simplistic, but
> less so than TOS or MagiC. And it is very, very fast. If you can get
> hold of a copy of the January MacTech magazine, it has a CD with BeOS
> DR8.2 for PowerMac that will run on any PCI PowerMac.

No PowerMac at home. At work we can only use "approved" O/S's and i'm
not sure the Gov has made a statement on this yet. I have to run MagiC
off my EZ135 at work to be "legal".
>
> I've had crashes with it, situations where something goes obviously wrong
> that prevents the system from responding. But it is pretty stable for a
> "developer release", on non-Be hardware. I won't be running it as my main
> OS, but I am seriously thinking about keeping it as a cool OS to hack
> under (it is very easy to write multithreaded windowed apps in BeOS -- you
> practically can't avoid writing them that way).

I play with imaging to much to be considered an active beta tester:).
The Mac and two Falcons are usually busy "processing" which leaves me
my 36MHz 68000 Mega ST :).

Mike
>
> --
> -Tim Seufert, bwanga@cats.uc*sc.edu
> The * is to fool automated email address grabbers. Remove it if you
> wish to send me email. No unsolicited commercial junk mail!

377. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E980DE.5B58@owens.ridgecrest.ca.us>
Source record: 6722

Brian Quinlan wrote:
>
> Paul@pwomar.demon.co.uk (Paul Womar) writes:
>
> >No they just call the Quicktime application, it's not really a part of
> >the OS, merely a componens supplied with it by default.
>
> Applications should not directly access the computer's hardware.

Yes, thats a no no. It tends to speed things up:).

>QuickTime does so it is best considered a part of the operating system.

Has the bug in QuickTime been fixed where it causes some digital
video apps data stream to be inverted? I still notice it when
converting a QuickTime file to MPEG format at times.

Mike

>
> --
>
> Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
> quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

378. Re: Where are they? I want them!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: services@polyprss.demon.co.uk
Message-ID: <AF0FE747966811B519@polyprss.demon.co.uk>
Source record: 6723
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

I've several original boxed, unused Atari games (including some of those
below) that I'm trying to sell. If anyone's interested, a comprehensive
list, (including postage incl. prices - within the UK) can be viewed at:

http://www.polyprss.demon.co.uk/atari.html

those also fonts at /fonts.html and clipart at /clipart.html

feel able to browse at leisure. Or email for whichever list(s) you'd like
to see.

Regards

Kevin

In article <32DD8C05.138D@con2.com>,
Mykle <mykle@con2.com> wrote:

>hi,
>
>I am in search of these games that you have in your closet, up in the
>attic or under the leg of an uneven table. Get some cash for those games
>that you don't play anymore. Sell them to me. If you have any of the
>titles below I will buy them. They have to be in working order of course
>and for the Atari ST. Thanks! Waiting to hear from you. Contact me at
>mykle@con2.com
>
>Adams Family
>Super Cauldron
>Prince of Persia
>Leander
>Lemmings
>Pirates
>James Pond II
>Fire and Ice
>Underworld
>Cadaver
>Chaos Engine
>Knightmare
>Captive
>Gods
>Xenon & Xenon II

379. Compcon 97

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: jshetler@joule.elee.calpoly.edu
Message-ID: <5cdg6l$h7v@isnews.csc.calpoly.edu>
Source record: 6724
Cross-posted to: comp.sys.apple2.comm,comp.sys.apple2.usergroups,comp.sys.apple2,comp.sys.arm,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.att,comp.sys.be,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec.micro,comp.sys.dec,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.misc,comp.sys.ibm.as400.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.hardware.misc,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.sys3x.misc,comp.sys.intel,comp.sy

Final Notice: IEEE's COMPCON 97 Set for Feb. 23-27 in San Jose

Visit the COMPCON 97 World Wide Web page for more information and/or to
register:
URL: http://www.compcon.org

or read the following :)

SAN JOSE, Calif., -- One of the country's pre-eminent computer
technology conferences -- Compcon 97 -- will be held
February 23-26, 1997 here in the heart of the Silicon Valley.
This continues a tradition of more than 40 successful years in the San
Francisco Bay Area for this non-profit technical conference.

"Hot Systems/Cool Software" is the theme of COMPCON 97, underscoring
the importance of new computing technologies and applications in both
the computer industry and society.

"Computer technologies ranging from world-record 600MHz processors to
eye-catching Java applets and VRML virtual worlds will all be featured
at COMPCON 97," said Darrell Long, the conference chair and computer
science professor at University of California-Santa Cruz. "COMPCON
has the reputation as a one-stop, no-hype overview of the important
developments in our industry. If you could only attend one technical
conference a year to learn about the overall state of the industry,
COMPCON would be your choice."

Adds Dr. Joel Birnbaum, Vice President, R&D and Director of HP Labs:
"COMPCON has been consistently a valuable conference presenting a
broad technical program on state-of-the-art computing technologies."

IEEE COMPCON 97 will be held at the San Jose Hilton
and Towers Hotel (300 Almaden Blvd.) in downtown San Jose, Calif.

COMPCON is sponsored by the Institute for Electrical and Electronics
Engineers (IEEE), a non-profit professional association, and has been
held in the Bay Area annually since 1955.

Its 27 technical sessions and six in-depth tutorial topics run the
gamut from the design of advanced central processing units and
networks to computer systems, advanced programming and world wide web
technologies. In addition, five well-known industry luminaries will

give plenary talks. COMPCON has no marketing presentations or product exhibitions.

COMPCON 97 program overview:

INTERNET/INTRANET TECHNOLOGY: Trends, Environments, Applications

SYSTEMS: Superservers, Mobility, Software Architecture

MICROPROCESSORS: High-Performance, Low-Power

INTERCONNECTS: Parallel Computers, LAN and WAN, Wireless

VIDEO: Advanced Displays, Digital

MULTIMEDIA: Technologies, Software Environments, Applications

PARALLEL/DISTRIBUTED SYSTEMS: Applications, Hardware, Compilers

OPERATING SYSTEMS: Object-Oriented, Microkernels

PERIPHERALS: Mass Storage, DVDs, Display Technologies

EMERGING TECHNOLOGIES: GigaHertz Devices, Advanced Hardware, Java

Tutorial topics include: 3-D graphics, virtual reality, web site design and security, advances in computer architecture.

Plenary speakers include:

Federico Faggin (Synaptics) -- "The Microprocessor: Its History and Future"

Hector Garcia-Molina (Stanford) -- "Meta-Searching Across the Internet"

David K. Gifford (MIT and OpenMarket) -- "The Future of Electronic Commerce"

Ted Laliotis (Laliotis and Associates) -- "To Tax or Not to Tax Internet Transactions"

Dave Nagel, AT&T

Advance reservations to Compcon 97 can be made through the web site or by contacting:

Dave Hunt, COMPCON 97 Registrar
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E-mail: hunt-dn@llnl.gov

Updated information will be placed on the Compcon 97 home page on the World Wide Web at URL: http://www.compcon.org

Additional contacts include:

Dr. Darrell D. E. Long, General Chair
University of California-Santa Cruz
Baskin Center, Computer Engr./Info. Sciences
Applied Science Bldg.
Santa Cruz, CA 95064
Phone: 408-459-2616
Fax: 408-459-4829
E-mail: darrell@cse.ucsc.edu

Dr. Michael Harrisson, Program Chair
University of California, Berkeley
Computer Science Division
775 Soda Hall
Berkeley, CA 94720-1776
harrison@cs.berkeley.edu

Michael Ross, Publicity/Media Relations
IBM Corp., Almaden Research Center
650 Harry Road, K03-802
San Jose, CA 95120-6099
Phone: 408-927-1283
Fax: 408-927-3011
E-mail: mikeross@almaden.ibm.com

For more information about this posting contact:

Dr. Joy Shetler
Cal Poly
Computer Engineering Program
San Luis Obispo, CA 93407
Phone: 805-756-2309
Fax:805-756-1458
E-mail: jshetler@calpoly.edu
http://www.elee.calpoly.edu/~jshetler

380. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cdn41$r04@login.freenet.columbus.oh.us>
Source record: 6725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <5bg55g$ll5@lana.zippo.com>, JEDI wrote:

: >In article <bwanga-1301971809380001@metricom59.ucsc.edu>,
: bwanga@cats.ucsc.edu says...

: >>Ever seen BeOS? All sorts of modern features. Faster interface response
: >>than TOS, on the same machine. (I can crank up ten or so instances of a
: >>little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS
: >>will still maintain instantaneous response to mouse clicks and keyboard
: >>events for the foreground app.)
: >
: > Unix can do the same and is quite likely older than you are.

: Linux on the same machine does not maintain foreground response in the
: face of 100% CPU usage nearly as well. (Linux crashes a lot less often
: too, but then it's a much more mature OS than BeOS.)

: >>Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
: >>enough memory to force it to start swapping pages out to disk. In other
: >
: > If you haven't yet reached that point then you aren't really using
: > the virtual memory now, ARE YOU? You could just as easily turn the
: > toy off. However, if you were to actually actively use any non-trivial
: > amount of VM, Mac's and PC's are crippled.

: Oh, come on. The point is that it's there if you need it. I'd rather
: have VM around so that I don't have to worry nearly as much about running
: out of memory.

: > Virtual memory was developed in one context and then applied to another.
: > This is a simple matter of computing history and architecture for those
: > who know and understand the issues involved.

: I would be very surprised, based on your postings, if you had much of a
: grasp of computer architecture. If you do, you sure aren't using it.

: Here, you carp that VM was designed for big iron, that it's inappropriate
: for a small machine. In a word, your claim is BS. The machines UNIX and
: VAX VMS originated on are blown away in raw CPU power, memory size, disk
: size, and disk bandwidth by a modern personal computer. About the only
: thing our small boxes lack compared to the big guns of yesteryear is
: enough aggregate I/O bandwidth to handle lots of simultaneous user logins
: from terminals.

: >>words, it lets you use your computer for more things if you want to. This
: >>has nothing to do with whether an OS is designed to run a huge multi-user
: >>behemoth or your personal computer (indeed, if you want a large compute
: >
: > Actually, it does. The disk and the bus it is attached to has to
: > be up to the challenge. Otherwise, your machine takes a HUGE performance
: > hit should it ever decide to use that nifty virtual memory. This is
: > quite easy to demonstrate with a microcomputer.

: You're really exxagerating the performance hit quite well. I congratulate
: you on your use of polemics.

: In reality, VM performance hits are not the step function you suggest.
: You do not go directly from 100% performance to 5% or worse. There are a
: large number of situations where VM is active without impacting
: performance much at all. Sure, if you get your computer into thrashing
: behavior, performance will go to hell, but that's a characteristic of any
: caching system. Modern computer architecture is all about memory
: hierarchies and avoiding thrashing behavior between the various levels.
: VM is no different.

: >>server to have decent performance, you must put enough RAM in it so that
: >>it doesn't have to swap often, or else users will complain that the
: >>machine is a slug).
: >
: > Two words: Resin Fire.

: And what the hell is that non sequitur supposed to mean?

: Oh, wait, I get it. You're trying to make an obscure and clever reference
: to the scare that artificially inflated memory prices a while back.
: Unfortunately, as a response to the point I was making, it falls flat on
: its face.

: >>So what's your point? That we should stay mired in the backwaters of
: >>computing just to be absolutely guaranteed that a disk swap operation will
: >>never happen?
: >
: > So? How is TOS a backwater? One has yet to address that. All you
: > MacVocates can come up with are application level toys.

: Ah, so now I'm a MacVocate. Funny, I don't seem to recall this thread, or
: at least my participation in it, being about the Mac for quite some time
: now.

: For the record, I have many beefs with the MacOS. I own a Mac, partially
: because it's the last hope for non-Wintel personal computers, but I am not
: uncritical of it.

Well,maybe with Linux it's useable...

: > However, since Petey-Boy himself seems to think that the OS is just
: > a pathway to the apps,

: I don't care what Peter thinks. You're not arguing with Peter. You're
: arguing with ME.

: > then great OS sophistication really isn't
: > required. There is little that MacOS or Win95 has that cannot be
: > grafted upon TOS at the applications level. Most of what they have
: > are bells and whistles.

: There are many things which cannot be grafted at the application level.

: > Software should be designed to run on the hardware of today, no 4
: > years in the future. While petty justifications for braggadocio are
: > nice and all, computers are tools in the end. They either do the task
: > you desire in a satisfactory fashion, or they do not. Beyond childish
: > rhetoric, you have said nothing. How does TOS limit the user? Which
: > of these limits is not addressed by MagiC 4.0?

: Does it have VM? No? Well, that's an obvious start. Does it have much
: in the way of network support? No? Does it have memory protection? No?
: Sounds like a limitation to me. (Maybe things have changed, but in my
: Atarian days there was little to no support for any of these things, and I
: haven't seen evidence of them in my fiddling with MagiCMac.)

: Does TOS have a 3D graphics API? Does it support hardware acceleration
: for it? MAJOR limitation. This is hardware of today we're talking about.

uh,what does 3D graphics have to do with anything?
That's really a driver-level task.(or shared library)

: Does TOS have anything like QuickTime?

Isn't QuickTime a thing like PC's AVI files?
I don't see what animation has to do with OSes.Do you know what TOS is?
--
The Doctor

381. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: terr@nucleus.com
Message-ID: <32ea6099.0@news.nucleus.com>
Source record: 6726
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>do not run in OS/2. I kind of got tired of always trying to fiddle with WIN-OS2, and that's when I could
>get something compatible with it. Now, everything comes up in WIN32 and won't even run in WIN-OS2.
>IBM's decision not to support WIN32 in Warp 4.0 has been the turning point for me. Big mistake,

I agree 100%. I've been using os/2 for over 5 years and it will cost a few $1000 to switch to NT but without full win32 support, OS/2 is simply not going to remain a viable product.

What would it take to interface win-32 to PM???

382. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cdopn$502@login.freenet.columbus.oh.us>
Source record: 6727
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <5c0hjm$e05@lana.zippo.com>, JEDI wrote:

: >In article <bwanga-2001970121210001@metricom37.ucsc.edu>,
: bwanga@cats.ucsc.edu says...

: >>Oh, come on. The point is that it's there if you need it. I'd rather
: >>have VM around so that I don't have to worry nearly as much about running
: >>out of memory.
: >
: > If your OS is 'modern', running out of memory shouldn't be a problem.
: >
: > If, on the other hand, it is likely to go down in a ball of flames:
: > then it's a problem.

: Your postings get more bizarre each time.

: Running out of memory has nothing to do with the OS in question. It's a
: matter of using the memory for programs. If you crank up enough of them
: you will run out. If you run a single program that needs more than you
: have free, you will run out.

: >>I would be very surprised, based on your postings, if you had much of a
: >>grasp of computer architecture. If you do, you sure aren't using it.
: >
: > I have enough to know that SCSI fast wide (or even RAID) doesn't quite
: > compare to multiple IO channels or solid state disk.

: Um, you just demonstrated that you can masterfully make a dumb
: comparison. Big machines might have multiple I/O channels for a RAID --
: what do you think each of those channels is? Very often, fast/wide SCSI.
: You can buy dual-channel UltraSCSI cards for Macs; they're intended mainly
: for RAIDs. (Single-channel RAIDs are possible, but not as fast.)

: > Furthermore, such knowledge really isn't required. All that I have
: > said can be demonstrated empirically with no technical understanding
: > needed.

: First you say you have knowledge of computer architecture, as a way of
: trying to bolster your argument, now you say you don't need it. Make up
: your mind.

: >[deletia]
: >>You're really exxagerating the performance hit quite well. I congratulate
: >>you on your use of polemics.
: >

: > Then I challenge any interested parties to test for themselves.
: >
: > 8ms is a lot faster than 150ns no matter what kind of spin you
: > try to put on things.

: Strange that people don't use hard drives instead of DRAM, then.

: OK, that's a cheap shot. I'll give you the benefit of the doubt and
: assume that you really meant to type it reversed. Simple mistake,
: everybody does it.

: However, you should really look at VM in this light: VM is like having a
: large but very slow memory cached by the computer's DRAM. The computer's
: DRAM is in turn cached by an external "L2" cache, which is in turn cached
: by a internal CPU cache. Ultimately, the CPU keeps data it is currently
: operating on in extremely fast registers. Each level in this memory
: hierarchy is much slower than the one which preceded it. The idea is to
: avoid too many misses so that fetching from the next slowest member
: doesn't happen often.

: The reward is that if the miss rate is kept down, you can make a slower
: but cheap memory perform almost as well as a faster but more expensive
: memory. The techniques for reducing miss rates are well known and are the
: subject of intense research by computer architects. Although the
: techniques used for caches are somewhat different from those used for VM,
: there is a striking amount of similarity.

: Furthermore, both systems have breakdowns. Just as VM can sit there and
: grind the disk continuously, L2 cache can exhibit thrashing behavior which
: makes the system perform worse than it would without any L2 cache.

: In both cases, though, the benefits are too good to ignore.

: >>And what the hell is that non sequitur supposed to mean?
: >
: > It means that some of us have been doing this for awhile and
: > have actual empirical knowledge of the subject that trumps
: > quite a bit of what academia may be feeding you. It's a shame
: > they don't quite feed you enough.

: Ah, an anti-academic. If you can't win an argument, try to paint the
: opponent as living in an ivory tower.

: >>Oh, wait, I get it. You're trying to make an obscure and clever reference
: >
: > Amongst memory consumers, the reference is by no means obscure.

: I am a memory consumer who was hurt by the incident, yet it took me a
: while to remember.

: >>to the scare that artificially inflated memory prices a while back.
: >>Unfortunately, as a response to the point I was making, it falls flat on
: >>its face.
: >

: > Money is never irrelevant.

: So you're trying to say that because RAM was excessively expensive for a
: while, virtual memory is bad? Sorry, either you're gibbering, or you're
: trying to sidetrack from the issue of whether VM is a Good Thing.

: > Perhaps this is the reason Mac is in its
: > current state. When I got my first ST, you could buy a new car for
: > less than some Macs. They're trapped in an academic mentality and
: > aren't capable of real engineering.

: The fact that Apple had models in the 80's which initially retailed for
: more than $5000 (some were closer to $10000) does not mean that they had
: an "academic mentality". It means only that they were targeting a much
: different market than Atari. IMO, it was a mistake for Atari to ignore
: that market, since targeting it would have given the ST much more
: credibility as a serious computer, as well as ensuring that Atari kept up
: with current technology instead of falling far behind like it did.

: It was also a mistake for Apple to ignore the low-cost market until recent
: years. There is no rule that says you cannot design a machine which is
: easily scaled to several levels of price/performance.

: > We are just fortunate that RAM doesn't impose the same kind of
: > constraints that it once did. To believe that it never will again
: > to the same extent is grossly naive.

: In the long run, RAM will get cheaper and denser. This is a very
: non-naive idea based on knowledge of what goes on in semiconductor
: manufacturing. The price scare of a few years ago and the current low
: prices are symptoms of a commodity market. But nothing will change the
: fact that roughly every 1.7 years (if I remember correctly), DRAM density
: quadruples. This is a rule which has held true for 20 years or more.
: It's why I paid $50 or so for 256K of RAM to upgrade my 800XL in the 80's
: and paid $90 for 16 MB of RAM a few months ago.

: >>There are many things which cannot be grafted at the application level.
: >
: > Like What?

: Like anything which needs to be global and standardized. You could try to
: graft something like UNIX pipes onto programs at the application level,
: but it wouldn't be nearly as good as if it were done in the OS itself.

Why not just put it in a seperate programme and then everything accesses
that programme?

: >[deletia]
: >>Does it have VM? No? Well, that's an obvious start. Does it have much
: >
: > It's a poor start. VM is not at all necessary. In microcomputers,
: > it only serves to allow developers to be immensely sloppy.

: How is it sloppy to be unable to anticipate that J. Random User will try
: to run fifteen programs simultaneously on his 4 MB Mac LC? Each of those
: programs could be as tightly coded as possible and J.R.U. would still run
: out of RAM.

I think the point is that developers wouldn't try as hard to optimize.

: I really think you're pulling this out of your hat. Most developers have
: to try to code for the lowest common denominator. That automatically
: includes trying to avoid dependence on large amounts of memory being
: present. As the average user gets more and more memory, developers set
: the bar higher and higher, but in no case do they just sit around saying
: "hehe, let's make our software a pig, we don't care, we don't have to".

: Some developers are clearly much worse at efficiency than others. For
: example, Microsoft Word 6 for the Mac is an insufferable pig, both for the
: CPU cycles it burns and the memory it eats. The user reaction was to dump
: it, something which was probably a factor in Microsoft's recent
: announcement of its creation of a new Mac product division which will
: develop Mac products from the ground up. (As opposed to the current
: policy of doing poor ports from the Windows versions.)

: > Memory Management would be a much better 'modern' requirement.

: Define "Memory Management".

: >>in the way of network support? No? Does it have memory protection? No?
: >
: > Actually, MagiC does. Network support can exist on the application
: > level and has been existent on the ST's for quite some time.

: Network support needs to be an OS service. It is too much to ask every
: application developer to reinvent the wheel.

Why not make it a server like a FTP server.
I have a programme called "WHATIS" on the ST,and I can just type
"WHATIS *.*"
to find out what type of file (BASIC,ML,picture...) each file in the
current directory is.I can also access it through the accesory menu.
The point is that ALL programmes can talk to WHATIS if it's made resident.
They can ask it "What does this header mean" and so forth.
Even if it couldn't be made resident,they could still run on a file
everytime they need to know.(like UNIX)
Doesn't Mac have inter-process comunication?

: MiNT/MultiTOS probably have at least a TCP/IP protocol stack, but there
: seem to be very few people that use those particular offshoots of TOS.

: It is always very funny to see the extremist Atari advocates gloat about
: the LocalTalk compatible port on the Falcon. They never mention the fact
: that Atari didn't have an AppleTalk network driver (and, to the best of my
: knowledge, nobody outside of Atari has ever written one either). A
: network port without the software to support it is worthless.

: >>Sounds like a limitation to me. (Maybe things have changed, but in my
: >>Atarian days there was little to no support for any of these things, and I
: >>haven't seen evidence of them in my fiddling with MagiCMac.)
: >
: > I'll consider this methodology the next time I fire up the PC
: > Mac emulator: Executor. '-p

: You were talking about MagiC. I assumed that MagiCMac is the same OS,
: just running on a Mac instead of an Atari. Did I assume wrong? I thought
: that was the idea behind MagiCMac.

: >>Does TOS have a 3D graphics API? Does it support hardware acceleration
: >>for it? MAJOR limitation. This is hardware of today we're talking about.
: >
: > API's are all applications level.

: You have an odd definition of "application level". Usually it refers to
: code that sits in an application instead of in an OS. An API is the
: interface offered to an application for an OS service.

Or it could be in a shared library.Or simply a small programme that
everybody(programmes) run that most all have.(like grep in UNIX)

: > Although 3D hardware acceleration would be a nice addition.
: > However, this could also be added to TOS with no problems.

: That doesn't change the fact that it's not there.

Well a infinite number of things aren't in there.

: >>Does TOS have anything like QuickTime?
: >
: > For those parts of QT that actually get used: yes.

: What parts do you think don't get used?

He probably means the part to put graphics on the screen,as opossed to the
part that de-codes the MOV file in to said graphics.

: > Although, this is applications level as well.

: Is it? Is it practical to expect every developer who wants to include
: digital motion video in their program to reinvent all of the technology
: that's present in QuickTime? QT means that programmers can easily
: implement fairly advanced features in their programs with minimal effort.
: It means that you don't have to worry about interoperability with other
: digital video programs, because if you use QuickTime you automatically get
: it. Just as an example, you can cut, copy and paste chunks of video using
: standard Mac clipboard operations between any two apps which support
: QuickTime.

: This would be extremely impractical to do at the application level.

Once again,doesn't the MAC have IPC?
(or shared libraries)
--

The Doctor

383. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cdpbk$82u@login.freenet.columbus.oh.us>
Source record: 6728
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
Kyle R. Hofmann (rhofmann@crl.com) wrote:
: : In article <5c0hjm$e05@lana.zippo.com>, JEDI wrote:

: : >In article <bwanga-2001970121210001@metricom37.ucsc.edu>,
: : bwanga@cats.ucsc.edu says...

: : >>Oh, come on. The point is that it's there if you need it. I'd rather
: : >>have VM around so that I don't have to worry nearly as much about running
: : >>out of memory.
: : >
: : > If your OS is 'modern', running out of memory shouldn't be a problem.
: : >
: : > If, on the other hand, it is likely to go down in a ball of flames:
: : > then it's a problem.

: #include <stdlib.h>

: main(void)
: {
: while (1)
: *((int *) (malloc(1000000))) = 1;
: }

: This is called a malloc bomb. It eats memory. Fast. Nearly every OS
: in existence will go down in a ball of flames if you try it. Even those
: that support copy-on-write die, because this writes (It'd work faster on
: those if you malloc'd the page size (unless the copy-on-write algorithm is
: no good), but they die anyway). Go ahead, try it; you'll discover that,
: by your definition, most OS's out there are quite ancient.

Wouldn't you just get a "out of memory" error?
I don't see how this would hurt the OS.
--
The Doctor
```

384. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5cdus7$3qn@morgoth.sfu.ca>
Source record: 6729

Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

>Yes, thats a no no. It tends to speed things up:).

And it tends to reduce stability and security. I would really rather that no application can directly access a disk without going through a file manager, for example.

>Has the bug in QuickTime been fixed where it causes some digital
>video apps data stream to be inverted? I still notice it when
>converting a QuickTime file to MPEG format at times.

I was not aware of this bug so I can't say. The newest version of QT is 2.5 so if you are using that then the bug hasn't been fixed.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

385. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5cdv61$41f@morgoth.sfu.ca>
Source record: 6730
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>uh,what does 3D graphics have to do with anything?
>That's really a driver-level task.(or shared library)

Actually, a layered approach is best when considering 3D graphics. The Mac
has the following layers:

QuickDraw 3D (shared library)
RAVE (shared library)
RAVE driver (driver)

The idea is that the application programmer gets a nice highlevel API
without having to worry about how the scene is actually being rendered.
As far as I know, TOS does not include a highlevel (or any level) 3D graphics
API.

>Isn't QuickTime a thing like PC's AVI files?
>I don't see what animation has to do with OSes.Do you know what TOS is?

QuickTime is not a file format, it is a multimedia engin.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

386. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: postmaster@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cdt3e$dmq@ornews.intel.com>
Source record: 6731
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <1997Jan23.143944.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>In article <5c2vjt$49p@ornews.intel.com>,
atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) writes:
>
>>>Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy
>>
>> Your continued spamming of c.s.a.s is becoming annoying. You,
Sinclair-Day,
>> "Jedi," Quinlan, et. al. - KNOCK IT OFF.
>>
>> This bullshit has gone on long enough. Either take it to email, take it
>> SOLELY to the advocacy groups, or drop it.
>>
>
>Why don't you mind your own business...

I will explain this in small words, so that the other janitors at University of Northern Iowa can translate it to whatever dialect of simian ASL you understand.

Your spamming costs me money. Notice my email address on this post; I pay for my Internet access, and for my entire domain's access. Therefore, your spamming IS my business. Your sysadmin has basically said he doesn't give a shit - but if this continues, I'll ask Chris Lewis to get involved, and then your sysadmin WILL learn to give a shit, becasue Chris Lewis is capable of convincing all other admins (or a significant percentage of them) to UDP the uni.edu domain for spamming. That would be greatly inconvenient to the University adminstration and students. Eventually, the source would be traced to you and your buddy in whatever uni.edu calls the information technology department.

Is that simple and clear enough?

Followups set, as usual.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

387. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2501971623150001@metricom34.ucsc.edu>
Source record: 6732
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5cdn41$r04@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:

>: Does TOS have a 3D graphics API? Does it support hardware acceleration
>: for it? MAJOR limitation. This is hardware of today we're talking about.
>
>uh,what does 3D graphics have to do with anything?
>That's really a driver-level task.(or shared library)

See below.

>: Does TOS have anything like QuickTime?
>
>Isn't QuickTime a thing like PC's AVI files?

No. AVI is just a simple movie format. QT is a generalized format for
data played over time (QT tracks can contain all sorts of different
things). QT is also a complete set of operating system calls to manage QT
data, so that if you are a programmer, you don't have to worry about the
details of it yourself.

>I don't see what animation has to do with OSes.Do you know what TOS is?

Yes. I owned a TOS computer for several years.

In this day and age, a personal computer operating system is expected to
provide a wide array of services above and beyond the basics (memory
allocation, process management, file systems, and basic I/O).

BTW, next time you reply to something, please trim the parts of the post
you aren't responding to.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

388. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2501971624230001@metricom34.ucsc.edu>
Source record: 6733

In article <853924236_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:

> In article <bwanga-2201970102370001@metricom19.ucsc.edu>
> bwanga@cats.uc*sc.edu (Timothy A. Seufert) said:-
>
>>>How can a 1992 030 machine cheat against a PPC? :)
>>
>>Remember the infamous Alpha demo?
>
> So how was that cheating?

Oh gawd, not again.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

389. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2501971637090001@metricom34.ucsc.edu>
Source record: 6734

In article <32E97F7F.513B@owens.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> wrote:

> 25.000 Mips Falcon X:Int Y:Int P:Int DSP
> 12.500 Mips Falcon X:Ext Y:Ext P:Int DSP
> 1.0520 MegaFlops Falcon Float multiply (64bit)
> 0.6900 MegaFlops Falcon Float divide (64bit)
> 1.3400 MegaFlops Falcon Linear (stalled) float
> 1.3400 MegaFlops Falcon Interleaved (piped) float

Are these results from the DSP bench program?

The FP looks pretty slow. I do recall, though, that the Falcon used the
56001, which is a fixed-point DSP, so that's not unexpected.

> 3.375 Quadra 900 33MHz 68040
(w/FPU) MagiC Mac
> (My 50MHz Diimo
040 is out of machine at
> the moment to
run my Reply Dos on Mac card).

I'm not sure if it exists for the Q900, but I know of a 50 MHz 68040
upgrade for the 660AV which plugs into the 040 PGA socket. I assume you
have to remove the Diimo card because both it and the DOS card use the
Quadra PDS slot?

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

390. Re: Null connection with Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32EAAB33.946@con2.com>
Source record: 6735
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Mykle wrote:
>
> i'd love to have directions on how to create a null connection between
> an Atari 1040stf and a Mac. Can it be done? I need explicit directions.
> Please help me!!!! I have both computers right next to each other. do
> they both need a modem? I have them both with modems. I've never done a
> null connection so please be gentle with me! Any suggestions and advice
> is appreciated in advance. Thanks
>
> Mykle

391. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2501971850000001@metricom34.ucsc.edu>
Source record: 6736
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5c7bv1$qrf@einstein.ebicom.net>, bjr@edison.ebicom.net (Brian Roland) wrote:

>Atari fell behind in technology?
>Interesting that they hit the market first in many many areas...all the
>way to the last product...the Jag. Falcons came out when Pentiums were
>still a wet dream...

The Falcon was not a "first". Atari talked about it for an awful long time before actually releasing it, and by the time they did, it was no longer a blockbuster product. You could spend a couple hundred more to get a Mac Quadra 660AV, which had a lot better hardware overall than the Falcon. (I'm not sure that the Quadra was released prior to the Falcon... but NeXT had a 56000 series DSP onboard *long* before the Falcon.)

The ST was not a first. It was clearly a followup to the Mac: offer a cheap GUI alternative to the Amiga and Mac (both of which were more expensive than the ST).

The TT was not a first. 030 machines existed long before Atari finally got on the bandwagon.

Atari was behind the technology curve throughout the Tramiel years. The Jag is possibly the only exception, but they killed it with the trademark Atari cheesy support and marketing.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

392. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5cdv0q$mkd@dos.canit.se>
Source record: 6737

Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
:
: OK, stopwatch time for ab.jpg from your FTP directory, once the file is
: loading from cache instead of disk, is 1.6 seconds. That's from the time
: when I double click the file to the time GraphicConverter actually
: displays it. Performance is the same if I put the file on a RAMdisk.

And I got a new time today, with Visage, my A1200/020/28 displayed the
image in 35 seconds.
If someone hasn't gotten the picture, I've put it up at
http://www.canit.se/~optimus/pix/
,since the original was removed from its site.

--
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393. Re: Petey is interested in Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-25 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <854194778_OASIS_@pcc-uky.campus.mci.net>
Source record: 6738

In article <32E97891.3243@owens.ridgecrest.ca.us>
Michael Grove <mgrove@owens.ridgecrest.ca.us> said:-

>No, he'll cry like a stuck pig and complain to your ISP provider.
>He can dish it out, but can't take it except up the a...opps, this is
>a family newsgroup:).
>
>Mike

<lol>....!

--

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_/_/_/
```

394. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2601970347290001@metricom34.ucsc.edu>
Source record: 6641
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

This is probably not something I should butt into, but Rich says something that is simply not correct, during the process of flaming Peter Sinclair-Day for "spamming" comp.sys.atari.st:

In article <5cdt3e$dmq@ornews.intel.com>, postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:

>I will explain this in small words, so that the other janitors at University
>of Northern Iowa can translate it to whatever dialect of simian ASL you
>understand.
>
>Your spamming costs me money.

No, it does not.

When a news message is crossposted to several groups via the Newsgroups: line, only one copy of the post is sent. The various news handling software packages, so far as I am aware, are smart enough to not require duplication at any point. It is therefore untrue to complain that crossposts into comp.sys.atari.st cost you money. The most it costs you is visual clutter in the newsgroup, which would be a valid complaint. Most people address it with killfiles (which in the long run would be the best way to get rid of Peter, or me if you happen to harbor a dislike for my scribblings).

Your conception of what entails spamming seems to be rather different from most other people's, by the way. Having a few too many newsgroups included in the header is different from intentionally trying to shove your message into every group possible.

I personally feel that the threat of cutting Peter's entire uni.edu domain off was excessive, rude, and an obvious attempt at bullying him into submission. Peter is annoying, but he is incredibly well-behaved compared to the sort of people who have gotten entire domains nuked in the past. Only an extremely objectionable act can justify cutting off thousands of users just to get at one offender and an uncaring sysadmin.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

395. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cfbja$nk1@ash.ridgecrest.ca.us>
Source record: 6642

Brian Quinlan wrote:
>
> dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
> >uh,what does 3D graphics have to do with anything?
> >That's really a driver-level task.(or shared library)
>
> Actually, a layered approach is best when considering 3D graphics. The Mac
> has the following layers:
>
> QuickDraw 3D (shared library)

More like the national archives when installing it :)
Still have to have the "specified" printer when using it?

> RAVE (shared library)
> RAVE driver (driver)

Is that a place you Mac goes to suck Nitrous:)
>
> The idea is that the application programmer gets a nice highlevel API
> without having to worry about how the scene is actually being rendered.
> As far as I know, TOS does not include a highlevel (or any level) 3D graphics
> API.

I could of sworn that there were several librarys available to TOS and
MagiC programmers that deal with 3D interface. Take a look in the Falcon
archives on CNAM. Face Value is kind of nice to.
>
> >Isn't QuickTime a thing like PC's AVI files?
> >I don't see what animation has to do with OSes.Do you know what TOS is?
>
> QuickTime is not a file format, it is a multimedia engin.

Isn't that spelled Injun :)

>
> --
>
> Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
> quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

396. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cfbmi$nk1@ash.ridgecrest.ca.us>
Source record: 6643

And while were at it we'll redirect this
to the proper group.

Mike

397. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cfbp9$nk1@ash.ridgecrest.ca.us>
Source record: 6644

And this one as well.

Mike

398. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cfdcv$nk1@ash.ridgecrest.ca.us>
Source record: 6645

Iggy Drougge wrote:
>

>
> : While were here, do any of the 060 cards available for the Amiga
> : work with your A1200? I have considered lately looking into a second
> : hand unit as I have found some Toaster hardware that I can
> : get my hands on. I usually once a month pick up VTU, but it's
> : not the same as the old Amiga World. I have to "learn" about
> : the h/w by reading the dealer adds. Is it really necessary to
> : go with the 4000T or would a lower spec model work specifically
> : for the task of video capture and utilizing the 060 upgrade?
>
> There is the Blizzard A1260, which works well (AFAIK) in a standard A1200
> (No heating problems, which the 040 boards often have).
> The Toaster is, to my knowledge, still a card you put in the video bus,
> which only the big-box Amigas have, the 2000, 3000 and 4000, unless you
> upgrade your 1200 with an expensive Tower and bus solution.
> If you don't need the Toaster specifically, there are other frame
> grabbers, such as the Vidi-Amiga and V-Lab.

I have Video Master Falcon, and for a while had the
Expose card from Titan. The Expose is quite the performer,
I just wish I could get an NTSC version. On my Quadra 900
I have an old Radius Spigot. On a good night I can capture
about 17fps at 240*180 but the Quadra is so damn slow at
editing. I usually save out the frames as .TGA's and load
them into Apex Media on the Falcon for a more user friendly
enviroment and faster processing. The Radius has ok quality,
but falls a little short to what I was getting with the
Expose card. At work I have a Quadra 840 AV with a video
compression card by Radius. It will capture 640*480 at 30fps
but the quality is crap, and because of limitations with
the Mac you can only view your work in 16bit color depth
while working with the input or raw file.
I checked out the price to upgrade an Amiga to one of
the Towers your talking about. Not cheap:). I'll look
around the local recycler (www.recycler.com) for a good
price on a 2000.

Sorry about pulling the ab.jpg file. It didn't seem that
there was much interest in the test at the time.

Mike
>

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> --
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399. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cfdms$nk1@ash.ridgecrest.ca.us>
Source record: 6646

Brian Quinlan wrote:
>
> Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:
>
> >Yes, thats a no no. It tends to speed things up:).
>
> And it tends to reduce stability and security. I would really rather that
> no application can directly access a disk without going through a file
> manager, for example.

I was looking through the Apple Tech Lib and saw a some bits
about a few MIDI apps where the programmer didn't seem to want
to use the perfered method by Apple to access the serial port.
That is what "Serial Switch" is for isn't it? I kind of though
they probably programmed it that way for improved throuput during
playback.

>
> >Has the bug in QuickTime been fixed where it causes some digital
> >video apps data stream to be inverted? I still notice it when
> >converting a QuickTime file to MPEG format at times.
>
> I was not aware of this bug so I can't say. The newest version of QT
> is 2.5 so if you are using that then the bug hasn't been fixed.

I first noticed this when using Sparkle. It was after reading the
docs that I became aware of the "bug". I do use QT 2.5 so I guess
it's still there.

Mike

400. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cfdsp$nk1@ash.ridgecrest.ca.us>
Source record: 6647

Iggy Drougge wrote:
>
> Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
> :
> : OK, stopwatch time for ab.jpg from your FTP directory, once the file is
> : loading from cache instead of disk, is 1.6 seconds. That's from the time
> : when I double click the file to the time GraphicConverter actually
> : displays it. Performance is the same if I put the file on a RAMdisk.
>
> And I got a new time today, with Visage, my A1200/020/28 displayed the
> image in 35 seconds.

I didn't try loading it on the Falcon with the CPU doing
the work. The time would probably be close to what your
getting on the Amiga.

> If someone hasn't gotten the picture, I've put it up at
> http://www.canit.se/~optimus/pix/
> ,since the original was removed from its site.

Hopefully Frank or Magnus read this and try the file
on their Afterburner Falcon 040's. THAT would be
interesting:).

Mike
>
> --
> /\ __ __ __ __ __ __ __ __ __ ____
> /\// \ / \ / /\ /_ \ / \ / \ / /\ / \ / \ / __/
> / // /\// /\//\ /__ / / // '_// / // / // /\// /\// __/
> \/ __/ __/ __/ \/ __/ \/_/ __/ __/ __/ __/ __/optimus@canit.se

401. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cfcbc$nk1@ash.ridgecrest.ca.us>
Source record: 6648

Timothy A. Seufert wrote:
>
> In article <32E97F7F.513B@owens.ridgecrest.ca.us>, Michael Grove
> <mgrove@owens.ridgecrest.ca.us> wrote:
>
> > 25.000 Mips Falcon X:Int Y:Int P:Int DSP
> > 12.500 Mips Falcon X:Ext Y:Ext P:Int DSP
> > 1.0520 MegaFlops Falcon Float multiply (64bit)
> > 0.6900 MegaFlops Falcon Float divide (64bit)
> > 1.3400 MegaFlops Falcon Linear (stalled) float
> > 1.3400 MegaFlops Falcon Interleaved (piped) float
>
> Are these results from the DSP bench program?
>
> The FP looks pretty slow. I do recall, though, that the Falcon used the
> 56001, which is a fixed-point DSP, so that's not unexpected.

The first two are the DSP. The latter are the 68882.

>
> > 3.375 Quadra 900 33MHz 68040
> (w/FPU) MagiC Mac
> > (My 50MHz Diimo
> 040 is out of machine at
> > the moment to
> run my Reply Dos on Mac card).
>
> I'm not sure if it exists for the Q900, but I know of a 50 MHz 68040
> upgrade for the 660AV which plugs into the 040 PGA socket. I assume you
> have to remove the Diimo card because both it and the DOS card use the
> Quadra PDS slot?

The 50MHz 040 I have has 128K CPU cache and the card plugs into the PGA
socket. I removed the card as the PDS slot (where the DOS card is
installed)
does not function with the 50MHz 040 card (at least the DOS card dosen't
work). DiiMo no longer exist but the same card is available under a
different
name by MicroMac.

Sig deleted by request:)

Mike

402. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: pcguido@helppc.com
Message-ID: <5cft7p$ckk@nntp1.best.com>
Source record: 6649
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <32ea6099.0@news.nucleus.com>, terr@nucleus.com writes:
||do not run in OS/2. I kind of got tired of always trying to fiddle with WIN-OS2, and that's when I could
||get something compatible with it. Now, everything comes up in WIN32 and won't even run in WIN-OS2.
||IBM's decision not to support WIN32 in Warp 4.0 has been the turning point for me. Big mistake,
|
|I agree 100%. I've been using os/2 for over 5 years and it will cost a few $1000 to switch to NT but without full win32 support, OS/2 is simply not going to remain a viable product.
|
|What would it take to interface win-32 to PM???

Stupidity.

Phil "Guido" Cava TeamOS/2
Help, PC!
Let us help you achieve Warp Speed today!
email at: pcguido@helppc.com
> Computers are useless, they can only give you answers! - Pablo Picasso

403. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5cgdp8$bq3@morgoth.sfu.ca>
Source record: 6650

Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

>I was looking through the Apple Tech Lib and saw a some bits
>about a few MIDI apps where the programmer didn't seem to want
>to use the perfered method by Apple to access the serial port.
>That is what "Serial Switch" is for isn't it? I kind of though
>they probably programmed it that way for improved throuput during
>playback.

I thought that "Serial Switch" was meant to fix problems when a program tries to execlusively control the serial port. Anyway, the point is the same.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

404. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cgppb$9e0@login.freenet.columbus.oh.us>
Source record: 6651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
: In article <5cdn41$r04@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:

: >: Does TOS have a 3D graphics API? Does it support hardware acceleration
: >: for it? MAJOR limitation. This is hardware of today we're talking about.
: >
: >uh,what does 3D graphics have to do with anything?
: >That's really a driver-level task.(or shared library)

: See below.

: >: Does TOS have anything like QuickTime?
: >
: >Isn't QuickTime a thing like PC's AVI files?

: No. AVI is just a simple movie format. QT is a generalized format for
: data played over time (QT tracks can contain all sorts of different
: things). QT is also a complete set of operating system calls to manage QT
: data, so that if you are a programmer, you don't have to worry about the
: details of it yourself.

Once again,this could be implemented as a shared library or server process.
(you might have to add simple rudimentry functions to the graphics driver
like the ability to allocate and find the graphics memory buffer)

: >I don't see what animation has to do with OSes.Do you know what TOS is?

: Yes. I owned a TOS computer for several years.

: In this day and age, a personal computer operating system is expected to
: provide a wide array of services above and beyond the basics (memory
: allocation, process management, file systems, and basic I/O).

But what you've described (handling data) is the job for a shared library.
MacOS should already have the capability to handle graphics and sound.
(or it's drivers would,to be more acurate)

: BTW, next time you reply to something, please trim the parts of the post
: you aren't responding to.

How would I delete more than a single line with PICO!?!
(PINE's editor)
--
The Doctor

405. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <854278068_OASIS_@pcc-uky.campus.mci.net>
Source record: 6652

In article <bwanga-2601970347290001@metricom34.ucsc.edu>
bwanga@cats.uc*sc.edu (Timothy A. Seufert) said:-

>This is probably not something I should butt into, but Rich says something
>that is simply not correct, during the process of flaming Peter
>Sinclair-Day for "spamming" comp.sys.atari.st:
>
>In article <5cdt3e$dmq@ornews.intel.com>,
>postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:
>
>>I will explain this in small words, so that the other janitors at University
>>of Northern Iowa can translate it to whatever dialect of simian ASL you
>>understand.
>>
>>Your spamming costs me money.
>
>No, it does not.

But it does... Let me explain... My ISP doesn't have an "unlimited" option,
so whenever I have to take extra time to download his drivel, its causing
me to spend more time on the 'Net. More time = more cost to me. Period.

Haven't tried a "killfile"... Can I do that with Oasis v1.35? Might be nice
to send his messages to Limbo. Of course, he'll do like he usually does and
E-mail me with some useless friviality... (and then I have to reply 'cause
I like burning him-its so easy) :^)

--

```
_/_/_/
```

406. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2601972106100001@metricom48.ucsc.edu>
Source record: 6653
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <5cgppb$9e0@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:

>: No. AVI is just a simple movie format. QT is a generalized format for
>: data played over time (QT tracks can contain all sorts of different
>: things). QT is also a complete set of operating system calls to manage QT
>: data, so that if you are a programmer, you don't have to worry about the
>: details of it yourself.
>
>Once again,this could be implemented as a shared library or server process.
>(you might have to add simple rudimentry functions to the graphics driver
> like the ability to allocate and find the graphics memory buffer)

Many microkernel operating systems implement the *file system* as a user
mode process. Does this mean that the file system is no longer part of
the OS, just because it doesn't execute in the kernel address space or
supervisor mode?

QT is in fact a set of shared libraries. Nonetheless, it is a service
offered by the Mac OS to application programs. The main reason QT is
implemented that way is so that it doesn't needlessly occupy memory while
it isn't being used.

>: BTW, next time you reply to something, please trim the parts of the post
>: you aren't responding to.
>
>How would I delete more than a single line with PICO!?!
>(PINE's editor)

I really haven't the faintest clue. PICO is nice and easy to use, but it
seems to be deficient in capabilities. Not that I'm a wizard with UNIX
text editors; I refuse to learn vi unless I really have to and I know just
enough EMACS to get by.

(followups set to comp.sys.atari.advocacy, since this belongs there)

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

407. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5cgjv1$18s@dos.canit.se>
Source record: 6654

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
: Iggy Drougge wrote:
: >
:
: >
: > : While were here, do any of the 060 cards available for the Amiga
: > : work with your A1200? I have considered lately looking into a second
: > : hand unit as I have found some Toaster hardware that I can
: > : get my hands on. I usually once a month pick up VTU, but it's
: > : not the same as the old Amiga World. I have to "learn" about
: > : the h/w by reading the dealer adds. Is it really necessary to
: > : go with the 4000T or would a lower spec model work specifically
: > : for the task of video capture and utilizing the 060 upgrade?
: >
: > There is the Blizzard A1260, which works well (AFAIK) in a standard A1200
: > (No heating problems, which the 040 boards often have).
: > The Toaster is, to my knowledge, still a card you put in the video bus,
: > which only the big-box Amigas have, the 2000, 3000 and 4000, unless you
: > upgrade your 1200 with an expensive Tower and bus solution.
: > If you don't need the Toaster specifically, there are other frame
: > grabbers, such as the Vidi-Amiga and V-Lab.
:
: I have Video Master Falcon, and for a while had the
: Expose card from Titan. The Expose is quite the performer,

I haven't heard of expose, but I know of the Videomaster, which is also
available for A500 and A1200, though it does not seem much cop, if I have
understood you requirements right.

: I just wish I could get an NTSC version. On my Quadra 900
: I have an old Radius Spigot. On a good night I can capture
: about 17fps at 240*180 but the Quadra is so damn slow at
: editing. I usually save out the frames as .TGA's and load
: them into Apex Media on the Falcon for a more user friendly
: enviroment and faster processing. The Radius has ok quality,
: but falls a little short to what I was getting with the
: Expose card. At work I have a Quadra 840 AV with a video
: compression card by Radius. It will capture 640*480 at 30fps
: but the quality is crap, and because of limitations with
: the Mac you can only view your work in 16bit color depth
: while working with the input or raw file.
: I checked out the price to upgrade an Amiga to one of
: the Towers your talking about. Not cheap:). I'll look
: around the local recycler (www.recycler.com) for a good
: price on a 2000.

Well, the 2000 seems a good choice if you are willing to upgrade it. There is the A2060 060 accelerator for the A2000 from Phase5, and it has slots to contain anything you can point a stick at.
The video ports of the Macs something I am very impressed with, however. Definitely an advantage over the PC for Macs. The PPC Macs are quite nice machines, but it's ridiculous that one needs a 100 MHz+ RISC processor just to have an acceptably fast environment, but now I can see the letters on screen as I type. =)

: Sorry about pulling the ab.jpg file. It didn't seem that
: there was much interest in the test at the time.

I have it up at http://www.canit.se/~optimus/pix/ in case anyone wants it. Hope you don't mind.

--

_____.______.__________
| | | | | | | | | ____j optimus@canit.se
| T | T ___ ___ _j | | | |____ | _
| | | | | | | | | | | | | _ //
| | | ____| | | | | | | | | | | \X/
|_____|___j |___j |___|__|_|__|_____|_____j asc• by Soxius

408. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5cgk1k$18s@dos.canit.se>
Source record: 6655

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
: Iggy Drougge wrote:
: >
: > Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
: > :
: > : OK, stopwatch time for ab.jpg from your FTP directory, once the file is
: > : loading from cache instead of disk, is 1.6 seconds. That's from the time
: > : when I double click the file to the time GraphicConverter actually
: > : displays it. Performance is the same if I put the file on a RAMdisk.
: >
: > And I got a new time today, with Visage, my A1200/020/28 displayed the
: > image in 35 seconds.
:
: I didn't try loading it on the Falcon with the CPU doing
: the work. The time would probably be close to what your
: getting on the Amiga.

That DSP certainly has its uses, as proven by APEX Media, and this new
browser, WebSpace.

: > If someone hasn't gotten the picture, I've put it up at
: > http://www.canit.se/~optimus/pix/
: > ,since the original was removed from its site.
:
: Hopefully Frank or Magnus read this and try the file
: on their Afterburner Falcon 040's. THAT would be
: interesting:).

Hmmm, yes. I'll try to persuade my 030 friends to take the test.

--
=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=->X<-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+
// Mail: optimus@canit.se Y Transformer collector | //
\X/ Mail: unniggy@algonet.se | Furry/anime fan | \X/
WWW: http://www.canit.se/~optimus | Sonic Code: Sal+++!^ | Team AMIGA

409. Apple is Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: John Collins <irata@aztec.asu.edu>
Message-ID: <5cfvsqppc1@news.inficad.com>
Source record: 6656

Found an article at HotWired. What's said in it isn't the first time I've seen this. Interesting reading, especially about what they say about Atari. I'm starting to think Apple has never had an original idea in their history.

http://www.hotwired.com/wired/2.04/departments/electrosphere/ambron.html

410. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <11a7cd$11023.377@HERMES>
Source record: 6739
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

Christopher C. Wood (christw@lexis-nexis.com) wrote:
> In article <1187cd$d2e29.374@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
> |> Oh, and the competition for the Mac was the workstation market - or
> |> at least that was how it seemed to me at the time.

> Not me. I was in a technical group, where the primary product was
> technical info. Lots of Macs, a few PCs, and some windowing
> terminals. Almost no workstations.

> |> The Plus and other low-end models were the ones targeted at SOD.

> From mid-86 to mid-87, the Mac Plus was the _high_ end...

I was thinking along the lines of 1989-ish, as that was when I started to become Mac-aware. (I believe that 1989 was named "Year Of The CPU" in Mac circles as each new machine was bigger/better/faster than the one before it). And that A/UX was reviewed as Apple's push towards the workstation market - "a full Unix, with a Mac user interface" or similar. But that was from a PC mag from the long-gone time when PC mags covered Amigas, Ataris, Macs, Intel-based PCs and other different computers in the same issue.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

411. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-26 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <5ceokc$1gt@nexp.crl.com>
Source record: 6740

In article <5c93cp$6@morgoth.sfu.ca>, Brian Quinlan wrote:
: Paul@pwomar.demon.co.uk (Paul Womar) writes:

: >No they just call the Quicktime application, it's not really a part of
: >the OS, merely a componens supplied with it by default.

: Applications should not directly access the computer's hardware. QuickTime
: does so it is best considered a part of the operating system.

Whether or not applications should directly access the hardware is a question which isn't likely to be answered any time soon.

There are two points of view:

1. Applications should directly access the computer's hardware. This allows maximum performance with minimal interference from the OS (which can slow things down) and minimal overhead inside the OS (because it need not support the hardware, it only need support the driver and direct access). It does leave large security holes if implemented incorrectly (e.g., an application could scribble on the kernel), and doesn't allow effective use of multiple graphics applications at the same time.

2. Applications should never access the computer's hardware, they should tell something else to. This allows maximum security, because driver for the card controls everything that is done with the card. It also allows the use of multiple graphics applications at the same time (like running two X clients at the same time). It does add overhead because the driver must be called each time something is done and also adds time to the development of the driver.

How does this apply to Quicktime? Well, QT access the hardware directly (according to Brian; I'm not familiar with it myself). This could make it a part of the operating system by definition 2, because that definition disallows the possibility of something accessing the hardware directly and not being part of the OS. But by definition 1, it could be a user space driver, because they don't have to be part of the OS.

Whether or not it is part of the OS or simply a user space driver is to be decided on your own, but just because something accesses the hardware directly doesn't automatically make it part of the OS.

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any significant number of users want fixed." -- Bill Gates

412. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-27 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5cgv9i$mqd@morgoth.sfu.ca>
Source record: 6657
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>Once again,this could be implemented as a shared library or server process.
>(you might have to add simple rudimentry functions to the graphics driver
> like the ability to allocate and find the graphics memory buffer)

It is implemented as a shared library.

>How would I delete more than a single line with PICO!?!
>(PINE's editor)

Change the editor to vi.
--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

413. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-27 00:00:00 UTC
From: CopeKnight@worldnet.att.net
Message-ID: <5ch65f$on@mtinsc03.worldnet.att.net>
Source record: 6658
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-2501971850000001@metricom34.ucsc.edu>, bwanga@cats.uc*sc.edu (Timothy A. Seufert) wrote:
>The ST was not a first. It was clearly a followup to the Mac: offer a
>cheap GUI alternative to the Amiga and Mac (both of which were more
>expensive than the ST).

And the Mac was a follow-up to the Lisa. As I recall, the ST shipped before the Amiga, making it the first color 68000-based machine. The 1040ST was also the first 1MB computer to retail for under $1,000.

I don't really think you can say any 1 computer was truly first. Many computers--back in the days when choice was an option in computing--qualify as first in one area or another.

Carl

**** Carl Lund **** CopeKnight@worldnet.att.net ****
Shine forth thou Star of Poets, and with rage or influence, chide or cheer the drooping stage, which since thy flight from hence hath mourned like night, and despairs day, but for thy volume's light. --Ben Johnson
In loving memory of Santa Barbara (1984-1993) & Roger Zelazny (1937-1995).

414. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-27 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2701971106460001@199.166.204.230>
Source record: 6659
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <1167cd$171829.1e6@HERMES>, gmiller@inca.co.nz (Gaven Miller) wrote:

> And, as an author of utils on the Atari 68k platform, I ensure my apps
> are immune from such errors.

Really? How?

> At a rather large penalty in RAM space, however. But, if you need 100%
> accuracy and reliability of your data, this price is cheap compared to
> corrupt data in a mission-critical app.

Mission critical application. Atari ST. Intersection is the null set.
If you have a real mission critical application, you don't buy an Atari
(mine for instance needed to be bent back and forth a few times every
month or so to keep it working, or the pins would touch the RF shield and
short out).

> IIRC the Mac has had '030 models since 1989 (the IIcx and SE/30 were the
> first, I think), why didn't Apple begin to implement memory protection
> into later System 6 versions that were current at the time? It would have
> made the transition into System 7 easier. And probably less traumatic.
> And they'd have had less "it aint compatible" press as well.

The IIx was the first 030 model actually, and there are many reasons,
the main one being that they ran what was essentially the same OS as all
the rest of the machines.

Maury

415. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-27 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5ciuod$boe@dos.canit.se>
Source record: 6660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

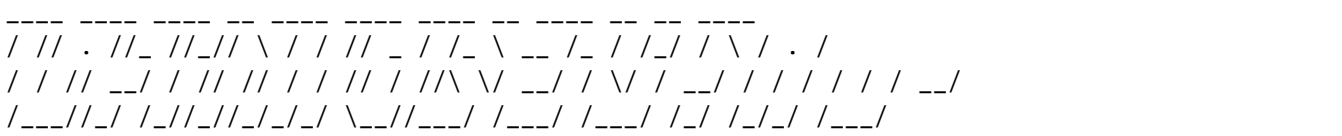
CopeKnight (CopeKnight@worldnet.att.net) wrote:
: In article <bwanga-2501971850000001@metricom34.ucsc.edu>, bwanga@cats.uc*sc.edu (Timothy A. Seufert) wrote:
: >The ST was not a first. It was clearly a followup to the Mac: offer a
: >cheap GUI alternative to the Amiga and Mac (both of which were more
: >expensive than the ST).
:
: And the Mac was a follow-up to the Lisa. As I recall, the ST shipped before
: the Amiga, making it the first color 68000-based machine. The 1040ST was also
: the first 1MB computer to retail for under $1,000.

Many 68000 machines were available with colour before the ST and Amy.
Examples include the Sinclair QL and ABC 1600.

: I don't really think you can say any 1 computer was truly first. Many
: computers--back in the days when choice was an option in computing--qualify as
: first in one area or another.

And often there is more to things than meets the eyes.

--



416. Look again for these please!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-27 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32ECDE80.7C53@con2.com>
Source record: 6661
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

hi,

I am in search of these games that you have in your closet, up in the attic or under the leg of an uneven table. Get some cash for those games that you don't play anymore. Sell them to me. If you have any of the titles below I will buy them. They have to be in working order of course and for the Atari ST. Thanks! Waiting to hear from you. Contact me at mykle@con2.com

Adams Family
Super Cauldron
Prince of Persia
Leander
Lemmings
Pirates
James Pond II
Fire and Ice
Underworld
Cadaver
Chaos Engine
Knightmare
Captive
Gods

417. Re: WHAT IS AN IDIOT!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan28.005102.1@cobra.uni.edu>
Source record: 6662
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.st,comp.sys.atari.advocacy

In article <5cj5g1$jgm@ornews.intel.com>, sinclap2954@cobra.uni.edu writes:
> In article <1997Jan26.191012.1@cobra.uni.edu>,
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>> "Rush Limbaugh is for people who aren't mature enough for Barney..."
>

Nice try Rich...

I am sure that you violated the internet code of conduct for impersonating ones
internet address..

Maybe I should talk to your friend that you use to cry on his shoulders when
you can't have control of the usenet. You act like some of the ITS folks..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

418. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan28.013445.1@cobra.uni.edu>
Source record: 6663

In article <854278068_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> But it does... Let me explain... My ISP doesn't have an "unlimited" option,
> so whenever I have to take extra time to download his drivel, its causing
> me to spend more time on the 'Net. More time = more cost to me. Period.

Than get a new ISP provider that provides flat rate. I am sure AOL is
available in your lake of the woods..

I have to read your drivel.. What is your point?

>
> Haven't tried a "killfile"... Can I do that with Oasis v1.35? Might be nice
> to send his messages to Limbo. Of course, he'll do like he usually does and
> E-mail me with some useless friviality... (and then I have to reply 'cause
> I like burning him-its so easy) :^)

Ask Rich Tietejens. He knows all the tricks of the trade..Talk about a
hypocrate..
>
> __
>
> _/_/_/_

419. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: CopeKnight@worldnet.att.net
Message-ID: <5ck6oo$4e0@mtinsc05.worldnet.att.net>
Source record: 6664
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5ciuod$boe@dos.canit.se>, optimus@canit.se (Iggy Drougge) wrote:
>CopeKnight (CopeKnight@worldnet.att.net) wrote:
>: And the Mac was a follow-up to the Lisa. As I recall, the ST shipped before
>: the Amiga, making it the first color 68000-based machine. The 1040ST was
> also
>: the first 1MB computer to retail for under $1,000.
>
>Many 68000 machines were available with colour before the ST and Amy.
>Examples include the Sinclair QL and ABC 1600.

Forgive me--make that the first widely publicized/marketed (temporarily,
anyway) 68K machine with color in the U.S.

(By that statement I refer to attention being paid by, say, COMPUTE!, BYTE,
and Family Computing.)

Carl

**** Carl Lund **** CopeKnight@worldnet.att.net ****
Shine forth thou Star of Poets, and with rage or influence, chide or cheer
the drooping stage, which since thy flight from hence hath mourned like night,
and despairs day, but for thy volume's light. --Ben Johnson
In loving memory of Santa Barbara (1984-1993) & Roger Zelazny (1937-1995).

420. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan28.012604.1@cobra.uni.edu>
Source record: 6665
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <5cfbp9$nk1@ash.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:
> And this one as well.
>
What?

> Mike

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

421. Re: Petey is interested in Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan28.012931.1@cobra.uni.edu>
Source record: 6666

In article <854194778_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> In article <32E97891.3243@owens.ridgecrest.ca.us>
> Michael Grove <mgrove@owens.ridgecrest.ca.us> said:-
>
>>No, he'll cry like a stuck pig and complain to your ISP provider.
>>He can dish it out, but can't take it except up the a...opps, this is
>>a family newsgroup:).

When did I do this? When you threatened my life?

So, what did your postmaster do?
>>
>>Mike
> _/_/_/_

422. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ckffa$abl@login.freenet.columbus.oh.us>
Source record: 6667
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Brian Quinlan (quinlan@sfu.ca) wrote:
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

: >Once again,this could be implemented as a shared library or server process.
: >(you might have to add simple rudimentry functions to the graphics driver
: > like the ability to allocate and find the graphics memory buffer)

: It is implemented as a shared library.

Then it's application level,since it's part of the process's code section.
(and and data and bss)
At least from a UNIX point of view.I didn't think they had libraries on
the Mac.(unless you're counting the "resources")

: >How would I delete more than a single line with PICO!?!
: >(PINE's editor)

: Change the editor to vi.

How do I do that from Tin 1.2 PL2?

I always wondered why sysops never wanted you to have access to vi.
I assumed it was because they didn't want you shelling to DOS,but it
seemed to me that changing the "SHELL" varrible to "/bin/true" (or
whatever) would keep vi from running "sh".(or whatever)

Of course I don't know if there's anything that would keep you from
writing out the file to a different name.

You could have the BBS (or Gopher,in my case) run vi as a user-id that has
no meaningful access,but with the same group-id as the edit-file.
(which would have the user-id of the BBS)
Then,even if you could hack your way to a shell,it would be pretty damn
useless.
--
The Doctor

423. how to run *.com & *.atr files using xlit016 and xf25 Atari emulators?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: Tracy
Message-ID: <01bc0d0a$78b6a100$08bcaec7@phil>
Source record: 6668

Hello, I am a newbie with a question concerning how to run *.com & *.atr files using xlit016 and xf25 Atari emulators. Can you explain what is the difference and between these extension and please explain (in some detail as I am a newbie) how to run these files? Thanks. If you do not have time, could please forward this message to a newsgroups that might be appropriate?

Tracy

Please respond to 104317.440@compuserve.com

424. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2801970249570001@metricom04.ucsc.edu>
Source record: 6669
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5ckffa$abl@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Brian Quinlan (quinlan@sfu.ca) wrote:

>: It is implemented as a shared library.
>
>Then it's application level,since it's part of the process's code section.
>(and and data and bss)
>At least from a UNIX point of view.I didn't think they had libraries on
>the Mac.(unless you're counting the "resources")

As I pointed out before, many microkernel operating systems (including
microkernel variants of UNIX) implement their file system as a user
process. By all reasonable definitions, the file system is part of the
operating system. The address space and CPU mode a piece of code run in
do not determine whether it is part of the OS or not.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

425. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <11c7cd$d3013.194@HERMES>
Source record: 6670
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

Maury Markowitz (maury@softarc.com) wrote:
> In article <1167cd$171829.1e6@HERMES>, gmiller@inca.co.nz (Gaven Miller) wrote:
> > And, as an author of utils on the Atari 68k platform, I ensure my apps
> > are immune from such errors.
> Really? How?

By using MiNT with memory Protection switched ON.

> > At a rather large penalty in RAM space, however. But, if you need 100%
> > accuracy and reliability of your data, this price is cheap compared to
> > corrupt data in a mission-critical app.

> Mission critical application. Atari ST. Intersection is the null set.
Mission critical to musicians playing live before an audience.

Mission critical to the free world by stopping the Politically Correct
computer from dominating the globe, and people standardising on SOD and
Widows.

Mission critical to...

You get the drift.

> If you have a real mission critical application, you don't buy an Atari
> (mine for instance needed to be bent back and forth a few times every
> month or so to keep it working, or the pins would touch the RF shield and
> short out).

That was probably just your machine.

Those I've known/used have worked out of the box and kept working until I
used them as a trade in on the next one.

> > IIRC the Mac has had '030 models since 1989 (the IIcx and SE/30 were the
> > first, I think), why didn't Apple begin to implement memory protection
> > into later System 6 versions that were current at the time? It would have
> > made the transition into System 7 easier. And probably less traumatic.
> > And they'd have had less "it aint compatible" press as well.

> The IIx was the first 030 model actually, and there are many reasons,
> the main one being that they ran what was essentially the same OS as all
> the rest of the machines.

Thanks. I'd forgotten about that one. Looked like a Mac II, and later the
IIfx had the same case IIRC.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

426. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5clphr$nv2@scanner.worldgate.com>
Source record: 6671

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>Ask Rich Tietejens. He knows all the tricks of the trade..Talk about a
>hypocrate..

is this something you ship Hypo's in?

427. Looking for a saviour?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: merrark@netcom.com
Message-ID: <merrarkE4qGAw.LHB@netcom.com>
Source record: 6672
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

After originally posting this elsewhere I thought maybe both camps would appreciate seeing this...

Julio C Arroyo (jcarroyo@ix.netcom.com) wrote:
: Its 4 am here in New York, and I was awakened by what I initially
: belived to be a nightmare. Steve Jobs had just purchased Amiga
: Technologies and did so to stick it to Apple.

[Lots more snipped]

What I would love is for someone out there with the brains for it to pick up what's left of Commodore and Atari Corp. and put what was the best of them together and go from there.

Both of these companies have a lot in common. Both of them had some good ideas ahead of thier time that could have really taken off, but human nature being what it is, intervened and they fumbled, allowing the likes of Microsoft, IBM and Apple to pick it up and run with it.

Commodore's biggest success was the Amiga. It should have prospered for years to come, but only snatched defeat from the jaws of financial victory. The same holds true for Atari. They could have been a winner with their ST line of computers, the Falcon and the Jaguar game machine, but instead they filed for bankruptcy.

I guess I'm just a little naive, as I type this into my Amiga 2000 late in the Los Angeles morning, with a dead Commodore 64 and Atari 2600 taking up space, and lots of old Atari VCS and 7800 games about. Isn't there anyone out there with enough foresight and imagination? Someone who sees these innovations for what they are, and what can be done with them? Hardly anything from either Atari or Commodore ever completely realised its true potential. I guess what I'm saying is we could really use a white knight about now.

I'm not going to hold my breath, though.

--
-- Mer'rark Walk like a dog, talk like a man.
Walk like a dog, like anybody can.

428. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2801971233340001@199.166.204.230>
Source record: 6673
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <11c7cd$d3013.194@HERMES>, gmiller@inca.co.nz (Gaven Miller) wrote:

> By using MiNT with memory Protection switched ON.

It's been a while, so forgive me, but isn't MiNT something you install on *your* machine? IE, it doesn't protect other people.

> That was probably just your machine.

Actually it was a well known flaw, so well known that Atari magazines of the day referred to it as the "Atari twist" and various success stories about it's efficacy appeared time and time again in the letters to the editor section (some of them rather dubious of course).

The problem with it was that doing it more than a few times would slowly work the ROM's out of their sockets, resulting in the eventual unbootability of the machine. At this point you'd have to take it apart and reseat them by hand.

And more to the point they were just plain junky. Cheap moldings for little strength (my mom dropped my old II down the stairs, it worked as soon as she got someone to plug in the video card again), tin foil RF shields, and the worst keyboards I ever used on any machine.

Not that there's anything wrong with that, they were selling into the C64 market after all, but that keyboard was unforgivable (notably when you use a Mega, which had a very good one)

> Thanks. I'd forgotten about that one. Looked like a Mac II, and later the
> IIfx had the same case IIRC.

Correct. What a lemon that one was!

Maury

429. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854486522_OASIS_@pwomar.demon.co.uk>
Source record: 6674
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <bwanga-2601970347290001@metricom34.ucsc.edu>
bwanga@cats.uc*sc.edu (Timothy A. Seufert) said:-

>This is probably not something I should butt into, but Rich says something
>that is simply not correct, during the process of flaming Peter
>Sinclair-Day for "spamming" comp.sys.atari.st:
>
>In article <5cdt3e$dmq@ornews.intel.com>,
>postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:
>
>>I will explain this in small words, so that the other janitors at University
>>of Northern Iowa can translate it to whatever dialect of simian ASL you
>>understand.
>>
>>Your spamming costs me money.
>
>No, it does not.
>
>When a news message is crossposted to several groups via the Newsgroups:
>line, only one copy of the post is sent.

Quite right although I don't recall Rich posting to just the advocacy
groups of late but seeing as there is just one major cross-posted
thread there, this is not surprising.

>
>Your conception of what entails spamming seems to be rather different from
>most other people's, by the way. Having a few too many newsgroups
>included in the header is different from intentionally trying to shove
>your message into every group possible.

Yeah, the meaning of Spam is regularly being widened to include many
things. This falls under the "off topic crap" banner.

>I personally feel that the threat of cutting Peter's entire uni.edu domain
>off was excessive, rude, and an obvious attempt at bullying him into
>submission.

Also a threat I would think was as idle as very idle thing. Not
through lack of trying, I'm sure Rich would do his best to cut off the
domain but I somehow doubt off topic postings to a single group (and
not entirely off topic) warrants the cutting off of an entire
university! I don't know anything about this person you know (Chris
Lowe?) but if he has these sort of powers then I really hope he isn't
the pedantic fuckwit you imply him to be and I'm quite confident that

he isn't.

>Peter is annoying, but he is incredibly well-behaved compared
>to the sort of people who have gotten entire domains nuked in the past.
>Only an extremely objectionable act can justify cutting off thousands of
>users just to get at one offender and an uncaring sysadmin.

I would like to make it qite clear that this does belong in the
advocacy groups and this is the only posting of many on this thread
that I have also cross-posted to the general group so appologies for
this being off topic.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

430. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854487248_OASIS_@pwomar.demon.co.uk>
Source record: 6675

In article <854278068_OASIS_@pcc-uky.campus.mci.net>
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) said:-

> In article <bwanga-2601970347290001@metricom34.ucsc.edu>
> bwanga@cats.uc*sc.edu (Timothy A. Seufert) said:-
>
>>In article <5cdt3e$dmq@ornews.intel.com>,
>>postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:
>>
>>>Your spamming costs me money.
>>
>>No, it does not.
>
> But it does... Let me explain... My ISP doesn't have an "unlimited" option,
> so whenever I have to take extra time to download his drivel, its causing
> me to spend more time on the 'Net. More time = more cost to me. Period.

I believe he was refering to Rich specifically, if not then he's
wrong!

> Haven't tried a "killfile"... Can I do that with Oasis v1.35? Might be nice
> to send his messages to Limbo. Of course, he'll do like he usually does and
> E-mail me with some useless friviality... (and then I have to reply 'cause
> I like burning him-its so easy) :^)

I assume that you use Oasis with NOS? I don't know if it works with
anything else so I'll assume you do. If you ftp to:
ftp.demon.co.uk/pub/atari/ka9q
There is another directory in there (I dont recall the name, but it
implies it was written by someone else). In there you shall find
NOS_POP3.ZIP, this version of NOS is exactly the same as 0.42 which
you probably already have but: It also has support for POP3 email and
the killfile bug has been fixed. Look around for a NOSFILES.LZH and
this will give you instructions on how the killfiles work, it should
be in the ka9q directory. If you need help then give me a mail. And
you can also bounce his emails if you like, you can just put his email
address into a file called MAILKILL in the Oasis directory and when
Demon tells you you have a message from him Demon will kindly
"return to sender".

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

431. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970128195230.3095D-100000@moose.erie.net>
Source record: 6676

On Tue, 28 Jan 1997, Rich Tietjens wrote:

>
> Atari and Commodore have never had any business relationship whatsoever.
>
Actually they did, Rich. After a round of lawsuits regarding the
ownership of the Amiga they reached a settlement where Commodore paid
Atari royalties on the Amiga 1000's.

432. Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan28.203639.1@cobra.uni.edu>
Source record: 6677

Well sports fans, it's time to start a new thread here.

I just picked up the March issue of Mac User(Cover: Whats Next).

Had a review with screen shot and rating of the Steinberg Cubase 3.0 VST. Recieved a four mouse rating out of five. Now that the PowerMac line has had a premiere midi app, does the TOS platform matter considering the high price of the hardware.

$1800 Buys a fast Performa 6400/200 with 2.4 gigs, 256 k cache, 16 megs ram, keyboard, 28k modem, internal subwoofer, Surround sound(SRS) and software bundle.

You know what the Hades cost..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

433. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854488222_OASIS_@pwomar.demon.co.uk>
Source record: 6678

In article <11c7cd$d3013.194@HERMES>
gmiller@inca.co.nz (Gaven Miller) said:-

>Maury Markowitz (maury@softarc.com) wrote:
>> In article <1167cd$171829.1e6@HERMES>, gmiller@inca.co.nz (Gaven Miller) wrote:
>> > And, as an author of utils on the Atari 68k platform, I ensure my apps
>> > are immune from such errors.
>> Really? How?
>
>By using MiNT with memory Protection switched ON.
>
>> > At a rather large penalty in RAM space, however. But, if you need 100%
>> > accuracy and reliability of your data, this price is cheap compared to
>> > corrupt data in a mission-critical app.
>
>> Mission critical application. Atari ST. Intersection is the null set.
>Mission critical to musicians playing live before an audience.
>
>Mission critical to the free world by stopping the Politically Correct
>computer from dominating the globe, and people standardising on SOD and
>Widows.

I've got to agree, my Atari virtually never crashes, it's a very solid
machine. I've also had it for 8 years, it's on for quite few hours
virtually every day, I crash about once a month and thats normlly when
I set up too many sessions on my internet software. In all this time
the only thing that has ever physically gone wrong with it is when the
PSU dies but that's hardly a failiure of the machine itself.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

434. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-28 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854495414_OASIS_@pwomar.demon.co.uk>
Source record: 6679

In article <1997Jan28.013445.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <854278068_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>
>> But it does... Let me explain... My ISP doesn't have an "unlimited" option,
>> so whenever I have to take extra time to download his drivel, its causing
>> me to spend more time on the 'Net. More time = more cost to me. Period.
>
>Than get a new ISP provider that provides flat rate. I am sure AOL is
>available in your lake of the woods..
>
>I have to read your drivel.. What is your point?

Many of us also have tp pay for the phone calls too, this is
unavoidable.

>>
>> Haven't tried a "killfile"... Can I do that with Oasis v1.35? Might be nice
>> to send his messages to Limbo. Of course, he'll do like he usually does and
>> E-mail me with some useless friviality... (and then I have to reply 'cause
>> I like burning him-its so easy) :^)
>
>Ask Rich Tietejens. He knows all the tricks of the trade..Talk about a
>hypocrate..

I'd rather you talked about Tempus and Rasopy.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

435. GEMulator FAQ in the makig

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-29 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.012997.111651.08@wxs4-8.worldaccess.nl>
Source record: 6680

Hi there, and sorry for the cross-posting...

GEMulator is an Atari ST emulator for PCs. The creation of a newsgroup is in the making, although limited to a planning stage at the moment. I am currently setting up a FAQ file, and I would like to request everyone who has fixed any of the problems he ran into to write them down (including their solutions) and mail me at my private email address. It looks like the first version of the FAQ will primarily be questions (so you're welcome to ask questions that you don't know the answers to, too), but I'm sure we'll get there in the end.
If you want to be put on the GEMulator FAQ mailing list, please email me with a subject of "sub GEMulator FAQ list".

If you want to have a look at some of the problems *I* am having with the GEMulator...

1) "ST Zip" won't work. It cannot write (deflate) anything; it gets write errors on the hard disk. Can this be fixed?

2) Can "FastCopy Pro" be made to work? I tried to copy a disk (this had readable directories and folders) and, although FCopy appeared to work fine (albeit slow when writing) the target disk had 0 bytes used, and no folders either.

3) "Revenge Doc Displayer" refuses to be installed properly. How come?

4) "Freedom" seems not to work; the file selector seems unable to let you save a document that already exists, although it does update the time stamp.

5) "Xboot" sees folders double and can't find its own "c:\XBOOT\" path. Suggestions?

6) "Ledpanel" doesn't work.

7) I tried installing Geneva and Neodesk 4 on the GEMulator. Neo4 seems to work just fine. Installing Geneva goes fairly OK, but it can't use Neo4 at the same time. I think the problem is the following: To autoboot Neo4 from Geneva (as a shell), Geneva has to read the specs from GEM.CNF. And the GEM.CNF is always 0 bytes after installing it on GEMulator...

8) The GfA Basic compiler "MENU.PRG" screws up compiling. I fixed this problem...a solution will be in the FAQ.

9) A failsafe way to check the write-protect status (on any Atari, any TOS version) won't work on GEMulator. How can one check this now?

That's it...I hope there'll be lots of response.
--
/--\

| Richard Karsmakers cronos@worldaccess.nl |
\---/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/---\
| "Who is General Failure and why is he reading my disk?" |
\---/

436. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-29 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5cn976$e7v@einstein.ebicom.net>
Source record: 6681

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
:
: I just picked up the March issue of Mac User(Cover: Whats Next).
:
: Had a review with screen shot and rating of the Steinberg Cubase 3.0 VST.
: Recieved a four mouse rating out of five. Now that the PowerMac line has had a
: premiere midi app, does the TOS platform matter considering the high price of
: the hardware.

Did the TOS Platform ever matter?
To me it did/does...because I own some...paid my good money several years
ago and the freak'in thing still works...so it matters! Now...there's
no contest when it comes to which machine is the best...you're wasteing
your breath here comparing a 1992 release machine with a 1997 release...
the Mac is the way to go if you are "just now" selecting a new computer
and have 0 to few investments in software, data files, etc. Use your
brain man! Most professional minded people buy a tool, and they wear it
out...and get as much life from it as possible...hence they can make more
of their capital rather than constantly replaceing perfectly good tools.
Eventualy, TOS owners might be foreced to move on...but till then...why
throw away a couple grand (minium...not counting software replacements)
when you don't really need to?

Are you saying that everyone who owns TOS based machine should get rid of
it and by a Power Mac simply because it's newer? That's damn crazy! With
that attitude...you'll never get ahead because you'll be spending all your
profits on new computers and software every year...at least there are some
people out there who understand that supporting something that people use
every day matters. Now wouldn't you be pissed off if you went to get
a part for your car, and no one "supported" your make of car anymore
because it's over 5 years old? You paid your good money for it...and
it matters!

TOS does matter as long as there are people using the machines.

: $1800 Buys a fast Performa 6400/200 with 2.4 gigs, 256 k cache, 16 megs ram,
: keyboard, 28k modem, internal subwoofer, Surround sound(SRS) and software
: bundle.
:
: You know what the Hades cost..
:
Hey...what does the Hades have to do with VST?
The Hades does not support sound as it is...I don't think CuBase Audio
will even run on Hades. New C-Lab Falcons are around $1,100 with 14 meg
of RAM. Granted...I'd most likely choose the Mac if I were shopping today

for a new Computer for Audio and could afford to shell out 1,800...but I did my shopping a few months ago, and my Falcon 030 with 14meg of RAM and CuBase Audio only set me back $700...that's a long way from $1,800! I turned around and sold my STe and a bunch of other junk for a little over $200.00...hence...$500.00 got me into digital recording. It's not that I want to be a cheap-scape...I simply don't have much choice.

The Hades isn't even designed to compete with the Power Mac...
It is simply a custom made niche machine for people who want
or need something "different". No one is going to make tons of money
selling Hades...but then again...not many people make tons of money
playing golf either...but they do...so it MATTERS!

Brian

437. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-29 00:00:00 UTC
From: heitkamp@news-s01.ibm.net
Message-ID: <5cndem$21pq$2@news-s01.ny.us.ibm.net>
Source record: 6682
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

terr@nucleus.com wrote:
: >do not run in OS/2. I kind of got tired of always trying to fiddle with WIN-OS2, and that's when I could
: >get something compatible with it. Now, everything comes up in WIN32 and won't even run in WIN-OS2.
: >IBM's decision not to support WIN32 in Warp 4.0 has been the turning point for me. Big mistake,
:
: I agree 100%. I've been using os/2 for over 5 years and it will cost a few $1000 to switch to NT but without full win32 support, OS/2 is simply not going to remain a viable product.
:
: What would it take to interface win-32 to PM???

I had WIN-OS2 installed for awhile and it worked with most software
that wasn't tied to deep into the hardware. I finally decided that
WIN-OS2 was just taking up space and took it off. I still have
Windows 3.1 on a separate partition if I need it.

I found that OS/2 and linux do most of the things I'm really
interested in so Windows is just a backup or in case I need to
use Word or something.
--

##
Fred Heitkamp
OS/2 Warp, Linux x86, Linux m68k, Amiga
fheitka@ibm.net fheitkamp@worldnet.att.net
##

438. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-29 00:00:00 UTC
From: heitkamp@news-s01.ibm.net
Message-ID: <5cne0m$21pq$3@news-s01.ny.us.ibm.net>
Source record: 6683
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

pcguido@helppc.com wrote:
: In <32ea6099.0@news.nucleus.com>, terr@nucleus.com writes:
: ||do not run in OS/2. I kind of got tired of always trying to fiddle with WIN-OS2, and that's when I could
: ||get something compatible with it. Now, everything comes up in WIN32 and won't even run in WIN-OS2.
: ||IBM's decision not to support WIN32 in Warp 4.0 has been the turning point for me. Big mistake,
: |
: |I agree 100%. I've been using os/2 for over 5 years and it will cost a few $1000 to switch to NT but without full win32 support, OS/2 is simply not going to remain a viable product.
: |
: |What would it take to interface win-32 to PM???
:
: Stupidity.

WIN-OS2 is a viable option for those that need MP in Windows 3.1.
I had a Watcom Windows compiler and if I wrote something that
crashed Windows, I just had OS/2 kill Windows (what a feeling) and
started over.

The problem is is that most ISVs that write Windows software see
WIN-OS2 as a different OS and don't test or support it. You
kind of take your chance. You still almost need regular Windows
as a backup.

I could see situations where you could be working for a company
that uses WIN-OS2 and they have a limited set of applications
that all work fine and you use only them.

If you really want win32 then get NT or 95. Your kidding
yourself that you want OS/2.

--

##
Fred Heitkamp
OS/2 Warp, Linux x86, Linux m68k, Amiga
fheitka@ibm.net fheitkamp@worldnet.att.net
##

439. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-29 00:00:00 UTC
From: JEDI
Message-ID: <5cntak$sr5@lana.zippo.com>
Source record: 6684

In article , thechyld@pcc-uky.campus.mci.net says...
>
> In article <bwanga-2601970347290001@metricom34.ucsc.edu>
> bwanga@cats.uc*sc.edu (Timothy A. Seufert) said:-
>
>>This is probably not something I should butt into, but Rich says something
>>that is simply not correct, during the process of flaming Peter
>>Sinclair-Day for "spamming" comp.sys.atari.st:
>>
>>In article <5cdt3e$dmq@ornews.intel.com>,
>>postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:
>>
>>>I will explain this in small words, so that the other janitors at University
>>>of Northern Iowa can translate it to whatever dialect of simian ASL you
>>>understand.
>>>
>>>Your spamming costs me money.
>>
>>No, it does not.
>
> But it does... Let me explain... My ISP doesn't have an "unlimited" option,
> so whenever I have to take extra time to download his drivel, its causing
> me to spend more time on the 'Net. More time = more cost to me. Period.
Then use news agents that aren't quite so primitive.
You have the capacity to filter out whatever you don't want
or don't want to pay for it. Use this capacity and stop whining.

440. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-29 00:00:00 UTC
From: JEDI
Message-ID: <5cnue5$1ro@lana.zippo.com>
Source record: 6685

In article , Kyle says...
>
>In article <5c93cp$6@morgoth.sfu.ca>, Brian Quinlan wrote:
>: Paul@pwomar.demon.co.uk (Paul Womar) writes:
>
>: >No they just call the Quicktime application, it's not really a part of
>: >the OS, merely a componens supplied with it by default.
>
>: Applications should not directly access the computer's hardware. QuickTime
>: does so it is best considered a part of the operating system.
>
> Whether or not applications should directly access the hardware is a
>question which isn't likely to be answered any time soon.
>
> There are two points of view:
This whole sub-thread is a big fat Orwellian red herring.
They merely re-defined QuickTime such that the video driver
layer became a part of it. The 'multimedia engine' is still
just another api.

441. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-29 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5co998$k6t@morgoth.sfu.ca>
Source record: 6686

JEDI writes:

> This whole sub-thread is a big fat Orwellian red herring.
> They merely re-defined QuickTime such that the video driver
> layer became a part of it. The 'multimedia engine' is still
> just another api.

Yes, QuickTime is just another API. Like the File Manager and Quickdraw.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

442. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-29 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5co9pg$8v@dos.canit.se>
Source record: 6687

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: Well sports fans, it's time to start a new thread here.
:
: I just picked up the March issue of Mac User(Cover: Whats Next).
:
: Had a review with screen shot and rating of the Steinberg Cubase 3.0 VST.
: Recieved a four mouse rating out of five. Now that the PowerMac line has had a
: premiere midi app, does the TOS platform matter considering the high price of
: the hardware.

The high price? An ST is very cheap nowadays.

: $1800 Buys a fast Performa 6400/200 with 2.4 gigs, 256 k cache, 16 megs ram,
: keyboard, 28k modem, internal subwoofer, Surround sound(SRS) and software
: bundle.

But no MIDI ports?

: You know what the Hades cost..

Do studio musicians really need a HADES when they can get a Falcon MKX?

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ __/ ** | Son++Tal+tNic++^E27Ay80

443. Re: Petey is interested in Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-29 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <854581804_OASIS_@jaubrey.demon.co.uk>
Source record: 6688
Cross-posted to: comp.sys.atari.advocacy,alt.flame

In article <1997Jan23.144044.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <1167cd$d2534.2d9@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
>>
>> Just noticed this when I opened comp.sys.atari.advocacy and saw the
>> article list...
>>
>> 1 WHAT IS AN ATARI ST/FALCON!!!!????z PETER SINCLAIR-DAY
>> 2 WHAT IS AN ATARI ST/FALCON!!!!???? PETER SINCLAIR-DAY
>>
>>
>> Hmmm. Perhaps if he was that interested, you think he might actually buy one?
>
>Where?
>
> GREETINGS..
>|---|
>| Peter Sinclair-Day POWERMAC OF COURSE.... |
>| University of Northern Iowa |
>I I
>I Do you believe in Macintosh? Learn how to help the cause by subscribing I
>I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
>I go to: <http://www.solutions.apple.com/ListAdmin/>. I
>|---|
> "Rush Limbaugh is for people who aren't mature enough for Barney..."
>
> ....David E. Romm - Shockwave
>

Don't be silly, this low life can only manage a Mac, let this child
play with his toy, personally I wouldn't use one if you paid me. ;)

James

--

---
jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk
---

444. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-29 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854575756_OASIS_@pwomar.demon.co.uk>
Source record: 6689

In article <1997Jan28.203639.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Well sports fans, it's time to start a new thread here.
>
>I just picked up the March issue of Mac User(Cover: Whats Next).
>
>Had a review with screen shot and rating of the Steinberg Cubase 3.0 VST.
>Recieved a four mouse rating out of five. Now that the PowerMac line has had a
>premiere midi app, does the TOS platform matter considering the high price of
>the hardware.
>
>$1800 Buys a fast Performa 6400/200 with 2.4 gigs, 256 k cache, 16 megs ram,
>keyboard, 28k modem, internal subwoofer, Surround sound(SRS) and software
>bundle.
>
>You know what the Hades cost..

If you knew anything, you would know that the Falcon would be a far
more appropriate machine.

--

Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

445. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan30.170329.1@cobra.uni.edu>
Source record: 6591

In article <5co9pg$8v@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:

>
> The high price? An ST is very cheap nowadays.

So are Mac II's..

>
> : $1800 Buys a fast Performa 6400/200 with 2.4 gigs, 256 k cache, 16 megs ram,
> : keyboard, 28k modem, internal subwoofer, Surround sound(SRS) and software
> : bundle.
>
> But no MIDI ports?

Yep..No midi parts..$30.00 extra or so.. Still cheaper than a Hades..

> : You know what the Hades cost..
>
> Do studio musicians really need a HADES when they can get a Falcon MKX?
>
> --
I suppose you want to settle for a 030.. But the P6360 can be had for less
than $1100

> | optimus@canit.se

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

446. Re: Petey is interested in Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan30.170527.1@cobra.uni.edu>
Source record: 6592
Cross-posted to: comp.sys.atari.advocacy,alt.flame

In article <854581804_OASIS_@jaubrey.demon.co.uk>, jaubrey@jaubrey.demon.co.uk (James Aubrey) writes:

> Don't be silly, this low life can only manage a Mac, let this child
> play with his toy, personally I wouldn't use one if you paid me. ;)

OOH!!! Did you think this up yourself or did Rich's ma ma help you?
>
> ---
> jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

447. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan30.170057.1@cobra.uni.edu>
Source record: 6593

In article <854495414_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> Many of us also have tp pay for the phone calls too, this is
> unavoidable.

You mean your internet provider is not local? Do you have a local telnet access point?

> I'd rather you talked about Tempus and Rasopy.
>

What do you want to know?

> --
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not crosspost newsgroup followups to this address.
> --

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

448. 10,000 celerity cds

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-30 00:00:00 UTC
From: patrick@infi.net
Message-ID: <5cq3q3$37d@nw101.infi.net>
Source record: 6690
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps

I know this isn't a picture base-but everyone needs some porn in their life:

-(10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3)-
Questions? CALL US IN USA 1-757-686-1271 - 6 CD-ROMS in ONE!

Check this out:

600+ pictures of Cindy Crawford
400+ pics of Pamela Anderson
250+ pics of Elle Macpherson
200+ pics of Christina Applegate
200+ pics of Alicia Silverstone -==< 10,000 CELEBRITIES!! >==-
200+ pics of Mariah Carey
200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
50+ pics of Daisy Fuentes, hot spanish VJ
50+ pics of Salma Hayek, sexy latina actress! order now
50+ pics of Teri Hatcher 1-757-686-1271
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

(Orders call 757-686-1271)

Other information:
* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories are arranged in NUDE/NON NUDE format for easy use!
* Graphics viewing software for Windows/DOS/Win95
* CD Is ISO-9660 Macintosh compatible if you have a Mac JPG viewer

* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! Has a files.bbs conversion program for different formats!
* Many more features.. Guaranteed or your money back!

This CD represents high quality work. Here is the pricing:
$$$ $36 each (plus $2 shipping, $5 shipping outside USA) $$$

(*) Call 757-686-1271 to order via credit card over the phone!

Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
Please remember, Foreign orders add $5 for shipping instead of $2

ME#3 ..'~ Midnight Escape ~'..

449. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-31 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.854696641@gen-off-3>
Source record: 6594

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>You mean your internet provider is not local?
The UK is one of the many countries where local calls are not free.
(In general. Some cable companies give free local calls, but they
exclude calls to ISPs).

He's using Demon. They do have local call access nationwide, but
these do carry a smallish charge. Demon itself is 10GBP (USD16)
per month.

My ISP also charges online time (between 1p and 1.5p per minute), in
addition to the local call charge. Believe it or not, there are reasons
why this is a Good Thing.
--
Home page http://www.ktl.cix.co.uk/hoagy.html
Alternate Email hoagy@cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

450. Re: Get the Atari ST/TT/Falcon "Ultimate Virus Killer" TOTALLY FREE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-31 00:00:00 UTC
From: s237012@uni-trier.de
Message-ID: <5csma2$p7l@news01.uni-trier.de>
Source record: 6595

cronos@worldaccess.nl (Richard Karsmakers) writes:

> Hi to all of you!

> Here's how to go about it (and a few conditions):

> 2) Make sure it arrives at my P.O. Box by January 31st at the latest (!).

Hallo Richard!

So I was able to read this posting just on January 31....

Too bad...

451. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-31 00:00:00 UTC
From: JEDI
Message-ID: <5csu9u$8j7@lana.zippo.com>
Source record: 6596

In article <5co998$k6t@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> This whole sub-thread is a big fat Orwellian red herring.
>> They merely re-defined QuickTime such that the video driver
>> layer became a part of it. The 'multimedia engine' is still
>> just another api.
>
>Yes, QuickTime is just another API. Like the File Manager and Quickdraw.

Actually, the file manager is an application and QuickDraw is
a virtual device interface. QuickDraw is what's banging the
hardware, NOT QuickTime.

Jus like VfW->MyCard.drv
or OpenGL->MyCard.drv
or DirectX->MyCard.drv

452. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-31 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5cti0t$c51@morgoth.sfu.ca>
Source record: 6597

JEDI writes:

> Actually, the file manager is an application and QuickDraw is
> a virtual device interface. QuickDraw is what's banging the
> hardware, NOT QuickTime.

Actually, QuickTime (at least on the Mac) does "bang" the hardware. The lowest level of QuickTime, QuickTime components, interfaces directly with the drivers for your multimedia hardware. It is the only part of the system that attempts to control your MIDI and video capture hardware. It shares control of video and sound resources with QuickDraw (actually, the Graphics Device Manager which is a layer below Quickdraw) and the Sound Manager. I also question whether the File Manager is really an application. It does not get schedualed like an application and it shares memory with the operating system. In most microkernal designs, however, the file manager is usually implemented an a server application.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

453. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-31 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5ctp6v$kot@dos.canit.se>
Source record: 6598

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <854495414_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
:
: > Many of us also have tp pay for the phone calls too, this is
: > unavoidable.
:
: You mean your internet provider is not local? Do you have a local telnet
: access point?

Many of us have to pay for local calls.

: > I'd rather you talked about Tempus and Rasopy.
:
: What do you want to know?

Will there still be Macs when Rhapsody comes? (Doom and gloom)

--

_____.______.__________
| | | | | | | | | ____j optimus@canit.se
| T | T ___ ___ _j | | | |____ | _
| | | | | | | | | | | | | _ //
| | | ____| | | | | | | | | | \X/
|_____|___j |___j |___|__|_|__|_____|_____j asc&#65533; by Soxius

454. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-01-31 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32F270C6.650D@intuit.com>
Source record: 6599

PETER SINCLAIR-DAY wrote:

> Had a review with screen shot and rating of the Steinberg Cubase 3.0 VST.
> Recieved a four mouse rating out of five. Now that the PowerMac line has had a
> premiere midi app, does the TOS platform matter considering the high price of
> the hardware.
>
> $1800 Buys a fast Performa 6400/200 with 2.4 gigs, 256 k cache, 16 megs ram,
> keyboard, 28k modem, internal subwoofer, Surround sound(SRS) and software
> bundle.

No monitor, right?

Once again, you're clueless, at least as far as what musicians are looking
for in a system. A Falcon (NOT a hades) gets you near the 6400
in performance (number of audio tracks, real time effects, etc, although
the Falcon's are not as cool) with the same number of audio inputs and
outputs (2 ea, although the Falcon's are slighter better quality).

The Falcon also offers lower priced expansion boxes (Digital interface for
under $300, Mac's over $500; 8 input/8 output boxes, around $1k on the
Falcon for both, at least $2k on the Mac; ADAT interface is cheaper, not
even available yet on the Mac without a Digidesign system, at least $2k;
etc). The Falcon also offers demonstratably better MIDI timing which
is why many musicians are still using Ataris (built-in MIDI), and the
Falcon features a Motorola DSP chip built in.. again, if you want
DSP chips on the Mac, buy a DIGIDESIGN board..

Now, where the Performa might shine is in real time effects (still yet
to have all the problems ironed out like delay, etc, but a great idea)
and a prettier user interface (color, etc.). The Performa also has a
wider variety of applications written for it, and is faster overall
(the processor speed makes up somewhat for the lack of DSP).

I will say I've had far more crashes on my Pro Tools III system
at work then on my Falcon at home..

Price? If you could find one used, you're probably looking at $1200
or so for the Performa (with monitor) where a Falcon used is more like
$500 (complete).

> You know what the Hades cost..

Just to clue you in again, musicians in general aren't all that
interested in the Hades because it doesn't have an onboard DSP

chip so Falcon specific apps won't run (like Cubase Audio).

So, to conclude, you don't know what musicians are looking for in an app. Cubase Audio VST/Mac is very promising, but until someone releases affordable expansion options for multiple inputs and outputs, ADAT, etc (Yes, Korg has announced a PCI card that would work at $1200, but they still haven't shipped a single one), the Falcon remains a very viable and more affordable option for MIDI and digital audio production. Look in the January '97 issue of Sound on Sound where the Falcon's capabilities are discussed in conjunction with a review of Korg's new digital mixing board.

-Mark

455. Where in the world is the Falcon030?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-01 00:00:00 UTC
From: aaronc@pacifier.com
Message-ID: <aaronc.854821450@pacifier.com>
Source record: 6600

Several years ago, when the Falcon was first introduced. I read about it in some computer mag. I was really interested in getting one! But never once did I see one or hear of a store that sold them. I guess they were mostly sold in Europe from what I hear. But it seems like there must be someplace in the US where I could get one. I'm still really interested in getting one...so does anyone have any ideas of places that sell them? Web sites or something?

Thanks!

-Aaron

456. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Feb1.170235.1@cobra.uni.edu>
Source record: 6601

In article <32F270C6.650D@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:

> No monitor, right?

Yep.. Thats extra to just like an extra on the Hades and Falcon to..What your point?

>
> Once again, you're clueless, at least as far as what musicians are
> looking
> for in a system. A Falcon (NOT a hades) gets you near the 6400
> in performance (number of audio tracks, real time effects, etc, although
> the Falcon's are not as cool) with the same number of audio inputs and
> outputs (2 ea, although the Falcon's are slighter better quality).

And you have benchmarked this? Whats your deffinition of near 6400 performance? Do you know what a 6400 is?

The Falcons are stuck with antiquated 030 processor that needs a DSP.. All this audio inputs and outputs can be added to the 6400 and still be cheaper..

> The Falcon also offers lower priced expansion boxes (Digital interface
> for
> under $300, Mac's over $500; 8 input/8 output boxes, around $1k on the
> Falcon for both, at least $2k on the Mac; ADAT interface is cheaper, not
> even available yet on the Mac without a Digidesign system, at least $2k;
> etc). The Falcon also offers demonstratably better MIDI timing which
> is why many musicians are still using Ataris (built-in MIDI), and the
> Falcon features a Motorola DSP chip built in.. again, if you want
> DSP chips on the Mac, buy a DIGIDESIGN board..

Source please.. The reason the 6400 does not have a dsp is due to the risc PowerPC.

And you have evidense that the Falcon has better timing? What if the musician wants to do other tasks besides midi like web page creation, and having the best internt tools?

>
> Now, where the Performa might shine is in real time effects (still yet
> to have all the problems ironed out like delay, etc, but a great idea)
> and a prettier user interface (color, etc.). The Performa also has a
> wider variety of applications written for it, and is faster overall
> (the processor speed makes up somewhat for the lack of DSP).

Thats the deal with PowerPC..Why saddle it with DSP hardware when the hardware changes constantly. By April, 300mhz will be mainstream..

>
> I will say I've had far more crashes on my Pro Tools III system
> at work then on my Falcon at home..

PowerTools III system? Must be a Mac clone firm. I would check with your extensions to make sure none are conflicting. That should solve your crashing issue..

>
> Price? If you could find one used, you're probably looking at $1200
> or so for the Performa (with monitor) where a Falcon used is more like
> $500 (complete).
>

Now were talking about used.. So what happens when you need work? Toad is not exactly cheap..

Heck I can get new refurbished PowerMac Performas 6116 for $599 with a 90 day Apple warranty. Price includes keyboard and CDROM(option and extra cost for Falcon).

>> You know what the Hades cost..
>
> Just to clue you in again, musicians in general aren't all that
> interested in the Hades because it doesn't have an onboard DSP
> chip so Falcon specific apps won't run (like Cubase Audio).
>
> So, to conclude, you don't know what musicians are looking for in
> an app. Cubase Audio VST/Mac is very promising, but until someone
> releases affordable expansion options for multiple inputs and
> outputs, ADAT, etc (Yes, Korg has announced a PCI card that
> would work at $1200, but they still haven't shipped a single one),
> the Falcon remains a very viable and more affordable option for
> MIDI and digital audio production. Look in the January '97
> issue of Sound on Sound where the Falcon's capabilities are
> discussed in conjunction with a review of Korg's new digital
> mixing board.

The Midi market has standarized on Mac/PC. I hardly see any mention of the Falcon as a midi station.

I bet that Cubase Audio VST/Mac system out sells a Cubase Falcon one. So your asertion is that Falcon will remain viable due to cheaper expansion options? Do you have proof?
>
> -Mark

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I

I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

457. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Feb1.164711.1@cobra.uni.edu>
Source record: 6602

In article <5ctp6v$kot@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:

> Many of us have to pay for local calls.

Sheesh..They stiff you for everything in the UK. I pay something like $12 a
month for the right to make as many local calls I want..

>
> : > I'd rather you talked about Tempus and Rasopy.
> :
> : What do you want to know?
>
> Will there still be Macs when Rhapsody comes? (Doom and gloom)
>

Yep..Motorola will announce a reorganization of their Mac OS StarMax division
do to awesome sales.

PowerComputing is on it's way to break a $1 billion after two years in
business.

Macs will be around as long as your life form..

> --
> _____.-------.____________

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

458. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Feb1.170734.1@cobra.uni.edu>
Source record: 6603

In article <854764606_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:
>
> You are a Class A fuckwit, I don't believe what I am hearing. Your
> ignorance is just too great for words, I give up.

Ignorance? I pay at least $12 a month flat rate for unlimited local calls. As Usual, you Brits are use to pay alot in your society. Like high taxes for substandard schools and health care.

I shouldn't complain because if I walk off the plane at Heathrow and break my leg I am covered at your gov't expense due to my dual U.S./UK citizenship..

Thankyou..

GREETINGS..
|--|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|--|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave
usual you rits continue to get screwed by your telephone monopoly. I suppose you are use to it considering no one objects to the high taxes..

>
>
> --
>
> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> "I like my women as I like my coffee... In a cup."-Lee & Herring
> ---
>
>
>

459. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854849314_OASIS_@pwomar.demon.co.uk>
Source record: 6604

In article <1997Feb1.170734.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <854764606_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>>
>> You are a Class A fuckwit, I don't believe what I am hearing. Your
>> ignorance is just too great for words, I give up.
>
>Ignorance?

Yes, I'm sure you have a Dictionary in your school.

>I pay at least $12 a month flat rate for unlimited local calls. As
>Usual, you Brits are use to pay alot in your society.

You get what you pay for, you however are taking things for granted.

>Like high taxes for substandard schools and health care.

It isn't the place for politics, I'm sure the concept of healthcare
and education for all is too difficult to grasp for you.

>I shouldn't complain because if I walk off the plane at Heathrow and break my
>leg I am covered at your gov't expense due to my dual U.S./UK citizenship..

I would be only too happy to see you come off a plane at Heathrow and
break your legs, I'd be only too glad to pay to see it too.

--

Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

460. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854849548_OASIS_@pwomar.demon.co.uk>
Source record: 6605

In article <1997Feb1.170235.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>
>In article <32F270C6.650D@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:
>
>> No monitor, right?
>
>Yep.. Thats extra to just like an extra on the Hades and Falcon to..What your
>point?
>
>>
>> Once again, you're clueless, at least as far as what musicians are
>> looking
>> for in a system. A Falcon (NOT a hades) gets you near the 6400
>> in performance (number of audio tracks, real time effects, etc, although
>> the Falcon's are not as cool) with the same number of audio inputs and
>> outputs (2 ea, although the Falcon's are slighter better quality).
>
>And you have benchmarked this? Whats your deffinition of near 6400
>performance? Do you know what a 6400 is?

It's a performa with a 603e, at 180/200 mhz in a mini tower and all
the usual Mac stuff. You know what a Falcon is?

>The Falcons are stuck with antiquated 030 processor that needs a DSP.

Imagine that! Using a digital signal processor to process digital
signals instead of a general purpouse chip, poor Falcon owners!

>All
>this audio inputs and outputs can be added to the 6400 and still be cheaper..

Go on then, cost it all up at general street prices and we'll se who
comes out on top.

>> The Falcon also offers lower priced expansion boxes (Digital interface
>> for
>> under $300, Mac's over $500; 8 input/8 output boxes, around $1k on the
>> Falcon for both, at least $2k on the Mac; ADAT interface is cheaper, not
>> even available yet on the Mac without a Digidesign system, at least $2k;
>> etc). The Falcon also offers demonstratably better MIDI timing which
>> is why many musicians are still using Ataris (built-in MIDI), and the
>> Falcon features a Motorola DSP chip built in.. again, if you want
>> DSP chips on the Mac, buy a DIGIDESIGN board..
>

>Source please.. The reason the 6400 does not have a dsp is due to the risc
>PowerPC.
>
>And you have evidense that the Falcon has better timing?

It's common knowledge, the Midi ports on the atari are are clocked at
the right serial speed, macs aren't.

>What if the musician
>wants to do other tasks besides midi like web page creation, and having the best
>internt tools?

If it is to the detriment of their music then I'm sure they would use
what is available on the Falcon.

>>
>> Now, where the Performa might shine is in real time effects (still yet
>> to have all the problems ironed out like delay, etc, but a great idea)
>> and a prettier user interface (color, etc.). The Performa also has a
>> wider variety of applications written for it, and is faster overall
>> (the processor speed makes up somewhat for the lack of DSP).
>
>Thats the deal with PowerPC..Why saddle it with DSP hardware when the hardware
>changes constantly. By April, 300mhz will be mainstream..

I really don't think you know what a DSP is, it's a custom chip
designed to handle digital conversion, a general purpouse chip is not
better than a dedicated chip, understand it for once.

>> I will say I've had far more crashes on my Pro Tools III system
>> at work then on my Falcon at home..
>
>PowerTools III system? Must be a Mac clone firm. I would check with your
>extensions to make sure none are conflicting. That should solve your crashing
>issue..

>> Price? If you could find one used, you're probably looking at $1200
>> or so for the Performa (with monitor) where a Falcon used is more like
>> $500 (complete).
>>
>Now were talking about used.. So what happens when you need work? Toad is not
>exactly cheap..
>
>Heck I can get new refurbished PowerMac Performas 6116 for $599 with a 90 day
>Apple warranty. Price includes keyboard and CDROM(option and extra cost for
>Falcon).

So I thought 300mhz will be standard soon, obviously out of date trash
by then.

>>> You know what the Hades cost..
>>
>> Just to clue you in again, musicians in general aren't all that

>> interested in the Hades because it doesn't have an onboard DSP
>> chip so Falcon specific apps won't run (like Cubase Audio).
>>
>> So, to conclude, you don't know what musicians are looking for in
>> an app. Cubase Audio VST/Mac is very promising, but until someone
>> releases affordable expansion options for multiple inputs and
>> outputs, ADAT, etc (Yes, Korg has announced a PCI card that
>> would work at $1200, but they still haven't shipped a single one),
>> the Falcon remains a very viable and more affordable option for
>> MIDI and digital audio production. Look in the January '97
>> issue of Sound on Sound where the Falcon's capabilities are
>> discussed in conjunction with a review of Korg's new digital
>> mixing board.
>
>The Midi market has standarized on Mac/PC. I hardly see any mention of the
>Falcon as a midi station.

Are you looking?

>I bet that Cubase Audio VST/Mac system out sells a Cubase Falcon one.

Quite possibly. PC's outsell Macs, are PCs better then?

>So your
>asertion is that Falcon will remain viable due to cheaper expansion options?
>Do you have proof?

Do you?

--

Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

461. WTB: Cubase Audio 16

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: guitarmn@earth.execpc.com
Message-ID: <5d14sd$dlk@newsops.execpc.com>
Source record: 6606

The subject says it all. Please e-mail me at the address below.

--
Cory Bonnett
Progressive Metal Guitar For The '90's
guitarmn@execpc.com

462. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: basic@ix.netcom.com
Message-ID: <32f415c5.1711873@nntp.netcruiser>
Source record: 6607

I to spent over two years defending Atari and that low life Jack Tramiel. As all the mags started to disappear - and all the stores stopped supporting the ST - and all the software started to disappear - and all (or what there was of it) support from Atari disappeared, I faced the reality. THERE IS NO MORE ATARI. Please believe me, I was one of the strong Atari defenders out there - arguing day & night for therm.

But they never argued for me.... so.... a Mac or Windows? Doesn't really matter what I'm now using, but I'll tell ya something..... I'm happier.....

So long Jack.... you piece of garbage..... you stiff..... you creep..... you third rate hacker..... you.... you..... you.....

ahhhhhhh..... that felt good..... Now..... back to work on my system that has what I need.... and more.....

Cliff

463. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5d17s5$3k7@morgoth.sfu.ca>
Source record: 6608

Paul@pwomar.demon.co.uk (Paul Womar) writes:

>I really don't think you know what a DSP is, it's a custom chip
>designed to handle digital conversion, a general purpouse chip is not
>better than a dedicated chip, understand it for once.

I think that you would find it difficult to find operations that the DSP
chip found in the Falcon can perform faster than a PowerPC processor.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

464. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5d1krt$mro@ash.ridgecrest.ca.us>
Source record: 6609

Brian Quinlan wrote:
>
> Paul@pwomar.demon.co.uk (Paul Womar) writes:
>
> >I really don't think you know what a DSP is, it's a custom chip
> >designed to handle digital conversion, a general purpouse chip is not
> >better than a dedicated chip, understand it for once.
>
> I think that you would find it difficult to find operations that the DSP
> chip found in the Falcon can perform faster than a PowerPC processor.
>

There is more to the Falcons audio matrix architecture than
what you imply, and I think you know that. Digital recording
is built into the Falcon. That is why it performs as well or
better than PPC's directed towards the same market for a lot
less cash. In the end, the PPC will cost more to outfit with
no obvious advantage over a Falcon for the purpose of digital
recording except that Cubase Audio is in color:). It's also a
much more compact machine. My C-Lab case is 2.5"x11.5"x17.5"
and aside from the standard Falcon interfaces, houses a 1.03gb
2.5" IDE drive, a 3.5" 1.6gb SCSI drive and an IDE EZ135.
The machine has over 46mb of RAM and is quite responsive.
Pretty easy to carry over to the local noise shop. Add a
Bit-Bopper setup and it's ready for nightclubs (Monitor
not necessarly needed).

Mike

No homepage on the Web

> --
>
> Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
> quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

465. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5d1l1c$mro@ash.ridgecrest.ca.us>
Source record: 6610

Paul Womar wrote:
>
> In article <1997Feb1.170734.1@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
> >In article <854764606_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
> >>
> >> You are a Class A fuckwit, I don't believe what I am hearing. Your
> >> ignorance is just too great for words, I give up.
> >>
> >Ignorance?
>
> Yes, I'm sure you have a Dictionary in your school.
>
> >I pay at least $12 a month flat rate for unlimited local calls. As
> >Usual, you Brits are use to pay alot in your society.
>
> You get what you pay for, you however are taking things for granted.
>
> >Like high taxes for substandard schools and health care.
>
> It isn't the place for politics, I'm sure the concept of healthcare
> and education for all is too difficult to grasp for you.
>
> >I shouldn't complain because if I walk off the plane at Heathrow and break my
> >leg I am covered at your gov't expense due to my dual U.S./UK citizenship..
>
> I would be only too happy to see you come off a plane at Heathrow and
> break your legs, I'd be only too glad to pay to see it too.

Let me know when he gets his tickets. I wanna come and watch too:).
(Maybe I can get a seat behind him and help him down the ramp:).

Mike

>
>
> --
>
> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> "I like my women as I like my coffee... In a cup."-Lee & Herring
> ---
>

>

466. CD Recordable Media for Sale at Low Prices

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: ya@oj
Message-ID: <5d23vj$jct@mtinsc04.worldnet.att.net>
Source record: 6611

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders,
software, and media needs.

If you have any questions or comments feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

467. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854894216_OASIS_@pwomar.demon.co.uk>
Source record: 6612

In article <5d17s5$3k7@morgoth.sfu.ca>
quinlan@sfu.ca (Brian Quinlan) said:-

>Paul@pwomar.demon.co.uk (Paul Womar) writes:
>
>>I really don't think you know what a DSP is, it's a custom chip
>>designed to handle digital conversion, a general purpouse chip is not
>>better than a dedicated chip, understand it for once.
>
>I think that you would find it difficult to find operations that the DSP
>chip found in the Falcon can perform faster than a PowerPC processor.

That wasn't the point, a DSP will out perform a PPC chip Mhz for Mhz,
Pete howver seems to think that dedicated chips are a bad idea.

--

Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring

---

468. Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <854906708_OASIS_@jaubrey.demon.co.uk>
Source record: 6613
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

With the recent unfortunate news about Daron Brewood being linked with
a porno racket on the Net, I have a few questions to ask concerning
how the law stands. Is it illegal to download porn, keep it on your
system, or upload it(from an external source) to say, your web page?
I've only a few times come across pics I'd rather wouldn't have, and
have deleted them from my system straight away. IMHO they weren't any
worst than pics you would find in a mag, on the top shelf. Are there
any other points to be aware of regarding this matter...? It was also
said that Demon had been monitoring him for 2 years, are ISPs allowed
to do this?

Thanks,

James

--

---

jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk
---

469. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <854907716_OASIS_@jaubrey.demon.co.uk>
Source record: 6614
Cross-posted to: comp.sys.atari.advocacy,alt.flame

In article <1997Feb1.170734.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <854764606_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>>
>> You are a Class A fuckwit, I don't believe what I am hearing. Your
>> ignorance is just too great for words, I give up.
>
>Ignorance? I pay at least $12 a month flat rate for unlimited local calls. As
>Usual, you Brits are use to pay alot in your society. Like high taxes for
>substandard schools and health care.

Hmm, our NHS is better than the US health care system, the prime
concern of the paramedic, when attending to a US heart attact patient,
is to check his wallet for a credit card, if none is found, he is then
left for dead, if that doesn't suck, tell me, what does...? Our
schools aren't substandard either, that is another American myth, I
suppose you belive we have a 'fairy tale' money grabbing royal family
as well!!? Get a life...! :*|

James

--

---

jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk
---

470. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5d36n2$12o@ash.ridgecrest.ca.us>
Source record: 6615

James Aubrey wrote:
>
> In article <1997Feb1.170734.1@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
> >In article <854764606_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
> >>
> >> You are a Class A fuckwit, I don't believe what I am hearing. Your
> >> ignorance is just too great for words, I give up.
> >
> >Ignorance? I pay at least $12 a month flat rate for unlimited local calls. As
> >Usual, you Brits are use to pay alot in your society. Like high taxes for
> >substandard schools and health care.
>
> Hmm, our NHS is better than the US health care system, the prime
> concern of the paramedic, when attending to a US heart attact patient,
> is to check his wallet for a credit card, if none is found, he is then
> left for dead, if that doesn't suck, tell me, what does...? Our
> schools aren't substandard either, that is another American myth, I
> suppose you belive we have a 'fairy tale' money grabbing royal family
> as well!!? Get a life...! :*|
>
> James
>

This is kind of off the subject, but health care in the U.S. is both
expensive and limited unless you are very wealthy or have very good
employee benifits. Of course the State picks up the tab for welfare
people like Sinplop. As far as money grabbing politications, the
assholes
that represent the U.S. government, or more specifically, the special
interest groups rob working people of their earnings to support insane
projects that generally do not benifit the tax payer but the special
interest
group(s). The U.S is in need of a major overhaul and Clinton is not the
answer.
The major problem, IMHO, is the incredibly amout of people that come
to the
U.S. each year on government programs, causing way to much
overpopulation.
Clintons inability to cease gang activity or drug traffic. The crime is
so
bad in citys like Los Angles that movies like Escape from LA are a

Disney
story in compairson. Massive contrabutions to hostile forign nations
continues
only to have them turn face the following year. The New World
Order is a bunch of shit and is doing nothing but to cause substandard
living
conditions in the U.S.

First and best example is the Desert Protection Act in California.
Sierra Club "Hike to Hell", the Phantom Duck.

>
> ---
> jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
> jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
> New web address: http://www.jaubrey.demon.co.uk
> ---
>
>

471. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <5d3620$57u@nexp.crl.com>
Source record: 6616
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

[Newsgroups: reset to include c.s.a.a for the benefit of all those
mystified by things in the original, followups set to alt.dev.null where
they belong]

In article <5cdt3e$dmq@ornews.intel.com>, Rich Tietjens wrote:
: Your spamming costs me money. Notice my email address on this post; I pay
: for my Internet access, and for my entire domain's access. Therefore, your
: spamming IS my business.

This assumes that Peter is spamming.

You see, while definitions of spamming vary, I don't think that any
reasonable definition includes two _crossposted_ groups as "spamming". I
can see two multiposted groups being construed as spamming, but
crossposting takes nearly no additional bandwidth. The gain is so small
that you could save more by eliminating the single sentence I wrote above.

Crossposting is simply addition of a single newsgroup to the header. It
costs nearly no bandwidth. Multiposting is something else entirely: the
posting of an identical or near-identical message multiple times. It
sucks tremendous amounts of bandwidth. Peter's posts are crossposted,
and, unless I'm mistaken, he hasn't multiposted at all (If he has, I'd
like to be able to verify that).

And if you really want to save bandwidth, go to
http://www.rahul.net/dhesi/nojunk.txt and start dropping packets coming
from the major spam sites listed there. It's far more effective than
complaining about a few extra bytes in the header.

: Your sysadmin has basically said he doesn't give a shit - but if this
: continues, I'll ask Chris Lewis to get involved, and then your
: sysadmin WILL learn to give a shit, becasue Chris Lewis is capable of
: convincing all other admins (or a significant percentage of them) to UDP
: the uni.edu domain for spamming.

Who says he will? Chris Lewis (for those who don't know, he's one of
the most prolific spam cancellers and an active participant in
news.admin.net-abuse.*) does not, AFAICT, use the UDP lightly, and this is
a very light case indeed. It takes a very loose definition of spam (IMO)
to interpret Peter's actions as spamming (Out of curiosity, what is your
definition of spam? I use a Briedbart Index of >20; it would take a 400
group crosspost to do that). Now if you want, you can drop packets that
come from uni.edu, that are intended for uni.edu, or that mention uni.edu.
It's probably not a good idea, but you won't ever see Peter again.

: That would be greatly inconvenient to the University adminstration and
: students. Eventually, the source would be traced to you and your
: buddy in whatever uni.edu calls the information technology department.

Again, _IF_ this happens. And I'm quite sure it won't. Chris Lewis is
a reasonable and intelligent person. You have apparently become so angry
at Peter due to his idiotic fanaticism that you are willing to take
extreme measures to make sure that no one ever hears from him again.
While I'm not saying that it's good that he's still here, I do think that
you've gone quite a bit overboard in this case, and I would suggest that
next time you see a post of his, you stop, get up, walk around, wait
until you calm down, come back to the computer, and quietly go on.

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any
significant number of users want fixed." -- Bill Gates

472. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: !ynoT
Message-ID: <32f51208.14681945@news.airtime.co.uk>
Source record: 6617
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

On Sun, 2 Feb 97 18:05:08 GMT, jaubrey@jaubrey.demon.co.uk (James
Aubrey) wrote:

>With the recent unfortunate news about ***** ********* being linked with
>a porno racket on the Net, I have a few questions to ask concerning

IMHO that was well out of order, you are presuming far more than has
already been said, the person in question has NOT been linked with
porno on the net at this time?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

473. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-02 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0202971655080001@metricom42.ucsc.edu>
Source record: 6618

In article <854894216_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk wrote:

> In article <5d17s5$3k7@morgoth.sfu.ca>
> quinlan@sfu.ca (Brian Quinlan) said:-
>
>>Paul@pwomar.demon.co.uk (Paul Womar) writes:
>>
>>>I really don't think you know what a DSP is, it's a custom chip
>>>designed to handle digital conversion, a general purpouse chip is not
>>>better than a dedicated chip, understand it for once.
>>
>>I think that you would find it difficult to find operations that the DSP
>>chip found in the Falcon can perform faster than a PowerPC processor.
>
>That wasn't the point, a DSP will out perform a PPC chip Mhz for Mhz,
>Pete howver seems to think that dedicated chips are a bad idea.

A 56001 DSP probably does not outperform a 603e in any sense.

Dedicated processors aren't bad. However, whether they are appropriate
depends on many different variables.

Right now, DSPs for audio processing are sort of useless, because you can
get sufficient FP performance from modern CPUs that you don't need a DSP.
In the Falcon, a DSP is required, because if you didn't have one real-time
effects would be impossible.

On the other hand, dedicated hardware for 3D rendering is currently a hot
item. Sooner or later, the main CPU may get fast enough that we can lose
the hardware, but right now you cannot get excellent 3D performance
without some form of acceleration.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

474. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5d3i4t$e7k@morgoth.sfu.ca>
Source record: 6619

Paul@pwomar.demon.co.uk (Paul Womar) writes:

>That wasn't the point, a DSP will out perform a PPC chip Mhz for Mhz,
>Pete howver seems to think that dedicated chips are a bad idea.

I think that dedicated chips are only a good idea if the main CPU cannot reasonably handle the load and the user wants that functionality. If you buy a modern general purpose chip then you don't need a DSP and a general microprocessor is more versatile. As another post mentioned, however, 3D rendering cannot be reasonably handled by a general micropressor and a lot of users want fast 3D rendering.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

475. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5d3tg2$phs@News.Dal.Ca>
Source record: 6620
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

References: <854906708_OASIS_@jaubrey.demon.co.uk> <32f51208.14681945@news.airtime.co.uk>
Organization: Chebucto Community Net

The civill libertarian in me gets quite annoyed at all the hue & cry.
Here in Canada a fellow was busted for possession of porn (apparently he
was into 13 year old males) when the cops raided his hard drive and
found the images he downloaded. He was using a text-based LYNX/PINE/TIN
server via a freeNet. He would therefore have had to downlosd the files
and view them off-line.

Had he been surfing with a pentium or whatever, presumably he might have
been able to indulge in his kink by just browsing the images online. The
legal complications occur when you download the images and save them.

476. Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5d4bbl$6jv@ash.ridgecrest.ca.us>
Source record: 6621

Last night on the CBS news it was reported that
Apple will lay-off as much as one-quater of
it's work force as soon as tomorrow.
Not that I hate Mac's, but my crystal ball
seems to see more than SinClaps wet dreams.

Now what would be nice, in this newsgroup at
least, if most were design people. The could
take a walk down to JTS, offer to work at a
slightly reduced wage, and go to work with
the basement remains of the Falcon. Perhaps
intergrating the RISC processor onto a TOS
motherboard:). (Just a joke, they will
probably make more on unemployment).

In all seriousness, it will be a sad day when
all you can purchase boot's up to say
Microsloth on the screen:(.

Go Hades, Go Afterburner, Go Mac Clones.

Do yourself a favor, tell a friend about
YOUR machine and software and keep them
out of the PC shops. A loosing battle,
I know, but at least i'll die knowing
i've saved a few:)

Let's Kick Intels Ass :)

Mike

477. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d59o3$ep@login.freenet.columbus.oh.us>
Source record: 6622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
: In article <5ckffa$abl@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >Brian Quinlan (quinlan@sfu.ca) wrote:

: >: It is implemented as a shared library.
: >
: >Then it's application level,since it's part of the process's code section.
: >(and and data and bss)
: >At least from a UNIX point of view.I didn't think they had libraries on
: >the Mac.(unless you're counting the "resources")

: As I pointed out before, many microkernel operating systems (including
: microkernel variants of UNIX) implement their file system as a user
: process. By all reasonable definitions, the file system is part of the
: operating system. The address space and CPU mode a piece of code run in
: do not determine whether it is part of the OS or not.

Like I said,it's not a application,it's a device driver.
It's denfinitly not built into the OS or anything.
On the old computers,you could get along without DOS even loaded.
(using cartridges or tapes)
--
The Doctor

478. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32F632F2.1737@tiac.net>
Source record: 6623

Michael Grove wrote:
>
> Last night on the CBS news it was reported that
> Apple will lay-off as much as one-quater of
> it's work force as soon as tomorrow.
> Not that I hate Mac's, but my crystal ball
> seems to see more than SinClaps wet dreams.

I wasn't surprised. Apple's workforce has burgeoned over the past three years. They're returning to $8 billion days' employment.

> Now what would be nice, in this newsgroup at
> least, if most were design people.

I would guess that most are Newton people. Remember, Apple's PowerMac and PowerBook lines are profitable. The Performa is usually profitable as well (this Christmas being the exception, a BIG one). Monitors/printers and other peripherals are also money-makers. What Apple is likely doing is shutting down much of the unfocused and unprofitable R&D. They are likely selling Newton entirely. Remember, if Apple had no R&D budget, they would have made money last year. I suspect that Apple knows this, is ending its "be-all" status, and retreating to developments close to its product line.

The could
> take a walk down to JTS, offer to work at a
> slightly reduced wage, and go to work with
> the basement remains of the Falcon. Perhaps
> intergrating the RISC processor onto a TOS
> motherboard:). (Just a joke, they will
> probably make more on unemployment).

JTS is in huge financial trouble already. The cash infusion from Atari saved the firm from death, but they got all that wonderful debt along with the carcass of Atari. If I had $2 million, I would buy TOS and the Falcon, start up my own company (Falcon Technologies?), and license a PowerPC version of TOS to the masses. Get a viable clone base going.

PowerTOS wouldn't be hard to make - just take the phase 5 approach by including an 030 along with the PPC chip for backward compatibility, add some kickin' APIs for video and audio. TOS already has the preemptive multitasking and multithreading needed, as well as memory protection.

> In all seriousness, it will be a sad day when
> all you can purchase boot's up to say
> Microsloth on the screen:(.

I wouldn't despair. At the very worst, Apple will simply retreat to its core markets and live there. It works for Sun. And C-LAB will keep making Falcons.

> Go Hades, Go Afterburner, Go Mac Clones.

Mac clones are doing quite well. Something that may interest you - overall Macintosh market share (including clones) didn't change last year. The media is slamming Apple's drop in sales, but that drop came about primarily because Power Computing and UMAX were undercutting Apple's prices in the low end. I am not predicting the end of the world.

> Do yourself a favor, tell a friend about
> YOUR machine and software and keep them
> out of the PC shops. A loosing battle,
> I know, but at least i'll die knowing
> i've saved a few:)

Every time I tell them about Falcon or Mac, someone like JEDI comes in and dictates how superior and seamless life with 70's-era hardware and software is. And they go for Windows 95. We users have to learn that a frontal assault isn't the way to go. We need to build up supremacy in a number of niches, grow our companies to large size, and then declare war. Again, look at Sun Microsystems. Not hurting at all, but hardly an ubiquitous model of machine.

> Let's Kick Intels Ass :)
>
> Mike

I wish. . . I suspect Intel is even tiring of Microsoft. Fear not, a sea change is in the air. Other hardware makers besides Apple are hurting. Their anger with MS licensing, etc. will seal MS's fate. But it will take some time.
\

BR Miller
Boston, MA

479. Re: Where in the world is the Falcon030?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32F62AB1.2781E494@fir.fbc.com>
Source record: 6624

Atari Mega STe's, Atari TT030's, Atari STacy Laptop's and Atari Falcons

$499.99 each

B&C Computervisions: 408-986-9960

Also available, all makes and models of Atari monitors:

14", 15", 19" ST and VGA

Even the rare Atari XC1411 14" composite color monitor for the 8bits!!!

Various Atari keyboards: Mega, STe, TT030, Atari PC 101

Disk Drives, Hard Drives

ANYTHING ATARI !!!!!!!

They are closed Sundays and Mondays

Curt

http://members.aol.com/cvendel/vaporware.html

480. HP LaserJet 5L

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: IT <phonemsg@mtu.edu>
Message-ID: <32F65049.6182@mtu.edu>
Source record: 6625

Does anyone know if you can use the HP LaserJet 5L with the Atari TOS
and the new Atari compatible
Thanks,
Chris Heiden

481. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: IT <phonemsg@mtu.edu>
Message-ID: <32F65121.786C@mtu.edu>
Source record: 6626

Michael Grove wrote:
>
> Last night on the CBS news it was reported that
> Apple will lay-off as much as one-quater of
> it's work force as soon as tomorrow.
> Not that I hate Mac's, but my crystal ball
> seems to see more than SinClaps wet dreams.
>
> Now what would be nice, in this newsgroup at
> least, if most were design people. The could
> take a walk down to JTS, offer to work at a
> slightly reduced wage, and go to work with
> the basement remains of the Falcon. Perhaps
> intergrating the RISC processor onto a TOS
> motherboard:). (Just a joke, they will
> probably make more on unemployment).
>
> In all seriousness, it will be a sad day when
> all you can purchase boot's up to say
> Microsloth on the screen:(.
>
> Go Hades, Go Afterburner, Go Mac Clones.
>
> Do yourself a favor, tell a friend about
> YOUR machine and software and keep them
> out of the PC shops. A loosing battle,
> I know, but at least i'll die knowing
> i've saved a few:)
>
> Let's Kick Intels Ass :)
>
> Mike
Even though I own one of those Intels, I love the Mac I have and the
1040 ST that I have. Where else can you run an operating system with 4
megs of ram. You would never be able to do that on MS Windows NT 4.0
Workstation on a PC
CHris heiden

482. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32F6465C.79A5@intuit.com>
Source record: 6627

PETER SINCLAIR-DAY wrote:
>
> In article <32F270C6.650D@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:
> > Once again, you're clueless, at least as far as what musicians are
> > looking
> > for in a system. A Falcon (NOT a hades) gets you near the 6400
> > in performance (number of audio tracks, real time effects, etc, although
> > the Falcon's are not as cool) with the same number of audio inputs and
> > outputs (2 ea, although the Falcon's are slighter better quality).
>
> And you have benchmarked this? Whats your deffinition of near 6400
> performance? Do you know what a 6400 is?

Don't be such an idiot. I work on Macs daily, including said 6400.

On the other hand, just how much experience do you have with the
Falcon? Have you ever edited digital audio on one?

Also, I'm talking about OVERALL audio performance, not just processor
speed.

> The Falcons are stuck with antiquated 030 processor that needs a DSP.. All
> this audio inputs and outputs can be added to the 6400 and still be cheaper..

See, you have NO CLUE what the FUCK you are talking about. I am a
Professional audio editor and musician with over a decade of experience
in digital audio. You know nothing about the subject. Pro Tools
Project is the least expensive currently available Mac system that
offers 8 outputs and 8 inputs. It is around $3k, NOT including the
computer. The Korg card, which offers only 2 inputs and 2 outputs (but
is expandeable to 8 inputs and 8 outputs for another $1500) is $1200
itself. That's all there is out there, moron. I will assume you have
spend a little time in math class, so I'll let you do the math yourself.

> Source please.. The reason the 6400 does not have a dsp is due to the risc
> PowerPC.

Which I alluded to, but you cannot use effects that were written for a
DSP chip (like all DIGIDESIGN effects) on the PPC without a Digidesign
card. Yes, some are being re-written, but they haven't been yet.

> And you have evidense that the Falcon has better timing? What if the musician
> wants to do other tasks besides midi like web page creation, and having the best
> internt tools?

Yes, I do. There have been a couple of articles written in european
music magazines that deal with this question. Try searching the

archives of Sound On Sound if you really want to know.. and I trust you
don't.

Also, because of the way the Mac handles digital audio via its inputs,
there is a slight audio delay when recording new audio while listening
to previously recorded audio, especially when VST's real time effects
are used. It's not a huge delay, but it's something to be aware about..
if you're recording timing critical audio, it might interfere with your
groove.

Nice try attempting to change the subject. The issue is AUDIO tools,
not WEB tools or word processing.

> > I will say I've had far more crashes on my Pro Tools III system
> > at work then on my Falcon at home..
>
> PowerTools III system? Must be a Mac clone firm. I would check with your
> extensions to make sure none are conflicting. That should solve your crashing
> issue..

Now, you've demonstrated your complete IGNORANCE of the audio world.
Pro Tools III is a Mac based digital editing system.. THE MOST COMMON
ONE IN THE WORLD. If you don't know what THAT is, then just shut up
about audio on the Mac. You're clearly talking out of your ass.

> Heck I can get new refurbished PowerMac Performas 6116 for $599 with a 90 day
> Apple warranty. Price includes keyboard and CDROM(option and extra cost for
> Falcon).

Sure.. you could. But the same audio input/output issues apply. If
you're buying it for audio, who gives a damn about CD-ROM?

> The Midi market has standarized on Mac/PC. I hardly see any mention of the
> Falcon as a midi station.

And you've already demonstrated your ignorance of the market by not even
knowing what a Pro Tools system is. Truthfully though, the Falcon is
not very popular compared to Mac/PC. But I'm not buying a computer
based on a popularity contest, it's how well the computer does what I
want it to do. It does, for less money.

> I bet that Cubase Audio VST/Mac system out sells a Cubase Falcon one. So your
> asertion is that Falcon will remain viable due to cheaper expansion options?
> Do you have proof?

Yes, Cubase Audio VST clearly outsells a Cubase Falcon.. it seems like a
system with excellent potential. I'm making music NOW, not waiting for
potential.

It eventually will be a better bargain then a Falcon. I don't know
whether the Falcon remains viable or not.. I just know it IS now, I can
create without limits right now. That's all I need to know.

I already gave you proof, I gave you model numbers and prices. You gave me a bunch of hot air and demonstrations of your ignorance.

You already have a Mac, you know little about the Falcon, and even LESS about digital audio production. Tell you what.. I won't speak out as an expert the Mac computer if you won't speak out on ANYTHING that has ANYTHING to do with digital audio production ON ANY FUCKING PLATFORM.

-Mark

483. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5k3r$akk@ornews.intel.com>
Source record: 6628
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <854906708_OASIS_@jaubrey.demon.co.uk>,
jaubrey@jaubrey.demon.co.uk (James Aubrey) wrote:
>
>With the recent unfortunate news about Daron Brewood being linked with
>a porno racket on the Net, I have a few questions to ask concerning
>how the law stands. Is it illegal to download porn, keep it on your
>system, or upload it(from an external source) to say, your web page?

Laws regarding depictions of the naked human form vary from place to place,
James. In parts of the US, it's illegal to sell Playboy. In other parts,
it's illegal NOT to sell it (censorship being cited). I suppose the UK has
its own share of wierd laws regarding sex and images of it.

>I've only a few times come across pics I'd rather wouldn't have, and
>have deleted them from my system straight away. IMHO they weren't any
>worst than pics you would find in a mag, on the top shelf. Are there
>any other points to be aware of regarding this matter...? It was also
>said that Demon had been monitoring him for 2 years, are ISPs allowed
>to do this?

In the US, they are allowed to do it BUT if they reveal any information so
garnered to a third party (including law enforcement officials) without a
court order, they are violating a great number of laws. Again, the UK has
its own strange rules. I don't know what they are, but odds are good that
they are unique to your island nation.

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484. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970203221345122005@tachyon.demon.co.uk>
Source record: 6629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

John S. Gray <ag352@chebucto.ns.ca> wrote:

> Had he been surfing with a pentium or whatever, presumably he might have
> been able to indulge in his kink by just browsing the images online. The
> legal complications occur when you download the images and save them.

Very true, as that would be classed as 'possession' rather than a quick
peek. Having said that, if he was using a browser like Netscape and
they'd checked his cache folder...

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

485. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970203221340121718@tachyon.demon.co.uk>
Source record: 6630
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

<!ynoT> wrote:

> IMHO that was well out of order, you are presuming far more than has
> already been said, the person in question has NOT been linked with
> porno on the net at this time?

Well said, Tony. It's wise to remember that the person in question is
innocent until proven otherwise in a Court of Law.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

486. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970203221339121616@tachyon.demon.co.uk>
Source record: 6631
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

James Aubrey <jaubrey@jaubrey.demon.co.uk> wrote:

> With the recent unfortunate news about <NAME CUT> being linked with
> a porno racket on the Net, I have a few questions to ask concerning
> how the law stands. Is it illegal to download porn, keep it on your
> system, or upload it(from an external source) to say, your web page?

AFAIK, it's illegal under the Obscene Publications Act in the UK to have any pornographic material in your possession, no matter how it's stored. The illegality obviously doesn't include topless or nude photos, and begins with anything depicting the sexual act.

> have deleted them from my system straight away. IMHO they weren't any
> worst than pics you would find in a mag, on the top shelf. Are there

If you're talking about the sort of nudes you see in mags like Playboy or lower-end junk like Razzle, then you should be OK.

> any other points to be aware of regarding this matter...? It was also
> said that Demon had been monitoring him for 2 years, are ISPs allowed
> to do this?

I'd take that with a pinch of salt. Demon have always made a stand against Internet censorship, and I doubt they would do so without a High Court order. I also can't believe that the UK Police would monitor an individual's internet access for such a long period of time, either.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

487. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0302971541530001@metricom07.ucsc.edu>
Source record: 6632

In article <32F632F2.1737@tiac.net>, Brian-Roland Miller
<brmiller@tiac.net> wrote:

>PowerTOS wouldn't be hard to make - just take the phase 5 approach by
>including an 030 along with the PPC chip for backward compatibility,

Why? A PowerPC is fast enough to emulate the 030 much faster than a real 030. Even with Apple's original 68K emulator on the 6100/60 (60 MHz, no L2 cache), users saw emulation speed that was faster than a Mac IIfx (40 MHz 030). With a dynamic recompilation emulator, I have observed emulation speed twice as fast as a 40 MHz 040 on a 100 MHz 601. Adding a second CPU that uses a different memory bus protocol adds a lot of complexity (and therefore cost) to the machine.

Fast emulators eat lots of memory (Apple's original emulator has a 512K dispatch table in ROM, and DR emulators use several hundred KB for translated code caches), but these days memory is cheap.

> add
>some kickin' APIs for video and audio. TOS already has the preemptive
>multitasking and multithreading needed, as well as memory protection.

Atari enthusiasts interested in a lightweight OS that supports all sorts of neat stuff without incurring overhead should really look at BeOS. It's much better than TOS, easier to write programs for, etc. Be is no longer going to produce the BeBox; instead they are going to target PPCP and Macs. But you can get nice Power Computing machines for cheap, and PowerComputing is going to start bundling BeOS as well as MacOS with their machines.

Somebody should write an Atari ST emulator for BeOS. (Actually, I'd like to see one on MacOS too. MagiCMac is nice, but it really isn't that compatible.)

If Apple and Be hold to their current promises for OS development, within a year I will finally have a system I'm really happy with: a fast non-Intel processor with a real OS, and a second OS to hack with.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

488. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: paul@xciv.org
Message-ID: <5d5ntv$83@xciv.demon.co.uk>
Source record: 6633
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <854906708_OASIS_@jaubrey.demon.co.uk>,
jaubrey@jaubrey.demon.co.uk (James Aubrey) writes:

> any other points to be aware of regarding this matter...? It was also
> said that Demon had been monitoring him for 2 years, are ISPs allowed
> to do this?

I personally don't think so, who made this up, err I mean where did you
hear that little rumour then?

If the police ask an ISP to hand over 'evidence' of some kind then I
think they would have to.

-Paul-

--
Paul Civati =O= Home: paul@xciv.org =O= http://www.xciv.org/
London UK =O= Home: paul@xciv.demon.co.uk =O= Slackware is.

489. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5d66tl$ehi@ash.ridgecrest.ca.us>
Source record: 6634

Well, I guess my reply to Sincrap concerning his statement "I threatened his life" not making it to the newgroup wasn't because of saying the word Fuck.

Why don't your repost your shit again and i'll give it another go. I think the last response I made was filtered.

Mike

490. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5d5p72$cku@ash.ridgecrest.ca.us>
Source record: 6635
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Rich, where in the U.S is it that I can not purchase
Playboy? I sure as hell don't want to move there:).
This censorship thing is getting to be a big problem
in the U.S, and i'm not just talking about Playboy
stuff. On the news last night, the lady incharge of
the French language usage in France, implied that
the University of Georgia because of their 80% English
pages would be banned from the French domains. Hey,
it dosen't bother me one way or the other about the
language thing, if it's TOS i'll figure it out:).
How did Clinton get elected again? What the hell
is wrong with the American Public? Was it the
illegal aliens that voted for him after he granted
them amnisty with my tax dollar? You know I can get
pretty wound up when someone says something bad about
a Falcon, but when someone starts sticking up for
the political officals that are running the U.S into
the ground and distroying all the natural resources
I really get pissed. I know this dosen't belong here
but I wasn't the one who started the UK-US healthcare
shit in the NG. I better stop before I go call some
800 government numbers to relive my inner fustrations.

Remember, one if by land, two if by sea. This definetely
looks like it's comming by land.

Mike

491. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-03 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855007284_OASIS_@pwomar.demon.co.uk>
Source record: 6636

In article <bwanga-0202971655080001@metricom42.ucsc.edu>
bwanga@cats.uc*sc.edu (Timothy A. Seufert) said:-

>In article <854894216_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk wrote:
>
>> In article <5d17s5$3k7@morgoth.sfu.ca>
>> quinlan@sfu.ca (Brian Quinlan) said:-
>>
>>>Paul@pwomar.demon.co.uk (Paul Womar) writes:
>>>
>>>>I really don't think you know what a DSP is, it's a custom chip
>>>>designed to handle digital conversion, a general purpouse chip is not
>>>>better than a dedicated chip, understand it for once.
>>>
>>>I think that you would find it difficult to find operations that the DSP
>>>chip found in the Falcon can perform faster than a PowerPC processor.
>>
>>That wasn't the point, a DSP will out perform a PPC chip Mhz for Mhz,
>>Pete howver seems to think that dedicated chips are a bad idea.
>
>A 56001 DSP probably does not outperform a 603e in any sense.

I must confess I don't have any hard fast facts about this but the DSP
doesn't run particularly fast. How fast would a 603e need to be to do
CD Quality audio?

>Dedicated processors aren't bad. However, whether they are appropriate
>depends on many different variables.

>Right now, DSPs for audio processing are sort of useless, because you can
>get sufficient FP performance from modern CPUs that you don't need a DSP.
>In the Falcon, a DSP is required, because if you didn't have one real-time
>effects would be impossible.

Not impossible but of a much lower quality, my Atari ST with nothing
but a 68000 cpu does realtime effects on 8-bit audio at upto 30khz.
CD quality is about 3x the data.

>On the other hand, dedicated hardware for 3D rendering is currently a hot
>item. Sooner or later, the main CPU may get fast enough that we can lose
>the hardware, but right now you cannot get excellent 3D performance
>without some form of acceleration.

Ok then fair enough, maybe for simply sampling audio it's not much use
but as far as things like games are concerned, using the DSP to do
visual and audio effects leaves a lot left for the main CPU and a

similar thing with multitasking.

And just a final note, i'd like to re0iterate what I said when I first began posting here (as I guess many here have joined since). I quite like macs, they're pleasnat machines and they can do some things that Ataris can't. But Atari made some superb machines which are under-rated and highly capable with a bit of fine-tuning. I'm more an arguer against the crap arguments Peter puts straight forward than the Mac itself. So there you have it :)

--

Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring

---

492. Re: HP LaserJet 5L

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-04 00:00:00 UTC
From: mcooke@tyndale.apana.org.au
Message-ID: <5d779g$s0f@posgate.acis.com.au>
Source record: 6637

>Does anyone know if you can use the HP LaserJet 5L with the Atari TOS
>and the new Atari compatible
>Thanks,
>Chris Heiden
>.
Chris,

The 5L works brilliantly with the atari computers. Use the HP L4
driver in NVDI4 gives you 600 or 300 dpi printouts On the TT with
outburst prints a page in 20 seconds In magic use the new print prg in
the auto app folder and printing is even faster than outburst.

You will have to edit the print driver to remove the page commands in
the L4 driver using the print driver edit program that comes with NVDI
this will fix the auto page feed problem with the 600 dpi driver.
Regards

___ _____ _____ _ _ ____ ____
/ __)(_)(_)( )/)(_ _)(___)
((__)(_)( )(_)( ) (_)(_)__)
___)(_____)(_____)(_)_)(____)(____)
Malcolm Cooke email: mcooke@tyndale.apana.org.au
Snail mail: 7 Naas Rd Tharwa 2620 Australia :-)
http://www.spirit.net.au/~mcooke

493. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-04 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d7quq$mel@ornews.intel.com>
Source record: 6638
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <5d5p72$cku@ash.ridgecrest.ca.us>,
Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote:
>
>Rich, where in the U.S is it that I can not purchase
>Playboy? I sure as hell don't want to move there:).

<SNIP>

Taken to email.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

494. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-05 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32F8DD82.414B@cfcsc.dnd.ca>
Source record: 6541

PETER SINCLAIR-DAY wrote:
> Ignorance? I pay at least $12 a month flat rate for unlimited local calls. As
> Usual, you Brits are use to pay alot in your society. Like high taxes for
> substandard schools and health care.
> I shouldn't complain because if I walk off the plane at Heathrow and break my
> leg I am covered at your gov't expense due to my dual U.S./UK citizenship..
> Thankyou..

Hmmm...
I thought the USofA didn't allow dual citizenship. You were either a
citizen of the USofA only, or not. Only country I know of that acts that way.
--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

495. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-05 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32F8F871.7F3C@cfcsc.dnd.ca>
Source record: 6542

Timothy A. Seufert wrote:
> In article <32F632F2.1737@tiac.net>, Brian-Roland Miller
> <brmiller@tiac.net> wrote:
> >PowerTOS wouldn't be hard to make - just take the phase 5 approach by
> >including an 030 along with the PPC chip for backward compatibility,
> Why? A PowerPC is fast enough to emulate the 030 much faster than a real
> 030.

Yes. just look at MagicMac

> Somebody should write an Atari ST emulator for BeOS. (Actually, I'd like
> to see one on MacOS too. MagiCMac is nice, but it really isn't that
> compatible.)

or how about a PPC card??

> If Apple and Be hold to their current promises for OS development, within
> a year I will finally have a system I'm really happy with: a fast
> non-Intel processor with a real OS, and a second OS to hack with.
> -Tim Seufert, bwanga@cats.uc*sc.edu
> The * is to fool automated email address grabbers. Remove it if you
> wish to send me email. No unsolicited commercial junk mail!

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

496. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-05 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5db0pu$71s@dos.canit.se>
Source record: 6543

Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
: In article <32F632F2.1737@tiac.net>, Brian-Roland Miller
: <brmiller@tiac.net> wrote:
:
: >PowerTOS wouldn't be hard to make - just take the phase 5 approach by
: >including an 030 along with the PPC chip for backward compatibility,
:
: Why? A PowerPC is fast enough to emulate the 030 much faster than a real
: 030. Even with Apple's original 68K emulator on the 6100/60 (60 MHz, no
: L2 cache), users saw emulation speed that was faster than a Mac IIfx (40
: MHz 030). With a dynamic recompilation emulator, I have observed
: emulation speed twice as fast as a 40 MHz 040 on a 100 MHz 601. Adding a
: second CPU that uses a different memory bus protocol adds a lot of
: complexity (and therefore cost) to the machine.

OTOH, it takes time write emulation code, a real processor allows for
total compatibility. The Phase5 PowerUp card allow access to the PPC
through shared libraries, while the main executable runs on the 68k.

: Fast emulators eat lots of memory (Apple's original emulator has a 512K
: dispatch table in ROM, and DR emulators use several hundred KB for
: translated code caches), but these days memory is cheap.

True, but never understimate the cheapness of a computer company.

: > add
: >some kickin' APIs for video and audio. TOS already has the preemptive
: >multitasking and multithreading needed, as well as memory protection.
:
: Atari enthusiasts interested in a lightweight OS that supports all sorts
: of neat stuff without incurring overhead should really look at BeOS. It's
: much better than TOS, easier to write programs for, etc. Be is no longer
: going to produce the BeBox; instead they are going to target PPCP and
: Macs. But you can get nice Power Computing machines for cheap, and
: PowerComputing is going to start bundling BeOS as well as MacOS with their
: machines.

Pios are also going to bundle both pOS and BeOS with their PPC computers.

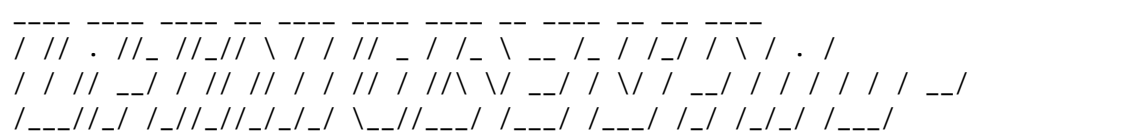
: Somebody should write an Atari ST emulator for BeOS. (Actually, I'd like
: to see one on MacOS too. MagiCMac is nice, but it really isn't that
: compatible.)

I'm sure some BeOS programmer could convert STonX or something. =)
The Amiga Emulator is already there for Be.

: If Apple and Be hold to their current promises for OS development, within
: a year I will finally have a system I'm really happy with: a fast
: non-Intel processor with a real OS, and a second OS to hack with.

Now, if only we get something like AmigaOS...

--



497. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-05 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32F94237.5065@tiac.net>
Source record: 6544

Chris Krowchuk wrote:
>
> Last week IBM and Motorolla announced that they were dropping WinNT
> development and support for PPC but will continue to offer and support
> it on Intel.

BZZZZT! Wrong. For one thing, Motorola has no reason to "offer or support" NT on Intel - as it sells no Intel systems. As for IBM, they have dropped NT, period. So have Gateway, Dell, and Compaq. Why?

Microsoft was forcing the VENDORS to support their buggy junk. If you sold computers, would YOU want to have to spend money to keep it running junk MS OS's?

NT is now ONLY supported by Microsoft. It burnt all of the hardware makers, and with good reason, too. NT4 has been nothing but a disaster for a majority of enterprise sites, especially those that upgraded from 3.51. I have seen several clients have it crash and burn (4.0, that is). I count my blessings every day that I exited the hardware support business.

CHRP's promise was any OS on one machine, now it is just
> MacOS and BeOS...

Not true, technically. It also includes Linux and Rhapsody (Mac OS 8). Incidentally, Mac OS 8 will run on Intel machines as well, as announced by Gil Amelio at the Apple Shareholder meeting today. It should make it very easy to move to PowerPC when Intel hardware reaches the CISC limit. CW already says that the Pentium Pro will max out at 225 MHz, and any RISC chip Intel comes out with will be expensive and difficult to switch to.

>
> The NeXT merger was greeted with mixed review as well. One of the
> largest stumbling blocks ahead is that Apple has no definate plans
> for their next OS and developers are dropping out of the Mac platform
> daily.

This is also inaccurate. Apple has a very concrete plan for their OS (visit their Web page)! Basically, Mac OS 8 will be UNIX, the Mach Kernel, running with a hybrid Mac/Next UI. It will be backward-compatible with Mac SYstem 7 applications. It will run on CHRP and Intel. Since CHRP is higher performance, it will make it easy to move to CHRP from Windows NT.

Net developers in the Mac development team are growing. Developers are dropping out of Windows in droves as well. Why? They're going

bankrupt. There are no "mass dropouts" of any major developers (or minor ones, for that matter).

>
> All of this news can be found in Reseller News. the pulse of the
> Computing market and Industry.

Not hardly. CRN is a rag primarily aimed toward Intel clone builders. It is hardly an unbiased source, and regularly prints factual errors. They would also be less than friendly toward Atari, to say the least.

> All the best,
> Chris @ Computer Direct

I would suggest it is better to support CHRP than to move away from it. 544 MHz PowerPC chips are going into new Macs this year. The PowerPC is preparing to go from 20% outperformance of Pentium systems to 300 - 400 percent outperformance. And Mac OS 8 is the OS that will be most familiar and comforting to Atari customers moving to newer equipment.

Any future TOS systems will also revolve around CHRP technology, not Intel.

BR Miller
Boston, MA

498. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-05 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5d8k9k$f4j@scanner.worldgate.com>
Source record: 6639

Last week IBM and Motorolla announced that they were dropping WinNT development and support for PPC but will continue to offer and support it on Intel. CHRP's promise was any OS on one machine, now it is just MacOS and BeOS...

The NeXT merger was greeted with mixed review as well. One of the largest stumbling blocks ahead is that Apple has no definate plans for their next OS and developers are dropping out of the Mac platform daily.

All of this news can be found in Reseller News. the pulse of the Computing market and Industry.

All the best,
Chris @ Computer Direct

499. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-05 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <855105466_OASIS_@jaubrey.demon.co.uk>
Source record: 6640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,demon.ip.support.atari

In article <91279350_000001_OASIS_NEWS@yeadontt.demon.co.uk>
phil@yeadontt.demon.co.uk (Phil Yeadon) said:-

> In article <854906708_OASIS_@jaubrey.demon.co.uk>
> jaubrey@jaubrey.demon.co.uk (James Aubrey) wrote:-
>
>>With the recent unfortunate news about Daron Brewood being linked with
>>a porno racket on the Net
>
> First of all, Daron has NOT been linked with any 'porn racket on th
>Net'.
> Secondly, this kind of speculation/reactionary bull shit is the lasr
>thing we need, or Daron deserves.
>
> Thirdly, I personally have know Daron for over four years, he visits
>my house once a week and rarely a day goes by without a phone conversation,
>and I KNOW Daron is not invovled in any kind of racket. Of course this kind
>of close association with Daron will make me a ring member in the 'porn
>racket on the Net'.
> Be vary careful before you make statements like this, unless someone
>changed the law, Daron is innocent until proven guilty. Such comments could
>be considered libelous.
>

I'm am sorry to Daron and anyone else I might have offended in my
original post, for the record he has not been linked with a porno
racket on the net. It was very bad wording, and I hope I've not
offended anyone. All I wanted was to ask the questions...

James

--

---
jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk
---

500. Windows 95 Info Guide

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-06 00:00:00 UTC
From: cjtech@inreach.com
Message-ID: <4025532c.16531744@news.zippo.com>
Source record: 6545

Find out what you've been missing...

WINDOWS 95 INFO GUIDE

The Only Software Package That Gives You All You Need!

http://home.inreach.com/cjtech

Don't waste money on expensive training videos, books, and magazines
when you can have the information when and where you need it,
at the click of a button. Order Today and receive your copy of
Windows 95 Info Guide featuring hundreds of tips and tricks in
an easy to use interface and we'll include the updates...FREE!!!

501. Re: Atari 520 st

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-06 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32FA0FB9.1FCA@cfcsc.dnd.ca>
Source record: 6546

I just thought this made more sense posted over here.
more likely to get a reply also, Dan

Dan Cox wrote:
>
> We bought an st in 1985 and as a kid I found the graphics to be
> incredible. Thinking back on it I still think they're pretty
> fantastic. And, I love the interface. Our version has the GEM
> operating system hardwired in the computer. I remember games like
> TestDrive and some bowling game, starglider,dungeon master etc. By the
> way we still have it along with the color and black and white monitors
> with the two drives. The monitors are what really blow me away. the
> resolution is incredible. And, they weren't too terribly expensive at
> the time really. I hadn't thought about it for years until I started
> looking at mac world and then typed in atari st for a search.
> Apparently it still has a huge following.
> Question to anyone:
> Why do you think it died in the US? And, will it ever return?
> I mean who wants to type copy a:example.dat b: when you can just drag
> and drop? It was so much better than the stuff then and now that I
> don't understand why were not all using sts.
> dan

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

502. Why W95 doesn't suck

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-06 00:00:00 UTC
From: boese@badlands.NoDak.edu
Message-ID: <5ddc6d$r97@daily-planet.nodak.edu>
Source record: 6547

Why Windows 95 does not suck !!!

by SabreRider

Over the past year I have heard several people make the comment
that Windows 95 sucks, without even trying it. Well I'm here to tell
you, as an actual user, that it does not suck.
Proof of my statement can be found by simply looking at the
Windows 95 documentation! The capability to SUCK just isn't a natively
supported feature. However, for those people who insist that Windows 95
DOES SUCK, you need to do the following:

1. Increase your ram to 128 megs.
2. Free up 1 gigabyte of HD space.
3. Upgrade your motherboard to dual Pentium Pro 300s.
4. Increase your video ram to at least 8 megs of rambus.
5. Install the W95 dial up adapter kit from UND.

and finally,

6. Install the official Microsoft W95 "virtual sucking
device" driver.

Be sure to backup all of your Word documents as text files so you
can access them under the MS-DOS Editor program.

*Windows 95, Microsoft, MS-DOS, W95 are all probably registered
trademarks of Microsoft Corp.

** Pentium Pro is probably a registered trademark of Intel

503. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-06 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5ddd1h$88l@scanner.worldgate.com>
Source record: 6548

Brian-Roland Miller <brmiller@tiac.net> wrote:
>Chris Krowchuk wrote:
>>
>> Last week IBM and Motorolla announced that they were dropping WinNT
>> development and support for PPC but will continue to offer and support
>> it on Intel.
>
>BZZZZT! Wrong. For one thing, Motorola has no reason to "offer or
>support" NT on Intel - as it sells no Intel systems. As for IBM, they
>have dropped NT, period. So have Gateway, Dell, and Compaq. Why?

Hey, just reporting what the "Industry" is reporting. If this news is as you say, BZZZZT Wrong, then perhaps if you care, you should grab a copy of Reseller News for yourself and follow up on it.

Regardless, the "Industry" "feels" Mac/Apple is dying a slow and painful death along with PPC. This is what they are reporting and as you know, if the media says something long enough, people believe it.

This of course is not how I "feel" about the situation, just how it is being perceived by "most" resellers in the industry, including Apple resellers.

Apple developers are not lining up to dev for the new OS'. Even Adobe has not made any solid committments past System 7. If they have, show me the press release.

All the best,
Chris @ Computer Direct

504. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-06 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32FA4B67.7EB1@tiac.net>
Source record: 6549

Chris Krowchuk wrote:

> >BZZZZT! Wrong. For one thing, Motorola has no reason to "offer or
> >support" NT on Intel - as it sells no Intel systems. As for IBM, they
> >have dropped NT, period. So have Gateway, Dell, and Compaq. Why?
>
> Hey, just reporting what the "Industry" is reporting. If this news is
> as you say, BZZZZT Wrong, then perhaps if you care, you should grab a
> copy of Reseller News for yourself and follow up on it.

If Reseller News is reporting that Motorola is dropping PPC and going to Windows NT on Intel, it wouldn't surprise me. CRN is primarily an Intel-based rag and primarily caters to Uncle Joe's Computers and Toasters, Inc.

I am soon to be an Apple VAR, and have resold Apple products in the past, from Internet servers to small networks. I also sold many TOS systems for smaller businesses. I know the market, and know that demand in my neck of the woods for Apple technology (espcially Internet servers and related Internet technology) is wrong.

> Regardless, the "Industry" "feels" Mac/Apple is dying a slow and painful
> death along with PPC. This is what they are reporting and as you know,
> if the media says something long enough, people believe it.

That's right. The Wall Street Journal and various other "publications" are going gung-ho, writing articles that have no merit or basis in fact. I read an article in the WSJ yesterday that said "analysts believe Apple is fading fast." Of course, he only cited ONE analyst, who said "Apple still has some problems to overcome." Analyst (singular) is far different from analysts. It also said that Apple had not unveiled any new products in "several years" and that Mac clones were poor sellers.

The Wall Street Journal also said that Chrysler Corp. was doomed in 1991 to bankruptcy. Seems that today, Chrysler is dominating the auto industry.

Most of the Finance types writing this stuff don't bother to research the technical aspect of what they're doing, and focus on the Income Statement rather than the Balance Sheet. So they say Apple is dead (despite a net reduction in debt of $650 million and increase in cash reserves of $700 million last year) because of net income. And they recommend investing in a profitable Commodore International Ltd. in 1991, when the firm was choking under $200 million in debt, with only $65 million in cash, because it had a good profit year.

>
> This of course is not how I "feel" about the situation, just how it is
> being perceived by "most" resellers in the industry, including Apple
> resellers.
>

Again, you have no quantifiable evidence of this. If it is garnered from CRN, it is garnered from a publication that caters primarily to Intel/Windows resellers.

It's like me reading an article from the Bandito in Amazing Amiga mag about how horrible the Falcon is compared to the Amiga 1200, and saying that "major industry publications say the Falcon is weak for multimedia and really nothing special."

> Apple developers are not lining up to dev for the new OS'.

Wrong again. Take a browse through the Rhapsody web site to read all of the commentary.

Also, considering that Rhapsody ALPHA isn't even shipping yet, how can anyone commit to developing for it with absolute certainty? How many press releases lauded Win95 and committed to it? Not many, as there are fewer 95-only applications than Mac-only.

Even Adobe
> has not made any solid committments past System 7. If they have, show
> me the press release.

You're incorrect here, as well. Head over to the Rhapsody site and do some reading (if you're truly interested).

>
> All the best,
> Chris @ Computer Direct

Another interesting twist - Apple's customers are different from the PC clone makers, who sell to business in volume and video-game playing consumers in volume. In the media markets where Apple reigns supreme, it has strengthened its lead. Sales of high-end Macintoshes and PowerBooks are up too. The sales decline in units is entirely in low-end Performa systems. So in the markets that Apple markets too, resellers are overjoyed (other than the low-end ones).

BR Miller
Boston, MA

505. Re: Atari 520 st

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-06 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32FA4DA4.5931@tiac.net>
Source record: 6550

Ken Macdonald wrote:
>
> I just thought this made more sense posted over here.
> more likely to get a reply also, Dan
>
> Dan Cox wrote:
> >
> > We bought an st in 1985 and as a kid I found the graphics to be
> > incredible. Thinking back on it I still think they're pretty
> > fantastic. And, I love the interface. Our version has the GEM
> > operating system hardwired in the computer. I remember games like
> > TestDrive and some bowling game, starglider,dungeon master etc. By the
> > way we still have it along with the color and black and white monitors
> > with the two drives. The monitors are what really blow me away. the
> > resolution is incredible. And, they weren't too terribly expensive at
> > the time really. I hadn't thought about it for years until I started
> > looking at mac world and then typed in atari st for a search.
> > Apparently it still has a huge following.
> > Question to anyone:
> > Why do you think it died in the US? And, will it ever return?
> > I mean who wants to type copy a:example.dat b: when you can just drag
> > and drop? It was so much better than the stuff then and now that I
> > don't understand why were not all using sts.
> > dan
>
> --
> Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
> Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
> GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
> the Atari Police

Because Atari aimed for the wrong markets. It downplayed its video-game association, aiming for the business market (which didn't accept the pricey Mega and hated the ST keyboard, as well as Atari's name credibility), the publishing market (where it made huge inroads, but Atari quit after six months when it became obvious that to compete, development and promotion would be involved), the MIDI market (where the remaining STs in use are), and the "Atari Revolution" buyer (who bought whatever Atari put out, no questions asked.

Since Tramiel was simplistic in his business thinking, rather than develop and minimally market the ST/TOS series to compete in media markets and creative areas where Atari's name and technology were respected, they decided instead to milk the loyal userbase that they had inherited from Atari, Inc. and the early success of the ST based on

technology. When that shrinked to an unprofitable point, they dropped it (along with developers, retailers, and users), lying about intent to support and develop the machines to sell off remaining inventory. Then they simply went off to stun the world with technology yet again with the Jaguar. However, when Tramiel realized that a video game system would have to develop and minimally market the Jaguar to compete in media markets and creative areas where Atari's name was still respected, they decided instead to milk the ST userbase, who had bought orphaned Lynxes and Falcons made for a whole six months in North America. When it became clear that most users didn't want to be screwed a fourth or fifth time, Atari folded into JTS and screwed Jaguar developers, retailers, and users. (See a malicious pattern? It was also found at Commodore in Tramiel's days there, with the VIC 20, Plus-4, C16, and other "winners.")

What a history, what a waste. Atari, even up to 1993, had the chance to change the world. Instead, they blew it and took the easy way out. . . corporate death.

BR Miller
Boston, MA

506. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-06 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5ddjn6$ho1@morgoth.sfu.ca>
Source record: 6551

Chris Krowchuk <chris@compdirect.com> writes:

>Apple developers are not lining up to dev for the new OS'. Even Adobe
>has not made any solid committments past System 7. If they have, show
>me the press release.

See the "What's New" section on www.adobe.com

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

507. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-06 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0602971350140001@metricom36.ucsc.edu>
Source record: 6552

In article <5ddd1h$88l@scanner.worldgate.com>, Chris Krowchuk
<chris@compdirect.com> wrote:

>Regardless, the "Industry" "feels" Mac/Apple is dying a slow and painful
>death along with PPC. This is what they are reporting and as you know,
>if the media says something long enough, people believe it.
>
>This of course is not how I "feel" about the situation, just how it is
>being perceived by "most" resellers in the industry, including Apple
>resellers.
>
>Apple developers are not lining up to dev for the new OS'. Even Adobe
>has not made any solid committments past System 7. If they have, show
>me the press release.

Oddly enough, John Warnock, Adobe's CEO, appears to feel exactly the
opposite way about Rhapsody (the new OS). Load up this URL:

<http://product.info.apple.com/pr/press.releases/1997/q2/970107.pr.rel.dev.html>

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

508. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-06 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0602971526380001@metricom47.ucsc.edu>
Source record: 6553

In article <32FA4B67.7EB1@tiac.net>, Brian-Roland Miller
<brmiller@tiac.net> wrote:

>Also, considering that Rhapsody ALPHA isn't even shipping yet, how can
>anyone commit to developing for it with absolute certainty?

Quite easily, actually. Apple's announcements state that OpenStep will be
kept completely intact in Rhapsody. Their developer pages indicate that a
valid early development strategy is to buy a copy of OpenStep for the PC
and write an application for it.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

509. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-06 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5de7b7$nlt@ash.ridgecrest.ca.us>
Source record: 6554

I wonder if the one-quater that were layed off
are in line to buy a new Mac:)

Mike

510. EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-07 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <5df6f2qsk1@mhafc.production.compuserve.com>
Source record: 6555
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such as THIS.EXAM.PLE instead of THISEXAM.PLE)

511. Re: Apple to lay-off one quater of work

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-07 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5des2c$qbh@ash.ridgecrest.ca.us>
Source record: 6556

```
>Chris Krowchuk <chris@compdirect.com> writes:
>
>>Apple developers are not lining up to dev for the new OS'. Even Adobe
>>has not made any solid committments past System 7. If they have, show
>>me the press release.
>
>See the "What's New" section on www.adobe.com
>
>--
>
>Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
>quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy
>.
```

Adobe has some nice looking products, but.....
i'm one of those spoilt little bast*ds whose
employer pays for his Mac software. I just got
Adobe Primeier 4.2.x and am not all that impressed.
I'm glad it wasn't my money. Photoshop is a pig, but
does do a nice job. i think it looses a little in
the translation however when run under the Mac O/S:).

```
Now Bryce2, that's a bitchen app. If you haven't seen
Apex Media or Rainbow Multimedia on a Falcon, the
Bryce interface will give you a good example.
To bad Bryce2 is also available for the PC.
I can still purchase quality apps and use a Hades
with a Pentium card. Screw the cost.

Mike
```

512. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-07 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970207090851.17448A-100000@usr04.primenet.com>
Source record: 6557
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

Yup, Get mint with minix or magic with VFAT.
That will work. bye :)
However the desktop from thr ROM can not display the longfilename
correctly.
You woudl need an alternative desktop.
However Magic comes (I believe) with it's own desktop.

On 7 Feb 1997, MICHAEL ROBILLARD wrote:

>Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
>as THIS.EXAM.PLE instead of THISEXAM.PLE)
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

513. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-07 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5dfcog$fu4@newstoo.ericsson.se>
Source record: 6558
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

In article <5df6f2qsk1@mhafc.production.compuserve.com>, MICHAEL ROBILLARD
<76060.1125@CompuServe.COM> writes:
>Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
>as THIS.EXAM.PLE instead of THISEXAM.PLE)

Use MiNT and MINIX filesystem
it works very well for me on my ATARI ST, ATARI STE and FALCON.

Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or erikhall@tripnet.se /|\ ---------------
URL : http://www.tripnet.se/home/erikhall/index.html / | \
---

514. Programa WordPlus para PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-07 00:00:00 UTC
From: Open Nauta <kdid@opennauta>
Message-ID: <01bc151d$e1718780$02ffa8c0@servidor>
Source record: 6559

Hola, soy un antiguo usuario de Atari y tengo muchos documentos que hize
con el programa WordPlus, ahora quiero leerlos pero con los programa de Pc
apenas son legibles. S&#65533; que existe el WordPlus para PC, pero no s&#65533; d&#65533;nde.
Si alguien pudiera indic&#65533;rmelo se lo agradecer&#65533;a.
Por favor, contestar a esta direcci&#65533;n email: f.gayo@mad.servicom.es

Gracias..

515. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-08 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5dgg6l$p7s@infa.central.susx.ac.uk>
Source record: 6560
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

MICHAEL ROBILLARD (76060.1125@CompuServe.COM) wrote:
: Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
: as THIS.EXAM.PLE instead of THISEXAM.PLE)

Well, you could either get Magic which uses the Windows 95 VFAT filesystem (crap, crap, very crap) or you could get MiNT with Minix and have a proper filesystem which is very, very fast. Both offer long filenames. Magic costs money, whereas MiNT and Minix can be downloaded from any good Atari FTP site.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

516. Send 20 FREE Pages of Fax to any Fax machines in the World!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-08 00:00:00 UTC
From: chsu@from.net
Message-ID: <5dijhb$nhu@netnews.hinet.net>
Source record: 6561

Send Fax through the Internet. Low domestic and international rates.
20 FREE pages of Fax! Send to any Fax machines in the world! No obligation.

Visit the site at:

http://www.edfax.com/faxsav.htm

Chris Sundres
chsu@from.net

517. ADULTS ONLY- Check this out! (bimGpX)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-08 00:00:00 UTC
From: xxxhot@*
Message-ID: <32fcda94.0@news.cias.net>
Source record: 6562

Are you into HOT CHAT? We've got the world's largest voice-personal dating system, as well as the hottest, sexiest "1 on 1", "2 on 1", and "PARTY-LINE" chat you'll find anywhere, all in one place! And you don't have to call a 900 number to get in on this hot phone fun!

You can choose from 5 hot programs that are sure to fulfill your every desire!

You can press 1 from the main menu to choose from our sexy "1 ON 1" PLEASURE MENU, then:
*to talk to a BEAUTIFUL SEXY GIRL, press 1.
*for a 1 on 1 session with an experienced DOMINANT MISTRESS, press 2.
*for steamy talk with a LUSCIOUS TRANSVESTITE, press 3.
*for an erotic 1 on 1 chat with an EXOTIC TRANSSEXUAL, press 4.

*for some man to man action with a HOT GUY, press 5.
You'll be billed just $3.99 per minute for your selection.

Or you can press 2 from the main menu to DOUBLE YOUR PLEASURE, then:
*to speak to 2 HOT SEXY GIRLS, press 1.
*to get it on with a swinging WILD COUPLE, press 2.
You'll be billed just $4.99 per minute for your selection.

Or you can press 3 from the main menu to join the GROUP ORGY LINE!
*You can party with the nations nastiest swingers for only $2.50 per minute.

Or you can press 4 from the main menu, then:
*Press 1 to join the FANTASY NETWORK. This is the world's only phone service that allows you to connect with people who share your personal fantasies. This state-of-the-art voice mail system lets you listen to messages from beautiful girls, sexy transvestites and she-males, gay and bisexual males, and dominant women. Leave them a hot and sexy message, then call back to see what erotic message they have left for you. You'll be billed just $3.50 per minute.
*Or press 2 to listen to a hot selection of recorded fantasies steamy enough to make you explode! Choose from beautiful, sexy women's fantasies or domination stories. You'll be billed just $2.49 per minute.

Or you can press 5 from the main menu for the HOT AND NASTY DATELINE, where you can listen, and respond, to voice personal ads from hot horny girls in your neighborhood, including their real names and home telephone numbers! You can also leave your own personal message for people to get in touch with you. Make new friends on the world's busiest voice personal lines! Meet singles or couples, gay or straight; you'll be billed only $2.99 per minute.

***JUST CALL 1-800-756-3906 to use your Mastercard, Visa, or American Express card. The charge is just $2.49-$4.99 per minute, plus a 50 cent connection fee. 18+ only.

***OR CALL 1-900-745-4398. The charge is just $2.49-$4.99 per minute. Must be 18 years of age or older.

Call now!!! YOU WON'T REGRET IT!

(bimGpX)

518. Re: Atari 520 st

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-08 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <32FD7981.6696@lightspeed.net>
Source record: 6563

Thank you for replying. Just found this group tonight and saw both posts. I dug out the ST 520 and hooked it all up. Works real well except there is a problem with the B drive, which apparently has always existed. I think it said something to effect of can't read from drive b or something. At any rate I was fascinated by the basic language sourcebook since I am into the variations of basic programming. As near as I can tell this was Visual Basic before Visual Basic. Mr. Bill sure copied alot of the features, drag and drop, resizing of windows, etc... Incredible that atari apparently blew it the way they did.
Ah, pity that.
Dan

519. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-09 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <855529274_OASIS_NEWS@nest.demon.co.uk>
Source record: 6564

In article <32f51208.14681945@news.airtime.co.uk>
!ynoT wrote:-

> IMHO that was well out of order, you are presuming far more than has
>already been said, the person in question has NOT been linked with
>porno on the net at this time?

My thanks for those sentiments Tony. Appreciated. I've not been prosecuted
with anything yet either.

--

---
dbrewood@nest.demon.co.uk
---

520. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-09 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <855529650_OASIS_NEWS@nest.demon.co.uk>
Source record: 6565

>I'm am sorry to Daron and anyone else I might have offended in my
>original post, for the record he has not been linked with a porno
>racket on the net. It was very bad wording, and I hope I've not
>offended anyone. All I wanted was to ask the questions...

I think I can forgive you this time around. As you can see so far I am still alive and well. Thanks to Phil for lending me his old Mega ST4 and Megafile 30.

It will however be at leat 2-3 months before the police investigate the matter any further according to my solicitor.

--

---
dbrewood@nest.demon.co.uk
---

521. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-09 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <855529402_OASIS_NEWS@nest.demon.co.uk>
Source record: 6566

>I'd take that with a pinch of salt. Demon have always made a stand
>against Internet censorship, and I doubt they would do so without a High
>Court order. I also can't believe that the UK Police would monitor an
>individual's internet access for such a long period of time, either.

The police must have been telling me porkies then Frank as they did say they
had been monitoring my activities for over two years.

--

---
dbrewood@nest.demon.co.uk
---

522. Re: Atari 520 st

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-10 00:00:00 UTC
From: mazzeri@foxvalley.net
Message-ID: <mazzeri-1002970029460001@ttyc13.foxvalley.net>
Source record: 6567

In article <32FD7981.6696@lightspeed.net>, village1@lightspeed.net wrote:

|Thank you for replying. Just found this group tonight and saw both
|posts. I dug out the ST 520 and hooked it all up. Works real well
|except there is a problem with the B drive, which apparently has always
|existed. I think it said something to effect of can't read from drive b
|or something. At any rate I was fascinated by the basic language
|sourcebook since I am into the variations of basic programming. As near
|as I can tell this was Visual Basic before Visual Basic. Mr. Bill sure
|copied alot of the features, drag and drop, resizing of windows, etc...
|Incredible that atari apparently blew it the way they did.
|Ah, pity that.
|Dan

No kidding! Atari had it ALL. Long BEFORE anyone else... and they
had/have the BEST implementation of it...

Now my friend an I are running Linux on Falcon030's ;)

--
_____/ You Know Who _____

523. CD-R Media for sale at really low prices

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-10 00:00:00 UTC
From: forth@fifth.com
Message-ID: <5dna6f$1eh@dfw-ixnews5.ix.netcom.com>
Source record: 6568

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders,
software, and media needs.

If you have any questions feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

524. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-11 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5dod02$1u0nk_002@news.ti.com>
Source record: 6569
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5d3tg2$phs@News.Dal.Ca>, ag352@chebucto.ns.ca (John S. Gray) wrote:

>The civill libertarian in me gets quite annoyed at all the hue & cry.
>Here in Canada a fellow was busted for possession of porn (apparently he
>was into 13 year old males) when the cops raided his hard drive and
>found the images he downloaded. He was using a text-based LYNX/PINE/TIN
>server via a freeNet. He would therefore have had to downlosd the files
>and view them off-line.
>

In Singapore, it's worst!

The government have a proxy which filters out everything going into Singapore. The government is said to have 5 full timer surfers in the NCB (National Computer Board) whoose job is to search & locate porn sites and add them into the no-no proxy list so that they are blocked.

Last year, a guy was caught by the law for possesion of porn stuff in his harddisk. He was fine over S$50K (S$1.4 = US$1) for 66 pics, I think it was like S$1K per pic, couldn't remember.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

525. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-11 00:00:00 UTC
From: tliotta@educ.state.ak.us
Message-ID: <5dqlks$6sa@news.alaska.edu>
Source record: 6570
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

In <5a1ktd$ii4@q.seanet.com>, camp1@seanet.com writes:
>>So do AS400 systems.
>>(BTW, a client who worked as a systems engineer on AS400 systems
>>claims that most of them still have the original 5 letter systems
>>engineer password on them. He claims that he telnetted across the
>>world across corporate systems using this .... go figure ...)
>
>This is, false informantion. The special password is only useable at the
>AS/400 console DURING bootup (IPL).

Sorry, this is most definitely *not* false information. As a 25-year industry professional working as an AS/400 systems programmer since 1988, I've contacted quite a few AS/400s at sites of all sizes. Such things as service account passwords are often ignored or maintained only by the IBM CEs. Many CEs use the same password at different sites within their territory.

And the accounts he's referring to have no relationship to IPL *nor* the console.

526. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-11 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <3300B88A.2DCB@intuit.com>
Source record: 6571

Michael Grove wrote:
>
> Well, I guess my reply to Sincrap concerning his
> statement "I threatened his life" not making it to the
> newgroup wasn't because of saying the word Fuck.
>
> Why don't your repost your shit again and i'll give
> it another go. I think the last response I made was
> filtered.
>
> Mike

I wonder what happened to Mr. Sinclap? I wonder why he hasn't responded
to my post?

-Mark

527. Re: Mac Cubase system cheaper than TOS one..

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-12 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5drvil$jhu@ash.ridgecrest.ca.us>
Source record: 6572

Mark Fassett wrote:
>
> Michael Grove wrote:
> >
> > Well, I guess my reply to Sincrap concerning his
> > statement "I threatened his life" not making it to the
> > newgroup wasn't because of saying the word Fuck.
> >
> > Why don't your repost your shit again and i'll give
> > it another go. I think the last response I made was
> > filtered.
> >
> > Mike
>
> I wonder what happened to Mr. Sinclap? I wonder why he hasn't responded
> to my post?
>
> -Mark

There have been a few new people to the group, and they sure sound
like they have the same flavor as Sinclap under a different name.
Especially all the people wanting TOS images and willing to argue
about getting it. The guy that thinks he is talking about Atari ST's
and seems to be talking about 8-bit machines comes to mind....
I fear he still lurks...dundunt dundunt dundunt dundunt dundunt

Mike

528. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-12 00:00:00 UTC
From: pcguido@helppc.com
Message-ID: <5dssg4$1es$1@nntp2.ba.best.com>
Source record: 6573
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

In <5dqlks$6sa@news.alaska.edu>, tliotta@educ.state.ak.us writes:
|In <5a1ktd$ii4@q.seanet.com>, camp1@seanet.com writes:
|||So do AS400 systems.
|||(BTW, a client who worked as a systems engineer on AS400 systems
|||claims that most of them still have the original 5 letter systems
|||engineer password on them. He claims that he telnetted across the
|||world across corporate systems using this .... go figure ...)
||
||This is, false informantion. The special password is only useable at the
||AS/400 console DURING bootup (IPL).
|
|Sorry, this is most definitely *not* false information. As a 25-year industry
|professional working as an AS/400 systems programmer since 1988, I've
|contacted quite a few AS/400s at sites of all sizes. Such things as service
|account passwords are often ignored or maintained only by the IBM CEs.
|Many CEs use the same password at different sites within their territory.
|
|And the accounts he's referring to have no relationship to IPL *nor* the
|console.

IBM plugged these gaps on most of their OS's long ago. Today, the installation
passwords expire in a few weeks and will leave you _totally_ locked out
if you forget to change them.

As for how an individual _site_ manages all of this, that's a different
matter entirely. Discovering that many sites give service machines the
same password as their machine name is no surprise at all and has no
bearing or reflection on IBM. Talk to the security people at the sites
mentioned above and I bet that they either: 1) Do not exist or 2) cannot
spell 'computer' or 3) have no idea that a 'CE' even exists (much less
that a 'CE-Key' exists...

Most security problems are actually internal organization problems,
not 'holes' in the OS.

Phil "Guido" Cava TeamOS/2
Help, PC!
Let us help you achieve Warp Speed today!
email at: pcguido@helppc.com
> Computers are useless, they can only give you answers! - Pablo Picasso

529. WTB: Atari Lynx (in new or good condition)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-12 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <5dutks$qh8$3@nadine.teleport.com>
Source record: 6574

Hi,

Wanted: Atari Lynx & games in new or good condition.
I would like boxes and manuals.
Will consider any offer!

E-mail offer to: produnl2@teleport.com

Thanks!

Michael W. Loewen
Salem, OR U.S.A.
produnl2@teleport.com

530. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dsd92$t1t@balaena.bio.vu.nl>
Source record: 6575
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

James Cox (jamesco@cogs.susx.ac.uk) wrote:

: Well, you could either get Magic which uses the Windows 95 VFAT filesystem
: (crap, crap, very crap) (...)

Yeah, I just recently saw the docs on the VFAT fs in some Linux Howto
file... Tjeez! It's a classic Crap Microsoft Backward-compatibility Patch!
It uses additional entries in the dir table which are sort of masked of from
the normal DOS fs to store additonal characters for the file name. That's
why W95 locks it's filesystems: to prevent properly written programs like
Disk Doctor from messing up (ie. fixing) the "crap" extra dir entries...
Unbelievable...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

531. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-13 00:00:00 UTC
From: Snowy@studbox.uni-stuttgart.de
Message-ID: <2560.6983T46T1379@studbox.uni-stuttgart.de>
Source record: 6576
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

pcguido had the following to say about Re: holes in nt, unix, AS400s, PGP etc ..
p> In <5dqlks$6sa@news.alaska.edu>, tliotta@educ.state.ak.us writes:
p>|In <5a1ktd$ii4@q.seanet.com>, camp1@seanet.com writes:
p>|||So do AS400 systems.
p>|||(BTW, a client who worked as a systems engineer on AS400 systems
p>|||claims that most of them still have the original 5 letter systems
p>|||engineer password on them. He claims that he telnetted across the
p>|||world across corporate systems using this .... go figure ...)
p>||
p>||This is, false informantion. The special password is only useable at the
p>||AS/400 console DURING bootup (IPL).
p>|
p>|Sorry, this is most definitely *not* false information. As a 25-year
p>|industry professional working as an AS/400 systems programmer since 1988,
p>|I've contacted quite a few AS/400s at sites of all sizes. Such things as
p>|service account passwords are often ignored or maintained only by the IBM
p>|CEs. Many CEs use the same password at different sites within their
p>|territory.
p>|
p>|And the accounts he's referring to have no relationship to IPL *nor* the
p>|console.

p> IBM plugged these gaps on most of their OS's long ago. Today, the
p> installation passwords expire in a few weeks and will leave you _totally_
p> locked out if you forget to change them.

p> As for how an individual _site_ manages all of this, that's a different
p> matter entirely. Discovering that many sites give service machines the
p> same password as their machine name is no surprise at all and has no
p> bearing or reflection on IBM. Talk to the security people at the sites
p> mentioned above and I bet that they either: 1) Do not exist or 2) cannot
p> spell 'computer' or 3) have no idea that a 'CE' even exists (much less
p> that a 'CE-Key' exists...

p> Most security problems are actually internal organization problems,
p> not 'holes' in the OS.

I suppose nobody tried to telnet to port 135 under NT,
typed about 30 characters and then pressed return and closed
the telnet session again.

And then watched the load on the machine go up to 100% almost locking
the machine..

But that might be fixed now. but things like these can bring down
systems :-((

Cya

Nicholas

--

: Irc: Yagger .....
..:.....:... : Snowy@studbox.uni-stuttgart.de
:.: :..: : http://home.pages.de/~Snowy/ ...
:.....:.:
:
Any sufficiently advanced technology is indistinguishable from magic:

532. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-13 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <E5JMnn.BwJ@novice.uwaterloo.ca>
Source record: 6577
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

In article <2560.6983T46T1379@studbox.uni-stuttgart.de>,
Nicholas Stallard <Snowy@studbox.uni-stuttgart.de> wrote:

>I suppose nobody tried to telnet to port 135 under NT,
>typed about 30 characters and then pressed return and closed
>the telnet session again.

>And then watched the load on the machine go up to 100% almost locking
>the machine..

>But that might be fixed now. but things like these can bring down
>systems :-((

I think it was fixed about 24 hours after it was reported. :)

Darwin Ouyang

533. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-13 00:00:00 UTC
From: jmaxwell@csugrad.cs.vt.edu
Message-ID: <5dvmjd$k2n@csugrad.cs.vt.edu>
Source record: 6578
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

```
Darwin Ouyang wrote:
] Nicholas Stallard <Snowy@studbox.uni-stuttgart.de> wrote:
]
] >I suppose nobody tried to telnet to port 135 under NT, typed
] >about 30 characters and then pressed return and closed the
] >telnet session again.
]
] >And then watched the load on the machine go up to 100% almost locking
] >the machine..
]
] >But that might be fixed now. but things like these can bring down
] >systems :-((
]
] I think it was fixed about 24 hours after it was reported. :)

Really? It still works on the NTs in the lab. Could you do me
the favor of telling Microsoft for me, so they can fix it?

] Darwin Ouyang

--
thur Mail Address: LordArthur@vt.edu or jmaxwell@vt.edu
n r
a JAMax "There are three kinds of lies:
h o w lies, damned lies and statistics."
tan lle Attributed to: Mark Twain
```

534. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-13 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <E5KE0t.KJp@novice.uwaterloo.ca>
Source record: 6579
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

In article <5dvmjd$k2n@csugrad.cs.vt.edu>,
Jonathan A. Maxwell <jmaxwell@csugrad.cs.vt.edu> wrote:
>Darwin Ouyang wrote:
>] Nicholas Stallard <Snowy@studbox.uni-stuttgart.de> wrote:

>] >I suppose nobody tried to telnet to port 135 under NT, typed
>] >about 30 characters and then pressed return and closed the
>] >telnet session again.

>] >And then watched the load on the machine go up to 100% almost locking
>] >the machine..

>] I think it was fixed about 24 hours after it was reported. :)

>Really? It still works on the NTs in the lab. Could you do me
>the favor of telling Microsoft for me, so they can fix it?

Why don't you look it up yourself?

Better yet, here, I'll post the text file for you.

DOCUMENT:Q162567 [winnt]
TITLE :Telnet to Port 135 Causes 100 Percent CPU Usage
PRODUCT :Microsoft Windows NT
PROD/VER:3.51 4.00
OPER/SYS:WINDOWS
KEYWORDS:kbnetwork kbbug3.51 kbbug4.00 kbfile

The information in this article applies to:

- Microsoft Windows NT Workstation versions 3.51 and 4.0
- Microsoft Windows NT Server versions 3.51 and 4.0

SYMPTOMS
========

When a client uses the telnet utility to connect to port 135 of a computer
running Windows NT Server, and then types more than 10 random characters
and disconnects, the server CPU usage jumps to 100 percent and does not
come back down until the server is restarted.

CAUSE
=====

This problem is caused by a problem with the remote procedure call (RPC)
components in Windows NT.

RESOLUTION
==========

To resolve this problem, download and install the appropriate file:

Windows NT 3.51

This hotfix has been posted to the following Internet location:

ftp://ftp.microsoft.com/bussys/winnt/winnt-public/fixes/usa/NT351/
hotfixes-postSP5/rpc-fix

Windows NT 4.0

This hotfix has been posted to the following Internet location:

ftp://ftp.microsoft.com/bussys/winnt/winnt-public/fixes/usa/NT40/
hotfixes-postSP2/rpc-fix

STATUS
======

Microsoft has confirmed this to be a problem in Windows NT version 3.51
and 4.0. A supported fix is now available, but is not fully
regression-tested and should be applied only to systems experiencing this
specific problem. Unless you are severely impacted by this specific
problem, Microsoft recommends that you wait for the next Service Pack that
contains this fix. Contact Microsoft Technical Support for more
information.

KBCategory: kbnetwork kbbug3.51 kbbug4.00 kbfile
KBSubcategory: nttcp NTSrvWkst
Additional reference words: Telnet RPC crash hang max 3.51 4.00 prodnt

==========

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Good enough?

Maybe you should tell your NT sysadmin about this fix.

As I recall, a fix was available less then 24 hours after the problem was reported.

The only other OS I can think of that gets fixes this quickly is Linux. :)
(BTW Linux rocks!)

Darwin Ouyang

535. Atari Lynx Stuff For Sale!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-13 00:00:00 UTC
From: Josh Morrell <0jmorrel@msmlab.byu.edu>
Message-ID: <3303D887.62F4@msmlab.byu.edu>
Source record: 6580
Cross-posted to: alt.games.lynx,alt.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.atari.2600vcs,misc.wanted,comp.sys.atari.programmer,

I am selling my Atari Lynx and the following games and accessories:

APB
BLOCKOUT
BATMAN RETURNS
BLUE LIGHTNING
CALIFORNIA GAMES
CHECKERED FLAG
CHIPS CHALLENGE
ELECTROCOP
GATES OF ZENDOCON
GAUNTLET
HARD DRIVIN
HYDRA
KLAX
MS PACMAN
PAPERBOY
PINBALL JAM
PIT FIGHTER
ROADBLASTERS
ROBOSQUASH
RYGAR
S.T.U.N. RUNNER
SHADOW OF THE BEAST
SHANGHAI
TODD IN SLIME WORLD
STEEL TALONS
VIKING CHILD
WARBIRDS
XENOPHOBE
ZARLOR MERCENARY

AC Adapter
Car Adapter
Deluxe Carrying Case

Bid High to make sure of recieving games! I will knock down price for
people who buy more!!

To check on current bids, check out my page:
http://msm.byu.edu/complab/joshuam/lynx.htm

Bids and questions to: 0jmorrel@msmlab.byu.edu

The Lynx II comes with the Original box. All games come with Boxes and Manuals. I am conducting an auction, so the highest bidder wins. Bidder will send me a money order for shipping and merchandise before items are shipped.

[Image]
Welcome to my Atari Lynx Auction page!!
I am currently conducting an auction of the following Atari Lynx items. I will post all bids daily, so keep checking my page often!!
All games come with boxes and manuals. Here are the games:

APB $5.00
BLOCKOUT$5.00
BATMAN RETURNS$5.00
BLUE LIGHTNING$5.00
CALIFORNIA GAMES$5.00
CHECKERED FLAG$5.00
CHIPS CHALLENGE$5.00
ELECTROCOP$5.00
GATES OF ZENDOCON$5.00
GAUNTLET$5.00
HARD DRIVIN$5.00
HYDRA$5.00
KLAX$5.00
MS PACMAN
PAPERBOY$5.00
PINBALL JAM$5.00
PIT FIGHTER$5.00
ROADBLASTERS$5.00
ROBOSQUASH$5.00
RYGAR$5.00
S.T.U.N. RUNNER$5.00
SHADOW OF THE BEAST$5.00
SHANGHAI$5.00
TODD IN SLIME WORLD$5.00
STEEL TALONS$5.00
VIKING CHILD$5.00
WARBIRDS$5.00
XENOPHOBE$5.00
ZARLOR MERCENARY$5.00

Check out Kurt Olson's Lynx page for reviews on each game!!
[Image]Click here!!!

I also have the following accessories for auction:

Lynx II$5.00
Deluxe carrying case$5.00
AC Adapter$5.00
Car Adapter$5.00

Bid high!! If you buy more, I will knock off some from the price!!

Please send all bids or questions to:
0jmorrel@msmlab.byu.edu

I reserve the right to make the final decision on selling price. I will calculate shipping, and buyer will send me a money order for shipping and equipment before they are shipped.

536. GIF, JPEG scanning service. FREE OFFER! A pictures worth a thousand words! (ZrQHpU)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-13 00:00:00 UTC
From: scanning@XXX1324noreply.com
Message-ID: <Op5U8BgG8GA.134@uptgmsnb01>
Source record: 6581

Why don't you print or save this info in case you need it in the future?

Hello Friends,
It's time to take full advantage of the online medium by having your photographs scanned today! Once your pictures are scanned into one of three formats (GIF, JPEG, or BMP) you can do many exciting things with them.

-You'll easily be able to attach them to emails and send them to people your chatting with online. No more having to try and explain what you look like!

-You can also use your photos in all kinds of fun projects: build web pages; design your own greeting cards; make personalized stationary,desktops, and screen savers- the list is endless!

- Scan pictures of yourself, your pet, your vacation, or whatever you choose!

Cyber Services will scan ANY photograph, drawing, magazine clipping, or other artwork to an image file, and email or US mail it (on disk) back to you within 24 hours of its receipt. (You must be able to receive file attachments to get your file(s) via email. Check with your ISP if your not sure.) PRIVACY & CONFIDENTIALITY ARE ASSURED. You'll also receive helpful technical tips on everything from renaming your file to saving time when sending it to people via email.

We scan all our images in 16.7 million colors for best quality. For just $1 extra we can enlarge or crop your photo, blur out a body part, or ad text (such as your name or email address).

Best of all, as a FREE GIFT to you (limited time only), IF YOU CHOOSE TO, we'll reserve you a FREE PAGE (or pages) in our "Internet Date-Site" (Now under construction!!!). This web site contains pages classified by local area and sexual preference. There's also a erotic image gallery (must be legal age to enter), and a "special interests" section. That's right, you can have your own page on the internet for just $4! (Note: You're responsible for answering your dog's email!) Your free page(s) will include any or all of the following: Your scanned photo(s) (You pick which ones- You can have some, none or all of your photos posted on your page), your email address with an icon visitors can click to send you mail, and a brief profile about you. We'll remove or modify your page, at your request, at anytime! When the "Date-Site" opens for business, you'll receive an email notifying you of the address of your personal web page. You can give the address to people and they can view it from any internet
connection! There are millions and millions of people on the internet.It's

time you start meeting them! (This service won't be free for long so act now!)

If you have any questions regarding our services, please call us at (541)744-5718.

Ordering Information:

Price: $4 for first scan, $3 for each additional scan
Extras: $1 each to add personalized information. (name/email)
$1 each to have image modified (enlarged, body part blurred, etc..)
$2 to have image files mailed to you on a floppy disk (IBM or MAC).
$1 credit card processing fee (Visa/Mastercard users only)

If you would like your photographs returned to you please include a self addressed stamped envelope. Otherwise they will be destroyed.

Order Form (PRINT OUT or COPY CLEARLY):

Name (optional):

Email Address or Screen name (PRINT CLEARLY! You must be able to receive file attachments. Otherwise include $2 for shipment on floppy disk.):

Address (optional unless having shipped on disk):

Phone number (optional):

File type (GIF, JPEG, or BMP. GIF recommended):

Extras (Exact personalized info you want printed on scan):

Disk Format (if having mailed on a floppy): IBM or MAC

Payment method (Cash, Check, Money Order, or Visa/Mastercard):
Please make checks payable to Cyber Services.

Credit Card # (credit card orders only):

Expiration date:
Don't forget to include the $1 processing fee if your paying with your credit card.

Do you want the FREE GIFT? Yes or No (circle one)
-Web Page(s) in our "Internet Date-Site" (under construction). You can have a page for yourself, a page for your car, and a page for your cat! Be sure to indicate where you want your page (F4M, M4F, F4F, F4M, or Couples) and which of the following info you want on your page (print clearly): State and Town, email address, year or birth, physical description, quote/message (under 30 words please). Please indicate which photos you want on your page (if any) if you don't want them all to be displayed. If your want your nude/erotic photos displayed in our erotic image gallery YOU MUST include a signed statement that your are over 18 years of age or older and give us

consent to display your nude/erotic photo, and be sure to tell us if your want it displayed with your info or anonymously.

Mail the above information and photos with payment to:

Cyber Services
2852 Willamette St. #131
Department 1
Eugene, OR 97405

Orders sent overnight will be given first priority.

Erotic/Nude photo's will be accepted providing everyone in them is of legal age.

Questions? Call (541)744-5718

Please help our small business grow by sharing this info with someone you think could use it.

Thank You!

(ZrQHpU)

537. READ ME!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-13 00:00:00 UTC
From: A Pissed Off American <j_bond_007@hotmail.com>
Message-ID: <3303F22C.4731@hotmail.com>
Source record: 6582
Cross-posted to: alt.games.lynx,alt.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.atari.2600vcs,misc.wanted,comp.sys.atari.programmer,

Sorry about the wrong URL!!

Here is the right one:

http://msm.byu.edu/complab/emp/joshuam/lynx.htm

Thanks!!

538. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-14 00:00:00 UTC
From: Snowy@studbox.uni-stuttgart.de
Message-ID: <1071.6984T685T1464@studbox.uni-stuttgart.de>
Source record: 6583
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

Darwin Ouyang had the following to say about Re: holes in nt, unix, AS400s, PGP etc ..
DO> In article <2560.6983T46T1379@studbox.uni-stuttgart.de>,
DO> Nicholas Stallard <Snowy@studbox.uni-stuttgart.de> wrote:

>>I suppose nobody tried to telnet to port 135 under NT,
>>typed about 30 characters and then pressed return and closed
>>the telnet session again.

>>And then watched the load on the machine go up to 100% almost locking
>>the machine..

>>But that might be fixed now. but things like these can bring down
>>systems :-((

DO> I think it was fixed about 24 hours after it was reported. :)

Funnily enough, all the internet cafe`s around here (read: I have been
to) run exactly that copy of NT that still has that bug :-)

Cya

Nicholas

--

: Irc: Yagger ....
..:.................:... : Snowy@studbox.uni-stuttgart.de
:.: :..: : http://home.pages.de/~Snowy/ ...
:.....................................:.:
:
Any sufficiently advanced technology is indistinguishable from magic:

539. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-14 00:00:00 UTC
From: jmaxwell@csugrad.cs.vt.edu
Message-ID: <5e320m$qq9@csugrad.cs.vt.edu>
Source record: 6584
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

Darwin Ouyang wrote:
] >] I think it was fixed about 24 hours after it was reported. :)
]
] >Really? It still works on the NTs in the lab. Could you do me
] >the favor of telling Microsoft for me, so they can fix it?
]
] Why don't you look it up yourself?
]
] Better yet, here, I'll post the text file for you.

Strange. It still works in the lab, even after you posted the
text file. .. I thought we were talking about quality in OSs
having to go to extra trouble to download fixes is not what I
would call quality; my mistake, sorry.

--
thur Mail Address: LordArthur@vt.edu or jmaxwell@vt.edu
n r
a JAMax "When a true genius appears in the world, you may know him
h o w by this sign, that the dunces are all in confederacy
tan lle against him." --Jonathan Swift

540. Computer Reseller News is an Intel/MS rag, figured you'd be interested in this. . .

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-15 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <3305D14F.1222@tiac.net>
Source record: 6585

A friend returned from Comdex and was talking about his experience. He said, in a room of
new Intel processors, nothing worked, everything
overheated, software froze up. He was
surprised.

Talking with his friend/computer publisher who saw all this
with him, he asked, 'So what
will you report about this?' The publisher said: 'If I said
anything much against Intel or
Microsoft, I would be unemployed in a few months.'

This guy publishes Computer Reseller News out of Long
Island. He knows one just
doesn't criticize the money tree. Shake it when they say
shake -- and the money will fall.
That's life. It may have been obvious to anyone who has
tried to read the computer press
these many years (in between barfs) that these experiences
are typical. But they still greatly
disturb. [posted 27 November 1996, submitted by Alan
Thibideau]

To see more, head to. . .

http://www.vcnet.com/bms/page7.html

BR Miller
Boston, MA

541. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-15 00:00:00 UTC
From: dleblanc@mindspring.com
Message-ID: <5e4mrf$hq8@camel0.mindspring.com>
Source record: 6586
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) wrote:

>Darwin Ouyang wrote:
>] >] I think it was fixed about 24 hours after it was reported. :)

>] >Really? It still works on the NTs in the lab. Could you do me
>] >the favor of telling Microsoft for me, so they can fix it?

>] Why don't you look it up yourself?

>] Better yet, here, I'll post the text file for you.

>Strange. It still works in the lab, even after you posted the
>text file. .. I thought we were talking about quality in OSs
>having to go to extra trouble to download fixes is not what I
>would call quality; my mistake, sorry.

If you could name me a single OS which has never had any fixes, then
I'd grant that you have a point.

Your poor sysadmins have repeatedly shown they really aren't very well
acquainted with NT, nor do they stay current. Giving you more than a
guest level account is proof of this.

David LeBlanc |Why would you want to have your desktop user,
dleblanc@mindspring.com |your mere mortals, messing around with a 32-bit
|minicomputer-class computing environment?
|Scott McNealy

542. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-15 00:00:00 UTC
From: jmaxwell@csugrad.cs.vt.edu
Message-ID: <5e522g$6ek@csugrad.cs.vt.edu>
Source record: 6587
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

David LeBlanc wrote:
] jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) wrote:
] >] >] I think it was fixed about 24 hours after it was reported. :)
] >] Why don't you look it up yourself?
] >] Better yet, here, I'll post the text file for you.
]
] >Strange. It still works in the lab, even after you posted the
] >text file. .. I thought we were talking about quality in OSs
] >having to go to extra trouble to download fixes is not what I
] >would call quality; my mistake, sorry.
]
] If you could name me a single OS which has never had any fixes,
] then I'd grant that you have a point.

A quality OS wouldn't have so many of these trivial problems, you
are right about the bugs in general though. Does IBM for some
mainframes still come out to the site to fix problems?

] Your poor sysadmins have repeatedly shown they really aren't
] very well acquainted with NT, nor do they stay current. Giving
] you more than a guest level account is proof of this.

Actually they know NT very well -- maybe more well than you do.
The head guy has worked for Microsoft for several years,
including working on the OS (not apps).

There are just too many little things to do getting a whole lab
full of NT set up, apparently -- at least a lab where students
come in and abuse the computers.

And I know you are so concerned about this, but I have had an NT
user account for some time now. But I prefer to boot into DOS
from my NFS boot disk... NT locks up when I try to play certain
games.

] David LeBlanc |Why would you want to have your desktop user,

--
thur Mail Address: LordArthur@vt.edu or jmaxwell@vt.edu
n r
a JAMax "Real programmers can write assembly code in any language"
h o w --Larry Wall in <8571@jpl-devvax.JPL.NANS.GOV>
tan lle

543. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-15 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <33071813.12399789@news.onramp.net>
Source record: 6588
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

On 15 Feb 1997 14:16:32 -0500, jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) wrote:

>A quality OS wouldn't have so many of these trivial problems, you
>are right about the bugs in general though. Does IBM for some
>mainframes still come out to the site to fix problems?

A 'quality OS' can frequently have these problems...or will you suggest Linux isn't a quality OS? There are bugs and security flaws in _any_ OS. Patches fix those bugs, and a measure of the quality of the vendor is the speed at which those are addressed if they are real problems.

>Actually they know NT very well -- maybe more well than you do.
>The head guy has worked for Microsoft for several years,
>including working on the OS (not apps).

That means nothing. I also find it hard to believe that a programmer of Microsoft operating systems is now working as a (lowly, by comparative standards) Sysadmin for a local college(?) unless he *really* screwed up his old job.

>There are just too many little things to do getting a whole lab
>full of NT set up, apparently -- at least a lab where students
>come in and abuse the computers.

Quite frankly, if they're set up properly, which any NT-familiar person can easily do, they should be next to impossible to screw up unless someone *really* knows what they're doing, or has a copy of DOSNTFS lying around.

Also, if it's set up properly, getting updates to a wide variety of machines, especially assuming it's the same update to all machines of a given class, is *trivial*.

In other words, it really sounds like your SysAdmin has no idea of what he's doing.

Reachable at: 713 629 6947 nights
Please quote in all replies

544. FOR SALE: Falcon 030 + Video Synthesizer development system...

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-15 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1502971450530001@tdw.vip.best.com>
Source record: 6589
Cross-posted to: comp.sys.atari.advocacy,z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.programmieren,z-netz.rechner.atari.programmieren

```
FOR SALE: Falcon 030 + Video Synthesizer development system...

All information is on the web at:

http://www.tecnation.com/14/sale/

END

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.
http://www.tecnation.com

"Together, we can dream a new world into reality."
- Deepak Chopra
```

545. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-16 00:00:00 UTC
From: Snowy@studbox.uni-stuttgart.de
Message-ID: <3372.6986T1265T911@studbox.uni-stuttgart.de>
Source record: 6491
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

David LeBlanc had the following to say about Re: holes in nt, unix, AS400s, PGP etc ..

DL> jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) wrote:

>>David LeBlanc wrote:

>>] Your poor sysadmins have repeatedly shown they really aren't
>>] very well acquainted with NT, nor do they stay current. Giving
>>] you more than a guest level account is proof of this.

>>Actually they know NT very well -- maybe more well than you do.
>>The head guy has worked for Microsoft for several years,
>>including working on the OS (not apps).

DL> Maybe he's just overworked, then. Troublemakers like you don't make
DL> his job easier. Your school goes to a lot of expense to have
DL> resources like that, so you abuse them.

Depends what you call abuse.

a) trying everything to bring the network down
b) play network games
c) load the machine with some hires raytracing
d) suck up lan`s bandwith by having about 25 IE`s open

>>There are just too many little things to do getting a whole lab
>>full of NT set up, apparently -- at least a lab where students
>>come in and abuse the computers.

DL> It is about the most hostile environment I can think of. Good thing
DL> for you that I'm not your sysadmin. I'd log every damn thing you did,
DL> and the first time you started tossing off denial of service attacks,
DL> I'd have you thrown out of school. After the first couple of games
DL> you pulled, I'd pop up a message box when you logged in that said "I'm
DL> watching you". I had my network patched against the port 135 attack
DL> less than 24 hours after it was reported. I also posted a work-around
DL> to various security lists before it was patched.

You may have done so, but the 3 different NT machines I had
the chance to get my hands on had not..
And not so dangerous are the bugs that are publicly known
(and will be fixed sooner or later)
but the unknows bugs that hackers keep to themselves so they have
a foot in the doorway ...

>>And I know you are so concerned about this, but I have had an NT
>>user account for some time now. But I prefer to boot into DOS
>>from my NFS boot disk... NT locks up when I try to play certain
>>games.

DL> This is a serious error - there is no way you should be able to boot
DL> the machine from floppy.

There is no reason why it even should have a floppy. Why not get a cheap
intel box, plug in some scsi hostadapter and a scsi Zip drive.. that should
make those happy that need to save a lot of data onto removable media.

DL> I'd make a special "bozo" group just for you - give you write
DL> permission nowhere, and only give you execute permission for solitaire
DL> and minesweeper.

Good job you know your system :) The internet cafe I visited had NT
and we had root access. we could have turned the system upside down
and inside out. (enough "manpower" was available since the 6 of us
are all information science students (all differnent levels))

I guess that some/most people running and administrating some NT
LAN don`t know all the bugs etc etc.. you see :(

Cya

Nicholas

--

: Irc: Yagger .....
..:.....:... : Snowy@studbox.uni-stuttgart.de
:.: :..: : http://home.pages.de/~Snowy/ ...
:.....:.:
:
Any sufficiently advanced technology is indistinguishable from magic:

546. SuperComputers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-16 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <3307916D.513A@lightspeed.net>
Source record: 6492

The other day my dad made a very good point. The only reason that computers for home use are so ridiculously fast is because of the bloatware that is produced for the ibm compatibles. This is very true. To run much of the software you have to have AT LEAST 8 megs of ram AND a pentium pro whatever. Essentially you are running a supercomputer where you shouldn't be having to. I rediscovered the atari 520 st and am reassured in my belief about bloatware and supercomputers. I use datamanager and st word writer on the st. These are fabulous programs and run perfectly well on my floppy drive driven 8 mhz 512k computer. Try running pagemaker on something similiar! For the atari I have heard of PageStream which would run on the 1meg machines. This is how it should be. You should not have to pay ridiculous amounts of money to buy a supercomputer so you can run software that is difficult to use and doesn't produce(easily) what you want.
Dan

547. Re: SuperComputers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-16 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-1602971647300001@metricom15.ucsc.edu>
Source record: 6493

In article <3307916D.513A@lightspeed.net>, village1@lightspeed.net wrote:

>The other day my dad made a very good point. The only reason that
>computers for home use are so ridiculously fast is because of the
>bloatware that is produced for the ibm compatibles. This is very true.
>To run much of the software you have to have AT LEAST 8 megs of ram AND
>a pentium pro whatever. Essentially you are running a supercomputer
>where you shouldn't be having to. I rediscovered the atari 520 st and
>am reassured in my belief about bloatware and supercomputers. I use
>datamanager and st word writer on the st. These are fabulous programs
>and run perfectly well on my floppy drive driven 8 mhz 512k computer.
>Try running pagemaker on something similiar! For the atari I have heard
>of PageStream which would run on the 1meg machines. This is how it
>should be. You should not have to pay ridiculous amounts of money to
>buy a supercomputer so you can run software that is difficult to use and
>doesn't produce(easily) what you want.

This sort of argument works only as long as you don't think about how bloated the ST is compared to its predecessors. I remember magazine articles proclaiming that 64K was more memory than anybody would ever need, when all three of the major 8-bit computers started shipping that much (Atari, Apple, Commodore).

Also, a major factor which drives the power and memory capacity of home computers up is games. If there were any texture mapped 3D games on the ST, you would quickly discover why an extremely fast CPU and lots of RAM are absolutely required. Twenty years ago, it really would have taken a supercomputer to run something like Doom, and Doom itself is getting a bit dated these days.

From a certain perspective, both your dad and the folks who said that 64K was enough are correct. That perspective basically says that new computers are only good for running old software. However, extra CPU power and memory allow the inclusion of features in newer programs which are simply impossible to have on the older generation of machines.

Mind you, I'm not advocating program bloat. There are clearly many programs which are much larger and slower than they need to be (most Microsoft products fall into this category). But to say that all the power and memory capacity of modern computers is worthless is simply false.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

548. Re: SuperComputers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-16 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <3307C3C8.75FF@lightspeed.net>
Source record: 6494

> ...extra CPU
>power and memory allow the inclusion of features in newer programs which
>are simply impossible to have on the older generation of machines.

If you haven't used st word writer, you should really try it. It's a heck of alot better than word for windows, and it runs in 512k. That's how software should be. This ibm compatible is an 8meg dx2 66. I can't see doing anything that possibly could not be appropriate for this machine. Word runs just fine and so does win95. People forget there roots when they say you've got to have 32megs running at ppro 200. When win 3.x came out it was sold on 2 meg machines with sx 25 cpus. If software is written efficiently then it can still have just as many features(even though most are uneeded anyway) and run perfectly well.
P.S.
My dad refuses to upgrade, and still runs Accounting II plus, on his apple II plus. The reason being is that it's fast, it's incredibly easy to use and IT JUST WORKS! (And it's kept on working for 16 some odd years).

549. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-16 00:00:00 UTC
From: jmaxwell@csugrad.cs.vt.edu
Message-ID: <5e7pia$a3g@csugrad.cs.vt.edu>
Source record: 6495
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

David Corn wrote:
] jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) wrote:
]
] >A quality OS wouldn't have so many of these trivial problems,
] >you are right about the bugs in general though. Does IBM for
] >some mainframes still come out to the site to fix problems?
]
] A 'quality OS' can frequently have these problems...or will you
] suggest Linux isn't a quality OS? There are bugs and security
] flaws in _any_ OS.

No doubt, but NT has an aweful lot of bugs for me to consider it
a quality product. At least compared to AS400s, from what I've
heard of both.

--JAM

550. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-16 00:00:00 UTC
From: jmaxwell@csugrad.cs.vt.edu
Message-ID: <5e7p1i$am1@csugrad.cs.vt.edu>
Source record: 6496
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

David LeBlanc wrote:
] jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) wrote:
] >David LeBlanc wrote:

] >] Your poor sysadmins have repeatedly shown they really aren't
]
] >Actually they know NT very well -- maybe more well than you
]
] Maybe he's just overworked, then. Troublemakers like you don't
] make his job easier. Your school goes to a lot of expense to
] have resources like that, so you abuse them.

Troublemaker .. me? Abuse resources .. what?

Actually you got me into some hot water here by telling the
admins that I had used this NT RPC bug -- when I had not. I
should not have used wording like "it still works here" without
also adding that I knew this from overhearing conversations in
the lab.

But you should also not have jumped to conclusions.

] >There are just too many little things to do getting a whole
] >lab full of NT set up, apparently -- at least a lab where
] >students come in and abuse the computers.
]
] It is about the most hostile environment I can think of. Good
] thing for you that I'm not your sysadmin. I'd log every damn
] thing you did, and the first time you started tossing off
] denial of service attacks, I'd have you thrown out of school.

I'm sure they do log as much as they feel necessary. But in fact
the most hostile thing I did was to install WinZip before they
had got all the permissions right. It crashed halfway through
and now everytime anybody goes to use it, they get the installer! :(

] After the first couple of games you pulled, I'd pop up a
] message box when you logged in that said "I'm watching you".
[and make it so you couldn't get any work done]

You give administrators a bad name .. jumping to conclusions,
harassing users, making it hard for them to get their work done.

] I'd make a special "bozo" group just for you - give you write
] permission nowhere, and only give you execute permission for

] solitaire and minesweeper.

I think the bozo group has people that forget to kill Netscape on
the unix boxes. So I make sure I don't leave one going ;)

] David LeBlanc |Why would you want to have your desktop user,

--
thur Mail Address: LordArthur@vt.edu or jmaxwell@vt.edu
n r
a JAMax "Last week I saw a woman flayed, and you will hardly
h o w believe, how much it altered her person for the
tan lle worse." --Jonathan Swift

551. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-16 00:00:00 UTC
From: dleblanc@mindspring.com
Message-ID: <5e7a9k$le8@camel1.mindspring.com>
Source record: 6590
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) wrote:

>David LeBlanc wrote:

>] Your poor sysadmins have repeatedly shown they really aren't
>] very well acquainted with NT, nor do they stay current. Giving
>] you more than a guest level account is proof of this.

>Actually they know NT very well -- maybe more well than you do.
>The head guy has worked for Microsoft for several years,
>including working on the OS (not apps).

Maybe he's just overworked, then. Troublemakers like you don't make
his job easier. Your school goes to a lot of expense to have
resources like that, so you abuse them.

>There are just too many little things to do getting a whole lab
>full of NT set up, apparently -- at least a lab where students
>come in and abuse the computers.

It is about the most hostile environment I can think of. Good thing
for you that I'm not your sysadmin. I'd log every damn thing you did,
and the first time you started tossing off denial of service attacks,
I'd have you thrown out of school. After the first couple of games
you pulled, I'd pop up a message box when you logged in that said "I'm
watching you". I had my network patched against the port 135 attack
less than 24 hours after it was reported. I also posted a work-around
to various security lists before it was patched.

>And I know you are so concerned about this, but I have had an NT
>user account for some time now. But I prefer to boot into DOS
>from my NFS boot disk... NT locks up when I try to play certain
>games.

This is a serious error - there is no way you should be able to boot
the machine from floppy.

I'd make a special "bozo" group just for you - give you write
permission nowhere, and only give you execute permission for solitaire
and minesweeper.

David LeBlanc |Why would you want to have your desktop user,
dleblanc@mindspring.com |your mere mortals, messing around with a 32-bit
|minicomputer-class computing environment?
|Scott McNealy

552. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-17 00:00:00 UTC
From: wjhSPAM@cise.ufl.edu
Message-ID: <330899a6.89314281@usenet.cise.ufl.edu>
Source record: 6497
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

On 16 Feb 1997 15:09:46 -0500, jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) wrote:

>David Corn wrote:
>] jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) wrote:

>] >A quality OS wouldn't have so many of these trivial problems,
>] >you are right about the bugs in general though. Does IBM for
>] >some mainframes still come out to the site to fix problems?

>] A 'quality OS' can frequently have these problems...or will you
>] suggest Linux isn't a quality OS? There are bugs and security
>] flaws in _any_ OS.

>No doubt, but NT has an aweful lot of bugs for me to consider it
>a quality product. At least compared to AS400s, from what I've
>heard of both.

You must not consider *any* OS to be a quality product then. Take a look at the list of bugs for SunOS, Solaris, AIX, etc. You'll be amazed. Search the web for the list of security holes in Solaris or SunOS, if you haven't already. Check out IBM's AIX web site and browse the fixes directories. AIX 4.1.4 was unusable in the state it was shipped to us as soon as you enabled NFS. I had to download over 70 separate patches to get the OS stable for my labs. I consider all of the above OS's quality products; even NT. I don't expect any OS to be perfect.

--
Wayne Hyde | System Administrator
wjhSPAM@cise.ufl.edu | Delete 'SPAM' from my address before replying.
http://coop.wec.ufl.edu/wjh | I speak for me, not my employers

553. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-17 00:00:00 UTC
From: jmaxwell@csugrad.cs.vt.edu
Message-ID: <5eaj3s$9tf@csugrad.cs.vt.edu>
Source record: 6498
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

Wayne Hyde wrote:
] jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) wrote:

] >] >A quality OS wouldn't have so many of these trivial problems,
]
] >] A 'quality OS' can frequently have these problems...or will you
]
] >No doubt, but NT has an aweful lot of bugs for me to consider
] >it a quality product.
]
] You must not consider *any* OS to be a quality product then.
] Take a look at the list of bugs for SunOS, Solaris, AIX, etc.
] You'll be amazed. Search the web for the list of security
] holes in Solaris or SunOS, [...]

What about BeOS or QNX? I haven't heard of many problems with
them. Still, it is pretty obvious that most of the common OSs
could have quality improved by huge amounts.

--JAM

554. Naw, he's still here

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-18 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5ebvd8$r7b@ash.ridgecrest.ca.us>
Source record: 6499

```
Return-Path: <ps10600@mail.cedarnet.org>
Received: from www.cedarnet.org (www.cedarnet.org [206.29.224.1])
by ridgecrest.ca.us (8.8.5/8.8-custom) with SMTP
id XAA23610 for <mgrove@owens.ridgecrest.ca.us>; Mon, 17 Feb 1997 23:00:28 -0800 (PST)
From: ps10600@mail.cedarnet.org
Posted-Date: Mon, 17 Feb 1997 23:00:28 -0800 (PST)
Received-Date: Mon, 17 Feb 1997 23:00:28 -0800 (PST)
Received: from localhost by www.cedarnet.org via SMTP (940816.SGI.8.6.9/940406.SGI.AUTO)
for <mgrove@owens.ridgecrest.ca.us> id AAA17261; Tue, 18 Feb 1997 00:58:10 -0600
Newsgroups: comp.sys.atari.advocacy
Date: Tue, 18 Feb 1997 00:57:58 -0600 (CST)
X-Sender: ps10600@www.cedarnet.org
To: Michael Grove <mgrove@ridgecrest.ca.us>
Subject: Re: Mac Cubase system cheaper than TOS one..
In-Reply-To: <5drvil$jhu@ash.ridgecrest.ca.us>
Message-ID: <Pine.SGI.3.95.970218005145.16169B-100000@www.cedarnet.org>
References: <1997Jan28.203639.1@cobra.uni.edu> <32F270C6.650D@intuit.com>
<1997Feb1.170235.1@cobra.uni.edu> <32F6465C.79A5@intuit.com>
<5d66tl$ehi@ash.ridgecrest.ca.us> <3300B88A.2DCB@intuit.com>
<5drvil$jhu@ash.ridgecrest.ca.us>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-UIDL: bf00b9937502c20d5cf12bb137a00176

On Wed, 12 Feb 1997, Michael Grove wrote:

> > > Well, I guess my reply to Sincrap concerning his
> > > statement "I threatened his life" not making it to the
> > > newgroup wasn't because of saying the word Fuck.

You did through email.. And your Postmaster read you the riot act..What
part do you not understand?

> > I wonder what happened to Mr. Sinclap? I wonder why he hasn't responded
> > to my post?

I have not seen your post until now..Must be the slow newsreader..

> >
> I fear he still lurks...dundunt dundunt dundunt dundunt dundun

Just your imagination..

> Mike

Peter(formely sinclap)
```

I did what through e-mail? The only mail I sent you was an article you posted in this newsgroup, several copies:).

No, I was not read the riot act. I was very nicely asked to not send mail to you anymore if you did not wish it. I complied. We have a pretty decent provider here, and after sitting in on a few of your post, all he could say was that we needed a moderator. I thought we had one, but somehow you have put fear in him. If I could figure out what he did to you a while back, fear not, your post would not apear here, nor your email arrive at my private email address. I don't like you or any crap you post. The other Mac advocates at least have a knowledge of their systems and know somewhat about computer hardware. The defend their statements with facts and admit when their wrong. You do none of these. You, Sir, are just a shit brewer.

No, the slow server is at your end. No filtering on this end. If your just seeing that post, you have had your head up your ass for quite some time.

Michael

P.S. I hope everybody takes note of the new mail address for Mr. Sinclap. It's to late to send him a Valentine, but Easter is on its way.

555. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-18 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3309DA0F.2781E494@fir.fbc.com>
Source record: 6500

I never understodd the NeXT acquisition, Apple could have bought BEOS for $300 mil and had an OS, instead they spend $400 mill, buy NeXT and still have no OS, now they have to make $400 mill in cut-backs and still no OS, in a few months they may have an OS but whats the point, by then they will have lost more and more of the market.

Schools are all going to the Wintel platform, the corporate mentality is that if it don't do Intel and Windows they don't touch it (unless its UNIX) and the home market has all but gone the Wintel way as well. DTP publishing is faster on a Pentium Pro these days with PageMaker then on a Mac, they have little left.

Not a very fair end to a superb 10 years ahead of its time computer system. Gee sounds like the Atari 400/800 computers doesn't it? Computer so way ahead of their time, Warner didn't know what to do with them or how to sell them. Even the ST's with TOS was fantastic machines (TOS could've still used a little more brushing up in the user friendliness area's) but they were incredible machines, the only problem, they didn't say 2 things on the case: Intel Inside and Windows Ready. The whole world revolves are Microsoft and Intel, its really just annoying.

Curt

556. Re: Apple to lay-off one quater of work force

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-18 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5ecvb9$dsl@morgoth.sfu.ca>
Source record: 6501

Curt Vendel <cvendel@fir.fbc.com> writes:

>I never understodd the NeXT acquisition, Apple could have bought BEOS
>for $300 mil and had an OS, instead they spend $400 mill, buy NeXT and
>still have no OS, now they have to make $400 mill in cut-backs and still
>no OS, in a few months they may have an OS but whats the point, by then
>they will have lost more and more of the market.

The BeOS would not be acceptable in its current form. It has no printing
support, a very raw GUI, applications need to be recompiled at every OS
revision, no backwards compatibility and it doesn't support key Apple
technologies. Neither purchase would have resulted in a ready to use OS.

>Schools are all going to the Wintel platform, the corporate mentality is
>that if it don't do Intel and Windows they don't touch it (unless its
>UNIX) and the home market has all but gone the Wintel way as well.

But NeXTStep is UNIX.

>DTP
>publishing is faster on a Pentium Pro these days with PageMaker then on
>a Mac, they have little left.

I doubt it and Apple still rules in most for money color publishing and
graphic art firms.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

557. Re: Naw, he's still here

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-18 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <330A243B.4F15@intuit.com>
Source record: 6502

Michael Grove wrote:
>
>
> P.S. I hope everybody takes note of the new mail address for
> Mr. Sinclap. It's to late to send him a Valentine, but Easter
> is on its way.

I'm STILL waitin' for a response. Will Mr. Sinclap admit he doesn't know jack about digital audio production? Will he admit that the Falcon is a cost effective and currently viable platform for digital audio production? Will he ever post again? Stay tuned for the next chapter..

-Mark

558. Re: SuperComputers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-18 00:00:00 UTC
From: JEDI
Message-ID: <5ed805$fjq@lana.zippo.com>
Source record: 6503

In article <3307916D.513A@lightspeed.net>, Dan says...
>
>The other day my dad made a very good point. The only reason that
>computers for home use are so ridiculously fast is because of the
>bloatware that is produced for the ibm compatibles. This is very true.
>To run much of the software you have to have AT LEAST 8 megs of ram AND

In clones, the essential problem is lack of RAM.
The newer cloner OSes are too big for their britches.
Even the relative runt 'Windows 3.1' required 8 megs
to even be usable; 4M+Win31 = Sub-ST. And even at that
level, clones are crippled. You will be depending on
the HD to allow you adequate memory to run your programs.
That will tend to make your system run at the speed of
disk.

Even Linux developers admit that too much dependence upon
virtual memory is something that will adversely effect
performance. Win3.1 was a VM junkie. The rest are worse
as they're bigger.

CPU speed is not that critical. If it is, you'd likely be just
as well serviced by a PlayStation.

Without enough physical memory, your system will never get the
opportunity to show you how slow it's cpu is.

Even a slow ST trumps a fast hard drive.

According to the wife, this DX4/100 sped up by 10x when I
did nothing more but increase the physical ram from 8M to 32M.
She still suspects that I upgraded the cpu without telling her...

559. Re: SuperComputers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-18 00:00:00 UTC
From: JEDI
Message-ID: <5ed6c1$c4a@lana.zippo.com>
Source record: 6504

In article <bwanga-1602971647300001@metricom15.ucsc.edu>, bwanga@cats.uc*sc.edu says...
>
>In article <3307916D.513A@lightspeed.net>, village1@lightspeed.net wrote:
>
>>The other day my dad made a very good point. The only reason that
>>computers for home use are so ridiculously fast is because of the
>>bloatware that is produced for the ibm compatibles. This is very true.
>>To run much of the software you have to have AT LEAST 8 megs of ram AND
>>a pentium pro whatever. Essentially you are running a supercomputer
>>where you shouldn't be having to. I rediscovered the atari 520 st and
>>am reassured in my belief about bloatware and supercomputers. I use
>>datamanager and st word writer on the st. These are fabulous programs
>>and run perfectly well on my floppy drive driven 8 mhz 512k computer.
>>Try running pagemaker on something similiar! For the atari I have heard
>>of PageStream which would run on the 1meg machines. This is how it
>>should be. You should not have to pay ridiculous amounts of money to
>>buy a supercomputer so you can run software that is difficult to use and
>>doesn't produce(easily) what you want.
>
>This sort of argument works only as long as you don't think about how
>bloated the ST is compared to its predecessors. I remember magazine
>articles proclaiming that 64K was more memory than anybody would ever

Apparently they weren't paying attention to any of the HLL coded,
portable, layered operating systems floating around larger systems.
Niether were they paying attention to GDI's, VDI's, GUI's or
multitasking.

GEM's 200K of bloat added these to varying degrees.

A part of the shift from the XE to the ST were some revolutions
in microcomputer terms. An ST is not quite the souped up yet bogged
down speedster that a relatively spec'ed clone would be.

A clone with a 'mere' 10x the RAM of an ST would be a crippled
swapping dog. Very few GUI's would run acceptably well on mere
5 Megs.

For anything not too reminiscent of an ST you'd be primarily stuck
runninng QNX, GEOS, or GEM.

Even then, once you up the ante to ~30-40x ST standard memory, you've
only got a more sophisticated copy of the ST multiplied.

If you can do more than a few things at once (6 DA's you know) then 10
years of progress hasn't bought you quite that much. It's evolutionary

progress at best.

>need, when all three of the major 8-bit computers started shipping that
>much (Atari, Apple, Commodore).
>
>Also, a major factor which drives the power and memory capacity of home
>computers up is games. If there were any texture mapped 3D games on the
>ST, you would quickly discover why an extremely fast CPU and lots of RAM
>are absolutely required. Twenty years ago, it really would have taken a
>supercomputer to run something like Doom, and Doom itself is getting a bit
>dated these days.

This is what $200 games consoles are for.
PC's have always been rather poor games machines, especially
mindless shooters...

>
>From a certain perspective, both your dad and the folks who said that 64K
>was enough are correct. That perspective basically says that new
>computers are only good for running old software. However, extra CPU
>power and memory allow the inclusion of features in newer programs which
>are simply impossible to have on the older generation of machines.

Like what? What would it buy me that a PlayStation wouldn't deliver
for FAR less?

As of yet, the best you can come up with is is games.
Just get a Saturn and save yourself the expense of a
2k games machine. You've not even bothered to attempt to
explain why some PET user should dump their apps, let alone
an ST or Amigan...

>
>Mind you, I'm not advocating program bloat. There are clearly many
>programs which are much larger and slower than they need to be (most
>Microsoft products fall into this category). But to say that all the
>power and memory capacity of modern computers is worthless is simply
>false.

You've yet to tell us what substantial benefits have come from
running 5 Meg comms programs and 20Meg word processors on machines
that have been barely able to keep up with the resource demands that
your 'nifty' OSes have been putting on them.

560. Re: SuperComputers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-19 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-1902970343580001@metricom04.ucsc.edu>
Source record: 6505

In article <5ed6c1$c4a@lana.zippo.com>, JEDI wrote:

>In article <bwanga-1602971647300001@metricom15.ucsc.edu>,
bwanga@cats.uc*sc.edu says...

>>This sort of argument works only as long as you don't think about how
>>bloated the ST is compared to its predecessors. I remember magazine
>>articles proclaiming that 64K was more memory than anybody would ever
>
> Apparently they weren't paying attention to any of the HLL coded,
> portable, layered operating systems floating around larger systems.
> Niether were they paying attention to GDI's, VDI's, GUI's or
> multitasking.

Yes, exactly. If more people looked at what the big machines are capable
of, they'd know why it's useful to migrate those features down to the
desktop, and why it's silly to proclaim that a certain level of CPU power
and memory is all anybody could want.

> GEM's 200K of bloat added these to varying degrees.
>
> A part of the shift from the XE to the ST were some revolutions
> in microcomputer terms. An ST is not quite the souped up yet bogged
> down speedster that a relatively spec'ed clone would be.

Are you kidding me? There were no architectural innovations in the ST.
It was basically a 68000 bolted to a bunch of standard peripheral devices,
with as little custom circuitry as possible. It reeks of being basically
the same thing as the 8-bit series, only with larger constants everywhere
(more memory, larger and faster disks, faster CPU, higher res graphics).

The 8-bit was, in several respects, a much more original design. For
example, the ST had a simple and boring frame buffer. The 8-bitters had a
graphics controller with built-in sprite support, and a considerable
amount of reprogrammability that allowed programmers to mix and match
graphics modes.

Despite that, the greater CPU power and memory of the ST allowed much
better games and productivity programs to be written for it. The memory
size alone allowed the basic graphics resolution and color depth to be
much better.

If people had stuck to writing 8-bit style programs for the ST, it would
have never been worth anything. They didn't.

> A clone with a 'mere' 10x the RAM of an ST would be a crippled
> swapping dog. Very few GUI's would run acceptably well on mere

> 5 Megs.

Incorrect. Current versions of the major GUI operating systems don't run too well in that amount, but versions designed in the days when 4 to 8 MB was the normal memory size for new computers did.

My mom uses System 7.0.1 or 7.1 (can't remember which) on a PowerBook 100, with 2 MB RAM and a 20 MB disk. It works fine.

> For anything not too reminiscent of an ST you'd be primarily stuck
> runninng QNX, GEOS, or GEM.
>
> Even then, once you up the ante to ~30-40x ST standard memory, you've
> only got a more sophisticated copy of the ST multiplied.

Only as long as you stick to using software that doesn't try to take advantage of the large memory size.

> If you can do more than a few things at once (6 DA's you know) then 10
> years of progress hasn't bought you quite that much. It's evolutionary
> progress at best.

Atari ST desk accessories were never anything like actually having several full applications open at once.

>>Also, a major factor which drives the power and memory capacity of home
>>computers up is games. If there were any texture mapped 3D games on the
>>ST, you would quickly discover why an extremely fast CPU and lots of RAM
>>are absolutely required. Twenty years ago, it really would have taken a
>>supercomputer to run something like Doom, and Doom itself is getting a bit
>>dated these days.
>
> This is what $200 games consoles are for.
> PC's have always been rather poor games machines, especially
> mindless shooters...

PCs are considerably better than consoles for many types of games. For example, mindless shooters. There's nothing more mindless than Quake, they designed it that way on purpose. And it's really good.

Quake, incidentally, requires about 8 MB RAM. This is not because the game is inefficient. It is because you can't fit the working data set of the game into anything less. There are console versions of Quake planned, but I predict that they will suffer from having to be crunched down; no console of today contains more than about 4 MB of RAM.

>>From a certain perspective, both your dad and the folks who said that 64K
>>was enough are correct. That perspective basically says that new
>>computers are only good for running old software. However, extra CPU
>>power and memory allow the inclusion of features in newer programs which
>>are simply impossible to have on the older generation of machines.
>
> Like what? What would it buy me that a PlayStation wouldn't deliver

> for FAR less?

Besides the kind of games you can't get on a PlayStation, it would buy you
the ability to run lots of serious software with far greater capabilities
than you could get on an Atari.

You might not need those capabilities. If so, don't buy them.

> As of yet, the best you can come up with is is games.
> Just get a Saturn and save yourself the expense of a
> 2k games machine. You've not even bothered to attempt to
> explain why some PET user should dump their apps, let alone
> an ST or Amigan...

I don't intend to. I have at no point attempted to state that people who
are happy with what they've got should change. I am merely trying to
point out that being happy with what you've got doesn't justify slamming
newer software and hardware. It's a strange thing; for some reason people
seem to feel a need to justify their ownership of an orphaned computer by
trying to prove that it's better than anything ever made.

>>Mind you, I'm not advocating program bloat. There are clearly many
>>programs which are much larger and slower than they need to be (most
>>Microsoft products fall into this category). But to say that all the
>>power and memory capacity of modern computers is worthless is simply
>>false.
>
> You've yet to tell us what substantial benefits have come from
> running 5 Meg comms programs and 20Meg word processors on machines
> that have been barely able to keep up with the resource demands that
> your 'nifty' OSes have been putting on them.

When you try to lambast something, it helps if you get some basic facts right:

Operating systems do not force programs to use more resources. It would
be a very odd operating system which effectively told a program "use more
of that disk, or I kill your process now!".

Comms programs don't take up 5 megs. The terminal program I use, ZTerm,
uses a grand total of 440K of RAM. I think that's fairly close to what
STalker, my term program of choice on the ST, used.

Word processors don't take up 20 megs. Even Microsoft Word 6.0. (5.1a is
actually very compact, running in as little as 512K.)

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

561. Re: Naw, he's still here

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-19 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HBTQDCBPUP@data.rhein-main.de>
Source record: 6506

>P.S. I hope everybody takes note of the new mail address for
>Mr. Sinclap. It's to late to send him a Valentine, but Easter
>is on its way.

Mike,
Send him a old easter eg :->

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

562. Re: SuperComputers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-19 00:00:00 UTC
From: JEDI
Message-ID: <5ef9sb$8s4@lana.zippo.com>
Source record: 6507

In article <bwanga-1902970343580001@metricom04.ucsc.edu>, bwanga@cats.uc*sc.edu says...
>
>In article <5ed6c1$c4a@lana.zippo.com>, JEDI wrote:
>
>>In article <bwanga-1602971647300001@metricom15.ucsc.edu>,
>bwanga@cats.uc*sc.edu says...
>
>>>This sort of argument works only as long as you don't think about how
>>>bloated the ST is compared to its predecessors. I remember magazine
>>>articles proclaiming that 64K was more memory than anybody would ever
>>
>> Apparently they weren't paying attention to any of the HLL coded,
>> portable, layered operating systems floating around larger systems.
>> Niether were they paying attention to GDI's, VDI's, GUI's or
>> multitasking.
>
>Yes, exactly. If more people looked at what the big machines are capable
>of, they'd know why it's useful to migrate those features down to the
>desktop, and why it's silly to proclaim that a certain level of CPU power
>and memory is all anybody could want.

Yes. You notice that I've mentioned actual things, mostly architectural,
that the ST bloat brought with it.

>
>> GEM's 200K of bloat added these to varying degrees.
>>
>> A part of the shift from the XE to the ST were some revolutions
>> in microcomputer terms. An ST is not quite the souped up yet bogged
>> down speedster that a relatively spec'ed clone would be.
>
>Are you kidding me? There were no architectural innovations in the ST.
>It was basically a 68000 bolted to a bunch of standard peripheral devices,
>with as little custom circuitry as possible. It reeks of being basically
>the same thing as the 8-bit series, only with larger constants everywhere
>(more memory, larger and faster disks, faster CPU, higher res graphics).

Fight illiteracy: read.

I never mentioned anything about the hardware except for
resource requirements.

[Hardware tangent deleted]

>> A clone with a 'mere' 10x the RAM of an ST would be a crippled
>> swapping dog. Very few GUI's would run acceptably well on mere

>> 5 Megs.
>
>Incorrect. Current versions of the major GUI operating systems don't run
>too well in that amount, but versions designed in the days when 4 to 8 MB
>was the normal memory size for new computers did.
>
>My mom uses System 7.0.1 or 7.1 (can't remember which) on a PowerBook 100,
>with 2 MB RAM and a 20 MB disk. It works fine.

I wouldn't put up with System 6 on that small a system.
Win/Mac users have learned to put up with a lot of crap
for they don't know any better.

>
>> For anything not too reminiscent of an ST you'd be primarily stuck
>> runninng QNX, GEOS, or GEM.
>>
>> Even then, once you up the ante to ~30-40x ST standard memory, you've
>> only got a more sophisticated copy of the ST multiplied.
>
>Only as long as you stick to using software that doesn't try to take
>advantage of the large memory size.

Then you're back to running ST caliber applications. For that
you can just use older ST's and Amigas.

There is no point in handing over your firstborn for a system that
wont be a significant upgrade from what you already have.

>
>> If you can do more than a few things at once (6 DA's you know) then 10
>> years of progress hasn't bought you quite that much. It's evolutionary
>> progress at best.
>
>Atari ST desk accessories were never anything like actually having several
>full applications open at once.

Code your application right, and there is no difference.
You can load it as an app or an acc. STalker was quite
useful in this respect.

>
>>>Also, a major factor which drives the power and memory capacity of home
>>>computers up is games. If there were any texture mapped 3D games on the
>>>ST, you would quickly discover why an extremely fast CPU and lots of RAM
>>>are absolutely required. Twenty years ago, it really would have taken a
>>>supercomputer to run something like Doom, and Doom itself is getting a bit
>>>dated these days.
>>
>> This is what $200 games consoles are for.
>> PC's have always been rather poor games machines, especially
>> mindless shooters...

[Justification for $2000 Games machines]

>>>>From a certain perspective, both your dad and the folks who said that 64K
>>>was enough are correct. That perspective basically says that new
>>>computers are only good for running old software. However, extra CPU
>>>power and memory allow the inclusion of features in newer programs which
>>>are simply impossible to have on the older generation of machines.
>>
>> Like what? What would it buy me that a PlayStation wouldn't deliver
>> for FAR less?
>
>Besides the kind of games you can't get on a PlayStation, it would buy you
>the ability to run lots of serious software with far greater capabilities
>than you could get on an Atari.

Like what? What, specifically, are these atarians missing out on?

>
>You might not need those capabilities. If so, don't buy them.

Before we buy them, it might be nice to know what they are?
Do you even know what they are? Do you even know why it was
you went to the body banks for your last (I believe) Mac.

>
>> As of yet, the best you can come up with is is games.
>> Just get a Saturn and save yourself the expense of a
>> 2k games machine. You've not even bothered to attempt to
>> explain why some PET user should dump their apps, let alone
>> an ST or Amigan...
>
>I don't intend to. I have at no point attempted to state that people who
>are happy with what they've got should change. I am merely trying to
>point out that being happy with what you've got doesn't justify slamming
>newer software and hardware. It's a strange thing; for some reason people
>seem to feel a need to justify their ownership of an orphaned computer by
>trying to prove that it's better than anything ever made.

In the absence of substantive counter assertions, it is difficult
to see how those Fujvocactes are wrong...

You can't even rationalize your own purchase.

>
>>>Mind you, I'm not advocating program bloat. There are clearly many
>>>programs which are much larger and slower than they need to be (most
>>>Microsoft products fall into this category). But to say that all the
>>>power and memory capacity of modern computers is worthless is simply
>>>false.
>>
>> You've yet to tell us what substantial benefits have come from
>> running 5 Meg comms programs and 20Meg word processors on machines
>> that have been barely able to keep up with the resource demands that
>> your 'nifty' OSes have been putting on them.

>
>When you try to lambast something, it helps if you get some basic facts right:
>
>Operating systems do not force programs to use more resources. It would
>be a very odd operating system which effectively told a program "use more
>of that disk, or I kill your process now!".

Then please give a counter example. The above were refering to
Procomm+ and Qmodem as well as Word Perfect and Word 6. Perhaps
you could indicate what nifty things those things do that our
poor Ataris could not do. Or perhaps point us to more austere
solutions that might grant us similar benefits.

At this point it would appear that we either get to cripple our
machines running the latest and greatest or end up running warez
that are no more impressive than our own.

>
>Comms programs don't take up 5 megs. The terminal program I use, ZTerm,
>uses a grand total of 440K of RAM. I think that's fairly close to what
>STalker, my term program of choice on the ST, used.
>
>Word processors don't take up 20 megs. Even Microsoft Word 6.0. (5.1a is
>actually very compact, running in as little as 512K.)

I doubt if other MacVocates would agree.

563. Re: SuperComputers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-19 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-1902971637310001@metricom38.ucsc.edu>
Source record: 6508

In article <5ef9sb$8s4@lana.zippo.com>, JEDI wrote:

>>Yes, exactly. If more people looked at what the big machines are capable
>>of, they'd know why it's useful to migrate those features down to the
>>desktop, and why it's silly to proclaim that a certain level of CPU power
>>and memory is all anybody could want.
>
> Yes. You notice that I've mentioned actual things, mostly architectural,
> that the ST bloat brought with it.

In other words, you agree with my central point. Desirable features can
be added to software, at the cost of increasing size and CPU usage. So
why the hell did you ever start arguing with me? Some perverse need to
naysay anything I write?

>>> A part of the shift from the XE to the ST were some revolutions
>>> in microcomputer terms. An ST is not quite the souped up yet bogged
>>> down speedster that a relatively spec'ed clone would be.
>>
>>Are you kidding me? There were no architectural innovations in the ST.
>>It was basically a 68000 bolted to a bunch of standard peripheral devices,
>>with as little custom circuitry as possible. It reeks of being basically
>>the same thing as the 8-bit series, only with larger constants everywhere
>>(more memory, larger and faster disks, faster CPU, higher res graphics).
>
> Fight illiteracy: read.
>
> I never mentioned anything about the hardware except for
> resource requirements.

OK, I read. You said "A part of the shift from the XE to the ST were some
revolutions in microcomputer terms". I can't interpret this as talking
about software exclusively, because it's such a vague sentence. If you
want to fight illiteracy, learn how to write in a clear and understandable
fashion.

>[Hardware tangent deleted]

What you deleted was by no means a tangent. It basically pointed out that
what made the ST cooler than the 8-bits was software. Software which was
made possible because the hardware had more CPU cycles and bytes.

In other words, I was backing up my original message: that each new
generation of more capable hardware leads to the development of software
which uses it to add new features.

>>> A clone with a 'mere' 10x the RAM of an ST would be a crippled
>>> swapping dog. Very few GUI's would run acceptably well on mere
>>> 5 Megs.
>>
>>Incorrect. Current versions of the major GUI operating systems don't run
>>too well in that amount, but versions designed in the days when 4 to 8 MB
>>was the normal memory size for new computers did.
>>
>>My mom uses System 7.0.1 or 7.1 (can't remember which) on a PowerBook 100,
>>with 2 MB RAM and a 20 MB disk. It works fine.
>
> I wouldn't put up with System 6 on that small a system.

So what? For what my mom does with the machine (essentially it's an electronic typewriter), it is fine. 1MB of free memory is enough to run plenty of useful programs. If you had half a brain you'd realize that what I've been trying to say all along is that different people have different computing requirements. The article of mine to which you so vociferously objected said, more or less, "don't bag on the guys who want the new hardware, they may actually need it for something".

> Win/Mac users have learned to put up with a lot of crap
> for they don't know any better.

Cut out your own crap. I'm really sick of your constant attempts to paint anybody who uses Windows or a Mac as sheep who don't know any better.

>>Only as long as you stick to using software that doesn't try to take
>>advantage of the large memory size.
>
> Then you're back to running ST caliber applications. For that
> you can just use older ST's and Amigas.
>
> There is no point in handing over your firstborn for a system that
> wont be a significant upgrade from what you already have.

Once again, you make my point for me.

>>> If you can do more than a few things at once (6 DA's you know) then 10
>>> years of progress hasn't bought you quite that much. It's evolutionary
>>> progress at best.
>>
>>Atari ST desk accessories were never anything like actually having several
>>full applications open at once.
>
> Code your application right, and there is no difference.
> You can load it as an app or an acc. STalker was quite
> useful in this respect.

Except that when you load it as an accessory, it sticks around forever. You can't quit it to free up its memory. There really isn't any fundamental reason to have accessories. Allowing multiple open applications does the same thing, without forcing the user to decide ahead

of time which programs to use simultaneously.

>>Besides the kind of games you can't get on a PlayStation, it would buy you
>>the ability to run lots of serious software with far greater capabilities
>>than you could get on an Atari.
>
> Like what? What, specifically, are these atarians missing out on?

Photoshop. Digital video effects editing. Migration of more and more
low-end DTP features into regular word processors. Etc.

>>You might not need those capabilities. If so, don't buy them.
>
> Before we buy them, it might be nice to know what they are?
> Do you even know what they are? Do you even know why it was
> you went to the body banks for your last (I believe) Mac.

Oh, come on! Why do you think Atari put a DSP in the Falcon, and the
capability to have 14 MB RAM? Just to sit there while people ran old ST
programs faster? Or to allow a new generation of programs which used the
DSP to do interesting things?

Modern PCs and Macs have more pure number-crunching power than the
Falcon's DSP and CPU combined. Do you honestly deny that this enables
them to run software with cool new features?

>>I don't intend to. I have at no point attempted to state that people who
>>are happy with what they've got should change. I am merely trying to
>>point out that being happy with what you've got doesn't justify slamming
>>newer software and hardware. It's a strange thing; for some reason people
>>seem to feel a need to justify their ownership of an orphaned computer by
>>trying to prove that it's better than anything ever made.
>
> In the absence of substantive counter assertions, it is difficult
> to see how those Fujvocactes are wrong...

Don't look now, but "substantive counter assertions" is a fairly funny
oxymoron. Made even funnier by the fact that you use it in a sentence
which is a bald assertion.

> You can't even rationalize your own purchase.

I don't have to. I'm comfortable with the fact that I bought it because I
like having a fast computer to play with. From a perfectly rational
standpoint, I don't need a home computer *at all*. But computers are my
hobby and I intend to make a career out of designing computer-related
systems. So, I have an expensive toy. It's probably no worse than if I
was addicted to model aircraft instead. (Actually, I suspect I'd spend
much more money if I was into that.)

[much snipped because I frankly don't care]

>>Comms programs don't take up 5 megs. The terminal program I use, ZTerm,
>>uses a grand total of 440K of RAM. I think that's fairly close to what

>>STalker, my term program of choice on the ST, used.
>>
>>Word processors don't take up 20 megs. Even Microsoft Word 6.0. (5.1a is
>>actually very compact, running in as little as 512K.)
>
> I doubt if other MacVocates would agree.

I am not a "MacVocate", a term you seem to have invented to try to insult opponents into submission. Even if I were, agreement would not be required: cold, hard facts speak louder than empty-headed idiots. ZTerm and MS Word 5.1a can each be run if you have about 1/2 meg of free RAM. That is a fact, no matter how much you try to deny it.

I am not going to respond to this thread any more. Get in the last word if you feel that makes you win. I am not going to waste any more of my time arguing with an asshole whose main purpose in life is to propagate flamewars by being deliberately bullheaded.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

564. Taking Offers: 3 Atari Video Pinballs, C-380

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-20 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970219214400.QAA16469@ladder02.news.aol.com>
Source record: 6509

Taking the 3 highest offers for:

3 Atari Video Pinball Units
Model Number: C-380

Units are cream colored versions, all are in working order. Limit one per inidividual please.

To view one of the 3 Video Pinballs, please go to:
member.aol.com/cvendel/vaporware.html

Please make all offers before 3/1/97. $5.00 shipping will be added onto each unit for shipping.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

565. Re: SuperComputers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-20 00:00:00 UTC
From: JEDI
Message-ID: <5ei76e$9g3@lana.zippo.com>
Source record: 6510

In article <bwanga-1902971637310001@metricom38.ucsc.edu>, bwanga@cats.uc*sc.edu says...
>
>In article <5ef9sb$8s4@lana.zippo.com>, JEDI wrote:
>
>>>Yes, exactly. If more people looked at what the big machines are capable
>>>of, they'd know why it's useful to migrate those features down to the
>>>desktop, and why it's silly to proclaim that a certain level of CPU power
>>>and memory is all anybody could want.
>>
>> Yes. You notice that I've mentioned actual things, mostly architectural,
>> that the ST bloat brought with it.
>
>In other words, you agree with my central point. Desirable features can
>be added to software, at the cost of increasing size and CPU usage. So
>why the hell did you ever start arguing with me? Some perverse need to
>naysay anything I write?

Bloat does not necessarily imply any added functionality.
That is the trap that you appear mired in. Furthermore, I
specifically stated that the benefits when going from XE
to ST were much more drastic than going from ST to PC. The
ST sits somewhere around the threshold for an effective GUI
based machine and OS. The next 'leap' has yet to be made at
the user level. Any extra benefits a PC might bring are slight
enhancements to what the ST already has.

Their value when compared to required expense are rather dubious.

>
>>>> A part of the shift from the XE to the ST were some revolutions
>>>> in microcomputer terms. An ST is not quite the souped up yet bogged
>>>> down speedster that a relatively spec'ed clone would be.
[deletia]
>
>>[Hardware tangent deleted]

An XE can be fitted with cpu accelerators and large amounts of
RAM (512K). The hardware differences are not as extreme as you
seem to believe.

>>>> A clone with a 'mere' 10x the RAM of an ST would be a crippled
>>>> swapping dog. Very few GUI's would run acceptably well on mere
>>>> 5 Megs.
>>>
>>>Incorrect. Current versions of the major GUI operating systems don't run
>>>too well in that amount, but versions designed in the days when 4 to 8 MB

>>>was the normal memory size for new computers did.
>>>
>>>My mom uses System 7.0.1 or 7.1 (can't remember which) on a PowerBook 100,
>>>with 2 MB RAM and a 20 MB disk. It works fine.
>>
>> I wouldn't put up with System 6 on that small a system.
>
>So what? For what my mom does with the machine (essentially it's an
>electronic typewriter), it is fine. 1MB of free memory is enough to run

Then she wasted much money by buying a macintosh. An XT clone
or even a commie would have done.

[deletia]
>> Win/Mac users have learned to put up with a lot of crap
>> for they don't know any better.
>
>Cut out your own crap. I'm really sick of your constant attempts to paint
>anybody who uses Windows or a Mac as sheep who don't know any better.

8 Meg PPC's and Pentia about sum up the lack of understanding in
the Win/Mac crowd.

>
>>>Only as long as you stick to using software that doesn't try to take
>>>advantage of the large memory size.
>>
>> Then you're back to running ST caliber applications. For that
>> you can just use older ST's and Amigas.
>>
>> There is no point in handing over your firstborn for a system that
>> wont be a significant upgrade from what you already have.
>
>Once again, you make my point for me.

So? You've given up your gadget fetish then?

>
>>>> If you can do more than a few things at once (6 DA's you know) then 10
>>>> years of progress hasn't bought you quite that much. It's evolutionary
>>>> progress at best.
>>>
>>>Atari ST desk accessories were never anything like actually having several
>>>full applications open at once.
>>
>> Code your application right, and there is no difference.
>> You can load it as an app or an acc. STalker was quite
>> useful in this respect.
>
>Except that when you load it as an accessory, it sticks around forever.
>You can't quit it to free up its memory. There really isn't any

Memory is not such a problem on the ST. With relatively little
expense, you can have more memory than you can waste.

>fundamental reason to have accessories. Allowing multiple open
>applications does the same thing, without forcing the user to decide ahead
>of time which programs to use simultaneously.

A users typical working set is not such a hard thing to deterimine.
It is a minor inconvenience and not something worth the expense of
a new system if the current one allows necessary work to be done.

>
>>>Besides the kind of games you can't get on a PlayStation, it would buy you
>>>the ability to run lots of serious software with far greater capabilities
>>>than you could get on an Atari.
>>
>> Like what? What, specifically, are these atarians missing out on?
>
>Photoshop. Digital video effects editing. Migration of more and more
>low-end DTP features into regular word processors. Etc.

Everyone doing video production, raise your hand...

What DTP features? Why do they trump what's available for the ST?
Why not just run PageStream instead (or Calamus)?

>
>>>You might not need those capabilities. If so, don't buy them.
>>
>> Before we buy them, it might be nice to know what they are?
>> Do you even know what they are? Do you even know why it was
>> you went to the body banks for your last (I believe) Mac.
>
>Oh, come on! Why do you think Atari put a DSP in the Falcon, and the
>capability to have 14 MB RAM? Just to sit there while people ran old ST
>programs faster? Or to allow a new generation of programs which used the
>DSP to do interesting things?

So? Are you now going to take on the task of why an ST user
should upgrade to a Falcon? This should be interesting...

>
>Modern PCs and Macs have more pure number-crunching power than the
>Falcon's DSP and CPU combined. Do you honestly deny that this enables
>them to run software with cool new features?

What cool new features? Do tell?
Most modern microcomputers dont tax their cpu's very much
most of the time.

>
>>>I don't intend to. I have at no point attempted to state that people who
>>>are happy with what they've got should change. I am merely trying to
>>>point out that being happy with what you've got doesn't justify slamming

>>>newer software and hardware. It's a strange thing; for some reason people
>>>seem to feel a need to justify their ownership of an orphaned computer by
>>>trying to prove that it's better than anything ever made.
>>
>> In the absence of substantive counter assertions, it is difficult
>> to see how those Fujvocactes are wrong...
>
>Don't look now, but "substantive counter assertions" is a fairly funny
>oxymoron. Made even funnier by the fact that you use it in a sentence
>which is a bald assertion.

It all depends on your null hypothesis now doesn't it?

>
>> You can't even rationalize your own purchase.
>
>I don't have to. I'm comfortable with the fact that I bought it because I

Then don't be surprised when ST users yawn at the dawning
of this bold new age of computing of yours...

[deletia]
>>>Comms programs don't take up 5 megs. The terminal program I use, ZTerm,
>>>uses a grand total of 440K of RAM. I think that's fairly close to what
>>>STalker, my term program of choice on the ST, used.
>>>
>>>Word processors don't take up 20 megs. Even Microsoft Word 6.0. (5.1a is
>>>actually very compact, running in as little as 512K.)
>>
>> I doubt if other MacVocates would agree.
>
>I am not a "MacVocate", a term you seem to have invented to try to insult
>opponents into submission. Even if I were, agreement would not be

Actually it's just short for Macintosh Advocate.
Try being less of a hypocrite next time I use WinVocate,
LinVocate or Fujvocate...

[deletia]
>
>I am not going to respond to this thread any more. Get in the last word
>if you feel that makes you win. I am not going to waste any more of my
>time arguing with an asshole whose main purpose in life is to propagate
>flamewars by being deliberately bullheaded.

New computers are expensive and don't always live up to their
hype. WinMacs crippled by overgrown OSes do give Fujvocates
cause to snicker.

566. Re: SuperComputers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-21 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5ejo8v$aog@ash.ridgecrest.ca.us>
Source record: 6511

>
>
> New computers are expensive and don't always live up to their
> hype. WinMacs crippled by overgrown OSes do give Fujvocates
> cause to snicker.
>
>.

Snicker, snicker, grin, grin:) he,he,he.
Look at that funny box daddy. why is that man
yelling at the windows. I can see through them ok:).
Daddy, Tommy says I can't use his Mac because his
dad said it is too expensive and not a toy.

And I watch my 13 yearold and his friends design
their science project on his humble Falcon 030....

Mike

567. Re: Defend yourself against the Windoze Gestapo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-21 00:00:00 UTC
From: Eric Doenges <doenges@lpr.e-technik.tu-muenchen.de>
Message-ID: <doenges.856523451@lpr.e-technik.tu-muenchen.de>
Source record: 6512
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

peterk@combo.ganesha.com (Dr. Peter Kittel) writes:

>In article <330B1782.7B71@pathcom.com> Andrew Dodd <dodd@pathcom.com> writes:
>>
>>"eine o/s, eine zoftware provider, eine corprazion!"
> ^ ^
>Omit these two e's and it's even more like German :-).

And replace o/s with BS (BS for "Betriebssystem", which is "operating
system" in German) - this seems apropriate in English as well 8^).
--
Eric Doenges
EMail:<doenges@lpr.e-technik.tu-muenchen.de>
"You don't have to swim faster than the shark,
just faster than the guy next to you" - anonymous

568. Re: Mac Cubase system cheaper than TOS

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <856536547@news.compulink.com>
Source record: 6513

```
>From: Mark Fassett <mark_fassett@intuit.com>
>Newsgroups: comp.sys.atari.advocacy
>Subject: Re: Mac Cubase system cheaper than TOS one..
>Date: Tue, 11 Feb 1997 10:20:58 -0800
>Organization: InterNex Information Services 1-800-595-3333
>Lines: 16
>Message-ID: <3300B88A.2DCB@intuit.com>
>References: <1997Jan28.203639.1@cobra.uni.edu> <32F270C6.650D@intuit.com>
<1997Feb1.170235.1@cobra.>uni.edu> <32F6465C.79A5@intuit.com>
<5d66tl$ehi@ash.ridgecrest.ca.us>
>Reply-To: mark_fassett@intuit.com
>NNTP-Posting-Host: fw.intuit.com
>Mime-Version: 1.0
>Content-Type: text/plain; charset=us-ascii
>Content-Transfer-Encoding: 7bit
>X-Mailer: Mozilla 3.0Gold (Win95; I)
>
>Michael Grove wrote:
>>
>> Well, I guess my reply to Sincrap concerning his
>> statement "I threatened his life" not making it to the
>> newgroup wasn't because of saying the word F*ck.
>>
>> Why don't your repost your sh*t again and i'll give
>> it another go. I think the last response I made was
>> filtered.
>>
>> Mike
>
>I wonder what happened to Mr. Sinclap? I wonder why he hasn't responded
>to my post?
>
>-Mark
>.
Simple - Sinclap has this incredible knack to go very silent when
it becomes very obvious that he doesn't have a clue regarding Ataris,
or perhaps everything, and shuts up for a period in order to make sure
he doesn't make a bigger bozo of himself. Especially last year, when he
attempted to dis Calamus SL as being "crap" - and then admitted after
some prodding from me that he hadn't ever used Calamus, and his
experience with an Atari computer goes back to around TOS 1. He went
strangley silent for the longest while.
```

569. Question about Computer magazines.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-21 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <330E0F56.2256@lightspeed.net>
Source record: 6514

In the old days computer magazines were filled with source code and whole sections involving how to take apart your floppy drive and clean it, then put it back together again. Did they think we were smarter then? Nowadays these same magazines are garbage. They downplay anything that isn't this month's state of the art equipment as being obsolete and worthless. That's rather insulting to a proud dx2 66 owner with 8 megs of ram. What is it with the dumbing down of computer magazines?

Please explain, enquiring minds want to know.
Dan

570. Wild & Wacky Atari Auction #1

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-22 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970222063000.BAA13925@ladder02.news.aol.com>
Source record: 6515

The WILD & WACKY ATARI MEMORABILIA AUCTION #1

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
Everything has been tested except the Intv carts.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 8th.

One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari "Centipede" T-Shirt (Brand New) $5 min
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $5 min
Atari Service Center Ice Scrapper $2 min
Atari Grey Service Center Coffee Mug $2 min
Atari "Power Without the Price" Balsa Wood Glider $1 min
Atari Red with Gold Lettering Pen holder $2 min

Atari "Centipede" hanging multi-piece mobile (Brand New) $5 min
Atari "Millipede" hanging multi-piece mobile (Brand New) $5 min
Atari Laser Art solid wood paper holder (Brand New) $5 min
Atari solid Brass Belt Buckle (Brand New) $3 min
Atari red "Kite" (Brand New) $3 min
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin $7 min
Atari Holographic "Centipede" Stick-On Decal: $3 min

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

Activision OINKERS: $2 min
Activision RIVER RADIERS: $2 min
Activision GRAND PRIX DRIVING TEAM: $2 min
Activision SUB CLUB: $2 min
Activision SPIDER FIGHTERS: $2 min
Activision TRAIL DRIVE: $2 min
Activision EXPLORERS' CLUB: $2 min
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: $2 min
Activision MEGAMANIACS: $2 min
Activision FLYING ACES: $2 min

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 min

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $2 min
Antic Feb/March 1983 Vol 1, Issue 6 $2 min
Antic June 1983 Vol 2, Issue 3 $1 min
Antic July 1983 Vol 2, Issue 4 $1
Analog Computing October 1986 $1 min
Hi-Res Magazine Premiere Issue $3 min

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

571. Re: Question about Computer magazines.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-22 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <5em0vl$bqr@nexp.crl.com>
Source record: 6516

In article <330E0F56.2256@lightspeed.net>, Dan Cox wrote:
: In the old days computer magazines were filled with source code and
: whole sections involving how to take apart your floppy drive and clean
: it, then put it back together again. Did they think we were smarter
: then?

No, they _knew_ we were.

: Nowadays these same magazines are garbage. They downplay anything that
: isn't this month's state of the art equipment as being obsolete and
: worthless. That's rather insulting to a proud dx2 66 owner with 8 megs
: of ram.

Right on, bro! I have the same thing (well, I have a dx4/100, too, but
that's not much better).

: What is it with the dumbing down of computer magazines?

The market has changed. It's gotten younger. Games attract kids,
right? Especially those that look really good. Have you ever seen kids
around 11 or 12 flipping through a computer magazine? They often go
through ranking games on how they look. They hardly stop to read the
reviews in many cases. So, for example, even though Nethack is much
better (IMO) than Diablo, you rarely hear people complain about Diablo
being such a cheap knockoff of Nethack because Diablo looks better.

So the result is that if a game magazine is flashy and contains more
gloss than the others, it wins. For example, PC Gamer's biggest issue,
their December 96, was apparently more than half advertising. You pay
for 400 pages of magazine or so and get about 150 of content. Well,
programming and technical information _isn't_ glossy. It _isn't_
falshy. It _isn't_ easy. So the obvious thing to drop when you're going
for an audience that cares less about content than surface is the
technical stuff.

This really bothers me, though. I look back at my old Analog Computing
issues, and love them except for the fact that they mostly don't apply
anymore because they're so old and the equipment so out of date.
Unfortunately, many modern computing magazines are so focused on what
sells that they forget content.

I don't know what modern "developer" magazines look like, but I suspect
that it'd be the opposite of what I'm looking for; people who are not so
much hackers as they are card wallopers who made a big effort and did
something possibly notable (see The Jargon File for definitions of both).
I don't want high end content indigestible for all but the high end, I
want high end content written so that everyone can understand and become

interested. That's the only way we'll ever break free of the horrible restraints imposed upon us by those (like Micro$oft) who think they know better.

I think the thing I liked best about the old magazines was that they instilled you with a sense of freedom. If you didn't like an aspect of a program that they provided, you had the source code. You could change it. You wern't restricted. Now people make a big thing of being able to create new levels and change some aspects of the game. It's horrible that it's been reduced to this level, but hopefully someday this nightmare will end.

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any significant number of users want fixed." -- Bill Gates

572. Defender II

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-22 00:00:00 UTC
From: phxace@doitnow.com
Message-ID: <5enh78$lrs_001@news.doitnow.com>
Source record: 6517

A good bud of mine that lives in the New York City area is looking for a full-sized Defender II coin-op video game. Any ideas where he can find one?

T
phxace@doitnow.com

573. Re: Why W95 doesn't suck

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-22 00:00:00 UTC
From: ajai@delphi.com
Message-ID: <hbGZALy.ajai@delphi.com>
Source record: 6518

Daniel F Boese <boese@badlands.NoDak.edu> writes:

>

You may have a point in saying that Win95 doesn't suck, but you really need to get your facts straight before you post something like this to a group like this. You have some major facts wrong:

> 3. Upgrade your motherboard to dual Pentium Pro 300s.

This is simply wrong. You may have a motherboard that is upgradeable to dual processors, but Win95 won't take advantage of it. If you do add a second processor under Win95 the only thing the processor will be doing is sucking up power. Also, a Pentium Pro running Win95 is acutally slower than a straight Penitum running Win95. The reason for that is because Win95 is a 16/32 bit OS, major parts of Win95 are 16bit. Penitum Pro's are true 32 bit processors. This means that a Pentium Pro has to emulate a 16bit processor to run 16bit code. This make the Pentium Pro slower when running 16bit code.

Now if you did want to use two Pentium Pro Processors, you could use Unix, OS/2 MP, or if you wanted a MS OS Windows NT. Windows NT has the capiblities to use two Processors, and since it is a true 32bit OS it will run faster on a Pentium Pro than on a Pentium. The downside is that many older DOS and windows based programs won't work under NT.

>*Windows 95, Microsoft, MS-DOS, W95 are all probably registered
>trademarks of Microsoft Corp.
>

Well just to end this, I don't mean to nit pick but you did have several of your facts wrong. I just wanted to point out that ALL OS's SUCK. In one way or another, they all do. No "perfect" OS will ever be made, so don't take it personally when someone say's your OS sucks, it just sucks for them.

Ajai
Ajai@delphi.com

574. Wild & Wacky Atari Auction (Update #1)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-23 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970223030600.WAA06068@ladder02.news.aol.com>
Source record: 6519

The WILD & WACKY ATARI MEMORABILIA AUCTION #1 (Update #1)

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
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If you think you may want to trade, e-mail me your trade list ASAP
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taken off this list, please let me know.
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be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 8th.

One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari "Centipede" T-Shirt (Brand New) $6 jrjeksey
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $7 insane
Atari "Centipede" hanging multi-piece mobile (Brand New) $7 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $2 min

Atari Grey Service Center Coffee Mug $5 jba4
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Antic July 1983 Vol 2, Issue 4 $1
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Hi-Res Magazine Premiere Issue $3 min

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

575. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-24 00:00:00 UTC
From: tliotta@educ.state.ak.us
Message-ID: <5erd2h$6bc@news.alaska.edu>
Source record: 6520
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

In <5eaj3s$9tf@csugrad.cs.vt.edu>,
jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) writes:
>Wayne Hyde wrote:
>] jmaxwell@csugrad.cs.vt.edu (Jonathan A. Maxwell) wrote:
>
>] >] >A quality OS wouldn't have so many of these trivial problems,

>
[Back and forth comments cut]

>them. Still, it is pretty obvious that most of the common OSs
>could have quality improved by huge amounts.
>
> --JAM
>

A primary reason some OSs don't have publicized holes is simply that they
haven't been subjected to wide attacks yet. The more they show up on the
Internet, the more holes will be made public.

576. Re: Question about Computer magazines.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-24 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5erjsr$88l@einstein.ebicom.net>
Source record: 6521

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: : In the old days computer magazines were filled with source code and
: : whole sections involving how to take apart your floppy drive and clean
: : it, then put it back together again. Did they think we were smarter
: : then?

I agree 200%!
It's not just the Magazines!
The user manuals (if you even get one) are simple plug and play phamplets.
They tell you nothing about the "language" a device uses...commands, or
anything along these lines...so If you want to use product X with computer
Y, you can't build your own drivers and such without paying big bucks for
a "development" kit!

Not to long ago, I purchased an Epson AL100 laser printer to hook up to
my Atari STe (now a falcon). This little printer could easily prove a
valuable addition to a Unix set-up since it is very "networkable". BUT it
came with two disks...one for MS-DOS, and one for Windows which contained
the drivers and set-up stuff. I had to write Hewlet Packard and pay
almost $200 for a PCL 5 kit to write drivers to take advantage of this
nice little printer! Yes, there were some HP Laser drivers around that
would work with the printer, but none that took advantage of the cool
"laser printer features" like soft-fonts, power save, toner save, memory
compression, etc...

Several years ago, I got an Epson LQ, and the manual contained every code,
and an explination of how it worked! If one wanted, he could send codes
or write drivers on his own that'd make this little printer sing!

BTW, am I missing something...
I recently got a brand new IBM Aptiva with a 200mhz Pentium processor.
It came with Windows 95...and I can't seem to find a basic interpreter,
a logo program, or anything for making basic little custom utilities!
Maybe it's there...but I can't find it to save my life! Maybe if
Win 95 came with a manual that explains anything that isn't "OBVIOUS".
Do they think people are to stupid to write scripts and programs?
Do they think there's no need?
Nah...more like they'd rather bleed us dry...make you have to buy an
expensive compiler/kit or hunt down some commercial made utility that
"might" do what you want for a "moderate" price!

BTW, I still use my Falcon for real work...
I simply wanted more multi-media access, which the Falcon just can't
deliver. I looked at a Mac...but the places I looked weren't at all
serious about selling one to me. They had no litereature about the
systems that I could study, and no one working at the Mac dealers I

tried could answer any of my questions. One sales guy told me to go
BUY a copy of Mac World! I looked at an issue, and found nothing
stating the different systems avilable, and the specs for them.
The PC guys on the other hand gave me a stack of literature that weighed
in at about 15 pounds, and they were able to answer my questions...they
were also willing to toss in software, swap stuff around, and make sure I
got what I wanted. I think I really wanted a Mac...but after putting
up with lame to non-existant "local" support on the Falcon...I decided
I'd rather not go through it all over again, so I gritted my teeth and
brought home a "Big Blue - Intel Based - MicroSoft driven" PC so my
wife would have a PC at home, and so I could browse the net 90's style.
All said and done...I like it...it's nice to be able to talk on an
internet phone, tune into real audio servers, and play high quality true
color animations and video compression schemes. I don't like the price
though! If decent software were out there...I'd much rather have simply
gotten an AfterBurner and done this stuff on my Falcon for less than a 5th
the cost of my PC! Well...such is life...I still use the heck out
of my Falcon for Digital Audio...it meets my specs for now...maybe
when the PC's drop "A LOT" in price, and my Falcon dies...I'll consider
getting something else for the studio...but for now...can't really say
I've found anything "WORTH THE COST" to entice me to leave the Falcon
any time soon where digital audio is concerned.

Brian

577. Re: Question about Computer magazines.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-24 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2402971612180001@metricom23.ucsc.edu>
Source record: 6522

In article <5erjsr$88l@einstein.ebicom.net>, bjr@Edison.EbiCom.Net (Brian Roland) wrote:

>Not to long ago, I purchased an Epson AL100 laser printer to hook up to
>my Atari STe (now a falcon). This little printer could easily prove a
>valuable addition to a Unix set-up since it is very "networkable". BUT it
>came with two disks...one for MS-DOS, and one for Windows which contained
>the drivers and set-up stuff. I had to write Hewlet Packard and pay
>almost $200 for a PCL 5 kit to write drivers to take advantage of this
>nice little printer! Yes, there were some HP Laser drivers around that
>would work with the printer, but none that took advantage of the cool
>"laser printer features" like soft-fonts, power save, toner save, memory
>compression, etc...
>
>Several years ago, I got an Epson LQ, and the manual contained every code,
>and an explination of how it worked! If one wanted, he could send codes
>or write drivers on his own that'd make this little printer sing!

For some perspective, consider that the very first personal microcomputer, the Altair, was sold in kit form. You got complete circuit schematics to it, and had to build it yourself. If you wanted to connect a peripheral, you would probably have to hack an interface yourself, or buy another kit. It had no OS at all, and BASIC was an extra (which many people never got). The most popular form of mass storage was probably punched paper tape, but it came with no mass storage at all. In fact, the standard Altair came with 256 bytes of RAM, some LEDs for output lights, and a row of toggle switches on front you could use to enter numbers into memory in binary format. To write programs, you had to hand-assemble machine code and painstakingly enter them using the switches.

Ever since the Altair, computers and their peripherals have been steadily changing towards consumer devices instead of hacker devices. In 1997, this means that probably 99% of HP's customer base doesn't need to know PCL 5 codes. So HP doesn't include any information about them with the printer, especially because PCL 5 is probably complicated enough to require some significant manual poundage.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

578. Re: Defend yourself against the Windoze Gestapo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-26 00:00:00 UTC
From: zaphod@coffey.com
Message-ID: <33141daf.37402771@news.tcd.net>
Source record: 6523
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy

On Fri, 21 Feb 1997 07:41:38 GMT, "Todd K"
<todd_kepus@hp-singapore-notes1.om.hp.com> wrote:

>>
>Well, I'm defending my right to use NT, simply the best PC OS out there.
>(From years of experience with DOS/Win 3.1/OS/2) -> I didn't think
>Linux was anything special, so I don't use that anymore.
>
>-Todd K.
>
>>
>> later,
>> --
>>
>==
>=
>> _______ |
>> |_____) __ |__ _______ | email:
>bsrowe00@pop.uky.edu
>> |_____) (__) |__) |_____) __ __ |
>> | \ (__) \/~\/ (--' |
>http://sac.uky.edu/~bsrowe00
>> ~~ |
>>
>--
>-
>> - Team Satan : #666 -
>>
>>
Sorry to rain on your parade, but.

ALL of those operating systems run on one machine, one very personal
machine. Tis not what the WWW runs on. It usually runs on some flavor
of UNIX machine, such as SUN, SGI, DEC, NCR, etc., etc., etc.

But be mindful, there are us out there who have done more, 'tis not
software that makes the machine, but the internal hardware and
firmware structure. And MAC, AMIGA, ATARI, and several others
have the wee-bitty-the-same IBM clones (clowns?) beat to death on that
point.

So why did IBM win the race in the '80s?
Not because it was heavily standrad.
Not because it was easy to use.

BUT because you had to put so few parts in a box to sell a "computer".

And you can take that from someone with these experience factors...

HARRIS JobControl
NCR IMOS I-IV,IRX,VRX
CYBER
UNIX, XENIX (go fork a process!), LINUX
ATARI REV. A,B,C + DOS 2-2.5, DOS3 (HATE, STUPID, GROWL),SPARTA (LOVE)
T/S 1000
APPLE][,][+,][C (wrote a bbs on it),][E,][GS, (and some light MAC).
AMIGA (ever hear of Synabytes or TRSZ?)(Brother of iN7RuDER)
RS MODEL 100, TRS 80 coco II, RS PC-6

And as far as desktop <=$2500.00 machines go, the AMIGA is still the only REAL multi-tasking hard/firm/software machine out there. (Then why am I using a PC compat? Running Weedoze? Because I sold out to that great satan Bill the Gates.)

Zaphod B.

579. ~~~ FS: Atari 1040 STe ~~~

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-27 00:00:00 UTC
From: Richard Thomas <xebec@armory.com>
Message-ID: <Pine.SCO.3.91.970227180659.17758O-100000@deepthought.armory.com>
Source record: 6524

```
FS: Atari 1040 STe - 4meg Ram
Atari SC 1224 Monitor
Supra Fax Modem V.32 bis
Fujitsu 320Meg HD - AdSCSI Plus ST Host Adapter - Internal Clock

$800.00 takes it All - $50 ship/hand in Cont. U.S.A.

E-mail xebec@deepthought.armory.com

There once was a chimpanzee named Sam
Who got caught with his dick in his hands
His mother said Sammy
You're not much of a Chimpanzee
But you'll make one hell-of-a Man...

(From the note book of Charles Darwin)
(Outline for Comedy In The Trees...)
(Later all the comedy was removed and)
(the Title was Changed...Go Figure..)

Xebec.....
```

580. Re: ~~~ FS: Atari 1040 STe ~~~

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-28 00:00:00 UTC
From: mike.harvey@worldnet.att.net
Message-ID: <33165538.8871156@netnews.worldnet.att.net>
Source record: 6525

On Thu, 27 Feb 1997 18:11:07 -0800, Richard Thomas <xebec@armory.com>
wrote:
FS: Atari 1040 STe - 4meg Ram
Atari SC 1224 Monitor
Supra Fax Modem V.32 bis
Fujitsu 320Meg HD - AdSCSI Plus ST Host Adapter - Internal Clock

$800.00 takes it All - $50 ship/hand in Cont. U.S.A.

This guy must be smoking some good stuff.. I got my TT for less than
1/2 of this price.. I'd say about $250 would be a good price for a
system like this, shipped.

581. Wild & Wacky Atari Auction (Update #5)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-28 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970228043800.XAA22881@ladder02.news.aol.com>
Source record: 6526

```
Wild & Wacky Atari Auction (Update #5)

Rules and stuff:
----------------
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
Everything has been tested except the Intv carts.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 8th.

One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
--------------------------------------------------------------------------
-------------------------------------------------

Atari "Centipede" T-Shirt (Brand New) $7.50 bry
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $5 DisKountrs
Atari "Centipede" hanging multi-piece mobile (Brand New) $7 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $7 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $2 sumguy
```

Atari Grey Service Center Coffee Mug $5 jJColb90
Atari "Power Without the Price" Balsa Wood Glider $1 min
Atari Red with Gold Lettering Pen holder $3 smedley
Atari "Centipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari "Millipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
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Atari solid Brass Belt Buckle (Brand New) $5 TRADED
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Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

Activision OINKERS: $2 bworkman
Activision RIVER RADIERS: $2 bworkman
Activision GRAND PRIX DRIVING TEAM: $2 bworkman
Activision SUB CLUB: $2 bworkman
Activision SPIDER FIGHTERS: $2 bworkman
Activision TRAIL DRIVE: $3.50 smedley
Activision EXPLORERS' CLUB: $2 bworkman
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: $2 bworkman
Activision MEGAMANIACS: $5 Fxites
Activision FLYING ACES: $2 bworkman

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
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Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1 randy.miller13
Hi-Res Magazine Premiere Issue $4 dogberry

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

582. Re: Defend yourself against the Windoze Gestapo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-28 00:00:00 UTC
From: brianm@ricochet.net
Message-ID: <3317136f.2198208@news.ricochet.net>
Source record: 6527
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy

On Wed, 26 Feb 1997 11:55:21 GMT, zaphod@coffey.com wrote:

> ALL of those operating systems run on one machine, one very personal
>machine. Tis not what the WWW runs on. It usually runs on some flavor
>of UNIX machine, such as SUN, SGI, DEC, NCR, etc., etc., etc.

Hate to rain on your parade, to quote a phrase.

In fact, a PC is a class of machine, not necessarily an OS. I
currently use anywhere from 4 to 6 PC class machines, 486/33 to
Pentium 120. Only 1 of those machines is running Windows of any
flavor. The rest are running Unix, and are being used to do many
things, from serving up web pages on an internal network of around
1000 machines (almost all PCs running Unix) to development work of
GUIs and OS code (drivers, kernel work, etc...)

There are quite a few machines out there which are PCs running web
servers, either running Windows NT, or some version of Unix.

brian
brianm@ricochet.net Brian D. Moffet

Be careful believing what I say, I have been known to be
wrong before.

583. Speaking of IBMs'

Newsgroup: comp.sys.atari.advocacy
Date: 1997-02-28 00:00:00 UTC
From: wq666@freenet.Victoria.BC.CA
Message-ID: <E6C36I.DC7@freenet.victoria.bc.ca>
Source record: 6528

Well Ok, I Hate My IBM windows!!!!!!!!!!!!...Now here is the thing.
I came across a Bit called GEM for ATARI PC. It's a IBM version of
the GEM for the ST. Now, I have a ST, and a IBM. I think it would be
GREAT if I could get the Rest of this GEM for the IBM. I was wondering
if ANYBODY could help. Because I have the startup and Write and Paint
disks for this OS. BUT!...I need the desktop disk! Would anyone out
there know where the heck I could get the LAST disk(s) I need to run
this thing?...I would REALLY like to check this out.

Chris Griffiths.

--
Trail Riding Rule #6: The Harder the Trail the More Money
It Will Cost!
Chris Griffiths (wq666@freenet.victoria.bc.ca)

584. 10000 Starz! Archive www.nude-celebs.com

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-04 00:00:00 UTC
From: exere@wstarztv.net
Message-ID: <5fgg46$bn4@ecuador.earthlink.net>
Source record: 6529

-(10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3)-
Questions? CALL US! The number is listed on our website:
http://www.nude-celebs.com

Just SOME of the features-ME3 CDROM:

600+ pictures of Cindy Crawford
400+ pics of Pamela Anderson
250+ pics of Elle Macpherson
200+ pics of Christina Applegate
200+ pics of Alicia Silverstone -==< 10,000 CELEBRITIES!! >==-
200+ pics of Mariah Carey
200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick goto www.nude-celebs.com
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
50+ pics of Daisy Fuentes, hot spanish VJ
50+ pics of Salma Hayek, sexy latina actress! ORDER LINE!
50+ pics of Teri Hatcher 1-757-484-7538
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

(For MORE information on content goto http://www.nude-celebs.com/
or call 757-484-7538 in USA to order via phone!
EMAIL: nudecelebs@nude-celebs.com

Other information:
* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories on disc are arranged for ease of use!
* Graphics viewing software for Windows/DOS/Win95

* CD is ISO-9660 and Macintosh readable in POWERMACs only
* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! - Has a files.bbs conversion program for different formats!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

(*) For FAST, reliable results goto http://www.nude-celebs
And fill out a order there. We take all methods of payment.

(*) AOL USERS: You must use AOL 3.0 Web Browser or HIGHER to order at our
automated web site, otherwise request an order form via email.

(*) Or call 757-484-7538 to order via credit card over the phone!

(*) Or if your into free cheerleader pictures visit our Naughty Cheerleaders
site at http://www.nude-celebs.com/redhot/cheer.html

(*) If you can not access the World Wide Web and would like an ORDER FORM
sent to you by email, reply to this message at:
nudecelebs@nude-celebs.com
If you have any further questions feel free to email us!

Qualifications: You must be OVER 18 & live somewhere in this UNIVERSE!
Please remember, Foreign orders are $5 for shipping instead of $2

(*) Wholesale/Dealer/Bulk information/prices available upon request.

ME#3 ..'~ T.H.E. Software ~'..

585. FS: Atari 520ST + monitor

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-04 00:00:00 UTC
From: Jorge Barrios Sanchez <sjbarrio@hamlet.uncg.edu>
Message-ID: <Pine.GSO.3.93.970304172234.8868B-100000@hamlet.uncg.edu>
Source record: 6530

Hi!
I have an Atari 520 ST with a monitor. I know the Atari works but I have lost all the software for it. I will sell both for $130 obo + shipping COD. If anyone is interested please e-mail me.

Thanks

Vijay

586. Do you like Nude Celebrity Pic? How about 10000 of them!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-04 00:00:00 UTC
From: lena@wstarztv.net
Message-ID: <5fi77f$13n@bolivia.earthlink.net>
Source record: 6531

-(10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3)-
Questions? CALL US! The number is listed on our website:
http://www.nude-celebs.com

Just SOME of the features-ME3 CDROM:

600+ pictures of Cindy Crawford
400+ pics of Pamela Anderson
250+ pics of Elle Macpherson
200+ pics of Christina Applegate
200+ pics of Alicia Silverstone -==< 10,000 CELEBRITIES!! >==-
200+ pics of Mariah Carey
200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star (Web Masters get a FREE CD!)
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick goto www.nude-celebs.com
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
50+ pics of Daisy Fuentes, hot spanish VJ
50+ pics of Salma Hayek, sexy latina actress! ORDER LINE!
50+ pics of Teri Hatcher 1-757-484-7538
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$
ADULT WEBMASTERS - Get this CD for FREE! Goto our site, find out how!

(For MORE information on content goto http://www.nude-celebs.com/
or call 757-484-7538 in USA to order via phone!
EMAIL: nudecelebs@nude-celebs.com

Other information:
* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories on disc are arranged for ease of use!

* Graphics viewing software for Windows/DOS/Win95
* CD is ISO-9660 and Macintosh readable in POWERMACs only
* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! - Has a files.bbs conversion program for different formats!

This CD represents high quality work. Here is the pricing:
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(*) For FAST, reliable results goto http://www.nude-celebs
And fill out a order there. We take all methods of payment.

(*) AOL USERS: You must use AOL 3.0 Web Browser or HIGHER to order at our
automated web site, otherwise request an order form via email.

(*) Or call 757-484-7538 to order via credit card over the phone!

(*) Or if your into free cheerleader pictures visit our Naughty Cheerleaders
site at http://www.nude-celebs.com/redhot/cheer.html

(*) If you can not access the World Wide Web and would like an ORDER FORM
sent to you by email, reply to this message at:
nudecelebs@nude-celebs.com
If you have any further questions feel free to email us!

Qualifications: You must be OVER 18 & live somewhere in this UNIVERSE!
Please remember, Foreign orders are $5 for shipping instead of $2

(*) Wholesale/Dealer/Bulk information/prices available upon request.

ME#3 ..'~ T.H.E. Software ~'..

587. Wild & Wacky Atari Auction (Update #7)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-07 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970307043800.XAA24285@ladder01.news.aol.com>
Source record: 6532

```
Wild & Wacky Atari Auction (Update #7)

Rules and stuff:
----------------
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
--------------------------------------------------------------------------
-------------------------------------------------

Atari "Centipede" T-Shirt (Brand New) $9 mderolle
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $5 DisKountrs
Atari "Centipede" hanging multi-piece mobile (Brand New) $9 mderolle
Atari "Millipede" hanging multi-piece mobile (Brand New) $7 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $2 sumguy
Atari Grey Service Center Coffee Mug $7 mderolle
```

Atari "Power Without the Price" Balsa Wood Glider $1.50 terryb
Atari Red with Gold Lettering Pen holder $3 smedley
Atari Laser Art solid wood paper holder (Brand New) $8 mderolle
Atari solid Brass Belt Buckle (Brand New) $5 TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

Activision OINKERS: $2 mercury
Activision RIVER RADIERS: $3 mercury
Activision GRAND PRIX DRIVING TEAM: $3 mercury
Activision SUB CLUB: $3 mercury
Activision SPIDER FIGHTERS: $3 mercury
Activision TRAIL DRIVE: $4.50 mercury
Activision EXPLORERS' CLUB: $3 mercury
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: $3 mercury
Activision MEGAMANIACS: $6 mercury
Activision FLYING ACES: $3 mercury

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

588. Re: Defend yourself against the Windoze

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-07 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5fnup8$fu7$1@cti01.citenet.net>
Source record: 6533

> >user. Unfortunatly I'm also unemployed because of my boycot towards
> >inferiour mass-market systems, worldwide decadence and lamers!

Whining against the harsh reality of M$'s success in making Win95/NT
and Intel-based PCs won't change a shit. But learning about all the
buglets of the M$ software enough to be able to make wonders out of
any PC shit and being able to debug/configure Win will help you gain
the confidence of those "ignorant lamers" who bought into marketing
skills of M$. THEN you show them how great an Atari is. THEN you show
them how Atari has had M$ floppy/filetype format 10 years before the
power Macs did. THEN you can convince them that "power without the
price" really exists.

> >So for "employers" I am the "bad" guy... just because I'm different!
> >Just because I am NOT an assfucking lemming!Unfortunatly I'm also
> >unemployed because of my boycot towards inferiour mass-market systems,
> >worldwide decadence and lamers!
>
> Sounds more like you're just whining. If you're bocotting the major
> computer industry, than that is your fault, not the industry's.

Read my reply above. Learning Unix also helps. Even something as basic
as being able to Telnet is an important and still rare skill among those
"PC lamers" on top of actually knowing the innards of Win95/NT. If you
ever talk to Lonny Pursel (the guy behind AtarIRC), ask him how knowing
about Unix and PC hardware helps him make a living and remain a valued
member of his computer shop's employees.

> >No it isn't! It's fucking shit these days to work with computers! All
> >those morons and lamers grabbing all the best opportunities just
> >because *they* know which buttons to press on Word for Windows!
> <snip>
>
> >You can't earn a living with "doing what you want to do"!
>
> Actually, sometimes you can.

If you're lucky enough to be in an environment that doesn't single
out individual and sometimes marginal choices, yes indeed. This is
the case of artists like Vince Clarke of Erasure who persistently
used only 20 year old anaolg synthesizers when everyone else would
not settle for any less than a 64 voice multi-timbral synthesizer.
But then, Erasure is selling well enough to allow Vince to have a
brand new studio built for him in Belgium (or was it Netherlands?)

> >Where are the days that you could do something ALONE at your home
> >and gain respect of fellow computerusers?

They are still here. Folks coding internet software for the STiK
layer on Atari are just that: closet heroes of Atari's internet
ventures towards year 2000.

589. Wild & Wacky Atari Auction (Update #8)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-08 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970308053900.AAA29281@ladder01.news.aol.com>
Source record: 6534

```
Wild & Wacky Atari Auction (Update #8)

Rules and stuff:
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1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
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be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
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$1 - $5 ==> .50
$5 - $20 ==> $1
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If you think you may want to trade, e-mail me your trade list ASAP
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8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
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anyway. Checks will be held for approximately 1 week to clear. MO
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staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
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Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $5 cstrong
Atari Grey Service Center Coffee Mug $10 cstrong
```

Atari "Power Without the Price" Balsa Wood Glider $3 J.kock
Atari Red with Gold Lettering Pen holder $10 cstrong
Atari Laser Art solid wood paper holder (Brand New) $9 DisKounters
Atari solid Brass Belt Buckle (Brand New) $5 TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $40 Kevates

Activision OINKERS: Kevates
Activision RIVER RADIERS: Kevates
Activision GRAND PRIX DRIVING TEAM: Kevates
Activision SUB CLUB: Kevates
Activision SPIDER FIGHTERS: Kevates
Activision TRAIL DRIVE: Kevates
Activision EXPLORERS' CLUB: Kevates
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: Kevates
Activision MEGAMANIACS: Kevates
Activision FLYING ACES: Kevates

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
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Atari Magazines:

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Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

590. Re: Wild & Wacky Atari Auction (Update #7)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-08 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970308172253679908@pwomar.demon.co.uk>
Source record: 6535

Cvendel <cvendel@aol.com> wrote:

> Wild & Wacky Atari Auction (Update #7)

Could you tell me what it is exactly about this that is "Wild & Whacky"?
Apart from your inabilty to cross-post of course.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

591. Re: Defend yourself against the Windoze Gestapo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-09 00:00:00 UTC
From: William Taylor Wilson <fluffy+@andrew.cmu.edu>
Message-ID: <En8mrIC00iWZ45MEYB@andrew.cmu.edu>
Source record: 6536
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy,comp.sys.mac.advocacy

Excerpts from netnews.comp.os.linux.advocacy: 8-Mar-97 Re: Defend yourself against.. by Peter Smith@ursaminr.dem

> * _all_ (and I mean _ALL_) Acorn stuff - Manuals, ROMS, 3rd party stuff,
> software etc be "converted" to America-speak

I don't recall there being any such import restriction. I've got this Monty Python tape here. It's hardly what you'd call America-speak. I've got a PAL VCR, too. It's got documentation in any number of non-American forms. I've also got documentation for some Japanese-made equipment that you would be hard-pressed to call English at all. :) Not to mention there isn't even any such thing as "America-speak" except in slang.

ROMs? 3rd party stuff? Is going to have an impact on importing the computer?

> * Change logo. BBC in the US stands/stood for "Brown-Boverie Coporation",
> so the "BBC" name was out

I'll believe that. A trademark is a trademark... regardless of who owns it, it's still valid in the country of registration...

> * Acorn should stop selling BBCs to any company that the US Army didn't
> approve of.

Couldn't tell you about this, I don't know.

> At the same time Acorn tried to sell in the US, Apple started giving away
> computers in California to stop the BBC sales. The FCC rules were also
> changed.

I would like to see one of these mysterious free Apple computers, or see any sort of evidence for this. I've never heard of Apple computers being given away except perhaps to peripheral manufacturers, etc.

> The BBC was based on the 6502 processor. This was on the "restricted list"
> since it was used in missile firing and control systems. This stopped the
> import of products containing the 6502 - this is how Apple sold the Apple

Yet this did not stop the EXPORT of Apple][']s to any number of countries? Nor the internal sale of such computers? Nor the import of foreign- manufactured 6502 chips for use in the Apples?

592. Re: Defend yourself against the Windoze Gestapo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-10 00:00:00 UTC
From: tmwatson@umich.edu
Message-ID: <TMWATSON.97Mar10014452@lukyduk!.umich.edu>
Source record: 6537
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy,comp.sys.mac.advocacy

In article <En8mrIC00iWZ45MEYB@andrew.cmu.edu> William Taylor Wilson
<fluffy+@andrew.cmu.edu> writes:
> Yet this did not stop the EXPORT of Apple]['s to any number of
> countries? Nor the internal sale of such computers? Nor the import of
> foreign- manufactured 6502 chips for use in the Apples?

No, but the import of 6502-based computers was just too dangerous... :)
-Tim

--
____
T i m o t h y W a t s o n
tmwatson@umich.edu
__/| Something there is that doesn't love a wall, that wants it down

593. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-11 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5g4fqa$rjq@bcrkh13.bnr.ca>
Source record: 6538
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <5fumqk$35v$1@news.calweb.com>,
John Lockwood <johnl@calweb.com> wrote:
>"Terje A. Bergesen" <terjeber@eunet.spm-protect.no> wrote:
>
>>> Unix appeals more to me and is more advanced technically, but I am
>>> afraid that it is losing the market share to Windows 95.
>
>Unix is more advanced technically? That's interesting. The last time
>I installed a modem on Windows NT the OS found it for me. The last

I hate to join this cross-posted spam, but the last time I used a modem under Windows 95, the program which opened the modem crashed, yet the OS (I use the term loosely, of course) would not release the device. I had to reboot the machine. NT isn't a whole lot better.

These are not systems with which you could run terabyte databases, control industrial processes in real time, manage telephone networks, etc. They are toys for home entertainment and lightweight business management.

>time I tried it on Unix I read about the nine files one had to edit,
>then gave up. It seems to me that Unix is losing market share

Maybe you used a ``plug and play'' type modem. Would Windows NT still find the modem if it was just an ordinary external unit hooked up to a serial port, and if I changed the BIOS settings to give that port an unusual address?

Perhaps you have never used a real workstation with a real UNIX. Adding hardware devices to workstations has been a breeze compared with all the IRQ jumper twiddling of PC's. These computers have had ``plug and play'' long before it became a buzzword in the world of personal computers.

I have here a little booklet from Intel which contains a long list of errata for Pentium and Pentium PRO processors---on other words, ways in which their pathetic processors deviate from *their own* architectural and implementation specs. In the very beginning, they have a disclaimer that Intel products are not to be used in life threatening situations. If you wish, I can quote precisely. There are at least a dozen conditions cited in the book which can cause a dual processor system to lock up. This is all very convenient for Microsoft; they can point their fingers at hardware when something goes wrong.

After skimming through the booklet, I understand why Wintel boxes are so cheap. Apparently, it's not just the economics of mass marketing.

Hmm, maybe your Wintel computer's text editor is not up to the task of trimming the Newsgroups line to include only the advocacy newsgroups? I left in comp.lang.c, since that's where I'm reading this crap.

594. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-11 00:00:00 UTC
From: Erik Funkenbusch <chucks@isd.net>
Message-ID: <01bc2e77$53814d20$6dc801cf@odin>
Source record: 6539
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Kaz Kylheku <kaz@vision.crest.nt.com> wrote in article
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> In article <5fumqk$35v$1@news.calweb.com>,
> John Lockwood <johnl@calweb.com> wrote:
> >"Terje A. Bergesen" <terjeber@eunet.spm-protect.no> wrote:
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> term loosely, of course) would not release the device. I had to reboot
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That's interesting. In OS/2 2.0 (or was it 1.3? i don't remember) If a
Rexx program abended, all open files remained open. You had to reboot to
release them.

> These are not systems with which you could run terabyte databases,
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> industrial processes in real time, manage telephone networks, etc. They
> are toys for home entertainment and lightweight business management.

Which is 95% of the uses of computers...

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> the Newsgroups line to include only the advocacy newsgroups? I left in
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>

595. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-12 00:00:00 UTC
From: Stephan Wilms <Stephan.Wilms@CWA.de>
Message-ID: <3326A08C.6E0@CWA.de>
Source record: 6442
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Kaz Kylheku wrote:
>
> In article <01bc2e77$53814d20$6dc801cf@odin>,
> Erik Funkenbusch <chucks@isd.net> wrote:
> >That's interesting. In OS/2 2.0 (or was it 1.3? i don't remember) If a
> >Rexx program abended, all open files remained open. You had to reboot to
> >release them.
>
> Perhaps that's one of the reasons OS/2 means 0.5 * OS. :) After all, it's
> a Microsoft product.

Really ? I thought that OS/2 is an IBM product.
You can blame a *LOT* of rubbish on Microsoft, but not all.

Stephan

596. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-12 00:00:00 UTC
From: Erik Funkenbusch <chucks@isd.net>
Message-ID: <01bc2efd$9d89f940$dac801cf@odin>
Source record: 6443
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Kaz Kylheku <kaz@vision.crest.nt.com> wrote in article
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to
> >release them.
>
> Perhaps that's one of the reasons OS/2 means 0.5 * OS. :) After all, it's
> a Microsoft product.

Not any longer it's not, and the Rexx subsystem was always IBM's product.

> >> These are not systems with which you could run terabyte databases,
> >control
> >> industrial processes in real time, manage telephone networks, etc.
They
> >> are toys for home entertainment and lightweight business management.
> >
> >Which is 95% of the uses of computers...
>
> So what is your point? That what's passable 95% of the time should be
> stretched further? 95% solutions don't always cut it. And that last 5%
> is a vast canyon compared to the first 95.

The point is that 95% of the desktops don't need an OS that canhandle
terabyte databases and industriial process in real time.

That other 5% is handled nicely by OS's like NT, QNX, RNX, Unix, even DOS
can handle real time, in fact many industrial CNC applications are DOS
based.

Nobody is saying that 95 is the perfect OS for everyone, if it were, there
wouldn't be NT.

597. We have taken the Hassles out of the net

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-12 00:00:00 UTC
From: goextreme@hotmail.com
Message-ID: <3326b7b3.0@news1.betacom.net>
Source record: 6444

WELCOME And Go To
www.GoExtreme.com

The Premiere Site on the Internet for EXTREME NET TOOLZ,
Internet Relay Chat (IRC) help, and Newsgroup help without
the clutter!

A large group of irc operators and newsgroup gurus
have tested and evaluated the best internet toolz
and HERE are their choices to become
an EXTREME Net user!

All of this software is FREE!!
It is either shareware or freeware!
Enjoy!

Best newsgroup reader: Free Agent!...Freeware!!!
Best chat software: mIRC 4.72!...Shareware!!!
Become your own FTP site! WAR-FTP 1.55 ....Freeware!!!!
Fastest jpeg\gif viewer ACDSEE!...Shareware!!!
Best E-Mail Program Eudora Lite 3.01!...Freeware!!!
Winzip 6.2 takes the chore out of these zip
files!...Shareware!!!
CuteFTP 1.8 makes "browsing" FTP sites a
snap!...Shareware!!!
Fastest Web Browser Netscape 3.01!...Shareware!!!

(�`�.(�`�.!�!BOSnet: Voted The MOST EXTREME Internet
Provider!�!.���).���)

Great Page for Extreme Net Toolz! All listed software
here!
Get Extreme `Net Toolz here!

Great Help Page for IRC!!! Fserve, Flood Protection, New
IRC Servers!
IRC Help here!

Great Help Page for News Groups! How To Do It! Big List of
Public Servers!
Newsgroup Help here!

This information provided so that we may all enjoy the
Internet, IRC, and Newsgroups better!

!�!We receive no money!�!

Members of
[freespeech]
Campaign

and

[AOL SUX Get a REAL ISP Campaign]

598. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-12 00:00:00 UTC
From: <>
Message-ID: <ra4038-ya02408000R1203971248340001@newsgate.sps.mot.com>
Source record: 6445
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <01bc2e77$53814d20$6dc801cf@odin>, "Erik Funkenbusch"
<chucks@isd.net> wrote:
| > In article <5fumqk$35v$1@news.calweb.com>,
| > John Lockwood <johnl@calweb.com> wrote:
| > I hate to join this cross-posted spam, but the last time I used a modem
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| > Windows 95, the program which opened the modem crashed, yet the OS (I use
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| > term loosely, of course) would not release the device. I had to reboot
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| > machine. NT isn't a whole lot better.
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| That's interesting. In OS/2 2.0 (or was it 1.3? i don't remember) If a
| Rexx program abended, all open files remained open. You had to reboot to
| release them.

It's interesting, but nonetheless appropriate, to be comparing problems in
an OS version released several years ago (OS/2 2.0) to Win95, considering
that's how behind technologically Win95 is.

scott ashcraft | email: ra4038@email.sps.mot.com
software engineer | ph. : +1.512.933.3916
motorola mos2 cim | team os/2 running wintel-free
| my opinions are my own
anti-spam enabled, remove @NOSPAM from my address when replying

599. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-12 00:00:00 UTC
From: Spaceman Spiff! <csweber@flash.net>
Message-ID: <332777F3.489C@flash.net>
Source record: 6446
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Stephan Wilms wrote:
>
> Kaz Kylheku wrote:
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> > Perhaps that's one of the reasons OS/2 means 0.5 * OS. :) After all, it's
> > a Microsoft product.
>
> Really ? I thought that OS/2 is an IBM product.
> You can blame a *LOT* of rubbish on Microsoft, but not all.
>
> Stephan

Where have you been?
OS/2 is a product invented by MS. IBM's mistake was thinking they
could do anything with it.

>> These are not systems with which you could run terabyte databases,
>control
>> industrial processes in real time, manage telephone networks, etc. They
>> are toys for home entertainment and lightweight business management.
>
>Which is 95% of the uses of computers...

And yes, 95% of businesses are using MS products. Thats because 95%
of businesses think they can maintain them with $24K/yr kids,
and are willing to tolerate up times of less the 95%.

600. Re: Defend yourself against the Windoze Gestapo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-12 00:00:00 UTC
From: johnward@mail.zynet.co.uk
Message-ID: <n69B487EF@mail.zynet.co.uk>
Source record: 6447
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy,comp.sys.mac.advocacy

William Taylor Wilson <fluffy+@andrew.cmu.edu> wrote:

> there isn't even any such thing as "America-speak" except in slang.

Oh, but there is, much of which is using the same word for two
different meanings. I have the start of a comprehensive list of
these, but a few examples should give the flavour.

In America-speak, there is no distinction between:

to Alternate between two things/states, and various Alternatives.

to Check something and to pay by Cheque

and to /pay/ a Bill (perhaps by cheque!)

Routing an enemy and Routeing a cable, say

to Tire through effort, and a Tyre on a wheel

to go Through somewhere and To a destination

There are also the distinctions between nouns and verbs, for example
to license and a licence

And the distinction between an Ass (a beast of burden) and a Butt
(something done by a goat, with its head).

As can be seen, manuals could need extensive re-writes for the
American market, at least for British products. Perhaps this is one
reason British technology has difficulty penetrating that market.

--
John Michael Ward --> Putting quality above quantity, hype, vested
interests, money, and other pressures. Thus: a supporter of Acorn
Computers, LibDems, the Hour of Power and Babylon 5 <*>

601. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-12 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5g5s36$ngm@bcrkh13.bnr.ca>
Source record: 6540
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

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So what is your point? That what's passable 95% of the time should be
stretched further? 95% solutions don't always cut it. And that last 5%
is a vast canyon compared to the first 95.

602. Wild & Wacky Atari Auction (Update #11)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-13 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970313062200.BAA20343@ladder01.news.aol.com>
Source record: 6448

```
Wild & Wacky Atari Auction (Update #11)

Rules and stuff:
----------------
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
--------------------------------------------------------------------------
-----------------------------------------------

Atari "Centipede" T-Shirt (Brand New) $17 rwagner
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong
Atari "Centipede" hanging multi-piece mobile (Brand New) $11 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $11 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $6 J.Kock
Atari Grey Service Center Coffee Mug $10 cstrong
```

Atari "Power Without the Price" Balsa Wood Glider $3 J.kock
Atari Red with Gold Lettering Pen holder $11 fenris
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $50 bworkman

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
Activision MEGAMANIACS:
Activision FLYING ACES:

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

603. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-13 00:00:00 UTC
From: Alicia Carla Longstreet <carla@ici.net>
Message-ID: <3327A8E7.3F85@ici.net>
Source record: 6449
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Scott Ashcraft wrote:

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> | release them.

> It's interesting, but nonetheless appropriate, to be comparing problems in
> an OS version released several years ago (OS/2 2.0) to Win95, considering
> that's how behind technologically Win95 is.

You shouldn't post inflamatory things like this, unless you want
flames. I have found Windows 95 to be a very stable product. I have
been running it for almost 2 years and have not had any significant
problems with it. I recently purchased a 133 mhz Pentium motherboard
and a new case, moved all my drives and cards from the old system, added
a new hard drive and 16 megabytes of RAM. The system booted right up,
no problems.

Unfortunatly, OS/2 belongs to a company I will not buy from. I will not
support IBM in any way shape or form. I am not fond of their marketing
practices (they are actually guilty of, just about, everything Microsoft
has ever been accused of).

--
****
* Alicia Carla Longstreet carla@ici.net
****

The first element of greatness is fundamental humbleness
(this should not be confused with servility);
the second is freedom from self;
the third is intrepid courage,
which, taken in its widest interpretation,
generally goes with truth;
and the fourth-the power to love-
although I have put it last, is the rarest.
Margot Asquith

604. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-13 00:00:00 UTC
From: "Terje A. Bergesen" <terjeber@eunet.spm-protect.no>
Message-ID: <3327C5A1.40CF@eunet.spm-protect.no>
Source record: 6450
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Spaceman Spiff! wrote:
> Stephan Wilms wrote:
> > Kaz Kylheku wrote:
> > > Perhaps that's one of the reasons OS/2 means 0.5 * OS. :) After all, it's
> > > a Microsoft product.
> > Really ? I thought that OS/2 is an IBM product.
> > You can blame a *LOT* of rubbish on Microsoft, but not all.
>
> Where have you been?
> OS/2 is a product invented by MS. IBM's mistake was thinking they
> could do anything with it.

Huh? What planet did that happen on? OS/2 was a joint IBM / MS
product. I can't remember who wrote what, but I think MS wrote
PM. AFAIK IBM did most of the work on kernel and OS stuff.

[...]
> And yes, 95% of businesses are using MS products. Thats

Probably true, but the same 95% is probably using IBM
products as well. For one thing, they are probably using
IBM technology in MS products, like OLE.

Another thing to remember is where company critical data
is stored. I have heard numbers like 70% on IBM systems
like AS/400, MVS and the likes.

--

- Terje A. Bergesen

605. Re: Defend yourself against the Windoze Gestapo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-13 00:00:00 UTC
From: Martin Ettestl <martinet@online.no>
Message-ID: <115.7011T1119T2477@online.no>
Source record: 6451
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Will you please stop posting this thread to comp.sys.amiga.misc!?

It has got very little relevance to this group.

606. Re: Defend yourself against the Windoze Gestapo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-13 00:00:00 UTC
From: John Cartmell <john@cartmell.demon.co.uk>
Message-ID: <ant1319330b06Quo@cartmell.demon.co.uk>
Source record: 6452
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy,comp.sys.mac.advocacy

In article <n69B487EF@mail.zynet.co.uk>, John M Ward
<URL:mailto:johnward@mail.zynet.co.uk> wrote:
>

> As can be seen, manuals could need extensive re-writes for the
> American market, at least for British products. Perhaps this is one
> reason British technology has difficulty penetrating that market.
>
There does not seem to be the imperative the other way round. Does
that mean that the average citizen of the USA is less capable than
the average citizen of the UK in reading an alternative version of
English? Do you really mean that the US citizen is thick?

Before anyone flames me can I point out that my considered opinion is
that (s)he is simply an intelligent person suffering from being fed
too much pap.

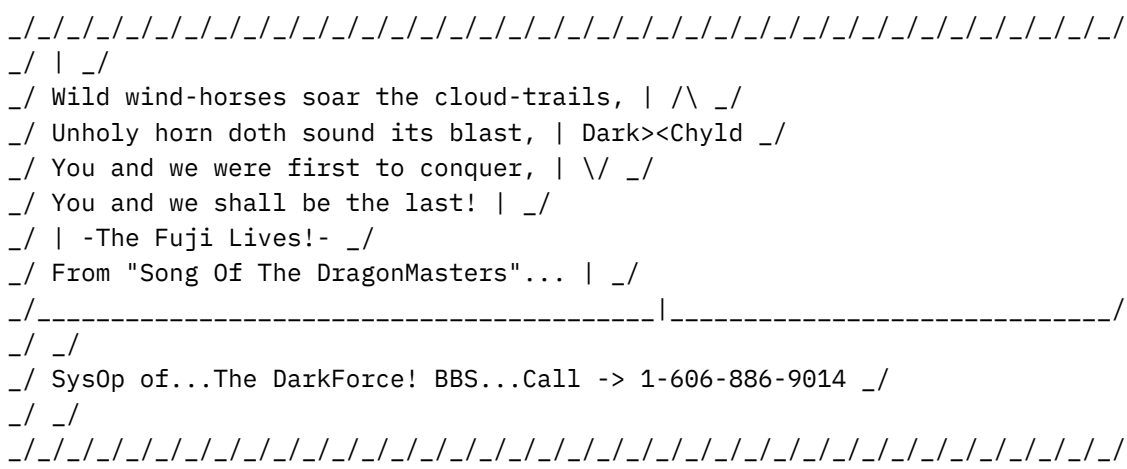
--
_/_/_/ _/ John Cartmell
_/ __/_/ _/_/ _/_/ using Acorn Risc PCs - and StrongARMed
_/ _/ _/ _/ _/ _/ _/ _/ UK designed and made - British software
_/_/ _/__/ _/ _/ _/ _/ supporting our own; even if it is the best ;-)

607. Re: Defend yourself against the Windoze Gestapo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-13 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858254910_OASIS_@pcc-uky.campus.mci.net>
Source record: 6453

Why in the world is this Amiga vs Acorn thread being posted in here in comp.sys.atari.advocacy? BTW, the Falcons audio system beats'em both! :)

--



608. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-14 00:00:00 UTC
From: Dmitry Tkach <ltkach@gis.net>
Message-ID: <3328F4DE.440E@gis.net>
Source record: 6454
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Alicia Carla Longstreet wrote:
>
> You shouldn't post inflamatory things like this, unless you want
> flames. I have found Windows 95 to be a very stable product. I have
> been running it for almost 2 years and have not had any significant
> problems with it.

Try this:

```
{
while (1);
}
```

In the message handler...

I did it (well, not exactly :-)) once accidentially and only Reset
could help.
Actually I don't understand how people can even seriously talk about an
OS that can be crashed by an application with one line of code...

609. Re: Unix and ease of use (WAS: Who makes more ...)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-14 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5gcb84$1cv@bcrkh13.bnr.ca>
Source record: 6455
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <slrn5iia24.i98.mjr@laulujoutsen.pc.helsinki.fi>,
Mikko Rauhala <mjr@iki.fi> wrote:
>On Thu, 13 Mar 1997 07:46:58 -0500, M. Prasad <prasadm@not4u.polaroid.com> wrote:
>>of use has not been the strong suite of Unix. Granted,
>>modifying text files automatically and sending out an
>>"AT" and listening for "OK", sounds like trivial
>>programming tasks. But in the PC world, it is a trivial
>
>Gee, I haven't done this for my Linux systems when I've installed modems
>and by golly, they do seem to magically work.
>
>Oh, I did have to set the serial port IRQ once, since I use IRQ 7. Still,
>that's something that can't really be reliably detected.

Exactly. So unless you have a plug and play device, it's safer to just tell the
OS where the port and IRQ is. At initialization time, the kernel can check
for the commonly expected places (e.g. the typically assigned addresses and
IRQ's for the standard two serial ports). On my motherboard, I can set
the address of a serial port to just about anything. The OS would have to
probe the entire 64K port space to try to locate the serial port, in
the absence of PNP.

Only a complete idiot would say that an OS which is taking advantage of PNP
at initialization is more advanced compared to one which has to search
through non-PNP devices. And in any case, PNP is something that just affects
PC's because their architecture was designed by brain-dead IBM folk.
Real UNIX workstations have had the equivalent of plug and play for ages.

The HP9000/725 sitting on my desk labels devices by means of ``hardware
paths''. The ``ioscan'' command will detect and produce an
exhaustive list of all hardware connected to the system:

DESCRIPTION
ioscan scans system hardware, usable I/O system devices, or kernel I/O
system data structures as appropriate, and lists the results. For
each hardware module on the system, ioscan displays by default the
hardware path to the hardware module, the class of the hardware
module, and a brief description.

By default, ioscan scans the system and lists all reportable hardware
found. The types of hardware reported include processors, memory,
interface cards and I/O devices.

```
# ioscan
H/W Path Class Description
============================================
bc
1 graphics Graphics
2 ba Core I/O Adapter
2/0/1 ext_bus Built-in SCSI
2/0/1.3 target
2/0/1.3.0 tape HP HP35470A
2/0/2 lan Built-in LAN
2/0/4 tty Built-in RS-232C
2/0/6 ext_bus Built-in Parallel Interface
2/0/8 audio Built-in Audio
2/0/10 pc Built-in Floppy Drive
2/0/11 ps2 Built-in Keyboard
4 ba EISA Adapter
4/0/2 unknown EISA card
5 ba Core I/O Adapter
5/0/1 hil Built-in HIL
5/0/2 tty Built-in RS-232C
8 processor Processor
9 memory Memory
11 ext_bus GSC add-on Fast/Wide SCSI Interface
11.5 target
11.5.0 disk SEAGATE ST32430W
11.6 target
11.6.0 disk SEAGATE ST32430W

[ Header trimmed ]
```

610. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-14 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5gcblm$1kp@bcrkh13.bnr.ca>
Source record: 6456
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

```
In article <3328F4DE.440E@gis.net>, Dmitry Tkach <ltkach@gis.net> wrote:
>Alicia Carla Longstreet wrote:
>>
>> You shouldn't post inflamatory things like this, unless you want
>> flames. I have found Windows 95 to be a very stable product. I have
>> been running it for almost 2 years and have not had any significant
>> problems with it.
>
>Try this:
>
>{
> while (1);
>}
>
>In the message handler...
>
>I did it (well, not exactly :-) ) once accidentially and only Reset
>could help.
>Actually I don't understand how people can even seriously talk about an
>OS that can be crashed by an application with one line of code...

I find that talking with Windows users about better operating systems is like
trying to describe the quality of a Bach orchestral suite to one who is
congenitally deaf.
```

611. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-14 00:00:00 UTC
From: <>
Message-ID: <ra4038-ya02408000R1403970950280001@newsgate.sps.mot.com>
Source record: 6457
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <3327A8E7.3F85@ici.net>, carla@ici.net wrote:

| Scott Ashcraft wrote:
|
|
| > It's interesting, but nonetheless appropriate, to be comparing problems in
| > an OS version released several years ago (OS/2 2.0) to Win95, considering
| > that's how behind technologically Win95 is.
|
| You shouldn't post inflamatory things like this, unless you want
| flames. I have found Windows 95 to be a very stable product. I have
| been running it for almost 2 years and have not had any significant
| problems with it. I recently purchased a 133 mhz Pentium motherboard
| and a new case, moved all my drives and cards from the old system, added
| a new hard drive and 16 megabytes of RAM. The system booted right up,
| no problems.

Interesting that you have been running it for almost two years since it's
only been released for about a year and a half.

I wasn't speaking of anyone's personal experiences with it or its
stability. I was speaking of its technical design, which is still
dependent on DOS.

|
| Unfortunatly, OS/2 belongs to a company I will not buy from. I will not
| support IBM in any way shape or form. I am not fond of their marketing
| practices (they are actually guilty of, just about, everything Microsoft
| has ever been accused of).
|

Hmmm. Microsoft's marketing practices are worse than IBM's (by your own
admission..."they (IBM) are guilty of, just about, everything Microsoft has
ever been accused of..."), yet you still buy from Microsoft. Why is that?
Sounds hypocritical to me.

scott ashcraft | email: ra4038@email.sps.mot.com
software engineer | ph. : +1.512.933.3916
motorola mos2 cim | team os/2 running wintel-free
| my opinions are my own
anti-spam enabled, remove @NOSPAM from my address when replying

612. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-14 00:00:00 UTC
From: Spaceman Spiff! <csweber@flash.net>
Message-ID: <332A0E49.4A1F@flash.net>
Source record: 6458
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Scott Ashcraft wrote:
>
> In article <3327A8E7.3F85@ici.net>, carla@ici.net wrote:
> |... no problems.
>
> Interesting that you have been running it for almost two years since it's
> only been released for about a year and a half.

Actually I know dozens of people how have been using it for about two
years.
They were on the Beta release...

So be careful how you try to flame. Take it from someone whose had
to de-footify my mouth a few times myself.

613. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-14 00:00:00 UTC
From: Spaceman Spiff! <csweber@flash.net>
Message-ID: <332A0FBC.1A30@flash.net>
Source record: 6459
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Kaz Kylheku wrote:
>
> I find that talking with Windows users about better operating systems is like
> trying to describe the quality of a Bach orchestral suite to one who is
> congenitally deaf.

Been there, done that!!

I worked with DOS for years. Though it was just fine.
Then I installed Linux and Xwindows.
WOW! I don't have to three-key my machine anymore! No matter how
stupid my programming mistake was!

I still use DOS, but now I realize there are OS's that are actually
fault tolerant.

People won't realize this until they experience it first hand.

-Scotty

614. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-14 00:00:00 UTC
From: Spaceman Spiff! <csweber@flash.net>
Message-ID: <332A0D2E.3111@flash.net>
Source record: 6460
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Terje A. Bergesen wrote:
> > Where have you been?
> > OS/2 is a product invented by MS. IBM's mistake was thinking they
> > could do anything with it.
>
> Huh? What planet did that happen on? OS/2 was a joint IBM / MS
> product. I can't remember who wrote what, but I think MS wrote
> PM. AFAIK IBM did most of the work on kernel and OS stuff.

Correction accepted.

> [...]
> > And yes, 95% of businesses are using MS products. Thats

> Another thing to remember is where company critical data
> is stored. I have heard numbers like 70% on IBM systems
> like AS/400, MVS and the likes.

It sounds like you mean any IBM device that Microsoft didn't screw up.

615. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-14 00:00:00 UTC
From: Spaceman Spiff! <csweber@flash.net>
Message-ID: <332A1098.7C7C@flash.net>
Source record: 6461
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Paul Womar wrote:
>
> .... that
> saying "Win '95...Mac '89"...

Gee, I heard it was MAC 88.

616. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970315001911392 55@pwomar.demon.co.uk>
Source record: 6462
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Alicia Carla Longstreet <carla@ici.net> wrote:

> Scott Ashcraft wrote:
>
> > <chucks@isd.net> wrote: | > John Lockwood <johnl@calweb.com> wrote: | >
> > I hate to join this cross-posted spam, but the last time I used a modem
> > under | > Windows 95, the program which opened the modem crashed, yet
> > the OS (I use the | > term loosely, of course) would not release the
> > device. I had to reboot the | > machine. NT isn't a whole lot better.
>
> > | That's interesting. In OS/2 2.0 (or was it 1.3? i don't remember) If
> > | a Rexx program abended, all open files remained open. You had to
> > | reboot to release them.
>
> > It's interesting, but nonetheless appropriate, to be comparing problems
> > in an OS version released several years ago (OS/2 2.0) to Win95,
> > considering that's how behind technologically Win95 is.
>
> You shouldn't post inflamatory things like this, unless you want flames.

Far be it from me to pick up on grammer but I think you mean defamatory
ie "To speak ill of" etc. The whole idea of advocacy groups is flames,
it's the MCIBTY argument, the whole point is I say computer X is shit
and you say computur Y is shit,t hat's the idea. And it's quite clear
that Win95 is technologically behin, I take it you've nver heared that
saying "Win '95...Mac '89", not that System 7 is particularly superb,
however I do much prefer it to Windows.

> I have found Windows 95 to be a very stable product. I have been running
> it for almost 2 years and have not had any significant problems with it.
> I recently purchased a 133 mhz Pentium motherboard and a new case, moved
> all my drives and cards from the old system, added a new hard drive and 16
> megabytes of RAM. The system booted right up, no problems.

I can say the same about my Mac, everything is pure plug and play the
videocard just dropped in and was ready before the configuration disk
had touched the drive and the same with the Zip, Hard Drives etc. It's
fairly stable too, unless you include Netscape but I believe the same
could be said for that on any platform.

-- To reply to this message there is no need to remove anything from my
email address, clever that!

617. Wild & Wacky Auction (Final 24 Hours!!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-15 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970315062500.BAA24547@ladder01.news.aol.com>
Source record: 6463

24 Hours Remaining before the Auction goes into the Going Once, Going Twice, SOLD.

This is your last chance to get ahold of some truly unique collectables!!!!!

Wild & Wacky Atari Auction (Final 24 Hours)

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing your package and adding $1 for materials - Priority stuff <2 lbs will be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will be accepted. I would NOT reccomend sending cash, but some people seem to
anyway. Checks will be held for approximately 1 week to clear. MO orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 15th.
One final post will be made to newgroups. A bidder who is not on the update list may bid on a G1 item, but not a G2 item. Any raise to an item in the G1 or G2 phase will result in the item staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari "Centipede" T-Shirt (Brand New) $17 rwagner
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong
Atari "Centipede" hanging multi-piece mobile (Brand New) $11 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $11 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $6 J.Kock
Atari Grey Service Center Coffee Mug $10 cstrong
Atari "Power Without the Price" Balsa Wood Glider $3 J.kock
Atari Red with Gold Lettering Pen holder $11 fenris
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $50 bworkman

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
Activision MEGAMANIACS:
Activision FLYING ACES:

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com

Web Site: http://members.aol.com/cvendel/vaporware.html

618. Wild & Wacky Auction (Final 24 Hours!!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-15 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970315063001.BAA24738@ladder01.news.aol.com>
Source record: 6464

```
24 Hours Remaining before the Auction goes into the Going Once, Going
Twice, SOLD.

This is your last chance to get ahold of some truly unique
collectables!!!!!
------------------------------------------------------------------

Wild & Wacky Atari Auction (Final 24 Hours)

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2. Send your mailing address with your first bid
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your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
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$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
------------------------------------------------------------------------
-----------------------------------------------
```

Atari "Centipede" T-Shirt (Brand New) $17 rwagner
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong
Atari "Centipede" hanging multi-piece mobile (Brand New) $11 insane
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Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $6 J.Kock
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Atari "Power Without the Price" Balsa Wood Glider $3 J.kock
Atari Red with Gold Lettering Pen holder $11 fenris
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $50 bworkman

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
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Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with
all the original warantee cards, playing pieces, VCR tape, board and play
money.
$7 slapdash

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
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Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com

Web Site: http://members.aol.com/cvendel/vaporware.html

619. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-15 00:00:00 UTC
From: Paul Rotering <protering@bosque.com>
Message-ID: <332B4547.2969C215@bosque.com>
Source record: 6465
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Alicia Carla Longstreet wrote:

> You shouldn't post inflamatory things like this, unless you want
> flames. I have found Windows 95 to be a very stable product....

> Unfortunatly, OS/2 belongs to a company I will not buy from. I will not
> support IBM in any way shape or form. I am not fond of their marketing
> practices (they are actually guilty of, just about, everything Microsoft
> has ever been accused of).

Just what kind of hypocrite does this make you, then?

Paul R. Rotering Bosque Technologies, Inc.
protering@bosque.com P.O. Box 13210
(505)880-8824 Albuquerque, NM 87192
(505)880-8835 (FAX)

620. ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-15 00:00:00 UTC
From: takecards@answerme.com
Message-ID: <5gfk7i$2b2@news.shscomputer.com>
Source record: 6466

ACCEPT MAJOR CREDIT CARDS WE APPROVE !!!!!
********** **********
Visa, Master card, American Express, Discover Card

Merchant Bankcard Systems, a proven leader in our industry, can
provide your business the ability to accept credit cards from customers.
Accepting credit cards is a must in today's marketplace. Your sales will
increase as customers know your business welcome's there card. Don't
lose another sale, because you don't take credit cards.

Our rates are among the lowest in our industry, starting at 1.55% !
Over 97% of our clients ARE APPROVED! We can approve almost any
type of business. We are approving businesses just like yours everyday!

WE APPROVE:
* RETAIL BUSINESS * MAIL-ORDER
* SERVICE BUSINESS * PHONE-ORDER
* PROFESSIONAL * HOME-BASED
* RESTAURANTS * ON-LINE BUSINESS
WE OFFER:
* ZERO-DOWN START UP !!!! * FREE- FED-EX SHIPPING
* APPROVALS IN 48 HOURS * FREE -TEC-SUPPORT
* PC SOFTWARE AVAILABLE * FREE - PERSONAL PAGER
* MAC SOFTWARE AVAILABLE * NO HYPE / NO HASSLES

******APPROVALS WITHIN 48 HOURS******

http://www.takecards.com
****** WE APPROVE ******

VISIT US US NOW !!!!!!!!

Send me Email here">E-MAIL US NOW !!!!!!!!

621. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-16 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <332b48f6.5167929@nntp.ix.netcom.com>
Source record: 6467
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

kaz@vision.crest.nt.com (Kaz Kylheku) writes:

>I find that talking with Windows users about better operating systems is like
>trying to describe the quality of a Bach orchestral suite to one who is
>congenitally deaf.

Do you offer to re-write the software they use for the better OS? That
might help.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>><

622. Wild & Wacky Auction (GOING ONCE!!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-16 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970316155100.KAA15082@ladder01.news.aol.com>
Source record: 6468

AUCTION NOW IN GOING ONCE, GOING TWICE, GONE STAGE
Place your bids before you miss out on these spectacular rarities!!!!

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
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9. Payment should be in US funds. Checks and MO, will
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to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
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One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

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Atari solid Brass Belt Buckle (Brand New) TRADED
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Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $50 bworkman G1

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Activision RIVER RADIERS:
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Activision FLYING ACES:

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash G1

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11 G1
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Antic June 1983 Vol 2, Issue 3 $2 tmw11 G1
Antic July 1983 Vol 2, Issue 4 $2 tmw11 G1
Analog Computing October 1986 $1.50 tmw11 G1
Hi-Res Magazine Premiere Issue $5.00 slapdash G1

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
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Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

623. Questions from a Atari french fan

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-16 00:00:00 UTC
From: roubion@essi.fr
Message-ID: <5gheas$f2i$1@news-srv.essi.fr>
Source record: 6469

I was surfing onto www.atari.com (jag' official web site) and I stopped on this line: "Last updated on February 20th, 1997". I thought that Atari has dissapeared with the JTS merging, but it seems not (because of this updating date). So, let me ask a few questions:

I was told that there are 3 guys left at the Corp: is this true ?
Can anybody tell me what Atari does exactly at this moment ?
What Atari becomes with JTS ?
And finally: is Atari still alive or not ?

(I don't want to get in trouble with anybody here, but just want to know what is really going with the Corp: we're not very well informed in France you know !)

Thanx you !

Emmanuel Roubion ESSI, University of Sophia-Antipolis
http://www.essi.fr/~roubion Ecole Superieure en Sciences Informatiques

624. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-16 00:00:00 UTC
From: News1@pwomar.demon.co.uk
Message-ID: <19970316190929762O@pwomar.demon.co.uk>
Source record: 6470
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Spaceman Spiff! <csweber@flash.net> wrote:

> Paul Womar wrote:
> >
> > .... that
> > saying "Win '95...Mac '89"...
> >
> Gee, I heard it was MAC 88.

Just trying to be a bit on the kinder side.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

625. TAF meeting March 19th - Computer Direct!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-16 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <332c44a3.0@lagoon.idirect.com>
Source record: 6471

****

COMPUTER DIRECT WILL BE IN TORONTO ON WEDNESDAY MARCH 19th,

AT THE REGULAR MEETING OF THE TORONTO ATARI FEDERATION!

Doors open at 6:30 PM - Admission is free to TAF members

Non-member admission is $2 at the door

======= Lots of software for sale =======
======= Lots of hardware for sale =======

Chris Krowchuk will be demonstrating the ultra-powerful
DirecT60 Hades computer!

The meeting site is located at Memorial Hall in the North York
City Center, 5110 Yonge St. at Parkhome Ave. Go to the lower level
(Concourse). Go to the far end of the complex, to the Library
Building. Memorial Hall is located beneath the Library. There are
signs pointing the way.

Visitors from out of town can take Highway 401 to the Yonge St.
exit. Travel north on Yonge St. for 5 stoplights and you're there!

Wednesday March 19th will be a great opportunity to upgrade some of
your favorite software: NVDI, MagiC, HDDriver, and dozens of other
titles. Tell Chris you're coming to the meeting and he'll bring
what you need . . .

=== for more info, contact: chris@compdirect.com ===
or lrhc@interlog.com

****

626. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-17 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5gia9s$n9n@bcrkh13.bnr.ca>
Source record: 6472
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.lang.c

In article <3329a01c.1231491@news.tm.net.my>,
AlexMan <alexman@tm.net.my> wrote:
>Hello .
>
>Well, I've been going through all those arguements about UNIX and
>Windows.. and just wanna say something on my mind.. hope this would
>not offend anyone..
>
>Basicly, i have worked through both the OS, i am running Win95 at home
>and my college gives me access to the Unix account. I would say i am a

So what you are saying is that you have UNIX ``access''. What exactly is
that? Remote dial-up? At home you have Win95 on your desktop. That
can only be fairly compared with having UNIX on your desktop.

What sort of interface are you using? Motif? CDE? Or VT100 dial-up?
What applications are you running under Unix?

>major "dumb nut" when it comes to Unix.. i find it very complex,
>difficult to understand, and hated the interface.. I always wished
>that it would have a better interface, a little more friendly and
>would support multy programming in every terminal.. Not that Unix is
>not a multi programming OS, but.. like if only u can open up more than
>one file with VI and minimise the other one.

Umm, modern vi programs let you do that. I use a vi compatible program called
vim. It has a Motif or Athena graphical interface, multiple edit buffers and
full vi compatibility in all but one command. It does work with text terminals
too, of course. (Vim also supports Amiga, OS/2, 95 and NT and MS-DOS, it's not
just a UNIX thing).

>But, i throughly find Unix as a very very powerfull OS, i can do soo
>much things in it where in Windows could only wish for. If only i can
>understand more about the scrips, i could do loads of stuff..

Have you ever run conventional applications under Unix, such as
word-processors, or image manipulation programs? If all you use is a university
account, your view is probably a little slanted. Your access to the system will
be restricted, and the only software you are likely to be able to install on
the workstation is freeware. You probably don't even have sufficient access to
the University's facilities to be able to pop in and mount a CD-ROM.

This is one of the reasons why the biggest criticism of UNIX on usenet
seems to come from undergraduate freshmen, CS dropouts or people who

do Wintel tech support for a living: all they know of UNIX comes
from their experiences with a dial-up tty interface.

>While Windows is concern, i liked it when i can do other stuffs when
>waitting for one process to finish, the whole lot of tools i can
>purchase..and ofcourse.. GAMES. But the shit thing is.. when i get

Games? I used to play xpilots a great deal (a neat multi player graphical game
for UNIX systems with XWindow). The ID games Quake and Doom are developed
under UNIX. (Doom was originally developed on a NeXT, and Quake is done
using GNU tools, i.e. the GCC compiler).

I have played multi-player internet-based games under UNIX since 1989.
Imagine this: It's 1990 and you are playing a game of xtrek on a 1280x1024
19 inch display in a window that covers most of it. What sorts of games
were PC users playing at that time? Some single player bit-mapped crap in
320x200, or 16 color EGA, no doubt.

>some assignment.. lets say in VB , i would really wish that scripts
>would work in windows.. it's just whole lot more easier.. than to
>look through the On-line help.. which speaks in a language only the
>person wrote it would understand.
>
>I was told that Unix has a version with GUI . I can only dream of
>getting a first hand look at it.. since my country is always slow when
>it comes to IT.

Umm, you could just try installing Linux, which is freely distributed. Linux
levels the ground between the rich and the poor, and does not stop at
political, social or economical boundaries.

There is plenty of commercial software for it. I have even started
seeing some advertisements for a version of the common desktop environment
(CDE).

Students in North America have a view of UNIX that isn't much different from
yours. Unless they have installed it on their PC's or worked with it at work,
all the know is the text interface. That's because the OS is used to provide
low-cost efficient access to things like mail and news for thousands of
students. People who run UNIX (freeware or otherwise) on their desktops have a
totally different view.

[Let's try to trim these headers, shall we? Nobody in comp.security
wants to read this. I'm reading in comp.lang.c, unfortunately, so I'm
leaving that in.]

627. Wild & Wacky Auction (Going Twice!!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-17 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970317042000.XAA27505@ladder01.news.aol.com>
Source record: 6473

AUCTION NOW IN GOING ONCE, GOING TWICE, GONE STAGE
Place your bids before you miss out on these spectacular rarities!!!!

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

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Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $11 mnementh
G1
Atari "Centipede" hanging multi-piece mobile (Brand New) $15 digitpress G1
Atari "Millipede" hanging multi-piece mobile (Brand New) $15 digitpress G1

Atari red "Kite" (Brand New) $4 mnementh G1
Atari Service Center Ice Scrapper $6 J.Kock G2
Atari Grey Service Center Coffee Mug $10 cstrong G2
Atari "Power Without the Price" Balsa Wood Glider $3 J.kock G2
Atari Red with Gold Lettering Pen holder $11 fenris G2
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle G2
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $52 mnementh G1

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
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Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash G2

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11 G2
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Hi-Res Magazine Premiere Issue $5.00 slapdash G2

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

628. Re: Defend yourself against the Windoze Gestapo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858642088_OASIS_@pcc-uky.campus.mci.net>
Source record: 6474

In article <332D6102.5155@larkin.dur.ac.uk>
Big Mad Drongo <A.G.Jackson@durham.ac.uk> said:-

>What did you expect when it's being crossposted to comp.sys.acorn.
>advocacy? And, in fact, comp.sys.everything.advocacy, although I
>haven't seen any Atari owners speaking up...

You're very right-its got to be the cross-post from Hell-I've seen it almost everywhere! As an Atari owner, I did respond to it earlier, though I don't know if it made it through all the "hype" <smile> I asked why we were seeing this in comp.sys.atari.advocacy, and that my Atari Falcons DSP-equipped audio system was on par (better!) than both other systems! :)

--

```
_/_/_/
```

629. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-18 00:00:00 UTC
From: matrix@wolfe.net
Message-ID: <5gkpk0$l54@ratty.wolfe.net>
Source record: 6475
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

```
In article <3326A08C.6E0@cwa.de>,
Stephan Wilms <Stephan.Wilms@CWA.de> writes:
> Really ? I thought that OS/2 is an IBM product.
> You can blame a *LOT* of rubbish on Microsoft, but not all.

Actually, at first it was a joint venture between M$ and IBM.
So we CAN blame everything on M$... :)
--
// () __ _ _ _ _
// // //\\ // // \\//
//__ // // // //_// //\\
___matrix@wolfenet.com___
```

630. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-18 00:00:00 UTC
From: Frank Charlton <frank@tachyon.demon.co.uk>
Message-ID: <01bc3396$078b1e40$a258989e@tachyon.demon.co.uk>
Source record: 6476
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Marcel Durieux <hollywood.sound@skynet.be> wrote in article
<01bc2fbf$60cae560$2f05eec3@marcel>...
> Hello,
> how can I connect a 850 atari drive at my PC to make image from my own
> disks?

If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as selling XFormer cables to do the thing you want, they have plans available to build your own cable.

ATB, Frank.

631. Looking for Atari Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-19 00:00:00 UTC
From: Chris Goff <bytekid@centuryinter.net>
Message-ID: <01bc346d$1cfaa840$21bc41ce@century.centuryinter.net>
Source record: 6477

Does anybody know whrere i can get a new are used Atrai Falcon?

632. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-19 00:00:00 UTC
From: Jose Guzman <j.guzman@arrakis.es>
Message-ID: <VA.00000317.00210975@bigboy>
Source record: 6478
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

<<
Actually, at first it was a joint venture between M$ and IBM.
So we CAN blame everything on M$... :)
-- >>
Even on the IBM ordered limitations ?

As forcing MS to do the 1.x releases 16 bit...

Read the showstopper book, the origin of the breakout between MS and
IBM where the silly IBM orders and limitation to the jointly developed
products...

Jose, Sevilla, SPain

Blue House: A Company who buys all IBM because IBM does always better
products and not because IBM does better illegal payement to the
computer people <g>

633. What exactly is this newgroup about?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-19 00:00:00 UTC
From: "r.c.smith@herts.ac.yk" <rs5ba@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.970319114921.6066A-100000@altair.herts.ac.uk>
Source record: 6479

```
Can someone please tell me exactly what 'advocacy' is for? What is the
allowed subject matter?

Replies to the address below will be much appreciated.

Thanks in advance,

Ray.

+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+
| Final Year Computer Science |
+*******************************+
| ___ _ __ __ (
) / \ / \ \ \/ / |
| Email/: r.c.smith@herts.ac.uk )
( / /\ \ / / \ \ / / |
| \/S \/M\/ I \/T\/H (
) |
+*******************************+
|The University of Hertfordshire|
+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+
```

634. Re: What exactly is this newgroup about?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-19 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858761314_OASIS_@pcc-uky.campus.mci.net>
Source record: 6480

In article <Pine.SUN.3.91.970319114921.6066A-100000@altair.herts.ac.uk>
"r.c.smith@herts.ac.yk" <rs5ba@herts.ac.uk> said:-

>
> Can someone please tell me exactly what 'advocacy' is for? What is the
>allowed subject matter?
>
> Replies to the address below will be much appreciated.
>
>Thanks in advance,
>
>Ray.

Its all about defending your right to choose whatever computing platform you wish to use (in this case, Atari!), its about letting the uninformed masses of Bill Gates clone "wannabe's" know that we (still!) believe in the computer with the friendliest OS this side of Pluto/Neptune (has it moved back out into its reg. orbit yet?), its about drawing a line in the sand (our beliefs) and standing toe-to-toe with anyone who tries to cast doubt on said beliefs...We are the Star Wars "rebels" fighting against the Evil Empire (Microsloths aim at total monopoly) Its a lonely (but good!) fight, we fight every day, every time we flick a switch and TOS boots up...AND every time TOS is the OS that appears on a screen, thats another victory for us, the few, the free, the proud... :)

--

_/_/_/

635. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-19 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <3330AA68.2567@wwa.com>
Source record: 6481
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Frank Charlton wrote:
>
> Marcel Durieux <hollywood.sound@skynet.be> wrote in article
> <01bc2fbf$60cae560$2f05eec3@marcel>...
> > Hello,
> > how can I connect a 850 atari drive at my PC to make image from my own
> > disks?
>
> If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home
> of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> selling XFormer cables to do the thing you want, they have plans available
> to build your own cable.
>
> ATB, Frank.

What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
got against the good old 8bit?

636. Help for SM194 user

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-20 00:00:00 UTC
From: Eckhard Granderath <eckhard.granderath@lrz.uni-muenchen.de>
Message-ID: <3331724C.6902@lrz.uni-muenchen.de>
Source record: 6482

Dear friends,

is there anyone who can organize the startup software for the ATARI
SM194 monitor with expansion card?

ThanX for your help!

Eckhard Granderath
Inst. f. Cell Biol.
Schillerstr. 42
D-80336 Munich
Germany

Fon: ++49 (0)89 5996872
Fax: ++49 (0)89 5996882
e-mail: eckhard.granderath@lrz.uni-muenchen.de

637. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5gr6bc$7vq@balaena.bio.vu.nl>
Source record: 6483
Cross-posted to: alt.crews.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Eric Cron (ericcron@wwa.com) wrote:

: > > how can I connect a 850 atari drive at my PC to make image from my own
: > > disks?
: >
: > If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home
: > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as

: What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
: got against the good old 8bit?

The ST isn't 8 bit either. He was referring to the "old" Atari 800
(XE/XM/whatever) series of 8 bit computers.
But you are right, the ST isn't old. 12 years is nothing compared to the
time UNIX (not actually a system but an OS) has been around. And what to
think about PC's... They've been around for 17 years.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

As you reach for the web, a venomous spider appears. Unable to pull
your hand away in time, the spider promptly, but politely, bites you.
The venom takes affect quickly causing your lips to turn plaid along
with your complexion. You become dazed, and in your stupor you fall
from the limbs of the tree. Snap! Your head falls off and rolls all
over the ground. The instant before you croak, you hear the whoosh of
a vacuum being filled by the air surrounding your head. Worse yet, the
spider is suing you for damages.

638. Re: What exactly is this newgroup about?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-20 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970320193329155 20@pwomar.demon.co.uk>
Source record: 6484

r.c.smith@herts.ac.yk <rs5ba@herts.ac.uk> wrote:

> Can someone please tell me exactly what 'advocacy' is for? What is the
> allowed subject matter?
>
> Replies to the address below will be much appreciated.
>
> Thanks in advance,

Just the usula "My computer is better than yours." crap. I say Atari
rules, someone says Macs are great, PC users says mac sucks etc ad
infinitum. I used to enjoy a good argument here but recently it's just
full of big cross-posted threads, booring. In fact I'm going to
un-subscribe right now.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

639. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-21 00:00:00 UTC
From: Colin Polonowski <polonowski@zetnet.co.uk>
Message-ID: <01bc3653$96958ca0$dc28f7c2@zetnet.co.uk>
Source record: 6342
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

> > If you mean the old 8-bit stuff, check out http://www.emulators.com/ -
home
> > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> > selling XFormer cables to do the thing you want, they have plans
available
> > to build your own cable.

> What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> got against the good old 8bit?

The ST is 16 bit... Frank is talking about the relatively old Atari XE etc!

640. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-21 00:00:00 UTC
From: Nathan Hand <Nathan.Hand@anu.edu.au>
Message-ID: <33324E7C.206C3B07@anu.edu.au>
Source record: 6485
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Terrence W. Zellers wrote:
>
> She has a point, of sorts - do a forever loop inside a windoze 16 prog
> even running on 95 - but just how do you get rid of that or worse a
> for(;;)fork(); ? I've been doing AIX for a while and still don't
> have an answer. On big iren, I'd get a phone call in about 30 seconds
> take another 30 to find and kill the prog, another 30 to look up the
> ID and kill the owner; problem solved, no IPL, no fuss, just a minute
> or two of aggravation - not a system lockup and reboot. On aix the
> system keeps running and users still get work done just slowly. But
> I can't kill the damned thing.
>
> How?? (In linux too, I anticipate doing some progery and might do
> it by accident).

Read the man page for bash... particularly the bits about "ulimit -u".

--
Open mind for a different view, and nothing else matters.

641. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-21 00:00:00 UTC
From: zellert@voicenet.com
Message-ID: <5gt7ep$1mg_002@zellert.VOICENET.COM>
Source record: 6486
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

```
In article <5gcblm$1kp@bcrkh13.bnr.ca>, kaz@vision.crest.nt.com (Kaz Kylheku) wrote:
>In article <3328F4DE.440E@gis.net>, Dmitry Tkach <ltkach@gis.net> wrote:
>>Alicia Carla Longstreet wrote:
>>> ...
>>> You shouldn't post inflamatory things like this, unless you want
>>
>>Try this:
>>
>>{
>> while (1);
>>}
> ....
>I find that talking with Windows users about better operating systems is like
>trying to describe the quality of a Bach orchestral suite to one who is
>congenitally deaf.

She has a point, of sorts - do a forever loop inside a windoze 16 prog
even running on 95 - but just how do you get rid of that or worse a
for(;;)fork(); ? I've been doing AIX for a while and still don't
have an answer. On big iren, I'd get a phone call in about 30 seconds
take another 30 to find and kill the prog, another 30 to look up the
ID and kill the owner; problem solved, no IPL, no fuss, just a minute
or two of aggravation - not a system lockup and reboot. On aix the
system keeps running and users still get work done just slowly. But
I can't kill the damned thing.

How?? (In linux too, I anticipate doing some progery and might do
it by accident).

-- TWZ

+---------------------------------------------------------------------+
| Terrence W. Zellers | |
| zellert@voicenet.com (personal) | Libertarian candidate, |
| zellert@vm.temple.edu (work) | Pa. 202nd legislative district |
| zellers@blue.temple.edu (work) | |
| http://blue.temple.edu/~zellers | |
+---------------------------------------------------------------------+
```

642. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-21 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5gup6l$q5q@bcrkh13.bnr.ca>
Source record: 6487
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <5gt7ep$1mg_002@zellert.voicenet.com>,
Terrence W. Zellers <zellert@voicenet.com> wrote:

>She has a point, of sorts - do a forever loop inside a windoze 16 prog
>even running on 95 - but just how do you get rid of that or worse a
>for(;;)fork(); ? I've been doing AIX for a while and still don't
>have an answer. On big iren, I'd get a phone call in about 30 seconds
>take another 30 to find and kill the prog, another 30 to look up the
>ID and kill the owner; problem solved, no IPL, no fuss, just a minute
>or two of aggravation - not a system lockup and reboot. On aix the
>system keeps running and users still get work done just slowly. But
>I can't kill the damned thing.
>
>How?? (In linux too, I anticipate doing some progery and might do
>it by accident).

In Linux, like in other modern UNIXes, you have the idea of process limits. If you are on a Linux system, type ``help ulimit'' in the bash shell.

You can restrict the number of processes that a user can have, and also restrict the sizes of various key memory regions (code, data, stack) of the children of any process, and also the maximum running time, and other limits. The easiest way to enforce limits for all users is to deposit a suitable ``ulimit'' command line in the scripts that get executed when they log in. Also, pay attention to the difference between soft and hard limits. Hard limits can never be raised, but soft limits can be lowered and raised.

Incidentally, I recently read of a report that Windows NT allows a process to change its own priority and thus seize the processor. A patch was sent out for it, but this wonderfully undergraduate mistake gave me a few chuckles!

643. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-21 00:00:00 UTC
From: zmerch@northernway.net
Message-ID: <MPLANET.3332d9bbzmerch9896d9@news.northernway.net>
Source record: 6488
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

In article <3330AA68.2567@wwa.com>, ericcron@wwa.com says...

> What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> got against the good old 8bit?

Hey Eric...

Good to hear from you again, and I really hate to inform you of this, but
the ST is not an 8-bit machine!

I have, however, gotton that ol' 800 working well with the disks and
everything... so I'm looking to move some basic-type stuff onto the
floppies for that as well.

My question is this: Does an ST have an SIO interface to hook up 8-bit
peripherals? I'm getting an (Not old - middleaged) 1040ST in May.

Cya l8r,
"Merch"

644. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-21 00:00:00 UTC
From: joelga@rossinc.com
Message-ID: <1997Mar21.234031.25151@rossinc.com>
Source record: 6489
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

```
In article <5gcblm$1kp@bcrkh13.bnr.ca> kaz@vision.crest.nt.com (Kaz Kylheku) writes:
>In article <3328F4DE.440E@gis.net>, Dmitry Tkach <ltkach@gis.net> wrote:
>>Alicia Carla Longstreet wrote:
>>>
>>> You shouldn't post inflamatory things like this, unless you want
>>> flames. I have found Windows 95 to be a very stable product. I have
>>> been running it for almost 2 years and have not had any significant
>>> problems with it.
>>
>>Try this:
>>
>>{
>> while (1);
>>}
>>
>>In the message handler...
>>
>>I did it (well, not exactly :-) ) once accidentially and only Reset
>>could help.
>>Actually I don't understand how people can even seriously talk about an
>>OS that can be crashed by an application with one line of code...
>
>I find that talking with Windows users about better operating systems is like
>trying to describe the quality of a Bach orchestral suite to one who is
>congenitally deaf.

So use a bigger hammer! :)
--
Joel Garry joelga@rossinc.com Compuserve 70661,1534
These are my opinions, not necessarily those of Ross Systems, Inc. <> <>
%DCL-W-SOFTONEDGEDONTPUSH, Software On Edge - Don't Push. \ V /
panic: ifree: freeing free inodes... 0
```

645. >> Falcon BiT BOPPER Source Code For Sale <<

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-21 00:00:00 UTC
From: alex@artwalker.com
Message-ID: <alex-2103972003500001@tdw.vip.best.com>
Source record: 6490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,z-netz.rechner.atari.hardware

```
>> Falcon BiT BOPPER Source Code For Sale <<

All information is online at:

http://www.artwalker.com/bitbop/

--
Q:2000 (Liberator)

"Together, we can dream a new world into reality."
- Deepak Chopra
```

646. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-22 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <3333BEBA.794B@gte.net>
Source record: 6343
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Roger Merchberger wrote:
>
> My question is this: Does an ST have an SIO interface to hook up 8-bit
> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>

No, but there was a custom cable designed for use with Darek Mihocka's
8-bit emulator on the ST. I can't remember Darek's e-mail address, but
his company (which markets 8-bit and ST emulators for the Windoze) is
called Branch Always Software (BRA-Soft) and is on the web... perhaps he
still sells these cables?

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

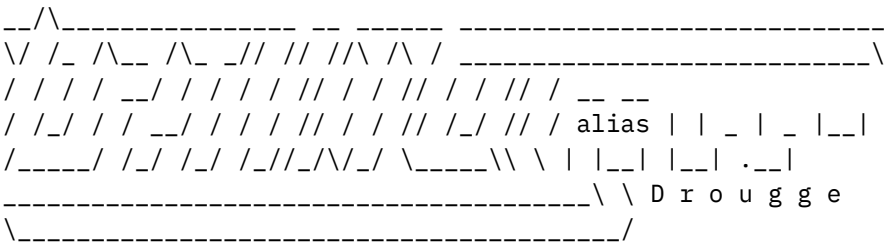
To reply via e-mail, remove the .antispam from my ID.

647. Re: Looking for Atari Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-22 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <605.7020T1411T1350@canit.se>
Source record: 6344

Chris Goff (bytekid@centuryinter.net) skrev:
>Does anybody know whrere i can get a new are used Atrai Falcon?

Musiczone. Try http://www.musiczone.se/

--


648. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-23 00:00:00 UTC
From: read@my.sig
Message-ID: <33362de1.1971752@news.networx.net.au>
Source record: 6345
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Dan Mazurowski <smedley.antispam@gte.net> wrote:

>Roger Merchberger wrote:
>>
>> My question is this: Does an ST have an SIO interface to hook up 8-bit
>> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>>
>
>No, but there was a custom cable designed for use with Darek Mihocka's
>8-bit emulator on the ST. I can't remember Darek's e-mail address, but
>his company (which markets 8-bit and ST emulators for the Windoze) is
>called Branch Always Software (BRA-Soft) and is on the web... perhaps he
>still sells these cables?
>

Actually, he's changed the URL to

www.emulators.com

and the company is now known as

Emulators Online

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

649. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-23 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3336b0e3.87659858@news.inc.net>
Source record: 6346
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

On Sat, 22 Mar 1997 05:12:58 -0600, Dan Mazurowski
<smedley.antispam@gte.net> wrote:

>Roger Merchberger wrote:
>>
>> My question is this: Does an ST have an SIO interface to hook up 8-bit
>> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>>
>
>No, but there was a custom cable designed for use with Darek Mihocka's
>8-bit emulator on the ST. I can't remember Darek's e-mail address, but
>his company (which markets 8-bit and ST emulators for the Windoze) is
>called Branch Always Software (BRA-Soft) and is on the web... perhaps he
>still sells these cables?
>
>--
> -=-
> -=-=-=-=- Dan Mazurowski -=-=-=-=-
> -=-=-=-=- smedley@gte.net -=-=-=-=-
> -=-
>
> "There's a fine line between clever and stupid."
> - David St. Hubbins (lead singer, Spinal Tap)
>
>Check out my video game retrospect web site!
>
>http://home1.gte.net/smedley/index.htm
>
>To reply via e-mail, remove the .antispam from my ID.

His company is now called Emulators Inc. I wonder if Darek works for
MS, he is in the same neighborhood.

650. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-23 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <3335C65E.794B@gte.net>
Source record: 6347
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Jon D. Melbo wrote:
>
> His company is now called Emulators Inc. I wonder if Darek works for
> MS, he is in the same neighborhood.

He was hired by Microsoft right out of college years ago, and he was
still working for them when I met him about 18 months ago. So he's
probably still there.

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, remove the .antispam from my ID.

651. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-23 00:00:00 UTC
From: zellert@voicenet.com
Message-ID: <5h4g1q$350_004@zellert.VOICENET.COM>
Source record: 6348
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <5gup6l$q5q@bcrkh13.bnr.ca>, kaz@vision.crest.nt.com (Kaz Kylheku) wrote:
>In article <5gt7ep$1mg_002@zellert.voicenet.com>,
>Terrence W. Zellers <zellert@voicenet.com> wrote:
>
>>She has a point, of sorts - do a forever loop inside a windoze 16 prog
>>even running on 95 - but just how do you get rid of that or worse a
>>for(;;)fork(); ? I've been doing AIX for a while and still don't
>> ...
>>How?? (In linux too, I anticipate doing some progery and might do
>>it by accident).
>
>In Linux, like in other modern UNIXes, you have the idea of process limits. If
>you are on a Linux system, type ``help ulimit'' in the bash shell.
>
>You can restrict the number of processes that a user can have, and also
>restrict the sizes of various key memory regions (code, data, stack) of the
>children of any process, and also the maximum running time, and other limits.
>The easiest way to enforce limits for all users is to deposit a suitable
>``ulimit'' command line in the scripts that get executed when they log in.
>Also, pay attention to the difference between soft and hard limits. Hard limits
>can never be raised, but soft limits can be lowered and raised.

Thanks, I knew about ulimit (on AIX, haven't yet put up linux). The
problem is, its not good enough. In AIX the hard lower limit is 40
(Yes I've screamed at IBM). Likelwise minima for stack and heap
sizes still let it run. And of course by no matter how fast I kill
one process new ones are created before they're all extinguished.
(yes I've refined it to a single pipeline'd command to try and get
them all in one swat). May be big iron prejudice on my part, but
this is ridiculous - a single non privilidged user should *NEVER*
be able take up that much of the machine and/or be unstoppable.
Just asking. In many ways I've come to consider unix superior
even to the mainframe OS's for program development. As indicated I
intend to put it on my PC at home -way better than MS! But from the
mainframe world, this "feature" just seems intolerable in a
multi(real)user system.
Unix needs a faultless way to limit or kill process by
uid/gid/load-module name and about any other categorization. I don't
know if this is mere oversight or (as I suspect) a "flaw"/"feature" of
the unix program paradigm. (translation: I'm a relative newbie to
*ix, not a seasoned prog'r - in unix).
Constructive thoughts very welcome. Thanks again.

```
+-------------------------------------------------------------------+
| Terrence W. Zellers | |
| zellert@voicenet.com (personal) | Libertarian candidate, |
| zellert@vm.temple.edu (work) | Pa. 202nd legislative district |
| zellers@blue.temple.edu (work) | |
| http://blue.temple.edu/~zellers | |
+-------------------------------------------------------------------+
```

652. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-23 00:00:00 UTC
From: Mark Brown <M.A.Brown-4@sms.ed.ac.uk>
Message-ID: <m367yijtby.fsf@icy.ed.ac.uk>
Source record: 6349
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.lang.c

```
>>>>> "Kaz" == Kaz Kylheku <kaz@vision.crest.nt.com> writes:

Kaz> In article <3329a01c.1231491@news.tm.net.my>, AlexMan
Kaz> <alexman@tm.net.my> wrote:

>> Basicly, i have worked through both the OS, i am running Win95
>> at home and my college gives me access to the Unix account. I
>> would say i am a

Kaz> So what you are saying is that you have UNIX ``access''. What
Kaz> exactly is that? Remote dial-up? At home you have Win95 on
Kaz> your desktop. That can only be fairly compared with having
Kaz> UNIX on your desktop.

Kaz> What sort of interface are you using? Motif? CDE? Or VT100
Kaz> dial-up? What applications are you running under Unix?

It's amazing how quickly you get used to the power of UNIX/X
systems. Until someone pointed it out to me I thought nothing of
overcoming the lack of an Emacs on one set of computers (physics) by
logging into another (CS or AI) and executing Emacs there. I expected
to be able to execute programs on remote computers and have them come
up in a window on my desktop the same as local ones.

Kaz> There is plenty of commercial software for it. I have even
Kaz> started seeing some advertisements for a version of the
Kaz> common desktop environment (CDE).

Caldera (http://www.caldera.com/) is the Linux CDE.
--
Mark Brown mailto:M.A.Brown-4@sms.ed.ac.uk
http://www.geocities.com/SilconValley/Lakes/7537/
```

653. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-24 00:00:00 UTC
From: jmaxwell@cslab.vt.edu
Message-ID: <5h6bf6$a6q$1@dane.cslab.vt.edu>
Source record: 6350
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Terrence W. Zellers wrote:
] kaz@vision.crest.nt.com (Kaz Kylheku) wrote:
] > >Terrence W. Zellers <zellert@voicenet.com> wrote:
] >
] >>even running on 95 - but just how do you get rid of that or
] >>worse a for(;;)fork(); ? I've been doing AIX for a while and
] >>still don't
] >
] >You can restrict the number of processes that a user can have,
]
] Thanks, I knew about ulimit (on AIX, haven't yet put up linux). The
] problem is, its not good enough. In AIX the hard lower limit is 40
] (Yes I've screamed at IBM).

A user can't be limited to less than that many processes?
Regardless, that shouldn't be a problem; it will only take a
fraction of a second for those 40 slots to fill up.

] And of course by no matter how fast I kill one process new ones
] are created before they're all extinguished. (yes I've refined
] it to a single pipeline'd command to try and get them all in
] one swat).

Work smarter, not harder.

Use SIGSTOP to stop all the processes, and then kill them. If
they are not all killed at the same time who cares .. the rest
cannot fork since they are stopped.

] May be big iron prejudice on my part, but this is ridiculous -
] a single non privilidged user should *NEVER* be able take up
] that much of the machine and/or be unstoppable.

a non-priviledged user .. isn't that a contradiction?

I'm working on an event simulator, why should I *NEVER* be
able to take up 100% cpu time? Or I'm writing a parallel program
using PVM (parallel virtual machine) library, why should I not be
allowed to have 40 processes working away?

] Just asking. In many ways I've come to consider unix superior
] even to the mainframe OS's for program development. As indicated I
] intend to put it on my PC at home -way better than MS! But from the
] mainframe world, this "feature" just seems intolerable in a
] multi(real)user system.

Well now you can have an even better opinion of unix, since you
know how to kill the runaway processes now.

] Unix needs a faultless way to limit or kill process by
] uid/gid/load-module name and about any other categorization.

Use ps & shell script. Send SIGSTOP first, then SIGKILL if
you have some kind of fork problem.

Like I have a shell-function 'tkill' that takes text as a
paramter and kills processes with that text in the output from
'ps awx'.

] I don't know if this is mere oversight or (as I suspect) a
] "flaw"/"feature" of the unix program paradigm. (translation:
] I'm a relative newbie to *ix, not a seasoned prog'r - in unix).

It you can write a shell script to do it, isn't that good enough?

] Constructive thoughts very welcome. Thanks again.
]
] | zellert@voicenet.com (personal) | Libertarian candidate, |
] | zellert@vm.temple.edu (work) | Pa. 202nd legislative district |

Ug, libertarian, raw capitalism.

--JAM

654. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-25 00:00:00 UTC
From: zellert@voicenet.com
Message-ID: <5h7b92$1ug_002@zellert.VOICENET.COM>
Source record: 6351
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

```
In article <5h6bf6$a6q$1@dane.cslab.vt.edu>, jmaxwell@cslab.vt.edu (Jonathan A. Maxwell)
wrote:
>Terrence W. Zellers wrote:
>] kaz@vision.crest.nt.com (Kaz Kylheku) wrote:
>] > >Terrence W. Zellers <zellert@voicenet.com> wrote:
>] >
>] >>even running on 95 - but just how do you get rid of that or
>] >>worse a for(;;)fork(); ? I've been doing AIX for a while and
>] >>still don't
>] >
>
..
>] And of course by no matter how fast I kill one process new ones
>] are created before they're all extinguished. (yes I've refined
>] it to a single pipeline'd command to try and get them all in
>] one swat).
>
>Work smarter, not harder.
>
>Use SIGSTOP to stop all the processes, and then kill them. If
>they are not all killed at the same time who cares .. the rest
>cannot fork since they are stopped.
>

Thanks! This is exactly the solution I needed for this kind
of problem. fwiw, even the IBM people in Texas - at least
those in cussing support - never even came close, but this
ought to work. My only remaining question is why this isn't
plastered everywhere - several books I've read mention the
for(;;)fork() problem, but this is the first I've seen of a
viable solution (or maybe I just missed some broad hints -
I said I was a relative newbie. Thanks again!).

-- TWZ

+---------------------------------------------------------------------+
| Terrence W. Zellers | |
| zellert@voicenet.com (personal) | Libertarian candidate, |
| zellert@vm.temple.edu (work) | Pa. 202nd legislative district |
| zellers@blue.temple.edu (work) | |
| http://blue.temple.edu/~zellers | |
+---------------------------------------------------------------------+
```

655. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-25 00:00:00 UTC
From: jmaxwell@cslab.vt.edu
Message-ID: <5h8tqapdt1@dane.cslab.vt.edu>
Source record: 6352
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

I really should give credit where credit is due, eigh?
I got this from Dr. Marc Abrams here at Virginia Tech.
(but I don't know if he discovered it .. I just wanted to
mention his name since he's a really good professor!)

Terrence W. Zellers wrote:
] jmaxwell@cslab.vt.edu (Jonathan A. Maxwell) wrote:
] >Terrence W. Zellers wrote:
] >] kaz@vision.crest.nt.com (Kaz Kylheku) wrote:
] >] > >Terrence W. Zellers <zellert@voicenet.com> wrote:
] >] >
] >] >>worse a for(;;)fork(); ? I've been doing AIX for a while and
] >] >>still don't
] ..
] >] And of course by no matter how fast I kill one process new
] >] ones are created before they're all extinguished. (yes I've
] >] refined it to a single pipeline'd command to try and get
] >] them all in one swat).
] >
] >Work smarter, not harder.
] >
] >Use SIGSTOP to stop all the processes, and then kill them. If
] >they are not all killed at the same time who cares .. the rest
] >cannot fork since they are stopped.
]
] Thanks! This is exactly the solution I needed for this kind
] of problem. fwiw, even the IBM people in Texas - at least
] those in cussing support - never even came close, but this
] ought to work. My only remaining question is why this isn't
] plastered everywhere - several books I've read mention the
] for(;;)fork() problem, but this is the first I've seen of a
] viable solution (or maybe I just missed some broad hints - I
] said I was a relative newbie. Thanks again!).
]
] -- TWZ

I don't think you missed any hints... it's just one of those
things that is so obvious it takes a genius to find.

--
thur Mail Address: LordArthur@vt.edu or jmaxwell@vt.edu
n r
a JAMax "Mediocrity knows nothing higher than itself; but talent

h o w instantly recognizes genius." --Complete Sherlock Holmes
tan lle Valley of Fear, by Sir Arthur Conan Doyle

656. Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-25 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <859333108.20245@dejanews.com>
Source record: 6353
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi Guys...It's me, formely sinclap...

Have you seen the new Newton Messagepad 2000, simply destroys
the
$399 Atari Portfolio...:).. ?

A $1799 240 mhz PowerMac w/24 megs ram and 2.5 gig HD simply
destroys the $2699 68X00 Hades..

Just seeing if Dejanews works.. So this is a test message,
please
ignore..

Peter(formely sinclap2954)

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

657. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-25 00:00:00 UTC
From: Mats Andtbacka <none@of.your.business>
Message-ID: <5h97hd$45n@fa.abo.fi>
Source record: 6354
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Terrence W. Zellers, in <5h4g1q$350_004@zellert.VOICENET.COM>:
[...]
> Unix needs a faultless way to limit or kill process by
>uid/gid/load-module name and about any other categorization.

most Linux distributions call it killall(1). beware: Solaris has a
very different beast by the same name. the Linux implementation lets
you, for example, kill all processes with a certain name, or belonging
to a certain UID. the Solaris one kills _all_ processes, full stop.
--
"...it's all wrong
but it's alright..." -- Clapton

658. Boycott Microsoft Was:Re: Microsoft-Free Banner Contest

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-25 00:00:00 UTC
From: "Eric A. Dubiel" <eadubie@rs6000.cmp.ilstu.edu>
Message-ID: <3338B57F.2EA8@rs6000.cmp.ilstu.edu>
Source record: 6355
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.next.advocacy,

Be sure to check the Boycott Microsoft Site as well! ;)

http://www.vcnet.com/bms/
--
Eric A. Dubiel; http://www.ilstu.edu/~eadubie
mailto:eadubie@rs6000.cmp.ilstu.edu
ytalk eadubie@138.87.201.11 MIME, SUN, NeXT, PGP Mail ok
R&D---Instructional Technology Services---Illinois State University
"I first saw NeXTSTEP in 1990 and I was blown away."
- Eric Schmidt, Novell Inc. CEO
ALL VIEWS EXPRESSED REPRESENT MYSELF ONLY

659. Microsoft-Free Banner Contest

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-26 00:00:00 UTC
From: Bernard <bernard@petitmou.com>
Message-ID: <33387AC3.67E4679A@petitmou.com>
Source record: 6356
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.next.advocacy,
Body handling: HTML body converted to readable text

```
|\ /| _+_ +---- +--- +--- +---
| \/ | ( | ` | | ) | |
| | -+_ *** +-- +-- +-- +--
| | | ) | | \ | |
| | `-+- | | \ +--- +--- BANNER CONTEST
```

Hi,

Would you like to promote a Microsoft-Free world?
Are you proud of running your web site free of Microsoft stuff?
Ever wished you could win prizes just drawing a nice banner?

Here's your chance to do all three at once - enter the Petitmou Banner Contest!

The winner's banner will be provided for free to the Internet community so anyone can put it on his page. Hopefully, this banner will show up on lots of pages and the web will start wearing a uniform Microsoft-Free logo.

Do not hesitate anymore, and start drawing your banner.

* Click here: http://www.petitmou.com/contest.html *

==========

The idea we had about the contest is to define ONE unique microsoft-free banner (which could be yours if you win the contest). Just like Netscape and, microsoft has their banner (which appears everywhere), we think we could benefit in a unique microsoft-free banner. With a unique banner showing up in many places, we have a better chance to impact the web surfers. Promoting an idea is better served when you have a recognizable logo.

That's why we think we think you should join us, put a link to the contest page (as described in my previous mail) and draw your banner or badge for the contest.

==========

To promote the contest, *** add this text in your homepage *** :

Participate to the Microsoft-Free Banner Contest

==========

Forward this mail to every friend who could be interested by
the contest or by visiting another Unofficial Microsoft site.
* Visit http://www.petitmou.com/contest.html *

==========

Guillaume Portes
mailto:guillaume.portes@petitmou.com
http://www.petitmou.com

660. Re: Unix and ease of use (WAS: Who makes more ...)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-26 00:00:00 UTC
From: Rob Mayoff <mayoff@tkg.com>
Message-ID: <3338D3FB.78BAAC07@tkg.com>
Source record: 6357
Cross-posted to: comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

ptd-on-usenet@tiny1.demon.co.uk@tiny1.demon.co.uk wrote:

> Er, "device description file"? What's that? A modem is a pretty
> basic piece of kit. Set the jumpers to a free IRQ, plug it in, it
> works; end of story. No need for plug 'n pray. Of course support
> for the modem was "already established": what kind of OS is it that
> CAN'T support just about any modem as a matter of course?

Oh my God! And all this time I've been thinking that programs that use the modem might need to configure it, with commands like "ATE0V1Q0&B0...", and which Microsoft Windows 95 does a pretty good job of detecting automatically, even on pre-PNP modems.

(BTW, I run Linux 99% of the time, but the fact is that MS has done some good things in W95, and autodetecting modem init strings is one of them.)

661. Re: Unix and ease of use (WAS: Who makes more ...)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-26 00:00:00 UTC
From: bgqhr!drrdw0.bnl
Message-ID: <33392831.0@news.essex1.com>
Source record: 6358
Cross-posted to: comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In message <3338D3FB.78BAAC07@tkg.com> - Rob Mayoff <mayoff@tkg.com>
writes:
:>
:>ptd-on-usenet@tiny1.demon.co.uk@tiny1.demon.co.uk wrote:
:>
:>> Er, "device description file"? What's that? A modem is a pretty
:>> basic piece of kit. Set the jumpers to a free IRQ, plug it in, it
:>> works; end of story. No need for plug 'n pray. Of course support
:>> for the modem was "already established": what kind of OS is it that
:>> CAN'T support just about any modem as a matter of course?
:>
:>Oh my God! And all this time I've been thinking that programs that use
:>the modem might need to configure it, with commands like
:>"ATE0V1Q0&B0...", and which Microsoft Windows 95 does a pretty good job
:>of detecting automatically, even on pre-PNP modems.
:>
:>(BTW, I run Linux 99% of the time, but the fact is that MS has done some
:>good things in W95, and autodetecting modem init strings is one of
:>them.)

YMMV,, Win 95 detected both my modems, and i was reasonably impressed,
BUT it got them BOTH WRONG. (G). I stopped being impressed at this
point, because the fact that both of them existed in the database of
modems, yet win 95 still got them wrong was pretty pathetic. If something
is offerring to make a decision for me, I'd expect at LEAST a 50% success
rate, after all, I have the ability for a 50% success rate on any
decision. (i.e. right or wrong). So, 0 and 2 didn't particularly instill
confidence in me.

Chris J. Alumbaugh
****
As it is SPOKEN.. so it appears
OS/2 Warp 4.0 and Voice Dictation
****
* my email address in the header has been hacked*
* please shift all letters 1 letter to the right*
to decipher correct address to reply by email

662. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.TINC.com
Message-ID: <5hbrmq$nlc@ornews.intel.com>
Source record: 6359
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

In article <3336b0e3.87659858@news.inc.net>,
ssilicon@lax.net (Jon D. Melbo) wrote:
>His company is now called Emulators Inc. I wonder if Darek works for
>MS, he is in the same neighborhood.

Yes, AFAIK he does. I've got one of those cables around here someplace...

Remove the "TINC" from my email address to reply.
----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the magazine for all Atari users For info, email:
CANADA: info@compdirect.com
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

663. Re: Unix and ease of use (WAS: Who makes more ...)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-26 00:00:00 UTC
From: Brian Kimball <Brian_Kimball@HMC.Edu>
Message-ID: <333941DC.5AFB@HMC.Edu>
Source record: 6360
Cross-posted to: comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Chris J. Alumbaugh wrote:

> YMMV,, Win 95 detected both my modems, and i was reasonably impressed,
> BUT it got them BOTH WRONG. (G). I stopped being impressed at this
> point, because the fact that both of them existed in the database of
> modems, yet win 95 still got them wrong was pretty pathetic. If something
> is offerring to make a decision for me, I'd expect at LEAST a 50% success
> rate, after all, I have the ability for a 50% success rate on any
> decision. (i.e. right or wrong). So, 0 and 2 didn't particularly instill
> confidence in me.

Weeeellllll.... my gateway comes with a gateway telepath modem, which
really is just a USR sportster 33.6. So I don't exactly freak out when
it doesn't recognize the USR as a gateway, despite the fact that gateway
is in the database.

kimball

664. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-27 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970327195759159 37@pwomar.demon.co.uk>
Source record: 6361
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

<ps10600@cedarnet.org> wrote:

> Hi Guys...It's me, formely sinclap...
>
> Have you seen the new Newton Messagepad 2000, simply destroys
> the
> $399 Atari Portfolio...:).. ?

Your messages are still not appropriate in c.s.a.s.. This new Newton, I hear it's pretty fast, now it take only 1 second instead of 5 to recognise "Hello" as "Cheese monkey".

> A $1799 240 mhz PowerMac w/24 megs ram and 2.5 gig HD simply
> destroys the $2699 68X00 Hades..

Same old, same old.

> Just seeing if Dejanews works.. So this is a test message,
> please
> ignore..

I wish it hadn't.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

665. Re: Why was Sinclap gone so long..?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-28 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <333C2931.138B@intuit.com>
Source record: 6362
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

ps10600@cedarnet.org wrote:
>
> Hi Guys...It's me, formely sinclap...
>
> Have you seen the new Newton Messagepad 2000, simply destroys
> the
> $399 Atari Portfolio...:).. ?

Have you seen the person formerly known as Sinclap, who spouted out about audio production on the Mac vs. Falcon without actually knowing any facts? His argument was simply destroyed in this newsgroup.

Of course, he NEVER RESPONDED. I would be happy to repost if he would be interested in responding.. but in order to do so, he would have to confess his lack of knowledge, something it seems he is unlikely to do.

Now this post was just a test too.. :)

-Mark

666. GateWay2000 Makes Bid for Amiga Tech.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-30 00:00:00 UTC
From: bsrowe00@sac.uky.edu
Message-ID: <5hkog4$l7c@service3.uky.edu>
Source record: 6363

The wires and IRC are buzzing today with the news that GateWay 2000, the successful PC maker with the cow-colored boxes, has put in a successful bid for Amiga Technologies. Their press release has appeared on yahoo, and is now on the main entry page at Amiga Tech's own site at www.amiga.de.

The press release reports that Hembach, the German court-appointed Administrator of the sale of Amiga Tech, has accepted G2000's bid and that it is now subject to "regulatory approval."

For those of you not familiar with Gateway 2000, they are located in South Dakota, USA, and run a lot of tv advertising here, often whimsical, with an attitude, playing off their fondness for black and white "cow colored" graphics.

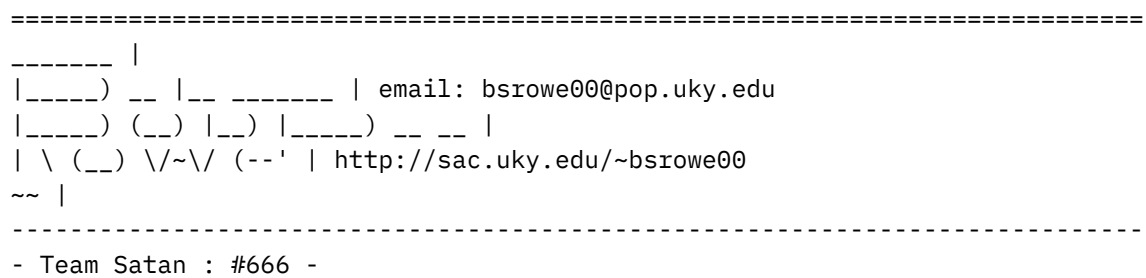
Good news for the Amiga faithful is that their press release says:
>"This acquisition is good news for Gateway and customers of AMIGA," said Rick
>Snyder, president and COO of Gateway 2000. "It will strengthen our
>intellectual property position and invigorate a company that has been a
>pioneer in multimedia solutions and operating systems technology."

Gateway 2000 has 9700 employees, and grossed $5 billion last year.

What this portends for us is manyfold - a well-respected hot selling computer company making Amigas could easily attract back the big-name software houses.

Things are finally looking up :)

Harv
*Portal AmigaZone has moved to CalWeb - signup is FREE!
*Call 1-800-509-9322 (24 hrs.), say "Amiga Zone sent me."
*Visit http://www.amigazone.com for more info.

--


- Team Satan : #666 -

667. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-30 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5hl3i9$ice@morgoth.sfu.ca>
Source record: 6364
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

News@pwomar.demon.co.uk (Paul Womar) writes:

>Your messages are still not appropriate in c.s.a.s.. This new Newton, I
>hear it's pretty fast, now it take only 1 second instead of 5 to
>recognise "Hello" as "Cheese monkey".

I wonder if people who comment of the Newton's hand writting recognition
accuracy have used one for any length of time. People do realise that it
uses a neural network to learn how to recognize an individual's writting
and you probably have to use it a week to fully train it, right?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

668. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-30 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970330185425101 22@pwomar.demon.co.uk>
Source record: 6365
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Brian Quinlan <quinlan@sfu.ca> wrote:

> News@pwomar.demon.co.uk (Paul Womar) writes:
>
> >Your messages are still not appropriate in c.s.a.s.. This new Newton, I
> >hear it's pretty fast, now it take only 1 second instead of 5 to
> >recognise "Hello" as "Cheese monkey".
>
> I wonder if people who comment of the Newton's hand writting recognition
> accuracy have used one for any length of time. People do realise that it
> uses a neural network to learn how to recognize an individual's writting
> and you probably have to use it a week to fully train it, right?

Seeing as it was me that said it yes I have used one at length I was
unfortunate to actually buy the bloody thing and have been trying to
sell it for the last 6 months.

--
To reply to this message there is no need to remove anything
from my email address, clever that!
Paul Womar - News@pwomar.demon.co.uk

669. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-30 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5hmasg$dm7@morgoth.sfu.ca>
Source record: 6366
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

News@pwomar.demon.co.uk (Paul Womar) writes:

>Seeing as it was me that said it yes I have used one at length I was
>unfortunate to actually buy the bloody thing and have been trying to
>sell it for the last 6 months.

Which one did you buy? And you know, I bet that we could form a company that develops software that looks at people's sigs and decides what changes need to be made to their email address valid. We could sell it to those internet marketing companies and make a million bucks.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

670. Re: Unix and ease of use (WAS: Who makes more ...)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-30 00:00:00 UTC
From: bdh@nospam.deus.com
Message-ID: <333ecf00.16954939@news.interlog.com>
Source record: 6367
Cross-posted to: comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In message <333A29BD.7DAD@fmi.ch>, on Thu, 27 Mar 1997 08:03:09 GMT, Stephane Plattner <NOSPAMplas@fmi.ch> wrote:

>What do you mean by that? The IBM PC was open? Was it possible to install any
>kind of hardware and software? Motorola processors, Amiga Operating system, etc?

Yes, it was. The PC was open because IBM used off the shelf parts. The biggest being the Intel 8088, which anyone could buy. Compared to, say, an S/36, the PC was about as open as you can get. And I *have* had a Motorola 68000 in a PC, back in 1982, in an add-on card.

>Probably not, the IBM PC was a closed solution, which became a de-facto
>standard. IEEE gave it the rest, so now every idiot is able to produce pieces
>and parts for the IBM/Intel machine.

And always were.

>Sure, but not because the PC is open, but because it has become a de-facto
>standard. Except the CD-ROM there was not a real innovation on the PC market in
>the last two three/years. Sure, processors got faster, memory modules became
>smaller but more powerfull, screens became bigger, etc., and surprisingly you
>still have to pay 4000-5000 bucks for a "good" PC nowadays, as you had to pay
>two/three years ago.

Yes, capacities still increase. But tell me, if you don't consider the PC to be open, what *DO* you consider to be an open machine? The Mac? The Amiga? The NeXT?

>The PS/2 is not dead, because it was closed, but because of the bad maketing of
>IBM (same as OS/2). If Bill Gates would have taken care of the PS/2, then
>believe me most people would use microchannel architecture PC's.

What did Gates have to do with the PS/2? The MCA did not succeed not because of software (OS/2 ran just fine on it, in fact the ABIOS on the PS/2's helped it quite a bit), it died because of outrageous hardware. Try to buy a sound blaster, a modem, or even memory for an MCA box and you were looking at anywhere from a 50% to 100% increase over the ISA version.

>And which owns the bigger market share? DOS/Windows you find EVERYWHERE, for
>UNIX you need to go into an academic environment or some highly IT-specialized
>companies doing highly IT specialized stuff.

Not surprising, that's what it was designed for. Unix was not written for home consumers; Windows was. Likewise, Windows is not suited for the industrial strength applications that Unix revels in.

William de Haan bdh@deus.com 905-281-3523 Voice 905-281-3524 Fax
Deus Ex Machina Ltd., 3650 Kaneff Crescent, Mississauga, Ontario L5A 4A1
No hablo espanol. Non parlo Italiano. eG'K Hy's Klingon.

671. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-30 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970330224449516546@pwomar.demon.co.uk>
Source record: 6368
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Brian Quinlan <quinlan@sfu.ca> wrote:

> News@pwomar.demon.co.uk (Paul Womar) writes:
>
> >Seeing as it was me that said it yes I have used one at length I was
> >unfortunate to actually buy the bloody thing and have been trying to
> >sell it for the last 6 months.
>
> Which one did you buy?

It was the MP130, it's OK but it is not even close to a replacement for
my Psion.

--
To reply to this message there is no need to remove anything
from my email address, clever that!
Paul Womar - News@pwomar.demon.co.uk

672. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-03-31 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5hp4pm$1mc@morgoth.sfu.ca>
Source record: 6369
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

News@pwomar.demon.co.uk (Paul Womar) writes:

>It was the MP130, it's OK but it is not even close to a replacement for
>my Psion.

[Just killing time and keeping this group alive]

Did you notice the accuracy going up or did it never recognize your writting
at all?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

673. Re: Unix and ease of use (WAS: Who makes more ...)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-01 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5hq6f4$2a1@lehi.kuentos.guam.net>
Source record: 6370
Cross-posted to: comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In <33392831.0@news.essex1.com>, bgqhr!drrdw0.bnl (Chris J. Alumbaugh) writes:
>In message <3338D3FB.78BAAC07@tkg.com> - Rob Mayoff <mayoff@tkg.com>
>writes:
>:>
>:>ptd-on-usenet@tiny1.demon.co.uk@tiny1.demon.co.uk wrote:
>:>
>:>> Er, "device description file"? What's that? A modem is a pretty
>:>> basic piece of kit. Set the jumpers to a free IRQ, plug it in, it
>:>> works; end of story. No need for plug 'n pray. Of course support
>:>> for the modem was "already established": what kind of OS is it that
>:>> CAN'T support just about any modem as a matter of course?
>:>
>:>Oh my God! And all this time I've been thinking that programs that use
>:>the modem might need to configure it, with commands like
>:>"ATE0V1Q0&B0...", and which Microsoft Windows 95 does a pretty good job
>:>of detecting automatically, even on pre-PNP modems.
>:>
>:>(BTW, I run Linux 99% of the time, but the fact is that MS has done some
>:>good things in W95, and autodetecting modem init strings is one of
>:>them.)
>
>YMMV,, Win 95 detected both my modems, and i was reasonably impressed,
>BUT it got them BOTH WRONG. (G). I stopped being impressed at this
>point, because the fact that both of them existed in the database of
>modems, yet win 95 still got them wrong was pretty pathetic. If something
>is offerring to make a decision for me, I'd expect at LEAST a 50% success
>rate, after all, I have the ability for a 50% success rate on any
>decision. (i.e. right or wrong). So, 0 and 2 didn't particularly instill
>confidence in me.
>

Win95 detected my internal modem. It got it right. It had previously
detected the SB16 PnP and the plug and play installation was exemplary.

Then it detected a new 3COM PCI NIC. It detected it alright, then
proceeded to give it the *same* IRQ settings as the internal modem. A
few hours later, I gave up in frustration and just overrode all the
settings and installed the card manually.

Rgds,

Chris

"Devant le comportement irrationnel de sa machine, j'ai compris que se poser en dfenseur de Windows releve de la plus profonde bassesse. J'ai honte" --- Eric Bernatchez, "La Presse" newspaper, "Cyberpresse" column, March 22, 1997, Montreal, Canada.

"Confronted with his machines irrational behaviour, it dawned upon me that taking the position of Windows advocate is of the lowest possible ethics. I am ashamed".

crobato@kuentos.guam.net

674. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-01 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <33414929.EED@cc.memphis.edu>
Source record: 6371
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

```
Colin Polonowski wrote:
>
> > > If you mean the old 8-bit stuff, check out http://www.emulators.com/ -
> home
> > > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> > > selling XFormer cables to do the thing you want, they have plans
> available
> > > to build your own cable.
>
> > What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> > got against the good old 8bit?
>
> The ST is 16 bit... Frank is talking about the relatively old Atari XE etc!

Erm, he didn't say otherwise. He said the ST is old, not 8-bit.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm
```

675. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-02 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970402003620327495@pwomar.demon.co.uk>
Source record: 6372
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Brian Quinlan <quinlan@sfu.ca> wrote:

> News@pwomar.demon.co.uk (Paul Womar) writes:
>
> >It was the MP130, it's OK but it is not even close to a replacement for
> >my Psion.
>
> [Just killing time and keeping this group alive]
>
> Did you notice the accuracy going up or did it never recognize your writting
> at all?

It certainly DID get better but never got any faster or particularly
accurate. IF you print then it's recognition is quite impressive,
cursive is OK at best.

--
To reply to this message there is no need to remove anything
from my email address, clever that!
Paul Womar - News@pwomar.demon.co.uk

676. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-02 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5hsati$hm0@morgoth.sfu.ca>
Source record: 6373
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

News@pwomar.demon.co.uk (Paul Womar) writes:

>It certainly DID get better but never got any faster or particularly
>accurate. IF you print then it's recognition is quite impressive,
>cursive is OK at best.

The MessagePad 2000 probably gets rid of the speed problem. I don't know
if the accuracy has been improved.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

677. New WWW site goes up! WWW.OLDWAREZ.COM -- Come check us out

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-02 00:00:00 UTC
From: carnage@oldwarez.com
Message-ID: <33420d52.109930416@news.nwdc.com>
Source record: 6374

```
HTTP://WWW.OLDWAREZ.COM

This site contains all you need to change your mind on bigger and
newer is better.

We review, picture, offer tips and tricks and more for older games and
systems.

Games such as Maniac Mansion, Karateka, Pitfall, and more!

Systems such as TurboGrafx-16, Sega Master System, NES, Atari 2600 and
more!

Don't knock it 'till you've tried it!

HTTP://WWW.OLDWAREZ.COM
--
:Begin Idiotic Signature:
|CaRnagE| of #oldWarez
http://www.nwdc.com/~ivans
Jesus saves (a whole deal of time explaining why things are the way they are)
:End Idiotic Signature:
```

678. Re: Why does the Hades still cost so mu

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-02 00:00:00 UTC
From: chris@compdirect.com
Message-ID: <AF6765B09668549E2@isdn-pool2-21.worldgate.com>
Source record: 6375

Jeremy Tolsma <kands@intergate.bc.ca> wrote:

> Har Har, but a Rolls Royce gains you the respect and admiration of your peers,
> which an overpriced atari clone doesnt!

Respect and admiration of your peers are important features when buying a
computer?

All the best,
Chris @ Computer Direct

679. Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-02 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <3342DC34.48A2@intuit.com>
Source record: 6376

ps10600@cedarnet.org (aka Sinclap) wrote:

> There is a fella selling his midi Falcon set up in comp.sysatar.st because he rarely uses it since his Mac does it better..

I never stated the Mac did audio better or worse. I stated that the Falcon does it better for the same amount of money.

> No lack of knowlege here. Just the market facts..

If you had the market facts, you would not have posted the drivel below. Please see the post I made in response to you, that you never had the courtesy to respond to. I will assume you were having some kind of 'ISP problems' (heh, heh) and didn't have the chance to see it the last time around.

PETER SINCLAIR-DAY wrote:
>
> In article <32F270C6.650D@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:
> > Once again, you're clueless, at least as far as what musicians are
> > looking
> > for in a system. A Falcon (NOT a hades) gets you near the 6400
> > in performance (number of audio tracks, real time effects, etc, although
> > the Falcon's are not as cool) with the same number of audio inputs and
> > outputs (2 ea, although the Falcon's are slighter better quality).
>
> And you have benchmarked this? Whats your deffinition of near 6400
> performance? Do you know what a 6400 is?

Don't be such an idiot. I work on Macs daily, including said 6400.

On the other hand, just how much experience do you have with the Falcon? Have you ever edited digital audio on one?

Also, I'm talking about OVERALL audio performance, not just processor speed.

> The Falcons are stuck with antiquated 030 processor that needs a DSP.. All
> this audio inputs and outputs can be added to the 6400 and still be cheaper..

See, you have NO CLUE what the FUCK you are talking about. I am a Professional audio editor and musician with over a decade of experience in digital audio. You know nothing about the subject. Pro Tools Project is the least expensive currently available Mac system that offers 8 outputs and 8 inputs. It is around $2,500, NOT including the computer. The Korg card, which offers only 2 inputs and 2 outputs (but

is expandeable to 8 inputs and 8 outputs for another $1500) is $1200
itself. That's all there is out there, moron. I will assume you have
spent a little time in math class, so I'll let you do the math yourself.

> Source please.. The reason the 6400 does not have a dsp is due to the risc
> PowerPC.

Which I alluded to, but you cannot use effects that were written for a
DSP chip (like all DIGIDESIGN effects) on the PPC without a Digidesign
card. Yes, some are being re-written, but they haven't been yet.

> And you have evidense that the Falcon has better timing? What if the musician
> wants to do other tasks besides midi like web page creation, and having the best
> internt tools?

Yes, I do. There have been a couple of articles written in european
music magazines that deal with this question. Try searching the
archives of Sound On Sound if you really want to know.. and I trust you
don't.

Also, because of the way the Mac handles digital audio via its inputs,
there is a slight audio delay when recording new audio while listening
to previously recorded audio, especially when VST's real time effects
are used. It's not a huge delay, but it's something to be aware about..
if you're recording timing critical audio, it might interfere with your
groove.

Nice try attempting to change the subject. The issue is AUDIO tools,
not WEB tools or word processing.

> > I will say I've had far more crashes on my Pro Tools III system
> > at work then on my Falcon at home..
>
> PowerTools III system? Must be a Mac clone firm. I would check with your
> extensions to make sure none are conflicting. That should solve your crashing
> issue..

Now, you've demonstrated your complete IGNORANCE of the audio world.
Pro Tools III is a Mac based digital editing system.. THE MOST COMMON
ONE IN THE WORLD. If you don't know what THAT is, then just shut up
about audio on the Mac. You're clearly talking out of your ass.

> Heck I can get new refurbished PowerMac Performas 6116 for $599 with a 90 day
> Apple warranty. Price includes keyboard and CDROM(option and extra cost for
> Falcon).

Sure.. you could. But the same audio input/output issues apply. If
you're buying it for audio, who gives a damn about CD-ROM?

> The Midi market has standarized on Mac/PC. I hardly see any mention of the
> Falcon as a midi station.

And you've already demonstrated your ignorance of the market by not even
knowing what a Pro Tools system is. Truthfully though, the Falcon is

not very popular compared to Mac/PC. But I'm not buying a computer
based on a popularity contest, it's how well the computer does what I
want it to do. It does, for less money.

> I bet that Cubase Audio VST/Mac system out sells a Cubase Falcon one. So your
> asertion is that Falcon will remain viable due to cheaper expansion options?
> Do you have proof?

Yes, Cubase Audio VST clearly outsells a Cubase Falcon.. it seems like a
system with excellent potential. I'm making music NOW, not waiting for
potential.

It eventually will be a better bargain then a Falcon. I don't know
whether the Falcon will remain viable or not.. I just know it IS now, I
can
create without limits right now. That's all I need to know.

I already gave you proof, I gave you model numbers and prices. You gave
me a bunch of hot air and demonstrations of your ignorance.

You already have a Mac, you know little about the Falcon, and even LESS
about digital audio production. Tell you what.. I won't speak out as an
expert the Mac computer if you won't speak out on ANYTHING that has
ANYTHING to do with digital audio production ON ANY FUCKING PLATFORM.

-Mark

680. Re: Why does the Hades still cost so mu

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-03 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <437cd$d158.21c@HERMES>
Source record: 6377

Chris J. Krowchuk (chris@compdirect.com) wrote:
> Jeremy Tolsma <kands@intergate.bc.ca> wrote:
> > Har Har, but a Rolls Royce gains you the respect and admiration of
> > your peers, which an overpriced atari clone doesnt!
> Respect and admiration of your peers are important features when buying
> a computer?

Yes.

Just like "muscle" cars, computers can get you respect and admiration from your peers.

And this especially applies if you suffer from LDS (LittleDickSyndrome).

Many of us can probably name one correspondent in comp.sys.atari.* that probably falls into this category, who has just come back to us after a hiatus.

--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like to make a withdrawal..."

681. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-03 00:00:00 UTC
From: Kevin Brown <kevin@frobozz.unixperts.com>
Message-ID: <x73et7mqzt.fsf@frobozz.unixperts.com>
Source record: 6378
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

jmaxwell@cslab.vt.edu (Jonathan A. Maxwell) writes:
> Terrence W. Zellers wrote:
>] kaz@vision.crest.nt.com (Kaz Kylheku) wrote:
>] > >Terrence W. Zellers <zellert@voicenet.com> wrote:
>] >
>] >>even running on 95 - but just how do you get rid of that or
>] >>worse a for(;;)fork(); ? I've been doing AIX for a while and
>] >>still don't
>] >
>] >You can restrict the number of processes that a user can have,
>]
>] Thanks, I knew about ulimit (on AIX, haven't yet put up linux). The
>] problem is, its not good enough. In AIX the hard lower limit is 40
>] (Yes I've screamed at IBM).
>
> A user can't be limited to less than that many processes?
> Regardless, that shouldn't be a problem; it will only take a
> fraction of a second for those 40 slots to fill up.
>
>] And of course by no matter how fast I kill one process new ones
>] are created before they're all extinguished. (yes I've refined
>] it to a single pipeline'd command to try and get them all in
>] one swat).
>
> Work smarter, not harder.
>
> Use SIGSTOP to stop all the processes, and then kill them. If
> they are not all killed at the same time who cares .. the rest
> cannot fork since they are stopped.

Won't work. A process can't fork if it's dead, either, which is
exactly what it'll be if it receives a SIGKILL.

No, the real problem is that the processes are continuing to fork new
processes as you're in the process of generating the process list, so
your process list isn't likely to be comprehensive.

What you *can* do, though, is send the signal to the process group.
You specify a negative pid to do that. For it to work, though, I
believe you'll have to figure out the process group ID associated with
the processes and kill that. 'ps -j' will do that for you under
Linux.

Naturally, that doesn't help if the new processes being creating each
set themselves up in their own process group.

--
Kevin Brown kevin@unixperts.com
This is your .signature virus: < begin 644 .signature (9V]T8VAA(0K0z end >
This is your .signature virus on drugs: <>
Any questions?

682. Windoze and Tinysoft tyrrany

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-03 00:00:00 UTC
From: torbj=94rn.johansson@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_334396d6_Torbj=94rn.Johansson@straight.ct.se>
Source record: 6379

To: rhofmann@crl.com

I just bought a Falcon. It's a great machine. You don't have to worry
about the OS falling apart. With Windoze 95.....*sigh*

But I'm outnumbered. All my classmates have PC....me too, but they pick
on anything that isn't PC or Tinysoft. MAC....well it's a capable
computer, It's better than the BC....uhh, sorry PC. But I have had the
worst possible software failure on the BC. When i tried to access a CD,
Windoze crashed. When I play games, I run out of memory (16Mb).
I NEVER HAD THAT SHIT WITH ATARI!!!!

Atari is like a Phoenix. It may die, but is always reborn.

683. Fork bombs, the final analysis. (was Re: Who makes more $$...)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-04 00:00:00 UTC
From: "Jonathan A. Maxwell" <jmaxwell@cslab.vt.edu>
Message-ID: <5i22pnhd1@dane.cslab.vt.edu>
Source record: 6380
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Kevin Brown <kevin@frobozz.unixperts.com> wrote:
] jmaxwell@cslab.vt.edu (Jonathan A. Maxwell) writes:
] > Terrence W. Zellers wrote:
] >] >>Terrence W. Zellers <zellert@voicenet.com> wrote:
] >] >>
] >] >> [...] for(;;)fork(); ? [...]
[...]
] >] And of course by no matter how fast I kill one process new
] >] ones are created before they're all extinguished.
] >
] > Use SIGSTOP to stop all the processes, and then kill them.
] > If they are not all killed at the same time who cares .. the
] > rest cannot fork since they are stopped.
]
] Won't work. A process can't fork if it's dead, either, which
] is exactly what it'll be if it receives a SIGKILL.

.. but what's left of the other processes *can* fork.

This answer was in the context of a 'for(;;)fork();' loop -- a condition where processes never exit. Most unix now can limit a user to a fixed number of processes, say 40 are free.

The fork() bomb quickly fills in these 40 slots. Each of the 40 processes continually calls fork() and receives EAGAIN *without* creating any new processes.

At this point the process IDs are stable; no new processes are being created/destroyed. If you kill any of them, the unkilled ones will quickly fork() more to fill up the 40 slots. You can't kill all of them at once since kill() only sends signals to 1 process at a time.

But if you *SIGSTOP* them then they all still exists as processes, so there are no new slots for not-yet-stopped processes to fork into. *All* the processes will be stopped, even though stopping them all isn't an atomic operation.

Then if you kill any of them there are slots to fork() into, but all the fork-bomb processes are stopped (SIGSTOP cannot be caught or ignored).

] No, the real problem is that the processes are continuing to
] fork new processes as you're in the process of generating the

] process list, so your process list isn't likely to be
] comprehensive.

Not in the example Terrence gave, but it can be the real problem.
Take this diabolical fork-bomb that I just now thought up:

```
main() {
for(; random()%3; ) {
if (0==fork()) srandom(getpid());
setpgrp();
}
}
```

Ouch, that hurts! The random part says with 0,1,2 fork on 1,2 and
exit on 0. So, on average it'll fork 2 children and exit. So we
have it growing processes .. *but* when it hits the 'wall' the
current processes will die, leaving space for others to fork
into. This way there are no constant PIDs that you can use in
order to send SIGSTOP to. However, by repeating the 'stop' part
of 'stop then kill' until by luck you get them all might work.

(we need to seed the random generator, since otherwise all
processes would use the same sequence, so when it got to a 0 all
of them would decide to exit)

And of course, the mother of all fork-bombs has the parent exit
after a while, like above. But before it does it calls wait3()
to find any children in a stopped state, so it can restart them
(or better yet kill them, since their PID is already known).

If you are root, you can set a CPU-eating process or two at a
high priotiry and then at the next higher priority use the stop
and kill method and it'll probably work better...

The stop & kill should work perfectly with all *honest mistake*
fork-bombs. If one of the above is used, the final solution is
to kick the bum off the system (and get the company lawyers to
harass him) ;-)

] What you *can* do, though, is send the signal to the process
] group. You specify a negative pid to do that. For it to work,
] though, I believe you'll have to figure out the process group
] ID associated with the processes and kill that. 'ps -j' will
] do that for you under Linux.

Sounds like that will usually work, but only:

] Naturally, that doesn't help if the new processes being
] creating each set themselves up in their own process group.

Right, it is not going to work every time.

--
thur Mail Address: LordArthur@vt.edu or jmaxwell@vt.edu

n r
a JAMax "When a true genius appears in the world, you may know him
h o w by this sign, that the dunces are all in confederacy
tan lle against him." --Jonathan Swift

684. TOS Computing on a PowerMacintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-04 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <33458441.1634@tiac.net>
Source record: 6381

With the new, 300-MHz entry-level systems from Apple coming out the door, a PowerMac with MagicMac is probably the best way to take TOS into the 90s!

Why, oh why, can't some small, daring company buy the rights to TOS, grab a CHRP board, license 68K emulation from Apple, throw a bunch of generic sound and graphics chips on the CHRP board, add in a PPC-native TOS, and sell it as a low-resource computer? It would be a fantastic value! It would also offer the security of being able to run MacOS 8, 9, and later, X.

I see Mr. Sinclap has returned to accurse the TOS groups with yet more "expansive Hades" stuff. <sigh>

Brian-Roland Miller
InterCORE Web Consulting
brmiller@tiac.net

Note to spammers: placement of my e-mail address within your mailing lists, and forwarding of unsolicited e-mail to said address will have your company placed on InterCORE's internal "do not buy list" for two years.

685. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-04 00:00:00 UTC
From: tomw@tsys.demon.co.uk
Message-ID: <860197867snz@tsys.demon.co.uk>
Source record: 6382
Cross-posted to: comp.lang.c,comp.unix.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <x73et7mqzt.fsf@frobozz.unixperts.com>
kevin@frobozz.unixperts.com "Kevin Brown" writes:

> jmaxwell@cslab.vt.edu (Jonathan A. Maxwell) writes:
> > A user can't be limited to less than that many processes?
> > Regardless, that shouldn't be a problem; it will only take a
> > fraction of a second for those 40 slots to fill up.
> >
> >] And of course by no matter how fast I kill one process new ones
> >] are created before they're all extinguished. (yes I've refined
> >] it to a single pipeline'd command to try and get them all in
> >] one swat).
> >
> > Work smarter, not harder.
> >
> > Use SIGSTOP to stop all the processes, and then kill them. If
> > they are not all killed at the same time who cares .. the rest
> > cannot fork since they are stopped.
>
> Won't work. A process can't fork if it's dead, either, which is
> exactly what it'll be if it receives a SIGKILL.

Yes, but won't a killed process free up a space, so to speak, in the limit
of 40 processes mentioned above; thus allowing the creation of a new,
active process in the killed one's place. Thus 40 processes can be stopped,
hence no more forks ever. They can now be killed at your leisure.

Is that right?
--
:sb)

686. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-06 00:00:00 UTC
From: Martin Ettest&#65533;l <matte@online.no>
Message-ID: <1292.7035T1190T2030@online.no>
Source record: 6383
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

>Zig Zag <zigzagman@rollin.net> wrote:

>>
>> Speaking of Apple. IMHO the biggest mistake that Apple made was when
>> Commodore went bankrupt...they *should have bought the Amiga OS*. They
>> could have had it ported to PPC and running flawlessly by now. Mac users
>> would have been way ahead of the game, and be smokin'!!!
>>

>Are you completely bonkers? I saw and used the Amiga OS; for the time it
>was not half bad, at least for a home-desktop machine. However, it was
>ugly, unintuitive, but most of all unstable. The Atari ST was not so
>advanced in it's OS design, but at the time it was far more stable. I
>can't think of a platform that was less stable that the Amiga at that
>time; even the humble PC (and it was very humble back then [circa
>1988/89]) was less prone to crashing.

What you probably saw was AmigaOS 1.3 on an A500, and the AmigaOS has
seriously upgraded since that.

Fact is, that the current version of AmigaOs(v3.1) is much faster,better
and more reliable than the current version of MacOS(7.6).

And this is in spite the fact that it haven't been seriously developed
since Commodore went bankrupt in '94(nobody was talking about the AmigaOS
being fo sale in '89).

Can you for instance preempively multitask on your current Powermac?

Do you have a shell?

687. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-06 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <860361223.13725@dejanews.com>
Source record: 6384
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

> ____
>
> PETER SINCLAIR-DAY wrote:
> >
> > In article <32F270C6.650D@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:
> > > Once again, you're clueless, at least as far as what musicians are
> > > looking
> > > for in a system. A Falcon (NOT a hades) gets you near the 6400
> > > in performance (number of audio tracks, real time effects, etc, although
> > > the Falcon's are not as cool) with the same number of audio inputs and
> > > outputs (2 ea, although the Falcon's are slighter better quality).

Fine..If the Falcon meets the needs for audio production, great.
However, performance on the other platforms are increasing
rapidly and
prices are dropping. Espicially the Powermac 6500 line..

> > And you have benchmarked this? Whats your deffinition of near 6400
> > performance? Do you know what a 6400 is?
>
Yep..The 6400 is part of the defunct Performa line and has been
renamed
the PowerMacintosh. Processor speed ranges from 180mhz all the
way up
to 300mhz(!) for the 6500 line.

> Don't be such an idiot. I work on Macs daily, including said 6400.
>
> On the other hand, just how much experience do you have with the
> Falcon? Have you ever edited digital audio on one?

No, I can't say so..

> Also, I'm talking about OVERALL audio performance, not just processor
> speed.

True..but price/performance plays in the equation..The new 6500
just
blows away the Falcon..

> > The Falcons are stuck with antiquated 030 processor that needs a DSP.. All
> > this audio inputs and outputs can be added to the 6400 and still be cheaper..
>
> See, you have NO CLUE what the FUCK you are talking about. I am a
> Professional audio editor and musician with over a decade of experience

> in digital audio. You know nothing about the subject. Pro Tools
> Project is the least expensive currently available Mac system that
> offers 8 outputs and 8 inputs. It is around $2,500, NOT including the
> computer. The Korg card, which offers only 2 inputs and 2 outputs (but
> is expandeable to 8 inputs and 8 outputs for another $1500) is $1200
> itself. That's all there is out there, moron. I will assume you have
> spent a little time in math class, so I'll let you do the math yourself.

I am sure you are getting ripped at these prices.. And I know
there are
cheaper solutions..

> > Source please.. The reason the 6400 does not have a dsp is due to the risc
> > PowerPC.
>
> Which I alluded to, but you cannot use effects that were written for a
> DSP chip (like all DIGIDESIGN effects) on the PPC without a Digidesign
> card. Yes, some are being re-written, but they haven't been yet.
>
> > And you have evidense that the Falcon has better timing? What if the musician
> > wants to do other tasks besides midi like web page creation, and having the best
> > internt tools?
>
> Yes, I do. There have been a couple of articles written in european
> music magazines that deal with this question. Try searching the
> archives of Sound On Sound if you really want to know.. and I trust you
> don't.
>
> Also, because of the way the Mac handles digital audio via its inputs,
> there is a slight audio delay when recording new audio while listening
> to previously recorded audio, especially when VST's real time effects
> are used. It's not a huge delay, but it's something to be aware about..
> if you're recording timing critical audio, it might interfere with your
> groove.
>
> Nice try attempting to change the subject. The issue is AUDIO tools,
> not WEB tools or word processing.

Nice try to..The internet changes everything. Audio
minipulation on
the internet is here and the Falcon has not kept up. Even
Falcon
owners are pissed because they can't find decent internet
tools..

> > > I will say I've had far more crashes on my Pro Tools III system
> > > at work then on my Falcon at home..
> >
> > PowerTools III system? Must be a Mac clone firm. I would check with your
> > extensions to make sure none are conflicting. That should solve your crashing
> > issue..

>
> Now, you've demonstrated your complete IGNORANCE of the audio world.
> Pro Tools III is a Mac based digital editing system.. THE MOST COMMON
> ONE IN THE WORLD. If you don't know what THAT is, then just shut up
> about audio on the Mac. You're clearly talking out of your ass.

OOPS..PowerTools is a company that is a Motorola Mac OS OEM..
My
mistake..

> > Heck I can get new refurbished PowerMac Performas 6116 for $599 with a 90 day
> > Apple warranty. Price includes keyboard and CDROM(option and extra cost for
> > Falcon).
>
> Sure.. you could. But the same audio input/output issues apply. If
> you're buying it for audio, who gives a damn about CD-ROM?
>
> > The Midi market has standarized on Mac/PC. I hardly see any mention of the
> > Falcon as a midi station.
>
> And you've already demonstrated your ignorance of the market by not even
> knowing what a Pro Tools system is. Truthfully though, the Falcon is
> not very popular compared to Mac/PC. But I'm not buying a computer
> based on a popularity contest, it's how well the computer does what I
> want it to do. It does, for less money.

True.. People should buy what ever they think is best.. But
the
Falcon technology needs to be upgraded and the pricing should
reflect
the state of technology. The Falcon has been stereotyped as
just a
midi box. Imagine what would of happened if a million were
sold..
Falcon users would of have not complained about the sorry state
of
internet and web tools..

> > I bet that Cubase Audio VST/Mac system out sells a Cubase Falcon one. So your
> > asertion is that Falcon will remain viable due to cheaper expansion options?
> > Do you have proof?
>
> Yes, Cubase Audio VST clearly outsells a Cubase Falcon.. it seems like a
> system with excellent potential. I'm making music NOW, not waiting for
> potential.
>
> It eventually will be a better bargain then a Falcon. I don't know
> whether the Falcon will remain viable or not.. I just know it IS now, I
> can
> create without limits right now. That's all I need to know.
>

> I already gave you proof, I gave you model numbers and prices. You gave
> me a bunch of hot air and demonstrations of your ignorance.
>
> You already have a Mac, you know little about the Falcon, and even LESS
> about digital audio production. Tell you what.. I won't speak out as an
> expert the Mac computer if you won't speak out on ANYTHING that has
> ANYTHING to do with digital audio production ON ANY FUCKING PLATFORM.

I know that Falcon users are dumping their midi systems for all
Mac
base one..

> -Mark

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

688. Re: TOS Computing on a PowerMacintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-06 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <860362183.14287@dejanews.com>
Source record: 6385
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <33458441.1634@tiac.net>,
brmiller@tiac.net wrote:
>
> With the new, 300-MHz entry-level systems from Apple coming out the
> door, a PowerMac with MagicMac is probably the best way to take TOS intoe 90's

True.. The new Virtual PC by Connectix will alow PowerMacs from
the
lowly 601 series to run Wintel 3, 95, Dos, OS2 and NextStep at
higher performance than SoftWindows.

>
> Why, oh why, can't some small, daring company buy the rights to TOS,
> grab a CHRP board, license 68K emulation from Apple, throw a bunch of
> generic sound and graphics chips on the CHRP board, add in a PPC-native
> TOS, and sell it as a low-resource computer? It would be a fantastic
> value! It would also offer the security of being able to run MacOS 8,
> 9, and later, X.

They would also have the option to run Mac OS to use the
wonderful
internet apps as well.

> I see Mr. Sinclap has returned to accurse the TOS groups with yet more
> "expansive Hades" stuff. <sigh>
I wasn;t much of a speller. Atari users do need hardware relief
because the current TOS boxes need a mortgage to fund one.
Atari
Tos users are in the same boat as Mac users were in the 80's..
You
needed a loan to fund a Mac..

> ---
> Brian-Roland Miller
> InterCORE Web Consulting
> brmiller@tiac.net
> ---
> Note to spammers: placement of my e-mail address within your mailing
> lists, and forwarding of unsolicited e-mail to said address will have
> your company placed on InterCORE's internal "do not buy list" for two
> years.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

689. Re: What does "UNIX" stand for.. (Re: Who makes more $$..)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-07 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5i9mdb$mbe@bcrkh13.bnr.ca>
Source record: 6386
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.lang.c

In article <33483E85.1B8427A3@uniserve.com>,
Da Borg <vladi_mip@uniserve.com> wrote:
>Lawrence Kirby wrote:
>>
>> In article <E844tC.I6p@hphbbs.ruhr.de> hph@hphbbs.ruhr.de "H.P.Heidinger" writes:
>>
>> > `Unix' stands for `UNIfied eXecutive' and is nothing but a
>> > philosophy for a unified executive
>>
>> False - Unix doesn't stand for anything. It is a pun on the name of OS from
>> which it was derived - Multics. Check the relevant FAQs.
>
>Actually, "UNIX", (originally intended to be spelled as "Unics" and

How do we know that it was intended to be spelled this way? Is there
any evidence that UNIX was actually spelled this way?

>later, "Unix") was a pun on Multics which was one of Unix predecessors.

Multics can hardly be called a Unix predecessor, except in the vague
chronological sense. It took about a decade for UNIX to acquire some
of the sophisticated memory-mapping features of Multics. In Multics,
every system object (such as a file) is a memory mapped region. Not
bad for 1960's. Ken Thompson did work on the Multics project---that is
the real connection between Multics and UNIX. Demand paged virtual memory
first appeared in BSD 4.2 (?), and I believe it was SunOS that introduced
shared libraries.

>Multics stood for "MULTiplexed Information and Computer System"
>(watch for those capitals). "UNIX" stands for "UNiplexed Information
>and Computer System". My references: FAQ for comp.unix.shell and a

Is that so? I don't see an X anywhere in the expanded phrase. UNIX is a pun on
an acronym. A pun on an acronym need not itself be an acronym.

BTW the FAQ for comp.unix.shell is chock full of carelessly written
shell programming examples, so why trust its assertions about computing
history?

For example, in question 2.6 of the FAQ (How do I rename "*.foo" to "*.bar"...)
we have:

Korn Shell:

```
for f in *.foo; do
mv $f ${f%foo}bar
done
```

This script will do funny things if the the '*.foo' pattern
matches filenames containing spaces, meta-characters or names that look
like command line options. Hence it fails to have general validity.
A better version is:

```
for f in *.foo; do
mv -- "$f" "${f%foo}%bar"
done
```

The quotes prevent the splitting of the expanded text into multiple words,
and prevent the text from undergoing pathname expansion. The -- ensures
that none of the filenames are misinterpreted as an option to the mv command.

690. Re: TOS Computing on a PowerMacintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-07 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <33483BDD.6CA2@owens.ridgecrest.ca.us>
Source record: 6387
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

ps10600@cedarnet.org wrote:
>
> In article <33458441.1634@tiac.net>,
> brmiller@tiac.net wrote:
> >
> > With the new, 300-MHz entry-level systems from Apple coming out the
> > door, a PowerMac with MagicMac is probably the best way to take TOS intoe 90's
>
> True.. The new Virtual PC by Connectix will alow PowerMacs from
> the
> lowly 601 series to run Wintel 3, 95, Dos, OS2 and NextStep at
> higher performance than SoftWindows.

As long as 680x0 code has to be run in emulation mode on the
PPC, there is little benifit for MagiC Mac users to purchase
a 300MHz PM. As far as I can tell, a 50MHz 040 executes 68000
code just as fast as ANY PM. Actually, I shouldn't say as far
as I can tell, it is a fact. Windows and other X86 code isn't
an issue here. Why not just purchase an inexpensive Pentium
200 to run the apps?

Another short blurb, unrelated, but I just read a VERY short
review of Light Wave 3D for the Mac in this months Mac World
(or Mac User, their about the same). I found it funny that the
premeier 3D animation/rendering application for the NT/W95/Amiga/
SGI market was only given about 1/8 of a page for a review.
The way the article was written, it lead me to believe the guy
finds it to much trouble to tie his shoes in the morning unless
he can do it by clicking from the desktop.
What I don't find funny is these are the same people "telling"
the public which PM clone is the best and how great the "next"
version of the Mac O/S will be.
>
> >
> > Why, oh why, can't some small, daring company buy the rights to TOS,
> > grab a CHRP board, license 68K emulation from Apple, throw a bunch of
> > generic sound and graphics chips on the CHRP board, add in a PPC-native
> > TOS, and sell it as a low-resource computer? It would be a fantastic
> > value! It would also offer the security of being able to run MacOS 8,
> > 9, and later, X.
>
> They would also have the option to run Mac OS to use the
> wonderful
> internet apps as well.

What applications would these be? Define wonderful? With the
introduction
of Newsie, I have elimated all but Netscape from my internet needs on a
platform
other than my TOS machines. I haven't had much time for surfing lately,
but you
should really see CAB in action at 1024*768 24bit color on my Falcon
with my
new Nova card.

>
> > I see Mr. Sinclap has returned to accurse the TOS groups with yet more
> > "expansive Hades" stuff. <sigh>
> I wasn;t much of a speller. Atari users do need hardware relief
> because the current TOS boxes need a mortgage to fund one.

Funny, I just picked up a Falcon for $150.00. Works fine for me
and my bank account. And with the 040 installed, it will run just
as fast as the 300MHz Macs do for my needs, under TOS.

> Atari
> Tos users are in the same boat as Mac users were in the 80's..
> You
> needed a loan to fund a Mac..

Not if your a welfare student, you have free access:).

Mike
>
> > ---
> > Brian-Roland Miller
> > InterCORE Web Consulting
> > brmiller@tiac.net
> > ---
> > Note to spammers: placement of my e-mail address within your mailing
> > lists, and forwarding of unsolicited e-mail to said address will have
> > your company placed on InterCORE's internal "do not buy list" for two
> > years.
>
> ----------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

691. KRAFT joysticks

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-07 00:00:00 UTC
From: thehidden@ludens.elte.hu
Message-ID: <1997Apr7.103951.39036@ludens>
Source record: 6388
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hello folks,

Could somebody help me getting joysticks for my ST computer?
I'm not talkng about the crappy ones, but the good old joysticks like
Kraft-joysticks.

E-mail me privately if you can.
Thanks.

The Hidden a.k.a Sebi

692. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-07 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <33496086.55D3@intuit.com>
Source record: 6389
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

ps10600@cedarnet.org wrote:
>
> Fine..If the Falcon meets the needs for audio production, great.
> However, performance on the other platforms are increasing
> rapidly and
> prices are dropping. Espicially the Powermac 6500 line..

Again, the issues are: Price, productivity, and numbers of outputs and inputs vs. price.

> > On the other hand, just how much experience do you have with the
> > Falcon? Have you ever edited digital audio on one?
>
> No, I can't say so..

I don't understand how you can even comment about something you admittedly know nothing about. Why?

> The new 6500 just blows away the Falcon..

I'm sure it does. But how much does it cost? For $300 used, you can have a Falcon and be working immediately with audio (and SCSI hard drive). For $400, you can add 8 balanced analog outputs at pro line level. For another $400, add eight inputs (balanced line level).

A used Power PC, say 7200 or something, costs, what, $1000 used? To add eight additional outputs, there are a couple of options. There's a new board from Emagic that costs around $600 that will give you eight outputs, but it's on RCA jacks, unbalanced, not at professional line level. You could buy a Korg 1212 (when it's released) for around $1000 and then buy their 8 output box for $500 that will get you eight balanced line level outputs, but that's still a lot more expensive. A used Pro Tools Project board and software setup will set you back about $1500 or so, but at least that also gives you eight inputs as well. An Audiomedia III card will give you 4 outputs, for around $500 (RCA unbalanced not pro level).

As I've said before, I'm sure at some point the PPC will be a less expensive solution for HD recording with multiple pro outputs. It isn't now, that's all there is to it!

> I am sure you are getting ripped at these prices.. And I know
> there are cheaper solutions..

You don't "KNOW." Otherwise you would have posted something concrete and proven me wrong. I invite you to ask everyone you know if there is

a cheaper solution.. hell, call recording studios, music stores, etc,
and ask them.

> Nice try to..The internet changes everything. Audio
> minipulation on
> the internet is here and the Falcon has not kept up. Even
> Falcon
> owners are pissed because they can't find decent internet
> tools..

That may be. I don't use the Falcon to access the internet, I have a
cheap 486 for that. The Falcon is just as suitable for creating raw
material for the internet as any other platform. Now, the Shockwave
encoder and other internet tools are not available on the Falcon, but
that has nothing to do with music and audio PRODUCTION.

> True.. People should buy what ever they think is best.. But
> the Falcon technology needs to be upgraded and the pricing should
> reflect the state of technology.

It does. That's why you can buy a Falcon for $300 used. That's what
the market has to say.

> The Falcon has been stereotyped as
> just a midi box. Imagine what would of happened if a million were
> sold.. Falcon users would of have not complained about the sorry state
> of internet and web tools..

Again, that's not what we're talking about. I am talking about, once
again, the Falcon's viability as a cost effective hard disk
recorder/MIDI/audio production solution. You have said absolutely
nothing to refute my points. You actually don't know enough about the
audio/music production market to do so anyway, so the point is moot.

> I know that Falcon users are dumping their midi systems for all
> Mac base one..

No, you read that ONE Falcon user is dumping his for a Mac. Actually, I
know a few others who have done the same thing. If you subscribe to the
Cubase Users Mailing List, you'll meet others who have dumped their
Falcon or ST for a Mac or PC. All have had problems of one type or
another that have impacted their productivity. Yes, they eventually get
them running, but most Mac users have complained about the delay from
audio input to audio output when using the stock audio inputs and
outputs, and the quality of the audio ins and outs. The delay doesn't
exist on the Falcon, because it's designed for audio. Apple has come
out and admitted that the audio market wasn't a significant enough
market for them to work with.. and it shows in their product. Their
stock inputs and outputs are worse then PC sound cards costing $100 and
up.

Creative people don't need to have the latest and greatest to create
great work. That's why many painters still use a paintbrush, many

writers still use a manual typewriter, and many songwriters just use an acoustic guitar.. and that's why I use a Falcon.

Today, there is no more cost effective, reliable, and better integrated audio/MIDI solution then Cubase Audio on the Falcon. Yes, there are BETTER solutions, but they cost much more.

-Mark

693. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-07 00:00:00 UTC
From: c_chaos@chaosnet.wahnapitae.on.ca
Message-ID: <slrn5kj1ar.8v.c_chaos@chaosnet.wahnapitae.on.ca>
Source record: 6390
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33493C6F.CEB@post1.tele.dk>, a_grandt@post1.tele.dk wrote:
>Binary Compatible wrote:
>>
>> People, boycott WebTV!!!! We don't need no stinking
>> Windows on our TV!!!!
>
>Consider it 'Boycotted' by me!!
>It's enough that we have to see that stinking and butt ugly
>logo on WINTEL PC's
>I would hate to see it whenever I turn on my TV as well.
>BTW. I will NOT reboot my TV every hour, just because of
>M$' poor programming skills.

Heck, I've been boycotting ALL TV since 1983, so it's no
trouble for me :) As far as I'm concerned, MS and TV
go together, under my personal "useless" category...

Radio Free Linux...?

694. Re: Apple FUD and hollow marketing

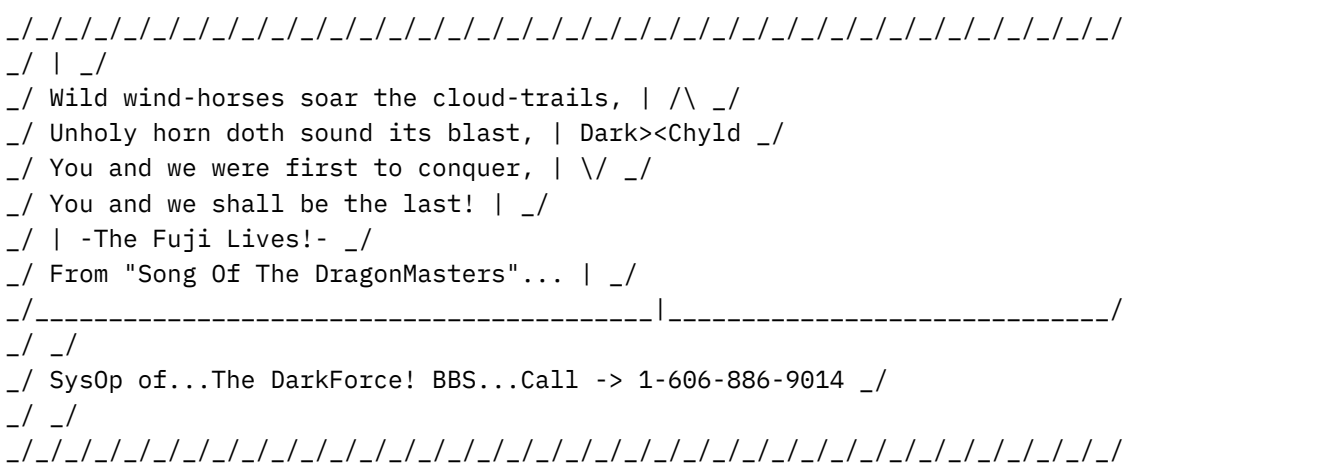
Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <860447374_OASIS_@pcc-uky.campus.mci.net>
Source record: 6391

In article <ant071320965WWT7@year0332.innet.be>
Manuel Timmers <starcorp@innet.be> said:-

>> can't think of a platform that was less stable that the Amiga at
>that
>
>Why do you think they called the ST "JackIntosch" :)

Certainly not because of its "instability"... Jack Tramiel brought the ST
out and it was (somewhat) similiar to the Macs OS so it was dubbed the
"Jackintosh"... At its introduction, the ST was the best/affordable comp.
available...

--



695. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <860447072_OASIS_@pcc-uky.campus.mci.net>
Source record: 6392

In article <ant071334339WWT7@year0332.innet.be>
Manuel Timmers <starcorp@innet.be> said:-

>Oh boy...another Joe know-it-all public.
>Perhaps YOU can explain a 32bit OS on a 16bit cpu (MC68000)

Well, I know very little about the Mac but the Motorola 68000 CPU is 16-Bit
external, and 32-Bit internal... So, yep... (BTW, the Amiga's OS was 32-Bit
from day 1 on the same chip) :)

>Maybe I should say the first 32-bit OS was GEOS on a Commodore 64,
>hahaha.
>Oh but wait a mo... no, the first 32bit OS was that thingy inside the
>Sinclair QL, hahahahah lol.
>Wake up, lamers!

Looks like you should be the one smelling the coffee, guy... :)

--

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696. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-08 00:00:00 UTC
From: Zig Zag <zigzagman@rollin.net>
Message-ID: <5icl1h$3ul$2@newserve.gulftel.com>
Source record: 6393
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Tue, 08 Apr 1997 04:16:24 speedstr wrote about "Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane":

>
> On 7 Apr 1997 23:38:05 GMT, c_chaos@chaosnet.wahnapitae.on.ca (Andrew
> Costa) wrote:
>
>
> > >Heck, I've been boycotting ALL TV since 1983, so it's no
> > >trouble for me :) As far as I'm concerned, MS and TV
> > >go together, under my personal "useless" category...
> > Funny, that's what your wife said to me about you last night
>
> > >
>

Even funnier is that is exactly what *your* wife said to me about *you* last night as well! :)

697. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-08 00:00:00 UTC
From: me@my.net
Message-ID: <3349c682.5600540@news.up.net>
Source record: 6394
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 7 Apr 1997 23:38:05 GMT, c_chaos@chaosnet.wahnapitae.on.ca (Andrew Costa) wrote:

>
>Heck, I've been boycotting ALL TV since 1983, so it's no
>trouble for me :) As far as I'm concerned, MS and TV
>go together, under my personal "useless" category...
Funny, that's what your wife said to me about you last night

>

698. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-08 00:00:00 UTC
From: e-larson@cu-online.com
Message-ID: <5iddmq$c18@vixen.cso.uiuc.edu>
Source record: 6395
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
>> Wow, it is true; Microsoft bought WebTV for $425 million.
>> My question is, why the hell?
==========

Web TV gives him a huge pipeline from MSN to users.

Gates will likely "hardwire" the web TV backchannel to MSN, with the
the satellite as the forward channel.

This gives him a large pipe directly to users.

It's a very smart move.

Eric Larson
e-larson@cu-online.com
(remove the name dash for e-mail)
```

699. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-08 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <334a37ec11194c5@ifi.ntnu.no>
Source record: 6396

On Tue 08-04-97 05:39 Bj&#65533;rn Lindgren (bjolin@lin.foa.se) wrote:

```
>>My biggest laugh was when Apple tried to sue MS about the look'n'feel of
>>windows. Xerox could well have done the same to Apple (i believe... I
>>dont' know for sure how apple got the idea from Xerox, but Xerox did the
>>GUI first.)
>I've heard the same thing but it was Atari who was going to get sued by
>Apple.

Almost true, Apple sued Digital Research (Which created GEM) and DR
had to modify GEM a bit: They had to remove the trashcan and do
something with the window-gadgets. Atari got away with the "original"
GEM though, which is why Atari-GEM is superior to PC-GEM.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES
```

700. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-08 00:00:00 UTC
From: e-larson@cu-online.com
Message-ID: <5idekg$c18@vixen.cso.uiuc.edu>
Source record: 6397
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In <3348F888.1D4D@HMC.Edu>, Brian Kimball <Brian_Kimball@HMC.Edu> writes:

>>So why would Bill Gates want to buy WebTV?
>
>An employee at a local reputable electronics store aditted to me that
>it's basically a piece of shit compared to what you can view on a
>computer.
==========

This may be true now, but I'll bet that Gates reengineers the
satellite feed and adds an "output to computer" port on the
set-top box. Instead of being constrained to the web TV's
box, the subscriber will be able to use their home PC.

This will give Gates a large forward channel, with all subscribers
back-channeling through MSN.

At $50/month, and 1 million subscribers, Gates gets back $600
million/year. Would 1 million people sign up? Probably..

Eric Larson
e-larson@cu-online.com
(remove the name dash for e-mail)

701. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-08 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5iddrs$5jv@m1.cs.man.ac.uk>
Source record: 6398
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <859333108.20245@dejanews.com>, ps10600@cedarnet.org writes:
>Hi Guys...It's me, formely sinclap...

Hey look everyone, the random string generator is back! Which idiot decided to run it again? Don't you know how much system resources are required by this crappy program??

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

702. Re: atari to buy apple ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-08 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <334A4BEE.41C67EA6@fir.fbc.com>
Source record: 6399

So what your saying is that JTS, a little hole in the wall Hard Drive wannabe manfuacturer with stock hovering in the 1 1/16 area is trying to buy a piece of Apple?

Come'on!!!

Curt

703. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <860493720_OASIS_@pcc-uky.campus.mci.net>
Source record: 6400

In article <5iddrs$5jv@m1.cs.man.ac.uk>
lais@cs.man.ac.uk (S94) said:-

>In article <859333108.20245@dejanews.com>, ps10600@cedarnet.org writes:
>>Hi Guys...It's me, formely sinclap...
>
>Hey look everyone, the random string generator is back! Which idiot decided to
>run it again? Don't you know how much system resources are required by this
>crappy program??

Hey S.Lai! Anyway we can setup a resident null string generator that will
enter an negative hexadecimal value for each letter in the messages that
this Sincrap (non)entity enters thus cancelling it out? <grin>

--

```
_/_/_/
```

704. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-08 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970408194341230 69@pwomar.demon.co.uk>
Source record: 6401
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

<ps10600@cedarnet.org> wrote:

> True.. People should buy what ever they think is best.. But the Falcon
> technology needs to be upgraded and the pricing should reflect the state
> of technology. The Falcon has been stereotyped as just a midi box.
> Imagine what would of happened if a million were sold.. Falcon users would
> of have not complained about the sorry state of internet and web tools..

The hardware is more than good enough, the software support is the
problem.

> I know that Falcon users are dumping their midi systems for all
> Mac
> base one..

I don't think many would be that stupid.

--
To reply to this message there is no need to remove anything
from my email address, clever that!
Paul Womar - News@pwomar.demon.co.uk

705. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-08 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970408194344232 65@pwomar.demon.co.uk>
Source record: 6402
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Martin Ettest l <matte@online.no> wrote:

> >Zig Zag <zigzagman@rollin.net> wrote:
>
> >>
> >> Speaking of Apple. IMHO the biggest mistake that Apple made was when
> >> Commodore went bankrupt...they *should have bought the Amiga OS*. They
> >> could have had it ported to PPC and running flawlessly by now. Mac users
> >> would have been way ahead of the game, and be smokin'!!!
> >>
>
> >Are you completely bonkers? I saw and used the Amiga OS; for the time it
> >was not half bad, at least for a home-desktop machine. However, it was
> >ugly, unintuitive, but most of all unstable. The Atari ST was not so
> >advanced in it's OS design, but at the time it was far more stable. I
> >can't think of a platform that was less stable that the Amiga at that
> >time; even the humble PC (and it was very humble back then [circa
> >1988/89]) was less prone to crashing.
>
> What you probably saw was AmigaOS 1.3 on an A500, and the AmigaOS has
> seriously upgraded since that.
>
> Fact is, that the current version of AmigaOs(v3.1) is much faster,better
> and more reliable than the current version of MacOS(7.6).

I don't think it was any more stable than 7.6, I've not had 7.6 for long
but even with all the extensions I've got loaded I've not had it crash
yet, YMMV. If you are taling about efficiency when you mean faster then
I'd have to agree. What is "Better"?

> Can you for instance preempively multitask on your current Powermac?

Yep but not under MacOS :(

--
To reply to this message there is no need to remove anything
from my email address, clever that!
Paul Womar - News@pwomar.demon.co.uk

706. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-08 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <3365c2ab.71272648@nntp.ix.netcom.com>
Source record: 6403
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

altman@cryton.demon.co.uk (Hugo Fiennes) writes:

>I doubt it, it's American, and as such the borders of any research tend to be
>the sea around the USA: the A300 series fits the description as well as an
>A3000 - 32-bit, MMU, and so on. As I said before, the world's first 32-bit
>computer was most likely a mainframe/mini in the seventies - maybe earlier.
>I'm sure there was a Sun out there with an '010/'020 in it before the Amiga
>A3000 too.

The original Amiga OS was *written* on 68000 Suns.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

707. MS-Sun?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: c_chaos@chaosnet.wahnapitae.on.ca
Message-ID: <slrn5klu2j.1na.c_chaos@chaosnet.wahnapitae.on.ca>
Source record: 6404
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <na.c2d2344777.a60220lionels@argonet.co.uk>, Lionel Smith wrote:
>
>And now Microsoft have bought Sun :-(

Is this for real?
I saw something on it, and dismissed it as ridiculous.

>Now we are in for a rough ride.
>
>2 mins silence please for the death of innovation and competition.

Oh, hell, the Sunsites...

I hope it's a joke!

708. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: c_chaos@chaosnet.wahnapitae.on.ca
Message-ID: <slrn5klub6.1na.c_chaos@chaosnet.wahnapitae.on.ca>
Source record: 6405
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <3349c682.5600540@news.up.net>, speedstr wrote:
>On 7 Apr 1997 23:38:05 GMT, c_chaos@chaosnet.wahnapitae.on.ca (Andrew
>Costa) wrote:
>
>>Heck, I've been boycotting ALL TV since 1983, so it's no
>>trouble for me :) As far as I'm concerned, MS and TV
>>go together, under my personal "useless" category...
>Funny, that's what your wife said to me about you last night

I'm not married.

Try again, sucker!

709. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: Daniel Soderstrom <esoderstrom@alpha2.curtin.edu.au>
Message-ID: <334B8206.633E@alpha2.curtin.edu.au>
Source record: 6406
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Firstly, I don't believe Im even daring to comment on this post, but its
just so intruiging (though certainly not spelt like that), I'd thought
they were extinct by now.......

> > >> Speaking of Apple. IMHO the biggest mistake that Apple made was when
> > >> Commodore went bankrupt...they *should have bought the Amiga OS*. They
> > >> could have had it ported to PPC and running flawlessly by now. Mac users
> > >> would have been way ahead of the game, and be smokin'!!!
> > >>

Hehehehe

> >
> > >Are you completely bonkers?

I think the word is.......something like "dedicated" but a tad more
unstable.

>>>>> I saw and used the Amiga OS; for the time it
> > >was not half bad, at least for a home-desktop machine. However, it was
> > >ugly, unintuitive, but most of all unstable.

Good point...but I dont know if the Atari ST was the counter-argument I
would have chosen......

>>>> The Atari ST was not so
> > >advanced in it's OS design, but at the time it was far more stable. I
> > >can't think of a platform that was less stable that the Amiga at that
> > >time; even the humble PC (and it was very humble back then [circa
> > >1988/89]) was less prone to crashing.
> >
> > What you probably saw was AmigaOS 1.3 on an A500, and the AmigaOS has
> > seriously upgraded since that.

The Amiga's hey-day if I remember correctly. AmigaDos 1.3 had a great
shell, Arexx (remember the press ravings when OS/2 finally got rexx
years later ?) and a groovy rebootable ramdrive. As it stands, except
for the GUI and certain additions to try and keep it relevant with
current day "buzz words", there has been little architectural change.

> >
> > Fact is, that the current version of AmigaOs(v3.1) is much faster,better
> > and more reliable than the current version of MacOS(7.6).

Come on, you can't be serious. I was nice, but was showing the effects
of less-than brilliant planning during development. Also, considering
the main-stream machine, the godsend after 10000years of 8Mhz 68000, was
only a 16Mhz 68020 (the A4000 was too expensive, not to mention only
ever in stock sporadicaly), I dont think "faster, better (some things
were certainly "groovier") but fairly reliable (it would be unrealistic
to say "quality" was a hallmark of C=). Anyway, its all irrelevant the
MacOs version numbers are larger, so it must be better.

And lastly, I feel so guilty for briging up this last point.... but...
dont you remember the serial ports! You have to admit they were a joke.
A don't try and mention the multi-port serial boards... I and a friend
ran an Amiga BBS and we never got the damned thing to work properly.

>
> I don't think it was any more stable than 7.6, I've not had 7.6 for long
> but even with all the extensions I've got loaded I've not had it crash
> yet, YMMV. If you are taling about efficiency when you mean faster then
> I'd have to agree. What is "Better"?
>
> > Can you for instance preempively multitask on your current Powermac?

Testify! Testify!

Doesn't the doctrine ever change ? I was saying this as an Amiga
en-feavored teenage saleman in a computer shop. I seem the remember the
current day competition was the Apple IIGS (Nostalgic but not exciting),
Atari St (Im sure there GUI was invented by the people who created
Teletext) or Messy Dos (nothing need be said). Lets keep things in
perspective though.

So my final question
is.....
.....
.....with some believers still turning up to Amiga Church on
Sunday... Do you think were witnessing the birth of a new religion which
will rival Christianity in 1000 years ? ..... Hmmmm...

Regards and evasive techniques in advance,

Daniel Soderstrom.

710. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: nexus@king.cts.com
Message-ID: <860599469.846678@optional.cts.com>
Source record: 6407
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Daniel Soderstrom (esoderstrom@alpha2.curtin.edu.au) wrote:
: Firstly, I don't believe Im even daring to comment on this post, but its
: just so intruiging (though certainly not spelt like that), I'd thought
: they were extinct by now.......

: > > >> Speaking of Apple. IMHO the biggest mistake that Apple made was when
: > > >> Commodore went bankrupt...they *should have bought the Amiga OS*. They
: > > >> could have had it ported to PPC and running flawlessly by now. Mac users
: > > >> would have been way ahead of the game, and be smokin'!!!
: > > >>

: Hehehehe

: > >
: > > >Are you completely bonkers?

: I think the word is.......something like "dedicated" but a tad more
: unstable.

: >>>>> I saw and used the Amiga OS; for the time it
: > > >was not half bad, at least for a home-desktop machine. However, it was
: > > >ugly, unintuitive, but most of all unstable.

: Good point...but I dont know if the Atari ST was the counter-argument I
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: ever in stock sporadicaly), I dont think "faster, better (some things
: were certainly "groovier") but fairly reliable (it would be unrealistic
: to say "quality" was a hallmark of C=). Anyway, its all irrelevant the
: MacOs version numbers are larger, so it must be better.

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: A don't try and mention the multi-port serial boards... I and a friend
: ran an Amiga BBS and we never got the damned thing to work properly.

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: > I don't think it was any more stable than 7.6, I've not had 7.6 for long
: > but even with all the extensions I've got loaded I've not had it crash
: > yet, YMMV. If you are taling about efficiency when you mean faster then
: > I'd have to agree. What is "Better"?
: >
: > > Can you for instance preempively multitask on your current Powermac?

: Testify! Testify!

: Doesn't the doctrine ever change ? I was saying this as an Amiga
: en-feavored teenage saleman in a computer shop. I seem the remember the
: current day competition was the Apple IIGS (Nostalgic but not exciting),
: Atari St (Im sure there GUI was invented by the people who created
: Teletext) or Messy Dos (nothing need be said). Lets keep things in
: perspective though.

: So my final question
: is.....
: .....
: .....with some believers still turning up to Amiga Church on
: Sunday... Do you think were witnessing the birth of a new religion which
: will rival Christianity in 1000 years ? ..... Hmmmm...

: Regards and evasive techniques in advance,

: Daniel Soderstrom.

I remember back in 86, 87 and 88 running a 500 under 1.3 in a stable manner. But everytime I'd go to a store to check out the machines, salesmen were crashing them left and right. They knew nothing about multitasking, priorities etc.

It sometimes seemed to me that they *wanted* the machine to crash. That's not true of course, but it happened every time.

I believe the reason was mainly bravado. Most of the salesfolks were quite ignorant of either the Amiga, multitasking, or computers in general, yet they valliantly clicked away like pros, in turbo mode - in order to dispell any inkling that they were in actual fact, lamers. Blame it on the machine, blame it on the software - these digital supermen would blast their way blissfully into guruland without fail.

Meanwhile, many of us ran 1.3 with few glitches once we'd balanced our systems to our specs. Testing new public domain software would, yes, crash the machine more often than we'd like, and that *could* be squarely blamed on either the software itself, or clashes with installed software which was not quite up to snuff.

But there was *no* excuse for allowing a suite of installed programs, on show at a store, to crash as a matter of course. It demonstrated a lack of ability, knowledge, and interest in the machine and its OS.

There must have been exceptions, but I never saw them, except for once or twice at a large computer show, where often they *did* know what they were doing. It seems many stores got salesmen where they could get them, while show booths had literates onboard.

As for the 'look' of 1.3 one could make it quite acceptable to practically any taste. There were slews of esthetic addons and beautifiers around, most of them in the public domain. No two worksessions looked alike in *my* neighborhood. I think the argument that the Amiga OS looked 'ugly' is not valid.

The main drawback was interlace flicker. This, with a simple add-on could be overcome. Considering the multitude of add-ons the msdog machine of the mid-80's needed, I don't think it was unreasonable to guage a machine *with* basic add-ons onboard, like the flicker-fixer for the Amiga. Nex

711. Re: Sinclap, Falcon vs. Mac for audio production,

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <334BDE68.71F3@intuit.com>
Source record: 6408
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
Hallvard Tangeraas wrote:
>
> Hellooooooo!!!!!!
> Please keep this discussion in the "advocacy" group(s) and not in the usual
> Atari ST/Atari ST tech groups...
>
> Hallvard

Sorry.. my mistake. I just hit the reply button without paying
attention.

-Mark
```

712. Re: What does "UNIX" stand for.. (Re: Who makes more $$..)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: Toon Moene <toon@moene.indiv.nluug.nl>
Message-ID: <5ih1nd$7h9$3@news.utrecht.NL.net>
Source record: 6409
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.lang.c

U NIX en wij alles :-)

[Sorry - couldn't resist]

--
Toon Moene (mailto:toon@moene.indiv.nluug.nl)
Saturnushof 14, 3738 XG Maartensdijk, The Netherlands
Phone: +31 346 214290; Fax: +31 346 214286
g77 Support: mailto:fortran@gnu.ai.mit.edu; NWP: http://www.knmi.nl/hirlam

713. Re: MS-Sun?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: Lionel Smith <lionels@argonet.co.uk>
Message-ID: <na.6d512d4778.a60220lionels@argonet.co.uk>
Source record: 6410
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <slrn5klu2j.1na.c_chaos@chaosnet.wahnapitae.on.ca>,
c_chaos@chaosnet.wahnapitae.on.ca (Andrew Costa) wrote:
>
> In article <na.c2d2344777.a60220lionels@argonet.co.uk>, Lionel Smith
> wrote:
> >
> >And now Microsoft have bought Sun :-(
>
> Is this for real?
> I saw something on it, and dismissed it as ridiculous.
>
> >Now we are in for a rough ride.
> >
> >2 mins silence please for the death of innovation and competition.
>
> Oh, hell, the Sunsites...
>
> I hope it's a joke!

So did I when I read about on comp.risks, especially as the posting date was close to April 1, maybe it is a joke. If not it bl...y well ought to be.

OK maybe they haven't gone through with the deal yet, but the intention is there I am sure. If you can't beat it, buy it and bury it would apply nicely to BGs philosophy of world domination, where Unix and Java are concerned.

Below I include a quote from the source which was:

RISKS-LIST: Risks-Forum Digest Tuesday 1 April 1997 Volume 19 : Issue 01

beginning of posting is:

Date: Mon, 31 Mar 1997 17:04:01 -0800
From: mas@acm.org (Mark Stalzer)
Subject: Microsoft buys Sun

This item may be of some interest to RISKS readers, given all of the discussions about ActiveX and Java. -- Mark

---

Redmond WA, March 31 (Routers) - Microsoft Corporation announced after the close today that it will buy Sun Microsystems in a deal valued at $11.7 billion. The price works out to $50 a share, which is a premium over Sun's

close at $34. Microsoft will finance the deal by issuing 50 million shares of common stock, using some of its cash reserves, and borrowing $5 billion at "very low rates" from a "long time strategic partner" rumored to be Intel Corporation. Every 4 shares of Sun stock will be exchanged for 1 share of newly issued Microsoft stock plus approximately $100 in cash.

Bill Gates, Microsoft's Chairman said "It's time to kill Unix. Unix is providing stiff competition to Windows NT in the server arena. We have already placed NT on Digital and HP servers, and Sun was the only substantial holdout. So we decided just to purchase Sun to assure that their servers ship with NT." He continued, "We also wanted control over Java to better position ourselves to, uh, compete with Netscape."Redmond WA, March 31 (Routers) - Microsoft Corporation announced after the close today that it will buy Sun Microsystems in a deal valued at $11.7 billion. The price works out to $50 a share, which is a premium over Sun's close at $34. Microsoft will finance the deal by issuing 50 million shares of common stock, using some of its cash reserves, and borrowing $5 billion at "very low rates" from a "long time strategic partner" rumored to be Intel Corporation. Every 4 shares of Sun stock will be exchanged for 1 share of newly issued Microsoft stock plus approximately $100 in cash.

Bill Gates, Microsoft's Chairman said "It's time to kill Unix. Unix is providing stiff competition to Windows NT in the server arena. We have already placed NT on Digital and HP servers, and Sun was the only substantial holdout. So we decided just to purchase Sun to assure that their servers ship with NT." He continued, "We also wanted control over Java to better position ourselves to, uh, compete with Netscape."

<snip>

A spokesperson for the Department of Justice said there was no official comment on the proposed transaction. Although, a highly placed Justice source felt that there shouldn't be any problems because "Microsoft is a software company and Sun is a hardware company."

<snip>

I consider that many would take issue with the statement that implies Sun is a hardware only company. Solaris and Java are strange kinds of harware. The DoJ obviously don't know much about the industry eh!

subscribe to comp.risks for full text and other interesting postings, many to do with the Y2K problem at the moment. Full information for getting hold of past digests is at the bottom of each edition.

Lionel

--

___ ______
/ / / ___/ 6 grandchildren | Sea Vixen for pugnacity
/ / ionel A.| \ mith 4 children & 1 dog :-(| Hunter for elegance
/ /____ __\ | No wonder life is a breeze | Phantom for clout
/_______/ /_____/ lionels@argonet.co.uk | IT Tech. Supp. | ZFC B

Where would you like Bill Gates to go today? On The DOWNHILL Road Ahead

714. Re: anti-educational MS software ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: tomk@fc.hp.com
Message-ID: <5ih2o7$bjl@fcnews.fc.hp.com>
Source record: 6411
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Tom Wheeley (tomw@tsys.demon.co.uk) wrote:
: In article <5icjf7$irh@z.glue.umd.edu>
: weave@Glue.umd.edu "Vincent Weaver" writes:

: > Hate to tell you, but there are more native english speakers in North
: > America then in all of europe and Australia put together. Hehe I
: > like to think that I speak American. The spelling makes much more sense
: > than English.

: The spelling makes more sense, does it?

: Try explaining

: center -> centred
: vs.
: centre -> centred

The best explanation seems to be that you can't spell :)

: Which makes more sense now?

Neither one of those -- the one that makes the most sense is American
English (center -> centered) :)

What were you attempting to compare, anyway?

Tom Kennedy

715. Re: MS-Sun?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: Jason Wells <jasonw@SPAMsequent.com>
Message-ID: <334C1E0F.547D7D27@SPAMsequent.com>
Source record: 6412
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Andrew Costa wrote:
>
> In article <na.c2d2344777.a60220lionels@argonet.co.uk>, Lionel Smith wrote:
> >And now Microsoft have bought Sun :-(
>
> Is this for real?
> I saw something on it, and dismissed it as ridiculous.

[snip]

Microsoft does not own Sun. That would be completely insane.

Jason
--

To reply, remove "SPAM" from the reply address

716. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: tomw@tsys.demon.co.uk
Message-ID: <860629144snz@tsys.demon.co.uk>
Source record: 6413
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <860599469.846678@optional.cts.com>
nexus@king.cts.com "Alan Pollock" writes:

> I remember back in 86, 87 and 88 running a 500 under 1.3 in a stable manner.
> But
> everytime I'd go to a store to check out the machines, salesmen were crashing
> them
> left and right. They knew nothing about multitasking, priorities etc.
>
> It sometimes seemed to me that they *wanted* the machine to crash. That's not
> true
> of course, but it happened every time.
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> ignorant
> of either the Amiga, multitasking, or computers in general, yet they valliantly
> clicked
> away like pros, in turbo mode - in order to dispell any inkling that they were
> in
> actual fact, lamers. Blame it on the machine, blame it on the software - these> digital
supermen would blast their way blissfully into guruland without fail.
>
> Meanwhile, many of us ran 1.3 with few glitches once we'd balanced our systems
> to our specs. Testing new public domain software would, yes, crash the machine > more
often than we'd like, and that *could* be squarely blamed on either the
> software
> itself, or clashes with installed software which was not quite up to snuff.
>
> But there was *no* excuse for allowing a suite of installed programs, on show
> at a store,
> to crash as a matter of course. It demonstrated a lack of ability, knowledge,
> and interest
> in the machine and its OS.

I'm sorry, but that is a fault in the OS. It should not let anything crash
the system *ever*. OK, so this is too good to be true, but generally with Unix
systms you have to try very hard to crash the entire thing.

From what you say, Amigas sound just like Lose95, where you have to
unconciously keep track of what tasks you are running and whether they will
crash the system.

User-friendlyness in my book is not a gooey interface, but *stability*. You
can learn any interface, but you are stuck with a crasher however good you

are.

--
:sb)

717. Re: What does "UNIX" stand for.. (Re: Who makes more $$..)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: dik@cwi.nl
Message-ID: <E8E9Fq.Bq1@cwi.nl>
Source record: 6414
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.lang.c

In article <5ih1nd$7h9$3@news.utrecht.NL.net> Toon Moene <toon@moene.indiv.nluug.nl> writes:
> U NIX en wij alles :-)

Oh bother, a Dutch pun on a pun.
--
dik t. winter, cwi, kruislaan 413, 1098 sj amsterdam, nederland, +31205924131
home: bovenover 215, 1025 jn amsterdam, nederland; http://www.cwi.nl/~dik/

718. "Knigts of the System Table" -- Brand New Online Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-09 00:00:00 UTC
From: Oleg Dulin <dulino@polaris.clarkson.edu>
Message-ID: <334C4785.6C82A0C2@polaris.clarkson.edu>
Source record: 6415

"Knights of the System Table" is completely independent unbiased on-line

computer magazine for computer users by computer users. Its goal is to try
to give each computing system equal share of coverage. Computer systems
range from programmable calculators, through palmtops, word processors,
organizers, to laptops, notebooks, personal computers, workstations, and

servers. We will also try to provide programming lessons.

The premier issue will be @ http://www.clarkson.edu/~dulino/knights/ on
April 14th.

Although we are starting from a small bi-weekly publication, if we get
enough hits we'll move to the commercial server and try charging for
advertisements. However, right now we need about three volunteers per
each
computing platform who would provide us with articles, news, columns,
tips-&-tricks pages, etc. twice a month. Eventually, if this venture
turns
out to be a viable one and we move to the commercial server, we'll be
able
to reward those who submit articles. But for now, it is completely
voluntary.

If you would like to become a reviewer or columnist, reply to me by
email.
Please state what would you like to be writing about so that I can set
up
a section for you. Again, we need only three reviewers per each system.

Thanks in advance,
Oleg Dulin

719. Re: MS-Sun?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: kwilas@uiuc.edu
Message-ID: <5ihcph$36k@vixen.cso.uiuc.edu>
Source record: 6416
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In <na.6d512d4778.a60220lionels@argonet.co.uk>, Lionel Smith <lionels@argonet.co.uk> writes:
>Below I include a quote from the source which was:
>Redmond WA, March 31 (Routers) - Microsoft Corporation announced after the

"Routers?" Enough said.

Kris

kwilas@uiuc.edu

720. Re: MS-Sun?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: darin@usa.net.delete_this_part
Message-ID: <slrn5kod05.niq.darin@connectnet1.connectnet.com>
Source record: 6417
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

It's pretty obviously a joke.

--
Darin Johnson
darin@usa.net.delete_me

721. Re: MS-Sun?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: fearl-no-spam-@-no-spam-airmail.net-no-spam-
Message-ID: <334c43d3.452153714@news.airmail.net>
Source record: 6418
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Wed, 09 Apr 1997 23:10:39 BST, Lionel Smith <lionels@argonet.co.uk>
wrote:

[snippage]

>Bill Gates, Microsoft's Chairman said "It's time to kill Unix. Unix is
>providing stiff competition to Windows NT in the server arena. We have
>already placed NT on Digital and HP servers, and Sun was the only
>substantial holdout. So we decided just to purchase Sun to assure that
>their servers ship with NT." He continued, "We also wanted control over
>Java to better position ourselves to, uh, compete with Netscape."

[snippage]

It's an april fool's joke, I'll bet- just the wording alone would give
that impression... Billy-boy would NEVER make claims that could wind
up being used as ammo for an anti-trust action against him and M$.
Guess what, that's what we see here...

--
Frank C. Earl
Earl Consulting Services

Pursuant to USC 47, there is a $500 per incident charge for each and
every piece of Unsolicited Commercial Email (UCE) sent to this or any
of my other addresses. Sending UCE's to any of my addresses implys
general acceptance of these terms. (My Return addresses are _deliberately_
broken to interfere with mailing list generators- remove "-no-spam-" every
place in the address to reply.)

722. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: Daniel Soderstrom <esoderstrom@alpha2.curtin.edu.au>
Message-ID: <334C6709.3DD3@alpha2.curtin.edu.au>
Source record: 6419
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Alan Pollock wrote:

> I remember back in 86, 87 and 88 running a 500 under 1.3 in a stable manner. But
> everytime I'd go to a store to check out the machines, salesmen were crashing them
> left and right. They knew nothing about multitasking, priorities etc.

I agree, I never had any problems running 1.3. I liked it, with the 500k
memory expansion
I had, I could set up a RAD disk with the OS, Scribble with its spell
checker. This provided
me with a rock-solid and fast wordprocessing machine.

> Meanwhile, many of us ran 1.3 with few glitches once we'd balanced our systems
> to our specs. Testing new public domain software would, yes, crash the machine
> more often than we'd like, and that *could* be squarely blamed on either the software
> itself, or clashes with installed software which was not quite up to snuff.

Yeh, some games used to crash, but not very rarely.. the ASDG serial
board I had screwed the machine up though.

> As for the 'look' of 1.3 one could make it quite acceptable to practically any taste.
> There were slews of esthetic addons and beautifiers around, most of them in the public
> domain. No two worksessions looked alike in *my* neighborhood. I think the argument
> that the Amiga OS looked 'ugly' is not valid.

I never said it was 'ugly', just explaining that the previous writers
claim that AmigaOS
3 was not radically different from 1.3 with the exception of
improvements in the GUI. I
personally really like 1.3, at the time of its release it had the most
advanced feature
set of any mainstream OS whilst being mature,reliable and efficient. The
only thing better
on the Macintosh at the time was the GUI, but Macs were almost 8x the
price of the Amiga. I
used to hate Mac's.

>
> The main drawback was interlace flicker. This, with a simple add-on could be overcome.
> Considering the multitude of add-ons the msdog machine of the mid-80's needed, I don't
> think it was unreasonable to guage a machine *with* basic add-ons onboard, like the
> flicker-fixer for the Amiga. Nex

The flicker never bothered me cause I never used that mode... However, I
dont think the

flicker fixers can be guaged as a "basic" add-on... They were damned
expensive and required
a multi-sync monitor. I could never afford one and neither could most
people. What was always
the brilliant thing about the Amiga, was that it offered so much and
asked for so little ($$$).
Oh yeh...it also offered free phone calls! :)

Cheers

Daniel Soderstrom.

723. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <335948e2.13377446@nntp.ix.netcom.com>
Source record: 6420
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

nexus@king.cts.com (Alan Pollock) writes:

>I remember back in 86, 87 and 88 running a 500 under 1.3 in a stable manner. But
>everytime I'd go to a store to check out the machines, salesmen were crashing them
>left and right. They knew nothing about multitasking, priorities etc.
>
>It sometimes seemed to me that they *wanted* the machine to crash. That's not true
>of course, but it happened every time.
>
>I believe the reason was mainly bravado. Most of the salesfolks were quite ignorant
>of either the Amiga, multitasking, or computers in general, yet they valliantly clicked
>away like pros, in turbo mode - in order to dispell any inkling that they were in
>actual fact, lamers. Blame it on the machine, blame it on the software - these
>digital supermen would blast their way blissfully into guruland without fail.

Well, a machine and OS *should* be able to stand up to such abuse. You
shouldn't have to pamper a computer to keep it running.

>Meanwhile, many of us ran 1.3 with few glitches once we'd balanced our systems
>to our specs. Testing new public domain software would, yes, crash the machine
>more often than we'd like, and that *could* be squarely blamed on either the software
>itself, or clashes with installed software which was not quite up to snuff.

>But there was *no* excuse for allowing a suite of installed programs, on show at a store,
>to crash as a matter of course. It demonstrated a lack of ability, knowledge, and interest
>in the machine and its OS.

No, it demonstrates that WB 1.3 was not a stable platform for randomly
running the apps available to it. What you are suggesting is that store
employees should spend time getting personal with the system the way you
do at home, weeding out offensive apps and avoiding crashes. This isn't
always practical.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

724. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: e-larson@cu-online.com
Message-ID: <5iiofr$17d@vixen.cso.uiuc.edu>
Source record: 6421
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In <334bdf73.1334526@news.servtech.com>, jglatt@servtech.com (Jeff Glatt) writes:

>>Eric Larson
>>This may be true now, but I'll bet that Gates reengineers the
>>satellite feed and adds an "output to computer" port on the
>>set-top box. Instead of being constrained to the web TV's
>>box, the subscriber will be able to use their home PC.
>>
>>This will give Gates a large forward channel, with all subscribers
>>back-channeling through MSN.
>>
>>At $50/month, and 1 million subscribers, Gates gets back $600
>>million/year. Would 1 million people sign up? Probably..
>
>You know, for a guy who has been spending a lot of time insisting that
>the IW editor has been lying simply because she hasn't produced some
>sort of irrefutable, "hard evidence" that OS/2 Zealots stuffed the
>ballot box of an online electronic poll (coming days before
>BrowserWatch uncovered illegal ISP addresses being used to post votes
>for OS/2 in yet another electronic poll), you sure do like to spin off
>totally concocted conspiracy theories without even the slightest
>relation to anything that could be misconstrued as "hard evidence".
==========

Interesting, but I now realize you're totally hopeless.

What I've spun out is entirely reasonable and very likely to occur.
Most of the technical folks around here agree that Gates will do
exactly what I've mentioned, as this is the easiest way to
rapidly gain a large Web TV userbase. Adding the ability to
feed a PC, as well as a TV, is likely very easy (this technology
already exists and is in use BTW).

Why you decided that a comment on Web TV was somehow related
to OS/2 is way beyond me (and probably most of the planet).

It appears you've decided to extend your "reason for being here"
that you gave us well over a year ago. At the time, you decried
the "bashing" that OS/2 users were doing to users of other operating
systems. Over the last year, I've pointed out numerous time that
you have been doing a lot of "gratuitous bashing."

It appears you've degenerated so far as to assume that anything
said by anyone who uses OS/2 is a good reason to bash that person

"simply because they use OS/2."

The technical term for what you're doing is "bigotry." A bigot assumes that just because a person belongs to one sub-group, they can be discriminated against in all fields of endeavour. Most folks don't like bigots, I sure don't -- go away bigot.

Eric Larson
e-larson@cu-online.com
(remove the name dash for e-mail)

725. Re: MS-Sun?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: Manuel Timmers <starcorp@innet.be>
Message-ID: <ant101435bbaWWT7@year0332.innet.be>
Source record: 6422
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <slrn5klu2j.1na.c_chaos@chaosnet.wahnapitae.on.ca>, Andrew Costa
<URL:mailto:c_chaos@chaosnet.wahnapitae.on.ca> wrote:
>
> In article <na.c2d2344777.a60220lionels@argonet.co.uk>, Lionel Smith wrote:
> >
> >And now Microsoft have bought Sun :-(
>
> Is this for real?
> I saw something on it, and dismissed it as ridiculous.
>
> >Now we are in for a rough ride.
> >
> >2 mins silence please for the death of innovation and competition.
>
> Oh, hell, the Sunsites...
>
> I hope it's a joke!
>

If it isn't! Than we're in for big trouble since the first thing BG
will probaly do is kill-off JAVA (the AMSTRAD-strategy) and replace
it with ActiveX. Or maybe they start charging through ppl the nose
for JAVA-licences whereby these are even more out-of-reach for
smaller companies like Acorn etc... So much for ART's NC and all
major JAVA implementations :-(

I have the nasty feeling that there's going to be a real war by the
end o/t century. Poor against rich. Small agianst big. North against
South. Moslim against Christian. (Big) MicroSoft against the (small
rest o/t) world. :-(

I pray it's a joke!

Cheers
--
Manuel Timmers, StarLight Corp., email starcorp@innet.be
Personal pages WWW-pages at http://www.club.innet.be/~year0332/
StarLight Corp. WWW-pages at http://www.whib.be/starcorp

**** Acorn Risc OS Systems: Power to Smart People! ****

726. Re: MS-Sun?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: adt@netcom.com
Message-ID: <adtE8Fvuw.Gtw@netcom.com>
Source record: 6423
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Kris Kwilas (kwilas@uiuc.edu) wrote:
: Lionel Smith <lionels@argonet.co.uk> writes:

: >Below I include a quote from the source which was:
: >Redmond WA, March 31 (Routers) - Microsoft Corporation announced after the
:
: "Routers?" Enough said.

Not really, the story is date March 31 and it showed up in Newsgroups on
April 1? April 1, hint, hint, ...

Tony
--

Tony Tribelli
adtribelli@acm.org

727. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: tomk@fc.hp.com
Message-ID: <5ijgs5$g6h@fcnews.fc.hp.com>
Source record: 6424
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Karl Thomas (kathomas@nyx10.cs.du.edu) wrote:
: Zig Zag <zigzagman@rollin.net> writes:

: >On 07 Apr 1997 04:12:52 James McArthur wrote about "Re: Apple FUD and hollow marketin":

: >> G'Day Karl Thomas, you wrote:
: >> #: #1 The Amiga doesn't have device independance. The Amiga OS is so tied
: >> #: to it's hardware it wouldn't have done Apple any good.
: >>
: >> Do you mean then, or now? I guess that explains why the Draco, AROS,
: >> Cybergraphics and AHI exist..

: Will all of your software support it. Even games, demos, etc.? Can you
: use that old software from '88 on the card? Will all of your apps take
: advantage of the acceleration features?

All software that was written following Commodore's guidelines
(basically, just be OS-friendly) *does* work on Cybergraphics. Yes,
even software from 1985 will work. Geez, how many times does this
have to be repeated? If you're not going to pay attention to the
answer, then stop asking the question!

AHI is a different matter -- it's a new API and does not change
audio.device, so software has to specifically support it. However,
you could write a new audio.device that linked into AHI to give the
same compatibility as cybergraphics, but AFAIK this has not been done
yet.

Tom Kennedy

728. Re: anti-educational MS software ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: morbius@killspam.net
Message-ID: <morbius-1004971445150001@pm817.sure.net>
Source record: 6425
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <860525107snz@tsys.demon.co.uk>, tw104@york.ac.uk wrote:

> In article <5icjf7$irh@z.glue.umd.edu>
> weave@Glue.umd.edu "Vincent Weaver" writes:
>
> > >Well, all non-N. American countries speak an English which is close the
> > >English that
> > >the English speak :-) Seriously though - who spells colour 'color'? Who
> > >call taps
> > >'faucets' etc.? AFAIK, only the N.A.s.
> > >
> > >I prefer to call it 'International English' as it is spoken in every
> > >continent in the
> > >world except America. Thus you have 'American English' & 'International
> > >English'. Makes
> > >sense eh?
> >
> > Hate to tell you, but there are more native english speakers in North
> > America then in all of europe and Australia put together. Hehe I
> > like to think that I speak American. The spelling makes much more sense
> > than English. Color and modernize forever!! What a lousy language
> > anyway, with all its irregular verbs and irregular pluralizations.
>
> The spelling makes more sense, does it?
>
> Try explaining
>
> center -> centred
> vs.
> centre -> centred
>
> Which makes more sense now? Oh, btw, `modernize' is correct English, as well
> as being correct American. Verbized nouns end in `ize', whereas words such
> as `treatise' which just happen to have `ise' in are spelled `ise'.
> Hense `realise' means to understand, and `realize' means to make real.
>
> If English is too irregularly structured for you, then why not speak Latin?
>
> Quidem!

I heard that Hitler was a closet Anglophile but that he preferred the
American version of the language. The only time he could speak the British
version of it was when he had a really bad head cold...:) Really, give it

a rest or drop c.s.m.a from the distribution line, will you.

Morbius

--
"We are all going to die, eventually...:)" Me

e-mail: morbius@sure.net

729. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: Mrmaddog@Microserve.com
Message-ID: <97041066354@microserve.com>
Source record: 6426

<ps10600@cedarnet.org> wrote:

Well kiddies...let's see what the "expert" got wrong this time...

> True.. People should buy what ever they think is best.. But the Falcon
> technology needs to be upgraded and the pricing should reflect the state
> of technology. The Falcon has been stereotyped as just a midi box.

As far as capibilities go, the Falcon is still on par with current PC
technology. But the new Phenix is a completely updated Falcon with a
brand new OS.

> Imagine what would of happened if a million were sold.. Falcon users would
> of have not complained about the sorry state of internet and web tools..

And what the crap did does that have to do with hardware? Internet
software is just that, software.

> I know that Falcon users are dumping their midi systems for all
> Mac

HAHAHAHA!!!! ROFLOL!!!!

Come on...a Mac that's more expensive and requires a seperate MIDI
device just to plug the keyboards in...

Falcon's are niche computers...and you better get used to the idea
because when Apple closes down, and it will, Mac's will only be sold
as niche platforms and nothing else.

Tell me...have you even 'used' a TOS computer at all???

Eric Noss
a.k.a
Mr. Maddog

mailto: MrMaddog (at) Microserve.com

730. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: JEDI
Message-ID: <5ij5jk$24j@lori.zippo.com>
Source record: 6427
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <335948e2.13377446@nntp.ix.netcom.com>, jsheehy@ix.netcom.com says...
>
>nexus@king.cts.com (Alan Pollock) writes:
>
>>I remember back in 86, 87 and 88 running a 500 under 1.3 in a stable manner. But
>>everytime I'd go to a store to check out the machines, salesmen were crashing them
>>left and right. They knew nothing about multitasking, priorities etc.
>>
>>It sometimes seemed to me that they *wanted* the machine to crash. That's not true
>>of course, but it happened every time.
>>
>>I believe the reason was mainly bravado. Most of the salesfolks were quite ignorant
>>of either the Amiga, multitasking, or computers in general, yet they valliantly clicked
>>away like pros, in turbo mode - in order to dispell any inkling that they were in
>>actual fact, lamers. Blame it on the machine, blame it on the software - these
>>digital supermen would blast their way blissfully into guruland without fail.
>
>Well, a machine and OS *should* be able to stand up to such abuse. You
>shouldn't have to pamper a computer to keep it running.
>
>>Meanwhile, many of us ran 1.3 with few glitches once we'd balanced our systems
>>to our specs. Testing new public domain software would, yes, crash the machine
>>more often than we'd like, and that *could* be squarely blamed on either the software
>>itself, or clashes with installed software which was not quite up to snuff.
>
>>But there was *no* excuse for allowing a suite of installed programs, on show at a store,
>>to crash as a matter of course. It demonstrated a lack of ability, knowledge, and
interest
>>in the machine and its OS.
>
>No, it demonstrates that WB 1.3 was not a stable platform for randomly
>running the apps available to it. What you are suggesting is that store
>employees should spend time getting personal with the system the way you
>do at home, weeding out offensive apps and avoiding crashes. This isn't
>always practical.

Practical or not, it is still a necessity. Microcomputer OSes in
general are no less unstable. They still require some degree of
pampering and even the 'robust' systems require some non-trivial
sysadmin.

731. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: JEDI
Message-ID: <5ij5ja$238@lori.zippo.com>
Source record: 6428
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <335948e2.13377446@nntp.ix.netcom.com>, jsheehy@ix.netcom.com says...
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>>in the machine and its OS.
>
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>do at home, weeding out offensive apps and avoiding crashes. This isn't
>always practical.

Practical or not, it is still a necessity. Microcomputer OSes in
general are no less unstable. They still require some degree of
pampering and even the 'robust' systems require some non-trivial
sysadmin.

732. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-10 00:00:00 UTC
From: peterk@combo.ganesha.com
Message-ID: <peterk.0yjv@combo.ganesha.com>
Source record: 6429
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <334B8206.633E@alpha2.curtin.edu.au> Daniel Soderstrom
<esoderstrom@alpha2.curtin.edu.au> writes:
>> >
>> > Fact is, that the current version of AmigaOs(v3.1) is much faster,better
>> > and more reliable than the current version of MacOS(7.6).

I believe you.

>Come on, you can't be serious. I was nice,

I think you meant to write "It was nice": Present tense please,
it *is* nice.

> but was showing the effects
>of less-than brilliant planning during development.

Cough, this can be easily considered one the most severe showings of
ignorance on Usenet ever. Ask software experts from all places, and
they will assure you that the concepts under the hood of AmigaOS are
so elegant and nearly perfect, that they are the main reason we still
have these many Amiga newsgroups today, alive.

>And lastly, I feel so guilty for briging up this last point.... but...
>dont you remember the serial ports! You have to admit they were a joke.

Why? I have no problem running my 28.8 k modem with it. What's your
problem?

>A don't try and mention the multi-port serial boards... I and a friend
>ran an Amiga BBS and we never got the damned thing to work properly.

You must have done something severely wrong, perhaps no real experts
at work? May I inform you that until very recently, the majority of
German BBSes ran on Amigas! And this because of their superior handling
of a *lot* of active serial ports simultaneously, with conventional
modems as well as with multiple ISDN lines via ISDN plug-in cards.
This is the reality!

>Doesn't the doctrine ever change ? I was saying this as an Amiga
>en-feavored teenage saleman in a computer shop. I seem the remember the
>current day competition was the Apple IIGS

Must be a long time ago. Fact is, you can *still* buy current Amigas,
and they do well against the competition and this still in the eyes
of being underpowered processor-wise. If that doesn't show the superiority
of the concept and architecture, I don't know.

>Sunday... Do you think were witnessing the birth of a new religion which
>will rival Christianity in 1000 years ? ..... Hmmmm...

No religion please, and Hale-Bopp will be gone soon also for a while...

--
Best Regards, Dr. Peter Kittel // http://www.pios.de
Private Site in Frankfurt, Germany \X/ office: peterk@pios.de
Recovering from CeBIT, many news unread

733. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-11 00:00:00 UTC
From: tomk@fc.hp.com
Message-ID: <5ilp95$ie7@fcnews.fc.hp.com>
Source record: 6430
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Anthony D. Tribelli (adt@netcom.com) wrote:
: Joe Ragosta (joe.ragosta@dol.net) wrote:
: : adt@netcom.com (Anthony D. Tribelli) wrote:

: : > But the question remains as to why Apple decided that 16-bits were
: : > sometimes enough even though they started with a 32-bit CPU from day one.
: : > Apple was free of the compatibility baggage that Microsoft had to contend
: : > with.
: :
: : Care to point out a single instance where Apple used 16 bit code?

: Apparently you missed an earlier post:

: 16-bit Intel CPUs do have a 32-bit pointer, a far pointer (16-bit
: segment + 16-bit offset). They are much less efficient than today's
: 32-bit offsets but they do work.

You are incorrect. Apparently you've never programmed a 16-bit intel CPU
in assembly. Allow me to correct your mistakes:

16-bit Intel CPUs do have a 20-bit pointer, a far pointer
(overlapping 16-bit segment + 16-bit offset). They are much less
efficient than today's 32-bit offsets, and being only 20 bits,
only let you address 1 MB of memory space. This is where the 1 MB
addressing limit of the 8088 came from. In a pathetic attempt to
improve things on the 286, intel used a 64K "window" located in the
lower 1 MB address space to access memory above 1 MB.

To sum up, on the 8088 you have only 1 MB of memory/MMIO. On the 286
you have either that, or (1 MB - 64 KB) of direct memory/MMIO along
with a 64 KB sliding window into the memory above 1 MB.

A far cry from the 68K architecture indeed.

Tom Kennedy

734. FOR SALE: *** Falcon BiT BOPPER Video Synthesizer Source Code ***

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-11 00:00:00 UTC
From: alex@artwalker.com
Message-ID: <alex-1104970839350001@dynamic0.pm12.mv.best.com>
Source record: 6431
Cross-posted to: comp.sys.atari.advocacy,z-netz.rechner.atari.hardware

FOR SALE: *** Falcon BiT BOPPER Video Synthesizer Source Code ***

For all information, please visit:

http://www.artwalker.com/t2/14/sale/

Thank you!

--
Q:2000 (Liberator)

"Together, we can dream a new world into reality."
- Deepak Chopra

735. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-11 00:00:00 UTC
From: adt@netcom.com
Message-ID: <adtE8Ho44.FKF@netcom.com>
Source record: 6432
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Tom Kennedy (tomk@fc.hp.com) wrote:
: Anthony D. Tribelli (adt@netcom.com) wrote:

: : 16-bit Intel CPUs do have a 32-bit pointer, a far pointer (16-bit
: : segment + 16-bit offset). They are much less efficient than today's
: : 32-bit offsets but they do work.
:
: You are incorrect. Apparently you've never programmed a 16-bit intel CPU
: in assembly ...

[Gag, snort, laugh, laugh ... Thank God I wasn't drinking hot coffee when
I read that]

: ... Allow me to correct your mistakes:

When "correcting" other's mistakes it would be helpful if you understood
the topic. I could provide a reading list to bring you up to speed, feel
free to email me. ;-)

: 16-bit Intel CPUs do have a 20-bit pointer, a far pointer
: (overlapping 16-bit segment + 16-bit offset) ...

In a 16-bit code segment a far pointer is a 32-bit data structure. With
respect to what is referred to today as real mode you are partly correct
that the 16-bit segment and 16-bit offset are combined to form a 20-bit
address. But this is a linear address, not a far pointer as you claimed.
Secondly, in 16-bit protected mode the segment is not combined with the
offset as you described. The segment indexes into a descriptor table that
includes among other things the base address of the segment. The offset is
then added to the base address to form a linear address, not a far
pointer.

: ... They are much less
: efficient than today's 32-bit offsets, and being only 20 bits,
: only let you address 1 MB of memory space. This is where the 1 MB
: addressing limit of the 8088 came from. In a pathetic attempt to
: improve things on the 286, intel used a 64K "window" located in the
: lower 1 MB address space to access memory above 1 MB.

Severly misinformed again, with the 286 Intel introduced 16-bit protected
mode. I refer you to my preceeding paragraph and how the segment and
descriptor table are used to form a linear address. The base address of a
segment as defined in the desriptor table entry may be located anywhere in
the 286's linear address space (which I think was 24-bit).

: To sum up, on the 8088 you have only 1 MB of memory/MMIO. On the 286
: you have either that, or (1 MB - 64 KB) of direct memory/MMIO along
: with a 64 KB sliding window into the memory above 1 MB.

By "sliding window" were you attempting to describe EMS, a bank switching scheme Lotus/Intel/Microsoft came up with to let real mode DOS programs access memory beyond 1M? This was not part of the CPU, it was implemented by the system. The 286 CPU had 16-bit protected mode, numerous DOS extenders and OS/2 made use of it.

: A far cry from the 68K architecture indeed.

Well you did manage to get one thing right, the Intel 80x86 architecture is a far cry from the Motorolla 680x0 architecture. :-) I never truly enjoyed x86 assembly until I started doing 32-bit work on the 386, but still 68K assebly was a much more pleasant experience. I'm still undecided about PowerPC assembly.

Tony
--

Tony Tribelli
adtribelli@acm.org

736. coupons,contests,$ and more

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-11 00:00:00 UTC
From: adpark.com
Message-ID: <5ilr9j$bi2@taurus.adnc.com>
Source record: 6433

```
Coupons, contests, Free chance at $100,000.
Earn $$ passing out isp diskettes almost anywhere in the country.
All this and more see: http://www.adpark.com
```

737. Re: MS-Sun?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-11 00:00:00 UTC
From: Jon Bloom <jbloom@connix.com>
Message-ID: <334E0DC0.307ACE3A@connix.com>
Source record: 6434
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Andrew Costa wrote:
>
> In article <na.c2d2344777.a60220lionels@argonet.co.uk>, Lionel Smith wrote:
> >
> >And now Microsoft have bought Sun :-(
>
> Is this for real?
> I saw something on it, and dismissed it as ridiculous.
>
> >Now we are in for a rough ride.
> >
> >2 mins silence please for the death of innovation and competition.
>
> Oh, hell, the Sunsites...
>
> I hope it's a joke!

No, no, you misread it. He didn't buy Sun, he bought *the sun*. You know, that big ball of fire up in the sky. He plans to control it with an array of NT machines. Yes, the age of darkness is truly upon us.

Jon
--
Jon Bloom
jbloom@connix.com

738. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-12 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <3356d464.6586481@nntp.ix.netcom.com>
Source record: 6435
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Zig Zag <zigzagman@rollin.net> writes:

>
>On Tue, 08 Apr 1997 17:11:00 John Sheehy wrote about "Re: Apple FUD and hollow marketin":
>
>>
>> Zig Zag <zigzagman@rollin.net> writes:
>>
>> >On 08 Apr 1997 05:39:31 Bj&#65533;rn Lindgren wrote about "Re: Apple FUD and hollow marketin":
>> >
>> >>
>> >> In article <01bc4259$c43b1460$39c9578a@h0010309>, Gregory Ade writes...
>> >> >
>> >> >David Field <dfield@tiac.net> wrote in article
>> >> ><5i5j4q$dd7@news-central.tiac.net>...
>> >> >: MS didn't invent memory protection. No-one says they did.
>> >> >
>> >> >Except maybe MS. =) They boasted about being the first company to ship a
>> >> >32-bit desktop OS. OS/2 was there first. =)

>> >Oh really....lets see OS/2 was about 10 years after the Amiga OS which was a 32 Bit desktop
>> >OR in 1985. Your biggest laugh should be your apparent lack of knowledge!

>> 10 years? Then why was I able to install version *3.0* of OS/2 on my PC
^^^^^^^ ^^^^^

>> only *9* years after the Amiga came out? To quote someone talking about
^^^

>> themself unconsciously in their sleep, "Your biggest laugh should be
>> your apparent lack of knowledge!", and again, "it is doubtful that he
>> even has the sense to cross the road by himself."
>
>I said *about* 10 years and 9 years is *about* 10 years..isn't it?

Wake up, Zig Zag, you're not talking to non-sentient zombies who believe
anything you put in print on usenet. Look at my carets above; what do
they emphasize?

>> To all: I nominate myself for the "Arami of the Week" award.

Forging quotations? That's always a good sign, no? Your ISP might find
this amusing. Do you have any idea how low you stoop when you alter a

quotation of someone else's text? That is libelous. I am not at all surprised at your behaviour, though, I saw it coming. Arami did the same thing, as did a few other foaming-at-the-mouth fanatics before him.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

739. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-12 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <860882663.32142@dejanews.com>
Source record: 6436
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <33496086.55D3@intuit.com>,
mark_fassett@intuit.com wrote:
>
> ps10600@cedarnet.org wrote:
> >
> > Fine..If the Falcon meets the needs for audio production, great.
> > However, performance on the other platforms are increasing
> > rapidly and
> > prices are dropping. Espicially the Powermac 6500 line..
>
> Again, the issues are: Price, productivity, and numbers of outputs and
> inputs vs. price.
>
> > > On the other hand, just how much experience do you have with the
> > > Falcon? Have you ever edited digital audio on one?
> >
> > No, I can't say so..
>
> I don't understand how you can even comment about something you
> admittedly know nothing about. Why?
>
> > The new 6500 just blows away the Falcon..
>
> I'm sure it does. But how much does it cost? For $300 used, you can
> have a Falcon and be working immediately with audio (and SCSI hard
> drive). For $400, you can add 8 balanced analog outputs at pro line
> level. For another $400, add eight inputs (balanced line level).
>
> A used Power PC, say 7200 or something, costs, what, $1000 used? To add
> eight additional outputs, there are a couple of options. There's a new
> board from Emagic that costs around $600 that will give you eight
> outputs, but it's on RCA jacks, unbalanced, not at professional line
> level. You could buy a Korg 1212 (when it's released) for around $1000
> and then buy their 8 output box for $500 that will get you eight
> balanced line level outputs, but that's still a lot more expensive. A
> used Pro Tools Project board and software setup will set you back about
> $1500 or so, but at least that also gives you eight inputs as well. An
> Audiomedia III card will give you 4 outputs, for around $500 (RCA
> unbalanced not pro level).
>
> As I've said before, I'm sure at some point the PPC will be a less
> expensive solution for HD recording with multiple pro outputs. It isn't
> now, that's all there is to it!

>
> > I am sure you are getting ripped at these prices.. And I know
> > there are cheaper solutions..
>
> You don't "KNOW." Otherwise you would have posted something concrete
> and proven me wrong. I invite you to ask everyone you know if there is
> a cheaper solution.. hell, call recording studios, music stores, etc,
> and ask them.
>
> > Nice try to..The internet changes everything. Audio
> > minipulation on
> > the internet is here and the Falcon has not kept up. Even
> > Falcon
> > owners are pissed because they can't find decent internet
> > tools..
>
> That may be. I don't use the Falcon to access the internet, I have a
> cheap 486 for that. The Falcon is just as suitable for creating raw
> material for the internet as any other platform. Now, the Shockwave
> encoder and other internet tools are not available on the Falcon, but
> that has nothing to do with music and audio PRODUCTION.
>
> > True.. People should buy what ever they think is best.. But
> > the Falcon technology needs to be upgraded and the pricing should
> > reflect the state of technology.
>
> It does. That's why you can buy a Falcon for $300 used. That's what
> the market has to say.
>
> > The Falcon has been stereotyped as
> > just a midi box. Imagine what would of happened if a million were
> > sold.. Falcon users would of have not complained about the sorry state
> > of internet and web tools..
>
> Again, that's not what we're talking about. I am talking about, once
> again, the Falcon's viability as a cost effective hard disk
> recorder/MIDI/audio production solution. You have said absolutely
> nothing to refute my points. You actually don't know enough about the
> audio/music production market to do so anyway, so the point is moot.
>
> > I know that Falcon users are dumping their midi systems for all
> > Mac base one..

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

740. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-12 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <860883078.32371@dejanews.com>
Source record: 6437
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <97041066354@microserve.com>,
Mrmaddog@Microserve.com (Mrmaddog) wrote:

> As far as capibilities go, the Falcon is still on par with current PC
> technology. But the new Phenix is a completely updated Falcon with a
> brand new OS.

Only in your dreams! The Falcon is stuck on 030 technology and the
graphics/video subsystem is outdated! This Phoenex is most likely
overpriced as the Hades is. PowerComputing's PowerCenter
150(ppc604/150mhz) for $1499! Price includes CDrom, ethernet

> HAHAHAHA!!!! ROFLOL!!!!
>
> Come on...a Mac that's more expensive and requires a seperate MIDI
> device just to plug the keyboards in...

Care to provide that Macs are more expensive? Please list the
equevelant Mac hardware to the Falcon...

>
> Falcon's are niche computers...and you better get used to the idea
> because when Apple closes down, and it will, Mac's will only be sold
> as niche platforms and nothing else.

Have you told this to Motorola, Umax/SuperMac, PowerComputing, APS,
Everex, PowerTools/Infiniti and IBM?

> Tell me...have you even 'used' a TOS computer at all???

Yep..

> Eric Noss
> a.k.a
> Mr. Maddog
>
> mailto: MrMaddog (at) Microserve.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

741. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2086.7042T696T506@canit.se>
Source record: 6438
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Grandmaster Demonlord Toadeater (postmaster@127.0.0.1) skrev:

>>>Doesn't the doctrine ever change ? I was saying this as an Amiga
>>>en-feavored teenage saleman in a computer shop. I seem the remember the
>>>current day competition was the Apple IIGS
>>
>>Must be a long time ago. Fact is, you can *still* buy current Amigas,
>>and they do well against the competition and this still in the eyes
>>of being underpowered processor-wise. If that doesn't show the superiority
>>of the concept and architecture, I don't know.

>The processor needs to be updated to PPC, the graphics and sound
>subsystem a bit as well (not very difficult). As for the
>OS...postscript support, JAVA support, networking, and protected
>memory. That would bring the Amiga up to competition with any "modern"
>system. The datatypes in the OS are still way ahead of their time, a
>great concept no one seems to have noticed.

Postscript support has been there since at least OS 3.0. The networking support
really needs to be improved, they should enhance Envoy and bundle it with
Amigas. Java support is quite unimportant in my eyes. Protected memory would be
quite nice, though. The datatypes can be improved, they should support
incremental rendering. The datatypes have been taken up by the BeOS now, though.
Developing new graphics and sounds chips can be hard and expensive, I think.

>Hope Gateway realizes the potential of what they have in their hands.

I wonder, myself. What were they thinking when theey spent money on the Amiga,
it doesn't generate much revenue, AFAIK, and they don't seem to have any
emotional bounds to the Amiga either...

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742. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <5208.7042T690T1602@canit.se>
Source record: 6439
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Daniel Soderstrom (esoderstrom@alpha2.curtin.edu.au) skrev:
>Firstly, I don't believe Im even daring to comment on this post, but its
>just so intruiging (though certainly not spelt like that), I'd thought
>they were extinct by now.......

We've just been licking our wounds. =)
"Amigoids", that's what you're referring to, eh?

>>>>>> I saw and used the Amiga OS; for the time it
>> > >was not half bad, at least for a home-desktop machine. However, it was
>> > >ugly, unintuitive, but most of all unstable.

>Good point...but I dont know if the Atari ST was the counter-argument I
>would have chosen......

No, I wouldn't either. The ST was weaker in almost every aspect, but not as
pricey.

>>>>> The Atari ST was not so
>> > >advanced in it's OS design, but at the time it was far more stable. I
>> > >can't think of a platform that was less stable that the Amiga at that
>> > >time; even the humble PC (and it was very humble back then [circa
>> > >1988/89]) was less prone to crashing.
>> >
>> > What you probably saw was AmigaOS 1.3 on an A500, and the AmigaOS has
>> > seriously upgraded since that.

>The Amiga's hey-day if I remember correctly. AmigaDos 1.3 had a great
>shell, Arexx (remember the press ravings when OS/2 finally got rexx
>years later ?) and a groovy rebootable ramdrive. As it stands, except
>for the GUI and certain additions to try and keep it relevant with
>current day "buzz words", there has been little architectural change.

ARexx didn't come with the Amiga until OS 2.0, though you could buy it
separately before that. There hasn't been a need for much architectural change
either, since it had from the beginning what most other systems had to add on
later.

>> > Fact is, that the current version of AmigaOs(v3.1) is much faster,better
>> > and more reliable than the current version of MacOS(7.6).

>Come on, you can't be serious. I was nice, but was showing the effects
>of less-than brilliant planning during development. Also, considering
>the main-stream machine, the godsend after 10000years of 8Mhz 68000, was
>only a 16Mhz 68020 (the A4000 was too expensive, not to mention only

>ever in stock sporadicaly), I dont think "faster, better (some things
>were certainly "groovier") but fairly reliable (it would be unrealistic
>to say "quality" was a hallmark of C=). Anyway, its all irrelevant the
>MacOs version numbers are larger, so it must be better.

The A1200 is quite weak nowadays, but it was a real upgrade from the A500. Tack in an accelerator (And of course the HD) and you're off.
I'm not buying your argument over MacOS system versions, that'd mean that the Mac must have been one of the most unusable systems ever if it took 7,5 versions for it to reach today's level.

>And lastly, I feel so guilty for briging up this last point.... but...
>dont you remember the serial ports! You have to admit they were a joke.
>A don't try and mention the multi-port serial boards... I and a friend
>ran an Amiga BBS and we never got the damned thing to work properly.

I admit they could be in need for buffering, but I've never had any problems using my Amiga's serial port with today's modem speeds. I call Amiga BBSes regularly, and have dabbled at running one myself, and the serial ports have never caused much trouble AFAIK.

>> I don't think it was any more stable than 7.6, I've not had 7.6 for long
>> but even with all the extensions I've got loaded I've not had it crash
>> yet, YMMV. If you are taling about efficiency when you mean faster then
>> I'd have to agree. What is "Better"?
>>
>> > Can you for instance preempively multitask on your current Powermac?

>Testify! Testify!

>Doesn't the doctrine ever change ? I was saying this as an Amiga
>en-feavored teenage saleman in a computer shop. I seem the remember the
>current day competition was the Apple IIGS (Nostalgic but not exciting),
>Atari St (Im sure there GUI was invented by the people who created
>Teletext) or Messy Dos (nothing need be said). Lets keep things in
>perspective though.

The ST GIU was created by Digital Research. It's no worse than Windows.
Anyway, it's strange that the Mac still can't cope with what you spoke about as a teenage salesman.

>So my final question
>is.....
>.....
>......
>.....with some believers still turning up to Amiga Church on
>Sunday... Do you think were witnessing the birth of a new religion which
>will rival Christianity in 1000 years ? ..... Hmmmm...

Nah, not really. I just wish that there'd be some more diversity in the computer field, it's a pity that the two giants of Atari and Commodore have been reduced to the feeble state they're in now.

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743. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-14 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5it7m2$oes@einstein.ebicom.net>
Source record: 6292
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
:
: Only in your dreams! The Falcon is stuck on 030 technology and the
: graphics/video subsystem is outdated! This Phoenex is most likely
: overpriced as the Hades is. PowerComputing's PowerCenter
: 150(ppc604/150mhz) for $1499! Price includes CDrom, ethernet

Ummmm...no shit shirlock!
But tell me where I can get into any kind 16 track recorder for less
than a grand I'll buy it! I'm in a Falcon 030 running CuBase Audio for
a grand total of $700. I don't need video...it runs in black and white...
but by dammit, it work...and it works well.

I'm getting really tired of Sinclap comparing systems that came out only
a few months ago, to those that came out in what? 1992?

: > Falcon's are niche computers...and you better get used to the idea
: > because when Apple closes down, and it will, Mac's will only be sold
: > as niche platforms and nothing else.

BTW...I have a Falcon, and Pentium Pro...I really wanted a power mac...
but was able to get into the two systems above for about half the money...
plus, I can get local support that the Mac doesn't offer (as compared to
the Pentium). Last time I shopped, the Mac dealers didn't seem to want
to sell me one very bad...the PC guys were kissing my butt, and dropping
the price another $100 every time I cocked an eyebrow. Also...the PC guys
could tell me what they were selling me, how it worked, and were able to
advise on what worked well and what didn't. The apple sales people just
looked at me like "I was stupid" when I asked them if the system would run
Cubase VST, or what speed processor different models had...etc. When I
asked for Mac brochures, they said they didn't have any...and tried to
sell me a copy of Mac World. The PC guys gave me enough literature on
each system they sold to read for a month.

Apple has a great product...most likely the "SUPERIOR" platform...problem
is...they don't care wether they sell them or not. The few dealers they
have in my area are clueless, and have to tools become educated by.

As much as I hate to admit it...
Apple has a lot to learn from Intel and Microsoft when it comes to
selling computers. 1...don't alinate your dealers, this is what killed
Atari! 2...don't alinate potential coustomers.

Brian
```

744. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-14 00:00:00 UTC
From: tomk@fc.hp.com
Message-ID: <5iu66a$fr5@fcnews.fc.hp.com>
Source record: 6293
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Anthony D. Tribelli (adt@netcom.com) wrote:
: Tom Kennedy (tomk@fc.hp.com) wrote:
: : Anthony D. Tribelli (adt@netcom.com) wrote:

: : : 16-bit Intel CPUs do have a 32-bit pointer, a far pointer (16-bit
: : : segment + 16-bit offset). They are much less efficient than today's
: : : 32-bit offsets but they do work.
: :
: : You are incorrect. Apparently you've never programmed a 16-bit intel CPU
: : in assembly. Allow me to correct your mistakes:

: When "correcting" other's mistakes it would be helpful if you understood
: the topic.

I do, which is why I corrected your mistakes. I can recommend several
books you might like to read, if you're interested.

: : 16-bit Intel CPUs do have a 20-bit pointer, a far pointer
: : (overlapping 16-bit segment + 16-bit offset) ...

: In a 16-bit code segment a far pointer is a 32-bit data structure.

Perhaps in the 386 or later (I never had the misfortune of
programming one of those in assembly), but not in a 8088 or 286.
There is *no* way to access 32 bit addresses in those processors. If
you have ever touched 8088/286 assembly, you'd know that.

: With
: respect to what is referred to today as real mode you are partly correct
: that the 16-bit segment and 16-bit offset are combined to form a 20-bit
: address. But this is a linear address, not a far pointer as you claimed.

In the 8088 assembly manuals, if you specify a segment other then the
default, then this segment + offest *is* referred to as a far pointer.
Near pointers also do the segment + offset to get the address, the
segment coming from the DS.

So, it's not the fact that you did added a segment to an offset to get
an address that makes it near/far (the addition is always preformed),
it's what segment register you used (a "far" segment or a "near"
segment).

: Secondly, in 16-bit protected mode the segment is not combined with the
: offset as you described. The segment indexes into a descriptor table that
: includes among other things the base address of the segment.

This still doesn't get you 32 bit addresses on a 8088 or 286 (or any other 16 bit intel CPU), which is what you claimed.

: Well you did manage to get one thing right

Which is better then you did...

Tom Kennedy

745. Re: anti-educational MS software ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-14 00:00:00 UTC
From: tomk@fc.hp.com
Message-ID: <5iu6kc$fr5@fcnews.fc.hp.com>
Source record: 6294
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Phillip Temple (horza@infopark.demon.co.uk) wrote:
: In article <5ifab9$mo7$1@earth.execpc.com>, Steve Mading
: <URL:mailto:madings@earth.execpc.com> wrote:
: >
: > Tom Wheeley (tomw@tsys.demon.co.uk) wrote:
: > : The spelling makes more sense, does it?
: >
: > : Try explaining
: >
: > : center -> centred
: >
: > You're right, that is silly. That's why Americans spell it "centered".

: Now you are contradicting yourself. If that's phonetic then you
: must pronounce it CEN-TER-RED

No -- you've added an extra "R". It's spelled centered, and
pronounced CEN-TER-D.

Tom Kennedy

746. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-14 00:00:00 UTC
From: Big Mad Drongo <A.G.Jackson@durham.ac.uk>
Message-ID: <33527689.7196@bunting.dur.ac.uk>
Source record: 6295
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Dr. Peter Kittel wrote:
> Dump them anyway, they are just a mess.

Dump ActiveX, at any rate.

> We don't have no steenking
> ActiveX on our Amigas.

c/have/want/* *

> And until now (show me a counter example, please!)
> JAVA on Web pages is also only used for embarrassing "effects" like
> ticker lines (yes, our own Web page also has one, but it's not my
> fault!), please avoid this when you want to cause some nice feeling
> when I view your pages. If sometime someone really uses JAVA for
> some productive, interactive purpose, then you can come back to me.

How about the ZX Spectrum emulator that runs in Java on a web
page? I don't have the URL to hand, but it's the best use of Java
I've seen so far...

> But then there will also be no problem to have JAVA running on such
> a TV computer, as long as it doesn't use blaoted Microsoft software
> and thus gets into storage capacity trouble.

Indeed. The Acorn NC (and in fact *all* NC's that comply to Oracle's
specifications) contains a Java VM.

Adrian

747. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-14 00:00:00 UTC
From: Anthony Schieffer <schiefaw@uwec.edu>
Message-ID: <3352E745.7493@uwec.edu>
Source record: 6296
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Zig Zag wrote:

> Oooooooohhh, yeah and that is really impressive isn't it. Java is a joke!

Can you point out anything on the web that shows how cool C++ is? Java is a nice language. But, it is just a programming language. It's not going to make your web page look like some Hollywood movie. From what I have seen of it, it is very well designed. Built in GUI elements, complete object-oriented design, many built-in objects, and it is close enough to C++ at it's bsic level to make it easy for me to remember the syntax. Corel has recently come out with it's productivity suite written in Java. i have doubts about the speed of such a thing, but then I am using a 90 MHZ system in a world of 500 MHZ systems. I would look for PCI cards with an actual Java machine on them to start showing up soon. This would allow Java to run native on it's own processor. I would also expect to see more actual applications (as opposed to applets) being sold. There is a huge gain to be made if you can just write one version of a program and let anyone use it on any platform. Just think, no more "You can't get any software for the Mac"!

A. Schieffer
schiefaw@uwec.edu

748. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-14 00:00:00 UTC
From: Zig Zag <zigzagman@rollin.net>
Message-ID: <5itu4d$bp3$2@newserve.gulftel.com>
Source record: 6297
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Mon, 14 Apr 1997 19:25:13 Big Mad Drongo wrote about "Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane":

>
> Dr. Peter Kittel wrote:
> > Dump them anyway, they are just a mess.
>
> Dump ActiveX, at any rate.
>
> > We don't have no steenking
> > ActiveX on our Amigas.
>
> c/have/want/* *
>
> > And until now (show me a counter example, please!)
> > JAVA on Web pages is also only used for embarrassing "effects" like
> > ticker lines (yes, our own Web page also has one, but it's not my
> > fault!), please avoid this when you want to cause some nice feeling
> > when I view your pages. If sometime someone really uses JAVA for
> > some productive, interactive purpose, then you can come back to me.
>
> How about the ZX Spectrum emulator that runs in Java on a web
> page? I don't have the URL to hand, but it's the best use of Java
> I've seen so far...

Ooooooohhh, yeah and that is really impressive isn't it. Java is a joke!

>
> > But then there will also be no problem to have JAVA running on such
> > a TV computer, as long as it doesn't use blaoted Microsoft software
> > and thus gets into storage capacity trouble.
>
> Indeed. The Acorn NC (and in fact *all* NC's that comply to Oracle's
> specifications) contains a Java VM.
>
> Adrian

749. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-14 00:00:00 UTC
From: Bill Near <wnear@epix.net>
Message-ID: <5itvuisla3@news1.epix.net>
Source record: 6298
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In comp.sys.amiga.advocacy Gary Colligan <garyc@parramatta.starway.net.au> wrote:
<>In article <334B8206.633E@alpha2.curtin.edu.au>,
<>esoderstrom@alpha2.curtin.edu.au says...

<>> And lastly, I feel so guilty for briging up this last point.... but...
<>> dont you remember the serial ports! You have to admit they were a joke.
<>> A don't try and mention the multi-port serial boards... I and a friend
<>> ran an Amiga BBS and we never got the damned thing to work properly.

<>Well this is a joke, I ran AmiOZ BBS for over 10 years on a A2000 with a
<>C= 7 port serial card, it worked great all that time.

<>I was & still am a big fan of the Amiga, it took a lot to change me to a
<>PC, Windows95 was the main one as it is much like using a Amiga,
^^
Are you really serious?

<>somethings are missing like pulling down the screens to get at programs.
<>but all in all win95 is good.

<>The fun thing about all this mac v PC v Amiga is this Amiga that is
<>talked about is near 10 years old, I was using a A1200 long before it
<>hit the shops.

What do you consider "long before it hit the shops" in regard to the 1200?

<>it was great then, but the PC has court up, only because
<>the Amiga stop getting new hardware/software.

Hmmm... the Amiga stopped geting new hardware and software? When did this
happen, I must have missed it? I wonder where that new Picasso IV board came
from? What about PageStream 3.2a? It must be a dream... it must be a dream...

~~~~~~~ //// ~~~~~~
//// Bill Near ~ wnear@epix.net ~ Team AMIGA
////
\\\\ //// A2000/030@50/Picasso IV/Workbench 3.1
\\\\\\\ Supra 33.6k/ViewSonic 17GS/EZ135/ScanJet 5p
\\\\/
Contributing Editor @ Amiga Report Magazine
~~~~~~

750. Microsoft is going down

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-14 00:00:00 UTC
From: Bernard <bernard@petitmou.com>
Message-ID: <33517224.3DCBC8A5@petitmou.com>
Source record: 6440
Cross-posted to: alt.fan.bill-gates,alt.destroy.microsoft,alt.microsoft.sucks,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.next.advocacy,comp.os.linux.advocacy

```
Would you like to promote a Microsoft-Free world?
Are you proud of running your web site free of Microsoft stuff?
Ever wished you could win prizes just drawing a nice banner?

Wanna know more about the Microsoft-free banner contest?

* Click here: http://www.petitmou.com/contest.html *

Bernard
```

751. Re: Microsoft is going down

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-14 00:00:00 UTC
From: hajo@pizza.hajoli.de
Message-ID: <5isjdn$a5k$1@pizza.hajoli.de>
Source record: 6441
Cross-posted to: alt.destroy.microsoft,alt.microsoft.sucks,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.next.advocacy,comp.os.linux.advocacy

In article <33517224.3DCBC8A5@petitmou.com>,
Bernard <bernard@petitmou.com> writes:
> Would you like to promote a Microsoft-Free world?
> Are you proud of running your web site free of Microsoft stuff?
> Ever wished you could win prizes just drawing a nice banner?
>
> Wanna know more about the Microsoft-free banner contest?
>
> * Click here: http://www.petitmou.com/contest.html *

I think there are already too many diffrent antiMS logos right
now and the number is still growing. We should exhibit all those
logos on one site to let folks vote. The winner logo should
then be accepted and used by all antiMS campaigns.
Suggestions on that?

-- ..... The free UNIX operating system
HaJo Simons `:::' ....
Programmer ::: * `::. ::'
hajo@frodo.com ::: .:: .:.::. .:: .:: `::. :'
hajo.simons@muelheim.netsurf.de ::: :: :: :: :: :: :::.
http://www.do.netsurf.de/~hajo.simons::: .::. .:: ::. `::::. .:' ::.
-- ..:::.....................::' .::::.

752. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-15 00:00:00 UTC
From: garyc@parramatta.starway.net.au
Message-ID: <MPG.db90b231889c427989680@news>
Source record: 6299
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <334B8206.633E@alpha2.curtin.edu.au>,
esoderstrom@alpha2.curtin.edu.au says...

> And lastly, I feel so guilty for briging up this last point.... but...
> dont you remember the serial ports! You have to admit they were a joke.
> A don't try and mention the multi-port serial boards... I and a friend
> ran an Amiga BBS and we never got the damned thing to work properly.

Well this is a joke, I ran AmiOZ BBS for over 10 years on a A2000 with a
C= 7 port serial card, it worked great all that time.

I was & still am a big fan of the Amiga, it took a lot to change me to a
PC, Windows95 was the main one as it is much like using a Amiga,
somethings are missing like pulling down the screens to get at programs.
but all in all win95 is good.

The fun thing about all this mac v PC v Amiga is this Amiga that is
talked about is near 10 years old, I was using a A1200 long before it
hit the shops. it was great then, but the PC has court up, only because
the Amiga stop getting new hardware/software.

The Amiga was talked about being used in settop boxs back in 1990, so
maybe Gateway will use it in Internet settops, using a browser in rom.
the cost would be very little to make, using a box like a CD32.

Gary Colligan
ex Commodore Australia User Suppor manager
ex Sysop AmiOZ BBS Australia.

753. Save money!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-15 00:00:00 UTC
From: S.P., Woodring <datamax@j51.com>
Message-ID: <5iukk9okg6892@news.j51.com>
Source record: 6300

Do you have a car?

Do you like music on the go?

Have you given any thought about upgrading the car stereo system?

If you have answered yes to any of these questions,

Go to http://www.j51.com/datamax/prod01.htm

Guaranteed, I can save you a great deal of money.

Sincerely,

SP, Woodring

I know everyone is looking for a way to save money.
Should this not be of interest to you, Please forward it to
a friend who needs it.

This is a promotion for "What you should know before you
install your car stereo system" A booklet written by SP, Woodring.

This message is being brought to you by Dynamic Mail - the easier and faster
way to explode your business on the internet. For more information please
visit our web site at : http://members.tripod.com/~apexpi/
---

754. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-15 00:00:00 UTC
From: Jonathan Apfelkern <killer@discordia.ch>
Message-ID: <3352E89C.4F8CA47D@discordia.ch>
Source record: 6301
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Gary Colligan wrote:
>
> I was & still am a big fan of the Amiga, it took a lot to change me to a
> PC, Windows95 was the main one as it is much like using a Amiga,
> somethings are missing like pulling down the screens to get at programs.
> but all in all win95 is good.

You make a grown man cry. I never had an Amiga, until i compiled the
Unix Amiga Emulator on my machine. I instantly liked it.

Hell that Baby can do REAL multitasking. Win'95 can't.
You've just downgraded.

Jonathan
--
"Discordianism is not just a religion; it is a mental illness."
-- Lord Omar Ravenhurst

755. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-15 00:00:00 UTC
From: adt@netcom.com
Message-ID: <adtE8nsHC.2Ey@netcom.com>
Source record: 6302
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Tom Kennedy (tomk@fc.hp.com) wrote:
: Anthony D. Tribelli (adt@netcom.com) wrote:

: : When "correcting" other's mistakes it would be helpful if you understood
: : the topic.
:
: I do, which is why I corrected your mistakes. I can recommend several
: books you might like to read, if you're interested.

Assuming you've read them once, I suggest re-reading them. :-) You seem to
be having a little confusion with near and far pointers (something a
program operates on), linear addresses (what the CPU derives from a near
or far pointer), and a physical address (what the CPU puts on the address
bus).

: : In a 16-bit code segment a far pointer is a 32-bit data structure.
:
: Perhaps in the 386 or later (I never had the misfortune of
: programming one of those in assembly), but not in a 8088 or 286.

Wrong. A far pointer is a data structure that has a segment and an offset.
In a 16-bit code segment it is a 32-bit data structure, in a 32-bit code
segment it is a 48-bit data strcuture:
When using 32-bit addressing, a logical address (or far pointer)
consists of a 16-bit segment selector and a 32-bit offset; when using
16-bit addressing, it consists of a 16-bit segment selector and a
16-bit offset. [Intel Architecture Software Developer's Manual, Volume
1 Basic Architecture, 1997, p. 3-5].

: There is *no* way to access 32 bit addresses in those processors. If
: you have ever touched 8088/286 assembly, you'd know that.

No one said you could. You're confusing far pointers and linear addresses.
A native far pointer does generate addresses that span the entire address
space of the CPU. For example a 32-bit pointer on a 286 in protected mode
generates a 24-bit physical address, similarly a 32-bit pointer on a
Motorola 68K generates a 24-bit physical address.

: : With
: : respect to what is referred to today as real mode you are partly correct
: : that the 16-bit segment and 16-bit offset are combined to form a 20-bit
: : address. But this is a linear address, not a far pointer as you claimed.
:
: In the 8088 assembly manuals, if you specify a segment other then the

: default, then this segment + offest *is* referred to as a far pointer.
: Near pointers also do the segment + offset to get the address, the
: segment coming from the DS.
:
: So, it's not the fact that you did added a segment to an offset to get
: an address that makes it near/far (the addition is always preformed),
: it's what segment register you used (a "far" segment or a "near"
: segment).

A far pointer is just a data structure, not an operation of any kind. It
is part segment part offset, usually in memory, but sometimes a register
pair like DS:SI, ES:DI, SS:SP, or CS:IP.

: : Secondly, in 16-bit protected mode the segment is not combined with the
: : offset as you described. The segment indexes into a descriptor table that
: : includes among other things the base address of the segment.
:
: This still doesn't get you 32 bit addresses on a 8088 or 286 (or any
: other 16 bit intel CPU), which is what you claimed.

No, you misread and/or misunderstood. I claimed a far pointer was a 32-bit
data structure. I only claim that a far pointer can access the entire
address range of the CPU.

: : Well you did manage to get one thing right
:
: Which is better then you did...

I suggest re-reading this post and my last post.

Tony
--

Tony Tribelli
adtribelli@acm.org

756. Re: Microsoft is going down

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-15 00:00:00 UTC
From: c_chaos@chaosnet.wahnapitae.on.ca
Message-ID: <slrn5l69nt.4k.c_chaos@chaosnet.wahnapitae.on.ca>
Source record: 6303
Cross-posted to: alt.fan.bill-gates,alt.destroy.microsoft,alt.microsoft.sucks,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.next.advocacy,comp.os.linux.advocacy

In article <33517224.3DCBC8A5@petitmou.com>, Bernard wrote:
>Would you like to promote a Microsoft-Free world?
>Are you proud of running your web site free of Microsoft stuff?
>Ever wished you could win prizes just drawing a nice banner?

I'm terrible at drawing, but maybe someone could do something with this:

A Windows-like logo with a brick imprinted "Linux" smashing or just
having smashed through in full flight.

Perhaps the fracture pattern could be remeniscent of the MIT "X" cursor.

Actually, make the brick's imprint any one of many OS's - have one of
these, drawn somewhat differently, for each non-MS advocacy group.

757. Professional and Affordable Web Design and Hosting

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-15 00:00:00 UTC
From: Kris Thompson <thomp132@expressionsmedia.com>
Message-ID: <5ivovt$9h8$4831@msunews.cl.msu.edu>
Source record: 6304

Welcome to Expressions Multimedia...

We would like to extend an invitation to visit us at http://www.expressionsmedia.com.

We specialize in providing professional yet inexpensive web page designs and web site hosting.

Please be forwarned, many of our sites include ActiveX and Java and are optimized for Internet
Explorer 3.0, so they many not look right in some browsers.

Also, check out our newest site for the Blue Cardinal Motorsport racing team, they can be found
at http://www.expressionsmedia.com/bluecard.

I would like to thank you for your time,

Kris Thompson
thomp132@expressionsmedia.com

758. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-15 00:00:00 UTC
From: lsayre@en.com.NOSPAM
Message-ID: <5j03b4$b6b$1@news.en.com>
Source record: 6305
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In message <3352E89C.4F8CA47D@discordia.ch> - Jonathan Apfelkern
<killer@discordia.ch> writes:
:>
:>Gary Colligan wrote:
:>>
:>> I was & still am a big fan of the Amiga, it took a lot to change me to a
:>> PC, Windows95 was the main one as it is much like using a Amiga,
:>> somethings are missing like pulling down the screens to get at programs.
:>> but all in all win95 is good.
:>
:>You make a grown man cry. I never had an Amiga, until i compiled the
:>Unix Amiga Emulator on my machine. I instantly liked it.
:>
:>Hell that Baby can do REAL multitasking. Win'95 can't.
:>You've just downgraded.
:>
:>Jonathan
:>--
:>"Discordianism is not just a religion; it is a mental illness."
:> -- Lord Omar Ravenhurst
:>

News flash!

There is new hope on the horizon for the Amiga! Gateway 2000 has just
exclusively purchased ALL of the rights to the Amiga.

As of this time, I don't know what intentions they have, but as a multi-billion
dollar corporation (albeit one that I havn't admired much in the past) they
have the potential to develop the Amiga into the system it deserves to be.

Time will tell. So far Gateway 2000 has been married to Intel and Microsoft
(to put it quite mildly), but perhaps they realize that a true independent
identity is a more secure way to stay successfull? Lets hope they don't just
shelf the Amiga for good. A dark and sinister side to this might just be that
they want the Amiga to go away permanently, and what better way than to buy it
and then shelf it!

Man's mind is his basic tool of survival!

lsayre@en.com.NOSPAM <Lawrence Sayre>

```
*remove 'NOSPAM' for correct E-Mail address*
-------------------------------------------
```

759. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-15 00:00:00 UTC
From: sroth@netrover.com
Message-ID: <sroth-1504970012580001@ascend19.netrover.com>
Source record: 6306
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <MPG.db90b231889c427989680@news>,
garyc@parramatta.starway.net.au (Gary Colligan) wrote:

SNIP!

> The fun thing about all this mac v PC v Amiga is this Amiga that is
> talked about is near 10 years old, I was using a A1200 long before it
> hit the shops. it was great then, but the PC has court up, only because
> the Amiga stop getting new hardware/software.

No. Mac and PC users don't talk about the now-defunct Amiga. Amiga users
are the ones that constantly bring it up... =(

SNIP!

760. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-15 00:00:00 UTC
From: Duncan Cockburn <cockburn@argonet.co.uk>
Message-ID: <na.6f38b7477b.a70260cockburn@argonet.co.uk>
Source record: 6307
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5itu4d$bp3$2@newserve.gulftel.com>, Zig Zag
<zigzagman@rollin.net> wrote:

> Oooooooohhh, yeah and that is really impressive isn't it. Java is a joke!

Erm - tell that to Corel.

--
Maintainer Of Cobi's Ultimate Acorn Links

http://www.argonet.co.uk/users/cobi

761. Re: MS-Sun?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-15 00:00:00 UTC
From: c_chaos@chaosnet.wahnapitae.on.ca
Message-ID: <slrn5l7e02.b1.c_chaos@chaosnet.wahnapitae.on.ca>
Source record: 6308
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <334E0DC0.307ACE3A@connix.com>, Jon Bloom wrote:
>Andrew Costa wrote:
>>
>> In article <na.c2d2344777.a60220lionels@argonet.co.uk>, Lionel Smith wrote:
>> >
>> >And now Microsoft have bought Sun :-(
>>
>> Is this for real?
>> I saw something on it, and dismissed it as ridiculous.
>
>No, no, you misread it. He didn't buy Sun, he bought *the sun*. You
>know, that big ball of fire up in the sky. He plans to control it with
>an array of NT machines. Yes, the age of darkness is truly upon us.

General Protection Fault in module [Sun]: Flares Imminent

On bloat: so, he'll turn it into a red giant before its time...

General Failure Error reading Core. Collapse, Expand, Ignore?

MS-Sun: Out Of Hydrogen, Solar System Halted.

And so on.

762. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-15 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2030.7044T1360T658@canit.se>
Source record: 6309
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

ps10600 (ps10600@cedarnet.org) skrev:
>In article <97041066354@microserve.com>,
> Mrmaddog@Microserve.com (Mrmaddog) wrote:

>> As far as capibilities go, the Falcon is still on par with current PC
>> technology. But the new Phenix is a completely updated Falcon with a
>> brand new OS.

>Only in your dreams! The Falcon is stuck on 030 technology and the
>graphics/video subsystem is outdated! This Phoenex is most likely
>overpriced as the Hades is. PowerComputing's PowerCenter
>150(ppc604/150mhz) for $1499! Price includes CDrom, ethernet

The Falcon can be upgraded to 040, don't know about 060. Likewise with the
graphics. And don't forget that the processor is backed up by coprocessors like
the Blitter and DSP.
Centek say that the Phoenix will be cheaper than the Hades.

>> HAHAHAHA!!!! ROFLOL!!!!
>>
>> Come on...a Mac that's more expensive and requires a seperate MIDI
>> device just to plug the keyboards in...

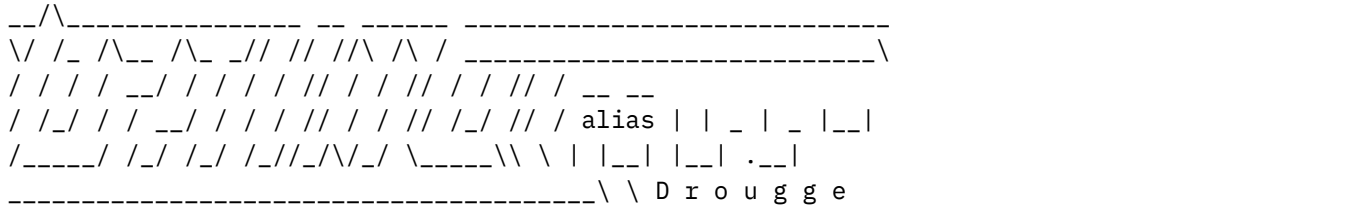
>Care to provide that Macs are more expensive? Please list the
>equevelant Mac hardware to the Falcon...

Why would you need that hardware if you're into music? Cubasis certainly doesn't
need 24-bit graphics. It needs MIDI. Other programs need sound ports, which the
Falcon also has.

>> Falcon's are niche computers...and you better get used to the idea
>> because when Apple closes down, and it will, Mac's will only be sold
>> as niche platforms and nothing else.

>Have you told this to Motorola, Umax/SuperMac, PowerComputing, APS,
>Everex, PowerTools/Infiniti and IBM?

Have you ever told Atari, C-Lab, Centek and Medusa all that you say?

--


_____/

763. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-16 00:00:00 UTC
From: bketcham@anvilite.murkworks.net
Message-ID: <5j23f1$b0e@anvilite.murkworks.net>
Source record: 6310
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In an article other than <33625893.4299041@news>,
>peterk@combo.ganesha.com (Dr. Peter Kittel) wrote:
>
[protected memory system flagging an access violation]
>>But this is much easier to ignore by a programmer than a reboot.
>>He can live with such warnings and annoyances, but less with reboots.

Oh, come on. I really don't think anyone "ignores" a
segfault (or equivalent). Since the program is terminated
by the OS, it is difficult to ignore. It is merely more
convenient not to have to reboot a hung machine; one has
a much better chance of locating the bug quickly. Especially
if the machine is doing anything else important or useful
at the same time, as computers with proper operating systems
are apt to be doing. Oh, wait, personal computers don't need
multitasking.

>>But most embedded computers are not memory protected. They use the
>>different approach of Watchdogs or similar precautions.

Well, actually, quite a few embedded applications have the ultimate
memory protection of running code (text) directly out of ROM. Other
systems have physically separate program and data memories (Harvard),
possibly of different speeds or widths. But yes, that's different
from an MMU. Some embedded systems use one of those, too.

--ben

764. Re: Microsoft is going down

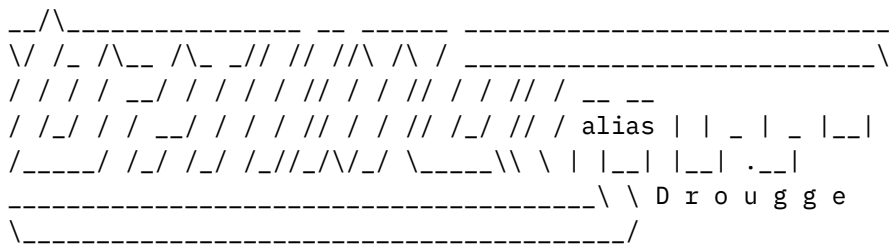
Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-16 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <808.7045T583T1508@canit.se>
Source record: 6311
Cross-posted to: alt.fan.bill-gates,alt.destroy.microsoft,alt.microsoft.sucks,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.next.advocacy,comp.os.linux.advocacy

Bernard (bernard@petitmou.com) skrev:
>Would you like to promote a Microsoft-Free world?
>Are you proud of running your web site free of Microsoft stuff?
>Ever wished you could win prizes just drawing a nice banner?

>Wanna know more about the Microsoft-free banner contest?

> * Click here: http://www.petitmou.com/contest.html *

I clicked. Now what?

--


765. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-16 00:00:00 UTC
From: jedi@Dementia.sprynet.com
Message-ID: <5j2ia3oku1@juliana.sprynet.com>
Source record: 6312
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Tue, 15 Apr 1997 14:32:05 BST, Duncan Cockburn
<cockburn@argonet.co.uk> wrote:
>In article <5itu4d$bp3$2@newserve.gulftel.com>, Zig Zag
><zigzagman@rollin.net> wrote:
>
>> Oooooooohhh, yeah and that is really impressive isn't it. Java is a joke!
>
>Erm - tell that to Corel.

Someone should. The performance hit that JavaOffice takes from being
implemented in java is quite huge.

766. Re: MS-Sun?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-16 00:00:00 UTC
From: skappel@NoSolicitations.com
Message-ID: <5j335q$8f@misery.millcomm.com>
Source record: 6313
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <334E0DC0.307ACE3A@connix.com>,
Jon Bloom <jbloom@connix.com> writes:
>Andrew Costa wrote:
>>
>> In article <na.c2d2344777.a60220lionels@argonet.co.uk>, Lionel Smith wrote:
>> >
>> >And now Microsoft have bought Sun :-(
>>
>> Is this for real?
>> I saw something on it, and dismissed it as ridiculous.
>>
>> >Now we are in for a rough ride.
>> >
>> >2 mins silence please for the death of innovation and competition.
>>
>> Oh, hell, the Sunsites...
>>
>> I hope it's a joke!
>
>No, no, you misread it. He didn't buy Sun, he bought *the sun*. You
>know, that big ball of fire up in the sky. He plans to control it with
>an array of NT machines. Yes, the age of darkness is truly upon us.

And he will probably sue Sun Micro for trademark infringement.

--

Steve Kappel http://www.winternet.com/~skappel
steve.kappel@iname.com

767. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-16 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <861230093.9100@dejanews.com>
Source record: 6314

In article <97041066354@microserve.com>,
Mrmaddog@Microserve.com (Mrmaddog) wrote:

> As far as capibilities go, the Falcon is still on par with current PC
> technology. But the new Phenix is a completely updated Falcon with a
> brand new OS.

Updated with 030 or 040 processors? Does Motorola still sell these?

> And what the crap did does that have to do with hardware? Internet
> software is just that, software.

So were is it?

> mailto: MrMaddog (at) Microserve.com

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

768. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-16 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <861230548.9460@dejanews.com>
Source record: 6315
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <2030.7044T1360T658@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
> ps10600 (ps10600@cedarnet.org) skrev:
> >In article <97041066354@microserve.com>,
> > Mrmaddog@Microserve.com (Mrmaddog) wrote:
>
> >> As far as capibilities go, the Falcon is still on par with current PC
> >> technology. But the new Phenix is a completely updated Falcon with a
> >> brand new OS.
>
> >Only in your dreams! The Falcon is stuck on 030 technology and the
> >graphics/video subsystem is outdated! This Phoenex is most likely
> >overpriced as the Hades is. PowerComputing's PowerCenter
> >150(ppc604/150mhz) for $1499! Price includes CDrom, ethernet
>
> The Falcon can be upgraded to 040, don't know about 060. Likewise with the
> graphics. And don't forget that the processor is backed up by coprocessors like
> the Blitter and DSP.
> Centek say that the Phoenix will be cheaper than the Hades.
>
> >> HAHAHAHA!!!! ROFLOL!!!!
> >>
> >> Come on...a Mac that's more expensive and requires a seperate MIDI
> >> device just to plug the keyboards in...
>
> >Care to provide that Macs are more expensive? Please list the
> >equevelant Mac hardware to the Falcon...
>
> Why would you need that hardware if you're into music? Cubasis certainly doesn't
> need 24-bit graphics. It needs MIDI. Other programs need sound ports, which the
> Falcon also has.
>
> >> Falcon's are niche computers...and you better get used to the idea
> >> because when Apple closes down, and it will, Mac's will only be sold
> >> as niche platforms and nothing else.
>
> >Have you told this to Motorola, Umax/SuperMac, PowerComputing, APS,
> >Everex, PowerTools/Infiniti and IBM?
>
> Have you ever told Atari, C-Lab, Centek and Medusa all that you say?
>

> --
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----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

769. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-16 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <861230762.9669@dejanews.com>
Source record: 6316
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <5it7m2$oes@einstein.ebicom.net>,
bjr@Edison.EbiCom.Net (Brian Roland) wrote:
>
> Ummmm...no shit shirlock!
> But tell me where I can get into any kind 16 track recorder for less
> than a grand I'll buy it! I'm in a Falcon 030 running CuBase Audio for
> a grand total of $700. I don't need video...it runs in black and white...
> but by dammit, it work...and it works well.

Fine, if it works..But there are others who need internet capabilities
and their current Falcon's don't cut it!

> I'm getting really tired of Sinclap comparing systems that came out only
> a few months ago, to those that came out in what? 1992?

Thats life!

Ramblings that was listed below deleted!

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

770. Re: Microsoft is going down

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-16 00:00:00 UTC
From: sothis23@voicenet.com
Message-ID: <33555e1b.6166564@news1.voicenet.com>
Source record: 6317
Cross-posted to: alt.fan.bill-gates,alt.destroy.microsoft,alt.microsoft.sucks,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.next.advocacy,comp.os.linux.advocacy

```
On 16 Apr 97 09:43:30 +0100, Iggy Drougge <optimus@canit.se> wrote:

>
>Bernard (bernard@petitmou.com) skrev:
>>Would you like to promote a Microsoft-Free world?
>>Are you proud of running your web site free of Microsoft stuff?
>>Ever wished you could win prizes just drawing a nice banner?
>
>>Wanna know more about the Microsoft-free banner contest?
>
>> * Click here: http://www.petitmou.com/contest.html *
>
>I clicked. Now what?
>
Apparently, from what I read on the site, the contest ended apr 16,
the day i read your reply.
sothis
```

771. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-16 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <33552B95.5254@intuit.com>
Source record: 6318
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

"Sinclap," I am not surprised that you haven't responded to my post. I believe we have reached the point in the discussion where you have been proven wrong with clear numbers and clear logic, and all you can do now is either ignore my post or admit that you are incorrect.

I have a dream. One day, you'll prove me wrong about you and actually ADMIT you don't know a damn thing about audio/MIDI on computers. You'll actually come out as a respectful human being and state, for all to see, "I don't know how the Falcon compares to the Mac as an audio/MIDI platform, since I've never used either to create music or edit audio." In this dream, you will become educated to the ways of audio, and will have a revelation. At this point, you will agree "Yes, the Falcon is a good MIDI/Digital audio platform.. no, not as feature filled as the top Mac or PC solutions, and there aren't as many pretty graphics, but it is as well integrated as the top Mac and PC solutions, and costs less money for a pro system." Of course, you will still stay a Mac user, but you will realize that there ARE merits to other platforms other then the ones created by your heros Jobs and Wozniak.

Alas, it's only a dream..

I would never presume to argue with you about, say, whether an Atari, Mac, PC, or SGI machine is better for 3d animation... because I've NEVER DONE IT. Would you criticize a politician for their views on something without researching it? I think not. So, prove me wrong and display that you are a real person.. admit you are incorrect about this.

-Mark

772. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-16 00:00:00 UTC
From: wmg'the_number_three'@cornell.edu
Message-ID: <33555997.3993582@newsstand.cit.cornell.edu>
Source record: 6319
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

>I wonder, myself. What were they thinking when theey spent money on the Amiga,
>it doesn't generate much revenue, AFAIK, and they don't seem to have any
>emotional bounds to the Amiga either...

They must be trying to cash in on the current blast-of-the-past
craze--you know bell bottoms, shitty 70's and 80's music...

773. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-16 00:00:00 UTC
From: kquinlan@sfu.ca
Message-ID: <5j3oljskf1@morgoth.sfu.ca>
Source record: 6320
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Iggy Drougge <optimus@canit.se> writes:

>>Have you told this to Motorola, Umax/SuperMac, PowerComputing, APS,
>>Everex, PowerTools/Infiniti and IBM?

>Have you ever told Atari, C-Lab, Centek and Medusa all that you say?

The vendors that you listed are really minor players compared to IBM and
Motorola.

774. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-17 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <5j46rr$2f9@wombat.cs.monash.edu.au>
Source record: 6321
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

jedi@Dementia.sprynet.com (jedi) writes:

>On Tue, 15 Apr 1997 14:32:05 BST, Duncan Cockburn
><cockburn@argonet.co.uk> wrote:
>>In article <5itu4d$bp3$2@newserve.gulftel.com>, Zig Zag
>><zigzagman@rollin.net> wrote:
>>
>>> Oooooooohhh, yeah and that is really impressive isn't it. Java is a joke!
>>
>>Erm - tell that to Corel.

> Someone should. The performance hit that JavaOffice takes from being
> implemented in java is quite huge.

OK, but tell it to StarDivision. They made a relatively clever choice ---
implemented the core engine in C (or whatever) on a selected number of
OSs, and wrote a Java front end for it, running on whatever you care to
run it on --- and the front end can take care of a fair amount of the
non-CPU intensive work. Every test so far says that it is amazingly fast.

Bernie
--
==========
"It's a magical world, Hobbes ol' buddy...
...let's go exploring"
Calvin's final words, on December 31st, 1995

775. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-17 00:00:00 UTC
From: jedi@Dementia.sprynet.com
Message-ID: <5j57ig$r2n$1@juliana.sprynet.com>
Source record: 6322
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Wed, 16 Apr 1997 17:51:27 -0600, ps10600@cedarnet.org
<ps10600@cedarnet.org> wrote:
>In article <5it7m2$oes@einstein.ebicom.net>,
@Edison.EbiCom.Net (Brian Roland) wrote:
>>
>> Ummmm...no shit shirlock!
>> But tell me where I can get into any kind 16 track recorder for less
>> than a grand I'll buy it! I'm in a Falcon 030 running CuBase Audio for
>> a grand total of $700. I don't need video...it runs in black and white...
>> but by dammit, it work...and it works well.
>
>Fine, if it works..But there are others who need internet capabilities
>and their current Falcon's don't cut it!

Shhhh! Don't spoil all the fun for all of us that have been using
the net since the ST...

The Falcon has more than enough horsepower to deal with what can
travel down the typical PPP line.

Wake us when bandwidth catches up...

776. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <861266848_OASIS_@pcc-uky.campus.mci.net>
Source record: 6323

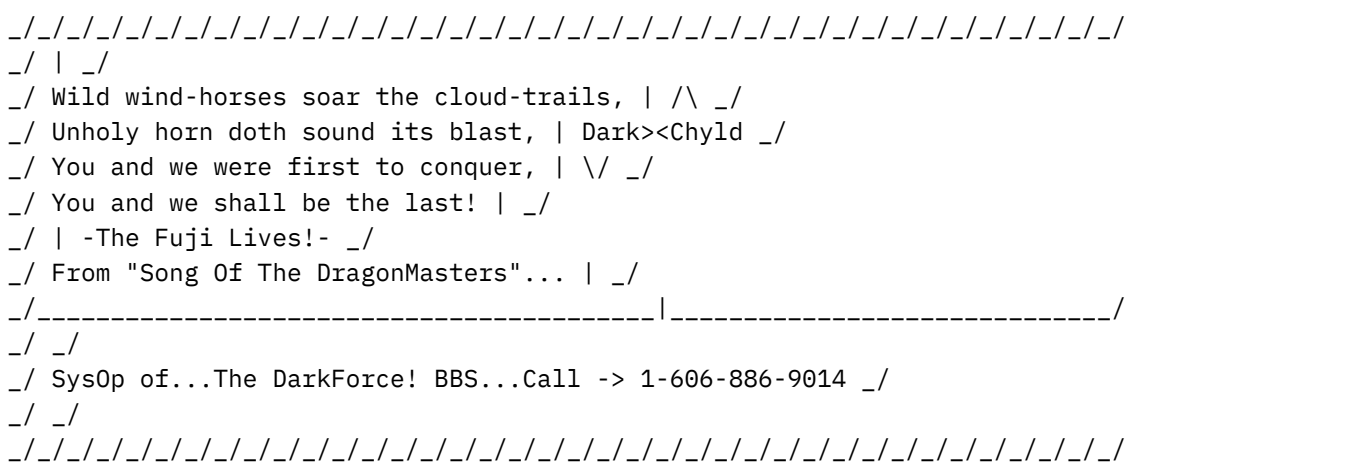
In article <335b2a26.5139000@news.servtech.com>
jglatt@servtech.com (Jeff Glatt) said:-

>>Iggy Drougge
>>The ST was weaker [than the Amiga] in almost every aspect
>
>Not for anything related to music/audio/MIDI work. It definitely had
>far more, and more sophisticated, support for that than the Amiga ever
>did for such. (Of course, since then the ST's music support has

Hmm...I like the Amiga and it did have some definite advantages but I would
not go so far as that... It did have a slower processor speed. It didn't have
a hi-res monochrome display at first, it was initially much more expensive,
etc,... Oh, also (and feel free to correct me if I'm wrong here) but a 2 meg
Amiga A1000 in 198X with 512k of Chip Ram could -not- load up a 640k picture
or MOD into memory, is that right?

I'm not even covering the MIDI advantages... :)

--


_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/

777. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <861267430_OASIS_@pcc-uky.campus.mci.net>
Source record: 6324

In article <861230762.9669@dejanews.com>
ps10600@cedarnet.org said:-

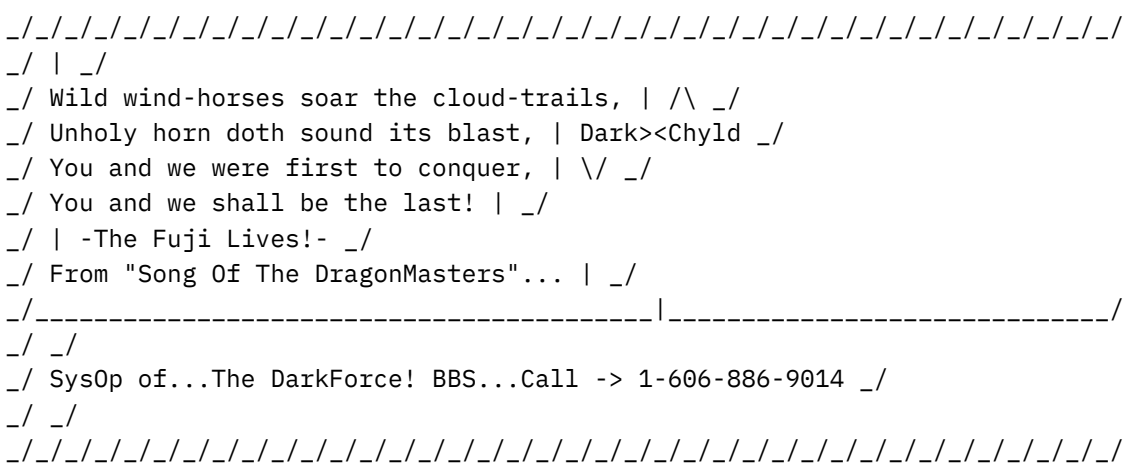
>Fine, if it works..But there are others who need internet capabilities
>and their current Falcon's don't cut it!

Please explain to this Falcon wielding, Internet browsing Atarian just how
my machine doesn't "cut it"...!

>> I'm getting really tired of Sinclap comparing systems that came out only
>> a few months ago, to those that came out in what? 1992?

Its the only way any of his arguments have a leg to stand on! :)

--



778. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-17 00:00:00 UTC
From: eugene@cs.umb.edu
Message-ID: <5j5e6c$hu9@dfw-ixnews8.ix.netcom.com>
Source record: 6325
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <MPG.db90b231889c427989680@news>, garyc@parramatta.starway.net.au (Gary Colligan) wrote:
>In article <334B8206.633E@alpha2.curtin.edu.au>,
>esoderstrom@alpha2.curtin.edu.au says...
>I was & still am a big fan of the Amiga, it took a lot to change me to a
>PC, Windows95 was the main one as it is much like using a Amiga,
>somethings are missing like pulling down the screens to get at programs.
>but all in all win95 is good.

If you're willing to give Linux a try, there is a window manager available named "amiwm" that is supposed to emulate the look and feel of the amiga, complete with multiple, draggable screens. Check out:

http://www.plig.org/xwinman/amiwm.html

-Eugene

779. Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-17 00:00:00 UTC
From: jseymour@medar.com
Message-ID: <E8sJJy.9pr@medar.com>
Source record: 6326
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

I copied this to all (?) of the comp.*.advocacy newsgroups cuz I
thought that all of the pro- and anti-MS types alike would find
it "interesting".

Seen in "talk.politics.guns"...

------------------------ begin included text -------------------------

>Newsgroups: talk.politics.guns
>From: lvc@world.std.com (Larry Cipriani)
>Subject: Microsoft founder Bill Gates wants more gun control
>Message-ID: <E8ov4q.KFo@world.std.com>
>Summary: Boycott Microsoft
>Organization: Idaho City University
>Date: Tue, 15 Apr 1997 16:58:01 GMT
>
>GUN GRABBERS TO "BUY" INITIATIVE 676: Two early donations to the
>Initiative 676 campaign were for $10,000 EACH! Records on file with
>the Public Disclosure Commission reveal Seattle developer Jack
>Benaroya and Microsoft founder Bill Gates EACH gave that amount to
>"Washington Citizens for Handgun Safety". At that rate, "Washington
>Citizens for Handgun safety" may well be on their way to buying a new
>gun control law. We will publish more about the status of I-676 as it
>develops. IF ANYONE HEARS OF PETITION SIGNATURE GATHERING BEING DONE,
>especially by organizations such as the PTA, please give me a call at
>(360) 786-9782 or e-mail me at "jwaldron@halcyon.com".
>
>
>--
>Larry Cipriani, lvc@world.std.com

------------------------- end included text --------------------------

I cannot vouch for the accuracy of the above, but assuming it's
true...

I suppose if you're a supporter of increased restrictions on
firearms ownership, you should buy MS stuff. If you're a
proponent of firearms ownership rights, you should shun MS.

Regards,
Jim "no surprises here" Seymour
--
Jim Seymour | Medar, Inc.

jseymour@medar.com | 38700 Grand River Ave.
Systems & Network Administrator | Farmington Hills, MI. 48335-1563
| FAX: (810)615-2971

780. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-17 00:00:00 UTC
From: eugene@cs.umb.edu
Message-ID: <5j5m7l$2k5@dfw-ixnews11.ix.netcom.com>
Source record: 6327
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5j03b4$b6b$1@news.en.com>, lsayre@en.com.NOSPAM (Lawrence Sayre)
wrote:
>Time will tell. So far Gateway 2000 has been married to Intel and Microsoft
>(to put it quite mildly), but perhaps they realize that a true independent
>identity is a more secure way to stay successfull? Lets hope they don't just
>shelf the Amiga for good. A dark and sinister side to this might just be that
>they want the Amiga to go away permanently, and what better way than to buy it
>and then shelf it!

They won't just shelve it, that would be a waste of good money. I think gateway
just saw a bargan-basement deal on some great technology, and snapped it up.
Expect to see all those custom Amiga chips soon... in a Windows-compatable
Gateway computer near you!

-Eugene

781. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-17 00:00:00 UTC
From: madings@earth.execpc.com
Message-ID: <5j6js4buq1@earth.execpc.com>
Source record: 6328
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

James Seymour (jseymour@medar.com) wrote:
[...]
: >Benaroya and Microsoft founder Bill Gates EACH gave that amount to
: >"Washington Citizens for Handgun Safety". At that rate, "Washington
: >Citizens for Handgun safety" may well be on their way to buying a new
: >gun control law. We will publish more about the status of I-676 as it
: >develops. IF ANYONE HEARS OF PETITION SIGNATURE GATHERING BEING DONE,
: >especially by organizations such as the PTA, please give me a call at
: >(360) 786-9782 or e-mail me at "jwaldron@halcyon.com".
: >
: >
: >--
: >Larry Cipriani, lvc@world.std.com

: I cannot vouch for the accuracy of the above, but assuming it's
: true...

: I suppose if you're a supporter of increased restrictions on
: firearms ownership, you should buy MS stuff. If you're a
: proponent of firearms ownership rights, you should shun MS.

Why on earth do you have to be a gun ownership rights advocate
to shun MS? There are plenty of reasons to shun MS that are
actually related to what MS does on a day to day basis. What
Billy chooses to put his own personal money into has nothing
to do with his company.

If you're going to bash MS (a worthy pasttime), then do it right.
Bash them for the stuff MS itself actually does. Trust me, there's
no shortage of things to complain about.

The only reason MS is popular is because the average computer buyer
doesn't know diddly about computers.

782. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-17 00:00:00 UTC
From: Jacob Bailly <jnb@thunderstorm.com>
Message-ID: <33568F51.5733@thunderstorm.com>
Source record: 6329
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

James Seymour wrote:

> I suppose if you're a supporter of increased restrictions on
> firearms ownership, you should buy MS stuff. If you're a
> proponent of firearms ownership rights, you should shun MS.

Now THAT is a stupid statement.
Gun ownership has nothing to do with microsoft products. It's completely immaterial whether or not Bill Gates likes guns. I believe that the sales of all guns should be outlawed. And I dislike and will not typically use Microsoft products. The two opinions are completely unrelated.

You should rewrite your comment as :

If you are a supporter of increased restrictions on firearms ownership, support causes that believe firearm ownership should be restricted. If you are a proponent of firearm ownership, support causes that support firearm ownership. If you find Microsoft products useful, you should buy MS stuff. If you dislike Microsoft products, you should shun MS.

And then you should take your gun comments to a different newsgroup where they are more appropriate.

783. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-17 00:00:00 UTC
From: altman@cryton.demon.co.uk
Message-ID: <E8sxBo.Hw6@cryton.demon.co.uk>
Source record: 6330
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Eugene O'Neil (eugene@cs.umb.edu) wrote:

: They won't just shelve it, that would be a waste of good money. I think gateway
: just saw a bargan-basement deal on some great technology, and snapped it up.
: Expect to see all those custom Amiga chips soon... in a Windows-compatable
: Gateway computer near you!

I'd be suprised. Graphics and sound have moved on a bit - the architectures
in some of the PC graphics cards are truly awesome: puts the amiga into
perspective. As for sound.... well, when synth manufacturers make PC sound
add-ons, you know they're good.

Hugo

--
Disclaimer: "The contents of this albatross were measured by weight, not
volume. Contents may have settled during transit."

784. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: JEDI
Message-ID: <5j8m6u$9fi@lori.zippo.com>
Source record: 6243
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <djs.861349760@gen-off-3>, djs@jet.uk says...
>
>jedi@Dementia.sprynet.com (jedi) writes:
>> The Falcon has more than enough horsepower to deal with what can
>> travel down the typical PPP line.
>Does it?
>
>How quick is your JVM?

Fast enough to keep up with a commonly available PPP connection.
What ever happened to IG btw?

785. Save over 50%

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: Joe Franklin <JFrank1069@aol.com>
Message-ID: <5j8b61$8pv$5480@PaperBoy.LiveNet.Net>
Source record: 6244

I found some great deals that saved me over 50% on some products.
Some deals are better than others. Just browse around and see if you
find something you like at the virtual Mall.
at http://members.aol.com/Jfrank1069
Happy bargain hunting!!!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm
---

786. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.861349760@gen-off-3>
Source record: 6331
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

jedi@Dementia.sprynet.com (jedi) writes:
> The Falcon has more than enough horsepower to deal with what can
> travel down the typical PPP line.
Does it?

How quick is your JVM?
--
Yeovil Town FC: http://www.ktl.cix.co.uk/ytfc/
Alternate Email hoagy@cix.co.uk or phone 0973 795327
S1.2 CWG+++ MOL- MAG++ I&S+++ TRO+ n--- f++ $++ 7F18 M1962

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

787. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.861349685@gen-off-3>
Source record: 6332

ps10600@cedarnet.org writes:
>Updated with 030 or 040 processors? Does Motorola still sell these?

Yes, 68000 too. You're not very well informed, are you?

--
Yeovil Town FC: http://www.ktl.cix.co.uk/ytfc/
Alternate Email hoagy@cix.co.uk or phone 0973 795327
S1.2 CWG+++ MOL- MAG++ I&S+++ TRO+ n--- f++ $++ 7F18 M1962

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

788. Re: Sinclap, Falcon vs. Mac for audio p

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5j79tisvc1@ash.ridgecrest.ca.us>
Source record: 6333

```
>jedi@Dementia.sprynet.com (jedi) writes:
>> The Falcon has more than enough horsepower to deal with what can
>> travel down the typical PPP line.
>Does it?

Yup, you should know.
>
>How quick is your JVM?

How fast is your DTE?

Mike

>--
>Yeovil Town FC: http://www.ktl.cix.co.uk/ytfc/
>Alternate Email hoagy@cix.co.uk or phone 0973 795327
>S1.2 CWG+++ MOL- MAG++ I&S+++ TRO+ n--- f++ $++ 7F18 M1962
>
>
>==============================================================================
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
>==============================================================================
>.
```

789. Re: MicroSoft buys WebTV for $425 million. Is Bill Gates insane?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: Big Mad Drongo <A.G.Jackson@durham.ac.uk>
Message-ID: <3357591E.3D69@housman.dur.ac.uk>
Source record: 6334
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Zig Zag wrote:
> Java is a joke!

Well, if it's *real* Java applications you want, then there are a few examples available. HotJava is a fully functional web browser written in Java by Sun - the first large Java application to be written. Sun have also produced an IDE for Java in Java, called Java Workshop.

Borland's AppExpert and Debugger for Java are both written in Java.

There are at least two WWW servers available written in Java - Sun's Java Web Server (aka Jeeves) and the World Wide Web Consortium's Jigsaw.

Corel Office for Java (including Quattro Pro and WordPerfect) was available in pre-beta form the last time I checked, though it may have moved on considerably since then. And Applix's Anyware Office is available now, and includes a word processor, spreadsheet, e-mail client and business graphics package.

Your suggestion that Java is a joke might surprise all the companies that have produced Java IDE's, including Microsoft, Borland, Symantec, Rogue Wave, Asymetrix, Metrowerks and others.

Finally might I point you at a URL which might give you a little more information: http://www.sun.com/javastation/customersuccesses/ which gives details of large companies that are using Java (and more specifically, Sun's Javastation) and certainly don't seem to think it's a joke.

Oh, and in future get a clue before posting that sort of offhand dismissal of something you evidently don't know much about. I'm sure you're not particularly impressed when people post 'Amigas are crap and outdated' to all the c.s.amiga newsgroups, so there's no excuse for you doing the same thing.

Adrian

790. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <861354784_OASIS_@pcc-uky.campus.mci.net>
Source record: 6335

In article <E8sJJy.9pr@medar.com>
jseymour@medar.com (James Seymour) said:-

>>GUN GRABBERS TO "BUY" INITIATIVE 676: Two early donations to the
>>Initiative 676 campaign were for $10,000 EACH! Records on file with
>>the Public Disclosure Commission reveal Seattle developer Jack
>>Benaroya and Microsoft founder Bill Gates EACH gave that amount to
>>"Washington Citizens for Handgun Safety". At that rate, "Washington
>>Citizens for Handgun safety" may well be on their way to buying a new
>>gun control law. We will publish more about the status of I-676 as it
>>develops. IF ANYONE HEARS OF PETITION SIGNATURE GATHERING BEING DONE,
>>especially by organizations such as the PTA, please give me a call at
>>(360) 786-9782 or e-mail me at "jwaldron@halcyon.com".

I'd imagine that a (sub)human like Bill Gates wouldn't think twice about
walking all over the 2nd amendment! Well, some of us out here fell quite
differently, thank you very much...

Long live the 2nd amendment!!! :)

--

```
_/_/_/
```

791. Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: jsi@idiom.com
Message-ID: <5j8apo$pmh@idiom.com>
Source record: 6336
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

> > I suppose if you're a supporter of increased restrictions on
> > firearms ownership, you should buy MS stuff. If you're a
> > proponent of firearms ownership rights, you should shun MS.
>
> Now THAT is a stupid statement.
> Gun ownership has nothing to do with microsoft products. It's
> completely immaterial whether or not Bill Gates likes guns. I believe
> that the sales of all guns should be outlawed. And I dislike and will

Me too, I believe the state should give all of us guns for free.

> not typically use Microsoft products. The two opinions are completely
> unrelated.
>
> You should rewrite your comment as :
>
> If you are a supporter of increased restrictions on firearms ownership,
> support causes that believe firearm ownership should be restricted. If
> you are a proponent of firearm ownership, support causes that support
> firearm ownership. If you find Microsoft products useful, you should
> buy MS stuff. If you dislike Microsoft products, you should shun MS.
>
> And then you should take your gun comments to a different newsgroup
> where they are more appropriate.

I presume Microsoft funds gun control groups, considering Bill Gates
politics, just like credit card companies like MBNA have funded
Handgun Control Inc. $25,000.00 before. Why not switch to companies
that don't fund odius political groups, or any groups at all?
Corporate funding of political groups and "charities" has had nasty
results, such as the corporate funded ruin of NPR and PBS.

792. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: kimnach@lerc.nasa.gov
Message-ID: <5j89do$7j6@sulawesi.lerc.nasa.gov>
Source record: 6337
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33555997.3993582@newsstand.cit.cornell.edu>,
wmg'the_number_three'@cornell.edu says...
>
>
>>I wonder, myself. What were they thinking when theey spent money on the
Amiga,
>>it doesn't generate much revenue, AFAIK, and they don't seem to have any
>>emotional bounds to the Amiga either...
>
>They must be trying to cash in on the current blast-of-the-past
>craze--you know bell bottoms, shitty 70's and 80's music...

"if that's supposed to be humor, don't bother"--woman responding to bill
murray's comment "god, i thought that was a dog around your neck" in stripes.
--
regards,
greg

Greg L. Kimnach
NASA Lewis Research Center
Power Technology Division
216-433-6251
I opted for Betamax, the world for VHS. I for Amiga, the world for IBM clones.
"Do or do not. There is no try!" --Yoda.
---

793. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: darin@usa.net.delete_this_part
Message-ID: <slrn5lffbp.opg.darin@connectnet1.connectnet.com>
Source record: 6338
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

>Why on earth do you have to be a gun ownership rights advocate
>to shun MS? There are plenty of reasons to shun MS that are
>actually related to what MS does on a day to day basis.

All computer users should be required to have a seven day waiting
period before buying from Microsoft.

Everyone should be allowed to own disk reformatters to protect
themselves from Microsoft's New World Order.

(besides, if I'm pro gun control, does this mean I'm supposed to like
bill? Gack)

--
Darin Johnson
darin@usa.net.delete_me

794. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: otto@jacobi.math.brown.edu
Message-ID: <sfwwq0f0i9.fsf@jacobi.math.brown.edu>
Source record: 6339
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Jacob Bailly <jnb@thunderstorm.com> writes:
> James Seymour wrote:
>
> > I suppose if you're a supporter of increased restrictions on
> > firearms ownership, you should buy MS stuff. If you're a
> > proponent of firearms ownership rights, you should shun MS.
>
> Now THAT is a stupid statement.
Really STUPID!
[...]
> And then you should take your gun comments to a different newsgroup
> where they are more appropriate.

Actually there's a strong relationship between guns and M$ products: they
are both dangerous for people's well being.

--
Ottavio G. Rizzo diceno `e nuje ca nun c'e' maje
Dep. of Maths, box 1917 piaciuto `e fatica' \\ pecche' `o
Brown University, Providence RI USA tiempo e' vita e vulimmo campa'
Phone +401 863 7957 Fax: +401 863 9013 Almamegretta
otto@math.brown.edu

795. Re: Thoughts on buying a PeeCee...or, so long Atari, hello WinDoze?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <3357FFB7.7D5A@cfcsc.dnd.ca>
Source record: 6340

Keith Murchison wrote:
> I've owned well over a dozen Ataris,in my time and have influenced many
> friends and associates to buy them as well, so no one can credibly
> cite me as an Atari basher. However, I've got to say that the equation
> which originally attracted me to the marque,"power without the price"
> has reversed itself and now effectively reads "price without the power".
>
Hmm... yes. It is no longer "power with out the price", It is more like
"power with the price". I've seen and 'played' with a DirecTT60, and it
is
obscenely fast, makes me sick when I am at work on my 166MHz Pentium
w/32
MB RAM processing images. My work machine is just not as fast, as
capable
as the DirecTT, not by a long shot,whether running Windows3.11,
WindowsNT.
Now maybe if there were good DOS graphics programs, it would be a little
closer. If I had a DirecTT60 at work I'd be spending more time drinking
coffee than making it! :^) It is not cheap[2800U$A?], but I don't really
know if
there is "anything" faster in the PC world. maybe a 250MHz Pentium Pro?
And how much is that? about the same price?
so for the money Computer Direct is asking for, it is reasonable - for
professionals only though. The home/hobby buyer would not be interested,
and quite frankly has no use for such a powerful machine. Perhaps the
same
logic would apply to the 533MHz PPC's?

> All sentimentality aside, the reasons most Atarians originally rallied
> around the ST, etc. just don't apply. If you want obscene amounts of
> raw horsepower, rock solid stability, ease of use and an endless supply
> of apps, all at a decent price, you've got to grab a Windows '95 machine
> today. These things essentially have the kind of intrinstic buyer appeal,
> now, that Atari had in its day.
>
the endless supply of apps is a ridiculous argument, in fact it works
against
the PC world as there is so much code that is rushed to market to 'beat'
the competition (i.e.CorelDRAW) that the user is stuck with beta
software
I haven't found anything like Edith in the pC world, maybe I never will
(although Annius is working on a unix version). It's been said before,
but
I will say it again, who cares? how many word-pro apps do you need, or

use?
how may graphics programs? image processing programs? MIDI programs?

Obscene amounts of raw horsepower - yes. the only time you see it in
action
is when you run it in DOS, cuz Windows takes so much power just to run.
For
example, as an illustration of my point I have TurboCAD for DOS, and
TurboCAD
for Windows. I never use TurboCAD for Windows anymore because it is a
pig,
dead in the water. TurboCAD for DOS runs faster on my 386 without a
math
co-pro than TurboCAD for Windows runs on my Pentium. You need that power
just to get off the runway. Incomparison my Atari is like an ultralight!
:^)

Rock solid stability? Maybe for NT4, it looks pretty good. OS/2 is not
so bad
either. Win95? ehh, I've heard and seen conflicting stories/examples.
Win3.1
is dog meat.

Ease of use? Well, I am involved in the training program at the college
here,
and we have to train people to use Win95, it ain't simple and easy to
use,
unless you _only_ want to turn it on, play games, turn it off. Which is
perhaps the level most home users are at, which is all right, that's
probably
all they bought if for. It's all my friend bought it for.
$2,000 to play Duke Nuk'em.

Intrinsic buyer appeal? that's a very truthful marketing statement. :^)

> If you keep your Atari today, do it for nostalgia purposes or acknowledge
> that you like it because it is quirky and cute, but anyone who claims that
> "Atari rules" probably isn't being very honest with themselves.

I don't claim Atari rules. You are putting your words into peoples
mouths here,
just to make a strawman you can knock down. go ahead - knock him down.
feel better :^D
Nostalgia? quirky and cute? I suspect you've never used an Atari
professionally.
>
> I agree with others that, if you have to get a non-Atari machine today to
> get decent access to the Web, etc. don't bother to pick up a Mac. They
> are on they way out too and the history of the Atari is already repeating
> itself in the Mac arena (too bad in both cases - and I state this sincerely).
>
Oh I am sure you are sincere.

for 'decent'(?) access to the web you either need a PC, a MAC, an Amiga,
or
an Atari, maybe an ARM? how about an 8bit Atari? what is 'decent'?
MAC on the way out?
-Webweek 7/10/96 "MAC #1 in webauthoring, 41% market share worldwide
-Lightstone Thompson 1995 84% of most poplar 50 CD's developed on the
MAC
-Dataquest 1996"Multimedia Market Trends" MAC #1 multimedia vendor in
world.
18.8% market share
-Computer Intelligence, 5/3/97 MAC os market share increased by 61.4%,
XXX86
market share decreased by 5.1% over previous year. MAC os market share
8%
in 11/96, 11% in 1/97.
-Griffin Dix Research Assoc. 1996 MAC #1 in Colour Desktop Publishing
with 80%
of market share.
-Georgia Inst. of Tech [macworld 11/11/96] MAC #2 web server in
world(after UNIX)
oh yes. _obviously_ MAC is on the way out.

> Most folks who would rather die than own a PC fall into two groups. First,
> there
> are those who apply biases against these machines, based on outdated past
> experiences from the bad old days of DOS, etc (Mac guys love to bring up
> outdated criticisms of the PC and to maintain a mental image that all IBM
> compatibles are mouseless XTs).
> Others who have a thing against PCs really just have a big problem with
> anything
> which is too mainstream (people in this group usually have their biggest
> problem
> with Windoze and/ or the market dominance of Microsoft - proverbial Bill
> Gates
> Haters).

I admit to both bias. I also admit that I have owned PC's since 1982,
and I
am sick to death of them. I own a 486 now, and the god damned headaches
(i.e. have you ever tried to get two different IDE drives to work
together?)
are just not worth it. From my _experience_ MAC and Atari hardware is
far
more reliable, SCSI all the way. Of course you can buy a decent SCSI
card
for the IBM too. I know that, but I'd rather use the 200$ for something
for my Atari!
>
> If you fall into the latter category, you might find happiest among the
> ranks of the
> "renegades" who run Linux, UNIX (with or without X-Windows), OS/2 or

> whatever
> on their PCs. These guys still have fun of being outside the personal
> computing
> mainstream (as with Atarians and Mac guys), but have the benefit of having
> access to an endless supply of low cost hardware and peripherals and they
> can surf the net etc. without platform restrictions.

what are you talking about? I somehow don't have access to hardware and peripherals because I have an Atari? Gee, I thought my memory, SCSI hard drives, microphone, Multisync monitor, etc were ordinary peripherals, I guess I'll have to check for the Atari label when I get home! What platform restrictions? Geez, when was the last time you owned an Atari? 1992?

> Flame me if you want, but I can honestly say that as a former die hard
> Atari
> advocate, I approached the PC world with a lot of preconceived biases
> (against
> the PC). However, if you give these things any kind of a fair chance they
> will
> win you over for the same reasons as caused you to once embrace the ST.
> Keith M.

You are probably quite correct in your last statement. Are you born again?
PC's are the light, the way, and the truth? Have you 'embraced' the PC?
My Atari does what I need to do, quite well, inexpensively, and I enjoy it.
You have your 'opinion' and that's fine. so why are you trying to 'save' me?
why are you trying to convert anyone? Will converting someone somehow *validate* your choice? of a friggin _computer system_??! :^D
ROTFL!
--
****
Coinneach Kenneth GraphicArts TOS 1.04-1.062-2.05-4.04
Seumas James @ [-TAF Sec-]MAC[SpectreGCR]6.08
DomhnullaichMacdonaldCanadianForcesCollege IBM OS/2 Warp
****

796. Re: Wow, 300Mhz PentiumII to be priced at $

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-18 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5j8n63$c39$1@ash.ridgecrest.ca.us>
Source record: 6341

>
>I just read in http://www.techweb.com that Intel has decided to
> price 300Mhz PentiumII at $1980. Intel prices are becoming insane.
>
> Before the time of 486, all new Intel X86 processor cost $300
> at launch. With 486, Intel learned the art of ripping consumers
> off and charged $900 for a 25Mhz 486 that offered a moderate
> performence boost over $200 33Mhz 386DX. Intel kept the trend,
> by introducing both Pentium and Pentium Pro at $1000.
>
> But now, Intel has gone too far; $2000 for a X86 processor that is
> not that much faster than $500 PentiumPros?? Especially in the face
> of K6 and M2?
>
> At this rate, we will be paying $3000 for P7 in 1999.
>.

Looks like it's time for PC users to look closely at DEC ALPHA
machines:)

happy TOS old timer,

Mike

797. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-19 00:00:00 UTC
From: tomw@tsys.demon.co.uk
Message-ID: <861416983snz@tsys.demon.co.uk>
Source record: 6245
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <E8sJJy.9pr@medar.com> jseymour@medar.com "James Seymour" writes:

> I suppose if you're a supporter of increased restrictions on
> firearms ownership, you should buy MS stuff. If you're a
> proponent of firearms ownership rights, you should shun MS.

Well then that's the only reason to buy MS stuff then. Before there were
none.

--
:sb)

798. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-19 00:00:00 UTC
From: wmg'the_number_three'@cornell.edu
Message-ID: <33583ea9.2593379@newsstand.cit.cornell.edu>
Source record: 6246
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 18 Apr 1997 17:01:44 GMT, kimnach@lerc.nasa.gov (Greg L. Kimnach)
wrote:

>In article <33555997.3993582@newsstand.cit.cornell.edu>,
>wmg'the_number_three'@cornell.edu says...
>>
>>
>>>I wonder, myself. What were they thinking when theey spent money on the
>Amiga,
>>>it doesn't generate much revenue, AFAIK, and they don't seem to have any
>>>emotional bounds to the Amiga either...
>>
>>They must be trying to cash in on the current blast-of-the-past
>>craze--you know bell bottoms, shitty 70's and 80's music...
>
>
>"if that's supposed to be humor, don't bother"--woman responding to bill
>murray's comment "god, i thought that was a dog around your neck" in stripes.
>--
>regards,
>greg
>---
>Greg L. Kimnach
>NASA Lewis Research Center
>Power Technology Division
>216-433-6251
>I opted for Betamax, the world for VHS. I for Amiga, the world for IBM clones.
>"Do or do not. There is no try!" --Yoda.
>---
>
Can't you amiga people stick to comp.sys.amiga.advocacy? I really
don't think you're going to convince many Windows NT, OS/2, or Linux
users to go out and buy amigas.

You could all tell each other how wonderful the amiga is, and you
could all reply back to each other agreeing with yourselves.

799. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-19 00:00:00 UTC
From: c_chaos@chaosnet.wahnapitae.on.ca
Message-ID: <slrn5lgejs.66s.c_chaos@chaosnet.wahnapitae.on.ca>
Source record: 6247
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <sfwwq0f0i9.fsf@jacobi.math.brown.edu>, Ottavio G. Rizzo wrote:
>
>Actually there's a strong relationship between guns and M$ products: they
>are both dangerous for people's well being.

I disagree. A gun is a neutral thing, it's the idiot pulling the trigger that does the damage. MS products are harmful in themselves, as numerous W95-install MBR overwrites and drive spammings prove. Another difference is that you can, however, delete the MS from your drive and thus restore it to health. You can't unshoot a gun.

So, you takes your pick there, I guess.

Me, I'm for gun control (and living in a relatively nonviolent place that practices it: Canada) and thoroughly against MS. Though guns are neutral in themselves, there are millions of idiots. As the sales figures for W95 attest ;)

800. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-19 00:00:00 UTC
From: Bob Nelson <bnelson@netcom.com>
Message-ID: <bnelsonE8v80D.1Cy@netcom.com>
Source record: 6248
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

James Seymour <jseymour@medar.com> wrote:

> I suppose if you're a supporter of increased restrictions on
> firearms ownership, you should buy MS stuff. If you're a
> proponent of firearms ownership rights, you should shun MS.

While others have have their fun attacking the good sense of this
posting, count at least one individual who finds Gate$ support
of anti-firearms freedom repulsive. Of course, he has the right
to fund any cause that he chooses. We, the free, also have the
option to choose to not support Gate$.

Thanks for pointing this out...it is another good plank to add
to the platform: "In a world without fences, who needs Gate$?"

--
==
Bob Nelson: Dallas, Texas, U.S.A. - bnelson@netcom.com
UNIX...anything else is just a toy
Support Birmingham channel 33's FREEDOM of choice to NOT air "Ellen"
(I wholeheartedly agree with their programming decision, BTW)
==

801. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-19 00:00:00 UTC
From: ericb@pobox.com
Message-ID: <5j9g0f$19ea@r02n01.cac.psu.edu>
Source record: 6249
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <slrn5lgejs.66s.c_chaos@chaosnet.wahnapitae.on.ca>
c_chaos@chaosnet.wahnapitae.on.ca (Andrew Costa) writes:

> I disagree. A gun is a neutral thing, it's the idiot pulling the trigger
> that does the damage. MS products are harmful in themselves, as numerous
> W95-install MBR overwrites and drive spammings prove.

Seems like the same thing to me... it's not W95 that causes problems,
it's the idiot who clicks the install button...

--
Eric Bennett (ericb@pobox.com ; http://www.pobox.com/~ericb)

Sixty-seven percent of the doctors surveyed preferred X to Y. (Jones
couldn't be persauded.)
-John Allen Paulos

802. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-19 00:00:00 UTC
From: Thomas Pfaff <devjava@jps.net>
Message-ID: <33590CCA.F8C@jps.net>
Source record: 6250
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Unfortunately one "feature" of uninstalling applications under Win/95 is
the common "megabytes of shrapnel left behind" syndrome.

Win/95 is a smoking gun with you often left laid out in one corner of
your office, reeling in horror from the bullet wound.

How's that for over-stressing a point?
Well... the point that Win/95 and NT are pretty backward in oodles of
ways.

Thomas

803. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-19 00:00:00 UTC
From: otto@gauss.math.brown.edu
Message-ID: <sfohbbhqxw.fsf@gauss.math.brown.edu>
Source record: 6251
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

c_chaos@chaosnet.wahnapitae.on.ca (Andrew Costa) writes:
> In article <sfwwq0f0i9.fsf@jacobi.math.brown.edu>, Ottavio G. Rizzo wrote:
> >
> >Actually there's a strong relationship between guns and M$ products: they
> >are both dangerous for people's well being.
>
> I disagree. A gun is a neutral thing, it's the idiot pulling the trigger
> that does the damage. MS products are harmful in themselves, as numerous

To use the same analogy: M$ products are not armful: you need an idiot
to take the CD and install them on your HD...

(and the stupidity of this argument should say something on the stupidity
of guns being neutral objects, not to talk about the inherent stupidity
of this thread :-)

--
Ottavio G. Rizzo diceno `e nuje ca nun c'e' maje
Dep. of Maths, box 1917 piaciuto `e fatica' \\ pecche' `o
Brown University, Providence RI USA tiempo e' vita e vulimmo campa'
Phone +401 863 7957 Fax: +401 863 9013 Almamegretta
otto@math.brown.edu

804. Re: Sinclap, Falcon vs. Mac for audio p

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3358e683.0@lagoon.idirect.com>
Source record: 6252

On 17 Apr 1997 13:11:44, jedi wrote:
>On Wed, 16 Apr 1997 17:51:27 -0600, ps10600@cedarnet.org
><ps10600@cedarnet.org> wrote:
>>In article <5it7m2$oes@einstein.ebicom.net>,
>@Edison.EbiCom.Net (Brian Roland) wrote:
>>>
>>> Ummmm...no shit shirlock!
>>> But tell me where I can get into any kind 16 track recorder for less
>>> than a grand I'll buy it! I'm in a Falcon 030 running CuBase Audio for
>>> a grand total of $700. I don't need video...it runs in black and white...
>>> but by dammit, it work...and it works well.
>>
>>Fine, if it works..But there are others who need internet capabilities
>>and their current Falcon's don't cut it!
>
> Shhhh! Don't spoil all the fun for all of us that have been using
> the net since the ST...
>
>
> The Falcon has more than enough horsepower to deal with what can
> travel down the typical PPP line.
>
> Wake us when bandwidth catches up...

heh - likewise. I've got a Falcon and have been cruising the net
with it for over a year, and have WWW, email, USENET, and FTP covered.
And I now figured out IRC as well. And all without "hack n' slash"
(well, maybe a little work with a text editor :)) Now all I need is a
faster modem.....

maybe Sinclap should consider glueing his feet to the floor so they
won't wind up in his mouth - just like his hero and mentor, Rush
Limbaugh. The man's idiocy has proven to be vast.

Oh, BTW Sinclap, while we're at it, go and get yourself a real ISP.
One that will allow your Mac to use its features, including the ability
to use a proper newsreader (like I'm doing with NEWsie) instead of
having to use Dejanews via Lynx.

805. *Young Cheerleaders fucking and sucking cock

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-19 00:00:00 UTC
From: pwqeoiur@qwepoi.com
Message-ID: <5jbkkp$dia@bolivia.earthlink.net>
Source record: 6253

Check out this site, it has tons of young teens fucking and sucking cock !!!

http://www.sexy-girls.com

806. START a FREE Online Business TODAY

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-20 00:00:00 UTC
From: glucas@netusa1.net
Message-ID: <5jbo6k$8p1@news.netusa1.net>
Source record: 6254

FREE TURNKEY ONLINE BUSINESS

Build a residual income from time you spend on the Internet placing FREE advertisements.

Successful Internet company wants you to help them market their services online. Place FREE advertisements and get paid residual commissions on any sales that you bring to the company. NO cost to start immediately, and all you have to do is place pre-written ads online in your sparetime. Complete training and instructions will be provided to you FREE.

You can even choose to get other online entrepreneurs involved and build your own "sales organization" where you can even earn commissions from the work of others.

You can get started TODAY absolutely FREE, and you can even check the status of your sales ONLINE!

PLEASE WRITE THIS DOWN: GD2854

You will need the above code to join this FREE program.

For more information, retrieve an auto-reply from OVERVIEW@NETOPP.COM, or visit: http://www.netopp.com.

This message is being brought to you by Dynamic Mail software - the powerful online marketing tool to explode your business easier and faster. For more information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm
---

807. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-20 00:00:00 UTC
From: c_chaos@chaosnet.wahnapitae.on.ca
Message-ID: <slrn5lkjl6.78t.c_chaos@chaosnet.wahnapitae.on.ca>
Source record: 6255
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <sfohbbhqxw.fsf@gauss.math.brown.edu>, Ottavio G. Rizzo wrote:
>c_chaos@chaosnet.wahnapitae.on.ca (Andrew Costa) writes:

>> I disagree. A gun is a neutral thing, it's the idiot pulling the trigger
>> that does the damage. MS products are harmful in themselves, as numerous

>To use the same analogy: M$ products are not armful: you need an idiot
>to take the CD and install them on your HD...

Mmmm, okay. I did stretch a bit there. But, at least Smith and Wesson
don't attempt to force you to buy a gun with your house and charge you
for it whether or not it is included.

>(and the stupidity of this argument should say something on the stupidity
>of guns being neutral objects, not to talk about the inherent stupidity
>of this thread :-)

Umm. It _is_ getting a bit warped in here, isn't it? :)

808. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-20 00:00:00 UTC
From: jinx6568@sover.net.egg.sausage.and.spam
Message-ID: <jinx6568-2004971801050001@news.sover.net>
Source record: 6256
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <bnelsonE8v80D.1Cy@netcom.com>, Bob Nelson <bnelson@netcom.com>
wrote:
> While others have have their fun attacking the good sense of this
> posting, count at least one individual who finds Gate$ support
> of anti-firearms freedom repulsive. Of course, he has the right
> to fund any cause that he chooses. We, the free, also have the
> option to choose to not support Gate$.

And count one individual who's kinda freaked out to find Gates doing
precisely what he _would_ be doing if he had ambitions of making Microsoft
_be_ the government. Weird...

Jinx_tigr
(aka Chris Johnson)

809. KRAFT JOYSTICKS?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-21 00:00:00 UTC
From: thehidden@ludens.elte.hu
Message-ID: <1997Apr21.094314.39560@ludens>
Source record: 6257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hello folks,

I just have a problem with my shitty joystick and would like to buy
a better one (or two). Actually, I'm looking for the good old KRAFT
joysticks. Does anybody know if there are still stores that have these
kind of joysticks? (I'm asking mainly german ST users, for this kind of
joystick is from Germany, but if you know anything about it, please contact
me...)

Cheers,

Sebi a.k.a The Hidden

810. BEST SITES ON THE WEB!!! A MUST SEE!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-21 00:00:00 UTC
From: Me <Someone@nowhere.com>
Message-ID: <5jfcsv$ava@sjx-ixn4.ix.netcom.com>
Source record: 6258

http://ads.sexroulette.com/cgi-win/trax.exe?972

http://megatrondata.com/PleasureIsland/index.htm

If you are reading this then you are half way there GO FOR IT. YOU'LL LOVE IT!!!!!!!!!!!!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm
---

811. Re: KRAFT JOYSTICKS?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-21 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5jfhgv$ptl@m1.cs.man.ac.uk>
Source record: 6259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1997Apr21.094314.39560@ludens>, thehidden@ludens.elte.hu writes:
>
>Hello folks,
>
>I just have a problem with my shitty joystick and would like to buy
>a better one (or two). Actually, I'm looking for the good old KRAFT
>joysticks. Does anybody know if there are still stores that have these
>kind of joysticks? (I'm asking mainly german ST users, for this kind of
>joystick is from Germany, but if you know anything about it, please contact
>me...)

Dynamics of Germany produced an excellent joystick called the Competition Pro,
and clones of it for other brands. I'm not sure if they're still around but the
Pro was very popular in England and I bought a clone of it about a year ago (but
the shop has since closed)

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
----
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
----

812. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-21 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <335b2338.73131597@news.aatech.com>
Source record: 6260
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 17 Apr 1997 20:47:48 -0500, madings@earth.execpc.com (Steve Mading)
wrote:

[snip]

>The only reason MS is popular is because the average computer buyer
>doesn't know diddly about computers.

"Windows For Dummies" is not just a book. It's Microsoft's company
policy.

813. Sinclap's ingorance of audio production on Mac/Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-21 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <335BA234.33C1@intuit.com>
Source record: 6261

You wrote:

> The tools on the Mac are untouchable in the audio world.
> If you dont agree with that, then youre not keeping up
> with the current state of the art in hard disk recorders,
> etc.

Well, no offense, but I have a Pro Tools 4 system, and Avid system, and more that I work on daily. I think I can say fairly safely that I'm well aware of the current state of the art... :)

> The Falcon, as Ive seen demonstrated, is easily
>replaceable by a $700 6100/7100 series PowerMac, or even a
>low end nubus Performa (6116, et c.). The capabilities of
>Cubase, for instance, on both platforms is barely
>comparable.

Again, what you fail to address is a comparison between PROFESSIONAL systems. The Mac's stock converters are crap, (the Falcon's are a bit better at least), but NO pro is going to use either of those for a serious project. What IS important number of INPUTS and OUTPUTS (lots of them) and quality of them.

My point was, and still is, that the Falcon can be upgraded to eight +4 balanced line level ouputs and inputs for well under a grand.. that is not the case on the Mac. The CURRENTLY AVAILABLE cheapest solution to get 8 balanced line level ouputs on the Mac is the Pro Tools Project system, which I've seen used for around $1800. This is because the DSP port on the machine makes building them easier and more affordable. The Mac will catch up, I'm sure, but not yet.

> Both machines, without adding additional hardware (key
>phrase here), provide a stereo in and out.

See above.. "without additional hardware" is pointless if you're serious.

I'm glad you're happy with your Cubase Audio system on the Mac.. I wouldn't be unless I bought a Pro Tools III system as the front end (for around $7k).

Not only are the internal A/D and D/A converters on the Mac not up to par, there also is a big DELAY when listening to previously recorded tracks and trying to record new tracks. In other words, the previously recorded tracks are delayed relative to what you're playing.. something that I am NOT able to deal with, because my music depends on good timing.

> Atari loyalists are a fantastic bunch, but if youre
>genuinely concerned about the bang for the buck youre
>getting from your hardware, take another look at the
>competetion.

Again, no offense, but if the issue is bang for the buck in a professional solution, the Falcon still is the best buy. Yes, there are plenty of solutions with better bells and whistles, but, properly expanded, a Mac is nearly double the price.

-Mark

814. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-21 00:00:00 UTC
From: kimnach@lerc.nasa.gov
Message-ID: <5jft2j$fjc@sulawesi.lerc.nasa.gov>
Source record: 6262
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33583ea9.2593379@newsstand.cit.cornell.edu>,
wmg'the_number_three'@cornell.edu says...
>
>On 18 Apr 1997 17:01:44 GMT, kimnach@lerc.nasa.gov (Greg L. Kimnach)
>wrote:
>
>>In article <33555997.3993582@newsstand.cit.cornell.edu>,
>>wmg'the_number_three'@cornell.edu says...
>>>
>>>
>>>>I wonder, myself. What were they thinking when theey spent money on the
>>Amiga,
>>>>it doesn't generate much revenue, AFAIK, and they don't seem to have any
>>>>emotional bounds to the Amiga either...
>>>
>>>They must be trying to cash in on the current blast-of-the-past
>>>craze--you know bell bottoms, shitty 70's and 80's music...
>>
>>
>>"if that's supposed to be humor, don't bother"--woman responding to bill
>>murray's comment "god, i thought that was a dog around your neck" in stripes.

>Can't you amiga people stick to comp.sys.amiga.advocacy? I really
>don't think you're going to convince many Windows NT, OS/2, or Linux
>users to go out and buy amigas.
>
>You could all tell each other how wonderful the amiga is, and you
>could all reply back to each other agreeing with yourselves.

what, and leave you in the dark? ignorance is bliss.....

--
regards,
greg (an os/2 user, as well)

Greg L. Kimnach
NASA Lewis Research Center
Power Technology Division
216-433-6251
I opted for Betamax, the world for VHS. I for Amiga, the world for IBM clones.
"Do or do not. There is no try!" --Yoda.
---

815. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-21 00:00:00 UTC
From: Manuel Timmers <starcorp@innet.be>
Message-ID: <ant21003106cWWT7@year0332.innet.be>
Source record: 6263
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33583ea9.2593379@newsstand.cit.cornell.edu>,
<URL:mailto:wmg'the_number_three'@cornell.edu> wrote:

> Can't you amiga people stick to comp.sys.amiga.advocacy? I really
> don't think you're going to convince many Windows NT, OS/2, or Linux
> users to go out and buy amigas.
>
> You could all tell each other how wonderful the amiga is, and you
> could all reply back to each other agreeing with yourselves.

Firstly this isn't posted to Amiga groups only!
Secondly I'm NOT after Linux nor OS/2 users, I'm after the world
domination of Micro$oft.

I just hated when people dictate me what sort of computer to buy and
what software to use! How do you WIntel folks call that: "Freedom of
choice!"

CU
--
Manuel Timmers, StarLight Corp., email starcorp@innet.be
Personal pages WWW-pages at http://www.club.innet.be/~year0332/
StarLight Corp. WWW-pages at http://www.whib.be/starcorp

**** Acorn Risc OS Systems: Power to Smart People! ****

816. Re: Power Corrupts?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-21 00:00:00 UTC
From: dsew@packrat.aml.arizona.edu
Message-ID: <5jgfs6idu1@news.ccit.arizona.edu>
Source record: 6264
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <E8zx2u.1I@medar.com>, James Seymour <jseymour@medar.com> wrote:
>More trivia for the pot...
>
>From the April 14, 1997 issue of Computer Reseller News,
>pp. 176, "Executive Briefing" column, an article entitled
>"For Gates: Thicker Skin, Lawyers With Less Free Time":
>
>It seems that a gentleman by the name of John Leonard
>(apparently a critic for "The Nation, New York" magazine
>and for "CBS Sunday Morning") recently publicly blasted
>Bill Gates for getting his (Leonard's) son, Andrew, booted
>off of AOL. It seems Gates was upset by a satire written
>by Andrew.

This is fairly old news, actually. Andrew Leonard's version of
the events can be found at:

http://www.sfbayguardian.com/Epicenter/96_05/052996comp.html

817. Power Corrupts?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-21 00:00:00 UTC
From: jseymour@medar.com
Message-ID: <E8zx2u.1I@medar.com>
Source record: 6265
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

More trivia for the pot...

From the April 14, 1997 issue of Computer Reseller News,
pp. 176, "Executive Briefing" column, an article entitled
"For Gates: Thicker Skin, Lawyers With Less Free Time":

It seems that a gentleman by the name of John Leonard
(apparently a critic for "The Nation, New York" magazine
and for "CBS Sunday Morning") recently publicly blasted
Bill Gates for getting his (Leonard's) son, Andrew, booted
off of AOL. It seems Gates was upset by a satire written
by Andrew.

The connection, you ask? AOL recently signed a big IE
deal with MS.

Regards,
Jim
--
Jim Seymour | Medar, Inc.
jseymour@medar.com | 38700 Grand River Ave.
Systems & Network Administrator | Farmington Hills, MI. 48335-1563
| FAX: (810)615-2971

818. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-21 00:00:00 UTC
From: nhughes <nhughes@idir.net>
Message-ID: <01bc4eb3$d3396dc0$01e965ce@beep>
Source record: 6266
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Manuel Timmers <starcorp@innet.be> wrote in article
<ant21003106cWWT7@year0332.innet.be>...
>
> In article <33583ea9.2593379@newsstand.cit.cornell.edu>,
> <URL:mailto:wmg'the_number_three'@cornell.edu> wrote:
<snip>

> Firstly this isn't posted to Amiga groups only!
> Secondly I'm NOT after Linux nor OS/2 users, I'm after the world
> domination of Micro$oft.

Paranoia.

>
> I just hated when people dictate me what sort of computer to buy and
> what software to use! How do you WIntel folks call that: "Freedom of
> choice!"

Just exactly who was it that handcuffed you to a Wintel box?? Each and every one of us can make the choice to either use the computer or not. We can each choose to upgrade or not. If we dont want the next new thing, nobody makes us buy it. Some of us made the choice to purchase systems which are well supported, others chose boxes with 3 or 4 apps and are constantly bitching. You were free to make a choice and you made it. If you cant find software or support, that is not our problem.

>
> CU
> **** Acorn Risc OS Systems: Power to Smart People! ****
>

Lotsa apps and support for all those dummies,

Nate

>

819. Re: Power Corrupts?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-21 00:00:00 UTC
From: Steve Kangas <kangarooREMOVETHIS@scruznet.com>
Message-ID: <335C5B92.2984@scruznet.com>
Source record: 6267
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Can anyone point me to any material on the web showing how Microsoft
has used/manipulated the government into protecting its monopoly?

820. Re: Power Corrupts?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-22 00:00:00 UTC
From: rjf@mail.sysnet.net.tw
Message-ID: <5jh65j$2g6@reader.seed.net.tw>
Source record: 6268
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In message <E8zx2u.1I@medar.com> - jseymour@medar.com (James Seymour)Mon, 21 Apr 1997 16:13:39 GMT writes:
>

>More trivia for the pot...
>
>From the April 14, 1997 issue of Computer Reseller News,
>pp. 176, "Executive Briefing" column, an article entitled
>"For Gates: Thicker Skin, Lawyers With Less Free Time":
>
>It seems that a gentleman by the name of John Leonard
>(apparently a critic for "The Nation, New York" magazine
>and for "CBS Sunday Morning") recently publicly blasted
>Bill Gates for getting his (Leonard's) son, Andrew, booted
>off of AOL. It seems Gates was upset by a satire written
>by Andrew.
>
>The connection, you ask? AOL recently signed a big IE
>deal with MS.

```
Evidence of behind the scenes arm twisting on the part of MS like this
surfaces all the time. This isn't the first (by a long shot); I don't
expect it to be the last.

What kills me, is that with all of the evidence, if anyone dares
accuse MS of manipulating the press, the MS sycophants and Bill Gates
cult worshippers that infest these newsgroups all join together in
chorus to recite their "That's a conspiracy theory," mantra. Thereby
seeking to impugn the credibility of the message and (especially) the
messenger.

As if calling something a `conspiracy theory' automatically makes the
message non credible. What these apologists deliberately try to gloss
over is the fact that since the dawn of time there have been
`conspiracies', from back office politics, to secret boardroom
meetings, to deals consummated on the golf course, to the
`independent' press serving as the mouthpiece for its editors'
interests.
```

>Jim Seymour

[RJ] OS/2 - Live it, or live with it.
rj friedman Team ABW
Taipei, Taiwan rjf@mail.sysnet.net.tw
---

821. Re: Power Corrupts?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-22 00:00:00 UTC
From: caj@moriarty.math.niu.edu
Message-ID: <5ji0fkdjj1@gannett.math.niu.edu>
Source record: 6269
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

rj friedman <rjf@mail.sysnet.net.tw> wrote:

>What kills me, is that with all of the evidence, if anyone dares
>accuse MS of manipulating the press, the MS sycophants and Bill Gates
>cult worshippers that infest these newsgroups all join together in
>chorus to recite their "That's a conspiracy theory," mantra. Thereby
>seeking to impugn the credibility of the message and (especially) the
>messenger.

Well, before we go this far, we should ask if Mr. Leonard indeed
has solid evidence that it was Bill Gates who got his son kicked off.
Did the kid break any AOL rules in the process, or perhaps with some
other postings/emailings/chat activity? And would someone as much in the
public eye as Gates really pull such a stunt, knowing that the world would
find out about it?

I'm not saying that it didn't happen, mind you; but this is a severe
accusation, and like all accusations against someone's character it must be
backed up with evidence. What evidence does Leonard provide?

[stuff about conspiracies deleted]

>Jim Seymour

-Caj

822. Some helpful information...

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-22 00:00:00 UTC
From: Francine@optimist.org
Message-ID: <199704221009.DAA26250@web1.zzz.com>
Source record: 6270

Believe in freedom of speech? Like to save paper? Check out The
International Society for the Preservation Of Trees
(http://www.local-touch.com/ISPOT/) and be sure to register YOUR home page for
a chance at winning the "Order of the Cone Award," given for design
excellence in an "eco friendly" website!

Thanks for reading!

Francine

823. Re: Power Corrupts?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-22 00:00:00 UTC
From: Philip Brayshaw <P.Brayshaw-CSAI94@cs.bham.ac.uk>
Message-ID: <335CAB5D.261B@cs.bham.ac.uk>
Source record: 6271
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Steve Kangas wrote:
>
> Can anyone point me to any material on the web showing how Microsoft
> has used/manipulated the government into protecting its monopoly?

The Boycott Micro$oft pages at:

http://www.vcnet.com/bms/

might have what you want. Phil.

824. Re: KRAFT JOYSTICKS?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-22 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <335ca8a61743ca3@ifi.ntnu.no>
Source record: 6272
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On Mon 21-04-97 11:02 S94 (lais@cs.man.ac.uk) wrote:

>
>Dynamics of Germany produced an excellent joystick called the Competition Pro,
>and clones of it for other brands. I'm not sure if they're still around but the
>Pro was very popular in England and I bought a clone of it about a year ago (but
>the shop has since closed)

The Competition Pro is a great stick, I have two of them (Bought them
in '88 I think.) and they still works. I've smashed a keyboard,
countless floppys and even an Amiga 500, but the joysticks survived...

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

825. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-22 00:00:00 UTC
From: Iain Carr <iainvw@enterprise.net>
Message-ID: <342de57e47@iainvw.enterprise.net>
Source record: 6273
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <01bc4eb3$d3396dc0$01e965ce@beep>
"nhughes" <nhughes@idir.net> wrote:

[snip]

> Just exactly who was it that handcuffed you to a Wintel box?? Each and
> every one of us can make the choice to either use the computer or not. We
> can each choose to upgrade or not. If we dont want the next new thing,
> nobody makes us buy it.

True. Long live freedom.

> Some of us made the choice to purchase systems
> which are well supported,

Absolutely.

> others chose boxes with 3 or 4 apps and are constantly bitching.

Which boxes are those, then?

Who's bitching?

> You [Manuel Timmers] were free to make a choice and you made it. If
> you cant find software or support, that is not our problem.

I really think you have misunderstood Manuel's posting. He's not
complaining about lack of software or support.

> > **** Acorn Risc OS Systems: Power to Smart People! **** >

> Lotsa apps and support for all those dummies,

There's no need to be offensive, you know.

--

__________ .
/_|[][][]__| Iain Carr North of the Grampian Highlands |\
| | | Acorn StrongARM Risc PC - what else can run _|)
^`-'^^^^^`-'^ Sibelius @ 1600x1200? or at 204.1 MIPS? (_)

826. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-22 00:00:00 UTC
From: ecf_stbo@jhuvms.hcf.jhu.edu
Message-ID: <22APR199717512655@jhuvms.hcf.jhu.edu>
Source record: 6274
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <slrn5lgejs.66s.c_chaos@chaosnet.wahnapitae.on.ca>, seagull@osiris.isys.ca writes...
>>Actually there's a strong relationship between guns and M$ products: they
>>are both dangerous for people's well being.
>
>I disagree. A gun is a neutral thing, it's the idiot pulling the trigger
>that does the damage. MS products are harmful in themselves, as numerous
>W95-install MBR overwrites and drive spammings prove. Another difference
>is that you can, however, delete the MS from your drive and thus restore
>it to health. You can't unshoot a gun.

As soon as I saw this thread I knew the volume of articles would ballon by
a factor of 5. And I wuz right.

Tom O'Toole - ecf_stbo@jhuvms.hcf.jhu.edu - tom.otoole@jhu.edu
JHUVMS system programmer - http://jhuvms.hcf.jhu.edu/~ecf_stbo/
This message has been brought to you by bill gates, inventor of the internet
'The Internet'... is not a valid Win32 application, bill. Boycott bg shoveware!

827. Re: Power Corrupts?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-22 00:00:00 UTC
From: joe.ragosta@dol.net
Message-ID: <joe.ragosta-ya02408000R2204970920320001@news.dol.net>
Source record: 6275
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <335C5867.6A31@scruznet.com>, Steve Kangas
<kangarooREMOVETHIS@scruznet.com> wrote:

> Can anyone point me to any material on the web showing how Microsoft
> has used/manipulated the government into protecting its monopoly?

The only _direct_ evidence I can think of is the NASA situation where MS'
buddy Garman banned Macs (later overturned by the Inspector General, but
too late to stop them from moving WIndows computers in). Even here, I don't
see any evidence that MS was involved.

I personally don't believe MS _has_ to directly manipulate anyone. They
have marketed themselves into the position that they are considered by the
press and many MIS managers to be the only company that counts. The media
falls all over itself bragging about how MS invented multitasking,
protected memory, the GUI, and anything else related to computing and
create an environment where anyone who criticizes Microsoft is labeled a
loony.

--
Regards,

Joe Ragosta
joe.ragosta@dol.net
See the Complete Macintosh Advocacy Site
http://www.dol.net/~Ragosta/complmac.htm

828. Re: Power Corrupts?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-23 00:00:00 UTC
From: jseymour@medar.com
Message-ID: <E93M5F.550@medar.com>
Source record: 6276
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <5ji0fkdjj1@gannett.math.niu.edu> caj@moriarty.math.niu.edu (Xcott Craver) writes:
[snip]
> ... we should ask if Mr. Leonard indeed
>has solid evidence that it was Bill Gates who got his son kicked off.

From what I can tell, BG and MS have made no secret of it. This was implied in the article I noted that started this thread. (I rather doubt that CRN would've been so explicit about it if they hadn't the evidence to back it up. Can you say "libel"?)

Then there's the on-line article referenced previously:

http://www.sfbayguardian.com/Epicenter/96_05/052996comp.html

Check 'em out.

>Did the kid break any AOL rules in the process, or perhaps with some
>other postings/emailings/chat activity?

Apparently not.

> And would someone as much in the
>public eye as Gates really pull such a stunt, knowing that the world would
>find out about it?

Ego? Or perhaps the subject of this thread is a clue? Hard to say, me not being Gates and all :-).

>
[snip]

Regards,
Jim
--
Jim Seymour | Medar, Inc.
jseymour@medar.com | 38700 Grand River Ave.
Systems & Network Administrator | Farmington Hills, MI. 48335-1563
| FAX: (810)615-2971

829. Re: Your Microsoft "Tax" Dollars At Work

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-23 00:00:00 UTC
From: jseymour@medar.com
Message-ID: <E93MM0.5I3@medar.com>
Source record: 6277
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <22APR199717512655@jhuvms.hcf.jhu.edu> ecf_stbo@jhuvms.hcf.jhu.edu (Like a tea tray in the sky...) writes:
>In article <slrn5lgejs.66s.c_chaos@chaosnet.wahnapitae.on.ca>, seagull@osiris.isys.ca writes...
>>>Actually there's a strong relationship between guns and M$ products: they
>>>are both dangerous for people's well being.
>>
>>I disagree. A gun is a neutral thing, it's the idiot pulling the trigger
>>that does the damage. MS products are harmful in themselves, as numerous
>>W95-install MBR overwrites and drive spammings prove. Another difference
>>is that you can, however, delete the MS from your drive and thus restore
>>it to health. You can't unshoot a gun.
>
>As soon as I saw this thread I knew the volume of articles would ballon by
>a factor of 5. And I wuz right.

Actually, I started this thread because I knew that the resulting
follow-ups were *bound* to contain some good quote material. And
I wuz right. :-)

Hmmm... Are Wintel products the "Saturday Nite Specials" of the
computing industry? :-)

Regards,
Jim "tongue planted firmly in cheek" Seymour
--
Jim Seymour | Medar, Inc.
jseymour@medar.com | 38700 Grand River Ave.
Systems & Network Administrator | Farmington Hills, MI. 48335-1563
| FAX: (810)615-2971

830. Amiga/PC newsgroups...

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-23 00:00:00 UTC
From: "Bill Kotsias (Fantasia Soft)" <fantasia@hol.gr>
Message-ID: <335E67BD.1B24@hol.gr>
Source record: 6278
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

wmg'the_number_three'@cornell.edu wrote:

> Can't you amiga people stick to comp.sys.amiga.advocacy? I really
> don't think you're going to convince many Windows NT, OS/2, or Linux
> users to go out and buy amigas.
>
> You could all tell each other how wonderful the amiga is, and you
> could all reply back to each other agreeing with yourselves.

Neither are you going to convince amiga owners to go out and buy a PC,
so why don`t you stick to your PC newsgroup and go on with your life
beleiving how wonderful PCs are.

I don`t own an amiga, so don`t try to give me any PC VS amiga
arguments...

^o^ ^0^

831. ADVERTISE TO OVER 100 MILLION PEOPLE FOR FREE!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-23 00:00:00 UTC
From: nejeh@gdi.net
Message-ID: <5jm9ss$65g@news.gdi.net>
Source record: 6279

Please take the time out to read this email. it is worth your time.

ADVERTISE TO OVER 100 MILLION PEOPLE FOR FREE!!!
Or send a message to millions of people...

NOW YOU CAN ADVERTISE FREE AND GET DRAMATICALLY
MORE RESPONSES THAN ADVERTISING ON NATIONAL TELEVISION

With E-mail your potential customer is forced to read at least the
headline of your letter. Unlike TV, magazines, newspaper ads, and
direct mail where more than 99.99% of the recipients will skip right
over your advertisement.

TURNS YOUR COMPUTER INTO A CASH REGISTER: Conservative estimates indicate
well over 100 MILLION people will have E-mail accounts in the next year!
E-Mail Blaster turns your computer into a cash register by giving you FREE,
immediate access to all of them. Do you think some of the more than 100
million people with E-mail addresses would be interested in your products or
services? Even if you don't have your own products or services you can
still make money buy promoting our computer software!!!
You can make money with our new software called E-MAIL BLASTER

Here's how:
* By Using E-Mail To Sell Your Products & Services
* By Using E-Mail To Sell our Computer Software such as: Email Blaster, Web Walker,
Email Lock Box etc.
* By Renting or Selling Your E-mail Addresses
* By Becoming A Distributor for e-mail BLASTER

MUCH FASTER: With bulk E-mail you get responses back in 1 to 4
days instead of waiting weeks or months like with television or print
advertising. You can begin filling orders the same day you send E-mail.

FREE ADVERTISING WORTH MILLIONS: It costs millions of dollars to mail out
millions of letters using the United States Postal Service! Now you can
send your ad to MILLIONS of people for FREE using E-Mail BLASTER

E-MAIL BLASTER IS ACTUALLY 3 PROGRAMS IN 1: E-Mail Blaster is amazing new
technology and the most advanced bulk E-mail software on the market today.
(1) E-Mail BLASTER automatically extracts E-mail addresses from America
Online, CompuServe, Prodigy, and the other online services, the Internet,
web pages, news groups, and hundreds of other sources. (2) E-Mail BLASTER
automatically stores the E-mail addresses in your computer along with
keywords that describe hobbies and interests to created highly targeted
E-mail addresses. (3) E-Mail BLASTER sends your marketing letter or ad to
MILLIONS of targeted E-mail addresses at the push of a single button!

HOW DOES E-MAIL BLASTER WORK? E-Mail Blaster has dozens of special filters to automatically harvest E-mail addresses from major online services such as: America OnLine, Compuserve, Delphi, Genie, and of course the internet.

AOL AUTO EXTRACTOR: E-Mail Blaster has many special features like the AOL Auto Extractor that let's you use a regular dial-up Internet connection to collect names and addresses from America Online. Collect America Online addresses without being a member. Allows you to download names and addresses from America Online without paying membership fees or online charges. Auto Extractor for all of the online services and Special E-mail database search engines will also be available at no additional charge.

SIMPLE TO USE: E-Mail Blaster does all the work for you. Unlike other programs where you must cut & paste addresses, E-Mail Blaster does it for you automatically. And, unlike other E-mail programs, with E-Mail Blaster there is no need to purchase any additional software

SPEED: Your time is important. E-MAIL Blaster is DRAMATICALLY FASTER at extracting and sending E-mails than all the other programs on the market that we tested it against.

NO SPECIAL EQUIPMENT NEEDED: E-Mail Blaster runs on a PC with Windows 3.xx Windows 95, Windows NT, a 386 or faster processor, 4 MB RAM, and a hard drive with at least 10 MB free and your own SLIP or PPP connection. No other software needed. Also runs on a Macintosh with Soft Windows installed.

****
This message was sent using E-Mail Blaster.

E-Mail Blaster is The World's Leading Bulk E-mail software.
With E-Mail Blaster you can advertise to over 100 million people for FREE!

Cost: We are giving away Email Blaster your only cost is $165.00 License fee.

THAT'S IT!!!

Our company is in the software business of developing cutting edge products, so we know if you have the opportunity to use our software FREE you will be our future customers. We know we need you to make our software business a true success!

(Please if our lists are incorrect put "remove" in the subject and just hit "REPLY" and you will not be bothered again. Please forgive our mistake).
****
****
To take advantage of this opportunity, please fill out the order form below and fax to 1-407-380-3545. Don't miss out on this opportunity! Sales Rep: (Nejeh Yusuf @ 407 380 3545)

Name: _____

Address:_____

City:_____

State:_____

Zip:_____

Telephone::_____

E-Mail Address:_____

#of Copies @ $165.00 each _____
If you would like to run Email Blaster on multiple computers or if you would
like to resell Email Blaster for up to $499. you may purchase additional copies
of Email Blaster for only $165.00. Retails for $499.00 This price is only available
at the time of this order! So, Take advantage now and reserve your additional copies now!

****
WE DO ALSO ACCEPT CHECKS BY FAX AND PHONE. WHY WAIT WHILE YOU CAN GET AHEAD.
****

If you would like to pay by check, money order, or cashiers check please make payable to:
Nejeh Yusuf mail to: 2168 River Park Blvd. Orlando Florida 32817 or Fax to 1-407-380-3545
along with this order form.
nejeh@gdi.net

832. Re: Amiga/PC newsgroups & Cross-posting

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-23 00:00:00 UTC
From: John M Ward <johnward@mail.zynet.co.uk>
Message-ID: <ant232137bc8QSS7@johnward.zynet.co.uk>
Source record: 6280
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <335E67BD.1B24@hol.gr>, Bill Kotsias (Fantasia Soft)
<URL:mailto:fantasia@hol.gr> wrote:
>
> wmg'the_number_three'@cornell.edu wrote:
>
> > Can't you amiga people stick to comp.sys.amiga.advocacy? I really
> > don't think you're going to convince many Windows NT, OS/2, or Linux
> > users to go out and buy amigas.
> >
> > You could all tell each other how wonderful the amiga is, and you
> > could all reply back to each other agreeing with yourselves.
>
> Neither are you going to convince amiga owners to go out and buy a PC,
> so why don`t you stick to your PC newsgroup and go on with your life
> *beleiving* how wonderful PCs are.
>
> I don`t own an amiga, so don`t try to give me any PC VS amiga
> arguments...

Actually, I found about two months ago that a couple of threads
apparently already running on some other advocacy NGs had just been
cross-posted to the Acorn advocacy group. I don't know whether any
of the other NGs being reached by this thread were added at the same
time, or were already involved in the discussions.

Thus we now seem to be all one big happy(?) band, whether we want this
or not, so I suppose we're certain to get (over time) every possible
Machine A versus Machine B combination, as well as every OS (including
all UNIX variants, no doubt) and will just have to plough through
them.

I actually enjoy reading about the other machines, and sometimes learn
something new -- and occasionally even something really interesting --
but a lot of it is a bit tedious; but that goes with the Advocacy
territory :-|

--
John M Ward. Brit Code (v1.1): a47 s: hd y--- X! P- M+ R++ A
~~~~~~~~~~~ C--- T--- TV-(+) Ci- MuC+R- Ac++ B V-
~~~~~~~~~~~

833. C-Labs MK-I Atari Falcon '030 For Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-23 00:00:00 UTC
From: dhbutler@tiac.net
Message-ID: <dhbutler-2304971907370001@p12.ts32.metro.ma.tiac.com>
Source record: 6281

I currently have for sale:

* Atari (C-labs) Falcon MK-I 030 with:
- 14mb ram
- PowerUp 32mhz clock accelerator (20% speed boost)
This is only about 18 months old, and is in like-new condition. Will come with all the manuals and software, and in the original box. No Hard Drive or monitor is included. Does include adaptors for both SVGA monitors and the old Atari color monitors (or compatibles)

Other items:

* Apex Media

* Blowup hard-I

* Also I have 4 4mb 30pin parity simms (3 chip simms, not 9 chip)

Make some offers. They go to the highest bidder. You pay shipping in all cases. Would prefer to sell the Falcon, Apex, and Blowup as a package if possible.

Please reply to: dhbutler@tiac.net

--
David Butler dhbutler@tiac.net
Technical Support Supervisor
Micro Center
Cambridge, MA.
===Amiga===Atari===Be===Mac OS===Newton===Next===
==== "If it isn't Wintel it probably ROCKS!" ====
==

834. Re: Power Corrupts?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-24 00:00:00 UTC
From: perfecto@ct2.nai.net
Message-ID: <335ea8cb.33120163@news.nai.net>
Source record: 6282
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

bill gates is a prick plain and simple. i hope he gets testicular cancer.
but i don't want him to die. that would be too good for him. i want them
to remove his testicles so he'll have to live the rest of his life unable
to sustain an erection. i hope he gets fucked in the ass by a black guy
too.

On Wed, 23 Apr 1997 16:07:59 GMT, jseymour@medar.com (James Seymour) wrote:

>In article <5ji0fkdjj1@gannett.math.niu.edu> caj@moriarty.math.niu.edu (Xcott Craver)
writes:
>[snip]
>> ... we should ask if Mr. Leonard indeed
>>has solid evidence that it was Bill Gates who got his son kicked off.
>
>From what I can tell, BG and MS have made no secret of it. This
>was implied in the article I noted that started this thread. (I
>rather doubt that CRN would've been so explicit about it if they
>hadn't the evidence to back it up. Can you say "libel"?)
>
>Then there's the on-line article referenced previously:
>
> http://www.sfbayguardian.com/Epicenter/96_05/052996comp.html
>
>Check 'em out.
>
>>Did the kid break any AOL rules in the process, or perhaps with some
>>other postings/emailings/chat activity?
>
>Apparently not.
>
>> And would someone as much in the
>>public eye as Gates really pull such a stunt, knowing that the world would
>>find out about it?
>
>Ego? Or perhaps the subject of this thread is a clue? Hard to
>say, me not being Gates and all :-).
>
>>
>[snip]
>
>
>Regards,

>Jim
>--
>Jim Seymour | Medar, Inc.
>jseymour@medar.com | 38700 Grand River Ave.
>Systems & Network Administrator | Farmington Hills, MI. 48335-1563
> | FAX: (810)615-2971

********** COMING APRIL 1ST, 1997 **********
THE NEW AND IMPROVED PERFECTO PAGES: http://w3.nai.net/~perfecto
Includes: The New UnderGround Milhouse Pages
El Ejercisio Perfecto Workout Page
The Millennium Nigre Page
ReBirth: The Resurrection of D.R.
The Perfecto Programming Pages
The Obligatory Ex-Girlfriend Page
****

835. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-24 00:00:00 UTC
From: c_chaos@chaosnet.wahnapitae.on.ca
Message-ID: <slrn5ltc1u.a7r.c_chaos@chaosnet.wahnapitae.on.ca>
Source record: 6283
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <22APR199717512655@jhuvms.hcf.jhu.edu>,
Like a tea tray in the sky... wrote:

>As soon as I saw this thread I knew the volume of articles would ballon by
>a factor of 5. And I wuz right.

Heh.

I guess it shows that it doesn't matter what we're arguing about - arguing
is the main thing ;)

836. Re: Sinclap, Falcon vs. Mac for audio production, repost

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-24 00:00:00 UTC
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Message-ID: <335F2802.1677@elec.iuta.u-bordeaux.fr>
Source record: 6284

David Stevenson wrote:
>
> ps10600@cedarnet.org writes:
> >Updated with 030 or 040 processors? Does Motorola still sell these?
>
> Yes, 68000 too. You're not very well informed, are you?
Good processors will alway be used.
Is grIntel still selling 8086?

And the Phenix will use either 040 or 060,not 030...

837. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-24 00:00:00 UTC
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Message-ID: <335F29AE.625@elec.iuta.u-bordeaux.fr>
Source record: 6285

Ronald J. Hall wrote:

> etc,... Oh, also (and feel free to correct me if I'm wrong here) but a 2 meg
> Amiga A1000 in 198X with 512k of Chip Ram could -not- load up a 640k picture
> or MOD into memory, is that right?
>
> I'm not even covering the MIDI advantages... :)

Do you think a 260ST can do it ?;->

Yag Alone

STe and Falcon user

838. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-24 00:00:00 UTC
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Message-ID: <335F25A0.7C6D@elec.iuta.u-bordeaux.fr>
Source record: 6286
Cross-posted to: comp.sys.amiga.advocacy,comp.os.os2.advocacy,comp.linux.advocacy,comp.sys.atari.advocacy

> Can't you amiga people stick to comp.sys.amiga.advocacy? I really
> don't think you're going to convince many Windows NT, OS/2, or Linux
> users to go out and buy amigas.
>
> You could all tell each other how wonderful the amiga is, and you
> could all reply back to each other agreeing with yourselves.

What about you? I'm in comp.sys.atari.advocacy...
Arf those PC's users!

(notice that this message is ONLY on the newsgroups you mention!)

Yag Alone ST and Falcon user

839. Re: KRAFT JOYSTICKS?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-24 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5jnbe7$4lp@m1.cs.man.ac.uk>
Source record: 6287
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <335ca8a61743ca3@ifi.ntnu.no>, josk@ifi.ntnu.no (Jo Even Skarstein) writes:
>The Competition Pro is a great stick, I have two of them (Bought them
>in '88 I think.) and they still works. I've smashed a keyboard,
>countless floppys and even an Amiga 500, but the joysticks survived...

What, you used the joysticks to smash all those things? ;-) Have you seen the special edition "mini" Competition Pros and the ones in different colours? Cool.

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

840. The Outlook Is Bleak? (Was: Re: Power Corrupts?)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-24 00:00:00 UTC
From: jseymour@medar.com
Message-ID: <E95Hry.3sx@medar.com>
Source record: 6288
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <joe.ragosta-ya02408000R2204970920320001@news.dol.net> joe.ragosta@dol.net (Joe Ragosta) writes:
>In article <335C5867.6A31@scruznet.com>, Steve Kangas
><kangarooREMOVETHIS@scruznet.com> wrote:
>
>> Can anyone point me to any material on the web showing how Microsoft
>> has used/manipulated the government into protecting its monopoly?
>
[apocryphal story: snip]
>
>I personally don't believe MS _has_ to directly manipulate anyone. They
>have marketed themselves into the position that they are considered by the
>press and many MIS managers to be the only company that counts. The media
>falls all over itself bragging about how MS invented multitasking,
>protected memory, the GUI, and anything else related to computing and
>create an environment where anyone who criticizes Microsoft is labeled a
>loony.

[I left Joe's entire second paragraph for context.]

I don't know, Joe. I'll admit that a goodly portion of the industry press seems to be in love with MS, but MS *does* take some hits as well. I've generally found that the more clueful (sp?) the publication, the more realistic its coverage.

And then there's advert dollars--ever a factor in how most publications cover the "news".

As for IS folk: I don't think that IS, in general, is quite so enamored of Wintel as you seem to feel they are. In fact, from *my* reading, a significant portion of professionals in the IS field are quite suspicious of Wintel. (Most with what they feel to be good cause.) Whence most of the pressure to deploy Wintel comes is from the bosses of these IS professionals. These managers and execs are largely clueless as regards the intricacies of Enterprise systems architecture and management--but they *do* watch TV.

[Btw: MS knows this. That's why they've been targeting the managers/bosses of IS folk, rather than the IS folk themselves. I no longer have the cite, but MS admitted to this strategy quite some time ago--admitting that they had gotten precisely nowhere with IS professionals.]

As to "anyone who criticizes Microsoft is labeled a loony."?
Hmmm... I don't know as "looney" is quite it. We're generally
labled as "anti-Ms bigots", "unrealistic", "out-of-touch",
"UNIX bigots", "control freaks", "name-your-favorite-non-Ms-
bigot", or whatever. But the only opinions I really care about
are those of my colleagues. These are the only folk who are
sufficiently clueful to have the right to question my judgement.
And you wanna know something surprising? Even many of the
"Wintel-heads" I know find many of my concerns regarding Wintel
largely justified. (We mainly disagree about what can be
done, is fighting it worth it, and the like.)

But then again, I've been told by many "Wintel-heads" that
I'm one of the "less rabid" (read: "more rational") UNIX-
heads. I suppose that's a compliment :-).

Any way, I don't see things looking quite so bleak as you do,
Joe.

Regards,
Jim
--
Jim Seymour | Medar, Inc.
jseymour@medar.com | 38700 Grand River Ave.
Systems & Network Administrator | Farmington Hills, MI. 48335-1563
| FAX: (810)615-2971

841. Re: The Outlook Is Bleak? (Was: Re: Power Corrupts?)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-24 00:00:00 UTC
From: joe.ragosta@dol.net
Message-ID: <joe.ragosta-ya02408000R2404971624120001@news.dol.net>
Source record: 6289
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <E95Hry.3sx@medar.com>, jseymour@medar.com (James Seymour) wrote:

> As for IS folk: I don't think that IS, in general, is quite so
> enamored of Wintel as you seem to feel they are. In fact, from
> *my* reading, a significant portion of professionals in the IS
> field are quite suspicious of Wintel.

You sure run in a different crowd than I do.

Our entire MIS group fawns over MS technologies. Every time we have a problem, their solution is to spend a few tens of thousand dollars more on Microsoft products. When they couldn't make cc:Mail work, they wanted to run to MS Mail. When they couldn't make Netware work, they wanted to dump it in favor of NT. They are _constantly_ trying to get us to dump all of our Macs for Windows--in spite of the fact that the Windows computers cause probably 10 times as many problems (for roughly equal numbers of computers).

>
> As to "anyone who criticizes Microsoft is labeled a loony."?
> Hmmm... I don't know as "looney" is quite it. We're generally
> labled as "anti-Ms bigots", "unrealistic", "out-of-touch",
> "UNIX bigots", "control freaks", "name-your-favorite-non-Ms-
> bigot", or whatever. But the only opinions I really care about

OK. Choose your phrase. But it all adds up to the same thing. I opposed putting MS Mail in and suggested that running from Netware that we couldn't fix to NT wouldn't necessarily solve the problem and got creamed for it.

> are those of my colleagues. These are the only folk who are
> sufficiently clueful to have the right to question my judgement.

Unfortunately, that's not true. You also have to impress your upper management. If the MIS group is constantly fawning on MS and MS spends a gazillion dollars on advertising, you start out in a very difficult position.

> And you wanna know something surprising? Even many of the
> "Wintel-heads" I know find many of my concerns regarding Wintel
> largely justified. (We mainly disagree about what can be
> done, is fighting it worth it, and the like.)

>
> Any way, I don't see things looking quite so bleak as you do,

> Joe.

I don't see things as completely bleak. I _do_ see that it's an uphill battle. Rhapsody will help, but there will still be a ton of MS bigots to deal with.

--
Regards,

Joe Ragosta
joe.ragosta@dol.net
See the Complete Macintosh Advocacy Site
http://www.dol.net/~Ragosta/complmac.htm

842. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <861922064_OASIS_@pcc-uky.campus.mci.net>
Source record: 6290

In article <335F29AE.625@elec.iuta.u-bordeaux.fr>
Yag Alone <b2b3@elec.iuta.u-bordeaux.fr> said:-

>Ronald J. Hall wrote:
>
>> etc,... Oh, also (and feel free to correct me if I'm wrong here) but a 2 meg
>> Amiga A1000 in 198X with 512k of Chip Ram could -not- load up a 640k picture
>> or MOD into memory, is that right?
>>
>> I'm not even covering the MIDI advantages... :)
>
>
>Do you think a 260ST can do it ?;->

AFAIK, the 260ST was never released fully. I was one of the first ST owners
in my area and it was a 520ST that I got. The point I was trying to make was
that all Ram is available under TOS whereas under the Amiga OS/Chip Ram set-
up, it is not... Like I said, I like the Amiga... :)

PS and yes, TOS does load up, but I'm talking about
memory that is shown from the desktop is fully
available for use...! :)

--

```
_/_/_/
```

843. Re: The Outlook Is Bleak? (Was: Re: Power Corrupts?)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-25 00:00:00 UTC
From: Illya Vaes <ivaes@hr.ns.nl>
Message-ID: <336093B7.2781E494@hr.ns.nl>
Source record: 6193
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Joe Ragosta wrote:
> In article <E95Hry.3sx@medar.com>, jseymour@medar.com (James Seymour) wrote:
> You sure run in a different crowd than I do.
> Our entire MIS group fawns over MS technologies. Every time we have a
> problem, their solution is to spend a few tens of thousand dollars more on
> Microsoft products. When they couldn't make cc:Mail work, they wanted to
> run to MS Mail. When they couldn't make Netware work, they wanted to dump
> it in favor of NT. They are _constantly_ trying to get us to dump all of
> our Macs for Windows--in spite of the fact that the Windows computers cause
> probably 10 times as many problems (for roughly equal numbers of
> computers).

Damn, this sounds familiar :-(

--
Illya Vaes (ivaes@hr.ns.nl) Not speaking for anyone but myself
Holland Railconsult BV, Railtraffic Systems, Control Systems
Postbus 2855, 3500 GW Utrecht
Tel +31.30.2358586, Fax 2357202 "Do...or do not, there is no try" - Yoda

844. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-25 00:00:00 UTC
From: Manuel Timmers <starcorp@innet.be>
Message-ID: <ant242325bc8WWT7@194.innet.be>
Source record: 6194
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <01bc4eb3$d3396dc0$01e965ce@beep>, nhughes

> Paranoia.

Easy for you to say...

>
> Just exactly who was it that handcuffed you to a Wintel box?? Each
and

There are different ways to force people into doing something. You can use the same tactic that the "catholic church" did in the middle ages across Europe. Sillence *any* concurent opposition thereby creating ingnorance! It's simple; *if* you don't know that anything better excists and where you'll find it, then you'll be happy with the worst (especially if it's the only one!).

> every one of us can make the choice to either use the computer or
not. We
> can each choose to upgrade or not. If we dont want the next new
thing,
> nobody makes us buy it. Some of us made the choice to purchase
systems

Yes they do makes us buy! I'll give an example:

In 1991 I bought an Atari PC4 (an 80286 AT pc-clone). These systems came equipped with Windows 3.0. Since I performed GFX-design I used Coreldraw 2. However I had severe problems with that program (everyone knows about that buggy CDRW2). In 1992 Corel released V3 which had several bug-fixes. So I wanted to upgrade my Coreldraw.

Guess what I discovered? This CDRW wouldn't work with my Windows3.0 (it needed 3.1). I had to "upgrade" my Windows too. But... Windows 3.1 doesn't work with 80286 pc's (the least was a 80386SX). So in the end I was FORCED to buy an entire new PC while all I wanted was a less buggy Coreldraw.

> which are well supported, others chose boxes with 3 or 4 apps and
are
> constantly bitching. You were free to make a choice and you made
it. If
> you cant find software or support, that is not our problem.

Did I complain that I can't find software for my system? I'm just
complaining about this worldwide ignorance for anything not-Micro$oft!

> >
> > CU
> > **** Acorn Risc OS Systems: Power to Smart People! ****
> >
>
> Lotsa apps and support for all those dummies,

That's what *you* think... but then again. You don't KNOW any better,
do you?

> Nate

Cheers
--
Manuel Timmers, StarLight Corp., email starcorp@innet.be
Personal pages WWW-pages at http://www.club.innet.be/~year0332/
StarLight Corp. WWW-pages at http://www.whib.be/starcorp

**** Acorn Risc OS Systems: Power to Smart People! ****

845. Re: The Outlook Is Bleak?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-25 00:00:00 UTC
From: jseymour@medar.com
Message-ID: <E97BqM.2Cu@medar.com>
Source record: 6195
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <joe.ragosta-ya02408000R2404971624120001@news.dol.net> joe.ragosta@dol.net (Joe Ragosta) writes:
>In article <E95Hry.3sx@medar.com>, jseymour@medar.com (James Seymour) wrote:
>
>> As for IS folk: I don't think that IS, in general, is quite so
>> enamored of Wintel as you seem to feel they are. In fact, from
>> *my* reading, a significant portion of professionals in the IS
>> field are quite suspicious of Wintel.
>
>You sure run in a different crowd than I do.
>
>Our entire MIS group fawns over MS technologies.

Anybody (or any group) that "fawns over" *any* particular
technology ought to be suspect. But the folks that would
have to be suspicious would be their bosses. And as I've
noted, these folk generally get their IS "information" from
TV commercials and the like.

> Every time we have a
>problem, their solution is to spend a few tens of thousand dollars more on
>Microsoft products. When they couldn't make cc:Mail work, they wanted to
>run to MS Mail. When they couldn't make Netware work, they wanted to dump
>it in favor of NT. They are _constantly_ trying to get us to dump all of
>our Macs for Windows--in spite of the fact that the Windows computers cause
>probably 10 times as many problems (for roughly equal numbers of
>computers).

It's really rather amusing, to me, at least, how that works.
I've seen it all over the place. In a heterogeneous Enterprise
environment, Wintels seem to always cost the most to support
on a per-seat basis. But when "how to reduce costs" comes up,
the answer always seems to be "spend more money on Wintels."

Go figure.

>
[snip & edit]
>
>> ... But the only opinions I really care about
>> are those of my colleagues. These are the only folk who are
>> sufficiently clueful to have the right to question my judgement.
>

>Unfortunately, that's not true. You also have to impress your upper
>management.

No. I don't, actually. What I have to do is *advise*
management as to the best course of action and explain,
in terms they can understand, the basis for my conclusions.
If they then choose to take a different course of action,
it is my responsibility to make *that* work as best I can.

I'm not out to impress anybody.

And I don't argue with 'em anymore. (Except where security
is concerned.) I give 'em *exactly* what they demand :-).

> If the MIS group is constantly fawning on MS and MS spends a
>gazillion dollars on advertising, you start out in a very difficult
>position.

<shrug> It's the Good Fight, ya know :-).

>
>> And you wanna know something surprising? Even many of the
>> "Wintel-heads" I know find many of my concerns regarding Wintel
>> largely justified. (We mainly disagree about what can be
>> done, is fighting it worth it, and the like.)
>
>>
>> Any way, I don't see things looking quite so bleak as you do,
>> Joe.
>
>I don't see things as completely bleak. I _do_ see that it's an uphill
>battle. Rhapsody will help, but there will still be a ton of MS bigots to
>deal with.

And the MS aficionados no doubt think you a Mac bigot. And
you'll both call me a UNIX bigot, I imagine.

I don't really care about the bigots. Bigotry is a state of
mind that results from ignorance and irrational thinking. Or
a utter failure to think at all.

Regards,
Jim
--
Jim Seymour | "There is hardly anything in the world
jseymour@medar.com | that some man cannot make a little worse
Systems & Network Administrator | and sell a little cheaper and the people
Medar, Inc., 38700 Grand River Ave. | who consider price only are this man's
Farmington Hills, MI. 48335 | lawful prey." John Ruskin (1819-1900)

846. Re: Sinclap, Falcon vs. Mac for audio p

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-25 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <862010295.29774@dejanews.com>
Source record: 6196

In article <3358e683.0@lagoon.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> heh - likewise. I've got a Falcon and have been cruising the net
> with it for over a year, and have WWW, email, USENET, and FTP covered.
> And I now figured out IRC as well. And all without "hack n' slash"
> (well, maybe a little work with a text editor :)) Now all I need is a
> faster modem.....
>
> maybe Sinclap should consider glueing his feet to the floor so they
> won't wind up in his mouth - just like his hero and mentor, Rush
> Limbaugh. The man's idiocy has proven to be vast.

Why should I glue my feet to the ground?

> Oh, BTW Sinclap, while we're at it, go and get yourself a real ISP.
> One that will allow your Mac to use its features, including the ability
> to use a proper newsreader (like I'm doing with NEWsie) instead of
> having to use Dejanews via Lynx.

Why? Doesn't cost me a dime.. Plus I have access to bataalions of
Netscape PowerMacs around the block..

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

847. Re: Sinclap, Falcon vs. Mac for audio production, repost

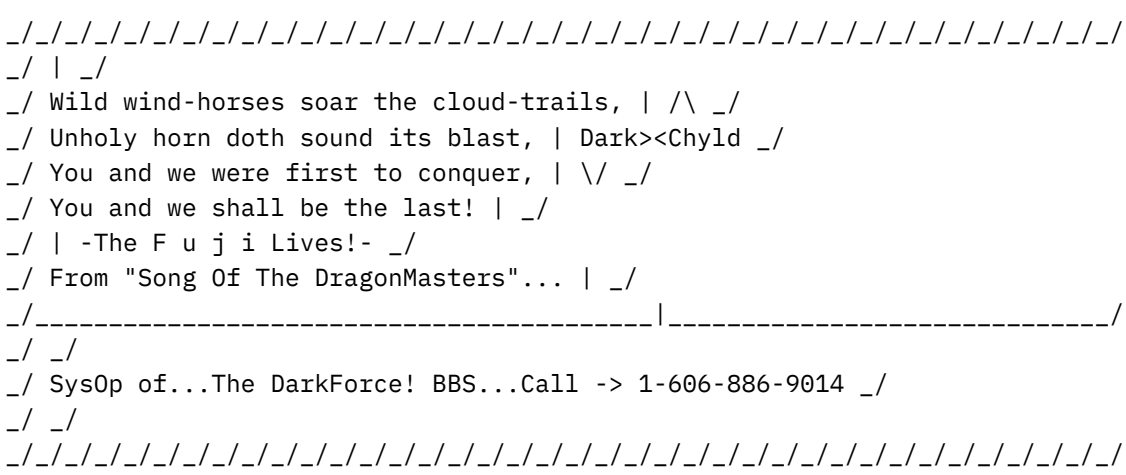
Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-25 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <862001266_OASIS_@pcc-uky.campus.mci.net>
Source record: 6197

In article <862010295.29774@dejanews.com>
ps10600@cedarnet.org said:-

>> maybe Sinclap should consider glueing his feet to the floor so they
>> won't wind up in his mouth - just like his hero and mentor, Rush
>> Limbaugh. The man's idiocy has proven to be vast.
>
>Why should I glue my feet to the ground?

Gods, I can't stand it and live... C'mon Sincrap, even you should be able to get this reference without assistance from the studio audience! You should glue your big, ugly feet to the ground to keep yourself from sticking your foot in your mouth! (an ability for which you've demonstrated ample skill in the past, BTW) Get it, now? (I get an assist for this, guys!) <grin>

--



848. Re: Thoughts on buying a PeeCee...or, so long Atari, hello WinDoze?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-25 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <3360AE0C.587A@cfcsc.dnd.ca>
Source record: 6291

Tom Wilkinson wrote:
> Paul Womar wrote:
> This is untrue, Mac sales are rising, market share is increasing. Mac
> support isn't as great as Windos but it is far from being on the way
> out, it is continually getting stronger.
> *********
> On what do you base the above? Apple just laid off a couple of thousand
> employees. Not long ago, they had to write off several hundred million
> dollars worth of product because it was sitting in warehouses not
> selling. Now, they've just bought/brought Steve Jobs back into the
> field, at a cost of $400 million in a desparate attempt to come up with
> an OS that will be better than Windoze 95.

you are assuming that Macintosh = Apple. that is no longer the case,
and Macintosh market share _is_ increasing.
meanwhile. you are better off in advocacy

> Leaping from Atari to Macintosh will result in the same anguish and
> frustration that Atari users felt (at least this atari user). I bought
> two falcons for my business, only to find out there was no more support
> unless I wanted to ship the machines several hundred miles.
>
> At least with Windoze there's plenty of emulators to satisfy that lust
> for the cute and quirky :-).
>
> Tom

--
****
Coinneach Kenneth GraphicArts TOS 1.04-1.062-2.05-4.04
Seumas James @ [-TAF Sec-]MAC[SpectreGCR]6.08
DomhnullaichMacdonaldCanadianForcesCollege IBM OS/2 Warp
****

849. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-26 00:00:00 UTC
From: snappy@madbbs.com
Message-ID: <33628116.24363051@199.190.65.4>
Source record: 6198
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

On 13 Mar 1997 15:07:29 GMT, "Marcel Durieux"
<hollywood.sound@skynet.be> wrote:

>Hello,
>how can I connect a 850 atari drive at my PC to make image from my own
>disks?
>
>--
>
>Durieux Marcel ;-)
>http://HollyWood-Sound.InterVista.Net/
>http://users.skynet.be/hollywoo/
>Very carefully!

850. Re: Power Corrupts?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-26 00:00:00 UTC
From: bdh@nospam.deus.com
Message-ID: <336efe3b.1184888930@news.interlog.com>
Source record: 6199
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <joe.ragosta-ya02408000R2204970920320001@news.dol.net> on Tue, 22 Apr 1997 09:20:32 -0500, Joe Ragosta wrote:

>I personally don't believe MS _has_ to directly manipulate anyone. They have
>marketed themselves into the position that they are considered by the press and
>many MIS managers to be the only company that counts. The media falls all over
>itself bragging about how MS invented multitasking, protected memory, the GUI,
>and anything else related to computing and create an environment where anyone
>who criticizes Microsoft is labeled a loony.

I have *never* seen anyone in the press claim that Microsoft created multitasking, OR the GUI, OR protected memory. If nothing else, things like the Amiga and Apple are common knowledge, even outside the computer savvy types. And the label "loony" is not used because someone uses system X; it's used when a system X user starts saying outlandish things. People don't get called lunatics for using Linux; but if they claim that Linux will crush OS/2, NT, and Win95, destroy Microsoft by 1998 and make Bill Gates a pauper, while the rest of the world is running Linux Alpha boxes, THEN the phrase "loony" starts getting bandied about fairly quickly.

There's a fairly inflamatory article in the Times (you can see it at http://www.the-times.co.uk/news/pages/Sunday-Times/stiinnsnd01001.html?1202653) that shows how the man on the street draws the battle lines. There are a few unfair positions (like "digital freak show"), but by and large, a lot of the points are on the mark, in terms of how the average consumer sees the OS wars.

William de Haan bdh@deus.com 905-281-3523 Voice 905-281-3524 Fax
Deus Ex Machina Ltd., 3650 Kaneff Crescent, Mississauga, Ontario L5A 4A1
No hablo espanol. Non parlo Italiano. eG'K Hy's Klingon.

851. Re: Sinclap, Falcon vs. Mac for audio p

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-26 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5js88d$al4$2@ash.ridgecrest.ca.us>
Source record: 6200

On 25 Apr 97 20:47:46 G, Ronald J. Hall wrote:
> In article <862010295.29774@dejanews.com>
> ps10600@cedarnet.org said:-
>
>>> maybe Sinclap should consider glueing his feet to the floor so they
>>> won't wind up in his mouth - just like his hero and mentor, Rush
>>> Limbaugh. The man's idiocy has proven to be vast.
>>
>>Why should I glue my feet to the ground?
>
> Gods, I can't stand it and live... C'mon Sincrap, even you should be able to
> get this reference without assistance from the studio audience! You should
> glue your big, ugly feet to the ground to keep yourself from sticking your
> foot in your mouth! (an ability for which you've demonstrated ample skill in
> the past, BTW) Get it, now? (I get an assist for this, guys!) <grin>
>
>__

:) He has been more civil lately. There was a time when he really pissed me
off. I may cuss and rant and rave with him now and then, but it is all fun
for me. I know I have it better than him anytime of the day or night:).
He has probably been kicked out of every social atmosphere he has ever been
assoicated with. Egad, it must be terrible to be an outcast from your own kind.
Maybe he ought to really think about purchasing Magic Mac. Even being the lout
he is, at least then I wouldn't think my time wasted if I steeped overhim
here.

Mike

>
> _/_/_/_

>.

852. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-26 00:00:00 UTC
From: nhughes <nhughes@idir.net>
Message-ID: <01bc52a7$af1b28a0$07e965ce@beep>
Source record: 6201
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Manuel Timmers <starcorp@innet.be> wrote in article
<ant242325bc8WWT7@194.innet.be>...
> In article <01bc4eb3$d3396dc0$01e965ce@beep>, nhughes
>
> > Paranoia.
>
> Easy for you to say...
>
> >
> > Just exactly who was it that handcuffed you to a Wintel box?? Each
> and
>
> There are different ways to force people into doing something. You
> can use the same tactic that the "catholic church" did in the middle
> ages across Europe. Sillence *any* concurent opposition thereby
> creating ingnorance!

This is the 21st century (almost), we have the internet, and millions of people with a viewpoint use it (including yourself). Please explain exactly who is "silencing" you or the company, os, way of life, whatever you espouse. Silencing and ignoring are two different thiings. Just the fact that we are having this virtual conversation disproves your ignorance through silence theory.

It's simple; *if* you don't know that anything
> better excists and where you'll find it, then you'll be happy with
> the worst (especially if it's the only one!).

Please define better. Does that mean faster, more stable, less conflicting, better supported. Does it mean them all or something else.

>
> > every one of us can make the choice to either use the computer or
> not. We
> > can each choose to upgrade or not. If we dont want the next new
> thing,
> > nobody makes us buy it. Some of us made the choice to purchase
> systems
>
> Yes they do makes us buy! I'll give an example:
>
> In 1991 I bought an Atari PC4 (an 80286 AT pc-clone). These systems
> came equipped with Windows 3.0. Since I performed GFX-design I used
> Coreldraw 2. However I had severe problems with that program

> (everyone knows about that buggy CDRW2). In 1992 Corel released V3
> which had several bug-fixes. So I wanted to upgrade my Coreldraw.

I think everyone knows about Corel.

>
> Guess what I discovered? This CDRW wouldn't work with my Windows3.0
> (it needed 3.1).

Was that a conspiracy, or did 3.1 have features CDRW3 needed to run?

I had to "upgrade" my Windows too. But... Windows 3.
> 1 doesn't work with 80286 pc's (the least was a 80386SX).

I ran 3.1 on the Packard Bell 286 16Mhz my parents gave me 5 years ago. I
also ran corel 3.1 on it. BTW, the floppy from that 286 now resides in my
P166.

So in the
> end I was FORCED to buy an entire new PC while all I wanted was a
> less buggy Coreldraw.

No, you just didnt try turning off 386 enhanced mode on 3.1 on your 286. A
little research would have saved you money.
.

<snip>

> Did I complain that I can't find software for my system? I'm just
> complaining about this worldwide ignorance for anything not-Micro$oft!

We are not ignorant of things not microsoft. I for one kinda got excited
when rumors of Apple buying Be were rampant. I could use something like Be
on a fast PPc if it was well supported. Hell even Rhapsody might be ok,
but dont tell those crazy mac guys I said that.

>
> > >
> > > CU
> > > **** Acorn Risc OS Systems: Power to Smart People! ****
> > >
> >
> > Lotsa apps and support for all those dummies,
>
> That's what *you* think... but then again. You don't KNOW any better,
> do you?

Yes, I have surfed around the acorn pages enough to see you dont have the
software I need, nor the software I like. Show me the AutoCad or Photoshop
quality apps on the acorn.

Nate

853. Re: The Outlook Is Bleak?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-26 00:00:00 UTC
From: darin@usa.net.delete_me
Message-ID: <slrn5m2la6.jnv.darin@connectnet1.connectnet.com>
Source record: 6202
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

>Anybody (or any group) that "fawns over" *any* particular
>technology ought to be suspect. But the folks that would
>have to be suspicious would be their bosses. And as I've
>noted, these folk generally get their IS "information" from
>TV commercials and the like.

The bosses often instigate the problem. I've seen cases where the boss says "we need PC people", and PC people get hired without regard to whether or not they know anything else, so chances are you end up with a PC only person. Second, the boss wants to save money, so they hire someone young; and young people are much more likely to not even know that anything other than Wintel exists, much less be able to work with them (I've seen very few MIS people over 40 who were gungho on Microsoft).

Finally, a lot of times MIS departments grow from nothing, and grow the sorts of people needed the most. Often, the software development department doesn't need lots of MIS support, so they may have one person who keeps the mainframe or workstations alive; but the executive pool needs tons of handholding, so more and more PC helpers get hired (or Mac helpers). So after awhile, MIS gets dominated by Wintel centric people, and the UNIX/VMS/Mainframe people are fighting a holding battle.

What's ironic is that the state of corporate computing has come nearly full circle. The PC initially gained popularity because it allowed you to do computing without MIS getting involved. Then departments got people to manage their machines, and then pretty soon MIS started managing all the PC's. And now we're real close to the state where network computers will be common, at which point things will be almost the same as the old mainframe oriented MIS.

--
Darin Johnson
darin@usa.net.delete_me

854. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-26 00:00:00 UTC
From: Andrew Davis <andrew@planetfall.NOTTHISBIT.demon.co.uk>
Message-ID: <33625FC3.CFF@planetfall.NOTTHISBIT.demon.co.uk>
Source record: 6203
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Manuel Timmers wrote:
>

<stuff cut away>

> ... they do makes us buy! I'll give an example:
>
> In 1991 I bought an Atari PC4 (an 80286 AT pc-clone). These systems
> came equipped with Windows 3.0. Since I performed GFX-design I used
> Coreldraw 2. However I had severe problems with that program
> (everyone knows about that buggy CDRW2). In 1992 Corel released V3
> which had several bug-fixes. So I wanted to upgrade my Coreldraw.
>
> Guess what I discovered? This CDRW wouldn't work with my Windows3.0
> (it needed 3.1). I had to "upgrade" my Windows too. But... Windows 3.
> 1 doesn't work with 80286 pc's (the least was a 80386SX). So in the
> end I was FORCED to buy an entire new PC while all I wanted was a
> less buggy Coreldraw.
>

Actually you're wrong. Win-3.1 does run on a 286, (I do it) but I guess that
just underlines M$ marketing machine!

> Cheers
> --
> Manuel Timmers, StarLight Corp., email starcorp@innet.be

Happy times.
--
Andrew Davis,
@Home:andrew@planetfall.ANTISPAM.demon.co.uk
@Work:usfmcruq@ibmmail.REMOVETHISBIT.com

The flagship of my fleet is the StrongArm'd Acorn RPC.

855. COME SEE THE HOTTEST SITES ON THE WEB!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-27 00:00:00 UTC
From: Me <Someone@nowhere.com>
Message-ID: <5jvg60$3gh@dfw-ixnews6.ix.netcom.com>
Source record: 6204

http://ads.sexroulette.com/cgi-win/trax.exe?972

(FREE XXX VIDEO 24/7)
(TONS OF PIXXXS and MOVIES)

http://megatrondata.com/PleasureIsland/index.htm

(LIVE VIDEO SEX FROM AMSTERDAM!!!!)
(LIVE WOMEN and MEN at your disposal as low as $.89 a minute....bettter than $2.99)
FANTASTIC!!!!!

Satisfaction Guaranteed!!!!!!!!!!!!!!!!!!!!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm
---

856. FORSALE: Atari Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-27 00:00:00 UTC
From: Greg Linder <fluke@mcs.com>
Message-ID: <Pine.BSF.3.95.970427181256.28720A-100000@Mercury.mcs.net>
Source record: 6205
Cross-posted to: comp.sys.atari,misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,misc.forsale.computers.other,comp.sys.atari.advocacy,comp.sys.atari.st

I have forsale the following system, approximately four years old.

Falcon Information:

System Contains:
Falcon 030 motherboard with:
* 4 megs ram
* 68881 Mathco processor

365 meg SCSI HD(2nd 3.5" bay)(4 partitions full of software)
1x CD-ROM(1 5 1/4 bay)
1.44 meg floppy(1st 3.5" bay)
2 open 5 1/4 inch bays, 1 open 3.5" bay

This machine was recased by me, and the ports that I chose to
bring to the rear of the machine are:
Audio in/out(left/right RCA jacks) NOTE: THE only problem with
this machine, and the only thing that has _ever_ given me trouble on this
computer has been the left audio input channel. I think it is the plug
on the motherboard, but I am not quite sure.
Another note about audio:
There are three front panel switches, one turns on/off internal
speaker, one switches audio input to the mothberboard between the internal
CD-ROM audio out and the raear panel audio in. The third switch deals with
switching the Falcon motherboards audio out between the audio out RCA
jacks and the headphone jack, also located on the front panel.
The reset switch on the front panel functions.
The keyboard is a TT030 keyboard, missing the F8 keycap. This
keyboard has a keyboard reset switch installed internally, accesseble via
the plug bay at the rare of the computer.
Video out with Screenblaster installed internally is brought to
the back panel.
Parallel/Serial brought to back panel.
MIDI in/out brought to back panel.
Composite Video brought to back panel.

This machine works, and I shall include with it:
*VGA 15 pin video adapter
*ST monitor plug adapter
*All necessary cables
*No monitor
*All manuals/original disks that I can find.

Bidding starts at $650. I shall sell the system for the best
offer.
Greg Linder
fluke@mcs.com

857. SILIconvention´97 Results

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-28 00:00:00 UTC
From: Tino Gietschel <t_gietschel@mail.netwave.de>
Message-ID: <33656185.31E1@mail.netwave.de>
Source record: 6206

```
The only and really OFFICIAL SILIconvention'97 Results!
=======================================================
```

The SILIconvention'97 was held during easter 1997 in Bremen / Germany.
This are the official Results of this event.

```
You can download most of all entries from our FTP-Server:

ftp://ftp.siliconvention.com

, or our support-mailbox:

ADM-Mailbox Line 1: +0049-421-8498235 (Modem 28k)
ADM-Mailbox Line 2: +0049-421-8498234 (ISDN 64k)
```

If you've any questions, problems etc. mail to:

```
siliconvention@siliconvention.com

Ok, and on we go with the results :-)

Acorn-Demo-Competition:
=======================
1. Xperience 213
2. Icebird 158
3. Jared 107

Atari-Demo-Competition:
=======================
1. Avena 196
2. Shadows 105
3. Escape 66
4. Therapy 60
5. Pandemonium 42

C64-Demo-Competition:
=====================
1. Plush 199
2. Ultimate 89
3. Plop (disqualified)

Intro-Competition:
==================
1. TNB (Atari) 98
2. Artwork (Amiga) 82
3. Topix (Acorn) 74
4. TSCC (Atari) 60
5. Armbugs (Acorn) 22
```

6. Fun (Atari) 3

Coding-Competition:
==========
1. LLama / TSCC (Atari) 131
2. Drizzt / TNB (Atari) 105
3. Dynacore (Atari) 68
4. OTM / Fun (Atari) 34
5. E.Opterix (Atari) 22

Fake Demo:
==========
1. Scoupless 175
2. Deesane 100
3. Cream 99
4. Hans Meiser Coding 84
5. Blank 255 26

Protracker-Competition:
==========
1. Marc 137
2. Shylock the Brain 72
3. MC Laser 47
4. CDR 36
5. 505 30
6. Kroa 26
7. Skid 25
8. S.K. 12
Cowtech 12

Multichannel-Competition:
==========
1. Front 6 80
2. Scy 55
3. Devilock 52
4. Stax 39
5. Jolt / 505 36
6. S. Retorch 34
7. Phoenix 31
BTS 31
9. JCS 27
10. Majoon 22
11. Cardassian Spy 11
12. Iwen Sun 6

C64-Music Competition:
==========
1. Orka 62
2. Fanta 56
3. Cosowi 55
4. Devilock 50
5. Cream D 47

6. Defrozz 30
Blue Ninja 30
8. Greenfrog 15

Grafix-Competition:
==========
1. Fiver2 94
2. JCS 68
3. A.-T- 45
4. Stallion 35
5. Cori 34
6. Gizmo 32
7. Mine 19
8. Flash 15
9. Bull 9

Render-Competition:
==========
1. A.-T- 96
2. Samurai 80
3. Ghost 53
4. Akira 43

C64-Grafix-Competition:
==========
1. Greenfrog 152
2. Big User 124
3. Jobe 58

WILD-Competition:
==========
1. LED-Demo 143
2. "Far out" (Video) 102
3. "Pissing Dog" (Video) 85
4. Mix/Chaoz (Animation) 46
Z80 Outside (TI-92) 46
6. Tommy (Liveact) 36

858. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-28 00:00:00 UTC
From: Manuel Timmers <starcorp@innet.be>
Message-ID: <ant2801000b0WWT7@year0332.innet.be>
Source record: 6207
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <01bc52a7$af1b28a0$07e965ce@beep>, nhughes
<URL:mailto:nhughes@idir.net> wrote:
>
>
>
> Manuel Timmers <starcorp@innet.be> wrote in article
> <ant242325bc8WWT7@194.innet.be>...
> > In article <01bc4eb3$d3396dc0$01e965ce@beep>, nhughes
> >
> > > Paranoia.
> >
> > Easy for you to say...
> >
> > >
> > > Just exactly who was it that handcuffed you to a Wintel box?? Each
> > and
> >
> > There are different ways to force people into doing something. You
> > can use the same tactic that the "catholic church" did in the middle
> > ages across Europe. Sillence *any* concurent opposition thereby
> > creating ingnorance!
>
> This is the 21st century (almost), we have the internet, and millions of
> people with a viewpoint use it (including yourself). Please explain

The internet is a tiny proportion of the computing world. Especially
those that also READ these usenet groups.

> exactly who is "silencing" you or the company, os, way of life,
whatever
> you espouse. Silencing and ignoring are two different thiings.
Just the

Ask Epson, HP or Canon to write for example an Acorn driver for THEIR
printers (or a Nextstep driver for that matter)? Back in the 80's it
wasn't a problem to get a printer running on several totally
incompatible systems. Nowadays they turn away if ain't talking
Micro$oft language.

> fact that we are having this virtual conversation disproves your
ignorance
> through silence theory.

That's only you and me. And *do* you really *know* an Acorn machine? Have you *ever* used one let alone seen one? I have used (and owned) PC, Amiga's, Atari's etc...

> It's simple; *if* you don't know that anything
> > better excists and where you'll find it, then you'll be happy with
> > the worst (especially if it's the only one!).
>
> Please define better. Does that mean faster, more stable, less
> conflicting, better supported. Does it mean them all or something else.

Indeed. Faster (though I prefer the term smooth or prompt), indeed very stable, less conflicting, better supported (though that word probably has another meaning for you).

The response time taken for a certain action to occur is much shorter on Risc OS. The co-operative multitasking (which shares concepts also available on pre-emptive counterparts) was in it's early incarnation one o/t most stable of its time, today it's a very mature OS which still matches and even outperform most other OS's with real time anti-alliasing of text and graphics, real time solid window handling, the most simple to use and most powerfull drag and drop system between ALL applications etc.... Less confilcting because on the contrary to a certain Micro$oft OS, where ONLY Micro$oft applications multitask properly together, on the Acorn platform *all* apps multitask fluently! Better supported: I have more contacts with developpers than you, i can give them *personallly* suggestions which may (or may not) be included in future versions (ask any user of for example the Prophet accounting package that i use to run my business)

> >
> > In 1991 I bought an Atari PC4 (an 80286 AT pc-clone). These systems
> > came equipped with Windows 3.0. Since I performed GFX-design I used
> > Coreldraw 2. However I had severe problems with that program
> > (everyone knows about that buggy CDRW2). In 1992 Corel released V3
> > which had several bug-fixes. So I wanted to upgrade my Coreldraw.
>
> I think everyone knows about Corel.

Yes. Then why do they FALSELY claim to have the "best drawing package on the world"?

> >
> > Guess what I discovered? This CDRW wouldn't work with my Windows3.0
> > (it needed 3.1).
>
> Was that a conspiracy, or did 3.1 have features CDRW3 needed to run?

...but why couldn't I get a simple bug fix for my CDRW2!!!....

> I had to "upgrade" my Windows too. But... Windows 3.
> > 1 doesn't work with 80286 pc's (the least was a 80386SX).
>
> I ran 3.1 on the Packard Bell 286 16Mhz my parents gave me 5 years
ago. I
> also ran corel 3.1 on it. BTW, the floppy from that 286 now
resides in my
> P166.

...lucky you... I (and many other) 286 owners never could run Windows 3.1 and certainly NOT Windows 3.11 (WfWg) to work on an 80286. AFIAK The only windows that could run in "standard" mode was 3.0

> So in the
> > end I was FORCED to buy an entire new PC while all I wanted was a
> > less buggy Coreldraw.
>
> No, you just didnt try turning off 386 enhanced mode on 3.1 on your
286. A
> little research would have saved you money.
> ..

Why should I have to know the inarts of a suposedly "userfriendly" OS/shell and turn it off manually wereby my "forced" Coreldraw 3 couldn't be installed? Couldn't Micro$oft make it automatically detect what system I had (and thereby turning of the functions that weren't available)?

> > Did I complain that I can't find software for my system? I'm just
> > complaining about this worldwide ignorance for anything not-
Micro$oft!
>
>
> We are not ignorant of things not microsoft. I for one kinda got
excited
> when rumors of Apple buying Be were rampant. I could use something
like Be

What do you mean by supported? Do you mean: If I could COPY software from friends and relatives? Or do you mean: If I have a problem I *telephone* the programmer and ask him to help me (though in my case, I live abroad, email is more convienent)?

I opt for the latter. BTW. Have you ever called the Micro$oft helpline? Or the Corel helpline?

> on a fast PPc if it was well supported. Hell even Rhapsody might
be ok,
> but dont tell those crazy mac guys I said that.

Be is only in prototype phase. Consumer apps won't be available untill the system hits the street. Anyway somebody must be willing (or enough openminded) to program ANYTHING on these new systems otherwise it's a vicious circle. If U keeps saying "I won't buy it

untill well-known companies start writing software for it" and these companies say "we won't write software untill more sales have been generated" then nothing will happen and progress ends :-(

Also it's not because a well-known company writes a piece of software that this software is automatically good.

> >
> > That's what *you* think... but then again. You don't KNOW any better,
> > do you?
>
> Yes, I have surfed around the acorn pages enough to see you dont have the
> software I need, nor the software I like. Show me the AutoCad or Photoshop
> quality apps on the acorn.

PhotoDesk 2 is an excellent "professional" image processsing/ photo retouching/pianting package. Have you ever USED it? Since I'm only into DTP work I can't really comment on Autocad style of software. I know that we have our share of CAD/CAM applications but these are of no interest to me (except for the occasional 3D rendering job)

Nonetheless you seem to forget that a fully working Autocad system is NOT the average cheapo WIntel system that the punter has in their homes! I'm talking of a home computer here costing a mere 1300 UKP for a 200Mhz 32-bit Risc system. A system perfect for the soho market with (on the contrary to what you believe) professional software for a very good price.

What does your PhototShop costs? I guess a lot more than 270UKP (VAT included) What does your Autocad cost (I ain't talking about the light version)? The 3D design package that I use cost 99 UKP. And that's a real time 3D modeller/rendering package with a few features key listed here:

-real-time manipulation of bezier surfaces and spheres, with full controll over U and V parameters for shading.
-Real time operations of ALL tools: No preview
-graphics engine suporting Wire-frame (uniform and shaded), uniform fill, Gouraud and Phog shading, texture mapping and true transparancy, plus a true-colour mode (able to manage several light sources, materials, etc...)
-two real-time lattice deformation tools
-real time texture mapping
-animation
etc....

See my page for a few examples of what can be achieved with Acorn systems.

The rotating RPC-logo and the rotating "new"-gif, the Starlight-logo
on my personal pages as well as the entire page design, backgrounds
(if any), buttons are all made with Acorn software.

> Nate

Regards,

Manuel
--
Manuel Timmers, StarLight Corp., email starcorp@innet.be
Personal pages WWW-pages at http://www.club.innet.be/~year0332/
StarLight Corp. WWW-pages at http://www.whib.be/starcorp

**** Acorn Risc OS Systems: Power to Smart People! ****

859. Re: The Outlook Is Bleak? (Was: Re: Power Corrupts?)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-28 00:00:00 UTC
From: mch@world.std.com
Message-ID: <E9Cpoy.90z@world.std.com>
Source record: 6208
Cross-posted to: alt.destroy.microsoft,alt.fan.bill-gates,alt.microsoft.sucks,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <E95Hry.3sx@medar.com>, James Seymour <jseymour@medar.com> wrote:
>
>As for IS folk: I don't think that IS, in general, is quite so
>enamored of Wintel as you seem to feel they are. In fact, from
>*my* reading, a significant portion of professionals in the IS
>field are quite suspicious of Wintel. (Most with what they
>feel to be good cause.) Whence most of the pressure to deploy
>Wintel comes is from the bosses of these IS professionals.
>These managers and execs are largely clueless as regards the
>intricacies of Enterprise systems architecture and management--
>but they *do* watch TV.

Hmmm... I've been working in IS for the last few years. I can testify
that the IS departments I've worked for are extremely distrustful of
Microsoft.

Microsoft has a history of putting out unreliable "solutions" with a
high cost of ownership. It is hard enough to live with this sort of
thing on the desktop, let alone on a server platform.

So I generally find myself in a situation where the majority of
desktops run an MS operating system. High-end workstations and
servers run some flavour of UNIX. Not ideal, but desktop users can
simply reboot when their machines lock up, crash, etc. This sort of
thing is unacceptable for servers.

--
Mark Henderson -- mch@squirrel.com, mch@world.std.com -- NIC: MCH14
PGP key 1024/B2667EFF - 5A 93 7D 29 EB 63 84 09 EA A2 AA 6C FA C5 A6 21
unstrip for Solaris, MIND LINK crypto archive, TECO, computer security links,
change-sun-hostid, Sun NVRAM/hostid FAQ - http://www.squirrel.com/squirrel/

860. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-28 00:00:00 UTC
From: William Taylor Wilson <fluffy+@andrew.cmu.edu>
Message-ID: <gnNEGB_00iWk0=auc0@andrew.cmu.edu>
Source record: 6209
Cross-posted to: comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy

Excerpts from netnews.comp.os.linux.advocacy: 28-Apr-97 Re: GOD! Amiga people by Manuel Timmers@innet.be

> ...lucky you... I (and many other) 286 owners never could run Windows
> 3.1 and certainly NOT Windows 3.11 (WfWg) to work on an 80286. AFIAK

Windows 3.11 will run only in 386-enhanced mode. However, Windows 3.1 will run without trouble in standard mode (I know this because I have to run it in standard mode to get it to work under the Linux DOS emulator). Windows 3.0 also supported "real" mode, which would run on an XT(!) provided that you had an EMS card with enough RAM on it.

861. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-28 00:00:00 UTC
From: mjm@SPAMMERS.hna.BUGGER.com.OFF.au
Message-ID: <5k267n$k79@praetor.hna.com.au>
Source record: 6210
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Fri, 25 Apr 1997 00:29:25 +0100 (BST), Manuel Timmers <starcorp@innet.be> wrote:
<snip>
>Guess what I discovered? This CDRW wouldn't work with my Windows3.0
>(it needed 3.1). I had to "upgrade" my Windows too. But... Windows 3.
>1 doesn't work with 80286 pc's (the least was a 80386SX). So in the
>end I was FORCED to buy an entire new PC while all I wanted was a
>less buggy Coreldraw.

I'm sure 3.1 ran on 286's. Maybe not very well, but it did "run".

Perhaps you're thinking of Windows for Workgroups 3.11? IIRC, that ran only on 386+, and after it had been on the market for a while Microsoft pretty much dumped Windows 3.1 in it's favour.

(Of course, Corel 3.0 may have need to run in "386 Enhanced" mode, in which case you needed a 386...)

OTOH, it was not uncommon (and continues to be fairly common) for the price of a Microsoft OS to be included in the price of "name-brand" PC's - frequently you cannot get a discount on the total price of the package if you do not wish to purchase the Microsoft OS.

But there certainly is an Amiga Persecution Complex, and it's best avoided by other advocacy groups. All the same, it's difficult not to become paranoid when everybody is out to get you...

Matt

862. MEGA STe Questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-29 00:00:00 UTC
From: "Cesar A. Leon M." <cleon@ona.fi.umag.cl>
Message-ID: <Pine.D-G.3.94.970429115153.18564A-100000@ona.fi.umag.cl>
Source record: 6211
Cross-posted to:
comp.sys.atari.st,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I have a Mega STe mother-board, i have questions please
answer me, because i want take advantage of the board..

what type of HDD's for Mega STe can i use? internal,
external,removable-media..
what type.? : need special connector? (prices)
Exist IDE adapter for Mega STe?

Can I connect a ET4000 with Crazy Dot to Mega STe??
how cost Crazy Dot ?
how cost ET4000 ?

what monitor i need if i can connect Crazy Dot & ET4000 to Mega STe??
what monitor? with some special connector?
Is Nova Graphics card a good choice?

exist differents types of cases for Mega STe..??
what type desktop? tower? (prices) ..what case i need if a want connect
ET4000 & Crazy Dot to Mega STe Motherboard??

what languages & kits exists for Mega STe to programming??(prices)
(like C++,C,java,perl,databases..)

I know that megaste motherboard came with TOS 2.05..then the question
is ...which are the differences between it and TOS 2.6.???

I hear that megaste have keyboard input..... what type of keyboard
....an "atari-keyboard" or "PC-keyboard"?? (what is the cost of each)

Can I up the speed of Mste ??? (16Mhz to 32Mhz)

Thanks very much to anyone that answer my questions. Good Bye Friend./

PS: Sorry for my english./

Cesar A. Leon M.
Punta Arenas
CHILE.

863. Re: Wow, 300Mhz PentiumII to be priced at $2000!!!! This is why we need M2 and K6

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-29 00:00:00 UTC
From: ericb@pobox.com
Message-ID: <5k5djv$1ooo@r02n01.cac.psu.edu>
Source record: 6212
Cross-posted to: comp.sys.ibm.pc.hardware.chips,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy

In article <5k57on$ovo@drn.zippo.com>
JEDI writes:

> The Chip Merchant also has the Klamath 266 & 233 for sale.

And their price makes it look like the $1980 figure for the 300 MHz
version was not so implausible after all:

Intel Pentium II ♦ 233/512k $775.00
Intel Pentium II ♦ 266/512k $920.00

--
Eric Bennett (ericb@pobox.com ; http://www.pobox.com/~ericb)

Sixty-seven percent of the doctors surveyed preferred X to Y. (Jones
couldn't be persauded.)
-John Allen Paulos

864. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-29 00:00:00 UTC
From: erase.this.jchan@apk.net.remove.this
Message-ID: <erase.this.jchan-2904971729440001@as3-23.apk.net>
Source record: 6213
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <E8sxBo.Hw6@cryton.demon.co.uk>, altman@cryton.demon.co.uk
(Hugo Fiennes) wrote:

> I'd be suprised. Graphics and sound have moved on a bit - the architectures
> in some of the PC graphics cards are truly awesome: puts the amiga into
> perspective. As for sound.... well, when synth manufacturers make PC sound
> add-ons, you know they're good.

Especially if they make PCMCIA cards...

865. Re: MEGA STe Questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-30 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <5k7fqf$7dn$2@laas.laas.fr>
Source record: 6214
Cross-posted to:
comp.sys.atari.st,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.D-G.3.94.970429115153.18564A-100000@ona.fi.umag.cl>, "Cesar A. Leon M." <cleon@ona.fi.umag.cl> writes:

>Is Nova Graphics card a good choice?
>
Yes!
>
>what languages & kits exists for Mega STe to programming??(prices)
>(like C++,C,java,perl,databases..)
>
For C I would recommend Lattice C 5.6, which is very complete and documented in english. Price is about $200, but it may vary.

Regards.

Roland Prajoux, LAAS-CNRS, Toulouse France, prajoux@laas.fr

866. Re: RISC vs CISC or SunOS

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-30 00:00:00 UTC
From: David L Pearce <dlpearce@eos.ncsu.edu>
Message-ID: <33677CAA.7FF4@eos.ncsu.edu>
Source record: 6215
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,rec.games.video.3do,rec.games.video.sega,comp.security.unix,comp.sys.mac.advocacy,comp.lang.c,cuny.talk,rec.games.video.atari,cuny.general.rec.games.video.sony

Greg Miller wrote:
>
> Keita Ito wrote:
> >
> > On Tue, 29 Apr 1997 10:16:50 -0700, Peter <Peter99@iac.com> wrote:
> >
> > >Since 90% of the computers uses CISC and Intel makes them I suppose CISC
> > >is better processor.
> > *ROTFL*
>
> Well, RISC has been hyped as the future of computing for a long time,
> but
> fundamental design flaws have kept that from happening...
> --
> Squirrel Conspiracy Information Page
> http://www.people.memphis.edu/~uglmiller/home.htm

Not too many fundamental flaws. The fact that Intel makes a cheaper chip
that is typically 30% slower but has most of the market share for
general purpose desktop computing, and sells it at a decent price, has
kept RISC from permeating the general purpose computing world. It is the
defacto standard for supercomputers, and low to high end workstations.

Later,

--
David L Pearce - KF4MOK (FCC Amateur Station Call Sign)
dlpearce@eos.ncsu.edu

867. Re: Your Microsoft "Tax" Dollars At Work (Was: Boycott Microsoft)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-30 00:00:00 UTC
From: Jason Wells <jasonw@SPAMsequent.com>
Message-ID: <3367E442.7F682FDF@SPAMsequent.com>
Source record: 6216
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Andrew Costa wrote:
>
> I guess it shows that it doesn't matter what we're arguing about - arguing
> is the main thing ;)

And suddenly, the cloak was removed; and the true purpose of an advocacy
group was revealed. Hosanna.

Jason
--
To reply, remove "SPAM" from the reply address

868. Re: RISC vs CISC or SunOS

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-30 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <3367E4EB.14472C62@cc.memphis.edu>
Source record: 6217
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,rec.games.video.3do,rec.games.video.sega,comp.security.unix,comp.sys.mac.advocacy,comp.lang.c,cuny.talk,rec.games.video.atari

David L Pearce wrote:

> Not too many fundamental flaws. The fact that Intel makes a cheaper chip
> that is typically 30% slower but has most of the market share for
> general purpose desktop computing, and sells it at a decent price, has
> kept RISC from permeating the general purpose computing world. It is the
> defacto standard for supercomputers, and low to high end workstations.
>

The problem is that you need dramatically higher bus speeds to
compensate for
larger code size. Same thing with memory. It doesn't make sense,
generally, to
opt for a moderately faster, dramatically more expensive system.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

869. All writers seeking publication

Newsgroup: comp.sys.atari.advocacy
Date: 1997-04-30 00:00:00 UTC
From: Rich@aol.com
Message-ID: <5k90b8$m6c@chile.earthlink.net>
Source record: 6218

Now*accepting <new> and <previously published> writers for publication.
We are a NEW=YORK based international literary agency with three
offices: 2 in NEW=YORK and one in <FLORIDA.>
<Please follow guidelines for submission:>
For ALL fiction, including screenplays for TV & Movies: Send us a <brief synopsis>,
the first chapter, and include a self-addressed, stamped envelope=S.A.S.E.
Short Stories: Send brief synopsis, 3 pages, S.A.S.E.
Poetry: Send 3 poems, S.A.S.E.
For ALL nonfiction: Send us a <brief synopsis>, the first chapter, and include a S.A.S.E.
Do not send complete manuscript unless invited.
<WOODSIDE=INTERNATIONAL=LITERARY=AGENCY>
<Thirty Three Twenty Nine 58 St.>
<Wood-Side, New York>
<zip: 1.1.3.7.7>
<(Tel)=={718}=651=8145>

870. ATARI 1040 ST-fm First Word Plus Help Request

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-01 00:00:00 UTC
From: kinnaman@Emissary.Net
Message-ID: <33731151.45853167@news.io.com>
Source record: 6219

Re: ATARI 1040 ST-fm First Word Plus Help Request

Dear Atari Folks,

I'm trying to help an older gentleman who invested in an
Atari machine for word processing many years ago.

I need your help to find information about how to "export"
several large, important documents from First Word Plus (the
word processor) on the

Atari 1040 ST - fm (platform)

to any DOS or Windows MS Word, Wordperfect or ASCII format.

If you cannot advise, I may have to *print* the documents
and then scan them with OCR! I'm hoping you may have a
better, more straightforward solution?? Please?

Thank you, in advance, for any advice you may supply.

Pax,
Dave Kinnaman <kinnaman@Immune.Com> 512/463-9321
Discussion list owner- Allergy - PCHealth - Rubber - Thyroid
- -
Allergy LISTSERV list ---> http://www.Immune.Com/allergy
PCHealth LISTSERV list ---> http://www.Emissary.Net/pchealth
Rubber LISTSERV list ---> http://www.Immune.Com/rubber
Thyroid LISTSERV list ---> http://www.Emissary.Net/thyroid

871. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-01 00:00:00 UTC
From: Manuel Timmers <starcorp@innet.be>
Message-ID: <ant011324d07WWT7@194.innet.be>
Source record: 6220
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33625FC3.CFF@planetfall.NOTTHISBIT.demon.co.uk>, Andrew Davis
<URL:mailto:andrew@planetfall.NOTTHISBIT.demon.co.uk> wrote:

> Actually you're wrong. Win-3.1 does run on a 286, (I do it) but I
guess that
> just underlines M$ marketing machine!

Oh yes... if you fiddle with it to run into "standard"-mode
I remember CDRW 3 only running on "enhanced" mode (like all windows
apps nowadays)

>
> > Cheers
> > --
> > Manuel Timmers, StarLight Corp., email starcorp@innet.be
>
> Happy times.

Yeps...
--
Manuel Timmers, StarLight Corp., email starcorp@innet.be
Personal pages WWW-pages at http://www.club.innet.be/~year0332/
StarLight Corp. WWW-pages at http://www.whib.be/starcorp

**** Acorn Risc OS Systems: Power to Smart People! ****

872. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-01 00:00:00 UTC
From: jseymour@medar.com
Message-ID: <E9IFB9.DL2@medar.com>
Source record: 6221
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

[I'm probably gonna regret this...]

In article <5k267n$k79@praetor.hna.com.au> mjm@SPAMMERS.hna.BUGGER.com.OFF.au (Matt McLeod) writes:
>
[snip]
>
>But there certainly is an Amiga Persecution Complex, and it's best avoided
>by other advocacy groups. All the same, it's difficult not to become
>paranoid when everybody is out to get you...
>
>Matt

Part of the "Amiga Persecution Complex" (you can substitute "Paranoia" for "Persecution" IMO) is justified. Part of it is not. While it's true that Wintelism probably had a lot to do with the fall of Commodore, Commodore, for the most part, did themselves in. Or at least did a lot to damage their own cause.

Question the average *knowledgeable* Amiga-head on whom they'd like to see hung by their thumbs, and I'll bet they'd as soon name certain ex-Commodore execs as any particular Wintel Conspiracy Participant.

Put the blame where it belongs.

Regards,
Jim "still has, and sometimes uses, his A3000" Seymour
--
Jim Seymour | "There is hardly anything in the world
jseymour@medar.com | that some man cannot make a little worse
Systems & Network Administrator | and sell a little cheaper and the people
Medar, Inc., 38700 Grand River Ave. | who consider price only are this man's
Farmington Hills, MI. 48335 | lawful prey." John Ruskin (1819-1900)

873. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-01 00:00:00 UTC
From: darin@usa.net.delete_me
Message-ID: <slrn5mhkra.mgh.darin@connectnet1.connectnet.com>
Source record: 6222
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

> Are there any decent micro-emacs source distributions; I only use
> the front end of Emacs.

There's a whole slough of them. I liked Jed, back before I found a
real GNU Emacs for NT. It was a lot better than "Micro Emacs" and the
other stuff out there, especially if you're used to GNU.

--
Darin Johnson
darin@usa.net.delete_me

874. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-01 00:00:00 UTC
From: Kent Friis </dev/null@ehs.dk>
Message-ID: <3369668E.3E88@ehs.dk>
Source record: 6223
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Matt McLeod wrote:
>
> On Fri, 25 Apr 1997 00:29:25 +0100 (BST), Manuel Timmers <starcorp@innet.be> wrote:
> <snip>
>
> Perhaps you're thinking of Windows for Workgroups 3.11? IIRC, that ran only
> on 386+, and after it had been on the market for a while Microsoft pretty
> much dumped Windows 3.1 in it's favour.
>
> (Of course, Corel 3.0 may have need to run in "386 Enhanced" mode, in which
> case you needed a 386...)

Some time a gome, I opened a Dos prompt from Borland Pascal (Protected mode),
to run windows 3.11. Result:

C:\> win

"To run windows from a protected mode program, you need to run in standard
mode. Please start with WIN /S"

Nice, I thought, that's the first time windows has actually told me how
to fix a problem.

C:\> win /S

"This version of windows can not run in standard mode"

Well, next time a program tells me how to fix a problem it better work...
(Shortly after I installed Linux, and everything is running smooth (see
.signature)).

Kent
--
Anti spammer email: use "d5kf" instead of "/dev/null"

You haven't seen _multitasking_ until you have seen
Doom and Quake run side by side.

875. Re: ATARI 1040 ST-fm First Word Plus Help Request

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-02 00:00:00 UTC
From: dgh <**dgh2010**@netsync.net>
Message-ID: <336971F3.3224@netsync.net>
Source record: 6224

If you have access to a Macintosh, there is a great PD progam out called 1st Word Plus RTF. What this little gem does is take a 1st Word file and creates an RTF (rich text file) that most major Mac WPs can read (like Claris Works-MS Word-Wordperfect) from there you can then save them to a PC disk and use on an IBM(if you need to).

Hope-this-helps :-)

dgh2010@netsync.net
(delete the **s for return address)

876. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-02 00:00:00 UTC
From: John M Ward <johnward@mail.zynet.co.uk>
Message-ID: <ant020850d07QSS7@johnward.zynet.co.uk>
Source record: 6225
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <ant21003106cWWT7@year0332.innet.be>, Manuel Timmers
<URL:mailto:starcorp@innet.be> wrote:
>
> In article <33583ea9.2593379@newsstand.cit.cornell.edu>,
> <URL:mailto:wmg'the_number_three'@cornell.edu> wrote:
>
> > Can't you amiga people stick to comp.sys.amiga.advocacy? I really
> > don't think you're going to convince many Windows NT, OS/2, or Linux
> > users to go out and buy amigas.
>
> I just hated when people dictate me what sort of computer to buy and
> what software to use! How do you WIntel folks call that: "Freedom of
> choice!"

Well, they can choose between last month's version of the CPU and this
month's, they can choose whether to have a 2 GB disk or a 4 (or even
more) GB one, whether to have more than the new recommended minimum of
32 MB of RAM, and they can even choose to be *really* daring and buy
non-Microsoft main apps -- some still do this, I believe.

So there is a sort of choice even in the Wintel market, though not a
very enticing one for some of us here, I must admit.

Thankfully I don't have to go that route, but my poor people at my old
work had and still have *no* choice. They don't even have anyone to
show them how to do things any more, ever since I was made redundant.

Now they really /do/ deserve our sympathy.

--
John M Ward. Brit Code (v1.1): a47 s: hd y--- X! P- M+ R++ A
~~~~~~~~~~~ C--- T--- TV-(+) Ci- MuC+R- Ac++ B V-
~~~~~~~~~~~

877. Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-02 00:00:00 UTC
From: John M Ward <johnward@mail.zynet.co.uk>
Message-ID: <ant020810bc8QSS7@johnward.zynet.co.uk>
Source record: 6226
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <3369668E.3E88@ehs.dk>, Kent Friis
<URL:mailto:/dev/null@ehs.dk> wrote:
>
You haven't seen _multitasking_ until you have seen
Doom and Quake run side by side.

Ah, yes: an updated version of when we first had "Lemmings" and "Oh
No! More Lemmings" running side by side on Acorns a few years back.

Nice one! :)

--
John M Ward. Brit Code (v1.1): a47 s: hd y--- X! P- M+ R++ A
~~~~~~~~~~ C--- T--- TV-(+) Ci- MuC+R- Ac++ B V-
~~~~~~~~~~

878. VLIW successor to RISC? (was: Re: RISC vs CISC or SunOS)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-02 00:00:00 UTC
From: wilcoxb@ucsu.Colorado.EDU
Message-ID: <5kcocb$3dt@lace.colorado.edu>
Source record: 6227
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

[Newsgroups trimmed a bit.]

John Nagle <nagle@netcom.com> wrote:
>John <johnf@bellsouth.net> writes:
>> how true, also the x86 instruction set itself could be totally redone
>>for huge gains in speed, but we would have to give up most of th e
>>compatablility with any old software.
>
> Suprisingly, no. The Pentium Pro gets about as much out of the
>x86 architecture as you could get from a RISC instruction set. It's
>a technical tour de force. Inside, the Pentium Pro is a superscalar
>dataflow machine with about 40 registers, with a front end that decodes
>x86 instructions and a back end that synchronizes the completion of
>everything to create the illusion that execution is sequential.
>It even works if you modify instructions during execution.
>
> It took several hundred people three years to design the thing, compared
>to about 25 people for six months for a typical MIPS chip. That's
>the real cost. Only Intel can afford to throw a man-millenium
>at a CPU design. Nobody else sells enough CPUs to absorb that
>up-front engineering cost.
>
> Actually, from a pure technical standpoint, a newly designed
>machine today would probably not be a RISC machine. Code density,
>cache sizes, and memory consumption now do more for speed than simplifying
>the instruction decode logic, so inflating all the instructions to the
>same length isn't as great an idea as it was in the late 1980s.
>It's going to be interesting to see what Java CPUs look like.

I think there is a rule against writing such calm and interesting
articles in threads like this one. You'll be reported to the Cabal.

Personally I'm interested in VLIW technology, because it moves a
lot of the optimization work to the compilers
(/interpreters/programmers). I suspect that will be a huge win
because competition between compiler-writers and so forth can be
separated from competition between CPU designers. Also it will
mean you can install new optimizer software and have a faster
system than you did 30 minutes earlier. That should boost
competition, too.

I still remember when my professor in University spoke about
superscalar versus VLIW and stated that theory and experiment both
indicated that they were about equivalent in efficiency, but that

CPU designers like himself didn't like the "let George do it"
philosophy of VLIW. It immediately sounded to me like the decision
to do optimization in the CPU instead of in the compiler was
motivated more by this desire to do everything yourself than by
sound engineering principles.

(Basically, sound engineering principles say that you should _not_
do everything yourself.)

I'm a bit skeptical about Merced though, because it has not _one_
but _two_ millstones of backwards compatibility in addition to the
complicating modality of MMX.

It is perhaps fortuitous that interest in Java has spurred
commercial development of optimization techniques...

Regards,

Zooko Journeyman

signatures follow

+ island Life in a chaos sea
Not speaking for DigiCash or /.
the University of Colorado / bryce@colorado.edu or
---* bryce@digicash.com

879. Re: VLIW successor to RISC? (was: Re: RISC vs CISC or SunOS)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-02 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <E9Kt7o.6G8@world.std.com>
Source record: 6228
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

wilcoxb@ucsu.Colorado.EDU (Bryce) writes:
>Personally I'm interested in VLIW technology, because it moves a
>lot of the optimization work to the compilers
>(/interpreters/programmers).

This was one of the original tenets of RISC, you may recall. I agree with the idea of putting much optimization in the compiler, but that optimization should be very high-level (on the order of long range dataflow structuring).

I don't believe VLIW will ever take off. Let me explain.

All VLIW does is offload instruction dependency management from the dispatch mechanism. In this way VLIWs are much like branch delay slots -- they assume a limited lookahead capability of the CPU. If you intend to look farther ahead than the number of instructions in the VLIW you have to put that dependency checking back in, which negates the whole advantage.

Today's CPUs are already quad-issue and some have lookahead much farther than that, very often crossing branch barriers (which VLIW will not). With VLIW practically limited to two or three instructions by typical instruction interdependency it just won't outperform existing systems, much less future systems. Furthermore it causes gaps in the instruction stream, adding additional burden to the memory requirements during instruction fetch -- already a critical resource.

If there's one thing that Intel has shown it's that you can do a damn good job with superscalar, superpipelined systems with sophisticated instruction decode, dispatch, and branch management. Expect to see more of that, as well as systems which are much more cavalier in their calculation of instruction sequences following branches that might not be taken.

jim frost
jimf@world.std.com
--
http://world.std.com/~jimf

880. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-02 00:00:00 UTC
From: Jarrod Roberson <jarrod.roberson@turner.com>
Message-ID: <01bc572e$68407c60$d558a69d@pc88213.turner.com>
Source record: 6229
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

John M Ward <johnward@mail.zynet.co.uk> wrote in article
<ant020850d07QSS7@johnward.zynet.co.uk>...
> In article <ant21003106cWWT7@year0332.innet.be>, Manuel Timmers
> <URL:mailto:starcorp@innet.be> wrote:
> >
> > In article <33583ea9.2593379@newsstand.cit.cornell.edu>,
> > <URL:mailto:wmg'the_number_three'@cornell.edu> wrote:

> So there is a sort of choice even in the Wintel market, though not a
> very enticing one for some of us here, I must admit.
>
> Thankfully I don't have to go that route, but my poor people at my old
> work had and still have *no* choice. They don't even have anyone to
> show them how to do things any more, ever since I was made redundant.
>
> Now they really /do/ deserve our sympathy.

maybe not, I am looking foward to Lightwave3D 5.5 myself, and so are
THOUSANDS
of other people, not just with 95 or NT, but with MacOS, Solaris, and IRIX
on their machines.
MainActor is available for NT also, much nicer than the Amiga version.

I got an A3000 Vlab Motion Complete system I am dumping.
Comes with 12 years worth of Amiga stuff Ive collected.
Anyone interested?
>

881. All you need is to invest $5 for a FORTUNE!!! ACT NOW!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-03 00:00:00 UTC
From: Peter Sung <fantasia@hula.net>
Message-ID: <336B188D.25ED@hula.net>
Source record: 6230

A little while back, I was browsing these newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars within weeks with only an initial investment of $5.00! So I thought, "Yeah, right, this must be a scam," but like most of us I was curious, so I kept reading. Anyway, it said that you send $1.00 to each of the 5 names and address stated in the article. You then place your own name and address in the bottom of the list at #5, and post the article in at least 200 newsgroups. (There are thousands) No catch, that was it.

So after thinking it over, and talking to a few people first, I thought about trying it. I figured what have I got to lose except 5 stamps and $5.00, right?

Like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I checked it out with my country Post Office, and others had with US Post (1-800-725-2161) and they confirmed that it is indeed legal!

Then I invested the measly $5.00.....

Well GUESS WHAT!!... with in 7 days, I started getting money in the mail! I was shocked! I still figured it would end soon, and didn't give it another thought. But the money just kept coming in. In my first week, I made about $20.00 to $30.00 dollars. By the end of the second week I had made a total of over $1,000.00!!!!!! In the third week I had over $10,000.00 and it's still growing. This is now my fourth week and I have made a total of just over $42,000.00 and it's still coming in .....

It's certainly worth $5.00, and 5 stamps, I spent more than that on

the lottery!! Let me tell you how this works and most importantly, Why it works....also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. The process is very simple and consists of 3 easy steps:

STEP 1: Get 5 separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 5 $1.00 bills and place ONE inside EACH of the 5 pieces of paper so the bill will not be seen through the envelope to prevent thievery. Next, place one paper in each of the 5 envelopes and seal them. You should now have 5 sealed envelopes, each with a piece of paper stating the above phrase and a $1.00 bill. What you are doing is creating a service by this. THIS IS PERFECTLY LEGAL!

Mail the 5 envelopes to the following addresses:

#1 B.C. Smith

P.O. Box 170

Greenland, AR 72703

#2 Beddingfield, Bobby

12404 Nokesville Road

P.O. Box 40

Nokesville, Va 22123

#3 Keen, Callye

44181 Bristow Circle

Ashburn, VA 20147

#4 Tom, BDB.

Via Damiano Chiesa 10

00010 Marcellina (Roma)

Italy

#5 H. J. Sung

1839 Keeaumoku St.

Honolulu, HI 96822-3004

STEP 2: Now take the #1 name off the list that you see above, move the

other names up (5 becomes 4, 4 becomes 3, etc...) and add YOUR Name as number 5 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there is close to 25,000 groups) All you need is 200, but remember, the more you post, the more money you make!

Don't know HOW to post in the newsgroups? Well do exactly the following:

FOR NETSCAPE USERS:

1) Click on any newsgroup, like normal. Then click on "To News", which is in the top left corner of the newsgroup page. This will bring up a message box.

2) Fill in the SUBJECT with a flashy title, like the one I used, something to catch the eye!!!

3) Now go to the message part of the box and retype this letter exactly as it is here, with exception of your few changes. (remember to add your name to number 5 and move the rest up)

4) When your done typing in the WHOLE letter, click on 'FILE' above the send button. Then, 'SAVE AS..' DO NOT SEND YOUR ARTICLE UNTILL YOU
SAVE IT. (so you don't have to type this 200 times :-)

5) Now that you have saved the letter, go ahead and send your first copy! (click the 'SEND' button in the top left corner)

6) This is where you post all 200! OK, go to ANY newsgroup article and click the 'TO NEWS' button again. Type in your flashy subject in the 'SUBJECT BOX', then go to the message and place your cursor here. Now click on 'ATTACHMENT' which is right below the 'SUBJECT BOX'. Click on
attach file then find your letter wherever you saved it. Click once on your file then click 'OPEN' then click 'OK'. If you did this

right,

you should see your filename in the 'ATTACHMENT BOX' and it will be shaded.

NOW POST AWAY!

FOR INTERNET EXPLORER:

It's just as easy, holding down the left mouse button, highlight this entire article, then press the 'CTRL' key and 'C' key at the same time to copy this article. Then print the article for your records to have the names of those you will be sending $1.00 to.

Go to the newsgroups and press 'POST AN ARTICLE' type in your flashy subject and click the large window below. Press 'CTRL' and 'V' and the article will appear in the message window. **BE SURE TO MAKE YOUR ADDRESS CHANGES TO THE 5 NAMES.** Now re-highlight the article and re-copy it so you have the changes.... then all you have to do for each newsgroup is 'CTRL' and 'V' and press 'POST'. It's that easy!!

THAT'S IT! All you have to do is jump to different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup!

REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200

If these instructions are too complex to follow, try Forte's "Free Agent." It is freeware for noncommercial use. To download it, simply use a search utility and type "Forte Free Agent". You should be able to find it.

That's it! You will begin receiving money from around the world within days! You may eventually want to rent a P.O. Box due to the large amount of mail you receive. If you wish to stay anonymous, you con invent a name to use, as long as the postman will deliver it.

JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.

Now the WHY part:

Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #5 on the letter. Now, each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #4 and only 5 persons respond to each of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM posts with my name at #3 and only 5 replies each, I will bring in an additional $125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #2 and only receive 5 replies each, I will make an additional $626.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM 200 letters with my name at #1 and they each only receive 5 replies, that just made me $3,125.00!!! With a original investment of only $5.00! AMAZING! And as I said 5 responses is actually VERY LOW! Average is probable 20 to 30! So lets put those figures at just 15 responses per person. Here is what you will make:

at #5 $15.00

at #4 $225.00

at #3 $3,375.00

at #2 $50,625.00

at #1 $759,375.00

When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $5.00 to names on the list, putting your name at number 5 again. And start posting again. The thing to remember is that thousands of people all over the world are joining the Internet and reading these articles everyday, JUST LIKE YOU are now!! So can you afford $5.00 and see if it really works?? I think so... People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest people who are joining the Internet and newsgroups everyday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users,

every day, with thousands of those joining the actual Internet.
Remember, play FAIRLY and HONESTLY and this will work. You just have to be honest. Make sure you print this article out RIGHT NOW, also. Try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly.
Remember, HONESTY IS THE BEST POLICY. You don't need to cheat the basic idea to make the money!!
GOOD LUCK to all and please play fairly and reap the huge rewards from this, which is tons of extra CASH. **By the way, if you try to deceive people by posting the messages with your name in the list and not sending the money to the rest of the people already on the list, you will NOT get as much. Someone I talked to knew someone who did that and he only made about $150.00, and that's after seven or eight weeks! Then he sent the 5 $1.00 bills, people added him to their lists, and in 4-5 weeks he had over $10k.
This is the fairest and most honest way I have ever seen to share the wealth of the world without costing anything but our time!!!
Don't listen to the people that don't trust it and continue to say it's
illegal and don't work... They are just too much skeptics.
You also may want to buy mailing and e-mail lists for future dollars.
Please remember to declare your extra income. Thanks once again...

882. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-03 00:00:00 UTC
From: John M Ward <johnward@mail.zynet.co.uk>
Message-ID: <ant031007d07QSS7@johnward.zynet.co.uk>
Source record: 6231
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <01bc572e$68407c60$d558a69d@pc88213.turner.com>, Jarrod Roberson
<URL:mailto:jarrod.roberson@turner.com> wrote:
>
> John M Ward <johnward@mail.zynet.co.uk> wrote in article
> <ant020850d07QSS7@johnward.zynet.co.uk>...
> > In article <ant21003106cWWT7@year0332.innet.be>, Manuel Timmers
> > <URL:mailto:starcorp@innet.be> wrote:
> > >
> > > In article <33583ea9.2593379@newsstand.cit.cornell.edu>,
> > > <URL:mailto:wmg'the_number_three'@cornell.edu> wrote:
>
> > So there is a sort of choice even in the Wintel market, though not a
> > very enticing one for some of us here, I must admit.
> >
> > Thankfully I don't have to go that route, but my poor people at my old
> > work had and still have *no* choice. They don't even have anyone to
> > show them how to do things any more, ever since I was made redundant.
> >
> > Now they really /do/ deserve our sympathy.
>
> maybe not, I am looking foward to Lightwave3D 5.5 myself, and so are
> THOUSANDS of other people

Erm, what does this have to do with me and, even more to the point I
raised, my ex-colleagues who have real jobs in real offices to do, but
do not involve Lightwave (or factory machine control, or weather map
generation, or...) ?

Instead of mere thousands there are countless *millions* of users just
doing an ordinary job of churning out reports and briefing, preparing
and giving presentations, recording expenditure and those kinds of
activities. What good is Lightwave to them?

Meanwhile, as I well know (as their ex-support person who still visits
the old office from time to time) they struggle on gamely and have
learned to cope, however inefficiently or awkwardly: I have a whole
string of real-life tales I could relate; but obviously not here.

However it is *very* satisfying to know I no longer have to deal with,
or even touch, a Wintel machine ever again :))

--
John M Ward. * * * AcornCode v1.00 * * *
A2 rpc6sa/S2g/I420m/48+2 ro++++/tv/sp !BB ed+++ dk !nl EC+ pc--

883. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-03 00:00:00 UTC
From: fischerj@Informatik.TU-Muenchen.DE
Message-ID: <5kfqm6$eh9@sunsystem5.informatik.tu-muenchen.de>
Source record: 6232
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

<ant020810bc8QSS7@johnward.zynet.co.uk>... John M Ward (johnward@mail.zynet.co.uk) wrote:
> In article <3369668E.3E88@ehs.dk>, Kent Friis
> <URL:mailto:/dev/null@ehs.dk> wrote:
> >
> You haven't seen _multitasking_ until you have seen
> Doom and Quake run side by side.

hehe, yes, playing descent with doom samples ;)
well, the win dosshells don't take care of gus sound output ;)

the solution for future would be sonud output of active window,
maybe faded in, and still some priority levels to let the beep
of another program working get through.

--- fischerj@Informatik.TU-Muenchen.DE (Juergen "Rally" Fischer) =:) ---

884. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-03 00:00:00 UTC
From: jalbert@nyx.cs.du.edu
Message-ID: <5kgknj$lk3@nyx.cs.du.edu>
Source record: 6233
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <x67mhglt6t.fsf@ellerbeck.com>, Graham Todd <gtodd@yorku.ca> wrote:
>
>Yup, but SCO does/did own/buy the copyright on the original Bell Labs
>sources I believe (for what it's worth). The value of this has
>dropped as free Unices get better and better and even toy OSes get
>more Unix like in some respects.

I don't know where people come up with this stuff. SCO does not own
an exclusive right or copyright to Bell Unix. Companies get non-exclusive
licenses to the source for Bell or Berkeley Unix and implemented systems
that they in turn own and sell. There are lots of unix versions on t
the market, both freeware and forsale, and many of them licensed
either the Bell or Berkeley source for hte kernel and/or the system
commands or othe facilities, but there is no sense in which SCO owns
Unix.

In the future, support for threads is going to play an increasingly
important role. systems based on Mach, like NT and OSF/1 are poised
to do well in this arena, as are OS/2 and Solaris 2. It remains to
be seen what will happen to the other players.

j. albert

885. Re: RISC vs CISC or SunOS

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-03 00:00:00 UTC
From: fred@genesis.demon.co.uk
Message-ID: <862701070snz@genesis.demon.co.uk>
Source record: 6234
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,rec.games.video.3do,rec.games.video.sega,comp.security.unix,comp.sys.mac.advocacy,comp.lang.c,cuny.talk,rec.games.video.atari

In article <3367E4EB.14472C62@cc.memphis.edu>
uglmiller@cc.memphis.edu "Greg Miller" writes:

>David L Pearce wrote:
>
>> Not too many fundamental flaws. The fact that Intel makes a cheaper chip
>> that is typically 30% slower but has most of the market share for
>> general purpose desktop computing, and sells it at a decent price, has
>> kept RISC from permeating the general purpose computing world. It is the
>> defacto standard for supercomputers, and low to high end workstations.
>>
>
>The problem is that you need dramatically higher bus speeds to
>compensate for
>larger code size.

Not really. Code tends to cache well because most execution time tends to be taken up in cachable loops. As long as the data fields are the same width the data bandwidth would be about the same for RISC and CISC (maybe even slightly lower for RISC due to better use of registers) so overall bus usage isn't all that different. I suppose RISC processors might benefit from slightly bigger instruction caches.

And while many RISC designs do produce a significantly higher code size this isn't always the case. For example an ARM implementation of a routine is very often no bigger (or only slightly bigger) than the equivalent 386 implementation because although every instruction is 32 bits, you tend to need fewer instructions on average to solve the problem.

--

Lawrence Kirby | fred@genesis.demon.co.uk
Wilts, England | 70734.126@compuserve.com
---

886. Metrics

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-03 00:00:00 UTC
From: Great Sites <janesw@ix.abmcom.net>
Message-ID: <527cd$153335.192@NEWS>
Source record: 6235

```
Great Site URL:http://www.psrinc.com/metsys.htm
```

887. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-04 00:00:00 UTC
From: Dom Esplen <bean@pobox.co.uk>
Message-ID: <ant040343965#6Ma@lintilla.foobar.co.uk>
Source record: 6236
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5kfqm6$eh9@sunsystem5.informatik.tu-muenchen.de>, Juergen Fischer
<URL:mailto:fischerj@Informatik.TU-Muenchen.DE> wrote:

> the solution for future would be sonud output of active window,
> maybe faded in, and still some priority levels to let the beep
> of another program working get through.

As commented elsewhere in the thread, Lemmings and Oh No more Lemmings
was made to work in the Desktop, didn't Krisalis work out a protocol
for sounds to co-exist with each other?

ISTR that they were willing to let anyone have this for free, guess
thats gone to pot now, since Krisalis left the market.

dom.
--
&cmd_a me=$a *:@Pemit %#=objeval(%#,extract(lexits(loc(%0)),match(iter(lexits
@edit me/cmd_a=$,{(loc(%0)),loc(##)),loc(%#)),1))}

888. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-04 00:00:00 UTC
From: NOSPAMjnale@NOSPAMnetcom.com
Message-ID: <5khc4f$h2v@usenet11.interramp.com>
Source record: 6237
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <ant020850d07QSS7@johnward.zynet.co.uk>, johnward@mail.zynet.co.uk says...
>
>> I just hated when people dictate me what sort of computer to buy and
>> what software to use! How do you WIntel folks call that: "Freedom of
>> choice!"
>
>Well, they can choose between last month's version of the CPU and this
>month's, they can choose whether to have a 2 GB disk or a 4 (or even
>more) GB one, whether to have more than the new recommended minimum of
>32 MB of RAM, and they can even choose to be *really* daring and buy
>non-Microsoft main apps -- some still do this, I believe.
>
>So there is a sort of choice even in the Wintel market, though not a
>very enticing one for some of us here, I must admit.
>
Your anti-M$ bias is outweighing your connection to reality. M$ is the center of the mainstream PC industry.

The model is one of interoping around an OS, like all other computer systems, including OS2, the Mac, NeXT, Sun, HP, AIX, etc.

The big difference is that M$ is the only model where the all other components, hardware and software, than the OS can come from other suppliers. Intense competition characterizes hardware, including CPUs, motherboards and their chips, hard drives, and other such components.

For instance, the PC CD-ROM market itself is intensely competitive with a number of vendors offering products. When I bought my PC, I had a research section on each hardware component. I recently added 32 Mb of RAM for $150 at a computer show where a number of resellers offered the trade-in of old RAM (they tested it with a little machine).

The commoditization of hardware, as well as software, is the great fear of the enterprise server/DB market. The splintering of Unix has given added value to the individual Unix vendors. These vertically intergrated companies selling lines of proprietary hardware and software are direly threatened by the technological spread of the PC industry into their markets.

The response has been to say the enterprise is "locked into" mainstream, Win32 PC industry based solutions. The promise of Java and NCs, of course, is offered to give a grain of truth to these projections.

More likely, Java, the internet, and the componentization of software will speed the takeover of the enterprise by the PC industry. Capitalization, when applied to computers, is primarily the application of computerization to labor to increase productivity. Remember when Wang word processors cost so much but were affordable for high priced secretaries, etc, only to be replaced by the general purpose computer. The same thing is happening to servers, as has happening to minicomputers.

The computer is going to do some much more in terms of ease-of-use, including programming and administration by the average user on networks. This trend will most likely exploited by the PC industry than the Unix culture.

Consider the revolution in programming that modern applications have wrought. Before Visical, programmers had to code each iteration of a spreadsheet that the casual user does today. Such is happening to the creation of apps today. This is not something we can expect from the Unix culture. They will be relegated to the dedicated high end markets where they can be afforded.

Today practically everyone but Sun develops products for the Win32 platform. M$ just released its Commerce Server for $5000 replacing $60,000 Unix systems.

John

889. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-04 00:00:00 UTC
From: "David P. Cole" <"David P. Cole">
Message-ID: <336CC320.670@ibm.net>
Source record: 6238
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
>
> Today practically everyone but Sun develops products for the Win32 platform.
> M$ just released its Commerce Server for $5000 replacing $60,000 Unix
> systems.
>
Uh-oh, sounds like product dumping. The same type of dumping which is
killing Netscape. The same kind of dumping what made Windows 3.0 the de
facto OS.

When will Mircosoft learn how to play fair? Gates and co. are merely a
bunch of big bullies taking advantage of their position.

At this point, I wish Microsoft's people would cash in their stock and
retire. They're not making decent operating systems, let alone end-user
software.
```

890. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-04 00:00:00 UTC
From: "Blair Davis"
Message-ID: <5khhem$mti@drn.zippo.com>
Source record: 6239

In article <ant242325bc8WWT7@194.innet.be>, Manuel says...
>
>In article <01bc4eb3$d3396dc0$01e965ce@beep>, nhughes
>
>> Paranoia.
>
>Easy for you to say...
>
>>
>> Just exactly who was it that handcuffed you to a Wintel box?? Each
>and
>
>There are different ways to force people into doing something. You
>can use the same tactic that the "catholic church" did in the middle
>ages across Europe. Sillence *any* concurent opposition thereby
>creating ingnorance! It's simple; *if* you don't know that anything
>better excists and where you'll find it, then you'll be happy with
>the worst (especially if it's the only one!).
>
>> every one of us can make the choice to either use the computer or
>not. We
>> can each choose to upgrade or not. If we dont want the next new
>thing,
>> nobody makes us buy it. Some of us made the choice to purchase
>systems
>
>Yes they do makes us buy! I'll give an example:
>
>In 1991 I bought an Atari PC4 (an 80286 AT pc-clone). These systems
>came equipped with Windows 3.0. Since I performed GFX-design I used
>Coreldraw 2. However I had severe problems with that program
>(everyone knows about that buggy CDRW2). In 1992 Corel released V3
>which had several bug-fixes. So I wanted to upgrade my Coreldraw.
>
>Guess what I discovered? This CDRW wouldn't work with my Windows3.0
>(it needed 3.1). I had to "upgrade" my Windows too. But... Windows 3.
>1 doesn't work with 80286 pc's (the least was a 80386SX). So in the
>end I was FORCED to buy an entire new PC while all I wanted was a
>less buggy Coreldraw.
>
>> which are well supported, others chose boxes with 3 or 4 apps and
>are
>> constantly bitching. You were free to make a choice and you made
>it. If

>> you cant find software or support, that is not our problem.
>
>Did I complain that I can't find software for my system? I'm just
>complaining about this worldwide ignorance for anything not-Micro$oft!
>
>> >
>> > CU
>> > **** Acorn Risc OS Systems: Power to Smart People! ****
>> >
>>
>> Lotsa apps and support for all those dummies,
>
>That's what *you* think... but then again. You don't KNOW any better,
>do you?
>
>> Nate
>
>Cheers
>--
>Manuel Timmers, StarLight Corp., email starcorp@innet.be
>Personal pages WWW-pages at http://www.club.innet.be/~year0332/
>StarLight Corp. WWW-pages at http://www.whib.be/starcorp
>
>**** Acorn Risc OS Systems: Power to Smart People! ****
>
Why did you do that?
win 3.1 will run fine on a 80286 with enough memory (in standered mode)
win 3.1.1 requires a 386 tho...

Blair Davis

BTW, What is all this hassel over different systems? Each system has it's
advantges for different things. I have 486's, atari 8-bits & st's,
amiga2000, c-64/128, mac II lc, ti's, old S-100 z80/8080 based systems.

why do we need to fight over this?

also, I am not rich. I have collected my hardware thru swaps and even in
the trash.

891. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-04 00:00:00 UTC
From: "Blair Davis"
Message-ID: <5khi21$o7k@drn.zippo.com>
Source record: 6240

In article <E9IFB9.DL2@medar.com>, jseymour@medar.com says...
>
>[I'm probably gonna regret this...]
>
>In article <5k267n$k79@praetor.hna.com.au> mjm@SPAMMERS.hna.BUGGER.com.OFF.au (Matt McLeod) writes:
>>
>[snip]
>>
>>But there certainly is an Amiga Persecution Complex, and it's best avoided
>>by other advocacy groups. All the same, it's difficult not to become
>>paranoid when everybody is out to get you...
>>
>>Matt
>
>Part of the "Amiga Persecution Complex" (you can substitute
>"Paranoia" for "Persecution" IMO) is justified. Part of it is
>not. While it's true that Wintelism probably had a lot to do
>with the fall of Commodore, Commodore, for the most part, did
>themselves in. Or at least did a lot to damage their own
>cause.
>
>Question the average *knowledgeable* Amiga-head on whom they'd
>like to see hung by their thumbs, and I'll bet they'd as soon
>name certain ex-Commodore execs as any particular Wintel
>Conspiracy Participant.
>
>Put the blame where it belongs.
>
>Regards,
>Jim "still has, and sometimes uses, his A3000" Seymour
>--
>Jim Seymour | "There is hardly anything in the world
>jseymour@medar.com | that some man cannot make a little worse
>Systems & Network Administrator | and sell a little cheaper and the people
>Medar, Inc., 38700 Grand River Ave. | who consider price only are this man's
>Farmington Hills, MI. 48335 | lawful prey." John Ruskin (1819-1900)

Like Jack Tremiel, Or something like that..)
Who trashed Commadore...
and for his encore....
moved to Atari to do it again....

It seems that withcever system I bought, he folled me there and messed
it up for me......

I do feel a bit paroniod here......

(excuse the spelling please)

Blair Davis

892. Re: RISC vs CISC or SunOS

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-05 00:00:00 UTC
From: mkl@rob.cs.tu-bs.de
Message-ID: <mkl.862876321@rob.cs.tu-bs.de>
Source record: 6143
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,rec.games.video.3do,rec.games.video.sega,comp.security.unix,comp.sys.mac.advocacy,comp.lang.c,cuny.talk,rec.games.video.atari

fred@genesis.demon.co.uk (Lawrence Kirby) writes:
>And while many RISC designs do produce a significantly higher code size
>this isn't always the case. For example an ARM implementation of a routine
>is very often no bigger (or only slightly bigger) than the equivalent 386
>implementation because although every instruction is 32 bits, you tend to
>need fewer instructions on average to solve the problem.

When comparing RISC and CISC, why don't you use a real CISC processor?
It was told, that the NS32032 architecture had the smalest code size
among the available processors that time. The benefit of these real
CISC processors is, that assembly language programming is like C
programming. The functionality available is almost the same. :-)

73, Mario
--
Mario Klebsch, DG1AM, M.Klebsch@tu-bs.de +49 531 / 391 - 7457
Institut fuer Robotik und Prozessinformatik der TU Braunschweig
Hamburger Strasse 267, 38114 Braunschweig, Germany

893. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-05 00:00:00 UTC
From: root@aerie
Message-ID: <1997May4.213543.3009@mamia.opsys.com>
Source record: 6144
Cross-posted to: comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.unix.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.nt.advocacy

jalbert@nyx.cs.du.edu (Joseph Albert) writes:

>... there is no sense in which SCO owns
>Unix.

SCO does own the AT&T Unix source code, although others have source
and OEM licenses... because they purchased it from Novell, who had
purchased it from AT&T...

Rights to the Unix name, however, are now assigned to an entirely different
entity!

894. A GUARANTEED MONEY MAKER!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-05 00:00:00 UTC
From: inet97@ameritech.net
Message-ID: <5l1naisck15182@nntp0.cleveland.oh.ameritech.net>
Source record: 6145

E-Mail Your Way To Riches!

Dear Friend,

We all know E-mail is here to stay. It's fun, easy and exciting! Would you be interested if we could show you a way to make well over $1,000 per week doing it?

This is not a joke. You may have seen many people trying to tell you that you can make money by joining this or that scheme! Guess what, you decide to go for it and then you get nothing but frustration and disappointment! We are here to take your frustration and disappointment into an Electrifying Adventure!

We have been marketing on-line for almost 2 years now! We have never spent one red penny on advertising and made nothing but profits. We can show you how to make money every day of the year. Many people may think this is untrue or it just can't be done. We are here to tell you that it is absolutely not true. The biggest mistake people make about marketing on-line is that they sit and wait for people to contact them. You will never make it if this is your approach and we'll tell you why. There are over 60 MILLION people on-line right now, and seven new people logging on every minute of the day world-wide and everyone is offering something. So how do you get a potential client or a new customer before your competition does? The answer is simply " Creative E-mailing" and it WORKS! I'll tell you why. You're taking your product, service or idea directly to the market instead of waiting for the market to come to you!

Here are a few testimonials we'd like to share with you (They're all 100% TRUE!):

Internet Communications, my wife and I owe you so much. We ordered your Creative E-mail System and within the first week we received over $1,150 in orders for my Internet Consulting business!
--Charles -- California

I have bought two so-called E-mail programs that cost me over $600.00 when I received them. They were extremely difficult to operate and it took me about two weeks to figure them out. Once I did, they were so time consuming it just wasn't worth my time. When I received your course it took me about four minutes to install and I was in business! Within the first 24 hours of my first E-mailing I received over $580.00 in sales over the phone. That first week I grossed over $2,000.00! I really can't believe how easy you made this, anyone can do it! Thanks!
--Dennis -- Illinios

Hello, I'm a divorced mother of two children. I wanted to thank you for helping me out. This was my first time buying anything on the Internet. I was skeptical at first but I figured I'd take a chance. This was the best chance I've ever took! My part-time business is now a full-time home-business, thanks to your

Creative E-mail System. I had to hire my two family members to help me out!
This is GREAT, thanks so much! I'd recommend this for anyone!
--Ellen -- Florida

You may have seen other people offering products "E-mail Programs, E-mail Addresses, Extractors, Etc." The vast majority of these products are very over-priced and very difficult to even use. None of them even supply you with current, up-to-date, FRESH & RESPONSIVE E-mail addresses! Our Creative E-mail System puts everything into one package to make your profits soar immediately! Even if you do not have a product or service to offer, we are going to give you over 500 how-to reports that you will have full reprint rights to! What makes our course different from anything else being offered anywhere is that we're dedicated to your success! We do not succeed unless you succeed! All of our E-mail Address Databases are created in house. We do not trade our databases with anyone because people are selling extremely bad lists on the Internet. Many of other people's databases are filled with duplicate addresses and many of them are undeliverable. We keep our own database so we know exactly what we have and we keep nothing but the best. There's no other way. We believe in producing high quality products that should be priced reasonably for your success! Read on to see the special bonuses you will receive.

******** SPECIAL 10 DAY BONUS ********

If you order within the next 10 days we will include:

1) 500 How-To Reports (You may resell these at any price)

2) Your Personal Complete Guide To The Internet -- This 175 page e-book covers every single aspect of the internet. You will never have to buy another internet book! When you complete this book, you will know more about the internet than 90% of the people online right now.

3) When you purchase our 8 MILLION SUPER responsive E-mail list we will include Mega-Mailer. It sends 250,000 E-mails per hour! All other orders will receive Pegasus Mail. It mails about 30,000 per hour.

Here's how to get the Creative E-Mail System:

All orders are delivered on CD-ROM or 100mb Zip Disk (Iomega).

============> E-Mail Databases <================

2 Million FRESH E-mail Addresses only $ 99.95
4 Million FRESH E-mail Addresses only $179.95
6 Million FRESH E-mail Addresses only $249.95
8 Million FRESH E-mail Addresses only $299.95

You will be sending your Marketing Letter to 2, 4, 6 or 8 MILLION People! To mail to 2 MILLION People by U.S. Mail at $.32 per stamp would cost $640,000.00, not including envelopes or paper! The price of 2 MILLION E-mail Addresses isn't even a fraction of the cost. And the great thing is that if you have 10 products, you can E-mail to your list as many times as you want to! Your profits will never stop soaring! Don't pay someone else to send your

advertisement out, do it yourself and save big money! The average cost right now to send your ad one time to ONE MILLION people is $1,400.00. You can send it 100 times to EIGHT MILLION people for only $299.95 and that includes Mega-Mailer that sends 250,000 per hour!

==========> Order Form <==========

Yes, Internet Communications Inc., I wish to take you up on your SPECIAL 10 DAY OFFER FOR YOUR CREATIVE E-MAIL SYSTEM, INCLUDING THE TWO SPECIAL BONUSES: "Complete Internet Guide Book" and "500 How-To-Reports". I understand I have to completely fill out the order form so you can fulfill my order.

Name:_____

Address:_____

City:_____

State:_____

Zip Code:_____

Country:_____

E-mail Address:_____

Phone Number:_____

I wish to pay by: (Check One)

Check:____ Money Order:_____

(Check One)

2 Million_____ 4 Million_____ 6 Million_____ 8 Million_____
*Remember the 8 MILLION Includes Mega-Mailer!

Zip Disk:_____ CD-ROM:_____Total:_____

Pegasus Mail (WIN 3.1) (WIN 95) (MAC) (Circle One)

==========

We Accept Checks By Fax Simply Tape Your Check Here With
The Above Order Form And Fax It To: 1-216-895-1930

If you have any questions please call customer service at: 1-216-895-1919

Fax: 1-216-895-1930 Phone: 1-216-895-1919

==========

Make check or money order payable to: Internet Communications

Mail check or Money Order to:

Internet Communications
30628 Detroit Ave. Suite 295
Westlake, Ohio 44145

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895. Make Money With Your Computer!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-05 00:00:00 UTC
From: inet97@ameritech.net
Message-ID: <5l33g1ipl15195@nntp0.cleveland.oh.ameritech.net>
Source record: 6146

E-Mail Your Way To Riches!

Dear Friend,

We all know E-mail is here to stay. It's fun, easy and exciting! Would you be interested if we could show you a way to make well over $1,000 per week doing it?

This is not a joke. You may have seen many people trying to tell you that you can make money by joining this or that scheme! Guess what, you decide to go for it and then you get nothing but frustration and disappointment! We are here to take your frustration and disappointment into an Electrifying Adventure!

We have been marketing on-line for almost 2 years now! We have never spent one red penny on advertising and made nothing but profits. We can show you how to make money every day of the year. Many people may think this is untrue or it just can't be done. We are here to tell you that it is absolutely not true. The biggest mistake people make about marketing on-line is that they sit and wait for people to contact them. You will never make it if this is your approach and we'll tell you why. There are over 60 MILLION people on-line right now, and seven new people logging on every minute of the day world-wide and everyone is offering something. So how do you get a potential client or a new customer before your competition does? The answer is simply " Creative E-mailing" and it WORKS! I'll tell you why. You're taking your product, service or idea directly to the market instead of waiting for the market to come to you!

Here are a few testimonials we'd like to share with you (They're all 100% TRUE!):

Internet Communications, my wife and I owe you so much. We ordered your Creative E-mail System and within the first week we received over $1,150 in orders for my Internet Consulting business!
--Charles -- California

I have bought two so-called E-mail programs that cost me over $600.00 when I received them. They were extremely difficult to operate and it took me about two weeks to figure them out. Once I did, they were so time consuming it just wasn't worth my time. When I received your course it took me about four minutes to install and I was in business! Within the first 24 hours of my first E-mailing I received over $580.00 in sales over the phone. That first week I grossed over $2,000.00! I really can't believe how easy you made this, anyone can do it! Thanks!
--Dennis -- Illinios

Hello, I'm a divorced mother of two children. I wanted to thank you for helping me out. This was my first time buying anything on the Internet. I was skeptical at first but I figured I'd take a chance. This was the best chance I've ever took! My part-time business is now a full-time home-business, thanks to your

Creative E-mail System. I had to hire my two family members to help me out!
This is GREAT, thanks so much! I'd recommend this for anyone!
--Ellen -- Florida

You may have seen other people offering products "E-mail Programs, E-mail Addresses, Extractors, Etc." The vast majority of these products are very over-priced and very difficult to even use. None of them even supply you with current, up-to-date, FRESH & RESPONSIVE E-mail addresses! Our Creative E-mail System puts everything into one package to make your profits soar immediately! Even if you do not have a product or service to offer, we are going to give you over 500 how-to reports that you will have full reprint rights to! What makes our course different from anything else being offered anywhere is that we're dedicated to your success! We do not succeed unless you succeed! All of our E-mail Address Databases are created in house. We do not trade our databases with anyone because people are selling extremely bad lists on the Internet. Many of other people's databases are filled with duplicate addresses and many of them are undeliverable. We keep our own database so we know exactly what we have and we keep nothing but the best. There's no other way. We believe in producing high quality products that should be priced reasonably for your success! Read on to see the special bonuses you will receive.

******** SPECIAL 10 DAY BONUS ********

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1) 500 How-To Reports (You may resell these at any price)

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advertisement out, do it yourself and save big money! The average cost right now to send your ad one time to ONE MILLION people is $1,400.00. You can send it 100 times to EIGHT MILLION people for only $299.95 and that includes Mega-Mailer that sends 250,000 per hour!

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Address:_____

City:_____

State:_____

Zip Code:_____

Country:_____

E-mail Address:_____

Phone Number:_____

I wish to pay by: (Check One)

Check:____ Money Order:_____

(Check One)

2 Million_____ 4 Million_____ 6 Million_____ 8 Million_____
*Remember the 8 MILLION Includes Mega-Mailer!

Zip Disk:_____ CD-ROM:_____Total:_____

Pegasus Mail (WIN 3.1) (WIN 95) (MAC) (Circle One)

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30628 Detroit Ave. Suite 295
Westlake, Ohio 44145

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896. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-05 00:00:00 UTC
From: tmwatson@umich.edu
Message-ID: <TMWATSON.97May5073343@lukyduk!.umich.edu>
Source record: 6241
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5khc4f$h2v@usenet11.interramp.com>
NOSPAMjnale@NOSPAMnetcom.com (Jake Nale) writes:
> The big difference is that M$ is the only model where the all other
> components, hardware and software, than the OS can come from other suppliers.

There are Sun and Alpha compatibles, and NeXT hasn't made hardware for
quite a while. (OS runs on Sparc and Intel machines).

-TW
--
____
T i m o t h y W a t s o n
tmwatson@umich.edu
__/| Something there is that doesn't love a wall, that wants it down

897. FS: Atari 1040 ST, b/w monitor, Cannon Printer

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-05 00:00:00 UTC
From: abatwina@pacbell.net
Message-ID: <abatwina-0505971105550001@ppp-206-170-209-145.grdn01.pacbell.net>
Source record: 6242

I have an old 1040 ST with a black and white monitor, a whopping 20 megs of hard disc storage and a Cannon BJ 100 printer that I would like to sell. The computer would make a good doorstop or prop up for a table wihth a short leg and the hard drive is big enough for a corner stone in a modern repliction of a Gothic Cathedral...:)

If you, or any one know has an undying loyalty to Atari... email me and make an offer.

Thanks,
AndB.

898. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-06 00:00:00 UTC
From: Anders Pettersson <krikkit@NOSPAMalgonet.se>
Message-ID: <01bc5979$c18401a0$LocalHost@Anders.sbs.se>
Source record: 6147
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
: the solution for future would be sonud output of active window,
: maybe faded in, and still some priority levels to let the beep
: of another program working get through.

When I was working on the game PowerCrystal (large scale adventure game in
3D for Win95 and the not yet released M2 console
(http://thor.lib.chalmers.se/~jamest/power_crystal for anyone interested))
we used DirectX on the windows side which you could set up to do exactly
that.

It seemed to be a nice system at first, but after a while I found it to be
a bit hard to work with as it seems to be aimed a bit too much towards the
C++ people which is not really what we wanted as we where coding the game
in C.

I had it running together with a couple of other games and it switched the
sound between them as input focus changed. One of the other games I ha
drunning at the same time (to really load the machine when testing) was the
Creatures game (http://cyberlife.co.uk) and it did work quite nice even
though it sometimes reported the hardware terribly wrong and did some very
time consuming stuff if you wherent very careful about how you handeled it.

The idea was very nice though, I hope it will develop in the future.

--
If you see "NOSPAM" in my e-mail address \\|// - ?
remove it when you reply by e-mail (o o)
========================================oOOo=(_)=oOOo=============
Anders EO Pettersson e-mail: krikkit@NOSPAMalgonet.se
Electronics engineer IRC: Ichimusai / #Linux #AmigaSWE
Freelance programmer .oooO
Developing using Linux OS ( ) Oooo.
======================================\ (==( )================
\_) ) /
(_/
```

899. Re: RISC vs CISC or SunOS

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-06 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <336f52ea.42562792@news.chariot.net.au>
Source record: 6148
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,rec.games.video.3do,rec.games.video.sega,comp.security.unix,comp.sys.mac.advocacy,comp.lang.c,cuny.talk,rec.games.video.atari

On 5 May 97 23:52:01 GMT, mkl@rob.cs.tu-bs.de (Mario Klebsch) wrote:

>When comparing RISC and CISC, why don't you use a real CISC processor?
>It was told, that the NS32032 architecture had the smalest code size
>among the available processors that time. The benefit of these real
>CISC processors is, that assembly language programming is like C
>programming. The functionality available is almost the same. :-)

You want complex? Check out the VAX's instruction set sometime. printf() in microcode, no less.

The point of RISC is that the vast bulk of code is generated by compilers, which didn't (at the time RISC was new) use the tricky instructions much. So they were left out, the silicon got simpler and hence faster. RISC also traded some code size for standard instruction word length to make caching, pipelining and branch prediction simpler and hence faster.

900. Gratification at bargain prices!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-06 00:00:00 UTC
From: Angel <Angel@TripleXtra.com>
Message-ID: <5knnj5$33m@sequoia.idir.net>
Source record: 6149

Want the hottest sex on the web but don't want to spend a fortune for it? Cum on over and check out our thousands of
hot women, nude celebrities, bondage, asians, interracial couples, orgies, STAR TREK STARS NUDE, Big Beautiful Women, spanking, masturbation, shemales,
movies (avi's, quicktimes, mpegs and vivo!) and more with the lowest access fee going!
Head on over to http://www.triplextra.com and get some right now!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm
---

901. Meet your Atari idols

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-07 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5kr2n1$m73$1@nnrp01.primenet.com>
Source record: 6150
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

I'm looking for a few volunteers/guests to be with me when I shoot in the SF Bay area for about 1-5 days in early June. Video experience a plus, but not vital. No need to commit for the whole shoot, you can just stop by if you like.

I'm essentially making this offer to allow some of the more ravenous Atari fans a chance to meet some of the most famous names in Atari history. People like Al Alcorn, Joe Decuir, Warren Robinett, Doug Neubauer, Rob Fullop, and more. Mostly 2600-related, but some 8-bit talk.

I don't want to turn it into an outright convention, but I do think it would be nice to let some people meet their "idols" so to speak, and if you want to assist in the interviewing, I could use the help.

Please e-mail me if you want to attend and spread the word at your user group meetings...

Glenn Saunders
krishna@primenet.com

902. Re: Who makes more $$ - Windows vs. Unix programmers?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-07 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <587cd$92817.55@HERMES>
Source record: 6151
Cross-posted to: comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.unix.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy

Who makes more $$ - Windows vs. Unix programmers?

Neither - it's Atari programmers that make the most money.

{[:-)]

(well, this was crossposted to an Atari newsgroup...)

--

Thanks to spambots (and the address collector bots that feed them) that cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even though I am obviously not a US resident], and other associated crap, and as I must pay for my data (email, webbing and so forth), any email sent to my address will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"How dare you trespass on your own property!"

903. -ATARI- Advocacy, dammit!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <863084250_OASIS_@pcc-uky.campus.mci.net>
Source record: 6152

This is my 100 percent pure, full-fledged, TOS flag waving, -ATARI- advocacy posting, dammit! This ain't no Apple FUD, Risc vs Cisc, God! Amiga people, whether Unix progammers make more money (and who cares anyways!) posting...

We own the best little computer on the 3rd rock from the Sun with simply the friendliest OS around...

So naaah-naaah, nah-nah, naaah...

<good ole-fashioned, rib-tickling, mirth-gathering, ROFLOL episode>

--

```
_/_/_/
```

904. Re: -ATARI- Advocacy, dammit!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-08 00:00:00 UTC
From: <>
Message-ID: <33724010.2232855@news.duke.edu>
Source record: 6153

Amen!

Enough with the cross posting B.S.

905. Neede: Resellers for Adv. Comp. Products.(only serious replies).

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-08 00:00:00 UTC
From: Jeroen <amocomp@dds.nl>
Message-ID: <5kthl0$39h@guust.globalxs.nl>
Source record: 6154

This message is being brought to you by Dynamic Mail - the easier and faster's
way to explodes your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
----

Hello

I am starting up a company in the Netherlands. We are distributor for many products in Europe and outside. We are looking for companies who want to become reseller of some of our products in there country.

We have products for every branche in our assortiment. Just mail me and we can discuss this further.

We are also looking for programmers since we are developing software ourselves, If you can program good please contact me and we can discuss this.

Sincerely

Ruben Daniels

906. Neede: Resellers for Adv. Comp. Products.(only serious replies).

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-08 00:00:00 UTC
From: Ruben <amocomp@dds.nl>
Message-ID: <5ktjvf$39h@guust.globalxs.nl>
Source record: 6155

This message is being brought to you by Dynamic Mail - the easier and faster's
way to explodes your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
---

I need Software developers who can program highly advanced graphic programs.
The Software needs to run on Unix Workstations and Windows NT/95 environment.

It is not a one person project. You will be working with multiple people.
So you have to know(or learn fast) how to work in a team.
It doesn't matter were you live. 'Cause we can have contact through the Internet.

If you think you can do this, PLease ReMail this message and tell me something
about yourself and your work(not neccesary). And I will send you some more information.

Sincerely

Ruben Daniels

907. Free: Make 3D scan from real object to virtual object

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-08 00:00:00 UTC
From: Ruben <amocomp@dds.nl>
Message-ID: <5ktnb8$39h@guust.globalxs.nl>
Source record: 6156

This message is being brought to you by Dynamic Mail - the easier and faster's
way to explodes your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
---

The CAD industry is a very delicate industry.
Everything has to be precies sometimes as precise as a 10th or 1/100 of a mm.
This is iin some case impossible to do with a computer cad program.

Companies that have these problems for instance people in the designing industry have to make everything perfect.
For them is it impossible and much to time costly to use a computer fo this purpose.

Well I have got the best thing for you.

It is an machine developed in Denmark.
There is still only one prototype of it.
It is a laser wich can scan any object and make it into a dxf format file.

Of course you can see that this machine has unlimited possiblities to use it.

We offer now, 'cause we still have to refine and test it, a free use of the machine.
The only thing you have to pay are the transportation of the object you want to scan to send to Denmark.

It has an accuracy of about 1/10 mm but if the machine is ajusted just right it cen be even more accurate.
In the future we expect it to be as accurate as 1/100 of a mm.

Of course the objects cannot be very large. If they are they must scanned in a couple of times.
Of course this is no problem.

It can save tens of thousands of dollars because else someone had to make it with the computer which is impossible to do with a precision of a 10th mm.

The speed of this machine is incredible of course you can control this but it can be done in 5 minutes. Of course the scan will be better if you let it take more time to scan.

Please remail this message for more information. Please tell me what kind of object you want to use it with etc. If you want to make use of the testing we will bring you in contact with the developer of the 3D laser.

When you remail lthis message please answer the following questions.

Thank you

- If this machine was brought to the market what would you be willing to pay for it?

$10.000 - $20.000
$20.000 - $30.000
$30.000 - $40.000
$40.000 - $50.000
Another value please type it yourself

- What would you use it for and what do you think it can be used for?

- Do you know people who could use this product? (Do you want us to contact them)

Sincerely

Ruben Daniels

amocomp@dds.nl

908. Re: -ATARI- Advocacy, dammit!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-08 00:00:00 UTC
From: JEDI
Message-ID: <5ksv8i$ror@drn.zippo.com>
Source record: 6157

In article <863084250_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net says...
>
>
> This is my 100 percent pure, full-fledged, TOS flag waving, -ATARI- advocacy
> posting, dammit! This ain't no Apple FUD, Risc vs Cisc, God! Amiga people,
> whether Unix progammers make more money (and who cares anyways!) posting...
>
> We own the best little computer on the 3rd rock from the Sun with simply the
> friendliest OS around...
>
> So naaah-naaah, nah-nah, naaah...
>
> <good ole-fashioned, rib-tickling, mirth-gathering, ROFLOL episode>

I'll have to remember to wave about my "a well designed Atari ST HTML
editor could do anything Word97 can" assertion about more often...

'-)

909. Where is the ST now?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-10 00:00:00 UTC
From: mjlamb <mjlamb@MCI2000.com>
Message-ID: <01bc5cfa$7a7fb360$bc0637a6@lamb>
Source record: 6158

Hello!

I used to own an Atari 500ST and thoroughly enjoyed it. However, I have since lost touch with the happenings of the ST and Atari. Are they still around? All news is welcomed. Thanks!

Mike

910. photo@library

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-10 00:00:00 UTC
From: pix@perfect
Message-ID: <H#d$pISX8GA.90@graylady.usa1.com>
Source record: 6159

Hi, we'll get right to the point. We operate one of the finest
quality custom color labs in the USA. To introduce you to our
service we're offering the following Internet enlargement special:

Your color negatives hand printed on Kodak Supra Professional
16x20 inch paper. All negatives printed full frame.
Exhibition quality and color corrected---send us any size color
negative (35mm up to 4x5 inches).

* * * * * * * * * *
16 x 20 inch color enlargement special
5 identical prints from same negative-------$79
10 identical prints from same negative------$129
* * * * * * * * * *

Most orders 1 to 2 days in the lab. Add $6 priority mail shipping;
international add $10. We accept Visa and Mastercharge.

Mail your negative(s) and payment to:

TSP CUSTOM LAB
P.O. Box 248
Lake Village, IN 46349 USA
phone 219-992-2413 fax 219-992-2644

visit our website http://www.centralcontrolsystems.com/saylordesign/photo/prolab.htm

911. FREE at home bussiness

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-10 00:00:00 UTC
From: Duncan <duncan@mm1.sprynet.com>
Message-ID: <5l2nvh$sjq@lal.interserv.com>
Source record: 6160

```
This is truly a great opportunity. With a little work, you can make a LOT of money!!!!
http://freedomstarr.com/?GR9021010
for details. Just do it!!!

**********************************************************************
This message has been sent using DYNAMIC MAIL. For more Information
and Free Demo: http://www.freeyellow.com/members/concorde/index.html
**********************************************************************
```

912. Re: Where is the ST now?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-10 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5l130r$80v$1@ash.ridgecrest.ca.us>
Source record: 6161

On 10 May 1997 04:31:49, "mjlamb" wrote:
>Hello!
>
>I used to own an Atari 500ST and thoroughly enjoyed it. However, I have
>since lost touch with the happenings of the ST and Atari. Are they still
>around? All news is welcomed. Thanks!
>
>Mike
>.

What is a 500ST? :)

Mike

Falcon user (no, not the PC game:)

Lurk in comp.sys.atari.st and watch for the term Falcon to come up:).

913. Falcon and software for sale - GREAT BARGAIN!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-11 00:00:00 UTC
From: brmiller@tiac.net
Message-ID: <3376526D.CE20D389@tiac.net>
Source record: 6162
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Yep, folks, I've been a TOS user for well nigh ten years now, but it's finally time to sell the ol' Falcon (which was a fantastic machine for my media business from 1994 to 1996!)

So, I've decided to price it low so someone else can get as much fun and use out of it as I did.&#65533; The following is the listing of what I have for sale, and how much it will cost ya (note - add in the shipping fee and COD fee):

One Atari Falcon 030 4/0 - Yep, this is the good ol' stock Falcy we all know and love.&#65533; It comes with keyboard, mouse, and all the other myriad ports and software that Atari included (GDOS, language disk, etc.), including MultiTOS and AtariWorks.&#65533; I'll also throw in Geneva, the fast multitasking environment with customizable appearance.&#65533; Most manuals are included, as are original disks.&#65533; If you REALLY have to have it, I can throw in the original box, too (though it would take longer to get to you that way).&#65533; Asking $400 OBO.

One 500 megabyte hard disk with Falcon cable - it's got a ton of shareware, registered and unregistered, as well as HD-installed versions of the Geneva multitasking OS and AtariWorks (both of which I'll keep on there if you buy the computer, since you'd have the legal copies already.&#65533; Otherwise, they won't be on there).&#65533; In particular, there's a wonderful working Internet setup, with CAB, STiK, Newsie, MGFTP, and a number of other goodies, all waiting to go!&#65533; And if you decide to go for the whole bundle, all the commercial apps below will be on it already (plug and go computing!)&#65533; Asking $150 OBO.

One copy of Calamus SL - the wonderful modular DTP package.&#65533; Includes all the base modules plus raster objects, vector objects, and a few extra fonts from a DMC upgrade deal.&#65533; Everything you need to do top-quality desktop publishing work.&#65533; All manuals and disks included.&#65533; Asking $75 OBO.

One copy of Envision Elite - a great bitmap editor, with lots of powerful functions.&#65533; Sort of a "mini-Photoshop," without the filter plug-ins, this program allows full editing in color and has a number of powerful brush and tool functions.&#65533; All manuals and disks included.&#65533; Asking $25 OBO.

One copy of Papyrus 3 - WOW!&#65533; What a WP!&#65533; This document processor includes EVERYTHING you need to get started and keep going,

including full GDOS and SpeedoGDOS support, a powerful spell-checker, and layout options that make it a formidable challenger to word processors like WordPerfect for Macintosh!&#65533; All manuals and disks are included.&#65533; Asking $75 OBO.

One MiGraph COLORBURST 16-bit color hand scanner - WOW again!&#65533; This hand-scanner from Migraph works with the Falcon only, and allows true-color scans of just about everything!&#65533; Includes all manuals and disks, as well as interface cable.&#65533; Falcon only, asking $150 OBO.

One Supra 14.4 FAX Modem with cables - nice for browsing the web with.&#65533; Works great with STiK and CAB/Newsie/Oasis, etc.&#65533; Asking $50 OBO.

So. . . the total system, as priced above, with everything, is $925!&#65533; Buy everything together, and I'll sell it for only $825 OBO!&#65533; All you need to do is add an Atari monitor or VGA monitor (with appropriate adaptor), and you'll cruise into high-speed TOS computing without a hitch!

If you're interested, please e-mail me at brmiller@tiac.net, and we'll talk!&#65533; I'll verify that everything's in working order before I send it out to you, so if there are any problems, they'll be caught.&#65533; Finally, unfortunately, I have to insist that all transactions be conducted COD, with the buyer paying the COD and shipping costs.&#65533; I am only doing this because an unscrupulous individual stole my 1040ST from me by writing me a bogus check.

Thanks for your time!

914. Infusion BBS Software

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-11 00:00:00 UTC
From: Grant Passmore <skaboy@usa.net>
Message-ID: <33765d09.0@data.wt.net>
Source record: 6163

I just thought I'd let everyone know....

There is finally a BBS Software with all of the great features of OBV/2 and Iniquity, but without the bugs and bad
support. Infusion BBS Software is a new generation in BBS Software, modeled after OBV/2 and Iniquity with everything
that the sysop can imagine..and more.

Some basic features are:

o Multi-node upto 255 concurrent users
o Light-bar support [arrow keys]
o Requires NO Fossil Driver [selectable FOSSIL, ASYNC, and Digiboard for each node]
o Online Configuration [menu editor, string editor, evemt editor, node editor, system editor, etc]
o Pipe Color Codes
o MCI Codes
o Powerful scripting language
o Internal One-Liners, Blacklist, voting booth, etc
o Internal Z-Modem, X-Modem, Y-Modem, Y-modem-g [no limit to external protocols]
o Internal COMM Program with internal protocols, Auto Up/DL
o Great support
o Basically all of the great features of OBV/2 and Iniquity combined

Infusion has been picked up by fuEl [international art group], and Infusion 1.0th will be released June 10th.

Come to the Infusion Home-Page at http://web.wt.net/~sparky/ibbs/ and jump into the JAVA Based Chatroom,
or come to the ANNEX, the official Infusion IRC Server [irc.annex.net] #infusion / #bbs

send the author skaboy101 [Grant Passmore] E-mail at skaboy@usa.net

-lata
skaboy101

915. Re: Where is the ST now?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-12 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <5l5nfk$m0jc_002@news.ti.com>
Source record: 6164

In article <5l1130r$80v$1@ash.ridgecrest.ca.us>, mgrove@owens.ridgecrest.ca.us (Michael Grove) wrote:
>

>>
>>I used to own an Atari 500ST and thoroughly enjoyed it. However, I have
>>since lost touch with the happenings of the ST and Atari. Are they still
>>around? All news is welcomed. Thanks!
>>
>>Mike
>>.
>
>
>What is a 500ST? :)
>

Guess that the guy *really* lost touch!

Willam

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong - ST user in SINGAPORE ||| 520ST+4Mb+44MB+Mag!X
Email:wongck@letterbox.com ||| F030+4Mb+84MB+MTOS
http://wongck.home.ml.org / | \ 486DX33+WFW P90+WinNT

916. The great Atari hardware sale is now just a software sale!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-12 00:00:00 UTC
From: brmiller@tiac.net
Message-ID: <33775E32.6D59B6B9@tiac.net>
Source record: 6165
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hello, everyone:

The Falcon, hard drive, and scanner I was selling are now sold!
Here's what remains of my esteemed inventory:

One copy of Calamus SL - the wonderful modular DTP package.
Includes all the base modules plus raster objects, vector objects,
and a few extra fonts from a DMC upgrade deal. Everything you need

to do top-quality desktop publishing work. All manuals and disks
included. Asking $75 OBO.

One copy of Envision Elite - a great bitmap editor, with lots of
powerful functions. Sort of a "mini-Photoshop," without the filter

plug-ins, this program allows full editing in color and has a
number of powerful brush and tool functions. All manuals and disks

included. Asking $25 OBO.

One copy of Papyrus 3 - WOW! What a WP! This document processor
includes EVERYTHING you need to get started and keep going,
including full GDOS and SpeedoGDOS support, a powerful
spell-checker, and layout options that make it a formidable
challenger to word processors like WordPerfect for Macintosh! All
manuals and disks are included. Asking $75 OBO.

One Supra 14.4 modem with cables - great for web browsing. Asking
$50 OBO.

If you're interested, please e-mail me at brmiller@tiac.net. The
remaining stuff clocks in at $225, but buy it all together, and I'll let
you have it for just $200 (plus S/H and COD costs).

Thanks!

brmiller@tiac.net

917. FreeNetAccessWorldwide

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-15 00:00:00 UTC
From: interbbs@hotmail.com
Message-ID: <337b324d.3040812@bang-olufsen.dk>
Source record: 6166

Free internet connection worldwide via our BBS.
Please visit as much as possible our sponsor pages,
it's how we are paid...
Follow the link and enjoy...

http://www.cybercity.hko.net/LA/interbbs/index.htm

aababcabcd1121231234

918. Spy people on the Net

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-15 00:00:00 UTC
From: benh@hotmail.com
Message-ID: <337b9562.3343724@bang-olufsen.dk>
Source record: 6167

I present here my two most recent software which I hope they interest you.
they are progammed by Turbo C++ and run under Windows(3.11 and 95).
here is a short description of these two software.

1-Robot Spy 1.0
at my knowledge, this software is the first and the unique of its kind.
This software allow you to spy your friends who are on the net at the same time
of you, it permits to see exactly what they do on their screen, pixel by pixel,
anywhere, in the world, at the condition they are connected to the internet.
how does-it work?
it's simple, you send a file to the person you want to spy telling to him it's a
game or everythings else, the objectif is this person run the file. from this time,
a batch file is installed on his computor, and everytime this person use internet,
this batch connects him secretly on our server.
on your side, you , after the installation of the other part of the software every time
you want, you can connect on our server with your password and have the list of all the
persons who received your batch and who are connected at this time.
the only thing you have to do is to click on the name of the person you want to spy.
a window opens containing exactly the screen of the person spied, you can have
ten pictures per second with 256 colors, if you switch to balck and white mode you can
onbtain a real time sequence, approximatly 30 pictures by second.

Robot Mailer 1.1
The message you are reading presently is sent to more then 20,000 newsgroups with
this software. This program automates FreeAgent, and reach with a connection of 28,8 Kbauds
5,000 news per hours. It can also find a maximum of 50,000 e-mail adresses from internet
and
send a message in 4 or 5 hours. You can obtain with this sofware the most powerful tool of
mass transmittion on the internet.

Robot Spy 1.0.................20 US$
Robot Mailer 1.1.............20 US$
Both.............................30 US$

I'm sorry i can't accept credit card, but you can send an international money order to:

Ben Hedi Nassef
1481 Ste-Catherine est #7
Montreal, PQ, H2L-2H9
Canada

Don't forget to include your e-mail on a paper, you receice the software ordered in your
e-mail the day we receive the money order.

919. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-16 00:00:00 UTC
From: "David R. Hudspeth" <Dave_Hudspeth@MSN.COM>
Message-ID: <022c7f1b$539bf8e0$f6b6c5cd@dhudspeth>
Source record: 6168
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy

JEDI wrote in article <5lceum$bqf@drn.zippo.com>...
> In article <337926c8.18447345@newsstand.cit.cornell.edu>, wmg@cornell.edu
says...
> >
> >Are you insane? I've used both. My memory of GEM (on an Atari) is of
> >sitting there watching as folders were slowly painted onto the screen.
>
> I'm quite sane. With double buffering and better than local bus
video,
> GEM on the Atari ST was quite capable of handling it's load. You're
> the one lacking sanity: your PC memories are bleeding into your Atari
> ones.
>
> The ST had some genuine problems: turning the GUI into realtime
software
> was NOT one of them.
>
> The PC, on the other hand, manages this quite nicely and would be
doing
> so still if floor hadn't dropped out of memory prices. I have no
doubt
> that Redmond bloat (and fools like you) will ensure that it is so
again.
>

Geez--I _have_ an Atari 520ST, with the single-sided 720K drive and 512KB of memory and an 8 MHz 68000 CPU. It's great for playing Chaos Strikes Back (since FTL for some reason went out of business before it ported CSB to the PC, and I'm tired of playing Dungeon Master), but other than that, my old 12 MHz 80286 beat the pants off it in every other category. Way back in ancient days (1988 or so), Byte ran a comparison of the Motorola CPUs vs. Intel, and the 68000 at 8 MHz was equivalent to a 4 MHz 286 (if there were one that slow)... And you're comparing it to a Pentium?? Whatever you've been smoking, it's clearly toxic to brain cells <g>...

BTW, this is not just my lowly opinion. I showed your post to a couple of former rabid Atari users (who had thousands invested in their multiple 1040ST systems), and they agree. While we remember the Atari with fondness, it was by no means fast at anything, except in comparison to a 4.77 MHz 8088 machine. Let's not lose all resemblence to reality here...

--
Dave H
dhudspeth@nospam.severnapark.com

920. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-16 00:00:00 UTC
From: wmg@cornell.edu
Message-ID: <337bde83.19700177@newsstand.cit.cornell.edu>
Source record: 6169
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 8 May 1997 09:21:55 GMT, Big Mad Drongo <A.G.Jackson@durham.ac.uk>
wrote:
(SNIP)
>Hm. This is something I come up against as well. The solution? Load up a
>very small and efficient vector art package (time taken: probably less
>than it takes to start editing a picture in Word :-), edit the drawing in
>that and save it directly into the document in the DTP package. It's lucky
>I've got a small and efficient vector art package in ROM, really, isn't
>it?
>
>It's far more sensible this way IMNAAHO, because if I want to draw
>something more complex I can get hold of a more complex vector art
>package. If I want to create different styles of bitmap art to go in my
>document I can use different art packages. I'd rather have a number of
>small specialised apps that work together nicely than one large package
>that tries to do everything and doesn't necessarily do a good job of it,
>and almost certainly doesn't do it exactly the way I want.
>
>Adrian
Aren't I lucky that there is one large package that includes most of
the tools I need all together in one place! Still, if I need
something more powerful I can use a specialized app! Life is
wonderful!

921. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-16 00:00:00 UTC
From: Roger Christie <rchristi@spinach.xylogics.com>
Message-ID: <337C5E4E.66AB@spinach.xylogics.com>
Source record: 6170
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

wmg@cornell.edu wrote:
>
> Aren't I lucky that there is one large package that includes most of
> the tools I need all together in one place! Still, if I need
> something more powerful I can use a specialized app! Life is
> wonderful!

The operative word here is 'large'.

922. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-16 00:00:00 UTC
From: wmg@cornell.edu
Message-ID: <337cc66e.3643629@newsstand.cit.cornell.edu>
Source record: 6171
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Fri, 16 May 1997 10:17:03 -0400, Roger Christie
<rchristi@spinach.xylogics.com> wrote:

>wmg@cornell.edu wrote:
>>
>> Aren't I lucky that there is one large package that includes most of
>> the tools I need all together in one place! Still, if I need
>> something more powerful I can use a specialized app! Life is
>> wonderful!
>
>The operative word here is 'large'.

Yes, but considering that it includes four major applications, it's
not that large. If you have a 280MB drive, it's LARGE. If you have a
2 GB drive, it's not so large. If you have a 3.8 GB drive, you hardly
need to worry.

923. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-16 00:00:00 UTC
From: JEDI
Message-ID: <5lhm52$r2j@drn.zippo.com>
Source record: 6172
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy

In article <022c7f1b$539bf8e0$f6b6c5cd@dhudspeth>, "David says...
>
>
>
>JEDI wrote in article <5lceum$bqf@drn.zippo.com>...
>> In article <337926c8.18447345@newsstand.cit.cornell.edu>, wmg@cornell.edu
>says...
>> >
>> >Are you insane? I've used both. My memory of GEM (on an Atari) is of
>> >sitting there watching as folders were slowly painted onto the screen.
>>
>> I'm quite sane. With double buffering and better than local bus
>video,
>> GEM on the Atari ST was quite capable of handling it's load. You're
>> the one lacking sanity: your PC memories are bleeding into your Atari
>> ones.
>>
>> The ST had some genuine problems: turning the GUI into realtime
>software
>> was NOT one of them.
>>
>> The PC, on the other hand, manages this quite nicely and would be
>doing
>> so still if floor hadn't dropped out of memory prices. I have no
>doubt
>> that Redmond bloat (and fools like you) will ensure that it is so
>again.
>>
>
>Geez--I _have_ an Atari 520ST, with the single-sided 720K drive and 512KB
>of memory and an 8 MHz 68000 CPU. It's great for playing Chaos Strikes
>Back (since FTL for some reason went out of business before it ported CSB
>to the PC, and I'm tired of playing Dungeon Master), but other than that,
>my old 12 MHz 80286 beat the pants off it in every other category. Way
>back in ancient days (1988 or so), Byte ran a comparison of the Motorola
>CPUs vs. Intel, and the 68000 at 8 MHz was equivalent to a 4 MHz 286 (if
>there were one that slow)... And you're comparing it to a Pentium??
>Whatever you've been smoking, it's clearly toxic to brain cells <g>...

I don't believe I ever compared CPU's. I compared RAM.

With 4M and Laser C, admittedly an austere enviroment, I outran
any PPro200 using whatever development tools were available.

It's all simply a matter of engineering and building solutions that
fit in the hardware constrants given.

NOT doing that is what turns these barn burners into sloths 10 times,
or more, slower than they should be.

>
>BTW, this is not just my lowly opinion. I showed your post to a couple of
>former rabid Atari users (who had thousands invested in their multiple
>1040ST systems), and they agree. While we remember the Atari with
>fondness, it was by no means fast at anything, except in comparison to a
>4.77 MHz 8088 machine. Let's not lose all resemblence to reality here...

The situation is not quite as simple as you make it out to be.

924. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-16 00:00:00 UTC
From: px-chris@ndirect.co.uk
Message-ID: <19970516.202356.24@paradox.ndirect.co.uk>
Source record: 6173
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sy

In message <E8sxBo.Hw6@cryton.demon.co.uk> Hugo Fiennes wrote:

>Eugene O'Neil (eugene@cs.umb.edu) wrote:
>
>: They won't just shelve it, that would be a waste of good money. I think gateway
>: just saw a bargan-basement deal on some great technology, and snapped it up.
>: Expect to see all those custom Amiga chips soon... in a Windows-compatable
>: Gateway computer near you!
>
>I'd be suprised. Graphics and sound have moved on a bit - the architectures
>in some of the PC graphics cards are truly awesome: puts the amiga into
>perspective. As for sound.... well, when synth manufacturers make PC sound
>add-ons, you know they're good.

Got to agree with Hugo here - whilst the Amiga custom chips were once well ahead of the field in terms of the video and sound they could handle, they are now completely outclassed.

My guess is that since it should now be possible to put all the Amiga custom chipset together with a 68K compatible processor core on a single ASIC, and since the AmigaOS has such a nice small memory footprint it could make quite a capable competitor to such things as the home NC and WebTV.

Of course this was also the market that VisCorp wanted the Amiga for - the difference with Gateway is that they have the investment capital and

marketing clout to make it work. Whether they have the technical design skill to produce a good product at the right price point is another matter. If they do, then the Amiga could start causing problems for Acorn once again.....

Chris.

--
------------------> http://www.ndirect.co.uk/~paradox/ <------------------
Turn left off the T1 superhighway just after infocentral and you'll find a rutted datapath with a 2.4 kbps speed limit. At the end of the path an old IBM AT lies in bits. Inscribed on the rusting case are the immortal words .. Once you understand your computer it is obsolete

925. Metrics

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-17 00:00:00 UTC
From: Information
Message-ID: <5107cd$12184.25b@news.psrinc.com>
Source record: 6174

Great Site URL:http://www.psrinc.com/metsys.htm

926. Re: Meet your Atari idols

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-17 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.usaspam
Message-ID: <5ll98fqgd2@ash.ridgecrest.ca.us>
Source record: 6175

On 17 May 1997 20:55:38, Paul Smith wrote:
><Snip>
>
> No matter how many times I see this message, for some reason
>my eye reads the topic as "Meet your Atari idiots". Hmm- All the local
>Goodwill staff going to be there? :-)
>
> -Paul Smith.
> Coming as soon as I find some free space- Paul's World!
> B/S/T Atari,N64,Pong,NES,C-64,Terminator,Nirvana, and Wrestling items.
> "The future is not set. There is no fate but what we make for ourselves."
>
>.

I think the "Idiots" are the ones who have been cross posting Mac and
PC bullshit into this newsgroup for the last four or five months.
The reality of it is, in c.s.a.st, the people are helping eachother
with a platform they enjoy. In every thread from the cross post here
lately, are blind stupid comments on eachothers operating system. 90%
of you don't know what the fuck your talking about. Mac users
are trying to keep their idenity and dream of a Mac perfect world,
and the PC users are Gates clones with sticks up thier ass. If you
were real computer users, you would go purchase a good RISC UNIX box
and perform some sort of useful function. I'm glad not to be part of
the PC clone world, and while Macs are pretty to look at, I don't want
to stand in a river of software that is constantly changing directions.

927. Internet for free worldwide+

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-17 00:00:00 UTC
From: netfree@hotmail.com
Message-ID: <337e22de.22191897@news.nasionet.net>
Source record: 6176

Free adult internet connection worldwide via our BBS.
Please visit as much as possible our sponsor pages,
it's how we are paid...
Follow the link and enjoy...

http://www.cybercity.hko.net/LA/interbbs/index.htm

928. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-18 00:00:00 UTC
From: steve_sullivan@hotmail.com
Message-ID: <steve_sullivan-1805971227430001@sjx-ca40-19.ix.netcom.com>
Source record: 6177
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

> I can't help but feel that a lot of games multitasking is basically
> multitasking for multitasking's sake. I mean, a lot of fuss is given to
> "wow, we can run Doom at the same time as Word and Excel" or something
> like that (under Win95, not RISCOS) but how many people actually DO
> this? I for one play games OR do serious stuff. Never do I do both at
> the same time. Perhaps during that coffee break, but I'd be loathe to
> leaving Windows apps running alongside a game like Doom or Quake.

I disagree. You start downloading Netscape, get a hankering to play
marathon infinity, and what happens? Your file transfer flails. I want
to be able to play marathon and not have my file transfer
flail!!!!!!!!!!!!!!!!!!

929. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-18 00:00:00 UTC
From: ekleberr@infinet.com
Message-ID: <ekleberr-1805971742370001@cmh-p108.infinet.com>
Source record: 6178
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <steve_sullivan-1805971227430001@sjx-ca40-19.ix.netcom.com>,
steve_sullivan@hotmail.com (steve sullivan) wrote:

> > I can't help but feel that a lot of games multitasking is basically
> > multitasking for multitasking's sake. I mean, a lot of fuss is given to
> > "wow, we can run Doom at the same time as Word and Excel" or something
> > like that (under Win95, not RISCOS) but how many people actually DO
> > this? I for one play games OR do serious stuff. Never do I do both at
> > the same time. Perhaps during that coffee break, but I'd be loathe to
> > leaving Windows apps running alongside a game like Doom or Quake.
>
> I disagree. You start downloading Netscape, get a hankering to play
> marathon infinity, and what happens? Your file transfer flails. I want
> to be able to play marathon and not have my file transfer
> flail!!!!!!!!!!!!!!!!!!

First, running Word or Excel at the same time as Marathon or Doom or ANY
game is easy, and worthless. Neither word or excel use the CPU during
idle time, thus there is no multitasting going on. As far as Netscape and
Marathon, this has nothing to do with the system really, Bungie made
Marathon so that when it loads it disables the system and multitasking.
Marathon locks out everything so it gets max CPU time. A bad multitasking
system or not, nothing else moves while Marathon is running. Try this,
after starting your download, and loading marathon, hit command-shift-5
(*I THINK*) Not sure about that, but there is some key command the
re-enables multitasking. This should allow your download to go on.
However there is a performance hit, and again, not sure about the key
command. Check the marathon news group for that.

ALE

930. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-18 00:00:00 UTC
From: Tim Wiser <mit@cowgate.demon.co.uk>
Message-ID: <SUbxOOATzufzEwP5@cowgate.demon.co.uk>
Source record: 6179
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5kfqm6$eh9@sunsystem5.informatik.tu-muenchen.de>, Juergen
Fischer <fischerj@Informatik.TU-Muenchen.DE> writes

><ant020810bc8QSS7@johnward.zynet.co.uk>... John M Ward
>(johnward@mail.zynet.co.uk) wrote:
>> In article <3369668E.3E88@ehs.dk>, Kent Friis
>> <URL:mailto:/dev/null@ehs.dk> wrote:
>> >
>> You haven't seen _multitasking_ until you have seen
>> Doom and Quake run side by side.

I can't help but feel that a lot of games multitasking is basically
multitasking for multitasking's sake. I mean, a lot of fuss is given to
"wow, we can run Doom at the same time as Word and Excel" or something
like that (under Win95, not RISCOS) but how many people actually DO
this? I for one play games OR do serious stuff. Never do I do both at
the same time. Perhaps during that coffee break, but I'd be loathe to
leaving Windows apps running alongside a game like Doom or Quake.

Tim.

--
Tim Wiser (Mit) (gMa20b61176h62eBiq0.0)

mailto:mit@cowgate.antispam.demon.co.uk To send me mail, remove the antispam
http://www.cowgate.demon.co.uk/mit/ section of this mail. Other mail will
be automagically rubberised.

931. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-18 00:00:00 UTC
From: rsteiner@skypoint.com
Message-ID: <slrn5ntii7.4d.rsteiner@gildor.skypoint.com>
Source record: 6180
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Here in comp.os.linux.advocacy, Tim Wiser <mit@cowgate.demon.co.uk>
spake unto us, saying:

>I can't help but feel that a lot of games multitasking is basically
>multitasking for multitasking's sake. I mean, a lot of fuss is given to
>"wow, we can run Doom at the same time as Word and Excel" or something
>like that (under Win95, not RISCOS) but how many people actually DO
>this?

I tend to play games quite a bit under Warp while doing large FTP xfers
and other things. Not a daily occurrence, but I'd guess I'm doing that
at least 3 times a month.

I also tend to get lazy and leave things open all over the place -- as
long as the OS allows me to do that, it isn't a problem. Why close a
program I might want to get back to when it's not impacting me?

--
-Rich Steiner >>>---> rsteiner@skypoint.com >>>---> Bloomington, MN
Written online using slrn 0.9.3.2 and fte 0.45 for Linux!
The Theorem Theorem: If If, Then Then.

932. Re: re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-19 00:00:00 UTC
From: JEDI
Message-ID: <5lpomh$7lh@drn.zippo.com>
Source record: 6181
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <864081977mnewspaul@ultra.net.au>, paul@ultra.net.au says...
>
>
>>
>>
>> In article <5kfqm6$eh9@sunsystem5.informatik.tu-muenchen.de>, Juergen
>> Fischer <fischerj@Informatik.TU-Muenchen.DE> writes
>>
>> >> >
>> >> You haven't seen _multitasking_ until you have seen
>> >> Doom and Quake run side by side.
>>
>> I can't help but feel that a lot of games multitasking is basically
>> multitasking for multitasking's sake. I mean, a lot of fuss is given to
>> "wow, we can run Doom at the same time as Word and Excel" or something
>> like that (under Win95, not RISCOS) but how many people actually DO
>> this?

If I want to run GUI apps just one at a time, I can just use an Atari ST.
Even on the lowly ST, I was doing background xfers while running other
things. Most computers are expensive. Letting them sit mostly idle
because your OS is unsophisticated is quite silly.

>
>
>Yes, of course you are right. I think the point being made was how well
>it multi-tasks (smoothly), not that you would actually use multi-tasking
>in that manner as a necessity. But if it can smoothly multi-task in
>this manner, then it can probably do the same when running multiple
>applications out of necessity.

If one is foolish enough to start a Netscape download, it's nice
to know that the entire machine isn't crippled for the duration...

933. Metrics

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-19 00:00:00 UTC
From: Information
Message-ID: <5137cd$c30.2e1@news.psrinc.com>
Source record: 6182

Great Site URL:http://www.psrinc.com/metsys.htm

934. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-19 00:00:00 UTC
From: Bryan Seigneur <bry@muse.sonetech.com>
Message-ID: <3380BFC3.2FD8E658@muse.sonetech.com>
Source record: 6183
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Tim Wiser wrote:
> In article <5kfqm6$eh9@sunsystem5.informatik.tu-muenchen.de>, Juergen
> Fischer <fischerj@Informatik.TU-Muenchen.DE> writes
>
> ><ant020810bc8QSS7@johnward.zynet.co.uk>... John M Ward
> >(johnward@mail.zynet.co.uk) wrote:
> >> In article <3369668E.3E88@ehs.dk>, Kent Friis
> >> <URL:mailto:/dev/null@ehs.dk> wrote:
> >> >
> >> You haven't seen _multitasking_ until you have seen
> >> Doom and Quake run side by side.

Like in two windows? On Linux or what? Win and OS2 don't have
enough vid speed in the GUI. In Linux there's almost no
difference between the console and the GUI. (Preen)

> I can't help but feel that a lot of games multitasking is basically
> multitasking for multitasking's sake. I mean, a lot of fuss is given to
> "wow, we can run Doom at the same time as Word and Excel" or something
> like that (under Win95, not RISCOS) but how many people actually DO
> this? I for one play games OR do serious stuff. Never do I do both at
> the same time. Perhaps during that coffee break, but I'd be loathe to
> leaving Windows apps running alongside a game like Doom or Quake.

Well, not apps, but it's nice to be able to keep file and print
sharing going on for other people if a group of us are Descenting.

As far as home machines go, I think multitasking in the GUI is just
totally overated. Who uses it? It's just confusing to a newbie; he
does one thing at a time. Only real geeks really use their GUI. And
a lot of apps nowadays just ditch the standard Windows or 95 or
OS2 look and feel and do their own suped-up mega-resource-intensive
multimedia thing. Which is cool with me, cause Linux and X and
whatever-win-manager-you-use doesn't have a standard look and feel
like Motif or CDE. Linux apps use different things, motif
statically linked, or athena, or tcl/tk whatever. People use the
apps, not the OS.

Supposing we DIDN'T have a particular near-universal (but
sinfully proprietary) look and feel. Did we all want that,
or just a binary compatibility standard? (If we did just
want that, at what cost did we get it (with MS), and did we
really get it at all?)

> --
> Tim Wiser (Mit) (gMa20b61176h62eBiq0.0)
> mailto:mit@cowgate.antispam.demon.co.uk To send me mail, remove the antispam
> http://www.cowgate.demon.co.uk/mit/ section of this mail. Other mail will

--
Bryan Seigneur
/ / inux
/ /__ink ==> http://www.sonetech.com/~bry/linmarks.html
/____/ist

935. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-19 00:00:00 UTC
From: johnb@hk.super.net.remove_this_to_mail_me
Message-ID: <johnb-ya02408000R1905972220220001@news.hk.super.net>
Source record: 6184
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <SUbxOOATzufzEwP5@cowgate.demon.co.uk>, Tim Wiser
<mit@cowgate.antispam.demon.co.uk> wrote:
:I can't help but feel that a lot of games multitasking is basically
:multitasking for multitasking's sake. I mean, a lot of fuss is given to
:"wow, we can run Doom at the same time as Word and Excel" or something
:like that (under Win95, not RISCOS) but how many people actually DO
:this? I for one play games OR do serious stuff. Never do I do both at
:the same time. Perhaps during that coffee break, but I'd be loathe to
:leaving Windows apps running alongside a game like Doom or Quake.

Heh, it's not so long ago that people were deriding the Mac for having bitmapped graphics for graphics sake, or sampled sound for sound sake. It took a long time for them to be persuaded that graphics and sound were more than just useless toys, and could make computers easier to use and so increase productivity. Now all modern computers have hi-res colour bitmapped graphics and 16 bit stereo sound input and output, and no-one questions the benefit of these capabilties.

So with game multitasking: right now machines need all their horsepower to drive Quake at a maximum fram rate, and people have got used to disabling other apps when playing graphically intensive games. But very soon this won't be necesary: with 3D accelerators taking care of graphics processing even today's computers don't need to spend all there time running a game, and with processor and other computer technology improving dramatically pretty soon even your basic non-3D-accelerated PC will be able to run Quake well utilising less than half of it's processing power. Apple demoed Quake running in a window on Rhapsody alongside 2 QuickTime movies, all running at close to 30 FPS, on current hardware with pre-Alpha release of Rhapsody (their next-gen OS), at their WWDC.

Will anyone use this ? Sure. I doubt I'll ever want to play Quake and word process at the same time. But it'd be very useful if I could run Quake without disabling my fax and voicemail software, so the computer could keep on monitoring the phone as I played, or as it monitored e-mail and alerted me of any urgent messages, or downloaded files in the background, or compiled and linked a large project. Or whatever. Very soon probably most games will support multitasking in a window alongside other apps, and people will think nothing of using a game alongside another app, much as they think nothing now of full-screen, 30fps rendered 3D games.

John

--
John Blackburne - programmer, writer, consultant, trainer

Perl, AS, QD3D and more at http://www.hk.super.net/~johnb

936. Increase Traffic...Post Free Links

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-20 00:00:00 UTC
From: Free Links <postmaster@beanstalk.com.au>
Message-ID: <5lsagv$jm3$2667@merki.connect.com.au>
Source record: 6185

I'm hoping you all will be interested in posting your LINKS
in our FREE Link Directory. It will help increase traffic
to your site!!

Free Link Directory
http://www.beanstalk.com.au/beanstalk/linkdirectory/index.html

937. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-20 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <3381e1f3.11668910@news.chariot.net.au>
Source record: 6186
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Sun, 18 May 1997 12:49:39 +0100, Tim Wiser <mit@cowgate.demon.co.uk>
wrote:

>I can't help but feel that a lot of games multitasking is basically
>multitasking for multitasking's sake. I mean, a lot of fuss is given to
>"wow, we can run Doom at the same time as Word and Excel" or something
>like that (under Win95, not RISCOS) but how many people actually DO
>this? I for one play games OR do serious stuff. Never do I do both at
>the same time. Perhaps during that coffee break, but I'd be loathe to
>leaving Windows apps running alongside a game like Doom or Quake.

It's a well-established fact that task switching (as opposed to true
multitasking) is adequate for most people all the time, and the rest of the
people most of the time. However, I do like to bring up a game or do some
real work while long net data transfers are happening. I guess that counts.

I have not noticed any degradation in Quake (DOS or Windows) while other
apps are open and quiet, although W95 works harder to free up the physical
memory needed to start it if there's a lot running.

938. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-20 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <3381e374.12053748@news.chariot.net.au>
Source record: 6187
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Sun, 18 May 1997 17:42:37 -0500, ekleberr@infinet.com (Lee Ekleberry)
wrote:

>First, running Word or Excel at the same time as Marathon or Doom or ANY
>game is easy, and worthless. Neither word or excel use the CPU during
>idle time, thus there is no multitasting going on.

Word 2 used to bog screensavers down badly, so I'd say it was using CPU.
I've also been told that Windows apps must process certain global event
messages even when "quiet", leading to some slowdown. Can't say I notice it
but.

> As far as Netscape and
>Marathon, this has nothing to do with the system really, Bungie made
>Marathon so that when it loads it disables the system and multitasking.
>Marathon locks out everything so it gets max CPU time. A bad multitasking
>system or not, nothing else moves while Marathon is running.

DOS Quake doesn't block winsock TCP/IP transfers, although the packet
response can lag a little (P120 system). W95 Quake is better again.

939. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-20 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <3381e44f.12272742@news.chariot.net.au>
Source record: 6188
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Mon, 19 May 1997 17:01:55 -0400, Bryan Seigneur <bry@muse.sonetech.com>
wrote:

>Like in two windows? On Linux or what? Win and OS2 don't have
>enough vid speed in the GUI. In Linux there's almost no
>difference between the console and the GUI. (Preen)

You're a little behind (smirk?). WinQuake's frame rate is barely
behind DOS Quake's at the same rez,and depth in a window,
and just as fast full-screen; it will quickly move ahead of DOS
now that DOS evelopment has stopped. Translation to 16 or 24-bit
depth on the fly still hurts, but it works fine.

940. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-20 00:00:00 UTC
From: erik@schunta.etc.tu-bs.de
Message-ID: <5lsvpd$a16$1@ra.ibr.cs.tu-bs.de>
Source record: 6189
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

JEDI wrote:
: If I want to run GUI apps just one at a time, I can just use an Atari ST.
: Even on the lowly ST, I was doing background xfers while running other
: things. Most computers are expensive. Letting them sit mostly idle
: because your OS is unsophisticated is quite silly.

And let's not forget, since this is (amongst others) Atari advocacy,
that you *can* run multiple GUI apps on an ST at a time.
It's a kind of MagiC...

Now, the thing about games multitasking is that the OS makers mainly use
it to demonstrate how good their OS can multitask apps that aren't made
for multitasking. There's no use that I could think of for running
Doom and Excel at a time. Nothing to say against a quick dash of Tetris
while downloading, or even Doom while downloading... but of an app that
calculates something, I'd expect to calculate it fast enough for me
not to *want* to run Doom in the meantime.

Needless to say, this is where all your over-bloated Windows apps fail.
This is not a fault of Windows, mind you. The trouble is that such
featureism (as being able to run Doom and Excel alongside) is being made
to run on such an instable and unsophisticated kernel.

If I'd want featureism, I'd want it on a stable basis. If I can't havem
or can't afford both, I'll take the stability.

Yours,
Erik.

941. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-20 00:00:00 UTC
From: kychen@hpl.hp.com
Message-ID: <33892f5e.1041168491@hplntx.hpl.hp.com>
Source record: 6190
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Tue, 20 May 1997 17:46:06 GMT, mvw@ozemail.com.au (Michael Warner)
wrote:

>On Sun, 18 May 1997 12:49:39 +0100, Tim Wiser <mit@cowgate.demon.co.uk>
>wrote:
>
>>I can't help but feel that a lot of games multitasking is basically
>>multitasking for multitasking's sake. I mean, a lot of fuss is given to
>>"wow, we can run Doom at the same time as Word and Excel" or something
>>like that (under Win95, not RISCOS) but how many people actually DO
>>this? I for one play games OR do serious stuff. Never do I do both at
>>the same time. Perhaps during that coffee break, but I'd be loathe to
>>leaving Windows apps running alongside a game like Doom or Quake.
>
>It's a well-established fact that task switching (as opposed to true
>multitasking) is adequate for most people all the time, and the rest of the
>people most of the time. However, I do like to bring up a game or do some
>real work while long net data transfers are happening. I guess that counts.
>
>I have not noticed any degradation in Quake (DOS or Windows) while other
>apps are open and quiet, although W95 works harder to free up the physical
>memory needed to start it if there's a lot running.
>

The only REAL multitasking things I would like to do is to download
files while I am playing games. Win95 can do that to some degree,
although not great. However, I am not given up any win95 games because
of that.

```
=====================================================================
| A Traveler between dimensions | |
+ ----------------------------+ |
| |
| In the Kingdom of Drakkar, I am known as <Narius the Mentalist> |
| To the denizens of Britainnia, my name is <Seldon the Avatar> |
| The Terran Confederation pilots call me <One the Cat Slayer> |
| |
| Seldon Dragon |
| #UDIC# |
| |
| <<Kay-Yut Chen>> |
| |
=====================================================================
```

942. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-20 00:00:00 UTC
From: saddinoAT@clarkDOT.net
Message-ID: <saddinoAT-2005972330370001@saddino.clark.net>
Source record: 6191
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5lpomh$7lh@drn.zippo.com>, JEDI wrote:

> In article <864081977mnewspaul@ultra.net.au>, paul@ultra.net.au says...
> >
> >
> >>
> >>
> >> In article <5kfqm6$eh9@sunsystem5.informatik.tu-muenchen.de>, Juergen
> >> Fischer <fischerj@Informatik.TU-Muenchen.DE> writes
> >>
> >> >>
> >> >> You haven't seen _multitasking_ until you have seen
> >> >> Doom and Quake run side by side.
> >>
> >> I can't help but feel that a lot of games multitasking is basically
> >> multitasking for multitasking's sake. I mean, a lot of fuss is given to
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> >
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> > Even on the lowly ST, I was doing background xfers while running other
> > things. Most computers are expensive. Letting them sit mostly idle
> > because your OS is unsophisticated is quite silly.
> >
> > >
> > >
> > >Yes, of course you are right. I think the point being made was how well
> > >it multi-tasks (smoothly), not that you would actually use multi-tasking
> > >in that manner as a necessity. But if it can smoothly multi-task in
> > >this manner, then it can probably do the same when running multiple
> > >applications out of necessity.
> >
> > If one is foolish enough to start a Netscape download, it's nice
> > to know that the entire machine isn't crippled for the duration...

Jedi, I'm confused. What kind of system
1) is limited to "run GUI apps just one at a time"; and
2) is crippled for the duration of a Netscape download?

Surely no computer these days fits this description....maybe a Macintosh Plus circa 1986 with MultiFinder shut off, but Netscape doesn't even run on that system. I thought every supported platform's version of Netscape

did background downloads -- what system are you referring to? What system can only run one GUI program at a time?

Are you talking about PDAs?

--
Danny Espinoza
saddino@@@clark.net

943. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-21 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5lup3h$fit@balaena.bio.vu.nl>
Source record: 6048
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Kay-Yut Chen (kychen@hpl.hp.com) wrote:

: >It's a well-established fact that task switching (as opposed to true
: >multitasking) is adequate for most people all the time, and the rest of the
: >people most of the time. However, I do like to bring up a game or do some
: >real work while long net data transfers are happening. I guess that counts.

Want to see something really amusing? Try running GCC in the background
on a Linux/X system and then run, say, doom or whatever.
Now try the same with W95 on the same system. I compiled a small program
in the background using DJGPP on a P75 with 8 Mb RAM. When I tried switching
back to Windows, it took the damn thing almost ten seconds just to draw the
start menu :) I haven't even _tried_ to launch Word.
While compiling a large package using GCC in a Linux environment will
ofcouse slow down the system a bit, it's still fast enough to at least do
something else. Like playing doom :) Don't run Netscape though... It will
eat up all of your memory and then crash :(

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Chapter 1

The story so far:

In the beginning the Universe was created. This has made a lot
of people very angry and been widely regarded as a bad move.
From news Wed May 21 14:16:55 1997
To: wezel
Subject: Local Post
Content-Length: 2370

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy
Subject: Re: Games Multitasking
Followup-To: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy
Date: 21 May 1997 12:16:49 GMT

Organization: VU Biology, Amsterdam, The Netherlands
Lines: 32
Message-ID: <5lup3h$fit@balaena.bio.vu.nl>
References: <5kfqm6$eh9@sunsystem5.informatik.tu-muenchen.de>
<SUbxOOATzufzEwP5@cowgate.demon.co.uk> <3381e1f3.11668910@news.chariot.net.au>
<33892f5e.1041168491@hplntx.hpl.hp.com>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]
Xref: bio.vu.nl comp.sys.amiga.advocacy:25877 comp.sys.mac.advocacy:74070
comp.os.linux.advocacy:33856 comp.os.os2.advocacy:56217 comp.unix.advocacy:15599
comp.sys.atari.advocacy:3616 comp.sys.acorn.advocacy:3489

Kay-Yut Chen (kychen@hpl.hp.com) wrote:

: >It's a well-established fact that task switching (as opposed to true
: >multitasking) is adequate for most people all the time, and the rest of the
: >people most of the time. However, I do like to bring up a game or do some
: >real work while long net data transfers are happening. I guess that counts.

Want to see something really amusing? Try running GCC in the background
on a Linux/X system and then run, say, doom or whatever.
Now try the same with W95 on the same system. I compiled a small program
in the background using DJGPP on a P75 with 8 Mb RAM. When I tried switching
back to Windows, it took the damn thing almost ten seconds just to draw the
start menu :) I haven't even _tried_ to launch Word.
While compiling a large package using GCC in a Linux environment will
ofcouse slow down the system a bit, it's still fast enough to at least do
something else. Like playing doom :) Don't run Netscape though... It will
eat up all of your memory and then crash :(

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Chapter 1

The story so far:

In the beginning the Universe was created. This has made a lot
of people very angry and been widely regarded as a bad move.

944. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-21 00:00:00 UTC
From: JEDI
Message-ID: <5lut14$2bo@drn.zippo.com>
Source record: 6049
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
In article <saddinoAT-2005972330370001@saddino.clark.net>, saddinoAT@clarkDOT.net says...
>
>In article <5lpomh$7lh@drn.zippo.com>, JEDI wrote:
>
>> In article <864081977mnewspaul@ultra.net.au>, paul@ultra.net.au says...
>> >
>> >
>> >>
>> >>
>> >> In article <5kfqm6$eh9@sunsystem5.informatik.tu-muenchen.de>, Juergen
>> >> Fischer <fischerj@Informatik.TU-Muenchen.DE> writes
>> >>
>> >> >> >
>> >> >> You haven't seen _multitasking_ until you have seen
>> >> >> Doom and Quake run side by side.
>> >>
>> >> I can't help but feel that a lot of games multitasking is basically
>> >> multitasking for multitasking's sake. I mean, a lot of fuss is given to
>> >> "wow, we can run Doom at the same time as Word and Excel" or something
>> >> like that (under Win95, not RISCOS) but how many people actually DO
>> >> this?
>>
>> If I want to run GUI apps just one at a time, I can just use an Atari ST.
>> Even on the lowly ST, I was doing background xfers while running other
>> things. Most computers are expensive. Letting them sit mostly idle
>> because your OS is unsophisticated is quite silly.
>>
>> >
>> >
>> >Yes, of course you are right. I think the point being made was how well
>> >it multi-tasks (smoothly), not that you would actually use multi-tasking
>> >in that manner as a necessity. But if it can smoothly multi-task in
>> >this manner, then it can probably do the same when running multiple
>> >applications out of necessity.
>>
>> If one is foolish enough to start a Netscape download, it's nice
>> to know that the entire machine isn't crippled for the duration...
>
>Jedi, I'm confused. What kind of system
>1) is limited to "run GUI apps just one at a time"; and
>2) is crippled for the duration of a Netscape download?
>
```

>Surely no computer these days fits this description....maybe a Macintosh

Anything running MacOS, Windows 3.1 or Windows 95 fits this description fairly well, especially in the context to which I was replying.

For those of us who would prefer to not merely use our computers as doorstops, nothing short of NT will cut it. Those other OSes don't offer anything to offset their inherent unreliability.

945. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-21 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <338316f4.42537231@news.chariot.net.au>
Source record: 6050
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Tue, 20 May 1997 23:11:16 GMT, kychen@hpl.hp.com (Kay-Yut Chen) wrote:

>The only REAL multitasking things I would like to do is to download
>files while I am playing games. Win95 can do that to some degree,
>although not great. However, I am not given up any win95 games because
>of that.

Action games degrade if they don't get 100% CPU attention, and the protocol stack running to download your file does need some CPU attention itself. It's not fair to expect this to be perfectly smooth. If you were running Word etc you probably wouldn't notice the degradation.

That said, the degradation caused by PPP and TCP/IP at 28.8 while playing games on my P120 is very slight.

946. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-21 00:00:00 UTC
From: JEDI
Message-ID: <5lv1f5$i5i@drn.zippo.com>
Source record: 6051
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5lup3h$fit@balaena.bio.vu.nl>, lvzon@bio.vu.nl says...
>
>Kay-Yut Chen (kychen@hpl.hp.com) wrote:
>
>: >It's a well-established fact that task switching (as opposed to true
>: >multitasking) is adequate for most people all the time, and the rest of the
>: >people most of the time. However, I do like to bring up a game or do some
>: >real work while long net data transfers are happening. I guess that counts.
>
>Want to see something really amusing? Try running GCC in the background
>on a Linux/X system and then run, say, doom or whatever.
>Now try the same with W95 on the same system. I compiled a small program
>in the background using DJGPP on a P75 with 8 Mb RAM. When I tried switching
>back to Windows, it took the damn thing almost ten seconds just to draw the
>start menu :) I haven't even _tried_ to launch Word.
>While compiling a large package using GCC in a Linux environment will
>ofcouse slow down the system a bit, it's still fast enough to at least do
>something else. Like playing doom :) Don't run Netscape though... It will
>eat up all of your memory and then crash :(

I've quite happily run Netscape with several downloads running while
rebuilding my kernel and Wine at the same time...

947. helpful new florida website

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-21 00:00:00 UTC
From: htreetrunk@hotmail.com
Message-ID: <5lvvs4$mpa@tesla.netline.net>
Source record: 6052

organizations or business trips, meetings plans, family vacations, etc. in Florida are well handled by the people at www.floridatime.com check out and bookmark this site for future reference.

948. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-21 00:00:00 UTC
From: mjm@SPAMMERS.hna.BUGGER.com.OFF.au
Message-ID: <5ludgf$b62@praetor.hna.com.au>
Source record: 6053
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Sun, 18 May 1997 12:49:39 +0100, Tim Wiser <mit@cowgate.demon.co.uk> wrote:
>In article <5kfqm6$eh9@sunsystem5.informatik.tu-muenchen.de>, Juergen
>Fischer <fischerj@Informatik.TU-Muenchen.DE> writes
>
>><ant020810bc8QSS7@johnward.zynet.co.uk>... John M Ward
>>(johnward@mail.zynet.co.uk) wrote:
>>> In article <3369668E.3E88@ehs.dk>, Kent Friis
>>> <URL:mailto:/dev/null@ehs.dk> wrote:
>>> >
>>> You haven't seen _multitasking_ until you have seen
>>> Doom and Quake run side by side.
>
>I can't help but feel that a lot of games multitasking is basically
>multitasking for multitasking's sake. I mean, a lot of fuss is given to
>"wow, we can run Doom at the same time as Word and Excel" or something
>like that (under Win95, not RISCOS) but how many people actually DO
>this? I for one play games OR do serious stuff. Never do I do both at
>the same time. Perhaps during that coffee break, but I'd be loathe to
>leaving Windows apps running alongside a game like Doom or Quake.

It is handy sometimes - like when you're doing a long download.
That's the one thing I don't like about Linux - I can't play Civ2
while waiting for a download to complete.

Time to get on with cloning Civ2, methinks. :-)

Matt

949. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-21 00:00:00 UTC
From: christw@lexis-nexis.com
Message-ID: <5lvp9e$51t@mailgate.lexis-nexis.com>
Source record: 6054
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5lut14$2bo@drn.zippo.com>, JEDI writes:
|> In article <saddinoAT-2005972330370001@saddino.clark.net>, saddinoAT@clarkDOT.net says...

|> >In article <5lpomh$7lh@drn.zippo.com>, JEDI wrote:

[snip]

|> >> If one is foolish enough to start a Netscape download, it's
|> >> nice to know that the entire machine isn't crippled for the
|> >> duration...

|> >Jedi, I'm confused. What kind of system 1) is limited to "run GUI
|> >apps just one at a time"; and 2) is crippled for the duration of a
|> >Netscape download?

|> >Surely no computer these days fits this description....maybe a Macintosh

|> Anything running MacOS, Windows 3.1 or Windows 95 fits this
|> description fairly well, especially in the context to which I
|> was replying.

Bullshit, JEDI, Bullshit. MacOS drives serial port servicing from interrupt routines; I can detect no impact of a background modem download on foreground tasks.

[snip]

Chris
--
Speaking only for myself, of course.
Chris Wood christw@lexis-nexis.com cats@CFAnet.com

950. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-21 00:00:00 UTC
From: Chris.Brown@arm.remove_this_part_when_replying.com
Message-ID: <5luff2$ffu@sis.armltd.co.uk>
Source record: 6192
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <3381e1f3.11668910@news.chariot.net.au>,
Michael Warner <mvw@ozemail.com.au> wrote:
>
>It's a well-established fact that task switching (as opposed to true
>multitasking) is adequate for most people all the time,

Calling ones opinion well established fact is probably a little
dangerous, but I would agree with this part of the comment, that most
people don't think they care, otherwise Windows3.x (and even 95), and
MacOs wouldn't be so popular.

>and the rest of the people most of the time.

As one of the 'rest of the people', I can say you are wrong here. I
care a lot nearly all of the time, and get really quite frustrated
with a system when I can't move a window in a co-operative system
simply because disk access is going on, or when the same thing happens
under a pre-emptive system with a broken UI design, like a certain
popular operating system I could mention. I care a lot.
--
```
/* _ */main(int k,char**n){char*i=k&1?"+L*;99,RU[,RUo+BeKAA+BECACJ+CAACA"
/* / ` */"CD+LBCACJ*":1[n],j,l=!k,m;do for(m=*i-48,j=l?m/k:m%k;m>>7?k=1<<m+
/* | */8,!l&&puts(&l)**&l:j--;printf(" \0_/"+l));while((l^=3)||l[++i]);}
/* \_,hris Brown -- All opinions expressed are probably wrong. */
```

951. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <33909be1.9914809@nntp.ix.netcom.com>
Source record: 6055
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

JEDI writes:

> If one is foolish enough to start a Netscape download, it's nice
> to know that the entire machine isn't crippled for the duration...

One of the earlier versions of Netscape I had (16 bit?) busy-looped
during downloads, but it wasn't even noticeable unless I had a cpu meter
running. I have 3.02 Gold now, and it uses near nil cpu for downloads.

I've never seen it cripple the machine; unless I see the download
Window, I don't even know it's happening.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

952. Ensemble complet ATARI 1040 STE A VENDRE !

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: Manuel Leboucher <lebouche@info.unicaen.fr>
Message-ID: <33841544.4DD5@info.unicaen.fr>
Source record: 6056
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.advocacy,fr.petites-annonces.divers

A Vendre dans la region Caennaise pour une valeur de 3000 frs:

un Atari 1040 STE
+
un moniteur couleur SC 1425
+
Un disque dur SCSI 200 Mo
+
une imprimante panasonic kx p 1081
+
un jostick, des logiciels et jeux originaux (Civilisation, Bat, Zak Mc
Kraken...
+
des livres (la bible ST, Clefs pour Atari St, Le grand livre de l'atari
ST, Systemes experts en Pascal, Le pack Anti-Virus, VIRUS)

contacter: lebouche@info.unicaen.fr
--

953. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: arami@ix.netcom.com
Message-ID: <339024a8.108791453@nntp.ix.netcom.com>
Source record: 6057
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Thu, 22 May 1997 01:05:43 GMT, jsheehy@ix.netcom.com (John Sheehy)
wrote:

<snip>

>running. I have 3.02 Gold now, and it uses near nil cpu for downloads.
>

grin Care to explain where did you get this 3.02 from?Netscape so
far shows 3.01 available.

954. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <338412f4.25251888@news.chariot.net.au>
Source record: 6058
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 21 May 1997 12:16:49 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Want to see something really amusing? Try running GCC in the background
>on a Linux/X system and then run, say, doom or whatever.
>Now try the same with W95 on the same system. I compiled a small program
>in the background using DJGPP on a P75 with 8 Mb RAM. When I tried switching
>back to Windows, it took the damn thing almost ten seconds just to draw the
>start menu :) I haven't even _tried_ to launch Word.

Under Linux GCC is a native app, whereas under W95 I presume it's an
extended DOS app. If it were ported to the Win32 console I think you'd see
much better multi-tasking performance; the overheads of task-switching
to/from DOS boxes are probably high.

At any rate, you would have to check that GCC was slowed down equally by
Doom on both OSes to show that W95's task switching is poor. DOS boxes may
simply get more than their fair share of the CPU under W95.

955. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <33841466.25621843@news.chariot.net.au>
Source record: 6059
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 21 May 1997 09:32:18 GMT,
Chris.Brown@arm.remove_this_part_when_replying.com wrote:

>In article <3381e1f3.11668910@news.chariot.net.au>,
>Michael Warner <mvw@ozemail.com.au> wrote:
>>
>>It's a well-established fact that task switching (as opposed to true
>>multitasking) is adequate for most people all the time,
>
>Calling ones opinion well established fact is probably a little
>dangerous, but I would agree with this part of the comment, that most
>people don't think they care, otherwise Windows3.x (and even 95), and
>MacOs wouldn't be so popular.

I read an article once about the results of various studies into the way a range of real users interact with their PCs. This was a major point of consensus among them. If if was purely my opinion you would see "IMHO" in front.

956. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: JEDI
Message-ID: <5m1flk$439@drn.zippo.com>
Source record: 6060
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
In article <5lvp9e$51t@mailgate.lexis-nexis.com>, christw@lexis-nexis.com says...
>
>In article <5lut14$2bo@drn.zippo.com>, JEDI writes:
>|> In article <saddinoAT-2005972330370001@saddino.clark.net>, saddinoAT@clarkDOT.net
says...
>
>|> >In article <5lpomh$7lh@drn.zippo.com>, JEDI wrote:
>
>[ snip ]
>
>|> >> If one is foolish enough to start a Netscape download, it's
>|> >> nice to know that the entire machine isn't crippled for the
>|> >> duration...
>
>|> >Jedi, I'm confused. What kind of system 1) is limited to "run GUI
>|> >apps just one at a time"; and 2) is crippled for the duration of a
>|> >Netscape download?
>
>|> >Surely no computer these days fits this description....maybe a Macintosh
>
>|> Anything running MacOS, Windows 3.1 or Windows 95 fits this
>|> description fairly well, especially in the context to which I
>|> was replying.
>
>Bullshit, JEDI, Bullshit. MacOS drives serial port servicing from

That has nothing to do with it. Netscape is a greedy little bugger
that acts like it's the only process in the system.

This is fine for NT and 'nixes as they have the facilities to deal
with such "malicious" programs.
```

957. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: Timothy Watson <tmwatson@pita.ccs.itd.umich.edu>
Message-ID: <xdoenazy4a6.fsf@pita.ccs.itd.umich.edu>
Source record: 6061
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

mjm@SPAMMERS.hna.BUGGER.com.OFF.au (Matt McLeod) writes:
> Time to get on with cloning Civ2, methinks. :-)

There are TWO already.

--
____
T i m o t h y W a t s o n
tmwatson@umich.edu
__/| Something there is that doesn't love a wall, that wants it down

958. Re: Meet your Atari idols

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <864293344_OASIS_@pcc-uky.campus.mci.net>
Source record: 6062

In article <3383a578.620597@nntp.netcruiser>
seward@netcom.ca (John Savard) said:-

>pauls@wauknet.com (Paul Smith) wrote:
>
>>> No matter how many times I see this message, for some reason
>>my eye reads the topic as "Meet your Atari idiots". Hmm- All the local
>>Goodwill staff going to be there? :-)
>
>Don't laugh! I bought a working 1040STF with a few disks and color monitor for
>$20 (half-price day) at the local Goodwill today. (Stat holiday - Victoria Day
>in Canada)

AND that same 1040 will outperform any PC of the same era! Some of the best
people I've ever know are Atari people...and if they are from the Goodwill
Staff its because they have heart and are a very caring bunch... Most of the
"idiocy" comes from posts like yours...Paul :^)

>A while before that, I had the great good fortune of buying an Amiga 1000 for
>$40...so I now have some more antiques for my collection. I think I can use a
>standard Atari-style joystick in the mouse port (I have two I bought for my
>C-64) of the ST. The Amiga's mouse had no rubber ball - I used one from a
>(dead!) Mac ($15, another thrift shop).

Yes, the standard joysticks will work fine. Keep in mind that the Amiga's
mouse -won't- work in the ST's mouse port without modification...

>but I just don't see any *reasonable* alternatives to Wintel. Alternatives I can
>recommend to my friends - and feel that I've been conscientious in respecting
>*their* interests, not just my opinions.

Hmm...I strongly feel that my Atari systems are just as useful today as when
I first bought them. (and I'm still buying them!) I have a Mega 4 ST that runs
my BBS, an STe that my son plays games on, as well as education programs (He
adores Tony Barkers "Art For Kids"), a Jaguar for next generation gaming, a
Lynx for gaming on the go, and (of course) my Falcon for my "serious" needs.
<smile> I operate these systems at far less cost/system resource demands/and
maintenance than anything the Wintel conglomeration (abomination!) can field.

>Because computers are about getting answers to problems, not about making
>political statements.

Exactly, and thats why I choose to follow the Fuji... Long may her banner
wave! Oh, BTW, being able to make "political statements" at the same time
as using my Atari's is just an added convenience...! :^)

--

```
_/_/_/
```

959. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: JEDI
Message-ID: <5m1fr4$4ml@drn.zippo.com>
Source record: 6063
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5ludgf$b62@praetor.hna.com.au>, mjm@SPAMMERS.hna.BUGGER.com.OFF.au says...
>
>On Sun, 18 May 1997 12:49:39 +0100, Tim Wiser <mit@cowgate.demon.co.uk> wrote:
>>In article <5kfqm6$eh9@sunsystem5.informatik.tu-muenchen.de>, Juergen
>>Fischer <fischerj@Informatik.TU-Muenchen.DE> writes
>>
>>>><ant020810bc8QSS7@johnward.zynet.co.uk>... John M Ward
>>>(johnward@mail.zynet.co.uk) wrote:
>>>> In article <3369668E.3E88@ehs.dk>, Kent Friis
>>>> <URL:mailto:/dev/null@ehs.dk> wrote:
>>>> >
>>>> You haven't seen _multitasking_ until you have seen
>>>> Doom and Quake run side by side.
>>
>>I can't help but feel that a lot of games multitasking is basically
>>multitasking for multitasking's sake. I mean, a lot of fuss is given to
>>"wow, we can run Doom at the same time as Word and Excel" or something
>>like that (under Win95, not RISCOS) but how many people actually DO
>>this? I for one play games OR do serious stuff. Never do I do both at
>>the same time. Perhaps during that coffee break, but I'd be loathe to
>>leaving Windows apps running alongside a game like Doom or Quake.
>
>It is handy sometimes - like when you're doing a long download.
>That's the one thing I don't like about Linux - I can't play Civ2
>while waiting for a download to complete.
>
>Time to get on with cloning Civ2, methinks. :-)

...or you could run it under Wine and see what ails it...
It installs fine but chokes when run (font problems methinks).

960. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: kychen@hpl.hp.com
Message-ID: <338780c9.1193083513@hplntx.hpl.hp.com>
Source record: 6064
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Wed, 21 May 1997 15:42:23 GMT, mvw@ozemail.com.au (Michael Warner)
wrote:

>On Tue, 20 May 1997 23:11:16 GMT, kychen@hpl.hp.com (Kay-Yut Chen) wrote:
>
>>The only REAL multitasking things I would like to do is to download
>>files while I am playing games. Win95 can do that to some degree,
>>although not great. However, I am not given up any win95 games because
>>of that.
>
>Action games degrade if they don't get 100% CPU attention, and the protocol
>stack running to download your file does need some CPU attention itself.
>It's not fair to expect this to be perfectly smooth. If you were running
>Word etc you probably wouldn't notice the degradation.
>
>That said, the degradation caused by PPP and TCP/IP at 28.8 while playing
>games on my P120 is very slight.

True. I have upgraded to a 200MMX and probably will make it a lot
better. Another thing is that when win95 is using virtual memory,
things get really bogs down. It is particularly true when I am running
Magic the Gathering (not an action game). On my old machine (p100 with
16 meg), I have to close everything just to save on swapping time. Now
(P200mmx with 32 meg), I probably can multitask a bit.

```
=====================================================================
| A Traveler between dimensions | |
+ ----------------------------+ |
| |
| In the Kingdom of Drakkar, I am known as <Narius the Mentalist> |
| To the denizens of Britainnia, my name is <Seldon the Avatar> |
| The Terran Confederation pilots call me <One the Cat Slayer> |
| |
| Seldon Dragon |
| #UDIC# |
| |
| <<Kay-Yut Chen>> |
| |
=====================================================================
```

961. Re: Meet your Atari idols

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: seward@netcom.ca
Message-ID: <3383a578.620597@nntp.netcruiser>
Source record: 6065
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy

pauls@wauknet.com (Paul Smith) wrote:

>> No matter how many times I see this message, for some reason
>my eye reads the topic as "Meet your Atari idiots". Hmm- All the local
>Goodwill staff going to be there? :-)

Don't laugh! I bought a working 1040STF with a few disks and color monitor for $20 (half-price day) at the local Goodwill today. (Stat holiday - Victoria Day in Canada)

A while back, one without monitor & disks was snapped up for $40, but this one had been lying around for at least 3 days. I thought I'd buy it before some kid stepped on the boot disk. It is, however, missing a mouse.

A while before that, I had the great good fortune of buying an Amiga 1000 for $40...so I now have some more antiques for my collection. I think I can use a standard Atari-style joystick in the mouse port (I have two I bought for my C-64) of the ST. The Amiga's mouse had no rubber ball - I used one from a (dead!) Mac ($15, another thrift shop).

My C-64, on the other hand, was a Christmas present, bought at full price when they were new. It served for several years as my computer; I wrote several programs for it, including some with machine language routines to speed them up. And I bought quite a few games for it as well. It eventually got relegated, once I bought an XT clone - whose motherboard got upgraded (right now, I'm using a Pentium Overdrive on a 486 motherboard...).

Back before there were IBM clones, I wanted to go to 16 bits without spending a fortune, so I considered something more independent. The Mac wasn't an option - it was expensive, and I was content without a GUI. It seemed that Apple was behaving just like IBM: charging premium prices for hardware because of the software available for it. So I considered the Atari ST, and even, later, the Amiga 500. The local Amiga group met out of town, so I joined the local Atari group for a year to learn about the computer...but I wound up buying my cheap XT clone. Today, the situation is different, in that hardware prices aren't the issue, but the Windows/Intel 386 architecture standard is just too strong. I plan to give my hard disk a housecleaning, so that I can again strike a modest blow for independence by reinstalling Linux on it...

but I just don't see any *reasonable* alternatives to Wintel. Alternatives I can recommend to my friends - and feel that I've been conscientious in respecting *their* interests, not just my opinions.

Because computers are about getting answers to problems, not about making political statements.

John Savard

962. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: alsouth@cam.org
Message-ID: <5m2fer$5et@tandem.CAM.ORG>
Source record: 6066
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In <33841466.25621843@news.chariot.net.au>, mvw@ozemail.com.au (Michael Warner) writes:

>I read an article once about the results of various studies into the way a
>range of real users interact with their PCs. This was a major point of
>consensus among them. If if was purely my opinion you would see "IMHO" in
>front.

People interact this way (single-tasking) with computers because they either don't know any better or had they system crash in their faces when they tried it. Most people I know (who use systems with bad multitasking) belong to the latter group. They'd sure would like to do something else while a big download is on the way, while a big file is spooling to the printer, while installing a big program (especially older ones, on many floppies), but their Windows 3.1 systems won't allow it. It's a little better with Win95, but still vastly inferior to other systems such as OS/2, Linux and even NT.

I remember that beside having to reinstall too often, one of the main reason I switched to OS/2 from Windows 3.1 was that just starting Solitaire was enough to hang a 2400 bps download...

Alain Southiere | If fifty million people
Software developer | say a stupid thing, it is
alsouth@cam.org | still a stupid thing.
http://www.cam.org/~alsouth | - Anatole France

963. Re: Meet your Atari idols

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: James Derr <derrj@York.uchsc.edu>
Message-ID: <AFAA14EB-8682C@140.226.1.88>
Source record: 6067
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy

```
--Cyberdog-MixedBoundary-00086354
X-Fontfamily: Geneva
X-Fontsize: 9
Content-Type: text/enriched; charset=US-ASCII
Content-Transfer-Encoding: quoted-printable

<SMALLER><SMALLER>On Thu, May 22, 1997 1:57 AM, </SMALLER></SMALLER>
--Cyberdog-MixedBoundary-00086354
Content-Type: application/X-url
Content-Transfer-Encoding: base64
Content-Description: John Savard

bWFpbHRvOnNld2FyZEBuZXRjb20uY2E=
--Cyberdog-MixedBoundary-00086354
X-Fontfamily: Geneva
X-Fontsize: 9
Content-Type: text/enriched; charset=US-ASCII
Content-Transfer-Encoding: quoted-printable

<SMALLER><SMALLER> wrote:</SMALLER></SMALLER><SMALLER><SMALLER>

</SMALLER></SMALLER><SMALLER><SMALLER>

> issue, but the Windows/Intel 386 architecture standard is just too
strong. I

> plan to give my hard disk a housecleaning, so that I can again
strike a modest

> blow for independence by reinstalling Linux on it...

>

> but I just don't see any *reasonable* alternatives to Wintel.
Alternatives I can

> recommend to my friends - and feel that I've been conscientious in
respecting

> *their* interests, not just my opinions.

The problem I have with this statement is that, as a Mac user, I don't
see *any* of my friends using their computers for anything
substantially different than what I use my Mac for. I have an
Amiga-user friend who's dropped about $1500 into LightWave and
LightWave add-ons for his Amiga...but there's a Mac version of
LightWave, which is quite zippy. And the Amiga is no longer, and
```

hasn't been for some time, the premiere platform for running LightWave. And he's the only one of my friends who's doing different kinds of things with his computer, and these things aren't all that different from what I could do if I spent the same $$$.

For the most part, the Mac works better than a Wintel machine. I met someone at a party this weekend who heard from my girlfriend that I was a computer guru, so he came up and asked me how to get his CD-ROM to work. I asked him if it was a PC, and of course it was, so I explained that I really only work with Macs. His response to the word "Mac" was "The Mac sucks", and my thought at the time was that if he had a Mac, perhaps his CD-ROM would work. This apparently hadn't occurred to him, and I think the encounter highlights a problem the Mac has: there are many people who know very little about it, and more who are outright prejudiced against it. And despite the fact that many are confronted with inferior solutions, they still don't see them as inferior. Despite the fact that you can't get a CD-ROM to work, you still think you're superior to someone who never gave a second thought to a CD-ROM, because it worked from the start, and it continued to work. The PC users' solution is to buy a new computer. The Mac users' solution is to buy a CD-ROM and plug it in. This doesn't make me wonder about the fact that the installed base of Mac computers is much higher than the Mac % of new computers sold.

The main thing when you buy a computer is you should buy one that works the way you want it to that does what you want. As a Mac user for ten years, I've never called a technical support number, because I've always been able to figure out how to get things to work. Getting the machine to work for me, rather than the other way around, is high on my priority list, so it's understandable that I've been a Mac user for ten years. I've also never had problems finding the software that does what I need it to. And, once you get over the common pitfalls, it's a lot easier to program software to solve specialized problems for the Mac than most people realize. The fact that it's a GUI machine makes things a bit harder in some respects, because you have to spend a lot of time on interface details, but a lot of this code is cut&paste once you've built some working code and acquired the right resources. The fact that I can become reasonably proficient with Mac programming with nothing but a high school education in programming and a bachelor's in mathematics indicates, to me, that most people can write code to solve their own problems on a Mac with very little formal CS training. This is nice. The Mac *is* hard to program when starting out, but the learning curve is more friendly with some persistence.

> Because computers are about getting answers to problems, not about making

> political statements.

What problems do you need to solve that make you think the Mac is not a *reasonable* choice? For some people, it isn't. But for most

people, it is. For some people, the Mac is clearly the best choice. Like everything else, there are strengths and weaknesses, but the Mac's weaknesses are surely not so severe that it is not a *reasonable* choice. Unless your friends want to multitask a full-screen realtime first-perspective game with complex Mathematica operations. If that's the case, the Mac isn't a good choice, but neither is anything else--except maybe an SGI, and those are too expensive to be playing games on (unless, of course, you're independently wealthy like some of my friends, and don't have anything better to do than buy cool stuff for the sake of having it and waste it because it's cool--it's nice to be independently wealthy; it just isn't a good representation of ordinary people). The Mac is a good choice if you want to run Mathematica. It is also a good choice if you want to play full-screen realtime first-perspective games; the Marathon Infinity demo impressed me enough that I will probably buy Marathon Infinity, and MacQuake is coming. DukeNukem 3D is out in demo. There are *excellent* graphics tools available for the Mac, in addition to excellent WP's, page-layout, etc. So-so spreadsheets. Excellent web development tools. Excellent internet tools. Excellent programming tools. Excellent scientific and symbolic math tools. Excellent multimedia. And in addition to all this excellent software, the hardware is very nice, and it works like it should; i.e. it doesn't take much brain power or time on the phone figuring out how to get things to work. How is this not a *reasonable* choice?

Too many people have bought into the media lines...everybody wants to read about David and Goliath, and you can buy that at the supermarket stand, and you can get it in Ziff-Davis magazines. These things thrive on tearing things down. The problem with the computer media is that there's only one thing left to tear down: Apple. And if Apple is gone, and Wintel dominates, there won't be any more David and Goliath. It'll be Goliath banging his head on the wall in a padded room. And how much fun is that?

It's so much fun, a lot of the people writing for the computer media would be out of jobs, and there wouldn't be very much interest. Apple is the last major company standing up to Windows and Intel. Think about that. I would also add, it is better than Windows and Intel, in most respects. Not in all. But it is certainly a *reasonable* choice. It is the last *reasonable* choice that can stand up to both.

There are much better solutions than Windows in many limited respects. But Apple is the last remaining company which satisfies the bill in most respects. I myself would prefer to see multiple (>1) solutions which satisfy the bill for "most respects". And guess what? We're down to 2. If one disappears, there won't be "multiple" anymore. And guess what? MS and Intel will get marginally richer. And consumers will get shafted. So, if you want MS and Intel to get richer, go for it. If you want to do cool stuff, it doesn't hurt to support/tolerate a little competition. If there is no competition, nobody will know that things could be better. And that's the problem. There has to be

new stuff driving people to buy things. And a one-supplier economy isn't going to provide that. Things will still improve. But it will be like phones. In the old days, you had to rent a phone. You couldn't buy one. You had to pay exorbitant prices for long-distance. When AT&T was broken up, AT&T became a much more consumer-friendly company. Why? Competition is good. Deal with it.

What is failing in the computer industry has nothing to do with Apple--it has everything to do with consumer-friendly economics, and the fact that this "free" market is failing. The only thing which currently holds MS together is the fact that they can point to Apple as an example that competition exists. If Apple disappears, I suspect that there will be some anti-trust changes to artificially break things up. And which would you rather have? Real competition, or legally dictated, artificial competition?

This is not a political statement. The free market is superior. We should preserve it while it exists. Everything else is just intervention.

> John Savard</SMALLER></SMALLER><SMALLER><SMALLER>

--derrj@York.uchsc.edu</SMALLER></SMALLER>
--Cyberdog-MixedBoundary-00086354--

964. Re: Meet your Atari idols

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-22 00:00:00 UTC
From: stuttjc@eng.auburn.edu
Message-ID: <5m2k86$o5p@ultranews.duc.auburn.edu>
Source record: 6068
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy

In article <AFAA14EB-8682C@140.226.1.88>, "James Derr" <derrj@York.uchsc.edu> writes:

<snip>

>as inferior. Despite the fact that you can't get a CD-ROM to work,
>you still think you're superior to someone who never gave a second
>thought to a CD-ROM, because it worked from the start, and it
>continued to work. The PC users' solution is to buy a new computer.

Actually, most PC users never have trouble with this kind of thing. Both
my PC systems have perfectly functional CDs that I never give a thought to.
There is a far larger installed base of PCs, with hundreds of manufacturers.
Quality varies. From the Mac systems we have installed here, they seem more
likely to fail than the PC systems. YMMV.

>The Mac users' solution is to buy a CD-ROM and plug it in. This
>doesn't make me wonder about the fact that the installed base of Mac
>computers is much higher than the Mac % of new computers sold.

The problem Apple (and other companies) is one of marketing. They flat
out do not advertise to the mass market. Neither does Digital. This is
their own (questionable) choice.

Competition is good. When I upgraded systems last Jan, I looked at all the
major platforms. I priced Dec, SGI and Wintel machines. I also contacted Apple
via one of their email surveys. Instead of app lists (although most of the apps
I use are no longer or never have been available for the Mac) and performance data
they sent me a brochure telling me how warm and fuzzy people feel about their Macs
and all the web browsing I can do with it. Not how much more work I can do with it.
Please.

Needless to say, I now have an NT4 P6 machine in my office. Works like a charm.

JCS

965. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-23 00:00:00 UTC
From: christw@lexis-nexis.com
Message-ID: <5m4h60$f6s@mailgate.lexis-nexis.com>
Source record: 6069
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5m1flk$439@drn.zippo.com>, JEDI writes:
|> In article <5lvp9e$51t@mailgate.lexis-nexis.com>, christw@lexis-nexis.com says...

|> >In article <5lut14$2bo@drn.zippo.com>, JEDI writes:

[systems that can't do background downloads]

|> >|> Anything running MacOS, Windows 3.1 or Windows 95 fits this
|> >|> description fairly well, especially in the context to which
|> >|> I was replying.

|> >Bullshit, JEDI, Bullshit. MacOS drives serial port servicing from

|> That has nothing to do with it. Netscape is a greedy little
|> bugger that acts like it's the only process in the system.

Which version of Netscape are you talking about? I've run Netscape 2
and Netscape 3 on my PowerMac, MacOS 7.1.2, 7.5.3, and 7.5.5, and
haven't seen the behavior you describe. You aren't making this up,
are you?

|> This is fine for NT and 'nixes as they have the facilities to deal
|> with such "malicious" programs.

Chris
--
Speaking only for myself, of course.
Chris Wood christw@lexis-nexis.com cats@CFAnet.com

966. Re: RISC vs CISC or SunOS

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-23 00:00:00 UTC
From: cjs@cynic.portal.ca
Message-ID: <5m4p7a$9v1@cynic.portal.ca>
Source record: 6070
Cross-posted to: comp.unix.advocacy,comp.os.linux.advocacy,comp.infosystems.www.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.lang.java.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <3385B792.E1A952A0@ems.att.com>,
Supoman <timwilliams@ems.att.com> wrote:

>I believe the only true hyrbid RISC/CISC chip is the AMD K6...formerly
>known as the NextGen NX.

If by `hybrid' you mean `can run CISC and RISC code,' that's the
only one I'm aware of. On the other hand, more and more high-performance
CISC processors appear to have a RISC core. The Pentium Pro, for
example, takes the CISC instructions, translates them into `uops'
(u as in `micro') which have an instruction, two source and a
destination register, and feeds those into a RISC core.

I believe the NX did the same thing, but could also accept those
RISC instructions directly in the instruction stream.

<http://infopad.eecs.berkeley.edu/CIC/archive/cpu_history.html>
has interesting information on this sort of thing.

Replies redirected to comp.arch.

cjs
--
Curt Sampson cjs@portal.ca Info at http://www.portal.ca/
Internet Portal Services, Inc. Through infinite myst, software reverberates
Vancouver, BC (604) 257-9400 In code possess'd of invisible folly.

967. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-23 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5m4nqh$rv3@bcrkh13.bnr.ca>
Source record: 6071
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <johnb-ya02408000R1905972220220001@news.hk.super.net>,
John W. Blackburne <johnb@hk.super.net.remove_this_to_mail_me> wrote:
>Will anyone use this ? Sure. I doubt I'll ever want to play Quake and word
>process at the same time. But it'd be very useful if I could run Quake

What if one user will want to do word-processing and another one play
Quake?

>without disabling my fax and voicemail software, so the computer could keep
>on monitoring the phone as I played, or as it monitored e-mail and alerted

Get an operating system! My goodness, what the hell are you using? At best,
Quake can use 100% of the cycles it is given. Except for the memory
requirements, it's not all that different from running and endless loop.

No computer running a decent OS will become unusable when someone runs
a single CPU hogger. You could run quake on a 386 Linux box, and still be able
to use modems, networking and all that jazz. Sure, the game's framerate would
be incredibly pathetic on such a machine, but that's not the point.
The point is that it's shocking that you have to disable your fax and voicemail
software. Doesn't that strike you as odd?

On my computer at home, I could not only run a fax server and quake simultaneously, but
they would execute on separate CPUs if they both needed the processor
at the same time.

>me of any urgent messages, or downloaded files in the background, or
>compiled and linked a large project. Or whatever. Very soon probably most

So get an operating system. I can't believe that in 1997 someone with a
powerful computer hardwarewise is wishing that he could play a little game
while receiving a message or compiling a project.

Do you also not have running water or electricity in your house?

How can you stand using your computer?

>games will support multitasking in a window alongside other apps, and
>people will think nothing of using a game alongside another app, much as
>they think nothing now of full-screen, 30fps rendered 3D games.

I've been running multiplayer UNIX arcade games in a window along side other
apps for years. Things like xtrek, xpilots and more recently Doom and Quake.
The four people logged into this workstation don't even notice when a Quake
is fired up.

As a test, I'm now going to edit a file in a FrameBuilder (bloated software!) window while two CPU intensive games side by side. Four people are logged in doing light editing and compiling tasks.

What do you know? The keyboard response is instantaneous. The game windows are smooth. Hey, this video card even supports different hardware colormaps for each window, so each game can manipulate all 256 color entries to its contentment!

This is an old workstation, about as fast as a Pentium 100 in some respects.

Did I mention that it's running an Informix database, and pretty hefty telecommunication management software?

Maybe you should wake up and smell the rotting net spam! :)

968. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-23 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5m4pc1$svp@bcrkh13.bnr.ca>
Source record: 6072
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5lvp9e$51t@mailgate.lexis-nexis.com>,
Christopher C. Wood <christw@lexis-nexis.com> wrote:

>Bullshit, JEDI, Bullshit. MacOS drives serial port servicing from
>interrupt routines; I can detect no impact of a background modem
>download on foreground tasks.

There is more to downloading than just an interrupt routine to dequeue
data from a port. The data has to go somewhere.

Does the service routine also do the disk I/O transfers (which would be a crude
hack, at best), or do you have to wait for a _voluntary_ context switch to the
task which is performing the download?

What would happen if the download were taking place at 1mbps? How about 10mbps?

For a download at say 28.8 kbps, you only need a three to four kilobyte buffer,
and the assurance that someone reliquishes the CPU in your favor once a second.
No big deal.

However, what if some CPU intensive program holds up the processor for a few
seconds? Does your download continue? How does the interrupt service routine
obtain buffer space? Is it fixed or dynamically allocated? What happens
when it overflows?

In an operating system, the arrival of data on the serial port may cause an
immediate context switch to the process associated with that data stream, so
that the process can remove the data from the operating system's buffers.
Furthermore, in an OS with real-time support, you can give the process a high
priority so that it's _guaranteed_ to get the CPU as soon as data is available
from the serial driver.

Face it, MacOS is a kludge with a pretty face. No preemptive scheduling, no
time slicing, kludged multiprocessing support, no globally scheduled threads.
It's simply not a serious contender except for hobby / home uses and special
purpose applications (e.g. public-access information browsing terminal or a
server for providing a small number of services on a single network wire).
The X terminal I'm using doesn't multitask either; it runs a monolithic X
server: one task. It doesn't matter though because it is a special purpose
hardware and software combination (``appliance'') that does its job well. I
could easily replace it with a Mac running MacOS without loss of functionality,
provided I could find stable, up-to-date X software for it. It would be a waste
of a workstation, though.

969. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-23 00:00:00 UTC
From: JEDI
Message-ID: <5m4okl$pt4@drn.zippo.com>
Source record: 6073
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
In article <5m4h60$f6s@mailgate.lexis-nexis.com>, christw@lexis-nexis.com says...
>
>In article <5m1flk$439@drn.zippo.com>, JEDI writes:
>|> In article <5lvp9e$51t@mailgate.lexis-nexis.com>, christw@lexis-nexis.com says...
>
>|> >In article <5lut14$2bo@drn.zippo.com>, JEDI writes:
>
>[ systems that can't do background downloads ]
>
>|> >|> Anything running MacOS, Windows 3.1 or Windows 95 fits this
>|> >|> description fairly well, especially in the context to which
>|> >|> I was replying.
>
>|> >Bullshit, JEDI, Bullshit. MacOS drives serial port servicing from
>
>|> That has nothing to do with it. Netscape is a greedy little
>|> bugger that acts like it's the only process in the system.
>
>Which version of Netscape are you talking about? I've run Netscape 2
>and Netscape 3 on my PowerMac, MacOS 7.1.2, 7.5.3, and 7.5.5, and
>haven't seen the behavior you describe. You aren't making this up,
>are you?

This would be true of Netscape 1.1N to 4.0b and is fairly consistent
across all platforms regardless of OS. Some OSes just handle Netscape's
behaivor better.

>
>|> This is fine for NT and 'nixes as they have the facilities to deal
>|> with such "malicious" programs.
```

970. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-23 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5m4qf2$i0@bcrkh13.bnr.ca>
Source record: 6074
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5ludgf$b62@praetor.hna.com.au>,
Matt McLeod <mjm@SPAMMERS.hna.BUGGER.com.OFF.au> wrote:

>It is handy sometimes - like when you're doing a long download.
>That's the one thing I don't like about Linux - I can't play Civ2
>while waiting for a download to complete.
>
>Time to get on with cloning Civ2, methinks. :-)

Perhaps you should word that differently: ``the one thing I don't like about
Civ2 is that there isn't a Linux port''. You can't blame Linux in this.

Quake runs; what's Civ2's excuse?

971. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-23 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5m4qau$em@bcrkh13.bnr.ca>
Source record: 6075
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33841466.25621843@news.chariot.net.au>,
Michael Warner <mvw@ozemail.com.au> wrote:

>I read an article once about the results of various studies into the way a
>range of real users interact with their PCs. This was a major point of
>consensus among them. If if was purely my opinion you would see "IMHO" in
>front.

Those studies were flawed if they only considered how PC users interact with
their operating systems. How else can they interact but in the prescribed ways?
They are used to working around the limitations of the system.

If you asked a bunch of Kaypro or Osborne users about how they use their CP/M,
you might be surprised to discover that users don't need task switching at all!

972. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-24 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <33a55262.12589291@nntp.ix.netcom.com>
Source record: 6076
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

arami@ix.netcom.com (ARAMI) writes:

>On Thu, 22 May 1997 01:05:43 GMT, jsheehy@ix.netcom.com (John Sheehy)
>wrote:
>
><snip>
>
>>running. I have 3.02 Gold now, and it uses near nil cpu for downloads.
>>
>
>*grin* Care to explain where did you get this 3.02 from?Netscape so
>far shows 3.01 available.

I made a mistake. That's where I got the 3.02 from. I must have been
thinking of IE's latest version/revision number. My Netscape is
actually 3.0.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

973. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-24 00:00:00 UTC
From: Jeff Wulfekuhl <woffles@pcisys.net>
Message-ID: <5m64dtggf1@newman.pcisys.net>
Source record: 6077
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 23 May 1997 19:14:38 Kaz Kylheku wrote about "Re: Games Multitasking":

>
> In article <33841466.25621843@news.chariot.net.au>,
> Michael Warner <mvw@ozemail.com.au> wrote:
>
> >I read an article once about the results of various studies into the way a
> >range of real users interact with their PCs. This was a major point of
> >consensus among them. If if was purely my opinion you would see "IMHO" in
> >front.
>
> Those studies were flawed if they only considered how PC users interact with
> their operating systems. How else can they interact but in the prescribed
ways?
> They are used to working around the limitations of the system.
>
> If you asked a bunch of Kaypro or Osborne users about how they use their
CP/M,
> you might be surprised to discover that users don't need task switching at
all!
Those are two names you don't hear very much anymore. I have two Kaypros
sitting in my closet. A 93 II and a 94-2. Still work fine. Wordstar, Turbo Pascal, DbaseII
etc. CPM 2.2G is probably the only bug free operating system in existence. AFAIK.

Jeff

974. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-24 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <3386aee3.1810768@news.chariot.net.au>
Source record: 6078
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 22 May 1997 21:56:43 GMT, alsouth@cam.org (Alain Southiere) wrote:

>In <33841466.25621843@news.chariot.net.au>, mvw@ozemail.com.au (Michael Warner) writes:

> People interact this way (single-tasking) with computers because they
>either don't know any better or had they system crash in their faces when
>they tried it. Most people I know (who use systems with bad multitasking)
>belong to the latter group. They'd sure would like to do something else
>while a big download is on the way, while a big file is spooling to the
>printer, while installing a big program (especially older ones, on many
>floppies), but their Windows 3.1 systems won't allow it. It's a little better
>with Win95, but still vastly inferior to other systems such as OS/2, Linux
>and even NT.

Virtually all software I run under W95 is 32-bit, and it multitasks
extremely well. DOS and 16-bit stuff can cause hiccups.

975. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-24 00:00:00 UTC
From: Big Mad Drongo <A.G.Jackson@durham.ac.uk>
Message-ID: <5m76cr$cuc@mercury.dur.ac.uk>
Source record: 6079
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Steve Hix (fiddler@Eng.Sun.COM) wrote:
: In article fsf@baguette.rs.itd.umich.edu, Timothy Watson
<tmwatson@baguette.rs.itd.umich.edu> writes:
: :BTW, for anyone who is reasonably clear about the technologies, GIF
: :doesn't cut if for images because of the limited colors, and JPEG
: :doesn't cut it because it is lossy, so if you saved an image every
: :time you altered it, it would degrade.

: Isn't it JPEG's *compression* algorithm that's lossy?

: If you don't compress it, you shouldn't see losses.

Yes, but you *will* see a very large file - the whole point behind the use of lossy compression in JPEG is that it gives you a very high level of compression. If you're editing your own pictures, of course, then you just have to keep an uncompressed (or losslessly compressed) copy lying around and make the alterations to that each time. Otherwise you will see some degradation every time you change it, though probably not as much as you might think...

Adrian

976. Re: Meet your Atari idols

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-24 00:00:00 UTC
From: Timothy Roughton <roughton@netaccess.co.nz>
Message-ID: <2072.7083T757T650@netaccess.co.nz>
Source record: 6080

>Don't laugh! I bought a working 1040STF with a few disks and color monitor
>for
>$20 (half-price day) at the local Goodwill today. (Stat holiday - Victoria
>Day in Canada)

I've had about 3 Atari St's in my time. :)

>A while before that, I had the great good fortune of buying an Amiga 1000 for
>$40...so I now have some more antiques for my collection. I think I can use a

That was lucky.. :)

>(right now, I'm using a Pentium Overdrive on a 486 motherboard...).

Why are you in an Amiga NewsGroup, if you are not advocating the Amiga, much
less why are you using a PO486, on advocate?

>Back before there were IBM clones, I wanted to go to 16 bits without spending

Not correct. you didn't really upgrade you machine, from my understand, clones
try to keep conpatablity with the old XT's and there for the processor is still
only 8bit, but that has change since the 486 I think. (IMO)

>but I just don't see any *reasonable* alternatives to Wintel. Alternatives I
>can recommend to my friends - and feel that I've been conscientious in
>respecting
>*their* interests, not just my opinions.

(IMHO)
Personally I don't like following the crowd, who knows where they'll end up, I
live with 3 pc clones, not my own someone elses, and personally I've installed
windows to the 486-dx100 about 30 times because of mafunctions in the software
so that counts out 95 for me, NT/OSWarp I've never seen, MS-Dos is an basically
a crippled version of something that AmigaDos pisses on from a great height,
you don't have conclipping in ms-dos nor do you have the option of just typing
the name of a dir and it cd'ing to it itself, you have to with out choice of
yourself type 'cd thisdir' your limited to 8 chars and 3 extension, where as
AmigaDos is not limited to this, if I want to make a file/dir with an incorrect
chars to it on ms-dos I can't on the Amiga I can, in retrospect you can
get interesting play toys for ms-dos that inharce it --to a degree-- but even
those are pritty out dated compeared to AmigaDos.

Let's not forget while pc's just beeps we had stereo sound.

977. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-24 00:00:00 UTC
From: Timothy Watson <tmwatson@baguette.rs.itd.umich.edu>
Message-ID: <xdod8qgwiia.fsf@baguette.rs.itd.umich.edu>
Source record: 6081
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Big Mad Drongo <A.G.Jackson@durham.ac.uk> writes:
> and make the alterations to that each time. Otherwise you will see some
> degradation every time you change it, though probably not as much as you
> might think...

That's likely true, thinking about it - small changes, especially if
they are not sharp features (or came from "similar" pictures), would
be likely to result in DCT coefficients having about the same spatial
frequency cutoffs. So little information would be lost...

--

____
T i m o t h y W a t s o n
tmwatson@umich.edu
__/| Something there is that doesn't love a wall, that wants it down

978. We have another WINNER

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-24 00:00:00 UTC
From: "Cutting Edge Computers"
Message-ID: <33870428.0@ispc-news.cableinet.net>
Source record: 6082

pippa@uunet.pipex.com has won the FREE Apocalypse 3D Accelarater.
Check out our web site for the new competition
www.cutting-edge.co.uk

979. We have another WINNER

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-24 00:00:00 UTC
From: "Cutting Edge Computers"
Message-ID: <33870fe8.0@ispc-news.cableinet.net>
Source record: 6083

pippa@uunet.pipex.com has won the FREE Apocalypse 3D Accelarater.
Check out our web site for the new competition
www.cutting-edge.co.uk

980. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-25 00:00:00 UTC
From: dfield@tiac.net
Message-ID: <5m846h$hts@news-central.tiac.net>
Source record: 6084
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Timothy Watson <tmwatson@baguette.rs.itd.umich.edu> wrote:

>Big Mad Drongo <A.G.Jackson@durham.ac.uk> writes:
>> and make the alterations to that each time. Otherwise you will see some
>> degradation every time you change it, though probably not as much as you
>> might think...

>That's likely true, thinking about it - small changes, especially if
>they are not sharp features (or came from "similar" pictures), would
>be likely to result in DCT coefficients having about the same spatial
>frequency cutoffs. So little information would be lost...

When I was writing the book on Photoshop I took one of the images
included with Photoshop, JPEGed it, and then re-opened it alongside
the original. I examined it at multiple magnifications and could find
a few differences, but not enough to make it clear which was the
original and which was the JPEG.

I seem to remember that it was the middle setting for compression.
It's just possible that althought the image wasn't in JPEG format, it
may have been JPEGed at some stage of its career. Maybe I should try
one of the Kai's Power Photos.

David.

981. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-25 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5m87hd$m35@lehi.kuentos.guam.net>
Source record: 6085
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In <5m4pc1$svp@bcrkh13.bnr.ca>, kaz@vision.crest.nt.com (Kaz Kylheku) writes:
>In article <5lvp9e$51t@mailgate.lexis-nexis.com>,
>Christopher C. Wood <christw@lexis-nexis.com> wrote:
>
>>Bullshit, JEDI, Bullshit. MacOS drives serial port servicing from
>>interrupt routines; I can detect no impact of a background modem
>>download on foreground tasks.
>
>There is more to downloading than just an interrupt routine to dequeue
>data from a port. The data has to go somewhere.
>
>Does the service routine also do the disk I/O transfers (which would be a crude
>hack, at best), or do you have to wait for a _voluntary_ context switch to the
>task which is performing the download?

Actually, it appears to be that even when a interrupt service routine is
finished, the CPU remains executing within the operating system and it
is the OS that returns the CPU to the application. It would also pretty
much answer the points below because once the interrupt is made, the CPU
must complete the entire task that includes moving the data from the
serial buffer to where it needs to do. The interrupt would have ensured
the top priority context switching. It is only when the OS is done when
everything is returned to the application. Everything is still done in
the context of cooperative multitasking.

I have uploaded and downloaded large amounts of data under CMT
enviroments, for both Mac, Windows 3.1 and Novell Netware 3.12.

>
>What would happen if the download were taking place at 1mbps? How about 10mbps?
>
>For a download at say 28.8 kbps, you only need a three to four kilobyte buffer,
>and the assurance that someone reliquishes the CPU in your favor once a second.
>No big deal.
>
>However, what if some CPU intensive program holds up the processor for a few
>seconds? Does your download continue? How does the interrupt service routine
>obtain buffer space? Is it fixed or dynamically allocated? What happens
>when it overflows?
>
>In an operating system, the arrival of data on the serial port may cause an
>immediate context switch to the process associated with that data stream, so
>that the process can remove the data from the operating system's buffers.

>Furthermore, in an OS with real-time support, you can give the process a high
>priority so that it's _guaranteed_ to get the CPU as soon as data is available
>from the serial driver.
>
>Face it, MacOS is a kludge with a pretty face. No preemptive
scheduling, no
>time slicing, kludged multiprocessing support, no globally scheduled threads.
>It's simply not a serious contender except for hobby / home uses and special
>purpose applications (e.g. public-access information browsing terminal or a
>server for providing a small number of services on a single network wire).
>The X terminal I'm using doesn't multitask either; it runs a monolithic X
>server: one task. It doesn't matter though because it is a special purpose
>hardware and software combination (``appliance'') that does its job well. I
>could easily replace it with a Mac running MacOS without loss of functionality,
>provided I could find stable, up-to-date X software for it. It would be a waste
>of a workstation, though.

CMT poses a lot of problems when it comes to multitasking, but
downloading isn't one of them.

Rgds,

Chris

"Devant le comportement irrationnel de sa machine, j'ai compris que se
poser en dfenseur de Windows releve de la plus profonde bassesse. J'ai
honte" --- Eric Bernatchez, "La Presse" newspaper, "Cyberpresse"
column, March 22, 1997, Montreal, Canada.

"Confronted with his machines irrational behaviour, it dawned upon me
that taking the position of Windows advocate is of the lowest possible
ethics. I am ashamed".

crobato@kuentos.guam.net

982. cable T.V & EQUIPMENT

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-25 00:00:00 UTC
From: lavy@gate.net
Message-ID: <5m96rk$1m70$9130@news.gate.net>
Source record: 6086

```
you need cable T.V call us.
we can help you wite CONVERTERS & EQUIPMENT.
30 - days MONEY BACK** 1 YEAR WARRANTY.
e-mail me to: lavy@gate.net
```

983. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-25 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <339c6b75.49966008@nntp.ix.netcom.com>
Source record: 6087
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

dfield@tiac.net (David Field) writes:

>When I was writing the book on Photoshop I took one of the images
>included with Photoshop, JPEGed it, and then re-opened it alongside
>the original. I examined it at multiple magnifications and could find
>a few differences, but not enough to make it clear which was the
>original and which was the JPEG.
>
>I seem to remember that it was the middle setting for compression.
>It's just possible that althought the image wasn't in JPEG format, it
>may have been JPEGed at some stage of its career. Maybe I should try
>one of the Kai's Power Photos.

Try subtracting the jpeg from the original (in such a manner that the
difference between 2 identical images is grey 128), and then doing a
histogram EQ. That will give you an exaggerated view of the
differences.

The artifacts will elude many types of processing, but they get
emphasized pretty quickly with some others. Some of the effects I've
created with filter factory have turned very nice looking jpegs into 8x8
tiles with sinusoidal eye candy in them.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

984. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-25 00:00:00 UTC
From: Erik Funkenbusch <chucks@isd.net>
Message-ID: <01bc6958$9c53afe0$bbc801cf@odin>
Source record: 6088
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Michael Warner <mvw@ozemail.com.au> wrote in article
<338412f4.25251888@news.chariot.net.au>...
> On 21 May 1997 12:16:49 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:
>
> >Want to see something really amusing? Try running GCC in the background
> >on a Linux/X system and then run, say, doom or whatever.
> >Now try the same with W95 on the same system. I compiled a small program
> >in the background using DJGPP on a P75 with 8 Mb RAM. When I tried
switching
> >back to Windows, it took the damn thing almost ten seconds just to draw
the
> >start menu :) I haven't even _tried_ to launch Word.
>
> Under Linux GCC is a native app, whereas under W95 I presume it's an
> extended DOS app. If it were ported to the Win32 console I think you'd
see
> much better multi-tasking performance; the overheads of task-switching
> to/from DOS boxes are probably high.
>
> At any rate, you would have to check that GCC was slowed down equally by
> Doom on both OSes to show that W95's task switching is poor. DOS boxes
may
> simply get more than their fair share of the CPU under W95.

Actually, the answer is quite simple. WM_PAINT message recieve very low
priority in a Win32 system. This means that the system will only paint
when there is nothing else to do. Obviously there was something else to
do. This can be changed of course in NT by setting foreground apps to have
higher priority. In 95, however disk intensive activities do cause slower
multi-tasking performance.

985. Atari Preservation Society

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-26 00:00:00 UTC
From: none <none@none.com>
Message-ID: <33898B65.2CC3@none.com>
Source record: 6089

Hello Atari fans,

-I'm here letting you know about the Atari Preservation Society. The APS is a group of Atari fans trying to keep the Atari Experience alive into the next millinium!

-The APS has only been around for about four months and already has 200+ members, including Telegames, a Jag/Lynx game developer! We are looking for more members, so we can try to influence JTS!

-If you'd like to find out more about the APS, or become a member, make sure to visit the Official web site at:
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Thanks for your time,

Megabyte,
Official APS Member!

-The Atari Preservation Society; We're Keeping The Atari Experience Alive!

986. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-26 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <3391932f.28235994@nntp.ix.netcom.com>
Source record: 6090
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

"Erik Funkenbusch" <chucks@isd.net> writes:

>Actually, the answer is quite simple. WM_PAINT message recieve very low
>priority in a Win32 system. This means that the system will only paint
>when there is nothing else to do. Obviously there was something else to
>do. This can be changed of course in NT by setting foreground apps to have
>higher priority. In 95, however disk intensive activities do cause slower
>multi-tasking performance.

That depends on your disk and controller. On 486 machines with older
IDE controllers, full throttle disk access (usually about 2.5 megs/sec
max) took 100% cpu. On my cheap 430FX pentium board, my main drive gets
almost 8 megs/sec with about 40% cpu utilization. It is pretty rare
that screen updates are late, even with disk activities going full
throttle.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

987. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-26 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <3389977d.2101024@news.ozemail.com.au>
Source record: 6091
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Mon, 19 May 1997 22:20:22 +0800,
johnb@hk.super.net.remove_this_to_mail_me (John W. Blackburne) wrote:

>So with game multitasking: right now machines need all their horsepower to
>drive Quake at a maximum fram rate, and people have got used to disabling
>other apps when playing graphically intensive games. But very soon this
>won't be necesary: with 3D accelerators taking care of graphics processing
>even today's computers don't need to spend all there time running a game,
>and with processor and other computer technology improving dramatically
>pretty soon even your basic non-3D-accelerated PC will be able to run Quake
>well utilising less than half of it's processing power

I'm sure games will find uses for all that spare CPU time - for example,
monster intelligence has nothing to do with 3D accelerators.

988. Re: GOD! Amiga people

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-26 00:00:00 UTC
From: John Zachary <zachary@bit.csc.lsu.edu>
Message-ID: <3389D135.1406@bit.csc.lsu.edu>
Source record: 6092
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

David P. Cole wrote:
>
> >
> > Today practically everyone but Sun develops products for the Win32 platform.
> > M$ just released its Commerce Server for $5000 replacing $60,000 Unix
> > systems.
> >
> Uh-oh, sounds like product dumping. The same type of dumping which is
> killing Netscape. The same kind of dumping what made Windows 3.0 the de
> facto OS.

How is this dumping? It is a product designed to run on a totally
different platform.
Oracle and their ilk enjoy the most healthy of profit margins in the
computer industry.
If it had been *any* other company other than Microsoft that was
offering the same
product at the same price, then you would not call it dumping. Unix
vendors like Sun
are still living in the past when they commanded high prices from
government agencies and
big companies. Now that the natural evolution of the computer industry
has made hardware
so much cheaper, those guys are running scared trying to figure out
where they can
inflate profit margins. Trust me: Scott McNealy and Larry Ellison are
not out to topple
Bill Gates and Microsoft to do any of us a favor. They fully intend and
expect to become
the next monopoly. Don't believe me? Go read todays San Jose Mercury
News story on Oracle at
http://www.sjmercury.com. Pay attention to how Oracle has a plan to be
the one-stop-
computer-shop (from high end servers to home users).

>
> When will Mircosoft learn how to play fair? Gates and co. are merely a
> bunch of big bullies taking advantage of their position.

Microsoft plays as fair as any other company. In fact, their licensing
is alot more
equitable to cloners than, say, Crapple's, er, Apple's. In fact, Apple
cloners like UMAX

and PowerComputing are contemplating getting into the PC market because Crapple is
so wishy-washy towards the cloners. When Crhapsody comes out, it is only going to be
worse for the Mac-cloners.

>
> At this point, I wish Microsoft's people would cash in their stock and
> retire. They're not making decent operating systems, let alone end-user
> software.

My first computer was a Mac 128. I used Macs for a very long time until NeXTStep became
affordable for Intel. I used NeXTStep for awhile along with Ultrix, Solaris, and IRIX.
After a brief stint with the BeOS, I recently began using WindowsNT (with 3.51). Now, I
think I am about as an objective person to say this: "WindowsNT does not suck as bad as
you say it does." Let me repeat that: "WindowsNT does not suck as bad as you say it does."
On a Pentium 133 with 32MB RAM and 512KB cache, my machine is as responsive as anything for
normal tasks (for largescale 3D tasks, it slows only because my video card is an ancient
Diamond Stealth with 2MB of memory). I can get LaTeX, anything related to the WWW, very
nice development environments (NeXTStep was better), etc. Microsoft does make decent
operating systems.

John

989. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-26 00:00:00 UTC
From: Ryan Tokarek <tokarek@students.uiuc.edu>
Message-ID: <Pine.SOL.3.91.970526132407.441A-100000@ux5.cso.uiuc.edu>
Source record: 6093
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 25 May 1997, Erik Funkenbusch wrote:

> Michael Warner <mvw@ozemail.com.au> wrote in article
> <338412f4.25251888@news.chariot.net.au>...
> > On 21 May 1997 12:16:49 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:
> >
<snip>
> > At any rate, you would have to check that GCC was slowed down equally by
> > Doom on both OSes to show that W95's task switching is poor. DOS boxes
> may
> > simply get more than their fair share of the CPU under W95.
>
> Actually, the answer is quite simple. WM_PAINT message recieve very low
> priority in a Win32 system. This means that the system will only paint
> when there is nothing else to do. Obviously there was something else to
> do. This can be changed of course in NT by setting foreground apps to have
> higher priority. In 95, however disk intensive activities do cause slower
> multi-tasking performance.

That's odd. Shouldn't such a task become blocked and thereby allow other (lower priority) tasks to get time? Or, is this still processor assisted transfer? I suspect that the affect would be much less noticable with bus mastering (I thing you call it... when there are separate chips to handle the informatin transfer rather than have the processor deal with it).

Ryan Tokarek
<tokarek@students.uiuc.edu>

990. Falcon BiT BOPPER Video Synthesizer SOURCE CODE For Sale...

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-27 00:00:00 UTC
From: alex@xartwalker.com
Message-ID: <alex-2705970145100001@dynamic25.pm07.mv.best.com>
Source record: 6094
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

Falcon BiT BOPPER Video Synthesizer SOURCE CODE For Sale...

For all information, please see:

http://www.artwalker.com/t2/14/sale/

No time wasters please!

Thank you.

--
When replying, please remove the 'x' from the return address. (An anti-spam technique).
Thanks!

Q:2000

991. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-27 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <EAuu7t.2Ao@novice.uwaterloo.ca>
Source record: 6095
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <Pine.SOL.3.91.970526132407.441A-100000@ux5.cso.uiuc.edu>,
Ryan Tokarek <tokarek@students.uiuc.edu> wrote:
>On 25 May 1997, Erik Funkenbusch wrote:

>> Actually, the answer is quite simple. WM_PAINT message recieve very low
>> priority in a Win32 system. This means that the system will only paint
>> when there is nothing else to do. Obviously there was something else to
>> do. This can be changed of course in NT by setting foreground apps to have
>> higher priority. In 95, however disk intensive activities do cause slower
>> multi-tasking performance.

>That's odd. Shouldn't such a task become blocked and thereby allow other
>(lower priority) tasks to get time? Or, is this still processor assisted
>transfer? I suspect that the affect would be much less noticable with bus
>mastering (I thing you call it... when there are separate chips to handle
>the informatin transfer rather than have the processor deal with it).

This depends on the design of the hard disk controller.

Most clones have bus-mastering capabilities on their IDE controllers,
however most people do not install the drivers and thus default to
programmed I/O.

Running full tilt on my machine with DMA busmastering enabled, my IDE
subsystem consumes no more than about 5-10% of the CPU's attention. This
is a P100.

Bus-mastering SCSI obviously has even better performance characteristics.

Darwin Ouyang

992. WANTED: DOS Utilities ROM card (HPC-701) for the Atari Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-27 00:00:00 UTC
From: Chris Platts <chris@the-shack.demon.co.uk>
Message-ID: <01bc6ae7$29bd6940$4a9cdec2@the-shack.demon.co.uk>
Source record: 6096

Anyone out there (pref. in the UK) got this card?

Atari DOS Utilities ROM card (part no. HPC-701)

Will buy or swap old Atari gooides! -- ST/Falcon stuff...

993. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-27 00:00:00 UTC
From: Erik Funkenbusch <chucks@isd.net>
Message-ID: <01bc6af4$eefc2e00$83c801cf@odin>
Source record: 6097
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Darwin Ouyang <douyang@novice.uwaterloo.ca> wrote in article
<EAuu7t.2Ao@novice.uwaterloo.ca>...
> In article <Pine.SOL.3.91.970526132407.441A-100000@ux5.cso.uiuc.edu>,
> Ryan Tokarek <tokarek@students.uiuc.edu> wrote:
> >On 25 May 1997, Erik Funkenbusch wrote:
>
> >> Actually, the answer is quite simple. WM_PAINT message recieve very
low
> >> priority in a Win32 system. This means that the system will only
paint
> >> when there is nothing else to do. Obviously there was something else
to
> >> do. This can be changed of course in NT by setting foreground apps to
have
> >> higher priority. In 95, however disk intensive activities do cause
slower
> >> multi-tasking performance.
>
> >That's odd. Shouldn't such a task become blocked and thereby allow other

> >(lower priority) tasks to get time? Or, is this still processor assisted

> >transfer? I suspect that the affect would be much less noticable with
bus
> >mastering (I thing you call it... when there are separate chips to
handle
> >the informatin transfer rather than have the processor deal with it).

Yes, the task is blocked while waiting for IO, but unfortunately the OS is
also waiting for IO so it can swap pages in to the system.

994. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-28 00:00:00 UTC
From: Tim Wiser <mit@cowgate.demon.co.uk>
Message-ID: <$Xr0MnACpBjzEwbN@cowgate.demon.co.uk>
Source record: 6098
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5ks5vj$h4p@mercury.dur.ac.uk>, Big Mad Drongo
<A.G.Jackson@durham.ac.uk> writes

>It's far more sensible this way IMNAAHO, because if I want to draw
>something more complex I can get hold of a more complex vector art
>package. If I want to create different styles of bitmap art to go in my
>document I can use different art packages. I'd rather have a number of
>small specialised apps that work together nicely than one large package
>that tries to do everything and doesn't necessarily do a good job of it,
>and almost certainly doesn't do it exactly the way I want.

Indeed. I couldn't agree more, especially as I said excatly this a few
weeks ago (probably in the same thread, judging by the length of time
this one's been going). Having smaller programs also helps you keep the
memory of your machine in control. If you have huge sprawling programs
that try to do everything at once and do it before you've even thought
about it (and usually getting it wrong) then your memory goes in large
chunks whereas if you have small programs that are more 'dedicated' then
you can load them, do your operation, and if you know you won't need
them again then just quit them straight away. Easy. Hell, if you DO need
them again then just load them again - it'll only take a few seconds!

Loading something like PhotoDesk or PhotoShop just to make a little red
circle or loading Impression or Word 8 to create a quick note to stick
on your monitor is overkill.

Mit.

--
Tim Wiser (Mit) (gMa20b61176h62eBiq0.0)

mailto:mit@cowgate.antispam.demon.co.uk To send me mail, remove the antispam
http://www.cowgate.demon.co.uk/mit/ section of this mail. Other mail will
be automagically rubberised.

995. Re: Apple FUD and hollow marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-28 00:00:00 UTC
From: Iain Carr <iainvw@enterprise.net>
Message-ID: <df2699147@iainvw.enterprise.net>
Source record: 6099
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <$Xr0MnACpBjzEwbN@cowgate.demon.co.uk>
Tim Wiser <mit@cowgate.demon.co.uk> wrote:

[amongst other things]
> loading Impression or Word 8 to create a quick note to stick
> on your monitor is overkill.

In the case of Impression, overkill.

In the case of Word 8, over-over-over-overkill. _How_ much memory does
it use?

--

```
__________ .
/_|[][][]__| Iain Carr North of the Grampian Highlands |\
| | | Acorn StrongARM Risc PC - what else can run _| )
^`-'^^^^^`-'^ Sibelius @ 1600x1200? or at 204.1 MIPS? (_)
```

996. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-28 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5mi7ve$p59@bcrkh13.bnr.ca>
Source record: 6100
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <EAuu7t.2Ao@novice.uwaterloo.ca>,
Darwin Ouyang <douyang@novice.uwaterloo.ca> wrote:

>This depends on the design of the hard disk controller.
>
>Most clones have bus-mastering capabilities on their IDE controllers,
>however most people do not install the drivers and thus default to
>programmed I/O.

Say what? IDE DMA is a relatively new thing. Not all motherboard types have it.
Wasn't it introduced on the Triton II? Perhaps most _new_ clones have it.

The ASUS dual pentium motherboard I bought over a year ago certianly doesn't
have DMA for IDE drives.

>Running full tilt on my machine with DMA busmastering enabled, my IDE
>subsystem consumes no more than about 5-10% of the CPU's attention. This
>is a P100.

Not bad.

997. FreeNetAccessWorldwid+

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-28 00:00:00 UTC
From: interbbs@hotmail.com
Message-ID: <337b1171.6919176@hiroken.hiroken.or.jp>
Source record: 6101

```
Free Adult Internet Connection Worldwid+ Via Our Bbs.
Follow the link and enjoy...
http://cybercity.hko.net/la/interbbs/freenet/free.htm
```

998. Re: To ALL FUCKED Atarians

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-28 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <338cb33d.639839@news.injersey.com>
Source record: 6102
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,fr.comp.sys.atari,ger.atari,rec.games.video.atari,alt.atari-jaguar.discussion,alt.crews.atari,comp.binaries.atari.st

On Wed, 28 May 1997 13:25:19 -0700, Jack@meoff.com (Jack Meoff) wrote:

-
-Attention fucked Atari losers!
-
-Here's a little song for your enjoyment:
-
-
-(Sung to the tune of Jack n' Jill
-
-Rich Tietjens spies an ST
-And gets a giant hard on.
-He rubs his balls
-And strokes his schlong
-His jism flows soon after!

HA HA HA!!!

What prompted this?

999. Cum visit our free BBS

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-28 00:00:00 UTC
From: stephlise@telco.com
Message-ID: <336b1171.6919176@hiroken.hiroken.or.jp>
Source record: 6103

```
Free Adult Internet Connection Worldwid- Via Our Bbs.
Follow the link and enjoy...
http://cybercity.hko.net/la/interbbs/freenet/free.htm
```

1000. Re: NEW SITE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-29 00:00:00 UTC
From: "Casper D. Hulshof" <hulshof@edte.utwente.nl>
Message-ID: <5mjrbg$k1e@dinkel.civ.utwente.nl>
Source record: 6104
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

> http://www.aesthetico.com
>Tell us what you think. We need your feedback.

Crap.

CH

1001. Re: NEW SITE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-29 00:00:00 UTC
From: Gary Feinstein <GFeinste@PlanetHollywood.com>
Message-ID: <338D97C6.2342@PlanetHollywood.com>
Source record: 6105
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

Casper D. Hulshof wrote:
>
> > http://www.aesthetico.com
> >Tell us what you think. We need your feedback.
>
> Crap.
>
> CH
The first time I checked it out I thought the same thing. However, I will say it does have potential. Although, I don't think this is the appropriate newsgroup to be posting to.
GF

1002. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-29 00:00:00 UTC
From: grotskos@compulink.gr
Message-ID: <338d2975.442008@news.compulink.gr>
Source record: 6106
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 21 May 1997 12:16:49 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>While compiling a large package using GCC in a Linux environment will
>ofcouse slow down the system a bit, it's still fast enough to at least do
>something else. Like playing doom :) Don't run Netscape though... It will
>eat up all of your memory and then crash :(

There should be some way in modern operating systems to limit the amount of memory a program can access, so that one misbehaving program won't be able to take up all your memory. It will be like setting the priority in a preemptive multitasking environment. The applications should have settings for the minimum and maximum amount of memory they need, and the user should be able to adjust the maximum value manually. This shouldn't be left to the programmer of the application. Modern operating systems should not crash from a misbehaving application. If applications have a maximum memory partition, then when the application needs more memory, it should ask the user for it or in the worst case just crash, without affecting other applications. The MacOS has this, so an application cannot take the whole memory. Other applications running always have their maximum amount of memory available. It used to be wasteful in the past, but now memory is cheap.

Gabe

1003. Re: To ALL FUCKED Atarians

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-29 00:00:00 UTC
From: Joe Wilson <joewilson@tenforward.com>
Message-ID: <01bc6c7b$cf603fe0$6c69d5ce@preinstalledcom>
Source record: 6107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,fr.comp.sys.atari,ger.atari,rec.games.video.atari,alt.atari-jaguar.discussion,alt.crews.atari,comp.binaries.atari.st

You dork, it is suppose to rhyme. If you are going to bash Atari users then learn to cite a rythm correctly, or at least put capital letters and the correct puntuation where it belongs.

Jack Meoff <Jack@meoff.com> wrote in article
<Jack-2805971325190001@news.ewu.edu>...
>
> Attention fucked Atari losers!
>
> Here's a little song for your enjoyment:
>
>
> (Sung to the tune of Jack n' Jill
>
> Rich Tietjens spies an ST
> And gets a giant hard on.
> He rubs his balls
> And strokes his schlong
> His jism flows soon after!
>

1004. Re: NEW SITE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-29 00:00:00 UTC
From: Jaz <jasonyip@netcomuk.co.uk>
Message-ID: <338E00B7.3FF6@netcomuk.co.uk>
Source record: 6108
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

Gary Feinstein wrote:
>
> Casper D. Hulshof wrote:
> >
> > > http://www.aesthetico.com
> > >Tell us what you think. We need your feedback.
> >
> > Crap.
> >
> > CH
> The first time I checked it out I thought the same thing. However, I
> will say it does have potential. Although, I don't think this is the
> appropriate newsgroup to be posting to.
> GF

I agree with Casper. I also say that this is probably the wrong
newsgroup to be posting to. I thought it was an AS/400 related site -
what a let down.

E-mail : JASONYIP@netcomuk.co.uk
Personal Home Page: http://www.netcomuk.co.uk/~jasonyip/index.html
---

1005. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-29 00:00:00 UTC
From: Fishbert <thefish@dmpl.com>
Message-ID: <338E2A46.1CFB@dmpl.com>
Source record: 6109
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Gabriel Rotskos wrote:
>
> On 21 May 1997 12:16:49 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:
>
> >While compiling a large package using GCC in a Linux environment will
> >ofcouse slow down the system a bit, it's still fast enough to at least do
> >something else. Like playing doom :) Don't run Netscape though... It will
> >eat up all of your memory and then crash :(
>
> There should be some way in modern operating systems to limit the
> amount of memory a program can access, so that one misbehaving program
> won't be able to take up all your memory.

[snip]

> The MacOS has this, so an application cannot take the whole memory.
> Other applications running always have their maximum amount of memory
> available. It used to be wasteful in the past, but now memory is
> cheap.

MacOS does this by using fixed addressing for application memory spaces.
The stack starts at address 0xso-and-so, and the heap starts at address
0xthus-and-such, and they grow toward each other.

If the stack overflows into the heap, it's crash city. But, by god, the
application won't take more than its fair share of RAM on the way down.
;)

--
Fishbert "Blah blah blah blah NT blah blah blah..."

1006. FREE HOT PICTURES HOT!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-29 00:00:00 UTC
From: stephlise@telco.com
Message-ID: <998b1171.6919176@hiroken.hiroken.or.jp>
Source record: 6110

```
Free Adult Internet Connection Worldwide Via Our Bbs.
Follow the link and enjoy...
http://cybercity.hko.net/la/interbbs/freenet/free.htm
```

1007. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-30 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <33b04484.568249265@siesta>
Source record: 6111
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 28 May 1997 21:27:10 GMT, kaz@vision.crest.nt.com (Kaz Kylheku)
wrote:

: In article <EAuu7t.2Ao@novice.uwaterloo.ca>,
: Darwin Ouyang <douyang@novice.uwaterloo.ca> wrote:
:
: >This depends on the design of the hard disk controller.
: >
: >Most clones have bus-mastering capabilities on their IDE controllers,
: >however most people do not install the drivers and thus default to
: >programmed I/O.
:
: Say what? IDE DMA is a relatively new thing. Not all motherboard types have it.
: Wasn't it introduced on the Triton II? Perhaps most _new_ clones have it.

Actually, I think it was with Triton I.

: The ASUS dual pentium motherboard I bought over a year ago certianly doesn't
: have DMA for IDE drives.

The dual P5 chipset is, I believe Neptune--which doesn't support IDE
DMA.

I don't think any of the Tritons support dual P5 systems (although,
the newest ones may).

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

1008. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-30 00:00:00 UTC
From: Grzegorz Nowakowski <krecik@lri.fr>
Message-ID: <08vi4148kw.fsf@lri.fr>
Source record: 6112
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

grotskos@compulink.gr (Gabriel Rotskos) writes:

> There should be some way in modern operating systems to limit the
> amount of memory a program can access, so that one misbehaving program
> won't be able to take up all your memory. It will be like setting the
> priority in a preemptive multitasking environment. The applications
> should have settings for the minimum and maximum amount of memory they
> need, and the user should be able to adjust the maximum value
> manually. This shouldn't be left to the programmer of the application.

For Unices there is system call setrlimit() for adjusting maximum
usage of system resources. There are two flavours of these limits:
hard and soft. Soft limits can be set only within range of hard ones
and hard limits can only be lowered (to increase, application must be
run in priviledged mode). Many shells have 'limit' or 'ulimit'
builtins around the function (at least bash and tcsh) and these limits
are inherited by child processes.

However, the only way to set these limits is to inherit or set them by
application itself. And in the second case there is a little sense to
do it interactively: if application is samrt enogh to watch out it's
limits, it usually is smart enough not to exceed them (btw, how could
you expect daemon running in background asking if would you be so kind
and spare it some extra memory? who should be asked?),

But another matter is if program will behave correctly after failed
attempt to exceed limit (e.g. trying to allocate more memory). I've
seen many 'Virtual memory exhausted'-like messages so I'm not so
optimistic.

> Modern operating systems should not crash from a misbehaving
> application.

Only 'system crash' I happened to have under Linux was console's
keyboard/screen lock and I believe I wouldn't have to reboot machine
if I had an extra terminal plugged to my box. IMHO, isolating
applicatons from itselves and the OS is standard, not The Holy Grail.

> but now memory is
> cheap.

It's true but don't rely to strong on it. Memory hogs are always
annoying, no matter how much memory do you have.
--
Grzegorz "Krecik" Nowakowski

<krecik@tcs.uni.wroc.pl>

`...this is the rock solid principle on which the whole of the
Corporation's Galaxy-wide success is founded - their fundamental
design flaws are completely hidden by their superficial design flaws.'
-- So Long, and Thanks for all the Fish -- Douglas Adams.

1009. Re: To ALL F*CKED Atarians

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-30 00:00:00 UTC
From: Kevin Jones <kevj@clara.net>
Message-ID: <01bc6cf5$3025c420$174ea4c2@kevin02>
Source record: 6113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,fr.comp.sys.atari,ger.atari,rec.games.video.atari,alt.atari-jaguar.discussion,alt.crews.atari,comp.binaries.atari.st

Jack Meoff <Jack@meoff.com> wrote in article
<Jack-2805971325190001@news.ewu.edu>...
>
> Attention f*cked Atari losers!
>
> Here's a little song for your enjoyment:
>
>
> (Sung to the tune of Jack n' Jill
>
> Rich Tietjens spies an ST
> And gets a giant hard on.
> He rubs his balls
> And strokes his schlong
> His jism flows soon after!
>

Well you just have to look at the name who posted this to tell that they are a complete W*NKER, although if that name is real you have to take pity on the SAD LOSER don't you.

Going through school with a name like that, hehehehehehehehehehehehe.

WE ARE NOT THE ONES WHO ARE F*CKED, YOU ARE!!!!!!!!!!

Kev.

1010. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-30 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5mn74q$4te@bcrkh13.bnr.ca>
Source record: 6114
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <338d2975.442008@news.compulink.gr>,
Gabriel Rotskos <grotskos@compulink.gr> wrote:
>On 21 May 1997 12:16:49 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:
>
>>While compiling a large package using GCC in a Linux environment will
>>ofcouse slow down the system a bit, it's still fast enough to at least do
>>something else. Like playing doom :) Don't run Netscape though... It will
>>eat up all of your memory and then crash :(
>
>There should be some way in modern operating systems to limit the
>amount of memory a program can access, so that one misbehaving program
>won't be able to take up all your memory. It will be like setting the

There is; it's called adjusting the working set. A more crude adjustment is to
simply say ``you have this much virtual memory to play in, and no more''.
Easily done with process limits in Linux. You can set how much memory a program
can have, how deep its stack can be, how long the program can run for, how big
of a core file it can generate, how big a file it can create, etc.

1011. re:help,help,I need drivers for my atari sh205 hard drive

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-30 00:00:00 UTC
From: Compustore <compustr@iol.ie>
Message-ID: <01bc6d48$b0f12d80$28297dc2@Irelandonline.iol.ie>
Source record: 6115

Sorry for this thick request but I formated my boot partition on my hard drive and need a
utilities disk and driver to get it back up.
Can anyone help me.
Thanks in advance
Robert

BTW it's an atari sh205 hard drive

1012. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-30 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <EB0CBE.8t4@novice.uwaterloo.ca>
Source record: 6116
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33b04484.568249265@siesta>,
Sang K. Choe <sangria@inlink.com> wrote:

>Actually, I think it was with Triton I.

Yep, I think so too. (And the Triton I is several years old now...)

Darwin Ouyang

1013. Re: NEW SITE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-30 00:00:00 UTC
From: Francis Lapeyre <flapeyre@communique.net>
Message-ID: <338F842A.34A8@communique.net>
Source record: 6117
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

Casper D. Hulshof wrote:
>
> > http://www.aesthetico.com
> >Tell us what you think. We need your feedback.
>
> Crap.
>
> CH

They could have at least used the correct spelling for St. Louis
(instead of St. Luis). They were referring to the city in Missouri (I
saw the picture of the Gateway Arch), not some other person/place/thing.

Casper, your opinion, shall we say, is generous compared to mine. I'll
leave it at that.
--
Francis Lapeyre flapeyre@communique.net

"The probability of life originating from accident is
comparable to the probability of the Unabridged Dictionary
resulting from an explosion in a printing factory."

Prof. Edwin Conklin

****** If you spam me, you will incur the wrath of your Internet **
****** Service Provider. I KNOW who you REALLY are!!***************

Opinions are my own. Otherwise, they are someone else's.

1014. Re: NEW SITE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-30 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <338F9740.26FE@goldrush.com>
Source record: 6118
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

> > > http://www.aesthetico.com
> > >Tell us what you think. We need your feedback.

No Atari, Apple, Commodore, DEC, Handheld, HP, etc. stuff (actually not any computer stuff) to be found there what so ever, just a bunch of pictures of 'the outside' (augh! the light, no computers! no net! I'm melting....)

The buttons were hard to understand I assumed incorrectly uou click on the blue thingis below the names to go to different pages, wrong. Also takes forever to view if you have a 14.4k modem.

Post back here to us when you get some good computer shots, ok.

Larry Anderson
--
-+-
Visit our web page at: http://www.goldrush.com/~foxnhare
Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-

1015. FREE SOFTWARE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-30 00:00:00 UTC
From: pressrelease@usa.net
Message-ID: <5mnar1$7ip$2@its.hooked.net>
Source record: 6119

```
------------------>>>>> FREE GIFTS!!

--------------------->>>>>>>> FREE GIFTS!!!

Come visit our WEB SITE & Receive $99.00 worth of FREE GIFTS!

http://www.cyberbundle.com
```

1016. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-31 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5mojkh$add@lehi.kuentos.guam.net>
Source record: 6120
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In <33b04484.568249265@siesta>, sangria@inlink.com (Sang K. Choe) writes:
>On 28 May 1997 21:27:10 GMT, kaz@vision.crest.nt.com (Kaz Kylheku)
>wrote:
>
>: In article <EAuu7t.2Ao@novice.uwaterloo.ca>,
>: Darwin Ouyang <douyang@novice.uwaterloo.ca> wrote:
>:
>: >This depends on the design of the hard disk controller.
>: >
>: >Most clones have bus-mastering capabilities on their IDE controllers,
>: >however most people do not install the drivers and thus default to
>: >programmed I/O.
>:
>: Say what? IDE DMA is a relatively new thing. Not all motherboard types have it.
>: Wasn't it introduced on the Triton II? Perhaps most _new_ clones have it.
>
>Actually, I think it was with Triton I.
>
>: The ASUS dual pentium motherboard I bought over a year ago certianly doesn't
>: have DMA for IDE drives.
>
>The dual P5 chipset is, I believe Neptune--which doesn't support IDE
>DMA.
>
>I don't think any of the Tritons support dual P5 systems (although,
>the newest ones may).
>

The Triton 430HX chipset does support dual Pentiums.

The Triton HX chipsets are also available since last year, and they do
support IDE DMA, though not the latest DMA-33 kind the 430TX supports.

Rgds,

Chris
"Devant le comportement irrationnel de sa machine, j'ai compris que se
poser en dfenseur de Windows releve de la plus profonde bassesse. J'ai
honte" --- Eric Bernatchez, "La Presse" newspaper, "Cyberpresse"
column, March 22, 1997, Montreal, Canada.

"Confronted with his machines irrational behaviour, it dawned upon me
that taking the position of Windows advocate is of the lowest possible
ethics. I am ashamed".

crobato@kuentos.guam.net

1017. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-31 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5mojqf$add@lehi.kuentos.guam.net>
Source record: 6121
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In <5mi7ve$p59@bcrkh13.bnr.ca>, kaz@vision.crest.nt.com (Kaz Kylheku) writes:
>In article <EAuu7t.2Ao@novice.uwaterloo.ca>,
>Darwin Ouyang <douyang@novice.uwaterloo.ca> wrote:
>
>>This depends on the design of the hard disk controller.
>>
>>Most clones have bus-mastering capabilities on their IDE controllers,
>>however most people do not install the drivers and thus default to
>>programmed I/O.
>
>Say what? IDE DMA is a relatively new thing. Not all motherboard types have it.
>Wasn't it introduced on the Triton II? Perhaps most _new_ clones have it.

This was introduced with the Triton 430FX chipset.

>
>The ASUS dual pentium motherboard I bought over a year ago certianly doesn't
>have DMA for IDE drives.
>
>>Running full tilt on my machine with DMA busmastering enabled, my IDE
>>subsystem consumes no more than about 5-10% of the CPU's attention. This
>>is a P100.
>
>Not bad.

I am reading something similar with the IDE drivers of Warp v4 running
on a motherboard with the Triton HX chipset. Remember, these drivers
are installed in default by Warp v4.

Rgds,

Chris

Rgds,

Chris

"Devant le comportement irrationnel de sa machine, j'ai compris que se
poser en dfenseur de Windows releve de la plus profonde bassesse. J'ai
honte" --- Eric Bernatchez, "La Presse" newspaper, "Cyberpresse"
column, March 22, 1997, Montreal, Canada.

"Confronted with his machines irrational behaviour, it dawned upon me
that taking the position of Windows advocate is of the lowest possible
ethics. I am ashamed".

crobato@kuentos.guam.net

1018. Re: games multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-05-31 00:00:00 UTC
From: Big Mad Drongo <A.G.Jackson@durham.ac.uk>
Message-ID: <5mp5r7$c2t@mercury.dur.ac.uk>
Source record: 6122
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Christopher C. Wood (christw@lexis-nexis.com) wrote:
: Which version of Netscape are you talking about? I've run Netscape 2
: and Netscape 3 on my PowerMac, MacOS 7.1.2, 7.5.3, and 7.5.5, and
: haven't seen the behavior you describe. You aren't making this up,
: are you?

Netscape Navigator Gold on a Performa 475 seems to be rather selfish when it comes to processor power. Yes, it's a very underpowered machine, but I've seen browsers on less powerful platforms that do a better job...

Adrian

1019. Re: NEW SITE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-01 00:00:00 UTC
From: "Daniel S. Cochran" <Daniel@DSC-Link.com>
Message-ID: <33917980.493F@DSC-Link.com>
Source record: 6123
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

Casper D. Hulshof wrote:
>
> > http://www.aesthetico.com
> >Tell us what you think. We need your feedback.
>
> Crap.
>
> CH

uh, I really liked the "information" page... ;)

ryl,
--
Daniel@DSC-Link.com
Consultant: AS/400, Internet http://www.DSC-Link.com
*** All remarks reflect my ideas since that person is me! ;-)

1020. Re: NEW SITE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-01 00:00:00 UTC
From: ���TaX �Rr�R <commodoreboy@cybermail.net>
Message-ID: <01bc6e70$9cd616c0$7bc348a6@default>
Source record: 6124
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

```
Dane Ruyle <dane_ruyle@intuit.com> wrote in article
<338DFD56.7616@intuit.com>...
> Where's the Commodore Section?!
>
> hehe
>
yea, where the hell is the commodore section?
--
LONG LIVE THE COMMODORE 64!!
http://www.cybermail.net/~cgi
+=====================================================================+
+ I am Homer of Borg.... prepare to be assim... oooo... Donuts... +
+=====================================================================+
```

1021. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-02 00:00:00 UTC
From: t21@ix.netcom.com
Message-ID: <5mu458$s31@dfw-ixnews11.ix.netcom.com>
Source record: 6125
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5mi7ve$p59@bcrkh13.bnr.ca>, kaz@vision.crest.nt.com (Kaz Kylheku) wrote:
>In article <EAuu7t.2Ao@novice.uwaterloo.ca>,
>Darwin Ouyang <douyang@novice.uwaterloo.ca> wrote:
>
>>This depends on the design of the hard disk controller.
>>
>>Most clones have bus-mastering capabilities on their IDE controllers,
>>however most people do not install the drivers and thus default to
>>programmed I/O.
>
>Say what? IDE DMA is a relatively new thing. Not all motherboard types have it.
>Wasn't it introduced on the Triton II? Perhaps most _new_ clones have it.
>

All I know is for over 2 year now IDE DMA was available on low end
motherboard. I gather that from my pre win95 system that suport busmaster
dma. The triton FX (1) had that feature.

>The ASUS dual pentium motherboard I bought over a year ago certianly doesn't
>have DMA for IDE drives.
>

Then you chose a wrong motherboard for performance...

>>Running full tilt on my machine with DMA busmastering enabled, my IDE
>>subsystem consumes no more than about 5-10% of the CPU's attention. This
>>is a P100.
>
>Not bad.

Cheap IDE drive nowdays also can sustain >4meg meg second without problem
with little CPU overhead, even with >2 year old motherboard.

Stephan

1022. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-02 00:00:00 UTC
From: t21@ix.netcom.com
Message-ID: <5mu4g6$s31@dfw-ixnews11.ix.netcom.com>
Source record: 6126
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33b04484.568249265@siesta>, sangria@inlink.com (Sang K. Choe) wrote:
>On 28 May 1997 21:27:10 GMT, kaz@vision.crest.nt.com (Kaz Kylheku)
>wrote:
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>: In article <EAuu7t.2Ao@novice.uwaterloo.ca>,
>: Darwin Ouyang <douyang@novice.uwaterloo.ca> wrote:
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>: Say what? IDE DMA is a relatively new thing. Not all motherboard types have
> it.
>: Wasn't it introduced on the Triton II? Perhaps most _new_ clones have it.
>
>Actually, I think it was with Triton I.
>
>: The ASUS dual pentium motherboard I bought over a year ago certianly doesn't
>: have DMA for IDE drives.
>
>The dual P5 chipset is, I believe Neptune--which doesn't support IDE
>DMA.
>

The HX also support dual CPU and busmaster DMA.

>I don't think any of the Tritons support dual P5 systems (although,
>the newest ones may).

A few dual p5 mb are tritons2 based...

Stephan

1023. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-02 00:00:00 UTC
From: paxon@uclink4.berkeley.edu
Message-ID: <paxon-0206971946120001@ppp-206-170-3-43.okld03.pacbell.net>
Source record: 6127
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5mv3i6$kld@mailgate.lexis-nexis.com>, christw@lexis-nexis.com (Christopher C. Wood) wrote:

> In article <338d2975.442008@news.compulink.gr>, grotskos@compulink.gr (Gabriel Rotskos) writes:
> |> On 21 May 1997 12:16:49 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:
>
> |> >While compiling a large package using GCC in a Linux environment
> |> >will ofcouse slow down the system a bit, it's still fast enough to
> |> >at least do something else. Like playing doom :) Don't run
> |> >Netscape though... It will eat up all of your memory and then
> |> >crash :(
>
> |> There should be some way in modern operating systems to limit the
> |> amount of memory a program can access, so that one misbehaving
> |> program won't be able to take up all your memory.
>
> In Unix, you write your own shell program that calls setrlimit with
> the appropriate parameters to limit a programs' consumption of system
> resource, and then starts another program that runs with those limits.
> There ought to be a way to do this in the shell, but it isn't
> cross-referenced from the setrlimit man page in Solaris 2.5. Solaris
> supports limits on more resources (CORE file size, CPU seconds, DATA
> bytes, FSIZE (file size, in bytes), NOFILE (number of files), STACK
> (bytes), VMEM (bytes)) than HP-UX (NOFILE and VMEM, I believe). I
> don't know about Linux.
>
> On the MacOS, you click on the application's Icon, choose "get info",
> and set it's minimum and preferred memory usage.
>
> Which one's easier?

(chop)

> Chris
> --
> Speaking only for myself, of course.
> Chris Wood christw@lexis-nexis.com cats@CFAnet.com

What I don't like about Mac memory usage is that after applications take their preferred memory size, the applications continue to hold onto unused memory which other programs can't use. So if I run Photoshop with a 50 MB preferred memory size just to view a 100K GIF file, Photoshop will still hold onto the entire 50 MB even though it is actually using only 10

or so megs. Do you acknowledge that this is a problem? I suppose you might tell me that is so easy to adjust Photoshop's memory usage to just 10 MB. But ease should not be confused with convenience or practicality. My point is that I should not have to constantly consider and set how much memory I intend to use each time before running an application just so I don't end up wasting dozens of megabytes.
Sure, it's nice to be able to limit Netscape's memory hogging. But instead of applauding the Mac's memory setting ability, shouldn't we also point a finger at Netscape for hogging the memory in the first place? In addition to being able to set maximum memory usage for applications, all Mac programs should release memory they are not using, instead of holding onto fixed partitions of wasted space. There should also be a default "Unlimited" mode which lets software automatically take as much memory as they need (and give back what it's not using, as it should always do).

Paxon Hou

1024. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-03 00:00:00 UTC
From: Tetsuji Ueda <ueda@math.unc.edu.delete.this>
Message-ID: <3393A2EC.1C9D4B6D@math.unc.edu.delete.this>
Source record: 6128
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Christopher C. Wood wrote:

> In Unix, you write your own shell program that calls setrlimit with
> the appropriate parameters to limit a programs' consumption of system
> resource, and then starts another program that runs with those limits.
> There ought to be a way to do this in the shell, but it isn't
> cross-referenced from the setrlimit man page in Solaris 2.5. Solaris
> supports limits on more resources (CORE file size, CPU seconds, DATA
> bytes, FSIZE (file size, in bytes), NOFILE (number of files), STACK
> (bytes), VMEM (bytes)) than HP-UX (NOFILE and VMEM, I believe). I
> don't know about Linux.
>
> On the MacOS, you click on the application's Icon, choose "get info",
> and set it's minimum and preferred memory usage.
>
> Which one's easier?

Unix: use the 'ulimit' command in your preferred shell.

```
Linux resource limits:
RLIMIT_CPU /* CPU time in seconds */
RLIMIT_FSIZE /* Maximum filesize */
RLIMIT_DATA /* max data size */
RLIMIT_STACK /* max stack size */
RLIMIT_CORE /* max core file size */
RLIMIT_RSS /* max resident set size */
RLIMIT_NPROC /* max number of processes */
RLIMIT_NOFILE /* max number of open files */
RLIMIT_MEMLOCK /* max locked-in-memory address space*/
```

> On the Mac, the programmer _suggests_ values, but the user can
> override. On Unix, you need to be a programmer to understand what the
> limits are, let alone to set them.

On Unix, the programmer mallocs and lets the OS worry about allocation.
The user can impose upper limits, if he or she so desires.

I can understand why it's sometimes preferable to impose an upper bound
for memory and file usage, but why on earth would one need to impose a
lower bound? "Hey, the program doesn't need the excess, but I INSIST ON
WASTING IT !!??"

That minimum & preferred memory usage thing is more an indication of
limitations in the MacOS memory management, and it isn't anything like

the ulimit command in Unix shells.

> With memory cheap and the improvements in the Mac's virtual memory
> system, ease of configuring memory usage is _almost_ an advantage to
> the Mac. If the rumors of Rhapsody pan out (the Blue Box acts like
> it's running on a 2Gig machine, and the underlying Mach kernel does
> efficient VM to provide real RAM where it's used), then memory
> management turns from a Mac deficit to a Mac advantage.

I don't think needing to block out a contiguous memory space on program start-up is an advantage; in fact it would be sad and lame if one still has to do so even though the underlying kernel has an efficient VM that doesn't require such things. I mean, that would be taking a real deficit making it into a virtual deficit...

> How does this work on Win95/NT?

File limits, 3rd party. Memory limits, dunno. But why would you need to set a minimum contiguous block of memory in those thingies?

Regards,

Tetsuji Ueda

1025. Atari 64Bit Jaguar System

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-03 00:00:00 UTC
From: mad@gdi.net
Message-ID: <33945e9f.5184645@NEWS>
Source record: 6129

I am looking for information on the Atari 64 Bit system. How would
rate he system? How does it compare to the Nintendo 64? etc.
Thanks
John
mad@gdi.net

1026. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-03 00:00:00 UTC
From: christw@lexis-nexis.com
Message-ID: <5n1ee3$5vk@mailgate.lexis-nexis.com>
Source record: 6130
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <paxon-0206971946120001@ppp-206-170-3-43.okld03.pacbell.net>,
paxon@uclink4.berkeley.edu (Paxon Hou) writes:

|> In article <5mv3i6$kld@mailgate.lexis-nexis.com>, christw@lexis-nexis.com
|> (Christopher C. Wood) wrote:

|> > In article <338d2975.442008@news.compulink.gr>, grotskos@compulink.gr
|> (Gabriel Rotskos) writes:

[snip]

|> > |> There should be some way in modern operating systems to limit the
|> > |> amount of memory a program can access, so that one misbehaving
|> > |> program won't be able to take up all your memory.

|> > In Unix, you write your own shell program that calls setrlimit with
|> > the appropriate parameters to limit a programs' consumption of system
|> > resource, and then starts another program that runs with those limits.

[Gory details snipped]

|> > On the MacOS, you click on the application's Icon, choose "get info",
|> > and set it's minimum and preferred memory usage.

|> > Which one's easier?

|> > Chris
|>
|> What I don't like about Mac memory usage is that after applications
|> take their preferred memory size, the applications continue to hold onto
|> unused memory which other programs can't use. So if I run Photoshop with
|> a 50 MB preferred memory size just to view a 100K GIF file, Photoshop will
|> still hold onto the entire 50 MB even though it is actually using only 10
|> or so megs. Do you acknowledge that this is a problem?

It isn't a problem if you are using a decent VM scheme -- I use
RamDoubler 1, but I hear that 7.6, maybe even 7.5.5 is acceptable. My
powerMac has 24 Megs of real RAM, and RamDoubler tells MacOS that it
has 48 Megs. Were I to open up Photoship with a preferred memory size
of 30 Megs, and then open up a 100K GIF file, most of that 30 Megs
of RAM that photoshop thinks it has are virtual -- with RamDoubler,
they're nowhere until PhotoShop actually uses them for something.

|> I suppose you might tell me that is so easy to adjust Photoshop's
|> memory usage to just 10 MB. But ease should not be confused with
|> convenience or practicality. My point is that I should not have to

|> constantly consider and set how much memory I intend to use each
|> time before running an application just so I don't end up wasting
|> dozens of megabytes.

If you are running a reasonable VM implementation, those "wasted
megabytes" are virtual, not real.

|> Sure, it's nice to be able to limit Netscape's memory hogging. But
|> instead of applauding the Mac's memory setting ability, shouldn't
|> we also point a finger at Netscape for hogging the memory in the
|> first place? In addition to being able to set maximum memory usage
|> for applications, all Mac programs should release memory they are
|> not using, instead of holding onto fixed partitions of wasted
|> space.

You don't understand virtual memory, do you? Learn about it. There
are well-known mechanisms to provide the benefits you desire, without
a lot of the side-effects and complications your scheme would also
generate.

|> There should also be a default "Unlimited" mode which lets software
|> automatically take as much memory as they need (and give back what
|> it's not using, as it should always do).

Unix programs don't work this way. Mac programs don't work this way.
Do windows programs work this way?

|> Paxon Hou

Chris
--
Speaking only for myself, of course.
Chris Wood christw@lexis-nexis.com.youKnowWhatToDo cats@CFAnet.com.HereToo

1027. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-03 00:00:00 UTC
From: datamagik@usa.net
Message-ID: <datamagik-0306971625010001@tcnet01-18.austin.texas.net>
Source record: 6131
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <paxon-0206971946120001@ppp-206-170-3-43.okld03.pacbell.net>,
paxon@uclink4.berkeley.edu (Paxon Hou) wrote:

> What I don't like about Mac memory usage is that after applications
> take their preferred memory size, the applications continue to hold onto
> unused memory which other programs can't use. So if I run Photoshop with
> a 50 MB preferred memory size just to view a 100K GIF file, Photoshop will
> still hold onto the entire 50 MB even though it is actually using only 10
> or so megs. Do you acknowledge that this is a problem? I suppose you
> might tell me that is so easy to adjust Photoshop's memory usage to just
> 10 MB. But ease should not be confused with convenience or practicality.
> My point is that I should not have to constantly consider and set how much
> memory I intend to use each time before running an application just so I
> don't end up wasting dozens of megabytes.
> Sure, it's nice to be able to limit Netscape's memory hogging. But
> instead of applauding the Mac's memory setting ability, shouldn't we also
> point a finger at Netscape for hogging the memory in the first place?
> In addition to being able to set maximum memory usage for applications,
> all Mac programs should release memory they are not using, instead of
> holding onto fixed partitions of wasted space. There should also be a
> default "Unlimited" mode which lets software automatically take as much
> memory as they need (and give back what it's not using, as it should
> always do).

And Adobe rep recently visited Capitol Macintosh (Austin's Mac User Group)
and told us that their products do their own memory
management...essentially their own VM. I didn't think to ask what they do
on a Windows system.

I believe there is a great deal of room for improvement in Mac's memory
management and I'm curious to see what's planned for Rhapsody in that
department.

Regards,

Jay

--

= DATAMAGIK Systems, Software & Design Engineering Austin, Texas
= 1-888-369-5741 <http://lonestar.texas.net/~riley> riley@texas.net
=
= Created on an Apple PowerBook 5300cs laptop w/ MT-NewsWatcher 2.3.1
=

1028. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-03 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <3395a59b.418190@nntp.ix.netcom.com>
Source record: 6132
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

t21@ix.netcom.com (Stephan Schaem) writes:

> Cheap IDE drive nowdays also can sustain >4meg meg second without problem
> with little CPU overhead, even with >2 year old motherboard.

I get 6 megs/sec on my 430FX motherboard with a 2 gig Maxtor, and 7 and
8 megs/sec respectively with my 3.1 and 4.0G WD Caviars. Maximum cpu
usage is about 40%.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

1029. Re: NEW SITE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-04 00:00:00 UTC
From: Gary Feinstein <GFeinste@PlanetHollywood.com>
Message-ID: <33956B6C.5F2C@PlanetHollywood.com>
Source record: 6133
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

Ahhhh...Commodore64. What a beatuiful machine. I don't think I ever
had to load a PTF on that computer.

���TaX �Rr�R wrote:
>
> Dane Ruyle <dane_ruyle@intuit.com> wrote in article
> <338DFD56.7616@intuit.com>...
> > Where's the Commodore Section?!
> >
> > hehe
> >
> yea, where the hell is the commodore section?
> --
> LONG LIVE THE COMMODORE 64!!
> http://www.cybermail.net/~cgi
> +===+
> + I am Homer of Borg.... prepare to be assim... oooo... Donuts... +
> +===+

1030. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-04 00:00:00 UTC
From: darin@usa.net.delete_me
Message-ID: <slrn5pbhst.qbe.darin@connectnet1.connectnet.com>
Source record: 6134
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <1793.7094T45T2274@netcomuk.co.uk>, Gareth Young wrote:
>>|> > |> There should be some way in modern operating systems to limit the
>>|> > |> amount of memory a program can access, so that one misbehaving
>>|> > |> program won't be able to take up all your memory.
>
>Umm, I belive this is known as the Stack on AmigaOS. Select an icon, press
>right amiga I and then change the stack.

On the other hand, if you allow a program a huge stack, it should not necessarily chew up physical memory unless it's actually used. On the Amiga (and minux and others) you had to be careful to select an appropriate stack size - too small, and your program may crash, too large, and you waste memory.

With VM systems, its easier to allow a huge stack, yet no memory needs to be committed if it's not used. Usually, it's easier to put a limit on total memory used, rather than just the stack.

--
Darin Johnson
darin@usa.net.delete_me

1031. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-04 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5n4jd4$rma@bcrkh13.bnr.ca>
Source record: 6135
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5mv3i6$kld@mailgate.lexis-nexis.com>,
Christopher C. Wood <christw@lexis-nexis.com> wrote:
>In article <338d2975.442008@news.compulink.gr>, grotskos@compulink.gr (Gabriel Rotskos)
writes:
>|> On 21 May 1997 12:16:49 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:
>
>|> >While compiling a large package using GCC in a Linux environment
>|> >will ofcouse slow down the system a bit, it's still fast enough to
>|> >at least do something else. Like playing doom :) Don't run
>|> >Netscape though... It will eat up all of your memory and then
>|> >crash :(
>
>|> There should be some way in modern operating systems to limit the
>|> amount of memory a program can access, so that one misbehaving
>|> program won't be able to take up all your memory.
>
>In Unix, you write your own shell program that calls setrlimit with
>the appropriate parameters to limit a programs' consumption of system
>resource, and then starts another program that runs with those limits.
>There ought to be a way to do this in the shell, but it isn't
>cross-referenced from the setrlimit man page in Solaris 2.5. Solaris

man ulimit.

>supports limits on more resources (CORE file size, CPU seconds, DATA
>bytes, FSIZE (file size, in bytes), NOFILE (number of files), STACK
>(bytes), VMEM (bytes)) than HP-UX (NOFILE and VMEM, I believe). I
>don't know about Linux.

Linux supports more limits than these two, see below.

>On the MacOS, you click on the application's Icon, choose "get info",
>and set it's minimum and preferred memory usage.
>
>Which one's easier?

That you can even compare the Mac's abomination with UNIX process limits
indicates extreme cluelessness.

For one thing, process limits are associated with *instances* of processes, not
the executable files themselves. One instance of the same program can run with
different limits from another instance. In MacOS, you can't even run multiple
instances of the same program, the last time I checked, not to mention
run multiple instances on behalf of different user. Is it therefore surprising

if the user interface for setting the limits is ``easier''?

Secondly, you don't set aside fixed-sized partitions for a process in UNIX. With the Mac, the user _has_ to know about ``Get Info'' and fiddle with it. UNIX users don't need to be aware of process limits; it's more of a security feature than anything else. I couldn't care less how much memory is needed by my Vim editor, the ``grep'' program, Netscape or Wordperfect. Why should a user have to know what kilobytes are or how much of them a program needs? Why should a user have to open and close applications in a certain order to reclaim memory? Why should a user have to get a message like ``there is not enough memory to complete the operation'' even though there clearly _is_ enough memory, and then have to close the program, adjust the Info and try again?

Incidentally, in Linux you can control a rich variety of settings with bash's ulimit command:

```
linux:~>help ulimit
ulimit: ulimit [-SHacdfmstpnuv [limit]]
Ulimit provides control over the resources available to processes
started by the shell, on systems that allow such control. If an
option is given, it is interpreted as follows:

-S use the `soft' resource limit
-H use the `hard' resource limit
-a all current limits are reported
-c the maximum size of core files created
-d the maximum size of a process's data segment
-m the maximum resident set size
-s the maximum stack size
-t the maximum amount of cpu time in seconds
-f the maximum size of files created by the shell
-p the pipe buffer size
-n the maximum number of open file descriptors
-u the maximum number of user processes
-v the size of virtual memory

If LIMIT is given, it is the new value of the specified resource.
Otherwise, the current value of the specified resource is printed.
If no option is given, then -f is assumed. Values are in 1k
increments, except for -t, which is in seconds, -p, which is in
increments of 512 bytes, and -u, which is an unscaled number of
processes.

linux:~>ulimit -a
core file size (blocks) 10000
data seg size (kbytes) unlimited
file size (blocks) unlimited
max memory size (kbytes) unlimited
stack size (kbytes) 8192
cpu time (seconds) unlimited
max user processes 256
pipe size (512 bytes) 8
```

```
open files 256
virtual memory (kbytes) 2105343
```

The difference betwen a hard and soft limit is that a hard limit is absolute and can only be adjusted downward, but a soft limit can be adjusted up and down, within the confines of the hard limit.

The sysadmin can easy set the limits by dropping a suitable ulimit command into /etc/profile, such as:

```
ulimit -HS -c 4096 -d 2048 -s 2048 -u 5
```

allowing the user 4 meg core files, 2 megs of data space in a program, a stack size of 2 megs and no more than five concurrent processes.

The limit on number of processes has the curious and useful property in that all of the user's processes are counted against the limit, but each process has its own independent limit that is tested when it tries to fork. Thus the limit is good for system security as well as for confining a particular application.

1032. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-04 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5n4lc6$so1@bcrkh13.bnr.ca>
Source record: 6136
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5n1ee3$5vk@mailgate.lexis-nexis.com>,
Christopher C. Wood <christw@lexis-nexis.com> wrote:
>|> What I don't like about Mac memory usage is that after applications
>|> take their preferred memory size, the applications continue to hold onto
>|> unused memory which other programs can't use. So if I run Photoshop with
>|> a 50 MB preferred memory size just to view a 100K GIF file, Photoshop will
>|> still hold onto the entire 50 MB even though it is actually using only 10
>|> or so megs. Do you acknowledge that this is a problem?
>
>It isn't a problem if you are using a decent VM scheme -- I use
>RamDoubler 1, but I hear that 7.6, maybe even 7.5.5 is acceptable. My
>powerMac has 24 Megs of real RAM, and RamDoubler tells MacOS that it
>has 48 Megs. Were I to open up Photoship with a preferred memory size
>of 30 Megs, and then open up a 100K GIF file, most of that 30 Megs
>of RAM that photoshop thinks it has are virtual -- with RamDoubler,
>they're nowhere until PhotoShop actually uses them for something.

It's a problem, and the kludges are not a real solution. Apple has finally
woken up and commited to a plan for relegating MacOS to the trash can where
it belongs, while continuing to protect the investment in MacOS applications.
This is a smart move.

>|> I suppose you might tell me that is so easy to adjust Photoshop's
>|> memory usage to just 10 MB. But ease should not be confused with
>|> convenience or practicality. My point is that I should not have to
>|> constantly consider and set how much memory I intend to use each
>|> time before running an application just so I don't end up wasting
>|> dozens of megabytes.
>
>If you are running a reasonable VM implementation, those "wasted
>megabytes" are virtual, not real.

There is still only one address space, though. What if some program claims
most of the global virtual address space? Even if none of it is mapped, you are
screwed.

Contrary to popular belief, virtual memory is not entirely free. If you don't
have separate virtual address spaces, then the single virtual address space
becomes a shared commodity. And even if you have separate spaces, virtual
memory has to be backed by swap space. Otherwise you have an ``overcommitted''
situation in which a process is falsely led to believe that it has been granted
more memory than it can actually used, and the system may not be able to supply
actual pages for the entire allocated region before its swap and core
is exhausted.

In other words, you can't magically create RAM by pushing out unused stuff into your swap space. Eventually your swap will fill up too, and then what do you do?

Either Ramdoubler can detect that a piece of memory is truly no longer in use and completely remove it from the virtual address space, or it can only remove it from RAM, but save a copy in swap so that it can be recalled should the program need it again. (I suppose that it could also make special provisions for memory containing all zero bytes.) I would be surprised if a cleverly written program wasn't able to defeat such schemes by using its heap space in unconventional ways. You can't look at a piece of memory and know whether it is in use without making assumptions about how memory is internally managed by the program. Thus you can never know whether it's safe to meddle in that program's affairs by removing that memory. Sure, if the memory contains all zeros, you can always recreate it on demand, as a special case hack. But what if it does not?

Is it not true that Ramdoubler depends on the good behavior on the part of an application? (Like what doesn't, under MacOS).

>|> Sure, it's nice to be able to limit Netscape's memory hogging. But
>|> instead of applauding the Mac's memory setting ability, shouldn't
>|> we also point a finger at Netscape for hogging the memory in the
>|> first place? In addition to being able to set maximum memory usage
>|> for applications, all Mac programs should release memory they are
>|> not using, instead of holding onto fixed partitions of wasted
>|> space.
>
>You don't understand virtual memory, do you? Learn about it. There
>are well-known mechanisms to provide the benefits you desire, without
>a lot of the side-effects and complications your scheme would also
>generate.

Maybe he understands the way virtual memory _should_ work in a properly designed system. Apple Inc is starting to understand virtual memory. Hence the plan to phase out the MacOS kludge.

>|> There should also be a default "Unlimited" mode which lets software
>|> automatically take as much memory as they need (and give back what
>|> it's not using, as it should always do).
>
>Unix programs don't work this way. Mac programs don't work this way.
>Do windows programs work this way?

UNIX programs *can* work this way. It depends on how your application was written. When a UNIX process unmaps memory mapped regions or adjusts its ``break address'' downward, it is really giving back virtual memory to the system such that it is available for whatever purpose the operating system sees fit. The released pages can, for instance, be assigned to an arbitrary place in another process' address space.

Good allocator libraries take advantage of this capability. It's more of a programming language or library issue than an OS issue. If you write a

heap-compacting storage allocator in UNIX, you can give it such behavior that it will minimize memory usage. The heap-compacting allocators in the Mac's toolkit can't actually give back memory to the system, only to the application's partition.

1033. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-04 00:00:00 UTC
From: paxon@uclink4.berkeley.edu
Message-ID: <paxon-0406970318430001@ppp-206-170-3-67.okld03.pacbell.net>
Source record: 6137
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <datamagik-0306971625010001@tcnet01-18.austin.texas.net>,
datamagik@usa.net (Jay Riley) wrote:

> In article <paxon-0206971946120001@ppp-206-170-3-43.okld03.pacbell.net>,
> paxon@uclink4.berkeley.edu (Paxon Hou) wrote:
>
> > What I don't like about Mac memory usage is that after applications
> > take their preferred memory size, the applications continue to hold onto
> > unused memory which other programs can't use. So if I run Photoshop with
> > a 50 MB preferred memory size just to view a 100K GIF file, Photoshop will
> > still hold onto the entire 50 MB even though it is actually using only 10
> > or so megs. Do you acknowledge that this is a problem? I suppose you
> > might tell me that is so easy to adjust Photoshop's memory usage to just
> > 10 MB. But ease should not be confused with convenience or practicality.
> > My point is that I should not have to constantly consider and set how much
> > memory I intend to use each time before running an application just so I
> > don't end up wasting dozens of megabytes.
> > Sure, it's nice to be able to limit Netscape's memory hogging. But
> > instead of applauding the Mac's memory setting ability, shouldn't we also
> > point a finger at Netscape for hogging the memory in the first place?
> > In addition to being able to set maximum memory usage for applications,
> > all Mac programs should release memory they are not using, instead of
> > holding onto fixed partitions of wasted space. There should also be a
> > default "Unlimited" mode which lets software automatically take as much
> > memory as they need (and give back what it's not using, as it should
> > always do).
>
> And Adobe rep recently visited Capitol Macintosh (Austin's Mac User Group)
> and told us that their products do their own memory
> management...essentially their own VM. I didn't think to ask what they do
> on a Windows system.
>
> I believe there is a great deal of room for improvement in Mac's memory
> management and I'm curious to see what's planned for Rhapsody in that
> department.
>
> Regards,
>
> Jay

This discussion seems to be focused on virtual memory systems that have
lots of paging going on. From what I understand, in a nutshell, native
PowerPC software with System 7.5.5 and 7.6 can do more extensive paging of

application code to the disk so the apps can use less physical RAM. But how does this address the fact that applications still reserve large fixed chunks of physical RAM, neither taking more physical RAM when needed nor releasing physical RAM that is not being used? Even when an application is paging to disk, doesn't it still hold onto unused physical RAM in its "Preferred" memory setting? Isn't this the same as when virtual memory is turned off?

In contrast, consider what RAM Charger does for the Mac. RAM Charger is made by Syncronys (see the web site and related articles at www.syncronys.com/ramcharger/). This is what happens when you turn off virtual memory and set RAM Charger to open applications in a very small inititial RAM space and access all available physical RAM. Of course, not all Mac programs will behave ideally with RAM Charger due to the vastly different memory usage schemes. When you look at the "About this Macintosh" box, you'll see that application's memory partitions are a lot smaller and there is very little unused RAM in the partitions. Now, do something that will make an application exceed its current memory usage, such as opening lots of large files. Looking at "About this Macintosh" you'll see that one of two things:

1) The application increases its memory partition by only the amount of RAM necessary at the moment so the partition contains very little unused physical RAM, or

2) The application takes physical RAM from the System heap so the System Software appears to be increasing its RAM usage.

Now close all those large files and you'll see that either the application's "preferred" memory partition or the System Software paritition has gotten smaller, again with little unused space in the partitions. I'm probably not doing a good job of describing it so I'll just quote from the RAM Charger FAQ:

"What is RAM Charger?
RAM Charger is powerful, install-it-and-forget-it performance software for your Macintosh. Your Mac OS does not manage RAM as efficiently as it could. The Mac OS grabs and reserves RAM in fixed blocks for each program you open. Unneeded RAM is not released and additional RAM is not taken. As a result, free RAM is not delivered to where it's really needed, and you often hit the
all-too-familiar 'Out of Memory'. RAM Charger adds dynamic RAM management to your Mac OS. Programs launch within smaller blocks of RAM which automatically resize as you open, revise, and close files and programs."

"Dynamic RAM management - what will this do for me?
This means that you can run more programs, run larger programs without constantly changing their "preferred" sizes, and make your Mac OS more stable and reliable. In more detail, a RAM Charged program will only have allocated to it the amount of RAM nearly equal to what it currently needs. If the program requests more RAM within what it thinks is it's fixed memory block, RAM Charger is able to add the requested amount to what is

allocated to the application, from the total pool of unused memory. That means each RAM Charged program has access to all the RAM available, not just what is allocated to it in the initial block by your operating system."

Syncronys notes that RAM Charger is not necessary for Windows because Windows (and Unix?) already operate in this manner. So should MacOS.

Paxon Hou

1034. help i need graphics on net!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-05 00:00:00 UTC
From: sela@ccnet.com
Message-ID: <5n5ob2$1s9$1@ccnet3.ccnet.com>
Source record: 6138

can anyone please direct me to a tried and true graphics prg to view the

internet in graphics mode other than with my weak unix based Stalker prg?

shareware?

please tell me where it is exactly in a web site or if there is no such
ability for the atari falcon to do this tell me so...

thank you

right now I have a shell account and would desire to have a slipp account

with my internet provider.

--

\\\\\\\\\\ //////////
\\\\\\\\\\ \=====/ //////////

sela @ccnet.com

1035. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-05 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <5n5qg7$uir@wombat.cs.monash.edu.au>
Source record: 6139
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

darin@usa.net.delete_me (Darin Johnson) writes:
>In article <1793.7094T45T2274@netcomuk.co.uk>, Gareth Young wrote:
>>>|> > |> There should be some way in modern operating systems to limit the
>>>|> > |> amount of memory a program can access, so that one misbehaving
>>>|> > |> program won't be able to take up all your memory.
>>
>>Umm, I belive this is known as the Stack on AmigaOS. Select an icon, press
>>right amiga I and then change the stack.

>On the other hand, if you allow a program a huge stack, it should not
>necessarily chew up physical memory unless it's actually used. On the
>Amiga (and minux and others) you had to be careful to select an appropriate
>stack size - too small, and your program may crash, too large, and you
>waste memory.

Additionally, stack area and memory usage have very little to do with each
other. The stack is used for local variables of functions, essentially.
If you have recursive functions or functions that declare large arrays as
local variables, you need a lot of stack. Given that the stack has to
be continuous to work, a system that doesn't use the MMU has to set aside
the largest allowed space right away, and if that space isn't large enough,
well, tough. If you are lucky, it might get caught --- if not, the stack will
just overwrite something else in memory.

The amount of memory a program uses, however, is normally dominated by the
dynamically allocated memory, which does _not_ come from the stack, but from
what used to be called the heap --- although that term seems to have been
dropped with the advent of multitasking. This is the sort of memory malloc()
will give you.

>With VM systems, its easier to allow a huge stack, yet no memory needs to
>be committed if it's not used. Usually, it's easier to put a limit on
>total memory used, rather than just the stack.

Exactly. A VM system can pretend that each process has a flat address space
all for itself; The old single-tasking model of stack and heap, one growing
from the top and the other from the bottom, can be applied again; Of course,
physical memory only gets committed when a new logical page is actually used.

In such a system, it is extremely easy for the OS to keep track how many
pages it has committed to a certain process, and to refuse any further
pages when the limit has been reached.

Bernie
--
==========
"It's a magical world, Hobbes ol' buddy...
...let's go exploring"
Calvin's final words, on December 31st, 1995

1036. Pong at a New Level

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-05 00:00:00 UTC
From: alanigan@elvis.bannerfoundry.com
Message-ID: <339724FA.32D7@elvis.bannerfoundry.com>
Source record: 6140

Since Pong was the game from which gaming sprung I was pretty psyched when I came across an incredible version of Pong. Called VRML Pong, it's at http://vrml.sgi.com in the gallery section index. VRML (virtual reality modeling language) allows for a 3D Web that can be navigated which means that I could literally immerse myself in Pong (: Not such a bad thing.

1037. atari back issues FS

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-05 00:00:00 UTC
From: dcbberry@aol.com
Message-ID: <19970605211800.RAA15256@ladder02.news.aol.com>
Source record: 6141

Atari Antic/Timex Sinclair User/SYNC/ Amiga World
Back Issues FS

Atari Antic Sept 84 Vol3 #5 1.00
Atari Antic April 84 Vol 3 #5 1.00
Atari AnticFeb 84 Vol 2 #11 1.00

Timex/Sinclair User
6 issues including #1 1.00 ea

SYNC 5 issues, 3 frm 1983, 2 from 1984 1.00 ea

Amiga World
'90 4 issues
'91 12 issues
'92 4 issues
$1.00 each/offers

VISA+MASTERCARD+DISCOVER+AM EXPRESS+DINERS CLUB

Vic Halling
Associated Enterprises
Computer Sales and Service
2781 Houston Drive
Los Osos, Ca 93402
(805) 528-1117
(805) 534-1117 (FAX)
email DCBBerry@aol.com

1038. Online Linux User/Support Group

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-05 00:00:00 UTC
From: Peter <peter@linuxware.com>
Message-ID: <5n7gr8$4gu@linet06.li.net>
Source record: 6142

```
************************************************
* LinuxWare.com, an Online Linux Users Group *
* Account and Site Information *
* ////////////***\\\\\\\\\\\\\\ *
************************************************
```

PLEASE NOTE: LinuxWare.com is a Linux Support, Information, and general purpose Linuxer Hangout Site. We are setting up LinuxWare.com to be a meeting place for people interested in learning more about Linux, providing help to other Linuxers, and promoting Linux!!!

To facilitate this, for starters we have setup a local Linux Support mailing list for our members , an online Linux support forum, online Linux Books, and more. We would like this site to become a sort of "On-Line Linux Users Group", any suggestions are more than welcome!

Members of LinuxWare.com can use these services to get Linux support and also help out other Linuxers. This is what using Linux is all about!!! :) Everyone here is encouraged to participate as it is the main purpose for running this site! Please help out your fellow Linuxers!!!

Also, full shell access is available so people who have never tried Linux from the shell prompt can give it a shot. Also, shell access is provided so people can see how this site is setup. Use of the gcc compiler is also available apon request.

As you can see from the above, the use of this site is clearly restricted to supporting Linuxers and promoting Linux!!!

Here's a summary of what's currently available!

*Internet e-mail *World Wide Web
*FTP *GCC
*Full Shell Access *Local Mailing List
*Linux Support *Web Space
*Telnet *Internet Relay Chat
*UseNet *and more!!!

If you don't see something you like, just ask!!!

For more information on obtaining an account, please goto http://www.linuxware.com

Enjoy!

Peter Lazecky
peter@linuxware.com

1039. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-07 00:00:00 UTC
From: Joe Smith <jes@presto.med.upenn.edu>
Message-ID: <m2g1uusbha.fsf@presto.med.upenn.edu>
Source record: 5948
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
Could someone demonstrate a working ulimit on Linux, because 'ulimit
-m' does not seem to restrict the RSS, and 'man ulimit' tells me the
system calls are obsolete and/or unimplemented. You don't need to be
a wizard to read the kernel source for the ulimit call
(2.0.30,/usr/src/linux/kernel/sys.c):

asmlinkage int sys_ulimit(void)
{
return -ENOSYS;
}

So, what works and what doesn't?

<Joe
--
Joe Smith
University of Pennsylvania jes@presto.med.upenn.edu
Department of Physiology
Philadelphia, PA 19104
```

1040. Best Cigars

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-07 00:00:00 UTC
From: sales@gclounge.com
Message-ID: <5nbss4$2q5@inout.beachnet.com>
Source record: 5949

Lounge, relax and enjoy with us at http://www.gclounge.com
If you are interested in fine cigars then you can't refuse
our enticing offer.
Phone 310-412-6799
Web http://www.gclounge.com
Email mailto:sales@gclounge.com

1041. Win95 OSR 2.1 CD $35 W/Fat32, Fat converter, Full install

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-07 00:00:00 UTC
From: jasonben@aol.com
Message-ID: <5nc8ts$d7n$905@usenet85.supernews.com>
Source record: 5950

Win '95 OSR-2.1 on CD with Fat32 Boot Floppy, FAT to FAT32
converter; $35 + 4.50 for Postage/COD, or offer.

Full install version. USB Support. This CD also contains
the Microsoft FAT to Fat32 converter.

Are you tired of losing up to 40% of your disk capacity
to the huge cluster size of FAT16, P-n-Pray that does
not work, poor pcmcia support, misidentified motherboard
resources, CPUs, ect?

Well, moving to the OSR 2.1 version of Windows '95 is the
answer.

Win '95 OSR2 also contains important patches, an expanded
(and debuged) drver library, PnP that works, GUI improvements
and bug fixes.

Yes - Some, not all, of these are available for as downloads.
Yet - The most important parts: *FAT 32*, the Kernel and GUI
enhancements, PnP improvements and proper CPU identifier codes
are NOT available for download and currently can only be
obtained with the purchase of a new computer or "memphis"
(Win'97), whenever that will be available.

The CD is the full install version. Included is a OEM cd-key,
an OSR2 boot floppy for creating a new FAT32 partition, MS CVT.EXE
for converting a FAT partition to FAT 32 detailed installation
instructions. In addition to these instructions, there is full
documentation on the CD. There is no "paper manual." Except
detailed installation information. Your current Win '95 manuals
will still apply, with a few *highly documented* exceptions.

The primary reason for migrating to OSR2 is, of course, FAT32,
which increases the storage capacity of your drive simply
by keeping the cluster size at 4K, despite the size of your
hard drive. It also recognizes partitions larger than 2.1g,
the current Win '95 limit.

I was hoping to get $ 35 for the CD, Boot Disk and instructions,
+ 4.95 for USPS COD. I am, however, open to reasonable offers.
I will pay shipping on pre-paid orders.
E-mail for more information.
Jason

1042. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-07 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5ncj28$41n@bcrkh13.bnr.ca>
Source record: 5951
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
In article <m2g1uusbha.fsf@presto.med.upenn.edu>,
Joe Smith <jes@presto.med.upenn.edu> wrote:
>
>Could someone demonstrate a working ulimit on Linux, because 'ulimit
>-m' does not seem to restrict the RSS, and 'man ulimit' tells me the
>system calls are obsolete and/or unimplemented. You don't need to be
>a wizard to read the kernel source for the ulimit call
>(2.0.30,/usr/src/linux/kernel/sys.c):
>
> asmlinkage int sys_ulimit(void)
> {
> return -ENOSYS;
> }
>
>So, what works and what doesn't?

The ulimit command in the Bash shell uses getrlimit and setrlimit.
The RSS limit corresponds to what is listed for ``maximum memory''.

Don't trust the RSS column in the ps listing. It's misleading. For instance,
it will count shared memory regions as though each process had its own
copy.

I don't think the RSS limit actually works; that is, it's not ever
checked under any circumstances. You can grep the whole kernel source
tree (2.0.30) and you won't find a reference to it.
```

1043. Re: anti-educational MS software ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-08 00:00:00 UTC
From: jamesm@it.ntu.edu.au
Message-ID: <5ndiep$mss@pellew.ntu.edu.au>
Source record: 5952
Cross-posted to: comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Nous Autres (dans@ma.signature) wrote:

: You're being illogical here considering that the international
: english is American English.
: There are more English speaking people in this great country of ours
: than in any other country on earth.

I was under the impression that India had more English speaking people then any
other country..

--
Amiga 4000/030 CV64/3D 14Mb James McArthur
PowerPC coming soon! jamesm@it.ntu.edu.au
http://www.geocities.com/SiliconValley/Park/5331/main.html

1044. Sell YourPhotosNYC.Agency

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-08 00:00:00 UTC
From: Photorep45@ibm.net
Message-ID: <5ndpnqnm1016@news.internetmci.com>
Source record: 5953

PHOTO PHOENIX INTERNATIONAL

We are an international New York based agency representing
amateur and professional photographers in the following areas: Galleries,
Business and Organizations, Book Publishers, Paper Products, Consumer
Publication, Newspapers & Newsletters Publication, Special Interest Publication,
and Trade Publication.
We are seeking photographers who strive for excellence in the aesthetic/
creative and technological world of images, who have the talent to capture
the setting and to convey the mood. Your work should reflect a genuine,
pervasive interest in photography as a fine art.
Whether your work portrays conservative, experimental, stylish, or innovative
themes, your project proposal should be well thought out before submitting to
us.
For first contact, please submit a query letter, direct mail flier/brochure,
tearsheets, slides, photographs & SASE.
For amateur photographers, send sample photos and/or slides.
TO ALL: Do not send entire portfolio unless we ask for it. If we are not interested,
you might not hear from us, so please submit material that does not need to be
returned.

Send to:
Photo Phoenix International
33-29 58 Street
Woodside, New York 11377
Tele: Florida Branch-(941) 642-660

1045. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-08 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <5ndkn0$470@wombat.cs.monash.edu.au>
Source record: 5954
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

drechsau@nospam.visi.com (Mike Horwath) writes:

>In comp.unix.advocacy John Sheehy <jsheehy@ix.netcom.com> wrote:
>: I get 6 megs/sec on my 430FX motherboard with a 2 gig Maxtor, and 7 and
>: 8 megs/sec respectively with my 3.1 and 4.0G WD Caviars. Maximum cpu
>: usage is about 40%.

>Uhm, that is nothing to brag about.

>Get those kinds of rates without that much CPU overhead, then you have
>some bragging rights, otherwise, uhm, move to another disk subsystem.

So what do _you_ get?

Bernie
--
==========
"It's a magical world, Hobbes ol' buddy...
...let's go exploring"
Calvin's final words, on December 31st, 1995

1046. Re: anti-educational MS software ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-08 00:00:00 UTC
From: Timothy Watson <tmwatson@croissant.rs.itd.umich.edu>
Message-ID: <xdo910lz3ko.fsf@croissant.rs.itd.umich.edu>
Source record: 5955
Cross-posted to: comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

jamesm@it.ntu.edu.au (James McArthur) writes:
> I was under the impression that India had more English speaking people then any
> other country..

no.

--
____
T i m o t h y W a t s o n
tmwatson@umich.edu
__/| Something there is that doesn't love a wall, that wants it down

1047. Re: anti-educational MS software ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-08 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <5ne4dt$4iv@wombat.cs.monash.edu.au>
Source record: 5956
Cross-posted to: comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

jamesm@it.ntu.edu.au (James McArthur) writes:
>Nous Autres (dans@ma.signature) wrote:

>: You're being illogical here considering that the international
>: english is American English.
>: There are more English speaking people in this great country of ours
>: than in any other country on earth.

>I was under the impression that India had more English speaking
>people then any other country..

India? Where is that? Is that on earth?

Bernie

P.S.: ;-)
--
==========
"It's a magical world, Hobbes ol' buddy...
...let's go exploring"
Calvin's final words, on December 31st, 1995

1048. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-08 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <339ac08b.39337653@nntp.ix.netcom.com>
Source record: 5957
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

drechsau@nospam.visi.com (Mike Horwath) writes:

>In comp.unix.advocacy John Sheehy <jsheehy@ix.netcom.com> wrote:
>: I get 6 megs/sec on my 430FX motherboard with a 2 gig Maxtor, and 7 and
>: 8 megs/sec respectively with my 3.1 and 4.0G WD Caviars. Maximum cpu
>: usage is about 40%.

>Uhm, that is nothing to brag about.

Who's bragging? I thought it was quite clear that this MB is a worse
case scenario for a triton motherboard. If you had known enough about
Pentium motherboards to know that the 430FX is bottom-end, then you
might have actually picked up on this subtlety.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

1049. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-08 00:00:00 UTC
From: Bob <rafuller@iquest.net>
Message-ID: <339AE4A9.CFAFF3C@iquest.net>
Source record: 5958
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Christopher C. Wood wrote:
>
> In article <338d2975.442008@news.compulink.gr>, grotskos@compulink.gr (Gabriel Rotskos) writes:
> |> On 21 May 1997 12:16:49 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:
>
> |> >While compiling a large package using GCC in a Linux environment
> |> >will ofcouse slow down the system a bit, it's still fast enough to
> |> >at least do something else. Like playing doom :) Don't run
> |> >Netscape though... It will eat up all of your memory and then
> |> >crash :(

I run netscape a lot and haven't had many problems with it crashing.
Since I've seen it crash on Windows 3.1, Windows 95 and the MacOS, it
would be my opinion that Netscape isn't a very well engineered program.
But then, that's my opinion.

> |> There should be some way in modern operating systems to limit the
> |> amount of memory a program can access, so that one misbehaving
> |> program won't be able to take up all your memory.
>
[snip]

> On the MacOS, you click on the application's Icon, choose "get info",
> and set it's minimum and preferred memory usage.
>
> Which one's easier?

The Mac is easier perhaps, but it's not ideal. "real" OS's allow
dynamic memory allocation. Unfortunately, if you allocate 12 meg of ram
to a program and it needs only 4 meg, then you waste 8 meg. I use to
operate a BBS and used MacKennel. Since I sometimes would get packets
of mail that required using 12-15meg of ram, I would have to set it that
high, even though most of the time it only required 4-5meg. This is
where RamDoubler would come in handy, as it uses the unused memory from
a program that is over-allocated.

> |> It will be like setting the priority in a preemptive multitasking
> |> environment. The applications should have settings for the minimum
> |> and maximum amount of memory they need, and the user should be able
> |> to adjust the maximum value manually. This shouldn't be left to the
> |> programmer of the application.
>
> On the Mac, the programmer _suggests_ values, but the user can

> override. On Unix, you need to be a programmer to understand what the
> limits are, let alone to set them.

Most often, the memory is dynamically allocated and released when it's
not needed. Virtual memory is more effiecient and faster under unix than
it is under the Mac. I've seen cases on my Mac where the HD will grind
away for 20 minutes or more and still not have enough memory for the
task at hand. I have 16meg of ram and a 128 meg swap under Linux and
haven't ran out of memory. It also is extremely fast.

>
> |> Modern operating systems should not crash from a misbehaving
> |> application. If applications have a maximum memory partition, then
> |> when the application needs more memory, it should ask the user for
> |> it or in the worst case just crash, without affecting other
> |> applications. The MacOS has this, so an application cannot take
> |> the whole memory. Other applications running always have their
> |> maximum amount of memory available. It used to be wasteful in the
> |> past, but now memory is cheap.
>
> With memory cheap and the improvements in the Mac's virtual memory
> system, ease of configuring memory usage is _almost_ an advantage to
> the Mac. If the rumors of Rhapsody pan out (the Blue Box acts like
> it's running on a 2Gig machine, and the underlying Mach kernel does
> efficient VM to provide real RAM where it's used), then memory
> management turns from a Mac deficit to a Mac advantage.
>
> How does this work on Win95/NT?

Win95 allows dynamic memory allocation. It's virtual memory is a bit
slower than Linux, but a lot faster than the Mac. When it comes to
virtual memory, the Mac needs an improvement compared to everything
else.

Bob

****
Email welcomed, as long as you're not selling anything.

Anyone sending me unsolicated email will be signed up for as many
mailing lists that I can find. You'll be in store for hundreds of
messages a day that you're not interested in.

Sending me unsolicated email implies that you agree to these terms.

I would appreciate more list-servers that I can sign these people up on
-- thanks
****

1050. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-08 00:00:00 UTC
From: t21@ix.netcom.com
Message-ID: <5nesm8$cne@dfw-ixnews3.ix.netcom.com>
Source record: 5959
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5ndkn0$470@wombat.cs.monash.edu.au>, bmeyer@bruce.cs.monash.edu.au (Bernd Meyer) wrote:
>drechsau@nospam.visi.com (Mike Horwath) writes:
>
>>In comp.unix.advocacy John Sheehy <jsheehy@ix.netcom.com> wrote:
>>: I get 6 megs/sec on my 430FX motherboard with a 2 gig Maxtor, and 7 and
>>: 8 megs/sec respectively with my 3.1 and 4.0G WD Caviars. Maximum cpu
>>: usage is about 40%.
>
>>Uhm, that is nothing to brag about.
>
>>Get those kinds of rates without that much CPU overhead, then you have
>>some bragging rights, otherwise, uhm, move to another disk subsystem.
>
>So what do _you_ get?
>

And most importantly... how much did you pay for extra for a few % less of CPU usage when doing maxedout disk access?

Stephan

1051. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-08 00:00:00 UTC
From: Dave Gomme <dgomme@erols.com>
Message-ID: <339B6F3B.8AA46656@erols.com>
Source record: 5960
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Bob wrote:

> The Mac is easier perhaps, but it's not ideal. "real" OS's allow
> dynamic memory allocation. Unfortunately, if you allocate 12 meg of
> ram
> to a program and it needs only 4 meg, then you waste 8 meg. I use to
> operate a BBS and used MacKennel. Since I sometimes would get packets
>
> of mail that required using 12-15meg of ram, I would have to set it
> that
> high, even though most of the time it only required 4-5meg. This is
> where RamDoubler would come in handy, as it uses the unused memory
> from
> a program that is over-allocated.
>
[...]

> Most often, the memory is dynamically allocated and released when it's
>
> not needed. Virtual memory is more effiecient and faster under unix
> than
> it is under the Mac. I've seen cases on my Mac where the HD will
> grind
> away for 20 minutes or more and still not have enough memory for the
> task at hand. I have 16meg of ram and a 128 meg swap under Linux and
> haven't ran out of memory. It also is extremely fast.

It sounds like your Mac's virtual memory size was misconfigured. Even under MacOS 7.6, where virtual memory's speed has been improved, you don't want to set your virtual memory size to more than one or two megs larger than your actual memory size (the system's performance will steadily degrade as the virtual memory size is increased). Sure this doesn't give your memory size a big boost, but because correctly written applications utilize memory more efficiently just by turning on virtual memory you'll get more than your one or two Meg's worth of available RAM.

> > |> Modern operating systems should not crash from a misbehaving
> > |> application. If applications have a maximum memory partition,
> then
> > |> when the application needs more memory, it should ask the user
> for
> > |> it or in the worst case just crash, without affecting other
> > |> applications. The MacOS has this, so an application cannot take

> > |> the whole memory. Other applications running always have their
> > |> maximum amount of memory available. It used to be wasteful in the
>
> > |> past, but now memory is cheap.
> >
> > With memory cheap and the improvements in the Mac's virtual memory
> > system, ease of configuring memory usage is _almost_ an advantage to
>
> > the Mac. If the rumors of Rhapsody pan out (the Blue Box acts like
> > it's running on a 2Gig machine, and the underlying Mach kernel does
> > efficient VM to provide real RAM where it's used), then memory
> > management turns from a Mac deficit to a Mac advantage.
> >
> > How does this work on Win95/NT?
>
> Win95 allows dynamic memory allocation. It's virtual memory is a bit
> slower than Linux, but a lot faster than the Mac. When it comes to
> virtual memory, the Mac needs an improvement compared to everything
> else.

Win95 DOES dynamic memory allocation, but from a static RAM pool size (i.e. physical RAM plus a swap file). WinNT does static RAM allocation with a preset swap file, but dynamically increases the swap file size as more memory is needed up the amount of free space on your hard drive.

1052. Why don't PC's have midi ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-09 00:00:00 UTC
From: guitarmn@earth.execpc.com
Message-ID: <5nia5f$nf4$1@earth.execpc.com>
Source record: 5961

I would think in this multimedia age that midi ports would be very common.
However...The only major manufacturer to ever recognize this need was
Atari. Why? And why does hardware for audio applications cost so much
more for the equivalent (8 analog outs, optical I/O, etc.) Atari-oriented
pieces? Maybe I'm incredibly dense, but what would it cost to build a
dedicated music computer, with adequate horsepower for net apps, etc.?
--
Cory Bonnett
Progressive Metal Guitar For The '90's
guitarmn@execpc.com

1053. Re: Why don't PC's have midi ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-09 00:00:00 UTC
From: guitarmn@earth.execpc.com
Message-ID: <5nimnmdfh1@earth.execpc.com>
Source record: 5962

Cory Bonnett (guitarmn@earth.execpc.com) wrote:

: I would think in this multimedia age that midi ports would be very common.
: However...The only major manufacturer to ever recognize this need was
: Atari. Why? And why does hardware for audio applications cost so much
: more for the equivalent (8 analog outs, optical I/O, etc.) Atari-oriented

OOOPS! I meant to say, "than for the equivalent...". Quite the different
meaning.

: pieces? Maybe I'm incredibly dense, but what would it cost to build a
: dedicated music computer, with adequate horsepower for net apps, etc.?
: --
: Cory Bonnett
: Progressive Metal Guitar For The '90's
: guitarmn@execpc.com
--
Cory Bonnett
Progressive Metal Guitar For The '90's
guitarmn@execpc.com

1054. Re: Public Awareness Needed

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-10 00:00:00 UTC
From: wswanson@daktel.spam.com
Message-ID: <5nialt$ant@news.corpcomm.net>
Source record: 5963
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

In <59.7086T798T1119@mindspring.com>, Timothy Rue <timrue@mindspring.com> writes:
>See info at: http://www.mindspring.com/~timrue/PAN.html
>

Hmmm, I wasn't aware of that...

1055. Re: Why don't PC's have midi ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-10 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5nisj1$mrc@newstoo.ericsson.se>
Source record: 5964

In article <5nia5f$nf4$1@earth.execpc.com>, guitarmn@earth.execpc.com (Cory Bonnett)
writes:
>
>I would think in this multimedia age that midi ports would be very common.
>However...The only major manufacturer to ever recognize this need was
>Atari. Why? And why does hardware for audio applications cost so much
>more for the equivalent (8 analog outs, optical I/O, etc.) Atari-oriented
>pieces? Maybe I'm incredibly dense, but what would it cost to build a
>dedicated music computer, with adequate horsepower for net apps, etc.?
>--
>Cory Bonnett
>Progressive Metal Guitar For The '90's
>guitarmn@execpc.com

The basics of a PC is that it must be hard to maintain,
it looks more professional in that way. :-)
It would be too easy to use a PC if the manufacters
was thinking of making the PC user friendly.

If the PC would have any MIDI ports on the mainboard
it wouldent be at the specifications.
It would have diferent connectors and different midi protocol,
and then called it EMIDI (Enhanced MIDI).... he he he....

/Erik Hall

Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or erikhall@mail2.tripnet.se /|\ ---------------
URL : http://www2.tripnet.se/~erikhall/index.html / | \ Hades 060

1056. -Hot Anal Teen Pics *

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-10 00:00:00 UTC
From: afkljdas@askdjfl.com
Message-ID: <5njl9o$6u7$1@news9.gte.net>
Source record: 5965

Check out this site, it has tons of Nude Teenagers Fucking
and Sucking Cock.

Are you ready to cum all over a teenagers face? Then Check out:

http://www.nasty-schoolgirls.com

http://www.nasty-schoolgirls.com

http://www.nasty-schoolgirls.com

1057. Re: anti-educational MS software ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-11 00:00:00 UTC
From: dgriffi@ultrix6.cs.csubak.edu
Message-ID: <5nl8i7$8bc$1@nuke.csu.net>
Source record: 5966
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Darin Johnson (darin@usa.net.delete_me) wrote:
: >: "theater"/"theatre" is even more trickier.

: For both those words, I have spelled them both ways, depending upon
: having seen one particular spelling a lot recently. It's not like
: it matters much, no one will be confused.

"Theatre" is an artform which is often practiced in a "theater". I get
tend to get peeved when they're used wrong.

: But isn't "lorries" slang? Most of the differences between British
: style and American style English is in slang; official texts, dictionaries,
: and grammar guides are very similar in language, it's the spoken speach
: that differs the most.

lorries == pickup trucks ??? This seems to make more sense in telling the
difference between a little thing with two axles and a big thing with 18
wheels.

: Americans have no trouble reading Agatha Christie or Dorothy Sayers.
: Most have no trouble following along Monty Python either (after some
: practice). I listen to the BBC radio every so often, and I detect
: almost nothing different from NPR radio newscasters, except for
: accent.

Trouble following Monty Python? Some computer guy you are. ;-) <ni! ni!>

: Well, to Americans, an "upper class" sound is not "nicer". But this
: is a silly statement anyway, as Cockney English in no way sounds
: "upper class" (you said even when mispronounced :-).

I guess "upper class" means you don't burp and scratch while talking.

: The problem here, is that there is no one accent. American
: pronunciation may not vary as much as in the British Isles (talk for
: a few minutes and some people may be able to tell you exactly what
: town or district you grew up in; just like in Germany), but it does
: vary quite a bit. People from Nashville, Boston, New York, Texas,
: Detroit, and San Fransisco all speak very differently. (and Canada,
: it's an American country, so they must then speak American English
: too)

Speech patterns vary a LOT in the US, perhaps more so than in the UK.

: So, when you speak British English, which of the hundreds of accents
: do you imitate? When you try to speak American English, which of the

: hundreds of other accents do you imitate? What's "real American
: pronunciation"? Most of this bickering is just over ego anyway. Both
: places have a long history since the dialects diverged, and none are
: more right than the other, except for ego and nationalism.

Ever notice that dialects seem to be diverging?

: --
: Darin Johnson
: darin@usa.net.delete_me

stuff trimmed
--
David Griffith
dgriffi@ultrix6.cs.csubak.edu

1058. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-12 00:00:00 UTC
From: "J. Clarke" <&&&jclarke@ibm.net>
Message-ID: <01bc76e5$632b4620$71d148a6@default>
Source record: 5967
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

> Win95 DOES dynamic memory allocation, but from a static RAM pool size
> (i.e. physical RAM plus a swap file). WinNT does static RAM allocation
> with a preset swap file, but dynamically increases the swap file size as
> more memory is needed up the amount of free space on your hard drive.
>
Check again. Win95 also dynamically increases and decreases the size of
the swap file--I've seen mine go from nothing to half a gig and back.
Perhaps you have Windows 3.x in mind?

--John

1059. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-12 00:00:00 UTC
From: KSB <broennic@online.no>
Message-ID: <33A05419.1E1D@online.no>
Source record: 5968
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
J. Clarke wrote:
>
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> > with a preset swap file, but dynamically increases the swap file size as
> > more memory is needed up the amount of free space on your hard drive.
> >
> Check again. Win95 also dynamically increases and decreases the size of
> the swap file--I've seen mine go from nothing to half a gig and back.
> Perhaps you have Windows 3.x in mind?
>
> --John

Yes- you can even choose what you prefer- If you like you can specify
low/high limits of the swap file- or you can let Win95 handle it all- in
that case the swapfile will be almost zero if you have plenty ram. WinNT
can have multiple swafiles on multiple disks- thats the only difference
I know about
```

Regards K.S. Br&#65533;nnick

1060. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-13 00:00:00 UTC
From: christw@lexis-nexis.com
Message-ID: <5nrm3h$sh2@mailgate.lexis-nexis.com>
Source record: 5969
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <339AE4A9.CFAFF3C@iquest.net>, Bob <rafuller@iquest.net> writes:
|> Christopher C. Wood wrote:

|> > In article <338d2975.442008@news.compulink.gr>, grotskos@compulink.gr (Gabriel Rotskos) writes:

[snip]

|> > |> There should be some way in modern operating systems to limit the
|> > |> amount of memory a program can access, so that one misbehaving
|> > |> program won't be able to take up all your memory.

|> [snip]

|> > On the MacOS, you click on the application's Icon, choose "get info",
|> > and set it's minimum and preferred memory usage.

|> > Which one's easier?

|> The Mac is easier perhaps, but it's not ideal. "real" OS's allow
|> dynamic memory allocation. Unfortunately, if you allocate 12 meg of ram
|> to a program and it needs only 4 meg, then you waste 8 meg.

Unless you are running an efficient virtual memory implementation like
RamDoubler or Apple's Virtual Memory. Then those "wasted" megabytes
of ram are only virtual; they aren't real.

|> I use to operate a BBS and used MacKennel. Since I sometimes would
|> get packets of mail that required using 12-15meg of ram, I would
|> have to set it that high, even though most of the time it only
|> required 4-5meg. This is where RamDoubler would come in handy, as
|> it uses the unused memory from a program that is over-allocated.

Yes.

[snip]

|> > On the Mac, the programmer _suggests_ values, but the user can
|> > override. On Unix, you need to be a programmer to understand
|> > what the limits are, let alone to set them.

|> Most often, the memory is dynamically allocated and released when
|> it's not needed.

No. Most often, memory is dynamically allocated, and held by the
program until it quits.

|> Virtual memory is more effiecient and faster under unix than it is
|> under the Mac.

I would want to see benchmarks before I accept that. It _used_ to be
true, because System 7 through 7.5.2 (I believe) had pretty poor
virtual memory implementations.

|> I've seen cases on my Mac where the HD will grind away for 20
|> minutes or more and still not have enough memory for the task at
|> hand.

That can be fixed.

|> I have 16meg of ram and a 128 meg swap under Linux and haven't ran
|> out of memory. It also is extremely fast.

Depends what you're doing, and how much of that 128 meg swap you are
actually using.

[snip]

|> > With memory cheap and the improvements in the Mac's virtual memory
|> > system, ease of configuring memory usage is _almost_ an advantage to
|> > the Mac. If the rumors of Rhapsody pan out (the Blue Box acts like
|> > it's running on a 2Gig machine, and the underlying Mach kernel does
|> > efficient VM to provide real RAM where it's used), then memory
|> > management turns from a Mac deficit to a Mac advantage.

|> > How does this work on Win95/NT?

|> Win95 allows dynamic memory allocation. It's virtual memory is a bit
|> slower than Linux, but a lot faster than the Mac.

Benchmarks? References?

|> When it comes to virtual memory, the Mac needs an improvement
|> compared to everything else.

VM on the Mac has received dramatic improvements over the last year
(and a half? When did 7.5.3 come out?). And it will get better still
with MacOS 8, and Rhapsody.

Chris
--
Speaking only for myself, of course.
Chris Wood christw@lexis-nexis.com.youKnowWhatToDo cats@CFAnet.com.HereToo

1061. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-13 00:00:00 UTC
From: Roger Christie <rchristi@spinach.xylogics.com>
Message-ID: <33A160C9.628B@spinach.xylogics.com>
Source record: 5970
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Christopher C. Wood wrote:
>
> In article <339AE4A9.CFAFF3C@iquest.net>, Bob <rafuller@iquest.net> writes:
> |> Christopher C. Wood wrote:
>
> |> > In article <338d2975.442008@news.compulink.gr>, grotskos@compulink.gr (Gabriel Rotskos) writes:
>
> [snip]
>
> |> > |> There should be some way in modern operating systems to limit the
> |> > |> amount of memory a program can access, so that one misbehaving
> |> > |> program won't be able to take up all your memory.
>
> |> [snip]
>
> |> > On the MacOS, you click on the application's Icon, choose "get info",
> |> > and set it's minimum and preferred memory usage.
>
> |> > Which one's easier?
>
> |> The Mac is easier perhaps, but it's not ideal. "real" OS's allow
> |> dynamic memory allocation. Unfortunately, if you allocate 12 meg of ram
> |> to a program and it needs only 4 meg, then you waste 8 meg.
>
> Unless you are running an efficient virtual memory implementation like
> RamDoubler or Apple's Virtual Memory. Then those "wasted" megabytes
> of ram are only virtual; they aren't real.
>
> |> I use to operate a BBS and used MacKennel. Since I sometimes would
> |> get packets of mail that required using 12-15meg of ram, I would
> |> have to set it that high, even though most of the time it only
> |> required 4-5meg. This is where RamDoubler would come in handy, as
> |> it uses the unused memory from a program that is over-allocated.
>
> Yes.
>
> [snip]
>
> |> > On the Mac, the programmer _suggests_ values, but the user can
> |> > override. On Unix, you need to be a programmer to understand
> |> > what the limits are, let alone to set them.

>
> |> Most often, the memory is dynamically allocated and released when
> |> it's not needed.
>
> No. Most often, memory is dynamically allocated, and held by the
> program until it quits.

There is a difference between the OS handling virtual memory, and
the program requesting and holding dynamically allocated memory. Just
because a program does the later does not mean that the OS won't
page out piece of it.

>
> |> Virtual memory is more effiecient and faster under unix than it is
> |> under the Mac.
>
> I would want to see benchmarks before I accept that. It _used_ to be
> true, because System 7 through 7.5.2 (I believe) had pretty poor
> virtual memory implementations.

Its still true. I have no idea what sort of meaningful benchmark
you could devise between Unix and the Mac, but I use both, and
its no contest.

1062. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-13 00:00:00 UTC
From: joe.ragosta@dol.net
Message-ID: <joe.ragosta-ya02408000R1306971324170001@news.dol.net>
Source record: 5971
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33A160C9.628B@spinach.xylogics.com>, Roger Christie
<rchristi@spinach.xylogics.com> wrote:

> Christopher C. Wood wrote:
> >

> >
> > I would want to see benchmarks before I accept that. It _used_ to be
> > true, because System 7 through 7.5.2 (I believe) had pretty poor
> > virtual memory implementations.
>
> Its still true. I have no idea what sort of meaningful benchmark
> you could devise between Unix and the Mac, but I use both, and
> its no contest.

Amazing. Now the Unixen are saying "don't confuse me with benchmarks or facts. My mind is made up." What's funny is that his answer is at least partially right, but it's trivial to test to find out for sure.

One reasonable test would be to run a given benchmark with and without VM on each system.

On Unix, I don't know if you can actually shut VM off, but if your benchmark fits into RAM, it shouldn't have to hit any paging, so there may be _no_ performance penalty. At the very least, I think everyone would admit that the performance penalty for using VM is small in most cases.

On MacOS, you _can_ shut VM off. So, you start the machine with VM and run the benchmark. Then, you reboot with VM off and run the same benchmark. The percent slowdown is a measure of efficiency.

If you're running MacBench or Speedometer, VM only slows MacOS by a couple percent (2% on MacBench last time I checked). Speedometer shows no difference. Other applications show a larger difference.

So, MacOS costs you a couple percent in performance when you turn VM on. On a few apps, you might get a bit more. How this could be "no contest" (even if Unix has a zero percent slow down) is an open question.

--
Regards,

Joe Ragosta
See the Complete Macintosh Advocacy Site
http://www.dol.net/~Ragosta/complmac.htm

1063. Re: NEW SITE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5nsd0skoq4@triglav.iwaynet.net>
Source record: 5972
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

On 1997-06-04 GFeinste@PlanetHollywood.com said:
>Ahhhh...Commodore64. What a beatuiful machine. I don't think I
>ever had to load a PTF on that computer.

It did have those high resolution sprites (MOBs)!

>���TaX ►Rr►R wrote:

uh,say what?

>> Dane Ruyle <dane_ruyle@intuit.com> wrote in article
>> <338DFD56.7616@intuit.com>...
>> > Where's the Commodore Section?!
>> >
>> > hehe
>> >
>> yea, where the hell is the commodore section?

Where's the Atari section?

Net-Tamer V 1.08 - Test Drive

1064. Re: Why don't PC's have midi ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-13 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5nsios$h6m@nntp02.primenet.com>
Source record: 5973

The mortal Cory Bonnett wrote:

: I would think in this multimedia age that midi ports would be very common.

I believe all sound cards for the PCs integrate a midi port in them.
Soundblasters do.

1065. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-14 00:00:00 UTC
From: y0001006@ws.rz.tu-bs.de
Message-ID: <19970614.012825.73@y0001006.tu-bs.de>
Source record: 5974
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In message <joe.ragosta-ya02408000R1306971324170001@news.dol.net> Joe Ragosta wrote:

> In article <33A160C9.628B@spinach.xylogics.com>, Roger Christie
> <rchristi@spinach.xylogics.com> wrote:
>
> > Its still true. I have no idea what sort of meaningful benchmark
> > you could devise between Unix and the Mac, but I use both, and
> > its no contest.
>
> Amazing. Now the Unixen are saying "don't confuse me with benchmarks or
> facts. My mind is made up." What's funny is that his answer is at least
> partially right, but it's trivial to test to find out for sure.

[SNIP]

> If you're running MacBench or Speedometer, VM only slows MacOS by a couple
> percent (2% on MacBench last time I checked). Speedometer shows no
> difference. Other applications show a larger difference.
>
> So, MacOS costs you a couple percent in performance when you turn VM on. On
> a few apps, you might get a bit more. How this could be "no contest" (even
> if Unix has a zero percent slow down) is an open question.

One problem I can see with VM on the MAC is the fact that it's co-operatively multitasking. The problem here is that, once a page miss occurs, the system can't just switch on another waiting task, but rather the time used to transfer the missing page from disc becomes real wasted time.

I'm reading this from an Acorn newsgroup. The RiscOS system also uses co-operative multitasking, and from that I can say that VM is a real laugh when compared to something like Linux.

This may be the same with the Mac, that's why Roger thinks it's not worthwhile to actually run a benchmark, the difference is clearly visible.

You're proposing a single benchmark task as comparision. That's not really usefull, because it's the system performance that counts, not the performance of one benchmark.

BTW, the figures (2%) you gave are quite meaningless - I suppose it's the processor time used when VM is NOT actually used, but switched on. What really counts is how your system, the task in question as well as other tasks, the gui etc reacts when the system is actually loaded.

Kind regards,

--
Thomas Boroske

1066. Distributors Wanted NOW!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-14 00:00:00 UTC
From: Tony Scott <summer@laoffices.com>
Message-ID: <5nubth$84p$7522@cadmium.aware.nl>
Source record: 5975

Hi,

This is a Solicitation Email, we are looking for new TUFF'97 DISTRIBUTORS.
TUFF'97 is a promotional concept for a prospect follow-up system called
"Simple Track". Software designed for Windows 95, 3.11 and NT
machines. (Macintosh users read the NOTE below(*))

Concept:

The TUFF'97 software includes a copy of Simple Track, so you can use this
for your own personal administration (free). However, the TUFF'97 software
is designed to give you BIG TIME credits for just taking the efforts to
PROMOTE it.

How do I get those credits?. Easy, just distribute/promote it. How?
(Give away the software for free, put it on your website/homepage
and let everyone download it. Give it to your friends, attach it by
email etc). With a one time $40.00 (USD) validation code purchase,
YOUR name becomes part of all sofware you sent out to your customers.
When your TUFF'97 software gets validated, all your personal information is
automatically integrated in the software, so everyone knows how to reach
you by phone/fax or email and where to sent the check/money or cash orders.

Basically this is the concept. Offcourse you need the software to grasp
the whole thing. Believe it, there is absolutely no marketing knowledge
required, just ask for the software package, join and start promoting your
own TUFF'97 line. The only thing you DO need is a PC or Mac(*) and Internet.

(*) TUFF'97 is only available for MacOS users running Connectix VirtualPC
or Insignia's Sofwindows 95/3.11. A true MacOS version is not available.

When you're interested in becoming a TUFF'97 distributor and create your own
distribution line, sent a mailto:FiReStArTeR@frodo.com and ask for your
copy of the TUFF software (We'll sent you a download location and install
instructions). This is a serious opportunity, so only serious responses
are processed. If you're not interested, have a nice day.
Best Regards,
Tony Scott
Worldwide Pants Promotions
24H Support/Download requests,
mailto:FiReStArTeR@frodo.com
voice:(+01)779 698 4655
Fax :(+01)779 698 4555

1067. Re: Why don't PC's have midi ports?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-14 00:00:00 UTC
From: jedi@Dementia.sprynet.com
Message-ID: <slrn5q5m3t.sb.jedi@Dementia.sprynet.com>
Source record: 5976

On 13 Jun 1997 15:49:00 -0700, Glenn Saunders <krishna@primenet.com> wrote:
>The mortal Cory Bonnett wrote:
>
>: I would think in this multimedia age that midi ports would be very common.
>
>I believe all sound cards for the PCs integrate a midi port in them.
>Soundblasters do.

MIDI ports a far more common than one might think.
The catch is that one needs a special cable to access
them. With the soundblasters going all the way back to
at least the Soundblaster Pro 8-bit, the MIDI ports are
piggybacked on the joystick interface.

1068. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-14 00:00:00 UTC
From: joe.ragosta@dol.net
Message-ID: <joe.ragosta-ya02408000R1406970654170001@news.dol.net>
Source record: 5977
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <19970614.012825.73@y0001006.tu-bs.de>, y0001006@ws.rz.tu-bs.de wrote:

>
> BTW, the figures (2%) you gave are quite meaningless - I suppose it's
> the processor time used when VM is NOT actually used, but switched
> on. What really counts is how your system, the task in question as
> well as other tasks, the gui etc reacts when the system is actually
> loaded.

Absolutely. I am not proposing any single benchmark.

My post was to a person who said there was no way to compare MacOS VM efficiency to Unix VM efficiency.

My argument was that it's not that difficult, at least on the Mac. Choose whatever benchmark you consider important (rendering 3D images, recalculating spreadsheets, switching between applications, whatever) and measure the time with VM on and with VM off.

I agree that Unix VM is better than MacOS. I just disagree with the statement that you can't measure this.

--
Regards,

Joe Ragosta
joe.ragosta@dol.net
Visit the Complete Macintosh Web Site
http://www.dol.net/~Ragosta/complmac.htm

1069. This is some good stimulation man!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-15 00:00:00 UTC
From: abcisme@internetconnect.net
Message-ID: <5o0aio$go1$49@nw001.infi.net>
Source record: 5978

Hey, just thought i'd share with everyone,
I found a site with loads of nude CHEERLEADERs. The
address is:

http://www.mid-night.com

--Jason--

(Sorry for the intrusion, everyone needs some short skirts in their life)

P.S. They also a have spanish / latina women archive

1070. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-16 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <quinlan-1606972344360001@pm10s19.intergate.bc.ca>
Source record: 5979
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <m2rae2imag.fsf@stoli.spirits.org.au>, Nathan Hand
<nathanh@stoli.spirits.org.au> wrote:

> The quality of the VM is measured by how efficiently it uses the RAM
> available to the OS. A VM implementation which wastes no RAM (every
> page of RAM is being used by some currently running process) is better
> than a VM implementation which is wasteful (process XYZ isn't doing
> anything useful but has 1MB of pages swapped into physical RAM).

An interesting statement. I completely disagree. The quality of the VM
system is completely determined by the rate at which processes complete in
the system. Your measure would favor a LRU algorithm over a LFU algoritm
because LRU tends to better approximate the mystical optimal paging
algoritm. However, the LRU algorithm is seldom used in practice because it
is very difficult to quickly evaluate recency.

--
Brian Quinlan
quinlan@intergate.bc.ca

1071. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-17 00:00:00 UTC
From: Nathan Hand <nathanh@stoli.spirits.org.au>
Message-ID: <m2rae2imag.fsf@stoli.spirits.org.au>
Source record: 5980
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

joe.ragosta@dol.net (Joe Ragosta) writes:
> In article <33A160C9.628B@spinach.xylogics.com>, Roger Christie
> <rchristi@spinach.xylogics.com> wrote:
> > Christopher C. Wood wrote:
> > >
> > > I would want to see benchmarks before I accept that. It _used_ to be
> > > true, because System 7 through 7.5.2 (I believe) had pretty poor
> > > virtual memory implementations.
> >
> > Its still true. I have no idea what sort of meaningful benchmark
> > you could devise between Unix and the Mac, but I use both, and
> > its no contest.
>
> Amazing. Now the Unixen are saying "don't confuse me with benchmarks or
> facts. My mind is made up." What's funny is that his answer is at least
> partially right, but it's trivial to test to find out for sure.
>
> One reasonable test would be to run a given benchmark with and without VM
> on each system.
>
> On Unix, I don't know if you can actually shut VM off, but if your
> benchmark fits into RAM, it shouldn't have to hit any paging, so there may
> be _no_ performance penalty. At the very least, I think everyone would
> admit that the performance penalty for using VM is small in most cases.
>
> On MacOS, you _can_ shut VM off. So, you start the machine with VM and run
> the benchmark. Then, you reboot with VM off and run the same benchmark. The
> percent slowdown is a measure of efficiency.
>
> If you're running MacBench or Speedometer, VM only slows MacOS by a couple
> percent (2% on MacBench last time I checked). Speedometer shows no
> difference. Other applications show a larger difference.
>
> So, MacOS costs you a couple percent in performance when you turn VM on. On
> a few apps, you might get a bit more. How this could be "no contest" (even
> if Unix has a zero percent slow down) is an open question.

I'm sorry, but I don't see how this is an experiment at all. It seems
to be measuring nothing of importance.

The quality of the VM is not "how much it slows down the MacOS" which
is in itself a meaningless statement. How much an OS slows down is
completely irrelevant because disk speeds (the major factor in slow

operation with inefficient VM implementations) completely outweigh the CPU speeds (the OS speed, if you like).

The quality of the VM is measured by how efficiently it uses the RAM available to the OS. A VM implementation which wastes no RAM (every page of RAM is being used by some currently running process) is better than a VM implementation which is wasteful (process XYZ isn't doing anything useful but has 1MB of pages swapped into physical RAM).

The older versions of the Macintosh operating system had lousy VM implementations, as they would swap entire processes into and out of memory. Newer versions of MacOS are much better and there are third party add-ons which are excellent. UNIX traditionally has very fine grained pages, and so the implementation is often excellent.

However the actual task of comparing VM implementations is not trivial, and cannot be measured with simplistic "divide speed with VM on by speed with VM off and that's it" experiments. There are far too many variables involved (what processes are involved? what are they doing? could algorithms be rewritten to be more efficient wrt VM?)

And I doubt that the results would even be useful, as the MacOS and UNIX are too completely different to be comparable in this area.

--
The idea that an arbitrary naive human should be able to properly use a given tool without training or understanding is even more wrong for computing than it is for other tools (eg automobiles, airplanes, guns or power saws).

1072. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-17 00:00:00 UTC
From: kaz@vision.crest.nt.com
Message-ID: <5o6rdt$dgd@bcrkh13.bnr.ca>
Source record: 5981
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <quinlan-1606972344360001@pm10s19.intergate.bc.ca>,
Brian Quinlan <quinlan@intergate.bc.ca> wrote:
>In article <m2rae2imag.fsf@stoli.spirits.org.au>, Nathan Hand
><nathanh@stoli.spirits.org.au> wrote:
>
>> The quality of the VM is measured by how efficiently it uses the RAM
>> available to the OS. A VM implementation which wastes no RAM (every
>> page of RAM is being used by some currently running process) is better
>> than a VM implementation which is wasteful (process XYZ isn't doing
>> anything useful but has 1MB of pages swapped into physical RAM).
>
>An interesting statement. I completely disagree. The quality of the VM
>system is completely determined by the rate at which processes complete in
>the system. Your measure would favor a LRU algorithm over a LFU algoritm

You are talking about performance, not quality.

The quality of a system is measured by the extent to which it robust, reliable
and free of defects, and by how well it meets its specifications.

It's difficult to make a meaningful _performance_ comparison between a poor
quality system and a high quality system.

1073. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-17 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <quinlan-1706972348050001@pm14s8.intergate.bc.ca>
Source record: 5982
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <m2ena1yo2n.fsf@stoli.spirits.org.au>, Nathan Hand
<nathanh@stoli.spirits.org.au> wrote:

> LRU fails in only a few cases, like a process accessing 11 pages in
> repeated succession with only 10 pages free for use. It is fine for
> most purposes, and *has* been used in practical operating systems
> (Multics used LRU, for example). Evaluating recency is an issue, but
> no more of an issue than evaulating frequency.

Multics was exceptionally slow. I also remeber that it was designed for
the Honeywell 6000 machines which, if I recall, have dedicated LRU
hardware. I've been reviewing paging algorithms and I can't find a LRU
algorithm that can run as quickly as a LFU algorithm without hardware.

> LFU also fails in some rare cases. Consider a process which rapidly
> accesses a page for a short duration, then doesn't do so again for a
> long time. This will keep the page in memory even though it should be
> swapped out during the long duration of inactivity. Interestingly an
> LRU algorithm does the right thing here.

I'm not arguing that LFU is a better approximation to the optimal
algorithm. Simply that it is a better design compromise unless you want to
throw hardware at the problem.

--
Brian Quinlan
quinlan@intergate.bc.ca

1074. Atari show on July 26

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-17 00:00:00 UTC
From: david moeser <erasmus@one.net>
Message-ID: <Pine.LNX.3.95.970617042556.23827E-100000@shell.one.net>
Source record: 5983

Word has been received that this year's MIST Atari show will be held on Saturday, July 26, in Indianapolis, Indiana. The organizers say this show, the ninth annual, will be the final one.

This year MIST is moving to the Post Road Community Center, 1313 South Post Road, on the east side of the Indianpolis area. The new location is between I-70 and I-74, outside the I-465 circle freeway.

Show hours are 10 am to 3 pm, Indiana time. Admission is one dollar. In past years this show has had displays by vendors, hardware and software developers, magazine publishers, and users groups. All kinds of Atari computers and related products can be found at these shows.

Organizers of the show are: Charlie Sears (317-535-4829), csears at doe dot state dot in dot us. Jeff Hammer (317-244-8492), jghammer at indyunix dot iupui dot edu. Stu Huffman (812-988-7558), shuffman at doe dot state dot in dot us.

1075. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-18 00:00:00 UTC
From: Nathan Hand <nathanh@stoli.spirits.org.au>
Message-ID: <m2ena1yo2n.fsf@stoli.spirits.org.au>
Source record: 5984
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

quinlan@intergate.bc.ca (Brian Quinlan) writes:

> In article <m2rae2imag.fsf@stoli.spirits.org.au>, Nathan Hand
> <nathanh@stoli.spirits.org.au> wrote:
>
> > The quality of the VM is measured by how efficiently it uses the RAM
> > available to the OS. A VM implementation which wastes no RAM (every
> > page of RAM is being used by some currently running process) is better
> > than a VM implementation which is wasteful (process XYZ isn't doing
> > anything useful but has 1MB of pages swapped into physical RAM).
>
> An interesting statement. I completely disagree. The quality of the VM
> system is completely determined by the rate at which processes complete in
> the system.

Fair enough, my measure of VM quality isn't as good as yours.

> Your measure would favor a LRU algorithm over a LFU algoritm
> because LRU tends to better approximate the mystical optimal paging
> algoritm. However, the LRU algorithm is seldom used in practice because it
> is very difficult to quickly evaluate recency.

LRU fails in only a few cases, like a process accessing 11 pages in
repeated succession with only 10 pages free for use. It is fine for
most purposes, and *has* been used in practical operating systems
(Multics used LRU, for example). Evaluating recency is an issue, but
no more of an issue than evaulating frequency.

LFU also fails in some rare cases. Consider a process which rapidly
accesses a page for a short duration, then doesn't do so again for a
long time. This will keep the page in memory even though it should be
swapped out during the long duration of inactivity. Interestingly an
LRU algorithm does the right thing here.

This is getting off the point though. There are lots of VM
implementations and all of them have their failings, because none of
them can really predict the future. My point was really to show that
the amount of CPU used by the OS is *not* a good metric to measure VM
performance, as the previous poster seemed to think.

I gave a (poor) example of a proper meteric, and you've given a better
one. So you've done what I intended to do, and that should be all
there is to say about the matter.

--
The idea that an arbitrary naive human should be able to properly use a given tool without training or understanding is even more wrong for computing than it is for other tools (eg automobiles, airplanes, guns or power saws).

1076. Re: anti-educational MS software ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-18 00:00:00 UTC
From: xelah@ferret.lmh.ox.ac.uk
Message-ID: <5o8ad2$keo@news.ox.ac.uk>
Source record: 5985
Cross-posted to: comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Bernd Meyer (bmeyer@bruce.cs.monash.edu.au) wrote:
: jamesm@it.ntu.edu.au (James McArthur) writes:
: >I was under the impression that India had more English speaking
: >people then any other country..

: India? Where is that? Is that on earth?

No I don't think so, I think it might be in America somewhere... :-)

--
alex@hayward.u-net.com; xelah@ferret.lmh.ox.ac.uk

1077. Atari Graduate Keyboard

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-18 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33A7F75F.A16BD69D@aol.com>
Source record: 5986
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.8bit,rec.games.video.advocacy,rec.games.video.classic,rec.games.video.misc

Hi,

For those into Atari and wanting new and fresh images of never
before seen Atari product prototypes and vaporwares, please stop by and
check out this web site. Last night several new images were added such
as a never before image of peripherals for the Atari Graduate keyboard
like: Wafer Drive, Modem, RAM expander, Thermal Printer. Images of
the 5200 "System X" prototype and cartridges. Also many many unseen
images of other Atari items such as rare 8-bit computers, ST prototypes,
stand alone systems, even an Atari California License Plate! Stop by
and take a look and the would been, could been of Atari....

http://members.aol.com/cvendel/vaporware.html

Curt

1078. Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-18 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <33a81a4f.17409737@news.chariot.net.au>
Source record: 5987
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 18 Jun 1997 06:25:04 +1000, Nathan Hand <nathanh@stoli.spirits.org.au>
wrote:

>The idea that an arbitrary naive human should be able to properly use
>a given tool without training or understanding is even more wrong for
>computing than it is for other tools (eg automobiles, airplanes, guns
>or power saws).

What elitist crap. There are millions of people who know and care nothing
about computers but use them successfully every day at work and at home.
Do you think people should sit a computer literacy exam before they can
touch a PC? Do you think that the majority of drivers know how a
car works, or care?

I suggest you become a Christian. They also thrive on making pompous
judgements about what other people should and shouldn't do, and as a
group they have a lot more clout than Linux users.

1079. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-18 00:00:00 UTC
From: William Lowe <wlowe@spamlesserols.com>
Message-ID: <5o9j1i$kuq@winter.erols.com>
Source record: 5988
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Michael Warner wrote in article <33a81a4f.17409737@news.chariot.net.au>...

>On 18 Jun 1997 06:25:04 +1000, Nathan Hand <nathanh@stoli.spirits.org.au>
>wrote:
>
>>The idea that an arbitrary naive human should be able to properly use
>>a given tool without training or understanding is even more wrong for
>>computing than it is for other tools (eg automobiles, airplanes, guns
>>or power saws).
>
>What elitist crap. There are millions of people who know and care nothing
>about computers but use them successfully every day at work and at home.
>Do you think people should sit a computer literacy exam before they can
>touch a PC? Do you think that the majority of drivers know how a
>car works, or care?
>
>I suggest you become a Christian. They also thrive on making pompous
>judgements about what other people should and shouldn't do, and as a
>group they have a lot more clout than Linux users.
>

After reading this post, I assume that the fascist that you are referring to in the title "Fascist alert!!" is yourself. Not only do you post elitist crap yourself, you take the opportunity to slight a group that you obviously know little about, and I don't mean Linux users.

First, people have to know how to use a car befreo being allowed on the street. There is an exam. Sure, maybe you don't have to know about the inner workings of the car, but you have to know how to use it. So I don't see the comparison here. People who try to use something without knowing at least something about how it works constantly frustrate themselves. That is where RTFM came from, the simple fact being that if people would take a little time and read the instructions, whether on the computer or in a manual, they'd save themselves time and effort.

Second, although I can't speak for all Christians (unlike yourself) I can say that the foundation of the belief for most is not making pompous judgements or any sort of discrimination. Just because Christians do not believe that everything is fine just as long as no one gets hurt doesn't mean we are pompous or bigoted. Simply we believe that there are moral lines that shouldn't be crossed, and that sometimes putting off immediate satisfaction is more important than simply doing what feels right. Of course, what this actually has to do with computer advocacy I don't know. If you want to spout off like the fascist that you are trying to alert us

to, please do it elsewhere.

"My theories appall you, my heresies outrage you, I never answer letters
and you don't like my tie."
- Doctor, GHOST LIGHT

Remove "spamless" from my address to reply by e-mail

1080. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-18 00:00:00 UTC
From: stevehix@DeleteToReplysafemail.com
Message-ID: <stevehix-1806971400120001@ip44.safemail.com>
Source record: 5989
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33a81a4f.17409737@news.chariot.net.au>, mvw@ozemail.com.au
(Michael Warner) wrote:

> On 18 Jun 1997 06:25:04 +1000, Nathan Hand <nathanh@stoli.spirits.org.au>
> wrote:
>
> >The idea that an arbitrary naive human should be able to properly use
> >a given tool without training or understanding is even more wrong for
> >computing than it is for other tools (eg automobiles, airplanes, guns
> >or power saws).
>
> What elitist crap. There are millions of people who know and care nothing
> about computers but use them successfully every day at work and at home.
> Do you think people should sit a computer literacy exam before they can
> touch a PC? Do you think that the majority of drivers know how a
> car works, or care?
>
> I suggest you become a Christian. They also thrive on making pompous
> judgements about what other people should and shouldn't do, and as a
> group they have a lot more clout than Linux users.

Or, you could become Michael Warner, who practices what he says
he abhors.

Bigots are like that.

1081. Troll Alert!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-18 00:00:00 UTC
From: Juan_Fine@int-usa.net
Message-ID: <33a961e0.13990867@news.int-usa.net>
Source record: 5990
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Wed, 18 Jun 1997 17:35:27 GMT, mvw@ozemail.com.au (Michael Warner) wrote:

>
>I suggest you become a Christian. They also thrive on making pompous
>judgements about what other people should and shouldn't do, and as a
>group they have a lot more clout than Linux users.

Troll o' meter:

```
0 1 2 3 4 5 6 7 8 9 10
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
^
|
```

John T Maguire
Fort Defiance Software
Kennebunkport, Maine

1082. Re: Troll Alert!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-18 00:00:00 UTC
From: stevehix@DeleteToReplysafemail.com
Message-ID: <stevehix-1806972205410001@ip27.safemail.com>
Source record: 5991
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5oa7ks$o1e@r02n01.cac.psu.edu>, gxa114@wileypost.cac.psu.edu
(GEOF ABRUZZI) wrote:

> Organization: Penn State University, Center for Academic Computing
> Distribution:
>
> John Maguire (Juan_Fine@int-usa.net) wrote:
> : On Wed, 18 Jun 1997 17:35:27 GMT, mvw@ozemail.com.au (Michael Warner)
> : wrote:
>
> : >
> : >I suggest you become a Christian. They also thrive on making pompous
> : >judgements about what other people should and shouldn't do, and as a
> : >group they have a lot more clout than Linux users.
>
> : Troll o' meter:
>
> : 0 1 2 3 4 5 6 7 8 9 10
> : |-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
> : ^
> : |
>
> Perhaps, but he does have a good point.

Better if he'd brought up college sophomores, actually.

1083. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-18 00:00:00 UTC
From: Tony Hopstaken <webracer@xs4all.nl>
Message-ID: <ant182033f7fG7ch@webracer.xs4all.nl>
Source record: 5992
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33a81a4f.17409737@news.chariot.net.au>, Michael Warner
<URL:mailto:mvw@ozemail.com.au> wrote:
>
> On 18 Jun 1997 06:25:04 +1000, Nathan Hand <nathanh@stoli.spirits.org.au>
> wrote:
>
> >The idea that an arbitrary naive human should be able to properly use
> >a given tool without training or understanding is even more wrong for
> >computing than it is for other tools (eg automobiles, airplanes, guns
> >or power saws).

What has so fasistic about the paragraph above? (or maybe in the part
that has been snipped?) See nothing about color/religion/etc in it.

>
> What elitist crap. There are millions of people who know and care nothing
> about computers but use them successfully every day at work and at home.
> Do you think people should sit a computer literacy exam before they can
> touch a PC? Do you think that the majority of drivers know how a
> car works, or care?

I agree

>
> I suggest you become a Christian. They also thrive on making pompous
> judgements about what other people should and shouldn't do, and as a
> group they have a lot more clout than Linux users.

That sounds fasistic to me :-)

--

```
__ __|
| _ \ __ \ | | Error! Sigfile empty.
| ( | | | | |
_| \___/ _| _|\__, |
____/
```

1084. Re: anti-educational MS software ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-19 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <5o8src$lhp@wombat.cs.monash.edu.au>
Source record: 5993
Cross-posted to: comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

xelah@ferret.lmh.ox.ac.uk (Alex Hayward) writes:
>Bernd Meyer (bmeyer@bruce.cs.monash.edu.au) wrote:

>: India? Where is that? Is that on earth?

>No I don't think so, I think it might be in America somewhere... :-)

Ahh, I get it --- India, NA (India in North America). I never understood
why they called it Indiana...

Bernie

--
==========
"It's a magical world, Hobbes ol' buddy...
...let's go exploring"
Calvin's final words, on December 31st, 1995

1085. New Service for your Pager.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-19 00:00:00 UTC
From: adfkj@woeiruffsrwwgf.com
Message-ID: <5oa7b3$kpd@mtinsc04.worldnet.att.net>
Source record: 5994

ONLY AVAILABLE IN THE:
U.S.A, CANADA VIRGIN ISLANDS, AND PUERTO RICO

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax, pager, voice-mail, and cellular numbers and give them your New "Virtual Office" 800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone? Wouldn't it be nice to be able to give everyone just ONE phone number that will find you anywhere you are? Even out of town, or in a restaurant, or even on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving, Even without a fax machine! E-Mail Notification and Delivery, Without a PC!, Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888 Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial, Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection, Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web sight:
http://www.mynumber.com

* Based on our best priced plan.

1086. Re: Troll Alert!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-19 00:00:00 UTC
From: gxa114@wileypost.cac.psu.edu
Message-ID: <5oa7ks$o1e@r02n01.cac.psu.edu>
Source record: 5995
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Organization: Penn State University, Center for Academic Computing
Distribution:

John Maguire (Juan_Fine@int-usa.net) wrote:
: On Wed, 18 Jun 1997 17:35:27 GMT, mvw@ozemail.com.au (Michael Warner)
: wrote:

: >
: >I suggest you become a Christian. They also thrive on making pompous
: >judgements about what other people should and shouldn't do, and as a
: >group they have a lot more clout than Linux users.

: Troll o' meter:

: 0 1 2 3 4 5 6 7 8 9 10
: |-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
: ^
: |

Perhaps, but he does have a good point.

Geof

: John T Maguire
: Fort Defiance Software
: Kennebunkport, Maine

--
____
Geof Abruzzi Language is a virus from outer space.
gxa114 @ cac.psu.edu And hearing your name is better
BeBox Developer #3089 than seeing your face.
-Laurie Anderson
...
(Having a little fun with spammers:)
jesse_helms@helms.senate.gov
president@whitehouse.gov

E-Mail me with more addresses.

1087. Re: Troll Alert!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-19 00:00:00 UTC
From: kspoon@mindless.comNOSPAM
Message-ID: <slrn5qhcqm.8m.kspoon@strider.loeffel.net>
Source record: 5996
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

John Maguire <Juan_Fine@int-usa.net> once proclaimed:
>On Wed, 18 Jun 1997 17:35:27 GMT, mvw@ozemail.com.au (Michael Warner)
>wrote:

>>I suggest you become a Christian. They also thrive on making pompous
>>judgements about what other people should and shouldn't do, and as a
>>group they have a lot more clout than Linux users.

>Troll o' meter:

>0 1 2 3 4 5 6 7 8 9 10
>|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
> ^
> |

Erm. I don't think that was a troll. :-) Just a case of some ninny
who didn't bother to try and understand what he was reading before
posting some knee-jerk, half-baked ad hominem with the notion that he
might actually hurt someone's feelings.

shrug "Never attribute to malice what can be explained by stupidity."

:-)

-K. Spoon
--
"The biggest problem with driving in Houston is the fact that people seem
predisoposed to leave their old matresses and couches lying around in the
middle of the road. Bad drivers are less of a hazard than the furniture."

1088. Re: Troll Alert!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-19 00:00:00 UTC
From: Peter Naulls <pnaulls@wave.co.nz>
Message-ID: <ant190931b492VYi@betty.wave.co.nz>
Source record: 5997
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
> : >I suggest you become a Christian. They also thrive on making pompous
> : >judgements about what other people should and shouldn't do, and as a
> : >group they have a lot more clout than Linux users.
>
> : Troll o' meter:
[snip]
> Perhaps, but he does have a good point.

An extremely good point I'd say, and probably the best commentary on
Christianity I've heard all year. On the whole, I'd rather listen to
Linux users, as they occasionally have something interesting to say.

--
+----------------------------------------+----------------------------------+
| Peter Naulls | Acorn Risc PC 700 *ARM Powered* |
| pnaulls@wave.co.nz | Porting Java & Sather for Risc OS |
| http://lucy.cs.waikato.ac.nz/~pnaulls/ | Co-editor of Acorn archive list |
| Phone 64-7-856-4562 | Computer consultancy |
| The meaning of life: 3.5 | Web page design |
+----------------------------------------+----------------------------------+
Senders of unsolicited email agree to send me NZ$100 for wasting my time
```

1089. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-19 00:00:00 UTC
From: rmaris@ibm.spamproof.net
Message-ID: <19970619215128462 64@slip202-135-5-243.jk.id.ibm.net>
Source record: 5998
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

> On 18 Jun 1997 06:25:04 +1000, Nathan Hand <nathanh@stoli.spirits.org.au>
> wrote:
>
> >The idea that an arbitrary naive human should be able to properly use
> >a given tool without training or understanding is even more wrong for
> >computing than it is for other tools (eg automobiles, airplanes, guns
> >or power saws).

Agreed. There's nothing more irritating than someone who wants to use a computer but doesn't bother or even want to bother/care about how to use the damned thing. Eventually they come out of the experience saying that computers are difficult. *Using* computers is no more difficult than driving a car or using any other contraption. (Except of course if it's Windows :)

--
Yuma

1090. Re: Troll Alert!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-19 00:00:00 UTC
From: stevehix@DeleteToReplysafemail.com
Message-ID: <stevehix-1906971805570001@ip27.safemail.com>
Source record: 5999
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <ant190931b492VYi@betty.wave.co.nz>, Peter Naulls
<pnaulls@wave.co.nz> wrote:

> > : >I suggest you become a Christian. They also thrive on making pompous
> > : >judgements about what other people should and shouldn't do, and as a
> > : >group they have a lot more clout than Linux users.
> >
> > : Troll o' meter:
> [snip]
> > Perhaps, but he does have a good point.
>
> An extremely good point I'd say, and probably the best commentary on
> Christianity I've heard all year. On the whole, I'd rather listen to
> Linux users, as they occasionally have something interesting to say.

Unlike yourself?

C'mon guys, this one was dead at birth, let it lie.

1091. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-19 00:00:00 UTC
From: Scott Kiddy <sekiddy@ibm.net>
Message-ID: <33AA0F86.215@ibm.net>
Source record: 6000
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Yuma S. Maris wrote:
>
> > On 18 Jun 1997 06:25:04 +1000, Nathan Hand <nathanh@stoli.spirits.org.au>
> > wrote:
> >
> > >The idea that an arbitrary naive human should be able to properly use
> > >a given tool without training or understanding is even more wrong for
> > >computing than it is for other tools (eg automobiles, airplanes, guns
> > >or power saws).
>
> Agreed. There's nothing more irritating than someone who wants to use a
> computer but doesn't bother or even want to bother/care about how to use
> the damned thing. Eventually they come out of the experience saying that
> computers are difficult. *Using* computers is no more difficult than
> driving a car or using any other contraption. (Except of course if it's
> Windows :)

The whole idea behind computers is one of an intuitive, efficent medium by which to interface the with world. Computers are not necessarily supposed to be complicated, nor is it requisite for an end user to know what makes his machine tick. That's the beauty.

>
> --
> Yuma

1092. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: Nathan Hand <nathanh@stoli.spirits.org.au>
Message-ID: <m2d8pi2bl1.fsf@stoli.spirits.org.au>
Source record: 6001
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

mvw@ozemail.com.au (Michael Warner) writes:

> On 18 Jun 1997 06:25:04 +1000, Nathan Hand <nathanh@stoli.spirits.org.au>
> wrote:
>
> >The idea that an arbitrary naive human should be able to properly use
> >a given tool without training or understanding is even more wrong for
> >computing than it is for other tools (eg automobiles, airplanes, guns
> >or power saws).
>
> What elitist crap. There are millions of people who know and care nothing
> about computers but use them successfully every day at work and at home.
> Do you think people should sit a computer literacy exam before they can
> touch a PC? Do you think that the majority of drivers know how a
> car works, or care?

Most drivers do know how a car works. In Australia you have to undergo a 6 month training period, and then a long driving test, supervised by an expert driver, before they let you drive your own car. Similary for aeroplanes, there is a 6 month intensive training course before you're allowed to fly your own aeroplane without supervision.

My quote simply says that someone who has had training with a computer will be more productive than someone who hasn't. In another sense, the untrained computer user may actually be a hinderance, or even a danger to the computer and themselves, because they have no idea what they're doing. The abundance of computing tutorials proves my statement.

Computers aren't toasters. Strangely enough I needed training before I could use my toaster. I read the instruction booklet which said how to clean out the crumb tray, and what the two knobs on the front meant. I find it ridiculous that people expect to use computers without opening the manuals they get with them, when even toasters have instructions.

> I suggest you become a Christian. They also thrive on making pompous
> judgements about what other people should and shouldn't do, and as a
> group they have a lot more clout than Linux users.

Don't be a moron.

--
The idea that an arbitrary naive human should be able to properly use
a given tool without training or understanding is even more wrong for
computing than it is for other tools (eg automobiles, airplanes, guns

or power saws).

1093. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: rmaris@ibm.spamproof.net
Message-ID: <19970620161202120219 8@slip202-135-133-241.jk.id.ibm.net>
Source record: 6002
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

> Yuma S. Maris wrote:
[snip]
> > Agreed. There's nothing more irritating than someone who wants to use a
> > computer but doesn't bother or even want to bother/care about how to use
> > the damned thing. Eventually they come out of the experience saying that
> > computers are difficult. *Using* computers is no more difficult than
> > driving a car or using any other contraption. (Except of course if it's
> > Windows :)

Scott Kiddy <sekiddy@ibm.net> wrote:
> The whole idea behind computers is one of an intuitive, efficent medium
> by which to interface the with world. Computers are not necessarily
> supposed to be complicated, nor is it requisite for an end user to know
> what makes his machine tick. That's the beauty.

Yes, yes. I agree with that part of your previous argument -reiterated
above.

My point is that to use such a machine involves a willingness to
understand how to *use* it. Knowledge of how it *works* is not a
requirement. I agree. I don't know a single thing how electricity and a
glass booboo makes my room all nice and light, but I *must* know that I
have to plug the booboo in and turn on/switch on the little plastic
thing on the wall so that I can interface with the world when the great
fire in the sky turns off.

Kindly yours,
--
Yuma

1094. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: Chris.Brown@arm.remove_this_part_when_replying.com
Message-ID: <5odgqd$459@sis.armltd.co.uk>
Source record: 6003
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33AA0F86.215@ibm.net>, Scott Kiddy <sekiddy@ibm.net> wrote:

>The whole idea behind computers is one of an intuitive, efficent medium
>by which to interface the with world. Computers are not necessarily
>supposed to be complicated, nor is it requisite for an end user to know
>what makes his machine tick. That's the beauty.

Funny, I thought the idea behind computers was to do arithmetic very
quickly.
--
```
/* _ */main(int k,char**n){char*i=k&1?"+L*;99,RU[,RUo+BeKAA+BECACJ+CAACA"
/* / ` */"CD+LBCACJ*":1[n],j,l=!k,m;do for(m=*i-48,j=l?m/k:m%k;m>>7?k=1<<m+
/* | */8,!l&&puts(&l)**&l:j--;printf(" \0_/"+l));while((l^=3)||l[++i]);}
/* \_,hris Brown -- All opinions expressed are probably wrong. */
```

1095. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: dmcook@cts.com
Message-ID: <slrn5qkqbh.9r8.dmcook@mozart.cts.com>
Source record: 6004
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Welcome to the modern world, where expecting people to educate themselves is considered elitist and even "fascist" (the original poster obviously has very little grasp of the term; dare I say he should read a book on the subject?) Ignorance is now fashionable, and people even wear their lack of knowledge as a badge of honor.

Dave Cook

1096. Do you have a pager? Get a VIRTUAL OFFICE!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: lj@sdfsdfwuylitmw.com
Message-ID: <5oee53$s3@mtinsc02.worldnet.att.net>
Source record: 6005

ONLY AVAILABLE IN THE:
U.S.A, CANADA VIRGIN ISLANDS, AND PUERTO RICO

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax,
pager, voice-mail, and cellular numbers and give them your New "Virtual Office"
800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone?
Wouldn't it be nice to be able to give everyone just ONE phone number that
will find you anywhere you are? Even out of town, or in a restaurant, or even
on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving,
Even without a fax machine! E-Mail Notification and Delivery, Without a PC!,
Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888
Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection,
Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web sight:
http://www.mynumber.com

* Based on our best priced plan.

1097. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <33aad5e2.86874975@news.chariot.net.au>
Source record: 6006
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Fri, 20 Jun 1997 16:12:02 +0700, rmaris@ibm.spamproof.net
(=?ISO-8859-1?Q?Yuma_S=2E_=95Maris?=) wrote:

> I don't know a single thing how electricity and a
>glass booboo makes my room all nice and light, but I *must* know that I
>have to plug the booboo in and turn on/switch on the little plastic
>thing on the wall so that I can interface with the world when the great
>fire in the sky turns off.

You mean the one that revolves around the big flat disk you're standing in
the middle of?

Actually, the glass booboo (a "globe" or "lamp" to us hardware types) does
much better at warming your room than lighting it, unless you use
flourescent booboos.

1098. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <33aad6c1.87097553@news.chariot.net.au>
Source record: 6007
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 20 Jun 1997 11:30:47 GMT, dmcook@cts.com (David M. Cook) wrote:

>Welcome to the modern world, where expecting people to educate themselves
>is considered elitist

No, it's elitist to deny or restrict access to technology to people who are
not educated (by whatever means) to your level of understanding.

> Ignorance is now fashionable, and people even wear
>their lack of knowledge as a badge of honor.

Ignorance doesn't prevent people from using computers these days. Why you
resent this is unclear to me.

1099. What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <33aad4fc.86645050@news.chariot.net.au>
Source record: 6008
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 20 Jun 1997 08:59:57 GMT,
Chris.Brown@arm.remove_this_part_when_replying.com wrote:

>Funny, I thought the idea behind computers was to do arithmetic very
>quickly.

No, that's what they do because that's what's easy to build with binary
digital electronics. How many people need arithmetic done at blinding
speed?

1100. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: "Steven C. Den Beste" <"sdenbes1@NOSPAM"@san.rr.com>
Message-ID: <5of0oa$44e@proxye1.san.rr.com>
Source record: 6009
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Michael Warner wrote:
>
> On 20 Jun 1997 08:59:57 GMT,
> Chris.Brown@arm.remove_this_part_when_replying.com wrote:
>
> >Funny, I thought the idea behind computers was to do arithmetic very
> >quickly.
>
> No, that's what they do because that's what's easy to build with binary
> digital electronics. How many people need arithmetic done at blinding
> speed?

CitiBank, Wells Fargo and the US Treasury, just to name a few.

Hast thou forgotten the armies of accountants out there?
Wouldst thou condemn them to a lifetime of balancing spreadsheets by
hand?

--
Den Beste, Steven C.
sdenbes1@san.rr.com Certified Party Pooper
sdenbest@qualcomm.com

1101. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: jedi@Dementia.sprynet.com
Message-ID: <slrn5qm3r3.3im.jedi@Dementia.sprynet.com>
Source record: 6010
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Fri, 20 Jun 1997 20:37:39 GMT, Michael Warner <mvw@ozemail.com.au> wrote:
>On 20 Jun 1997 08:59:57 GMT,
>Chris.Brown@arm.remove_this_part_when_replying.com wrote:
>
>>Funny, I thought the idea behind computers was to do arithmetic very
>>quickly.
>
>No, that's what they do because that's what's easy to build with binary
>digital electronics. How many people need arithmetic done at blinding
>speed?

It's not a matter of how many but of whom.
Those who pressed for the development of digital computers did
so out of the pressing need for fast arithmetic.

The rest is the result of using a difference engine for arbitrary
linguistic transformations...

1102. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: jedi@Dementia.sprynet.com
Message-ID: <slrn5qm439.3j0.jedi@Dementia.sprynet.com>
Source record: 6011
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Fri, 20 Jun 1997 20:37:45 GMT, Michael Warner <mvw@ozemail.com.au> wrote:
>On 20 Jun 1997 11:30:47 GMT, dmcook@cts.com (David M. Cook) wrote:
>
>>Welcome to the modern world, where expecting people to educate themselves
>>is considered elitist
>
>No, it's elitist to deny or restrict access to technology to people who are
>not educated (by whatever means) to your level of understanding.
>
>> Ignorance is now fashionable, and people even wear
>>their lack of knowledge as a badge of honor.
>
>Ignorance doesn't prevent people from using computers these days. Why you
>resent this is unclear to me.

Yes it does actually. Watching this kind of ignorance in action can
be rather amusing... (like the MacFool that thinks a UTP cable will
fit into a phone jack (or viceversa))

A spiffy frontend just gives the lazy a false sense of security.

1103. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: John Doe <nospam@foo.com>
Message-ID: <33AB5CF9.16D50F26@foo.com>
Source record: 6012
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Steven C. Den Beste wrote:
>
> Michael Warner wrote:
> > On 20 Jun 1997 08:59:57 GMT,
> > Chris.Brown@arm.remove_this_part_when_replying.com wrote:
> > >Funny, I thought the idea behind computers was to do arithmetic
> > >quickly.
> > No, that's what they do because that's what's easy to build with
> > binary digital electronics. How many people need arithmetic done at
> > blinding speed?
>
> CitiBank, Wells Fargo and the US Treasury, just to name a few.

Let's add Boeing designing the 777, Hughes designing a communications satellite, the big pharmaceutical companies modeling HIV protease inhibitors, the NSA trying to crack Chinese ciphers, the Massachusetts DOT trying to predict traffic changes when they close the central artery in Boston, Sears trying to tot up the day's earnings, various pension plans trying to earn money today on Wall Street, the trillion dollar a year international currency exchange market, NOAA trying to predict whether El Nino will reappear this year, and the DOE trying to use computer simulation of thermonuclear detonations to replace actual detonation of warheads.

I mean, duh.

1104. FILE: ATARI!.EXE

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-20 00:00:00 UTC
From: Kai.Dubro@t-online.de
Message-ID: <5oeq8m$4vr$1@news01.btx.dtag.de>
Source record: 6013

Hello to all Atari-Users,
come to the following link and download the ultimativ file ...
http://members.aol.com/KaiDubro/welcome.htm#Software
THX to me, CU, Kai from Hamburg in Germany
--
>http://home.t-online.de/home/kai.dubro/dubro.htm (akt.:06/97)
>http://members.aol.com/KaiDubro/welcome.htm (akt.:06/97)
>http://www.geocities.com/Heartland/4783/index.html (akt.:06/97)

1105. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-21 00:00:00 UTC
From: Steven J Saunders <ssaunder@mpce.mq.edu.au>
Message-ID: <33AB6D7B.6880@mpce.mq.edu.au>
Source record: 6014
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

> >Funny, I thought the idea behind computers was to do arithmetic very
> >quickly.
>
> No, that's what they do because that's what's easy to build with
> binary digital electronics. How many people need arithmetic done at
> blinding speed?

What do you mean, that's what's easy to build with binary digital electronics? The *only* thing binary digital electronics can do is crunch numbers! Remember.. "binary" is a number system (base 2 to be precise).

I'd say lots of people need arithmetic done at blinding speed, ever done any ray tracing? I fiddle around with backpropagation trained neural nets every now and again, billions of arithmetic operations are involved in relatively small neural nets during training.

The only reason computers exist is to do number crunching. Everything you do on your computer turns into numbers.

--
Steven J. Saunders
mailto:ssaunder@mpce.mq.edu.au http://www.comp.mq.edu.au/~ssaunder

1106. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-21 00:00:00 UTC
From: John Doe <nospam@foo.com>
Message-ID: <33AC5619.673D96FD@foo.com>
Source record: 6015
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Scott Kiddy wrote:
> The whole idea behind computers is one of an intuitive, efficent
> medium by which to interface the with world. Computers are not

Wow, this is some rewriting of history. And here I thought the purpose of computers was (a) initially, to do computations human beings can do in principle, but not in practise, and (b) later, also replace multiple office tools (typewriter, typesetter, draftsman, etc.) with one more general-purpose, programmable tool.

I thought one interfaced with the world by means of a face, good manners, and a voice.

1107. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-21 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <33ac598b.7413876@news.chariot.net.au>
Source record: 6016
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 20 Jun 1997 23:15:16 GMT, jedi@Dementia.sprynet.com (JEDI) wrote:

>>Ignorance doesn't prevent people from using computers these days. Why you
>>resent this is unclear to me.
>
> Yes it does actually. Watching this kind of ignorance in action can
> be rather amusing... (like the MacFool that thinks a UTP cable will
> fit into a phone jack (or viceversa))

Well, I guess this is where you and I differ. I would try to help the
person having problems, while you would apparently slope off sniggering to
e-mail your buddies about it. Takes all sorts.

1108. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-21 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <33ac5b06.7792947@news.chariot.net.au>
Source record: 6017
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Sat, 21 Jun 1997 15:58:19 +1000, Steven J Saunders
<ssaunder@mpce.mq.edu.au> wrote:

>What do you mean, that's what's easy to build with binary digital
>electronics? The *only* thing binary digital electronics can do
>is crunch numbers! Remember.. "binary" is a number system (base 2
>to be precise).

Base 2 arithmetic is used because it's easy to build electronics that
support it (I have seen base 3 done with 3 voltage levels, as an exercise).
In fact the basic non-trivial digital operations are two-input gates. These
build into latches and flip-flops, which build into counters and arithmetic
engines. FWIW.

>I'd say lots of people need arithmetic done at blinding speed, ever
>done any ray tracing? I fiddle around with backpropagation trained
>neural nets every now and again, billions of arithmetic operations
>are involved in relatively small neural nets during training.

I'm not arguing that arithmetic isn't essential for computer applications.
But in many cases applications are implemented arithmetically because
that's what computers do, not because that's the best algorithm for the
task. Why should word processors or linguistic expert systems be
implemented in this way?

>The only reason computers exist is to do number crunching. Everything
>you do on your computer turns into numbers.

Huh? Computers exist to help people do things. You've got the cart and the
horse backward :-)

1109. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-21 00:00:00 UTC
From: wpierce@ibm.net
Message-ID: <33AC3D8D.226B@ibm.net>
Source record: 6018
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

John Doe wrote:
>
> Scott Kiddy wrote:
> > The whole idea behind computers is one of an intuitive, efficent
> > medium by which to interface the with world. Computers are not
>
> Wow, this is some rewriting of history. And here I thought the
> purpose of computers was (a) initially, to do computations human
> beings can do in principle, but not in practise, and (b) later,
> also replace multiple office tools (typewriter, typesetter,
> draftsman, etc.) with one more general-purpose, programmable tool.
>
> I thought one interfaced with the world by means of a face, good
> manners, and a voice.

I read Kiddy's message and concluded he was a Windows 95 user.
"The whole idea behind computers..." thing has been ingrained
in these people by the Redmond Propaganda Institute. A rewrite
of history and the constant influx of brainwashing to the MS
minions results in the kind of responses you hear from people
like Scott Kiddy. I didn't check his headers but I'll bet he's
running Windows 95 and interloping here in OS/2 Advocacy for
one reason: to push the Microsoft mantra: "The MS way or no way!"

Bill Pierce

1110. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-21 00:00:00 UTC
From: Christopher Grayce <foo@savetrees.com>
Message-ID: <33ACBD69.3238EE3D@savetrees.com>
Source record: 6019
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Michael Warner wrote:

> I'm not arguing that arithmetic isn't essential for computer
> applications. But in many cases applications are implemented
> arithmetically because that's what computers do, not because that's
> the best algorithm for the task. Why should word processors or
> linguistic expert systems be implemented in this way?

Because without arithmetic you cannot define an algorithm. Or more precisely, you need a formal system to express an algorithm, and the smallest complete formal system is base-2 arithmetic. (All other formal systems are anyway logically equivalent to it.)

Besides conflating the algorithm with the formal system, are you sure you're not tripping over the fact that data in a computer is commonly considered "numbers" even when it needn't be? I mean, 010001100100111101001111 can be considered with equal plausibility to represent the number 4,607,823 or the word "foo" or the first three bars of the 5th Symphony. And you can call the rules for the manipulation of this and related symbols "arithmetic" or "English grammer" or whatever you like without changing anything interesting.

Christopher Grayce
UCI Dept of Chemistry

1111. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-21 00:00:00 UTC
From: xelah@ferret.lmh.ox.ac.uk
Message-ID: <5ogdtb$nd2@news.ox.ac.uk>
Source record: 6020
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Michael Warner (mvw@ozemail.com.au) wrote:
: On 20 Jun 1997 08:59:57 GMT,
: Chris.Brown@arm.remove_this_part_when_replying.com wrote:

: >Funny, I thought the idea behind computers was to do arithmetic very
: >quickly.

: No, that's what they do because that's what's easy to build with binary
: digital electronics. How many people need arithmetic done at blinding
: speed?

Anyone whos played a game. Anyone whos done anything that draws anything
on the screen... You at least have to work out offsets in to screen
memory at some point.

Anyone who uses a keyboard, given that you have to convert keyboard key
numbers in to ASCII. And then you have to work out how to draw it on
the screen, or whatever.

How about a mouse pointer? etc etc...

Almost all a CPU ever does is work out what numbers to put where...

--
alex@hayward.u-net.com; xelah@ferret.lmh.ox.ac.uk

1112. -Masterbating Teen Girl teenmast.jpg

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-22 00:00:00 UTC
From: as
Message-ID: <5ohqad$9gu@usenet84.supernews.com>
Source record: 6021

Looking for Dirty Schoolgirls Having Sex? Well, then look no further, Nasty-Schoolgirls is your
source for the Nastyiest girls that will Fuck and Suck your Cock.

Are you ready to have a Schoolgirl Suck you Cock?

Then Visit:

http://www.nasty-schoolgirls.com

All Models Represented on Nasty-Schoolgirls are 18 years of age or older.

1113. .Teen Deepthroat Cocksuckers !!! teencock.jpg

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-22 00:00:00 UTC
From: asd
Message-ID: <5oi05f$d7c@usenet84.supernews.com>
Source record: 6022

Looking for Dirty Schoolgirls Having Sex? Well, then look no further, Nasty-Schoolgirls is your
source for the Nastyiest girls that will Fuck and Suck your Cock.

Are you ready to have a Schoolgirl Suck you Cock?

Then Visit:

http://www.nasty-schoolgirls.com

All Models Represented on Nasty-Schoolgirls are 18 years of age or older.

1114. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-22 00:00:00 UTC
From: Ramon Gandia <rfg@nome.net>
Message-ID: <33ACE87E.367EE175@nome.net>
Source record: 6023
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Steven C. Den Beste wrote:
>How many people need arithmetic done at blinding
> > speed?
>
> CitiBank, Wells Fargo and the US Treasury, just to name a few.
>
> Hast thou forgotten the armies of accountants out there?
> Wouldst thou condemn them to a lifetime of balancing spreadsheets by
> hand?

If we did, we would reduce the amount of paperwork
cluttering our lives by 99%.

I also thought, that if every law drafted and proposed
in congress or state legislature had to be written
in longhand by the senator/congressman etc. himself,
we would have a lot more sensible laws and less
tripe/paperwork.

--
Ramon Gandia = X-Alaska, Inc. http://www.xalaska.com
P.O. Box 970 Tel. 907-443-7199
Nome, Alaska 99762-0970 Fax. 907-443-2487
==========

1115. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-22 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5oivb8$1bd@einstein.ebicom.net>
Source record: 6024
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
: If we did, we would reduce the amount of paperwork
: cluttering our lives by 99%.
:
: I also thought, that if every law drafted and proposed
: in congress or state legislature had to be written
: in longhand by the senator/congressman etc. himself,
: we would have a lot more sensible laws and less
: tripe/paperwork.

Are you kidding???
That'll never happen...they've always had scribes or secretaries do
take dictation and lay it all out anyway. Even with the computers...
the secrataries do all the work!
```

1116. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-22 00:00:00 UTC
From: "Steven C. Den Beste" <"sdenbes1@NOSPAM"@san.rr.com>
Message-ID: <5ojf98$kk3@proxye1.san.rr.com>
Source record: 6025
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Ramon Gandia wrote:
>
> Steven C. Den Beste wrote:
> >How many people need arithmetic done at blinding
> > > speed?
> >
> > CitiBank, Wells Fargo and the US Treasury, just to name a few.
> >
> > Hast thou forgotten the armies of accountants out there?
> > Wouldst thou condemn them to a lifetime of balancing spreadsheets by
> > hand?
>
> If we did, we would reduce the amount of paperwork
> cluttering our lives by 99%.
>
> I also thought, that if every law drafted and proposed
> in congress or state legislature had to be written
> in longhand by the senator/congressman etc. himself,
> we would have a lot more sensible laws and less
> tripe/paperwork.

Over the history of the human race, many ways of writing have
been created; and the knowledge of how to read many of them has
been lost. Some people spend their lives attempting to rediscover
the key to these languages.

One of the most stunning decipherments of a lost language was
by Michael Ventris, who in the late 1940's and early 1950's
figured out how to read what was known as "Minoan Linear B",
a language discovered on thousands of tablets recovered from
archeology digs on Crete.

And what did those tablets say, once deciphered? According to
"The CodeBreakers" by David Kahn, sample texts read like this:

"Koldos the shepherd holds a lease from the village: 48 litres of wheat."
"At Pylos: five sons of the Ti-nwa-sian weavers (sons of rowers at A-pu-ne-we), two boys."
"Four (or more) slaves of Koradollos in charge of seed-corn."
"One pair of wheels bound with bronze, unfit for service."

The bureaucrat, like the pawnbroker, has a valid claim to
"the oldest profession".

--
Den Beste, Steven C.
sdenbes1@san.rr.com Certified Party Pooper
sdenbest@qualcomm.com

1117. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-22 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <33ad4a6c.1903771@news.chariot.net.au>
Source record: 6026
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On Sat, 21 Jun 1997 22:51:37 -0700, Christopher Grayce <foo@savetrees.com>
wrote:

>Because without arithmetic you cannot define an algorithm. Or
>more precisely, you need a formal system to express an algorithm,
>and the smallest complete formal system is base-2 arithmetic. (All
>other formal systems are anyway logically equivalent to it.)

I'm not a computer scientist, so forgive me if I don't know the jargon or
use it incorrectly.

Would you agree that a logical inference engine such as Prolog implements a
usable "formal system" which has reliance on arithmetic at all? I still
think you're deducing that because our current procedural languages expose
the underlying hardware's arithmetic capabilities, the solutions to
problems implemented in these languages are best expressed in this way.

>Besides conflating the algorithm with the formal system, are you
>sure you're not tripping over the fact that data in a computer is
>commonly considered "numbers" even when it needn't be? I mean,
>010001100100111101001111 can be considered with equal plausibility
>to represent the number 4,607,823 or the word "foo" or the first
>three bars of the 5th Symphony. And you can call the rules for the
>manipulation of this and related symbols "arithmetic" or "English
>grammer" or whatever you like without changing anything interesting.

I don't see how you can apply the term "arithmetic" to operations on data
unless the data is interpreted as weighted digits comprising numeric
values. What does character arithmetic or musical arithmetic consist of?

1118. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-22 00:00:00 UTC
From: Grzegorz Nowakowski <krecik@lri.fr>
Message-ID: <08d8pettt4.fsf@lri.fr>
Source record: 6027
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

wpierce@ibm.net writes:

> John Doe wrote:
> >
> > Scott Kiddy wrote:
> > > The whole idea behind computers is one of an intuitive, efficent
> > > medium by which to interface the with world. Computers are not
> >
> > Wow, this is some rewriting of history. And here I thought the
> > purpose of computers was (a) initially, to do computations human
> > beings can do in principle, but not in practise, and (b) later,
> > also replace multiple office tools (typewriter, typesetter,
> > draftsman, etc.) with one more general-purpose, programmable tool.
> >
> > I thought one interfaced with the world by means of a face, good
> > manners, and a voice.
>
> I read Kiddy's message and concluded he was a Windows 95 user.
> "The whole idea behind computers..." thing has been ingrained
> in these people by the Redmond Propaganda Institute. A rewrite
> of history and the constant influx of brainwashing to the MS
> minions results in the kind of responses you hear from people
> like Scott Kiddy. I didn't check his headers but I'll bet he's
> running Windows 95 and interloping here in OS/2 Advocacy for
> one reason: to push the Microsoft mantra: "The MS way or no way!"

From: Scott Kiddy <sekiddy@ibm.net>
Subject: Re: Fascist alert!!
Newsgroups: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy
Date: Thu, 19 Jun 1997 22:05:10 -0700
Message-ID: <33AA0F86.215@ibm.net>
X-Mailer: Mozilla 3.01Gold (Win16; I)
MIME-Version: 1.0
References: [snipped]
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
NNTP-Posting-Host: 166.72.80.124
Lines: 27
Path: u-psud.fr!jussieu.fr!oleane!newsxfer3.itd.umich.edu!news-peer.sprintlink.net!news.sprintlink.net!Sprint!newsm.ibm.net!ibm.net!news1.ibm.net!166.72.80.124
Xref: [snipped]

Take a look at X-Mailer field.

Excuse me for including whole headers but I tought it's apropriate.
I hope long fields won't screw news and won't get screwed.
--
Grzegorz "Krecik" Nowakowski
<krecik@tcs.uni.wroc.pl>

`...this is the rock solid principle on which the whole of the
Corporation's Galaxy-wide success is founded - their fundamental
design flaws are completely hidden by their superficial design flaws.'
-- So Long, and Thanks for all the Fish -- Douglas Adams.

1119. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-22 00:00:00 UTC
From: DocMart@supergas.demon.co.uk
Message-ID: <n9E23889C@supergas.demon.co.uk>
Source record: 6028
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

John Doe <nospam@foo.com> wrote:

> Wow, this is some rewriting of history. And here I thought the purpose
> of computers was (a) initially, to do computations human beings can do
> in principle, but not in practise, and (b) later, also replace multiple
> office tools (typewriter, typesetter, draftsman, etc.) with one more
> general-purpose, programmable tool.

No, mate. If 99.9% of the kids (and adults) out there are to be believed,
the purpose of computers is to PLAY GAMES.

8-)

John

--
anything you say will be deliberately misunderstood and/or
misrepresented.

1120. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-22 00:00:00 UTC
From: JEDI
Message-ID: <5oksjb$ddg@drn.zippo.com>
Source record: 6029
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <33ac598b.7413876@news.chariot.net.au>, mvw@ozemail.com.au says...
>
>On 20 Jun 1997 23:15:16 GMT, jedi@Dementia.sprynet.com (JEDI) wrote:
>
>>>Ignorance doesn't prevent people from using computers these days. Why you
>>>resent this is unclear to me.
>>
>> Yes it does actually. Watching this kind of ignorance in action can
>> be rather amusing... (like the MacFool that thinks a UTP cable will
>> fit into a phone jack (or viceversa))
>
>Well, I guess this is where you and I differ. I would try to help the

We differ do not differ in that respect. I am just not quite as pompous
about the issue.

>person having problems, while you would apparently slope off sniggering to

The universe is not quite as simple as you think it is.

>e-mail your buddies about it. Takes all sorts.
>

1121. What computers are for (was: Fascist alert!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <33ae099f.0@comnet.co.nz>
Source record: 6030
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

John Martin (DocMart@supergas.demon.co.uk) wrote:
> No, mate. If 99.9% of the kids (and adults) out there are to be believed,
> the purpose of computers is to PLAY GAMES.

"If we want to play games, we'll buy an Intel PC".

... and do real work for our Atari/Amiga/Mac/Acorn/unix/linux machine.

--

Any email sent to my address will bounce, however I can now be contacted
via an intermediary : gem at tos pl net. I would like to apologise to the
genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be
talking about me"

1122. Web-ROM

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-23 00:00:00 UTC
From: Aaron <ddpo@intergate.bc.ca>
Message-ID: <5ol49d$1d6$1451@carrera.intergate.bc.ca>
Source record: 6031

Digital Data Promotions Online is pleased to present a new yellow pages style listing of businesses on CD-ROM. This listing will include links to your businesses web site, text, graphics, picture, as well as audio and video clips; to bring your business into the world of multimedia advertising. In addition, any ads promoted on the CD will also be listed on our web site, in the same cataloged method, and updates to your information will be possible. We are currently promoting this CD across the US and the world, and space is filling up quickly. For further information you can visit our web site at

http://www.intergate.bc.ca/business/ddpo

Or download a quick demo of the program, and pricing list, with attached order form at

http://www.intergate.bc.ca/business/advert.exe

We hope to see you online soon.

Thank you for your interest.

Any questions or comments can be directed to
ddpo@intergate.bc.ca

1123. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-23 00:00:00 UTC
From: darin@usa.net.delete_me
Message-ID: <slrn5qtbs0.3bn.darin@connectnet1.connectnet.com>
Source record: 6032
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <kgcsoy9a8r7.fsf@te.rl.ac.uk>, Matthew C. Bassett wrote:
>> No, that's what they do because that's what's easy to build with binary
>> digital electronics. How many people need arithmetic done at blinding
>> speed?
>
>Strangely enough, the people who originally invented programmable(sp?)
>digital computers.

And of course, the vast majority of people who fund and develop
further computer advances since their invention. Scientific
computing, something today's average computer user thinks little
about, has done more to change computers than all of corporate
computing. (software on the other hand is a different story)

--
Darin Johnson
darin@usa.net.delete_me

1124. Re: Fascist alert!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-23 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <33aead82.12016901@news.chariot.net.au>
Source record: 6033
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 22 Jun 1997 21:03:55 -0700, JEDI wrote:

>>Well, I guess this is where you and I differ. I would try to help the
>
> We differ do not differ in that respect. I am just not quite as pompous
> about the issue.
>
>>person having problems, while you would apparently slope off sniggering to
>
> The universe is not quite as simple as you think it is.
>
>>e-mail your buddies about it. Takes all sorts.

Sorry to force more pomposity down your throat, but I'm never comfortable
with the idea of having a laugh at the expense of someone who is having
problems due to technical ignorance or anything else. It strikes me as one
of the nastier aspects of human nature.

1125. Re: Games Multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-23 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <quinlan-2306972252410001@pm14s4.intergate.bc.ca>
Source record: 6034
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <5o6rdt$dgd@bcrkh13.bnr.ca>, kaz@vision.crest.nt.com (Kaz Kylheku) wrote:

> You are talking about performance, not quality.
>
> The quality of a system is measured by the extent to which it robust, reliable
> and free of defects, and by how well it meets its specifications.
>
> It's difficult to make a meaningful _performance_ comparison between a poor
> quality system and a high quality system.

Performance is part of what decides the quality of a paging algorithm. All paging algorithms should be (because they aren't very difficult to implement) similar in regards to reliability and defects. I don't know what you mean by robustness in terms of a paging algorithm.

--
Brian Quinlan
quinlan@intergate.bc.ca

1126. Re: What computers are for (was: Fascist alert!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-24 00:00:00 UTC
From: mheath@netspace.net.au
Message-ID: <5onb32$70k$1@otis.netspace.net.au>
Source record: 6035
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Gaven Miller (gmiller@inca.co.nz) wrote:

: "If we want to play games, we'll buy an Intel PC".
: ... and do real work for our Atari/Amiga/Mac/Acorn/unix/linux machine.

So why does Linux(unix) Run on an Intel PC?

--
-- mark heath | base 64 SPAMMED to avoid signature
:wq

1127. Re: What computers are for (was: Fascist alert!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-24 00:00:00 UTC
From: Garrett <goofy@mindless.com>
Message-ID: <33AFDDAA.4906@mindless.com>
Source record: 6036
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

I think Gaven was referring to Windows only. (:

-Garrett

Mark Heath wrote:
>
> Gaven Miller (gmiller@inca.co.nz) wrote:
>
> : "If we want to play games, we'll buy an Intel PC".
> : ... and do real work for our Atari/Amiga/Mac/Acorn/unix/linux machine.
>
> So why does Linux(unix) Run on an Intel PC?
>
> --
> -- mark heath | base 64 SPAMMED to avoid signature
> :wq

1128. Re: What computers are for (was: Fascist alert!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-25 00:00:00 UTC
From: minier <minier@ensam.inra.fr>
Message-ID: <33B1B465.18AF@ensam.inra.fr>
Source record: 6037
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

> > the purpose of computers is to PLAY GAMES.
i don't agree
the real purpose of computers is to prevent your wife to give you the
(basket, dog, son...) bring outside during your 854 th attempt to kill
the boss of the eleventh level of this f... game...
Try to do this with a console plugged in the TV...

Marco

1129. Young Teenage girls that fuck and suck cock

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-26 00:00:00 UTC
From: adf
Message-ID: <5ouac1$j9s$71@news.internetmci.com>
Source record: 6038

Are you ready to look at pictures of Teens fucking and sucking?

Then cum visit:

http://www.sexy-girls.com

All models represented on Sexy-Girls are 18 years of Age or Older.

1130. Re: What computers are for

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-26 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <33B2D1A0.6C35@cfcsc.dnd.ca>
Source record: 6039
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

John Doe wrote:
>
> Steven C. Den Beste wrote:
> >
> > Michael Warner wrote:
> > > On 20 Jun 1997 08:59:57 GMT,
> > > Chris.Brown@arm.remove_this_part_when_replying.com wrote:
> > > >Funny, I thought the idea behind computers was to do arithmetic
> > > >quickly.
> > > No, that's what they do because that's what's easy to build with
> > > binary digital electronics. How many people need arithmetic done at
> > > blinding speed?
> > >
> > > CitiBank, Wells Fargo and the US Treasury, just to name a few.
> >
> Let's add Boeing designing the 777, Hughes designing a communications
> satellite, the big pharmaceutical companies modeling HIV protease
> inhibitors, the NSA trying to crack Chinese ciphers, the Massachusetts
> DOT trying to predict traffic changes when they close the central
> artery in Boston, Sears trying to tot up the day's earnings, various
> pension plans trying to earn money today on Wall Street, the trillion
> dollar a year international currency exchange market, NOAA trying to
> predict whether El Nino will reappear this year, and the DOE trying
> to use computer simulation of thermonuclear detonations to replace
> actual detonation of warheads.
>
> I mean, duh.

Let's just HOPE they are _not_ using a Pentium processor! :^D

--
thanksmerci**danke**slainte*mhath**tusen*takk**********
Coinneach Kenneth GraphicArts TOS 1.04-1.062-2.05-4.04
Seumas James @ [-TAFPres-]MAC[SpectreGCR]6.08
DomhnullaichMacdonaldCanadianForcesCollege IBM OS/2 Warp
****

1131. Re: What computers are for (was: Fascist alert!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-26 00:00:00 UTC
From: Mechanoid <dmaloney@argonet.co.uk>
Message-ID: <na.a5053647a0.a702a0dmaloney@argonet.co.uk>
Source record: 6040
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Mark Heath wrote:

> Gaven Miller (gmiller@inca.co.nz) wrote:

> : "If we want to play games, we'll buy an Intel PC".
> : ... and do real work for our Atari/Amiga/Mac/Acorn/unix/linux machine.

> So why does Linux(unix) Run on an Intel PC?

So you can work *and* play games. :-)

Cheers,

Mech.

--
```
__ _______ ______ __
/ |/ / __/ ___/ /_/ / # Mechanoid the haemorroidal android
/ /|_/ / _// /__/ __ / # Disclaimer: I may have been wrong deliberately
/_/ /_/___/\___/_/ /_/ # mailto:dmaloney@argonet.co.uk
```

1132. Don't read this message!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-27 00:00:00 UTC
From: Jason <jlsb@ix.netcom.com>
Message-ID: <5ov98c$g16@dfw-ixnews11.ix.netcom.com>
Source record: 6041

CALLING ALL LITERARY MINDS!

I am trying to compose a coffee table book on the topic of EXCUSES.&#65533; To add an original flavor to my project
I am attempting to derive my research entirely from people I come in contact with on the Net.
If you have, or know of, any interesting, unique, or even bizarre excuses, and would like to participate in this experiment
in creative literature, please reply to this message with your excuse.&#65533; Any excuse that is used in the published version will
receive full literary credit.&#65533; Thank you in advance for helping a fellow netizen.
Long live free speech!

&#65533;&#65533;&#65533;

1133. New Service for your Pager....

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-27 00:00:00 UTC
From: lj@sdfsdfwuylitmwywghilyp.com
Message-ID: <5ovunf$epd@mtinsc04.worldnet.att.net>
Source record: 6042

ONLY AVAILABLE IN THE:
U.S.A, VIRGIN ISLANDS, AND PUERTO RICO CANADA*

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax,
pager, voice-mail, and cellular numbers and give them your New "Virtual Office"
800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone?
Wouldn't it be nice to be able to give everyone just ONE phone number that
will find you anywhere you are? Even out of town, or in a restaurant, or even
on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving,
Even without a fax machine! E-Mail Notification and Delivery, Without a PC!,
Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888
Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection,
Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web site:
http://www.mynumber.com

* Based on our best priced plan.
* Canada has a higher per minute rate.

1134. Filthy Teenage Girls teenfil.jpg

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-27 00:00:00 UTC
From: asdlfj@alkjdf.com
Message-ID: <5p02jt$d6k@usenet84.supernews.com>
Source record: 6043

Come visit the hottest new sex site on the internet Sexy-Girls

Are you ready to visit the hottest teen slut wonderland?

The come visit.. http://www.sexy-girls.com

All Models represented on Sexy-Girls are 18 years of age or older.

1135. World Wide Free Internet Access .

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-27 00:00:00 UTC
From: ASE1000@1stfamily.com
Message-ID: <61b7cd$10307.24b@NEWS>
Source record: 6044

Dear Internet user,

If you are paying for your Internet services
then you have not heard about 1stFamily.
We have a marketing method that guarantees
you will not have to pay one dollar to access
the internet.

* You will never again have a busy signal !

* You will always have the fastest access you have ever seen !

* Risidual income for the rest of your life !

* and much much more.

This opportuinty is for YOU to take advantage of !

Do you wish to continue the rest of your life paying $19.95/month to
access the Internet when you can access it for free with
speed and reliability that exceeds the other competitors ???
We did not think so. That is why our company is the best and fastest
growing of it's kind and will soon compete with AT&T and MCI and
all the big companies in providing Internet Service.

For complete information please mailto:sameer@1stfamily.com and
type "More Info" in the subject box.

You will recieve our webpage address where you can get inrolled in
seconds !!

Sameer (Sponsor ID# DUA2692)
Stop Paying for Internet Access
http://members.aol.com/upline/freeisp.html
mailto:sameer@1stfamily.com

1136. <Writers Seeking Publication>

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-27 00:00:00 UTC
From: Litagent345@aol.com
Message-ID: <33b47a78.0@news1.ibm.net>
Source record: 6045

We are accepting new and previously published writers for publication. We are a NEW YORK based international literary agency with three offices: 2 in NEW YORK and one in FLORIDA. Please follow guidelines for submission:
For all fiction, including screenplays for TV & Movies: Send us a brief synopsis, the first chapter, and include a self-addressed, stamped envelope=S.A.S.E.
Short Stories: Send brief synopsis, 3 pages, S.A.S.E.
Poetry: Send 3 poems, S.A.S.E.
For all nonfiction: Send us a brief synopsis, the first chapter, and include a S.A.S.E.
Do not send complete manuscript unless invited.
WOODSIDE INTERNATIONAL LITERARY AGENCY>>>
33-29 58 Street>>>
Woodside, New York>>>>
zip: 11377>>>
Tel: 718-651-8145>>>>>

1137. Do you own a pager?? Get a virtual Office!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-28 00:00:00 UTC
From: rrer@drtwthyui.com
Message-ID: <5p3ve4htk3@usenet89.supernews.com>
Source record: 5898

ONLY AVAILABLE IN THE:
U.S.A, VIRGIN ISLANDS, AND PUERTO RICO CANADA*

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax,
pager, voice-mail, and cellular numbers and give them your New "Virtual Office"
800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone?
Wouldn't it be nice to be able to give everyone just ONE phone number that
will find you anywhere you are? Even out of town, or in a restaurant, or even
on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving,
Even without a fax machine! E-Mail Notification and Delivery, Without a PC!,
Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888
Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection,
Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web site:
http://www.mynumber.com

* Based on our best priced plan.
* Canada has a higher per minute rate.

1138. ### FreePics

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-28 00:00:00 UTC
From: ap16@ap16.com
Message-ID: <33b4eec6.0@news.genesisnetwork.net>
Source record: 5899

FreePics

FREE PHONE BONE

All For You! All For FREE!!

011-592-563-560

Click Here For Your Free Pic!
http://207.71.229.66/sexygirls/samples/blondes.html

1139. *Teenage School Girls * young1.jpg

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-28 00:00:00 UTC
From: a
Message-ID: <5p2v66$n1q$69@news.internetmci.com>
Source record: 6046

Looking for XXX Pictures of Teens having Sex ? Then you've come to the
right place. Teen-Porno has tons of Teens Fucking and Sucking Cock.

Come Visit the hottest New Teen Site on the Internet !!!

http://www.teen-porno.com

All Models Represented on Teen-Porno are 18 Years of age or older.

The Name Teen-Porno Represents Models that are 18 Years of age or older.

1140. Advertise to Thousands of People an Hour

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-28 00:00:00 UTC
From: <>
Message-ID: <5p486c$3rt$2992@news.internetmci.com>
Source record: 6047

Mailloop is an Industrial Bulk Email and Newsgroup Broadcasting Program.

Visit http://205.199.4.219 for More info.

Here is just some of the many hunreds of Mailloops Features:

Send Bulk Email to Thousands of People an hour-

Send Bulk Broadcasts to the Newsgroups with an Anti-Cancel Bot Feature-

Send Binaries to the Newsgroups in Bulk-

Process your incoming Mailbox -

Build E-Mail and Newsgroup Lists From:

Extracting from the Newsgroups-

Extracting from a Whois-

By processing your incoming Mailbox-

By using the finger Client (You can finger a domain and extract all of the email addresses)-

Extracting From a Import File-

Extract from a Web Page-

Extract from an FTP Site-

And Many Many More.

If you interested in these and many other features that Mailloop has to offer, or to obtain a copy,

Visit Our Web Site:

http://205.199.4.219

1141. Re: What computers are for (was: Fascist alert!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-29 00:00:00 UTC
From: "Hendrik H. Fulda" <hhf@teamos2.de>
Message-ID: <5p5jd6$ij1$1@popnews.hamburg.pop.de>
Source record: 5900
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

On 24 Jun 1997 02:23:30 GMT, Mark Heath wrote:

>Gaven Miller (gmiller@inca.co.nz) wrote:
>
>: "If we want to play games, we'll buy an Intel PC".
>: ... and do real work for our Atari/Amiga/Mac/Acorn/unix/linux machine.
>
>So why does Linux(unix) Run on an Intel PC?

Huh? Since when is unix no game? Unix was made for the
single purpose to run a game (space invaders?) on a pdp-11.

And since then no adventure game I have seen has beaten unix.

Geez - these kids. Unix _is_ a game. Awful front-end for shure,
but hey... And Windows is just a shell for running multiple
sessions of edlin (remember: word for windows - from the guys
who brought you edlin).

If I would work to get done, I wouldn't use a computer.

Hendrik

(who couldn't resist)

1142. World Wide Free Internet Access .

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-30 00:00:00 UTC
From: ASE1000@1stfamily.com
Message-ID: <61d7cd$12374.32e@NEWS>
Source record: 5901

Dear Internet user,

If you are paying for your Internet services then you have
not heard about 1stFamily. We have a marketing method
that guarantees you will not have to pay one dollar to
access the Internet.

* You will never again have a busy signal !

* You will always have the fastest access you have ever seen !

* Residual income for the rest of your life !

* and much much more.

This opportunity is for YOU to take advantage of !

Do you wish to continue the rest of your life paying $19.95/month
to access the Internet when you can access it for free with speed
and reliability that exceeds the other competitors ??? We did not
think so. That is why our company is the best and fastest growing
of it's kind and will soon compete with AT&T and MCI and all the
big companies in providing Internet Service.

For complete information please mailto:ASE1000@1stfamily.com
and type "More Info" in the subject box.

You will receive our webpage address where you can get enrolled in
seconds !!

Ray (Sponsor ID# SAF5197)
Stop Paying for Internet Access
http://members.aol.com/upline
mailto:ase1000@1stfamily.com

1143. Lowest INTERNATIONAL Calling RATES Available !!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-06-30 00:00:00 UTC
From: remove@freemail.nll
Message-ID: <5p7fsl$945$2738@cadmium.aware.nl>
Source record: 5902

We offer very competitive low international calling rates worldwide, with saving up to 85% !!!

Some examples:

Australia - USA = 0.29 US$/minute
Hong Kong - UK = 0.61 US$/minute
New Zealand - Netherlands = 0.66 US$/minute
Japan - Germany = 0.61 US$/minute
Singapore - USA = 0.35 US$/minute
Sweden- Canada = 0.36 US$/minute
Germany- Dom Rep =0.71 US$/minute
France - Bahamas = 0.60 US$/minute

There are no fees, other than usage !!

If you might be interested in more information on our services and rates to other countries, please visit our website at http://www.angelfire.com/biz/GTconsult or send us a message to GTconsult@freemail.nl and tell us the countries you call now, what you are paying now and which service you use at the moment !!

If you think this is not the appropriate newsgroup to place this advert, please let us know by sending an e-mail to remove@freemail.nl and mention the newsgroup in the subject heading, so that in future we will not advertise in this newsgroup again !!

Regards
Robert

1144. -Hot Teen caught Undressing teenund.jpg

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-01 00:00:00 UTC
From: a
Message-ID: <5p9ts6edr2329@news.internetmci.com>
Source record: 5903

Come visit the hottest new sex site on the internet Sexy-Girls

Are you ready to visit the hottest teen slut wonderland?

The come visit.. http://www.sexy-girls.com

All Models represented on Sexy-Girls are 18 years of age or older.

1145. Metrics

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-04 00:00:00 UTC
From: Information
Message-ID: <737cd$112d8.14c@news.psrinc.com>
Source record: 5904

Great Site URL:http://www.psrinc.com/metsys.htm

1146. $$$ DO YOU HATE YOUR JOB?? $$$

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-04 00:00:00 UTC
From: a2@a.a
Message-ID: <33bcae77.0@news.genesisnetwork.net>
Source record: 5905

$50,000.00 for only $5.00 within 2 MONTHS?????
==========

You gotta be crazy! How on earth do you think you can buy 50 grand
for lousy 5 bucks? Well, that's what I was wondering, too until I
came across this letter.

First of all, IT'S PERFECTLY LEGAL! (Call 1-800-725-2161) if you
have any questions about the following opportunity to make
$50,000.00 and that probably WITHIN LESS THAN TWO MONTHS!

Well, here it goes:
A little while back, I was browsing these newsgroups, just like you
are now, and came across an article similar to this that said you
could make thousands of dollars within weeks with only an initial
investment of $5.00! So I thought, "Yeah, right, this must be a joke,"
but like most of us I was curious, so I kept reading. Anyway, it said
that you send $1.00 to each of the 5 names and address stated in the
article. You then place your own name and address in the bottom of the
list at #5, and post the article in at least 200 newsgroups. (There
are thousands) No catch, that was it.

I knew that that was the opportunity I had waited for for a long time.
I thought it was about time that the money of the world gets into the
right hands! OURS, right? I never had a doubt that this thing will
actually work and even if it didn't, what were 5 stamps and $5.00 for
a try?

As I mentioned before, like most of us I was a little skeptical and
a little worried about the legal aspects of it all. So I checked it
out with the U.S. Post Office (1-800-725-2161) and they confirmed
that it is indeed legal!

Now, that's how your story WILL sound like, too if you participate:

Well GUESS WHAT!!... with in 7 days, I started getting money in the
mail! I was shocked! I still figured it would end soon, and didn't
give it another thought. But the money just kept coming in. In my
first week, I made about $20.00 to $30.00 dollars. By the end of the
second week I had made a total of over $1,000.00!!!!!! In the third
week I had over $10,000.00 and it's still growing. This is now my
fourth week and I have made a total of just over $42,000.00 and it's
still coming in ....

Let me tell you how this works and most importantly, Why
it works....also, make sure you print a copy of this article NOW, so
you can get the information off of it as you need it. The process is

very simple and consists of 3 easy steps:

STEP 1: Get 5 separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 5 $1.00 bills and place ONE inside EACH of the 5 pieces of paper so the bill will not be seen through the envelope to prevent thievery. Next, place one paper in each of the 5 envelopes and seal them. You should now have 5 sealed envelopes, each with a piece of paper stating the above phrase and a $1.00 bill. What you are doing is creating a service by this. THIS IS PERFECTLY LEGAL!

Mail the 5 envelopes to the following addresses:

#1 Robert Jezil
114 Jefferson Ave.
Slidell, LA 70460

#2 Phil Walther Jr.
9495 Annapolis Lane North
Maple Grove, MN 55369

#3 C. E. Burkman
170 University Ave. W
Suite 12-129
Waterloo, Ontario
N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20190

STEP 2: Now take the #1 name off the list that you see above, move the other names up (2 becomes 1, 3 becomes 2, etc...) and add YOUR Name as number 5 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there is close to 18,000 groups) All you need is 200, but remember, the more you post, the more money you make!

Don't know HOW to post in the newsgroups? Well do exactly the following:

FOR NETSCAPE USERS:
1) Click on any newsgroup, like normal. Then click on "To News", which is in the top left corner of the newsgroup page. This will bring up a message box.

2) Fill in the SUBJECT with a flashy title, like the one I used, something to catch the eye!!!

3) Now go to the message part of the box and retype this letter exactly as it is here, with exception of your few changes. (remember to add your name to number 5 and move the rest up)

4) When your done typing in the WHOLE letter, click on 'FILE' above the send button. Then, 'SAVE AS..' DO NOT SEND YOUR ARTICLE UNTILL YOU SAVE IT. (so you don't have to type this 200 times :-)

5) Now that you have saved the letter, go ahead and send your first copy! (click the 'SEND' button in the top left corner)

6) This is where you post all 200! OK, go to ANY newsgroup article and click the 'TO NEWS' button again. Type in your flashy subject in the 'SUBJECT BOX', then go to the message and place your cursor here. Now click on 'ATTACHMENT' which is right below the 'SUBJECT BOX'. Click on attach file then find your letter wherever you saved it. Click once on your file then click 'OPEN' then click 'OK'. If you did this right , you should see your filename in the 'ATTACHMENT BOX' and it will be shaded.

NOW POST AWAY!

FOR INTERNET EXPLORER:
It's just as easy, holding down the left mouse button, highlight this entire article, then press the 'CTRL' key and 'C' key at the same time to copy this article. Then print the article for your records to have the names of those you will be sending $1.00 to.

Go to the newsgroups and press 'POST AN ARTICLE' type in your flashy subject and click the large window below. Press 'CTRL' and 'V' and the article will appear in the message window. **BE SURE TO MAKE YOUR ADDRESS CHANGES TO THE 5 NAMES.** Now re-highlight the article and re-copy it so you have the changes.... then all you have to do for each newsgroup is 'CTRL' and 'V' and press 'POST'. It's that easy!! THAT'S IT! All you have to do is jump to different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup!

REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200

If these instructions are too complex to follow, try Forte's "Free Agent." It is freeware for noncommercial use. To download it, simply use a search utility and type "Forte Free Agent". You should be able to find it.

That's it! You will begin receiving money from around the world within days! You may eventually want to rent a P.O. Box due to the large amount of mail you receive. If you wish to stay anonymous, you con invent a name to use, as long as the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.**

Now the WHY part:

This entire principle works because it is in a format of an upside down tree with thousands of branches. Everyone below you will see to it that the tree continues because they want to get money. Those below THEM will continue because THEY want to get the cash etc.

Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #5 on the letter. Now, each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #4 and only 5 persons respond to each of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM posts with my name at #3 and only 5 replies each, I will bring in an additional $125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #2 and only receive 5 replies each, I will make an additional $626.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM of 200 letters with my name at #1 and they each only receive 5 replies, that just made me $3,125.00!!! With a original investment of only $5.00! AMAZING! And as I said 5 responses is actually VERY LOW! Average is probable 20 to 30! So lets put those figures at just 15 responses per person. Here is what you will make:

at #5 $15.00
at #4 $225.00
at #3 $3,375.00
at #2 $50,625.00
at #1 $759,375.00

When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $5.00 to names on the list, putting your name at number 5 and start posting again.
The thing to remember is that thousands of people all over the world are joining the Internet and reading these articles everyday, JUST LIKE YOU are now!! And this will go on and on and on and on.... get the picture? Well, there's 5,000,000,000 people on the world and most of them will eventually end up being hooked into the internet. So there are virtually unlimited resources. Of course this will work the best at the very beginning so the faster you post, the better for YOU!

So can you afford $5.00 and see if it really works?? I think so! People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest works?? I think so... People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest people who are joining the Internet and newsgroups everyday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users, every day, with thousands of those joining the actual Internet. Remember, play FAIRLY and HONESTLY and this will work. You just have to be honest. Make sure you print this article out RIGHT NOW, also.

Try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly.

Remember, HONESTY IS THE BEST POLICY. You don't need to cheat the basic idea to make the money!!

GOOD LUCK to all and please play fairly and reap the huge rewards from this, which is tons of extra CASH. **By the way, if you try to deceive people by posting the messages with your name in the list and not sending the money to the rest of the people already on the list, you will NOT get as much. Someone I talked to knew someone who did that and he only made about $150.00, and that's after seven or eight weeks! Then he sent the 5 $1.00 bills, people added him to their lists, and in 4-5 weeks he had over $10k. This is the fairest and most honest way I have ever seen to share the wealth of the world without costing anything but our time!!! You also may want to buy mailing and e-mail lists for future dollars.

Please remember to declare your extra income. Thanks once again...

1147. This news group is invited to a Secret online book ! All Ages Welcome!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-05 00:00:00 UTC
From: Robert Anderson <megacash4u@hotmail.com>
Message-ID: <5plv0q$im1@news1.mnsinc.com>
Source record: 5906

You are about to learn how ordinary people can simply and easily achieve the once thought un-achievable. These Secrets will work for anyone. Simply apply them. This online book is one to study. Write any ideas or notes down. Read this one Secret at a time. Taking notes as ideas cross through your mind. Do not skip any Secrets. I have arranged the Secrets to increase your readiness for the coming Information. Each Secret builds on the other for maximum results. I wrote this online book for you in a way that simplifies understanding. This should make the secrets easier to apply. Enjoy!

CLICK HERE TO GET STARTED!!!
http://members.aol.com/Lesson4u

1148. sell/your/photos$$$$$

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-06 00:00:00 UTC
From: dre32d@msn.com
Message-ID: <5pocrt$47k$711@roadrunner.miracle.net>
Source record: 5907

We are a New York based international photo agency representing professional and amateur photographers in search of having their work promoted in order to conduct their profession or hobby minus the time consuming inconvenience of presenting and selling their own work.
You do not have to be a professional photographer to sell your photographic work successfully, and as any pro will tell you, quite often throughout history an amateur stumbles on a scene that he or she photographs and ends up with a photo that becomes a classic. Those who publish magazines, books, newspapers, greeting cards, record albums, or just about anyone who works with images in their profession, are in desperate need of fresh material, and are more than willing to review photos submitted by professional photo representatives. Sometimes the photos of amateurs are sought after more so than professionals because of accidental originality and innovative themes.
At Photo Phoenix International, we delight in and value the work of people who view photography as a fine art and understand a photo representative's significance in terms of a photographer's career, reputation, and monetary gain.
The photos we are seeking are some of the following: ANIMALS, ARCHITECTURE, ART, AUTOMOBILES, BUSINESS, CELEBRITIES, DOCUMENTARY, ENTERTAINMENT, EROTICA/NUDITY, FASHION, FOOD, HEALTH, HISTORY, HOBBIES, OUTDOORS, PEOPLE, POLITICAL, PORTRAITS, STILL LIFES, RELIGIOUS, SCIENCE, SPORTS, TRAVEL . . .
Whether your work portrays conservative, experimental, stylish, or innovative themes, your project proposal should be well thought out before submitting to us.
For first contact, submit a query letter and "SAMPLES ONLY" of your photos.
You must include "2" self addressed, stamped envelopes--one for correspondence, the other for the return of your material should we not be interested.
If we think your work is sellable, we will respond as soon as possible. Do not send entire portfolio unless we ask for it.
SEND TO: Photo Phoenix International

<33-29 58 Street>
<Woodside, New York>
<11377>
<~Phone: 718-651-8145>

1149. !!!1!14 DAY FREE TRIAL VIRTUAL OFFICE!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-06 00:00:00 UTC
From: <>
Message-ID: <5poe40ppn3@news.internetmci.com>
Source record: 5908

One-Number service puts you in control of your calls while ensuring that your calls, messages and faxes reach you regardless of your location. One-Number service does this by linking your existing telephones, cell phones, pagers, and fax machines through a single telephone number.

YOUR One-Number ACCOUNT COMES STANDARD WITH THESE FEATURES
- Consolidates your phone, fax, voice-mail and paging services
- Works with your existing products and services, no need to change
- Easily lets you designate yourself as available or unavailable
- Rings you at up to three numbers simultaneously
- Never-busy number accepts multiple incoming calls and faxes
- Call Screening (by name) lets you know who is calling
- Call Waiting lets you know somebody else is calling
- Call Move lets you easily transfer calls among different phones
- Call Conferencing allows conferences with other parties
- Fax Notification on your pager for incoming fax messages
- Redirect calls to Personal Operator (live person) if desired
- AND MUCH MORE

Virtual Office Communications Company is not a phone company, a long distance carrier, nor do we sell telephone equipment, cellular phones, cellular service, pager or pager service.
Instead, we offer service to integrate your existing products, adding value to what you already have by letting your phones, pagers, fax machines and voice-mail systems work together seamlessly.

To learn more please visit our web site at: http://www.mynumber.com

Please do not reply by e-mail as we are not set up to respond to e-mail requests.

1150. writers=seeking=publication

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-06 00:00:00 UTC
From: ftr45r@aol.com
Message-ID: <5pos03$67e$5551@roadrunner.miracle.net>
Source record: 5909

We are a New York based international literary agency with two branch offices, one of which is in* Florida. We are seeking new and> previously published authors, so please adhere to the >following-- guidelines.>>>>>>>>>>>>>>>

All fiction: send brief <synopsis, first chapter, and include a self addressed, stamped envelope (SASE).
All nonfiction: brief synopsis, first chapter, SASE.>>>>>>>>>>>>>
Short-Stories: brief synopsis, 3 pages, SASE.>>>>>>>>>>>>>>>
Poetry: send 3 poems, SASE.>>>>>>>>>>>>>>>
Please do not send complete manuscript unless we ask for it.

<<Send to: Woodside International Literary Agency>>
=33-29 58 Street>>>>>>>>//
=Woodside, New York>>>>>>>>//
=11377>>>>>>>
=Phone (main office):
=718--651-8145>>>>>>>//

1151. free report

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-06 00:00:00 UTC
From: Sarah Marsden <routera@bigfoot.com>
Message-ID: <33bf3726.1@hades.ndirect.co.uk>
Source record: 5910

Hello,

I have been asked to write to offer you a free report.

'The Ultimate Guide To Killer Marketing'

The Report Features:

The Five Golden Rules For Web Sites

How To Get Your Customers To See Your Name Everyday.

How To Beat Your Competition

How To Take The Risk Out Of Marketing

Free Software

How To Make $30000 A Year On Two Hours Work A Day

And Much More.

Why is it free - We are a newly launched company looking to
increase awareness of our name.

For your free copy by email (.txt) just hit reply now and add
the words 'please send' to the subject box.

Send Email To routera@bigfoot.com

Sarah Marsden
Zen Group

1152. *writers/seeking/publication

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-07 00:00:00 UTC
From: cdr43a@aol.com
Message-ID: <5pq88u$o9u$6155@roadrunner.miracle.net>
Source record: 5911

We are a New York based international literary agency with two branch offices, one of which is in Florida. We are seeking new and previously published authors, so please adhere to the following guidelines.

All fiction: send brief synopsis, first chapter, and include a self addressed, stamped envelope (SASE).
All nonfiction: brief synopsis, first chapter, SASE.
Short Stories: brief synopsis, 3 pages, SASE.
Poetry: send 3 poems, SASE.
Please do not send complete manuscript unless we ask for it.

Send to: Woodside International Literary Agency
33-29 58 Street>>>>>>>>
Woodside, New York>>>>>>>>
11377>>>>>>>
Phone (main office):
718-651-8145>>>>>>>

1153. ELIMINATE SPAM, IT WAS NEVER THE PLAN>

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-07 00:00:00 UTC
From: warrior@ibmcentral.com
Message-ID: <5pq68v$d8o2200@odin.telapex.com>
Source record: 5912

Angered Spy/Research Expert and now, Leading
Business Consultant, tells "the rest of the story."
What the news & Wired forgot to tell...

Just search the Web - we're now the largest chain
of WEB SITES on the net for supporting entrepreneurs
and businesses wishing to grow using his techniques. He gave
them fair warning... But they didn't
listen...

CH

http://michaelenlow.by.net/spamwar.html

1154. Flame this Loser!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-07 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970707211100.RAA01562@ladder01.news.aol.com>
Source record: 5913

Many of you like myself received an outrageously long winded email about buying classic videogames (which can all be obtained for 80 cents each from www.oshea.com) from this loser, lets take all the email he's sent us, remove the CC:'s from them and email him back with his garbage until his email account cries for mercy!!!

jcp10@cornell.edu

Curt
Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

1155. !!!Hello!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-07 00:00:00 UTC
From: Damn Yankee <damnyankee@yankee.inc>
Message-ID: <33c0b808.1@nntp.kalnet.net>
Source record: 5914

Are you looking for a great place to find interesting things on the WWW??? Than look no more because you have found the right place!!! The place you are looking for is Yankee Inc.!!! A great Web Site full of interesting links to interesting places!!! Everything from Adult to Xzlyaphone it's here!!! There is something for everyone and then some!!! So give it a try what do you have to lose except some sleep??? Yankee Inc.
http://www.kalnet.net/yank714

Yankee Inc. Your Alternative Web Solution!!!

Yankee Inc.
http://www.kalnet.net/yank714

If you would like to be removed from my mailing list - hit reply and type "REMOVE" and I will promptly remove you from my list!!! Thank You!!!

1156. Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-08 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <868405736.6027@dejanews.com>
Source record: 5915
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Hello sports fans..

You thought that the A4000T pricing is absurb, check this out..

Just got this off a web site. Apparently there are currently 68040 boxes still being sold. This box is called a Hades and runs on the old defunct Atari TOS operating system. I could not believe the pricing on this.

Here is what you get for $2499 for the 040 and $2999 for the 060 version.

The SuperMac C500/180 Mac OS clone is Umax's least expensive lowend that is priced at $945 and is more powerful than the $2499 box.

This 040 Box does not have web development tools, inadequate internet tools and so on.

However the Mac OS clone costs less does more and has all the rich web/internet apps available..

Technical Specifications:

Case:

Full size tower case with 6 - 5.25" open front bays (one is used for floppy), 3 - 3.5" internal bays, 250 Watt power supply, dual fan ventilation system, CSA / UL approved.

Dimensions: 620mm (H) x 190mm (W) x 455mm (D) Weight 2.5 Kg.

Installed Peripherals:

Keyboard: AT 101 key.
Floppy: 1 with DD, HD and ED compatibility.
Hard Drive: Quantum 850 Mb EIDE Hard Drive.
Memory: 4 Mb minimum, expandible to 1 Gigabyte via 8 slots, 72 pin (PS/2) SIMM.
Video: ISA bus ET4000 graphics card with 1 Mb DRAM and NVDI ET4000 driver,
Resolutions: 640 x 480 x 16.7 Million Colours, 800 x 600 x 65K, 1024 x 768 x 256 and
1280 x 1024 x 16 colours.
(expandible to PCI bus ATI Mach 64 with up to 4 Mb VRAM.)

DirecT40 Processor data:

Processor: MC68040 33/66MHz

DirecT60 Processor data:

Processor: MC68060 60MHz
Processing Power: 120 MIPS

MIPS is Millions of Instructions per second and is used to
rate processing power and speed.

Internal ports:

4 PCI-bus slots
2 ISA-bus slots
1 VME-bus slot
1 EIDE (enhanced IDE) with max. 10MB/s for 2 devices
1 SCSI with max. 4MB/s for 1-7 devices (TT compatible)
1 floppy (DD/HD/ED) d.h. max 2.88MB

External ports:

Modem 1 (25 pin Dsub-connector) with max. 19,200 baud
Modem 2 (9 pin Dsub-connector) with max. 250,000 baud
Local talk (8 pin Mini Din) with max. 250,000 baud
Printer 25 pin Dsub (TT/Falcon-compatible)
Midi-In/Out
PC keyboard connector (standard)
mouse and joystick (Atari compatible)

Specs on the SuperMac C500 Mac OS clone..

Technical Specs

Upgradable Microprocessor

PowerPC 603e CPU card
Primary processor upgradeable with a
603e Socket Card
Built-in floating-point processor and
32K on-chip cache
40 MHz, 64-bit bus

Memory

16 MB RAM on motherboard, expandable to
144 MB
2 DIMM slots
DIMM memory modules should be
non-composite, 168-pin, 5 volt,
64-bit with 70 ns access time or faster.
Compatible with EDO or fast-page

DRAM.
256K Level 2 Cache, upgradable to 1 MB

Disk Drives

Internal 1.2GB IDE hard drive
Internal 3.5" SWIM III 800/1.44 MB
floppy disk drive that reads, writes,
and formats Macintosh, Windows, DOS,
OS/2, and ProDOS disks
Internal 8x-speed CD-ROM drive

SCSI Interface

SCSI bus allows connection of up to six
external SCSI devices

Expansion

2 PCI Slots for PCI cards with standard
brackets
2 serial ports
1 ADB port

Graphics

1 MB VRAM
16-bit color up to 800-by-600 pixel
resolution; 8-bit color up to
1,024-by-768 pixel resolution (monitor
must support EVGA mode to
display 1024-by-768 resolution).

Audio

16-bit CD-quality SRS surround sound
Stereo audio in/out jacks.
Supports Apple PlainTalk microphone

Network

33.6 Kbps fax/modem (C500i/180 model
only).
10 Base -T Ethernet (C500e/180 model
only).
Two high-speed RS-232/RS-422 serial
ports compatible with LocalTalk
and GeoPort

Keyboard and mouse

ADB extended keyboard included
ADB mouse included

Size and Weight

Height: 4.0 inches (10.1 cm)
Width: 13.75 inches (34.9 cm)
Depth: 16.0 inches (40.6 cm)
Weight: 16 pounds (7.2 kg)

Power Supply

PC-Standard 121W soft/trickle power
supply, which allows computer to
be turned on or off through software or
the keyboard's power-on key

Operating Environment

Operating temperature: 50 to 104 degrees
F (10 to 40 degrees C)
Storage temperature: -40 to 116 degrees
F (-40 to 47 degrees C)
Relative humidity: 5 to 95%, non
condensing
Maximum altitude: 10,000 feet (3,048m)

Bundled Software (C500i/C500e models only)

Apple Mac�OS �
Adobe PageMill � Create your own waves
on the World Wide Web
by building your own Web site with this
easy-to-use application.
3-D Talking Globe by NowWhatSoftware �
As the name
suggests, this talking atlas gazatteer
features every city, town, and hamlet
known on the planet � 3,000,000 names.
With 3,000 of those names
spoken by American broadcasters and
native speakers, you'll never again
have to worry about stumbling over the
pronunciation of places such as
"Hubli-Dharwar" and "Masjed-e Soleyman."
Cities Below by NowWhatSoftware � Aerial
views of the 40
largest U.S. metropolitan areas taken by
infrared cameras. Zoom in close
to see clear, detailed images of large
buildings and landmarks. Plus
overlaid street maps. Perfect for aliens
planning an invasion.
C & G Conflict Catcher 3.0 � A multiple
award-winning Extension
Manager that deals with startup file
conflicts and management. End

startup confusion forever!
ClarisWorks • The original super-duper all-in-one program featuring word processing, database management, spreadsheets, charts, mail labelling, page layout, and cross-platform file sharing.
FWB CD-ROM Tool Kit • It positively "supercharges" the performance.
FWB H/D Tool Kit • "High-peformance disk management software that maximizes the performance of over 800 different SCSI and IDE devices including Zip, Jaz, SyQuest, MO, and virtually every disk drive available."
Grolier's Multimedia Encyclopedia • America's favorite interactive encyclopedia with 35,000 indexed articles, 15 hours of multimedia sound, 10,000 photos and illustrations, and 20,000+ links to the World Wide Web.
MicroMat TechTool Diagnostic • Everything you wanted to know about your SuperMac but were afraid to ask. TechTool displays thorough system hardware, software, and disk drive information; displays control panels and extensions; tests for damaged system files; rebuilds the desktop; and resets or zaps the PRAM.
Now Up-to-Date & Contact • The leading day planner software.
Scheduling meetings is a snap with its network capability. And the contact manager insures you never forget an important contact.
Now Utilities • "The best-selling collection of file and system management utilities is guaranteed to make your Macintosh faster and easier to use." Allows you to find, open, view, and manage your files and folders more quickly and efficiently. Tracks down system conflicts and much, much more.
Quicken SE by Intuit • A starter kit of

the popular financial
management software. Tracks checking,
savings, and credit card
accounts. Reminds you when it's time to
pay the bills.

Service and Support

One-year warranty on all parts and labor
Warranty upgrades and extensions
available through DecisionOne
Online system support -
www.supermac.com/service
Toll-free technical support -
1-888-600-4400, 6 a.m - 12 midnight Central
time

---------------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1157. Try Me!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-08 00:00:00 UTC
From: Kris Jacobs <jtsnake@serv01.net-link.net>
Message-ID: <33c1fada.2@nntp.kalnet.net>
Source record: 5916

Hello net world are you a beer drinker or maybe a home brewer than this web page is for you! My web page is dedicated to home brewing and beer on the net! If this interests you than go to Jake's Home (brew) Page it is located at http://www.net-link.net/~jtsnake/

I am looking forward to hearing from you soon!!!

Kris Jacobs
Jake's Home (brew) Page
http://www.net-link.net/~jtsnake/
E-Mail To:
jtsnake@net-link.net
jtsnake@serv01.net-link.net
mpinc@SERV01.NET-LINK.NET

1158. I Am Very Sorry!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-08 00:00:00 UTC
From: Damn Yankee <damnyankee@yankee.inc>
Message-ID: <33c25938.0@nntp.kalnet.net>
Source record: 5917

I would like to apologise to this newsgroup and everyone who reads this newsgroup!!! I promise never to post or send spam to this or any other newsgroup that does not pertain to my posting!!! Please accept my humble apology and again I will never post spam here again!!! Thank You!!!

Andrew Schero
yank714@kalnet.net

1159. http://www.love.com

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-10 00:00:00 UTC
From: randy97
Message-ID: <33c52b30.2@pgh.nauticom.net>
Source record: 5918

Looking to find people in your area that enjoy the same things
as this newsgroup?

Check out http://www.love.com

It's free, it's new, and it's awesome.

Rand

1160. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-10 00:00:00 UTC
From: 180deg@Warp9.Mr.Scott
Message-ID: <5q3puvoem1@ash.ridgecrest.ca.us>
Source record: 5919

On 8 Jul 1997 18:53:50 , ps10600@cedarnet.org wrote:
>Hello sports fans..
>
>You thought that the A4000T pricing is absurb, check this
>out..
>
>Just got this off a web site. Apparently there are
>currently 68040 boxes still being sold. This box is called
>a Hades and runs on the old defunct Atari TOS operating
>system. I could not believe the pricing on this.
>
>Here is what you get for $2499 for the 040 and $2999 for the
>060 version.
>
>The SuperMac C500/180 Mac OS clone is Umax's least expensive
>lowend that is priced at $945 and is more powerful than the
>$2499 box.
>
>This 040 Box does not have web development tools, inadequate
>internet tools and so on.
>
>However the Mac OS clone costs less does more and has all
>the rich web/internet apps available..
>
>Technical Specifications:
>
>Case:
>
>Full size tower case with 6 - 5.25" open front bays (one is
>used for floppy), 3 - 3.5" internal bays, 250 Watt
>power supply, dual fan ventilation system, CSA / UL
>approved.
>
>Dimensions: 620mm (H) x 190mm (W) x 455mm (D) Weight 2.5 Kg.
>
>Installed Peripherals:
>
>Keyboard: AT 101 key.
>Floppy: 1 with DD, HD and ED compatibility.
>Hard Drive: Quantum 850 Mb EIDE Hard Drive.
>Memory: 4 Mb minimum, expandible to 1 Gigabyte via 8 slots,
>72 pin (PS/2) SIMM.
>Video: ISA bus ET4000 graphics card with 1 Mb DRAM and NVDI
>ET4000 driver,

>Resolutions: 640 x 480 x 16.7 Million Colours, 800 x 600 x
>65K, 1024 x 768 x 256 and
>1280 x 1024 x 16 colours.
>(expandible to PCI bus ATI Mach 64 with up to 4 Mb VRAM.)
>
>
>
>DirecT40 Processor data:
>
>Processor: MC68040 33/66MHz
>
>DirecT60 Processor data:
>
>Processor: MC68060 60MHz
>Processing Power: 120 MIPS
>
>
>MIPS is Millions of Instructions per second and is used to
>rate processing power and speed.
>
>
>Internal ports:
>
>4 PCI-bus slots
>2 ISA-bus slots
>1 VME-bus slot
>1 EIDE (enhanced IDE) with max. 10MB/s for 2 devices
>1 SCSI with max. 4MB/s for 1-7 devices (TT compatible)
>1 floppy (DD/HD/ED) d.h. max 2.88MB
>
>
>External ports:
>
>Modem 1 (25 pin Dsub-connector) with max. 19,200 baud
>Modem 2 (9 pin Dsub-connector) with max. 250,000 baud
>Local talk (8 pin Mini Din) with max. 250,000 baud
>Printer 25 pin Dsub (TT/Falcon-compatible)
>Midi-In/Out
>PC keyboard connector (standard)
>mouse and joystick (Atari compatible)
>
>---
>-----
>
>Specs on the SuperMac C500 Mac OS clone..
>
snip.......

Thanks for the advertising. Nobody every said that Mac hardware was
bad. But in your lifetime (which I hope is very short) a decent Mac

O/S will never see the light of day. Quote all you want of press releases.
A press release dosen't run applications, real operating systems do.
As usual, you have no idea what your talking about. I guess you can't
really, being a rampet bot, with no real idenity or ISP of your own.

1161. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-11 00:00:00 UTC
From: optimus@canit.se
Message-ID: <33c5f067.845211@nntpserver.swip.net>
Source record: 5920
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On Tue, 08 Jul 1997 18:53:50 -0600, ps10600@cedarnet.org wrote:

>Hello sports fans..

Hallo, Petey.

>You thought that the A4000T pricing is absurb, check this
>out..

Absurd? That's a bit strong.

>Just got this off a web site. Apparently there are
>currently 68040 boxes still being sold. This box is called
>a Hades and runs on the old defunct Atari TOS operating
>system. I could not believe the pricing on this.

Hmm, the one advertised in ST Computer does not use TOS, but N.AES.

>Here is what you get for $2499 for the 040 and $2999 for the
>060 version.

Looking in ST-Computer/Atari Inside, I see a Hades 040 offered by AG Computertechnik for DM 4100, a bit less than the price you quote. It includes:
HADES040
Big tower CE
Quantum FireBall 1,2 GB
ET6000 2MB PCI GFX card
32 MB EDO RAM
Mitsumi keyboard
SCSI cables
HD floppy drive
GK-drivers (?)
Mouse (Boeder)
N.AES

Quite reasonable, all in all.

>The SuperMac C500/180 Mac OS clone is Umax's least expensive
>lowend that is priced at $945 and is more powerful than the
>$2499 box.

Depends on how you count. The Mac is quite power-hungry, mind you.

>This 040 Box does not have web development tools, inadequate
>internet tools and so on.

Sure it does. QED used with CAB as an OLGA server works well for HTML
editing. And for Mac-minded users, there's Homepage Pinguin.

>However the Mac OS clone costs less does more and has all
>the rich web/internet apps available..

It costs less, but I can't say it has *all* the apps.
And for what price?

>---
>
>Specs on the SuperMac C500 Mac OS clone..
>
> Technical Specs
>
> Upgradable Microprocessor
>
> PowerPC 603e CPU card
> Primary processor upgradeable with a
>603e Socket Card

How fast?

> Built-in floating-point processor and
>32K on-chip cache
> 40 MHz, 64-bit bus
>
> Memory
>
> 16 MB RAM on motherboard, expandable to
>144 MB

The HADES I quote has thirty-two Megs.

> 2 DIMM slots
> DIMM memory modules should be
> non-composite, 168-pin, 5 volt,
> 64-bit with 70 ns access time or faster.
> Compatible with EDO or fast-page
> DRAM.
> 256K Level 2 Cache, upgradable to 1 MB
>
> Disk Drives
>
> Internal 1.2GB IDE hard drive

Like the HADES I quote. Except I think the Fireball is a SCSI drive.

> Internal 3.5" SWIM III 800/1.44 MB
>floppy disk drive that reads, writes,
> and formats Macintosh, Windows, DOS,
>OS/2, and ProDOS disks

Well, the HADES can at least handle Windows/DOS (They're the same!)
and TOS (I think, it has been the same format as DOS for about 10
years), don't know about OS/2.

> Internal 8x-speed CD-ROM drive

None in the HADES. =/

> SCSI Interface

I guess the HADES has that too, seeing it has the cables.

> Expansion
>
> 2 PCI Slots for PCI cards with standard brackets

That's a bit cheap, no?

> 2 serial ports
> 1 ADB port

Where's the paralell port?

> Graphics
>
> 1 MB VRAM

The HADES I quote has two MB.

> 16-bit color up to 800-by-600 pixel
> resolution; 8-bit color up to
> 1,024-by-768 pixel resolution (monitor
> must support EVGA mode to
> display 1024-by-768 resolution).

Also, what chipset does this thing use?

> Audio
>
> 16-bit CD-quality SRS surround sound
> Stereo audio in/out jacks.
> Supports Apple PlainTalk microphone

I have no idea about HADES sound, save for the MIDI.

> Network
>
> 33.6 Kbps fax/modem (C500i/180 model only).

Then we can strike this.

> 10 Base -T Ethernet (C500e/180 model only).

And this as well.

> Two high-speed RS-232/RS-422 serial
> ports compatible with LocalTalk

> and GeoPort

But still no paralell port?

> Keyboard and mouse

Wow.

> ADB extended keyboard included
> ADB mouse included
>
> Power Supply

That too?

> PC-Standard 121W soft/trickle power
> supply, which allows computer to
> be turned on or off through software or
> the keyboard's power-on key

One surely can't exist without such a useful feature.

> Bundled Software (C500i/C500e models only)

I thought were were talking the model without a letter?

> Apple Mac OS

May I add that Apple Mac OS, even in its current version 7.6, does not
support such a basic thing as preemptive multitasking, nor has it got
memory protection. Both of which N.AES supports.

> Adobe PageMill Create your own waves
> on the World Wide Web
> by building your own Web site with this
> easy-to-use application.

Don't use that program if you intend to publish your pages.
But I'm sure there's a text editor somewhere in there too.

> 3-D Talking Globe by NowWhatSoftware
> As the name suggests, this talking atlas gazatteer
> features every city, town, and hamlet
> known on the planet 3,000,000 names.
> With 3,000 of those names
> spoken by American broadcasters and
> native speakers, you'll never again
> have to worry about stumbling over the
> pronunciation of places such as
> "Hubli-Dharwar" and "Masjed-e Soleyman."

Assuming you are a speaker of that language. =)

> Cities Below by NowWhatSoftware Aerial
> views of the 40

> largest U.S. metropolitan areas taken by
> infrared cameras. Zoom in close
> to see clear, detailed images of large
> buildings and landmarks. Plus
> overlaid street maps. Perfect for aliens
> planning an invasion.

Aliens would probably take the more direct path of taking their own pictures. =)

> C & G Conflict Catcher 3.0 &#65533; A multiple
> award-winning Extension
> Manager that deals with startup file
> conflicts and management. End
> startup confusion forever!

Now, that's needed!

> ClarisWorks &#65533; The original super-duper
> all-in-one program featuring
> word processing, database management,
> spreadsheets, charts, mail
> labelling, page layout, and
> cross-platform file sharing.

The original? Super-duper? =)

> FWB CD-ROM Tool Kit &#65533; It positively
> "supercharges" the
> performance.
> FWB H/D Tool Kit &#65533; "High-peformance disk
> management software
> that maximizes the performance of over
> 800 different SCSI and IDE
> devices including Zip, Jaz, SyQuest, MO,
> and virtually every disk drive
> available."

Could be useful.

> Grolier's Multimedia Encyclopedia &#65533;
> America's favorite
> interactive encyclopedia with 35,000
> indexed articles, 15 hours of
> multimedia sound, 10,000 photos and
> illustrations, and 20,000+ links to
> the World Wide Web.
> MicroMat TechTool Diagnostic &#65533;
> Everything you wanted to know
> about your SuperMac but were afraid to
> ask. TechTool displays thorough
> system hardware, software, and disk

> drive information; displays control
> panels and extensions; tests for damaged
> system files; rebuilds the
> desktop; and resets or zaps the PRAM.
> Now Up-to-Date & Contact • The leading
> day planner software.
> Scheduling meetings is a snap with its
> network capability. And the contact
> manager insures you never forget an
>important contact.
> Now Utilities • "The best-selling
> collection of file and system
> management utilities is guaranteed to
> make your Macintosh faster and
> easier to use." Allows you to find,
> open, view, and manage your files and
> folders more quickly and efficiently.
> Tracks down system conflicts and
> much, much more.
> Quicken SE by Intuit • A starter kit of
> the popular financial
> management software. Tracks checking,
> savings, and credit card
> accounts. Reminds you when it's time to
> pay the bills.

As long as I can throw it out...

I must say that it sure is good to know that we have our own walking, talking Apple product catalogue on this group. Or was that Apex? Umax? Apus?

And now, since I have an idiot server, I'll have to include a lot of meaningless text. Please ignore the following part of this message.

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Damn the Swipnet news server!

--

1162. >>Entrepreneurs Needed

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-11 00:00:00 UTC
From: awe@cyberbundle.net
Message-ID: <5q64pa$2u0$5@its.hooked.net>
Source record: 5921

>>>>>>>>>ENTREPRENEURS NEEDED!<<<<<<<<<<

We are currently searching for motivated ENTREPRENEURS to
assist us in selling our Internet Marketing Software.
60% COMMISSIONS. Great earning potential!
Come check out the details!

http://www.cyberbundle.com/dealer.html

---------->>>>>>>>>>> HOT, HOT, Summer Specials!

For a limited time, become a DEALER for FREE! Thats right, up to
$125.00 in savings!! When you print out the dealer form, just write
NEWSGROUP SPECIAL in the total, and become a DEALER for FREE!
All you have to do, is fax or mail it in and start making HUGE profits!

So go check it out today! http://www.cyberbundle.com/dealer.html

1163. Best price on the net CD-R 74 Minute Gold $2.99 Retail package - no rebates no gimmics no surcharges

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-11 00:00:00 UTC
From: Dan Harley <netpro@op.net>
Message-ID: <5q587h$284$6611@picasso.op.net>
Source record: 5922

NetPro Computer Services, Inc.
http://www.netprocs.com

The sign of superior service since 1989!

Weekly product specials

If you don't see if please email info@netprocs.com
for a prompt quotation!

SCSI subsystem specialists - let us build yours today

Distributor of ACER OPEN SYSTEMS and Components
Master distributor DRAM,INTEL processors
we will not be undersold on geniune Intel products

Dan the Disc and DAT man brings you the best prices on the net:

^^^

Ricoh 6200 spi4 ReWritable Internal kit $519.00
* Authoring software now with variable packet writing - treats
R/W as a floppy drive!
* Adaptec EZ CD Pro V 2.11, Toast CD for Mac
* 16 bit SCSI controller, cables, drivers
* one CD-R, one rewritable CD-RW

1164. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <33c64159.0@lagoon.idirect.com>
Source record: 5923

On 8 Jul 1997 18:53:50 , ps10600@cedarnet.org wrote:
>Hello sports fans..
>
another missive from the Idiot Forever Known As Sinclap.

>
>Just got this off a web site. Apparently there are
>currently 68040 boxes still being sold. This box is called
>a Hades and runs on the old defunct Atari TOS operating
>system. I could not believe the pricing on this.
>
as usual, TIFKAS (whose entire "knowledge" of Atari/TOS consists
entirely of having tried an older ST system a grand total of ONCE), and
who relies on rumour and innuendo for his "facts" gets
it entirely wrong. He has never used a Hades/DirecT system or seen one
in action, and therefore is no "expert" on how well it runs. TOS is not
"old", and it's still being developed for in the way of alternate
operating systems like MagiC, Geneva/Neodesk4, XaAES, NAES, as well as
great applications like Papyrus, Calamus '96, Positive Image 2, etc.
And may I add that these applications don't require large amounts of
RAM/hard drive space to operate and scream under the excellent Hades
architecture (which I HAVE test-driven, as well as several of the mac
clones - if anything, these systems are at "parity", rather than MCIBTYC)

TIFKAS consistently trots out the same tired old arguments and
accusations over and over despite being shown consistently where he is
wrong (which can be proven by doing a search under DejaNews under
"Peter Sinclair-Day" or "Sinclap" - his rants, in which he constantly
refers to his detractors as the "Atari Jihad", who are "out to get
him", makes for very amusing reading.)

>
>This 040 Box does not have web development tools, inadequate
>internet tools and so on.
>
Wrong again, weinerhead. Try CAB 2 (an excellent web browser that's
Netscape 3 compatible), NEWsie (highly recommended newsreader/e-mail
program), POPwatch (incredible e-mail account "previewer" program)
AtarIRC (very good IRC program). As far as web development, the
excellent Home Page Penguin has arrived and comes highly recommended
for ease of use; as well, both Everest and Edith Professional feature
kerzel files for making web page development via ASCII quick and easy.

>However the Mac OS clone costs less does more and has all
>the rich web/internet apps available..

>

(meaningless MCIBTYC stuff deleted)

unfortunately, the long-term support for this clone is currently in doubt, what with Apple's lowest stock ratings in 11 years, several of their clone makers (amongst them Power Computing and Motorola) having decided to pull out of clone development or putting all future development for WinTel machines, and Apple's "Wonder Boy" Gil Amelio jumping ship after only seventeen months at the helm (thanks in part to the other boneheads in charge of the company, amongst them Steve "gonna hold my breath til I turn blue" Jobs). Not to mention developers for the Mac disappearing right and left. Why abandon one leaky boat for another?

Honestly, the Mac is a great machine. However, lies and innuendo by people like TIFKAS (the Rush Limbaugh of the Mac World) only serves to further alienate users of other operating systems (like TOS) from even wanting to give the Mac to try. A shame, seeing that the REAL enemy is the Wintel/Bi66 6ates monopoly who have bamboozled the computing community into thinking an inelegant, buggy resource pig of an operating system is a "standard".

Food for though, Sinclap - plumbing is an exciting field. Look into it. After you see your psychiatrist to see if you can get your inferiority complex fixed. Honestly, mistaking your Macintosh for your manhood! :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1165. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-11 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <quinlan-1107971953430001@pm2s25.intergate.bc.ca>
Source record: 5924

In article <5q3puvoem1@ash.ridgecrest.ca.us>, 180deg@Warp9.Mr.Scott (Michael Grove) wrote:

> Thanks for the advertising. Nobody every said that Mac hardware was
> bad. But in your lifetime (which I hope is very short) a decent Mac
> O/S will never see the light of day. Quote all you want of press releases.
> A press release dosen't run applications, real operating systems do.
> As usual, you have no idea what your talking about. I guess you can't
> really, being a rampet bot, with no real idenity or ISP of your own.

What do you mean by "a decent Mac O/S?" Do you mean that the Macintosh hardware will never (or at least for a long time) run a decent OS or do you mean that Apple will never produce a good OS for the Mac? The first possibility would exclude Linux and BeOS from the set of decent OSes. The second would either exclude Rhapsody from the set of decent OSes or preclude Apple from shipping Rhapsody.

--
Brian Quinlan
quinlan@intergate.bc.ca

1166. BombJack, Bombuzzal, Boulderdash, Nebulas - all wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-12 00:00:00 UTC
From: nbates@ch.cyberxpress.co.nz
Message-ID: <5q9533$a5a$1@venus.plain.co.nz>
Source record: 5925
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sources.atari,comp.binaries.atari,rec.games.video.atari,comp.binaries.atari.warez,alt.atari

Hi,
Does anyone have any of the following games for the Atari ST, or know where I could find them. They are all favorites of the past:

BombJack, Bombuzzal, Boulderdash, Nebulas

Thanks

Neil Bates

PS Please email your reply:
nbates@ch.cyberxpress.co.nz

1167. Atari Magazines (UK)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-13 00:00:00 UTC
From: mwalters@praetor.hna.com.au
Message-ID: <5q9h0h$jbm@praetor.hna.com.au>
Source record: 5926

1) Are there any Atari ST newstand magazines left in the U.K.? The last one I could obtain here in Australia was "Atari World" (from Specialist Publications). That was in 1996. Is it still being published?

Also, what about "Atari Format" from Future Publishing?

Are there any Newstand magazines still published for the Atari ANYWHERE?

2) Whatever happened to Atari UK's plan to reintroduce the 520STFM (cost reduced design) at a price point of UKP159, in mid 1993. Sales were expected to reach 150,000. Did the plan eventuate, and if so, did it have any impact on the market (which at that time was in decline).

3) Did the Jaguar reach the UK and mainland Europe in volume, and is it still being sold there?

4) Has the Falcon been revived by any 3rd party after Atari's demise?

Okay, I hope some Atari users can help provide some answers to those queries. Thanks.

Marc Walters
mwalters@hna.com.au

1168. $$$$$$ NEW SYSTEM, BETTER THAN "ADD ME TO YOUR MAILING LIST" $$$$$$

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-13 00:00:00 UTC
From: a19@a.a
Message-ID: <33c92259.0@news.unibe.ch>
Source record: 5927

I have participated in the standard "Please put me on your mailing list" letter and found it to be worth
my time (I get 1 or 2 handfulls or letters every day) but I also found that it's results were nowhere
near what I expected due mainly to people not sending in the money but rather spreading the letter
without paying for it. I participated in that mainly as an experiment and found that there are a
tremendous amount of people willing to do it. I thought about how to, first, eliminate the "non-pay"
problem and, second, to create a monthly income. I came upon the solution and decided to start a new
program. I decided that there were 3 things that this new program needed in order to work for everyone
and they were: 1.) It needed to be very simple and easy for anyone to do, and, 2.) It needed to be
inexpensive enough for even the poorest of people, and, 3.) It needs to be DUPLICATABLE. I think you
will find this program to meet those requirements. I have put lots of thought into it and I ask that you
PLEASE do NOT modify it. This WILL WORK if you follow it. This system is based on the unconditional
"loaning" of money to people. Simply say, "I am loaning you this $2 as an act of goodwill to help you in
your financial need, you may pay me back if and when you can." You should find 5 or more people who will
send $2 to the 5 needy people on this list AND MAINTAIN 5 or more people who will do the same. You
should put your name on postition number 5 and move each of the other names up one position. The name
originally on position number 1 gets removed. You should be able to contact each of your 5 or more
people to see if they are going to be active this month. If not then you need to find one or more people
to be active in order to maintain at least 5. I am not speaking about the 5 people on the list but
rather the 5 new people you have found. I would highly suggest having more than 5 in any given month.
Now I know that this would be extremely easy to do since I can think of at least 20 people myself who
will do this consistently. The key is to maintain at LEAST 5 active people. If you don't then you can't
expect for the rest of the people to do it either and you can't expect for this system to

work. This
system is a no-brainer, and if someone can't afford the $10 + stamps for this then they truly ARE in
need! It is OK to use the internet to find people but I think it would be easier to find them through
people that you know. This way it will be easier for you to contact them every month to ask about their
being active, unless someone is willing to give you their e-mail address. Here are some numbers:

Monthly income model per level and total for maintaining 4 active members @ $2 each:

Level 1: $2 x 4 people = $8, Total now $8
Level 2: $2 x 16 people = $32, Total now $8 + $32 = $40
Level 3: $2 x 64 people = $128, Total now $8 + $32 + $128 = $168
Level 4: $2 x 256 people = $512, Total now $8 + $32 + $128 + $512 = $680
Level 5: $2 x 1024 people = $2048, Total now $8 + $32 + $128 + $512 + $2048 = *** $2728 ***

Yearly income: $2728 x 12 months = $32,736

Monthly income model per level and total for maintaining 5 active members @ $2 each:

Level 1: $2 x 5 people = $10, Total now $10
Level 2: $2 x 25 people = $50, Total now $10 + $50 = $60
Level 3: $2 x 125 people = $250, Total now $10 + $50 + $250 = $310
Level 4: $2 x 500 people = $1000, Total now $10 + $50 + $250 + $1000 = $1310
Level 5: $2 x 2500 people = $5000, Total now $10 + $50 + $250 + $1000 + $5000 = *** $6310 ***

Yearly income: $6310 x 12 months = $75,720

Monthly income model per level and total for maintaining 6 active members @ $2 each:

Level 1: $2 x 6 people = $12, Total now $12
Level 2: $2 x 36 people = $72, Total now $12 + $72 = $84
Level 3: $2 x 216 people = $432, Total now $12 + $72 + $432 = $516
Level 4: $2 x 1296 people = $2592, Total now $12 + $72 + $432 + $2592 = $3108
Level 5: $2 x 7776 people = $15552, Total now $12 + $72 + $432 + $2592 + $15552 = *** $18660 ***

Yearly income: $18660 x 12 months = $223,920

Monthly income model per level and total for maintaining 7 active members @ $2 each:

Level 1: $2 x 7 people = $14, Total now $14
Level 2: $2 x 49 people = $98, Total now $14 + $98 = $112
Level 3: $2 x 343 people = $686, Total now $14 + $98 + $686 = $798
Level 4: $2 x 2401 people = $4802, Total now $14 + $98 + $686 + $4802 = $5600
Level 5: $2 x 16807 people = $33614, Total now $14 + $98 + $686 + $4802 + $33614 = ***

$39214 ***

Yearly income: $39214 x 12 months = $470,568

Keep in mind that it does not matter what day of the month that someone chooses to be active. It DOES
matter that they are active on that day EVERY month. The key to this is DUPLICATION! You must treat this
as a business. If you treat it like a hobby that is how it will treat you. You could even organize small
meetings with your people and their prospects and work with your leaders.
Think of how easy this would be for you, how reasonable this is, and of how good the chances are of it
working for you. You may need to hire someone to open all the envelopes.

NOTE: I decided on $2 instead of $1 because it is more feasible and it won't matter much for someone to
send $2 as opposed to $1. Also I was against $5 as that becomes too expensive to duplicate.

Mail $2 every month with a piece of paper saying "I am loaning you this $2 as an act of goodwill to help
you in your financial need, you may pay me back if and when you can" to the following needy people:

#1 Robert Jezil
114 Jefferson Ave.
Slidell, LA 70460

#2 Phil Walther Jr.
9495 Annapolis Lane North
Maple Grove, MN 55369

#3 C. E. Burkman
170 University Ave. W
Suite 12-129
Waterloo, Ontario
N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20195

1169. $$$$$ LOAN BUSINESS, EASY MONTHLY INCOME, NO BRAINER $$$$$$$

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-13 00:00:00 UTC
From: a10@a.a
Message-ID: <33c9226e.0@news.unibe.ch>
Source record: 5928

I have participated in the standard "Please put me on your mailing list" letter and found it to be worth
my time (I get 1 or 2 handfulls or letters every day) but I also found that it's results were nowhere
near what I expected due mainly to people not sending in the money but rather spreading the letter
without paying for it. I participated in that mainly as an experiment and found that there are a
tremendous amount of people willing to do it. I thought about how to, first, eliminate the "non-pay"
problem and, second, to create a monthly income. I came upon the solution and decided to start a new
program. I decided that there were 3 things that this new program needed in order to work for everyone
and they were: 1.) It needed to be very simple and easy for anyone to do, and, 2.) It needed to be
inexpensive enough for even the poorest of people, and, 3.) It needs to be DUPLICATABLE. I think you
will find this program to meet those requirements. I have put lots of thought into it and I ask that you
PLEASE do NOT modify it. This WILL WORK if you follow it. This system is based on the unconditional
"loaning" of money to people. Simply say, "I am loaning you this $2 as an act of goodwill to help you in
your financial need, you may pay me back if and when you can." You should find 5 or more people who will
send $2 to the 5 needy people on this list AND MAINTAIN 5 or more people who will do the same. You
should put your name on postition number 5 and move each of the other names up one position. The name
originally on position number 1 gets removed. You should be able to contact each of your 5 or more
people to see if they are going to be active this month. If not then you need to find one or more people
to be active in order to maintain at least 5. I am not speaking about the 5 people on the list but
rather the 5 new people you have found. I would highly suggest having more than 5 in any given month.
Now I know that this would be extremely easy to do since I can think of at least 20 people myself who
will do this consistently. The key is to maintain at LEAST 5 active people. If you don't then you can't
expect for the rest of the people to do it either and you can't expect for this system to

work. This
system is a no-brainer, and if someone can't afford the $10 + stamps for this then they truly ARE in
need! It is OK to use the internet to find people but I think it would be easier to find them through
people that you know. This way it will be easier for you to contact them every month to ask about their
being active, unless someone is willing to give you their e-mail address. Here are some numbers:

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Yearly income: $2728 x 12 months = $32,736

Monthly income model per level and total for maintaining 5 active members @ $2 each:

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Yearly income: $6310 x 12 months = $75,720

Monthly income model per level and total for maintaining 6 active members @ $2 each:

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Level 5: $2 x 7776 people = $15552, Total now $12 + $72 + $432 + $2592 + $15552 = *** $18660 ***

Yearly income: $18660 x 12 months = $223,920

Monthly income model per level and total for maintaining 7 active members @ $2 each:

Level 1: $2 x 7 people = $14, Total now $14
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Level 3: $2 x 343 people = $686, Total now $14 + $98 + $686 = $798
Level 4: $2 x 2401 people = $4802, Total now $14 + $98 + $686 + $4802 = $5600
Level 5: $2 x 16807 people = $33614, Total now $14 + $98 + $686 + $4802 + $33614 = ***

$39214 ***

Yearly income: $39214 x 12 months = $470,568

Keep in mind that it does not matter what day of the month that someone chooses to be active. It DOES
matter that they are active on that day EVERY month. The key to this is DUPLICATION! You must treat this
as a business. If you treat it like a hobby that is how it will treat you. You could even organize small
meetings with your people and their prospects and work with your leaders.
Think of how easy this would be for you, how reasonable this is, and of how good the chances are of it
working for you. You may need to hire someone to open all the envelopes.

NOTE: I decided on $2 instead of $1 because it is more feasible and it won't matter much for someone to
send $2 as opposed to $1. Also I was against $5 as that becomes too expensive to duplicate.

Mail $2 every month with a piece of paper saying "I am loaning you this $2 as an act of goodwill to help
you in your financial need, you may pay me back if and when you can" to the following needy people:

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114 Jefferson Ave.
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Waterloo, Ontario
N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20195

1170. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-14 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5qcse1$cpv@newstoo.ericsson.se>
Source record: 5929
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <868405736.6027@dejanews.com>, ps10600@cedarnet.org writes:
>Hello sports fans..
>
>You thought that the A4000T pricing is absurb, check this
>out..
>
>Just got this off a web site. Apparently there are
>currently 68040 boxes still being sold. This box is called
>a Hades and runs on the old defunct Atari TOS operating
>system. I could not believe the pricing on this.

TOS is NOT old, and it's still being developed in the way of alternate
operating systems like MiNT, MagiC, Geneva, XaAES, NAES and so on.

>
>Here is what you get for $2499 for the 040 and $2999 for the
>060 version.
>
>The SuperMac C500/180 Mac OS clone is Umax's least expensive
>lowend that is priced at $945 and is more powerful than the
>$2499 box.
>
>This 040 Box does not have web development tools, inadequate
>internet tools and so on.

What... No internet tools, where do you get that from ?
Don't write so stupid mail about things you don't know.
I am using my Hades every day with no problems to access internet.
CAB 2, AntMAIL, NEWsie, AtariIRC, AFTP are some of the programs
for the TOS platform.

>
>However the Mac OS clone costs less does more and has all
>the rich web/internet apps available..

The Mac is a great machine.

However, it depends on how you count.
The Mac is quite power-hungry, mind you.

/Erik Hall

Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or erikhall@mail2.tripnet.se /|\ ---------------
URL : http://www2.tripnet.se/~erikhall/index.html / | \ Hades 060

1171. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-14 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <quinlan-1407972254440001@pm14s14.intergate.bc.ca>
Source record: 5930

In article <5qelqa$1b4$1@ash.ridgecrest.ca.us>,
mgrove@owens.ridgecrest.ca.us (Michael Grove) wrote:

> As I said, press releases do not run applications.

There is a a release version of Linux for the PowerMacintosh. It uses the Mach 3 microkernal and version 2.0(1?) of the linux server. You can check it out at www.mklinux.com. There is no release version of BeOS yet despite the fact that you get the latest version (0.9) either by purchasing it from Be (you get the release version when it comes out) or by buying any PowerComputing computer. I can see how you might argue that Be is vapor because it hasn't broken the 1.0 mark yet (though it does run applications) but how do you argue against Linux?

> Again, just a press release. Will you be the first in line to purchase
> the first of many updates?

But you stated that "...in your lifetime (which I hope is very short) a decent Mac O/S will never see the light of day." For you to be correct, Rhapsody (which, you are correct, is just a press release) must not ship within, say, the next decade. I was just pointing that out. I suspect that Rhapsody will ship withing the next two years but that is just a guess. And I don't understand your last question.

--
Brian Quinlan
quinlan@intergate.bc.ca

1172. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-15 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5qelqa$1b4$1@ash.ridgecrest.ca.us>
Source record: 5931

On 11 Jul 1997 19:53:42, Brian Quinlan wrote:
>In article <5q3puvoem1@ash.ridgecrest.ca.us>, 180deg@Warp9.Mr.Scott
>(Michael Grove) wrote:
>
>> Thanks for the advertising. Nobody every said that Mac hardware was
>> bad. But in your lifetime (which I hope is very short) a decent Mac
>> O/S will never see the light of day. Quote all you want of press releases.
>> A press release dosen't run applications, real operating systems do.
>> As usual, you have no idea what your talking about. I guess you can't
>> really, being a rampet bot, with no real idenity or ISP of your own.
>
>What do you mean by "a decent Mac O/S?" Do you mean that the Macintosh
>hardware will never (or at least for a long time) run a decent OS or do
>you mean that Apple will never produce a good OS for the Mac?

The latter:)

> The first
>possibility would exclude Linux and BeOS from the set of decent OSes.

As I said, press releases do not run applications.

> The
>second would either exclude Rhapsody from the set of decent OSes or
>preclude Apple from shipping Rhapsody.

Again, just a press release. Will you be the first in line to purchase
the first of many updates?

>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca
>.

Michael Grove
mgrove@owens.ridgecrest.ca.us
ridgecrest.ca.us/pub/users/m/mgrove

Falcon Rack 040/40-68mb Ram NOVA Video/Falcon030/40-46mb C-Lab MarkX
TT030/40 32mb Aixit Fast Ram/1040ST 36Mhz HBS640T36/MSTE/Jag-CD/Lynx

1173. The game Phoenix

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-15 00:00:00 UTC
From: sflater@vbe.com
Message-ID: <33d0ea27.16378891@news.vbe.com>
Source record: 5932

I am looking for the game called Phoenix, I know it was released for the 2600. That version is not the one I am needing. I am looking for a release on either the 800/XL, 5200, 7800, or the ST computer. I remember back in 84-85 reading a review for it, I do not remember what system it was released for. I REALLY need this game, if someone can help me out, I will pay $$$ for it. Please let me know by e-mail. Thank you in advance.

Sincerely,

Steve Flater
sflater@vbe.com

1174. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-15 00:00:00 UTC
From: user@nowhere.com
Message-ID: <5qfi42$a1j$2@ash.ridgecrest.ca.us>
Source record: 5933

On 14 Jul 1997 22:54:44, Brian Quinlan wrote:
>In article <5qelqa$1b4$1@ash.ridgecrest.ca.us>,
>mgrove@owens.ridgecrest.ca.us (Michael Grove) wrote:
>
>> As I said, press releases do not run applications.
>
>There is a a release version of Linux for the PowerMacintosh. It uses the
>Mach 3 microkernal and version 2.0(1?) of the linux server. You can check
>it out at www.mklinux.com. There is no release version of BeOS yet despite
>the fact that you get the latest version (0.9) either by purchasing it
>from Be (you get the release version when it comes out) or by buying any
>PowerComputing computer. I can see how you might argue that Be is vapor
>because it hasn't broken the 1.0 mark yet (though it does run
>applications) but how do you argue against Linux?

I don't. With Linux installed, the Mac is no better (or worse)
than a PC or Hades. When I debated with Mr. Sinplop, I made the
statements because he dosen't have the slightest idea what
that (Unix, ect) enviroment consist of. I guess you could say what
he dosen't know, won't hurt his ego. As far as the press release
comments, I get sick and tired of "oh yea, where can I purchase
Atari apps?" coming from his mouth. I surely can't purchase Be from
the Mac Zone can I? Nor can I order the other package Rasporsinclairday.
I don't go to KMart to get my Operating Systems, and neither do the
Linux users. My god, there is actually a CD install version of Linux
for the 030 TOS based machines, and if I am not mistaken, an 040 and
060 version for the Hades. With all being equal, this puts these
machines on level ground. You even use a Mac to compile optomised
code for the 060 using Motorolas software. For us one percenters,
there will always be a "best" operating system. For Sinplop, there will
never be one. And if there is ever a single one for all, you can bet
that Sinplop won't like it, because it won't run "his" Mac.
Fell the power of MinT:). We don't need windows, we have consoles:)
Tunnels through the front of your monitor, if you will:). Direct
access to the honey:)
I know you left your Falcon a while ago. If you ever get a chance to
see the 040 in action with a nice O/S installed, do so. It will at
least change your memories:). In canada, go spin you head over a
T060 TOS clone. Not a Mac Caddie, but a lean machine none the less.
Well worth the price in the TOS market.

>--
>Brian Quinlan
>quinlan@intergate.bc.ca
>.

Michael Grove
mgrove@owens.ridgecrest.ca.us
ridgecrest.ca.us/pub/users/m/mgrove

Falcon Rack 040/40-68mb Ram NOVA Video/Falcon030/40-46mb C-Lab MarkX
TT030/40 32mb Aixit Fast Ram/1040ST 36Mhz HBS640T36/MSTE/Jag-CD/Lynx

1175. Don't U pay 4 sex site password$

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-16 00:00:00 UTC
From: 7689655@compuserve.com
Message-ID: <5qhvqh$emg@news1-alterdial.uu.net>
Source record: 5934

```
This is a multi-part message in MIME format.

--_-=314
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=314
```

1176. GET FREE 2100 $ex-Web $ites FREE! @?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-16 00:00:00 UTC
From: houu88d77@compuserve.com
Message-ID: <5qi0g6$d9n@news1-alterdial.uu.net>
Source record: 5935

```
This is a multi-part message in MIME format.

--_-=391
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=391
```

1177. Pa$$Word TO 1200 sex sites $25!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-16 00:00:00 UTC
From: 987765554453@compuserve.com
Message-ID: <5qj4jl$as4@news1-alterdial.uu.net>
Source record: 5936

```
This is a multi-part message in MIME format.

--_-=878
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=878
```

1178. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-16 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <quinlan-1607972306570001@pm14s28.intergate.bc.ca>
Source record: 5937

In article <5qfi42$a1j$2@ash.ridgecrest.ca.us>, user@nowhere.com (Michael Grove) wrote:

> I don't. With Linux installed, the Mac is no better (or worse)
> than a PC or Hades.

That is not correct. The Mac is better than both because it uses a better microkernal (Mach). It is also better than the Hades because it has a better price/performance ratio as well as better absolute performance. The Mac version of linux also gets upgraded aggressively because Apple funds the project.

> I know you left your Falcon a while ago. If you ever get a chance to
> see the 040 in action with a nice O/S installed, do so. It will at
> least change your memories:). In canada, go spin you head over a
> T060 TOS clone. Not a Mac Caddie, but a lean machine none the less.
> Well worth the price in the TOS market.

I have seen 040 Atari computers in the form of the TT. I have also used very responsive operating systems. BeOS, OPENSTEP and IRIX spring to mind. The problem with the Hades is that you must sacrafice absolute performance for a responsive OS.

--
Brian Quinlan
quinlan@intergate.bc.ca

1179. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-19 00:00:00 UTC
From: billnpat@inetworld.net
Message-ID: <billnpat-1907971512040001@news.inetworld.net>
Source record: 5938
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <33c5f067.845211@nntpserver.swip.net>, optimus@canit.se (Iggy Drougge) wrote:

> On Tue, 08 Jul 1997 18:53:50 -0600, ps10600@cedarnet.org wrote:
>
> >Hello sports fans..
>
> Hallo, Petey.
>
For the record, I just bought a SuperMac C500 for $699.00 from Fry in San Diego. This was a new unit, not refurbished.

Bill Rupp

1180. Free Internet Access World Wide

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-20 00:00:00 UTC
From: Abdul Safar <ASE1000@1stfamily.com>
Message-ID: <7137cd$163b3a.1b2@NEWS>
Source record: 5939

Greetings from 1stfamily,

As we all know unlimited Internet access is $19.95 / month
with every major Internet access company. From Netcom to
AT&T that price never changed. So what makes us any
different when we are also charging $19.95 / month ???

Our Marketing Plan.

Our method is this. Unlimited Internet access for $19.95 per
month. If you find our service to be extremely satisfactory,
in which we are sure you will, you can refer our service
to 10 of your friends and family. If you do , you will get
free Unlimited Internet access with your e-mail address
for life !

What we offer is this:

* The fastest, clearest Internet access in the world.

* World Wide Internet access in over 110 countries.

* An e-mail account that is also life time free if you refer
10 of your friends and family to using our service.

* America On-line for only $10 / month !

* Much much more that will amaze you !

Our plan is by the year 2005 we will be the world's ONLY
Internet service providers. With our technique of offering you
life time free Internet access we will be.

Please visit our web site http://www.freeisp.com/ any where
from the world to know more about our opportunity and to even
get on the wagon before every one else beats you there.

http://www.freeisp.com/

Please forward this message to all of your online friends. Wouldn't you
want all of them to get free Internet access ?

Abdul (SPONSOR ID # SAF5197)
Stop paying for Internet access !
http://www.freeisp.com/
mailto:webmaster@freeisp.com

1181. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-20 00:00:00 UTC
From: nothere@ridgecrest.ca.us
Message-ID: <5qsp95obh3@ash.ridgecrest.ca.us>
Source record: 5940

On 19 Jul 1997 15:12:04, William L. Rupp wrote:
>In article <33c5f067.845211@nntpserver.swip.net>, optimus@canit.se (Iggy
>Drougge) wrote:
>
>> On Tue, 08 Jul 1997 18:53:50 -0600, ps10600@cedarnet.org wrote:
>>
>> >Hello sports fans..
>>
>> Hallo, Petey.
>>
> For the record, I just bought a SuperMac C500 for $699.00 from Fry in San
>Diego. This was a new unit, not refurbished.
>
>Bill Rupp
>.

Cool, that is a good price.
Now try to run TOS apps as fast as the T060/Hades 060.
That is the general subject here as it is an Atari newsgroup:)
Michael Grove
mgrove@owens.ridgecrest.ca.us
ridgecrest.ca.us/pub/users/m/mgrove

Falcon Rack 040/40-68mb Ram NOVA Video/Falcon030/40-46mb C-Lab MarkX
TT030/40 32mb Aixit Fast Ram/1040ST 36Mhz HBS640T36/MSTE/Jag-CD/Lynx

1182. Get FREE PASSWORD TO 2000 SEX SITE.

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-22 00:00:00 UTC
From: 188333477@compuserve.com
Message-ID: <5r1gu8$jp@news1-alterdial.uu.net>
Source record: 5941

```
This is a multi-part message in MIME format.

--_-=153
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=153
```

1183. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-22 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <5r3d4i$dgn@cantine.wu-wien.ac.at>
Source record: 5942

lan-1607972306570001@pm14s28.intergate.bc.ca>
Distribution:

Brian Quinlan (quinlan@intergate.bc.ca) wrote:
: > see the 040 in action with a nice O/S installed, do so. It will at
: > least change your memories:). In canada, go spin you head over a
: > T060 TOS clone. Not a Mac Caddie, but a lean machine none the less.
: > Well worth the price in the TOS market.

: I have seen 040 Atari computers in the form of the TT. I have also used
: very responsive operating systems. BeOS, OPENSTEP and IRIX spring to mind.
: The problem with the Hades is that you must sacrafice absolute
performance
: for a responsive OS.

I do not get the point of this thread. Magic or Atari TOS is IMO the onyl
operting system that is runs on 99% of all plattforms
and takes advantage of the hardware features, such as interface, garphics,
sound etc., with the 68k emulator beind the micro code. It thus keeps,
what other promise (WinNT), not to mention Mac
OS that runs only on Macs and clones and on some Amiga emulators, but not
on standrad, widely used PCs.
Therefore, Atari Software will also run on the Mac and the UMAX, and
probably at the same speed as a Hades T40 or T60. That should be enough
for most applications. If speed is required or special OS functions, there
is always the possibilty of coding native and using OS functions of the
host.

Alfred

1184. Get FREE SEX SITE..password is

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-23 00:00:00 UTC
From: h1ouu88d77@compuserve.com
Message-ID: <5r45hn$rbj@news1-alterdial.uu.net>
Source record: 5943

```
This is a multi-part message in MIME format.

--_-=630
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=630
```

1185. Get into Sex Sites 4 Free

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-23 00:00:00 UTC
From: 0768000000005@compuserve.com
Message-ID: <5r5qm4$5k1@news1-alterdial.uu.net>
Source record: 5944

```
This is a multi-part message in MIME format.

--_-=496
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=496
```

1186. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-23 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <869698394.12613@dejanews.com>
Source record: 5945

In article <33c64159.0@lagoon.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> On 8 Jul 1997 18:53:50 , ps10600@cedarnet.org wrote:
> >Hello sports fans..
> >
> another missive from the Idiot Forever Known As Sinclap.

The truth hurts..

> as usual, TIFKAS (whose entire "knowledge" of Atari/TOS consists
> entirely of having tried an older ST system a grand total of ONCE), and
> who relies on rumour and innuendo for his "facts" gets
> it entirely wrong. He has never used a Hades/DirecT system or seen one
> in action, and therefore is no "expert" on how well it runs. TOS is not
> "old", and it's still being developed for in the way of alternate
> operating systems like MagiC, Geneva/Neodesk4, XaAES, NAES, as well as
> great applications like Papyrus, Calamus '96, Positive Image 2, etc.
> And may I add that these applications don't require large amounts of
> RAM/hard drive space to operate and scream under the excellent Hades
> architecture (which I HAVE test-driven, as well as several of the mac
> clones - if anything, these systems are at "parity", rather than MCIBTYC)

What facts are incorrect. The absurd pricing came from your firm's
web page.

The fact is that the Hades is way over priced compared to the other
platforms that also have a rich software base. This whole thing
about large amounts a ram and hd space is nonsense and you know it.
A fully decked out PowerMac and Pentium systems with 32-64 megs is
still hundreds of dollars cheaper. I don't think hd makers make
anything less than 2gigs today. Thats what you call progress.

Typical..."We don't have it, so who needs it" ....

And what PowerMac clones have you used to compare it with? With Mac
OS 8 with a fully multithreaded native finder flies. I can't wait
until you state that the Hades will outperform it..

> TIFKAS consistently trots out the same tired old arguments and
> accusations over and over despite being shown consistently where he is
> wrong (which can be proven by doing a search under DejaNews under
> "Peter Sinclair-Day" or "Sinclap" - his rants, in which he constantly
> refers to his detractors as the "Atari Jihad", who are "out to get
> him", makes for very amusing reading.)

What ever!

> >
> >This 040 Box does not have web development tools, inadequate
> >internet tools and so on.
> >
> Wrong again, weinerhead. Try CAB 2 (an excellent web browser that's
> Netscape 3 compatible), NEWsie (highly recommended newsreader/e-mail
> program), POPwatch (incredible e-mail account "previewer" program)
> AtarIRC (very good IRC program). As far as web development, the
> excellent Home Page Penguin has arrived and comes highly recommended
> for ease of use; as well, both Everest and Edith Professional feature
> kerzel files for making web page development via ASCII quick and easy.

He he he he he. Even Atari fanatics think Cab sucks compared to
Netscape. When is this platform going to lead insted of being a
follower?

However, the Hades is cost prohibitive.

> (meaningless MCIBTYC stuff deleted)

The truth hurts..

> unfortunately, the long-term support for this clone is currently in
> doubt

Really. From what I have read is totally opposite.. Power will be
shipping Mac OS 8 with their machines on August 4.

, what with Apple's lowest stock ratings in 11 years, several of
> their clone makers (amongst them Power Computing and Motorola) having
> decided to pull out of clone development or putting all future
> development for WinTel machines, and Apple's "Wonder Boy" Gil Amelio
> jumping ship after only seventeen months at the helm (thanks in part to
> the other boneheads in charge of the company, amongst them Steve

He he he he he he.. Nice try. Have you told Motorola and Power
this? At MacWorld next month, new machines with the Arthur and Mach
5 processors will be released.
And Macworld online has articles from their September print issue on
Motorolas new CHRP boxes with 66-80 mhz busses comming out this
quarter.

Also, Amelio did a good job of stabalizing the finances with positive
cash flow, improved the product quality and developed an OS roadmap
which is working. Mac OS 8 shipped on time this week and Rhasopy DR1
will be out in August and a head of schedule..

You need to get your facts straight.

Apple's low stock price has not bearing on their positive cash flow.

"gonna
> hold my breath til I turn blue" Jobs). Not to mention developers for
> the Mac disappearing right and left. Why abandon one leaky boat for
> another?

Where? What developers? Also Apple has picked up the hundreds of
Next developers who will make Rhasp. shine.

>
> Food for though, Sinclap - plumbing is an exciting field. Look into

Maybe to you..

> it. After you see your psychiatrist to see if you can get your
> inferiority complex fixed. Honestly, mistaking your Macintosh for your
> manhood! :)
>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Peter
-formerly sinclap...
-Owner of the ancient Performa 6214(to be replaced in 1998-99)...

"Atari Jihad...not as powerful as Iran, but equally fanatical"

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1187. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-23 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <869696298.10901@dejanews.com>
Source record: 5946

In article <5qsp95obh3@ash.ridgecrest.ca.us>,

> >>
> > For the record, I just bought a SuperMac C500 for $699.00 from Fry in San
> >Diego. This was a new unit, not refurbished.
> >
> >Bill Rupp
> >.
>
> Cool, that is a good price.
> Now try to run TOS apps as fast as the T060/Hades 060.

No problem..A machine that costs 1/4 to 1/3 the price of the
Hades 040/060 is a TOS savior as well as faster. What a
concept.

> That is the general subject here as it is an Atari newsgroup:)
> Michael Grove
> mgrove@owens.ridgecrest.ca.us
> ridgecrest.ca.us/pub/users/m/mgrove

Peter
-Ancinet Performa 6214

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1188. Re: Hades 040 vs. Umax C500/180

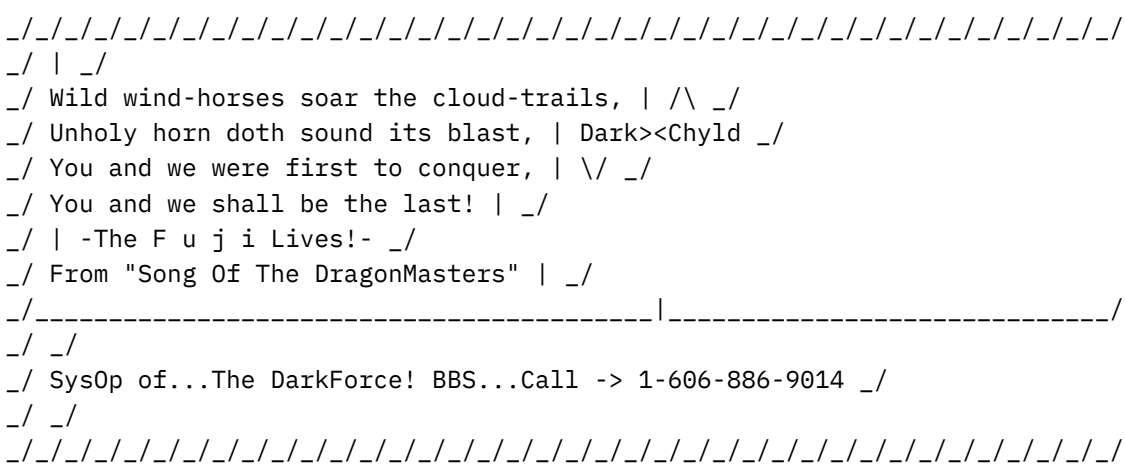
Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <869746550_OASIS_@pcc-uky.campus.mci.net>
Source record: 5848

In article <869696298.10901@dejanews.com>
ps10600@cedarnet.org said:-

>> Now try to run TOS apps as fast as the T060/Hades 060.
>
>No problem..A machine that costs 1/4 to 1/3 the price of the
>Hades 040/060 is a TOS savior as well as faster. What a
>concept.

'Fraid your argument is a bit old now, friend. Titan Designs is now handling the Hades, and they have a high-spec model going for around 1200 Pounds, not the prices you've been quoting...! (deduct around 17.5 percent for US$$$)

--


_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The F u j i Lives!- _/
_/ From "Song Of The DragonMasters" | _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/

1189. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <869746720_OASIS_@pcc-uky.campus.mci.net>
Source record: 5849

In article <869698394.12613@dejanews.com>
ps10600@cedarnet.org said:-

>The truth hurts..

You should know. You've been in denial about how efficient TOS is ever since I've been reading these newsgroups. Talk about unreality...!

>He he he he he. Even Atari fanatics think Cab sucks compared to
>Netscape. When is this platform going to lead insted of being a
>follower?

Wrong. Most users who have been exposed to the latest versions of CAB and NetScrape prefer CAB... I know I certainly do...! AND what about all the other fine Internet apps he mentioned which you so conveniently glossed over? Stunned by the number of quality apps for the TOS platform, eh? :)

>However, the Hades is cost prohibitive.

Wrong #2... Titan Designs is now handling a fairly high-spec'd version of the Hades for a very attractive price...Around 1200 Pounds (17.5 percent less in US$$$)

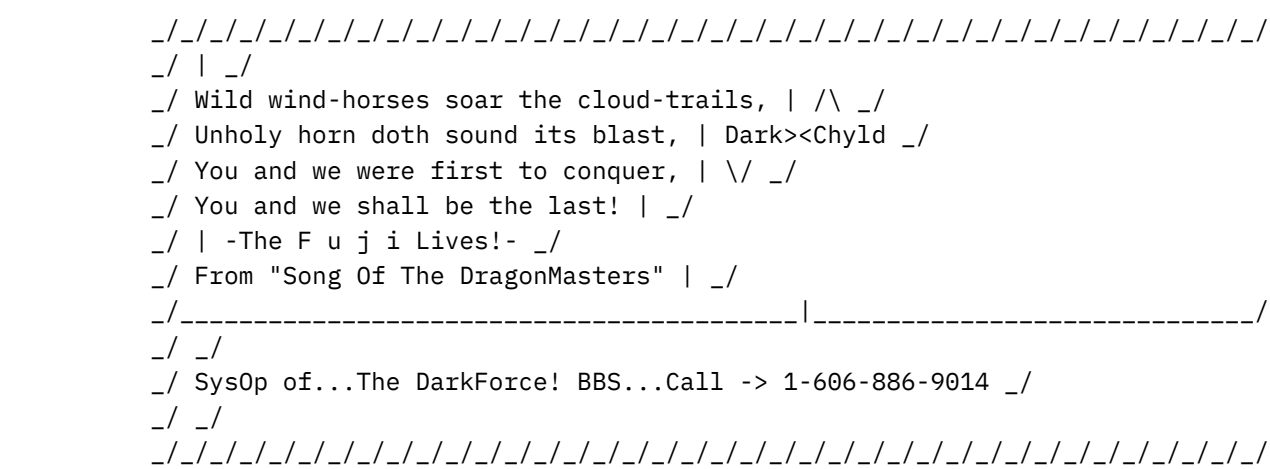
>You need to get your facts straight.

Wrong #3...boy, talk about role-reversal! I think we've proved just who is behind current events... Why don't you go home while you're behind? <smile>

>"Atari Jihad...not as powerful as Iran, but equally fanatical"

Thanks, we'll take that as a compliment to our dedication and loyalty...

--



1190. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-24 00:00:00 UTC
From: nothere@owens.ridgecrest.ca.us
Message-ID: <5r6mks$16n4@news.iwvisp.com>
Source record: 5947

On 23 Jul 1997 21:00:46, ps10600@cedarnet.org wrote:

Just thought I would let you know I didn't bother to read your post.
What happen to your hotmail address your using in CSAST?

1191. Why pay for sex sites just....

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-25 00:00:00 UTC
From: 18833477@compuserve.com
Message-ID: <5r967r$i2g@news1-alterdial.uu.net>
Source record: 5850

```
This is a multi-part message in MIME format.

--_-=488
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=488
```

1192. ...CELLular Service...

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-25 00:00:00 UTC
From: fhkjddf@usa.net
Message-ID: <5rb83b$pr7@buck.innerx.net>
Source record: 5851

National Cellular Phone Company offering new service.
Everyone qualifies no credit checks or lengthy contracts visit our web site.

Click or cut and paste here: http://www.cell-direct.com

1193. Re: Hades 040 vs. Umax C500/180

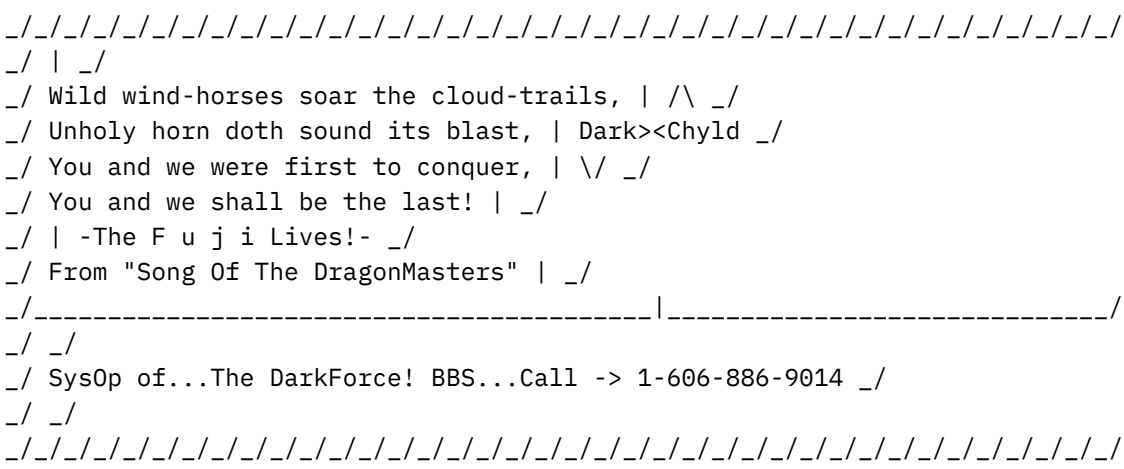
Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <869960912_OASIS_@pcc-uky.campus.mci.net>
Source record: 5852

In article <5rc7qb$h0r$1@ash.ridgecrest.ca.us>
mgrove6@owens.ridgecrest.ca.us (Michael Grove) said:-

>Sorry to cut into your post, Ronald, I missed the original.

Heh, heh, heh, you surely didn't miss much! I don't mind anybody cutting
in to defend Atari...! Just go right ahead, anytime you feel like it, just
anytime at all! <smile>

--


_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The F u j i Lives!- _/
_/ From "Song Of The DragonMasters" | _/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/

1194. - H@@KERS

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-27 00:00:00 UTC
From: ALISSON@ESCORTMRE.COM
Message-ID: <5re69r$h5j@news1-alterdial.uu.net>
Source record: 5853

ESCORT GUIDE AND PLAYGROUND FOR THE IN THE BIZ GIRLS
http://www.escortguide.com/mirror/index.htm
AN ALL FREE SITE

Actual Escorts And Hookers From Around the World
Real Nude Pics With Contact Numbers
An escort Chat Room so That You can Converse
With Escorts Worldwide.
Live Video Feed Of Actual Escorts
Brothels Bordellos And More.
Wouldnt You Rather See The Real Thing.
This Is An All Free Site..Enjoy

http://www.escortguide.com/mirror/index.htm
http://www.escortguide.com/mirror/index.htm
http://www.escortguide.com/mirror/index.htm

1195. What your secretary does when your gone!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-27 00:00:00 UTC
From: donald@webtv.net
Message-ID: <5rf326$2n0$452@nw003.infi.net>
Source record: 5854

Hey,
Here's a site with archives of: -Nude CHEERLEADERS
-Latina Women!
-Naughty Secretaries
-Sluts in High Heels

http://www.porno.com

1196. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-27 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <quinlan-2707971148540001@pm9s27.intergate.bc.ca>
Source record: 5855

In article <5rc7qb$h0r$1@ash.ridgecrest.ca.us>,
mgrove6@owens.ridgecrest.ca.us (Michael Grove) wrote:

> What truth? You surely speak none. I'm sure that if anyone here
> wanted a Mac, they would go purchase one, being how cheap they are,
> both in cost and quality.

Are you suggesting that the hardware is of low quality, the software is of
low quality or that both are of low quality?

> There is no way any PM is going to blow off the Hades 060 running TOS
> apps.

Are you saying that no PowerMac can beet a Hades in running TOS apps or
are you saying that no PowerMac when running a PowerMac application can
beet a Hades when running a TOS application?

1197. Pa$$Word for 1200 sex sites $25

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-28 00:00:00 UTC
From: 9865555545@compuserve.com
Message-ID: <5rh38a$b7d@news1-alterdial.uu.net>
Source record: 5856

http://www.2bornot2b.com/password

Protect Your Children From Viewing ADULT XXX Material
and at the same time get UNLIMITED FREE ACCESS to
over 1200 of the Hottest Adult Sites on the Web.

Also get FREE UNLIMITED Live Video Sex and FREE XXX
rated chat room access.

Stop paying to get into Adult Sites. This secret password gets
you into them for FREE!!!

I posted all the info at the URL below.
http://www.2bornot2b.com/password

1198. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-28 00:00:00 UTC
From: optimus@canit.se
Message-ID: <33dc53b3.3046160@nntpserver.swip.net>
Source record: 5857

On Wed, 23 Jul 1997 21:00:46 -0600, ps10600@cedarnet.org wrote:

>In article <33c64159.0@lagoon.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> On 8 Jul 1997 18:53:50 , ps10600@cedarnet.org wrote:
>> >Hello sports fans..
>> >
>> another missive from the Idiot Forever Known As Sinclap.
>
>The truth hurts..

But do you rerally have to attack other brands of computers in your
disappointment?

>> as usual, TIFKAS (whose entire "knowledge" of Atari/TOS consists
>> entirely of having tried an older ST system a grand total of ONCE), and
>> who relies on rumour and innuendo for his "facts" gets
>> it entirely wrong. He has never used a Hades/DirecT system or seen one
>> in action, and therefore is no "expert" on how well it runs. TOS is not
>> "old", and it's still being developed for in the way of alternate
>> operating systems like MagiC, Geneva/Neodesk4, XaAES, NAES, as well as
>> great applications like Papyrus, Calamus '96, Positive Image 2, etc.
>> And may I add that these applications don't require large amounts of
>> RAM/hard drive space to operate and scream under the excellent Hades
>> architecture (which I HAVE test-driven, as well as several of the mac
>> clones - if anything, these systems are at "parity", rather than MCIBTYC)
>
>What facts are incorrect. The absurd pricing came from your firm's
>web page.

It seems a bit steep, yes, compared to German prices.

>The fact is that the Hades is way over priced compared to the other
>platforms that also have a rich software base. This whole thing
>about large amounts a ram and hd space is nonsense and you know it.
>A fully decked out PowerMac and Pentium systems with 32-64 megs is
>still hundreds of dollars cheaper. I don't think hd makers make
>anything less than 2gigs today. Thats what you call progress.

If HD makers make nothing less than 2 GB today, they must have large
stocks of older HDs.
Wouldn't you enjoy using your HD space on data instead of having
bloated OSes and programs gobbling it all up?
Anyway, the Hades prices I quoted in an earlier article (which you
never replied to, of course) included 32 MBs of RAM, of which only a

small portion is used for OS services, the rest available for programs
and data (which don' need fixed amounts of memory assigned).

>Typical..."We don't have it, so who needs it" ....

Often, it is unneeded.

>And what PowerMac clones have you used to compare it with? With Mac
>OS 8 with a fully multithreaded native finder flies. I can't wait
>until you state that the Hades will outperform it..

How long has OS8 been available? 2 days? A week? Is it even yet
released? What about other languages? In 90 days? Yesss...
Anyway, that "multhreaded" Finder can't even format a disk in the
background. OS8 still doesn't multitask or offer memory protection,
unlike N.AES.

>> >This 040 Box does not have web development tools, inadequate
>> >internet tools and so on.
>> >
>> Wrong again, weinerhead. Try CAB 2 (an excellent web browser that's
>> Netscape 3 compatible), NEWsie (highly recommended newsreader/e-mail
>> program), POPwatch (incredible e-mail account "previewer" program)
>> AtarIRC (very good IRC program). As far as web development, the
>> excellent Home Page Penguin has arrived and comes highly recommended
>> for ease of use; as well, both Everest and Edith Professional feature
>> kerzel files for making web page development via ASCII quick and easy.
>
>He he he he he. Even Atari fanatics think Cab sucks compared to
>Netscape. When is this platform going to lead insted of being a
>follower?

Netscape sucks very badly too, and it certainly can't run on a one-meg
machine.
The Mac hasn't exactly been in a leading position for the last few
years, anyway.

>However, the Hades is cost prohibitive.

I think the price I quoted was quite reasonable.

>> unfortunately, the long-term support for this clone is currently in
>> doubt
>
>Really. From what I have read is totally opposite.. Power will be
>shipping Mac OS 8 with their machines on August 4.

That doesn't sound like what I've read on MacWorld's website. No clone
manufacturers were willing to install MacOS8 on their machines,
according to an article on MacWorld Sweden's website.

>, what with Apple's lowest stock ratings in 11 years, several of
>> their clone makers (amongst them Power Computing and Motorola) having
>> decided to pull out of clone development or putting all future

>> development for WinTel machines, and Apple's "Wonder Boy" Gil Amelio
>> jumping ship after only seventeen months at the helm (thanks in part to
>> the other boneheads in charge of the company, amongst them Steve
>
>He he he he he he.. Nice try. Have you told Motorola and Power
>this? At MacWorld next month, new machines with the Arthur and Mach
>5 processors will be released.

To the public?

> And Macworld online has articles from their September print issue on
>Motorolas new CHRP boxes with 66-80 mhz busses comming out this
>quarter.

Great, so when is the CHRP MacOS coming out? I think this will help
the CHRP market lift off.

>Also, Amelio did a good job of stabalizing the finances with positive
>cash flow, improved the product quality and developed an OS roadmap
>which is working. Mac OS 8 shipped on time this week and Rhasopy DR1
>will be out in August and a head of schedule..

Sounds great. Except for that it's too late.

>"gonna
>> hold my breath til I turn blue" Jobs). Not to mention developers for
>> the Mac disappearing right and left. Why abandon one leaky boat for
>> another?
>
>Where? What developers? Also Apple has picked up the hundreds of
>Next developers who will make Rhasp. shine.

Sounds great for NeXT developers to get a market.

>> Food for though, Sinclap - plumbing is an exciting field. Look into
>
>Maybe to you..
>
>> it. After you see your psychiatrist to see if you can get your
>> inferiority complex fixed. Honestly, mistaking your Macintosh for your
>> manhood! :)
>>
>Peter
>-formerly sinclap...

You still are, Peter...

>-Owner of the ancient Performa 6214(to be replaced in 1998-99)...

Iggy, owner of the ancient A1200, to be replaced in the future...

>"Atari Jihad...not as powerful as Iran, but equally fanatical"

Though you seem to exceed their fanaticism. I have never seen Atari advocates in other groups during my time on Usenet.

1199. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-28 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <870128839.17620@dejanews.com>
Source record: 5858

In article <5r6mks$16n4@news.iwvisp.com>,
nothere@owens.ridgecrest.ca.us wrote:
>
> On 23 Jul 1997 21:00:46, ps10600@cedarnet.org wrote:
>
> Just thought I would let you know I didn't bother to read your post.
> What happen to your hotmail address your using in CSAST?

But you did...

My hotmail address? I am on cedarnet.org now..

Peter
-formerly sinclap

--------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

1200. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-28 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <870129418.17864@dejanews.com>
Source record: 5859

In article <billnpat-1907971512040001@news.inetworld.net>,
billnpat@inetworld.net (William L. Rupp) wrote:
>
> In article <33c5f067.845211@nntpserver.swip.net>, optimus@canit.se (Iggy
> Drougge) wrote:
>
> > On Tue, 08 Jul 1997 18:53:50 -0600, ps10600@cedarnet.org wrote:
> > >
> > >Hello sports fans..
> > >
> > Hallo, Petey.
> > >
> For the record, I just bought a SuperMac C500 for $699.00 from Fry in San
> Diego. This was a new unit, not refurbished.

What speed? 140 mhz or 180 mhz? You will most likely be able to
upgrade your processor to the G3 or Arthur as it is called.

No hack and slash required....

Peter
-formerly sinclap
>
> Bill Rupp

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1201. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-28 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <870130678.19351@dejanews.com>
Source record: 5860

In article <33dc53b3.3046160@nntpserver.swip.net>,
optimus@canit.se (Iggy Drougge) wrote:

> >What facts are incorrect. The absurd pricing came from your firm's
> >web page.
>
> It seems a bit steep, yes, compared to German prices.

Give me U.S. prices..

> If HD makers make nothing less than 2 GB today, they must have large
> stocks of older HDs.

I am sure they do.. Current Amiga 1200's are shipped with 170 meg
Hd's..

> Wouldn't you enjoy using your HD space on data instead of having
> bloated OSes and programs gobbling it all up?

I do not have that problem. Wouldn't you enjoy a modern OS and
modern apps?

> Anyway, the Hades prices I quoted in an earlier article (which you
> never replied to, of course) included 32 MBs of RAM, of which only a

Sorry..My mistake..I'l give you the 32 megs as a freebe.. Still the
Hades requires a mortgage...

> small portion is used for OS services, the rest available for programs
> and data (which don' need fixed amounts of memory assigned).

What ever. Still not modern and never will be. When will you get
Quicktime, AppleScript, Multithreaded finder, and the other
functions found in OS 8?

> >Typical..."We don't have it, so who needs it" ....
>
> Often, it is unneeded.

Let the user decide.. We have choices..

> >And what PowerMac clones have you used to compare it with? With Mac
> >OS 8 with a fully multithreaded native finder flies. I can't wait
> >until you state that the Hades will outperform it..
>
> How long has OS8 been available? 2 days? A week? Is it even yet
> released? What about other languages? In 90 days? Yesss...
> Anyway, that "multhreaded" Finder can't even format a disk in the

> background. OS8 still doesn't multitask or offer memory protection,
> unlike N.AES.

Since last week. You still format disks. I have not in years.. I
suppose HD's are still new in the ST platform..

When will we see ST PPC hardware? In 90 days, one year, two years
or 10 years?

> Netscape sucks very badly too, and it certainly can't run on a one-meg
> machine.
> The Mac hasn't exactly been in a leading position for the last few
> years, anyway.

And the ST/Hades have? My 48 megs machine cost hundreds less than a
1-6 meg Hades.

The memory is not an issue. What sucks about Netscape? Blows Cab
all the way to Mars..

> >However, the Hades is cost prohibitive.
>
> I think the price I quoted was quite reasonable.

What Price is reasonable for an antiquated 040(does motorola still
make those?)?

> >> unfortunately, the long-term support for this clone is currently in
> >> doubt
> >
> >Really. From what I have read is totally opposite.. Power will be
> >shipping Mac OS 8 with their machines on August 4.
>
> That doesn't sound like what I've read on MacWorld's website. No clone
> manufacturers were willing to install MacOS8 on their machines,
> according to an article on MacWorld Sweden's website.

You need to look some more. Powerwatch.com and MacWorld reported it
last week.

> To the public?

Yep..Well September... Apple's new Mach 5 Macs will be out in
August replacing the cancelled 8600 and 9600 line.

> > And Macworld online has articles from their September print issue on
> >Motorolas new CHRP boxes with 66-80 mhz busses comming out this
> >quarter.
>
> Great, so when is the CHRP MacOS coming out? I think this will help
> the CHRP market lift off.

Mac OS 8 is CHRP compliant.

> >Also, Amelio did a good job of stabalizing the finances with positive
> >cash flow, improved the product quality and developed an OS roadmap
> >which is working. Mac OS 8 shipped on time this week and Rhasopy DR1
> >will be out in August and a head of schedule..
>
> Sounds great. Except for that it's too late.

Whats to late?

> >Where? What developers? Also Apple has picked up the hundreds of
> >Next developers who will make Rhasp. shine.
>
> Sounds great for NeXT developers to get a market.

You still have not named the developers who have dropped the Mac..

> You still are, Peter...

>
> >-Owner of the ancient Performa 6214(to be replaced in 1998-99)...
>
> Iggy, owner of the ancient A1200, to be replaced in the future...
>
> >"Atari Jihad...not as powerful as Iran, but equally fanatical"
>
> Though you seem to exceed their fanaticism. I have never seen Atari
> advocates in other groups during my time on Usenet.

Peter
formerly sinclap

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1202. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-29 00:00:00 UTC
From: optimus@canit.se
Message-ID: <33de00a7.14857598@nntpserver.swip.net>
Source record: 5861

On Mon, 28 Jul 1997 18:01:51 -0600, ps10600@cedarnet.org wrote:

>In article <33dc53b3.3046160@nntpserver.swip.net>,
> optimus@canit.se (Iggy Drougge) wrote:
>
>> >What facts are incorrect. The absurd pricing came from your firm's
>> >web page.
>>
>> It seems a bit steep, yes, compared to German prices.
>
>Give me U.S. prices..

Sorry, no can do. I don't read US Atari mags.

>> If HD makers make nothing less than 2 GB today, they must have large
>> stocks of older HDs.
>
>I am sure they do.. Current Amiga 1200's are shipped with 170 meg
>Hd's..

There you go. Those units are no longer in production, however.

>> Wouldn't you enjoy using your HD space on data instead of having
>> bloated OSes and programs gobbling it all up?
>
>I do not have that problem. Wouldn't you enjoy a modern OS and
>modern apps?

Strange that, with Macowners talking about a standard System Folder
size of 100 MB.
And to call MacOS modern is but a joke. It can't even multitask!

>> Anyway, the Hades prices I quoted in an earlier article (which you
>> never replied to, of course) included 32 MBs of RAM, of which only a
>
>Sorry..My mistake..I'l give you the 32 megs as a freebe.. Still the
>Hades requires a mortgage...

Haha, so do many Macs.

>> small portion is used for OS services, the rest available for programs
>> and data (which don' need fixed amounts of memory assigned).
>
>What ever. Still not modern and never will be. When will you get
>Quicktime, AppleScript, Multithreaded finder, and the other
>functions found in OS 8?

When will you get preemptive multitasking and memory protection? Sure
beats a multithreaded Finder.
Quicktime is basically an animation format/engine, whose job has been
done time and again since the 80s.
Applescript is something I have not heard of on the ST, the closest
thing would probably be shell scripts or batch files.

>> >Typical..."We don't have it, so who needs it" ....
>>
>> Often, it is unneeded.
>
>Let the user decide.. We have choices..

I wouldn't trust Mac users to decide. They just gobble up everything
Apple give them and think the rest are "buzz words".

>> >And what PowerMac clones have you used to compare it with? With Mac
>> >OS 8 with a fully multithreaded native finder flies. I can't wait
>> >until you state that the Hades will outperform it..
>>
>> How long has OS8 been available? 2 days? A week? Is it even yet
>> released? What about other languages? In 90 days? Yesss...
>> Anyway, that "multhreaded" Finder can't even format a disk in the
>> background. OS8 still doesn't multitask or offer memory protection,
>> unlike N.AES.
>
>Since last week. You still format disks. I have not in years.. I
>suppose HD's are still new in the ST platform..

I still format disks. On Mac, PC and Amiga. Unformatted disks have no
filesystems, and are useless. Do you never move data?

>When will we see ST PPC hardware? In 90 days, one year, two years
>or 10 years?

Perhaps never. I know someone is working on using Amiga PPC upgrades,
though I'm not sure how that would work.

>> Netscape sucks very badly too, and it certainly can't run on a one-meg
>> machine.
>> The Mac hasn't exactly been in a leading position for the last few
>> years, anyway.
>
>And the ST/Hades have? My 48 megs machine cost hundreds less than a
>1-6 meg Hades.

Neither have. And I didn't know Hadeses were sold with such a small
amount of RAM.

>The memory is not an issue. What sucks about Netscape? Blows Cab
>all the way to Mars..

The memory is an issue.
Netscape is a jack of all trades, master of none. It tries to handle

everything, going away from its intended use, a web browser. It
shouldn't handle mail and news, introduce new bastard HTML tags with
every new version, be singlethreaded and slow.

>> >However, the Hades is cost prohibitive.
>>
>> I think the price I quoted was quite reasonable.
>
>What Price is reasonable for an antiquated 040(does motorola still
>make those?)?

I'm sure they do. It's even supported by Apple.
As for prices look at my older article, in case you missed that.

>> >> unfortunately, the long-term support for this clone is currently in
>> >> doubt
>> >
>> >Really. From what I have read is totally opposite.. Power will be
>> >shipping Mac OS 8 with their machines on August 4.
>>
>> That doesn't sound like what I've read on MacWorld's website. No clone
>> manufacturers were willing to install MacOS8 on their machines,
>> according to an article on MacWorld Sweden's website.
>
>You need to look some more. Powerwatch.com and MacWorld reported it
>last week.

So which manufacturers will now include OS8?

>> To the public?
>
>Yep..Well September... Apple's new Mach 5 Macs will be out in
>August replacing the cancelled 8600 and 9600 line.

Nice. For what price?

>> > And Macworld online has articles from their September print issue on
>> >Motorolas new CHRP boxes with 66-80 mhz busses comming out this
>> >quarter.
>>
>> Great, so when is the CHRP MacOS coming out? I think this will help
>> the CHRP market lift off.
>
>Mac OS 8 is CHRP compliant.

Really? Great, now let's see if CHRP will start to move. Are there any
machines out there?

>> >Also, Amelio did a good job of stabalizing the finances with positive
>> >cash flow, improved the product quality and developed an OS roadmap
>> >which is working. Mac OS 8 shipped on time this week and Rhasopy DR1
>> >will be out in August and a head of schedule..
>>

>> Sounds great. Except for that it's too late.
>
>Whats to late?

It's too little, too late. O8 should have come out back in 1990, not
'97. Rhapsody should have, at the very latest, matched the Win95
release.

>> >Where? What developers? Also Apple has picked up the hundreds of
>> >Next developers who will make Rhasp. shine.
>>
>> Sounds great for NeXT developers to get a market.
>
>You still have not named the developers who have dropped the Mac..

Why would I do that? I haven't mentioned them, as far as I can
remember or you have quoted.

>Peter
>formerly sinclap

You still are, Peter.

1203. $5000 Credit Card, Low APR

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-29 00:00:00 UTC
From: kefera@sekmet.com
Message-ID: <5rli0j$f48@frog.inetworld.net>
Source record: 5862

Because of our arrangement with OFFSHORE BANKS-

Now you can get your own UNSECURED MAJOR CREDIT CARD at
interest rates as low as 6.95%, GUARANTEED!

*Accepted at millions of locations world-wide, this is
a MAJOR Bank Credit Card you are very familiar with!
*No Credit Check!
*No Social Security Number needed for approval!
*Even Bakruptcy-No Problem!
*$5,000 Credit Limit, minimum!
*Unsecured Line of Credit of$15,000.!
*BUSINESS paying $4800.00 monthly, with FREE WEB PAGE!
* Could earn up to $460,000 yr!

I am also available to answer all your questions!

For more info,send an email to my autoresponder,
Cashforyou@unitedmall.com

Dr. David Alan

1204. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-29 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <33DE58EC.E884BAF0@intuit.com>
Source record: 5863

ps10600@cedarnet.org wrote:

> >> For the record, I just bought a SuperMac C500 for $699.00 from Fry
> in San
> > Diego. This was a new unit, not refurbished.
>
> What speed? 140 mhz or 180 mhz? You will most likely be able to
> upgrade your processor to the G3 or Arthur as it is called.
>
> No hack and slash required....
>
> Peter
> -formerly sinclap

Yea, just like my friend's Quadra 610 which he bought because of the
PPC upgrade chip they were promising. Oh, it showed up, but it
was so slow and unreliable that nobody bought one.

Face it.. your Macs are just like Intel machines. You need to buy one
every 2-3 years or so just to run the new updated basic, run of the mill

applications.

Macs are just like Windows machines in so many ways, I'm constantly
amazed by people who actually argue between them. It's like arguing
about which cola is better... who cares, they're so damn alike, the
difference isn't great enough to worry about.

-Mark

1205. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-29 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2907972056210001@tsb-33.ucsc.edu>
Source record: 5864

In article <33DE58EC.E884BAF0@intuit.com>, mark_fassett@intuit.com wrote:

>Yea, just like my friend's Quadra 610 which he bought because of the
>PPC upgrade chip they were promising. Oh, it showed up, but it
>was so slow and unreliable that nobody bought one.

The Quadra 610 was never upgradeable except by a complete motherboard replacement, upon which it becomes a 6100/60 or 6100/66 (depending on which motherboard you use). I doubt that this was unreliable. Slow, maybe, because the 6100 is fairly slow (by current standards), but not unreliable.

>Face it.. your Macs are just like Intel machines. You need to buy one
>every 2-3 years or so just to run the new updated basic, run of the mill
>applications.

This has not been true for me. I bought a 7500/100 (100 MHz PowerPC 601 CPU) roughly two years ago. This machine has a removable CPU daughtercard, designed for upgrading. About 6 months ago I bought a 604/120 CPU card for it, and clock chipped the card up to 150 MHz (total cost $150). With the card and a L2 cache added, my machine is easily twice as fast as it was originally.

Toward the end of August, Newer Technology (a company which makes lots of Mac upgrades) is expected to release a CPU card using the new PowerPC 750 which will make my machine much faster than any currently shipping Mac; prices will start at around $1100. (The 750 designation is not certain at this time, BTW -- the various new generation PowerPCs have not been officially announced.)

>Macs are just like Windows machines in so many ways, I'm constantly
>amazed by people who actually argue between them. It's like arguing
>about which cola is better... who cares, they're so damn alike, the
>difference isn't great enough to worry about.

Well, one thing's for certain: it's not worthwhile to argue with Peter. Reasons include:

1. He often doesn't even know shit about what he's trying to push.
2. He appears to do it mainly out of a need to irritate other people, not because he thinks he's right. What other reason can there be for him continuing to make the same arguments over and over again when people continually give him their valid reasons for not immediately jumping to Macs running MagicMac?

--
-Tim Seufert, bwanga@cats.uc*sc.edu

The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

1206. Re: Hades 040 vs. Umax C500/180

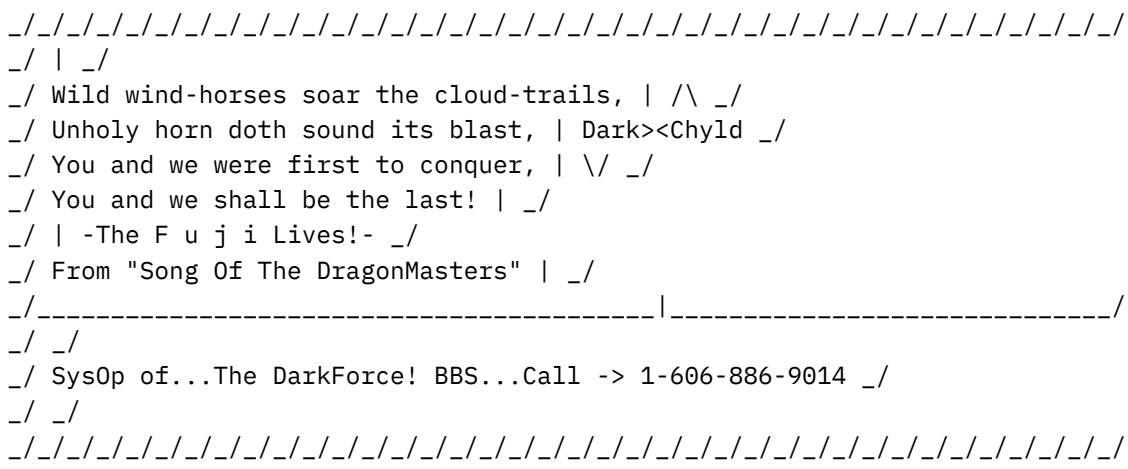
Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-29 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <870165330_OASIS_@pcc-uky.campus.mci.net>
Source record: 5865

In article <870128839.17620@dejanews.com>
ps10600@cedarnet.org said:-

>My hotmail address? I am on cedarnet.org now..
>
>Peter
>-formerly sinclap

Oh me Gawd...! The Sin-CLAP attack is back! Quick, break out the penicillin folks...! <grin>

--



1207. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-30 00:00:00 UTC
From: billnpat@inetworld.net
Message-ID: <billnpat-3007971146340001@news.inetworld.net>
Source record: 5866

In article <870129418.17864@dejanews.com>, ps10600@cedarnet.org wrote:

> In article <billnpat-1907971512040001@news.inetworld.net>,
> billnpat@inetworld.net (William L. Rupp) wrote:
> >
> > In article <33c5f067.845211@nntpserver.swip.net>, optimus@canit.se (Iggy
> > Drougge) wrote:
> >
> > > On Tue, 08 Jul 1997 18:53:50 -0600, ps10600@cedarnet.org wrote:
> > >
> > > >Hello sports fans..
> > >
> > > Hallo, Petey.
> > >
> > > For the record, I just bought a SuperMac C500 for $699.00 from Fry in San
> > > Diego. This was a new unit, not refurbished.
>
> What speed? 140 mhz or 180 mhz? You will most likely be able to
> upgrade your processor to the G3 or Arthur as it is called.
>
> No hack and slash required....
>
> Peter
> -formerly sinclap
> >

140 mhz. I will have to save up awhile before I can upgrade, but so far
the C500 is doing fine.

Bill Rupp
> > Bill Rupp
>
> ----------------==== Posted via Deja News ====----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

1208. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-30 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5rms26$1fb@einstein.ebicom.net>
Source record: 5867

: >What ever. Still not modern and never will be. When will you get
: >Quicktime, AppleScript, Multithreaded finder, and the other
: >functions found in OS 8?

Thank GOD!!!
My pet peve with Windows 95, and "MODERN" software, is that you are forced to shell out for enough drive space to install the equivilant of a 200 page manual in online help crap that only gets used for a month or so. Wouldn't be so bad if apps would offer an option not to install that part, and offered a PRINTED MANUAL. But NO!!! They dump the publishing costs to you, and smile all the way to the bank because the public is eating that bloated expensive garbage by the boat-load! Can't prove it, but I really suspect that HD manufactures have some sweet deals under the table with the software people...that applies to the memory people as well, and the CPU people...

Now, I'd like someone to explain to me exactly what a "Modern" OS is. Since when did Quick Time become part of the OS??? A quicktime player can be written for TOS can it not? Well of course it can, I have one that cost a whopping 5 dollars to register, and it'll play them as fast as my Falcon will allow, which granted ain't that fast, but it has little to do with the OS! At the time I got my Falcon, there weren't many Macs that could play them any faster...soooo...wus up with this lame argument? The Hades, or Direct TT should pack plenty of power for doing quick time!

Why is it that an UNMODERN OS like TOS offers at least 4 AES/GUI formats to choose from...both cooperative and preemptive multitasking, all able to run NetScrape compatable browsers in under 4 meg of RAM and a very modest Hard Disk (possibly with no HD at all)?

Why is it that an UNMODERN OS can draw windows, gadgets, sliders, icons, dialogs, and much much more without accessing file after file after file from a hard disk and swamping megs upon megs of memory?

Why is it that an UNMODERN OS offers memory protection for 020 and higher processors, has supported 32bit burst mode of the 030 and above and some 32 bit software for almost a decade when most MODERN OSs are just now getting there?

Why is it that an UNMODERN OS hit the market driving 16 track CD and DAT quality HD audio as a STOCK and GIVEN option that's quite happy inside 4meg of ram, and takes less than 2meg disk space in self storage, when "other" systems are only recently offering that much audio power while requireing only the fastest CPUs, memory into the hundreds of megs, and massive additional hardware additions. Oh I forget, Mac FINALLY offered

this last year, and the timing on it is buggy as hell so you end up having to shell out for a custom card anyway.

Hey folks, I have a Pentium Pro too...and use Macs at work.
It simply blows my mind how some people can't get it through their thick skulls that this whole computer market has turned the average comsumer into a BIG SUCKER! Case in point, it takes me a total of 11 minutes to compose and print a 30 piece mailing list on my Falcon using Atari Works. It takes 11 minutes to do the same thing on my Pentium Pro! A few years ago, it took me 11 minutes to do the same thing on an XT DOS box. I only got a Pentium because I wanted to dabble in multimedia, and here the speed and storage makes sense! Another case in point...I've about $3,000 invested in my Pentium set up... it still WON'T do 16 tracks of audio...it still won't do midi till I get some $20 cable, it still won't accept a second joy stick...etc... My Falcon...a grand total of about $1,100...monitor, SCSI drives, software, the whole nine yards...and it does everything I want except run an internet phone (which it could do if there were software), take those groovy multimedia infopeidia CD titles for research, and do really high quality motion video.

So Sinclap...
Everyone doesn't want or need a 97 model PowerMac, or Pentium.
Yes...like it or not, some people WILL choose a Hades or Direct TT because it fits the need of that consumer for some reason that your tiny brain can't comprehend. I can certianly understand why you'd want a Mac...it's a nice machine...nice software, and by gosh, you should get what you want. So should someone looking at any machine besides your precious MAC!

Actually, if more people knew anything about computers and software, and where their money is really being sunk, a heck of a lot more TOS machines would be ordered, and the costs would come way down, and many more developers would jump back into the TOS platform...

If If If

But...that's life, and we'll be burning gas in our 23MPG rated cars thoe we've had engines since the mid 50's that can get hundreds with no loss of power, and running crappy single phase coal burning power plants despite much more efficent and often predating systems, and pushing power-hungry CRT technology when eye and space saving LCD and plazma systems can be produced for equal if not less cost/resources, (just a FEW examples) and generally pushing the crappiest stuff we can find simply because that's where the dollars happen to fall!

Gosh we're a greedy generation...
The same senario over and over again...
It doesn't matter that you can squeeze the same performance from a really efficent small engine by rethinking your transmission...we're still pushing the big V8!

It doesn't matter that we could get into orbit on a small airplane with a nice big cargo load...we're going to insist on using a big old Rocket that cost more to refuel for one mission alone than other methods would cost to run 5 or 6 complete missions.

It doesn't matter that we could easily regear our electrical systems with dual or tri-phase systems that would redistribute unused energy rather than sending it into the ground. It doesn't matter that this was suggested from day one, but greedy people felt it was better to go cheap running the lines, and charge YOU for the wasted energy!

Dang, could list stuff for days...where older and better, more efficent ideas got the boot in favor of filling greedy pockets with cash.

It doesn't matter that the computer you shelled out your hard earned cash for only a year or two ago is basicly unsupported today (applies to ANY platform really). Gotta keep tossing that old stuff in the garbage bin and buying the new. Hell, even ISP services are TRYING to cut out any older computer being used online...slach the shell accounts, ditch slip, block out any modem slower than 14,400, crank out some crappy bloated software that you MUST run to get online, and distribute it on a CD ROM only, and clearly lable (PC 386 or better 'Recommended at least 486' and Macs only!) They're all crooks! Who needs a damn pentium or powermac just to get email?!?

MODERN isn't always better...

Brian

1209. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-30 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <870274026_OASIS_@pcc-uky.campus.mci.net>
Source record: 5868

In article <bwanga-2907972056210001@tsb-33.ucsc.edu>
bwanga@cats.uc*sc.edu (Timothy A. Seufert) said:-

>This has not been true for me. I bought a 7500/100 (100 MHz PowerPC 601
>CPU) roughly two years ago. This machine has a removable CPU
>daughtercard, designed for upgrading. About 6 months ago I bought a
>604/120 CPU card for it, and clock chipped the card up to 150 MHz (total
>cost $150). With the card and a L2 cache added, my machine is easily
>twice as fast as it was originally.
>
>Toward the end of August, Newer Technology (a company which makes lots of
>Mac upgrades) is expected to release a CPU card using the new PowerPC 750
>which will make my machine much faster than any currently shipping Mac;
>prices will start at around $1100. (The 750 designation is not certain at
>this time, BTW -- the various new generation PowerPCs have not been
>officially announced.)
>Well, one thing's for certain: it's not worthwhile to argue with Peter.
>Reasons include:

Tim, just out of curiosity, how much money will you wind up having in your
2 year old Mac once you buy all this stuff? Like I said-just curious...

Oh, BTW-you're most definitely right about Peter...! <grin>

--

```
_/_/_/
```

1210. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-30 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-3007971816060001@tsb-33.ucsc.edu>
Source record: 5869

In article <870274026_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:

> Tim, just out of curiosity, how much money will you wind up having in your
> 2 year old Mac once you buy all this stuff? Like I said-just curious...

Now is that a loaded question, or what? :)

I paid roughly $2800 for the machine when I got it, right after Apple introduced the model. At the time it was nearly a top of the line machine. It was a mistake to buy it so soon; if I'd had the patience I could have gotten it for less money (and I wouldn't have gotten a machine with a couple early-revision motherboard bugs, which I did). BTW, don't go off about the bugs; I can think of at least one example offhand of an Atari motherboard bug (in the TT030) which I don't think Atari ever bothered to fix. I don't care who the company is, there are usually more than a few bugs left in the first production version of a motherboard or CPU or anything reasonably complex.

Probably the total will mount to $4000-4500 if I get that new CPU card. But keep in mind... the total dollar amount can be misleading. I won't have spent that all at once. I've been getting very good use out of the machine for the original investment, and the upgrade card I've already bought was a very cheap way to extend the life of the machine. (For all practical purposes, I could go on using it as it is for at least a year without falling terribly behind the leading edge of Mac performance.)

The only reason that I'm considering laying down another chunk of change on a CPU card is that I'm a speed freak; I love fast computers. This was one of the big reasons I got out of Atari (the company just didn't seem interested in keeping up with advances in CPU technology, despite a clear need to do so if they wanted to sell anywhere other than the hobbyist and MIDI markets). I certainly don't have a real need for tripling my computer's speed with this new card, since my computer is more than fast enough to run all the software I have today.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

1211. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-30 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-3007971941050001@tsb-33.ucsc.edu>
Source record: 5870

Only responding because I LOVE to nitpick. :)

In article <5rms26$1fb@einstein.ebicom.net>, bjr@Edison.EbiCom.Net (Brian Roland) wrote:

> Can't prove it, but I really suspect that HD manufactures
>have some sweet deals under the table with the software people...that
>applies to the memory people as well, and the CPU people...

Nah, this is pretty much just par for the course for the industry. The reason why HD companies phase out smaller disk drives is because it ends up costing them the same to make the smaller sizes as it does the larger. At some point there is no reason for them to take the lower margins on the lower-priced small drives and they have to cease offering them. Since the HD industry is pretty cutthroat, a company will go under fast if it doesn't continue to advance its technology so that it can offer larger and larger drives at the same price point.

Same thing goes for DRAM and CPU people.

>Why is it that an UNMODERN OS like TOS offers at least 4 AES/GUI formats
>to choose from...both cooperative and preemptive multitasking, all
>able to run NetScrape compatable browsers in under 4 meg of RAM and
>a very modest Hard Disk (possibly with no HD at all)?

Because TOS trades features for simplicity and reduced size. Because Atari only rarely stirred itself to try to update TOS, the result being that it never got too much of a legacy problem with layers upon layers of old code, which is the only reason that people outside of Atari have been able to build multitasking systems on top of TOS. Because Atari computers intrinsically require lower memory resources due to their lack of modern functionality. For example, I can guarantee that you'd probably start to get uncomfortable in 4 MB of RAM if you could run a 1024x768 display in 16-bit color on that computer. That requires 1.5 MB of memory just for the display, and implies vastly increased memory usage for buffers throughout the entire windowing and drawing systems, and the applications as well.

>Why is it that an UNMODERN OS can draw windows, gadgets, sliders, icons,
>dialogs, and much much more without accessing file after file after file
>from a hard disk and swamping megs upon megs of memory?

Because Atari didn't care that their GUI was uglier than a monkey's butt. :)

More seriously...

TOS does have file access for all this... it's just that a .RSC file is loaded all at once when a GEM program starts up. MacOS has a more dynamic approach; instead of forcing everything to be read into memory at once, it can load and unload bits and pieces as required. In this day and age, that's unnecessary, but for the original 128K Mac, it was essential, because otherwise many programs couldn't have fit into memory all at once. You see, in this case, it's actually true that MacOS is trying to be *more* efficient with memory than TOS. (Not that it's necessarily a good thing, mind you.)

>Why is it that an UNMODERN OS offers memory protection for 020 and higher
>processors, has supported 32bit burst mode of the 030 and above and some
>32 bit software for almost a decade when most MODERN OSs are just now
>getting there?

030 burst mode is a *hardware* feature, not an OS feature. I'm not sure what you're trying to say there. (And yes, you can rest assured that Macs have supported various memory burst modes for a very, very long time.)

32 bit software? If you're talking about the PC, you have a point. If about the Mac, you don't.

Memory protection? Come, now, Atari itself didn't start to offer anything with protection until very close to the end (and don't tell me MultiTOS did it all that well, either). It certainly hasn't been present on the Atari for ten years. (Ten years ago Ataris didn't even have anything better than a 68000, which is incapable of virtual memory or memory protection.)

>Why is it that an UNMODERN OS hit the market driving 16 track CD and DAT
>quality HD audio as a STOCK and GIVEN option that's quite happy inside
>4meg of ram, and takes less than 2meg disk space in self storage, when
>"other" systems are only recently offering that much audio power while
>requireing only the fastest CPUs, memory into the hundreds of megs, and
>massive additional hardware additions.

Atari had to cater to the music market, because that was the only professional market where they had anything like competitive marketshare. So it's not too surprising that Atari put a lot of audio hardware in the Falcon, and that companies with a more mainstream market don't put a lot of it in their machines by default.

> Oh I forget, Mac FINALLY offered
>this last year, and the timing on it is buggy as hell so you end up having
>to shell out for a custom card anyway.

Not really sure what you're talking about here. There have been Mac software packages for multitrack editing for a lot longer than last year.

>Actually, if more people knew anything about computers and software,
>and where their money is really being sunk, a heck of a lot more TOS
>machines would be ordered, and the costs would come way down, and
>many more developers would jump back into the TOS platform...
>

>If If If

This is patently untrue. Linux would take over the world long before TOS could in your scenario. TOS machines are not anything special in the hardware department, and Linux is a much more capable OS than TOS.

>But...that's life, and we'll be burning gas in our 23MPG rated cars thoe
>we've had engines since the mid 50's that can get hundreds with no loss of
>power,

Ah, another believer in the mythical super carburetor. Or is it something different that you have in mind?

> and running crappy single phase coal burning power plants despite
>much more efficent and often predating systems,

Here I agree; I want to see America finally adopting a sane and rational method of building safe and cheap nuclear power plants. It CAN be done; France is the best example.

> and pushing power-hungry
>CRT technology when eye and space saving LCD and plazma systems can be
>produced for equal if not less cost/resources,

Umm.

I don't think you have a clear idea of just how far LCD and plasma technologies have to go before they can totally replace CRTs. They are a lot closer these days than they ever were before, but they still cost a great deal more to make than a CRT does. It is not easy at all to print circuitry onto a large plate of glass and have it come out without defects, or at least with a tolerable number. The plants needed to do this are very expensive indeed. People have been throwing lots of money into research on LCD displays for a very long time, and they still aren't ready to replace the CRT. This isn't a matter of greed, it's a matter of reality.

Ironically, CRT-like technology may yet replace LCDs. In recent years there has been research on Field Emission Displays (FEDs). It's a flat panel display technology where very large numbers of microscopic electron emitters are grown on a panel of silicon. With row and column addressing to select groups of emitters, and conventional old CRT phosphors coating a plate immediately above the emitters, you can make a flat panel display that consumes much less power than conventional CRTs and doesn't suffer from the numerous inherent display quality problems associated with LCDs.

>It doesn't matter that we could get into orbit on a small airplane with
>a nice big cargo load...we're going to insist on using a big old Rocket
>that cost more to refuel for one mission alone than other methods would
>cost to run 5 or 6 complete missions.

This is simply untrue. It turns out that it is actually more cost efficient (read: less fuel, more payload) to blast straight up through the atmosphere. Think about it a little, considering the basic physics, and

you should see why it's fallacious to think that an aircraft could be more efficient at getting things into orbit than a rocket.

>It doesn't matter that we could easily regear our electrical systems with
>dual or tri-phase systems that would redistribute unused energy rather
>than sending it into the ground. It doesn't matter that this was
>suggested from day one, but greedy people felt it was better to go
>cheap running the lines, and charge YOU for the wasted energy!

Huh? This simply doesn't make sense. 3-phase isn't any more or less efficient than single phase, at least for the kind of stuff you're likely to run in a residence. 3-phase is used a lot in industrial applications.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

1212. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-30 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <870306094_OASIS_@pcc-uky.campus.mci.net>
Source record: 5871

In article <bwanga-3007971816060001@tsb-33.ucsc.edu>
bwanga@cats.uc*sc.edu (Timothy A. Seufert) said:-

>Now is that a loaded question, or what? :)

It was, but wasn't meant to be-I really was just curious! <smile>

>with a couple early-revision motherboard bugs, which I did). BTW, don't
>go off about the bugs; I can think of at least one example offhand of an
>Atari motherboard bug (in the TT030) which I don't think Atari ever
>bothered to fix. I don't care who the company is, there are usually more
>than a few bugs left in the first production version of a motherboard or
>CPU or anything reasonably complex.

Nah, I'm not one of those people who will nit-pick everything you say.
I for one, agree-new products are always that way... :)

>The only reason that I'm considering laying down another chunk of change
>on a CPU card is that I'm a speed freak; I love fast computers. This was
>one of the big reasons I got out of Atari (the company just didn't seem
>interested in keeping up with advances in CPU technology, despite a clear
>need to do so if they wanted to sell anywhere other than the hobbyist and
>MIDI markets). I certainly don't have a real need for tripling my
>computer's speed with this new card, since my computer is more than fast
>enough to run all the software I have today.

I know Atari let us down in a number of ways... Still, I love the hardware
and TOS... I can't imagine having to use anything else. BTW, did you see
where Titan Designs is now selling high-spec Hades computers for very good
prices? Something like 1299 Pounds... Take away VAT (which is 17.5 percent)
and thats pretty good... I know you can point out midrange PowerPC's and
Pentiums that spec-wise will look better but-they don't run TOS...and this
price drop does make it a much more competitive machine and more attractive
to power-hungry TOS users...! <smile>

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_/_/_/
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```
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/
_/_/_/
```

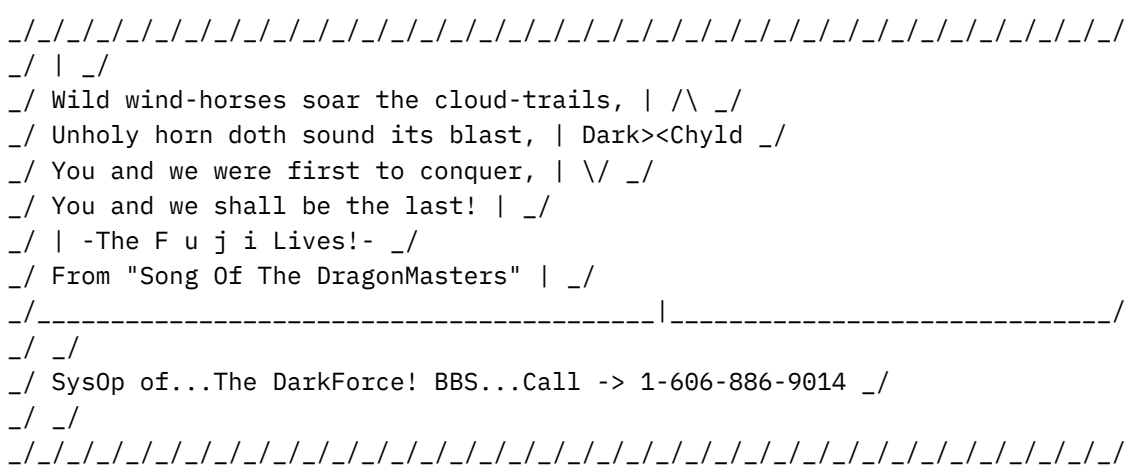
1213. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-07-30 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <870306560_OASIS_@pcc-uky.campus.mci.net>
Source record: 5872

Just a couple of points... I think TOS is beautiful compared to most other OS's... I just finished looking at a couple of Mac desktops that an Amiga user sent me and they were dog (woof!) ugly... I have to admit, though that his Amiga desktops did look pretty good... Still prefer the joys of TOS, however...! <grin>

BTW, Tesla ate Edison for lunch...! <big grin>

--


_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The F u j i Lives!- _/
_/ From "Song Of The DragonMasters" | _/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/

1214. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-03 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <quinlan-0308971339360001@pm15s8.intergate.bc.ca>
Source record: 5873

In article <33de00a7.14857598@nntpserver.swip.net>, optimus@canit.se (Iggy Drougge) wrote:

> I still format disks. On Mac, PC and Amiga. Unformatted disks have no
> filesystems, and are useless. Do you never move data?

I think that this is the most overused argument against operating systems. I would like it if the MacOS and Windows 95 could format disks in the background but the fact is that they can't and it's not a big deal. I format media maybe once every two months. It takes about one minute. The loss of one minute every two months isn't very significant to me.

--
quinlan@intergate.bc.ca

1215. Classic Atari OnLine 0797

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-03 00:00:00 UTC
From: David@Classic
Message-ID: <5s2svn$nm8$3@mhafc.production.compuserve.com>
Source record: 5874

Classic Atari OnLine 0797 is on the streets and has reviews of
the MiST and JagFest shows and much more. Download today at:

http://ourworld.compuserve.com/homepages/dshome/fujihome.htm
The Fuji Federation

Editorial --
Where Atari Leaves Us

Atari News --
New Jaguar 3rd Party
Atari FunFest '97
CatBox's Second Run

Show Descriptions/Reviews --
JagFest '97
MiST AtariFest IX

Show Previews/Reviews --
BattleSphere
AirCars
Ponx

1216. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-04 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <quinlan-0408971153310001@pm17s21.intergate.bc.ca>
Source record: 5875

In article <5rms26$1fb@einstein.ebicom.net>, bjr@Edison.EbiCom.Net (Brian Roland) wrote:

> A quicktime player
> can be written for TOS can it not? Well of course it can, I have
> one that cost a whopping 5 dollars to register, and it'll play them
> as fast as my Falcon will allow, which granted ain't that fast, but
> it has little to do with the OS! At the time I got my Falcon, there
> weren't many Macs that could play them any faster...soooo...wus up
> with this lame argument? The Hades, or Direct TT should pack plenty
> of power for doing quick time!

Actually, writting a QuickTime player for TOS would be very difficult. Since QuickTime is an engine and not a format, a QuickTime player would need to either implement the engine or lay above it. No TOS player does either.

--
quinlan@intergate.bc.ca

1217. Re: Hades 040 vs. Umax C500/200(update - same price)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-07 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <870992041.5975@dejanews.com>
Source record: 5876

In article <870306560_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:
>
>
> Just a couple of points... I think TOS is beautiful compared to most other
> OS's... I just finished looking at a couple of Mac desktops that an Amiga
> user sent me and they were dog (woof!) ugly... I have to admit, though that
> his Amiga desktops did look pretty good... Still prefer the joys of TOS,
> however...! <grin>

Still in denial...So what you are stating is that TOS is nicer than OS
8?

1.2 million upgraders and new users would disagree with your asertion.
1.2 million OS 8 copies sold in under two weeks according to Jobs
yesterday.

> BTW, Tesla ate Edison for lunch...! <big grin>
>
> __

Peter
-formerly sinclap

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1218. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-08 00:00:00 UTC
From: "Mr. Indus" <erasmus@Atari.World>
Message-ID: <Pine.GSO.3.96.970808020649.8034A-100000@iglou2>
Source record: 5877

On 7 Aug 1997, Daniel Woodard wrote:
-> I just saw an Atari 800 XL at a thrift store for $17. ...

See replies on comp.sys.atari.8bit, which is the newsgroup for
that model.

>>>---<<<
>>> david moeser -- erasmus at iglou dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* I'm sure it's clearly explained in the Zmodem DOCs *

1219. Re: Apple & MS conference call

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-08 00:00:00 UTC
From: mgrove@ridgecrest.ca.us
Message-ID: <5sehco$nq7$3@ash.ridgecrest.ca.us>
Source record: 5878

On 7 Aug 1997 16:52:07 , ps10600@cedarnet.org wrote:
>Listen to the conference call from MS beteween Apple's and MS
>CFO's as well as questions from the Wall ST types..
>
>The number is 800-456-5304. The access code is 8797. This is
>recorded from Wednesday and will be good until Friday by 5pm..
>
>This should put an end that 'MS has taken over Apple' and that
>MS has a right to lisence Rhasopy which is not true..
>
>Peter
>-formerly sinclap..
>
>--------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet
>.

It is a virus that Gates will infect Apple with. Soon, Apple will
pick up the Jaguar line from JTS, remarket it as a PM800XL and
sell milliions to users like you.
How does it feel to be one of millions of cattle, following the
one in front by its ass? From your frequent post in this group
you definetly like the smell of shit.

Mike

1220. Mac beta testers wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-08 00:00:00 UTC
From: nospam@here.com
Message-ID: <5sej11$nq7$4@ash.ridgecrest.ca.us>
Source record: 5879

Apple is currently seeking beta testers for the current release of
Mac OS 8. With the failures foreseen in our future, we feel that by
releasing Mac O/S 8 as beta, we will be justified dropping free
support to our users for problems which may (will, in all likelyhood)
occur. Also with this release, we would like to also send a message to
all users of MC68030 Apple computers to prepair to loose all compatiblity
with any other O/S release from Apple Corp, and third party software vendors
that support us on this ongoing trend to catch up to MicroSoft Windows 3.0.
(We will offer a likeness to V3.1 with release of Mac O/S 8.1).
We urge you to go out and purchase the Mac O/S system platform of your
choice at this time. If not for idots like you, the next generation of
Mac O/S computers cannot be developed and released at a lower cost than
what is availble today, tomorrow.

We thank you for your patronage and urge all users to crusade for a
one computer world. Our computer.
More to follow.

!Begin subliminal message!

Peter, everything we say it true. Go forth and spread the word
Peter, everything we say it true. Go forth and spread the word
Peter, everything we say it true. Go forth and spread the word
Peter, everything we say it true. Go forth and spread the word
Peter, everything we say it true. Go forth and spread the word
Peter, everything we say it true. Go forth and spread the word
Peter, everything we say it true. Go forth and spread the word
Peter, everything we say it true. Go forth and spread the word
Peter, everything we say it true. Go forth and spread the word
Peter, everything we say it true. Go forth and spread the word
Peter, everything we say it true. Go forth and spread the word
Peter, everything we say it true. Go forth and spread the word

!End subliminal message!

1221. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <871040476_OASIS_@pcc-uky.campus.mci.net>
Source record: 5880

In article <33e9b3f0.0@lagoon.idirect.com>
dreibel@idirect.com (Daniel L. Dreibelbis) said:-

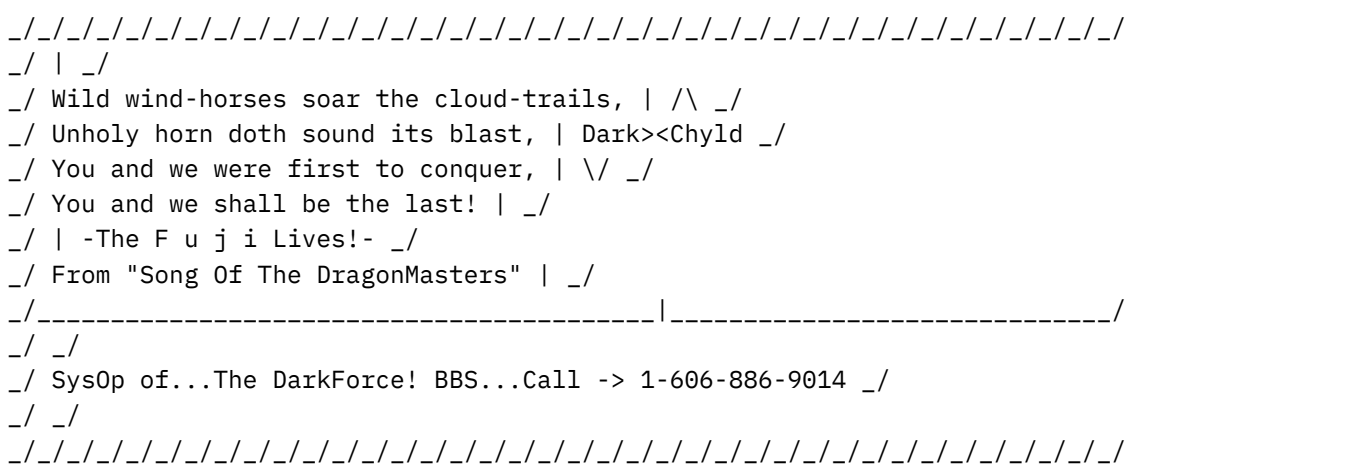
> well, now that the news is out (namely, Apple's "deal with the
>devil" with Bi66 6ates), what do you think? Was Jobs really justified
>to take this route? Do you think Microsoft will really save Apple, or
>was it to save their own hide regarding anti-trust legislation.

I think he aimed to (and did) accomplish 2 objectives. 1. By propping
up Apple, he reduces the chance of Microslop becoming a monopoly and
thus risking breakup (as you stated) and 2., by making MIE the defacto
desktop standard for Macs, he furthers his war to annihilate NetScape,
thus furthering his aim of total domination of everything Internet.

> Oh, and also the big issue - where does this leave TIFKAS (The
>Idiot Forever Known As Sinclap) and his one-man disinformation
>campaign, you know, "Apple Rules, everything else stinks"?
>Is he hiding in the cellar, worrying that the apocalypse is nigh? Oh,
>wait, he's always been hiding in the cellar in fear of the "Atari
>Jihad", who are "out to get him".....

Heh, heh, I'd imagine that Sincrap must be a standing in a puddle of
<fill in the blank> by now! I figure though, that he will come up with
some inane and totally ludacrist story to cover up for what is obviously
total and complete betrayal... You know, I really feel sorry for the truly
dedicated Mac users... This only leaves Atari and Amiga owners...Somehow
I knew it would be this way... We are truly the "Lords of the Last Days"

--


Wild wind-horses soar the cloud-trails,
Unholy horn doth sound its blast,
You and we were first to conquer,
You and we shall be the last!
-The F u j i Lives!-
From "Song Of The DragonMasters"
SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014

1222. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-09 00:00:00 UTC
From: chris@compdirect.com
Message-ID: <B0127B9A96681E18D@isdn-pool2-43.worldgate.com>
Source record: 5881

In article <33e9b3f0.0@lagoon.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> well, now that the news is out (namely, Apple's "deal with the
>devil" with Bi66 6ates), what do you think?

We have been trying to figure out exactly what Apple will call the project code named "Rhapsody" when it finally hits the shelf.

Perhaps MicroSoft Windows 99? ;-)

All the best,

Chris
Computer Direct

1223. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-09 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5shikr$6gu@dos.canit.se>
Source record: 5882

Brian Quinlan (quinlan@intergate.bc.ca) skrev:
: In article <33de00a7.14857598@nntpserver.swip.net>, optimus@canit.se (Iggy
: Drougge) wrote:
:
: > I still format disks. On Mac, PC and Amiga. Unformatted disks have no
: > filesystems, and are useless. Do you never move data?
:
: I think that this is the most overused argument against operating systems.
: I would like it if the MacOS and Windows 95 could format disks in the
: background but the fact is that they can't and it's not a big deal. I
: format media maybe once every two months. It takes about one minute. The
: loss of one minute every two months isn't very significant to me.

I must have been hallucinating then, since I have clear memories of
working, albeit slowly, with a Win95 box while formatting a disk.
Anyway, I format disks more often than that, and I don't want to sit
waiting, this is what multitasking is meant for!

--
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1224. Re: Hades 040 vs. Umax C500/200(update - same price)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-09 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5shiq7$6gu@dos.canit.se>
Source record: 5883

ps10600@cedarnet.org skrev:
: In article <870306560_OASIS_@pcc-uky.campus.mci.net>,
: thechyld@pcc-uky.campus.mci.net wrote:
: >
: >
: > Just a couple of points... I think TOS is beautiful compared to most other
: > OS's... I just finished looking at a couple of Mac desktops that an Amiga
: > user sent me and they were dog (woof!) ugly... I have to admit, though that
: > his Amiga desktops did look pretty good... Still prefer the joys of TOS,
: > however...! <grin>
:
: Still in denial...So what you are stating is that TOS is nicer than OS
: 8?

I think TOS sucks. It is clearly outdated. MagiC, or another new,
multitasking system, however...

: 1.2 million upgraders and new users would disagree with your asertion.

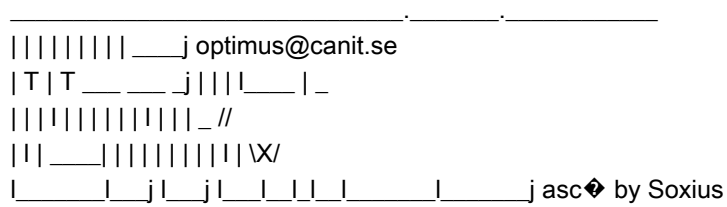
Only a fraction of that million has ever seen TOS. You are being silly.

: 1.2 million OS 8 copies sold in under two weeks according to Jobs
: yesterday.

So?

: Peter
: -formerly sinclap

You will always be our own Sinclap, Peter.

--


1225. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-10 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <871219176_OASIS_@pcc-uky.campus.mci.net>
Source record: 5884

In article <5shiq7$6gu@dos.canit.se>
optimus@canit.se (Iggy Drougge) said:-

>: Still in denial...So what you are stating is that TOS is nicer than OS
>: 8?

IMHO, by far, yes... BTW, how does it feel to be just another Bill Gates
"boy"... :)

>I think TOS sucks. It is clearly outdated. MagiC, or another new,
>multitasking system, however...

MagiC is nice. So is NeoDesk/Geneva. How is TOS clearly outdated? It does
everything I need it to do, and very well. All without being a resource
gobbling, mindnumbingly slow, over-bloated piece of software code...!

>: 1.2 million OS 8 copies sold in under two weeks according to Jobs
>: yesterday.

Really? Is this the same man that sold you out to Microsoft? <slam> Ouch,
thats gotta hurt... :)

--

```
_/_/_/
```

1226. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-10 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <quinlan-1008971251070001@pm10s14.intergate.bc.ca>
Source record: 5885

In article <5shikr$6gu@dos.canit.se>, optimus@canit.se (Iggy Drougge) wrote:

> I must have been hallucinating then, since I have clear memories of
> working, albeit slowly, with a Win95 box while formatting a disk.
> Anyway, I format disks more often than that, and I don't want to sit
> waiting, this is what multitasking is meant for!

The Mac gives you background formatting performance as good as Windows 95
when you use DiskCharmer so I wasn't going to count either as doing
background formatting. How many disks do you format in a month and why,
may I ask?

--
quinlan@intergate.bc.ca

1227. Re: Hades 040 vs. Powermac 6400/200 - update

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-11 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <871340059.17605@dejanews.com>
Source record: 5886

In article <871219176_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:
>
> IMHO, by far, yes... BTW, how does it feel to be just another Bill Gates
> "boy"... :)

What do you mean?

> >: 1.2 million OS 8 copies sold in under two weeks according to Jobs
> >: yesterday.
>
> Really? Is this the same man that sold you out to Microsoft? <slam> Ouch,
> thats gotta hurt... :)

Sold out to whom? Have we read the same print? What do you mean by
'sold out'?

Apple's deal with MS is that they will bring out a Mac specifice Office
98, not a wintel port, that IE will be a default but can be deleted,
that MS will invest $150 million on Apple stock on the open market,
that the patent disputes have been settled in which Apple will recieve
royalty payments in the tune of hundreds of millions over a few years..

This announcement and settlement has increased positive mindshare
towards the Mac which will most likely result in substantial increases
in hardware sales in the advent of strong OS 8 sales. Apple will sell
over a $100 million worth Mac OS 8 this quarter which could result in a
profit this quarter.

So, I don't understand this 'sold out'?

Peter
-formerly sinclap..

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1228. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-11 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <871339412.17089@dejanews.com>
Source record: 5887

In article <B0127B9A96681E18D@isdn-pool2-43.worldgate.com>,
chris@compdirect.com (Chris J. Krowchuk) wrote:
>
> In article <33e9b3f0.0@lagoon.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> > well, now that the news is out (namely, Apple's "deal with the
> >devil" with Bi66 6ates), what do you think?

Hopefully a much improved Office 98 and IE 4 which runs nicely with four
megs..
>
> We have been trying to figure out exactly what Apple will call the project
> code named "Rhapsody" when it finally hits the shelf.
>
> Perhaps MicroSoft Windows 99? ;-)

Cool...if so, means hundreds of millions for Apple's coffer.

So Chris, what will you do when Rhasopy is released? I mean Rhasopy
will run on current PCI machines when shipped next year.. However,
hardware will be better and cheaper as well.

So how will the unchanged Hades compete with Rhasopy running on top of a
$1000 PPC box running at least 300mhz?

> All the best,
>
> Chris
> Computer Direct

Peter

-formerly sinclap..

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1229. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-12 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <871375784_OASIS_@pcc-uky.campus.mci.net>
Source record: 5888

In article <871340059.17605@dejanews.com>
ps10600@cedarnet.org said:-

>> IMHO, by far, yes... BTW, how does it feel to be just another Bill Gates
>> "boy"... :)
>
>What do you mean?

Its in English and the implication is obvious-get an interpreter if you
can't understand it... :)

>> Really? Is this the same man that sold you out to Microsoft? <slam> Ouch,
>> thats gotta hurt... :)
>
>Sold out to whom? Have we read the same print? What do you mean by
>'sold out'?

>Peter
>-formerly sinclap..(still Sinclap)

Just what I said. He now has his foot in the door. I feel sorry for you
guys... Its obvious he is using you to strike a blow at NetScape. How does
it feel to be a pawn? Its a sell-out no matter how you look at it! If Steve
Jobs really felt that Apple needed a cash infusion that badly, why didn't
he go to some larger corporations, non-computer related, who woudn't then
dictate terms to him? Thats what Gates has done-dictate...as in dictator!

How do you justify most of Apples board being fired including the most
(read staunch!) anti-Microsoft personal??? Hmmm....???? :)

--
_/_/_/

1230. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-12 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1639.7163T903T866@canit.se>
Source record: 5889

Ronald J. Hall (thechyld@pcc-uky.campus.mci.net) skrev:
> In article <5shiq7$6gu@dos.canit.se>
> optimus@canit.se (Iggy Drougge) said:-

>>: Still in denial...So what you are stating is that TOS is nicer than OS
>>: 8?

> IMHO, by far, yes... BTW, how does it feel to be just another Bill Gates
> "boy"... :)

Hahaha, if Jobs says he is good, he is good, right?

>>I think TOS sucks. It is clearly outdated. MagiC, or another new,
>>multitasking system, however...

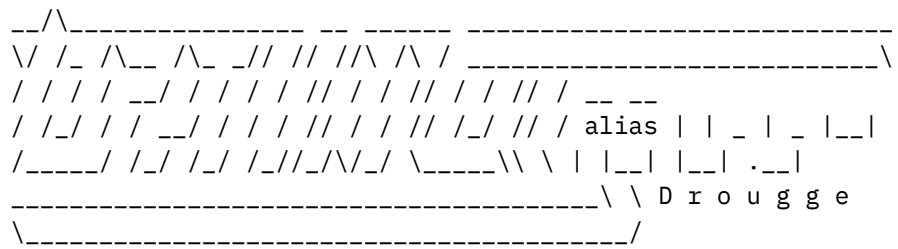
> MagiC is nice. So is NeoDesk/Geneva. How is TOS clearly outdated? It
> does everything I need it to do, and very well. All without being a
> resource gobbling, mindnumbingly slow, over-bloated piece of software
> code...!

Well, for starters, it doesn't multitask, neither pre-emptively, nor
cooperatively. All right, MultiTOS does, but is that with the aid of MiNT
or by itself?
However, I agree on your other points.

>>: 1.2 million OS 8 copies sold in under two weeks according to Jobs
>>: yesterday.

> Really? Is this the same man that sold you out to Microsoft? <slam>
> Ouch, thats gotta hurt... :)

Couldn't they have sold out to Sun? Or Oracle? Even IBM? There couldn't
have been any worse choice.

--


1231. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-12 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1675.7163T899T2586@canit.se>
Source record: 5890

ps10600 (ps10600@cedarnet.org) skrev:
>In article <B0127B9A96681E18D@isdn-pool2-43.worldgate.com>,
> chris@compdirect.com (Chris J. Krowchuk) wrote:
>>
>> In article <33e9b3f0.0@lagoon.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> > well, now that the news is out (namely, Apple's "deal with the
>> >devil" with Bi66 6ates), what do you think?

>Hopefully a much improved Office 98 and IE 4 which runs nicely with four
>megs..

In your dreams (And my nightmare).

>> We have been trying to figure out exactly what Apple will call the
>> project code named "Rhapsody" when it finally hits the shelf.
>>
>> Perhaps MicroSoft Windows 99? ;-)

>Cool...if so, means hundreds of millions for Apple's coffer.

And hundreds of billions in Microsoft's.

>So Chris, what will you do when Rhasopy is released? I mean Rhasopy
>will run on current PCI machines when shipped next year.. However,
>hardware will be better and cheaper as well.

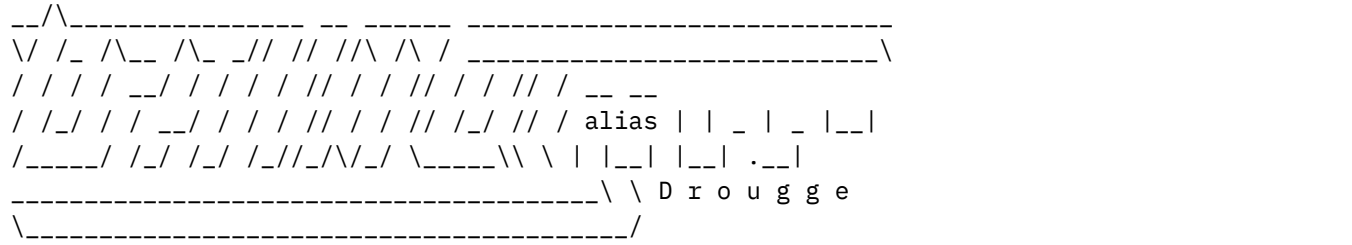
>So how will the unchanged Hades compete with Rhasopy running on top of a
>$1000 PPC box running at least 300mhz?

The $500 Hades/PPC at 300 MHz will compete very nicely, thank you.

>Peter

>-formerly sinclap..

You will always be our own, special, Sinclap.

--


1232. Re: Hades 040 vs. Umax C500/180

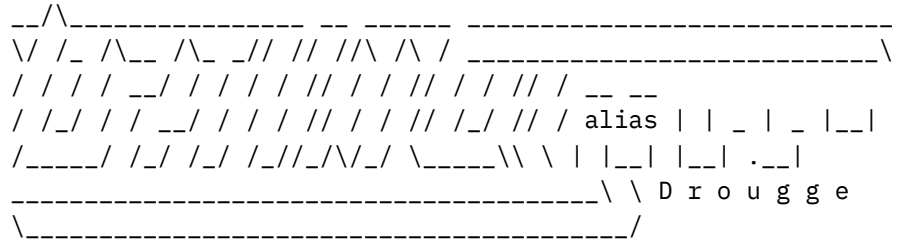
Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-12 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1638.7163T909T2326@canit.se>
Source record: 5891

Brian Quinlan (quinlan@intergate.bc.ca) skrev:
>In article <5shikr$6gu@dos.canit.se>, optimus@canit.se (Iggy Drougge)
>wrote:

>> I must have been hallucinating then, since I have clear memories of
>> working, albeit slowly, with a Win95 box while formatting a disk.
>> Anyway, I format disks more often than that, and I don't want to sit
>> waiting, this is what multitasking is meant for!

>The Mac gives you background formatting performance as good as Windows 95
>when you use DiskCharmer so I wasn't going to count either as doing
>background formatting. How many disks do you format in a month and why,
>may I ask?

DiskCharmer? In which folder can I find that and why isn't it enabled by
default?
I have formatted two disks, this morning, I think. Just quick formats,
though. Why? Because I needed to free them up and put in my box of empty
disks.
I often use disks as a portable data medium, transferring files to and from
school and work, and to other computers, even at home. Also when I give
files to my friends. The simple answer is: I don't want to screw open my
computer and remove the harddrive, with added MS-DOS partitions and adapter
cables. Disks are much simpler.

--


1233. Re: Hades 040 vs. Umax C500/200 - update- same price

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-13 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <871517969.16283@dejanews.com>
Source record: 5798

In article <871375784_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:

> >Sold out to whom? Have we read the same print? What do you mean by
> >'sold out'?
>
> >Peter
> >-formerly sinclap..(still Sinclap)
>
> Just what I said. He now has his foot in the door. I feel sorry for you
> guys... Its obvious he is using you to strike a blow at NetScape. How does
> it feel to be a pawn? Its a sell-out no matter how you look at it! If

You do not know the ramifications on what happened last week.

Apple's agreement with MS has been in negotiations when Amelio was CEO..
There was issues with patents that Apple wanted resolved quickly. Apple
had a good case against MS, but did not want a well publicized drawn out
cour battle. Would have not done Apple's image any good. I could see
the headline: 'Desparate Apple in last breath'..

The settlement was a stroke of genius by Jobs. He accomplished two
things:

A. Settled with MS with a $150 million investment and recieving royalty
money in the tens of millions or even in the hundreds of millions.

B. This deal in away raised Apple's profile you can say positive
mindshare that Apple is player. Wall ST agreed.

Steve
> Jobs really felt that Apple needed a cash infusion that badly, why didn't
> he go to some larger corporations, non-computer related, who woudn't then
> dictate terms to him? Thats what Gates has done-dictate...as in dictator!

It wasn't a cash infusion. MS bought Apple stock on the open market.
Apple has plenty of cash for now.

This investment conveyed a message that raised the mindshare about the
Mac in positive territiory.

Before the announcement, there were Mac volume buyers at MacWorld who
were being pressured to dump the Macs in their organization. After the
bombshell, the Macs stay. In away, MS has legitimized the Mac on
people's buying list.

What terms did Gates dictate?

> How do you justify most of Apples board being fired including the most
> (read staunch!) anti-Microsoft personal??? Hmmm....???? :)
>

Apple's board was incompetent. Mac users and Wall St demanded a whole
sale turnover of the board except for two members.

The new Board gives Apple new credibility and with Jerome York on board
has been well recieved on Wall St..

Larry Ellison is on the Apple Board and he hates MS..

>

Peter
-formerly sinclap
-What a difference 8 Makes!'

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1234. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-13 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <871508560_OASIS_@pcc-uky.campus.mci.net>
Source record: 5799

In article <871517969.16283@dejanews.com>
ps10600@cedarnet.org said:-

>You do not know the ramifications on what happened last week.

I think the writings on the wall, and its plain that a MicroSoft pen
wrote it... :)

>Apple's agreement with MS has been in negotiations when Amelio was CEO..
>There was issues with patents that Apple wanted resolved quickly. Apple
>had a good case against MS, but did not want a well publicized drawn out
>cour battle. Would have not done Apple's image any good. I could see
>the headline: 'Desparate Apple in last breath'..

Explain to me why anybody that thought they could win, and by winning
gain much more positive exposure, as well as an increased settlement,
would want to resolve "quickly"... :)

>The settlement was a stroke of genius by Jobs. He accomplished two
>things:
>A. Settled with MS with a $150 million investment and recieving royalty
>money in the tens of millions or even in the hundreds of millions.
>B. This deal in away raised Apple's profile you can say positive
>mindshare that Apple is player. Wall ST agreed.

How positive was the mindshare of the Apple users that booed Steve Jobs
when he announced this? Can you honestly say that all Apple users are just
thrilled with this development? Hmm...?

>It wasn't a cash infusion. MS bought Apple stock on the open market.
>Apple has plenty of cash for now.

So are you saying that Apple won't see that money?

>This investment conveyed a message that raised the mindshare about the
>Mac in positive territiory.

To whom? Thats certainly not the message I got-and others as well...

>What terms did Gates dictate?

You mean he didn't have anything to do with the board members dismissal,
NetScape out/MIE in, rights to software, etc, etc,...??? :)

>Apple's board was incompetent. Mac users and Wall St demanded a whole
>sale turnover of the board except for two members.

Who just happen to be strong Microsoft supporters...what an odd (and
convenient) coincidence... :)

>Larry Ellison is on the Apple Board and he hates MS..

Really. Hmm...conflicting reports seem to have arisen...

--

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_/_/_/
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1235. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-13 00:00:00 UTC
From: Lostin@space.com
Message-ID: <5srq83$1434@news.iwvisp.com>
Source record: 5892

Sorry to cut in again, but the original post isn't here, so......

On 10 Aug 97 13:19:36 G, Ronald J. Hall wrote:
> In article <5shiq7$6gu@dos.canit.se>
> optimus@canit.se (Iggy Drougge) said:-
>
>>: Still in denial...So what you are stating is that TOS is nicer than OS
>>: 8?

What does TOS have to do with Atari computers? Please explain?
You are beating a dead horse here. Most users only have fond memories
of TOS on their Atari machines.

>
> IMHO, by far, yes... BTW, how does it feel to be just another Bill Gates
> "boy"... :)
>
>>I think TOS sucks. It is clearly outdated. MagiC, or another new,
>>multitasking system, however...

TOS 4.04 is very compact and efficent in compairson to the Mac O/S.
Not as feature laden, but no pork at all. That is why a standard
Falcon with just a few minor software upgrades will outperform a fast
powermac in GUI usage. If your typing, you don't notice the +/- 200MHz
CPU difference.
>
> MagiC is nice. So is NeoDesk/Geneva. How is TOS clearly outdated? It does
> everything I need it to do, and very well. All without being a resource
> gobbling, mindnumbingly slow, over-bloated piece of software code...!
>
>>: 1.2 million OS 8 copies sold in under two weeks according to Jobs
>>: yesterday.

So. McDonalds sold 12 million Big Macs. 78 billion rolls to tolite
paper were also sold.

>
> Really? Is this the same man that sold you out to Microsoft? <slam> Ouch,
> thats gotta hurt... :)

He's a bot. Nothing can hurt him as long as he is under the mind set
that he has taken root with. It's nice see what type of idots are out
there just to keep touch with reality sometimes.

Mike

1236. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-13 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <33f1b0fa.0@lagoon.idirect.com>
Source record: 5893

>ps10600 (ps10600@cedarnet.org) skrev:
>>In article <B0127B9A96681E18D@isdn-pool2-43.worldgate.com>,
>> chris@compdirect.com (Chris J. Krowchuk) wrote:
>>>
>>> In article <33e9b3f0.0@lagoon.idirect.com>,
>>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>>
>>> > well, now that the news is out (namely, Apple's "deal with the
>>> >devil" with Bi66 6ates), what do you think?
>
>Hopefully a much improved Office 98 and IE 4 which runs nicely with four
>megs..

sure, TIFKAS (the Idiot Forever Known As Sinclap). We can expect a four-meg application from Microsoft, the self-admitted producers of bloatware. I can still run a good Atari text editor within ONE-TWO megs without breaking a sweat. Try again, weinerhead - the other one's got bells on it :).

>
>>So Chris, what will you do when Rhasopy is released? I mean Rhasopy
>>will run on current PCI machines when shipped next year.. However,
>>hardware will be better and cheaper as well.

Using TIFKAS' own yardsticks, Rhapsody is currently vapour. (As he tried to argue last year when claiming that "Calamus is crap" in comp.sys.atari.st, and I pointed out that a new version was coming - which, BTW, is out now. Check out Dejanews under "Sinclap" and "Dreibelbis" for a hilarious summation of the humiliation of this blowhard, if you can't, I'll e-mail you some of the highlights) Judgements should only be made on operating systems when the public can touch and use them. The same goes for making judgements on computer systems - TIFKAS has never used a Hades/DirecT, therefore his opinion on them are worthless.

>
>>So how will the unchanged Hades compete with Rhasopy running on top of a
>>$1000 PPC box running at least 300mhz?
>
seems TIFKAS will only hear what he wants to hear or see. Who's wearing the "rose-coloured glasses" now? Especially in light that it's apparent that Bi66 6ates is using Apple to crush both Netscape and JAVA development - even someone with half a brain can see this coming. Not to mention the fact that he's now legally put a roadblock in front of any anti-trust action taken against him by Washington. Mark my words,

if Gates accomplishes what he needs with his "deal with the devil", Gates will crush Apple like a bug - as he has with anyone who stands in the way of his goal of total domination of the industry.

Let's not also forget TIFKAS' Limbaughian logic - this idiot, who has admitted that his only experience with an Atari computer was with a 520ST years ago, sets himself up as an "expert" on Ataris and TOS systems. When he gets this info wrong, also expect his "facts" on Macintosh to be suspect as well, and does this excellent computer platform a disservice.

Not to mention TIFKAS' constant mistaking his computer for his manhood. I'm sure he's a real devil with the ladies (said in my best Comic Book Store Guy accent) :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1237. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-13 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-1308971426110001@tsa-36.ucsc.edu>
Source record: 5894

In article <1638.7163T909T2326@canit.se>, Iggy Drougge <optimus@canit.se> wrote:

>DiskCharmer? In which folder can I find that and why isn't it enabled by
>default?

It's a third party add on. It's silly to object to that when Ataris
virtually require third party add ons (software graphics accelerators) to
be useable.

>I have formatted two disks, this morning, I think. Just quick formats,
>though. Why? Because I needed to free them up and put in my box of empty
>disks.

There are quickformat programs available on the Mac as well. Or you can
simply dump all the files on the disk into the Trash and empty it. (Not
necessarily as good as a quickformat, of course.)

If you're going to thump on Macs, at least do it reasonably. :) I can
think of a large number of things wrong with them which actually do affect
daily use (mostly having to do with the OS). Some of them are correctable
with add-on software, some of them aren't.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

1238. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-13 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-1308971455030001@tsa-36.ucsc.edu>
Source record: 5895

In article <33f1b0fa.0@lagoon.idirect.com>, dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> sure, TIFKAS (the Idiot Forever Known As Sinclap). We can expect a
>four-meg application from Microsoft, the self-admitted producers of
>bloatware.

Astoundingly, he is correct in this case. Microsoft Internet Explorer for Mac has been the lone Mac exception to Microsoft's normal penchant for bloatware for some time now. It probably has something to do with the facts that they started from the Mosaic codebase instead of writing a completely new browser, and the programming team working on it is completely independent of the rest of Microsoft.

> I can still run a good Atari text editor within ONE-TWO megs
>without breaking a sweat. Try again, weinerhead - the other one's got
>bells on it :).

Non-Microsoft products: BBEdit 4.0, a very powerful programmer's text editor for the Mac, will run in 700K of RAM. WordPerfect 3.5.3, a very good WSIWYG word processor, will run in 1200 K. These are minimum allocations, so assume 500K to 1 MB extra to make things really comfortable.

>Judgements should only be made on operating systems when the public can
>touch and use them.

It is, however, possible to touch and use the direct ancestor of Rhapsody, OpenStep. Rhapsody is just OpenStep with a reworked interface and added features.

>The same goes for making judgements on computer
>systems - TIFKAS has never used a Hades/DirecT, therefore his opinion on
>them are worthless.

I agree with this only to a certain extent. It's pretty clear that these machines are overpriced in terms of features / speed per dollar (or whatever you use for money). This is only to be expected, since low production volume is always going to force prices up.

Peter of course has no business continuing to post his drivel, despite the fact that there is a tiny core of truth behind it. Does he really think that anybody who chooses to use Ataris isn't aware that these machines are expensive? He is essentially just trying to push his preferences on everybody else. He should be aware by now that to some people, the expense is worthwhile because they get to keep using their preferred operating environment. MagicMac is not always an option because its

compatability (with both the host computer and Atari software) is not necessarily so good.

> seems TIFKAS will only hear what he wants to hear or see. Who's
>wearing the "rose-coloured glasses" now? Especially in light that it's
>apparent that Bi66 6ates is using Apple to crush both Netscape and JAVA
>development - even someone with half a brain can see this coming.

The netscape thing is more symbolic than anything else. Right now, if you install MacOS 8, you will get both MSIE and Netscape. Netscape is the one that is enabled in Internet Config as the default browser to use. My understanding is that the agreement will simply cause MSIE to be the default instead. You still get both.

Java is way overhyped.

>Not
>to mention the fact that he's now legally put a roadblock in front of
>any anti-trust action taken against him by Washington. Mark my words,
>if Gates accomplishes what he needs with his "deal with the devil",
>Gates will crush Apple like a bug - as he has with anyone who stands in
>the way of his goal of total domination of the industry.

No, the sword cuts both ways. If Gates destroys Apple as an effective second desktop productivity platform, the DOJ will be on to him in an instant. They were already snapping at his heels a couple years back, and that was *before* Apple's current wave of troubles. Gates needs a strong second platform in order to keep Microsoft from being broken up by the trust-busters. He probably can't afford to influence it too directly, either. (In fact, if you notice, there are some important limitations in the recent deal, designed to limit MS influence -- the $150 million worth of stock MS bought is non-voting stock, and MS agreed to keep it for three years, so they can't threaten to dump it either.)

>When he gets this info wrong, also expect his "facts" on
>Macintosh to be suspect as well, and does this excellent computer
>platform a disservice.

His facts on Mac often are wrong. No surprise there.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

1239. Re: Hades 040 vs. Umax C500/200 -update- same price!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-13 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <871515989.14172@dejanews.com>
Source record: 5896

In article <5srq83$1434@news.iwvisp.com>,
Lostin@space.com (Will Robinson) wrote:

> >>I think TOS sucks. It is clearly outdated. MagiC, or another new,
> >>multitasking system, however...
>
> TOS 4.04 is very compact and efficent in compairson to the Mac O/S.
> Not as feature laden, but no pork at all. That is why a standard
> Falcon with just a few minor software upgrades will outperform a fast
> powermac in GUI usage. If your typing, you don't notice the +/- 200MHz
> CPU difference.
> >
> > MagiC is nice. So is NeoDesk/Geneva. How is TOS clearly outdated? It does
> > everything I need it to do, and very well. All without being a resource
> > gobbling, mindnumbingly slow, over-bloated piece of software code...!

I did not state that TOS sucks..

However, there is nothing efficient about TOS because it lacks many
features and functions. If TOS could do what Wintel 95 and OS 8 can do
in compact form than you would have a point.

And what do you mean by GUI usage. Can your TOS run the latest modern
apps such as multimedia, web content and Internet tools?

> > Really? Is this the same man that sold you out to Microsoft? <slam> Ouch,
> > thats gotta hurt... :)

In what way Apple has been sold out to MS. You must read the fine
print..

> He's a bot. Nothing can hurt him as long as he is under the mind set
> that he has taken root with. It's nice see what type of idots are out
> there just to keep touch with reality sometimes.

What are you babbling?

> Mike

Peter
-formerly sinclap...
'What a Difference 8 Makes!'

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1240. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-13 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <871517001.15238@dejanews.com>
Source record: 5897

In article <33f1b0fa.0@lagoon.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >Hopefully a much improved Office 98 and IE 4 which runs nicely with four
> >megs..
>
> sure, TIFKAS (the Idiot Forever Known As Sinclap). We can expect a
> four-meg application from Microsoft, the self-admitted producers of
> bloatware. I can still run a good Atari text editor within ONE-TWO megs
> without breaking a sweat. Try again, weinerhead - the other one's got
> bells on it :).

Whoopee!!! IE requires 4 megs to run smoothly. And what does a text
editior have to do with a web browser?

However, you will come back and state that Cab -which has been panned in
Comp.sys.atari.st- still blows it away...

> >>So Chris, what will you do when Rhasopy is released? I mean Rhasopy
> >>will run on current PCI machines when shipped next year.. However,
> >>hardware will be better and cheaper as well.
>
> Using TIFKAS' own yardsticks, Rhapsody is currently vapour. (As he
> tried to argue last year when claiming that "Calamus is crap" in
> comp.sys.atari.st, and I pointed out that a new version was coming -
> which, BTW, is out now. Check out Dejanews under "Sinclap" and
> "Dreibelbis" for a hilarious summation of the humiliation of this
> blowhard, if you can't, I'll e-mail you some of the highlights)
> Judgements should only be made on operating systems when the public can
> touch and use them. The same goes for making judgements on computer
> systems - TIFKAS has never used a Hades/DirecT, therefore his opinion on
> them are worthless.

When did I state that "Calamus is crap"? I did state that it is not
upto par with PageMaker and Quark but never stated it was crap...

Rhasopy is real and has been shown at MacWorld...DR1 will be out next
month to the lucky ones.

You may have a point it is vapour..

> >
> >>So how will the unchanged Hades compete with Rhasopy running on top of a
> >>$1000 PPC box running at least 300mhz?
> >
> seems TIFKAS will only hear what he wants to hear or see. Who's
> wearing the "rose-coloured glasses" now? Especially in light that it's

> apparent that Bi66 6ates is using Apple to crush both Netscape and JAVA
> development - even someone with half a brain can see this coming. Not
> to mention the fact that he's now legally put a roadblock in front of
> any anti-trust action taken against him by Washington. Mark my words,
> if Gates accomplishes what he needs with his "deal with the devil",
> Gates will crush Apple like a bug - as he has with anyone who stands in
> the way of his goal of total domination of the industry.

You need to get a grip..Unlike you I do not fear MS. There always will
be a choice(s)..

You need to read the fine print.

IE will be the default browser on shipping Macs. Users still can still
load up Netscape and delete IE.

Competition is good and forces them to improve and innovate. Netscape
still has 70% of the browser market. They will have to improve their
offering by making it more stable and less memory requirements. MS has
gone along way with IE and with the new version 4. It helps to have a
dedicate group Of Mac developers in San Jose, Calif and not a Wintel
port. Hopefully Office 98 will be Mac specific.

> Let's not also forget TIFKAS' Limbaughian logic - this idiot, who
> has admitted that his only experience with an Atari computer was with a
> 520ST years ago, sets himself up as an "expert" on Ataris and TOS
> systems. When he gets this info wrong, also expect his "facts" on
> Macintosh to be suspect as well, and does this excellent computer
> platform a disservice.

Oh PhulEaZe! TOS can't compete with OS 8 and Wintel 95.. What part do
you not understand?

> Not to mention TIFKAS' constant mistaking his computer for his
> manhood. I'm sure he's a real devil with the ladies (said in my best
> Comic Book Store Guy accent) :)

Never thought about that. Do you have those feelings?

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Peter
-formerly sinclap

'What a Difference 8 Makes'

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1241. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <33f28cdb.0@lagoon.idirect.com>
Source record: 5800

On 13 Aug 1997 14:55:03, Timothy A. Seufert wrote:

(Excellent refutation of points made of my last post snipped)

There are some interesting points made in that last post - and done
so politely and intelligently. I salute you, sir!
>
>>The same goes for making judgements on computer
>>systems - TIFKAS has never used a Hades/DirecT, therefore his opinion on
>>them are worthless.
>
>I agree with this only to a certain extent. It's pretty clear that these
>machines are overpriced in terms of features / speed per dollar (or
>whatever you use for money). This is only to be expected, since low
>production volume is always going to force prices up.

There is no Atarian that doesn't agree that going to a Hades/DirecT
will take a fair amount of investment to obtain as compared to the more
common platforms - that is to be expected of a low-volume platform.
However, having played with a DirecT60 that Chris Krowchuk brought to a
TAF meeting back in March, I can well say for the Atari enthusiast that
it's worth every penny saved towards the purchase. :) If I had the
money right now, I'd certainly look at least at getting the
Hades/Direct 040 board and then putting together the rest of the system
myself (I've got a brother in the service end of the business who could
probably get ahold of or already has the necessary parts, and it would
make a neat project for the two of us to work on, just like the hard
drive/CD-ROM tower I currently use for my Falcon we did a few years ago).

>Peter of course has no business continuing to post his drivel, despite the
>fact that there is a tiny core of truth behind it.

You know, it's been said the devil will quote scripture if it will
meet its ends, quite like our old fiend Sinclap. Amazing how he's gone
from calling Jobs an "arrogant bonehead" a year ago to practically
cheering him for making the "deal with the devil".

Does he really think
>that anybody who chooses to use Ataris isn't aware that these machines are
>expensive?

He does seem to believe that. But then again, he has these weird
ideas that Atarians have constantly slandered his choice of computer,
despite there not being one shred of evidence of such, and he feels that
he has to retaliate by any means necessary (which has included sending
flaming abusive e-mail to his harshest critics - that's why I've set up

an automatic kill file with his name in it under POPwatch so he can't pull the same stunt on me). Having come from a background where the Mac itself introduced me to computing, I have a healthy respect for it and would certainly not slander it. The number of boneheads running Apple into the ground over the years, OTOH, are fair game for ascerbic wit and deriding. Not to mention certain individuals with no life who keep posting the same tired drivel over and over again despite being constantly corrected by those truly in the know.

>>When he gets this info wrong, also expect his "facts" on
>>Macintosh to be suspect as well, and does this excellent computer
>>platform a disservice.
>
>His facts on Mac often are wrong. No surprise there.

Now there's something I think most of us here can agree on. :)
>
>--
>-Tim Seufert, bwanga@cats.uc*sc.edu
>The * is to fool automated email address grabbers. Remove it if you
>wish to send me email. No unsolicited commercial junk mail!
>.

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1242. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-14 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <5599.7165T654T2417@canit.se>
Source record: 5801

ps10600 (ps10600@cedarnet.org) skrev:
>In article <33f1b0fa.0@lagoon.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

>> >Hopefully a much improved Office 98 and IE 4 which runs nicely with
>> >four megs..
>>
>> sure, TIFKAS (the Idiot Forever Known As Sinclap). We can expect a
>> four-meg application from Microsoft, the self-admitted producers of
>> bloatware. I can still run a good Atari text editor within ONE-TWO megs
>> without breaking a sweat. Try again, weinerhead - the other one's got
>> bells on it :).

>Whoopee!!! IE requires 4 megs to run smoothly. And what does a text
>editior have to do with a web browser?

Strange that, doesn't sound like the MSIE I know. In fact, that doesn't
sound like many browsers I know. Perhaps if you turn image loading off and
the such. Still, I doubt that will help Micro$oft's awkward browser.

>However, you will come back and state that Cab -which has been panned in
>Comp.sys.atari.st- still blows it away...

I don't like CAB for online work, since it doesn't have builtin HTTP
support, which disables progressive rendering of pages.
Having got to wait for all the images of a page to load before being able
to see it is a waste of time.

>> >>So Chris, what will you do when Rhasopy is released? I mean Rhasopy
>> >>will run on current PCI machines when shipped next year.. However,
>> >>hardware will be better and cheaper as well.
>>
>> Using TIFKAS' own yardsticks, Rhapsody is currently vapour. (As he
>> tried to argue last year when claiming that "Calamus is crap" in
>> comp.sys.atari.st, and I pointed out that a new version was coming -
>> which, BTW, is out now. Check out Dejanews under "Sinclap" and
>> "Dreibelbis" for a hilarious summation of the humiliation of this
>> blowhard, if you can't, I'll e-mail you some of the highlights)
>> Judgements should only be made on operating systems when the public can
>> touch and use them. The same goes for making judgements on computer
>> systems - TIFKAS has never used a Hades/DirecT, therefore his opinion on
>> them are worthless.

>When did I state that "Calamus is crap"? I did state that it is not
>upto par with PageMaker and Quark but never stated it was crap...

I think it's up to par with Pagemaker, but nothing beats Quark, IMHO.

>Rhasopy is real and has been shown at MacWorld...DR1 will be out next
>month to the lucky ones.

Hahaha, how very real. DR1 is the first *developer release*. It still isn't
anything end users may run.

>You may have a point it is vapour..

He definitely has a point.

>> >>So how will the unchanged Hades compete with Rhasopy running on top of
>> >>a
>> >>$1000 PPC box running at least 300mhz?
>> >
>> seems TIFKAS will only hear what he wants to hear or see. Who's
>> wearing the "rose-coloured glasses" now? Especially in light that it's
>> apparent that Bi66 6ates is using Apple to crush both Netscape and JAVA
>> development - even someone with half a brain can see this coming. Not
>> to mention the fact that he's now legally put a roadblock in front of
>> any anti-trust action taken against him by Washington. Mark my words,
>> if Gates accomplishes what he needs with his "deal with the devil",
>> Gates will crush Apple like a bug - as he has with anyone who stands in
>> the way of his goal of total domination of the industry.

>You need to get a grip..Unlike you I do not fear MS. There always will
>be a choice(s)..

Yes, just look at all the choice we have today. Not much, compared to the
situation 10 years ago.

>You need to read the fine print.

>IE will be the default browser on shipping Macs. Users still can still
>load up Netscape and delete IE.

Do you really think Mac users have that much brains?

>Competition is good and forces them to improve and innovate. Netscape
>still has 70% of the browser market. They will have to improve their
>offering by making it more stable and less memory requirements. MS has
>gone along way with IE and with the new version 4. It helps to have a
>dedicate group Of Mac developers in San Jose, Calif and not a Wintel
>port. Hopefully Office 98 will be Mac specific.

I hope so too, though I'd efinitely like to see others eating away at
Netscape's biscuit. Both NN and IE are bad browsers, and the world needs a
serious browser from a serious company, to gain a market share. Two
browsers are too few to have such a large share of the "market".

>> Let's not also forget TIFKAS' Limbaughian logic - this idiot, who
>> has admitted that his only experience with an Atari computer was with a
>> 520ST years ago, sets himself up as an "expert" on Ataris and TOS
>> systems. When he gets this info wrong, also expect his "facts" on
>> Macintosh to be suspect as well, and does this excellent computer
>> platform a disservice.

>Oh PhulEaZe! TOS can't compete with OS 8 and Wintel 95.. What part do
>you not understand?

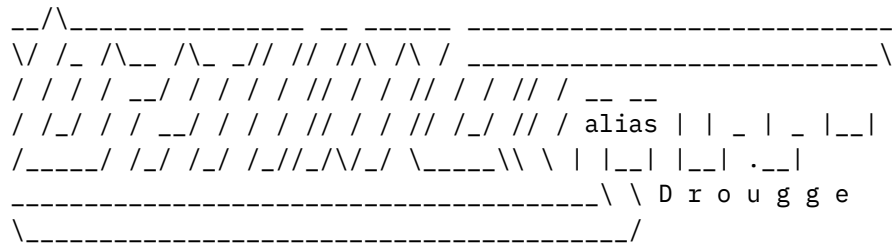
Agreed here. MagiC or N.AES can, OTOH.

>Peter
>-formerly sinclap

Still the same old TIFKAS.

>'What a Difference 8 Makes'

Yes, about as much difference as that "Noah" thing which remodeled the
System 7 look.

--


1243. Re: Hades 040 vs. Umax C500/200 -update- same price!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-15 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5t1nlr$9vi@einstein.ebicom.net>
Source record: 5802

```
:
: However, there is nothing efficient about TOS because it lacks many
: features and functions. If TOS could do what Wintel 95 and OS 8 can do
: in compact form than you would have a point.
:

What features would that be? Could it be memory protection?
TOS HAS IT...System 8 doesn't.
Could it be pre-emptive multitasking?
TOS HAS IT...Mac OS8???
Multi-threading? hummm...

Hummmm...I don't understand what's wrong with the OS...I mean, if it has
hooks to run all the hardware avilable one plans to use, and it is stable,
and applications can share memory, then what are these lacking "features
and functions?" Are you talking about included Quick-time players and
all that junk that comes with a new mac? Well...that's not an OS, that's
an APPLICATION! You can get similar applications for Atari as well!

Can TOS run MODERN SOFTWARE???
YES, it can!
Are most Atari Machines capable of running "MODERN SOFTWARE",
An ST, not really...but it has nothing to do with the OS!
It's only an 8mhz machine, usually maxed at 4meg of RAM!
```

1244. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-15 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1852.7166T806T1895@canit.se>
Source record: 5803

Timothy A. Seufert (bwanga@cats.uc*sc.edu) skrev:
>In article <1638.7163T909T2326@canit.se>, Iggy Drougge <optimus@canit.se>
>wrote:

>>DiskCharmer? In which folder can I find that and why isn't it enabled by
>>default?

>It's a third party add on. It's silly to object to that when Ataris
>virtually require third party add ons (software graphics accelerators) to
>be useable.

Are you referring to NVDI?

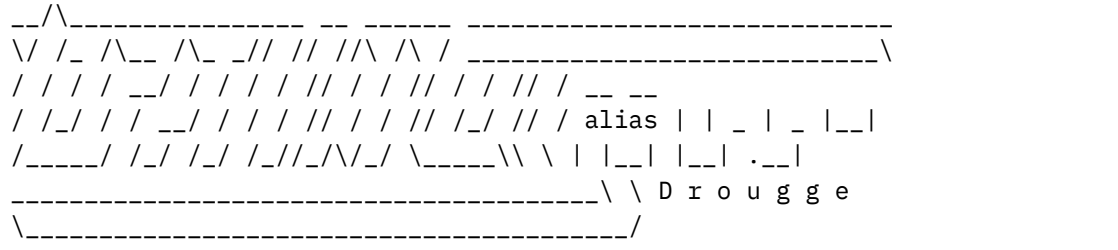
>>I have formatted two disks, this morning, I think. Just quick formats,
>>though. Why? Because I needed to free them up and put in my box of empty
>>disks.

>There are quickformat programs available on the Mac as well. Or you can
>simply dump all the files on the disk into the Trash and empty it. (Not
>necessarily as good as a quickformat, of course.)

I'm sure there are such programs available. Since my disks were already
formatted, I just quickformatted them for use at a later point.

>If you're going to thump on Macs, at least do it reasonably. :) I can
>think of a large number of things wrong with them which actually do affect
>daily use (mostly having to do with the OS). Some of them are correctable
>with add-on software, some of them aren't.

It's a pity I'll have to go looking for all these third-party add-ons to
make it an enjoyable computing experience.
And I think the OS is to blame here, as with most things. I love Quark and
Photoshop, I just hate the MacOS.

--


1245. Is Sunday OK?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-17 00:00:00 UTC
From: gnipytla@qwertyabc.com
Message-ID: <5t7he0$t8s4897@ren.usr.com>
Source record: 5804

Phenomenal CD-Rom Reveals The "Million Dollar" Secrets
of 50+ of The World's Most Successful Business Men & Women!
http://bizwiz.by.net/sx020001.htm

1246. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-17 00:00:00 UTC
From: chris@compdirect.com
Message-ID: <B01CCD0F96684042@isdn-pool2-24.worldgate.com>
Source record: 5805

In article <871339412.17089@dejanews.com>,
ps10600@cedarnet.org wrote:

>So Chris, what will you do when Rhasopy is released?

Probably rub my eyes in dibelief... ;-). Rhapsody will not be released to the general public in 1998. The dr1's have been delayed again, I know, we are waiting for ours....

The least you could do is spell it correctly.

>So how will the unchanged Hades compete with Rhasopy running on top of a >$1000 PPC box running at least 300mhz?

You do not understand the concept of Hades. This is not surprising after reading your posts. Hades is designed for Atari users whose tasks require as much power, speed and flexibility as possible for their software and operating system of choice. These users are not interested in switching to another platform to get a marginal performance increase, for several reasons..

A) They have large sums of money tied up in their software, which won't run under Rhapsody. Buying Mac software to replace the apps they currently own would be very expensive and time consuming.

B) They have large sums of money tied up in training their staff (or themselves, time is money) on operating their systems and the interface. Retraining would be very expensive and time consuming.

C) They have large sums of money tied up in training their staff (or themselves, time is money) on their software of choice. Retraining would be very expensive and time consuming.

D) In some cases, there is not equivalent software available on the Mac. A PC would be a better choice for some of these people... and that is another nightmare. In this case, they would need to hire an IS person or department. Big bucks again.

E) They have thousands of man hours invested in creating files that would not be useable on a Mac, or a PC and this work would have to be redone from scratch resulting in more expense and time spent doing so.

If you add up all of the costs for these companies or self employed individuals to switch platforms and compare it to the costs involved in upgrading their aging TOS systems, it only makes financial sense for many of these companies or individuals to choose the Hades route.

Admittedly, some scenarios may suggest that some of these companies or individuals are better served by switching platforms. With the same argument, I can show you scenarios where it is beneficial for some Mac users to switch to Hades. Not only can I show you the scenario, you can go visit them in California....

Admittedly, the Hades is not the best choice of hardware for the casual Atari user, just like the top of the line in the Mac product range is not suitable for a casual Mac user on a budget.

Now, I am tiring of your false and defamatory remarks in regards to our product.

Kindly govern yourself accordingly.

All the best,

Chris J, Krowchuk
Computer Direct

1247. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-17 00:00:00 UTC
From: chris@compdirect.com
Message-ID: <B01CCD12966840D1@isdn-pool2-24.worldgate.com>
Source record: 5806

In article <871517001.15238@dejanews.com>,
ps10600@cedarnet.org wrote:

>When did I state that "Calamus is crap"? I did state that it is not
>upto par with PageMaker and Quark but never stated it was crap...

Peter,

Honestly, you are making a statement that you cannot back up with any facts at all. A statement like "not up to par with PageMaker and Quark" is very misleading. Page and Quark may be the de-facto standard in pre-press offices in North America, but that in itself does not make it better, or worse.

Calamus SL is (honestly, I would not kid you here) a better product in terms of output, expandibility and raw power and speed. Even when run on the fastest Mac or PC under TOS-OS emulation, Calamus SL outperforms Quark or Page and even Calamus Publisher on Win NT which was rated as the best 32bit Win application ever released. It is the 'only' true WYSIWYG publishing package on the market. Sure, Quark and Page claim WYSIWYG, but they are not true WYSIWYG because they use PostScript and PostScript by it's very nature is not WYSIWYG. Calamus SL's Raster engine is unequalled by anything on the market today.

Please be a little more careful in what you say about products you clearly know little or nothing about.

All the best,

Chris J, Krowchuk
Computer Direct

1248. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-18 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <871944603.21787@dejanews.com>
Source record: 5807

In article <B01CCD0F96684042@isdn-pool2-24.worldgate.com>,
chris@compdirect.com (Chris J. Krowchuk) wrote:

> >So Chris, what will you do when Rhasopy is released?
>
> Probably rub my eyes in dibelief... ;-). Rhapsody will not be released to
> the general public in 1998. The dr1's have been delayed again, I know, we
> are waiting for ours....

You know this for a fact? DR1 will be out by mid September.. Will be
going to golden master by next week.

> The least you could do is spell it correctly.

Lice I caid I am a loucy speler...

>
> >So how will the unchanged Hades compete with Rhasopy running on top of a
> >$1000 PPC box running at least 300mhz?
>
> You do not understand the concept of Hades. This is not surprising after
> reading your posts. Hades is designed for Atari users whose tasks require
> as much power, speed and flexibility as possible for their software and
> operating system of choice. These users are not interested in switching to
> another platform to get a marginal performance increase, for several
> reasons..

What a bunch of bull... Whatever. Sounds like you do not want to lose
this captive market.

> A) They have large sums of money tied up in their software, which won't run
> under Rhapsody. Buying Mac software to replace the apps they currently own
> would be very expensive and time consuming.

But they have 3 grand for a Hades? Lets see...A very capable PowerMac
clone cost $1000.. So you have 2 grand left for software.

> B) They have large sums of money tied up in training their staff (or
> themselves, time is money) on operating their systems and the interface.
> Retraining would be very expensive and time consuming.

You mean that you need paid training to use TOS?

> C) They have large sums of money tied up in training their staff (or
> themselves, time is money) on their software of choice. Retraining would be
> very expensive and time consuming.
>

Not if you need to upgrade to a Hades which is way over priced.

> D) In some cases, there is not equivalent software available on the Mac. A
> PC would be a better choice for some of these people... and that is another
> nightmare. In this case, they would need to hire an IS person or
> department. Big bucks again.

Very true...I can stand behind the above statement. That the hidden cost
for Wintel is the IS factor.

Hopefully Rhasopy will change things. Even a school teacher could deploy
and maintain a Rhasopy server..

> E) They have thousands of man hours invested in creating files that would
> not be useable on a Mac, or a PC and this work would have to be redone from
> scratch resulting in more expense and time spent doing so.

Another reason to switch.. Thats a TOS limitation. I wonder how your
clients can share infromation with their clinets in a Wintel dominated
world. At least the Macs can speak Wintel files..

> If you add up all of the costs for these companies or self employed
> individuals to switch platforms and compare it to the costs involved in
> upgrading their aging TOS systems, it only makes financial sense for many
> of these companies or individuals to choose the Hades route.

Thats a bunch of bull. Pentium and PowerMac systems come with a ton of
software included(MS Office) which are upto 2/3rds the price of a Hades
setup..

> Admittedly, some scenarios may suggest that some of these companies or
> individuals are better served by switching platforms. With the same
> argument, I can show you scenarios where it is beneficial for some Mac
> users to switch to Hades. Not only can I show you the scenario, you can go
> visit them in California....
>
> Admittedly, the Hades is not the best choice of hardware for the casual
> Atari user, just like the top of the line in the Mac product range is not
> suitable for a casual Mac user on a budget.

Yes but.. The lowest end PowerMac beats up a Hades. The Hades is not
considered top of line today..

How can you call a Hades high end? I don't see how it can be soo
expensive? Don't you want to expand the userbase, so you can design the
next Hades?

> Now, I am tiring of your false and defamatory remarks in regards to our
> product.

The hades info came from your web site. You need competition to drive
prices down.. Monopolies do a lot of harm...

> Kindly govern yourself accordingly.

I have..

> All the best,
>
> Chris J, Krowchuk
> Computer Direct

Peter
-formerly sinclap
'What a Difference 8 Makes!'

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1249. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-18 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <871945015.22351@dejanews.com>
Source record: 5808

In article <1675.7163T899T2586@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> >Hopefully a much improved Office 98 and IE 4 which runs nicely with four
> >megs..
>
> In your dreams (And my nightmare).

According to MS and the beta testers including MacWeek states that IE 4
runs nicely with four megs..

> >Cool...if so, means hundreds of millions for Apple's coffer.
>
> And hundreds of billions in Microsoft's.

Probably. Will need it because they will never recover their investments
from their ventures like a Billion in Comstat Cable and more in content.
If I were a MS shareholder I would be upset.

> The $500 Hades/PPC at 300 MHz will compete very nicely, thank you.

Does Chris know this?

Peter
-formerly sinclap
'What a Difference 8 Makes'

--------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

1250. Re: Apple's Deal With The Devil

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-18 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <871945889.23674@dejanews.com>
Source record: 5809

In article <5599.7165T654T2417@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

>
> >Whoopee!!! IE requires 4 megs to run smoothly. And what does a text
> >editior have to do with a web browser?
>
> Strange that, doesn't sound like the MSIE I know. In fact, that doesn't
> sound like many browsers I know. Perhaps if you turn image loading off and
> the such. Still, I doubt that will help Micro$oft's awkward browser.

No...Four megs is sufficient to run IE with all features.. You must be
thinking of Cab..

Seriously..This is a departure for MS and finally doing software right.
I gues this has to do with MS having dedicated Mac developers in their
Mac R&D lab in San Jose and doing a Mac specific IE instead of a bloated
Wintel port

> I don't like CAB for online work, since it doesn't have builtin HTTP
> support, which disables progressive rendering of pages.
> Having got to wait for all the images of a page to load before being able
> to see it is a waste of time.

Sounds like a serious drawback.

> I think it's up to par with Pagemaker, but nothing beats Quark, IMHO.

You also have to factor that high end Pentium and PowerMac systems are
cheaper than the 'high end Hades'..

> Hahaha, how very real. DR1 is the first *developer release*. It still isn't
> anything end users may run.

If your luck...

> >You may have a point it is vapour..
>
> He definitely has a point.

Apple isn't hyping it like they did with Copland.. None of the Apple
Execs discussed Rhasopy in public..

Rhasopy is real.. Check out Mac the Knife on Macweek.com online for the
photo gallery..

> Yes, just look at all the choice we have today. Not much, compared to the
> situation 10 years ago.

You have lots of choices..

> Do you really think Mac users have that much brains?

I suppose so..unless they are too busy surfing the net, creating
multimedia & web content and running high end apps...

>
> I hope so too, though I'd efinitely like to see others eating away at
> Netscape's biscuit. Both NN and IE are bad browsers, and the world needs a
> serious browser from a serious company, to gain a market share. Two
> browsers are too few to have such a large share of the "market".

Why are thet bad browsers?

There is already a Rhasopy specific web browser call Omni Page. You can
read all about it at macosrumors.com/

Supposely shames the ones from Netscape and MS..

Peter
-formerly sinclap
'What a Difference 8 Makes'

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1251. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-18 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <871947798.25698@dejanews.com>
Source record: 5810

In article <871508560_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:

> Explain to me why anybody that thought they could win, and by winning
> gain much more positive exposure, as well as an increased settlement,
> would want to resolve "quickly"... :)

Because Wall Street is the final arbiter. In their eyes when they
announced an investment of $150 million in Apple plus their committment
to bring out new versions of Office, MS legitimized the Mac platform in
the eyes of the corporate and the public

>
> How positive was the mindshare of the Apple users that booed Steve Jobs
> when he announced this? Can you honestly say that all Apple users are just
> thrilled with this development? Hmm...?

No..The ones who are against it are in denial..

> >It wasn't a cash infusion. MS bought Apple stock on the open market.
> >Apple has plenty of cash for now.
>
> So are you saying that Apple won't see that money?

The shares were bought on the open market from sellers..

> >This investment conveyed a message that raised the mindshare about the
> >Mac in positive territiory.
>
> To whom? Thats certainly not the message I got-and others as well...

The press, corporations and the public. Mac corporate buyers at MacWorld
were being pressured to switch over to entirely Wintel. Once the
announcement came the pressure is off. Because MS conveys, that Apple is
to imortant to the market and will stay around..

Did you see the Wall ST reaction? I was sipping coffee when CNBC came on
live from MacWorld with the Apple logo as well a message that Apple's
stock has been put on hold during Job's speach announcing the new
agreement and board..

The die hard Mac folks live in a fanatsy world. Many were skeptical at
first but one the fine print was read that it is a good idea to bury the
hatchet with MS.

Peter
-formerly sinclap
"What a Difference 8 makes"

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1252. Re: Hades 040 vs. Umax C500/180

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-19 00:00:00 UTC
From: billnpat@inetworld.net
Message-ID: <billnpat-1908971108050001@news.inetworld.net>
Source record: 5811

In article <871375784_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:

!
>
> How do you justify most of Apples board being fired including the most
> (read staunch!) anti-Microsoft personal??? Hmmm....???? :)
>
>

A common opinion being expressed is that these board members were part of the problem. Apparently Jobs had a lot to do with their replacement.

Frankly, I think that this deal is more symbolism that substance. $150 million in stock purchases is not chicken feed, but it will not solve Apple's problems. And perhaps there is more here than meets the eye, such as undisclosed amounts going to Apple to settle possible infringement suits.

But in the long run, the main thing may be the psychological effect this has on the low-IQ types who listen to the news. They may now think Microsoft will supply software for the Mac, so the Mac should be considered to be a "legitimate" purchase option. I will bet you that many of this people think MS has not been writing software for the Mac up to this point.

Bill

1253. Pamela Lee's Secret Sex Video

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-20 00:00:00 UTC
From: asdlkasdlasd@lajflkasf.com
Message-ID: <33fb6ea0.1@news.inreach.com>
Source record: 5812

DON'T BE FOOLED BY IMITATIONS

There is only one Pam & Tommy Sex Tape and it is available here for a limited time only. Others may claim to have it for sale but this is the only Hard Core Copyrighten version in existence. See them bare their soles and bodies in public places, but observe closely, a very private blend of love and sex that they thought the public would never see.

Visit:

http://www.pamsex.com

http://www.pamsex.com

1254. CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-28 00:00:00 UTC
From: Kevin Tekel N2WTO <76362.2023@CompuServe.COM>
Message-ID: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
Source record: 5813
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
CompuServe is closing all their Atari forums at the end of this week.
Usenet members, please welcome the former CompuServe users and help them
get into the swing of things with Usenet.
Thanks.
--
Believe it or not, AM radio doesn't have to sound bad! Experience the whole
new world of high-fidelity AM STEREO with the Sony SRF-42 Walkman, available
for under $30 at any Radio Shack store. Simply ask for Catalog Number 12-127.
```

1255. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-29 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2908971124040001@199.166.204.230>
Source record: 5814
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
<76362.2023@CompuServe.COM> wrote:

> CompuServe is closing all their Atari forums at the end of this week.
> Usenet members, please welcome the former CompuServe users and help them
> get into the swing of things with Usenet.

Seeing as much of the software from "those days" exists only on CIS and
other such services, is anyone doing anything to protect this?

Maury

1256. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5u7584$p2j$1@nuke.csu.net>
Source record: 5815
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Maury Markowitz (maury@softarc.com) wrote:
: In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
: <76362.2023@CompuServe.COM> wrote:

: > CompuServe is closing all their Atari forums at the end of this week.
: > Usenet members, please welcome the former CompuServe users and help them
: > get into the swing of things with Usenet.

: Seeing as much of the software from "those days" exists only on CIS and
: other such services, is anyone doing anything to protect this?

The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
away. I need to sort through it, though. Anyone willing to help?

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/
http://www.umich.edu/~archive/atari/8bit/

1257. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-29 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <340725C3.11CF@erols.com>
Source record: 5816
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Maury Markowitz wrote:
>
> In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
> <76362.2023@CompuServe.COM> wrote:
>
> > CompuServe is closing all their Atari forums at the end of this week.
> > Usenet members, please welcome the former CompuServe users and help them
> > get into the swing of things with Usenet.
>
> Seeing as much of the software from "those days" exists only on CIS and
> other such services, is anyone doing anything to protect this?
>
> Maury

I believe that a lot of the CIS stuff exists at UMICH and also on the
PoolDisk that was produced by Ernest and Bo Schreurs in The Netherlands
about two years ago, but I also see that William Kendrick replied to
your message, so I'm going to look at this reply before commenting
further on UMICH.
--
Alan

****
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 66 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
****

1258. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-29 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2908971631340001@199.166.204.230>
Source record: 5817
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

> The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
> away. I need to sort through it, though. Anyone willing to help?

What sort of help do you need?

Maury

1259. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-30 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <3409891f.26651521@news.inc.net>
Source record: 5818
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 29 Aug 1997 11:24:04 -0400, maury@softarc.com (Maury
Markowitz) wrote:

>> CompuServe is closing all their Atari forums at the end of this week.
>> Usenet members, please welcome the former CompuServe users and help them
>> get into the swing of things with Usenet.
>
> Seeing as much of the software from "those days" exists only on CIS and
>other such services, is anyone doing anything to protect this?

There's the UMICH archive....,.

There's Yogi....

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

1260. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-30 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5u8213ege1@nuke.csu.net>
Source record: 5819
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Maury Markowitz (maury@softarc.com) wrote:
: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
: Kendrick) wrote:

: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
: > away. I need to sort through it, though. Anyone willing to help?

: What sort of help do you need?

Help discovering what all of the 8.3-named files are and getting
descriptions (blurbs) for them written and categorizing them.

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1261. ������>> 9 0 % O F F <<������

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-30 00:00:00 UTC
From: "DISCOUNTS ! software"@discount-software6.com
Message-ID: <300897074312@discount-software6.com>
Source record: 5820

<<<<<<< COMPUTER SOFTWARE / HARDWARE >>>>>>>

>>> UP TO 90 % OFF <<<

http://www.quantcom.com/auctionfirst/

=<=>===>><=<<<==><<<

1262. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-30 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5u9ooh$jqq@dfw-ixnews7.ix.netcom.com>
Source record: 5821
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5u8213ege1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick)
wrote:
>
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
>: Kendrick) wrote:
>
>: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>: > away. I need to sort through it, though. Anyone willing to help?
>
>: What sort of help do you need?
>
>
>Help discovering what all of the 8.3-named files are and getting
>descriptions (blurbs) for them written and categorizing them.
>

Is this a recent copy of their data? I know umich (?) has a bunch of stuff
from CIS but I know they don't have everything. I remember their being tons
of stuff more when I last used CIS in the 80's. When the new version of 1030
Express came out. In fact, there should be a program of mine up there that
converts version 2 to version 3 phone files.

If you want some help I could lend some time to it. I'm not sure how you
want to do it though. A large tar ball of some stuff would work for me.
(Guess I should get the Unix Atari emulator up and running...)

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1263. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-30 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5u83li$5hd$1@news.wco.com>
Source record: 5822
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5u8213ege1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
>: Kendrick) wrote:
>
>: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>: > away. I need to sort through it, though. Anyone willing to help?
>
>: What sort of help do you need?
>
>
>Help discovering what all of the 8.3-named files are and getting
>descriptions (blurbs) for them written and categorizing them.

6.3-named files, if you can believe it.

1264. <<>> COMPUTER SOFTWARE / HARDWARE <<>>

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-31 00:00:00 UTC
From: "DISCOUNTS ! software"@discount-software7.com
Message-ID: <310897205754@discount-software7.com>
Source record: 5823

<<<<<<< COMPUTER SOFTWARE / HARDWARE >>>>>>>

>>> UP TO 90 % OFF <<<

http://www.quantcom.com/auctionfirst/

=<=>===>><=<<<==><<=

1265. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-08-31 00:00:00 UTC
From: rdell@best.com
Message-ID: <5udaui$9tk$1@shell5.ba.best.com>
Source record: 5824
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5u7584$p2j$1@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
>: <76362.2023@CompuServe.COM> wrote:
>
>: > CompuServe is closing all their Atari forums at the end of this week.
>: > Usenet members, please welcome the former CompuServe users and help them
>: > get into the swing of things with Usenet.
>
>: Seeing as much of the software from "those days" exists only on CIS and
>: other such services, is anyone doing anything to protect this?
>

OK, OK ... something convinced me to grab the files before
they vanish, so I now have all the files from section 11 and
12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
together into one place (section 11 was grabbed with Qmodem at work,
while section 12 was grabbed with Tapcis, a much smarter CI$ aware program).
I will have to write a parsing program to split out the file descriptions
into the individual description for each file that Tapcis does to get them
consistant, but that shouldn't be too much trouble. 1800 files in section 12,
I haven't yet looked into the section 11 stuff yet.

>
>The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>away. I need to sort through it, though. Anyone willing to help?
>
>
The paper listing I had at work is definitely gone ... I hope I have
the original files on a 6809 Flex disk someplace.

--
Richard Dell

1266. +++ C O M P U T E R A U C T I O N +++

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-01 00:00:00 UTC
From: "DISCOUNTS ! software"@discount-software4.com
Message-ID: <010997114210@discount-software4.com>
Source record: 5825

<<<<<<< COMPUTER SOFTWARE / HARDWARE >>>>>>>

>>> UP TO 90 % OFF <<<

http://www.quantcom.com/auctionfirst/

=<<>===>><=<<<<==<<<

1267. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-02 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0209971110210001@199.166.204.230>
Source record: 5826
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5udaui$9tk$1@shell5.ba.best.com>, rdell@best.com (Richard Dell) wrote:

> OK, OK ... something convinced me to grab the files before
> they vanish, so I now have all the files from section 11 and
> 12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
> together into one place (section 11 was grabbed with Qmodem at work,
> while section 12 was grabbed with Tapcis, a much smarter CI$ aware program).
> I will have to write a parsing program to split out the file descriptions
> into the individual description for each file that Tapcis does to get them
> consistant, but that shouldn't be too much trouble. 1800 files in section 12,
> I haven't yet looked into the section 11 stuff yet.

Thank you thank you thank you thank you thank you!!

How large is it in total? I have a friend that has a few programs that were not released, and I think he'd like to add them.

Maury

1268. New ST User Needs Help!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-02 00:00:00 UTC
From: Jill Howe <howej@sunyit.edu>
Message-ID: <Pine.HPP.3.96.970902165942.22980C-100000@demeter.sunyit.edu>
Source record: 5827
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

I got a bare-bones 520ST about a year ago, with one boot floppy, no manuals and no HD. Due to the scarcity of help and software, I'm on the verge of selling the system. Can anybody provide me with:

* The most modern OS that will work well on a 520ST. Remember, I don't have a hard drive!

* A decent terminal program so I can get the ST on the net (Zmodem download would be needed).

* Manuals? Any old pro out there who no longer needs to refer to their 520 ST manuals? Even photocopies are welcome.

* Pin-outs and or manual for the color SC1224 Atari monitor.

* Music software for a MIDI keyboard (this is why I got an ST).

Thanks,
Jill

1269. Re: New ST User Needs Help!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-03 00:00:00 UTC
From: witurne@ibm.net
Message-ID: <340dbb42.0@news1.ibm.net>
Source record: 5828
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Jill Howe <howej@sunyit.edu> writes: >
> I got a bare-bones 520ST about a year ago, with one boot floppy, no
> manuals and no HD. Due to the scarcity of help and software, I'm on the
> verge of selling the system. Can anybody provide me with:
>
> * The most modern OS that will work well on a 520ST. Remember, I don't
> have a hard drive!
>
> * A decent terminal program so I can get the ST on the net (Zmodem
> download would be needed).
>
> * Manuals? Any old pro out there who no longer needs to refer to their
> 520 ST manuals? Even photocopies are welcome.
>
> * Pin-outs and or manual for the color SC1224 Atari monitor.
>
> * Music software for a MIDI keyboard (this is why I got an ST).
>
> Thanks,
> Jill
>
Somewhere in the distant past I used to play around with an ST....I upgraded it to
1 meg and added a hard drive.....Somewhere I reckon I still have lots of
source code....and probably some games.....I dumped the hard drive (sorry) but
I should have some magazines (ATARi User etc...) I will look them out.

I am in Scotland UK. Tell me where you want the stuff sent (I'll pay postage if it doesn't
cost an arm and a leg).

I can be found at Compuserve 101233,1641
or
witurne@ibm.net

Give me a call

Bill Turner

1270. Re: New ST User Needs Help!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-03 00:00:00 UTC
From: mike772660@aol.com
Message-ID: <19970903015500.VAA15304@ladder02.news.aol.com>
Source record: 5829

Jill,
I was an avid Atari 8-bit and 16-bit user for many years until the IBM units became viable tools in engineering. My father and father-in-law both had Atari's but they are both heavily into IBM now. Guess what they recently did? They dumped all the Atari 8-bit and 16-bit stuff back in my lap. I have it all in cartons in my garage. The 520ST was upgraded to 1mb Ram and there is also a 20Mb Hard Drive. I used to read and keep all info on my machines, so its all probably in the boxes. I'll take a look for you.
A friend of mine bought his son a 2Mb unit with a hard drive and he used it strictly for midi. At that time (1988), midi and its applications were much cheaper to accomplish on the Atari ST than on the Macintosh.
Leave me some mail if you are interested.
Mike

1271. FS: Atari 1040ST complete

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-03 00:00:00 UTC
From: Liz <lburk@island.net>
Message-ID: <340DC7B3.1625@island.net>
Source record: 5830

1040ST , 1meg ram, internal 3.5 drive, SC1224 colour monitor, mouse & pad, 2 joysticks, Atari Megafile30 HD, Star NX 1000 colour printer, all cables, printer stand, scads of software/shareware/freeware.

Looking for offers

Will ship anywhere, U pay shipping costs

Liz

British Columbia, Canada

1272. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-04 00:00:00 UTC
From: rdell@best.com
Message-ID: <5unrl0$j8k$1@shell5.ba.best.com>
Source record: 5831
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <maury-02099711102100001@199.166.204.230>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <5udaui$9tk$1@shell5.ba.best.com>, rdell@best.com (Richard
>Dell) wrote:
>
>> OK, OK ... something convinced me to grab the files before
>> they vanish, so I now have all the files from section 11 and
>> 12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
>> together into one place

done

>
> Thank you thank you thank you thank you thank you!!

welcome

>
> How large is it in total? I have a friend that has a few programs that
>were not released, and I think he'd like to add them.
>
total of 3159 files downloaded ... about 43 megs total with a separate
description file for each downloaded file, and a single collected
catalog file. Pkzip choked on it my first attempt though .. I'll try
again. I would really like to get a single file or three to simplify
and speed backing up.

--
Richard Dell

1273. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-05 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0509971106180001@199.166.204.230>
Source record: 5832
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5unrl0$j8k$1@shell5.ba.best.com>, rdell@best.com (Richard Dell) wrote:

> total of 3159 files downloaded ... about 43 megs total with a separate
> description file for each downloaded file, and a single collected
> catalog file.

Amazing isn't it? That an entire platform's files fits into a ZIP disk....

Is this the A8 files only, or 16bit too? Is this every file uploaded to CIS _ever_, or do they remove old files after some time?

> I would really like to get a single file or three to simplify
> and speed backing up.

Perhaps I can help? I have a ZIPper on my Mac that I find to be much more reliable than the ones on the PC, notably on large files like this.

Maury

1274. New ST User Needs Help!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-05 00:00:00 UTC
From: Jeff.Thomas@823.to.gryn.org
Message-ID: <b19_9709060121@tor250.org>
Source record: 5833

HO> I got a bare-bones 520ST about a year ago, with one boot floppy, no
HO>manuals and no HD. Due to the scarcity of help and software, I'm on the
HO>verge of selling the system. Can anybody provide me with:

You might want to find some way to add a hard drive and some extra RAM,
unless of course it already has been upgraded. I've been told that not too
many MIDI programs will run with less than 512k of RAM.

HO>* The most modern OS that will work well on a 520ST. Remember, I don't
HO> have a hard drive!

You'll want TOS 1.04 then, or a TOS 2.06 upgrade board. If you've got
TOS 1.02 in ROM then you can probably use that without too many problems.
I have all these years without too much fuss. Forget about TOS 1.00,
especially if it's of the variety loaded from disk. If you want to add
a more useable environment try Terradesk 1.40 out. It lets you do much more
than the conventional GEM desktop. NEODESK 4.05 is an even better desktop
replacement program, but for that I would really recommend having a
hard disk.

HO>* A decent terminal program so I can get the ST on the net (Zmodem
HO>download would be needed).

ANSITerm does a nice job. Freeze Dried Terminal works well too.

HO>* Music software for a MIDI keyboard (this is why I got an ST).

Hope this helps...

SLMR 2.1a Backup not found: (A)bort (R)etry (P)anic

1275. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-06 00:00:00 UTC
From: rdell@best.com
Message-ID: <5uru86ist1@shell5.ba.best.com>
Source record: 5834
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <maury-0509971106180001@199.166.204.230>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <5unrl0$j8k$1@shell5.ba.best.com>, rdell@best.com (Richard
>Dell) wrote:
>
>> total of 3159 files downloaded ... about 43 megs total with a separate
>> description file for each downloaded file, and a single collected
>> catalog file.
>
> Amazing isn't it? That an entire platform's files fits into a ZIP disk....
>
> Is this the A8 files only, or 16bit too? Is this every file uploaded to
>CIS _ever_, or do they remove old files after some time?

A8 only .. libs 11 and 12 ... plus the St Transformer files from lib 5.
If I dig out an ancient CI$ listing from the old 8 bit forum, I should
have an idea if things were deleted .. I suspect yes, but perhaps someone
more active in the CI$ forums would know now.

>
>> I would really like to get a single file or three to simplify
>> and speed backing up.

Did, done .. single Pkzip file .. 24 megs or so. Pkzip bombed on my
system (choked perhaps) possibly due to my own system memory constrants,
but the file was there deleted, so I undeleted it and it looks valid
(passes the Pkzip -t).

>
> Perhaps I can help? I have a ZIPper on my Mac that I find to be much
>more reliable than the ones on the PC, notably on large files like this.

Thanks, but I worked around (see above) Thursday nite. I did notice the

--
Richard Dell
(any further posts and I'll edit the newsgroups line for just the 8 bit)

1276. VINTAGE COMPUTER FESTIVAL

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-06 00:00:00 UTC
From: siconic@jasmine.psyber.com
Message-ID: <5usib8anr2@news.psyber.com>
Source record: 5835

```
Announcing the First Annual Vintage Computer Festival!
------------------------------------------------------

Mark your calendars! The first ever public celebration of vintage
computers will take place at the Alameda County Fairgrounds in Pleasanton,
California this October 25th and 26th.

The Vintage Computer Festival (VCF) is the first event of its kind
anywhere in the world. This two day festival will feature presentations
and workshops by notable computer industry figures and vintage computer
hobbyists. There will also be an on-site, hands-on vintage computer
exhibition. Experiment with the classic computers of yesteryear!

Each year a computer from the past is placed in the Vintage Computer
Spotlight. This year we focus on the Apple ][. To celebrate the 20th
anniversary of this classic, we will be giving away an original Apple ][
personal computer! Each person who attends the VCF is automatically
entered into the drawing!

Both seasoned and new computer collectors will enjoy workshops and
panels to share ideas and learn about finding, acquiring, restoring,
and enjoying vintage computers.

The VCF also features the Vintage Computer Flea Market. Find those old
computers, peripherals, manuals, and programs you've been looking for!
The flea market is the ideal way for new comers to the field to start
their own collection or for seasoned collectors to add to their existing
stash.

Celebrate the good old days of computing! Attend the First Annual Vintage
Computer Festival!!!

When: October 25-26th, 9:00AM - 5:00PM daily

Where: Alameda County Fairgrounds, Pleasanton, California

Admission: Pre-registered ($SAVE$)

Individual: $15
Family: $24 (two adults and four children)

Benefits of pre-registration include:

o Access to speakers, workshops, flea market and
exhibition
o Pre-paid parking

To pre-register, send a check or money order to:
```

Vintage Computer Festival
4275-29 Rosewood Drive #161
Pleasanton, California 94588

Please make checks payable to "Vintage Computer Festival"

At-the-door

o Speakers, Workshops, Flea Market and Exhibition

Individual: $10.00
Family: $16.00

o Flea Market and Exhibition only

Individual: $5.00
Family: $10.00

Please note: "At-the-door" rate is for a one day pass
only and does not include parking.

For more information including the latest list of speakers and workshops
please check out:

http://www.siconic.com/vcf

or send e-mail to:

mailto:vcf@siconic.com

SEE YOU AT THE VINTAGE COMPUTER FESTIVAL!!!

1277. Re: New ST User Needs Help!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-07 00:00:00 UTC
From: bales@hol.fr
Message-ID: <19970907100554105233@ppp68.tou.hol.fr>
Source record: 5836
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Jill Howe <howej@sunyit.edu> wrote (�crivait)�:

> I got a bare-bones 520ST about a year ago, with one boot floppy, no
> manuals and no HD. Due to the scarcity of help and software, I'm on the
> verge of selling the system. Can anybody provide me with:
>

Don't be silly ;-) We all try to be very helpful, and there is plenty of
software on the net!

> * The most modern OS that will work well on a 520ST. Remember, I don't
> have a hard drive!

Remember, the OS is in ROM, so upgrading TOS means replacing the ROM
chips. The latest version that will work on your ST is 2.06. There are
upgrade boards available that allow you to switch between the original
TOS and the new one, which is useful for compatibility with older games.

Without a HD, and with only 512K of RAM, I would forget about MagiC,
Geneva, Mint, etc... which are modern multitasking systems.

>
> * A decent terminal program so I can get the ST on the net (Zmodem
> download would be needed).

There are several ZModem capable terminal programs (I'm not a
specialist, but take a look at a few FTP sites), TCP/IP PPP and SLIP
connection is now available with STinG, Web browsing can be done with
CAB (you'll need at least a meg though), Usenet and email and FTP can be
done with Newsie... There is other stuff too.

>
> * Manuals? Any old pro out there who no longer needs to refer to their
> 520 ST manuals? Even photocopies are welcome.

The manuals won't tell you more than how to copy a file, format a disk
and save the desktop. I'm sure you can figure that sort of stuff on your
own. There's a chapter about that in the Quick FAQ (see below).

>
> * Pin-outs and or manual for the color SC1224 Atari monitor.

Pinouts can be found here:

http://www.teleport.com/~atari/STinternals.htm#MONITORPORT

>
> * Music software for a MIDI keyboard (this is why I got an ST).
>

Just like on other platforms, the best ones are commercial, Cubase,
Notator, Logic... you often see people selling second hand copies on
this group.

Otherwise, Alchemie or Sweet Sixteen are shareware seqencers that can be
found on the net. I don't have the exact addresses, but they can be
found.

> Thanks,
> Jill

I suggest you take a serious look at my Quick FAQ (the address is in my
.sig). The ST can probably fulfill most of your needs. Don't give up!

Nick
--
Nicholas Bales / The Atari ST Quick FAQ :
Toulouse / http://www.geocities.com/MotorCity/2090/quickfaq.htm
France / ftp://ftp.sn.no/user/hallvart/atari/info/quickfaq.txt

1278. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-08 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-0809971351320001@wilga.mtholyoke.edu>
Source record: 5837
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

...and I just heard this morning on the radio that AOL has purchased
Compuserve... Interpret that as you will.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

1279. Phenix

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-08 00:00:00 UTC
From: Centek <centek@eeb.fr>
Message-ID: <01bcbcaf$35c47f20$190844c3@p-d-mou>
Source record: 5838

<encoded_portion_removed>
Cmh0dHA6Ly93d3cuZWViLmZyL2NlbnRlaw==

1280. Re: New ST User Needs Help!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-09 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5v2gkp$1bc$1@News.Dal.Ca>
Source record: 5839
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Most of the good MIDI stuff needs 1 meg to run. Also you need the SM124
mono monitor for most of them. Chances are the TOS in your 520 is the
dreaded 1.0, and that the floppy drive is only single sided.

best of luck with it.

JG

1281. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-09 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5v3a03$8ai$1@triglav.iwaynet.net>
Source record: 5840
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 1997-09-06 rdell@best.com(RichardDell) said:
>Did, done .. single Pkzip file .. 24 megs or so. Pkzip bombed on my
>system (choked perhaps) possibly due to my own system memory
>constrants, but the file was there deleted, so I undeleted it and
>it looks valid (passes the Pkzip -t).
>> Perhaps I can help? I have a ZIPper on my Mac that I find to be
>>much more reliable than the ones on the PC, notably on large files
>like this.
>Thanks, but I worked around (see above) Thursday nite. I did
>notice the

It shouldn't crash because of lack of memory.MS-DOS programmes must ask the OS
to use memory.It's up to MS-DOS to tell it where the free memory is.
Actually,this is how the Atari works too.
PKZIP should just get a error from MS-DOS and exit.And PKZIP (2.04g) uses XMS
memory.(and EMS,but nobody uses that anymore)

How much MS-DOS and XMS memory do you have?

Net-Tamer V 1.09 - Test Drive

1282. FS Retro Comp Stuff

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-09 00:00:00 UTC
From: Rob <orion5@sunherald.infi.net>
Message-ID: <34158BE1.3C67@sunherald.infi.net>
Source record: 5841

```
Atari 2600 Hardware
Wico bat handle joysticks ...($8.00 with Console and Power Supply)..
$ 10.50
2600 6 switch .....................................................
$ 15.00
2600 Jr. ..........................................................
$ 15.00
power supply ......................................................
$ 6.00

Atari 7800 Hardware
Consoles ..........................................................
$ 15.00
Power Supply (1 each) ..............($5.00 with Console).............
$ 8.00
Joysticks ..........................($5.00 with Console).............
$ 8.00

Atari 1040 STFM Computer.................................................
$100.00
This is a (1) Megabyte 68000 System.
(1) Built-in Floppy Reads 720k, 3.5 in disks
formatted on an IBM Compatible.
(2) I/O includes Cart Port, Par. Printer Port,
Atari's SCSI for Hard Drive, Modulator for TV,
Hi-res Port for Paper white or HR Color Monitor
and finally (2) Joysticks/Mouse ports.
(3) This system has been checked to the best of
my ability the system runs I've down loaded
Donkey Kong, Space Invaders off the Inter Net
and played them using the Joy Stick No problem.
This System will include the above listed games
(4) Option's (Add 50% if not purchased with 1040 STFM)
a. Wico bat handle Joystick (Steel Shaft).......................
$ 8.00
b. SC-124 monochrome Monitor...................................
$ 20.00

Radio Shack Model 100 .....................................................
$100.00
(1) Fully operational Expanded to 32 K Memory
(2) Owners Manual and Leatherette Cover

Sega Master System
Base System/No Power Supply .....................................
```

$ 30.00
Base System/with PS ....
$ 45.00
Controller Pad ....(8.00 with purchase of console).............
$ 10.00

Buyer pays.shipping
contact me at : orion5@sunherald.infi.net
thanks

1283. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-10 00:00:00 UTC
From: Chris Gray <grayc@se.bel.alcatel.be>
Message-ID: <pk9sovdh8hm.fsf@btm0qt.se.bel.alcatel.be>
Source record: 5842
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5v3a03$8ai$1@triglav.iwaynet.net> dklugh@iwaynet.net writes:

It shouldn't crash because of lack of memory.MS-DOS programmes must ask the OS
to use memory.It's up to MS-DOS to tell it where the free memory is.
Actually,this is how the Atari works too.

And if the requested amount of memory is not available then the OS will say so.
And of course every programmer always
- checks the result of every system call
- writes appropriate code to deal with the case that the system call failed
- actually tests all of these special cases to see that nothing bad happens.

And I have a claim on some Martian real estate that you really should buy.

--

Chris Gray

(^_^)/~~

1284. Re: Arrrgggghhh....!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-10 00:00:00 UTC
From: ltest@rte9-sun_5.5.1
Message-ID: <5v6agr$o5l@lztnsc06.att.com>
Source record: 5843

In article <873286032_OASIS_@pcc-uky.campus.mci.net> thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:
>
>
> Aaaarrrggghhh...!!!

Aaaarrrggghhh...!!!

The Fuji Lives! The Fuji Lives! The Fuji Lives! The Fuji Lives! The Fuji Lives! The Fuji Lives! The Fuji Lives! The Fuji lives! The Fuji Lives! The Fuji Lives! The Fuji Lives! The Fuji Lives! The Fuji Lives! The Fuji Lives!

Er...sorry about that-just got off the phone with a PC retailer trying to sell me some hardware/software combo...(it was overpriced too. I made him sorry though-I recited the complete and unabridged history of Atari and I especially keyed on their computing firsts\achievements-I don't care if his darned PC package was a "once in a lifetime-never to be offered again-won't be seen on TV deal!"...) <heh> <grin>

--

```
_/_/_/
```

1285. Falcon main characteristics ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-14 00:00:00 UTC
From: jpbini@easynet.fr
Message-ID: <5vfcca$87j@cherry.news.easynet.net>
Source record: 5844

Hi ,

Can someone give me the main characteristics of the Falcon, (all I
know is that it has a '30 CPU and a DSP) that is :
*max memory
*clock ?
*input / output signals
*video
etc

Thanks in advance

JPB [jpbini@easynet.fr]

1286. ATARI-ST emulation, GEMULATOR

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-14 00:00:00 UTC
From: Rolf Hemmerling <hemmerling@geocities.com>
Message-ID: <341BA2EF.8797C8D3@geocities.com>
Source record: 5845
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,de.comp.sys.st,fr.comp.sys.atari,maus.sys.atari.hardware,maus.sys.atari.talk,maus.midi,fido.ger.atari,comp.emulators.misc

```
This is a cryptographically signed message in MIME format.

--------------ms81F34F777F669269C362CAF9
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit

Is there any "crack/patch" for the free ATARI-ST emulation "GEMULATOR
CLASSIC" for MSDOS computers so that I may use a TOS.IMG on harddisk
instead of the EPROM card ? In my AT-486 PC, there is no slot available
anymore (I may prove by photo!), so...

I am not interested in the new *demo* version of the current
GEMULATOR 96 or 97 which works with a TOS.IMG file on harddisk, because
it's a *demo*.

Look at my homepage about ATARI and free emulators
http://home.pages.de/~h/atari.html

Sincerely
Rolf
--
/ / / Alone on the data highway...
/ / like on an allee in Hannover-Herrenhausen
/ / / Rolf Hemmerling, Germany
/ / http://home.pages.de/~rolf.hemmerling/
--------------ms81F34F777F669269C362CAF9
Content-Type: application/x-pkcs7-signature; name="smime.p7s"
Content-Transfer-Encoding: base64
Content-Disposition: attachment; filename="smime.p7s"
Content-Description: S/MIME Cryptographic Signature

<encoded_portion_removed>
Bf2E9m29Z8SVsnQuaAW1txY=
--------------ms81F34F777F669269C362CAF9--
```

1287. De Re atati

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-14 00:00:00 UTC
From: Emmett York <emmetty@erols.com>
Message-ID: <01bcc0ff$c4eb9c20$b72aaccf@emmett>
Source record: 5846

A while ago I d/l De Re Atari but since lost it. Anyone have that for download?

Thanks

1288. Re: ATARI-ST emulation, GEMULATOR

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-14 00:00:00 UTC
From: afoster@zetnet.co.uk
Message-ID: <341bf06b.16958752@znews.zetnet.co.uk>
Source record: 5847
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,de.comp.sys.st,fr.comp.sys.atari,maus.sys.atari.hardware,maus.sys.atari.talk,maus.midi,fido.ger.atari,comp.emulators.misc

On Sun, 14 Sep 1997 10:40:15 +0200, Rolf Hemmerling
<hemmerling@geocities.com> wrote:

>This is a cryptographically signed message in MIME format.
>
>--------------ms81F34F777F669269C362CAF9
>Content-Type: text/plain; charset=iso-8859-1
>Content-Transfer-Encoding: 8bit
>
>Is there any "crack/patch" for the free ATARI-ST emulation "GEMULATOR
>CLASSIC" for MSDOS computers so that I may use a TOS.IMG on harddisk
>instead of the EPROM card ? In my AT-486 PC, there is no slot available
>anymore (I may prove by photo!), so...
>

Easy - try something like this...

```
rams 4
mono
slow
com2
disk c: cdrive.vhd
disk d: ddrive.vhd
disk e: edrive.vhd
disk f: fdrive.vhd
magic tos_winx.img
g
```

Adam Foster

1289. Re: ATARI-ST emulation, GEMULATOR

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-15 00:00:00 UTC
From: scrooge@cyclone.snafu.de
Message-ID: <5vi37qbsj1@cyclone.snafu.de>
Source record: 5748
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,de.comp.sys.st,fr.comp.sys.atari,maus.sys.atari.hardware,maus.sys.atari.talk,maus.midi,fido.ger.atari,comp.emulators.misc

In <341BA2EF.8797C8D3@geocities.com> Rolf Hemmerling <hemmerling@geocities.com> writes:

>Is there any "crack/patch" for the free ATARI-ST emulation "GEMULATOR
>CLASSIC" for MSDOS computers so that I may use a TOS.IMG on harddisk
>instead of the EPROM card ? In my AT-486 PC, there is no slot available
>anymore (I may prove by photo!), so...

Is there any "crack/patch" in order to get some money into my wallet? In my
wallet, there is no money (I can prove by photo!), so...

MfG Daniel
--
Curly says "GO"!
http://cyclone.snafu.de/

1290. ATARI-ST emulation, GEMUL8R.INI

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-15 00:00:00 UTC
From: Rolf Hemmerling <hemmerling@geocities.com>
Message-ID: <341D1094.1883431D@geocities.com>
Source record: 5749
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,de.comp.sys.st,fr.comp.sys.atari,maus.sys.atari.hardware,maus.sys.atari.talk,maus.midi,fido.ger.atari,comp.emulators.misc

I would like to use the free ATARI-ST emulation "GEMULATOR CLASSIC"
(Version 3.6, not GEMULATOR 96 !!) for MSDOS computers so that I may use
a TOS.IMG on harddisk instead of the EPROM card. In my AT-486 PC, there
is no slot available anymore (I may prove by photo!), so...

I just downloaded the GEMULATOR CLASSIC executable file, and I got a
GEMUL8R.INI file from a friendly newsgroup reader. This file is
accepted by GEMULATOR CLASSIC, as I may see if I change a parameter for
the RAM size. But: The sender of this initialisation file did not know
exactly the syntax of the parameter to let the GEMULATOR CLASSIC take a
TOS.IMG file and to avoid the scan of the ports.

This does not work in the GEMUL8R.INI file, currently

magic=c:\tos.img
magic c:\tos.img
(so with and without the "=", probably without the "=" is right)

magic c:\magic_pc.os
(from the MAGIC-PC demo)

So what is the keyword (or which TOS version works right), so that no
scan is done by GEMULATOR CLASSIC ? In fact, although I don't own an
EPROM card, GEMULATOR CLASSIC insists on that there is a EPROM card at
port $240 !!!

On their GEMULATOR CLASSIC download page, they say
>Gemulator Classic supports all the same operating systems as Gemulator
> 96: .., TOS 1.0 on disk (the original 520ST disk based TOS) and TOS
> 1.4 on disk (the 1988 developer release), and MagiC 2, MagiC 4 and
> MagiC 5 on disk including versions of MagiC that come with MagiC PC
> and the MagiC PC demo
So it should work, but it does not yet.
The GEMULATOR 96 demo finds the ROM images, properly.
Is there anything special with the TOS on disk (so that these versions
may be recognized, but no other ?)

I would be interested to get all "utilities" and online documentation
for the GEMULATOR CLASSIC, for free.

Look at my homepage about ATARI and free emulators
http://home.pages.de/~h/atari.html

I got all TOS versions from
http://www.fatal-design.com/desktop/

I understand that the MAGIC_PC.OS image needs the C:\GEMSYS folder from the original demo version of MAGIC copied to my local drive C:, as it does with the GEMULATOR 96 demo.

Sincerely
Rolf
--
/ / / Alone on the data highway...
/ / like on an allee in Hannover-Herrenhausen
/ / / Rolf Hemmerling, Germany
/ / http://home.pages.de/~rolf.hemmerling/

1291. Re: Falcon main characteristics ?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-15 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <341D5CCF.7E84@cfcsc.dnd.ca>
Source record: 5750

Jean-Paul BINI wrote:
> Hi ,
> Can someone give me the main characteristics of the Falcon, (all I
> know is that it has a '30 CPU and a DSP) that is :
> *max memory 16MB RAM plus virtual RAM (w/ Outside)
> *clock ? 16MHz (40MHz w/acelerator)
> *input / output signals
> *video
> etc
> Thanks in advance
> JPB [jpbini@easynet.fr]

well, another option is to do a search for "Atari Falcon" :^)
check out http://www.mcc.ac.uk/~dlms/Falcon/falcon.html
http://hinux.hin.no/~goev/
http://www.digital-media.co.uk/falcon/clabfalc/index.html
http://rzserv2.fh-lueneburg.de:8080/Atari_1
and for FAQ's:
http://www.geocities.com/SiliconValley/Bay/8745/
good luck.bonne chance

p.s. if you do not have www access for the above sites,
dit moi!!
--
thanksmerci***danke***slainte*mhath***tusen*takk***
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Canadian Forces College Toronto Ontario Canada

1292. Steinberg TimeLock for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-16 00:00:00 UTC
From: wmarkw@aol.com
Message-ID: <19970916011501.VAA25335@ladder01.news.aol.com>
Source record: 5751

Atari users... this the black piece... 2" x 4" x 1".... 25pin male Dsub connection on one end. Midi Sync, SMPTE in and out. No reasonable offer refused. Unreasonable offers ignored - no response. Put your offer in your title block when responding to wmarkw@aol.com.

W. Mark Wilson
wmarkw@aol.com

1293. Best place to post Atari For Sale ???

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-16 00:00:00 UTC
From: wmarkw@aol.com
Message-ID: <19970916003501.UAA21911@ladder01.news.aol.com>
Source record: 5752

I have 1040STfm, 2 megabyte, SC1224 color monitor and odds, lots of software and I want to get rid of it. I have no idea what people are paying for these things but I know there's some value in them for parts at the very least. Anyone care to point me to a good posting area for selling the thing, please drop me a url or spec a newsgroup name. Greatly appreciated.

W. Mark Wilson
wmark@aol.com

1294. ATARI-ST emulation, GEMUL8R.INI

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-16 00:00:00 UTC
From: Rolf Hemmerling <hemmerling@geocities.com>
Message-ID: <341E5B36.88FAC33A@geocities.com>
Source record: 5753
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,de.comp.sys.st,fr.comp.sys.atari,maus.sys.atari.hardware,maus.sys.atari.talk,maus.midi,fido.ger.atari,comp.emulators.misc

In english:
I am looking for tools (and docs) for the free ATARI-ST emulation "GEMULATOR CLASSIC" version 3.6. Especially a configuration software for the GEMUL8R.INI file and infos about the options, any tools to create virtual disk image files, infos how I may include a plain MSDOS drive (2 GByte MSDOS partition on my big PC) for GEMUL8R.., the special keyboard functions mapping, maybe from an earlier demo version (the current free version just consists of the GEMUL8R.EXE file.

I still need the software program to generate the virtual disks (and to copy to and from them), and any configuration option, infos and software for partitioning harddisks to include a plain drive (C: as C:). My MSDOS partition is 2 GByte (and there is a hint in the online infos, that a plus for the GEMULATOR 96 is the "Support for very large hard disk partitions, CD-ROMs, and network drive" and "Earlier versions of Gemulator required setting up separate Atari ST hard disk partitions, and while this is still an option it is no longer required.". So probably I don't have true harddisk support on my big PC on my MSDOS partition !

I got two GEMUL8R.INI files from a friendly newsgroup readers, but.. if You got another rather-complete "big" GEMUL8R.INI file with comments.. I wuold be interested in it, still.

Please answer me personally too !

Auf Deutsch:
Ich suche noch Hilfsprogramme (und Dokumentation) f&#65533;r die freie ATARI-ST Emulation "GEMULATOR CLASSIC" Version 3.6. Besonders Konfigurations-Software f&#65533;r die Datei GEMUL8R.INI und Infos &#65533;ber die Optionen, irgendwelche Programme zum Generieren von virtuellen Disk-Image Dateien f&#65533;r GEMUL8R, Infos wie ich reine MSDOS Laufwerke einf&#65533;ge (2 GByte MSDOS Partition auf meinem gro&#65533;en PC), die Tastaturbelegung f&#65533;r spezielle Funktionen.. vielleicht von einer fr&#65533;heren Demo-Version (die aktuelle freie Version besteht nur aus der Datei GEMUL8R.EXE).

Ich brauche noch das Software-Programm um die virtuellen Disks zu generieren (und von und auf sie zu kopieren), und irgendwelche Konfigurationsoptionen, Infos und Partitionier-Programme um ganze Laufwerke einzuf&#65533;gen (C: als C:). Meine MSDOS Partition ist 2 GByte (und es war ein Hinweis in den Online-Infos, da&#65533; einer der Pluspunkte f&#65533;r den GEMULATOR 96 ist "Support for very large hard disk partitions, CD-ROMs,

and network drive" und "Earlier versions of Gemulator required setting up separate Atari ST hard disk partitions, and while this is still an option it is no longer required."). So habe ich wahrscheinlich keine wahre Harddisk-Unterst&#65533;tzung auf meinem gro&#65533;en PC auf meiner MSDOS Partition !

Ich habe zwei GEMUL8R.INI Dateien von zwei freundlichen Newsgroup-Lesern erhalten, aber.. wenn Ihr noch eine ziemlich-komplette, kommentierte, "gro&#65533;e" GEMUL8R.INI habt.. h&#65533;tte ich immer noch Interesse.

Bitte antwortet mir auf jeden Fall auch pers&#65533;nlich !

Tschau / Sincerely
Rolf
http://home.pages.de/~h/atari.html

1295. Re: ATARI-ST emulation, GEMUL8R.INI

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-16 00:00:00 UTC
From: Hendrik Woerdehoff <hendrik#woerdehoff@sdm.de>
Message-ID: <341E2FF8.6834@sdm.de>
Source record: 5754
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,de.comp.sys.st,fr.comp.sys.atari,maus.sys.atari.hardware,maus.sys.atari.talk,maus.midi,fido.ger.atari,comp.emulators.misc

Rolf Hemmerling wrote:
> I just downloaded the GEMULATOR CLASSIC executable file, and I got a
> GEMUL8R.INI file from a friendly newsgroup reader. This file is
> accepted by GEMULATOR CLASSIC, as I may see if I change a parameter for
> the RAM size. But: The sender of this initialisation file did not know
> exactly the syntax of the parameter to let the GEMULATOR CLASSIC take a
> TOS.IMG file and to avoid the scan of the ports.

I read the last postings in this thread and could not resist to try it
out myself. The posted ini-file worked fine after I changed the name of
the TOS-Image (I put the TOS-Image in the same directory as the
Gemulator so there was no need to specify a pathname). Gemulators
starts, reads the ini-file, scans the port (don't know how to avoid
this) and then runs with the TOS from the file!
Now this is where the problems start when working under Windows NT.
Gemulator tries to access the disk and the COM-Ports directly which is
blocked by NT. It also tends to "hang" after a while.

CU
Hendrik
--
Hendrik W"ordehoff |s |d &|m | software design & management
| | | | GmbH & Co. KG :
woerdehoff@sdm.de | | | | Thomas-Dehler-Str. 27 >B)
Tel/Fax (089) 63812-337/515 81737 M"unchen :

Nach Paragraph 28 Abs. 3 des Bundesdatenschutzgesetz widerspreche ich
der Nutzung oder Uebermittlung meiner Daten fuer Zwecke der Werbeung
oder der Markt- oder Meinungsforschung.

1296. Re: ATARI-ST emulation, GEMUL8R.INI

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-16 00:00:00 UTC
From: ajbrehm@gagames.com.HATESPAM
Message-ID: <341e9312.918236@pop-news.metronet.de>
Source record: 5755
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,de.comp.sys.st,fr.comp.sys.atari,maus.sys.atari.hardware,maus.sys.atari.talk,maus.midi,fido.ger.atari,comp.emulators.misc

On Tue, 16 Sep 1997 09:06:32 +0200, Hendrik Woerdehoff
<hendrik#woerdehoff@sdm.de> wrote:

>I read the last postings in this thread and could not resist to try it
>out myself. The posted ini-file worked fine after I changed the name of
>the TOS-Image (I put the TOS-Image in the same directory as the
>Gemulator so there was no need to specify a pathname). Gemulators
>starts, reads the ini-file, scans the port (don't know how to avoid
>this) and then runs with the TOS from the file!
>Now this is where the problems start when working under Windows NT.
>Gemulator tries to access the disk and the COM-Ports directly which is
>blocked by NT. It also tends to "hang" after a while.

I am using a Janus card in my machine. I found OS/2 to be much better
for this purpose. Just wanted to mention how I solved this problem.

I just assume Gemulator will run fine under OS/2 (or Windows 95) as
well.

Have fun.
Andrew J. Brehm, TeamOS/2, OS2BUG
"Why do I use OS/2 ?"
- Because Windows users treat OS/2 users better
than OS/2 users treat Windows users! -

1297. What if . . .

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-16 00:00:00 UTC
From: goforit@savetrees.com
Message-ID: <5vl1he$nn9$436@news.insnet.com>
Source record: 5756

Ten years ago, you could have bought 36 shares of Microsoft for 28.01 per share. That $1,008.36 would be $198,126.00 now. What if you had another chance to invest in a company with that much potential? If you leave your email at "http://theprofitcenter.net/stock" you could get the chance to consider an Internet investment with tremendous potential.

1298. ATARI-ST emulation, GEMUL8R.INI

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-17 00:00:00 UTC
From: Rolf Hemmerling <hemmerling@geocities.com>
Message-ID: <341F833C.648C0BB9@geocities.com>
Source record: 5757
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,de.comp.sys.st,fr.comp.sys.atari,maus.sys.atari.hardware,maus.sys.atari.talk,maus.midi,fido.ger.atari,comp.emulators.misc

In english:
I got now the free ATARI-ST emulation "GEMULATOR CLASSIC" version 3.6
up and running, see report with tricks and tips on my ATARI homepage
http://home.pages.de/~h/atari.html

One last question:
The only way to copy from and to virtual disks of GEMULATOR classic is
either running GEMULATOR CLASSIC and copying to and from floppy disk or
running the later, not latest GEMULATOR 96 V4.5 demo and copying to and
from the real MSDOS harddisk partititon (even if this partition has a
size of 2 GByte, as it is usual today)

So please users/buyers of GEMULATOR CLASSIC, what is the maximum
partition size of MSDOS partitions that GEMULATOR classic can handle
for direct disk access ? Is there a 32 MB partition limit of ATARI-TOS
for MSDOS partitions ?

Please answer me personally too !

Auf Deutsch:
Ich habe die freie ATARI-ST Emulation "GEMULATOR CLASSIC" Version 3.6
nun zum Laufen bekommen, siehe meinen Bericht mit Tricks und Tips auf
meiner ATARI Homepage
http://home.pages.de/~h/atari.html

Eine letzte Frage:
Die einzige Art und Weise, wie man auf die und von den virtuellen
Harddisks kopiert ist, entweder GEMULATOR CLASSIC laufen lassen und
�ber Floppies zu kopieren, oder die neuere (aber nicht neueste)
GEMULATOR 96 V4.5 Demo laufen zu lassen, und dort dann auf und von der
realen MSDOS Partition zu kopieren.

So liebe Nutzer/K�ufer von GEMULATOR CLASSIC, was ist die maximale
Partitionsgr��e von MSDOS Partitionen, mit denen GEMULATOR CLASSIC
zum direkten Dateizugriff umgehen kann ? Gibt es das 32 MByte Limit
von ATARI-TOS f�r MSDOS-Partitionen ?

Bitte antwortet mir auf jeden Fall auch pers�nlich !

Tschau / Sincerely
Rolf

1299. Mouse for 1040st

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-17 00:00:00 UTC
From: yes8594@webtv.net
Message-ID: <5vpl4spio1@newsd-121.bryant.webtv.net>
Source record: 5758

Have been unable to locate a mouse for a 1040ST. Is there any other
mouse that is compatable?

1300. Re: ATARI-ST emulation, GEMUL8R.INI

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-17 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <5voq3i$529@usenet.pa.dec.com>
Source record: 5759
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,de.comp.sys.st,fr.comp.sys.atari,maus.sys.atari.hardware,maus.sys.atari.talk,maus.midi,fido.ger.atari,comp.emulators.misc

In article <341E2FF8.6834@sdm.de>, Hendrik Woerdehoff <hendrik#woerdehoff@sdm.de> wrote:
>Now this is where the problems start when working under Windows NT.
>Gemulator tries to access the disk and the COM-Ports directly which is
>blocked by NT. It also tends to "hang" after a while.
>

WinNT does not allow User level applications to directly access the hardware.
This is why WinNT is more stable than Win95. I don't know if DirectX for NT
will help, it still needs to go through the IO manager but it is suppose to be
more resistance to direct hardware access by applications.

Regards
William

1301. POnjg?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-19 00:00:00 UTC
From: adliving@ucsd.edu
Message-ID: <3422b23b.11147411@news.earthlink.net>
Source record: 5760

I'm looking to buy an old Atari pong machine, the home version. Small black box, 2 paddle controllers, its sole purpose was to play pong. If anyone can either tell me where I can find one, has one to sell, or can at least give me some model/system number of this thing, I would be VERY appreciative. Thanks a lot!

adliving@ucsd.edu

1302. Re: De Re atati

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-22 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <604e2t$ifo@news2.tds.net>
Source record: 5761

On 14 Sep 1997 11:19:55, "Emmett York" wrote:
>A while ago I d/l De Re Atari but since lost it. Anyone have that for
>download?
>
Hi Emmett,

Sorry, don't have any info for you, just curious, I owned De Re Atari ages ago, for my 8-bitters, is that the one you're looking for? Or was one also done for the ST's? I'd like to know about it myself, since I have recently been doing a little puttering around on a 1200XL.

Terry
---
tross3@hamtel.tds.net

1303. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-22 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60591j$8d6$9@triglav.iwaynet.net>
Source record: 5762
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 1997-09-10 dklugh@iwaynet.net'smessageof9Sep199710:56:03GMT said:
>And if the requested amount of memory is not available then the OS
>will say so. And of course every programmer always
>- checks the result of every system call

Well,yeah!
How else would you do it???

>- writes appropriate code to deal with the case that the system
>call failed

Well at least show the error code and exit.

>- actually tests all of these special cases to see that
>nothing bad happens.

Well there has to be something for memory.Or else PKZIP would just keep eating
up memory until it crashed.I've run PKZIP on 1MB PCs before with no errors.
PKZIP was writen long beofre there were 16MB PCs.

Net-Tamer V 1.09 - Test Drive

1304. MacWorld and MacUser merge

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-24 00:00:00 UTC
From: 404on040@remove2reply.iwvisp.com
Message-ID: <60aehc$3t3@news.iwvisp.com>
Source record: 5763

Just read in Mac World today that now Mac User is included:). Sounds pretty familiar if your an Atari magazine subscriber from the past:).

Also looks like Jobs is cutting off his noise. I'll bet all the Mac clone users feel just like PC users now. Left in the dust....

Now, someone tell me how great this is, and where I can get a Mac clone now that will be supported in the next few years?:).

Anyway, I look for a mile long post on what a good deal it would be to purchase a Mac clone at this time. But WTF, this is an advocacy group:).

(For those that don't know what I'm talking about, Apple is drastically changing the way it licenses its O/S. From the report, most, if not all of the clone manufactures are phasing out their clone lines shortly, except for some of the low end machines destined for the far east).

Falcon still going strong.

Mike

1305. Re: MacWorld and MacUser merge

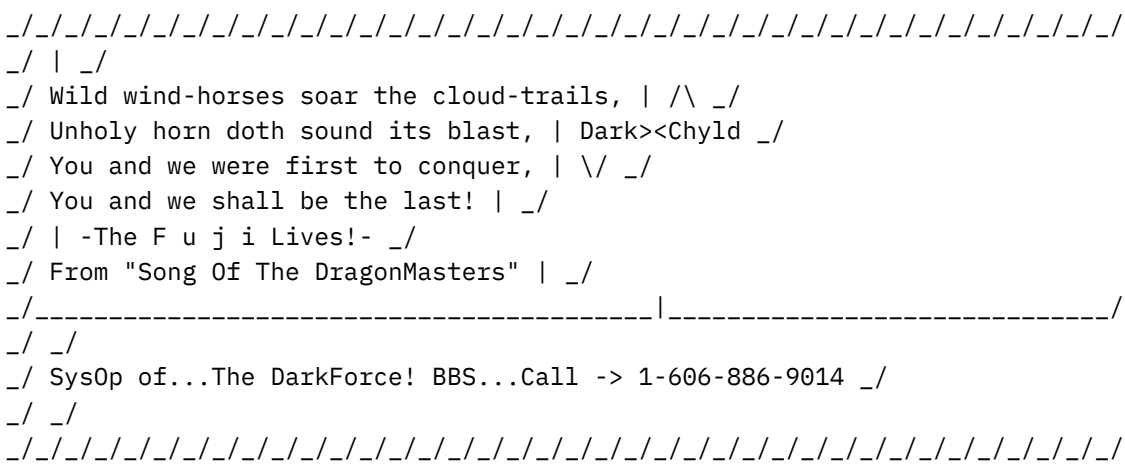
Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <875094462_OASIS_@pcc-uky.campus.mci.net>
Source record: 5764

I heard the same thing; they were specifically mentioning Motorola not doing anything else with their Mac clone line... Looks like Gates wins again...

Thank God for Atari and Amiga users...! :)

Falcon still flying high here as well...!

--



1306. Re: MacWorld and MacUser merge

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-24 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <34292C30.6C12@cfcsc.dnd.ca>
Source record: 5765

Michael Grove wrote:

> Also looks like Jobs is cutting off his noise. I'll bet all the Mac
> clone users feel just like PC users now. Left in the dust....

cutting off his noise? or nose? :^)

> (For those that don't know what I'm talking about, Apple is
> drastically changing the way it licenses its O/S. From the report,
> most, if not all of the clone manufactures are phasing out their clone
> lines shortly, except for some of the low end machines destined for the
> far east).
>
Now why would Apple do that so soon after making a deal with Microsoft?
I wonder, did Atari make a deal with Macrosloff also?

> Falcon still going strong.

Right arm!
(mine too :^)

> Mike

--
thanksmerci***danke***slainte*mhath***tusen*takk***
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Canadian Forces College Toronto Ontario Canada

1307. ❓ ❓ ❓ F R E E V A C A T I O N S !!! ❓ ❓ ❓

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-24 00:00:00 UTC
From: "CALL-NOW !!! email97"@email97now8.com
Message-ID: <240997155443@email97now8.com>
Source record: 5766

❓ ❓ ❓ F R E E V A C A T I O N S !!! ❓ ❓ ❓

3 Day / 2 Night Vacation
for up to a family of 5

http://www.vacationpromotions.com

><>===<>><>><<><==<<

1308. Re: MacWorld and MacUser merge

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-25 00:00:00 UTC
From: 404on040@iwvisp.com
Message-ID: <60csah$16l1@news.iwvisp.com>
Source record: 5767

On 24 Sep 1997 10:05:20, Ken Macdonald wrote:
>Michael Grove wrote:
>
>> Also looks like Jobs is cutting off his noise. I'll bet all the Mac
>> clone users feel just like PC users now. Left in the dust....
>
>cutting off his noise? or nose? :^)

:). A slip of the fingers:). I was going to say pecker, but I promised
myself that I would keep it clean from now on:).

>
>> (For those that don't know what I'm talking about, Apple is
>> drastically changing the way it licenses its O/S. From the report,
>> most, if not all of the clone manufactures are phasing out their clone
>> lines shortly, except for some of the low end machines destined for the
>> far east).
>>
>Now why would Apple do that so soon after making a deal with Microsoft?
>I wonder, did Atari make a deal with Macrosloff also?

I think that there must be some pocket filling going on before
the ship strikes the icepack:).

One thing about TOS machines, I never got the sinking feeling in the
pit of my stomach when a machine newer than mine was released. All
I knew was I wanted it, and would keep the current one as well. These
PC and Mac users must really have to keep the Pink liquids down to
ease the stress:).

>
>> Falcon still going strong.

>
>Right arm!
>(mine too :^)
>
>> Mike
>
>--
>***thanks***merci***danke***slainte*mhath***tusen*takk***
>Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
>GraphicArts TOS 1.04-1.62-2.05-4.04
>Canadian Forces College Toronto Ontario Canada
>.

1309. This is a must visit site!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-25 00:00:00 UTC
From: webmaster@webvermont.com
Message-ID: <342a6c54.0@news.together.net>
Source record: 5768

Check out this site!

http://www.webvermont.com

1310. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-28 00:00:00 UTC
From: rdell@best.com
Message-ID: <60m7m1$2tf$1@shell5.ba.best.com>
Source record: 5769
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <60591j$8d6$9@triglav.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>
>
>On 1997-09-10 dklugh@iwaynet.net'smessageof9Sep199710:56:03GMT said:
> >And if the requested amount of memory is not available then the OS
> >will say so. And of course every programmer always
> >- checks the result of every system call
>
>Well,yeah!
>How else would you do it???
>
> >- writes appropriate code to deal with the case that the system
> >call failed
>
>Well at least show the error code and exit.
>
> >- actually tests all of these special cases to see that
> >nothing bad happens.
>
>Well there has to be something for memory.Or else PKZIP would just keep eating
>up memory until it crashed.I've run PKZIP on 1MB PCs before with no errors.
>PKZIP was writen long beofre there were 16MB PCs.
>

Not trimming, cause I missed the in-between posts, (but found them on DejaNews).

I speculate that PKZIP crashed in parsing the file names for some sort
of final directory totals or something ... who knows exactly, but
not many programs can handle that many individual files (about 6300).
It may just have been a conflict with QEMM7.5 .. I do have to use
the PKZIP switch to turn off 32 bit DPMI usage as a mater of course.

I mostly wanted the PkZip file as a means to save redundant backups easily
(it takes too long to do anything with 6300 files individually).
I've got it done, and have the files individually on the Zip disk.

--
Richard Dell

1311. CD R Media Blowout at Low Prices

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-29 00:00:00 UTC
From: aslkfjds093e@djfasdlfj.com
Message-ID: <342f969b.0@news.inreach.com>
Source record: 5770

We have the following CD-R Media and Copiers for Sale:

Copiers:

Panasonic
4X8 CD Recorder
Price: $449
Includes 2 Pieces of CD-R Media
1 Year Factory Warrenty
With purchase of Drive Toast & Easy Cd Pro Together for additional $39

Media:

CD-R Media
Generic
Memorex OEM
Guaranteed Replacement
Gold on Green
Price: $2.19
Minimum Order: 10
Or: 21.90 Per 10 pack

The Copy Cat Shop has all of your Duplication, Replication, Media
Supplies.

The Copy Cat Shop
760-510-9888

1312. Unison driver needed for Korg x5dr

Newsgroup: comp.sys.atari.advocacy
Date: 1997-09-29 00:00:00 UTC
From: Frank Tobiassen <tobias@slip.net>
Message-ID: <34307BA2.1B9801CA@slip.net>
Source record: 5771

Please help me find this driver for my Atari FALCON. Mark of the Unicorn does not support Atari anymore. Please help find Atari version of this driver. Please contact Greg at 510-756-1302. Need desperately!!!!!!!!!!

1313. Save Atari computers from landfill

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-01 00:00:00 UTC
From: tobar69@aol.com
Message-ID: <19971001133501.JAA10294@ladder02.news.aol.com>
Source record: 5772

I have a 520ST (with monitor and accessories) and 130XE(with disk drive) that have had almost no use, but which have been carted from here to eternity. Looking to get rid of them without throwing them into a landfill. Anyone interested?

1314. Re: Save Atari computers from landfill

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-02 00:00:00 UTC
From: bugger@fake.net
Message-ID: <bugger-0210972318350001@dyn-max4-205.cleveland.oh.ameritech.net>
Source record: 5773

In article <19971001133501.JAA10294@ladder02.news.aol.com>,
tobar69@aol.com (Tobar69) wrote:

> I have a 520ST (with monitor and accessories) and 130XE(with disk drive) that
> have had almost no use, but which have been carted from here to eternity.
> Looking to get rid of them without throwing them into a landfill. Anyone
> interested?

Are you offering them for free? If so, I'll gladly take them. If not, I
doubt you're going to get anybody to pay you for them. E-mail at
remenyi@ameritech.net to respond. Thanks.

--
Please refrain from breeding.

1315. TAF meeting Oct. 15th - HOMA presentation

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <34379f2e.0@nemo.idirect.com>
Source record: 5774

Agenda for the meeting of the Toronto Atari Federation (TAF) for
the evening of October 15th, 1997:

we at TAF are proud to present an evening with Nima Montasser of HOMA
Systems House - and we're sure it's an evening you're not going to
forget!

HOMA is an Ottawa-based hardware and software house for
Atari-related products. Amongst their many products are software drivers
for popular brands of SCSI flatbed scanners (including Hewlett-Packard,
Mustek and Microtek), the NOVA graphics cards (for enhanced pallette and
resolutions for TTs, Falcons and STs), the PIXART graphics program for
designing your own artwork, and their CD software drivers for accessing
information off a number of popular PC CD-ROMs (including the INFOPEDIA
2, WORLD WAR 2 and BODYWORKS titles).

Nima has a full evening planned for demonstrations of his products,
and he'll also have them for sale at the meeting. So if you've ever
wondered how to get your Atari doing what PC and Macintosh users take
for granted, this meeting is for you! See you there!

TORONTO ATARI FEDERATION User Group meetings are held on the Third
Wednesday of the Month in the North York Memorial Community Hall on the
Lower (or Concourse) Level of the North York City Centre Library at 5110
Yonge St. at Parkhome Ave. Parking garage inside the complex. Those
using public transport can take the TTC's Yonge-University-Spadina line
to North York Centre Station. Meetings start 7:30 PM, $2.00 to
non-members. Membership is $35 CDN a year, and includes a subscription
to the club newsletter PHOENIX and full use of the TAF Online BBS.

TAF BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

1316. archivers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-09 00:00:00 UTC
From: mike <mike@ebtech.net>
Message-ID: <61k8m7$b01$1@zeke.ebtech.net>
Source record: 5775
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,demon.ip.support.atari

Hello Atari Users

I am an IBM user that would like to setup a friend on the net who has an Atari ST. I see alot of software like STING that looks like what I need. I see its compressed by mathods like LHARC or ZOO. I am familiar with the IBM versions of these. what do I need to get to be able to install an archiver like LHARC on my friends Atari? If I have no archiver yet, what do I need to get to install it, and where can I download it ?

Thank You.

1317. ++++++++++++ M S O F F I C E P R O 97 $1 4 5 ++++++++++++

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-09 00:00:00 UTC
From: "AVEAVE savebig"@greatdeal23.com
Message-ID: <091097201802@greatdeal23.com>
Source record: 5776

/_/_/_

1318. TAF Meeting October 15th - HOMA presentation

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-10 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <343dac1e.0@nemo.idirect.com>
Source record: 5777
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Agenda for the meeting of the Toronto Atari Federation (TAF) for
the evening of October 15th, 1997:

we at TAF are proud to present an evening with Nima Montasser of HOMA
Systems House - and we're sure it's an evening you're not going to
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HOMA is an Ottawa-based hardware and software house for
Atari-related products. Amongst their many products are software drivers
for popular brands of SCSI flatbed scanners (including Hewlett-Packard,
Mustek and Microtek), the NOVA graphics cards (for enhanced pallette and
resolutions for TTs, Falcons and STs), the PIXART graphics program for
designing your own artwork, and their CD software drivers for accessing
information off a number of popular PC CD-ROMs (including the INFOPEDIA
2, WORLD WAR 2 and BODYWORKS titles).

Nima has a full evening planned for demonstrations of his products,
and he'll also have them for sale at the meeting. So if you've ever
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Wednesday of the Month in the North York Memorial Community Hall on the
Lower (or Concourse) Level of the North York City Centre Library at 5110
Yonge St. at Parkhome Ave. Parking garage inside the complex. Those
using public transport can take the TTC's Yonge-University-Spadina line
to North York Centre Station. Meetings start 7:30 PM, $2.00 to
non-members. Membership is $35 CDN a year, and includes a subscription
to the club newsletter PHOENIX and full use of the TAF Online BBS.

TAF BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1319. Re: archivers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-10 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <61kd4c$49s@alexander.INS.CWRU.Edu>
Source record: 5778
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,demon.ip.support.atari

In a previous article, mike@ebtech.net (mike) says:

>Hello Atari Users
>
> I am an IBM user that would like to setup a friend on the net who has an
>Atari ST. I see alot of software like STING that looks like what I need. I
>see its compressed by mathods like LHARC or ZOO. I am familiar with the IBM
>versions of these. what do I need to get to be able to install an archiver
>like LHARC on my friends Atari? If I have no archiver yet, what do I need to
>get to install it, and where can I download it ?
>
>Thank You.

There are several atari sites that are still good. The ftp.umich.atari
(? I am not sure if this is the right adress??) site has a file called
starter.tos at the end of its directory, that has a bunch of simple archivers,
of several styles. Get it with FTP, copy it to a dos 720K disk, and load
it into his ST. It'll read OK. Then run it, and it is a self-extracting a
rchive itself. That'll get him started, till he get more full featured
archivers.
>
Boris

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

1320. Re: archivers

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-13 00:00:00 UTC
From: William Pike <wpike@doitnow.com>
Message-ID: <01bcd77c$35b80460$269d62cf@wpike>
Source record: 5779
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,demon.ip.support.atari

mike <mike@ebtech.net> wrote in article <61k8m7$b01$1@zeke.ebtech.net>...
> Hello Atari Users
>
> I am an IBM user that would like to setup a friend on the net who has an
> Atari ST. I see alot of software like STING that looks like what I need.
I
> see its compressed by mathods like LHARC or ZOO. I am familiar with the
IBM
> versions of these. what do I need to get to be able to install an
archiver
> like LHARC on my friends Atari? If I have no archiver yet, what do I need
to
> get to install it, and where can I download it ?
>
> Thank You.

There are Atari versions of LHArc, Zoo,Zip,ARC, and sever other programs
that are directly compatable with the versions for other systems. They
should be available from any Atari Archive.

1321. Question

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-13 00:00:00 UTC
From: Mike Doyle <a3telecom@answerme.com>
Message-ID: <61to2b$ae5202@beta.airnet.net>
Source record: 5780

What is this NewsGroup for?

http://www.freeyellow.com/members/a1telecom

1322. FREE PAGERS! LOOK HERE! NO STRINGS!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-14 00:00:00 UTC
From: info@pgs.com
Message-ID: <3442bf42.0@Crypt.NetGoth.COM>
Source record: 5781

****

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-16 number mem, clock, vibration, time stamps, and many colors avail!!

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-buitl in pager, weather,sports,stocks,lotto,ski, and other info!!
time zone correction and many other features!!

*****Motorola Email Pager*****
-instant email from ANY ISP!! Has own email address and telepone number,Tons more features!

*****NEW Motoroal Voice Mail Pager*****
-instant voice mail messages! Up to 4 minutes recording time! Has full
features of a answering machine! 10 volume setting and tons other features!

MANY OTHERS TO CHOSE FROM JUST ASK!!!

**********CALL 1-800-784-6452 CERTIFICATE #4248000**********

1323. !!!VINTAGE COMPUTER FESTIVAL!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-14 00:00:00 UTC
From: siconic@jasmine.psyber.com
Message-ID: <61uknpcpt5@warez.psyber.com>
Source record: 5782

```
Announcing the First Annual Vintage Computer Festival!
------------------------------------------------------

-----------------------------------------
MORE SPEAKERS, COMPUTERS AND VENDORS ADDED!
SEE WEB PAGES FOR MORE INFORMATION!

http://www.siconic.com/vcf
-----------------------------------------

Mark your calendars! The first ever public celebration of vintage
computers will take place at the Alameda County Fairgrounds in Pleasanton,
California this October 25th and 26th.

The Vintage Computer Festival (VCF) is the first event of its kind
anywhere in the world. This two day festival will feature presentations
and workshops by notable computer industry figures and vintage computer
hobbyists. There will also be an on-site, hands-on vintage computer
exhibition. Experiment with the classic computers of yesteryear!

Each year a computer from the past is placed in the Vintage Computer
Spotlight. This year we focus on the Apple ][. To celebrate the 20th
anniversary of this classic,

WE WILL BE GIVING AWAY AN ORIGINAL APPLE ][ PERSONAL COMPUTER!

Each person who attends the VCF is automatically entered into the drawing!

Both seasoned and new computer collectors will enjoy workshops and
panels to share ideas and learn about finding, acquiring, restoring,
and enjoying vintage computers. Visit http://www.siconic.com/vcf for an
up to date list of speakers and workshops.

The VCF also features the Vintage Computer Flea Market. Find those old
computers, peripherals, manuals, and programs you've been looking for!
The flea market is the ideal way for new comers to the field to start
their own collection or for seasoned collectors to add to their existing
stash.

Celebrate the good old days of computing! Attend the First Annual Vintage
Computer Festival!!!

When: October 25-26th, 9:00AM - 5:00PM daily

Where: Alameda County Fairgrounds, Pleasanton, California

Admission: Pre-registered ($SAVE$)
```

Individual: $15
Family: $24 (two adults and four children)

Benefits of pre-registration include:

o Access to speakers, workshops, flea market and
exhibition
o Pre-paid parking

To pre-register, send a check or money order to:

Vintage Computer Festival
4275-29 Rosewood Drive #161
Pleasanton, California 94588

Please make checks payable to "Vintage Computer Festival"

Print and mail the handy form at the end of this posting
for easy pre-registration!

At-the-door

o Speakers, Workshops, Flea Market and Exhibition

Individual: $10.00
Family: $16.00

o Flea Market and Exhibition only

Individual: $5.00
Family: $10.00

Please note: "At-the-door" rate is for a one day pass
only and does not include parking.

For more information including the latest list of speakers and workshops
please check out:

http://www.siconic.com/vcf

or send e-mail to:

mailto:vcf@siconic.com

If you are interested in vending at the Vintage Computer Festival, please
send e-mail to the above address.

SEE YOU AT THE VINTAGE COMPUTER FESTIVAL!!!

----------cut here----------

VINTAGE COMPUTER FESTIVAL PRE-REGISTRATION FORM

Name(s): _____

Address: _____

City: _____ State: ____ ZIP: _____

Phone: _____

Type of Pass: INDIVIDUAL FAMILY

Number of Passes: ____ x $15.00 ____ x $24.00

Where did you hear about the Vintage Computer Festival? _____

Please complete this form and mail to:

Vintage Computer Festival
4275-29 Rosewood Drive #161
Pleasanton, California 94588

Please include full payment in the form of a check or money order. Make all checks payable to: Vintage Computer Festival

1324. An old friends dying Atari.HELP!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-16 00:00:00 UTC
From: glen <hammered@nospam.fia.net>
Message-ID: <ifuwueyayyjouks.pminews@hammertime>
Source record: 5783

I've a friend whose Atari (1040?) generates the following;
EB bus error access address CC95D8 program counter FA1E96. EA address error.
access address 000001 program counter FA1E96
Any clues?
Glen

1325. Re: An old friends dying Atari.HELP!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-17 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <3447229E.6BBC@parx.fr>
Source record: 5784

```
glen wrote:
>
> I've a friend whose Atari ( 1040? ) generates the following;
> EB bus error access address CC95D8 program counter FA1E96. EA address error.
> access address 000001 program counter FA1E96
> Any clues?
> Glen
It probably depend on the software your friend runs! So please check the
software first and give more details.
```

Regards

--
+--------------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX Company
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr
+--------------------------------------+

1326. Re: An old friends dying Atari.HELP!!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-17 00:00:00 UTC
From: erikhall@mail2.tripnet.se
Message-ID: <6285ja$m8l$1@minox.tripnet.se>
Source record: 5785

```
On 16 Oct 97 18:15:43, "glen" wrote:
>I've a friend whose Atari ( 1040? ) generates the following;
>EB bus error access address CC95D8 program counter FA1E96. EA address error.
>access address 000001 program counter FA1E96
>Any clues?
>Glen
>
When will this messages be displayed ?
What OS is he/she using ?
What program(s) is he/she using ?

/Erik

---------------------------------------------------------------
Mail:
erikhall@mail2.tripnet.se ||| FALCON 030
Erik.Hall@epk.ericsson.se |||
/|\ ----------
URL: / | \
http://www2.tripnet.se/~erikhall/index.html HADES 060

---------------------------------------------------------------
```

1327. Why does the Hades still cost sooo much?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-30 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <878252690.9595@dejanews.com>
Source record: 5786

Well sports fans, its sinclap here.. Nothing ever changes when you have been gone.

Why does the Hades 040/060(Does Motorola still make these processors?) still cost soo much?

MacTel(mactel.com) sells a PPC 603e/200mhz system for $999 with 14' monitor. Price includes 1.2 gigs, 16 meg, 8x CD and so on.. Uses a Motorola Tanzian motherboard..

So much for Power with out the price!

Rise up and just say no to high prices on new 040/060 systems..

Peter
Apple Power Rep - Iowa

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1328. Re: Why does the Hades still cost sooo much

Newsgroup: comp.sys.atari.advocacy
Date: 1997-10-31 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3459f911.0@nemo.idirect.com>
Source record: 5787

On 30 Oct 1997 17:12:25, ps10600@cedarnet.org wrote:
>Well sports fans, its sinclap here.. Nothing ever changes when you have
>been gone.

well, now that TIFKAS (the Idiot Forever Known As Sinclap) is back,
things may liven up again here! Can you say "open season", boys and
girls? Hopefully we'll be entertained yet again by TIFKAS' rants about
"Atari Jihads" who are "out to get him" before one too many embarassing
questions leads him to once again skip town with his tail between his
legs.....

>
>Why does the Hades 040/060(Does Motorola still make these processors?)
>still cost soo much?
>
>MacTel(mactel.com) sells a PPC 603e/200mhz system for $999 with 14'
>monitor. Price includes 1.2 gigs, 16 meg, 8x CD and so on.. Uses a
>Motorola Tanzian motherboard..

which, of course, will be PHASED OUT and NON-SUPPORTED at the end of
this year, thanks to Steve "Arrogant Bonehead (TIFKAS' own words)" Jobs
and his moves to squash any Macintosh clones from the marketplace. Which
of course, will probably mean the doom of the Macintosh system in a few
short years.

>
>So much for Power with out the price!

Then I guess you haven't heard about the Milan, weinerhead! :

68040/66mHz
PS/2 EDO memory from 1-512 mB
up to four EIDE drives
four PCI slots
three ISA slots
modified TOS 3.06 operating system

a starter system (8mB, 540mB IDE drive, graphic card, keyboard and
mouse) starts at an estimated $1000 US. Yes, you read that right. Read
em' and weep, Rush!

Come to think of it, seems he's even proven wrong with his "nothing
ever changes" rant at the beginning of his latest steaming pile of
brain droppings.....

>
>Rise up and just say no to high prices on new 040/060 systems..

just say NO to LIES and WRONG INFORMATION from a Rush Limbaugh
wannabe who has been proven to do nothing but trot out the same tired
old chestnuts and hot air despite being constantly refuted by those
Atarians in the know. Anyone who makes these mistakes obviously will
make the same sort of inflated and wrong-headed claims about the
Macintosh as well - a sad state of affairs, as the Mac is still an
excellent platform. It doesn't need boneheads like Steve Jobs and TIFKAS
to further run it into the ground.....

Come to think about it, why when I go into the Mac forums on Usenet
that I don't see TIFKAS posting or involved with discussions on new Mac
hardware and software? Where is his presence on comp.sys.mac or
comp.sys.mac.advocacy, where his knowledge on all things Mac would be
an asset - or is it that that "knowledge", when placed alongside those
of REAL Mac advocates, who don't resort to using broad exaggerations
and outright untruths, would turn him into an onion ring in the space
of ten seconds? :)

Care to answer that, TIFKAS? Hey, is that a car I hear idling in
the driveway? :)

>
>Peter
>Apple Power Rep - Iowa

soon to be a janitor for David Letterman's mom......
>
>--------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

what's wrong, TIFKAS? Can't even get a handle on using a simple
USENET client program for your Macintosh? Sounds suspiciously either
like "inadequate web tools" (unlikely) or "don't have a system able to
handle Netscape Communicator" (more likely) or "too lazy/doesn't have
two rocks to rub together for brains to configure such a program " (bingo).

BTW, DejaNews makes an excellent search engine for searching out
all of TIFKAS' most embarassing moments. Relive those exciting moments
when Sinclap had to hop around town on one foot due to the other one
firmly wedged in his mouth!

Surprised yet still that you're not using the Mac version of IE4,
which you were ranting about a few months ago - or has Janet Reno thrown
a monkey wrench into Apple's "Deal With The Devil" with Bi66 6ates?

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

1329. Tell Mac Users About Reality

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-01 00:00:00 UTC
From: seward@XbutterflyXnetDELETEcom.CDN
Message-ID: <345ac5de.4718167@nntp.netcruiser>
Source record: 5788

Atari ST owners know, from bitter experience, how quickly developers drop support, like a hot potato, from an architecture for which new machines are no longer being manufactured.

Many Macintosh users, though, don't seem to realize how late the hour is, and how serious the problem.

John Savard

1330. Re: Tell Mac Users About Reality

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-02 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <878504995.19250@dejanews.com>
Source record: 5789

In article <345ac5de.4718167@nntp.netcruiser>,
seward@XbutterflyXnetDELETEcom.CDN (John
Savard) wrote:
>
> Atari ST owners know, from bitter experience, how quickly developers drop
> support, like a hot potato, from an architecture for which new machines are
> no longer being manufactured.

So what developers have dropped support? Have
you seen the list for Rhasopy support and Rhasopy
apps that are available to beta users?

And which new machines are no longer
manufactured? When I set up a 6500 demo machine
at a Sears store the other day, the date of
manufacture was October 9, 1997 at 3:05 PM..

My local CompUSA which I service has a separate
Mac dept. Displays with 6 demo models fully
stocked with inventory. The Mac software section
is huge. Two huge back wall sections filled with
Mac games plus three long vertical shelves stuffed
with business productivity, graphics, multimedia
and educational software. It's been very sucessful
and profitable for CompUSA. A fourth or more will
be added in the next week to keep up demand.

>
> Many Macintosh users, though, don't seem to realize how late the hour is,
> and how serious the problem.

And what problem is that? My fear at this moment
is that my stores will run out Mac inventory in the
next two weeks unless replenished on a weekly
basis. The 6500 line is hot! Sold well last quarter.
And with the rebates that started Friday, my fear
is that Apple will be unable to keep up with 6500
demand. I hope Apple proves me wrong.

> John Savard

Peter S.
Apple Power Rep..

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1331. Re: Why does the Hades still cost sooo much

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-02 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <878507056.20625@dejanews.com>
Source record: 5790

In article <3459f911.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> >Why does the Hades 040/060(Does Motorola still make these processors?)
> >still cost soo much?
> >
> >MacTel(mactel.com) sells a PPC 603e/200mhz system for $999 with 14'
> >monitor. Price includes 1.2 gigs, 16 meg, 8x CD and so on.. Uses a
> >Motorola Tanzian motherboard..
>
> which, of course, will be PHASED OUT and NON-SUPPORTED at the end of
> this year, thanks to Steve "Arrogant Bonehead (TIFKAS' own words)" Jobs
> and his moves to squash any Macintosh clones from the marketplace. Which
> of course, will probably mean the doom of the Macintosh system in a few
> short years.

Just a few short years? Where I have had heard
this before?

Facts in order:
The clones are still with us. Umax has been
allowed to continue. Umax will focus on the
lowend in the U.S. and Asia markets were Apple is
not a factor. Umax has nice sub $1000 models and
should do well this quarter.

PowerTools has a line of G/Force(?) Mac clones
based upon the PPC G3 aka 750 processors at the
high end($4000+).

Aps(apstech.com) the mailorder outfit in Kansas
City known for their storage business has the M/
Power line of Mac clone systems. You can buy
customized Mac systems from $599 and up. Will
most likely use Umax OEM motherboards in the
future.

MacTel(mactel.com) currently uses the Motorola
motherboards and will most likely switch over to
Umax OEM motherboards in the future has taken the
lowend by storm.

Sells a complete system with monitor for $999 as
described above. I would buy one of these if I was
not issued a PowerBook 3400c/200 from my
company.

Last qaurter Apple had a operating loss of $24
million. However, Apple took a $75 million charge
to buy Power's license(which I did not agree with).
An additional $60 million charge for reserves to be
used for additional future restructuring. During the
quarter, Apple paid a $200 million note. Also,
Apple realized a positive cash flow from
operations of $200 million to be added to their 1.4
billion + cash cow. Did Apple really lose money?

> >
> >So much for Power with out the price!
>
> Then I guess you haven't heard about the Milan, weinerhead! :
>
> 68040/66mHz
> PS/2 EDO memory from 1-512 mB
> up to four EIDE drives
> four PCI slots
> three ISA slots
> modified TOS 3.06 operating system
>
> a starter system (8mB, 540mB IDE drive, graphic card, keyboard and
> mouse) starts at an estimated $1000 US. Yes, you read that right. Read
> em' and weep, Rush!

A new 040 box in 1997? I thought Motorola phased
out the 040's already?
They still make 540 mb hd? Just 8 mbs?

> Come to think of it, seems he's even proven wrong with his "nothing
> ever changes" rant at the beginning of his latest steaming pile of
> brain droppings.....

I guess I was wrong this time.. But I did state the
Hades did I not from Direct or whoever makes it
from our U.S. province in the Canadien territory?

> >
> >Rise up and just say no to high prices on new 040/060 systems..
>
> just say NO to LIES and WRONG INFORMATION from a Rush Limbaugh

I have to give Rush some credit for being a Mac
user.

> wannabe who has been proven to do nothing but trot out the same tired
> old chestnuts and hot air despite being constantly refuted by those
> Atarians in the know. Anyone who makes these mistakes obviously will
> make the same sort of inflated and wrong-headed claims about the
> Macintosh as well - a sad state of affairs, as the Mac is still an
> excellent platform. It doesn't need boneheads like Steve Jobs and TIFKAS
> to further run it into the ground.....

Apple was in the ground without Jobs doing...
I may not agree with Jobs decision on the licensing
issue, but he has done alot of positive decisions
with Apple lately. I wish I could comment further,
but watch out in the comming days, weeks and
months.
> Come to think about it, why when I go into the Mac forums on Usenet
> that I don't see TIFKAS posting or involved with discussions on new Mac
> hardware and software? Where is his presence on comp.sys.mac or
> comp.sys.mac.advocacy, where his knowledge on all things Mac would be
> an asset - or is it that that "knowledge", when placed alongside those
> of REAL Mac advocates, who don't resort to using broad exaggerations
> and outright untruths, would turn him into an onion ring in the space
> of ten seconds? :)

Busy, busy, busy. Plus the Mac sections are covered
anyways..

> Care to answer that, TIFKAS? Hey, is that a car I hear idling in
> the driveway? :)

You mean the new 97 Sentra GXE?

> >
> >Peter
> >Apple Power Rep - Iowa
>
> soon to be a janitor for David Letterman's mom......

Hope not...Should be enjoying next years bonus.

Peter S.
Apple Power Rep

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1332. OS News

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-02 00:00:00 UTC
From: eree@icentral.com
Message-ID: <eree-0211971954160001@207.179.47.139>
Source record: 5791

2 November 1997

OS News, a weekly online publication covering alternative operating systems and computing environments launches on Monday, November 3.

OS News will cover, Rhapsody, Java, Amiga, Unix, Linux, Network Computers, Be, Inferno, Newton OS, and other new technologies. OS News keeps an eye on the OS world with continuously updated news, take part in the OS News discussion forum, write a letter to the editor, check out our Developer Info section and in the near future we will be doing product reviews.

We are dedicated to the alternative computing environment and our goal is to make OS News a valuable enough resource that you'll keep coming back.

http://www.osnews.com

Brenton Chu
OS News

1333. Re: Why does the Hades still cost sooo much

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-03 00:00:00 UTC
From: nospam@here.com
Message-ID: <63jred$t6f$1@ash.ridgecrest.ca.us>
Source record: 5792

On 30 Oct 1997 17:12:25, ps10600@cedarnet.org wrote:

>Well sports fans, its sinclap here.. Nothing ever changes when you have
>been gone.
>
>Why does the Hades 040/060(Does Motorola still make these processors?)
>still cost soo much?
>
>MacTel(mactel.com) sells a PPC 603e/200mhz system for $999 with 14'
>monitor. Price includes 1.2 gigs, 16 meg, 8x CD and so on.. Uses a
>Motorola Tanzian motherboard..
>
>So much for Power with out the price!
>
>Rise up and just say no to high prices on new 040/060 systems..
>
>Peter
>Apple Power Rep - Iowa
>

Pretty simple Pety. Apple is dumping its line of hardware and going to
start up in the condom business. They found that fucking companies
they have a license agrement with much more profitable.
I have had the opertunity to try several of the new power sludges at
work now, and I must say that the Mac O/S brings all of them to their
knees. What pieces of shit. Pure shit. Slow, slow, slow.
With a Hades 060 being three times as fast as my Afterburner, I can
only image what I would think of the Mac line if I had one to compair.
Why don't you go find a comet to chase?

We're fighting back for Mac! Let's kick Intels ass! hahahahahahhaha

Mike

1334. Re: Why does the Hades still cost sooo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-03 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <345d4d1a.0@nemo.idirect.com>
Source record: 5793

On 2 Nov 1997 15:51:32 , ps10600@cedarnet.org wrote:
>In article <3459f911.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> >
>> >Why does the Hades 040/060(Does Motorola still make these processors?)
>> >still cost soo much?
>> >
>> >MacTel(mactel.com) sells a PPC 603e/200mhz system for $999 with 14'
>> >monitor. Price includes 1.2 gigs, 16 meg, 8x CD and so on.. Uses a
>> >Motorola Tanzian motherboard..
>>
>> which, of course, will be PHASED OUT and NON-SUPPORTED at the end of
>> this year, thanks to Steve "Arrogant Bonehead (TIFKAS' own words)" Jobs
>> and his moves to squash any Macintosh clones from the marketplace. Which
>> of course, will probably mean the doom of the Macintosh system in a few
>> short years.
>
>Just a few short years? Where I have had heard
>this before?
>
>Facts in order:
>The clones are still with us. Umax has been
>allowed to continue. Umax will focus on the
>lowend in the U.S. and Asia markets were Apple is
>not a factor. Umax has nice sub $1000 models and
>should do well this quarter.
>
>PowerTools has a line of G/Force(?) Mac clones
>based upon the PPC G3 aka 750 processors at the
>high end($4000+).
>
>Aps(apstech.com) the mailorder outfit in Kansas
>City known for their storage business has the M/
>Power line of Mac clone systems. You can buy
>customized Mac systems from $599 and up. Will
>most likely use Umax OEM motherboards in the
>future.
>
>MacTel(mactel.com) currently uses the Motorola
>motherboards and will most likely switch over to
>Umax OEM motherboards in the future has taken the
>lowend by storm.
>
>Sells a complete system with monitor for $999 as

>described above. I would buy one of these if I was
>not issued a PowerBook 3400c/200 from my
>company.
>

I guess you didn't hear me the first time - THERE ARE NO MORE
CLONES TO BE MADE. I guess you hadn't heard about Jobs' about face in
allowing clones to be made. Plus there has been absolutely NO reports
in comp.sys.mac and comp.sys.mac.advocacy about any clones continuing to be
made. Plus, that move was one of the reasons why Dataquest, in their
assessment of Apple's recent poor performance, gave them a failing grade.

>Last qaurter Apple had a operating loss of $24
>million. However, Apple took a $75 million charge
>to buy Power's license(which I did not agree with).
>An additional $60 million charge for reserves to be
>used for additional future restructuring. During the
>quarter, Apple paid a $200 million note. Also,
>Apple realized a positive cash flow from
>operations of $200 million to be added to their 1.4
>billion + cash cow. Did Apple really lose money?

yes they did! Where do you get your figures from, Never-Never land?
According to the article I have here before me in TORONTO COMPUTES
(just came out yesterday), Apple posted a ONE BILLION DOLLAR LOSS for
the entire fiscal year to September 30th, with revenue falling 30% in
the final quarter, with a net loss of $161 million in that quarter. I'd
say that that is definitely described as "losing money". But then
TIFKAS never lets the facts get in the way of a good troll.

>> >
>> >So much for Power with out the price!
>>
>> Then I guess you haven't heard about the Milan, weinerhead! :
>>
>> 68040/66mHz
>> PS/2 EDO memory from 1-512 mB
>> up to four EIDE drives
>> four PCI slots
>> three ISA slots
>> modified TOS 3.06 operating system
>>
>> a starter system (8mB, 540mB IDE drive, graphic card, keyboard and
>> mouse) starts at an estimated $1000 US. Yes, you read that right. Read
>> em' and weep, Rush!
>
>A new 040 box in 1997? I thought Motorola phased
>out the 040's already?
>They still make 540 mb hd? Just 8 mbs?

TIFKAS, of course, forgets about one of an Atari's main advantages,
relatively low system overhead in RAM and hard drive space. But then he

has always shown sublime ignorance in how an Atari works. The Milan
certainly can use even more RAM (up to 512mB), and can handle nice big
IDE drives as well, which are optional.
>
>> Come to think of it, seems he's even proven wrong with his "nothing
>> ever changes" rant at the beginning of his latest steaming pile of
>> brain droppings.....
>
>I guess I was wrong this time.. But I did state the
>Hades did I not from Direct or whoever makes it
>from our U.S. province in the Canadien territory?

The Canadian "Hades" is of course the DirecT 40/60; the Hades is
the European version. And Canada is not (nor ever will be) a US
territory; remember who kicked your sorry little butt in the War of
1812 :)

>> Come to think about it, why when I go into the Mac forums on Usenet
>> that I don't see TIFKAS posting or involved with discussions on new Mac
>> hardware and software? Where is his presence on comp.sys.mac or
>> comp.sys.mac.advocacy, where his knowledge on all things Mac would be
>> an asset - or is it that that "knowledge", when placed alongside those
>> of REAL Mac advocates, who don't resort to using broad exaggerations
>> and outright untruths, would turn him into an onion ring in the space
>> of ten seconds? :)
>
>Busy, busy, busy. Plus the Mac sections are covered
>anyways..

translation - TIFKAS is too afraid to face the real reality that is
being talked about in these fine newsgroups, prefering to while away
his time in his gumdrop house on Lollypop Lannnnnnnnnnnnnnnnneeeeeeee!
Yes, he's the Magical Mac Man from Happyland! :)

>
>> Care to answer that, TIFKAS? Hey, is that a car I hear idling in
>> the driveway? :)
>
>You mean the new 97 Sentra GXE?

all the faster to peel out of here with :)
>
>> >
>> >Peter
>> >Apple Power Rep - Iowa
>>
>> soon to be a janitor for David Letterman's mom......
>
>Hope not...Should be enjoying next years bonus.

In a pig's eye, TIFKAS. Besides, if you're REALLY pulling down all
this money, why are you still on a freenet and not involved with an ISP

that will allow you to use a proper set of web tools rather than
relying on Dejanews?

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

1335. Re: Why does the Hades still cost sooo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-03 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <878599164.25899@dejanews.com>
Source record: 5794

> I guess you didn't hear me the first time - THERE ARE NO MORE
> CLONES TO BE MADE. I guess you hadn't heard about Jobs' about face in
> allowing clones to be made. Plus there has been absolutely NO reports
> in comp.sys.mac and comp.sys.mac.advocacy about any clones continuing to be
> made. Plus, that move was one of the reasons why Dataquest, in their
> assessment of Apple's recent poor performance, gave them a failing grade.

I guess news travels by pony express to our
Canadien territory.

Yes there is clones...What part do you not
understand?

Do you want me to post press releases announcing
new Mac clone models?

Umax/SuperMac announced a new C500 model today
called a C500/240 at $1299!
You can get all the info from:
macsurfer.com, macintouch.com
supermac.com/
Also MacTel announced a new sub $1000 system
last Friday. Do you want to see a post of the press
release here?

mactell.com/

Apple did not end the clones!

> yes they did! Where do you get your figures from, Never-Never land?
> According to the article I have here before me in TORONTO COMPUTES
> (just came out yesterday), Apple posted a ONE BILLION DOLLAR LOSS for
> the entire fiscal year to September 30th, with revenue falling 30% in
> the final quarter, with a net loss of $161 million in that quarter. I'd
> say that that is definitely described as "losing money". But then
> TIFKAS never lets the facts get in the way of a good troll.

Newspaper articles never account for the finer
details.

About half of Apple's loss was related to the Next
purchase and not a loss from operations. Apple
took a charge on this with cash and stock to the
owners of Next..
Also another 75 million was written off, not a
monetary loss to Apple.
You need to speak to an accountant about finances..

Apple's diclosure documents to the Security
Exchange Commission and a brief from transcripts
of Apple's CFO Fred Anserson's conference call
after the earnings announcement.

Yes Apple did post a one billion loss for the year.
You also have to take into account that they paired
down debt and ended the year with higher cash on
hand than last year.
This is all facts that can be verified. I suggest you
look it up.

> TIFKAS, of course, forgets about one of an Atari's main advantages,
> relatively low system overhead in RAM and hard drive space. But then he
> has always shown sublime ignorance in how an Atari works. The Milan
> certainly can use even more RAM (up to 512mB), and can handle nice big
> IDE drives as well, which are optional.

You will still have to add for highend serious work..

> >I guess I was wrong this time.. But I did state the
> >Hades did I not from Direct or whoever makes it
> >from our U.S. province in the Canadien territory?
>
> The Canadian "Hades" is of course the DirecT 40/60; the Hades is
> the European version. And Canada is not (nor ever will be) a US
> territory; remember who kicked your sorry little butt in the War of
> 1812 :)

What is the current price of the Hades?
Thats what were discussing here. I never
mentioned the Milan.. Competition is good. The
question is who owns one?

In a pig's eye, TIFKAS. Besides, if you're REALLY
pulling down all
> this money, why are you still on a freenet and not involved with an ISP
> that will allow you to use a proper set of web tools rather than
> relying on Dejanews?

My company does not have usent access yet. Web
access yes..
Plus I use my freenet account for voicing personal
opinions..

Plus if I were to publish my email address from my
firm with my sig, my voice box will be filled with
foaming from the mouth from the Atari Jihad clan.

Peter S.
Apple Power Rep

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1336. Re: Why does the Hades still cost sooo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-03 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <63lk9t$285$1@cti01.citenet.net>
Source record: 5795
Body handling: HTML body converted to readable text

On 3 Nov 97 04:03:38 GM, Daniel L. Dreibelbis wrote:
>
>>> >Why does the Hades 040/060(Does Motorola still make these processors?)
>>> >still cost soo much?

Motorola still makes 040 and 060. Nowadays, they are mainly used
in high-precision industrial applications, such as controlling
assembly lines automatons.

Either ways, the PC industry has always been a marginal sideline
for Motorola. Their trade remains large industrial applications,
not the consumer market.

>>> Then I guess you haven't heard about the Milan, **********! :
>>>
>>> 68040/66mHz
>>> PS/2 EDO memory from 1-512 mB
>>> up to four EIDE drives
>>> four PCI slots
>>> three ISA slots
>>> modified TOS 3.06 operating system
>>>
>>> a starter system (8mB, 540mB IDE drive, graphic card, keyboard and
>>> mouse) starts at an estimated $1000 US. Yes, you read that right. Read
>>> em' and weep, Rush!

And how much is it REALLY gonna cost Canadian users
to buy one of those, after Mr.CanadaCustoms perform
extortion on interrested purchasers? Beyond $3000 CA !!!

> The Canadian "Hades" is of course the DirecT 40/60;

Which is still WAY overpriced as well. Otherwise, I would buy one.

The "power without the price" approach is really gone, if you're
still an Atari user, these days.... ;-(

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

No HTML Messages Please!

1337. New ST "user"

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-03 00:00:00 UTC
From: Amazin the Poderoso <amazin@bestway.com.br>
Message-ID: <01bce7f8$cd6fe7a0$3c38f6c8@amazin>
Source record: 5796

Hey guys !

I'm a brasilian Amiga/PC user. My amiga 1200 (loaded)
blew 1 month ago and i bought a pentium...

well... i just tried a ST emulators 10 minutes ago and
i'm in pure ecstasy!!!! the st is just like my amiga...

nice gfx, nice games, nice gui (well, not so nice), but
i'm in love with the ST...

can anyone gimme some help about finding more info
about it ? i want to learn how the st works, his
history, who is who in st history, etc etc etc...

maybe i can even buy a ST !!!

Thanx in advance
Amazin

ps: post replies only to this newsgroup (my email
address is invalid)

1338. Re: Why does the Hades still cost sooo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-04 00:00:00 UTC
From: none-set <76031.1247@CompuServe.COM>
Message-ID: <#HRCVwZ68GA.105@nih2naac.prod2.compuserve.com>
Source record: 5797

As a die hard Atari user but I must post.

> I guess you didn't hear me the first time - THERE ARE NO MORE
>CLONES TO BE MADE. I guess you hadn't heard about Jobs' about face in
>allowing clones to be made.

Umax DID sign a new revised agreement with Apple (will target east Asia markets)
and some other stipulations.

>The Canadian "Hades" is of course the DirecT 40/60; the Hades is
>the European version. And Canada is not (nor ever will be) a US
>territory; remember who kicked your sorry little butt in the War of
>1812 :)

From what I remember from history, nothing really changed in that little war.
As in the end result. Just lives were lost, White House burned (hence the name
White House ...new paint :-0) A fort lost in Quebec. If am wrong its a result
of lost brain cells :-)

A AB040 user,

Rich

1339. Re: New ST "user"

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-05 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19971105072600.CAA00599@ladder01.news.aol.com>
Source record: 5698

You can check out Sierra Bravo Computers (sorry, forgot the address,
here's the email).

E-Mail: bensmith@teleport.com
Voice: (503)-256-9974
Faster Service? Call voice, 24hrs...
Customer pays Shipping & Handling.

1340. Re: Why does the Hades still cost sooo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <34607dd2.0@nemo.idirect.com>
Source record: 5699

On 4 Nov 1997 22:37:01 , none-set wrote:
>As a die hard Atari user but I must post.
>
>> I guess you didn't hear me the first time - THERE ARE NO MORE
>>CLONES TO BE MADE. I guess you hadn't heard about Jobs' about face in
>>allowing clones to be made.
>
>Umax DID sign a new revised agreement with Apple (will target east Asia markets)
>and some other stipulations.

I did read the latest MacWorld and read about the Umax deal a few
days ago; so I was wrong there. However, the fact that Umax machines
will not be available in North America certainly still gives Apple a
stranglehold on what is available for their users there.
>
>>The Canadian "Hades" is of course the DirecT 40/60; the Hades is
>>the European version. And Canada is not (nor ever will be) a US
>>territory; remember who kicked your sorry little butt in the War of
>>1812 :)

>From what I remember from history, nothing really changed in that little war.
>As in the end result. Just lives were lost, White House burned (hence the name
>White House ...new paint :-0) A fort lost in Quebec. If am wrong its a result
>of lost brain cells :-)
>
>A AB040 user,
>
>Rich
>.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1341. Re: New ST "user"

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-05 00:00:00 UTC
From: bales@hol.fr
Message-ID: <19971105212541102 35@toulouse2-10.hol.fr>
Source record: 5700

Amazin the Poderoso <amazin@bestway.com.br> wrote (�crivait)�:

> Hey guys !
>
> I'm a brasilian Amiga/PC user. My amiga 1200 (loaded)
> blew 1 month ago and i bought a pentium...
>
> well... i just tried a ST emulators 10 minutes ago and
> i'm in pure ecstasy!!!! the st is just like my amiga...
>
> nice gfx, nice games, nice gui (well, not so nice), but
> i'm in love with the ST...
>
> can anyone gimme some help about finding more info
> about it ? i want to learn how the st works, his
> history, who is who in st history, etc etc etc...

Check out my Quick FAQ, it shhould give you most of the answers you
need.

>
> maybe i can even buy a ST !!!
>

You most definitely should ! :-)

> Thanx in advance
> Amazin
>
> ps: post replies only to this newsgroup (my email
> address is invalid)

Maybe you should use the comp.sys.atari.st newsgroup instead of this
one, which is mainly for flame wars.

--
||| Nicholas Bales, Toulouse, France bales@hol.fr
===|||==== The Atari ST Quick FAQ ============================
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1342. Re: Why does the Hades still cost sooo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-05 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <3460EF74.7F48@cfcsc.dnd.ca>
Source record: 5701

Daniel L. Dreibelbis wrote:
> On 2 Nov 1997 15:51:32 , ps10600@cedarnet.org wrote:
> >In article <3459f911.0@nemo.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >I guess I was wrong this time.. But I did state the
> >Hades did I not from Direct or whoever makes it
> >from our U.S. province in the Canadien territory?
>
> The Canadian "Hades" is of course the DirecT 40/60; the Hades is
> the European version. And Canada is not (nor ever will be) a US
> territory; remember who kicked your sorry little butt in the War of
> 1812 :)
>
Yep. Burned that Washington D.C. place right to the ground too.
Had to build a new White House and all.

--
thanksmerci***danke***slainte*mhath***tusen*takk***
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Canadian Forces College Toronto Ontario Canada

1343. Re: Why does the Hades still cost sooo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-06 00:00:00 UTC
From: bjr@Edison.EBICom.Net
Message-ID: <63ri3o$3v0@einstein.ebicom.net>
Source record: 5702

```
: > The Canadian "Hades" is of course the DirecT 40/60; the Hades is
: > the European version. And Canada is not (nor ever will be) a US
: > territory; remember who kicked your sorry little butt in the War of
: > 1812 :)
: >
: Yep. Burned that Washington D.C. place right to the ground too.
: Had to build a new White House and all.

What? That's not the way I learned it...
It was badly charred, and had to be painted...
```

1344. Support the Anti MS Sites

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-06 00:00:00 UTC
From: Ilgaz &#65533;cal <reply@tonewsgroup.com>
Message-ID: <3461c03f.0@news1.ibm.net>
Source record: 5703

Look who created the Intel PC monopoly... Look who made masters (Amiga and Atari) running 32 bit from the early days down.
Support Anti MS Sites!
Ilgaz Ocal
a old Amiga user..... And a old user knowing the Atari from 800XL days..

1345. Re: OperaMagicBrowser

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-06 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <63sns9$k6d$1@cti01.citenet.net>
Source record: 5704
Body handling: HTML body converted to readable text

On 6 Nov 1997 09:44:48 , Ken Macdonald wrote:
>CAB works also, but the developers seem to be tieing it to the
>MagicOS,

Sorry Ken, that is completely wrong:

I am one of the core CAB beta-testers. MagiC users account for only
one third of our group. Others among our team use straight MultiTOS,
N.AES, XaAES or Geneva.

***

Operasoftware.com wrote:
>> Please remember that we are trying to look ahead and not back.
>> That's why it's more likely to see OPera on platforms such as Be,
>> which are catering for the future (64bit file system, multi-processor,
>> multi-threaded, etc.) Hope you understand our reasoning behind this.

64-bit filesystems and multi-thread is possible by two Atari OS:
MagiC provides VFAT (version 5.13 & up), while MiNT uses Minix.

As for "decent" processors, the TT and Falcon have a 68030.
Atari clones use an even more advanced 68040 or 68060.

Another approach to using 040/060 is to run MagicMac, which
provides a complete, Atari-compatible, GEM environment/OS
on any Macintosh (running a 68030 or better).

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

No HTML Messages Please!

1346. Re: Why does the Hades still cost sooo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-06 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <878852367.10966@dejanews.com>
Source record: 5705

In article <34607dd2.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> On 4 Nov 1997 22:37:01 , none-set wrote:
> >As a die hard Atari user but I must post.
> >Umax DID sign a new revised agreement with Apple (will target east Asia markets)
> >and some other stipulations.

Umax will also target markets in North America
were Apple is weak. Umax will continue to offer
and sell models in the U.S. and it's Canadien
territory as well. Umax has announced new models
in the C500, J700 and S900 line in the last two
weeks.

>
> I did read the latest MacWorld and read about the Umax deal a few
> days ago; so I was wrong there. However, the fact that Umax machines
> will not be available in North America certainly still gives Apple a
> stranglehold on what is available for their users there.

Bzzzt! Wrong again. Umax machine will continue to
be available in North America. Umax has
strengthen the low end line recently. Plus MacTell,
Powertools and APS also sell Mac clones in the USA
and its Canadien territory.

Peter S.
Apple Power Rep
sinclair@marketsource.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1347. OperaMagicBrowser

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-06 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <3461D7E0.165@cfcsc.dnd.ca>
Source record: 5706

I sent mail to OperaMagic (A potential web browser) and this is his
reply, and my reply to him:

Helmar Rudolph wrote:
>
> > Here's a logo for you! ;^)
>
> Thanks! :-) But let me ask you one thing: is GEM still developed?

GEM, as such, is not being developed now (it's actualy GEMDOS, based on
Digital Researchs GEM - that was used in early Ventura DTP, etc) But TOS
(The Operating System) is still being developed(though not by Atari),
and there is a multi-tasking AES(Application Environment System) out
called Geneva, and a mutli-tasking multi threaded OS called Magic that
is actively being developed [Actually, Magic has also been ported to Mac
and IBM systems to allow Atari users to use their Atari software on the
Intel CPU with MagicPC, and the Motorola/Apple CPU/RISC with MagicMAC].
As well there is MiNT, (MiNT is Now TOS)which can run MultiTOS, a pre
emptive multitasking OS, and MinixFS for long filenames etc. Under
MiNT, for example, I can run X11 and Chimera for web access, although
only in grayscale ATM. Then there's always Linux for the higher end
Atari's (68030 and up). There are other OS's such as Omen (now called
Oasis)which is multi-system(runs on Mac(CPU or RISC), IBM, and Atari)
and Fenix which is a TOS rewrite, but that is fringe stuff. The fringe
of the fringe if you will :^)

>How many users are out there?

Got me, enough to support the above systems anyway.

>How many are online?

not many on the net, or otherwise. I know in my club (Toronto Atari
Federation)only half the members have modems(about 120) and there are
many Atari users(i.e. 3 musician friends) who are not club members,
and only one has a modem, so I would gather that less than half of Atari
users in my area have modems(whether they belong to the club or not)
BUT that it is inevitable that they will at some point, this is why we
need OperaMagic! for Internet access we have CAB(CrystalAtariBrowser)
w/ propriotory PPPconnect and CAB/STik-STing(TCPstuff),WenSuite in
development, possibly Termite from Oregon Research, and the
MiNT/X11/Chimera solution, but the only one that works for me is
Chimera, and I'd like colour! :^) CAB works also, but the developers
seem to be tieing it to the MagicOS, and I'm not sure I want to go
that route yet.

>How many are willing to pay? Bottom line (as in the case with Linux and my friend Jan who heard the same from me): if you want to have Opera for your OS, go drum up the users. I can't do it for you. If you want it, do it
yourself. Go and promote it. We can then look at it.

We'll have to see, eh? With two access options, and two in the wings, maybe there will not be enough interest in a 5th option, OperaMagic.

> Please remember that we are trying to look ahead and not back. There
> are so many platforms that are good (DOS, GEOS, Atari, Amiga, GEM) with
> gazillions of users. But does make it viable? I doubt it. Opera is a
> very very small company, and we cannot make errors of judgement if we
> want to survive in this business. That's why it's more likely to see
> OPera on platforms such as Be, which are catering for the future (64bit
> file system, multi=processor, multi-threaded, etc.) Hope you understand
> our reasoning behind this.
> Thanks again for the button (saved it just in case. ;-)) and take care.
> Helmar
>
> -> Support 'Project Magic' - See Opera for OS/2, Mac, BeOS and X11 <-
> -> Opera 3.0 beta 7 for Win3.1/95/NT out NOW! <-
>
> - Opera Software A/S - our browser is too fast for you!
> - South African branch
> - Address: 8 Airlie Place, Constantia 7800, South Africa
> - Tel./Fax: +27.21.794.3414
> - Email: support@operasoftware.com
> - WWW: http://www.operasoftware.com
> - Deutsch: http://www.operasoftware.com/de

thanksmerci***danke***slainte*mhath***tusen*takk***
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Canadian Forces College Toronto Ontario Canada

1348. Re: Tell Mac Users About Reality

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-06 00:00:00 UTC
From: Jean-Marie DORBON <Jean-Marie.Dorbon@polytechnique.fr>
Message-ID: <346243A7.F8C@polytechnique.fr>
Source record: 5707

John Savard wrote:
> Many Macintosh users, though, don't seem to realize how late the hour is,
> and how serious the problem.

As a Mac and Atari user, I can understand the problem. But with the
money and the promesses of Microsoft we can hope the standard will
survive for at least 3 years !

JM (noSTalgic but realiST)

1349. Re: Why does the Hades still cost sooo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-07 00:00:00 UTC
From: VE6HY <besmith@freenet.calgary.ab.ca>
Message-ID: <6400lg$aee@ds2.acs.ucalgary.ca>
Source record: 5708

On Wed, 5 Nov 1997, Ken Macdonald wrote:

> > The Canadian "Hades" is of course the DirecT 40/60; the Hades is
> > the European version. And Canada is not (nor ever will be) a US
> > territory; remember who kicked your sorry little butt in the War of
> > 1812 :)
> >
> Yep. Burned that Washington D.C. place right to the ground too.
> Had to build a new White House and all.

Yes Ken, but that was in 1812 - we could never do that today - all our gun is in Bosnia with our soldier !!!

(Only a small smile at the dedication of 'John Crouton' and his minions to the support of our military)

The Canadian Curmudgeon

1350. Re: Why does the Hades still cost sooo

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-07 00:00:00 UTC
From: VE6HY <besmith@freenet.calgary.ab.ca>
Message-ID: <6400s7$98a@ds2.acs.ucalgary.ca>
Source record: 5709

On 6 Nov 1997, Brian Roland wrote:

> : Yep. Burned that Washington D.C. place right to the ground too.
> : Had to build a new White House and all.
>
> What? That's not the way I learned it...
> It was badly charred, and had to be painted...

Yup, that's the way I heard it too - the use of lead paint probably explains the intelligence level of US Presidents - come to think of it probably still higher than that of 'John Cretin' and his bunch !

The Canadian Curmudgeon

1351. Re: Tell Mac Users About Reality

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-08 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19971108072601.CAA09648@ladder02.news.aol.com>
Source record: 5710

Apple will have to depart radically from this liscence-buying trend. They are being overprotective again. Microsofts's $$$$ will only last so long.

1352. Re: Tell Mac Users About Reality

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-08 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <879047409.29061@dejanews.com>
Source record: 5711

In article <19971108072601.CAA09648@ladder02.news.aol.com>,
dsolimano@aol.com (DSolimano) wrote:
>
> Apple will have to depart radically from this liscence-buying trend. They
> are being overprotective again. Microsofts's $$$$ will only last so long.

The MS bought $150 million worth of stock on the open market.

Is Apple being overprotective? PowerTools, APS, Umax/SuperMac and
MacTell make Mac clones today which result in choices. You should worry
about near zero choice in the Tos hardware market. Talk about
overprotecting.

According to press accounts., Apple wl release the new G3 Powermacs that
no tel machine can match well as price points.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1353. FS: Atari Mega 4 ST ($125)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-08 00:00:00 UTC
From: mohopper@webtv.net
Message-ID: <640sph$jh0$1@newsd-112.bryant.webtv.net>
Source record: 5712

```
Please e-mail for more information...

---------------------
mohopper@webtv.net
aka Kevin DeCesare
---------------------
```

1354. Re: Microsoft being sued by the US government (was Re: Java clueless and full of his own hot air)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-11 00:00:00 UTC
From: bayko@borealis.cs.uregina.ca
Message-ID: <64a1hv$h3k$1@sue.cc.uregina.ca>
Source record: 5713
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy

In article <3467BBDE.9560D890@mpce.mq.edu.au>,
Steven J Saunders <ssaunder@mpce.mq.edu.au> wrote:
>Nomad of Norad (David C. Hall) wrote:
>> Personally, I think it's time for a class-action suit featuring all
>> the companies that MS have stomped on all these years. Except, most
>> of them were simply assimulated by Billgatus of Borg, or paid off.
>>
>> Still, he can't keep going forever.
>
>We hope.

Microsoft is persistant, which is its biggest strength. They
generally hang on to a product or market segment well past the point
most other companies would give up or consider it a failure.
Consider MS Windows NT. If IBM's OS/2 had similar sales, it would
be called a failure (The proof is that OS/2 *has* similar sales,
and *is* called a failure. Why doesn't this seem to baffle anyone but
me? NT = success, OS/2 = failure, popularity = same?).
Also consider MS Word, a third place product for years, but
Microsoft treated it as a first class product until it became one. You
can argue about other unethical Microsoft marketing practices, but
they wouldn't have anything *to* market if they hadn't been dedicated
to their products first and foremost.
Compare this to Borland's Quattro. When it wasn't an immediate
success within a year, Borland sold it off, and it bounced from company
to company before finally finding a home at Corel - and Borland would
probably love to have a new product as successful as it is now.
Microsoft fails so seldom because it doesn't admit failure (and
whatever Microsoft says is accepted as gospel by most industry press).
However, Microsoft's record is far from perfect. Consider Microsoft
Access - not the database, but the terminal program which died so
thoroughly that its name was reused for a completely unrelated
product.
Also consider the Microsoft Network I, a replacement for the
Internet. Died before it was born (and yet Microsoft still pushed it's
dead carcas out into the world). Consider the Microsoft Network II, a
subscription based Internet content providor service, about half of
which has been shut down. Consider Microsoft's home CD business, which
has been silently wound down.
And most of all, consider Microsoft Bob. Need I say more?
Microsoft does fail, and will fail in the future. It just doesn't

fail that often.
This is also why anyone who predicts the death of OS/2 is stupid.
IBM, apart from the turbulent period when it was asleep and oblivious
to what was going on around it, seldom fails either, because it
persists. As I said, OS/2 is roughly as successful as MS NT (and IBM
gives much better legacy support for old versions).

--
John Bayko (Tau).
bayko@cs.uregina.ca
http://www.cs.uregina.ca/~bayko

1355. - The Lighthouse of Your Guardian Angel on the Wishing Tower. -

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-11 00:00:00 UTC
From: light@house.com
Message-ID: <3468fd6e.0@news.arosnet.se>
Source record: 5714

The Lighthouse of Your Guardian Angel on the Wishing Tower.
Do you want all your whishes to come true ?!
Do you want to be happy ?!
Then light the flame of the Lighthouse of Your Guardian Angel on the Wishing Tower and all of your wishes and dreams will come true!

visit it at: http://www.carigroup.com/lighthouse/

1356. Famous Brand Electronics

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-12 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19971112031400.WAA05584@ladder01.news.aol.com>
Source record: 5715

anyone know the address of FBE? looking for a 7800. Any other 7800 sites are welcome. Thanks in advance.
DSolimano

1357. Re: Support the Anti MS Sites

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-12 00:00:00 UTC
From: Patrick Bryan <patrickbryan@earthlink.net>
Message-ID: <64ci2n$nkr@suriname.earthlink.net>
Source record: 5716

Real dumb post..

Ilgaz Öcal wrote in message <3461c03f.0@news1.ibm.net>...
>Look who created the Intel PC monopoly... Look who made masters (Amiga and
>Atari) running 32 bit from the early days down.
>Support Anti MS Sites!
>Ilgaz Ocal
>a old Amiga user..... And a old user knowing the Atari from 800XL
>days..
>
>
>
>

1358. e-mail program for atari st

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-13 00:00:00 UTC
From: Siegfried Wenus <sw@earthling.net>
Message-ID: <346B2891.1D3F65A1@earthling.net>
Source record: 5717

```
Dies ist eine mehrteilige Nachricht im MIME-Format.
--------------548B921C7F3D98BBEDE0DA26
Content-Type: text/plain; charset=iso-8859-1
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
Content-Transfer-Encoding: 8bit

Hi!

I would like to use my old Atari as a station to receive e-mails.
```

I haven't done anything on my Atari for years. Therefore I have no idea
where to get an e-mail-programm for him. It is an old st.
Maybe somebody knows where in the internet I can find such programms.

```
Thanks!

--
Sigi
```

--------------548B921C7F3D98BBEDE0DA26
Content-Type: text/x-vcard; charset=us-ascii; name="vcard.vcf"
Content-Transfer-Encoding: 7bit
Content-Description: Visitenkarte f&#65533;r Siegfried Wenus
Content-Disposition: attachment; filename="vcard.vcf"

```
begin: vcard
fn: Siegfried Wenus
n: Wenus;Siegfried
adr: Frauenschuhweg 12;;;Geretsried;Bayern;D-82538;Germany
email;internet: sw@earthling.net
title: AiP, cand.med., Dipl.-Ing. (FH) chem.
tel;home: 08171-61173
x-mozilla-cpt: ;0
x-mozilla-html: TRUE
end: vcard

--------------548B921C7F3D98BBEDE0DA26--
```

1359. Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-14 00:00:00 UTC
From: sinclair@marketsource.com
Message-ID: <879489426.14961@dejanews.com>
Source record: 5718

You have been awfully quiet lately. This has nothing to do with your ignorance on the Mac clone issue has it?

Check out apple.com for the power of Web Objects..

Best regards

Peter S.
Apple Power Rep

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1360. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-14 00:00:00 UTC
From: 404on040@remove2reply.iwvisp.com
Message-ID: <64htc1$12n1@news.iwvisp.com>
Source record: 5719

On 14 Nov 1997 00:41:36, sinclair@marketsource.com wrote:
>You have been awfully quiet lately. This has nothing to do with your
>ignorance on the Mac clone issue has it?
>
>Check out apple.com for the power of Web Objects..
>
>Best regards
>
>Peter S.
>Apple Power Rep

Well, Petey, tell us about Apples condum business. Did you have to spread your legs very wide to accept the big Gates deal? Your sure are trying to sweeten the sound of what Umax is doing. Do you also know that the C-64 is still being pushed in some parts of the world? The Mac clone market is down the tubes and anyone purchasing one should know that it is just a short term solution. There is nothing good going on at Apple now. Just the big boys trying to salvage what cash they can. It will all be over with in a few years.

Apple Power Rep? What is that? Do you actually have a job now?

1361. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-14 00:00:00 UTC
From: Brian Grier <reirgjb@ac.rnb>
Message-ID: <64i11a$d2b@brtph500.bnr.ca>
Source record: 5720

Mike Grove wrote:
>
> On 14 Nov 1997 00:41:36, sinclair@marketsource.com wrote:
> >You have been awfully quiet lately. This has nothing to do with your
> >ignorance on the Mac clone issue has it?
> >
> >Check out apple.com for the power of Web Objects..
> >
> >Best regards
> >
> >Peter S.
> >Apple Power Rep
>
> Well, Petey, tell us about Apples condum business. Did you have to
> spread your legs very wide to accept the big Gates deal? Your
> sure are trying to sweeten the sound of what Umax is doing. Do you
> also know that the C-64 is still being pushed in some parts of the
> world? The Mac clone market is down the tubes and anyone purchasing one
> should know that it is just a short term solution. There is nothing
> good going on at Apple now. Just the big boys trying to salvage what
> cash they can. It will all be over with in a few years.
>
> Apple Power Rep? What is that? Do you actually have a job now?

Pete has provided much amusement over the last 5 years.

You would think that he could get a life, he has certainly
had to get a bunch of different ISPs as he has had his
privledges revoked so many times.

Even the company I work for has given up on MACs. Their
reasonning was that since we could not get a committment from
Apple management to guarantee support, we needed to ensure
support for our computing environment. The Apple products are
scheduled to be completely replaced over the next 12 months.
I know the several thousand processors my company alone would
have purchased over the next two years would not save Apple,
but extrapolate this worldwide...

It's just as well since no retailers seem to sell Apple
software anymore.

Brian

1362. Steven Tucker

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-14 00:00:00 UTC
From: George Williams <red85@bigfoot.com>
Message-ID: <346CAA8C.C212F181@bigfoot.com>
Source record: 5721
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

I am looking for anyone who has dealings good or bad with Steven Tucker.

Please reply to:
red85@bigfoot.com

Thanks

1363. Re: e-mail program for atari st

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-14 00:00:00 UTC
From: bales@hol.fr
Message-ID: <19971114080205217781@toulouse2-19.hol.fr>
Source record: 5722

Siegfried Wenus <sw@earthling.net> wrote (�crivait)�:

> Dies ist eine mehrteilige Nachricht im MIME-Format.
> ----------548B921C7F3D98BBEDE0DA26
> Content-Type: text/plain; charset=iso-8859-1
> Content-Type: text/plain; charset=iso-8859-1
> Content-Transfer-Encoding: 8bit
> Content-Transfer-Encoding: 8bit
>
> Hi!
>
> I would like to use my old Atari as a station to receive e-mails.
>
> I haven�t done anything on my Atari for years. Therefore I have no idea
> where to get an e-mail-programm for him. It is an old st.
> Maybe somebody knows where in the internet I can find such programms.
>
> Thanks!
>
> --
> Sigi
>
>
> ----------548B921C7F3D98BBEDE0DA26
> Content-Type: text/x-vcard; charset=us-ascii; name="vcard.vcf"
> Content-Transfer-Encoding: 7bit
> Content-Description: Visitenkarte f�r Siegfried Wenus
> Content-Disposition: attachment; filename="vcard.vcf"
>
> begin: vcard
> fn: Siegfried Wenus
> n: Wenus;Siegfried
> adr: Frauenschuhweg 12;;;Geretsried;Bayern;D-82538;Germany
> email;internet: sw@earthling.net
> title: AiP, cand.med., Dipl.-Ing. (FH) chem.
> tel;home: 08171-61173
> x-mozilla-cpt: ;0
> x-mozilla-html: TRUE
> end: vcard
>
>
> ----------548B921C7F3D98BBEDE0DA26--

Yes, it would be nice to get rid of netscape: It sending plenty of crap with your messages, vcard, MIME codes. Please configure it for plain ASCII, which is the only acceptable standard on usenet.

As for your request, you need STinG (PPP-TCP/IP stack) and NEwsie (news/mailreader and simple FTP client). You need at least 1Mb and a hardrive is, if not necessary, useful, otherwise you'll have to make 1 disk for establishing the connection (STinG) and the other with newsie. Check out my web page for links.

--
||| Nicholas Bales, Toulouse, France bales@hol.fr
===|||==== The Atari ST Quick FAQ ============================
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1364. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-14 00:00:00 UTC
From: 404on040@iwvisp.com
Message-ID: <64iieo$12n2@news.iwvisp.com>
Source record: 5723

On 14 Nov 1997 12:16:25, reverse this for email wrote:
>Mike Grove wrote:
>>
>> On 14 Nov 1997 00:41:36, sinclair@marketsource.com wrote:
>> >You have been awfully quiet lately. This has nothing to do with your
>> >ignorance on the Mac clone issue has it?
>> >
>> >Check out apple.com for the power of Web Objects..
>> >
>> >Best regards
>> >
>> >Peter S.
>> >Apple Power Rep
>>
>> Well, Petey, tell us about Apples condum business. Did you have to
>> spread your legs very wide to accept the big Gates deal? Your
>> sure are trying to sweeten the sound of what Umax is doing. Do you
>> also know that the C-64 is still being pushed in some parts of the
>> world? The Mac clone market is down the tubes and anyone purchasing one
>> should know that it is just a short term solution. There is nothing
>> good going on at Apple now. Just the big boys trying to salvage what
>> cash they can. It will all be over with in a few years.
>>
>> Apple Power Rep? What is that? Do you actually have a job now?
>
>Pete has provided much amusement over the last 5 years.
>
>You would think that he could get a life, he has certainly
>had to get a bunch of different ISPs as he has had his
>privledges revoked so many times.
>
>Even the company I work for has given up on MACs. Their
>reasonning was that since we could not get a committment from
>Apple management to guarantee support, we needed to ensure
>support for our computing environment. The Apple products are
>scheduled to be completely replaced over the next 12 months.
>I know the several thousand processors my company alone would
>have purchased over the next two years would not save Apple,
>but extrapolate this worldwide...
>
>It's just as well since no retailers seem to sell Apple
>software anymore.
>
>Brian

>.

On the DOD site where I am employed, there must be over 10,000 Macs of different flavors. Last year the word came down that no Apple (or clone) computers will be pruchased for network server purposes. The directive stated that the trend will be toward PC/NT servers. Most people just went out and purchased Silly Graphic or Sun Machines when new servers were required. The DOD has given up on Mac, shouldn't Petey?

1365. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-15 00:00:00 UTC
From: sinclair@marketsource.com
Message-ID: <879576610.28768@dejanews.com>
Source record: 5724

In article <64htc1$12n1@news.iwvisp.com>,
404on040@remove2reply.iwvisp.com (Mike Grove) wrote:

> Well, Petey, tell us about Apples condum business. Did you have to
> spread your legs very wide to accept the big Gates deal? Your
> sure are trying to sweeten the sound of what Umax is doing. Do you
> also know that the C-64 is still being pushed in some parts of the
> world? The Mac clone market is down the tubes and anyone purchasing one
> should know that it is just a short term solution. There is nothing
> good going on at Apple now. Just the big boys trying to salvage what
> cash they can. It will all be over with in a few years.

You have no idea on the particulars on the agreement between Apple and
MS. MS purchased $150 worth of Apple stock on the open market. What
part do you not understand? Also, Office 98 will be out shortly.
Shaping up to be a nice upgrade since it's all Mac and not a Wintel port.

As for the clones, you need to educate yourself on this matter. Umax has
released three models in the C500, J700 and S900 line in the last month
that augment their current ones. Umax is doing well with their sub $1000
Mac clones in the U.S. MacTel(mactell.com) has released a sub $1000 Mac
OS system for under a grand that includes a monitor. Remember Power with
ou the price...?

PowerTools and APS also have a wide line of clones at various
capabilities and price points..

> Apple Power Rep? What is that? Do you actually have a job now?

I handle the retail accounts such as CompUSA, Best Buy and Sears in Iowa
and Nebraska.

Peter S.
Apple Power Rep

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1366. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-15 00:00:00 UTC
From: sinclair@marketsource.com
Message-ID: <879576943.29044@dejanews.com>
Source record: 5725

In article <64i11a$d2b@brtph500.bnr.ca>,
Brian Grier <"reirgjb"@ac.rnb (reverse this for email)> wrote:

> Pete has provided much amusement over the last 5 years.
>
> You would think that he could get a life, he has certainly
> had to get a bunch of different ISPs as he has had his
> privledges revoked so many times.

I have a life, thannk you..
Revoked many times? Just once..

> Even the company I work for has given up on MACs. Their
> reasonning was that since we could not get a committment from
> Apple management to guarantee support, we needed to ensure
> support for our computing environment. The Apple products are
> scheduled to be completely replaced over the next 12 months.

And what support is that? Macs don't need support. Just plug and go..

And look for your IS cost to skyrocket to the stratosphere.

> I know the several thousand processors my company alone would
> have purchased over the next two years would not save Apple,
> but extrapolate this worldwide...

Apple will do just fine..

> It's just as well since no retailers seem to sell Apple
> software anymore.

Thats interesting...My CompUSA and Best Buy's do..

> Brian

Peter S.
Apple Power Rep

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1367. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-15 00:00:00 UTC
From: grovem@remove2reply.ridgecrest.ca.us
Message-ID: <64jrbgdad2@ash.ridgecrest.ca.us>
Source record: 5726

On 15 Nov 1997 00:51:57, sinclair@marketsource.com wrote:
>In article <64htc1$12n1@news.iwvisp.com>,
> 404on040@remove2reply.iwvisp.com (Mike Grove) wrote:
>
>> Well, Petey, tell us about Apples condum business. Did you have to
>> spread your legs very wide to accept the big Gates deal? Your
>> sure are trying to sweeten the sound of what Umax is doing. Do you
>> also know that the C-64 is still being pushed in some parts of the
>> world? The Mac clone market is down the tubes and anyone purchasing one
>> should know that it is just a short term solution. There is nothing
>> good going on at Apple now. Just the big boys trying to salvage what
>> cash they can. It will all be over with in a few years.
>
>You have no idea on the particulars on the agreement between Apple and
>MS. MS purchased $150 worth of Apple stock on the open market. What
>part do you not understand? Also, Office 98 will be out shortly.
>Shaping up to be a nice upgrade since it's all Mac and not a Wintel port.

And your sitting right next to Steve, right? What a comic. Why don't
you tell your mommy to put all her saving in Apple stock?

>
>As for the clones, you need to educate yourself on this matter. Umax has
>released three models in the C500, J700 and S900 line in the last month
>that augment their current ones. Umax is doing well with their sub $1000
>Mac clones in the U.S. MacTel(mactell.com) has released a sub $1000 Mac
>OS system for under a grand that includes a monitor. Remember Power with
>ou the price...?

Yea, I don't have to speak educated to understand what those companies
are doing. Selling second rate CPUs to make a buck. All of those Power
without the price machines are runing 603e processors that can't pull
the Mac O/S as far as you have to go to fall on your face. They are the
"ST" of the ninetys.

>
>PowerTools and APS also have a wide line of clones at various
>capabilities and price points..

For how long?

>
>> Apple Power Rep? What is that? Do you actually have a job now?
>
>I handle the retail accounts such as CompUSA, Best Buy and Sears in Iowa
>and Nebraska.

Right, and Bill Clinton didn't inhale. Where is your office? Toys are
us?

>
>Peter S.

1368. Mac User and MacWorld merge follow up

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-16 00:00:00 UTC
From: sinclair@marketsource.com
Message-ID: <879742513.1716@dejanews.com>
Source record: 5727

Subject: MacWorld and MacUser merge
From: 404on040@remove2reply.iwvisp.com (Michael Grove)
Date: 1997/09/24
Message-ID: <60aehc$3t3@news.iwvisp.com>
Newsgroups: comp.sys.atari.advocacy
[More Headers]

Just read in Mac World today that now Mac User is included:). Sounds pretty familiar if your an Atari magazine subscriber from the past:). ------- But...In the last years have risen Mac Home, Mac Addict and Mac Times. Plus the growth of Mac specific web pages. I suggest you check out 'macsurfer.com' for the index. ---------- Also looks like Jobs is cutting off his noise. I'll bet all the Mac clone users feel just like PC users now. Left in the dust.... --------- In what way? And Atari users who were abandoned by Atari!

Now, someone tell me how great this is, and where I can get a Mac clone now that will be supported in the next few years?:).

Runs the Mac OS, doesn't it? What kind of support are you referring to?

Anyway, I look for a mile long post on what a good deal it would be to purchase a Mac clone at this time. But WTF, this is an advocacy group:).

They are...Bargains right now, espicially the Motorola StarMax ones..With five year warranties..

(For those that don't know what I'm talking about, Apple is drastically changing the way it licenses its O/S. From the report, most, if not all of the clone manufactures are phasing out their clone lines shortly, except for some of the low end machines destined for the far east). ------------- PowerTools, APS, MacTell and UMAX make plenty of high end machines with the G3 processors TODAY!

Falcon still going strong.

And than what?

Mike
--
Peter S.
Apple Power Rep

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1369. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-16 00:00:00 UTC
From: sinclair@marketsource.com
Message-ID: <879743000.1978@dejanews.com>
Source record: 5728

In article <64jrbgdad2@ash.ridgecrest.ca.us>,
grovem@remove2reply.ridgecrest.ca.us (M.Grove) wrote:

> And your sitting right next to Steve, right? What a comic. Why don't
> you tell your mommy to put all her saving in Apple stock?

What ever..

>
> Yea, I don't have to speak educated to understand what those companies
> are doing. Selling second rate CPUs to make a buck. All of those Power
> without the price machines are runing 603e processors that can't pull
> the Mac O/S as far as you have to go to fall on your face. They are the
> "ST" of the ninetys.

There is nothing crippled about the 603e processors. The Powermac
6500/225 our lowest end model out performs a Pentium II at 233 clock
speed!

Whats absurb is that a Hades with an antiquated 040 still costs in the
$1000- $2000 range..

As usual you'r talking nonesense.. No surprise here..
> >
> >PowerTools and APS also have a wide line of clones at various
> >capabilities and price points..
>
> For how long?

Until your great grand children reach puberty..

> >> Apple Power Rep? What is that? Do you actually have a job now?
> >
> >I handle the retail accounts such as CompUSA, Best Buy and Sears in Iowa
> >and Nebraska.
>
> Right, and Bill Clinton didn't inhale. Where is your office? Toys are
> us?

At home..In Grinnell, Iowa along with a company issued PowerBook 3400/200
and printer.

> >
> >Peter S.

Peter S.
Apple Power Rep

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

1370. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-17 00:00:00 UTC
From: malyszka@dreamscape.com
Message-ID: <malyszka-1711970033110001@sb4.dreamscape.com>
Source record: 5729

> You have no idea on the particulars on the agreement between Apple and
> MS. MS purchased $150 worth of Apple stock on the open market. What
> part do you not understand? Also, Office 98 will be out shortly.
> Shaping up to be a nice upgrade since it's all Mac and not a Wintel port.
>
> Peter S.
> Apple Power Rep

I'll break my lurker mode for a second. Apple did also agree to turn over technologies to Microsoft. Also, Office 98 for the Mac will not include Access and will be deficient in one aspect because of this omission.

They did get Bill Gates's stamp of approval with the measly $150 million

...b

1371. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-17 00:00:00 UTC
From: Brian Grier <reirgjb@ac.rnb>
Message-ID: <64puaa$11l@brtph500.bnr.ca>
Source record: 5730

sinclair@marketsource.com wrote:
>
> In article <64i11a$d2b@brtph500.bnr.ca>,
> Brian Grier <"reirgjb"@ac.rnb (reverse this for email)> wrote:
>
> > Pete has provided much amusement over the last 5 years.
> >
> > You would think that he could get a life, he has certainly
> > had to get a bunch of different ISPs as he has had his
> > privledges revoked so many times.
>
> I have a life, thannk you..
> Revoked many times? Just once..

That must explain why 6 variations in your user name appears in
my kill file, and this current name will make it 7.

I wonder how many user names you required in the year since
I last read an Atari group.

>
> > Even the company I work for has given up on MACs. Their
> > reasonning was that since we could not get a committment from
> > Apple management to guarantee support, we needed to ensure
> > support for our computing environment. The Apple products are
> > scheduled to be completely replaced over the next 12 months.
>
> And what support is that? Macs don't need support. Just plug and go..

And when the system boards die? It just took Apple 9 weeks to replace
the system board on the notebook the company purchased last year.

>
> And look for your IS cost to skyrocket to the stratosphere.

Acutally it is planned to decrease. More myths that are not based
upon reality.

>
> > I know the several thousand processors my company alone would
> > have purchased over the next two years would not save Apple,
> > but extrapolate this worldwide...
>
> Apple will do just fine..

Not without a customer base. Or is Bill Gates going to finance Apple
just to be able to say their is a competitor?

>
> > It's just as well since no retailers seem to sell Apple
> > software anymore.
>
> Thats interesting...My CompUSA and Best Buy's do..

The new CompUSA here in NC says it will not be carrying Apple Products.
Best Buy has a whopping 1/2 row of Apple software compared with 12 rows
of software for Windows machines.
>
> > Brian
>
> Peter S.
> Apple Power Rep

One would think that an Apple Power Rep would have better things to do
than post Apple is great messages in a news group that:
1) Knows better.
2) Could not care much less about your opinion
3) Is amazed that you even were able to find a person
foolish enough to hire you.

Brian

1372. Re: Steven Tucker

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-17 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <347090F1.A46277A1@aol.com>
Source record: 5731
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

I've dealt with Steven in the past and have had no problems whatsoever.

Curt

1373. and then what? (was:Re: Mac User and MacWorld)

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-17 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <3470CBDB.5940@cfcsc.dnd.ca>
Source record: 5732

sinclair@marketsource.com wrote:

>
> Falcon still going strong.
> --------
> And than what?
>
> Mike
> --
> Peter S.
> Apple Power Rep
>
and then Phenix/Milan, and then...

--
thanksmerci***danke***slainte*mhath***tusen*takk***
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Canadian Forces College Toronto Ontario Canada

1374. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-18 00:00:00 UTC
From: sinclair@marketsource.com
Message-ID: <879918549.24990@dejanews.com>
Source record: 5733

In article <64puaa$11l@brtph500.bnr.ca>,

> That must explain why 6 variations in your user name appears in
> my kill file, and this current name will make it 7.

Whats your point? Thats in the last five years. I know who have had several. Plus I lost my school account when I graduated.

> I wonder how many user names you required in the year since
> I last read an Atari group.

So have millions with online access choices..

> > And what support is that? Macs don't need support. Just plug and go..
>
> And when the system boards die? It just took Apple 9 weeks to replace
> the system board on the notebook the company purchased last year.
>

I agree. No excuse on Apple's part for that..

> >
> > And look for your IS cost to skyrocket to the stratosphere.
>
> Acutally it is planned to decrease. More myths that are not based
> upon reality.
>

Thats BS and has been proven.. Corporations spend close to $10,000 annual ONE Wintel box for support..

> > Apple will do just fine..
>
> Not without a customer base. Or is Bill Gates going to finance Apple
> just to be able to say their is a competitor?

The new G3's are selling very well along with the PB3400 line, the 6500 and highend as well.

> > Thats interesting...My CompUSA and Best Buy's do..
>
> The new CompUSA here in NC says it will not be carrying Apple Products.

Must not be a CompUSA than. All CompUSA's well..Is this CompUSA a mall store?

> Best Buy has a whopping 1/2 row of Apple software compared with 12 rows
> of software for Windows machines.

Also the Mac software is also in the Wintel section too as hybrid. I can stack them up in 30 rows six feet high.

> > > Brian
> >
> > Peter S.
> > Apple Power Rep
>
> One would think that an Apple Power Rep would have better things to do
> than post Apple is great messages in a news group that:
> 1) Knows better.
> 2) Could not care much less about your opinion
> 3) Is amazed that you even were able to find a person
> foolish enough to hire you.
>
> Brian

Jealous huh!

Peter S.

Apple Retail Power Rep - Iowa & Nebraska

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1375. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-19 00:00:00 UTC
From: sinclair@marketsource.com
Message-ID: <879918811.25298@dejanews.com>
Source record: 5734

In article <malyszka-1711970033110001@sb4.dreamscape.com>,
malyszka@dreamscape.com (Bill Malyszka) wrote:

> I'll break my lurker mode for a second. Apple did also agree to turn over
> technologies to Microsoft. Also, Office 98 for the Mac will not include
> Access and will be deficient in one aspect because of this omission.
>

And what were those technologies? No loss for Access since Claris
FileMaker Pro is the standard and best on the Mac platform.

> They did get Bill Gates's stamp of approval with the measly $150 million

So..And will be exploited to the fullest.

> ...b

Peter S.
Apple Retail Power Rep - Iowa & Nebraska

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1376. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-19 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <34737D67.1B044C82@intuit.com>
Source record: 5735

sinclair@marketsource.com wrote:

> In article <64puaa$11l@brtph500.bnr.ca>,
>
> > I wonder how many user names you required in the year since
> > I last read an Atari group.
>
> So have millions with online access choices..

Cood comeback.. there are millions of idiots on usenet, so why not one more?

> > One would think that an Apple Power Rep would have better things to do
> > than post Apple is great messages in a news group that:
> > 1) Knows better.
> > 2) Could not care much less about your opinion
> > 3) Is amazed that you even were able to find a person
> > foolish enough to hire you.
> >
> > Brian
>
> Jealous huh!

Another good comeback.. I see why you spend so much time here, you don't have the creativity to do anything else.

It seems to me that you are the one with a problem.. I have and am happy with my PPC, Wintel, and Atari Falcon machines... but I don't spend my time shouting on the Mac boards about how much better the Falcon is for MIDI (it is).

-Mark

1377. SUPER-PC

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-24 00:00:00 UTC
From: kelly@superpsm1.com
Message-ID: <34797d20.0@news3.uswest.net>
Source record: 5736

PERSONAL NOTE: I would like to thank the Internet
community for the opportunity to participate in the following
money making program. This program has allowed me to
quit my full time job and pull the kids out of day care. THANKS!

********** Here's the Opportunity **********

Work from home with your PC distributing free software and
information reports worldwide via e-mail and the Internet.

Our exclusive software, PC-SUPER-MLM, will give you the
information and tools that you need to start your own
Computer Based Business as an Information & Software
Distributor.

Achieve FINANCIAL INDEPENDENCE working from home
with your computer using our proven method.

Our products are INFO-REPORTS that provide valuable
information that helps you to reach FINANCIAL
INDEPENDENCE.

Our products can be easily duplicated and distributed via
on-line. This gives us the ability to market all over the world
with virtually no distribution cost.

THE REPORTS ARE:
1) Understanding The Real Power Of MLM
2) Everything You Need To Know About The Internet
3) Marketing Your Business On-Line
4) Secrets Of The Richest People In The World
5) The Truth About Downline Building Clubs
6) The Guide To The PC-SUPER-MLM System
THE REPORTS COST $5. U.S. EACH.

BEST OF ALL, PC-SUPER-MLM is affordable to anyone,
and it is the easiest, simplest, and most powerful program
you have ever seen.

This program is a proven MONEY MAKER. Your outlay of
$30. U.S. for SIX information reports could return you a
potential $500,000 plus. Your FREE copy of PC-SUPER-MLM
has an on-line manual which will explain how this could be
achieved.

PC-SUPER-MLM can be downloaded from the following site:

http://www.superpsm1.com

Thank you,
Kelly Johnson
kelly@superpsm1.com

1378. Re: Is this the warez group?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-11-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <65fsq9$65l$1@news.campus.mci.net>
Source record: 5737

On 25 Nov 1997 21:24:48, bob wrote:
>
>.

Nope, this isn't the Warez Newsgroup for Atari! :)

Try alt.binaries.warez.atari instead... Good luck!

```
_/_/_/
```

1379. TAF meeting December 17th - MIDI night!

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3484310b.0@nemo.idirect.com>
Source record: 5738

Agenda for Toronto Atari Federation meeting for December 17th, 1997:

ATARI - THE MIDI CHAMP!

The Atari ST computer, the first on the market with standard MIDI ports and intelligently designed software, became the number one choice of recording studios and home recordists throughout the late eighties and early nineties. And today, despite the encroachment of the PC and Mac in the studio enviroment, many artists still rely on their STs for their projects for their relative ease of use and lower system overhead. This TAF meeting will be of especial interest to MIDI users, as there will be demonstrations of the latest incarnation of E Magic Logic (2.5), perhaps one of the best sequencing programs for the Atari on the planet; as well as a demo of a new arpeggiator program from upstart company Electronic Cow. You'll be amazed at just what an Atari is still capable of!

TORONTO ATARI FEDERATION User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, $2.00 to non-members. Membership is $35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A membership in TAF IS Atari support!

TAF BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1380. Atari-search the web quickly with Search Spaniel

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-02 00:00:00 UTC
From: smith@umes07.avl.co.at
Message-ID: <250028484@searchspaniel.com>
Source record: 5739

```
To Atari-search the most search engines
in the shortest time, use the internet's newest
search engine - Search Spaniel at:
http://www.searchspaniel.com/
```

1381. F.S.-- ATARI Portfolio Parallel Interface

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-02 00:00:00 UTC
From: nobody@nowhere.com
Message-ID: <3487851e.2360712@news.conc.tdsnet.com>
Source record: 5740

```
This is a Parallel Interface that plugs into the
ATARI Portfolio handheld computers and lets you
connect a printer or any other parallel device.
The bids start at $10
You can buy it here http://www.onsale.com/category/inv/00204768.htm
```

1382. Re: Is this the warez group?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-02 00:00:00 UTC
From: stanton34@msn.com
Message-ID: <34848da5.26687507@192.0.2.5>
Source record: 5741

Thanks for the help. I cannot get alt.binaries.warez.atari. But please
tell me is there much over there to get ?
Thanks

On 26 Nov 1997 01:08:25 GMT, thechyld@pcc-uky.campus.mci.net (Ronald
J. Hall) wrote:

>On 25 Nov 1997 21:24:48, bob wrote:
>>
>>.
>
> Nope, this isn't the Warez Newsgroup for Atari! :)
>
> Try alt.binaries.warez.atari instead... Good luck!
>
> _/_/_/_

1383. Re: Is this the warez group?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-03 00:00:00 UTC
From: bales@hol.fr
Message-ID: <19971203080358205712@toulouse1-23.hol.fr>
Source record: 5742

bob <stanton34@msn.com> wrote (�crivait)�:

> Thanks for the help. I cannot get alt.binaries.warez.atari. But please
> tell me is there much over there to get ?
> Thanks

Nothing actually.

Why don't you go and buy software. Or get freeware/shareware (and
register) ?

>
> On 26 Nov 1997 01:08:25 GMT, thechyld@pcc-uky.campus.mci.net (Ronald
> J. Hall) wrote:
>
> >On 25 Nov 1997 21:24:48, bob wrote:
> >>
> >>.
> > >
> > > Nope, this isn't the Warez Newsgroup for Atari! :)
> > >
> > > Try alt.binaries.warez.atari instead... Good luck!
> > >

--
||| Nicholas Bales, Toulouse, France bales@hol.fr
===|||==== The Atari ST Quick FAQ ============================
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1384. Re: Is this the warez group?

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-03 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <881146324_OASIS_@pcc-uky.campus.mci.net>
Source record: 5743

In article <34848da5.26687507@192.0.2.5>
stanton34@msn.com (bob) said:-

>Thanks for the help. I cannot get alt.binaries.warez.atari. But please
>tell me is there much over there to get ?
>Thanks

Hmm...if you don't mind my asking, why can't you get that newsgroup?

There is also alt.binaries.warez.atari.d :)

--

```
[]-=-=-=
```

1385. Re: Milan ... the phoenix from the ashe

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-03 00:00:00 UTC
From: sinclair@marketsource.com
Message-ID: <881171766.6585@dejanews.com>
Source record: 5744
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <65sgmm$3s1@news.iwvisp.com>,
404on040@com.iwvisp.com (Mike Grove) wrote:

> And are they to busy to notice their line-up at Comp USA?
> I just came from San Diego where I visited three different stores. The
> Mac displays were in shambles, no demos running, and no one knew
> anything about the machine or the new G3 processor. It was a real
> joke, especially the 300Mhz 603ev machines. The Pentiums on display
> made them look sick.
> Of course, the first person I thought of when I seen this rubbish was
> you, Sinplop:).
>

The store should get a makeover in January with a Feb. 1 deadline.
Thanks for the store report which will goto my team leader in Calif.

I agree with you on the 6500/300 model. I don't know were it fits in
Apple's product mix since its a consumer model priced above $2500. If it
were below $2500 w/$400 rebate w/ monitor purchase would be a good deal.
Apple has a nice rebate promo w/ the 6500/250 w/ Apple 15' AV monitor for
$2400 minus $400 Mail in rebate = $2000! Thats a deal! However with the
G3's starting at $2000, they had to do it. I will take the $2399 G3
model, the one with 266 MHZ w/ zip over a 6500/300. The $2000 G3 blows
away a Pentium II at 300 clock speed with both hands tied behind..

> Not much of a future in this position...........

Eh?

> >--------------------==== Posted via Deja News ====----------------------
> > http://www.dejanews.com/ Search, Read, Post to Usenet
> >.

Peter S.
Apple Power Rep

--------------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

1386. www.atari.nu

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-03 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19971203230400.SAA05768@ladder02.news.aol.com>
Source record: 5745

Atari Prototypes & Vaporwares has moved !!!

The new site is now at www.atari.nu

Hundreds of brand new, never before seen images of rare & never released Atari products such as The Atari 600 prototype, the Atari CX-2000 prototype, the Game Brain, the Atari STylus, even several prototypes which are unknown and unclassified. Also there are articles and information from past magazines, newspapers and internal Atari documents.

Plus the addition of Atari Sounds & Movies, featuring this month 3 new AVI's from Alan Alda "Like A Kid", The Atari 7800 Test Lab and The Fun is Back Atari 2600 commercials.

Stop by and check out the new look and all the new information and images at the Atari Prototypes & Vaporware website.

Curt Vendel

1387. Re: »¶ÓÀ´ÌìÇÅÍøÕª

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-07 00:00:00 UTC
From: roystgnr@roystgnr.jones.rice.edu
Message-ID: <slrn68kc6l.vg2.roystgnr@roystgnr.jones.rice.edu>
Source record: 5746
Cross-posted to: comp.infosystems.www.advocacy,comp.lang.pascal.delphi.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy

On 7 Dec 1997 01:00:35 GMT, Scott Wood <devnull@darkflame.ml.org> wrote:
>A long time ago, in a land far away,
>Dennis Peterson <dpeterso@halcyon.com> wrote:
>> This is so typical of the ����������ъ��ω�□�塢�□��������碑
>> envieists. Go suck a lemon,pig. Long live the
>> ����������ъ��ω�□�塢�□��������碑 and you can fry in hell,
>> non-believer!
>
>Sure, ����������ъ��ω�□�塢�□��������碑 is fine if you don't mind
>crashing every ��□��������d minutes, or waiting forever for the damned
>thing to boot, or having it randomly decide to fry one of your computer's
>components, or having it just get really pissed at you, crack some
>military computers, and launch some nukes toward your house. Meanwhile,
>>����������ъ��ω�□�塢�□��������碑 escapes through the network to
>some unsuspecting luser's computer.

This is just wrong and you know it. Sure, in the past there have been
a few problems with ����������ъ��ω�□�塢�□��������碑, but it's
going to be the wave of the future. Businesses are all moving away from
�ъ������ and switching to ����������ъ��ω�□�塢�□��������碑 at
a rapid rate, and pretty soon all the �ъ������ programers are going
to be out of jobs. �ъ������ is much too complicated anyway, and
����������ъ��ω�□�塢�□��������碑 can do all the same things, in
addition to running your old ����������ъ��ω�□塢 and even
����������ъ��ω�□塢 ��● programs with ease.

```
Newsgroup comp.graphics.research deleted.
```

I would like to motion that all posts in *.advocacy move to the newer
����������ъ��ω�□塢�□��������碑 format of postings. This way,
everybody can pipe from their newsreader through
sed `s/����������ъ��ω�□塢�□��������碑/Windows NT/g`,
Search-Replace-����������ъ��ω�□塢�□��������碑-Linux, or whatever
they want, and everyone's happy.

Roy Stogner

1388. Re: »¶ÓÀ´ÌìÇÅÍøÕª

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-07 00:00:00 UTC
From: devnull@darkflame.ml.org
Message-ID: <66ddke$ag3@usenet.srv.cis.pitt.edu>
Source record: 5747
Cross-posted to: comp.infosystems.www.advocacy,comp.lang.pascal.delphi.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy

A long time ago, in a land far away,
roystgnr@roystgnr.jones.rice.edu (Roy Stogner) wrote:
> This is just wrong and you know it. Sure, in the past there have been
> a few problems with ����������ы��ω�□�塌�□��������碑, but it's

Understatement of the year. It's a piece of crap and you know it.

> going to be the wave of the future. Businesses are all moving away from
> ы������ and switching to ����������ы��ω�□�塌�□��������碑 at

That's only because they believe ����������ыsoft's FUD about
ы������ being "hard", while ы������ is clearly the most
appropriate solution for many things that
����������ы��ω�□�塌�□��������碑 is being used for.

> a rapid rate, and pretty soon all the ы������ programers are going
> to be out of jobs.

Never! ы������ is growing at an exponential rate. It won't be
going anywhere soon; it is the future!

> ы������ is much too complicated anyway, and

ы������ is only the underlying OS design. You can throw any
interface you want on it. Besides, if ы������ is so complicated,
why does it have a shorter, simpler name than
����������ы��ω�□�塌�□��������碑?
����������ы��ω�□�塌�□��������碑 sounds like something you would
find in ����������ы��ω�□�塌�□��������碑's registry.

> ����������ы��ω�□�塌�□��������碑 can do all the same things, in
> addition to running your old ����������ы��ω�□�塌 and even
> ����������ы��ω�□�塌 ››› programs with ease.

But it can't run the vast wealth of free ы������ software out
there, and ы������ has emulators that will run most of your
old ����������ы��ω�□�塌 programs, and some of your
����������ы��ω�□�塌 ››› programs too, even though the native
ы������ is usually better. As for dong "all the same things", it
may do most of the same things, but it doesn't do them as well.

> Newsgroup comp.graphics.research deleted.

Why do people post things to off-topic newsgroups like that?

> I would like to motion that all posts in *.advocacy move to the newer
> ����������ﾚ��ω�□�塙�□��������碑 format of postings. This way,

It's not a standard, damn it! It's ����������ﾚsoft's proprietary
extensions to Usenet, and I won't use it!

> everybody can pipe from their newsreader through
> sed `s/����������ﾚ��ω�□�塙�□��������碑/Windows NT/g`,
> Search-Replace-����������ﾚ��ω�□�塙�□��������碑-Linux, or whatever
> they want, and everyone's happy.

Those of us with real operating systems, like ﾚ, can do that
already. Oh, and it's sed s/ﾚ/Linux/g, not
����������ﾚ��ω�□�塙�□��������碑. The very idea that a product as
fine as ﾚ would come from ����������ﾚsoft is ridiculous.

--
Scott Wood, Alt.atheism atheist #1000 (SA)
Stop Micro$oft Now! http://darkflame.ml.org/teamhates/

Change devnull to master to reply. All spam will be reported.

1389. Re: »¶ÓÀ´=C

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <348b61cf.0@nemo.idirect.com>
Source record: 5648

On 7 Dec 1997 04:15:52 , Roy Stogner wrote:
>On 7 Dec 1997 01:00:35 GMT, Scott Wood <devnull@darkflame.ml.org> wrote:
>>A long time ago, in a land far away,
>>Dennis Peterson <dpeterso@halcyon.com> wrote:
>>> This is so typical of the ����������ъ��ω�□�塢�□�������碑
>>> envieists. Go suck a lemon,pig. Long live the
>>> ����������ъ��ω�□�塢�□�������碑 and you can fry in hell,
>>> non-believer!
>>
>>Sure, ����������ъ��ω�□�塢�□�������碑 is fine if you don't mind
>>crashing every ��□�������d minutes, or waiting forever for the damned
>>thing to boot, or having it randomly decide to fry one of your computer's
>>components, or having it just get really pissed at you, crack some
>>military computers, and launch some nukes toward your house. Meanwhile,
>>����������ъ��ω�□�塢�□�������碑 escapes through the network to
>>some unsuspecting luser's computer.
>

```
you know, I'm really glad to see the Klingon Atari developers have
been busy as well. The ST really is a warrior's computer. (Big :) )

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////
```

1390. Re: ��□�������ժ

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-08 00:00:00 UTC
From: fellowsd@cs.man.ac.uk
Message-ID: <66gkif$1vb$1@m1.cs.man.ac.uk>
Source record: 5649
Cross-posted to: comp.infosystems.www.advocacy,comp.lang.pascal.delphi.advocacy,comp.os.linux.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <66emihjtv1@stc06.ctd.ornl.gov>,
Xiaoguang Zhang <xgz@gmsds.ms.ornl.gov> wrote:
> Guys, enough fun already! Aren't you even curious about what this spam
> really says? It's a lot funnier knowing what you've been quoting.
>
> : ��□�������ժ
> Welcome to Heaven's Bridge Internet Digest.
> : ����������ъ��ω�□塢□�������碑
> Here you can make friends, submit articles, and learn about the world of
> Internet.
>
> Now, why do you guys think that "Here you can make friends, submit
> articles, and learn about the world of Internet." is an OS, or that it
> has a unit of MHz and can be squared?

'S _obvious_, innit? 'S all in code.

Donal (looking out for the Black Helicopters.)
--
Donal K. Fellows http://r8h.cs.man.ac.uk:8000/ fellowsd@cs.man.ac.uk
Department of Computer Science, University of Manchester, U.K. +44-161-275-6137
--
Never underestimate the power of the penguin...

1391. Re: »¶ÓÀ´ÌìÇÅÍøÕª

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <881602308_OASIS_@pcc-uky.campus.mci.net>
Source record: 5650

In article <348b61cf.0@nemo.idirect.com>
dreibel@idirect.com (Daniel L. Dreibelbis) said:-

> you know, I'm really glad to see the Klingon Atari developers have
>been busy as well. The ST really is a warrior's computer. (Big :))
>
>//////////////////////Daniel L. Dreibelbis//////////////////////
>ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com

<roflol> I thought I recognized that particular style, Daniel! :)

--

[]-=[]
[] --T-- | | /\ []
[] -A T A R I- | THE FUJI -LIVES- ! | Dark><Chyld []
[] --G-- | | \/ []
[]-=[]

1392. TAF MIDI Night Dec. 17th, other news.....

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <348f6d62.0@nemo.idirect.com>
Source record: 5651

Agenda for the December 17th TAF meeting:

We're going to be having a MIDI night! Yes, we're going to be demonstrating what has always been the ST's (and TT and Falcon) main advantage, it's standard MIDI ports, with two GREAT demos!

FIRST: Martin Neuland will be demonstrating the latest version of E-Magic's LOGIC program (2.5). Logic is a very popular program on the PC and Mac, and they were kind enough to finally release an update for Atarians, with new features similar to the Mac version. Martin will show all interested in the MIDI side just what this new version of Logic is capable of.

THEN: Dan Dreibelbis will be demonstrating Electronic Cow's MIDI ARPEGGIATOR! EC is an upstart company from the UK dedicated to finding new and wonderful ways to make music on your classic Atari STs; ARPEGGIATOR revives a popular function found on many vintage analogue synthesizers, and adds a few twists of its own - you can even export your creations as MIDI files. And it's handsomely designed too.

It's going to be a fun night for the holiday season - be sure to be there!

UPCOMING EVENTS FOR FUTURE MEETINGS:

JANUARY 21ST: INTERNET NIGHT! We'll be looking at CAB 2.5 and the rest of the STiK suite with the help of our special guest Martin-Eric Racine, a STiK expert who also beta-tests the latest from Dan Ackerman and Alexander Clauss. If you've ever wanted to get online with your Atari and have many or any questions on how to get started and set up, this is the night for you. Mark your calendars now!

FEBRUARY 18TH - GAMES NIGHT! - we're going to look at the best ways to have fun with your Atari computer, featuring some of the best new games available, including the demo for RUNNING, the new DOOM clone for the Falcon! If anyone has any requests for a particular game, be it new or classic, drop us a line and we'll see about covering it at the meeting.

TORONTO ATARI FEDERATION User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, $2.00 to non-members. Membership is $35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A

membership in TAF IS Atari support!

TAF Online! BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1393. Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-20 00:00:00 UTC
From: damaged justice <frogfarm@yakko.cs.wmich.edu>
Message-ID: <67hgd0$g2r$1@yakko.cs.wmich.edu>
Source record: 5652
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy,microsoft.public

Apparently the world seems caught up in playing games of "whose side are you on", as if to be anti-DOJ automatically means you are pro-Microsoft. Nobody from Microsoft ever put a gun to my head and said, "If you don't buy and use Microsoft products, I'll blow your brains out."

If someone is too ignorant or lazy to take the time to educate themselves about the astounding number of alternatives to "what everyone uses", or blindly insists that the only way they can do what they need or want to do is to go out and buy the "latest and greatest", then they deserve whatever miseries are visited upon them. They have no one to blame but themselves.

Fuck the so-called Department of Justice, fuck the immoral "anti-trust" laws, AND fuck Microsoft. Bill Gates is no threat to freedom of choice, except to those too ignorant to realize their power to choose.

And I don't want the Butcheress of Waco, or any other "public servant", "helping" me by pointing a gun at anyone. Even Bill Gates.

And nobody will ever convince me that government intervention is good*, so don't waste your time. Just wanted all the lurkers, reporters, etc., out there to realize that despite the sheep-like whinings of the majority, some of us don't give a rat's ass.

That's all. You can go back to your little holy wars now.

(*) "Good" for who? Not for the average consumer, and not for the business with the gun pointed at them. Only "good" for government employees, who are terrified they might lose their jobs...and statists the world over, hoping their tyrannical philosophies won't burn and die as they rightfully should.

--
http://frogfarm.home.ml.org/ ...for the best in unapproved information
"After reading your latest post on the subject, I have come to a conclusion. Either your insane, your playing a game, or your totally alienated from the real world." (Mark Cronan <mcronan@willamette.edu>. Yep, he meant me.)

1394. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-21 00:00:00 UTC
From: petrich@netcom.com
Message-ID: <petrichELJEIK.B4q@netcom.com>
Source record: 5653
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

In article <67hgd0$g2r$1@yakko.cs.wmich.edu>,
damaged justice <frogfarm@yakko.cs.wmich.edu> wrote:
>Apparently the world seems caught up in playing games of "whose side are
>you on", as if to be anti-DOJ automatically means you are pro-Microsoft.

Imagine someone stole your car, but then one of your friends was
very against the apprehension and prosecution of the perp -- and whined
that this did not mean that he/she was a supporter of that theft. Would
you find this friend of yours very convincing?

>Nobody from Microsoft ever put a gun to my head and said, "If you don't buy
>and use Microsoft products, I'll blow your brains out."

They don't have to -- all they have to do is let compatibility and
preloads and the like do the trick.

>If someone is too ignorant or lazy to take the time to educate themselves
>about the astounding number of alternatives to "what everyone uses", ...

Describe them in detail, please. Have you ever *used* any of them?

>Fuck the so-called Department of Justice, fuck the immoral "anti-trust"
>laws, AND fuck Microsoft. Bill Gates is no threat to freedom of choice,
>except to those too ignorant to realize their power to choose.

This computer business goes over a *lot* of people's heads, so I
wouldn't pick on them too much.

>And I don't want the Butcheress of Waco, or any other "public servant",
>"helping" me by pointing a gun at anyone. Even Bill Gates.

>And nobody will ever convince me that government intervention is good*, so
>don't waste your time. ...

Such as by catching and prosecuting car thieves?
--
Loren Petrich Happiness is a fast Macintosh
petrich@netcom.com And a fast train
My home page: http://www.petrich.com/home.html

1395. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-21 00:00:00 UTC
From: damaged justice <frogfarm@yakko.cs.wmich.edu>
Message-ID: <67js4o$9ig$1@yakko.cs.wmich.edu>
Source record: 5654
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

In comp.os.os2.advocacy Loren Petrich <petrich@netcom.com> wrote:
: >If someone is too ignorant or lazy to take the time to educate themselves
: >about the astounding number of alternatives to "what everyone uses", ...

: Describe them in detail, please. Have you ever *used* any of them?

OS/2, Linux, Amiga, Atari ST, PowerMac. Haven't use Alpha yet, but would
really like to.

Government's job is to protect the rights of the citizens. They do that by
getting out of the way. You've been harmed by Microsoft, or Bill? You sue.
Unfortunately, a lot of do-gooders back in the railroad days decided they
didn't want farmers to be able to sue railroad owners for pollution, so
they eroded that right, and many associated property rights. These laws,
along with "limited liability", are what make it impossible to sue owners
of nuclear reactors for their pollution -- tresspass upon your property.

There is no liberty without property. The bum on the street has just as
much right, no more no less, to the penny in his pocket, as I do to my
meagre pocket change, as Bill Gates does to his billions.

(PS: The original article was Followup-To directed to one group so as not
to continue spamming multiple groups. I've reset that. Please respect it.)

--
http://yakko.cs.wmich.edu/~frogfarm ...for the best in unapproved information
"There is nothing nobler or more admirable than when two people who see eye
to eye keep house as man and wife, confounding their enemies and delighting
their friends, as they themselves know better than anyone." [Homer's Odyssey]

1396. Re: Yadda, yadda, yadda (was Re: Announ

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-21 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <67k69m$dut@news2.tds.net>
Source record: 5655

On 21 Dec 1997 11:27:56, Loren Petrich wrote:
>In article <67hgd0$g2r$1@yakko.cs.wmich.edu>,

>>And nobody will ever convince me that government intervention is good*, so
>>don't waste your time. ...
>
> Such as by catching and prosecuting car thieves?

Well, keep that in mind if you're ever 200 miles at sea in a flaming,
sinking hulk of what used to be a vessel... just tell the Coast Guard
"I don't appreciate government intervention, thank-you-very-much."

Terry Ross
---
tross3@hamtel.tds.net irc: qnr
http://www.geocities.com/SiliconValley/Peaks/6320/

1397. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-21 00:00:00 UTC
From: petrich@netcom.com
Message-ID: <petrichELK9G3.2MF@netcom.com>
Source record: 5656
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

In article <67js4o$9ig$1@yakko.cs.wmich.edu>,
damaged justice <frogfarm@yakko.cs.wmich.edu> wrote:

>: Describe them in detail, please. Have you ever *used* any of them?
>OS/2, Linux, Amiga, Atari ST, PowerMac. Haven't use Alpha yet, but would
>really like to.

>Government's job is to protect the rights of the citizens. They do that by
>getting out of the way.

By not doing anything? :-)

... You've been harmed by Microsoft, or Bill? You sue.

Any opinion of the numerous lawsuits being brought against M$?
One of my favorites is the one being brought by Caldera, Inc.
(http://www.caldera.com) on account of M$'s war against DR-DOS.

I do hope that a lot of M$'s mischief gets exposed; this ought to
make life easier for M$'s competitors, such as Apple, Be, IBM, Sun, and
those who work on Linux -- they should not have to compete with M$ tying
their hands behind their backs with crooked deals.

--
Loren Petrich Happiness is a fast Macintosh
petrich@netcom.com And a fast train
My home page: http://www.petrich.com/home.html

1398. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-22 00:00:00 UTC
From: Prima <primacom@netvigator.com>
Message-ID: <349D5B7B.A257DFDD@netvigator.com>
Source record: 5657
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

Loren Petrich wrote:

> In article <67hgd0$g2r$1@yakko.cs.wmich.edu>,
> damaged justice <frogfarm@yakko.cs.wmich.edu> wrote:
> >Apparently the world seems caught up in playing games of "whose side
> are
> >you on", as if to be anti-DOJ automatically means you are
> pro-Microsoft.
>
> Imagine someone stole your car, but then one of your friends
> was
> *very* against the apprehension and prosecution of the perp -- and
> whined
> that this did not mean that he/she was a supporter of that theft.
> Would
> you find this friend of yours very convincing?
>
> >Nobody from Microsoft ever put a gun to my head and said, "If you
> don't buy
> >and use Microsoft products, I'll blow your brains out."
>
> They don't have to -- all they have to do is let compatibility
> and
> preloads and the like do the trick.
>
> >If someone is too ignorant or lazy to take the time to educate
> themselves
> >about the astounding number of alternatives to "what everyone uses",
> ...
>
> Describe them in detail, please. Have you ever *used* any of
> them?
>
> >Fuck the so-called Department of Justice, fuck the immoral
> "anti-trust"
> >laws, AND fuck Microsoft. Bill Gates is no threat to freedom of
> choice,
> >except to those too ignorant to realize their power to choose.
>
> This computer business goes over a *lot* of people's heads, so
> I

> wouldn't pick on them too much.
>
> >And I don't want the Butcheress of Waco, or any other "public
> servant",
> >"helping" me by pointing a gun at anyone. Even Bill Gates.
>
> >And nobody will ever convince me that government intervention is
> good*, so
> >don't waste your time. ...
>
> Such as by catching and prosecuting car thieves?
> --
> Loren Petrich Happiness is a fast Macintosh
> petrich@netcom.com And a fast train
> My home page: http://www.petrich.com/home.html

I just installed Microsoft Car Thief Catcher 98. It works great!

1399. FS: Atari 800 Computer w/ devices

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-22 00:00:00 UTC
From: todsnobert@aol.com
Message-ID: <19971222003500.TAA11724@ladder01.news.aol.com>
Source record: 5658

For Sale:

Atari 800 Computer System
Atari 1010 Cassette Drive
Atari 1027 Letter Quality Printer (NOT dot matrix)

Please offer any price.
Simply want to get rid of this stuff before moving.

Email:
TodsnoBert@aol.com

1400. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <349e07ff.0@comnet.co.nz>
Source record: 5659
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

Prima (primacom@netvigator.com) wrote in comp.sys.atari.advocacy:
> I just installed Microsoft Car Thief Catcher 98. It works great!

I just installed Microsoft Car Thief 99 for my neighbour.

It just gave his Yugo to Bill Gates.

I can't wait for the 2001 upgrade.

(I've got an Edsel I wanna donate to charity^H^H^H^H^H^H^HBill Gates)

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

1401. Re: Yadda, yadda, yadda (was Re: Announ

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-22 00:00:00 UTC
From: k.lever@zetnet.co.uk
Message-ID: <67lqkt$5r3$1@irk.zetnet.co.uk>
Source record: 5660

On 21 Dec 1997 22:47:18, Terry Ross wrote:
KLOn 21 Dec 1997 11:27:56, Loren Petrich wrote:
KL>In article <67hgd0$g2r$1@yakko.cs.wmich.edu>,
KL
KL>>And nobody will ever convince me that government intervention is good*, so
KL>>don't waste your time. ...
KL>
KL> Such as by catching and prosecuting car thieves?
KL

I MAY BE MISSING THE POINT, BUT I CAN'T SEE ANY CONNECTION AT ALL IN
THIS THREAD WITH ATARI's.

In fact,there is no mention of Atari's at all!!!!!!!!!

Please post in an ALT SYS newsgroup, and have a moan there.

+ I THINK, THEREFORE I AM, I THINK !!!!!!!!!!!!!!!!!!!! +
+ Keith Lever. Clacton-on-sea, Essex. England. + + + + + + + +
+ e.mail:- k.lever@zetnet.co.uk +
+ Phone :- 01255 433837 +
+ Atari 4160 ste-Magic-NVDI-CAB 2.5 & Ovl 2.2706-Newsie 84. +
+ I ALWAYS THINK FOR MYSELF---OR SO MY WIFE TELLS ME..... +

1402. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-22 00:00:00 UTC
From: Michael Peck <mjpeck@convex.hp.com>
Message-ID: <349EC8F6.E22@convex.hp.com>
Source record: 5661
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

Loren Petrich wrote:
>
> In article <67hgd0$g2r$1@yakko.cs.wmich.edu>,
> damaged justice <frogfarm@yakko.cs.wmich.edu> wrote:
> >Apparently the world seems caught up in playing games of "whose side are
> >you on", as if to be anti-DOJ automatically means you are pro-Microsoft.
>
> Imagine someone stole your car, but then one of your friends was
> *very* against the apprehension and prosecution of the perp -- and whined
> that this did not mean that he/she was a supporter of that theft. Would
> you find this friend of yours very convincing?

I think it's probably more analagous to "imagine someone put a flyer on
your car promoting a social issue, and it were illegal, and one of your
friends was opposed to your pressing charges because he/she thought it
was an unfair and unconstitutional law."

Or even better, imagine that the law itself is a gray area, and involved
a high-technology issue, and judicial review stands to set a precedent
which may affect generations of future users of that technology.

Come to think of it, analogies are stupid. Maybe neither one of use
should use one.

> >Nobody from Microsoft ever put a gun to my head and said, "If you don't buy
> >and use Microsoft products, I'll blow your brains out."
>
> They don't have to -- all they have to do is let compatibility and
> preloads and the like do the trick.

Which are illegal? No, but you *want* them to be, I suppose.

> >If someone is too ignorant or lazy to take the time to educate themselves
> >about the astounding number of alternatives to "what everyone uses", ...
>
> Describe them in detail, please. Have you ever *used* any of them?

Can't answer for d. goods. Used a few browsers, myself. What's your real
question?

> >Fuck the so-called Department of Justice, fuck the immoral "anti-trust"
> >laws, AND fuck Microsoft. Bill Gates is no threat to freedom of choice,
> >except to those too ignorant to realize their power to choose.
>

> This computer business goes over a *lot* of people's heads, so I
> wouldn't pick on them too much.

It goes over the DOJ's head, too. Which legitimizes d. goods' point.

> >And nobody will ever convince me that government intervention is good*, so
> >don't waste your time. ...
>
> Such as by catching and prosecuting car thieves?

Depends on what he means by "intervention". I don't call prosecution
under the law "intervention", do you? I call it "execution", as in
"executive branch of the government".

Judicial review, now that's "intervention".

MJP

1403. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-23 00:00:00 UTC
From: petro@martyr.kremlin.com
Message-ID: <34a67725.3661364@news.netvalue.net>
Source record: 5662
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

On Sun, 21 Dec 1997 11:27:56 GMT, petrich@netcom.com (Loren Petrich)
wrote:

>In article <67hgd0$g2r$1@yakko.cs.wmich.edu>,
>damaged justice <frogfarm@yakko.cs.wmich.edu> wrote:
>>Apparently the world seems caught up in playing games of "whose side are
>>you on", as if to be anti-DOJ automatically means you are pro-Microsoft.
>
> Imagine someone stole your car, but then one of your friends was
>*very* against the apprehension and prosecution of the perp -- and whined
>that this did not mean that he/she was a supporter of that theft. Would
>you find this friend of yours very convincing?

This is too stupid and unrealted to bother with a reply.

>>Nobody from Microsoft ever put a gun to my head and said, "If you don't buy
>>and use Microsoft products, I'll blow your brains out."
>
> They don't have to -- all they have to do is let compatibility and
>preloads and the like do the trick.

Exactly. So what's your point? They're supposed to just trash their
legacy OS and design a new one just so inferior companies can compete
with them? You make me laugh.

>>If someone is too ignorant or lazy to take the time to educate themselves
>>about the astounding number of alternatives to "what everyone uses", ...
>
> Describe them in detail, please. Have you ever *used* any of them?

Yes. Some suck (like the Crapintosh OS), some rule (like Linux, BeOS,
NeXT/Openstep, Solaris, Unix in general, possibly Rhapsody, etc...).

>>And I don't want the Butcheress of Waco, or any other "public servant",
>>"helping" me by pointing a gun at anyone. Even Bill Gates.
>
>>And nobody will ever convince me that government intervention is good*, so
>>don't waste your time. ...
>
> Such as by catching and prosecuting car thieves?

Are you trying to be stupid? What does stealing cars have to do with
selling someone a product?

1404. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-23 00:00:00 UTC
From: petro@martyr.kremlin.com
Message-ID: <34a777ea.3858217@news.netvalue.net>
Source record: 5663
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

On 22 Dec 97 06:26:07 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Prima (primacom@netvigator.com) wrote in comp.sys.atari.advocacy:
>> I just installed Microsoft Car Thief Catcher 98. It works great!
>
>I just installed Microsoft Car Thief 99 for my neighbour.
>
>It just gave his Yugo to Bill Gates.
>
>I can't wait for the 2001 upgrade.
>
>(I've got an Edsel I wanna donate to charity^H^H^H^H^H^H^HBill Gates)

Vladi doesn't understand this stupid nerd humor - sorry.

1405. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-23 00:00:00 UTC
From: housojay@olympus.net
Message-ID: <housojay-2312971652570001@ptpm023.olympus.net>
Source record: 5664
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

> > Imagine someone stole your car, but then one of your friends was
> >*very* against the apprehension and prosecution of the perp -- and whined
> >that this did not mean that he/she was a supporter of that theft. Would
> >you find this friend of yours very convincing?
>
> This is too stupid and unrealted to bother with a reply.

I could say the same for your little comment here.. but the point *is*,
Microsoft shouldn't be able to monopolize a market on a whim just cuz they
have the power to integrate program X into the OS. This is unfair
competition, but that doesn't even matter, see, the real point is that
once there's no more competition, innovation stops, even goes backwards.
The company has no incentive to improve the product, because they own the
market.

> >>Nobody from Microsoft ever put a gun to my head and said, "If you don't buy
> >>and use Microsoft products, I'll blow your brains out."
> >
> > They don't have to -- all they have to do is let compatibility and
> >preloads and the like do the trick.
>
> Exactly. So what's your point? They're supposed to just trash their
> legacy OS and design a new one just so inferior companies can compete
> with them? You make me laugh.

I can't say I've found any way to rearrange the above statement to make it
make sense. Loren was saying that they can wipe out competition by
preloading software on PC's.. That is a bad thing for everyone except
Microsoft. What this has to do with trashing their OS, I have no idea.

> >>If someone is too ignorant or lazy to take the time to educate themselves
> >>about the astounding number of alternatives to "what everyone uses", ...
> >
> > Describe them in detail, please. Have you ever *used* any of them?
>
> Yes. Some suck (like the Crapintosh OS), some rule (like Linux, BeOS,
> NeXT/Openstep, Solaris, Unix in general, possibly Rhapsody, etc...).

Macintosh wouldn't exist if Unix could provide the usability, and features
that it has- nor would Unix exist if the mac had the same stability speed.

> >>And I don't want the Butcheress of Waco, or any other "public servant",
> >>"helping" me by pointing a gun at anyone. Even Bill Gates.

> >
> >>And nobody will ever convince me that government intervention is good*, so
> >>don't waste your time. ...
> >
> > Such as by catching and prosecuting car thieves?
>
> Are you trying to be stupid? What does stealing cars have to do with
> selling someone a product?

not selling them a product, but depriving them of a choice of products by initially dumping the prices and using their position as an OS vendor to make sure the user has no need to buy the competition's products. Its called monopolization.

People often use analogies (comparing one thing to another using like and as :D), to try to give a good example of whats going on. I don't think they work as well as reality, IMHO, but calling them stupid because you took it out of context merits me calling you stupid because I feel like it just as much...

cheers,

Dru Jay homepage: <http://www.windseye.com/Dru/>
--- ---
pogues fan, student and webmaster at <http://jefferson.wsu.edu>

1406. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-24 00:00:00 UTC
From: root@pbase.my.domain
Message-ID: <67pq3m$jjf@camel20.mindspring.com>
Source record: 5665
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

In article <housojay-2312971652570001@ptpm023.olympus.net>, Dru Jay wrote:
>
>Macintosh wouldn't exist if Unix could provide the usability, and features
>that it has- nor would Unix exist if the mac had the same stability speed.
>

The Mac world and the UNIX world didn't really converge until the 1990s. Prior to that (with exceptions like Sun), UNIX was a time-shared system for pretty good-sized machines. The 1980s desktop world was dominated by Microsoft DOS, a pitiful excuse for an operating system that would have been an embarrassment in the 1960s. Since DOS lacked most of the features that UNIX provided, the expectation was that desktop systems did not need such features (like any kind of multi-tasking - and memory protection means nothing in the absence of multitasking). The three A's (Amiga, Atari and Apple <g>) introduced desktop users to multitasking; eventually Microsoft users gained this benefit. In the 1990s, a desktop machine is _expected_ to multitask, and this brings stability concerns into the equation. So desktop OS development in the 1990s has been in part a quest to provide the GUI features that Mac users grew accustomed to in the 1980s (and Microsoft users in the 1990s) with stability and performance in a multitasking environment.

Hey - UNIX is stable! Hey, UNIX can support a GUI! Hey - UNIX could be a pretty mean desktop system!

Thus, the convergence. Realistically, Apple has lost its edge, in that _all_ desktop computers today have a credible GUI (including Linux+X machines, despite what the NeXTians and Mac advocates claim). Apple's problem is, of course, its arrogance: it truly _believes_ that its GUI is _sooooo_ superior that that alleged superiority, in and of itself, excuses the primitive underpinnings of the MacOS (Rhapsody is for servers - remember that).

While David Field may well be a moron (but I really doubt that he is), his gripes do illustrate that the MacOS is _not_ the perfect user interface, as no such perfection exists (well, bash comes close <g>). As such, Apple had better be aware that the "classic" MacOS is totally outdated, and abandon it in favor of Rhapsody as soon as the Blue Box hits production quality.

Probably won't happen, though. Apple, instead, will try to "milk" both for all they are worth - MacOS for the loyal but naive user base and Rhapsody for the high margins (much like Microsoft and NT).

1407. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-24 00:00:00 UTC
From: petrich@netcom.com
Message-ID: <petrichELoFH4.81x@netcom.com>
Source record: 5666
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

In article <housojay-2312971652570001@ptpm023.olympus.net>,
Dru Jay <housojay@olympus.net> wrote:

>> Yes. Some suck (like the Crapintosh OS), some rule (like Linux, BeOS,
>> NeXT/Openstep, Solaris, Unix in general, possibly Rhapsody, etc...).

>Macintosh wouldn't exist if Unix could provide the usability, and features
>that it has- nor would Unix exist if the mac had the same stability speed.

The ideal would be to create something with the user interface of
the MacOS and the internals of Unix -- and NeXTStep (what Apple's Rhapsody
essentially is) has been the most successful at that to date -- but it has
been exorbitantly priced (one hopes that Apple does not repeat that
disastrous blunder).

>not selling them a product, but depriving them of a choice of products by
>initially dumping the prices and using their position as an OS vendor to
>make sure the user has no need to buy the competition's products. Its
>called monopolization.

Or else creating some "standards" to endure that one's customers
are locked in, simply because of difficulty of switching.

--
Loren Petrich Happiness is a fast Macintosh
petrich@netcom.com And a fast train
My home page: http://www.petrich.com/home.html

1408. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-27 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <683vheguq1@wn2.sci.kun.nl>
Source record: 5667
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

In <petrichELoFH4.81x@netcom.com> petrich@netcom.com (Loren Petrich) writes:

> The ideal would be to create something with the user interface of
>the MacOS and the internals of Unix

This is _exactly_ the reason I switched to BeOS. It offers the
closest approximation to this combo, and more.

Sander Stoks
Sum Software
http://www.sumware.demon.nl
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /* Dual603e-133 BeBox */
```

1409. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-28 00:00:00 UTC
From: mmalcolm crawford <malcolm@plsys.co.uk>
Message-ID: <685fmoki1@ironhorse.plsys.co.uk>
Source record: 5668
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

On 12/27/97, Sander Stoks wrote:
>In <petrichELoFH4.81x@netcom.com> petrich@netcom.com (Loren Petrich)
writes:
>
>> The ideal would be to create something with the user interface of
>>the MacOS and the internals of Unix
>
>This is _exactly_ the reason I switched to BeOS. It offers the
>closest approximation to this combo, and more.
>
??!!

Did you look at NEXTSTEP?
Whatever, I suspect Rhapsody will fit the bill a lot better than BeOS.

Best wishes,

mmalc.

1410. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-28 00:00:00 UTC
From: eharley@pacbell.net
Message-ID: <eharley-2812970918430001@ppp-207-214-149-117.snrf01.pacbell.net>
Source record: 5669
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

> >> The ideal would be to create something with the user interface of
> >>the MacOS and the internals of Unix
> >
> >This is _exactly_ the reason I switched to BeOS. It offers the
> >closest approximation to this combo, and more.

BeOS has a command line, Win95 has a command line. Are either Unix? No. It is easier to port a Unix tool to BeOS or Win95 because it has a command line, but they are not Unix!

The nice thing about NeXTStep and OpenStep is that it has a full Unix implementation. Any BSD 4.3 program I want to compile, works fine out of the box.

Just Another Perl Hacker

1411. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-28 00:00:00 UTC
From: ink@inconnu.isu.edu
Message-ID: <686pqt$m3o$1@inconnu.isu.edu>
Source record: 5670
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

In article <683vheguq1@wn2.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:

->> The ideal would be to create something with the user interface of
->>the MacOS and the internals of Unix
->
->This is _exactly_ the reason I switched to BeOS. It offers the
->closest approximation to this combo, and more.

My BeOS gripes:

1) There is no concept of multiple users.
2) It runs on a small set of hardware.
3) There is no concept of multiple users.
4) Much less softwarel than even Linux (no Netscape)
5) There is no concept of multiple users.
6) Eveything seems to be written with CodeWarrior
7) There is no concept of multiple users.
8) It is still unstable (I can crash my machine by running telnet)
9) There is no concept of multiple users.

But don't get me wrong: I do like BeOS. (I'm even composing this message
using ArpTelnet on BeOS to my linux box)

--
ASCII stupid question, get a stupid ANSI
Craig Kelley -- kellcrai@isu.edu
http://www.isu.edu/~kellcrai finger ink@inconnu.isu.edu for PGP block

1412. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-28 00:00:00 UTC
From: ink@inconnu.isu.edu
Message-ID: <686q2q$m4q$1@inconnu.isu.edu>
Source record: 5671
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

In article <eharley-2812970918430001@ppp-207-214-149-117.snrf01.pacbell.net>,
Eric Harley <eharley@pacbell.net> wrote:

->BeOS has a command line, Win95 has a command line. Are either Unix? No. It
->is easier to port a Unix tool to BeOS or Win95 because it has a command
->line, but they are not Unix!

Umm, but BeOS runs BASH and '95 doesn't.

BeOS has most of the common unix utilities as well.

->The nice thing about NeXTStep and OpenStep is that it has a full Unix
->implementation. Any BSD 4.3 program I want to compile, works fine out of
->the box.

That is NOT true-- you have obviously not programmed much with NeXT
(I haven't used OpenStep) or you wouldn't say that.

Why else would you need this in your C programs:

```
#ifdef NeXT
#include <libc.h>
#endif
```

And, try using ioctl() sometime....

--
ASCII stupid question, get a stupid ANSI
Craig Kelley -- kellcrai@isu.edu
http://www.isu.edu/~kellcrai finger ink@inconnu.isu.edu for PGP block

1413. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-29 00:00:00 UTC
From: greyhame@ATconnix.DOTcom
Message-ID: <greyhame-2912970120530001@8.hartford5.dyn.connix.net>
Source record: 5672
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

I'm not going to respond further; this isn't comp.sys.be.advocacy [yet!]

In article <686pqt$m3o$1@inconnu.isu.edu>, ink@inconnu.isu.edu (Craig
Kelley) wrote:

> My BeOS gripes:

> 1) There is no concept of multiple users.

The concept is there; it's not yet implemented. Same difference?

> 2) It runs on a small set of hardware.

True if you're in the Wintel world; most recent Macs run it.

> 3) There is no concept of multiple users.

?? We get the point.

> 4) Much less softwarel than even Linux (no Netscape)

It's called _Preview Release 2_ for a reason.

Pretty decent selection for barely a year "in public".

> 5) There is no concept of multiple users.

Yah, yah. Remember, in the Wintel world,
"multiple users" means "Move over, I wanna play Solitaire now".

> 6) Eveything seems to be written with CodeWarrior

See # 2: it's a common _Mac_ programming tool (ie, PPC).

> 7) There is no concept of multiple users.

Dude, gimme the joystick. Yo! I said, Gimme the $%^$! joystick!

> 8) It is still unstable (I can crash my machine by running telnet)

See threads above about frozen interface [on X] vs. frozen OS.

[Speaking of threads, killing them in the terminal does wonders,
until you wipe out the deskbar -- and then you have a Mac GUI.]

> 9) There is no concept of multiple users.

It's packaged as a desktop OS right now; "media machine" and
"server from hell" are differing goals. See response to # 1.

>
> But don't get me wrong: I do like BeOS. (I'm even composing this message
> using ArpTelnet on BeOS to my linux box)

Just curious, what hardware are the BeOS and Linux running on ?
I'm composing this on a 6360 [in System 7.6 to get 28.8 internal].

BeOS is _NOT_ [yet ?] marketed as a rival to Linux, nor designed as one.

John the Bevangelist (official!)

http://www.connix.com/~greyhame/being.html

--
http://www.connix.com/~greyhame/being.html

Drop "AT" and "DOT" to respond. Damn spammers.

1414. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-29 00:00:00 UTC
From: ink@inconnu.isu.edu
Message-ID: <688jpupfr1@inconnu.isu.edu>
Source record: 5673
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

In article <greyhame-2912970120530001@8.hartford5.dyn.connix.net>,
John Brajkovic <greyhame@ATconnix.DOTcom> wrote:

->> My BeOS gripes:
->
->> 1) There is no concept of multiple users.
->
-> The concept is there; it's not yet implemented. Same difference?

Yeah -- pretty much.

->> 2) It runs on a small set of hardware.
->
-> True if you're in the Wintel world; most recent Macs run it.

It's true if you're not in the recent Mac world; that's a small set.

[snip]

->> 8) It is still unstable (I can crash my machine by running telnet)
->
-> See threads above about frozen interface [on X] vs. frozen OS.

No, the mouse won't even move after I've killed it

->> 9) There is no concept of multiple users.
->
-> It's packaged as a desktop OS right now; "media machine" and
->"server from hell" are differing goals. See response to # 1.

"Desktop" OSes need to know about multiple users as well.

-> Just curious, what hardware are the BeOS and Linux running on ?
->I'm composing this on a 6360 [in System 7.6 to get 28.8 internal].

BeOS is running on my PowerBase 180; linux is on my P5/75 :) NT is on
my dual PPro/233 because it's the only one that needs that much horsepower.

--
ASCII stupid question, get a stupid ANSI
Craig Kelley -- kellcrai@isu.edu
http://www.isu.edu/~kellcrai finger ink@inconnu.isu.edu for PGP block

1415. Re: Yadda, yadda, yadda (was Re: Announcing the formation of the U.S. "Department of Software")

Newsgroup: comp.sys.atari.advocacy
Date: 1997-12-29 00:00:00 UTC
From: seanlNoSpam@carmi.cs.umd.edu
Message-ID: <688n4f$1gl$1@walter.cs.umd.edu>
Source record: 5674
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.os.linux.advocacy,comp.sys.next.advocacy

Craig Kelley (ink@inconnu.isu.edu) wrote:
>In article <eharley-2812970918430001@ppp-207-214-149-117.snrf01.pacbell.net>,
>Eric Harley <eharley@pacbell.net> wrote:
>
>->The nice thing about NeXTStep and OpenStep is that it has a full Unix
>->implementation. Any BSD 4.3 program I want to compile, works fine out of
>->the box.
>
>That is NOT true-- you have obviously not programmed much with NeXT
>(I haven't used OpenStep) or you wouldn't say that.

I have. Most BSD 4.3 programs compile great. The remainder need minor
modifications, most coming from their dependence on some other (usually
Sun) operating system-dependent features.

>Why else would you need this in your C programs:
>
>#ifdef NeXT
>#include <libc.h>
>#endif

Actually, I've never used that line. Ever. NeXT's compiler handles libc
just great. Where'd you get this?

>And, try using ioctl() sometime....

Uh...all the time. Be more specific perhaps.

At any rate, the last thing you want to be doing here is claiming that
BeOS is somehow as UNIX-compliant or more UNIX-compliant than
NeXTSTEP/Rhapsody. If you *really* want to make this claim, please go
ahead: I'll print out you post and hang it on the wall so my fellow
software developers can get a good laugh.

Sean Luke Spam Must Die! "I've discovered that P==NP, but the proof is too
U Maryland at College Park large to fit in the margins of this signature."
seanl@nospamcs.umd.edu URL: http://nospamwww.cs.umd.edu/~seanl/

1416. Atari Proto Lab Loaners (Update #10)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-06 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34B2C032.359B3C19@atari.nu>
Source record: 5675
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

```
The following are authentic Atari Lab Loaners with Lab Loaner labels,
untampered, with dates or lot #'s, these are NOT cheap eprom copies in
blank cases.

******************NEW ADDITIONS ADDED BELOW**************************

Rules:

1. Auction will close at Midnight 1/15/98
2. Winners are responsible for shipping charges
3. Items will be shipped USPS Priority Mail
4. Items must be paided in advance with check or money orders,
absolutely no cash!
5. Updates will be emailed to all bidders once a day, updates will
be
posted in the newsgroups once every 3-4 days to avoid clogging the
newsgroups
with posts
6. I reserve the right to pull any item at anytime
7. Bids will be made in $2 increments

Note: Although items are up for auction, items are all available
for
trades, I am interesting in anything made by or made for Atari
systems
including 2600,5200,7800,Jaguar, computers and coin-op.

Item Description Bid Bidder
------------------------------------------------------------------------------------------
------------------

1 Socerer's Apprentice 3-28-83 $100 Mao
2a Alpha Beam Ernie 5-16-83 $100 Mao
2b Alpha Beam Ernie 5-16-83 $25 Rikard
3 Moon Patrol (Blue Lab Label) 6-2-83 *TRADED* to BlueSky
4 Donald Duck Speed Boat 4-12-83 *TRADED* to Kprodzin
5 Haunted House $100 Mao
6 Cookie Monster (no date listed) $100 Mao
7 2600 Diagnostic v2.6s $100 Mao
7a 2600 Diagnostic (Secam ver.) 2.6s $100 Mao
8 Galaxian 074 $100 Mao
9 Kangaroo 4-14-83 $100 Mao
```

**********FINAL WEEK
ADDITIONS:**********

10 Joust 222 (No Date) $10
11 Atari Kludge Card & Diag Card $10
(Note: Kludge card is a unique item, its a set of resistors
on an Atari
2600 cartridge board marked with ATARI on it, it was used In-House
by Atari for testing connections to the cartridge port,
included is a
Diagnostic card, neither card has a cartridge casing.)

****
****

Also available for Trade (ONLY)

Texas Chainsaw Massacre w/manual *TRADED* Almoi
Halloween *TRADED* Almoi

Bachelor Party (New in Box) *TRADED* JGrav89894

Send all bids to cvendel@aol.com

1417. TAF Meeting January 21st - Internet Night!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <34b2f791.0@nemo.idirect.com>
Source record: 5676

Agenda for January 21st. 1998

The Internet has proven to be an excellent resource for finding out information on support for the classic Atari platform, as well as finding new software that keeps your computer up-to-date with the other platforms. The only problem is - how do you connect your Atari to the 'Net? Can I actually surf the web? Are clients available that will allow me to take advantage of things like ftp, Usenet and IRC?

This special TAF meeting will answer many of your questions on getting online with your Atari, thanks to special guest Martin-Eric Racine, a beta-tester for a number of Internet clients (like CAB and NEWsie) as well as the beta-tester for the STiK TCP/IP stack. You'll see demoes of the latest English version of CAB (2.5) and NEWsie, find out what local ISPs are the best for hooking up, and maybe even see a few surprises. Be sure not to miss this very important meeting that can breathe new life in your favorite computing platform!

BUT THAT'S NOT ALL! MGI Software will also be there at the meeting complete with the newest upgrade to Calamus SL, featuring among other things much improved speed, new functions, and a complete suite of modules for further modifying and fine-tuning your projects. The perfect opportunity to improve your projects.

UPCOMING EVENTS FOR FUTURE MEETINGS:

FEBRUARY 18TH - GAMES NIGHT! - we're going to look at the best ways to have fun with your Atari computer, featuring some of the best new games available, including the demo for RUNNING, the new DOOM clone for the Falcon! If anyone has any requests for a particular game, be it new or classic, drop us a line and we'll see about covering it at the meeting.

TORONTO ATARI FEDERATION User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, $2.00 to non-members. Membership is $35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A membership in TAF IS Atari support!

TAF Online! BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm

Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1418. Comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-18 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <69tkmc$t7e$4@newsbell.bellglobal.com>
Source record: 5677

Well, I am tired of seeing unrelated topics and strictly SPAM trash in this newsgroup.

So, can anyone tell me of another computer with a netscape, IE graphical webbrowser that runs on at a clock speed of 8mhz or less?

Brag brag brag:-). I am using a 13 year old computer with an 8mhz clock speed and the first full TOS ON ROM OS Version 1.0.

What I would like to know, is if someone has done anything similar with the other computers of that time.

Such as an AMIGA 1000 say using anything less that kickstart 1.2.
Or a PC 8086-8088 or even a 286 up to say even 20mhz.
Also how about a Mac, say the 1984 model.

So here is the rules.

OLDEST COMPUTER with graphical web browsing.
Must have been available to the public (so early super computers are eliminated.)

The winner is the oldest computer that can get the most features.
I heard that a possible C64 web browser was in the works. That is cool.
There are still Atari 8bits. They had a Gem lookalike desktop.

Ok. so the rules are there aren't any.

Classic computers =1984-87
Amiga 1000
Amiga 500
Amiga 2000
Atari 520ST
Atari 1040ST
Mega ST
IBM XT
IBM AT

VINTAGE COMPUTERS=PRE 1984.
Atari XEs
Commodore 64
Adam

You get the idea.

Now the object is to get on the net. IF on the net you win.
If on the net with a graphical web browser you also win.

You must list your processor, clock speeds and mods that you have done.

Such as

520ST 8mhz
MODS= 2meg of ram added to stock model.
GRAPHICAL WEB BROWSING: YES/no Crystal Atari Browser
SOUND : YES/no Gemjing
AVI/MPEG : YES/no M_player
OTHER : Put something in here:-).
OS version : TOS 1.0
Modem speed : 28000 operating at 19200.
If higher baud rate accomplished by mod list mod.

Ok, so Amigas should be comparable so we want the earlist ones but honourable mention to anyone online with say an A500 with a single floppy disk drive.
I can do it.

Early Macs, possibly. Tell us how you did it.

IBM ATs, I am sure it could be done with a GEOS environment or an old GEM environment. I am sure someones done it.

C-64, now theres a chore for GEOS:-).
Atari XL/XE boy things could get interesting.
ADAM, come on Loyal Adam Users. PROVE IT CAN BE DONE:-).

OF course this is all for fun and discussion.
An open forum for atari bragging maybe, but certainly not a place for the meat like substance SPAM.

Thats all
Brian.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __)(TOS 1.0, SH204 hd
(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]

1419. Re: Internet Browsing with Older Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-18 00:00:00 UTC
From: psomer@cts.com
Message-ID: <732214201006@unknown>
Source record: 5678

dreibel@idirect.com (Daniel L. Dreibelbis) writes:
>On 18 Jan 1998 19:20:44, Brian Van Tilborg wrote:
>
>>So, can anyone tell me of another computer with a netscape, IE graphical
>>webbrowser that runs on at a clock speed of 8mhz or less?
>>
>>Brag brag brag:-). I am using a 13 year old computer with an 8mhz clock speed
>>and the first full TOS ON ROM OS Version 1.0.
>>
>>What I would like to know, is if someone has done anything similar with
>>the other computers of that time.
>>
>>Such as an AMIGA 1000 say using anything less that kickstart 1.2.
>>Or a PC 8086-8088 or even a 286 up to say even 20mhz.
>>Also how about a Mac, say the 1984 model.
>>
>>So here is the rules.
>>
>>OLDEST COMPUTER with graphical web browsing.
>>Must have been available to the public (so early super computers are eliminated.)
>>
>(snip)
>
> The Amiga - yes, they can web browse. HiSoft has their TERMite
>TCP/IP stack and web browser suite for Amigas; I've seen pictures, and
>their package looks pretty good.
>

TermiteTCP doesn't fit the bill. It requires OS 2.x, not the 1.2 or older that he required. I don't know of any TCP/IP that works on the older Amiga OSes, but then, I use the newest Amiga OS, so don't need anything that runs on the older ones.

Paul

1420. Internet Browsing with Older Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <34c2c4a9.0@nemo.idirect.com>
Source record: 5679

On 18 Jan 1998 19:20:44, Brian Van Tilborg wrote:

>So, can anyone tell me of another computer with a netscape, IE graphical
>webbrowser that runs on at a clock speed of 8mhz or less?
>
>Brag brag brag:-). I am using a 13 year old computer with an 8mhz clock speed
>and the first full TOS ON ROM OS Version 1.0.
>
>What I would like to know, is if someone has done anything similar with
>the other computers of that time.
>
>Such as an AMIGA 1000 say using anything less that kickstart 1.2.
>Or a PC 8086-8088 or even a 286 up to say even 20mhz.
>Also how about a Mac, say the 1984 model.
>
>So here is the rules.
>
>OLDEST COMPUTER with graphical web browsing.
>Must have been available to the public (so early super computers are eliminated.)
>
(snip)

I don't know about the web browsing, but would web page authoring
be within our scope?

I ask because Matthias Jaap has done a Commodore 64 version of
HomePage Penguin for those users to design their own web pages.

The Amiga - yes, they can web browse. HiSoft has their TERMite
TCP/IP stack and web browser suite for Amigas; I've seen pictures, and
their package looks pretty good.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1421. user groups

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-19 00:00:00 UTC
From: philip <philip@bengio.demon.co.uk>
Message-ID: <34C3D82A.CCAB21C7@bengio.demon.co.uk>
Source record: 5680

Hi all

does anyone know if there is a user group around the Hertford area, I know
there was one in Cheshunt but have lost the e mail address.
if anyone can help it would be appreciated

phil

philip@bengio.demon.co.uk for email

1422. user groups

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-20 00:00:00 UTC
From: Dave.Lee@f823.n2424.z1.fidonet.org
Message-ID: <6c7_9801200821@tor250.org>
Source record: 5681

In message 0/31/112, philip@bengio.demon.co.uk writes:

> From: philip <philip@bengio.demon.co.uk>
> Newsgroups: comp.sys.atari.advocacy
> Subject: user groups
>
> Hi all
>
> does anyone know if there is a user group around the Hertford area, I kn
> there was one in Cheshunt but have lost the e mail address.
> if anyone can help it would be appreciated
>
> phil
>
> philip@bengio.demon.co.uk for email
/) SEND dave.lee@taf.ftn.org ---------------------
_((_ _ SysOp of TAF ONLINE BBS, the |### ./\. ###|
((((\ \> /_1 Electronic Messageing Center |### _|\| |/|_ ###|
(\\\\ _/ / of the Toronto Atari Federation |### \ / ###|
\ = / North America's Largest Atari |### >______< ###|
\ _/ User Group. Ph: 1-416-42-18-999 |### / ###|
/ / AtariNet 51:5/0 - FidoNet 1:2424/823 +--------------------+
/s
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.gryn.org" for details.

1423. WTB: Atari Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-21 00:00:00 UTC
From: rrumpf@postbox.acs.ohio-state.edu
Message-ID: <rrumpf-2101981437050001@128.146.74.139>
Source record: 5682
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

Does anyone have a used Portfolio they're willing to sell, or know where I
can find one? TIA...

```
**************************************************************************
* Dr. Robert Rumpf - rumpf.1@osu.edu - http://www.marcon.org/users/bob *
* *
* It is by caffeine alone that I set my mind in motion *
* By the beans of java, my thoughts acquire speed *
* The hands acquire the shakes, the shakes become a warning *
* It is by caffeine alone that I set my mind in motion *
**************************************************************************
```

1424. Share modem, ISDN and cable modem 11362

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-22 00:00:00 UTC
From: pc88 <sbg88@pc88.net>
Message-ID: <6a6uum$8t6$1738@news0-alterdial.uu.net>
Source record: 5683

Do you want to share ONE Internet connection with the rest in your Family or office?
SYGATE is the software to do that.

With features like Dial-On-Demand, it will connect your LAN to the ISP if
and only if there is access from your LAN to the Internet.

It is easier to use than proxy servers in that it doesn't require the setup in
each and everyone of your applications running on your PCs.

Free download from www.sygate.com

With one phone line, one modem and one ISP account, everyone in your office
or family can access the Internet from their own machine.

It works for Analog, ISDN modem and Cable modems.

11362

1425. Re: Internet Browsing with Older Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-22 00:00:00 UTC
From: Werner Domroese <werner.domroese@pba.nl>
Message-ID: <6a795b$brd@news3.euro.net>
Source record: 5684

>
> I don't know about the web browsing, but would web page authoring
>be within our scope?

Ehm.. well that can be done with any ASCII text editor, so... ehm.. I
wouldn't think so

> The Amiga - yes, they can web browse. HiSoft has their TERMite
>TCP/IP stack and web browser suite for Amigas; I've seen pictures, and
>their package looks pretty good.
>
>//////////////////////Daniel L. Dreibelbis//////////////////////
>ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
>///////////////"And yet, the Fuji Lives!" ////////////////////

1426. Re: Comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-22 00:00:00 UTC
From: Werner Domroese <werner.domroese@pba.nl>
Message-ID: <6a795a$brd@news3.euro.net>
Source record: 5685

Brian Van Tilborg heeft geschreven in bericht
<69tkmc$t7e$4@newsbell.bellglobal.com>...
>Well, I am tired of seeing unrelated topics and strictly SPAM trash in this
>newsgroup.

Agreed.
>
>So, can anyone tell me of another computer with a netscape, IE graphical
>webbrowser that runs on at a clock speed of 8mhz or less?
>
>Brag brag brag:-). I am using a 13 year old computer with an 8mhz clock
speed
>and the first full TOS ON ROM OS Version 1.0.
Well, my room is full of Ataris too :-)

>
>What I would like to know, is if someone has done anything similar with
>the other computers of that time.
AFAIK, in the PC-contemptible areas, several DOS-based graphical browsers
are available that
run on a 4.77MHz IBM PC. There is one condition though: requires VGA card.
Which at that time
ofcourse was not available and thus cannot really compete against our ST's.
:-)
>
>Such as an AMIGA 1000 say using anything less that kickstart 1.2.
>Or a PC 8086-8088 or even a 286 up to say even 20mhz.
>Also how about a Mac, say the 1984 model.
>
>So here is the rules.
>
>OLDEST COMPUTER with graphical web browsing.
>Must have been available to the public (so early super computers are
eliminated.)
>
>The winner is the oldest computer that can get the most features.
>I heard that a possible C64 web browser was in the works. That is cool.

>There are still Atari 8bits. They had a Gem lookalike desktop.
Not when they first were introduced to the public at that time....
>
>Ok. so the rules are there aren't any.
>
>Classic computers =1984-87
>Amiga 1000

>Amiga 500
>Amiga 2000
>Atari 520ST
>Atari 1040ST
>Mega ST
>IBM XT
>IBM AT

Plus IBM PC,
IBM PCjr,
Apple][
Apple Mac
Acorn BBC
etc. etc.
>
>VINTAGE COMPUTERS=PRE 1984.
>Atari XEs
>Commodore 64
>Adam
>
>
>You get the idea.
>
>Now the object is to get on the net. IF on the net you win.
>If on the net with a graphical web browser you also win.
>
>You must list your processor, clock speeds and mods that you have done.
>
>Such as
>
>520ST 8mhz
>MODS= 2meg of ram added to stock model.
>GRAPHICAL WEB BROWSING: YES/no Crystal Atari Browser
>SOUND : YES/no Gemjing
>AVI/MPEG : YES/no M_player
>OTHER : Put something in here:-).
>OS version : TOS 1.0
>Modem speed : 28000 operating at 19200.
> If higher baud rate accomplished by mod list mod.
>
>
>
>Ok, so Amigas should be comparable so we want the earlist ones but
honourable
>mention to anyone online with say an A500 with a single floppy disk drive.
>I can do it.
>
>Early Macs, possibly. Tell us how you did it.
>
>IBM ATs, I am sure it could be done with a GEOS environment or an old GEM

>environment. I am sure someones done it.
Take a look at the Arachne DOS-based WWW browser or the Websypder from
www.caldera.com

>
>C-64, now theres a chore for GEOS:-).
>Atari XL/XE boy things could get interesting.
>ADAM, come on Loyal Adam Users. PROVE IT CAN BE DONE:-).
>
>
>OF course this is all for fun and discussion.
>An open forum for atari bragging maybe, but certainly not a place for the
>meat like substance SPAM.
Agreed!!!!
>
>
>Thats all
>Brian.
And this's nothin' ;-)
Werner aka J5

1427. Re: Comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-23 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <34C7EE3A.A4106D7A@studio9.demon.co.uk>
Source record: 5686

I met someone last year outside PC World in Lakeside Thurrock (Essex)
who claimed to have written a graphical web browser for his BBC micro
... he had however, he claimed, tripled its clock speed and rigged up a
VGA card. I asked him what he did and I was not surprised when he told
me he was a microelectronics engineer of notable reputation.

Later,
Jim.

--
* Mr J.M.A. Harris.
* 9 Argyle Road, Brighton, East Sussex, BN1 4QA, United Kingdom.
+ 44 (0)1273 625875.
* jim@studio9.demon.co.uk ~ http://www.studio9.demon.co.uk
* Postgraduate Student of Hypermedia Studies
* (http://www.hrc.wmin.ac.uk)
* @ Advanced interactive web site design
* @ CD-ROM authoring
* @ Internet and Multimedia Installations and Events
* @ Digital Music
* Also at this address Mr C.Hope, Mr S.Grainger and Miss S.Kpakra.

1428. New Pentium squishing Atari computer ...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-23 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <34C7EF90.AA9C9F79@studio9.demon.co.uk>
Source record: 5687

Here's one for us all to get our teeth stuck into ...

Had Atari stayed in the game would their latest models knock spots of
your average Pentium?

--
* Mr J.M.A. Harris.
* 9 Argyle Road, Brighton, East Sussex, BN1 4QA, United Kingdom.
+ 44 (0)1273 625875.
* jim@studio9.demon.co.uk ~ http://www.studio9.demon.co.uk
* Postgraduate Student of Hypermedia Studies
* (http://www.hrc.wmin.ac.uk)
* @ Advanced interactive web site design
* @ CD-ROM authoring
* @ Internet and Multimedia Installations and Events
* @ Digital Music
* Also at this address Mr C.Hope, Mr S.Grainger and Miss S.Kpakra.

1429. Re: New Pentium squishing Atari computer ...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-23 00:00:00 UTC
From: jedi@Disphoria.mishnet
Message-ID: <6aas7a$90p@bgtnsc03.worldnet.att.net>
Source record: 5688

On Fri, 23 Jan 1998 01:17:04 +0000, jim <jim@studio9.demon.co.uk> wrote:
>Here's one for us all to get our teeth stuck into ...
>
>Had Atari stayed in the game would their latest models knock spots of
>your average Pentium?

I imagine that a Falcon or TT running Linux would toast most
95/NT based clones as is. With comparisons to wintel one must
make distinctions between specs and capabilities. Software
quality makes a big difference on the Atari end with it's
solid base from digital research & fiercer internal competition.

1430. Re: user groups

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-24 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19980124072800.CAA15754@ladder02.news.aol.com>
Source record: 5689

Thism group doesn't get much traffic. Try rec.games.video.atari.
DSolimano
Have an Atari Day

1431. Re: New Pentium squishing Atari computer ...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-24 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <34CA0B46.62F914DB@studio9.demon.co.uk>
Source record: 5690

JEDI wrote:

> On Fri, 23 Jan 1998 01:17:04 +0000, jim <jim@studio9.demon.co.uk>
> wrote:
> >Here's one for us all to get our teeth stuck into ...
> >
> >Had Atari stayed in the game would their latest models knock spots of
>
> >your average Pentium?
>
> I imagine that a Falcon or TT running Linux would toast most
> 95/NT based clones as is. With comparisons to wintel one must
> make distinctions between specs and capabilities. Software
> quality makes a big difference on the Atari end with it's
> solid base from digital research & fiercer internal
> competition.

At the Atari London shows last year there was a Canadian company (I've forgotten their name) showing off Photoline (an extremely cheeky clone of Adobe Photoshop) on a TT with a true-colour graphics card. It was superb and extremely fast.

I friend of mine who was a physicist and computer/microelectronics engineer always enthused about Atari's (and Amiga's for that matter). He would rave on about their elegant and efiicient design (this was someone who could read a schematic service manual and go 'oh that's how they did it ... very clever'!) Above all he argued that Atari's were so good at what they did because they had custom built chipsets. This was a system built from the bottom upwards for a specific purpose and not cobbled together by market forces, economies of scale and a slavish adherence to the demands of the brothers grim, Intel and Microsoft.

Of course the original question is a misnomer as the Pentium, its ancestors and its children, would not have become reality had the competition not been destroyed by the Windows monopoloy. The free market favours the cheap, cheerful and readily available over the technically innovative. Atari's failure (and its competitors) was one of corporate strategy rather than any inherent weakness in their products.

Later,
Jim.

--
* Mr J.M.A. Harris.
* 9 Argyle Road, Brighton, East Sussex, BN1 4QA, United Kingdom.

+ 44 (0)1273 625875.
* jim@studio9.demon.co.uk ~ http://www.studio9.demon.co.uk
* Postgraduate Student of Hypermedia Studies
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* @ Internet and Multimedia Installations and Events
* @ Digital Music
* Also at this address Mr C.Hope, Mr S.Grainger and Miss S.Kpakra.

1432. Re: New Pentium squishing Atari computer ...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-26 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <34CD0931.1E96@cfcsc.dnd.ca>
Source record: 5691

jim wrote:
>
> JEDI wrote:
> > On Fri, 23 Jan 1998 01:17:04 +0000, jim <jim@studio9.demon.co.uk wrote:
> > >Here's one for us all to get our teeth stuck into ...
> > >Had Atari stayed in the game would their latest models knock spots of
> > >your average Pentium?
>
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> forgotten their name) showing off Photoline (an extremely cheeky clone
> of Adobe Photoshop) on a TT with a true-colour graphics card. It was
> superb and extremely fast.

Computer Direct, selling the DirecTT40 and DirecTT60
http://www.compdirect.com/
compdirect@compdirect.com
chris@compdirect.com
Our phone number is 403-496-2488
Our fax number is 403-496-2489
Our order line is 800-547-9203
Ste. 1210, 9909-104 Street
Edmonton, Alberta
Canada. T5K 2G5

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Canadian Forces College Toronto Ontario Canada

1433. Re: Internet Browsing with Older Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-29 00:00:00 UTC
From: Spacer Conrad <ncc7007@bellsouth.net>
Message-ID: <34D01E96.625F@bellsouth.net>
Source record: 5692

Daniel L. Dreibelbis wrote:
>
> On 18 Jan 1998 19:20:44, Brian Van Tilborg wrote:
>
> >So, can anyone tell me of another computer with a netscape, IE graphical
> >webbrowser that runs on at a clock speed of 8mhz or less?
> >
> >Brag brag brag:-). I am using a 13 year old computer with an 8mhz clock speed
> >and the first full TOS ON ROM OS Version 1.0.
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> >Such as an AMIGA 1000 say using anything less that kickstart 1.2.
> >Or a PC 8086-8088 or even a 286 up to say even 20mhz.
> >Also how about a Mac, say the 1984 model.
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> >So here is the rules.
> >
> >OLDEST COMPUTER with graphical web browsing.
> >Must have been available to the public (so early super computers are eliminated.)
> >
> (snip)
>
> I don't know about the web browsing, but would web page authoring
> be within our scope?
>
> I ask because Matthias Jaap has done a Commodore 64 version of
> HomePage Penguin for those users to design their own web pages.
>
> The Amiga - yes, they can web browse. HiSoft has their TERMite
> TCP/IP stack and web browser suite for Amigas; I've seen pictures, and
> their package looks pretty good.
>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

The Hacker Ethic in Action... I think... :-)

1434. ATARI ST QUICK FAQ - v2.3

Newsgroup: comp.sys.atari.advocacy
Date: 1998-01-30 00:00:00 UTC
From: bales@hol.DELETE.THIS.fr
Message-ID: <6asjkp$jo0$1@news.stortek.com>
Source record: 5693
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

THE ATARI ST QUICK FAQ - v2.3 / 1998-01-29

The 'Quick' FAQ was initially intended to be a small list of resources made to avoid comp.sys.atari.st newcomers asking the same questions over and over again. However, as the project progressed, and other members of the Atari community became involved, it simply became bigger and bigger. I doubt it really deserves to be called 'quick' any more, but hopefully it will still serve it's original purpose.

AUTORESPONDER bales@garonne.stortek.com
I FAQ REQUEST

HTML/WEB - FRANCE http://wwwperso.hol.fr/~nbales/quickfaq.htm
HTML/WEB - USA http://www.geocities.com/MotorCity/2090/quickfaq.htm
TEXT/FTP - NORWAY ftp://ftp.sol.no/user/hallvart/atari/info/quickfaq.txt
ZIP FILE - USA http://www.geocities.com/MotorCity/2090/quickfaq.zip

If you cannot access any of these, but wish to receive a copy of the FAQ through e-mail, send a message to the following autoresponding address:

AUTORESPONDER bales@garonne.stortek.com

The subject line must be: ATARI FAQ REQUEST

Cheers,

Nick.
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ========== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1435. Atari->Mac transfer of text files

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-02 00:00:00 UTC
From: Swampink@nas.com
Message-ID: <Swampink-ya023480000202980136560001@news.nas.com>
Source record: 5694

Is there any documentation out there on the internet about how to transfer
text files from Ataris to Macs? I have a few diskettes worth of text files
on my Atari that I need on my Mac, and I have the 5" disk drive on my Atari
and a 3" disk drive on my Mac :^/

Any help/pointers would be greatly appreciated.

--
===> NOTE: when replying change the Swampink@ to Inkswamp@ <===
Rick Karhu
"The only difference between me and a madman
is that I am not mad."-- Salvador Dali 8-}|
ROIO Chatter Archive: http://www.nas.com/~inkswamp/roiochat

1436. Re: Atari->Mac transfer of text files

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-02 00:00:00 UTC
From: bales@hol.DELETE.THIS.fr
Message-ID: <6b471pgig1@news.stortek.com>
Source record: 5695

In article <Swampink-ya023480000202980136560001@news.nas.com>, Swampink@nas.com (Rick Karhu) wrote:
>Is there any documentation out there on the internet about how to transfer
>text files from Ataris to Macs? I have a few diskettes worth of text files
>on my Atari that I need on my Mac, and I have the 5" disk drive on my Atari
>and a 3" disk drive on my Mac :^/

5" drive ? Are you talking about an Atari 8bit or an ST ?

Whichever the case, you should probably ask in either comp.sys.atari.8bit or comp.sys.atari.st

Cheers,

Nick.
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ====================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1437. Re: Atari->Mac transfer of text files

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-04 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <EnvMsv.8Bz@cix.compulink.co.uk>
Source record: 5696

In message <Swampink-ya023480000202980136560001@news.nas.com>, Swampink@nas.com said:
>Subject: Atari->Mac transfer of text files
>
>Is there any documentation out there on the internet about how to transfer
>text files from Ataris to Macs? I have a few diskettes worth of text files
>on my Atari that I need on my Mac, and I have the 5" disk drive on my Atari
>and a 3" disk drive on my Mac :^/

I'd like to know how you transfer text files the other way Mac>Atari. Text
files from the Mac end up as all one line when loaded into an Atari editor
(Everest). I need this for html files particulay.

Chris

1438. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6bbsia$38q$1@news.campus.mci.net>
Source record: 5598

On 5 Feb 1998 00:35:09 , sinclair@marketsource.com wrote:

Wow, a post from Sinclap! What a blast from the past (not)... ;-)

->Many Atari users have stated otherwise. That internet tools are sorely
->lacking on the ST platform.

You've obviously not been keeping up! Atari specific Internet tools are definitely improving and growing in maturity as well. PPP access is now a given with STing...Excellant Newsreaders (Newsie), E-mail (Mymail, more), FTP (Aftp, Newsie), Web browers (CAB, Wensuite, Draconis), Popwatch and Newswatch, and more...thats just the tip of the iceberg too! ;-)

-> > 3) claiming that Atarians rely on 80's applications (when stuff is
->>still being developed both in shareware and, to a lessed extent, the
->>commercial market).
->
->2 apps?

Its just Feb., and I've already purchased -new-, -commercial- versions of CAB, Geneva, NeoDesk, NVDI, Nemesis (hardware!), Kobold 3.5 is near, and more...Too much for me to keep up with! Its not fair...(and I've not even brought up public domain/shareware!) <grin>

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1439. Re: Atari->Mac transfer of text files

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-05 00:00:00 UTC
From: jedi@Disphoria.mishnet
Message-ID: <6bd63b$2o1@bgtnsc03.worldnet.att.net>
Source record: 5599

On Wed, 4 Feb 1998 23:05:19 GMT, Christopher Good <cgood@cix.compulink.co.uk> w
rote:
>In message <Swampink-ya023480000202980136560001@news.nas.com>, Swampink@nas.com said:
>>Subject: Atari->Mac transfer of text files
>>
>>Is there any documentation out there on the internet about how to transfer
>>text files from Ataris to Macs? I have a few diskettes worth of text files
>>on my Atari that I need on my Mac, and I have the 5" disk drive on my Atari
>>and a 3" disk drive on my Mac :^/
>
>I'd like to know how you transfer text files the other way Mac>Atari. Text
>files from the Mac end up as all one line when loaded into an Atari editor
>(Everest). I need this for html files particulay.

Save it as DOS formated ascii on the Mac end.
You could also try loading Mac ascii files into
a wordprocessor on the ST end.

1440. Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-05 00:00:00 UTC
From: sinclair@marketsource.com
Message-ID: <886659690.1941241865@dejanews.com>
Source record: 5697
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Subject: Re: Milan ... the phoenix from the ashe
From: dreibel@idirect.com (Daniel L. Dreibelbis)
Date: 1997/12/09
Message-ID: <348d82d2.0@nemo.idirect.com>
Newsgroups: comp.sys.atari.st
[More Headers]

On 8 Dec 1997 11:52:09 , sinclair@marketsource.com wrote:

> funny, then why did I get this letter from Cedarnet (in response to
>my original complaint)saying that they had issued you a warning (in
>effect, a reprimand) regarding posting off-topic pro-Mac stuff in
>comp.sys.atari.st? That agreed that what you were doing was against the
>charter, was being willfully done as something to inflame the Atari
>community, and referred to you as a "Mac Zealot?" The fact that you
>hadn't used your CedarNet account to post here after that incident
>obviously shows something DID happen - and your response here is just
>another attempt of TIFKAS to rewrite history. Anyone who even does a
>cursory search of comp.sys.atari.st through DejaNews can see for
>themselves just what sort of posts you were doing here.

The fact is that I did recieve a letter voicing a complaint. I did
however, sucessufuly refrute the claim. that my posts were inflammatory.
Please produce any recent posts of mine which are inflamatory?

I barely use my cedarnet account because I do not need it anymore due to
my current one which I mainly use it for work related and email.

>
>> BTW, I notice that you're STILL dodging my questions to you. What's
>> wrong, Sinclap - afraid to be shown up for the obvious fool you are
>> AGAIN?
>
>I have not dodged anything. This is the second copy post. You have
>dodged that you will not admitt that you were wrong with the clone issue.

> You have a history of disappearing and trying to dodge or change
>the subject when the questions start getting uncomfortable - again,
>easily proven via DejaNews. As for the clones, guess what? I DID mention that I >was
>wrong on the Umax question in comp.sys.atari.advocacy, and a subsequent
>talk with my brother did turn up some other clone makers (albeit hi-end
>ones), so I was obviously wrong with that as well. At least I certainly
>admit to my mistakes. Why the attempted smear campaign, TIFKAS - did I
>touch a raw nerve?:)

The reason I have not been able to respond lately is that I am busy
earning a living. I have been too busy with the CompUSA/Apple store with
in a store(SWIAS) roll out than keeping up with this debate.

You did leave out that Umax does make sub $1000 clones.

>I still have cedarnet.org. I do most of my online activity with my work
>net accesss. Not difficult to understand.

> which, of course, now makes your employer responsible for any of
>your drivel you post here, and in the case of you defaming any product
>by an Atari developer, makes them legally responsible (i.e., lawsuit
>for libel).

Please cite an example of drivel? I want my alleged drivel quotes.

?
>
>> 1) you claim that Apple is actually turning a profit. How can that be
>> when the fiscal year report shows that Apple LOST ONE BILLION DOLLARS,
>> with $160 MILLION LOST IN THE LAST QUARTER ALONE?

$47 milion profit in Q1.

>Lets put this in perspective: $500 million was written off when Apple
>bought Next.. Secondly, the remaining loss was due in setting aside
>charge reserves for restructuring activity and the remainder is an
>operating loss.
>
>Most of the 161 million loss was due to the fact that Apple wrote off the
>purchase of Power Computing's Mac OS liscence for $100 million. The
>remaining loss was in setting aside 61 million for future restructuring
>activities..
>
>Apple created $200 million in cash creation after paying off a $200
>million bank loan. Apple created the positive cash flow from inventory
>runs and investments..

> still, a ONE BILLION DOLLAR LOSS IS A ONE BILLION DOLLAR LOSS. The
>only way TIFKAS' voodoo economics works is if his financial advisers
>are Ivan Boesky and Mike Milken :)

Not exactly. Apple wrote off a lot of things that did not actually cost
billion. You need to look at the balance sheet to judge.

>> 2) you claim that Apple is stable. Why, then, did a well-respected
>> company accessor recently give Apple a failing grade, and said that they cannot
>> sustain any further losses?
>>
>
>At least two financial firms have recommended Apple stock for longterm
>buy. You need to look at their balance sheet to see for yourself..

> who are the two firms? how respected are they?

AG Edwards and First Boston Swisse.

>
>> 4) why is Petey-boy so afraid to post any of his Mac "good news"
>> info to comp.sys.mac or comp.sys.mac.advocacy, which have shown nothing
>> of any of TIFKAS' drivel, but the exact opposite? Is it the fact that
>> if he did, he would be reduced to an onion ring within a matter of
>> seconds? :)
>
>I have posted plenty in comp.sys.mac.advocacy.

> according to DejaNews, you haven't posted anything in a long time
>(save for a short message supporting Steve Jobs' "deal with the devil"
>with Bill Gates in August that was simultaneously spammed on
>comp.sys.mac). As a matter of fact, I'VE posted more messages in >comp.sys.mac.advocacy
>more often than you have in the last few months (yes, I read that
>newsgroup, and I do posts there from time to time, albeit with more
>courtesy and respect to Mac users than TIFKAS has ever done in the
>Atari ones)

Like I stated before, I have been too busy with the Apple/CompUSA SWIAS
program to be involved with debates.

>> 5) you claimed that in one Apple dealership that you could take all
>> the software available there for the Mac and pile them in "12 30-foot
>> piles" (cross-platform titles included). Were they individual titles, or
>> several of the same titles? Were any of the titles in the delete bin?
>> Why, when I went to a couple of well-known computer dealers in Toronto
>> that cater to Mac users could I not visualize "12 30-foot piles" of the
>> software available there? Are you sure that the "12 30-foot piles" are
>> not the copies of MacUser you have in your basement apartment that you
>> frolic through naked every night? :)
>
>Again for meaning and clarity.
>
>I stated that if you were to walk into Best Buy that would be the case.
>There is a lot of Mac/Win hybrid software in the windows section.

> According to my brother (also a Mac advocate and an official
>Apple-trained service technician, albeit one who is
>also very respecting of other platforms) such a statement may be true
>only if the stater was very inventive with how the software is piled
>(as with multiple copies, or top-to-bottom rather than back-to-front).
>He also agrees with me that many of your claims are overstated and that
>you are indeed in much need of a life - for instance, he's told me that
>despite your claims to the contrary, there is no real speed difference
>between an 060 Motorola and a PowerPC-based Mac that can label either
>"too slow".

Your bro is correct that I do need a life. Once the Apple/CompUSA roll
out settles down will sample all the home grown beer brew in Texas.

I still stand by my asertion that Mac software at Best Buy can be piled high in many rows.

Still beeting the dead horse that the 060 can outperform the PPC.. You need to take a test drive on the G3 PowerMacs..

> I should also point out that not everyone has access to such a
?supposedly

>well-stocked store - the places I've checked out in Toronto are
>Computer City, to which I was mostly impressed with their stock;
>MacWarehouse; another Apple stalwart is located at Spadina and College,
>which is slowly turning over to a PC store to survive. Although good
>stores (with some excellent stuff hardware-wise - I bought an EZ-135
>and my scanner from these stores), NONE have anywhere near the "12
>>30-foot piles" you're claiming. Toronto once had at least a hundred
>good Mac dealers (including the biggest, Arkon); now they're down to at
>least five, with Arkon gone, the place at Spadina and College turning
>>into a PC store with some Mac support to survive, and even MacWarehouse
>slowly evolving to survive.

As I stated clearly and precise before--I used Best Buy as an example not Computer City. I never been to a CS before. Apple is now out of Computer City(also Best Buy, Office Max and Sears) except in the Canadian province of USA. MacWarehouse is being eaten alive by others such as Club Mac and Cyberian Outpost because they discount thier Mac hardware and are thriving. Would you pay $1999 for a G3 233 PowerMac while Club Mac has the same model listed for $1750?

>
>> Just remember these things and keep asking them. Be sure to ask him
>> other embarassing questions as well should they crop up. :)
>>
>When will you admitt that you were wrong about the clones?

> see above, TIFKAS. The fact that I was wrong about that now shows
>that this matter is closed. Still open, though, is the many things you
>have gotten wrong about Ataris that you still propogate in your
>self-serving posts, including:

> 1) saying or implying that "Calamus is crap", when you admit you
>never even used the program (and please, even a cursory use of Dejanews
>shows you indeed did so).

I stated that Calamus is not as good as compared to the offerings on the Mac platform.

> 2) claiming that Atarians have inadequate internet tools and
>non-existant web-tools (the fact that I am replying to you with a PPP
>connection within an excellent newsreader program shows just how
>"inadequate" the internet tools really are; the web tools I used (along
>with a good book on HTML) to construct the store's web site was done
>>with my Falcon, HP Penguin and a text editor, so that shows up your
>little diatribe - not to mention the many sites now being done with HP

>Penguin.

Many Atari users have stated otherwise. That internet tools are sorely lacking on the ST platform.

> 3) claiming that Atarians rely on 80's applications (when stuff is
>still being developed both in shareware and, to a lessed extent, the
>commercial market).

2 apps?

> 4) that an 060-based Atari clone is "too expensive" and "too slow"
>to compete with a Power-PC (when according to a Mac expert there is no
>real difference in speed - and when a computer like the Hades/DirecT is
>made in smaller quantities than Macs to a more selective market sector,
>of course they'll be more expensive

However you look at it, the Hades/Direct are expnsive regardless. Why not make in large quantities to drive prices down? So much for your Mac expert. Can the current 060 Hades run the current software and tools such as QT VR, Quark, Page Maker and MS Office 98?

All the Best..

Peter S.
Apple Sales/Marketing Power Rep(CompUSA)
Dallas, Texas

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1441. TIFKAS Stumbles Again

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <34db1565.0@nemo.idirect.com>
Source record: 5600

>
> > You have a history of disappearing and trying to dodge or change
>>the subject when the questions start getting uncomfortable - again,
>>easily proven via DejaNews. As for the clones, guess what? I DID mention that I >was
>>wrong on the Umax question in comp.sys.atari.advocacy, and a subsequent
>>talk with my brother did turn up some other clone makers (albeit hi-end
>>ones), so I was obviously wrong with that as well. At least I certainly
>>admit to my mistakes. Why the attempted smear campaign, TIFKAS - did I
>>touch a raw nerve?:)
>
>The reason I have not been able to respond lately is that I am busy
>earning a living. I have been too busy with the CompUSA/Apple store with
>in a store(SWIAS) roll out than keeping up with this debate.
>
>You did leave out that Umax does make sub $1000 clones.

And you left out a very interesting point about the Umax clones -
that the agreement with Apple and the clones runs out this June. Why
buy a platform that will have the rug pulled out from under it?
>
>
>
>>I still have cedarnet.org. I do most of my online activity with my work
>>net accesss. Not difficult to understand.
>
>> which, of course, now makes your employer responsible for any of
>>your drivel you post here, and in the case of you defaming any product
>>by an Atari developer, makes them legally responsible (i.e., lawsuit
>>for libel).
>
>Please cite an example of drivel? I want my alleged drivel quotes.

Remember when 'Power with out the price' meant something at
one time until Atari got greedy by hawking under powered and
over priced computers? This is one of the reasons led to
Atari's demise..

The makers of the Hades/Direct continue the Atari tradition
with their underpowered and over priced line of 040 and
060(does Motorola still make these) ST compatibles..

Just say no...There are other alternatives to continue the
enjoyment of the ST experience and best of class...

Umax Corporation, the maker of the popular scanners have come
out with a class of PPC boxes starting at $949 that gives the

Hades/Direct a run for their money.

Under the SuperMac label..

The C500/LT is a 100% Mac OS compatible box which consists a
PPC 603e/180 mhz, 16 megs, 1.2 gig, 8x CD, 2PCI slots,
keyboard/mouse and software bundle for $945!

With Connectix Virtual PC which shipped this week for $149
street(includes wintel 95 or wintel 3.1 allows to have the
best of both worlds.. Can run dos, OS2, NT and Open
Step(foundation for Rhasopy)...

This box will run the upcomming July Mac OS8 and Rhasopy..

Try that on a Hades/Direct...

Peter
-formerly sinclap..

Any questions, TIFKAS? This is drivel of the highest order - and
unwelcome in this conference, designed to inflame and defame.

>>> 1) you claim that Apple is actually turning a profit. How can that be
>>> when the fiscal year report shows that Apple LOST ONE BILLION DOLLARS,
>>> with $160 MILLION LOST IN THE LAST QUARTER ALONE?
>
>$47 milion profit in Q1.

that was actually a wonderful surprise, and I wish Apple all the
best in that regard. I consider that a great achievement.

>>
>>> 4) why is Petey-boy so afraid to post any of his Mac "good news"
>>> info to comp.sys.mac or comp.sys.mac.advocacy, which have shown nothing
>>> of any of TIFKAS' drivel, but the exact opposite? Is it the fact that
>>> if he did, he would be reduced to an onion ring within a matter of
>>> seconds? :)
>>
>>I have posted plenty in comp.sys.mac.advocacy.
>
> > according to DejaNews, you haven't posted anything in a long time
>>(save for a short message supporting Steve Jobs' "deal with the devil"
>>with Bill Gates in August that was simultaneously spammed on
>>comp.sys.mac). As a matter of fact, I'VE posted more messages in >comp.sys.mac.advocacy
>>more often than you have in the last few months (yes, I read that
>>newsgroup, and I do posts there from time to time, albeit with more
>>courtesy and respect to Mac users than TIFKAS has ever done in the
>>Atari ones)
>
>Like I stated before, I have been too busy with the Apple/CompUSA SWIAS
>program to be involved with debates.

But not too busy to post MCIBTYC drivel in comp.sys.atari.st, I see.
>
>I still stand by my asertion that Mac software at Best Buy can be piled
>high in many rows.
>
>Still beeting the dead horse that the 060 can outperform the PPC.. You
>need to take a test drive on the G3 PowerMacs..

I've tried a G3, thank you. Nice computer, but way too expensive -
in fact, here in Canada it's priced around the same price as the
'060-based DirecT. You still persist in being an "expert" on the DirecT60
despite the fact that you admit the only Atari product you've ever used
was a 520ST. I've tried out both systems, and will say that as far as
performance there is still no contest.

>As I stated clearly and precise before

translation: fuzzification of the obfuscation.

--I used Best Buy as an example not
>Computer City. I never been to a CS before. Apple is now out of
>Computer City(also Best Buy, Office Max and Sears) except in the Canadian
>province of USA.

as stated before, Canada is a separate country, has never been and
never will be a tributary of the USA, and is capable of defending
itself against an outside threat, as shown during the War of 1812.

I personally think that Apple's move to dump all their dealers
other than CompUSA is a giant step backwards. Shouldn't they be trying
to be getting a foothold rather than kicking the boots off in the
middle of the quicksand?

Too bad you haven't been to a Computer City, it's a pretty good
store. In fact, they've done a great job refurbishing the Mac
department in the last month. I'd highly recommend them now for a Mac
purchase- but they
still don't have Mac software in "12 30' piles". In fact, I'd recommend
them for just about any peripheral purchase

>
> > 1) saying or implying that "Calamus is crap", when you admit you
>>never even used the program (and please, even a cursory use of Dejanews
>>shows you indeed did so).
>
>I stated that Calamus is not as good as compared to the offerings on the
>Mac platform.

gt; What's so modern about TOS? I have heard enough to comment
s > on Calamus. Such as a screwed up cumbersome interface and
s > lack of support for postscript.

the above quote was from you. And remember, you admitted you have
never used Calamus, therefore your opinion on that is worthless.

>
> > 2) claiming that Atarians have inadequate internet tools and
>>non-existant web-tools (the fact that I am replying to you with a PPP
>>connection within an excellent newsreader program shows just how
>>"inadequate" the internet tools really are; the web tools I used (along
>>with a good book on HTML) to construct the store's web site was done
>>>with my Falcon, HP Penguin and a text editor, so that shows up your
>>little diatribe - not to mention the many sites now being done with HP
>>Penguin.
>
>Many Atari users have stated otherwise. That internet tools are sorely
>lacking on the ST platform.

got any quotes and dates on that? I'm finding the exact opposite -
ever try CAB 2.5? With STiNG and CAB 2.5, I've got a wonderfully stable
system that rivals Netscape.
>
> > 3) claiming that Atarians rely on 80's applications (when stuff is
>>still being developed both in shareware and, to a lessed extent, the
>>commercial market).
>
>2 apps?

I'd say that there are definitely more than two apps out there for
the Atari - CAB 2.5/2.6, Papyrus, Texel, Le Redacteur, Apex Media, E-Mailer,
NEWsie, WEN_SUITE, Light of Adamas, HP Penguin 2, DA's Layout, Calamus
SL '98, etc. Another attempt to
inflame? You're clutching at straws, TIFKAS - and it's not working.

>
> > 4) that an 060-based Atari clone is "too expensive" and "too slow"
>>to compete with a Power-PC (when according to a Mac expert there is no
>>real difference in speed - and when a computer like the Hades/DirecT is
>>made in smaller quantities than Macs to a more selective market sector,
>>of course they'll be more expensive
>
>However you look at it, the Hades/Direct are expnsive regardless. Why
>not make in large quantities to drive prices down? So much for your Mac
>expert. Can the current 060 Hades run the current software and tools
>such as QT VR, Quark, Page Maker and MS Office 98?

Apples to Oranges, I see. I'm being just as productive on what is
considered "obsolete technology" - and without having to deal in any way
with Microsoft. Those who prefer the Atari/TOS enviroment who've
invested in perfectly good software would certainly migrate to a
familiar enviroment rather than eat their investment (and have to buy
more software to replace the software they've eaten) on another platform
whose future is still a bit iffy. And with the relatively low-cost Milan
coming, Power Without The Price is once again in our grasp Seems you're
still mistaking your Mac for your manhood.... ..

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1442. Re: Comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6bgt47$md6$3@newsbell.bellglobal.com>
Source record: 5601

On 23 Jan 1998 01:11:22, jim wrote:
>I met someone last year....

And I caught a fish that was this big.....;-) Ok this is a start,

>outside PC World in Lakeside Thurrock (Essex)
>who claimed to have written a graphical web browser for his BBC micro
>.... he had however, he claimed, tripled its clock speed and rigged up a
>VGA card. I asked him what he did and I was not surprised when he told
>me he was a microelectronics engineer of notable reputation.

Ok, it is a great story and sounds very likely. BUT WE MUST FIND THE FISH.
This is very cool, I would be impressed. So, while true, I need some proof
that it actually works and if he wrote a published article or something.

I mean, I could say I know a guy who has an SVGA hooked up to his ADAM computer
and wrote a browser for it. So, there is a race in the vapourware category in
the Vintage modified section. The 4.77pc with VGA vs the BBC micro with VGA.

>
>Later,
>Jim.

Thanks for the input, will be checking out your web page.
>
>--
>
>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __)(TOS 1.0, SH204 hd
(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]

1443. Re: Comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6bgt42$md6$2@newsbell.bellglobal.com>
Source record: 5602

On 22 Jan 1998 11:05:14, "Werner Domroese" wrote:
>Brian Van Tilborg heeft geschreven in bericht
><69tkmc$t7e$4@newsbell.bellglobal.com>...

>Well, my room is full of Ataris too :-)

I have:

2) 520ST 512K TOS 1.0
2) 520STM 1024K TOS 1.0
1) 520STM 2500K TOS 1.0
1) 520STFM 512K TOS 1.02
1) 1040STe 2048K TOS 1.06

Hopefully a falcon in the very near future.
And a TT in the distant future.

>>What I would like to know, is if someone has done anything similar with
>>the other computers of that time.
>AFAIK, in the PC-contemptible areas, several DOS-based graphical browsers
>are available that
>run on a 4.77MHz IBM PC. There is one condition though: requires VGA card.
>Which at that time
>ofcourse was not available and thus cannot really compete against our ST's.
>:-)

Ok, I will let the VGA pass. That is a valid hack, so while not stock I will
put it into the vintage modified area. But, more importantly, we must find
a person actually using a 4.77MHz IBM PC. So while you have provided a minimum
spec, I need to find a user actually on the internet doing so. Even using a
faster computer, but we must find the fish:-).
>
>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __)(TOS 1.0, SH204 hd
(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]

1444. Re: New Pentium squishing Atari compute

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6bgt58$md6$8@newsbell.bellglobal.com>
Source record: 5603

On 23 Jan 1998 15:41:13, JEDI wrote:
>On Fri, 23 Jan 1998 01:17:04 +0000, jim <jim@studio9.demon.co.uk> wrote:
>>your average Pentium?
>
> I imagine that a Falcon or TT running Linux would toast most
> 95/NT based clones as is.

Imagining is good, but is it true? I would like to know if a TT could run
linux faster that 95/NT? However what about a PC running linux vs a TT.
I mean the TT is pretty old now and PCs are very fast.

>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __)(TOS 1.0, SH204 hd
(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]

1445. Re: Internet Browsing with Older Comput

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6bgt4p$md6$6@newsbell.bellglobal.com>
Source record: 5604

On 22 Jan 1998 11:05:15, "Werner Domroese" wrote:
>>
>
>Ehm.. well that can be done with any ASCII text editor, so... ehm.. I
>wouldn't think so
>

Ok, the poster of the 4.77PC webbrowser has squashed even honourable mention for the C-64. HP Penguin is nice, but is out of the scope of this competition.

Now if he can locate a USER. Currently I have seen 8088 selling for the hefty price of $25cdn. About $9.00US, add a used VGA card for say $5.00 and you can win this valuable contest. I may do this myself just to beat my Atari:-). However I have a 286handy, might try it.

Also, opening the scope to STs/Amigas using IBM emulators. So say ATspeed or possibly falcon speed (in the 1980s superhack category:-).

Of course there is always PC DITTO. Try running PC ditto with the PPP connect package. Wouldn't know about the VGA support though? Real hack here. Now this would be tops, probably take a day to load in a page.
>
>.

```
---------------------------------------------------------------------
__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __ )( TOS 1.0, SH204 hd
(+)`====='(+) B | \/ \\_/|| |/\_/ () SLM 804 LASER prt.
********** R ********************** [and SURF HAPPY! :-)]
---------------------------------------------------------------------
```

1446. Re: Internet Browsing with Older Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6bgt4d$md6$4@newsbell.bellglobal.com>
Source record: 5605

On 19 Jan 98 03:12:41 G, Daniel L. Dreibelbis wrote:
>
> I don't know about the web browsing, but would web page authoring
>be within our scope?

There is room for that depending on how it is done, as I think it was mentioned
that anyone can create a webpage through text input.

>
> I ask because Matthias Jaap has done a Commodore 64 version of
>HomePage Penguin for those users to design their own web pages.

I didn't know he actually did it? That is a handy tool, although I haven't
quite figured it out myself:-). I should spend some time with it. Its worth
conversation, but really looking for a Webbrowser (doesn't matter how limited
the graphical features are).

> The Amiga - yes, they can web browse. HiSoft has their TERMite
>TCP/IP stack and web browser suite for Amigas; I've seen pictures, and
>their package looks pretty good.
>

Pictures don't tell you if it will work in say 1meg of ram, or the version
of the OS required. I know the Amiga is very capable, but we are looking for
older Amigas with early OS working on the RGB monitor, you know flicker/flicker.

Thanks for the contribution.
>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __)(TOS 1.0, SH204 hd
(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]

1447. Re: Internet Browsing with Older Comput

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6bgt4j$md6$5@newsbell.bellglobal.com>
Source record: 5606

On 18 Jan 98 23:40:20, Paul Somerfeldt wrote:
>
>
>TermiteTCP doesn't fit the bill. It requires OS 2.x, not the 1.2 or older that he
required. I don>'t know of any TCP/IP that works on the older Ami
ga OSes, but then, I use the newest Amiga OS, so d>on't need anything that runs on the
older ones.
>
>
>Paul

That is correct, OS 2 is too new. Heck do you want me to allow TTs and Falcons
in on this;-). Lets not give Amiga an unfair advantage here. Since I consider
kickstart 1.3 the first decent working version, similar to a good TOS 1.04,
I want to see a PPP for the amiga that is on par with my TOS 1.0. That is why
I am giving leeway up to kickstart 1.2 . So at this moment Amiga is dead in
the Water. Atari is on top. Mac users have no comments. BBC micro and PC
4.77 exist in spec and talk only without any proof of activity. SHOW ME THE
MONEY:-).

Some C64 input, Atari 8bit users probably can't read with their fuzzy screens
(oh that should wake someone up) and are going to be beaten by a BBC:-).
>
>
>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
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(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]

1448. Re: Share modem, ISDN and cable modem

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6bgt4u$md6$7@newsbell.bellglobal.com>
Source record: 5607

On , wrote:
>Do you want to share ONE Internet connection with the rest in your Family or office?
>SYGATE is the software to do that.
>
>With features like Dial-On-Demand, it will connect your LAN to the ISP if
>and only if there is access from your LAN to the Internet.
>
>It is easier to use than proxy servers in that it doesn't require the setup in
>each and everyone of your applications running on your PCs.
>
>Free download from www.sygate.com
>
>With one phone line, one modem and one ISP account, everyone in your office
>or family can access the Internet from their own machine.
>
>It works for Analog, ISDN modem and Cable modems.
>
>
> 11362

Gee, too bad these losers never heard of STing:-).

>
>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __)(TOS 1.0, SH204 hd
(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]

1449. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6bgt3o$md6$1@newsbell.bellglobal.com>
Source record: 5608

I stated that Calamus is not as good as compared to the offerings on the
>Mac platform.

Thats possibly true. I will be testing Calamus in the near future and most likely be upgrading to the 98 Version. However it is not a program to be overlooked as it always has had great potential. I will be curious to see the Windows version as well.

By the way I think macs are well on their way to joining their 68000 based cousins in the pit of despair. Windows rules and that is the painful fact.
>

>
>Many Atari users have stated otherwise. That internet tools are sorely
>lacking on the ST platform.

I wouldn't brag about internet tools for the mac. They are light years behind what is available for windows. A comparision to the ST though is pretty fun. I am interested in a browser and internet software for a Mac plus with 1meg of ram and a 20meg drive. What do you recommend? Be certain it will work, tell me if I need more ram etc. Oh yeah I am running only system 6.

As for internet tools being sorely lacking. I think these users are out of the loop as are many ST users. Most have long dropped their STs. What do you expect from a 13 year old computer? However I have PPP working perfectly on my 520ST with 2.5meg of ram. It has a functional graphical web browser that has performed very well. The Newsreaders, ftp, telnet clients and irc are also good. I haven't gotten into the MINT setup but that may be in the future. Actually having not used my ST in over 5 years I find the Atari internet package pretty complete , but more importantly, it is constantly in development, which means there have been plenty of updates, features and bugfixes in each new release. THis is very fun. All these programs are working on my ST which is 13 years old and is running the first version of TOS.

>
> > 3) claiming that Atarians rely on 80's applications (when stuff is
>>still being developed both in shareware and, to a lessed extent, the
>>commercial market).

Some 80s apps were pretty good, particularly the Cyber stuff, but I think the best commercial ST stuff came in the early 90s. All this stuff heading toward year 2000 is a bonus for ST users. Some of todays shareware is as good as commercial and I have come across some freeware/postcardware that is good enough to be commercial and is 1998 releases. Awesome.

>
>However you look at it, the Hades/Direct are expnsive regardless. Why

>not make in large quantities to drive prices down?

And who would they be sold too? Atari TOS computers are a cult machine with
lots of flexibility. They are not a broad based consumer good like a WINDOWS
based PC. Atari users are alot like Mac Users and Amiga users, they are loyal
to the bitter end.

>So much for your Mac
>expert. Can the current 060 Hades run the current software and tools
>such as QT VR, Quark, Page Maker and MS Office 98?

Well I think the idea is to run ATARI TOS programs on it. Unfortuneately their
is a ton of software the Macs/powerpc can't run either.

Obviously if Atari users wanted mainstream MS office software they would get
a real computer and run windows. Of course anyone can be a drone.

>
>Peter S.
>Apple Sales/Marketing Power Rep(CompUSA)

Perhaps they could use you in Canada. Macs look like Atari computers in the
80s. They would sit in stores on the shelf and be ignored while users bought
a PC. Mac dealers are dead in the water here. Probably a few years left but
really once the decent Mac software publishers leave their really isn't anything
left that is fun about the mac/powerpc. I would hate to be in your shoes, directly
involved with the sales of a computer that you know is an uphill fight all the
way and the competition is winning each and every battle. People choose on
mass consumption, not on quality. And if you forget or never knew, Ataris were
the cheapest computers with the most performance and they still didn't take off
in North America. So the price of the HADES is irrellevant. What is rellavent is
if someone wants one and obviously some people do.
I think the fact that my $900 investment is still being used today is proof of
its performance. I bought a computer 13years ago that was internet capable with
PPP and never even knew it;-). I have and will put my ST up against any other
computer today and it still performs admirably. I have seen the Atari/Amiga wars
(Had a couple of them too), watched as PC users decided they really do like
a graphical interface then run amok through 386, 486, P75,133, ...
yet the ST keeps on doing everything.

So keep on entertaining me here,
Brian Van TIlborg.
>.

>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __)(TOS 1.0, SH204 hd
(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]

1450. UMICH Unknown "thanks"

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: grovem@rabbitridgecrest.ca.us
Message-ID: <6bhcj6$20r$1@ash.ridgecrest.ca.us>
Source record: 5609

Its been a few years since I visited the UMICH Atari section. The last time I was there, it seemed really dated compaired to CNAM. I enjoy the replacement CNAM ftp site, but was quite suprised when I linked to the Atari area at UMICH. Someone is doing a lot of uploading, and the files are promptly being organized.
Jeez, with all the new software being released, and a site like that for support in the U.S., it makes me wonder what the heck is going on? Are people giving up their PCs and Macs and buying up old Atari hardware? First it's T-Shirts, what's next?:).

Anyway, a big thanks for the ones supporting that area.

Mike

1451. Re: Internet Browsing with Older Comput

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2098.7342T841T2954@canit.se>
Source record: 5610

Den 07-Feb-98 06:57:39 nedtecknade Brian Van Tilborg (madmax@bfree.on.ca)
f&#65533;ljande:
>On 18 Jan 98 23:40:20, Paul Somerfeldt wrote:
>>
>>TermiteTCP doesn't fit the bill. It requires OS 2.x, not the 1.2 or older
>>that he required. I don>'t know of any TCP/IP that works on the older Ami
>>ga OSes, but then, I use the newest Amiga OS, so d>on't need anything that
>>runs on the older ones.

>That is correct, OS 2 is too new. Heck do you want me to allow TTs and
>Falcons in on this;-). Lets not give Amiga an unfair advantage here. Since I
>consider kickstart 1.3 the first decent working version, similar to a good
>TOS 1.04, I want to see a PPP for the amiga that is on par with my TOS 1.0.
>That is why I am giving leeway up to kickstart 1.2 . So at this moment Amiga
>is dead in the Water. Atari is on top. Mac users have no comments. BBC micro
>and PC
>4.77 exist in spec and talk only without any proof of activity. SHOW ME THE
>MONEY:-).

There is KA9Q for the Amiga, and I believe the older versions of the Commodore
stack INet/225 works on 1.3, but applications working under 1.3 would be
lacking.
If you really want to do INet stuff, you need at least OS 2.0, and for
graphical WWW with pictures, OS 3.0 and 4 MB RAM.

>Some C64 input, Atari 8bit users probably can't read with their fuzzy screens
>(oh that should wake someone up) and are going to be beaten by a BBC:-).

There is a guy who designed a 9600 bps modem interface (higher rates on C128)
for the C64, and then went on to program SLIP, telnet and IRC for it.
There is at least one competent offline reader for the C128, perhaps for the
C64 as well. I have heard of a text-based webbrowser being developed, but I
can't remember its name right now.

--
Iggy Drougge Y Member of Convergence International
optimus@canit.se | (http://convergence.int.eu.org/)
http://www.canit.se/~optimus/ | -For free choice in computing! __
A1200/28/6/80 | Member of Team Amiga __///
C128D, C64, 1541 | -For the creative mind! \XX/

1452. Re: New Pentium squishing Atari compute

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6bhntv$9de$1@news.campus.mci.net>
Source record: 5611

On 7 Feb 1998 05:58:00 , Brian Van Tilborg wrote:

->Imagining is good, but is it true? I would like to know if a TT could run
->linux faster that 95/NT? However what about a PC running linux vs a TT.
->I mean the TT is pretty old now and PCs are very fast.

Brian, I read an article from Dave Troy one time that touched on this. He had compiled "world" under Linux on his TT, then he went to his Pentium (and I can't remember but I think it was in the 90mhz to 120mhz range) setup Linux on it, compiled "world" for it, and ran it. It was faster than the TT but only about 2-3 times faster. The conclusion that Dave drew from this was that while Windoze 95 dragged everything down with all its excess baggage, the processors of today, combined with a lean/clean OS like Linux were, in fact, pretty fast...(running "world" under Win 95, even with a fast Pentium processor was slower than the TT with Linux-<smile>)

(BTW, "world" is the program that draws a spinning globe complete with various things, even a terminator line)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1453. Re: New Pentium squishing Atari compute

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-07 00:00:00 UTC
From: jedi@Disphoria.mishnet
Message-ID: <6bktkc$ln9@bgtnsc03.worldnet.att.net>
Source record: 5612

On 7 Feb 1998 05:58:00 GMT, Brian Van Tilborg <madmax@bfree.on.ca> wrote:
>On 23 Jan 1998 15:41:13, JEDI wrote:
>>On Fri, 23 Jan 1998 01:17:04 +0000, jim <jim@studio9.demon.co.uk> wrote:
>>>your average Pentium?
>>
>> I imagine that a Falcon or TT running Linux would toast most
>> 95/NT based clones as is.
>
>Imagining is good, but is it true? I would like to know if a TT could run

Putting NT on a machine will cripple your hardware. Further
application bloat will follow bogging your machine down further.
The constraints placed upon an ST or Amiga programmer tend to
encourage minimalist solutions instead of fluffy bloat added just
to convince customers that there is some point in getting this
years version when the one from 3 years ago is sufficient.

>linux faster that 95/NT? However what about a PC running linux vs a TT.
>I mean the TT is pretty old now and PCs are very fast.

1454. Problems with cubase audio 2.03 and atari falcon 030

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-11 00:00:00 UTC
From: SOLO PEACEMAKER <solod@mx3.redestb.es>
Message-ID: <6bqmqtoaa1@diana.bcn.ibernet.es>
Source record: 5613

Hi I'm new here.

I'm having problems with Cubase audio 2.03, the fact is that when I load the songs from the SCSI HD or from the floopy some tracks are corrupted and notes are missing, if i try loading again the song 3 or 4 times the problem desapears.

If anyone can help me please leave a message in the newsgroup or contact to me at solod@mx3.redestb.es

Thanks .

1455. FS: Atari Network Adapter cards

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-11 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34E1F554.A38EA57@atari.nu>
Source record: 5614
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,ny.forsale,nyc.forsale

For Sale:

Very limited quantity network Adapter cards for the following Atari
Computer Systems:

Atari Mega ST's (MegaBus version)
Atari Mega STE and Atari TT030 (VME Version)

Note: The Atari Mega STE and TT030 slot can only accomodate (1) one
device, so if you are using a graphics card and want to also use the
network card this is NOT possible in a stock system

WARNING: Many Atari Mega STe's were sold with their VME PAL chips
removed, you will need to buy a set of PAL's and install then for these
adapters to work. To check and see if you have the PAL, open your Mega
STE and look at the 2 sockets close to the VME bus slot, if they are
present you are set, if they are missing you will need to contact B&C
Computervisions (Atari Sales & Service Center) 916-295-9270 or BEST
Electronics 408-243-6950 and order a set.

These cards are compatible with Linux, BSDnet/Atari, and Atari System V
Unix which all have the drivers to use these Ethernet adapter cards for
TCP/IP communication.

I have just recently acquired TOS drivers written by Atari Germany for
these cards, most of it is in Germany, but easy enough to understand,
the drivers are called TOS ANS (Atari Network Services), if someone can
upload these drivers to UMICH or someplace public I would like to place
these drivers up onto the Internet for everyones benefit.

Both versions (MegaBus and VME) are the same price:

Riebl Ethernet Adapters: $150 each (Includes 1 3.5" disk with TOS ANS
drivers and 1
"T" connector for the Ethernet card)

Shipping within the U.S. is $5.00 USPS Priority Mail, Shipping outside
the US via ground is $8.00, via Air is $14.00

NOTE: Quantities are very limited, please contact me by email prior to
sending payment to reserve a card.

Curt
www.atari.nu

1456. Re: Comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-12 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <34E375E2.A5@cfcsc.dnd.ca>
Source record: 5615

Brian Van Tilborg wrote:
> >>What I would like to know, is if someone has done anything similar with
> >>the other computers of that time.
> >AFAIK, in the PC-contemptible areas, several DOS-based graphical browsers
> >are available that
> >run on a 4.77MHz IBM PC. There is one condition though: requires VGA card.
> >Which at that time
> >ofcourse was not available and thus cannot really compete against our ST's.
> >:-)
>
> Ok, I will let the VGA pass. That is a valid hack, so while not stock I will
> put it into the vintage modified area. But, more importantly, we must find
> a person actually using a 4.77MHz IBM PC. So while you have provided a minimum
> spec, I need to find a user actually on the internet doing so. Even using a
> faster computer, but we must find the fish:-).
> >
> >.
I volunteer for the test.
I bought a PC in 82, an awesome 8086, at 4.7MHz which I gave to my
mom. Will this software work with Hercules monochrome? or maybe I
put an old ATI card in it. let me know this software - where can I get
it? and I'll load it up on my moms machine and see how it works.
2400 baud modem right? :-)

thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Collï¿½ge des Forces canadiennes ken.macdonald@taf.ftn.org

1457. ISO R56 R90 C21 ATARI FALCON VALUES

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-13 00:00:00 UTC
From: sgrolosobao griolona <lif0295@iperbole.bologna.it>
Message-ID: <6c2kk2$26g$1@news.nettuno.it>
Source record: 5616

in order of cubase audio 2.0 manual I had do in my atari falcon 030 the
following
suggested modifies for decrease the input audio internal port gain:
I had removed R56; R57; R90; R92; C21; C81;
I had changed R66 and R87 from 100K to 47K
I had put 470 pF in parallel to R67 and R88
I had put 100 pF in parallel to R66 and R87

The audio sensibility of my falcon is now orrible not better of the
original state.

So, I'm looking for the original values, for re-replace it, of the
follow components:

R56 =?
R57 =?
R90 =?
R92 =?
C21 =?
C81 =?

THANK YOU!!!

ISO R56 R90 C21 ATARI FALCON VALUES

1458. Re: FS: Atari Network Adapter cards

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-13 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoBB1I.MA0@suse.modem.stud.uni-hannover.de>
Source record: 5617
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,ny.forsale,nyc.forsale

In article <34E1F554.A38EA57@atari.nu>,
Curt Vendel <webmaster@atari.nu> writes:

> Both versions (MegaBus and VME) are the same price:
>
> Riebl Ethernet Adapters: $150 each (Includes 1 3.5" disk with TOS ANS
> drivers and 1
> "T" connector for the Ethernet card)

It's not my task to judge the price, but I think it should be mentioned that
Best Electronics sold those for $60 each at the last Atari fair in Neuss.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1459. Re: Comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-15 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6c5odc$88j$1@newsbell.bellglobal.com>
Source record: 5618

On 12 Feb 1998 17:21:22, Ken Macdonald wrote:
>I volunteer for the test.
>I bought a PC in 82, an awesome 8086, at 4.7MHz which I gave to my
>mom. Will this software work with Hercules monochrome? or maybe I
>put an old ATI card in it. let me know this software - where can I get
>it? and I'll load it up on my moms machine and see how it works.
>2400 baud modem right? :-)
>

www.caldera.com

The information came from within this thread.

Remember this is an open contest, so if you have an old Atari 8bit thats
a computer that hasn't had any feedback yet. Perhaps I will post on comp.sys
atari.8bit.

Also, you don't have to use 2400, I did because it was all I had at the time,
however, if you want to give us the painful feedback at this speed, it will
certainly win brownie points.

More importantly, this contest is for fun.
>.

```
---------------------------------------------------------------------
__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __ )( TOS 1.0, SH204 hd
(+)`====='(+) B | \/ \\_/|| |/\_/ () SLM 804 LASER prt.
************** R ********************** [and SURF HAPPY! :-)]
---------------------------------------------------------------------
```

1460. Rare Atari Kangaroo Prototype game

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-19 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34EC598A.FD191E43@atari.nu>
Source record: 5619
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,ny.forsale,nyc.forsale,rec.games.video,rec.games.video.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

If you are a serious collector, then this is a MUST HAVE item for your collection, click on
the link below to view and image and pick up one of the rarest Atari collector games around:

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=6548948

Curt
www.atari.nu

1461. ST Network Cards & Video Cards 4 Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-20 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34EDC555.6C4BCA4F@atari.nu>
Source record: 5620
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

For Sale:

Riebl VME Ethernet Adapters for Atari Mega STE and Atari TT030 computers

Works with Linux, BSD/Net Atari, Atari Unix System. Cards will be
supplied with TOS
drivers. $150.00 each

Riebl MegaBUS Ethernet adapters for the Atari Mega ST computers
I have only 2 of these cards remaining, all others were sold
immeadiately. $150.00 each

1 Matrix TC1208 VME graphics card (spec's unknown) $350

1 Matrix C110ZV VME graphics card (256 colors out of 16 million)
1280X960 color
at 75hz, mono 4096X4096 at 125hz $350

1 Crazy Dots VME graphics card: $350

1 ISAC MegaBUS graphics card (16 colors out of 4096) 1024X768
(duochromatic) 800X600 at 50hz: $375

Atari DMA bus Ethernet adapters: These adapters work on all Atari ST's
with DMA ports on them. These card wer built by Atari in 1990 to allow
ST's to work over ethernet. These cards require Atari ST external
power supplies (not included) and I have no drivers for these cards, I
have a very limited quantity of these cards: $50 each

NOTE: Attention Mega STE owners, if you intend to purchase a network or
video card, please be certain that you have PALs/TALs installed near
your VME bus port, if the sockets are empty you will need to purchase
these chips. They can be purchased at B&C Atari Sales & Service:
916-295-9270 or www.myatari.com

Shipping: (within the contential US) is $5.00 for USPS Priority shipping

NOTE: Overseas buyers, if you are not in the contential US, shipping
will be $9.00 ground (5-6 weeks) or $14 for air shipping.

Please email me if you are interested in any of the above.
webmaster@atari.nu

Curt

1462. Re: ST Network Cards & Video Cards 4 Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-20 00:00:00 UTC
From: dd@denscicorp.force9.co.uk
Message-ID: <MPG.f57edaedbdaf76e9896e3@news1.force9.net>
Source record: 5621
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Holy Zarquons, Singing Fish! Curt Vendel says that ....
> Atari DMA bus Ethernet adapters: These adapters work on all Atari ST's
> with DMA ports on them. These card wer built by Atari in 1990 to allow
> ST's to work over ethernet. These cards require Atari ST external
> power supplies (not included) and I have no drivers for these cards, I
> have a very limited quantity of these cards: $50 each

Hmm, would be interesting to get one of these and see what's in 'em!
Then make a new version!

Still waiting for Atari Falcon ethernet cards!! :-((((((

--
=====================================
Dave Denscombe (aka Zaphod)
"There's a guy who really knows where
his towel is" - Ford Prefect

ICQ: 3719723
E-mail: dd@denscicorp.force9.net
Web site: http://www.denscicorp.force9.co.uk
=====================================

1463. Re: UMICH Unknown "thanks"

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-22 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6cppge$k9b$8@newsbell.bellglobal.com>
Source record: 5622

On 7 Feb 1998 10:21:26 , Michael Grove wrote:
>
>Its been a few years since I visited the UMICH Atari section. The last
>time I was there, it seemed really dated compaired to CNAM. I enjoy the
>replacement CNAM ftp site, but was quite suprised when I linked to the
>Atari area at UMICH. Someone is doing a lot of uploading, and the
>files are promptly being organized.

Yes, I don't know who is taking care of things. Perhaps it is Howard Chu
somehow, I am not certain. But apparently it has improved.

>Jeez, with all the new software being released, and a site like that
>for support in the U.S., it makes me wonder what the heck is going
>on? Are people giving up their PCs and Macs and buying up old Atari
>hardware? First it's T-Shirts, what's next?:).

Yes, this is what is happening:-). Really though the term obsolete is changing
IMHO. While the technology of the Atari is falling behind the software is remaining
current and improving. In fact most of it seems to be optimised. Usually a
platform at the end of its rein is plagued by bad software, but this is not
the case here. I am not certain whats happening with Amiga. However, My nephews
2.5 year old Pentium 75 is just about toast. New software requires more hardware
and is not optimised to work on his. Pentium 166s are now selling for $700cdn
with monitor software and everything else, but even these are considered slow
and I wouldn't buy one. Infact I have purchased a falcon. No foolish as this
may appear, I think I am going to have more fun finding stuff, than wanting
stuff or needing stuff for a pentium machine. I don't need to get caught in
a ratrace. However, I even question my falcon purchase as this ST really seems
to be able to do everything I need. Finding software to work on a 4 year old
486 is nearly impossible, as it is too slow to be considered working:-), and
since I have gotten a good 13 years out of my ST , I can't see the need to
buy a computer and have it obsolete in 3 years, not just outdated, but obsolete
even if it is technically, more powerful the benefits are no longer realized
therefore it is less powerful.

My nephew had an Atari, and is now ready to upgrade, actually, I think it is just
under 2 years old:-). Anyways, here was shocked to see I got the ST on the
internet with a web browser, and in fact now has some remorse over this, however
since he is a kid and doesn't pay it is his father who is most remorseful.
But that is computers.

>
>Anyway, a big thanks for the ones supporting that area.
>

Oh, yeah, big thanks as that is my hangout:-).
>Mike
>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __)(TOS 1.0, SH204 hd
(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]

1464. Re: ST Network Cards & Video Cards 4 Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-22 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <6cqtal$5d9@bgtnsc02.worldnet.att.net>
Source record: 5623
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Curt Vendel wrote:
>
> For Sale:

Snip!

> Atari DMA bus Ethernet adapters: These adapters work on all Atari ST's
> with DMA ports on them. These card wer built by Atari in 1990 to allow
> ST's to work over ethernet. These cards require Atari ST external
> power supplies (not included) and I have no drivers for these cards, I
> have a very limited quantity of these cards: $50 each

By DMA, do you mean ACSI, the Atari hard disk port? Do you at least have
the manual or the data transfer spec? And does anyone know of any
drivers for TOS or, more importantly, Linux or MintNet support?

Dan

1465. For Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-23 00:00:00 UTC
From: Marcel van Oirschot <m.oirschot@wxs.nl>
Message-ID: <34F178DE.4C216976@wxs.nl>
Source record: 5624

Hi Atari user,

By cleaning up my house I found the following hardware. You can have for
a symbolic price if you want to pick it up in the Netherlands:

Atari MEGA STE computer incl. Monitor, keyboard, mouse, 20 MB harddisk,
software etc. And a buildin VORTEX AT onze 386SX emulator.

If you will buy it for aprox. 250 dutch guilder then send me an email.

Marcel van Oirschot
m.oirschot@wxs.nl

1466. Atari 520ST and software for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1998-02-27 00:00:00 UTC
From: "Richard F. Christie" <chrisrps@telusplanet.net>
Message-ID: <34F77369.5629@telusplanet.net>
Source record: 5625

I have a fully functional Atari 520ST computer, Star NX-1000 printer and
the following software for sale to any interested party.

SOFTWARE TITLES

Renegade
Into the Eagles Nest
The Chessmaster 2000
Falcon
Falcon-Operation Counterstrike
Team Yankee
Midwinter
Midwinter-Flames of Freedom
Supremacy
Black Gold (2 originals)
Kings Quest I
Kings Quest II
Kings Quest IV
Road Raider
Manhunter New York
Epyx Winter Games
Final Assault
Impossible Mission 2
Foundations Waste
Crystal Castles
Ogre
Battle of Britain
Gold Rush
Empire
Red Lightning
Dragon Lord
Roadwar 2000
Operation Wolf
Labelmaster
STOS Games Creator
Printmaster Plus
Printmaster Art Gallery-Fantasy
Word Writer
Speller Bee
Legend of the Sword
Leader Board
North & South
Popoulous
Out Run
Dungeon Master

Dungeon Master-Chaos Strikes Back
Batman
TV Sports Football
Thunderstrike (2 originals)
Battletech
Star Raiders
Battlezone
Cracked
Battleship

Also have extra mouses? (mice?) and joysticks (need repair).

Entire lot for $300.00 Canadian.

If interested please reply to chrisrps@telusplanet.net

1467. Atari ST Owners

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-02 00:00:00 UTC
From: Robert Davis <robert.davis@donut.demon.co.uk>
Message-ID: <P3Vt5FAynv+0EwKC@donut.demon.co.uk>
Source record: 5626
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Dear Atari owners,

I am wondering if anyone can help me.

I own an Atari Mega 1 that I use for music. It originally came with Microsoft Word for ST and I currently need to do some word processing on it.

Unfortunately, though I still have the mauals and documentation, the Word disk was stolen and I need to get a replacement. Does anyone have a copy of Word for ST they can send me or email me?

Please email me directly since I do not receive all postings to the group.

Thank you for your assistance,

Robert Davis

p.s. Please don't flame me about software piracy. I have purchased all the software I use, I do own a licence for this package and this package is not currently sold commercially.

Robert Davis
---
robert.davis@donut.demon.co.uk

1468. Re: UMICH Unknown "thanks"

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-02 00:00:00 UTC
From: byarr@NO-SPAM-DAMMIT.hotmail.com
Message-ID: <byarr-0203981256160001@ip-20-220.phx.primenet.com>
Source record: 5627

In article <6cppge$k9b$8@newsbell.bellglobal.com>, madmax@bfree.on.ca (Brian Van Tilborg) wrote:

>>Its been a few years since I visited the UMICH Atari section. The last
>>time I was there, it seemed really dated compaired to CNAM. I enjoy the
>>replacement CNAM ftp site, but was quite suprised when I linked to the

Howdy folks... I'm delving back into my ST a little lately, after wading thru the world of Macs and PCs for a few years (which is not always pleasant), and I was wondering...what's this CNAM ftp site? Would love to check out what they've got.

thanks!! :)

1469. Re: Atari ST Owners

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-02 00:00:00 UTC
From: Nicholas Bales <bales@GET.THIS.OUT.hol.fr>
Message-ID: <6dga7r$l55$1@news3.isdnet.net>
Source record: 5628
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Robert Davis a crit dans le message ...
>
>Dear Atari owners,
>
>I am wondering if anyone can help me.
>
>I own an Atari Mega 1 that I use for music. It originally came with
>Microsoft Word for ST and I currently need to do some word processing on
>it.
>
>Unfortunately, though I still have the mauals and documentation, the
>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>

```
Maybe you could ask the Microsoft hotline

Huh, haha, HAAHAA, MMHHHAAAHHAAHAAAAA <hysteric laughter> ;-)

Cheers,
Nick
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```

1470. Re: Atari ST Owners

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-03 00:00:00 UTC
From: Krister Sundstr&#65533;m <support@axxess.se>
Message-ID: <34fbc9a7.0@d2o1.telia.com>
Source record: 5629
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

>
>Dear Atari owners,
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>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>
>Please email me directly since I do not receive all postings to the
>group.
>
>Thank you for your assistance,
>
>Robert Davis
>
>p.s. Please don't flame me about software piracy. I have purchased all
>the software I use, I do own a licence for this package and this package
>is not currently sold commercially.

Ohh, you are using Microsoft Word. Now, that&#65533;s a cool program!!! Call Bill Gates, he probobly has a copy in his pocket!

Krister

>
>-----------------------------------
>Robert Davis
>-----------------------------------
>robert.davis@donut.demon.co.uk
>-----------------------------------

1471. Re: UMICH Unknown "thanks"

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-03 00:00:00 UTC
From: bales@hol.DELETE.THIS.fr
Message-ID: <6dgn54iab3@news.stortek.com>
Source record: 5630

In article <byarr-0203981256160001@ip-20-220.phx.primenet.com>,
byarr@NO-SPAM-DAMMIT.hotmail.com (Perrin) wrote:
>In article <6cppge$k9b$8@newsbell.bellglobal.com>, madmax@bfree.on.ca
>(Brian Van Tilborg) wrote:
>
>>>Its been a few years since I visited the UMICH Atari section. The last
>>>time I was there, it seemed really dated compaired to CNAM. I enjoy the
>>>replacement CNAM ftp site, but was quite suprised when I linked to the
>
>
>Howdy folks... I'm delving back into my ST a little lately, after wading
>thru the world of Macs and PCs for a few years (which is not always
>pleasant), and I was wondering...what's this CNAM ftp site? Would love to
>check out what they've got.
>
>thanks!! :)

It's not the CNAM archive anymore. It's now called lip6 and it's at:
ftp://ftp.lip6.fr/pub/atari

There's also a regularly updated FTP site list maintained at:
http://www.geocities.com/SiliconValley/Bay/8745/

Cheers,

Nick.
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1472. Re: Atari ST Owners

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-03 00:00:00 UTC
From: Brian Grier <reirgjb@ac.letron>
Message-ID: <6dhvo3$r4q@brtph500.bnr.ca>
Source record: 5631
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Robert Davis wrote:

> Dear Atari owners,
>
> I am wondering if anyone can help me.
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> it.
>
> Unfortunately, though I still have the mauals and documentation, the
> Word disk was stolen and I need to get a replacement. Does anyone have a
> copy of Word for ST they can send me or email me?
>
> Please email me directly since I do not receive all postings to the
> group.
>
> Thank you for your assistance,
>
> Robert Davis

I think we have had enough fun at his expense, so to answer his question...

What you have is most likely Microsoft WRITE, not WORD. Microsoft dropped
support for this product within a year of introducing it. They reasoned that
if the
Atari users were not willing to support Microsoft they would not support
Atari.
This was the result of really bad reviews of the software, and a general
bashing
of the product by those that claimed to have purchased it.

I have not seen a copy of this in years. You would do much better by
getting
yourself a copy of WordUp.

Brian

1473. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-03 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6dijg5$2jt$1@nnrp1.dejanews.com>
Source record: 5632
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Subject: Re: Daniel L. Dreibelbis
From: madmax@bfree.on.ca (Brian Van Tilborg)
Date: 1998/02/07
Message-ID: <6bgt3o$md6$1@newsbell.bellglobal.com>
Newsgroups: comp.sys.atari.advocacy
[More Headers]

>By the way I think macs are well on their way to joining their 68000 based
>cousins in the pit of despair. Windows rules and that is the painful fact.

Really. Must be different in the U.S. Canadian territory. Here in the mother
country and Europe, the G3 sales have been burning rubber. Nice try.

>I wouldn't brag about internet tools for the mac. They are light years behind
>what is available for windows. A comparision to the ST though is pretty fun.
>I am interested in a browser and internet software for a Mac plus with 1meg
>of ram and a 20meg drive. What do you recommend? Be certain it will work, tell
>me if I need more ram etc. Oh yeah I am running only system 6.

He he he he. Why not Apple II and III. Hell what about the Atari 8 bit?

Mac internet tools light years behind wintel? That would explain why 64% of
web content development is done on the Mac.

>As for internet tools being sorely lacking. I think these users are out of the
>loop as are many ST users. Most have long dropped their STs. What do you expect
>from a 13 year old computer? However I have PPP working perfectly on my 520ST
>with 2.5meg of ram. It has a functional graphical web browser that has performed
>very well. The Newsreaders, ftp, telnet clients and irc are also good. I haven't
>gotten into the MINT setup but that may be in the future. Actually having not
>used my ST in over 5 years I find the Atari internet package pretty complete
>, but more importantly, it is constantly in development, which means there have
>been plenty of updates, features and bugfixes in each new release. THis is very
>fun. All these programs are working on my ST which is 13 years old and is
>running the first version of TOS.

Cool.

>Some 80s apps were pretty good, particularly the Cyber stuff, but I think
>the best commercial ST stuff came in the early 90s. All this stuff heading
>toward year 2000 is a bonus for ST users. Some of todays shareware is as
>good as commercial and I have come across some freeware/postcardware that
>is good enough to be commercial and is 1998 releases. Awesome.

Cool.
>

>And who would they be sold too? Atari TOS computers are a cult machine with
>lots of flexibility. They are not a broad based consumer good like a WINDOWS
>based PC. Atari users are alot like Mac Users and Amiga users, they are loyal
>to the bitter end.

A cult machine? That would explain the added cost. The PC and Mac have lots
of flexibility but in a different way but cost less. A G3 233 Desktop is
below $1600.

>Obviously if Atari users wanted mainstream MS office software they would get
>a real computer and run windows. Of course anyone can be a drone.

Wintel is a real computer? I guess the Macs are real Maytag appliances. Have
you seen Office 98 on the Mac? I have since I have a beta. Very nice.

>
>Peter S.
>Apple Sales/Marketing Power Rep(CompUSA)

>Perhaps they could use you in Canada. Macs look like Atari computers in the
>80s. They would sit in stores on the shelf and be ignored while users bought
>a PC. Mac dealers are dead in the water here. Probably a few years left but
>really once the decent Mac software publishers leave their really isn't anything
>left that is fun about the mac/powerpc. I would hate to be in your shoes, directly
>involved with the sales of a computer that you know is an uphill fight all the
>>way and the competition is winning each and every battle. People choose on mass
>consumption, not on quality. And if you forget or never knew, Ataris were
>>the cheapest computers with the most performance and they still didn't take off
>in North America. So the price of the HADES is irrellevant. What is rellavent is
>if someone wants one and obviously some people do.

The reason why ATARI DID not take off is that know one knew about them. Kept
it a secret. By pricing so low did not leave a margin to advertise.

As for hate being in my shoes is like eating crow. This is an exciting
oportunity to participate in getting Apple back to healthy status. Apple is
in a upswing now due to strong sales of the high margin G3's and Apple's
renewed upswing in the retail channel due to CompUSA's Apple store with in a
store(SWIAS). Apple made money last Quarter and scored third place in January
for total retail revenue sales.

My role in the Comp's Apple swias is to keep it upto code. Very demanding and
exhilerating job.

Peter Sinclair-Day
Apple Power Rep/CompUSA
Oklahoma/Texas
(w)888-207-XXXX, Ext. XXX
(H)972-XXX-XXXX

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1474. Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-03 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6dijk5$2k8$1@nnrp1.dejanews.com>
Source record: 5633
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Subject: TIFKAS Stumbles Again
From: dreibel@idirect.com (Daniel L. Dreibelbis)
Date: 1998/02/06
Message-ID: <34db1565.0@nemo.idirect.com>
Newsgroups: comp.sys.atari.advocacy
[More Headers]

>The reason I have not been able to respond lately is that I am busy
>earning a living. I have been too busy with the CompUSA/Apple store with
>in a store(SWIAS) roll out than keeping up with this debate.
>
>You did leave out that Umax does make sub $1000 clones.

> And you left out a very interesting point about the Umax clones -
>that the agreement with Apple and the clones runs out this June. Why
>buy a platform that will have the rug pulled out from under it?

This July actualy. Do you have info that I do not have? The rug is still in
place. Umax released a new model on Monday, the S900 with a G3 card for three
grand.

>Remember when 'Power with out the price' meant something at
>one time until Atari got greedy by hawking under powered and
>over priced computers? This is one of the reasons led to
>Atari's demise..

Sounds like an objective fact. Very truthful.

>The makers of the Hades/Direct continue the Atari tradition
>with their underpowered and over priced line of 040 and
>060(does Motorola still make these) ST compatibles..

Have you priced one lately in comparison to the G3's?

>Just say no...There are other alternatives to continue the
>enjoyment of the ST experience and best of class...

Very true in comparison in what you can get today. The price of replacement
processors and video cards get you a 200 mhz PowerMac.

>Umax Corporation, the maker of the popular scanners have come
>out with a class of PPC boxes starting at $949 that gives the
>Hades/Direct a run for their money.

Very true, a fact.

>Under the SuperMac label..

>The C500/LT is a 100% Mac OS compatible box which consists a
>PPC 603e/180 mhz, 16 megs, 1.2 gig, 8x CD, 2PCI slots,
>keyboard/mouse and software bundle for $945!

Whats the point?

>With Connectix Virtual PC which shipped this week for $149
>street(includes wintel 95 or wintel 3.1 allows to have the
>best of both worlds.. Can run dos, OS2, NT and Open
>Step(foundation for Rhasopy)...

>This box will run the upcomming July Mac OS8 and Rhasopy..

>Try that on a Hades/Direct...

Very true..Factual info.

> I've tried a G3, thank you. Nice computer, but way too expensive -
>in fact, here in Canada it's priced around the same price as the
>'060-based DirecT. You still persist in being an "expert" on the DirecT60
>despite the fact that you admit the only Atari product you've ever used
>was a 520ST. I've tried out both systems, and will say that as far as
>performance there is still no contest.

ROTFLMAO!!!

Too expensive and the Hades is not?

>As I stated clearly and precise before

translation: fuzzification of the obfuscation.

--I used Best Buy as an example not
>Computer City. I never been to a CS before. Apple is now out of
>Computer City(also Best Buy, Office Max and Sears) except in the Canadian
>province of USA.

>as stated before, Canada is a separate country, has never been and
>never will be a tributary of the USA, and is capable of defending
>itself against an outside threat, as shown during the War of 1812.

Entering Canada is no different. Same restraunt and fast food chains, movies
as well as culture. Is there actually a difference between the two countries
besides one is socialist and the other is capitalist?

> I personally think that Apple's move to dump all their dealers
>other than CompUSA is a giant step backwards. Shouldn't they be trying
>to be getting a foothold rather than kicking the boots off in the
>middle of the quicksand?

Yes and No.
I disagree on the Sears decision. Made since with Best Buy, Office Max and
Circuit City. These stores carried about two cpu Sku's and the overal buying
experience was hurting Apple. Were still in regional retailers like
Microcenter and Fry's who have done well with Apple.

> Too bad you haven't been to a Computer City, it's a pretty good
>store. In fact, they've done a great job refurbishing the Mac
>>department in the last month. I'd highly recommend them now for a Mac
>purchase- but they
>still don't have Mac software in "12 30' piles". In fact, I'd recommend
>them for just about any peripheral purchase

Computer City in the mother country could learn from their child in the
colony. Never say never.

Peter Sinclair-Day
Apple Power Rep/CompUSA
Oklahoma/Texas
(w)888-207-XXXX, Ext. XXX
(H)972-XXX-XXXX

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1475. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-03 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <quinlan-0303982252460001@pm3s13.intergate.bc.ca>
Source record: 5634
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <6dijk5$2k8$1@nnrp1.dejanews.com>, sinclair2000@earthlink.net wrote:

> Entering Canada is no different. Same restraunt and fast food chains, movies
> as well as culture. Is there actually a difference between the two countries
> besides one is socialist and the other is capitalist?

Time for Canada-101 :)

Actually, Canada is a capitalist country. Canada may appear to be socialist because it has a more generous welfare and medical system for those without a lot of money. Education is also heavily subsidized. Culturally, our countries have some striking differences. The most obvious is that Canada is very multi-cultural while the U.S. has a fairly homogenous cultural mix. In Vancouver, for example, nearly 50% of the population speaks a language other than English at home. In the province of Quebec, over half of the citizens speak French as their primary language.

Canadians also tend to have slightly different ethical values. In Canada, carrying firearms is illegal. That may explain why murders occur, per capita, only one tenth as frequently as they do in the U.S. Even if that is not the reason, the difference is striking. The Canadian criminal code is also more focused on rehabilitation and deterrence than retribution. Capital punishment is unconstitutional.

The Canadian political system is also more similar to the British parliamentary system than the U.S. system. Canada is not a democracy (in name); it is a constitutional monarchy. The largest difference between the British and Canadian systems is that Canada has a senate. Of course, the Canadian senate is not elected so it behaves very differently than the U.S. senate. The Canadian public is also more European than American in their outlook regarding the private affairs of their politicians i.e. they regard such affairs as being private.

I haven't mentioned a lot of other differences but they do, of course, exist. Here are a few other facts: Canadians say "eh?" more frequently than Americans, we use the metric system, we have almost 10% unemployment, we have a very small military, we tend to like hockey, we tend to hate baseball and 90% of our population is within 50 miles of the U.S. border.

--
quinlan@intergate.bc.ca

1476. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-04 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <34fd7039.0@nemo.idirect.com>
Source record: 5635

On 3 Mar 1998 22:52:46 , Brian Quinlan wrote:
>In article <6dijk5$2k8$1@nnrp1.dejanews.com>, sinclair2000@earthlink.net wrote:
>
>> Entering Canada is no different. Same restraunt and fast food chains, movies
>> as well as culture. Is there actually a difference between the two countries
>> besides one is socialist and the other is capitalist?
>
>Time for Canada-101 :)
>
>Actually, Canada is a capitalist country. Canada may appear to be
>socialist because it has a more generous welfare and medical system for
>those without a lot of money. Education is also heavily subsidized.
>Culturally, our countries have some striking differences. The most obvious
>is that Canada is very multi-cultural while the U.S. has a fairly
>homogenous cultural mix. In Vancouver, for example, nearly 50% of the
>population speaks a language other than English at home. In the province
>of Quebec, over half of the citizens speak French as their primary
>language.
>
<other informative Canada postings snipped>

Thanks for the very informative post, Brian - proves once again
that not only is TIFKAS (The Idiot Forever Known As Sinclap) a TROLL,
he's also a CLUELESS troll, who isn't an expert on ANYTHING, much less
computers. He's been outgunned, out-shouted, and outed as a total
ignoramous who's redoubled his efforts to smear Atari users (and to an
almost equal extent, me, because of the fact I'm his most vocal critic)
when he's lost sight of his original goals of disrupting this newsgroup
with off-topic trolls and spam.

TIFKAS' worst nightmare is about to come true, though - we're
making it a goal on TAF to get as many members of the club up and
running with their Ataris using the wonderful suite of TOS-based
Internet clients (which, contrary to TIFKAS' misinformed missives, are
superlative) to come onto this newsgroup and ask him more embarassing
questions about his "expertise".

One can find much better informed Mac info in
comp.sys.mac.advocacy, a place where TIFKAS is too YELLOW to go into
and give his supposed good news about the Mac - maybe it's the fact
that he'll be rendered EXTRA-CRISPY in seconds :)

I suspect that rather than going on a "well-deserved vacation to
sample fine gourmet beers", TIFKAS will soon be on a more permanent
vacation scrounging through garbage cans looking for 1/2-empty bottles

of MD 20/20........

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1477. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-04 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6dk0qk$dt4@ds2.acs.ucalgary.ca>
Source record: 5636
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Tue, 3 Mar 1998 sinclair2000@earthlink.net wrote:

> Really. Must be different in the U.S. Canadian territory. Here in
> the mother country and Europe, the G3 sales have been burning
> rubber. Nice try.

Watch it - we are NOT a territory of the USofA - them is fighting
words !

> A cult machine? That would explain the added cost. The PC and Mac have lots
> of flexibility but in a different way but cost less. A G3 233 Desktop is
> below $1600.

I looked at one last week - try $3900 without the monitor

> As for hate being in my shoes is like eating crow. This is an
> exciting oportunity to participate in getting Apple back to healthy
> status. Apple is in a upswing now due to strong sales of the high
> margin G3's and Apple's renewed upswing in the retail channel due to
> CompUSA's Apple store with in a store(SWIAS). Apple made money last
> Quarter and scored third place in January for total retail revenue
> sales.

Try buying one in Canada - Apple people just don't give a hoot about
sales. We had one of the largest corporate users in Canada here in
Calgary - and Apple didn't even try to stop them from moving to
PC & Windoze !

The Canadian Curmudgeon (in sunny Calgary)

1478. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-04 00:00:00 UTC
From: Rich Davey <rich@fatal-design.com>
Message-ID: <34fdbc58.0@london.netkonect.net>
Source record: 5637

Daniel L. Dreibelbis wrote in message <34fd7039.0@nemo.idirect.com>...
> Thanks for the very informative post, Brian - proves once again
>that not only is TIFKAS (The Idiot Forever Known As Sinclap) a TROLL,
>he's also a CLUELESS troll, who isn't an expert on ANYTHING, much less
>computers. He's been outgunned, out-shouted, and outed as a total
>ignoramous who's redoubled his efforts to smear Atari users (and to an
>almost equal extent, me, because of the fact I'm his most vocal critic)
>when he's lost sight of his original goals of disrupting this newsgroup
>with off-topic trolls and spam.

Hi Daniel,

I nearly fell of my chair in amazement when I saw this thread. I used to read this newsgroup avidly back around 1995 (when it was full of people who owned Amigas slagging people who owned Ataris) but even back then the biggest and funniest spectacle of all was Sincrap, err Sinclap.. I used to relish in his postings and we toasted many a char-grilled flame with one another. At the time I believe he was slagging Falcons and pushing Mac's. Some things never change? Today I thought I'd see if there was anything in this group and then I saw his post! Amazing.. he really does have no life :) This man deserves an award for posting SO much irrelevant and misinformed mush over the years! He never did know jack-all about Ataris! It would appear he's found his niche in life.. supporting Mac's, a gorgeous but dying breed if ever there was one.

I don't know much about CompUSA but I get the feeling that anyone who knows anything about PC hardware wouldn't go near them with a barge-pole? Much like "PC World" over here in the UK. Anyway, all the best Daniel, it's nice to see someone still fighting Sinclap, feel's like they took over where I left off :)

Cheers,

Rich
http://www.fatal-design.com

1479. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-04 00:00:00 UTC
From: jedi@Disphoria.Mishnet
Message-ID: <6dlthv$iet@bgtnsc03.worldnet.att.net>
Source record: 5638
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Tue, 03 Mar 1998 21:58:33 -0600, sinclair2000@earthlink.net <sinclair2000@ea
rthlink.net> wrote:
>Subject: Re: Daniel L. Dreibelbis
>From: madmax@bfree.on.ca (Brian Van Tilborg)
>Date: 1998/02/07
>Message-ID: <6bgt3o$md6$1@newsbell.bellglobal.com>
>Newsgroups: comp.sys.atari.advocacy
>[More Headers]
>
>>By the way I think macs are well on their way to joining their 68000 based
>>cousins in the pit of despair. Windows rules and that is the painful fact.
>
>Really. Must be different in the U.S. Canadian territory. Here in the mother
>country and Europe, the G3 sales have been burning rubber. Nice try.

So, then that little rumour about Canadians & Europeans having less
disposable income (than americans) is just a vicious lie... '-p

>
>
>>I wouldn't brag about internet tools for the mac. They are light years behind
>>what is available for windows. A comparision to the ST though is pretty fun.
>>I am interested in a browser and internet software for a Mac plus with 1meg
>>of ram and a 20meg drive. What do you recommend? Be certain it will work, tell
>>me if I need more ram etc. Oh yeah I am running only system 6.
>
>He he he he. Why not Apple II and III. Hell what about the Atari 8 bit?

If it can manage the task why bother with throwing money at
the problem. As it is, all of the early 68K micros showed
that one doesn't need a fat bloated monster too large to
walk just to run a GUI.

>
>Mac internet tools light years behind wintel? That would explain why 64% of
>web content development is done on the Mac.

So? We get to blame all of the fluff that clogs the web
on you as well, eh?

1480. serial mouse for ST

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-05 00:00:00 UTC
From: Mike McGowan <jmmcgowan@worldnet.att.net>
Message-ID: <6dnlfq$i7o@bgtnsc02.worldnet.att.net>
Source record: 5639

I believe there is a program that allows you to use a serial mouse with an ST. If anyone has the file or knows the location of the file, I would appreciate your help!

1481. Notator hack for atari emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-05 00:00:00 UTC
From: Mike McGowan <jmmcgowan@worldnet.att.net>
Message-ID: <6dnmbr$oe1@bgtnsc02.worldnet.att.net>
Source record: 5640
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

I have several copies of Notator w/dongles that I have been using on aging st's in a midi lab. At any rate, because Notator is "dongle" protected, running the program on a emulator seems unlikely--but, is there a "dongle-less" hack for this program. Notator is still one of the best sequencing/notation programs around. It would be great if it would run under emulation on a PC, too.

This might just be a dream, but I thought I'd ask!

TIA

Mike McGowan

1482. Re: Atari ST Owners

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-05 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <6dnrmb$pme@bgtnsc02.worldnet.att.net>
Source record: 5641
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Brian Grier wrote:
>
> Robert Davis wrote:
>
> > Dear Atari owners,
> >
> > I am wondering if anyone can help me.
> >
> > I own an Atari Mega 1 that I use for music. It originally came with
> > Microsoft Word for ST and I currently need to do some word processing on
> > it.
> >
> > Unfortunately, though I still have the mauals and documentation, the
> > Word disk was stolen and I need to get a replacement. Does anyone have a
> > copy of Word for ST they can send me or email me?
> >
> > Please email me directly since I do not receive all postings to the
> > group.
> >
> > Thank you for your assistance,
> >
> > Robert Davis
>
> I think we have had enough fun at his expense, so to answer his question...
>
> What you have is most likely Microsoft WRITE, not WORD. Microsoft dropped
> support for this product within a year of introducing it. They reasoned that
> if the
> Atari users were not willing to support Microsoft they would not support
> Atari.
> This was the result of really bad reviews of the software, and a general
> bashing
> of the product by those that claimed to have purchased it.
>
> I have not seen a copy of this in years. You would do much better by
> getting
> yourself a copy of WordUp.
>
> Brian

I concur. If you ever actually _used_ MS Write and got any kind of
decent output, you're a far better man than I. Write was way worse than
worthless (damn! what's a synonym for than that starts with w?). Even

Word Writer would be better, though WordUp is a good replacement.
Personally, I would go with a cheap copy of Calamus 1.09n or Pagestream.
They're overkill, but they're cheap!

Why Gates would ever think that users of computers with a Digital
Research based OS would use an MS product is beyond me...

Dan

1483. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6dq1jm$s46$1@nnrp1.dejanews.com>
Source record: 5548
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <6dlthv$iet@bgtnsc03.worldnet.att.net>,

The unabomber Jedi spoke..

> >country and Europe, the G3 sales have been burning rubber. Nice try.
>
> So, then that little rumour about Canadians & Europeans having less
disposable income (than americans) is just a vicious lie... '-p

A myth.. Apple's sales in Europe rebounded on the strength of the G3.

>
> If it can manage the task why bother with throwing money at
> the problem. As it is, all of the early 68K micros showed
> that one doesn't need a fat bloated monster too large to
> walk just to run a GUI.

Product life cycles. You heard of this? A 1987 Mac II will get you on the
internet so well the earlier Apple II.

> >
> >Mac internet tools light years behind wintel? That would explain why 64% of
> >web content development is done on the Mac.
>
> So? We get to blame all of the fluff that clogs the web
> on you as well, eh?

Market rules!
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1484. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6dq1t8$sg0$1@nnrp1.dejanews.com>
Source record: 5549

In article <34fd7039.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> Thanks for the very informative post, Brian - proves once again
> that not only is TIFKAS (The Idiot Forever Known As Sinclap) a TROLL,
> he's also a CLUELESS troll, who isn't an expert on ANYTHING, much less
> computers. He's been outgunned, out-shouted, and outed as a total
> ignoramous who's redoubled his efforts to smear Atari users (and to an
> almost equal extent, me, because of the fact I'm his most vocal critic)

Dancing around the issue...What about Umax's rug being pulled? Will you
admitt that you were WRONG again?

with off-topic trolls and spam.
>
> TIFKAS' worst nightmare is about to come true, though - we're
> making it a goal on TAF to get as many members of the club up and
> running with their Ataris using the wonderful suite of TOS-based
> Internet clients (which, contrary to TIFKAS' misinformed missives, are
> superlative) to come onto this newsgroup and ask him more embarassing
> questions about his "expertise".
>
I got a get a picture of this!

> One can find much better informed Mac info in
> comp.sys.mac.advocacy, a place where TIFKAS is too YELLOW to go into
> and give his supposed good news about the Mac - maybe it's the fact
> that he'll be rendered EXTRA-CRISPY in seconds :)

Well I guess you need to look harder this time.
>
> I suspect that rather than going on a "well-deserved vacation to
> sample fine gourmet beers", TIFKAS will soon be on a more permanent
> vacation scrounging through garbage cans looking for 1/2-empty bottles
> of MD 20/20........

I am hoping to goto the grand opening of CompUSA in Hawaii.

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1485. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-06 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <35008D28.F187B2D0@intuit.com>
Source record: 5550

Really.. I can't believe anyone thinks that Apple really can "fight their way back." Granted, I don't think they're going anywhere too soon (I like my Macs too and will keep them quite some time, thank you), but to think they're on their way back is.. well, a tad naive..

There will be a small percentage, slowly decreasing over time, of Mac users, and they'll be around.. but I think you have to be calling up the Psychic Friends Network a little too much if you can envision a scenario where they actually consistently gain market share over a period of time.

-Mark

sinclair2000@earthlink.net wrote:

> lotsa junk..

1486. Room of lost souls

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-06 00:00:00 UTC
From: grovem@brickbrackridgecrest.ca.us
Message-ID: <6doehjjlm1@ash.ridgecrest.ca.us>
Source record: 5642

Maybe we should rename this group to reflect the type of outsiders it draws:).
This guy Sinplop really is a ghost in my machine.

Mike

1487. Re: Notator hack for atari emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-06 00:00:00 UTC
From: bales@hol.DELETE.THIS.fr
Message-ID: <6dojev$s5g$1@news.stortek.com>
Source record: 5643
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <6dnmbr$oe1@bgtnsc02.worldnet.att.net>, "Mike McGowan"
<jmmcgowan@worldnet.att.net> wrote:
>I have several copies of Notator w/dongles that I have been using on aging
>st's in a midi lab. At any rate, because Notator is "dongle" protected,
>running the program on a emulator seems unlikely--but, is there a
>"dongle-less" hack for this program. Notator is still one of the best
>sequencing/notation programs around. It would be great if it would run
>under emulation on a PC, too.
>
>This might just be a dream, but I thought I'd ask!
>

The dongle isn't the only problem. The emulator would have to emulate the Midi
ports too, and also the accurate timing that's required by any sequencer
program. PCs just have crappy timing, whatever you do the ST is way ahead as
far as MIDI-only sequencing goes.

Cheers,

Nick.
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1488. Re: serial mouse for ST

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-06 00:00:00 UTC
From: bales@hol.DELETE.THIS.fr
Message-ID: <6dos31$51$1@news.stortek.com>
Source record: 5644

In article <6dnlfq$i7o@bgtnsc02.worldnet.att.net>, "Mike McGowan"
<jmmcgowan@worldnet.att.net> wrote:
>I believe there is a program that allows you to use a serial mouse with an
>ST. If anyone has the file or knows the location of the file, I would
>appreciate your help!
>
>

try this:
http://www.umich.edu/~archive/atari/Utilities/Mouse/mouse25.lzh

Cheers,

Nick.
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1489. Re: Atari ST Owners

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-06 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6dp224$nrk@bgtnsc02.worldnet.att.net>
Source record: 5645
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Dan,

> Why Gates would ever think that users of computers
> with a Digital Research based OS would use an MS
> product is beyond me...

The problem wasn't that Microsoft Write (or more commonly known as "Microsoft Wrong") was a MS product --- the problem was that its was BAD software (even by Microsoft standards). About the only way that Atari could help promote it was to give it away for free by bundling it with its systems in the late 80's.

As an Atari dealer, I found it much less aggrevating to REMOVE it, throw it in the trash can and substitute Word Writer in the bundle before delivering new systems to buyers. There's nothing worse than delivering a new Atari system to a customer and then having to try to explain why he or she couldn't get the bundled software to work properly and have face needless hours of total frustration.

Atarians didn't buy their systems to have to face that kind of aggrevation. We EXPECT our systems and software to install and work easily and properly WITHOUT having to read exhaustive manuals, 'made-easy' books, or undergo hours of needless frustration.

Most ANYTHING would be a better choice for word processing than Microsoft Wrong!

Sheldon (Computer STudio - Asheville, NC)

1490. Microsoft and Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-06 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6dphhe$i24@james.hwcn.org>
Source record: 5646
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In article <6dnrmb$pme@bgtnsc02.worldnet.att.net>, Dan Phillips <xiting@worldnet.att.net> wrote:

>Why Gates would ever think that users of computers with a Digital
>Research based OS would use an MS product is beyond me...
~^~^~^

1491. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6dq18l$rm6$1@nnrp1.dejanews.com>
Source record: 5647
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <6dk0qk$dt4@ds2.acs.ucalgary.ca>,
VE6HY <besmith@calcna.ab.ca> wrote:

> > of flexibility but in a different way but cost less. A G3 233 Desktop is
> > below $1600.
>
> I looked at one last week - try $3900 without the monitor

Bull shzzz..Nice try.. A G3 233 desktop would not cost U.S. backed Canadian
$3900...I could see the G3 266 Tower at that price..

> Try buying one in Canada - Apple people just don't give a hoot about
> sales. We had one of the largest corporate users in Canada here in
> Calgary - and Apple didn't even try to stop them from moving to
> PC & Windoze !

How do you know this?

>
> The Canadian Curmudgeon (in sunny Calgary)
>
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1492. TAF meeting March 18th - SCSI drives

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35014962.0@diana.idirect.com>
Source record: 5551

As with any computer, storage of your ideas, as well as having media for quick and handy access to your your most-used programs and files, is a must for efficiency and time. And now, thanks to lower prices and improved technology, even the oldest classic Atari computers can take advantage!

At the March 18th TAF meeting our focus will be how to build your own SCSI-based hard drive in a PC case - we'll show you the parts and software you need, where to find them, and how to configure and put it all together. We'll also discuss the variety of options to hook up to your new SCSI system, including CD-ROM (did you know that at last count there are over 50 Atari-specific CDs to choose from?), removable media like ZIP and Syquest drives, tape streamer drives, and even flatbed scanners!

If you're still booting from floppies, your original Atari-specific hard drive is wearing out, or have ever been curious about how a hard drive system can give your classic Atari improved usability, this meeting is not to be missed! See you there!

TORONTO ATARI FEDERATION User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, $2.00 to non-members. Membership is $35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A membership in TAF IS Atari support!

TAF Online! BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

1493. Texas Atari User Groups

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: Mike McGowan <jmmcgowan@worldnet.att.net>
Message-ID: <6drqeh$mdo@bgtnsc03.worldnet.att.net>
Source record: 5552
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

I have been an Atari user for several years, but have never lived near a city that had a local Atari users group. If anyone knows of some Texas groups, would you please drop me a line. (I only know of one in the DFW area.)

TIA

Mike McGowan

1494. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6ds04t$h3r$1@newsbell.bellglobal.com>
Source record: 5553

On 3 Mar 1998 22:00:42 , sinclair2000@earthlink.net wrote:
>
>Entering Canada is no different. Same restraunt and fast food chains, movies
>as well as culture. Is there actually a difference between the two countries
>besides one is socialist and the other is capitalist?

Yes, terrible fast food influence from south of border. Same bad movies, although
we don't ban movies such as "if you love this planet" like the toletarian state
below us, afraid of the truth just like the chinese:-).

One Socialist country spends 23% of its budget on personal handouts (welfare)
and 77% on Corporate grants (Corporate Welfare) vs another country that spends
less than 12% of its budgets on its people and over 86% on hand out free money
to large corporations to sell DOUGH in a foreign country. YEAH Pisbury doughboy:-).

But yes one country allows for socialist and communist parties for that matter
while another country doesn't.

Irrellavent non atari argument that does not represent any kind of market
analysis.
>
>Yes and No.
>I disagree on the Sears decision. Made since with Best Buy, Office Max and
>Circuit City. These stores carried about two cpu Sku's and the overal buying
>experience was hurting Apple. Were still in regional retailers like
>Microcenter and Fry's who have done well with Apple.

Much better:-).

>
>Peter Sinclair-Day
>Apple Power Rep/CompUSA
>Oklahoma/Texas
>(w)888-207-XXXX, Ext. XXX
>(H)972-XXX-XXXX

Well thanks for sprucing up this newsgroup:-). Battle on alone here, live long
and prosper.

>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading
>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
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(+)`====='(+) B | \/ \\_/|| |/\_/ () SLM 804 LASER prt.
************** R ********************** [and SURF HAPPY! :-)]
-----------------------------------------------------------------
```

1495. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6ds06l$h3r$4@newsbell.bellglobal.com>
Source record: 5554

On 4 Mar 1998 09:50:15 , VE6HY wrote:
>
>
>Watch it - we are NOT a territory of the USofA - them is fighting
>words !

Go get em, eh! You get klien, I'll get harris, two of the biggest socialists
going, and will show them yankees are communist ways;-).

>
>> A cult machine? That would explain the added cost. The PC and Mac have lots
>> of flexibility but in a different way but cost less. A G3 233 Desktop is
>> below $1600.
>
>I looked at one last week - try $3900 without the monitor

Those are CDN dollars, DIVIDE BY 3:-).

Didn't know so many Socialist Cdns used Atari:-).

>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
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********** R ********** [and SURF HAPPY! :-)]

1496. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6ds064$h3r$3@newsbell.bellglobal.com>
Source record: 5555

On 4 Mar 98 15:16:09 GM, Daniel L. Dreibelbis wrote:
>
>On 3 Mar 1998 22:52:46 , Brian Quinlan wrote:
>
> Thanks for the very informative post, Brian - proves once again

I agree.

>
> TIFKAS' worst nightmare is about to come true, though - we're
>making it a goal on TAF to get as many members of the club up and
>running with their Ataris using the wonderful suite of TOS-based
>Internet clients (which, contrary to TIFKAS' misinformed missives, are
>superlative) to come onto this newsgroup and ask him more embarassing
>questions about his "expertise".

Would love to come out again. But I have just been put on 12hour shifts 5 days
a week. I do want to join though. I hope that can help.

>
>//////////////////////Daniel L. Dreibelbis//////////////////////
>ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
>///////////////"And yet, the Fuji Lives!" ////////////////////

Later Brian.

>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
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********** R ********** [and SURF HAPPY! :-)]

1497. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6ds05r$h3r$2@newsbell.bellglobal.com>
Source record: 5556

On 3 Mar 1998 21:58:33 , sinclair2000@earthlink.net wrote:
>Subject: Re: Daniel L. Dreibelbis
>From: madmax@bfree.on.ca (Brian Van Tilborg)
>Date: 1998/02/07
>Message-ID: <6bgt3o$md6$1@newsbell.bellglobal.com>
>Newsgroups: comp.sys.atari.advocacy
>[More Headers]
>
>>By the way I think macs are well on their way to joining their 68000 based
>>cousins in the pit of despair. Windows rules and that is the painful fact.
>
>Really. Must be different in the U.S. Canadian territory. Here in the mother
>country and Europe, the G3 sales have been burning rubber. Nice try.

HAHAHA ROTFL. Ever heard of 1812. We are still here, still tied to her majesty.
Well some of us, are the rest eat McDonalds. The smell is not rubber it is
plastic cases of former Apple Computers being put to rest:-).

"Nice Try" actually it is just an observation. There were many Mac dealers, which is
no longer the case.
>
>>I wouldn't brag about internet tools for the mac. They are light years behind
>>what is available for windows. A comparision to the ST though is pretty fun.
>>I am interested in a browser and internet software for a Mac plus with 1meg
>>of ram and a 20meg drive. What do you recommend? Be certain it will work, tell
>>me if I need more ram etc. Oh yeah I am running only system 6.
>
>He he he he. Why not Apple II and III. Hell what about the Atari 8 bit?

Laughter, how dare you:-). I am serious. Yes apple II & III and 8 BITs are
all part of the internet challenge of Atari Advocacy. Never had an 8 bit.

I still would like an answer though.

>
>Mac internet tools light years behind wintel? That would explain why 64% of
>web content development is done on the Mac.

I believe this figure is pure fabrication. Are you suffering from delusions.
It is just not true. Lets have some fun here, but you can't go off saying a figure
of 64%. I would guess 6.4% with no data to back up my claim and I still would
feel like I have accurately spoken the truth.

>
>>As for internet tools being sorely lacking. I think these users are out of the
>>loop as are many ST users. Most have long dropped their STs. What do you expect

>>from a 13 year old computer? However I have PPP working perfectly on my 520ST
>>with 2.5meg of ram. It has a functional graphical web browser that has performed
>>very well. The Newsreaders, ftp, telnet clients and irc are also good. I haven't
>>gotten into the MINT setup but that may be in the future. Actually having not
>>used my ST in over 5 years I find the Atari internet package pretty complete
>>, but more importantly, it is constantly in development, which means there have
>>been plenty of updates, features and bugfixes in each new release. THis is very
>>fun. All these programs are working on my ST which is 13 years old and is
>>running the first version of TOS.
>
>Cool.

Don't say Cool to loudly, there are Canadian snowboarders hanging around and they
may get the wrong impression:-).

>
>
>>Some 80s apps were pretty good, particularly the Cyber stuff, but I think
>>the best commercial ST stuff came in the early 90s. All this stuff heading
>>toward year 2000 is a bonus for ST users. Some of todays shareware is as
>>good as commercial and I have come across some freeware/postcardware that
>>is good enough to be commercial and is 1998 releases. Awesome.
>
>Cool.
>>

Sure, spend $5 or even $10 and get an expensive Atari computer that socialists
use and have a blast. Think of it like going bowling over curling.

>
>
>>And who would they be sold too? Atari TOS computers are a cult machine with
>>lots of flexibility. They are not a broad based consumer good like a WINDOWS
>>based PC. Atari users are alot like Mac Users and Amiga users, they are loyal
>>to the bitter end.
>
>A cult machine? That would explain the added cost. The PC and Mac have lots
>of flexibility but in a different way but cost less. A G3 233 Desktop is
>below $1600.
>

I will sell you an ST for $10:-). I just bought a Falcon 3 days ago for an
undisclosed price. Roughly 25% that value. I am happy with it. It is 5 years
old which is considered obselete. I compare this to the 386/486 that were sold
at the time. I can buy them for under $100, and they are now useless IMHO.

>
>>Obviously if Atari users wanted mainstream MS office software they would get
>>a real computer and run windows. Of course anyone can be a drone.
>
>Wintel is a real computer? I guess the Macs are real Maytag appliances. Have
>you seen Office 98 on the Mac? I have since I have a beta. Very nice.

You are going to suffer the wave of oppression as MS rolls over you tiny world.
It is time to join with you Motorola brethen. Solidarity:-). Remember this
Socialist country has allocated 1 frigate to your worthy babylonian cause.
What more can anyone else ask. I always thought Maytags were overpriced
myself.

>
>
>The reason why ATARI DID not take off is that know one knew about them. Kept
>it a secret. By pricing so low did not leave a margin to advertise.

Ouch, the truth hurts. Stop it , STOP it, STOP IT.
You are cruel:-).

>
>As for hate being in my shoes is like eating crow. This is an exciting
>oportunity to participate in getting Apple back to healthy status. Apple is
>in a upswing now due to strong sales of the high margin G3's and Apple's
>renewed upswing in the retail channel due to CompUSA's Apple store with in a
>store(SWIAS). Apple made money last Quarter and scored third place in January
>for total retail revenue sales.

Good positive attitude. I have a Canadian company that is looking for you mental
stamina and positive swing. It is called BRE X:-).

Good luck, I am sincere in saying that.

>
>My role in the Comp's Apple swias is to keep it upto code. Very demanding and
>exhilerating job.

And to fool around on Atari NGs, where you may find one or two who mite bite
and get a Mac.

>

Later.

>.

```
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********** R ********** [and SURF HAPPY! :-)]

1498. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6ds011$e4c@ds2.acs.ucalgary.ca>
Source record: 5557
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Fri, 6 Mar 1998 sinclair2000@earthlink.net wrote:

>
> Bull shzzz..Nice try.. A G3 233 desktop would not cost U.S. backed
> Canadian $3900...I could see the G3 266 Tower at that price..

Come to Calgary and see for yourself !

> > Try buying one in Canada - Apple people just don't give a hoot about
> > sales. We had one of the largest corporate users in Canada here in
> > Calgary - and Apple didn't even try to stop them from moving to
> > PC & Windoze !
>
> How do you know this?

Their Sys support and PC conversion team told me - and I have no
reason to disbelieve

The Canadian Curmudgeon (in -15C, snowy, Calgary)

1499. Re: UMICH Unknown "thanks"

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6ds08l$h3r$7@newsbell.bellglobal.com>
Source record: 5558

On 2 Mar 1998 12:56:01 , Perrin wrote:
>In article <6cppge$k9b$8@newsbell.bellglobal.com>, madmax@bfree.on.ca
>(Brian Van Tilborg) wrote:
>
>>>Its been a few years since I visited the UMICH Atari section. The last
>>>time I was there, it seemed really dated compaired to CNAM. I enjoy the
>>>replacement CNAM ftp site, but was quite suprised when I linked to the
>
>
>Howdy folks... I'm delving back into my ST a little lately, after wading

Welcome Back. I too just started to return to my ST. Its been better returning than being there the whole time:-). Check out all the FTP sites. Lots of really neat stuff to use.

>thanks!! :)
>.

```
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************** R ********************** [and SURF HAPPY! :-)]
---------------------------------------------------------------------
```

1500. Re: Notator hack for atari emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6ds087$h3r$6@newsbell.bellglobal.com>
Source record: 5559

On 7 Mar 1998 01:57:30 , Hallvard Tangeraas wrote:
> [followup to "comp.sys.atari.st"]
>
>On Fri 06-03-98 10:34, Nicholas Bales (bales@hol.DELETE.THIS.fr) wrote:
>
>>In article <6dnmbr$oe1@bgtnsc02.worldnet.att.net>, "Mike McGowan"
<jmmcgowan@worldnet.att.net> wro>te:
>>>I have several copies of Notator w/dongles that I have been using on aging
>>>st's in a midi lab. At any rate, because Notator is "dongle" protected,
>>>running the program on a emulator seems unlikely--but, is there a
>>>"dongle-less" hack for this program. Notator is still one of the best
>>>sequencing/notation programs around. It would be great if it would run
>>>under emulation on a PC, too.
>>>
>>>This might just be a dream, but I thought I'd ask!

Not a dream, just a nightmare. As you will have read there are too many
problems to overcome. Just an amazing program that takes and ST to the limit
for everything its worth. THis program sold alot of STs better than Atari
ever could. To bad I am not musically inclined.

>
>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __)(TOS 1.0, SH204 hd
(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]

1501. Notator goes wild

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: Mike McGowan <jmmcgowan@worldnet.att.net>
Message-ID: <6ds2h8$fe1@bgtnsc03.worldnet.att.net>
Source record: 5560
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

This may be hardware-related, but maybe not: Lately, the midi overflow goes
>absolutely crazy--playback and record function are nuts--it's almost as if
>the sync has a mind of its own. If the "buffer" is full--can you empty it.
>
>
>I've been using Notator on a Mega2 for several years without a
>hitch--Recently, this problem has cropped up. It takes a while for it to
>happen.
>
>Help!
>
>
>TIA
>
>Mike McGowan
>

1502. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6dsh4e$tj@bgtnsc02.worldnet.att.net>
Source record: 5561
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Chris Cracknell <ad329@james.hwcn.org> wrote in article
<6dphhe$i24@james.hwcn.org>...
> In article <6dnrmb$pme@bgtnsc02.worldnet.att.net>, Dan Phillips
<xiting@worldnet.att.net> wrote:
>
> I have an old Antic magazine that says Atari considered using Microsoft's
> Windows OS before they decided on GEM. I wonder how history would have
> played out if that had been the case?

There was a good article on Atari's history in one of the mainstream computer magazines a year or so ago that talked about that fact in more detail (sorry, I can't remember which magazine it was, but I probably still have a copy of it at the office somewhere if anyone's interested). From what I remember, Microsoft couldn't produce a Windows OS within the timeframe Atari required for introduction of the ST. Microsoft wanted a year or so for development, while GEM was essentially ready to go. And, at that time, the Tramiels were anxious to produce a new system to help revive the company they had just taken over and take it back from the ashes of its former glory.

Sheldon (Computer STudio - Asheville, NC)

1503. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-07 00:00:00 UTC
From: jedi@Disphoria.Mishnet
Message-ID: <6dtqnh$1q6@bgtnsc03.worldnet.att.net>
Source record: 5562
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Fri, 06 Mar 1998 17:42:35 -0600, sinclair2000@earthlink.net <sinclair2000@ea
rthlink.net> wrote:
>In article <6dlthv$iet@bgtnsc03.worldnet.att.net>,
>
>The unabomber Jedi spoke..
>
>> >country and Europe, the G3 sales have been burning rubber. Nice try.
>>
>> So, then that little rumour about Canadians & Europeans having less
> disposable income (than americans) is just a vicious lie... '-p
>
>A myth.. Apple's sales in Europe rebounded on the strength of the G3.
>
>>
>> If it can manage the task why bother with throwing money at
>> the problem. As it is, all of the early 68K micros showed
>> that one doesn't need a fat bloated monster too large to
>> walk just to run a GUI.
>
>Product life cycles. You heard of this? A 1987 Mac II will get you on the
>internet so well the earlier Apple II.

There's more to the computing industry than that which
resides at the end of your nose. Not everyone, even those
who do 'real work' are rushing to toss out all of their
old working machines just because something newer and
more expensive has been released.

As far as the Mac II ~ Apple II goes, we've always suspected
as much. Now the great MacVocate has confirmed it for us.
>
>
>> >
>> >Mac internet tools light years behind wintel? That would explain why 64% of
>> >web content development is done on the Mac.
>>
>> So? We get to blame all of the fluff that clogs the web
>> on you as well, eh?
>
>Market rules!

Some people just don't have sense enough to know when to
disavow certain things (or at least rebutt them).

1504. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6dt6pb$2hh$2@news.campus.mci.net>
Source record: 5563

On 7 Mar 1998 17:29:31 , Brian Van Tilborg wrote:

]-HAHAHA ROTFL. Ever heard of 1812. We are still here, still tied to her majesty.
]-Well some of us, are the rest eat McDonalds. The smell is not rubber it is
]-plastic cases of former Apple Computers being put to rest:-).

(world class) <snip>

Hi Brian, this is off-topic, but I'll admit I'm a little confused. I keep seeing this reference to the War of 1812, and its as if the USA fought Canada, instead of Great Britain. Am I missing something? I always thought that the War of 1812 was referred to as the "2nd war for independence", because we were fighting Britain again. I'm not trying to start any "my country vs your country" flamewar, just understandably curious. Thanks in advance for any info! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1505. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35023989.0@diana.idirect.com>
Source record: 5564

On 8 Mar 1998 04:28:27 , Ronald J. Hall wrote:
>On 7 Mar 1998 17:29:31 , Brian Van Tilborg wrote:
>
>]-HAHAHA ROTFL. Ever heard of 1812. We are still here, still tied to her majesty.
>]-Well some of us, are the rest eat McDonalds. The smell is not rubber it is
>]-plastic cases of former Apple Computers being put to rest:-).
>
> (world class) <snip>
>
> Hi Brian, this is off-topic, but I'll admit I'm a little confused. I keep
> seeing this reference to the War of 1812, and its as if the USA fought
> Canada, instead of Great Britain. Am I missing something? I always thought
> that the War of 1812 was referred to as the "2nd war for independence",
> because we were fighting Britain again. I'm not trying to start any "my
> country vs your country" flamewar, just understandably curious. Thanks in
> advance for any info! ;-)

I think it has to do with the fact that during the war of 1812 the
US attempted to invade Canada (which of course due to its being at the
time a British Colony was a prime area for British troops and supplies).
Thanks in one small part to one Laura Secord, who overheard a plot to
march on and capture Fort York (Toronto) and went several hundred miles
to deliver that info to the generals, the Canadian Army wiped the floor
with the US Invasion force. Laura would later have a chain of candy
stores named after her :)

Believe me, we're mostly peaceful - in fact it's been said that if
a civil war ever did happen here that a Mountie on a white horse would
show up and tell us all to go home. (Or more likely, the US would cut
off all ammunition sales to both sides to prevent it from spilling over
the border, but then that's the cynical view :))

We are fairly fiercly nationalistic too, and try to maintain a
distinctive Canadian identity in the face of creeping American culture
- problem is, most Canadians LIKE the US TV shows, music and fast food.
Thank goodness for things like Laura Secord, Tim Hortons and the CBC
(especially their satirical news show "This Hour Has 22
Minutes", which skewers many sacred cows, including American ones -
Rick Mercer once went to Washington and asked Americans if President
Clinton should have an immediate talk with Prime Minister Al Waxman!
(he's an actor best known to Americans as the chief on "Cagney & Lacey")

Hey, maybe they should send Marg Delahunty after TIFKAS to ask him the
question "so, bye, what's it like ta be a xenophobic idiot? :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
////////////////"And yet, the Fuji Lives!" ///////////////////

1506. Re: Canada/U

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6duakv$l3g$1@news.campus.mci.net>
Source record: 5565

On 8 Mar 98 06:24:09 GM, Daniel L. Dreibelbis wrote:

]-I think it has to do with the fact that during the war of 1812 the
]-US attempted to invade Canada (which of course due to its being at the
]-time a British Colony was a prime area for British troops and supplies).
]-Thanks in one small part to one Laura Secord, who overheard a plot to
]-march on and capture Fort York (Toronto) and went several hundred miles
]-to deliver that info to the generals, the Canadian Army wiped the floor
]-with the US Invasion force. Laura would later have a chain of candy
]-stores named after her :)

Okay, that explains it, thanks a lot! (reminds me of the botched invasion
of the Bay of Pigs as well as the attempt on Russia) ;-)

<snip>
]-Thank goodness for things like Laura Secord, Tim Hortons and the CBC
]-(especially their satirical news show "This Hour Has 22
]-Minutes", which skewers many sacred cows, including American ones -
]-Rick Mercer once went to Washington and asked Americans if President
]-Clinton should have an immediate talk with Prime Minister Al Waxman!
]-(he's an actor best known to Americans as the chief on "Cagney & Lacey")

Don't forget your many other national treasures like Rush (Go Geddy!),
and lately I've really been enjoying Loreena Mckennit (love Mummer's
Dance!) ;-)

]- Hey, maybe they should send Marg Delahunty after TIFKAS to ask him the
]-question "so, bye, what's it like ta be a xenophobic idiot? :)

Hmm...would probably have to take multiple notebooks for his many (semi)
personalities as well! <grin>

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1507. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-08 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6e03dc$5ci@ds2.acs.ucalgary.ca>
Source record: 5566

On 7 Mar 1998, Brian Van Tilborg wrote:

>
> Go get em, eh! You get klien, I'll get harris, two of the biggest
> socialists going, and will show them yankees are communist ways;-).
>

Socialists ? Klein & Harris - what kind of funny tobacco are you
smoking ??

>
> Didn't know so many Socialist Cdns used Atari:-).
>

We have a 'socialist' Canadian Government courtesy of the 9,000,000
sheep in Ontario that think they are people !

The Canadian Curmudgeon (in bloody cold, -20C, Calgary)

1508. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-08 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6e03so$tdo@ds2.acs.ucalgary.ca>
Source record: 5567

On 8 Mar 1998, Ronald J. Hall wrote:

> Hi Brian, this is off-topic, but I'll admit I'm a little confused.
> I keep seeing this reference to the War of 1812, and its as if the
> A fought Canada, instead of Great Britain. Am I missing something? I
> always thought that the War of 1812 was referred to as the "2nd war
> for independence", because we were fighting Britain again. I'm not

You're so right Ron - Canader didn't 'officially' start until 1867 - if it had been the Canadian Army fighting the American Army - we'd not have stopped until we finished the job - and Bill Gates would now be a Canuck

Insert very large, off topic grin and chuckle here

The Canadian Curmudgeon (in Reform country & proud of it)

1509. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-09 00:00:00 UTC
From: trauth@mail.cybernex.net
Message-ID: <6dvl8role1@news.cybernex.net>
Source record: 5568

>I would like to see this evidence. Actually the G3's more or less have
>reversed this trend. Were picking up new users who do not want a snail pc.

Keep dreaming Peter...
I agree with Mark. Apple isn't going to die anytime soon, but to think that
they'll ever rise to become the force in the computer industry that once were
is totally ridiculous. Apple has had their chances, but they blew them

* Tom

1510. Re: Texas Atari User Groups

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-09 00:00:00 UTC
From: aliboom@geocities.com
Message-ID: <6e0jlb$chj@news2.tds.net>
Source record: 5569

On 7 Mar 1998 09:51:04 , "Mike McGowan" wrote:
>I have been an Atari user for several years, but have never lived near a
>city that had a local Atari users group. If anyone knows of some Texas
>groups, would you please drop me a line. (I only know of one in the DFW
>area.)
>
>TIA
>
>Mike McGowan
>
Hi Mike, I know that there's one in Houston - H.A.C.E. (Houstons
Alternative Computer Experts (but we know what A.C.E. really means
<grin>)) - you can visit their website at:

http://www.wl.net/sledge/hace/

Terry
--
tross3@hamtel.tds.net irc: qnr | ST+ Fanzine U.S. Distributor
Visit: http://www.geocities.com/SiliconValley/Peaks/6320/index.html
ST+ Fanzine: "stplus01.htm" Atari Reference Desk: "atari001.htm"
>>> STARR.SYS Corrupted: Re-boot Congress (Y/n)?

1511. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-09 00:00:00 UTC
From: Michael Olin <molin@smurfy.tcimet.net>
Message-ID: <350429CD.C0DA4C3B@smurfy.tcimet.net>
Source record: 5570
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Sheldon H. Winick wrote:

> what I remember, Microsoft couldn't produce a Windows OS within the
> timeframe Atari required for introduction of the ST. Microsoft wanted a
> year or so for development, while GEM was essentially ready to go. And, at
> that time, the Tramiels were anxious to produce a new system to help revive
> the company they had just taken over and take it back from the ashes of its
> former glory.

Ashes to ashes, dust to dust. The world, according to Atari...

--
._____. http://people.mw.mediaone.net/olinm/ ._____.
|||
Keep up the fight ||| I love my country but
or lose the right / | \ I fear my government

It only stands to reason that where there's sacrifice, there's someone
collecting the sacrificial offerings. Where there's service, there is
someone being served. Make no mistake about it, the man who speaks to
you of sacrifice is speaking of slaves and masters - and he intends to
be the master.
-- Ayn Rand

1512. Re: Atari ST Owners

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-09 00:00:00 UTC
From: Bsmith@ix.netcom.com
Message-ID: <6e1fip$mhs2@eccws1.dearborn.ford.com>
Source record: 5571
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

I can probably get you a copy of that disk. Please verify if it is MS
Write or not.

In article <P3Vt5FAynv+0EwKC@donut.demon.co.uk>,
robert.davis@donut.demon.co.uk says...
>
>
>Dear Atari owners,
>
>I am wondering if anyone can help me.
>
>I own an Atari Mega 1 that I use for music. It originally came with
>Microsoft Word for ST and I currently need to do some word processing on
>it.
>
>Unfortunately, though I still have the mauals and documentation, the
>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>
>Please email me directly since I do not receive all postings to the
>group.
>
>Thank you for your assistance,
>
>Robert Davis
>
>p.s. Please don't flame me about software piracy. I have purchased all
>the software I use, I do own a licence for this package and this package
>is not currently sold commercially.
>
>-----------------------------------
>Robert Davis
>-----------------------------------
>robert.davis@donut.demon.co.uk
>-----------------------------------

1513. Where are Old ST Games?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-09 00:00:00 UTC
From: puzlbox@mcleodusa.net
Message-ID: <35045c5c.18184560@news.mcleodusa.net>
Source record: 5572

Where can copies or downloads of old ST games such as
Bloodwyche, Dungeon Master, & The Captive be found?

PuzlBox
Heartland,USA
puzlbox@mcleodusa.net

1514. FREE WEBSITE DESIGN

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-09 00:00:00 UTC
From: "Free Websites, LLC" <info@free-websites.com>
Message-ID: <6e211l$c24$1@news.ntplx.net>
Source record: 5573
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.os.os2.advocacy,comp.programming.threads,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.atari.advocacy,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.soundcard.advocacy,comp.sys

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will design
one or four page websites
at no charge.
That's right !
Free!
We can create a web site for any
business, organization, interest group, or family.
Ask about our fund raising program for
non-profit organizations and schools.
P.O. Box 2
Seymour, CT 06483
(203) 888-1220
Email: info@free-websites.com
www.free-websites.com
Ideal for resale.
Sales reps needed too.

1515. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-09 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6e2gefpse1@nnrp1.dejanews.com>
Source record: 5574

In article <6dvl8role1@news.cybernex.net>,
trauth@mail.cybernex.net (Tom Trauth) wrote:
>
>
> >I would like to see this evidence. Actually the G3's more or less have
> >reversed this trend. Were picking up new users who do not want a snail pc.
>
> Keep dreaming Peter...
> I agree with Mark. Apple isn't going to die anytime soon, but to think that
> they'll ever rise to become the force in the computer industry that once were
> is totally ridiculous. Apple has had their chances, but they blew them

Depends what you mean by force in the computer industry. According to press
accounts, Apple CFO Anderson has stated that Apple will see revenue growth
beginning in the third quarter.
> * Tom
>
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1516. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-09 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6e2gpb$q7k$1@nnrp1.dejanews.com>
Source record: 5575
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <6ds011$e4c@ds2.acs.ucalgary.ca>,
VE6HY <besmith@calcna.ab.ca> wrote:
>
>
> On Fri, 6 Mar 1998 sinclair2000@earthlink.net wrote:
>
> >
> > Bull shzzz..Nice try.. A G3 233 desktop would not cost U.S. backed
> > Canadian $3900...I could see the G3 266 Tower at that price..
>
> Come to Calgary and see for yourself !

I don't have to. A G3 233 desktop does not cost $3900 in U.S. backed Canadian
dollars..

> > > Try buying one in Canada - Apple people just don't give a hoot about
> > > sales. We had one of the largest corporate users in Canada here in
> > > Calgary - and Apple didn't even try to stop them from moving to
> > > PC & Windoze !
> >
> > How do you know this?
>
> Their Sys support and PC conversion team told me - and I have no
> reason to disbelieve
>
> The Canadian Curmudgeon (in -15C, snowy, Calgary)
>

Alternative spin...

Apple Canada: Infrastructure gutted, but sales up?

Posted: 18:45 ET

[Staff] - Apple's streamlining strategy seems to have taken effect
worldwide, leaving some divisions with little money to conduct business
with. However, could these corporate cut-backs be irrelevant in the
wake of explosive G3 sales?

The manager of an Authorized Apple Canada Value Added Reseller says
that the streamlining is having a devastating effect on the public
perception of Apple in Canada. "Apple Canada has been gutted. Over half
the infrastructure is gone, leaving little more than a marketing
department. This was not necessarily a bad thing ... there was a lot of

redundancy, and things like customer support, reseller technical support and inventory control for the North American market should be easily handled from anywhere efficiently. But the funding structure has left little for promotion and advertising. The Think Different campaign is basically nonexistent here. Apple has virtually NO corporate presence in Canada today. There are entire regions of Canada, like the Maritimes, where the general public honestly thinks that Apple is out of business."

Despite that bleak outlook, Brock Gunter-Smith of a University campus computer store says sales have are on the rebound. "Here in Canada, at the University of Manitoba Bookstore (where I coordinate all the Mac Sales/Support) we've seen a phenomenal come back as far as Mac sales go since the introduction of the G3s. During the days following the price drop, we've have probably a 30% increase in inquiries about the G3 and about the same increase in total orders. Its very depressing that Apple doesn't advertise in Canada (our Apple Rep told an audience of over 75 people last week that Apple Canada has a $0 advertising budget), as I know it would DRAMATICALLY increase sales, as all we get is second hand advertising from the U.S."

With that lack of advertising its hard to believe that G3s are selling like hotcakes. Gunter-Smith says "The G3s have really turned the tide. For the first time in about 2 years, our warehouse has more Macs in it than PCs!"
>

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1517. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-09 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6e2h6iqko1@nnrp1.dejanews.com>
Source record: 5576
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <6dtqnh$1q6@bgtnsc03.worldnet.att.net>,
jedi@Disphoria.Mishnet () wrote:
> Some people just don't have sense enough to know when to
> disavow certain things (or at least rebutt them).
>

Disavow what?

Brighter picture of Apple sales in Europe painted

Posted: 18:45 ET

[B. Wilson] - Following our report containing quotes from a European Mac reseller who portrayed a rather bleak picture of Macintosh sales in Europe, several Apple dealers and journalists have written in with contrasting experiences, conveying a thriving Mac OS market in Europe.

An employee of MacZone's education division in Europe says "MacZone's Apple sales in the UK appear to have stabilized (they have been dropping steadily for the past two years) mainly thanks to G3." He goes on to add that the Macintosh G3s are breaking new boundaries in higher-ed. "In higher ed though, G3 has stopped the rot dead. Everyone I talk to in Universities and Colleges (where the drift to NT had begun) has stopped to take note of G3 - some have even started buying them ...."

The MacZone representatives also provides some information about Apple's advertising situation in the UK. "We've also recently had the 'Think Different' ad campaign running here (with limited TV exposure) which people actually noticed."

Geoff Norman, an IT commentator in Europe says that Apple is not only doing a good job of advertising in Europe, but is pricing its systems very competitively. He says "Apple HAS been running some ads in the non-specialist press. For instance, yesterday's Daily Telegraph - one of the leading broadsheets in the UK - carried a full page add devoted to a PB 1400 for 999 pounds."

Norman also says that older Macs are clearing out fast to make way for the priced-to-move G3s. "The 5500s and 6500s are clearing out of stock very quickly at good prices but, nevertheless, I think a lot of people have held off to await G3s - as I'm doing. The 233KHz desktop - 32MB, 4GB, 512KB cache, 24x CD-ROM, KB but no screen - was introduced at 1399 pounds and can now be bought for 1149. This will probably drop a bit more when the 'official' Apple cuts arrive. Even as

things stand, a G3/233 with 15-inch screen for about 1300 pounds is an amazing deal and fully comparable with big-name PCs in the UK market."

Geoff continues by stating that the issue of Newton cancellation is not being taken nearly as harshly by individuals in Europe. "The Newton issue is not so emotive in Europe and the new range of Macs is just too compelling not to sell - I suspect that Europe will turn in good results for Apple in this quarter."

In France, Apple seems to be somewhat limited by advertising policies. The editor of a French Macintosh publication says "Apple doesn't show the snail ad on TV. Not because they don't want to, but, at least in France, because they are not allowed to. Comparative advertising is forbidden in France. To be more precise, it's very restricted. About a month ago, though, Apple published a 2 page campaign in 'Liberation', one of the biggest daily newspapers in France. A quarter of the first page was about the G3 'being twice as fast as the Pentium II.' The editor goes on to say that Apple's future looks bright. "people here in Europe didn't realize yet, as people in the US seem to have, that a new day has started for Apple. And it's about time they do..."

Apple Canada: Infrastructure gutted, but sales up?

Posted: 18:45 ET

[Staff] - Apple's streamlining strategy seems to have taken effect worldwide, leaving some divisions with little money to conduct business with. However, could these corporate cut-backs be irrelevant in the wake of explosive G3 sales?

The manager of an Authorized Apple Canada Value Added Reseller says that the streamlining is having a devastating effect on the public perception of Apple in Canada. "Apple Canada has been gutted. Over half the infrastructure is gone, leaving little more than a marketing department. This was not necessarily a bad thing ... there was a lot of redundancy, and things like customer support, reseller technical support and inventory control for the North American market should be easily handled from anywhere efficiently. But the funding structure has left little for promotion and advertising. The Think Different campaign is basically nonexistent here. Apple has virtually NO corporate presence in Canada today. There are entire regions of Canada, like the Maritimes, where the general public honestly thinks that Apple is out of business."

Despite that bleak outlook, Brock Gunter-Smith of a University campus computer store says sales have are on the rebound. "Here in Canada, at the University of Manitoba Bookstore (where I coordinate all the Mac Sales/Support) we've seen a phenomenal come back as far as Mac sales go since the introduction of the G3s. During the days following the price drop, we've have probably a 30% increase in inquiries about the G3 and about the same increase in total orders. Its

very depressing that Apple doesn't advertise in Canada (our Apple
Rep told an audience of over 75 people last week that Apple Canada has
a $0 advertising budget), as I know it would DRAMATICALLY
increase sales, as all we get is second hand advertising from the U.S."

With that lack of advertising its hard to believe that G3s are selling
like hotcakes. Gunter-Smith says "The G3s have really turned the tide.
For the first time in about 2 years, our warehouse has more Macs in it
than PCs!"

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
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1518. Re: Texas Atari User Groups

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-10 00:00:00 UTC
From: mike.harvey@worldnet.att.net
Message-ID: <6e2t2b$72b@bgtnsc02.worldnet.att.net>
Source record: 5577
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Sat, 7 Mar 1998 09:51:04 -0600, "Mike McGowan"
<jmmcgowan@worldnet.att.net> wrote:

>I have been an Atari user for several years, but have never lived near a
>city that had a local Atari users group. If anyone knows of some Texas
>groups, would you please drop me a line. (I only know of one in the DFW
>area.)
>
>TIA
>
>Mike McGowan
>
>
I believe there's also one in Houston which hosted a show awhile back.

1519. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-10 00:00:00 UTC
From: grovem@nospamridgecrest.ca.us
Message-ID: <6e2ttq$l1n$1@ash.ridgecrest.ca.us>
Source record: 5578

On 6 Mar 1998 15:56:26 , Mark Fassett wrote:
>Really.. I can't believe anyone thinks that Apple really can "fight their way
>back." Granted, I don't think they're going anywhere too soon (I like my Macs too

;). The last time a company tried "fighting back for Mac" they were
told they would be sued if they didn't change their advertising
practice:). Come to think of it, to bad Jack isn't still around, maybe
he could squeeze some juice from the Apple:).
Mike

1520. Re: Atari ST Owners (word processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-10 00:00:00 UTC
From: Rudy <pax@golden.net>
Message-ID: <Pine.BSI.3.96.980310063138.22154C-100000@shell.golden.net>
Source record: 5579
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Hi

Saw the replies and noted no mention of "Edhack" which can be both an accessory and Program. Good old Word Writer St, St Writer, St writer Elete 1ST Word & 1ST Word +

Though Pagestream is great; as a word processor it is clumsy, as is WordUP, Calamus etc (there are others) these are for desktop publishing

Word Writer has both Dictionary & Thesaurus capability is O L D came out when the 1st ST's did but for simplistic writing is fine.

Has anyone checked with Toad to see if they have something good.

Edhack is by far the nicest little editor/word processor

Rudy <pax@golden.net>

1521. Re: Where are Old ST Games?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-10 00:00:00 UTC
From: bales@hol.DELETE.THIS.fr
Message-ID: <6e3crl$325$1@news.stortek.com>
Source record: 5580

In article <35045c5c.18184560@news.mcleodusa.net>, puzlbox@mcleodusa.net wrote:
> Where can copies or downloads of old ST games such as
>Bloodwyche, Dungeon Master, & The Captive be found?

Original copies can be found from used software dealers. Anything else is
illegal. Try the Computer Dungeon, they often advertise in this newsgroup.

Cheers,

Nick.
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1522. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-10 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6e3gc7$o4d@balaena.bio.vu.nl>
Source record: 5581
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Chris Cracknell (ad329@james.hwcn.org) wrote:

: (was Windows 3.1 even out at that
: time).

In 1985? 3.1? I doubt it...

: With Microsoft pushing the ST over the PC would the machine
: still be around today? Or would Windows on the ST have been just as crappy
: as Windows on the PC if not worse, bringing an even earlier demise to the
: ST.

I don't think it would have been worse... :)

: (Scary thought from hell!!!)

Yep...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

They spell it "da Vinci" and pronounce it "da Vinchy". Foreigners
always spell better than they pronounce.
-- Mark Twain

1523. Re: Where are Old ST Games?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-10 00:00:00 UTC
From: jedi@Disphoria.Mishnet
Message-ID: <6e5ohn$mg@bgtnsc03.worldnet.att.net>
Source record: 5582

On Tue, 10 Mar 1998 12:48:57 GMT, Nicholas Bales <bales@hol.DELETE.THIS.fr> wro
te:
>In article <35045c5c.18184560@news.mcleodusa.net>, puzlbox@mcleodusa.net wrote:
>> Where can copies or downloads of old ST games such as
>>Bloodwyche, Dungeon Master, & The Captive be found?
>
>Original copies can be found from used software dealers. Anything else is
>illegal. Try the Computer Dungeon, they often advertise in this newsgroup.

While used software may make you all warm and fuzzy
inside, it still has the same effect on software
developers as piracy.

1524. Re: Where are Old ST Games?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-10 00:00:00 UTC
From: jedi@Disphoria.Mishnet
Message-ID: <6e6bj5$e8j@bgtnsc02.worldnet.att.net>
Source record: 5583

On Tue, 10 Mar 1998 12:48:57 GMT, Nicholas Bales <bales@hol.DELETE.THIS.fr> wro
te:
>In article <35045c5c.18184560@news.mcleodusa.net>, puzlbox@mcleodusa.net wrote:
>> Where can copies or downloads of old ST games such as
>>Bloodwyche, Dungeon Master, & The Captive be found?
>
>Original copies can be found from used software dealers. Anything else is
>illegal. Try the Computer Dungeon, they often advertise in this newsgroup.

While used software may make you all warm and fuzzy
inside, it still has the same effect on software
developers as piracy.

1525. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-10 00:00:00 UTC
From: djneo <djneo@blkbox.com>
Message-ID: <3505A217.1BFD6F08@blkbox.com>
Source record: 5584
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

They should have just put it on ebay.

Richard Mauren wrote:
>
> Actually for $5000 about 50 of us would be FIGHTING for it :)

--
Visit my new web page at:
http://www.geocities.com/TimesSquare/Fortress/6223/

1526. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6e7eai$eh5$1@nnrp1.dejanews.com>
Source record: 5449

In article <6dvl8role1@news.cybernex.net>,
trauth@mail.cybernex.net (Tom Trauth) wrote:
>
>
> >I would like to see this evidence. Actually the G3's more or less have
> >reversed this trend. Were picking up new users who do not want a snail pc.
>
> Keep dreaming Peter...
> I agree with Mark. Apple isn't going to die anytime soon, but to think that
> they'll ever rise to become the force in the computer industry that once were
> is totally ridiculous. Apple has had their chances, but they blew them

I see now. Trying to cover all bases. Apple will rise and maintain their strength in their key profitable markets. However, the next battle I believe will be in the Consumer market. Apple and CompUSA invested alot in the Apple SWIAS at 150 Comp stores. From press accounts by Apple and CompUSA, sales have increased substantialy into the double digits of Comp's revenue base.

According to press release by Comp today, the grandopenings of the Apple SWIAS is this Saturday. I will be in Mesquite, TX at that stores if an Atarian assasin wants to stop by.

> * Tom
>
>

Peter S.
Apple Rep - Consumer Division
Oklahoma/Texas

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1527. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <35077385.59E2@gte.net>
Source record: 5450
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

John Schnittker wrote:
>
> I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
> division and home console games division. Hehe MAybe we'll see a new
> atari console; then again maybe not hehehe.

Atari does NOT have an arcade division. It's a long story, but the end result of it all is that Atari Games, the arcade game maker, is now a division of Williams (maker of Defender, Sinistar, etc...).

As for a new Atari console... I wonder if Hasbro is a Project X licensee?

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

1528. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350774C0.1CFB@gte.net>
Source record: 5451
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:
>
> I mean, $5 million for Atari is a
> good chunk of money.

Not really. Consider the staggering number of patents and licenses involved. Hell, just look at those "key marks" that are mentioned - the Atari name, Fuji logo, Centipede, Crystal Castles, Yar's Revenge, and so on, and so on! That alon is worth a ton of bucks. (Well, to me anyway!)

>
> Maybe Hasbro has a game system in the works and wants to use the Atari
> label.......
>

That would be my guess.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

1529. Re: Notator goes wild

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <6e52od$gg2$1@News.Dal.Ca>
Source record: 5585
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

My Notator occasionally goes wild too. My unit is a 1040 STe with every upgrade imaginable short of a Pak30 and the big 19" mono display [:-(]

My symptom is the whole-note rests suddenly dividing into a long string of 64th note rests. Sometimes switching off, remove and re-inserting dongle and re-booting cures this.

Also on a couuple of occasions the MIDI info for one (but not all) tracks transposed itself up or down a few steps for playback without showing itself as having been so adjusted on the notation screen. On playback I heard myself saying, `What was I thinking of when I wrote THAT?'

Re-booting cured that as well.

Keep us informed as to your tribulations. Hallvard are you reading this? save some of this for your list as you see fit.....

JG

1530. Re: Where are Old ST Games?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: bales@hol.DELETE.THIS.fr
Message-ID: <6e5q1bood2@news.stortek.com>
Source record: 5586

In article <6e5ohn$mg@bgtnsc03.worldnet.att.net>, jedi@Disphoria.Mishnet () wrote:
>On Tue, 10 Mar 1998 12:48:57 GMT, Nicholas Bales <bales@hol.DELETE.THIS.fr> wro
>te:
>>In article <35045c5c.18184560@news.mcleodusa.net>, puzlbox@mcleodusa.net
> wrote:
>>> Where can copies or downloads of old ST games such as
>>>Bloodwyche, Dungeon Master, & The Captive be found?
>>
>>Original copies can be found from used software dealers. Anything else is
>>illegal. Try the Computer Dungeon, they often advertise in this newsgroup.
>
> While used software may make you all warm and fuzzy
> inside, it still has the same effect on software
> developers as piracy.

What software developers ? The developers of Dungeon Master are no longer
making software for the ST, or even selling it. It does not hurt them.

It's like saying that selling my beloved STE would harm JTS. Silly.

Piracy however hurts current owners of original copies who see the value of
what they've got diminishing, and 2nd hand dealers who see the value of their
stock reduced to nothing.

Cheers,

Nick.
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1531. Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3506DA34.FB7D3F06@aol.com>
Source record: 5587
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Hello to all,

I was given an email earlier this morning from an individual who gave me a link for the Techstocks website, within the website it reference that JTS had filed an 8K form for the sale of assets, specifically Atari to Hasbro Interactive.

I decided the only way to know for sure if this was fact or fiction was to go to the source, since JTS is a publicly traded I went to the SEC site at www.sec.gov

So go to www.sec.gov, go to the Edgar Archives, select 8K and type in JTS for the ticker and Viola!!! You get for February 23, 1998 the sale of most Atari assests to
Hasbro for (GET THIS!!!) only $5,000,00!!!

Its real, its true and its official, Atari has been sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Curt Vendel
Atari Prototypes & Vaporwares Site
www.atari.nu

1532. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: jdfix@thompson-grp.ns.com
Message-ID: <6e6ol5$pn3$1@uuneo.neosoft.com>
Source record: 5588
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com>, cvendel@aol.com says...
>
>Hello to all,

>Its real, its true and its official, Atari has been
>sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>
>Curt Vendel
>Atari Prototypes & Vaporwares Site
>www.atari.nu

Here is the link, if you're interested:

http://www.sec.gov/Archives/edgar/data/941167/0001047469-98-009085.txt

-Joe

1533. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: Siren <beruche@concentric.net>
Message-ID: <7cCN.103$hW6.99365@newsgate.direct.ca>
Source record: 5589
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

>>Its real, its true and its official, Atari has been
>>sold!!!!!!!!!!!!!!!!!!!!!!!!!!!

>Here is the link, if you're interested:
>
>http://www.sec.gov/Archives/edgar/data/941167/0001047469-98-009085.txt
>

You know, I've seen some trades that are that complicated. o.o;

- Siren

1534. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6e6v4k$pv2$1@gte1.gte.net>
Source record: 5590
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Cool! Now A toy company(Hasbro) owns Atari!!!

1535. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6e6v03ctm2@usenet41.supernews.com>
Source record: 5591
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic
Body handling: HTML body converted to readable text

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-----BEGIN PRIVACY-ENHANCED MESSAGE-----
Proc-Type: 2001,MIC-CLEAR
Originator-Name: webmaster@www.sec.gov
Originator-Key-Asymmetric:
MFgwCgYEVQgBAQICAf8DSgAwRwJAW2sNKK9AVtBzYZmr6aGjlWyK3XmZv3dTINen
TWSM7vrzLADbmYQaionwg5sDW3P6oaM5D3tdezXMm7z1T+B+twIDAQAB
MIC-Info: RSA-MD5,RSA,
QkM4EqqAoa1U+HuUC3jX/k2u49BiVFHGiVRt8mtgp+Z7bId8qoR7sXHHTmEmmd//
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0001047469-98-009085.txt : 19980310
0001047469-98-009085.hdr.sgml : 19980310
ACCESSION NUMBER: 0001047469-98-009085
CONFORMED SUBMISSION TYPE: 8-K
PUBLIC DOCUMENT COUNT: 2
CONFORMED PERIOD OF REPORT: 19980223
ITEM INFORMATION:
ITEM INFORMATION:
FILED AS OF DATE: 19980309
SROS: NASD

FILER:

COMPANY DATA:
COMPANY CONFORMED NAME: JTS CORP
CENTRAL INDEX KEY: 0000941167
STANDARD INDUSTRIAL CLASSIFICATION: COMPUTER STORAGE
DEVICES [3572]
IRS NUMBER: 770364572
FISCAL YEAR END: 0202

FILING VALUES:
FORM TYPE: 8-K
SEC ACT:
SEC FILE NUMBER: 001-14442
FILM NUMBER: 98560313

BUSINESS ADDRESS:
STREET 1: 166 BAYPOINTE PARKWAY
CITY: SAN JOSE
STATE: CA
ZIP: 95134
BUSINESS PHONE: 4084681800
```

FORMER COMPANY:
FORMER CONFORMED NAME: JT STORAGE INC
DATE OF NAME CHANGE: 19960508

8-K
1
FORM 8-K

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-

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SECURITIES AND EXCHANGE COMMISSION
WASHINGTON, D.C. 20549

FORM 8-K

CURRENT REPORT PURSUANT TO SECTION 13 OR 15(D) OF THE
SECURITIES EXCHANGE ACT OF 1934

DATE OF REPORT
(DATE OF EARLIEST EVENT REPORTED)

FEBRUARY 23, 1998

JTS CORPORATION
(EXACT NAME OF REGISTRANT AS SPECIFIED IN ITS CHARTER)

DELAWARE COMMISSION FILE NUMBER 77-0364572
(STATE OR OTHER JURISDICTION OF 0-21085 (IRS EMPLOYER
INCORPORATION OR ORGANIZATION) IDENTIFICATION NO.)

166 BAYPOINTE PARKWAY, SAN JOSE, CA 95134
(ADDRESS OF PRINCIPAL EXECUTIVE OFFICES, INCLUDING ZIP CODE)

(408) 468-1800
(REGISTRANT'S TELEPHONE NUMBER, INCLUDING AREA CODE)

-

--
-

--

Item 2. Acquisition or Disposition of Assets.
- --

On February 23, 1998, JTS Corporation (the "Company") sold substantially
all of the assets of the Company's Atari Division, consisting primarily of
Atari
home computer games and the intellectual property rights and license
agreements
associated with such games (the "Atari Assets"), to HIACXI, Corp. ("HIAC"), a

wholly-owned subsidiary of Hasbro Interactive, Inc., for $5,000,000 in cash. The purchase price was determined based upon arm's-length negotiations between the Company and HIAC. The Atari Assets were acquired by the Company in July 1996 when the Company merged with Atari Corporation. There is no material relationship between HIAC and the Company, any of its affiliates, any director or officer of the Company, or any associate of any such director or officer.

Item 7. Financial Statements and Exhibits.
- --

(a) Financial statements of business acquired.

Not applicable.

(b) Pro forma financial information.

Unaudited Pro Forma Condensed Combined Financial Statements of the Company.

(c) Exhibits

99.1 Asset Purchase Agreement, dated February 23, 1998, between the Company
and HIAC.

SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, JTS Corporation has duly caused this report to be signed on its behalf by the undersigned hereunto duly authorized.

JTS CORPORATION
Date: March 9, 1998 BY /s/ Joseph Prezioso

Joseph Prezioso
Chief Financial Officer

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

The following unaudited pro forma condensed financial statements give effect to the disposition of the Atari Division which was consummated on February 23, 1998. The accompanying pro forma condensed balance sheet as of November 2, 1997 assumes that the disposition of the Atari Division by the Company took place on November 2, 1997. The accompanying pro forma condensed statements of operations for the year ended February 2, 1997 and the nine months ended November 2, 1997 assumes that the disposition took place as of the beginning of the periods. The pro forma condensed statements of operations do not include the effect of any nonrecurring charges directly attributable to the disposition. The results are not necessarily indicative of what would have occurred had the disposition actually been made at the beginning of each of the respective periods presented or of future operations of the Company.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED BALANCE SHEET
(IN THOUSANDS)

AS OF NOVEMBER 2, 1997

HISTORICAL PRO FORMA PRO

JTS ADJUSTMENTS FORMA

ASSETS

CURRENT ASSETS:
Cash, and cash equivalents and
restricted cash. . . . . .
$ 1,986 5,000 (b) $ 6,986
Trade and other receivable. . . . . .
6,644 6,644
Inventories . . . . . .
7,463 7,463
Prepaid and other current assets. . . . . .
1,006 1,006

--------- ---------
Total current assets . . . . . .
17,099 22,099

EQUIPMENT AND LEASEHOLD IMPROVEMENTS, NET . . . . . .
26,440 26,440
OTHER INTANGIBLES . . . . . .
383 383

--------- ---------
TOTAL . . . . . .
43,922 48,922

--------- ---------

--------- ---------
LIABILITIES AND STOCKHOLDERS' DEFICIT

CURRENT LIABILITIES:
Bank line of credit and short-term borrowing. . . . . .
$ 8,833 $ 8,833
Accounts payable -- Trade . . . . . .
60,553 60,553
Accrued liabilities . . . . . .
23,836 23,836
Current portion of capitalized lease obligations and long-term debt . .
3,152 3,152

--------- ---------
Total current liabilities . . . . . .

96,374 96,374
LONG-TERM LIABILITES. . . . . .
52,305 52,305
STOCKHOLDERS' DEFICIT:
Preferred stock. . . . . .
-- --
Common stock . . . . . .
165 165
Additional paid-in capital. . . . . .
364,317 364,317
Notes receivable from stockholders. . . . . .
(2,460) (2,460)
Accumulated deficit . . . . . .
(466,779) 5,000 (b) (461,779)

--------- ---------
Total Stockholders Equity. . . . . .
(104,757) (99,757)

--------- ---------
TOTAL. . . . . .
43,922 48,922

--------- ---------

--------- ---------

See notes to unaudited pro forma condensed financial statements.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED STATEMENT OF OPERATIONS
(IN THOUSANDS, EXCEPT PER SHARE DATA)

FOR THE NINE MONTHS ENDED NOVEMBER 2,
1997

HISTORICAL PRO FORMA PRO
FORMA
JTS ADJUSTMENTS

REVENUES..... 125,806 (1,689)(a) 124,117
COST OF SALES..... (174,092) (174,092)
--------- ---------

GROSS MARGIN (DEFICIT)..... (48,286) (49,975)
OPERATING EXPENSES:
Write off of in process R&D..... (38,008) (38,008)
Research and development..... (15,880) (15,880)
Selling, general and
administrative..... (17,488) 879 (a) (16,609)
Amortisation of existing
technology & goodwill..... (2,388) (2,388)

--------- ---------

OPERATING LOSS..... (122,050) (122,860)
OTHER INCOME (EXPENSE):
Interest expense..... (6,038) (6,038)
Other, net..... (2,566) 5,000 (b) 2,433
--------- ---------
NET LOSS..... (130,654) (126,464)
Dividends..... (975) (975)
NET LOSS ATTRIBUTABLE TO COMMON
STOCKHOLDERS..... (131,629) (127,439)
--------- ---------
--------- ---------

NET LOSS PER COMMON SHARE..... $ (1.04) $ (1.01)
SHARES USED IN COMPUTING NET LOSS
PER SHARE..... 126,429 126,429
--------- ---------
--------- ---------

See notes to unaudited pro forma condensed financial statements.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION
NOTES TO UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

NOTE 1.

The disposition of the Atari Division assets was effective February 23, 1998. These pro forma condensed financial statements illustrate the impact on the nine months ended November 2, 1997 as if the disposition occurred on November 2, 1997 for the pro forma condensed balance sheet and as at February 2, 1997 for the pro forma condensed statement of operations.

NOTE 2. PRO FORMA ADJUSTMENTS

Certain pro forma adjustments have been made to the accompanying pro forma
condensed balance sheet and statement of operations as described below:

(a) Elimination of the revenue and expenses for the Atari Division.

(b) Reflects the profit on disposal of the Atari Assets.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED STATEMENT OF OPERATIONS
(IN THOUSANDS, EXCEPT PER SHARE DATA)

FOR
THE YEAR ENDED FEBRUARY 2, 1997

HISTORICAL
PRO FORMA PRO FORMA
JTS

ADJUSTMENTS

REVENUES..... 90,530
(4,479)(a) 86,051
COST OF SALES..... (100,328)
5,655 (a) (94,673)

GROSS MARGIN (DEFICIT)..... (9,798)
(8,622)
OPERATING EXPENSES:.....
Write off of in process R&D..... (110,012)
(110,012)
Research and development..... (12,849)
679 (a) (12,170)
Selling, general and administrative..... (13,067)
3,647 (a) (9,420)
Amortization of existing technology & goodwill..... (3,923)
(3,923)

OPERATING LOSS..... (149,649)
(144,147)
OTHER INCOME (EXPENSE):
Interest expense..... (3,545)
(3,545)
Other, net..... 699
5,000 (b) 1,564

(4,135)(a)

NET LOSS..... (152,495)
(146,128)
DIVIDENDS..... (227)
(227)

NET LOSS ATTRIBUTABLE TO COMMON
STOCKHOLDERS..... (152,722)
(146,355)

NET LOSS PER COMMON SHARE..... $ (1.81)
$ (1.74)
SHARES USED IN COMPUTING NET LOSS
PER SHARE..... 84,322
84,322

See notes to unaudited pro forma condensed financial statements.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION
NOTES TO UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

NOTE 1.

The disposition of the Atari Division assets was effective February 23, 1998. These pro forma condensed financial statements illustrate the impact on the year ended February 2, 1997 as if the disposal occurred at the beginning of
the period.

NOTE 2. PRO FORMA ADJUSTMENTS

Certain pro forma adjustments have been made to the accompanying pro forma
condensed balance sheet and statement of operations as described below:

(a) Elimination of the Atari Division revenue and associated cost of sales and expenses from the 1997 results.

(b) Reflects the gain on sale of the Atari Assets.

EX-99.1
2
EXHIBIT 99.1

Exhibit 99.1

ASSET PURCHASE AGREEMENT

THIS ASSET PURCHASE AGREEMENT (THIS "AGREEMENT") IS ENTERED INTO ON FEBRUARY 23, 1998, BY HIAC XI, CORP., A DELAWARE CORPORATION ("BUYER"), AND JTS
CORPORATION, A DELAWARE CORPORATION ("SELLER").

RECITALS

This Agreement contemplates a transaction in which Buyer shall purchase certain assets (and assume certain future obligations) of Seller in return for the consideration described herein. Buyer is a wholly-owned subsidiary of Hasbro Interactive, Inc.

NOW, THEREFORE, the parties, intending to be legally bound, hereby agree as
follows:

I. CERTAIN DEFINITIONS. As used in this Agreement, the following terms have the meaning given to them below:

"Acquired Assets" means the following assets of Seller:

A. All right, title and interest in and to the Seller's Products;

A. All Intellectual Property associated with the Seller's Products, including the Intellectual Property identified on SCHEDULE 1, and remedies past and future against infringements thereof and rights to protection of interest therein;

A. The license agreements listed on SCHEDULE 2 (the "License Agreements");

(d) All of Seller's claims, causes of action, choses in action, rights of recovery, set-off and recoupment relating to or arising out of any right, property or asset included in the Acquired Assets; and

(e) all business and financial records, books, files, plans, documents, correspondence, lists, drawings, notebooks, specifications, creative materials, advertising and promotional materials, marketing materials, studies and reports of Seller, whether written or electronically stored or otherwise recorded if, and only to the extent, that such foregoing items relate to the Acquired Assets (not including the items of this clause (e) for these purposes) or Assumed Liabilities (subject to Section 5(b)).

Notwithstanding the foregoing, the Acquired Assets shall not include the Excluded Assets.

"Assumed Liabilities" means only liabilities and obligations arising after the Closing under each License Agreement actually assigned to Buyer pursuant to this Agreement.

"Atari Hardware Platforms" means the following hardware platforms: Atari 2600, 5200, 7800, Lynx hand-held and Jaguar game system hardware, Atari 800, ST and Falcon 030 computer family hardware, TOS operating system, 8-bit operating system, and Portfolio palmtop computer.

"Excluded Assets" means the following assets:

(a) inventory, receivables, furniture, fixtures and equipment;

(b) any tax assets of Seller, including pre-paid taxes, tax credits and tax carryovers;

(c) all tax returns and tax records whether or not related to the Acquired Assets;

(d) the $45,000 balance of the royalty guarantee owed to Seller on December 31, 1997 by Interplay Productions, Inc. under Amendment One to the Game License Agreement dated July 29, 1996, between Atari Corporation and Interplay Productions, Inc. and as otherwise identified in SCHEDULE 3;

(e) software developed by or for Seller or its predecessor under license of intellectual property rights from a third party or third parties for use on the Atari Hardware Platforms to the extent that such software is not related to or associated with any of the trademarks and copyrights set forth in SCHEDULE 1 or any of the game titles set forth in SCHEDULE 3;

(f) Hardware embodying Intellectual Property (other than Seller's Intellectual Property) that is licensed from third Persons.

(g) all assets associated with or related to Seller's disk drive business.

"Hardware" means equipment, components, circuitry, integrated circuits, processors, casings, layouts (including synthesizable code), mask works, manufacturing data, and all designs, schematics, tooling, formulae, processes, and know how therefor (whether or not any such items are presently embodied in physical components) and related Intellectual Property.

"Intellectual Property" means any or all of the following and all statutory and/or common law rights throughout the world in, arising out of, or associated therewith: (i) all patents and applications therefor and all reissues, divisions, renewals, extensions, provisionals, continuations and continuations-in-part thereof; (ii) all inventions (whether patentable or not), invention disclosures and improvements, all trade

secrets, proprietary information, know-how and technology; (iii) all works of authorship, "moral rights", copyrights (including derivative works thereof), mask works, copyright and mask work registrations and applications; (iv) all industrial designs and any registrations and applications therefor; (v) all trade names, logos, trademarks and service marks, trademark and service mark registrations and applications together with the good will of the business symbolized by the names and the marks; (vi) all computer software including all source code, object code, firmware, development tools, files, records and data, all media on which any of the foregoing is recorded; (vii) Uniform Resource Locators, World Wide Web site addresses and domain names; (viii) any similar, corresponding or equivalent rights to any of the foregoing; (ix) all documentation related to any of the foregoing; and (x) all goodwill associated with any of the foregoing.

"Key Marks" means each of the following marks: Atari, the Fuji logo, Asteroids, Battlezone, Breakout, Centipede, Combat, Crystal Castles, Millipede, Missile Command, Night Driver, Pong, Ultra Pong, Tempest, Warlords and Yar's Revenge.

"Knowledge" means actual knowledge of (i) the senior executives of Seller or (ii) John Skruch.

"Lien" means any mortgage, pledge, lien, security interest, charge, claim, equity, encumbrance, restriction on transfer, conditional sale or other title retention device or arrangement (including a capital lease), transfer for the purpose of subjection to the payment of any indebtedness, or restriction on the creation of any of the foregoing, whether relating to any property or right or the income or profits therefrom.

"Person" means an individual, a partnership, a corporation, an association, a joint stock company, a trust, a joint venture, an unincorporated organization, or a governmental entity (or any department, agency, or political subdivision thereof).

"Registered Intellectual Property" means all United States, international and foreign: (i) utility and design patents, design registrations and utility models and all pending applications (both regular and provisional) for any of the foregoing; (ii) registered trademarks, service marks or trade names, applications to register trademarks, service marks or trade names, intent-to-use applications, or other registrations or applications related to trademarks, service marks or trade names; (iii) registered copyrights and applications for copyright registration; (iv) any mask work registrations and applications to register mask works; (v) Uniform Resource Locators, World Wide Web site addresses and domain names and (vi) any other Seller Intellectual Property that is the subject of an application, certificate, filing, registration or other document issued by, filed with, or recorded by, any state, government or other public legal authority.

"Seller Hardware" means Hardware included in the Acquired Assets.

"Seller's Intellectual Property" means Intellectual Property of Seller that constitutes an Acquired Asset.

"Seller's Products" means (i) those products of Seller acquired by Seller pursuant to the merger of Atari Corporation, a Nevada corporation, with and into Seller on July 30, 1996, and any other products of Seller thereafter derived therefrom, including products relating to or associated with the trademarks set forth in SCHEDULE 1 (including video and computer games, games for handheld devices, consoles, Internet play, all other games for play on any platform whatsoever (subject to the License Agreements), and merchandise bearing any Intellectual Property relating to or associated with the foregoing, whether now offered for sale or license by Seller or discontinued) and (ii) all of Seller's products that are listed on SCHEDULE 3.

I. SALE AND PURCHASE; ASSUMPTION OF LIABILITIES; PURCHASE PRICE; CLOSING.

A. SALE AND PURCHASE OF THE ACQUIRED ASSETS. At the Closing (as defined below), on the terms and subject to the conditions of this Agreement, Seller shall sell and Buyer shall purchase all of the Acquired Assets for the sum of $5 million to be paid at the Closing by wire transfer to an account designated by Seller.

A. ASSUMPTION OF LIABILITIES. In addition, at the Closing, on the terms and subject to the conditions of this Agreement, Buyer agrees to assume and become responsible for all of the Assumed Liabilities at the Closing. Buyer shall not assume or have any responsibility, however, with respect to any other obligation or liability of Seller that is not an Assumed Liability. Without limiting the foregoing, Buyer shall not assume or be responsible for any liabilities relating to events arising or occurring prior to the Closing, regardless of when payable, and all such liabilities shall be for the account of Seller.

A. CLOSING; CLOSING DELIVERABLES. The closing shall occur in the offices of Wilson Sonsini Goodrich & Rosati, 650 Page Mill Road, Palo Alto, California 94304 upon the execution and delivery of this Agreement by the parties hereto ("Closing"). At the Closing the parties will deliver the following documents, and such additional documents as the parties may agree to transfer ownership of the Acquired Assets to Buyer (which shall be in form satisfactory to both parties) :

1. Seller shall deliver:

(A) A bill of sale for the Acquired Assets.

(B) Global trademark assignments.

(C) Country-specific trademark assignments.

(D) Patent assignments in recordable form.

(E) Assignment of the License Agreements.

(F) Copyright assignment.

(G) Global powers of attorney respecting trademarks.

(H) Country-specific powers of attorney respecting trademarks.

(I) Assignment of Internet domain name.

(J) Disclosure Schedule (as defined below).

1. Buyer shall deliver:
(A) The purchase price by wire transfer.

(B) An instrument of assumption of the Assumed
Liabilities.

A. ASSIGNMENT OF CONTRACTS AND RIGHTS. Anything in this Agreement
to the contrary notwithstanding, neither this Agreement nor the consummation
of
the transactions contemplated hereby shall constitute an assignment, or an
agreement to assign, any Acquired Asset or any claim or right or any benefit
arising thereunder or resulting therefrom (a "Consent-Required Asset") if an
attempted assignment of such Consent-Required Asset, without consent of one or
more third parties, would constitute a breach or other contravention thereof
or
would in any way adversely affect the rights of Buyer or Seller thereunder;
PROVIDED, HOWEVER, that once all such consents are obtained, this Agreement
shall automatically effect an immediate assignment of such Consent-Required
Asset without further action by either party hereto. Buyer and Seller will
use
their commercially reasonable efforts (which shall not be deemed to require
any
payment of money or other value by Seller or Buyer) to obtain the consent of
the
other parties to any such Consent-Required Asset for the assignment thereof to
Buyer as Buyer may reasonably request. If such consent is not obtained, or if
an attempted assignment thereof would be ineffective or would adversely affect
the rights of Seller thereunder so that Buyer would not in fact receive all
such
rights, Seller and Buyer will cooperate in a mutually agreeable arrangement
under which Buyer would obtain the benefits and assume the obligations
thereunder in accordance with this Agreement, including sub-contracting or
sub-licensing to Buyer, or under which Seller would enforce for the benefit of
Buyer, with Buyer assuming Seller's obligations, any and all rights of Seller
against a third party thereto. Seller will promptly pay or assign to Buyer
when
received all monies received by Seller with respect to any Consent-Required
Asset and any claim or right or any benefit arising thereunder, except to the
extent the same

represents an Excluded Asset. Nothing in this Section 2(d) shall be construed
to diminish the representations, warranties and covenants of Seller respecting
such consents.

I. REPRESENTATIONS AND WARRANTIES OF SELLER. Seller represents and
warrants to Buyer that the statements contained in this Section 3 are correct
and complete as of the Closing, except as set forth in the disclosure schedule
separately delivered by Seller to Buyer with this Agreement, which schedule
shall be initialed for identification by the parties (the "Disclosure
Schedule"). Except as expressly set forth in this Agreement and the
Disclosure
Schedule, Seller hereby expressly disclaims any and all other warranties of
any
kind or nature, whether express, implied or statutory, relating to the
Acquired

Assets, including the implied warranties of title, non-infringement, merchantability and fitness for a particular purpose. Buyer acknowledges that the Seller Hardware is transferred "as is" and that, notwithstanding anything to the contrary in this Agreement and the Disclosure Schedule, Seller makes no representation or warranty of any kind with respect to the Seller Hardware.

A. ORGANIZATION OF SELLER. Seller is a corporation duly organized, validly existing, and in good standing under the laws of the State of Delaware.

A. AUTHORIZATION OF TRANSACTION. Seller has full corporate power and authority to execute and deliver this Agreement and to perform its obligations hereunder. Without limiting the generality of the foregoing, Seller has taken all corporate and other action required for the execution, delivery and performance of this Agreement by Seller, including the sale of the Acquired Assets as provided herein. This Agreement constitutes the valid and legally binding obligation of Seller, enforceable in accordance with its terms. The persons who have executed this Agreement on behalf of Seller have been duly authorized to do so.

A. NONCONTRAVENTION. Neither the execution and the delivery of this Agreement, nor the consummation of the transactions contemplated hereby, shall (i) violate any statute, regulation, rule, judgment, order, decree, stipulation, injunction, charge, or other restriction of any government, governmental agency, or court to which Seller is subject or any provision of the charter or bylaws of Seller or (ii) conflict with, result in a breach of, constitute a default under, result in the acceleration of, create in any party the right to accelerate, terminate, modify, or cancel, or require a notice under any contract, lease, sublease, license, sublicense, franchise, permit, indenture, agreement or mortgage for borrowed money, instrument of indebtedness, security interest, or other arrangement to which Seller is a party or by which it is bound or to which any of its assets is subject, except where the violations, conflicts, breaches, defaults, accelerations, terminations, modifications, cancellations or failures to give notice, individually or in the aggregate, would not have a material adverse effect on the Acquired Assets, the Assumed Liabilities or the ability of the parties to consummate the transactions contemplated by this Agreement (a "Material Adverse Effect"). Seller need not give any notice to, make any filing

with, or obtain any authorization, consent, or approval of any government or governmental agency in order for the parties to consummate the transactions

contemplated by this Agreement, except where the failure to do so, individually
or in the aggregate, would not have a Material Adverse Effect.

A. CONSENTS. No approvals or consents of or assignments by any person (including any federal, state or local governmental or administrative authorities) are necessary in connection with the execution, delivery or performance of this Agreement.

A. TITLE TO THE ACQUIRED ASSETS. Seller has good and marketable title, free and clear of all Liens, (i) to the Acquired Assets identified on SCHEDULE 1 (other than copyrights that are not identified on SCHEDULE 4), SCHEDULE 3 and SCHEDULE 4 and (ii) to its Knowledge, to all other Acquired Assets. At the Closing, Buyer shall obtain good and marketable title, free and
clear of all Liens (i) to the Acquired Assets identified on SCHEDULE 1 (other than copyrights that are not identified on SCHEDULE 4), SCHEDULE 3 and SCHEDULE
4 and (ii) to its Knowledge, to all other Acquired Assets.

A. MATERIAL CONTRACTS. True, correct and complete copies of the License Agreements have been delivered to Buyer. Seller has performed in all material respects all obligations required to be performed by Seller under the License Agreements. To the Knowledge of Seller, each of the other parties to the License Agreements has performed in all material respects all the obligations required to be performed by them thereunder to date. Each License Agreement (i) is valid, binding and enforceable in accordance with its terms, (ii) is in full force and effect with no default or dispute existing or, to the
Knowledge of Seller, threatened with respect thereto, and (iii) shall not be terminated or otherwise affected by the execution and delivery of this Agreement
or the consummation of the transactions contemplated hereby. No consent of any
third party is required for the assignment of any License Agreement to Buyer. Seller has provided Buyer with a complete and accurate list of payments paid to
Seller by each licensee under the License Agreements, indicating the licensee and the month paid, from June 30, 1996 to present. Seller has not received any
advanced payments (including prepayments of royalties, or other payments by reason of which a licensee is entitled to reduce its current or future royalty or payment obligations) under the License Agreements which have not been earned
by Seller.

A. INTELLECTUAL PROPERTY.

1. To the Knowledge of Seller, SCHEDULE 1 contains a list of all trademarks and service marks and applications therefor included in the Acquired Assets that have not lapsed and that are, except as qualified therein, Registered Intellectual Property (the "Registered Marks"), all patents and applications therefor that are included in the Acquired Assets that are Registered Intellectual Property (the "Registered Patents"), and United States copyrights included in the Acquired Assets, certain of which are Registered Intellectual Property. SCHEDULE 3 contains certain game titles that are included in the Acquired Assets. To the Knowledge of Seller, (A) the description of the Registered Marks on SCHEDULE 1 contains, to the extent set forth and

except as qualified therein, the true and accurate date of registration, registration number, registered owner and the class of the Registered Marks, (B) the description of the Registered Patents on SCHEDULE 1 contains the true and accurate patent number and file date of the Registered Patents, and (C) the description of the United States registered copyrights on SCHEDULE 1 included in the Acquired Assets that are Registered Intellectual Property contains the number of such copyright registration.

1. Since July 30, 1996, to the extent that any Seller's Intellectual Property has been developed by any Person other than Seller for which Seller has, directly or indirectly, paid, Seller has a written agreement with such Person with respect thereto and thereby has obtained ownership of, and recordable title to, and is the exclusive owner of, all developed Seller's Intellectual Property by operation of law or by valid assignment.

1. Except as set forth in any License Agreement, Seller has not transferred ownership of or granted any license of or right to use or authorized the retention of any rights to use any Seller's Intellectual Property to any other Person.

1. The Seller's Intellectual Property constitutes all Intellectual Property used in and/or necessary to the conduct of Seller's Atari division business as currently being conducted by Seller.

1. To the Knowledge of Seller, neither Seller's Products included in the Acquired Assets nor the use of Seller's Intellectual Property, (A) infringes upon or misappropriates the Intellectual Property of any Person, (B) violates the rights of any Person (including rights to privacy or publicity), or (C) constitutes unfair competition or trade practices under the laws of any jurisdiction. Seller has received no notice from any Person claiming that Seller's Products included in the Acquired Assets nor the use of Seller's Intellectual Property infringes upon or misappropriates the Intellectual Property of any Person or constitutes unfair competition or trade practices under the laws of any jurisdiction (nor, to the Knowledge of Seller,

is there any basis therefor).

1. There are no contracts, licenses or agreements between Seller and any other Person with respect to Seller's Intellectual Property under which there is, to the Knowledge of Seller, any dispute or any threatened dispute regarding the scope of such agreement, or performance under such agreement including with respect to any payments to be made or received by Seller thereunder.

1. To the Knowledge of Seller, no Person is infringing or misappropriating any Key Mark, other than such infringements or misappropriations that, individually or in the aggregate, would not have a Material Adverse Effect on such Key Mark.

1. Seller and, to the Knowledge of Seller, each prior owner of the Seller's Intellectual Property have taken whatever reasonable steps that are required to protect rights in confidential information and trade secrets of such Person and its successors.

1. None of the Seller's Intellectual Property is subject to any proceeding or outstanding decree, order, judgment, agreement or stipulation that restricts in any manner the use, transfer or licensing thereof by Seller or may affect the validity, use or enforceability of such Seller's Intellectual Property.

1. Seller is not required to make or accrue any royalty payment to any third party in connection with the sale, distribution, license, transfer or other disposition or exploitation of any of the Acquired Assets.

1. Seller has not developed any new video game software since July 30, 1996.

1. Seller owns no Intellectual Property not included in the Acquired Assets that is directly or indirectly competitive with the Seller's Intellectual Property.

1. (A) Alan Helbush is the Administrative Contact listed in the domain name record on file with Network Solutions, Inc./InterNIC Registration Services, and (B) Seller controls the domain name "ATARI.COM".

1. None of the Intellectual Property associated with the Seller's Products, including the Intellectual Property identified on SCHEDULE 1, or remedies past and future against infringements thereof and rights to

protection of interest therein is an asset specified in clause (g) of the definition of "Excluded Assets" set forth in Section 1.

A. SUFFICIENCY OF ASSETS. The Acquired Assets include all assets, properties and rights necessary for compliance by Buyer with all obligations relating to the Assumed Liabilities.

A. LITIGATION. There is no claim, dispute, action, proceeding (including arbitration), suit or appeal, or investigation, at law or in equity,
pending (other than those, if any, with respect to which service of process or similar notice has not yet been made and which are not within the Knowledge of Seller) or, to the Knowledge of Seller, threatened against Seller or involving any of the assets or properties of Seller before any court, agency, authority, arbitration panel or other tribunal that would have a Material Adverse Effect.

There is no outstanding order, writ, injunction or decree of any court, agency,
authority, arbitration panel or other tribunal, and Seller is not in default with respect to any notice, order, writ, injunction, or decree, in each case relating to, or affecting the Acquired Assets, the Assumed Liabilities or the Seller's Products.

A. UNDERLYING DOCUMENTS. Copies of all documents listed or described in the Disclosure Schedule and the Schedules hereto have been furnished or made available to Buyer. All such documents are true, correct and
complete copies, and there are no amendments or modifications thereto.

A. BROKERS' FEES. Seller has no liability or obligation to pay any
fees or commissions to any broker, finder, or agent with respect to the transactions contemplated by this Agreement for which Buyer or its affiliates could become liable or obligated.

A. COMPLIANCE WITH BULK SALES LAWS. The sale, transfer and assignment by Seller to Buyer hereunder and the consummation of the other transactions contemplated hereby do not constitute a "bulk sale" by Seller, and
it is not necessary under the laws of any jurisdiction that Seller comply with the bulk sales laws of such jurisdiction.

A. DISCLOSURE. Neither this Agreement nor any of the Schedules nor,
to the Knowledge of Seller, any other documents delivered by Seller in connection with this Agreement contains any untrue statement of a material fact
or omits a material fact necessary to make the statements contained herein or therein, in light of the circumstances in which they were made, not misleading,
and, to the Knowledge of Seller, there is no fact that has not been disclosed to

Buyer that materially affects adversely or could reasonably be anticipated to materially affect adversely the Acquired Assets, or the operation of the Acquired Assets by Buyer as currently conducted by Seller.

I. REPRESENTATIONS AND WARRANTIES OF BUYER. Buyer represents and warrants to Seller that the statements contained in this Section 4 are correct and complete as of the Closing.

A. ORGANIZATION OF BUYER. Buyer is a corporation duly organized, validly existing, and in good standing under the laws of the state of Delaware.

A. AUTHORIZATION OF TRANSACTION. Buyer has full power and authority
(including full corporate power and authority) to execute and deliver this Agreement and to perform its obligations hereunder. This Agreement constitutes
the valid and legally binding obligation of Buyer, enforceable in accordance with its terms. The person who has executed this Agreement on behalf of Buyer has been duly authorized to do so.

A. BROKERS' FEES. Buyer has no liability or obligation to pay any fees or commissions to any broker, finder, or agent with respect to the transactions contemplated by this Agreement for which Seller or its affiliates could become liable or obligated.

A. NONCONTRAVENTION. Neither the execution and delivery of this Agreement by Buyer, nor the consummation by Buyer of the transactions contemplated hereby, will violate (a) any provision of the Certificate of Incorporation or bylaws, as amended, of Buyer or (b) any statute, regulation, rule, judgment, order, decree, stipulation, injunction, charge or other restriction of any government, governmental agency or court to which Buyer is subject.

A. ASSESSMENT OF VALUE. Buyer has been authorized by its ultimate parent entity to make a good faith assessment of the fair market value of the Acquired Assets, has made such assessment, and has determined that the fair market value of the Acquired Assets as of the Closing is less than $15,000,000.

I. POST-CLOSING COVENANTS AND AGREEMENTS.

A. COOPERATION. Each party shall, at all times following the Closing, not take any action inconsistent with the satisfaction of its obligations hereunder and, subject to the following sentence, shall promptly take any further action necessary or desirable to carry out the purposes of this
Agreement (including the execution and delivery of such further instruments and
documents) as the other party may reasonably request. Seller shall take all actions reasonably requested by Buyer, at Buyer's expense (provided that Buyer shall not be obligated for any cost to Seller in respect of the time of Seller's

employees, officers or directors), to enable Buyer to establish a recordable chain of title to the Acquired Assets, including contacting prior owners of items thereof to request appropriate instruments for recordation.

A. DELIVERY. Immediately following the Closing Seller shall deliver to Buyer, and Buyer shall accept and remove from Seller's premises at Buyer's expense within 30 days of the date of Closing, all copies of tangible embodiments of Acquired Assets transferred to Seller (other than software and code, and such other items as the parties may mutually agree, which shall be transferred electronically on or immediately following the Closing and all tangible embodiments of which shall thereafter be destroyed by Seller); PROVIDED, HOWEVER, that (i) any information contained in such materials listed in clause (e) of the definition of "Acquired Assets" that does not relate to the Acquired Assets may be deleted by Seller before such materials are delivered to Buyer and (ii) Seller may make copies of any business or financial documents (other than documents containing Seller Intellectual Property) prior to delivering them to Buyer. Except as provided in Section 5(c), Seller shall cease use of the Seller's Intellectual Property, including the name Atari and the "Fuji" logo relating thereto.

A. SELLER INVENTORY. Seller owns certain unsold inventory of games bearing the Atari and/or Fuji trademark, and certain other Registered Marks and containing other Seller's Intellectual Property (the "Inventory"). Buyer hereby grants to Seller an irrevocable, worldwide, royalty-free license, for a period of one year from the date of the Closing to use the Registered Marks and other applicable Seller's Intellectual

Property relating to such Inventory solely for the purpose of selling the Inventory. Except as set forth in the previous sentence, after the Closing Seller shall have no right to exploit the Seller's Intellectual Property. Without limiting the foregoing, Seller shall not, following the expiration of the one-year license period set forth above, sell any product referred to in clause (e) of the definition of "Excluded Assets" set forth in Section 1. Seller warrants that the Inventory sold pursuant to this Section 5(c) shall be of like kind and quality to that previously sold by Atari Corporation in the ordinary course of its business.

A. NOTICE OF DEVELOPMENTS. Seller shall give prompt written notice to Buyer of any material development that could have a Material Adverse Effect. Each party shall give prompt written notice to the other of any material development affecting the ability of the parties to perform their post-Closing obligations under this Agreement.

A. ENFORCEMENT OF RIGHTS. In connection with the enforcement of its rights of ownership of the Acquired Assets and the enjoyment thereof, Buyer may bring actions in the name of Seller, or cause Seller to join any such action as a party, as reasonably necessary, provided that Buyer shall indemnify Seller with respect thereto.

A. MAINTENANCE OF INTELLECTUAL PROPERTY; DELIVERY OF NOTICES. After the Closing, Seller shall not be responsible for the maintenance or renewal of any registration with respect to the Acquired Assets, such responsibility to belong to Buyer as the owner of the Acquired Assets; PROVIDED, HOWEVER, that Seller shall promptly forward to Seller any and all notices and correspondence which it may receive pertaining to the Acquired Assets; and FURTHER PROVIDED that Seller shall remain responsible for the maintenance and renewal of registration with respect to all of the Consent-Required Assets retained by Seller pursuant to Section 2(d) of this Agreement as a consequence of the failure to obtain a required consent of a third party until such time as the applicable consent is obtained.

A. LITIGATION SUPPORT. In the event and for so long as Seller actively is contesting or defending against any action, suit, proceeding, hearing, investigation, charge, complaint, claim or demand in connection with any fact, situation, circumstance, status, condition, activity, practice, plan, occurrence, event, incident, action, failure to act, or transaction involving the Acquired Assets or the Assumed Liabilities, Buyer will provide access upon prior request and during its regular business hours to the books, records and other items specified in clause (e) of the definition of Acquired Assets set forth in Section 1 as shall be reasonably necessary in connection with the contest or defense, all at the sole cost and expense of Seller and subject to Seller's execution and delivery of Buyer's standard form of confidentiality agreement with respect to such items.

I. INDEMNIFICATION.

A. INDEMNIFICATION AND REIMBURSEMENT OF BUYER'S LOSSES. Seller shall indemnify Buyer and its affiliates, together with their respective officers, directors and employees (each a "Seller's Indemnitee") against Losses (as defined below) as set forth in this Section 6. If a Seller's Indemnitee shall have suffered a Loss by reason of (i) the breach of any of the representations or warranties made by Seller herein, (ii) any matter arising prior to the Closing with respect to the Seller's business, an Acquired Asset or an Assumed Liability, (iii) any liability of Seller that is not an Assumed Liability or (iv) any breach of a covenant of Seller hereunder, Seller's Indemnitee shall be reimbursed for such Loss by Seller as set forth in this Section 6. For purposes hereof, "Loss" shall mean any losses, liabilities, claims, damages and expenses incurred or reasonably expected to be incurred,

including penalties, fines, interest, amounts paid in settlement and reasonable fees and disbursements of counsel, and expenses incurred in connection with any investigation, action, suit or proceeding instituted against an indemnified party. Notwithstanding the foregoing, Seller shall have no obligation to indemnify Seller's Indemnitees for Losses which, cumulatively, total less than $25,000; PROVIDED, HOWEVER, that if cumulative Losses equal or exceed said $25,000, then Seller shall indemnify Seller's Indemnitees for all of such Losses. Liquidated Claims (as defined below) actually paid by Seller under this Section 6 shall be limited to an aggregate of $5 million.

A. INDEMNIFICATION AND REIMBURSEMENT OF SELLER'S LOSSES. Buyer shall indemnify Seller and its affiliates, together with their respective officers, directors and employees (each a "Buyer's Indemnitee") against Losses as set forth in this Section 6. If a Buyer's Indemnitee shall have suffered a Loss by reason of (i) the breach of any of the representations or warranties made by Buyer herein, (ii) any matter arising after the Closing with respect to the Buyer's business, an Acquired Asset or an Assumed Liability, provided such matter is not related to or arising from any breach of a covenant, representation or warranty of Seller or any act or omission by Seller involving wilful misconduct, fraud or bad faith, or (iii) any breach of a covenant of Buyer hereunder, Buyer's Indemnitee shall be reimbursed for such Loss by Buyer as set forth in this Section 6. Notwithstanding the foregoing, Buyer shall have no obligation to indemnify Buyer's Indemnitees for Losses which, cumulatively, total less than $25,000, provided however that if cumulative Losses equal or exceed said $25,000, then Buyer shall indemnify Buyer's Indemnitees for all of such Losses. Liquidated Claims actually paid by Buyer under this Section 6 shall be limited to an aggregate of $5 million.

A. PAYMENT. At such time as the reimbursable amount of a Claim or a Third Party Claim has been determined in accordance with this Section 6 (a "Liquidated Claim"), the indemnifying party shall immediately pay the Person to be indemnified hereunder (an "Indemnitee") the amount of the Liquidated Claim.

No forbearance of an Indemnitee in demanding payment from the indemnifying party shall act as a waiver of any right of an Indemnitee to receive payment from the indemnifying

party, nor shall it relieve the indemnifying party of any obligation to an Indemnitee under this Agreement.

A. NOTICE OF CLAIMS. In the event an Indemnitee has any claim for indemnification under Section 6(a) or Section 6(b) (a "Claim"), it shall give

prompt written notice thereof to the indemnifying party, including in such notice a brief description of the facts upon which such claim is based and the amount thereof.

A. THIRD PARTY CLAIMS.

1. If any third party shall notify an Indemnitee with respect to any matter (a "Third Party Claim") that may give rise to a claim for indemnification against a party hereto (the "Indemnifying Party") under this Section 6, then the Indemnitee shall promptly notify the Indemnifying Party thereof in writing; PROVIDED, HOWEVER, that no delay on the part of the Indemnitee in notifying the Indemnifying Party shall relieve the Indemnifying Party from any obligation hereunder, unless (and then solely to the extent) that the Indemnifying Party is prejudiced.

1. The Indemnifying Party shall have the right to defend the Indemnitee against the Third Party Claim with counsel of the Indemnifying Party's choice reasonably satisfactory to the Indemnitee so long as (A) the Indemnifying Party notifies the Indemnitee within 15 days after the Indemnitee has given notice of the Third Party Claim that the Indemnifying Party will indemnify the Indemnitee as required by (and subject to the limitations of) this Section 6 for Losses arising out of, relating to, in the nature of, or caused by the Third Party Claim; (B) the Indemnifying Party provides the Indemnitee with evidence reasonably acceptable to the Indemnitee that the Indemnifying Party will have the financial resources to defend against the Third Party Claim and fulfill its indemnification obligations hereunder; (C) the Third Party Claim involves only money damages and does not seek an injunction or other equitable relief; (D) settlement of, or an adverse judgment with respect to, the Third Party Claim is not, in the good faith judgment of the Indemnitee, likely to establish a precedential custom or practice materially adverse to the continuing business interest of the Indemnitee; and (E) the Indemnifying Party conducts the defense of the Third Party Claim actively and diligently.

1. So long as the Indemnifying Party is conducting the defense of the Third Party Claim in accordance with Section 6(e)(ii) above, (A) the Indemnitee may retain separate co-counsel at its sole cost and expense and participate in the defense of the Third Party Claim; (B) the Indemnitee shall not consent to the entry of any judgment or enter into any settlement with respect to the Third Party Claim without the prior written consent of the Indemnifying Party (not to be withheld unreasonably); and (C) the Indemnifying Party shall not consent to the entry of any judgment or enter into any settlement with respect to the Third Party Claim without the prior written consent of the Indemnitee (not to be withheld unreasonably).

1. In the event any of the conditions in Section 6(e)(ii) above

is or becomes unsatisfied, however, (A) the Indemnitee may defend against, and consent to the entry of any judgment or enter into any settlement with respect to, the Third Party claim in any manner it reasonably may deem appropriate (and
the Indemnitee need not consult with or obtain any consent from, any Indemnifying Party in connection therewith); (B) the Indemnifying Party shall reimburse the Indemnitee promptly and periodically for the reasonable costs of defending against the Third Party Claim (including attorneys' fees and expenses), and (C) the Indemnifying Party shall remain responsible for any Losses the Indemnitee may suffer resulting from, arising out of, relating to, in
the nature of, or caused by the Third Party Claim to the fullest extent provided
in this Section 6.

A. DISPUTED CLAIMS. If Seller objects to any Claim or Third Party Claim, it shall give written notice of such objection and brief statement of the
grounds of such objection to Indemnitee within 20 business days after notice is
received. If no such objection is given, such Claim or Third Party Claim, as the case may be, shall be a Liquidated Claim. If such objection is made, Indemnitee and Seller shall meet and use their best efforts to settle the dispute in writing that when resolved shall be a Liquidated Claim.

A. SURVIVAL. The provisions of this Section 6 shall survive the Closing. Notwithstanding anything to the contrary in this Agreement, no Claim or Third Party Claim may be asserted by a Seller's Indemnitee under this Section
6: (i) with respect to Losses arising in connection with the obligation to pay
taxes, following the date of the expiration of the applicable statute of limitations for such obligation; (ii) with respect to a Loss arising out of or in connection with a License Agreement, following the termination of such License Agreement in accordance with its terms; and (iii) with respect to all other Losses, following August 31, 2000. No Claim or Third Party Claim may be asserted by a Buyer's Indemnitee under this Section 6, other than Losses arising
with respect to the Assumed Liabilities, following August 31, 2000. Notwithstanding the preceding sentence, an Indemnitee may assert a Claim or Third Party Claim under this Section 6 with respect to Losses that are the result of fraud or wilful misconduct by the Indemnifying Party at any time within the applicable statute of limitations for such claim.

A. The right of each party hereto to assert Claims and receive indemnification payments pursuant to this Section 6 shall be the sole and exclusive right and remedy exercisable by such party with respect to any breach
by the other party hereto of any representation or warranty or failure to perform any covenant required to be performed by such other party; PROVIDED, HOWEVER, that the above shall not prevent a party hereto from seeking specific

performance of a covenant which another party hereto has failed to perform under
this Agreement.

I. MISCELLANEOUS.

A. NO THIRD PARTY BENEFICIARIES. Except as otherwise specified herein, this Agreement shall not confer any rights or remedies upon any person other than the parties and their respective successors and permitted assigns.

A. ENTIRE AGREEMENT. This Agreement (including the documents referred to herein) constitutes the entire agreement between the parties and supersedes any prior understandings, agreements, or representations by or between the parties, written or oral, that may have related in any way to the subject matter hereof.

A. SUCCESSION AND ASSIGNMENT. This Agreement shall be binding upon
and inure to the benefit of the parties named herein and their respective successors and permitted assigns. Seller shall not assign any of its rights, interests or obligations hereunder without the prior written consent of Buyer.

Buyer may assign its right, interests and obligations hereunder to any Person provided that such permitted assignee agrees to be bound by the terms hereof and
to assume all obligations of Buyer hereunder.

A. COUNTERPARTS. This Agreement may be executed in one or more counterparts, each of which shall be deemed an original but all of which together shall constitute one and the same instrument.

A. HEADINGS. The section headings contained in this Agreement are inserted for convenience only and shall not affect in any way the meaning or interpretation of this Agreement.

A. NOTICES. All notices, requests, demands, claims, and other communications hereunder in writing. Any notice, request, demand, claim, or other communication hereunder shall be deemed duly given five business days after mailing if sent by registered or certified mail, return receipt requested,
postage prepaid and addressed to the intended recipient as set forth below:

If to Seller:

JTS Corporation
1661 Baypointe Parkway
San Jose, California 95134
Attention: President

Copy to:

Cooley Godward LLP
5 Palo Alto Square
Palo Alto, California 94306

Attention: Andrei M. Manoliu, Esq.

If to Buyer:

HIAC XI, Corp.
1027 Newport Avenue
Pawtucket, Rhode Island 02862
Attention: President

Copy to:

Hasbro, Inc.
1027 Newport Avenue
Pawtucket, Rhode Island, 02862
Attention: General Counsel

Copy to:

Wilson Sonsini Goodrich & Rosati
650 Page Mill Road
Palo Alto, California 94304
Attention: Eric W. Wright, Esq.

Any party may give any notice, request, demand, claim, or other communication hereunder using any other means (including personal delivery, expedited courier, messenger service, facsimile, telex, ordinary mail, or electronic mail), but no such notice, request, demand, claim, or other communication shall be deemed to have been duly given unless and until it is received by the person for whom it is intended. Any party may change the address to which notices, requests, demands, claims, and other communications hereunder are to be delivered by giving the other party notice in the manner herein set forth.

A. GOVERNING LAW. This Agreement shall be governed by and construed in accordance with the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California by California residents.

A. AMENDMENTS AND WAIVERS. No amendment of any provision of this Agreement shall be valid unless the same shall be in writing and signed by Buyer and Seller.

A. EXPENSES. Each of Buyer and Seller shall bear its own costs and expenses (including legal fees and expenses) incurred in connection with the negotiation and preparation of this Agreement and the transactions contemplated hereby. Buyer shall, pursuant to Section 5(a) of this Agreement, bear all costs

and expenses of the recordation of chain of title to the Acquired Assets, including preparation and recordation of appropriate assignments of the Acquired
Assets.

A. CONSTRUCTION. The language used in this Agreement shall be deemed to be the language chosen by the parties to express their mutual intent,
and no rule of strict construction shall be applied against any party. Any reference to any federal, state, local, or foreign statute or law shall be deemed also to refer to all rules and regulations promulgated thereunder, unless
the context requires otherwise. Except as otherwise specified, references in this Agreement to Sections and Schedules are to Sections of, and Schedules attached to, this Agreement. Except where the context clearly requires to the contrary, "including" shall mean "including, without limitation".

A. SCHEDULES. The Schedules identified in this Agreement are incorporated herein by reference and made a part hereof.

A. TRANSFER TAXES. Any and all sales, use or other transfer taxes arising from the transactions contemplated by this Agreement shall be paid by Seller.

A. CONFIDENTIALITY OF INFORMATION. All information given to a party
by the other party in connection with this Agreement ("Confidential Information") shall be used only for purposes related to the consummation of the
transactions contemplated herein, and shall be disclosed to the receiving party's employees and representatives only on a "need to know" basis in connection with such purposes. If the Closing does not occur for any reason, each party shall maintain in confidence all Confidential Information of the other party, shall return to the disclosing party all tangible embodiments (and
all copies) of such Confidential Information and shall not use such Confidential
Information for any purpose; PROVIDED, HOWEVER, that the forgoing restrictions shall not apply to: (i) information that is or becomes a matter of public knowledge through no act or failure to act of the receiving party, its representatives or employees, (ii) information that becomes available to the receiving party from a source not under an obligation of confidentiality to the
disclosing party, or (iii) information that was known to receiving party prior to its disclosure to the receiving party by the disclosing party.

IN WITNESS WHEREOF, the parties have executed this Asset Purchase Agreement
on the date first above written.

HIAC XI, CORP.

By:

Title:

JTS CORPORATION

By:
D. Thomas Mitchell
President & Chief Executive
Officer

By:
John Skruch
Director of Licensing

-----END PRIVACY-ENHANCED ME

1536. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6e6vfq$pv2$2@gte1.gte.net>
Source record: 5592
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

I wonder what plans Hasbro has for atari. Theres' $$ in the arcade division and home console games division. Hehe MAybe we'll see a new atari console; then again maybe not hehehe.

1537. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: kws@Radix.Net
Message-ID: <6e6vssbfp1@news1.Radix.Net>
Source record: 5593
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Now, the question is, will Hasbro Interactive do anything worthwhile with Atari. I did notice that the computers were specifically listed as being part of the deal. It makes me curious that they specifically mentioned the computers (8-bit, ST, Falcon, and TOS), so does that mean there is some plan to use this for something? I mean, $5 million for Atari is a good chunk of money. I wonder who we can get to tell more of this deal. Sure enough $5 mil is not worth it for Atari's management......

Maybe Hasbro has a game system in the works and wants to use the Atari label.......

I'm sure in the coming months rumors will start to appear everywhere!

Curt Vendel (cvendel@aol.com) wrote:
: Hello to all,

: I was given an email earlier this morning from an individual who
: gave me a link for the Techstocks website, within the website it
: reference that JTS had filed an 8K form for the sale of assets,
: specifically Atari to Hasbro Interactive.

: I decided the only way to know for sure if this was fact or fiction
: was to go to the source, since JTS is a publicly traded I went to the
: SEC site at www.sec.gov

: So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
: JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
: of most Atari assests to
: Hasbro for (GET THIS!!!) only $5,000,00!!!

: Its real, its true and its official, Atari has been
: sold!!!!!!!!!!!!!!!!!!!!!!!!!!!

: Curt Vendel
: Atari Prototypes & Vaporwares Site
: www.atari.nu

1538. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6e72eb$9u9@dfw-ixnews7.ix.netcom.com>
Source record: 5594
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

$5 million is actually a very small sum of money for the name alone, if the right people can act upon the right memories of the right consumers. That the computer lines are included is either complementary or central to their plans; that's what we'll be watching for. Don't necessarily expect anything right off the bat. Many wise investors, seeing an opportunity, act well in advance of any plans, buying when others are fleeing... a la Warren Buffet buying 20% of worldwide above-ground silver reserves recently. He's just waiting... he can afford to.

I thought I recently heard that Hasbro was laying off several hundred employees and closing a plant. I wonder if the Atari purchase has anything to do with this. Could be a refocusing of their management's vision. Hmmm... an Atari web-box? No reason you can't sell one today for $99.

Keith Scroggins wrote in message <6e6vssbfp1@news1.Radix.Net>...
>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari. I did notice that the computers were specifically listed as being
>part of the deal. It makes me curious that they specifically mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
>some plan to use this for something? I mean, $5 million for Atari is a
>good chunk of money. I wonder who we can get to tell more of this deal.
>Sure enough $5 mil is not worth it for Atari's management......
>
>Maybe Hasbro has a game system in the works and wants to use the Atari
>label.......
>
>I'm sure in the coming months rumors will start to appear everywhere!
>
>Curt Vendel (cvendel@aol.com) wrote:
>: Hello to all,
>
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>: I decided the only way to know for sure if this was fact or fiction
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>: SEC site at www.sec.gov
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>: So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
>: JTS for the ticker and Viola!!! You get for February 23, 1998 the sale

>: of most Atari assests to
>: Hasbro for (GET THIS!!!) only $5,000,00!!!
>
>
>: Its real, its true and its official, Atari has been
>: sold!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>
>: Curt Vendel
>: Atari Prototypes & Vaporwares Site
>: www.atari.nu
>
>
>
>

1539. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <6e76vkvum1@jupiter.cs.uml.edu>
Source record: 5595
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Considering Hasbro's success with the Frogger remake (as lousy
as it was, it did sell), I bet Hasbro is just chomping at the bit to
re-release some of Atari's back catalog in anticipation of similar
success. Somehow I doubt Hasbro will do anything with the hardware, but
who knows. Maybe they will incorporate it into some kind of toy, like
a Pico-style device.
--
*Ralph Barbagallo http://www.cs.uml.edu/~rbarbaga *rbarbaga@cs.uml.edu*
"I have known many game designers; they encompass a broad range of
personalities. Yet all these disparate people share one common trait;
they all sport towering egos."--Chris Crawford, 1987.

1540. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: slight@bev.net
Message-ID: <3507211e.27174297@news.vt.edu>
Source record: 5596
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari. I did notice that the computers were specifically listed as being
>part of the deal. It makes me curious that they specifically mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
>some plan to use this for something? I mean, $5 million for Atari is a
>good chunk of money. I wonder who we can get to tell more of this deal.
>Sure enough $5 mil is not worth it for Atari's management......

5 million is chump change for Hasbro, especially after just having
purchased Tiger Electronics last month (Feb 9th) for 335 million.
Which leads me to....

>Maybe Hasbro has a game system in the works and wants to use the Atari
>label.......

My conspiratorial mind is highly curious if there might end up being
some form of game.com / Atari collaboration now. Perhaps use the Lynx
technology to give the Com a much-needed shot in the arm?

>I'm sure in the coming months rumors will start to appear everywhere!

Why wait months when we can start now? :)

Steven L Cox (slight@bev.net)

Slight's Unofficial game.com Homepage:
http://www.fastservers.net/~slight/gamecom/index.html

1541. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-11 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@playstation.sony.com>
Message-ID: <3507314D.505D@playstation.sony.com>
Source record: 5597
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Steven L Cox wrote:
>
> On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
> >Now, the question is, will Hasbro Interactive do anything worthwhile with
> >Atari. I did notice that the computers were specifically listed as being
> >part of the deal. It makes me curious that they specifically mentioned
> >the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> >some plan to use this for something?

Not necessarily, the agreement merely spells out that Hasbro gets all
the
assets of Atari, from video games to computers. It doesn't mean Hasbro
is
going to release computers, just says they now own all the
rights/patents/etc.
to the computer line.

Essentially, JTS is transferring everything under the Atari label to
Hasbro.

>
> My conspiratorial mind is highly curious if there might end up being
> some form of game.com / Atari collaboration now. Perhaps use the Lynx
> technology to give the Com a much-needed shot in the arm?
>

who knows, but Hasbro has been trying to do their own game system for
God knows
how long...

They started with the VCR based system (Sewer Shark, Night Trap were
spawned from) and
not to long ago, where experimenting with an elaborate Virtual Reality
system that
suddenly went away......

I'm sure we'll know something perhaps by E3........

my best guess...

-Brian

opinions are mine, not my employer

1542. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <6e7dt7$5vr$1@winter.news.erols.com>
Source record: 5452
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Didn't Hasbro already inherit the corpse of Coleco? Fifteen years after the 1982 home video game wars, the two big players end up as bunkmates. :)

--

Jay Tilton
tiltonj@erols.com

1543. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: kws@Radix.Net
Message-ID: <6e7gc3jbp1@news1.Radix.Net>
Source record: 5453
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

```
: 5 million is chump change for Hasbro, especially after just having
: purchased Tiger Electronics last month (Feb 9th) for 335 million.
: Which leads me to....

Atually, for all that Atari embodies, $5 million is dirt cheap. The
question is, did they finally get rid of the Tramiel family...

: My conspiratorial mind is highly curious if there might end up being
: some form of game.com / Atari collaboration now. Perhaps use the Lynx
: technology to give the Com a much-needed shot in the arm?

Why would they want to do something with the Lynx, although it probably
was the cheapest portable game technology they could get, could make them
cheap now...

: Why wait months when we can start now? :)

Basically I see three scenarios....

1) They wanted the games, to follow the froger path...
2) They wanted the name for a new game system or other application...
3) They couldn't pass on the price with all of the pack ins they are
getting.... all of Ataris technology and patents for the last 20 years....
```

1544. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35074de0.1211135@news.tmisnet.com>
Source record: 5454
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:

>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari.

Somehow, the "Hasbro Falcon030" just doesn't have
the same cachet. (I'd even prefer a "Wizztronics
Falcon030", come to think of it!)

-- George Crissman
-- strads@tmisnet.com

Atari Falcon Resources
http://www.tmisnet.com/~strads/hq/atari.html

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1545. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e7k9g$40h@sjx-ixn5.ix.netcom.com>
Source record: 5455
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <6e6vssbfp1@news1.Radix.Net> kws@Radix.Net (Keith Scroggins)
writes:
>
>Now, the question is, will Hasbro Interactive do anything worthwhile
with
>Atari. I did notice that the computers were specifically listed as
being
>part of the deal. It makes me curious that they specifically
mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is

>some plan to use this for something? I mean, $5 million for Atari is
a
>good chunk of money. I wonder who we can get to tell more of this
deal.
>Sure enough $5 mil is not worth it for Atari's management......
>
>Maybe Hasbro has a game system in the works and wants to use the Atari

>label.......
>
>I'm sure in the coming months rumors will start to appear everywhere!
>
Well, it is a possibility that Hasbro could distribute Project X units
made by an outside vendor and choose to use the Atari name...

1546. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e7lg2$gjd@sjx-ixn11.ix.netcom.com>
Source record: 5456
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <3507211e.27174297@news.vt.edu> slight@bev.net (Steven L Cox)
writes:
>
>5 million is chump change for Hasbro, especially after just having
>purchased Tiger Electronics last month (Feb 9th) for 335 million.
>Which leads me to....
>
>>Maybe Hasbro has a game system in the works and wants to use the
Atari
>>label.......
>
>My conspiratorial mind is highly curious if there might end up being
>some form of game.com / Atari collaboration now. Perhaps use the Lynx
>technology to give the Com a much-needed shot in the arm?
>
This makes sense too. First of all the Lynx is by no means outdated
considering how far handheld consoles go these days. Secondly no one
seems to want a Tiger Game.com, maybe they want and Atari Game.com.
Secondly, purchasing two game companies leads me to believe they have
something planned. Perhaps Hasbro will make a console, portable or
standard (or even liscense Project X) and use technology from both
companies or names to form something.

1547. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e7lnq$nuf@dfw-ixnews12.ix.netcom.com>
Source record: 5457
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <35074de0.1211135@news.tmisnet.com> strads@tmisnet.com (George Crissman) writes:
>
>On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>
>>Now, the question is, will Hasbro Interactive do anything worthwhile with
>>Atari.
>
>Somehow, the "Hasbro Falcon030" just doesn't have
>the same cachet. (I'd even prefer a "Wizztronics
>Falcon030", come to think of it!)
>
I would think the want the Atari name perhaps for something else. Maybe they want to release the Jaguar 2 and try to beat Playstation, in theory it is more powerful than current consoles and could compete with the next according to the few rumors surrounding it.

1548. TIFKAS - paranoid?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35076600.0@diana.idirect.com>
Source record: 5458

On 11 Mar 1998 19:39:49, sinclair2000@earthlink.net wrote:
>In article <6dvl8role1@news.cybernex.net>,

>I see now. Trying to cover all bases. Apple will rise and maintain their
>strength in their key profitable markets. However, the next battle I believe
>will be in the Consumer market. Apple and CompUSA invested alot in the Apple
>SWIAS at 150 Comp stores. From press accounts by Apple and CompUSA, sales
>have increased substantialy into the double digits of Comp's revenue base.
>
>According to press release by Comp today, the grandopenings of the Apple SWIAS
>is this Saturday. I will be in Mesquite, TX at that stores if an Atarian
>assasin wants to stop by.

Once again TIFKAS (The Idiot Forever Known As Sinclap) is
feverishly reprising his paranoid ideas about "Atari Jihads" who are
"out to get him" - and now claiming that we're going to send an "assasin"
after him.

We don't have to, TIFKAS, because you are your own worst enemy - you
perform your own character assassinations every time you open your
mouth (that is, when your foot isn't in it) - and especially when
presenting your "facts" about Ataris, which consist of the same tired
old arguments which have been refuted over and over again in both this
and comp.sys.atari.st .

Besides, we don't know of any hitmen who'll do the job for $.50 :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

1549. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3507A445.AED6E4D2@erols.com>
Source record: 5459
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Curt Vendel wrote:

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> I was given an email earlier this morning from an individual who
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> reference that JTS had filed an 8K form for the sale of assets,
> specifically Atari to Hasbro Interactive.
>
> I decided the only way to know for sure if this was fact or fiction
>
> was to go to the source, since JTS is a publicly traded I went to the
> SEC site at www.sec.gov
>
> So go to www.sec.gov, go to the Edgar Archives, select 8K and type
> in
> JTS for the ticker and Viola!!! You get for February 23, 1998 the
> sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!
>
> Its real, its true and its official, Atari has been
> sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
> Curt Vendel
> Atari Prototypes & Vaporwares Site
> www.atari.nu

Thanks for the info. I read the document and one very interesting part
is
the fact that Hasbro will take the rights to the website domain
"atari.com"
It looks like Hasbro will be using the name Atari for something, but
what
that might be is still up for speculation.

When Atari bought into JTS there were many who said that Atari was DEAD!

It definately looks like some restoration will be happening.

Thank you Hasbro in advance for whatever you may do!

Patrick Mulvey
Pres. LIAUG

(and thanks again Curt!)

1550. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: "Harold Alley Jr." <ataripc@2die4.com>
Message-ID: <35078754.7B15E565@2die4.com>
Source record: 5460
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

BELJAN E wrote:

> In <3507211e.27174297@news.vt.edu> slight@bev.net (Steven L Cox)
> writes:
> >
> >5 million is chump change for Hasbro, especially after just having
> >purchased Tiger Electronics last month (Feb 9th) for 335 million.
> >Which leads me to....
> >
> >>Maybe Hasbro has a game system in the works and wants to use the
> Atari
> >>label.......
> >
> >My conspiratorial mind is highly curious if there might end up being
> >some form of game.com / Atari collaboration now. Perhaps use the Lynx
> >technology to give the Com a much-needed shot in the arm?
> >
> This makes sense too. First of all the Lynx is by no means outdated
> considering how far handheld consoles go these days. Secondly no one
> seems to want a Tiger Game.com, maybe they want and Atari Game.com.

AtariGames.com is own by Atari Games Corporation a subsidiary of
Bally/Midway

1551. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35078F75.129D629D@NO.SPAM.emw.ericsson.se>
Source record: 5461
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

George Crissman wrote:
>
> On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>
> >Now, the question is, will Hasbro Interactive do anything worthwhile with
> >Atari.
>
> Somehow, the "Hasbro Falcon030" just doesn't have
> the same cachet. (I'd even prefer a "Wizztronics
> Falcon030", come to think of it!)

Hehehee.. I'm not sure I like any of them. Someone wanted to start some rumors, here is one. I guess you all know of VM-Labs which are supposed to cooperate with a number of big companies. I have no idea what Hasbro does, but maybe JHasbro+VM-Labs have something to do with this as well? :-)

Another possibility would be that it would be esier for a seconde company to buy out the computer part and TOS. As they sold the whole shit for 5 mill, I guess the computer part would be very cheap as I guess this is not what they were after in the first place.

Well, maybe IBM could buy the computer and release a PPC TOS box, or Compac or Dell could buy it just for the fun to rival Gateway2000? The price for the computer part would be a fart in space for those guys. :-)))))

Anyway, here you are.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

1552. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: Kent Johansson <midwinter@hotmail.com>
Message-ID: <01bd4d9f$44010be0$0500a8c0@kent2>
Source record: 5462
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Keith Scroggins <kws@Radix.Net> wrote
> part of the deal. It makes me curious that they specifically mentioned
> the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> some plan to use this for something? I mean, $5 million for Atari is a

If they aren't intrested in the computer line or TOS, perhaps we can see
TOS under a open license or even freely aviable. The same goes for the
hardware schematics, sadly there isn't much money left in a computerline
that was abadoned some 5 years ago, even if one as a enthusiast like myself
don't like that fact. Today people buys a PC not a homecomputer... ;-(But
perhaps Hasbro are more open than JTS where.

Just my 2 cents.

Regards..

//Kent Johansson

1553. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: warday@ultranet.com
Message-ID: <3507b8fb.1889200@news.ma.ultranet.com>
Source record: 5463
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

>I thought I recently heard that Hasbro was laying off several hundred
>employees and closing a plant. I wonder if the Atari purchase has anything
>to do with this. Could be a refocusing of their management's vision.
>Hmmm... an Atari web-box? No reason you can't sell one today for $99.

i believe those lay offs were planned to come at the factory in rhode
island. though i doubt that really has anything to do with the atari
purchase.

~chris

1554. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: grayc@btm0qt.se.bel.alcatel.be
Message-ID: <GRAYC.98Mar12145308@btm0qt.se.bel.alcatel.be>
Source record: 5464
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com> Curt Vendel <cvendel@aol.com> writes:

> So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
> JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!

You're just jealous Curt, because you didn't buy it for yourself. :)

(BTW the checque for the Riebl card is In The Mail. At last.)

--

Chris Gray

1555. WTB: Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: Mike McGowan <jmmcgowan@worldnet.att.net>
Message-ID: <6e941n$t35@bgtnsc03.worldnet.att.net>
Source record: 5465
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

I'm in the market for a falcon--but, I have a few questions: (1) I primarily use my ST's with notator, and I heard that notator won't run on a falcon--is this true? and (2) what is the most powerful Atari that will run notator if not a falcon; (3) Toad computers used to have some new" falcons in stock--can you still get unused ones.

TIA

Mike McGowan

Atari Mega2
Atari STE
Atari STf
PC Clone 166MMX
PC Clone DX4-100
kitchen sink

1556. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6e976t$2un@dfw-ixnews9.ix.netcom.com>
Source record: 5466
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

It occurs to me that if we all pooled our money together, WE could have bought Atari! C'mon guys, 50 of us with $100K a piece could do it.

Chris

Curt Vendel wrote in message <3506DA34.FB7D3F06@aol.com>...
>Hello to all,
>
>
> I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it
>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.

1557. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9ejs$t1u$1@nnrp1.dejanews.com>
Source record: 5467
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6e72eb$9u9@dfw-ixnews7.ix.netcom.com>,
"Johnny Zymurgy" <thehelmet@hotmail.com> wrote:
>
> I thought I recently heard that Hasbro was laying off several hundred
> employees and closing a plant. I wonder if the Atari purchase has anything
> to do with this. Could be a refocusing of their management's vision.

The layoff had to do with Hasbro doing away with unprofitable toy lines and
closing down an out of date factory. Nothing that doesn't happen from time to
time.

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1558. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9cti$rk1$1@nnrp1.dejanews.com>
Source record: 5468
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <3506DA34.FB7D3F06@aol.com>,
Curt Vendel <cvendel@aol.com> wrote:
>
> So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
> JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!

Which was probably paid from the profits from Frogger alone.
>
> Its real, its true and its official, Atari has been
> sold!!!!!!!!!!!!!!!!!!!!!!!!!!!

Whew! i want to say that I dont care if Hasbro does nothing with Atari. Just so long as Atari didn't die at the hands of the Trameils!!!! I hope this all works out and Atari escapes to Hasbro. JTS is about to be eaten by stockholders.

Rob Merritt

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1559. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9dqn$s93$1@nnrp1.dejanews.com>
Source record: 5469
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <3507211e.27174297@news.vt.edu>,
slight@bev.net wrote:

> 5 million is chump change for Hasbro, especially after just having
> purchased Tiger Electronics last month (Feb 9th) for 335 million.
> Which leads me to....
>
> >Maybe Hasbro has a game system in the works and wants to use the Atari
> >label......
>
> My conspiratorial mind is highly curious if there might end up being
> some form of game.com / Atari collaboration now. Perhaps use the Lynx
> technology to give the Com a much-needed shot in the arm?
>
> >I'm sure in the coming months rumors will start to appear everywhere!
>
> Why wait months when we can start now? :)

Yeah, why not? :) Seriously. not more than three months ago I was reading that Atari and the logo is still one of the most reconized brand names in the world. On par with Coke, and RCA. My pet theory is has Hasbro interactive/Tiger will become Atari for name awareness purposes. Rumors about a year ago were running around that Tiger was developing a console system. I imagine that, even with the bad press Atari has gotten, an Atari system will sell better than a Tiger system. In the short term, I imagine that we'll see retro games with Atari on it. Let me throw a few more logs in the rumor mill. (Mostly from speculation) 1. Notice that midway and WMS were spliting up? I wonder if Atari Games will come available for sale? hmmmmm... 2. Everyone is saying Project X. I think if that was the case, next Generation would be crowing louder. They know who the Project X partners are already. Oh the other hand, maybe thats why they didn't want to say to much back in Janurary. in either case, I'm sure we'll hear it there first. 3. Yars Revenge X... <drool>

Rob Merritt

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1560. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9e7sslg1@nnrp1.dejanews.com>
Source record: 5470
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <35078754.7B15E565@2die4.com>,
"Harold Alley Jr." <ataripc@2die4.com> wrote:
> AtariGames.com is own by Atari Games Corporation a subsidiary of
> Bally/Midway

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1561. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9ebmsom1@nnrp1.dejanews.com>
Source record: 5471
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6e7gc3jbp1@news1.Radix.Net>,
kws@Radix.Net (Keith Scroggins) wrote:
>
> Atually, for all that Atari embodies, $5 million is dirt cheap. The
> question is, did they finally get rid of the Tramiel family...
>

I'm having visions: "Jack, while you were out of the office...."

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1562. Re: WTB: Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <35083ECD.3C8B@cfcsc.dnd.ca>
Source record: 5472
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Mike McGowan wrote:
> I'm in the market for a falcon--but, I have a few questions: (1) I
> primarily use my ST's with notator, and I heard that notator won't run on a
> falcon--is this true? and (2) what is the most powerful Atari that will run
> notator if not a falcon; (3) Toad computers used to have some new" falcons
> in stock--can you still get unused ones.
> TIA
> Mike McGowan

I would imagine that the DirecTT060 from Computer Direct in Edmonton,
Alberta, Canada (info@compdirect.com) would be fastest this side
of the pond. Other than that, the Hades/Medusa
(http://www.stud.ee.ethz.ch/~caschwan/medusa.html) or perhaps the
Milan(http://www.atari.de/news.htm,
http://www.emmesoft.com/atari/hardi.htm) would be fast also.
The Hades/DirecTT may be up your alley because of the Star Track,
DSP-card.
availbale in 68040 or 68060 cpu's.

> Atari Mega2
MegaST or MegaSTe? (if STe you've got 16MHz)
> Atari STE
> Atari STf
> PC Clone 166MMX
> PC Clone DX4-100
> kitchen sink

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Collï¿½ge des Forces canadiennes ken.macdonald@taf.ftn.org

1563. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: slight@bev.net
Message-ID: <350840b8.20668904@news.vt.edu>
Source record: 5473

On 12 Mar 1998 15:09:10 GMT, bostone1@aol.com (Bostone1) wrote:
>
>Just to let John and anyone else interested know that I got email from Hasbro.
>Here it is.
>
>>Subj: RE: Atari
>>Date: 98-03-12 09:37:34 EST
>>From: consumer_support@hasbro.com (Consumer Affairs)
>>To: bostone1@aol.com ('bostone1@aol.com')
>
>>Thank you for your inquiry. Please be advised that Hasbro had
>>definitely NOT acquired all righta and Trademarks of the Atari
>>Corporation.
>
>So what do we make of this?

Is that all of the reponse you received? Looks awful short, given
that these folks tend to be rather verbose when they get around to
making a statement. Beyond that, all I see is that they're saying
that not *everything* Atari-related was purchased. From the words of
others, the Atari arcade division wasn't included. The SEC statement
didn't mention anything about "Project X" either, so I don't know (and
doubt) if that was included in the deal. Atari seems to have quite a
few splinter groups - makes keeping up difficult for this old c64 fan
:)

Steven L Cox (slight@bev.net)

Slight's Unofficial game.com Homepage:
http://www.fastservers.net/~slight/gamecom/index.html

1564. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9ir2$sug@dfw-ixnews3.ix.netcom.com>
Source record: 5474
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <35077385.59E2@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
writes:
>
>As for a new Atari console... I wonder if Hasbro is a Project X
>licensee?
>
I had a few thoughts of this myself, will they perhaps distribute them
under that Atari name? I heard Phillips was interested in the Atari
name for Project X, would they liscense its use from Hasbro?

1565. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9j1q$fn5@sjx-ixn4.ix.netcom.com>
Source record: 5475
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <3507A445.AED6E4D2@erols.com> Patrick Mulvey <pmulvey@erols.com>
writes:
>
> Thanks for the info. I read the document and one very interesting
>part
>is
>the fact that Hasbro will take the rights to the website domain
>"atari.com"
>It looks like Hasbro will be using the name Atari for something, but
>what
>that might be is still up for speculation.
>
Thats true, I suppose they could have let the site die if they had no
use for it, but since they took the site it would seem that they plan
on using it for something. I also noticed if I try to go to
http://www.atari.com it just sits hangs, claiming it is connecting, but
nothing becomes of it.

1566. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9j4t$ck0@dfw-ixnews8.ix.netcom.com>
Source record: 5476
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <35078754.7B15E565@2die4.com> "Harold Alley Jr." <ataripc@2die4.com>
writes:
>
>
>
>BELJAN E wrote:
>
>> In <3507211e.27174297@news.vt.edu> slight@bev.net (Steven L Cox)
>> writes:
>> >
>> >5 million is chump change for Hasbro, especially after just having
>> >purchased Tiger Electronics last month (Feb 9th) for 335 million.
>> >Which leads me to....
>> >
>> >>Maybe Hasbro has a game system in the works and wants to use the
>> Atari
>> >>label.......
>> >
>> >My conspiratorial mind is highly curious if there might end up
being
>> >some form of game.com / Atari collaboration now. Perhaps use the
Lynx
>> >technology to give the Com a much-needed shot in the arm?
>> >
>> This makes sense too. First of all the Lynx is by no means outdated
>> considering how far handheld consoles go these days. Secondly no one
>> seems to want a Tiger Game.com, maybe they want and Atari Game.com.
>
>AtariGames.com is own by Atari Games Corporation a subsidiary of
>Bally/Midway
>
I was referring to the Tiger Game.com console perhaps being renamed as
something dealing with Atari since they are not selling well.

1567. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6e9k1v$8mq@james.hwcn.org>
Source record: 5477
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com>, Curt Vendel <cvendel@aol.com> wrote:
>Hello to all,
>
>
> I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it
>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.
~^~^~^

1568. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9jdp$cqh@dfw-ixnews8.ix.netcom.com>
Source record: 5478
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <01bd4d9f$44010be0$0500a8c0@kent2> "Kent Johansson"
<midwinter@hotmail.com> writes:
>
>Keith Scroggins <kws@Radix.Net> wrote
>> part of the deal. It makes me curious that they specifically
mentioned
>> the computers (8-bit, ST, Falcon, and TOS), so does that mean there
is
>> some plan to use this for something? I mean, $5 million for Atari
is a
>
>If they aren't intrested in the computer line or TOS, perhaps we can
see
>TOS under a open license or even freely aviable. The same goes for the
>hardware schematics, sadly there isn't much money left in a
computerline
>that was abadoned some 5 years ago, even if one as a enthusiast like
myself
>don't like that fact. Today people buys a PC not a homecomputer... ;-(
But
>perhaps Hasbro are more open than JTS where.
>
>Just my 2 cents.
>
I would guess JTS was too strapped for cash to try to do anything with
Atari. Perhaps that is why they were not open with Atari, they wanted
to liscense stuff to make money.

1569. Re: Atari Has been Sold (10% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6e9op9jg1@dartvax.dartmouth.edu>
Source record: 5479
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

So perhaps we should petition Hasbro to make some of the old Atari
8-bit and ST stuff freeware.

Maybe make the custom chip details public, and license theem for free
non-comercial (or limited production, say under 1000 units) use.

Perhaps relase the source for the various operating systems under
something like the Netscape Public License.

I think we should think about what they could do that would:
a) make us hobiests happy
b) not provide any advantage to their competitors
c) not deprive them of potential future revenue
d) not cost them much of anything to release

--PC

--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

1570. Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6e9mh1$i4a@james.hwcn.org>
Source record: 5480
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In article <6e6vfq$pv2$2@gte1.gte.net>, John Schnittker <jschnitt@gte.net> wrote:
>I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
>division and home console games division. Hehe MAybe we'll see a new
>atari console; then again maybe not hehehe.
~^~^~^

--

Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
NEW CrAB URL http://www.hwcn.org/~ad329/crab.html ***| \^^/
Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=

1571. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: Bernd_Mueller@du3.ohse.de
Message-ID: <199803120212.a53502@du3.maus.de>
Source record: 5481

Hey,

Does anyone knows where can i get it??? For me as collector it would be great
to get one copy!

bye
/ Bernd /

/\ /-------------\ /\
/ \=^=^=^=^=^=^=^=^=^=/ Bernd Mueller \=^=^=^=^=^=^=^=^=^=/ \
/ \ http://www.geocities.com/SiliconValley/Horizon/8196 / \
/ \ for mails >16 Kb use Bernd_Mueller@bbs.vobis.de / \
/ Mega ST # Pak 68030 # Linux #### P75 # AMD K6 Overdrive # Linux \
/===\

1572. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6e9srrgfm1@alexander.INS.CWRU.Edu>
Source record: 5482
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

(speculation)
10. Hasbro wants to sue somebody because they are copyright freaks. (Nobody interested in Atari has any money, so they can't get any money.)
Comment on sale of Atari to Hasbro.
From my point of view, it means that a large, active (in Atari) corporation now owns the rights to all Atari copyrights.
Being a bit paranoid, I'd suggest that any sites carrying Pac-Man, Star Raiders, or any other Atari held product should think about what Hasbro might want to do with those products, ie. be careful about having Atari products up for download. They may justifiably say such activities interfere with their ability to make a profit, even if the activities are without profit motive.
Russ

1573. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <35088366.175E7030@aol.com>
Source record: 5483
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Guys,

In all seriousness, the Jaguar is DEAD, it will not be revived, there wont be a Jag II, forget any hopes on that, there is a possibility (slim) for the Lynx though. If there will be a console system it will be a Project X console or this rumor of a 68040 console, but guys get it through your heads, Jag is DEAD. I love my Jag but its DEAD. Look for Retro PC Atari titles and titles for other systems, and hope for a Project X licensing with Atari on the case and Atari Retro Project X software, THAT is the only reality here.

We all love the Jag, but it is DEAD, get used to it, no Jag in the future.

Perhaps the Atari 26000 ??? Maybe.

Curt

1574. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: Sal Manfredonia <hysteria@gti.net>
Message-ID: <6ea3ujldb1@usenet76.supernews.com>
Source record: 5484
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote in message <6e9mh1$i4a@james.hwcn.org>...
>Speculation: (in order of likely-hood)
>
>1) Hasbro plans to make a new toy that incorporates technology for which
>Atari owns the patent so they bought to Atari assets to avoid any lisencing
>difficulties.

I doubt it. After all, why pay $5 million for all of the rights just to avoid licensing one of Atari's patents? Nintendo, Sega, and Sony are always bumping into one or more of Atari's patents every day, yet this doesn't bother them one bit.

>2) Hasbro is only interested in the game franchises so that they can make
>games for other systems using Atari owned characters and lisences.

I think this is the most likely possibility, myself.

>Fantasy: (In order of what I'd most wish for)
>
>1) Atari will be fully revived and once again take it's rightful place
>as a leader and innovator in the computer and video games industry.

I'm with you 100% on this one! :)

Sal Manfredonia (hysteria@gti.net)
http://www.gti.net/hysteria
"Your influence counts...use it!" -- Bob Grant

1575. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: Sal Manfredonia <hysteria@gti.net>
Message-ID: <6ea4nambp1@usenet76.supernews.com>
Source record: 5485
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Hallvard Tangeraas wrote in message <350807de4b7ec81@post1.com>...
>Can you all please stop crossposting this discussion to all the Atari
>groups and use the "advocacy" group for this?
>
>I'm posting this from the "comp.sys.atari.st" group which is intended for
>discussions on the use of the Atari ST series, not who owns which stocks
>etc..

I apologize if this sounds rude, as I don't intend it that way.

What amounts to the changing of hands of Atari ownership, IMHO, is pretty darn relevant to any Atari-related newsgroup. I would imagine that most Atari fans were elated at the news. Even though I don't know what plans Hasbro has for their newly acquired Atari properties (which, BTW, does include the ST line), I'd bet my bottom dollar that it's a whole hell of a lot more than what JTS has done.

I don't blame anyone one bit for crossposting. To an Atari aficionado, this is front page news; it deserves to be seen by anyone who shares even a remote interest in anything to do with Atari.

Sal Manfredonia (hysteria@gti.net)
http://www.gti.net/hysteria
"Your influence counts...use it!" -- Bob Grant

1576. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ea93r$hc2$1@nnrp1.dejanews.com>
Source record: 5486
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6e9mh1$i4a@james.hwcn.org>,
ad329@james.hwcn.org (Chris Cracknell) wrote:
> Speculation: (in order of likely-hood)
>
> 1) Hasbro plans to make a new toy that incorporates technology for which
> Atari owns the patent so they bought to Atari assets to avoid any lisencing
> difficulties.
>
> 2) Hasbro is only interested in the game franchises so that they can make
> games for other systems using Atari owned characters and lisences.
>
> 3) Hasbro wants to enter the handheld game market and plans to rerelease
> the Lynx.
>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.
>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.
>
> Fantasy: (In order of what I'd most wish for)
>
> 1) Atari will be fully revived and once again take it's rightful place
> as a leader and innovator in the computer and video games industry.
>
> 2) Hasbro wants to make a very cheap hand held game machine. What they
> make is actually a small, portable Atari 7800 with a built in backlit
> LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
> games which sell for 50 cents each and the hand held unit itself sells
> for under $30.
>
> Okay, so let's here your speculations and fantasies as to what this
> buyout of the Atari assets will mean.
>

Yea...And Commodore will rise from the ashes..

> CRACKERS
> (Exciting news from hell!!!!!!)

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1577. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
Source record: 5487
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Wow... A once million dollar business, Atari has been sold for a mere $5,000 US... the once powerful dominator of the 80s video game industry has been reduced to $5,000... Do you know what Hasbro plans for the Atari Fuji symbol et al?

Alan
University of Toronto
Computer Science, Management and Economics

1578. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: Richard Mauren <silvadel@eclipse.net>
Message-ID: <3509EABB.E82B15BE@eclipse.net>
Source record: 5299
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Actually for $5000 about 50 of us would be FIGHTING for it :)

1579. Atari sale

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <350892EC.7A904F5@studio9.demon.co.uk>
Source record: 5488

What does it mean! What does it mean! I'm all over-excited and confused! I'd love to see the Atari logo in the high streets again .. even if its on a can of soup ... I don't care ... that simple fuji and timeless font is the coolest corporate logo I've ever seen! What does it mean? What does it mean?

Viva Atari!

--
* Mr J.M.A. Harris.
* 9 Argyle Road, Brighton, East Sussex, BN1 4QA, United Kingdom.
+ 44 (0)1273 625875.
* jim@studio9.demon.co.uk ~ http://www.studio9.demon.co.uk
* Postgraduate Student of Hypermedia Studies
* (http://www.hrc.wmin.ac.uk)
* @ Advanced interactive web site design
* @ CD-ROM authoring
* @ Internet and Multimedia Installations and Events
* @ Digital Music
* Also at this address Mr C.Hope, Mr S.Grainger and Miss S.Kpakra.

1580. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <3508b8ef.331031654@news.pacbell.net>
Source record: 5489
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:

<snip>
> $5 million for Atari is a good chunk of money.

Um, a lot of video games there days are costing $3 million, so $5 mil
for an entie library of assets, patents, titles and a name is chicken
feed.

1581. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net>
Message-ID: <6eaen3$i5@bgtnsc02.worldnet.att.net>
Source record: 5490
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:

> Why would they want to do something with the Lynx, although it probably
> was the cheapest portable game technology they could get, could make them
> cheap now...

The Lynx is probably one of the primary reasons for the purchase. It's not really outdated when you compare it to the LameBoy.

You all might want to check out Jaguar Interactive II. There's someone there (who I believe is from Hasbro) posting much information on this deal. The Lynx is definitely part of it too...

http://www.atarihq.com/cgi-bin/cgiwrap/atarihq/jag/postit.cgi

---
			Greg George
			Editor, The Atari Times(US)
/	\ greggeorge@worldnet.att.net
ATARI
TIMES http://www.geocities.com/TimesSquare/Arcade/8341
FREE! http://venus.beseen.com/boardroom/c/17653/Date

1582. Re: WTB: Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <6eai3e$6eu$1@News.Dal.Ca>
Source record: 5491
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

As far as Notator SL goes, there is a big question there. I was told not to get the 16mHz ICD AdSpeed card installed in my 1040 because of presumed conflicts with Notator. Well I got it to work although I have a special boot routine disabling caches and whatever for MIDI usage.

Hallvard Tangeraas in Norway has found a way to run Notator on his MagiC-equipped Atari.

NOBODY has ever mentioned success at running Notator on any machine witht the 68030 processor however, be they TT of Falcon owners.

The Pak 30 upgrade board is supposed to have a native 68000 mode according to the OEM propaganda. HOWEVER nobody who has such an upgrade (they are relatively rare among the Atari community) has tried to run Notator SL and reported back to us here on comp.sys.atari.st.

Until such a reply to that effect gets posted, the Mega STe is tyhe most advanced form of Atari computer that yu can own and still run that MIDI software you like.

JG

1583. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <35091e15.80649375@news.erols.com>
Source record: 5492
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>Wow... A once million dollar business, Atari has been sold for a mere
>$5,000 US...

Missed it by a few orders of magnitude. Five million dollars.
--
Jay Tilton
tiltonj@erols.com

1584. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6ebca9jlj8@nets3.rz.RWTH-Aachen.DE>
Source record: 5493
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games

In article <3506DA34.FB7D3F06@aol.com>, Curt Vendel <cvendel@aol.com> says:
>
>Hello to all,
>
>
> I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it
>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.
>
> I decided the only way to know for sure if this was fact or fiction
>was to go to the source, since JTS is a publicly traded I went to the
>SEC site at www.sec.gov
>
> So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
>JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
>of most Atari assests to
>Hasbro for (GET THIS!!!) only $5,000,00!!!
>
>
>Its real, its true and its official, Atari has been
>sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>
>Curt Vendel
>Atari Prototypes & Vaporwares Site
>www.atari.nu

OOOOOOOOOOH YES!!!

CU Mathy Van Nisselroy

PS isn't it ironic. We're finally a GAME COMPUTER :-)

1585. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6ebdtkbvp1@nnrp1.dejanews.com>
Source record: 5494
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <6e9mh1$i4a@james.hwcn.org>,
ad329@james.hwcn.org (Chris Cracknell) wrote:
>
> Speculation: (in order of likely-hood)
>
> 1) Hasbro plans to make a new toy that incorporates technology for which
> Atari owns the patent so they bought to Atari assets to avoid any lisencing
> difficulties.

Did Hasbro buy Atari's patents? I read the sea doc several times and I don't
think they did.

>
> 2) Hasbro is only interested in the game franchises so that they can make
> games for other systems using Atari owned characters and lisences.

This I think is most likely. I would like to add that I can easily imagine
Hasbro Interactive changing its name to Atari.

>
> 3) Hasbro wants to enter the handheld game market and plans to rerelease
> the Lynx.
>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.
>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.

As interesting as those three are, I think Hasbro marketing a Project X or M2
based console under the Atari name much more likely. Lets be honest, even an
upgraded Jag will not have the kick butt hardware needed to compete with
Project X and Sega's next system. As for the Handheld, I don't want to
believe it but i've been thinking. Isn't odd that Nintendo now annouces a new
color game boy (but no release date)? Nintendo had to know before we did.
Game.com was the only serious chalange to Game boy for years, improving its
technology with the purchase of another company should have been something
they were looking out for.

>
> Fantasy: (In order of what I'd most wish for)
>
> 1) Atari will be fully revived and once again take it's rightful place
> as a leader and innovator in the computer and video games industry.

No way. They may become a software maker and maybe a video game hardware maker but I don't think anyone sane would chalange the PC market.

The best case fantasy for me would be: Hasbro Interactive and Tiger Electronics devisions would become Atari under Hasbro. The new Atari would sell software for computer and video game systems, sell the popular cheap LCD games, and release a game system based on Project X.

Rob Merritt

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1586. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <35095760.635E@volcano.net>
Source record: 5495
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
>
> Speculation: (in order of likely-hood)
>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.
>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.

You let a couple of fantasies slip onto your speculation list...

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick
The Classic Microgames Museum
http://www.angelfire.com/ca/themav/micind.html
The Macho Women with Guns Homage Page
http://www.geocities.com/TimesSquare/Lair/6747

1587. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <35096B42.2874@ticon.net>
Source record: 5496
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Alan Christie wrote:
>
> Wow... A once million dollar business, Atari has been sold for a mere
> $5,000 US... the once powerful dominator of the 80s video game industry
> has been reduced to $5,000...

For $5000, one of us would have bought it ;-)

You forgot to add a few zero's to that figure. The Atari name definately has some worth left in it. Hopefully with the renewed interest in classic
gaming, Hasbro will capitalize on this. We'll see what happens though...

-Frank

1588. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3509b0ce.1219847@news.tmisnet.com>
Source record: 5497
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Actually, the management at Hasbro has been
amazed at the tenacity and loyalty of Atari
owners and figures they could add to their
core customer base of reliable shoppers that
will stick with them through thick and thin.

-- George Crissman
-- strads@tmisnet.com

On 12 Mar 1998 17:10:41 -0500, ad329@james.hwcn.org (Chris Cracknell)
wrote:

>In article <6e6vfq$pv2$2@gte1.gte.net>, John Schnittker <jschnitt@gte.net> wrote:
>>I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
>>division and home console games division. Hehe MAybe we'll see a new
>>atari console; then again maybe not hehehe.
>~^~^~^

>
>1) Atari will be fully revived and once again take it's rightful place
>as a leader and innovator in the computer and video games industry.
>
>2) Hasbro wants to make a very cheap hand held game machine. What they
>make is actually a small, portable Atari 7800 with a built in backlit
>LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
>games which sell for 50 cents each and the hand held unit itself sells
>for under $30.
>
>Okay, so let's here your speculations and fantasies as to what this
>buyout of the Atari assets will mean.
>
> CRACKERS
> (Exciting news from hell!!!!!!)
>
>--
>
>Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
>*NEW CrAB URL* http://www.hwcn.org/~ad329/crab.html ***| \^^/
>Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1589. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-13 00:00:00 UTC
From: duvallg@salestech.com
Message-ID: <6ecegr$3hb$1@nnrp1.dejanews.com>
Source record: 5498
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Think about it, guys. Didn't Project X's Jeff Minter state they had the backing of a MAJOR company at some point? Who's to say that major company wasn't HASBRO? If you think like I do, then I think you can start to see some sort of correlation here.

1) Project X is created by a bunch of former Atari Employees and aficiandos.

2) Project X becomes a rality, but is still secret, teasing us with the line: "We have the backing of a MAJOR corporation..." And, they're waiting for the right time to release it.

3) HASBRO buys Atari for $5,000,000. Hasbro is a huge company.

4) Hasbro now has the Atari name, products, trademarks, et al.

Theoretically, Hasbro could be that huge company Project X is signing onto, and they were working between Project X and JTS to get the name and the products so these former employees could use the Atari name on their new Project X. Granted, Atari isn't exactly an unsoiled name in the industry after the Tramiels got done with it, but if Hasbro and Project X can work this properly, I think it'd be a valid shot. This is also considering Hasbro would have the money to do an all-out advertising campaign, comparable to those of Sony and Nintendo. Enter the Lynx. The Lynx never had the following it could have had, and, being a color handheld with more power than any other, Hasbro has the library of games as well as the technology and advertising capability to really kick the Lynx's ass back into the ring. Also, third-party developers would be more inclined to develop for a well-advertised system, because it lowers the possibility of taking a loss on the venture. And...if Hasbro played their cards right, the Atari Jaguar could be resurrected as a 'low-cost gaming alternative' to the current array of systems. Open up the market for public-domain development materials on a larger-scale. It's a marketting idea for geeks, I know, but it'd reap rewards as being educational AND fun. And just think of all the developers that never gave the Jaguar a chance but could really get their name out on a larger scale if the Jaguar was indeed advertised and its games would get published on a regular basis? With a two-tiered philosophy (low-cost vs. premium) including Tiger Electronic's Game.com (low cost), Lynx (premium), Jaguar (low-cost), and the almighty Project X (premium), there's no doubt that they'd reap rewards off such a deal. The right time is now, people.

If this is some sort of underlying conspiracy, let the conspiracy begin!

Regards,
Gary T. DuVall
Sanctuary Internet Design Group

http://www.sidg.net/

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1590. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6ed2or$iqq@sjx-ixn3.ix.netcom.com>
Source record: 5300
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <3509EABB.E82B15BE@eclipse.net> Richard Mauren
<silvadel@eclipse.net> writes:
>
>Actually for $5000 about 50 of us would be FIGHTING for it :)
>
>
For $5000... I would have called all developers and asked for ports of
everything to Jag....

1591. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350a37df.1748172@news.jagunet.com>
Source record: 5301
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

sinclair2000@earthlink.net wrote:
>
>Yea...And Commodore will rise from the ashes..

Atari is dead. It died when JTS merged with it. The question is, will
a new company called Atari, with the spirt of old, will come into
being. The worse thing that will happen is that the Atari name and
some old Atari games will come out in new updated software titles.
Hasbro isn't a stupid little company.
Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1592. Re: TIFKAS - paranoid?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ed7solre1@nnrp2.dejanews.com>
Source record: 5302

In article <35076600.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> Once again TIFKAS (The Idiot Forever Known As Sinclap) is
> feverishly reprising his paranoid ideas about "Atari Jihads" who are
> "out to get him" - and now claiming that we're going to send an "assasin"
> after him.
>
> We don't have to, TIFKAS, because you are your own worst enemy - you
> perform your own character assassinations every time you open your
> mouth (that is, when your foot isn't in it) - and especially when
> presenting your "facts" about Ataris, which consist of the same tired
> old arguments which have been refuted over and over again in both this
> and comp.sys.atari.st .
>
> Besides, we don't know of any hitmen who'll do the job for $.50 :)

I should of added this :) at the end. Don't flatter yourself.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1593. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <ICOHAFATUP@data.rhein-main.de>
Source record: 5303
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

In <350a37df.1748172@news.jagunet.com> Rob Merritt wrote:

>Hasbro isn't a stupid little company.

That's exaclty what i think. Nobody spends $5Mio Dollar for nothing.
I hope they are firm enough to use the technical base!

Regards, Robert

Atari isn't death. 'Atari' dies with the last user ...
We are the family :)

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

1594. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: 'remove'tim_k@post2.com
Message-ID: <350a64eb.118756143@news.abs.net>
Source record: 5304
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

> but if Hasbro and Project X can work this
>properly, I think it'd be a valid shot. This is also considering Hasbro would
>have the money to do an all-out advertising campaign, comparable to those of
>Sony and Nintendo.

Face facts people. The Lynx, Jaguar, and ST were all better than their
competition, yet all bombed. I got burnt a number of times by buying
Atari. Don't get your hopes up for a new and improved anything with
the Atari name.

Tim

1595. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: The Lamberts <unicorn@NOSPAM!.ibm.net>
Message-ID: <350a6fd0.0@news1.ibm.net>
Source record: 5305
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Rob Merritt wrote:
> Atari is dead. It died when JTS merged with it. The question is, will
> a new company called Atari, with the spirt of old, will come into
> being. The worse thing that will happen is that the Atari name and
> some old Atari games will come out in new updated software titles.
> Hasbro isn't a stupid little company.

The problem with everyone's speculations as to whether or not "Atari" can rise from the ashes is...public perception. I spent 13 years as a video game/computer software store manager. Up until a year and 1/2 ago. Problem is that right now the public, by and large, perceive the company called "Atari" (and they DON'T know the difference between Midway's Atari and Hasbro's Atari!) is for the most part a has-been company. An outfit that makes sucky products that are now being cleared out for $50 per console at a toy store chain. A company that used to be cool, but can no longer cut the mustard.

Obviously, NOT MY OPINION. But, realistically, the opinion of the vast majority of folks who spend $$$$$'s out there, and aren't "in the know". Mention Atari to anyone who owns a PSX or N64, and they start talking about the VCS they have in their attic. They would not dream that you could be talking about anything after that!

Obviously, for the name "ATARI" to become a powerhouse name once more, it will take more than a cook, killer console. It will take lots of well-done PR, probably in "stealth" mode (the public can't be aware that they're trying to have their hearts won back over to the name once more). Part of me thinks it will be much, MUCH easier to turn a new, different name into a powerhouse than it will be to find a way to rehabilitate the public's opinion's of an outfit called "Atari".

No, Hasbro will do much better pushing the trademarks of the GAMES that have names that folks fondly remember: Centipede, Warlords, Asteroids, etc. Even Yar's Revenge (which started life as a Star Castle home version) is still held in high regard with many folks going down memory lane. New versions or collections with these have a much better chance of making back the 5 mill that Hasbro spent, IMHO. Unless the public starts getting tired of the new 90's versions of old games. How far can that go, exactly?

DAVE
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~ \ \ \ \ / a_\ === == === == == .NET
~ / / / / \___ ======= ====== == ==
unicorn AT ibm DOT net DAVID/STEPHANIE/STEPHEN LAMBERT
```

1596. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6eea78ejm1@nnrp1.dejanews.com>
Source record: 5306
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <350a37df.1748172@news.jagunet.com>,
robertm@jagunet.com (Rob Merritt) wrote:
>
> sinclair2000@earthlink.net wrote:
> >
> >Yea...And Commodore will rise from the ashes..
>
> Atari is dead. It died when JTS merged with it. The question is, will
> a new company called Atari, with the spirt of old, will come into
> being. The worse thing that will happen is that the Atari name and
> some old Atari games will come out in new updated software titles.
> Hasbro isn't a stupid little company.

Don't tell me that Hasbro is going to reintroduce the Jag console in it
current technelogical form considering that the Playstation kicks it and now
is in it's last legs of the product life cycle.

> Rob Merritt
> My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
> My Toy page starring Micronauts and
LegoBlocks:http://www.jagunet.com/~robertm/micro.html
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
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1597. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <6ee973$7vf@bgtnsc03.worldnet.att.net>
Source record: 5307
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:
>
> Now, the question is, will Hasbro Interactive do anything worthwhile with
> Atari. I did notice that the computers were specifically listed as being
> part of the deal. It makes me curious that they specifically mentioned
> the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> some plan to use this for something? I mean, $5 million for Atari is a
> good chunk of money. I wonder who we can get to tell more of this deal.
> Sure enough $5 mil is not worth it for Atari's management......
>
> Maybe Hasbro has a game system in the works and wants to use the Atari
> label.......
>
> I'm sure in the coming months rumors will start to appear everywhere!
>

What really gets me is they seem to have paid $5 million for $45 million in Atari debt (and of course, the technology). They _really_ paid $50 million for the assets. They are obviously planning to do something real with it, simply suing for patent and copyright infringement and selling licensing won't generate that kind of revenue.

Secondly, I am puzzled by the omission of the TT in the hardware listing. I gues they just hit on the biggies (though I would think there are more TTs than Falcons), or is the TT an "ST".

I'm _still_ glad I sold the stock as soon as I came back up to break-even. JTS isn't looking too healthy is it?

Dan

1598. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980314103923.3703J-100000@fissure.scar.utoronto.ca>
Source record: 5308
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

On Thu, 12 Mar 1998, Alan Christie wrote:

> Wow... A once million dollar business, Atari has been sold for a mere
> $5,000 US... the once powerful dominator of the 80s video game industry
> has been reduced to $5,000... Do you know what Hasbro plans for the Atari
> Fuji symbol et al?

As many people have pointed out, I forgot a few zeroes on that figure..
whoops.. serves me right for reading mail at school when I should be
programming. :) <grin>

Alan
University of Toronto
Computer Science, Management and Economics

1599. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6eehoe$ls2@ds2.acs.ucalgary.ca>
Source record: 5309
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Sat, 14 Mar 1998, Tim K. wrote:

> Face facts people. The Lynx, Jaguar, and ST were all better than their
> competition, yet all bombed. I got burnt a number of times by buying
> Atari. Don't get your hopes up for a new and improved anything with
> the Atari name.

But Tim - was the 'product' not a roaring success - in my view these fine products failed to attract a very large market share solely due to the lack of 'marketing' - most people never even heard of 'Atari' other than for the older games machines that were well promoted in their time.

When the 'Trammels' got involved in their money laundering operation (at least that's how it seemed) they made absolutely no attempt to 'market' the product - which - upgraded a bit for the times - could be successfully marketed today.

Or am I reading it wrong ???

The Canadian Curmudgeon (in cool, cloudy, Calgary)

1600. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <6eeqi8$7gg$1@nnrp1.dejanews.com>
Source record: 5310
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,comp.sys.atari.st

In article <6eea78ejm1@nnrp1.dejanews.com>,
sinclair2000@earthlink.net wrote:
>
> In article <350a37df.1748172@news.jagunet.com>,
> robertm@jagunet.com (Rob Merritt) wrote:
> >
> > sinclair2000@earthlink.net wrote:
> > >
> > >Yea...And Commodore will rise from the ashes..
> >
> > Atari is dead. It died when JTS merged with it. The question is, will
> > a new company called Atari, with the spirt of old, will come into
> > being. The worse thing that will happen is that the Atari name and
> > some old Atari games will come out in new updated software titles.
> > Hasbro isn't a stupid little company.
>
> Don't tell me that Hasbro is going to reintroduce the Jag console in it
> current technelogical form considering that the Playstation kicks it and now
> is in it's last legs of the product life cycle.

Of course not. The Jaguar is a dead parrot. However it appear that Atari, the name and the ideal, will get yet another chance. Its possible that the Lynx may get a make over or that a cip or two from the Jaguar may get used in something but don't get your hopes up. I'm hoping for an updated Yars Revenge. :)

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1601. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6eei9n$664@sjx-ixn8.ix.netcom.com>
Source record: 5311
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <6ee973$7vf@bgtnsc03.worldnet.att.net> Dan Phillips
<xiting@worldnet.att.net> writes:
>
>What really gets me is they seem to have paid $5 million for $45
million
>in Atari debt (and of course, the technology). They _really_ paid $50
>million for the assets. They are obviously planning to do something
real
>with it, simply suing for patent and copyright infringement and
selling
>licensing won't generate that kind of revenue.
>
Well first they bought Tiger Electronics not Atari? Why would they buy
both unless they had something planned, would be too much a waste of
money. Game.com is not moving on shelves too well. Perhaps they want to
do something in the way of video games but need a largely remembered
name like Atari. Suing for patent and copyright infingement could get
you good money depending on who or what is involvled. If it is simply
Jon Doe's Video Game Inc infinged on the patent of a design of
something totally meaningless by todays standard, you wouldnt get much,
but if it was Nintendo, Sony or Sega you could fetch more (Atari did
once already on Sega) especially if it had to do with something in the
Playstation console itself that couldnt be changed they could claim
damages millions and maybe make quite a bit of money.

1602. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <350AED9D.78BA@volcano.net>
Source record: 5312
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Frank Traut wrote:
>
> For $5000, one of us would have bought it ;-)

I believe that was the minimum bid when it was put up for auction on
Ebay. ;-)

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick
The Classic Microgames Museum
http://www.angelfire.com/ca/themav/micind.html
The Macho Women with Guns Homage Page
http://www.geocities.com/TimesSquare/Lair/6747

1603. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6eek4n$pk6@sjx-ixn3.ix.netcom.com>
Source record: 5313
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <350abb00.1380513@news.demon.co.uk>
sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk (Sam.) writes:
>
>Maybe they'll re-release the Jaguar or something?
>
The only way they could make any money with Jaguar anymore would be to get the Jag/Jag CD combo out at well under $100. That way they could attract some 3rd party developers to the CD, but IMO it is too late in the current generation to make enough that way, especially now that the Saturn will be officially canned at the end of the month. Another problem is power, the Jaguar is supposedly more powerful than Saturn (the Jag CD supposedly allows optimum access to this power) but is still is not at the level of Playstation in 3D. It probably could turn out convincing 2D platformers and 2D fighters though. I think a Project X liscense would be a better bet for the Atari name.

1604. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6ef2a3$ne@james.hwcn.org>
Source record: 5314
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <350a64eb.118756143@news.abs.net>, 'remove'tim_k@post2.com (Tim K.) wrote:

>Face facts people. The Lynx, Jaguar, and ST were all better than their
>competition, yet all bombed. I got burnt a number of times by buying
>Atari. Don't get your hopes up for a new and improved anything with
>the Atari name.
~^~^~^

1605. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350B243F.167E@gte.net>
Source record: 5315
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

djneo wrote:
>
> They should have just put it on ebay.
>

Good one! I'll be lauging my ass off for DAYS!!!

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

1606. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350B38FF.2781@gte.net>
Source record: 5316
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
> Speculation: (in order of likely-hood)
>
> 1) Hasbro plans to make a new toy that incorporates technology for which
> Atari owns the patent so they bought to Atari assets to avoid any lisencing
> difficulties.

Nah. Considering how desperate JTS is for cash, they could have gotten
the license for said technology much cheaper.

>
> 2) Hasbro is only interested in the game franchises so that they can make
> games for other systems using Atari owned characters and lisences.

This sounds very likely. Regardless of what else Hasbro may do with the
Atari properties, I am quite sure we'll see this.

>
> 3) Hasbro wants to enter the handheld game market and plans to rerelease
> the Lynx.

This also sounds possible to me. Purchasing Tiger shows they have an
interest in the handheld market, and perhaps even gives them a plant or
two to manufacture the Lynx in. Perhaps even the ability to fabricate
their own LCD screens? Should bring down manufacturing costs
considerably!

Wouldn't a faster, higher-resolution Lynx be cool? Woo-hoo! (Imagine a
Lynx with a 320x200 screen, running at double the clock speed, with 3D
support in hardware, and a built-in [or bundled] TV tuner, all for only
$99. I like it!)

But man, I really hope they don't try to sell it as the Tiger Lynx!
Yuck.

>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.

No way, they couldn't manufacture the Jaguar chep enough to really meet
this price point. And the Jaguar's dated technology and poor reputation
would really be unable to compete against the strong current market
share of the PSX and N64. I love my Jaguar, but I'm afaid it is too dead
for this.

>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.

Well, the Jaguar II design (AKA Project Midsummer) was completed, and
was supposedly quite powerful. I believe the hardware could compete if
they came up with some good software for it. But I would sooner bet that
Hasbro is a Project X licensee then say they intend to revive the
Midsummer architecture.

>
> Fantasy: (In order of what I'd most wish for)
>
> 1) Atari will be fully revived and once again take it's rightful place
> as a leader and innovator in the computer and video games industry.

Any notion of Hasbro putting the Atari logo on a piece of hardware
pretty much goes hand-in-hand with this one!

>
> 2) Hasbro wants to make a very cheap hand held game machine. What they
> make is actually a small, portable Atari 7800 with a built in backlit
> LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
> games which sell for 50 cents each and the hand held unit itself sells
> for under $30.

Never happen. And personally, I'd rather see the Lynx come back. Though
it would be cool to see a 2600/7800 emulator for the Lynx. You could
easily cram a couple dozen games on a single Lynx cart, along with the
emu software. (Hey, it could happen - the Lynx does have a 6502-based
CPU, after all!)

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

1607. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-14 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <ICOTEDAPUP@data.rhein-main.de>
Source record: 5317
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In <6eea78ejm1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:

>Don't tell me that Hasbro is going to reintroduce the Jag console in it

>Peter S.

Sincflop?
Yeah, that's the voice how we are missing for some month!!
We can't live without your famous intelligence..

Back to the roots..

Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

1608. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: trauth@mail.cybernex.net
Message-ID: <6eg7mbaia1@news.cybernex.net>
Source record: 5318

>> Keep dreaming Peter...

>I see now. Trying to cover all bases. Apple will rise and maintain their
>strength

I repeat, keep dreaming Peter...
And what are doing in Texas, I thought you lived in Iowa or something.

* Tom

1609. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350b1c48.3325037@news.jagunet.com>
Source record: 5319
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

robscha@data.rhein-main.de (Robert Schaffner) wrote:

>In <350a37df.1748172@news.jagunet.com> Rob Merritt wrote:
>
>>Hasbro isn't a stupid little company.
>
>That's exaclty what i think. Nobody spends $5Mio Dollar for nothing.
>I hope they are firm enough to use the technical base!

It would be fun to see them try the home computer/game computer
concept again using an upgrade of one of the Atari platforms. I doubt
its going to happen. We'll probably just see software and if we do see
hardware it'll be something new.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1610. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6efq19$6t4@dfw-ixnews6.ix.netcom.com>
Source record: 5320
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
writes:
>
>Well, the Jaguar II design (AKA Project Midsummer) was completed, and
>was supposedly quite powerful. I believe the hardware could compete if
>they came up with some good software for it. But I would sooner bet
>that
>Hasbro is a Project X licensee then say they intend to revive the
>Midsummer architecture.
>
I heard somewhere that it could supposedly do 5,000,000 polygons a
second, which if true would make it plenty powerful.

1611. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <ICPFFCCFUP@data.rhein-main.de>
Source record: 5321
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:

>It would be fun to see them try the home computer/game computer
>concept again using an upgrade of one of the Atari platforms. I doubt
>its going to happen. We'll probably just see software and if we do see
>hardware it'll be something new.

Well, i don't now..
We have to wait.
Two days ago i was suprised to read some messages about the deal.

It's realy great, the best message since lightyears.. :->

I don't like the tramiels.
(From the first day he put his thick fingers into atari)

Regards, Robert
--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

1612. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350d8956.37487194@news.pressenter.com>
Source record: 5322
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On Thu, 12 Mar 1998 23:14:10 -0500, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>Wow... A once million dollar business, Atari has been sold for a mere
>$5,000 US... the once powerful dominator of the 80s video game industry
>has been reduced to $5,000... Do you know what Hasbro plans for the Atari
>Fuji symbol et al?

Here is a quote from the EDGAR system... "...for $5,000,000 in cash."
That sure looks like FIVE MILLION to me. I cut and pasted that so it
is not a typing error on my part.

*** Please make sure responses are also sent via email.

1613. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350c2ae9.841531@news.jagunet.com>
Source record: 5323
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

robscha@data.rhein-main.de (Robert Schaffner) wrote:

>In <6eea78ejm1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:
>
>
>>Don't tell me that Hasbro is going to reintroduce the Jag console in it
>
>>Peter S.
>
>Sincflop?
>Yeah, that's the voice how we are missing for some month!!
>We can't live without your famous intelligence..
>
>Back to the roots..
>

Yesh, if this keeps up, it will just be like the old days.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1614. Re: Project X this and Project X that

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6ehlb9$dtt@james.hwcn.org>
Source record: 5324
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

```
>Keith Scroggins wrote:
>> Maybe Hasbro has a game system in the works and wants to use the Atari
>> label.......
>>
>> I'm sure in the coming months rumors will start to appear everywhere!
~^~^~^
```

1615. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6ehlbb$du7@james.hwcn.org>
Source record: 5325
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6eea78ejm1@nnrp1.dejanews.com>, sinclair2000@earthlink.net wrote:

>Don't tell me that Hasbro is going to reintroduce the Jag console in it
>current technelogical form considering that the Playstation kicks it and now
>is in it's last legs of the product life cycle.
~^~^~^

1616. Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: "Edwin E. Thorne" <ethorne@chicagonet.net>
Message-ID: <350C6FA3.5232DD7C@chicagonet.net>
Source record: 5326

Are Atari computers or Atari clones still made?

If so, who sells them?

Why would I chose an Atari over a Mac, PC or an Amiga?

1617. Re: Project X this and Project X that

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350C7A5D.2781@gte.net>
Source record: 5327
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
>
> Speaking of rumours, just what the heck is this "Project X" thing everyone
> is talking about? Am I the only person on the planet who has no clue what
> this is about?
>

Possibly! ;)

Project X (I think it is also called Merlin) is a new game system designed by VM Labs. Many former Atari people worked on the design, including one or two of the engineers who designed the Jaguar and Midsummer machines, and programmer Jeff Minter (Tempest 2000, Llamatron, Defender 2000, and so on.) And Bill Rehbock, another former Atarian, left his position at Sony to head up the recruitment of third party developers for Project X.

The marketing model sounds similair to the 3DO - multiple manufacturers sign a license to build hardware. There are supposedly several "Sony sized" manufacturers already signed on, but the only one known at this time is Phillips. They have said we will learn a lot more at E3.

It is the clear Atari connection to the hardware's designers that makes many people feel like this console will be the unofficial heir to the Atari legacy. In fact there was a rumor that Phillips was seeking to license the Atari name from JTS for their model of the Project X console. So while their is no concrete connection between Project X and Hasbro's purchase, many of us hope that there will bo one eventually.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

1618. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350C541A.A7B87966@sprynet.com>
Source record: 5328
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

The Lamberts wrote:

> The problem with everyone's speculations as to whether or not "Atari"
> can rise from the ashes is...public perception. I spent 13 years as a
> video game/computer software store manager. Up until a year and 1/2
> ago. Problem is that right now the public, by and large, perceive
> the company called "Atari" (and they DON'T know the difference
> between Midway's Atari and Hasbro's Atari!) is for the most part a
> has-been company. An outfit that makes sucky products that are
> now being cleared out for $50 per console at a toy store chain. A
> company that used to be cool, but can no longer cut the mustard.
>
> Obviously, NOT MY OPINION. But, realistically, the opinion of the
> vast majority of folks who spend $$$$$'s out there, and aren't "in
> the know". Mention Atari to anyone who owns a PSX or N64, and they
> start talking about the VCS they have in their attic. They would
> not dream that you could be talking about anything after that!
>
> Obviously, for the name "ATARI" to become a powerhouse name once
> more, it will take more than a cook, killer console. It will take
> lots of well-done PR, probably in "stealth" mode (the public can't
> be aware that they're trying to have their hearts won back over to
> the name once more). Part of me thinks it will be much, MUCH easier
> to turn a new, different name into a powerhouse than it will be to
> find a way to rehabilitate the public's opinion's of an outfit
> called "Atari".

I've think you've got the right idea. Stealth PR is not a bad idea.
Besides, I think we can all safely say that Atari's public enemy #1 is
the press. Judging from the Jaguar press that was received, "Jag is not
64-bits" "Jag is 16-bit" "Jag uses two 32-bit processors in tandem"
yadda yadda yadda. Basically I think the Atari name needs to stay out of
gaming magazines since most of the writers for these magazines are
idiots.

Basically, good private PR and a big CES showing would be the prescribed
medicine.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1619. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350C554F.2084BCC1@sprynet.com>
Source record: 5329
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Tim K. wrote:

> Face facts people. The Lynx, Jaguar, and ST were all better than their
> competition, yet all bombed. I got burnt a number of times by buying
> Atari. Don't get your hopes up for a new and improved anything with
> the Atari name.

I wouldn't get my hopes up for any more Atari Computers period. After all, Atari computers division lost all of their computer development team (that's the ST/TT and Falcon crowd), they'd either have to track down the old people (which have jobs elsewhere) or get new people (which would require training/learning time).

I think it far more likely that we'll see Atari games for the PC or other platforms, and possibly a re-release of the Lynx or something of the sort.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1620. Re: Daniel L. Dreibelbis

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-15 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ei54t$pt3$1@nnrp1.dejanews.com>
Source record: 5330

In article <6eg7mbaia1@news.cybernex.net>,
trauth@mail.cybernex.net (Tom Trauth) wrote:
>
>
> >> Keep dreaming Peter...
>
> >I see now. Trying to cover all bases. Apple will rise and maintain their
> >strength
>
> I repeat, keep dreaming Peter...
> And what are doing in Texas, I thought you lived in Iowa or something.

Nope.. Don't mess with Texas...

> * Tom

Peter Sinclair-Day
Apple Representative - Consumer Division
Texas/Oklahoma
Work:(1-888)207-XXXX ext 3XX
Home:(972)226-XXXX
email: sinclair@marketsource.com

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1621. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6ei5fl$r5o@bgtnsc03.worldnet.att.net>
Source record: 5331
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Robert Schaffner <robscha@data.rhein-main.de> wrote in article
<ICPFFCCFUP@data.rhein-main.de>...
> In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:

> I don't like the tramiels.
> (From the first day he put his thick fingers into atari)

That is an all-too-common theme of many of these messages, but lets be realistic here. Granted, the Tramiels marketing blunders obviously doomed TOS to eventual failure in the marketplace, but without the Tramiels, Atari would have been dead and burried in 1983 after Warner Communications ran the company into the ground. Without the Tramiels, there would have been _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe, SLM605, TT030, Falcon, Lynx, Jaguar, etc.

As frustrating as all the Tramiel's marketing blunders obviously are to us diehard Atarians, keep in mind that without them, we wouldn't even have had any of these incredible systems. Because of these systems, we Atarians were able to enjoy user-friendly operating systems and software a full decade ahead of the rest of the personal computer industry, and a reliable, frustration-free operating system that is still unequalled even by today's most current systems.

Sheldon (Computer STudio - Asheville, NC)

1622. Re: Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6ei4oo$r5o@bgtnsc03.worldnet.att.net>
Source record: 5332

Edwin,

Edwin E. Thorne <ethorne@chicagonet.net> wrote in article
<350C6FA3.5232DD7C@chicagonet.net>...

> Are Atari computers or Atari clones still made?

Atari Computer Corp. is no longer in business, so new systems are no longer being manufactured. There were a couple of companies making clones for a while, but they may now be about as hard to find as an original new Atari system itself. There are used Atari systems available however, from both private parties and dealers.

> If so, who sells them?

This newsgroup is a good place to start. Let us know what you're interested in, either system wise or application-wise and I'm sure someone will be able to assist you.

> Why would I chose an Atari over a Mac, PC or an Amiga?

Any computer is only a tool, and like any tool, it is worthless without a task to perform. What do you want a system for? What do you want to do with it, and what software applications will you need? And, of course, how much do are you willing to pay for a system? Each of the above systems has its plusses and minuses; it all depends on what your needs are.

Sheldon (Computer STudio - Asheville, NC)

1623. TAF meeting March 18th - building SCSI hard drives

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <350ca22d.3@diana.idirect.com>
Source record: 5333

As with any computer, storage of your ideas, as well as having media for quick and handy access to your your most-used programs and files, is a must for efficiency and time. And now, thanks to lower prices and improved technology, even the oldest classic Atari computers can take advantage!

At the March 18th TAF meeting our focus will be how to build your own SCSI-based hard drive in a PC case - we'll show you the parts and software you need, where to find them, and how to configure and put it all together. We'll also discuss the variety of options to hook up to your new SCSI system, including CD-ROM (did you know that at last count there are over 50 Atari-specific CDs to choose from?), removable media like ZIP and Syquest drives, tape streamer drives, and even flatbed scanners!

If you're still booting from floppies, your original Atari-specific hard drive is wearing out, or have ever been curious about how a hard drive system can give your classic Atari improved usability, this meeting is not to be missed! See you there!

TORONTO ATARI FEDERATION User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, $2.00 to non-members. Membership is $35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A membership in TAF IS Atari support!

TAF Online! BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

1624. Re: Project X this and Project X that

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6ei7uk$23r@sjx-ixn6.ix.netcom.com>
Source record: 5334
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <6ehlb9$dtt@james.hwcn.org> ad329@james.hwcn.org (Chris Cracknell) writes:
>
>>Keith Scroggins wrote:
>>> Maybe Hasbro has a game system in the works and wants to use the Atari
>>> label.......
>>>
>>> I'm sure in the coming months rumors will start to appear everywhere!
>~^~^~^

1625. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: Benjamin.Ryzman@SOLsoft.Com
Message-ID: <6eivcdnas1@nnrp1.dejanews.com>
Source record: 5335
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6ei5fl$r5o@bgtnsc03.worldnet.att.net>,
"Sheldon H. Winick" <s.winick@worldnet.att.net> wrote:
>
> Robert Schaffner <robscha@data.rhein-main.de> wrote in article
> <ICPFFCCFUP@data.rhein-main.de>...
> > In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:
>
> > I don't like the tramiels.
> > (From the first day he put his thick fingers into atari)
>
> That is an all-too-common theme of many of these messages, but lets be
> realistic here. Granted, the Tramiels marketing blunders obviously doomed
> TOS to eventual failure in the marketplace, but without the Tramiels, Atari
> would have been dead and burried in 1983 after Warner Communications ran
> the company into the ground. Without the Tramiels, there would have been
> _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe,
> SLM605, TT030, Falcon, Lynx, Jaguar, etc.
>
> As frustrating as all the Tramiel's marketing blunders obviously are to us
> diehard Atarians, keep in mind that without them, we wouldn't even have had
> any of these incredible systems. Because of these systems, we Atarians
> were able to enjoy user-friendly operating systems and software a full
> decade ahead of the rest of the personal computer industry, and a reliable,
> frustration-free operating system that is still unequalled even by today's
> most current systems.

That simply isn't true. The Atari ST was a cheap design. It was designed too quickly with no real innovation (try to think about the Sinclair QL, which was almost the same design and was produced 2 years before, or about the Amiga which was first introduced as a prototype a whole year before the ST).

The Tramiel management was very chaotic. They failed in marketing the computers. They also failed in designing them (come on, the Mega STs were more or less multi-megabyte memory STs in a new box, no magic here). They had this poor policy of making announcements about new designs years before actually producing them (or even not producing them).

Also, the Lynx was not created by them. It was bought from Epyx.

Granted, without the Tramiels, Atari's story would have been very different : we don't know who would have bought it back from Warner. But the Tramiels leading Atari was a total failure.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1626. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: jkeim@unlinfo.unl.edu
Message-ID: <6ejdgf$5gq@crcnis3.unl.edu>
Source record: 5336
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Sam. (sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk) wrote:
: Curt Vendel <cvendel@aol.com> wrote:

: >Retro PC Atari titles and titles for other systems, and hope for a
: >Project X licensing with Atari on the case and Atari Retro Project X software,

: It's never really been that successful in the past though. It didn't
: save the Jag, and Tempest 2000 wasn't an amazing success. I think
: there's a limited market for 1-dimensional games that only last 3
: minutes, which basically is most of the Atari licenses.

I'd say there is probably a _very_ limited market for 1-dimensional
games. But, what are we talking about here?

--James Keim

1627. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <350D5CCE.873EDA71@kaa.bbn.hp.com>
Source record: 5337
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

> the company into the ground. Without the Tramiels, there would have been
> _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe,
> SLM605, TT030, Falcon, Lynx, Jaguar, etc.
> diehard Atarians, keep in mind that without them, we wouldn't even have had
> any of these incredible systems. Because of these systems, we Atarians

As for the Lynx and the Portfolio they were both developed from other
companies. Everything the Tramiels did, was to buy the rights and to
sell them under the ATARI brand name. There were no improvements done by
ATARI.
So if the Tramiels hadnï¿½t bought the systems other companies would have
done this.

Tschuess,
Frank

1628. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: Lawrence Lamb <l_lamb@yahoo.com>
Message-ID: <350D677B.3046B70@yahoo.com>
Source record: 5338
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

BELJAN E wrote:
>
> In <6ee973$7vf@bgtnsc03.worldnet.att.net> Dan Phillips
> <xiting@worldnet.att.net> writes:
> >
> >What really gets me is they seem to have paid $5 million for $45
> million
> >in Atari debt (and of course, the technology). They _really_ paid $50
> >million for the assets. They are obviously planning to do something
> real
> >with it, simply suing for patent and copyright infringement and
> selling
> >licensing won't generate that kind of revenue.
> >
> Well first they bought Tiger Electronics not Atari? Why would they buy
> both unless they had something planned, would be too much a waste of
> money. Game.com is not moving on shelves too well. Perhaps they want to
> do something in the way of video games but need a largely remembered
> name like Atari. Suing for patent and copyright infingement could get
> you good money depending on who or what is involvled. If it is simply
> Jon Doe's Video Game Inc infinged on the patent of a design of
> something totally meaningless by todays standard, you wouldnt get much,
> but if it was Nintendo, Sony or Sega you could fetch more (Atari did
> once already on Sega) especially if it had to do with something in the
> Playstation console itself that couldnt be changed they could claim
> damages millions and maybe make quite a bit of money.

Hasbro bought Tiger because of their excellent position in children's electronics. Tiger makes tons of handheld games, including all of the game show units (Wheel, Family Feud, Jeopardy!, etc.), Giga Pets, and the children's educational "computers" (they are the only real competition to V-Tech). Hasbro is trying to keep up with Mattel in the toy industry; both are running around buying up all of the smaller toy companies that complement the businesses that they already own. Tiger was attractive to them because they really don't have anything in the way of handheld electronics or kid's computers. They also got ahold of the game show licenses, which their other divisions can use, like Parker Brothers, Milton Bradley, and CAP Toys (candy - you've probably seen the Connect Four and Monopoly candy...expect more!)

Tiger was also bought by Hasbro, Inc., while Atari was purchased by Hasbro Interactive. This may mean nothing, but it may signal that Tiger is considered more of a toy company to Hasbro, while Atari is considered

more of a software company. I personally would expect HI to use the software licenses first, making new versions of the titles that they now own, then maybe look at the videogame market to see if it is a viable market for them. They don't own facilities to make something as large as a CD console system and would not be able to make one as cheaply as someone like Philips, but they might license the Atari name. The portable market is about to change a bit with the new Nintendo color portable, so if they're smart, they will wait and see what happens there. Just my $0.02 (still $0.02 with tax!!)

1629. ****schema structurel STE****

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: jofjoe <jofjoe@infonie.fr>
Message-ID: <350D7E10.D786D679@infonie.fr>
Source record: 5339

Je suis a la recherche des docs constructeur (schema structurel) du STE

et ceci depuis longtemps,mais sans succï¿½s.....
Merci d'avance a toute personne pouvant m'aiguiller sur le lieu ou je
pourrait trouver cela
A+

1630. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350DCFB2.967965CD@sprynet.com>
Source record: 5340
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

James D. Keim wrote:

> I'd say there is probably a _very_ limited market for 1-dimensional
> games. But, what are we talking about here?

Wow! Where can I get 1-dimensional games?? I've always wanted to see one
of those. :P

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1631. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350DD1B8.C0395F00@sprynet.com>
Source record: 5341
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Benjamin.Ryzman@SOLsoft.Com wrote:

> That simply isn't true. The Atari ST was a cheap design. It was designed too
> quickly with no real innovation (try to think about the Sinclair QL, which
> was almost the same design and was produced 2 years before, or about the
> Amiga which was first introduced as a prototype a whole year before the ST).

I don't know if I'd classify the ST as a "cheap" design. After all, some prominent computer experts, including Dr. Jerry Pournelle, liked the ST more than the Amiga. However, it may be true that it was put to market too early. Early models didn't include the BliTTER, for example...

I suspect that what happened with the ST is that since Amiga was slipped out from under Atari by Commodore, they wanted to have a product to compete, and wanted to get to the market at or before the Amiga made it so that they would have a fighting chance.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1632. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: John & Vicki Hale <hale@onet.net>
Message-ID: <350DC94F.D9F39252@onet.net>
Source record: 5342
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Chris Cracknell wrote:

snip
>
> Will consumers either stop purchasing new machines because they're pissed
> off that the machine they just dropped $200 on is obsolete and discontinued.
> Or will they wait for the current technology to become discontinued
> so they can buy it at bargain basement prices? (or like me, wait for
> it to become really really old so they can buy it for $5 at the
> Salvation Army).
>

It's already started in PC's, where the advice "buy as much machine as
you can, to avoid obsolescence as long as you can" has been replaced by
"buy as cheap as you can since the most expensive system will be
obsolete next week anyway." Accordingly, the $1000 and under PC's have
taken off by some estimates to equal up to %70 of sales. The only
problem with seeing this extend to game consoles is that their $150 to
$200 cost doesn't carry the sticker shock of PCs' considerably higher
price tags, making a cheaper "oldie" console (a Super Nintendo, for
instance) not that attractive to gamers demanding the latest.

John Hale
Long live the 800XL!

1633. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-16 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6ekulc$i8r@nntp02.primenet.com>
Source record: 5343
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

The mortal Rob Merritt wrote:
: I'm not sure about the Lynx. It was a horrible mess when Atari got it
: from Epyx. No where near production and suitors were limited.

Could you elaborate rather than just handing off a statement like this
without corroboration?

1634. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350ddd82.2734507@news.jagunet.com>
Source record: 5344
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Frank Szymanski <franks@kaa.bbn.hp.com> wrote:

>So if the Tramiels hadn't bought the systems other companies would have
>done this.

I'm not sure about the Lynx. It was a horrible mess when Atari got it
from Epyx. No where near production and suitors were limited.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1635. Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350e0a3d.779599@news.jagunet.com>
Source record: 5345
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

This just in from Next Generation Online:

"From the first time today, Hasbro Interactive officially announced
its acquisition of key Atari videogame licenses. The assets purchased
by the company include games such as Centipede, Missile Command, Pong,
Breakout, Battlezone, and Tempest. For only $5 million the company
scooped up the rights to more than 75 Atari properties and hardware
platforms.
Hasbro currently has plans to develop several of these games on both
the PlayStation and PC. The first of these titles scheduled for
release will be Centipede, which will hit both platforms this fall.

"These ground-breaking games helped pioneer the videogame industry,"
Tom Dusenberry, president of Hasbro Interactive said. "We intend to
bring these classics back to life by updating them with the latest
technology and interactive game design, while preserving their heart
and spirit."

The company is also considering development of these titles on the
Nintendo 64, and will likely develop handheld versions of these games
via the Tiger Electronics division it recently purchased. At $335
million, the acquisition of Tiger's electronic division was costly,
and Hasbro will likely use its newfound licenses to shore up some of
the purchase costs."

====

So it appear Hasbro bought Atari for the games. I kinda hoped they
would have annouced that they would use the Atari brand name for the
games. Who knows, maybe they will. I'm happy to see updated classics
but I can't help be just a tiny but dissapointed. Time will tell.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1636. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: Greg Easterly <gregory_xeasterly@bus.emory.edu>
Message-ID: <01bd5163$5f27d4e0$3efa8caa@geaster.dialup.emory.edu>
Source record: 5346
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Lawrence Lamb <l_lamb@yahoo.com> wrote in article

. I personally would expect HI to use the
> software licenses first, making new versions of the titles that they now
> own, then maybe look at the videogame market to see if it is a viable
> market for them. They don't own facilities to make something as large
> as a CD console system and would not be able to make one as cheaply as
> someone like Philips, but they might license the Atari name. The
> portable market is about to change a bit with the new Nintendo color
> portable, so if they're smart, they will wait and see what happens
> there. Just my $0.02 (still $0.02 with tax!!)
>

That is EXACTLY what they will do. Anyone notice the popularity of the rerelease of Frogger for Playstation and PC? Hasbro is going to revamp and rerelease some of the old Atari games like Missile Command in similar fashion. I wouldn't expect to see a new atari-branded console from them, though. Read more in today's Wall Street Journal, by the way. Good story about the deal that even mentions retrogaming's current popularity (it talks a little bit about the MAME arcade emulator in there).
Greg

1637. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: Greg Easterly <gregory_xeasterly@bus.emory.edu>
Message-ID: <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu>
Source record: 5347
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
> I'd say there is probably a _very_ limited market for 1-dimensional
> games. But, what are we talking about here?

A one dimensional game? Wouldn't that be like an infinitely thin line on
the screen? Wow, that'd be kinda like playing pong with a toothpick shaped
monitor!
:0

Greg

1638. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: Benjamin.Ryzman@SOLsoft.Com
Message-ID: <6elbsefff1@nnrp1.dejanews.com>
Source record: 5348
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <350DD1B8.C0395F00@sprynet.com>,
geoff@sprynet.com wrote:
>
> Benjamin.Ryzman@SOLsoft.Com wrote:
>
> > That simply isn't true. The Atari ST was a cheap design. It was designed
too
> > quickly with no real innovation (try to think about the Sinclair QL, which
> > was almost the same design and was produced 2 years before, or about the
> > Amiga which was first introduced as a prototype a whole year before the
ST).
>
> I don't know if I'd classify the ST as a "cheap" design. After all, some
> prominent computer experts, including Dr. Jerry Pournelle, liked the ST
> more than the Amiga. However, it may be true that it was put to market
> too early. Early models didn't include the BliTTER, for example...

Nor a floppy disk drive :-)
Let me clarify my statement about "cheap" design. The ST family of home computers was not revolutionary: basically it was just a 68k computer running a modified version of Digital Research OS. The software was not new. The concept was not new either (Apple Lisa and Macintosh were the first commercial implementation). The hardware was not new (Motorola 16/32 bits microprocessors were first introduced in 1978 if I recall correctly). What really made these computers interesting was the price. Thus, it was the cheap design that made their commercial success.

At the time, Sinclair had been producing a multitasking (even if it was just task switching, really) computer running a windowed environnement on a Motorola 68008 (8/16bits microprocessor). The machine had its share of problems (mostly production) but it was more or less an ST-like, only introduced years earlier. It was low-priced, too.

The Amiga had just been introduced. It was basically the same design as the ST, only with the technical edge given by the specialized ASICs and the true multitasking environnement. (Jack Tramiel's) Atari had forked $1 million (or was it 10?) to help it's development. Commodore offered more money than Atari (by an order of magnitude) to buy the design. This other Atari failure forced them to create the ST.

> I suspect that what happened with the ST is that since Amiga was slipped
> out from under Atari by Commodore, they wanted to have a product to
> compete, and wanted to get to the market at or before the Amiga made it
> so that they would have a fighting chance.

Yes exactly. But Atari didn't ever catch up with the Amiga technology. It had it's share of success (mostly due to the popular MIDI interface and cheaper price tag at the begining of the ST life), but the Amiga became slowly more popular after the Amiga 500 was introduced.

The point I'm trying to make is that, for the first two years, Atari sold a lot more STs than Commodore sold Amiga. They had the money to evolve the ST and to create radical new designs. They had the market advantage. They didn't use it to get the technological edge. They just created cheaper designs when they were in the position to revolutionize the computer industry.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1639. Crossposting.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: dave.lee@ftn.org
Message-ID: <793_9803170311@tor250.org>
Source record: 5399

Why is it that some "Dweebs" have no ability to only post a message in one newsgroup only? They seem to have a penchant for crossposting their "Drivel" in as many Atari Newsgroups aas they can and thus we get to see the same damn message in 5-7 newsgroups. Sure makes me want to stop importing the COMP.SYS.AARI, etc nesgroups into the BBS. I'm only going to post this message in this newsgroup to see if the "Dweebs" responsible get the picture.

/) [SEND] dave.lee@taf.ftn.org +--------------------+
_((_ _ SysOp of TAF ONLINE BBS, the |### ./\. ###|
((((\ \> /_1 Electronic Messageing Center |### _|\| |/|_ ###|
(\\\\ _/ / of the Toronto Atari Federation |### \ / ###|
\ = / North America's Largest Atari |### >_TAF__< ###|
\ = _/ User Group. Ph: 1-416-42-18-999 |### / ###|
/ / AtariNet 51:5/0 - FidoNet 1:2424/823 +--------------------+
/s

1640. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6elq1v$g7v@balaena.bio.vu.nl>
Source record: 5400
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Benjamin.Ryzman@SOLsoft.Com wrote:

: > As frustrating as all the Tramiel's marketing blunders obviously are to us
: > diehard Atarians, keep in mind that without them, we wouldn't even have had
: > any of these incredible systems. Because of these systems, we Atarians
: > were able to enjoy user-friendly operating systems and software a full
: > decade ahead of the rest of the personal computer industry, and a reliable,
: > frustration-free operating system that is still unequalled even by today's
: > most current systems.

: That simply isn't true. The Atari ST was a cheap design. It was designed too
: quickly with no real innovation (try to think about the Sinclair QL, which
: was almost the same design and was produced 2 years before, or about the
: Amiga which was first introduced as a prototype a whole year before the ST).

Absolutely. The ST and TOS were designed, built/programmed within one year.
The guys from Atari just used a user-interface written by Digital Research
for the PC and wrote a kind of MS-DOS-emulator they called GEMDOS.
The Amiga for instance was far superiour both in hardware and in software
design. The Amiga OS was fully pre-emptive multitasking, had dynamically
loadable libs (or something like it), etc, etc. The hardware for graphics
and sound was also a lot better (DMA stereo sound, hardware sprites, fast
blitter, more colours...)
The main things that made the ST series still sort of a success were the
built-in MIDI ports, the ability to use a nice monochrome-monitor and maybe
the MS-DOS compatibility (diskwise)...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

This planet has -- or rather had -- a problem, which was this: most of
the people living on it were unhappy for pretty much of the time. Many
solutions were suggested for this problem, but most of these were
largely concerned with the movements of small green pieces of paper,
which is odd because on the whole it wasn't the small green pieces of
paper that were unhappy.
-- Douglas Adams

1641. Re: Where are Old ST Games?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.3.96.980317042032.4890E-100000@user2.teleport.com>
Source record: 5401

On Tue, 10 Mar 1998, Nicholas Bales wrote:

> In article <35045c5c.18184560@news.mcleodusa.net>, puzlbox@mcleodusa.net wrote:
> > Where can copies or downloads of old ST games such as
> >Bloodwyche, Dungeon Master, & The Captive be found?
>
> Original copies can be found from used software dealers. Anything else is
> illegal. Try the Computer Dungeon, they often advertise in this newsgroup.

I sell used Atari Software. My SoftWare Catalog (Straight ASCII) is
around 25 KB.

> Cheers,
>
> Nick.
> --
> ||| Nicholas Bales, Toulouse, France bales@
> ===|||==== The Atari ST Quick FAQ ===================== hol.fr
> / | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
> -' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
>
>

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do
not send me any HTML!

1642. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350e885c.1047617@news.jagunet.com>
Source record: 5402
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Glenn Saunders <krishna@primenet.com> wrote:

>The mortal Rob Merritt wrote:
>: I'm not sure about the Lynx. It was a horrible mess when Atari got it
>: from Epyx. No where near production and suitors were limited.
>
>Could you elaborate rather than just handing off a statement like this
>without corroboration?

Lets see... The story is from, I believe, Video Games and Computer Entertainment. When Atari came in, the Lynx was still nothing but a bunch a hand wired boards connected to an Amiga. Nothing was done in the way of prototypes, figuring out battery usage, nor where to get color LCD screens. Atari originally was just helping Epyx out with the idea it was going to be join project but once it appeared that the project wasn't going fast enough, Atari bought the Lynx from Epyx out right and finished the project.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1643. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350EBA6D.98EEA813@erols.com>
Source record: 5403
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Benjamin.Ryzman@SOLsoft.Com wrote:

> In article <350DD1B8.C0395F00@sprynet.com>,
> geoff@sprynet.com wrote:
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> > Benjamin.Ryzman@SOLsoft.Com wrote:
> >
> > > That simply isn't true. The Atari ST was a cheap design. It was
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> > > was almost the same design and was produced 2 years before, or
> about the
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> ST).
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> ST
> > more than the Amiga. However, it may be true that it was put to
> market
> > too early. Early models didn't include the BliTTER, for example...
>
> Nor a floppy disk drive :-)
> Let me clarify my statement about "cheap" design. The ST family of
> home
> computers was not revolutionary: basically it was just a 68k computer
> running a modified version of Digital Research OS. The software was
> not new.
> The concept was not new either (Apple Lisa and Macintosh were the
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> commercial implementation). The hardware was not new (Motorola 16/32
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> microprocessors were first introduced in 1978 if I recall correctly).
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> task switching, really) computer running a windowed environnement on a
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> ST, only with the technical edge given by the specialized ASICs and
> the true
> multitasking environnement. (Jack Tramiel's) Atari had forked $1
> million (or
> was it 10?) to help it's development. Commodore offered more money
> than Atari
> (by an order of magnitude) to buy the design. This other Atari failure
> forced
> them to create the ST.
>
> > I suspect that what happened with the ST is that since Amiga was
> slipped
> > out from under Atari by Commodore, they wanted to have a product to
> > compete, and wanted to get to the market at or before the Amiga made
> it
> > so that they would have a fighting chance.
>
> Yes exactly. But Atari didn't ever catch up with the Amiga technology.
> It
> had it's share of success (mostly due to the popular MIDI interface
> and
> cheaper price tag at the begining of the ST life), but the Amiga
> became
> slowly more popular after the Amiga 500 was introduced.
>

Amiga was a 16 bit equlivent to the 8 bit 800. Both designs involved
thework of Jay Minor, he pushed for a 16 bit design. Amiga development
stalled
because projections showed that the cost of completing the development
was too high and simply no one was willing to risk taking the plunge.
The Amiga wasn't "slipped out" from under Atari, it sat idle for a
significant
time. Jack Tramiel brought the design for the ST. with him from
Commodore
and that is what Atari developed. The Amiga company was later acquired
by Commodore and development was completed. Initially Commodore withheld

information about the operating system to insure their ability to
maintain
control over the computer, but this had the undesirable effect of

slowing
sales due to the small software base.

> The point I'm trying to make is that, for the first two years, Atari
> sold a
> lot more STs than Commodore sold Amiga. They had the money to evolve
> the ST
> and to create radical new designs. They had the market advantage. They
> didn't
> use it to get the technological edge. They just created cheaper
> designs when
> they were in the position to revolutionize the computer industry.
>

The Tramiel philosophy was "Power without the price" Tramiel wanted to
bea business success not lead the technological front. Again he said
"Business is war!" I don't necessarily agree with this philosophy but
that is how
Atari was handled.

Patrick Mulvey

> -----== Posted via Deja News, The Leader in Internet Discussion
> ==-----
> http://www.dejanews.com/ Now offering spam-free web-based
> newsreading

1644. Website Updated

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <19980317152200.KAA14331@ladder01.news.aol.com>
Source record: 5404

THE COMPUTER DUNGEON has updated our website with new listings of products that we have in stock. Many used software titles, along with accessories and Classic Atari Video Game items. Many more items on the way!

To visit our website, please point your browser at:

http://www.mcs.net/~isis/dungeon/dungeon.htm

Thanks for taking the time to read this and we look forward to hearing from you.

Al Horton
The Computer Dungeon

1645. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6emmu2$rif@sjx-ixn4.ix.netcom.com>
Source record: 5405
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

In <350e0a3d.779599@news.jagunet.com> robertm@jagunet.com (Rob Merritt) writes:
>
>So it appear Hasbro bought Atari for the games. I kinda hoped they
>would have annouced that they would use the Atari brand name for the
>games. Who knows, maybe they will. I'm happy to see updated classics
>but I can't help be just a tiny but dissapointed. Time will tell.
>
Whether or not they bring the Atari name to hardware remains to be seen. If they are indeed a Project X liscensee they certainly would not say so, that is hush hush information. Secondly, if the Game.com fails they may attempt to revive their handheld market under the Atari name.

1646. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6emnof$kmh@dfw-ixnews5.ix.netcom.com>
Source record: 5406
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu> "Greg Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>
>
>
>James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
>> I'd say there is probably a _very_ limited market for 1-dimensional
>> games. But, what are we talking about here?
>
>
>A one dimensional game? Wouldn't that be like an infinitely thin line on
>the screen? Wow, that'd be kinda like playing pong with a toothpick shaped
>monitor!
>:0
>
Just for thought, has anyone ever considered calling a 2D game 3D because it is playing from a Picture Tube which in itself is 3D? That would be funny, by that definition, all side scrollers would now be considered 3D games.

1647. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6emnrc$s37@sjx-ixn4.ix.netcom.com>
Source record: 5407
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <01bd5163$5f27d4e0$3efa8caa@geaster.dialup.emory.edu> "Greg Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>
>
>
>Lawrence Lamb <l_lamb@yahoo.com> wrote in article
>
>. I personally would expect HI to use the
>> software licenses first, making new versions of the titles that they now
>> own, then maybe look at the videogame market to see if it is a viable
>> market for them. They don't own facilities to make something as large
>> as a CD console system and would not be able to make one as cheaply as
>> someone like Philips, but they might license the Atari name. The
>> portable market is about to change a bit with the new Nintendo color
>> portable, so if they're smart, they will wait and see what happens
>> there. Just my $0.02 (still $0.02 with tax!!)
>>
>
>That is EXACTLY what they will do. Anyone notice the popularity of the
>rerelease of Frogger for Playstation and PC? Hasbro is going to revamp and
>rerelease some of the old Atari games like Missile Command in similar
>fashion. I wouldn't expect to see a new atari-branded console from them,
>though. Read more in today's Wall Street Journal, by the way. Good story
>about the deal that even mentions retrogaming's current popularity (it
>talks a little bit about the MAME arcade emulator in there).
>
>
Some games have already been revamped. It certainly would take some serious thought for me to go out and by another revamp of Missle Command after Missle Command 3D unless it was a masterpiece of some type.

1648. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <6emgs1$hr9@news.Hawaii.Edu>
Source record: 5408
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Sam. (sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk) wrote:
: save the Jag, and Tempest 2000 wasn't an amazing success. I think
: there's a limited market for 1-dimensional games that only last 3
: minutes, which basically is most of the Atari licenses.

I don't mean to be annoying, but doesn't the description:

"1-dimensional games that only last 3 minutes"

apply to just about any console game? In general, I have always preferred computer games to console fighting, platform, and other low depth genre's. With games like AvP, the Jaguar had the potential to bring more computerish titles to the console market, but they instead dropped that sort of development in favor of SNES style titles.

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

1649. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: wayne4@bellsouth.net
Message-ID: <350ef352.5070920@news1.alterdial.uu.net>
Source record: 5409
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

On 17 Mar 1998 20:37:22 GMT, lvpy67c@ix.netcom.com(BELJAN E) wrote:

>In <350e0a3d.779599@news.jagunet.com> robertm@jagunet.com (Rob Merritt)
>writes:
>>
>>So it appear Hasbro bought Atari for the games. I kinda hoped they
>>would have annouced that they would use the Atari brand name for the
>>games. Who knows, maybe they will. I'm happy to see updated classics
>>but I can't help be just a tiny but dissapointed. Time will tell.
>>
>Whether or not they bring the Atari name to hardware remains to be
>seen. If they are indeed a Project X liscensee they certainly would not
>say so, that is hush hush information. Secondly, if the Game.com fails
>they may attempt to revive their handheld market under the Atari name.

Unfortunatly I think using the Atari name would doom any product
released. Most of the gamers out there still have bad memories of
ATARI. Need I mention E.T.? or the Jag? I like my Jag I still play it
but because Atari screwed it up it is now dead. So any use of the
Atari name could prove fatal for any system, no matter how good it is.

Wayne

1650. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350F385A.2781@gte.net>
Source record: 5410
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

wayne4@bellsouth.net wrote:
>
>
> Unfortunatly I think using the Atari name would doom any product
> released. Most of the gamers out there still have bad memories of
> ATARI. Need I mention E.T.? or the Jag? I like my Jag I still play it
> but because Atari screwed it up it is now dead. So any use of the
> Atari name could prove fatal for any system, no matter how good it is.
>

That sort of logic implies that Sega may as well just slose shop today, since their last two major products also died off quickly. The Atari name is still seen favorably - I can't count the number of times I have had to explain to people that the Atari in the arcades is NOT the Atari that made the Jaguar. And the retro gaming thing has heightened the perception of Atari as well.

This sale is getting mainstream news exposure. If the Atari logo appears on a new piece of hardware, the gaming public will know that it is "under new management".

Besides, I really don't think the majority of people out there is stupid enough to simply say "Atari? everything they make sucks" without first finding out what is going on. If Hasbro spends the money on good marketing to generate some positive hype, and on making some good games for any new hardware they make, then the Atari name will once again be embraced by the public. (Hey, Ford bounced back from the Edsel and the Pinto, didn't they?!?)

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

1651. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-17 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350F606E.3F54@gte.net>
Source record: 5411
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

BELJAN E wrote:
>
> Cummon the Pinto was an excellent car, sure it was not the best car in
> structure but it got its share of miles and got through a few
> blizzards.

Hey I had a PInto too - very reliable, I loved it. But that little
problem with those flammable cheerleaders was a public relations
disaster that really dragged Ford's name through the mud.

> Nintendo released the Virtual Boy, it flopped, are they
> dead?

Which is another way of making my point!

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

1652. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-18 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6engqp$hea@sjx-ixn9.ix.netcom.com>
Source record: 5412
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

In <350F385A.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
writes:
>
>Besides, I really don't think the majority of people out there is
stupid
>enough to simply say "Atari? everything they make sucks" without first
>finding out what is going on. If Hasbro spends the money on good
>marketing to generate some positive hype, and on making some good
games
>for any new hardware they make, then the Atari name will once again be
>embraced by the public. (Hey, Ford bounced back from the Edsel and the
>Pinto, didn't they?!?)
>
Cummon the Pinto was an excellent car, sure it was not the best car in
structure but it got its share of miles and got through a few
blizzards. Nintendo released the Virtual Boy, it flopped, are they
dead?

1653. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-18 00:00:00 UTC
From: Alan Watkins <awwatkin@eos.ncsu.edu>
Message-ID: <Pine.SOL.3.96.980318021103.19143C-100000@c01021-111poe.eos.ncsu.edu>
Source record: 5413
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

On Tue, 17 Mar 1998, Rob Merritt wrote:

> So it appear Hasbro bought Atari for the games. I kinda hoped they
> would have annouced that they would use the Atari brand name for the
> games. Who knows, maybe they will. I'm happy to see updated classics
> but I can't help be just a tiny but dissapointed. Time will tell.

Well, at least there will probably be something in the fine, fine print!
:) /|\ maybe???

****
Alan Watkins CSC Undergrad-NCSU www4.ncsu.edu/~awwatkin
Atari 2600 Collector GM - WKNC 88.1 FM Remove NOSPAM to reply
****

1654. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-18 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <35100E37.26544934@sprynet.com>
Source record: 5414
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

BELJAN E wrote:

> Whether or not they bring the Atari name to hardware remains to be
> seen. If they are indeed a Project X liscensee they certainly would not
> say so, that is hush hush information. Secondly, if the Game.com fails
> they may attempt to revive their handheld market under the Atari name.

Probably likely that the Project X team doesn't want the Atari name
anywhere near their product...

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1655. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35101d0f.41971012@news.pressenter.com>
Source record: 5415
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

On 17 Mar 1998 20:51:27 GMT, lvpy67c@ix.netcom.com(BELJAN E) wrote:

>In <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu> "Greg
>Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>>
>>
>>
>>James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
>>> I'd say there is probably a _very_ limited market for 1-dimensional
>>> games. But, what are we talking about here?
>>
>>
>>A one dimensional game? Wouldn't that be like an infinitely thin line
>on
>>the screen? Wow, that'd be kinda like playing pong with a toothpick
>shaped
>>monitor!
>>:0
>>
>Just for thought, has anyone ever considered calling a 2D game 3D
>because it is playing from a Picture Tube which in itself is 3D? That
>would be funny, by that definition, all side scrollers would now be
>considered 3D games.

Actually, all computer games are 2D because the CRT has a disply that
is is only two dimensions. In order to be true 3D, one would have to
use one of the available stereoscopic methods like LCD shutter glasses
and such with it.

Hehehe.

*** Please make sure responses are also sent via email.

1656. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-18 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6epbq2$7rl@sjx-ixn5.ix.netcom.com>
Source record: 5416
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <35101d0f.41971012@news.pressenter.com> jmelbo@pressenter.com (Jon D. Melbo) writes:
>
>>Just for thought, has anyone ever considered calling a 2D game 3D
>>because it is playing from a Picture Tube which in itself is 3D? That
>>would be funny, by that definition, all side scrollers would now be
>>considered 3D games.
>
>Actually, all computer games are 2D because the CRT has a disply that
>is is only two dimensions. In order to be true 3D, one would have to
>use one of the available stereoscopic methods like LCD shutter glasses
>and such with it.
>
No, that cannot be theoretically possible because the Phosphers on the CRT must be a few molecules thick, hence they are 3D, therefore the 2D game is really 3D. My theory on this would only make sense if you are a cheap skate video game company trying to make money by calling 2D games 3D. I wonder if it could be argued in court ;) Think of it this way most CRTs are not flat, they are rounded meaning they are actually 3D. The phosphers must be 3D anyway you put it because they have some height width and depth. Therefore the phosphors are 3D. If you display something on 3D it must be 3D. The CRT itself is also not flat, the electron gun sticks out the back, but relating the fact that a 3D setup is projecting images than the image must be deduction be 3D. Pretty interesting theory isnt it? Now I need someone to argue the 1D games for me...

1657. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-18 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <Oj84SZrU9GA.104@nih2naac.prod2.compuserve.com>
Source record: 5417
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

Date: 18-Mar-98 11:45 PST

From: Consumer Affairs > INTERNET:consumer_support@hasbro.com

Subj: RE: Atari?

Sender: consumer_support@hasbro.com

On 3/16/98 Hasbro Interactive announced that it has acquired copyrights, trademarks, patents and other intellectual property assets of the Atari Division of JTS Corporation. The Atari properties and assets include over 75 game properties including the legendary titles Centipede, Missile Command, Pong, Breakout and Tempest. Hasbro Interactive plans to release its first Atari title this Fall with Centipede for bothe the PC and Sony Playstation console. Hasbro Interactive intends to develop vairous titles for all vialbe and gaming platforms including PC CD ROM, and the Sony Playstation.

--
"You are not ready for Immortality" Kosh on Babylon 5

1658. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-18 00:00:00 UTC
From: vsp@unix3.netaxs.com
Message-ID: <6epd4c$g1f@netaxs.com>
Source record: 5418
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

In article <350e0a3d.779599@news.jagunet.com>,
Rob Merritt <robertm@jagunet.com> wrote:
>This just in from Next Generation Online:
>
>"From the first time today, Hasbro Interactive officially announced
>its acquisition of key Atari videogame licenses. The assets purchased
>by the company include games such as Centipede, Missile Command, Pong,
>Breakout, Battlezone, and Tempest.
>
>"These ground-breaking games helped pioneer the videogame industry,"
>Tom Dusenberry, president of Hasbro Interactive said. "We intend to
>bring these classics back to life by updating them with the latest
>technology and interactive game design, while preserving their heart
>and spirit."

Just dandy. The rights to most of the classics now belong to the same people
who shat upon the once-respected name of Frogger while "updating it with the
latest technology."

Oh, my cup runneth over.

jeff. Updating classics can work (cough cough T2K), when
it's done _right_. Hasbro doesn't have a clue how.

--
---- "You're incoherent." -- Norma <velvtkis@airmail.net>
http://www.netaxs.com/~vsp/ -- games, wantlists, weirdness archives.
"Remember, there's no problem so complex it can't be solved by killing
everyone even remotely associated with it." -- ljd, Scorched Earth Party

1659. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-18 00:00:00 UTC
From: Scott 'Steg' Hansen <steg@airmail.net>
Message-ID: <4DC1F327AF7B0052.BA2E742F9FAD80DA.0FBFFFF46EC84F21@library-proxy.airnews.net>
Source record: 5419
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

BELJAN E wrote:
>
> In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
> writes:
> >
> >Well, the Jaguar II design (AKA Project Midsummer) was completed, and
> >was supposedly quite powerful. I believe the hardware could compete if
> >they came up with some good software for it. But I would sooner bet
> >that
> >Hasbro is a Project X licensee then say they intend to revive the
> >Midsummer architecture.
> >
> I heard somewhere that it could supposedly do 5,000,000 polygons a
> second, which if true would make it plenty powerful.

Thats probably 5,000,000 'marketing polygons'... =)
--
Scott 'Steg' Hansen
==
Home: http://www.geocities.com/SoHo/3926
==
Check out the best C64 Cart List on the net!
http://www.geocities.com/SoHo/3926/c64_list.html
==

1660. Re: Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-18 00:00:00 UTC
From: "Edwin E. Thorne" <ethorne@chicagonet.net>
Message-ID: <3510B1E4.3BDAABE8@chicagonet.net>
Source record: 5420

Thanks for the response Sheldon.

I am a former Amiga user, and I am currently a Mac user.

I am disappointed to learn of the current state of the Atari. My last contact with it was in 1993 to 1995, where I saw it being used as the electronic cash register and inventory system in a store called "Software Plus" in Chicago. The store carried PC, Amiga and Atari products. I have many receipts for Amiga purchases, that were printed out by that Atari system, which if I remember right was running dBase (or something that put out files compatible with dBase).

About a year ago, I would browse through a magazine called "ST Format" in my favorite magazine store. I remember seeing stories on multitasking OSes, and Atari clone makers.

I asked my question not so much to find a system to buy, but rather out of curiosity. I know the Amiga community is revving up, and I was hoping the same was true for the Atari community as well.

Do you see any hope that the Atari will be revived? Are there any compelling reasons why it should or should not be?

1661. SPAM Filters...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-19 00:00:00 UTC
From: dave.lee@ftn.org
Message-ID: <931_9803190631@tor250.org>
Source record: 5421

To ALL those "DIPZOIDS and DWEEBS" who persist in posting to ALL the Newsgroups in COMP.SYS.ATARI.* instead of just ONE and only ONE Newsgroup, (You know who you are, you can tell by the addresses that show a dozen newsgroups the message is posted to), BE WARNED.... New SPAM Filters that are about to be implemented by both Providers and Industry in general, will make your messages... a bunch of nothing electrons.

There is no point in cluttering up the newsgroups with the same message posted to 6-12 different newsgroups of the same ilk. People interested in Atari will read ALL the Atari newsgroups and it is really anoying to see the same damn message posted everywhere. If the Internet were run like a BBS, you IDIOTS would be Blacklisted.

There is NO REASON to Post to a half dozen nesgroups and there is no reason to reply to a message to a half dozen newsgroups. Keep it down, The New Filters will spot any message that is posted to more than two (or whatever the operator or provider sets it to) and delete it, as it will be considered SPAM. Learn to use the system like a BBS and all will be well.

BTW... the Sale of the Atari stuff by JTS to Hasbro is really a non-event in the world of business and computing. Let's knock of the dreams and speculation and posting crap like that in every nesgroup. let it run it's course and the Atari name will surface on CD-ROMS for the PeeCee. Just like in the old days.

Get the idea kiddies?

1662. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-19 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6er5kvjss1@nets3.rz.RWTH-Aachen.DE>
Source record: 5422
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

In article <Oj84SZrU9GA.104@nih2naac.prod2.compuserve.com>, Dennis Bishop
<102063.112@CompuServe.COM> says:
>
>Date: 18-Mar-98 11:45 PST
>
>From: Consumer Affairs > INTERNET:consumer_support@hasbro.com
>
>Subj: RE: Atari?
>
>
>
>Sender: consumer_support@hasbro.com
>
>
>
>On 3/16/98 Hasbro Interactive announced that it has acquired copyrights,
>
>trademarks, patents and other intellectual property assets of the Atari
>
>Division of JTS Corporation. The Atari properties and assets include
>
>over 75 game properties including the legendary titles Centipede,
>
>Missile Command, Pong, Breakout and Tempest. Hasbro Interactive plans
>
>to release its first Atari title this Fall with Centipede for bothe the
>
>PC and Sony Playstation console. Hasbro Interactive intends to develop
>
>vairous titles for all vialbe and gaming platforms including PC CD ROM,
>
>and the Sony Playstation.
>
>
>
>--
>"You are not ready for Immortality" Kosh on Babylon 5

Maybe there were some old prototypes in that sale. Or maybe they don't really want the 8 bit stuff and we could pick up the rights or a couple a bucks.

Back to reality. I thing most people still think of the good old 2600 and the fun they had with it if they hear the name Atari. That might be good. Atari has been synonimous with "we make great products, but let's not tell everybody" ever since.

Hasbro on the other hand is very famous (well, the products more then the company name), they are the guys from "transformers" and such aren't they?

Hmm, computers transforming into Robots???? "I'm no XE, I'm Optimus Prime." Damb, where gonna have endless discussions with our computers about the ethics of changing their Operation Systems, CPU, etc.

(Hey, maybe if you're lucky enough to have this cool (but not Brainless) Transformer, you'll be greated with "Yo dude, Check out those >beep< pictures I downloaded for ye!" :-)

CU Mathy Van Nisselroy

1663. Clearing Up Details of Hasbro/Atari Deal

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-19 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.980319165155.547393009A-100000@conrad.appstate.edu>
Source record: 5423
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

I have read quite a bit about Hasbro buying Atari in the last week. I have seen a lot of misinformation on the newsgroups, so I thought I would put in some facts:

Hasbro bought Atari assets for $5 million.
These "assets" include the rights to 75 video game titles (they do not include any rights to redistribute computer or videogame hardware - this means that Hasbro cannot "reintroduce" any 8-bit Atari computers, ST computers, or Jaguar consoles, redesigned or not.
One article I read mentioned that these games would be marketed under the title "Atari Platinum Series" - that is probably the extent to which we will see the name "Atari" on any of the new products.

ccee88oo
C8O8O8Q8PoOb o8oo
dOB69QO8PdUOpugoO9bD
CgggbU8OU qOp qOdoUOdcb ....
6OuU /p u gcoUodpP ....
\\\// /douUP ... ...
. \\\////. . ...
.. |||/\ . . ..
.. |||\/ ... .
. ||||| . .. Thomas Main ..
...../////\..... main@appstate.edu .....

1664. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-19 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6es7g6puh1@alexander.INS.CWRU.Edu>
Source record: 5424
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

re: 1 dimensional games...

I think PONG is the closest we will get to a '1-Dimensional'
game. If there was only a paddle, and no puck. ;-)
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

1665. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-19 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6esa7j$gg7@sjx-ixn4.ix.netcom.com>
Source record: 5425
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

```
In
<4DC1F327AF7B0052.BA2E742F9FAD80DA.0FBFFFF46EC84F21@library-proxy.airne
s.net> Scott 'Steg' Hansen <steg@airmail.net> writes:
>
>BELJAN E wrote:
>>
>> In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
>> writes:
>> >
>> >Well, the Jaguar II design (AKA Project Midsummer) was completed,
and
>> >was supposedly quite powerful. I believe the hardware could compete
if
>> >they came up with some good software for it. But I would sooner bet
>> >that
>> >Hasbro is a Project X licensee then say they intend to revive the
>> >Midsummer architecture.
>> >
>> I heard somewhere that it could supposedly do 5,000,000 polygons a
>> second, which if true would make it plenty powerful.
>
>Thats probably 5,000,000 'marketing polygons'... =)
>
Well......
```

1666. Re: Clearing Up Details of Hasbro/Atari Deal

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-19 00:00:00 UTC
From: Chris Barbagallo <cbarbagallo@geocities.com>
Message-ID: <3511D829.FB84645A@geocities.com>
Source record: 5426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Wrong, wrong, wrong. Go back and reread the Sec. 8-K filing with the
Feds. http://www.freeedgar.com/search/WL.asp?C=941167&F=8-K&D=3/9/1998

Later.

Chris B.
cbarbagallo@geocities.com

Thomas Main wrote:
>
> I have read quite a bit about Hasbro buying Atari in the last week. I
> have seen a lot of misinformation on the newsgroups, so I thought I
> would put in some facts:
>
> Hasbro bought Atari assets for $5 million.
> These "assets" include the rights to 75 video game titles (they do not
> include any rights to redistribute computer or videogame hardware - this
> means that Hasbro cannot "reintroduce" any 8-bit Atari computers, ST
> computers, or Jaguar consoles, redesigned or not.
> One article I read mentioned that these games would be marketed under
> the title "Atari Platinum Series" - that is probably the extent to which
> we will see the name "Atari" on any of the new products.
>
> ccee88oo
> C8O8O8Q8PoOb o8oo
> dOB69QO8PdUOpugoO9bD
> CgggbU8OU qOp qOdoUOdcb ....
> 6OuU /p u gcoUodpP ....
> \\\\// /douUP ... ...
> . \\\////. . ...
> .. |||/\ . . ..
> .. |||\/ ... .
> . ||||| . .. Thomas Main ..
> ...../////\..... main@appstate.edu .....

1667. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-20 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <3511c0b9.1231412@news.jagunet.com>
Source record: 5427
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

vsp@unix3.netaxs.com (have clue--will travel) wrote:
>
>Just dandy. The rights to most of the classics now belong to the same people
>who shat upon the once-respected name of Frogger while "updating it with the
>latest technology."
>
>Oh, my cup runneth over.

Fogger wasn't that bad. Its hard, maybe impossible, but its also fun..

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1668. Activision's Battlezone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-20 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <3511C3B7.D9B8D727@studio9.demon.co.uk>
Source record: 5428

Activision are pushing their revamp of Battlezone just now ... where does this fit in with the Hasbro deal? A timely reminder from someone who knows more than me re: Activision/Atari history would be appreciated.

Looks like Hasbro's purchase is a software one ... a shame. I didn't expect any new 'computers' but it would have been exciting to see Atari on some gaming hardware. One flop from Hasbro (quite likely given Frogger'97) and that really will be the Atari name dead and buried!!

Jim.

--
* Mr J.M.A. Harris.
* 9 Argyle Road, Brighton, East Sussex, BN1 4QA, United Kingdom.
+ 44 (0)1273 625875.
* jim@studio9.demon.co.uk ~ http://www.studio9.demon.co.uk
* Postgraduate Student of Hypermedia Studies
* (http://www.hrc.wmin.ac.uk)
* @ Advanced interactive web site design
* @ CD-ROM authoring
* @ Internet and Multimedia Installations and Events
* @ Digital Music
* Also at this address Mr C.Hope, Mr S.Grainger and Miss S.Kpakra.

1669. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-20 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6eshnp$2t9$1@pale-rider.INS.CWRU.Edu>
Source record: 5429
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

re: 3d vs 2d...

Your argument regarding "since the projecting apparatusis 3d, then the image must be 3d" breaks down when you consider a slide projector. When it projects an image to a theoretically perfect screen, the image itself has no depth unless you look at light as a particle. But so far we have not been able to resolve the particle/wave dispute. My own idea is that it is something _else_, that we as humans in our particular frame of reference cannot see it as it is. Perhaps it is 4-D or more in nature, and humand find it difficult at best to perceive more than 3 simultaneous dimensions.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

1670. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-20 00:00:00 UTC
From: 'remove'tim_k@post1.com
Message-ID: <3511f412.11684909@news.abs.net>
Source record: 5430
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

>But Tim - was the 'product' not a roaring success - in my view these
>fine products failed to attract a very large market share solely due
>to the lack of 'marketing' - most people never even heard of 'Atari'
>other than for the older games machines that were well promoted in
>their time.
>
>When the 'Trammels' got involved in their money laundering operation
>(at least that's how it seemed) they made absolutely no attempt to
>'market' the product - which - upgraded a bit for the times - could be
>successfully marketed today.
>
>Or am I reading it wrong ???
>
>The Canadian Curmudgeon (in cool, cloudy, Calgary)

I'm just a little bitter from what I consider being betrayed by the Trammels. After hearing so many times that 'this year' would be 'the year of Atari' only to see them only market in the New York City area or maybe a couple of other local areas, it burns me up. I tried to do my part by buying hundreds of dollars worth of hardware and software only to see it become worthless as fewer and fewer places supported the platform. I hate being at the mercy of Microsoft. But what's the alternative? Even the Mac may not last much longer. I suppose if my needs were simpler, I could get by with my old 520 ST running Word Up etc., but for my needs, it won't do. There- I got that off my chest.

Tim

1671. Re: Clearing Up Details of Hasbro/Atari Deal

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-20 00:00:00 UTC
From: hofman@ats.nld.alcatel.nl.nospam
Message-ID: <6et4gp$n5n$1@nlsun1.ats.nld.alcatel.nl>
Source record: 5431
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Path: hofman
Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari-jaguar.discussion
Sender: hofman@nlev00.uni-paderborn.de (Peter Hofman)
From: hofman@ats.nld.alcatel.nl.nospam (Peter Hofman)
Distribution: world
X-Newsreader: mxrn 6.18-16
References: <Pine.PMDF.3.95.980319165155.547393009A-100000@conrad.appstate.edu>
<3511D829.FB84645A@geocities.com>
Reply-To: hofman@ats.nld.alcatel.nl.nospam
Organization: Alcatel Telecom Nederland
Subject: Re: Clearing Up Details of Hasbro/Atari Deal

Path: hofman
Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari-jaguar.discussion
Sender: hofman@nlev00.uni-paderborn.de (Peter Hofman)
From: hofman@ats.nld.alcatel.nl.nospam (Peter Hofman)
Distribution: world
X-Newsreader: mxrn 6.18-16
References: <Pine.PMDF.3.95.980319165155.547393009A-100000@conrad.appstate.edu>
<3511D829.FB84645A@geocities.com>
Reply-To: hofman@ats.nld.alcatel.nl.nospam
Organization: Alcatel Telecom Nederland
Subject: Re: Clearing Up Details of Hasbro/Atari Deal

STill not clear?
read: http://www.atarihq.com/news/1998/980310.html

Peter

In article <3511D829.FB84645A@geocities.com>, Chris Barbagallo <cbarbagallo@geocities.com>
writes:
>Wrong, wrong, wrong. Go back and reread the Sec. 8-K filing with the
>Feds. http://www.freeedgar.com/search/WL.asp?C=941167&F=8-K&D=3/9/1998
>
>Later.
>
>Chris B.
>cbarbagallo@geocities.com
>
>Thomas Main wrote:
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>> computers, or Jaguar consoles, redesigned or not.
>> One article I read mentioned that these games would be marketed under
>> the title "Atari Platinum Series" - that is probably the extent to which
>> we will see the name "Atari" on any of the new products.

[LUMBERJACK WAS HERE]

1672. Re: Clearing Up Details of Hasbro/Atari Deal

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-20 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.980320091224.541097400B-100000@conrad.appstate.edu>
Source record: 5432
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

```
> I have read quite a bit about Hasbro buying Atari in the last week. I
> have seen a lot of misinformation on the newsgroups, so I thought I
> would put in some facts:
>
Well, I stand corrected. I'm afriad I am guilty of spreading the same
sort of misinformation that I was complaining about. I'm sorry.

>
> ccee88oo
> C8O8O8Q8PoOb o8oo
> dOB69QO8PdUOpugoO9bD
> CgggbU8OU qOp qOdoUOdcb ....
> 6OuU /p u gcoUodpP ..... .... ...
> \\\\// /douUP ... ... ... . ..
> . \\\\///. . ... ..... ...
> .. |||/\ . . .... .. ... .. ...
> .. |||\/ ... .. . .. ..
> . ||||| . .. Thomas Main ..
> ........//||||\.......................... main@appstate.edu .......
>
>
```

1673. Re: Crossposting.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-20 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <35121588.8BBE3678@earthlink.net>
Source record: 5433

Not only that, but ng posters with really elaborate signatures really tick me off.

1674. ST Gear (20/3/98) Update

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-20 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <890409305.5833.0.nnrp-03.c1ed1184@news.demon.co.uk>
Source record: 5434
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,uk.adverts.computer,uk.adverts.other,netcom.uk.forsale,alt.atari

I have a selection of Atari ST titles for sale.

This List Updated 20/3/1998.

email: steve@steverosie.demon.co.uk

I'm looking out for the following, possible swap, part exchange etc...
Atari CD ROMS, 16-bit sampler cartridge/hardware etc...

All are on original media.

Key:
ds = double sided disks
ss = single sided disks
?d = number of disks
meg = one meg of memory or more needed
ni = no instructions
nb = no box
NSTE = Not STE compatable

Please Note The Key Codes Are Only There For Guidance, I cannot be
responsable for in accuracies.

>>>>>>>>>> All prices are in UK Pounds (sterling) <<<<<<<<<<
^^

Prices DO NOT include postage.

GAME COMPILATIONS

Hollywood Collection (5d,ni) 5
Ghostbuster II, Indiana Jones and the Last Crusade & Robocop
TNT (4d) 5
Xybots, Toobin, APB, Dragon Spirit and Hard Drivin'
Finale (4d) 5
Paperboy, Overlander, Ghost'sn' Goblins
and Space Harrier (20 levels)
The Dream Team (5d, ds) 5
The Simpsons - Bart v' The Space Mutants, WWF Wrestlemania and
Terminator II 'Judgement Day'
Atari 520STE Discovery Xtra Pack 5
Language Disk DE1 (ds)
Final Fight Disks DE2 & DE3 (ds)
Sim City/Escape from the Planet of the Robot Monsters (ds)
9 Lives (ds)

SPORT TYPE GAMES

World Championship Soccer (1d,ds,nb) 2
Ballistix (1d,ss) 2
Superleague Soccer (1d,ss) 2
T.V Sports Football (1d,ss,nb) 3
Vector Championship Run (1d,ss) 2
Championship Wrestling (1d,ss) 3
Top Shot = Kick Off + Extra Time. (1d,ds) 3

SIMULATIONS

ATFII (Atdvanced Tactical Fighter II) (1d,ss) 2
Lombard RAC Rally (2d,ss,nb) 2
Falcon - The Mission Disks Vol.1 (needs Falcon) (1d,ss) 3
Their Finest Hour -The Battle of Britian (2d,ds) 5
Carrier Command (1d,ds) 5
Mig-29 Fulcrum (1d,ds,meg) 5
F-15 Strike Eagle II (2d,ds) 10
Railroad Tycoon (2d,ds,meg) 10

STRATEGY, MIND AND ADVENTURE

Alpha Waves (1d,ss) 2
Go-Moku/Renju (1d,ss) 2
Federation of Free Traders [F.O.F.T] (2d,ss,nb) 2
Conflict Europe (1d,ss,nb) 2
Crash Garrett (2d,ss) 2
Archipelagos (1d,ss) 2
Tower of Babel (1d,ss) 2
The Quest for the Time-Bird (3d,ds) 2
Quizam! (2d,ss) 2
Lords of Chaos (1d,ds) 3
Driller (1d,ss) 3
Populous (1d,ss) 3
Borodino (2d,ss) 3
'Nam 1965-1975 (1d,ds,nb) 3
Pirates (2d,ss,nb) 3
The Kristal (2d,ss,nb) 3
First Contact (2d,ds,nb) 3
Airborne Ranger (2d,ss,nb) 3
Murder (1d,ds) 3
Knightmare (2d,ds) 3
Lemmings (1d,ds) 3
Corporation (2d,ss) 3
Mega-Lo-Mania (2d,ds) 3
Elite (1d,ss) 5
Terrorpods (2d,ss) 5
Loom (3d,ds,nb) 5
Jinxter (1d,ss) 5
The Secret of Monkey Island (4d,ds,meg) 5
Ishar 2 (3d,ds) 5
Populous II (1d,ds, meg & 512k versions) 10

Lemmings 2 - The Tribes (1d,ds,meg) 10
Elite 2 - Frontier (2d,ds,meg) 10

ARCADE

Skweek (1d,ds) 2
Defenders of the Earth (2d,ss) 2
Eliminator (1d,ss) 2
Wrangler (1d,ss) 2
Hard Drivin' (1d,ss) 2
Yogi Bear & Friends In the Greed Monster (1d,ss) 2
Blazing Thunder (1d,ss) 2
Mig 29 Soviet Fighter (1d,ss) 2
Fast Food (featuring Dizzy) (1d,ss) 2
Whirligig (1d,ss) 2
Hellraider (1d,ds) 2
Outrun (1d,ss,ni) 2
Bad Company (1d,ds) 2
Rambo III (1d,ss) 2
Mean Machine (1d,ds) 2
The Light Corridor (1d,ss) 2
Last Ninja 2 (1d,ss,nb) 2
Voyager (1d,ss,nb,NSTE) 2
Ghostbusters II (4d,ss,nb,ni) 2
Hellraisers (2d,ss,nb,ni,NSTE) 2
Legend of the Lost (2d,ss,nb,ni) 2
The Last Shoot-'em Up (1d,ss) 2
Time Bandit (1d,ss) 2
Robocop (2d,ss,ni) 2
Popeye 2 (1d,ds) 2
Flood (1d,ds) 2
Hong kong Phooey (1d,ss) 2
Steg the Slug (1d,ds) 2
Panza Kick Boxing (2d,ds) 2
Cloud Kingdoms (1d,ss) 2
Cabal (1d,ss) 2
Moonwalker (2d,ss) 2
Shadow of the Beast (2d,ds,ni) 3
The New Zealand Story (1d,ds) 3
Midnight Resistance (1d,ss) 3
Prince of Persia (1d,ds) 3
Hudson Hawk (1d,ds) 3
Golden Axe (2d,ds) 3
Cloud Kingdoms (1d,ss) 3
Cap'n Carnage (1d,ss) 3
Impossamole (1d,ds) 3
Risky Woods (1d,ds) 3
ST Star Raiders (1d,ss) 3
Oxxonian (3d,ss) 3
Barbarian (Psygnosis) (2d,ss) 3
Barbarian (Palace) (1d,ss) 3

Cybernoid II - The Revenge (1d,ss) 3
Targhan (1d,ds) 3
Switchblade (1d,ss) 3
Defender II (1d,ds) 3
Double Dragon III (2d,ds) 3
Robocop 2 (1d,ds) 3
Mr Do Run Run (1d,ds) 3
Dragon Breed (2d,ds) 3
Operation Wolf (3d,ss,nb) 3
The Untouchables (3d,ss) 3
Infestation (1d,ds,nb) 3
Scrambles Spirits (2d,ds,nb) 3
Thunderblade (2d,ss) 3
Total Recall (2d,ds) 3
Streetfighter II (4d,ds,meg) 5
Obsession (2d,ds, meg, STE) 5
Dyna Blaster [with multiplay adapter - s/bombman clone] (1d,ds,meg) 10

SERIOUS STUFF

STOS Sprites 600 (1d,ss) 3
STOS Compiler (1d,ss) 3
STOS 3D (2d,ds) 5
STOS BASIC - The Game Creator (3d,ss) 5
Family Roots (1d,ss) 5
HiSoft 'C' Interpreter (2d,ss) 10

BOOKS

Atari Discovery Pack Manual 2 - STOS The Game Creator Manual 3
Atari Discovery Pack Manual 3 - Neochrome/FirST Basic etc 3

HARDWARE

Multiface ST 'Ripper Cartridge' (NSTE) 20
520 STFM Motherboard 25
Atari ST Terminal Emulator Cartridge ..... open to offers

ATARI MAGAZINE COVER DISK's
All 1 UK pound each
ST FORMAT
Disk 65: Dr Fox, Three Games, Tiny Print, Timezones, Jetpac,
Grafix & More!
Disk 67: Homeworker, Midigrid Pro, Lottery, Quartet, Smash Hit,
Kaosdesk & More!
Disk 68: Taquin, Picswitch, Jumble-Up, Stosser, Magic Story Book,
BBS Directory & More!
Disk 69: Cheque Book, One Jack, Story Book 1 meg Files, Hang
About, Obsession, Sound Lab v1.11 & More!
Disk 70: 525 v2.02, Font Checker, Spirit Ed, Clipart, Team, Pablo
Paint & More!
Disk 71: Disk Opus, Music Box 2.6, Tessera, Magic Shadow, HiSoft C

Interpreter, Alien Thing & More!

ATARI ST REVIEW
Issue 12: Video Titler, Kid Kong/Bugs UK, Scribe, Line_Art.Fnt.
Issue 25: Equinox Organiser, Profile, ECVerter, Sprint, LED Panel,
Ancient, RDE.
Issue 27: MasterCAD, Kobold, ZX81 Emulator.
Issue 30, Disk 1: Ishar III.
Issue 30, Disk 2: Eclipse, Spectra, Imagecopy 3, Supersam.

ATARI ST USER
6/1990 Damcles & Debute Demos, Defsel, DLII, Pro-Ed, DirPrint.

Cheers! for now
Steve

****
| Email: | "If fame is to come after death, |
| steve@steverosie.demon.co.uk | I am in no hurry for it." |
********************************** ===== |
| Web Site: | Marcus Valerius Martial |
| www.steverosie.demon.co.uk | (A.D. 40-102) |
****

1675. Re: Crossposting.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-20 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <890418286.20464.1.nnrp-07.c1ed1184@news.demon.co.uk>
Source record: 5435

On 20 Mar 1998 07:06:51, John Morgan wrote:
>Not only that, but ng posters with really elaborate signatures really
>tick me off.
>
>.

Sad! Sad! Sad! person you!

Cheers! for now
Steve

****
| Email: | "If fame is to come after death, |
| steve@steverosie.demon.co.uk | I am in no hurry for it." |
********** ===== |
| Web Site: | Marcus Valerius Martial |
| www.steverosie.demon.co.uk | (A.D. 40-102) |
****

1676. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-21 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <351381a5.1888692@news.pacbell.net>
Source record: 5436
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

On Sat, 21 Mar 1998 08:23:04 GMT,
sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk (Sam.) wrote:

>Even Frogger is 1-d. Although you can move left and right, you're only
>really choosing which "column" of cars to occupy. The essence of the
>game is timing when to go backwards or forwards.

You're really stretching credibility with some of your examples,
Frogger particularly.

--Maurice

mauricem@spambigfoot.com
http://members.tripod.com/~Molyneaux

1677. Re: Clearing Up Details of Hasbro/Atari Deal

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-21 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <6f0l6u$8qf$1@news.eclipse.net>
Source record: 5437
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Thomas Main wrote in message ...
>Hasbro bought Atari assets for $5 million.
>These "assets" include the rights to 75 video game titles (they do not
>include any rights to redistribute computer or videogame hardware - this
>means that Hasbro cannot "reintroduce" any 8-bit Atari computers, ST
>computers, or Jaguar consoles, redesigned or not.
>One article I read mentioned that these games would be marketed under
>the title "Atari Platinum Series" - that is probably the extent to which
>we will see the name "Atari" on any of the new products.

Not that I'm disputing this, but doesn't the official papers say that they also have the rights to all the hardware they developed, including the computers and consoles?

On another note I'd be surprised if they released anything under the Atari name; I would have thought they bought the assets for the patents that Atari has been making from all the law suits.

1678. ++++ STE schematic wanted ++++

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-21 00:00:00 UTC
From: jofjoe <jofjoe@infonie.fr>
Message-ID: <35141E9A.14462AB@infonie.fr>
Source record: 5438

I want the electronic schematic of the Atari STE family
thanks ;))
jofjoe@easynet.fr

1679. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-21 00:00:00 UTC
From: Dan & Jennifer <dan-jen@mindspring.com>
Message-ID: <35144452.1C52@mindspring.com>
Source record: 5439
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Sam. wrote:
>
> jkeim@unlinfo.unl.edu (James D. Keim) wrote:

> Combat is essentially 1-dimensional, since when you fire, your bullet
> only ever goes in a straight line, and to avoid being hit you just
> avoid the line. While the lines and tanks *can* move, at any instant
> in time the attributes of the game are all 1-D.
>
> Even Frogger is 1-d. Although you can move left and right, you're only
> really choosing which "column" of cars to occupy. The essence of the
> game is timing when to go backwards or forwards.
>
> Pong / Breakout are 1-D, since the ball is the element you actually
> move, and it only has one vector, so does the bat. There's loads of
> them. They base their rules on intersecting lines, rather than
> intersecting blocks like say Mario or Ghouls 'n' Ghosts.

Huh? If a game has x and y movement, it is two dimensional.

A vector used to describe the velocity of the "Pong" ball or "Combat"
bullet would need both x and y components.

You're turning simple math into something difficult.

Later,

Dan

1680. Re: Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-23 00:00:00 UTC
From: bales@hol.REMOVE.THIS.fr
Message-ID: <MPG.f80751afc029c96989690@gazette.stortek.com>
Source record: 5440

On Sun, 15 Mar 1998 18:17:30 -0600, for some strange reason Edwin E.
Thorne (ethorne@chicagonet.net) wrote this...
> Are Atari computers or Atari clones still made?
>

Absolutley. Atari is dead and buried as far as computers are concerned,
but the computers are still alive. we are talking about Atari TOS clones,
based on the TT but with 040 and 060 Processors. The only ones currently
available are the Hades computers:

The 2nd hand market is the place to look for a TT or a Falcon, which are
still very nice machine by today's standards.

> If so, who sells them?

For the Hades clones, check out:
http://www.stud.ee.ethz.ch/~caschwan/medusa.html
The Milan clone (soon to be released):
http://www.milan.atari.de (the site is not finished yet)

>
> Why would I chose an Atari over a Mac, PC or an Amiga?

That's up to you, it's all a question of feeling. Over a Mac or PC, you
have the advantage of feeling different. Software is usually easier to
use than on an Amiga, and the system is a whole lot simpler. Besides,
most of the stuff being second hand, an Atari is much cheaper. You
certainly won't spend as much money on upgrading your hardware as you
would on a PC.
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1681. Re: Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-24 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6f71da$fb7@bgtnsc03.worldnet.att.net>
Source record: 5441

Edwin,

> Do you see any hope that the Atari will be revived?

Extremely doubtful; not at all likely.

> Are there any compelling reasons why it should or
> should not be?

Atari systems were always fun and easy to use -- truly user friendly with a real 'plug-and-play' interface. They made excellent use of available RAM and with the basic operating system in ROM, they were incredibly fast for their time. Even by todays standards, Atari's TT030 systems (introduced in 1991) are still very capable of performing serious applications efficiently. I'm still using several of them myself, and will continue to as long as my current software continues to remain viable.

But todays systems are mere tools, made useful by the software applications fed into them. Like it or not, WindowsNT/95 has become the industry standard for personal/home computers, and that is the platform for which virtually all new software is being written. As bad as Windows95 is, and I despise it as much as anyone, it _is_ the industry standard. Bill Gates has won the war, not through superior products, but through superior marketing. Yes, there will probably always be a small niche market for alternative systems, but it is extremely doubtful any of them will become serious competition for the Microsoft monopoly -- at least not in the forseeable short term future.

Sheldon (Computer STudio - Asheville, NC)

1682. Re: Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6f8h8p$915$1@news.campus.mci.net>
Source record: 5442

On 24 Mar 1998 01:14:18, "Sheldon H. Winick" wrote:

]-Atari systems were always fun and easy to use -- truly user friendly with a
]-real 'plug-and-play' interface. They made excellent use of available RAM
]-and with the basic operating system in ROM, they were incredibly fast for
]-their time. Even by todays standards, Atari's TT030 systems (introduced in
]-1991) are still very capable of performing serious applications
]-efficiently. I'm still using several of them myself, and will continue to
]-as long as my current software continues to remain viable.

Agreed. I'm continuing to use my accelerated Falcon (Nemesis), 17" monitor,
and software...

]-But todays systems are mere tools, made useful by the software applications
]-fed into them. Like it or not, WindowsNT/95 has become the industry
]-standard for personal/home computers, and that is the platform for which
]-virtually all new software is being written. As bad as Windows95 is, and I
]-despise it as much as anyone, it _is_ the industry standard. Bill Gates
]-has won the war, not through superior products, but through superior
]-marketing. Yes, there will probably always be a small niche market for
]-alternative systems, but it is extremely doubtful any of them will become
]-serious competition for the Microsoft monopoly -- at least not in the
]-forseeable short term future.

Sheldon, did you happen to read John Dvorack's (sp?) last column in PC
magazine? He is predicting that Compaq (worlds largest PC retailer) and
Intel (worlds largest chip maker) will combine, create their own OS (that
will still be backward compatible) and run head-to-head against Gates and
the MicroSleaze monopoly. Heck, if that happens, I might even be convinced
to buy one! <grin>

Of course this depends on whether or not the Justice Dept. breaks Gates
Gang up... ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1683. Web Site Updated

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-24 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <19980324160106O1.LAA22941@ladder03.news.aol.com>
Source record: 5443

THE COMPUTER DUNGEON has updated our website and added another
full version Shareware game.

Many new & used ST and Falcon software titles, along with accessories,
Shareware programs, and Jaguar-Lynx-Classic (2600-5200-7800) video game
items.

To visit our website, please point your browser to:

http://www.mcs.net/~isis/dungeon/dungeon.htm

We accept VISA and MasterCard and ship COD.

Thanks for taking the time to read this and we look forward to helping you with
all your Atari needs.

Al Horton
The Computer Dungeon
"Support Shareware Authors"

1684. Re: Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-24 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6f9cv9$ifo@ds2.acs.ucalgary.ca>
Source record: 5444

On 24 Mar 1998, DarkChyld wrote:

> Sheldon, did you happen to read John Dvorack's (sp?) last column in PC
> magazine? He is predicting that Compaq (worlds largest PC retailer) and
> Intel (worlds largest chip maker) will combine, create their own OS (that
> will still be backward compatible) and run head-to-head against Gates and
> the MicroSleaze monopoly. Heck, if that happens, I might even be convinced
> to buy one! <grin>
>
> Of course this depends on whether or not the Justice Dept. breaks Gates
> Gang up... ;-)

Knowing the American penchant for 'rendering unto Caesar' - I doubt
the Excited States Justice Department has the power to do that any
more. Gates gives to much in 'political contributions' to get
anything more than a 'slap on the wrist' from the authorities.

But then, I'm a cynic !!!

The Canadian Curmudgeon (in warm, wet, Calgary)

1685. SPAM Filters... take two

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-24 00:00:00 UTC
From: dave.lee@ftn.org
Message-ID: <e7a_9803241800@tor250.org>
Source record: 5445

So.... did those S.P.A.M. Filters I mentioned a few days ago cut in already or has this NewsGroup just suddenly died? There used to be lots of posts with multiple newsgroup addresses on them and now there has been nothing for the last couple of days. Wandering Minds Need to Know.

```
| _____ ____ Pigs do Fly and the Fuji and ____ _____ |
| '----,\ ) Atari are still alive and well ( /,----' |
| '--==\\ / on the TAF ONLINE BBS and \ //==--' |
| '--==\\/ Electronic Messaging Center \//==--' |
| .-------.Y|\\_ 1-(416)-42-18-999 _//|Y.-------. |
@_/ / 66\_ Toronto, Ontario, Canada _/99 \ \_@
| | \ \ _(") dave.lee@taf.ftn.org (")_ / / | |
| \ /-| ||'--' Dave Lee Atarinet 51:5/0 '--'|| |-\ / |
| \_\\ \_\\ Dave Lee Fidonet 1:2424/823 //_/ //_/ |
```

1686. Re: Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-24 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6f9esg$pn4@bgtnsc02.worldnet.att.net>
Source record: 5446

DarkChyld <thechyld@pcc-uky.campus.mci.net> wrote in article
<6f8h8p$915$1@news.campus.mci.net>...
> Sheldon, did you happen to read John Dvorack's (sp?) last column in PC
> magazine?

No. I rarely read PC magazine -- all they normally write about are those
(damn) DOS/Windows boxes! ;-)

> He is predicting that Compaq (worlds largest PC retailer) and
> Intel (worlds largest chip maker) will combine, create their own OS
(that
> will still be backward compatible) and run head-to-head against Gates
and
> the MicroSleaze monopoly.

Sounds like it might just be a 'Windows Clone'. If so, you can bet
Microsoft will change something or other in their code to break the
competitions compatibility. Gates has never been known to play fair with
the competition.

Sheldon

1687. Re: Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-24 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6f9f32$pn4@bgtnsc02.worldnet.att.net>
Source record: 5447

VE6HY <besmith@calcna.ab.ca> wrote in article
<6f9cv9$ifo@ds2.acs.ucalgary.ca>...
>
> Knowing the American penchant for 'rendering unto Caesar' - I doubt
> the Excited States Justice Department has the power to do that any
> more. Gates gives to much in 'political contributions' to get
> anything more than a 'slap on the wrist' from the authorities.

Actually, the real problem Gates is having with the Congress is the fact
that he HASN'T taken an active (financial) interest in national politics --
at least not to the extent that the politicians feel he is financially
able.

Sheldon

1688. Re: Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-25 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6fb42s$q55$2@news.campus.mci.net>
Source record: 5349

On 24 Mar 1998 23:16:32, "Sheldon H. Winick" wrote:

]-No. I rarely read PC magazine -- all they normally write about are those
]-(damn) DOS/Windows boxes! ;-)

I turned in my AT & T "true rewards" points for PC Magazine-thats the
only reason I read it! (would have picked an Atari mag. but...)

]-Sounds like it might just be a 'Windows Clone'. If so, you can bet
]-Microsoft will change something or other in their code to break the
]-competitions compatibility. Gates has never been known to play fair with
]-the competition.
]-
]-Sheldon

I wouldn't be a bit surprised... Did you happen to catch Gates on C-Span?
Geez, he could resign from Microslop now, and become rich by writing a
book on "1001 Ways To Not Answer A Yes/No Question"!!! or "Never Use A
Single Word When 100 Will Do"...!!! I've never seen a more guilty person
trying not to implicate himself (the topic of the question was none other
than Netscape) ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1689. Re: Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-25 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6fb6oa$b3s@ds2.acs.ucalgary.ca>
Source record: 5350

On 25 Mar 1998, DarkChyld wrote:

> I wouldn't be a bit surprised... Did you happen to catch Gates on C-Span?
> Geez, he could resign from Microslop now, and become rich by writing a
> book on "1001 Ways To Not Answer A Yes/No Question"!!! or "Never Use A
> Single Word When 100 Will Do"...!!! I've never seen a more guilty person
> trying not to implicate himself (the topic of the question was none other
> than Netscape) ;-)

Bill Gates for President !

The Canadian Curmudgeon (in sunny, wet, snow 2ft deep, Calgary)

1690. Re: Some newbie questions.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-25 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6fb3o9$q55$1@news.campus.mci.net>
Source record: 5448

On 24 Mar 1998 15:42:29, VE6HY wrote:

]-Knowing the American penchant for 'rendering unto Caesar' - I doubt
]-the Excited States Justice Department has the power to do that any
]-more. Gates gives to much in 'political contributions' to get
]-anything more than a 'slap on the wrist' from the authorities.
]-
]-But then, I'm a cynic !!!
]-
]-The Canadian Curmudgeon (in warm, wet, Calgary)

I'd have to agree with you mostly! <smile> Then I think back about
AT & T...they never thought they would be broke up either... ;-)

```
_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1691. trackball for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-26 00:00:00 UTC
From: Phil Costantinou <pcostantinou@icthomasson.com>
Message-ID: <01bd58d7$acbfb620$059c41cf@pconstantinou.isdn.net>
Source record: 5351

I've got an Atari CX22 trackball for sale (with original box and
documentation). Reasonable.
If anyone is interested, please reply or call me at below phone number.

Phil Costantinou
(615) 383-6821

1692. End users, it's time to stand up and be heard!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-27 00:00:00 UTC
From: Timothy Rue <timrue@mindspring.com>
Message-ID: <1018.390T1852T7945442@mindspring.com>
Source record: 5352
Cross-posted to:
comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy

For the end user tired of being caught and crushed by the game players
of the computer industry:

Here is you chance to stand up and be heard!

What do you want? Speak up!

http://www.jms.org/election/

Do access the web pages of the candidates! Links are available thru my
home page.

Versatility, Compatability and ease of use are on the way! Vote!!!

~~~~~~
3 S.E.A.S - Virtual Interaction Configuration (VIC) - VISION OF VISIONS!
~ ~ ~ Advancing the way we Perceive and Use the Tool of Computers!
Timothy Rue What's DONE in anything we do?
Email @ timrue@mindspring.com *AI PK OI IP OP SF IQ ID KE*
Web @ http://www.mindspring.com/~timrue/ >INPUT->(Processing)->OUTPUT>v
^<--------<----9----<--------<
Search email/name @ http://www.dejanews.com for other puzzle parts/posts.
~~~~~~

1693. FS: 2 meg & 4 meg STE upgrades (UK)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-27 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <891041363.7906.1.nnrp-11.c1ed1184@news.demon.co.uk>
Source record: 5353
Cross-posted to: alt.atari,demon.ip.support.atari,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

I have some 1 meg SIMM's ideal for upgrading your STE or Extra RAM
Deluxe upgrade board.

Upgrading from 512k or 1024k/1 meg to 2 meg .... 12.50 UKp (Sterling)
Upgrading from 2 meg to 4 meg ..... 12.50 UKp (Sterling)
Upgrading from 512k or 1024K/1 meg to 4 meg .... 22.50 UKp (Sterling)

Along with the memory, you will get fitting instructions and a disk of
utilities.

Sorry, UK and Europe ONLY.

Cheers! for now
Steve

****
| Email: | "If fame is to come after death, |
| steve@steverosie.demon.co.uk | I am in no hurry for it." |
********************************* ===== |
| Web Site: | Marcus Valerius Martial |
| www.steverosie.demon.co.uk | (A.D. 40-102) |
****

1694. Re: Post is a pain

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-28 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <891084810.9854.0.nnrp-06.c1ed1184@news.demon.co.uk>
Source record: 5354

On 27 Mar 1998 20:38:25, Ian Norton wrote:
>
>Hi James, My name Is Ian, I am not from Demon but was on there once with my
>Falcon.
>
>Wow, youve got a program that actually posts! a cant get anything to post
>properly to pipex,
>
>what software are you using
>
>
>newt...
>.

Hi Ian

Have you tried using Newsie, this is for TOS based machines as with it
you can access your email, newsgroups & ftp and you can make postings.

As this proves:)

You can get Newsie from the following url

http://www.primenet.com/~rojewski/newsie.html

If I can be of further assistance, just ask:)

Cheers! for now
Steve

****
| Email: | "If fame is to come after death, |
| steve@steverosie.demon.co.uk | I am in no hurry for it." |
********************************** ===== |
| Web Site: | Marcus Valerius Martial |
| www.steverosie.demon.co.uk | (A.D. 40-102) |
****

1695. So much for CAB!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-28 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6fkkj5dqq1@nnrp1.dejanews.com>
Source record: 5355

Looks like Atari folks in comp.sys.atari.st are having great difficulties in getting CAB to work properly.

Oh well.

Peter S.
-Happily using Navigator 4!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1696. Re: End users, it's time to stand up and be heard!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-28 00:00:00 UTC
From: Daniel Rey <d_rey@yahoo.com>
Message-ID: <351D5E52.2627@yahoo.com>
Source record: 5356
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.sys.amiga.misc

On 27-Mar-98 Timothy Rue spammed comp.sys.acorn.advocacy,
comp.sys.atari.advocacy, comp.sys.be.advocacy, comp.sys.mac.advocacy and
comp.sys.next.advocacy with the following lines:
>
> For the end user tired of being caught and crushed by the game players
> of the computer industry:
>
> Here is you chance to stand up and be heard!
>
> What do you want? Speak up!
>
> http://www.jms.org/election/
>
> Do access the web pages of the candidates! Links are available thru my
> home page.
>
> Versatility, Compatability and ease of use are on the way! Vote!!!

This is an election for the seat of an *Amiga* users representative in
the ICOA (Industry Council Open Amiga), please keep your drivel in the
appropriate newsgroup (follow-up set to comp.sys.amiga.misc).

I don't see any reason why you are asking for votes from Non-Amiga-users
in an Amiga User Representative election. Well, on second thought it
could be that any sane Amiga user who knows you, wouldn't vote for you,
so you have to ask for votes from folks who don't know you and don't
have any connection with the Amiga.

I also don't find it appropriate to campaign for your election and
direct non-Amiga users to the election web-site, without telling them
that it is about an Amiga User Rep election. Your masquerading of 'end
users tired of....' is misleading to potential voters.

Daniel
--
"I think it is very important, that we explore an open Amiga platform,
use industry standard components to reduce the production costs,
to make it faster to develop and easier to upgrade."
- Petro Tyschtschenko, Nov. 1, 1997, Midwest Amiga Exposition

1697. Re: Jack Tramiel and sons raise venture capital to buy Hasbro!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-29 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <351de8a9.237984@news.tmisnet.com>
Source record: 5357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Hi, Peter!

Wrong newsgroup to be talking about the Jaguar,
but the Jag games are still fun to play. Plus,
the joypads are compatible with the STe and Falcon.

And since the joypads have a touch-tone dialer
layout, the Jaguar would make a perfect Home
Internet Appliance for those who don't want to
buy a $1,000.00 computer.

Followups to alt.atari-jaguar.discussion, please.

-- George Crissman
-- strads@tmisnet.com

On Sat, 28 Mar 1998 22:54:24 -0600, sinclair2000@earthlink.net wrote:

>In article <6f96nn$8j2@bgtnsc03.worldnet.att.net>,
> Rob Pagano <robpagano@worldnet.att.net> wrote:
>>
>> What goes around comes around!
>
>So they can release the 64 bits Jag again?
>
>
>> JK ;-)
>>
>
>Peter S.
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1698. Re: So much for CAB!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-29 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IC4GAGCTUP@data.rhein-main.de>
Source record: 5358

In <6fkkj5dqq1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:

>Looks like Atari folks in comp.sys.atari.st are having great difficulties in
>getting CAB to work properly.
>
>Oh well.
>
>Peter S.
>-Happily using Navigator 4!

Sinflop, you are the greatest dumbhead since more as 100 lightyears..
Do not compare a apple with a pear! You dit'n learn anything?

Take MagiCMac and use CAB on your fucking mac before crying so loud.

And what..

Some people also use the fucking navigator or explorer software monsters..
What do that software more as to surf at the web?

Open your eys, blindfish..
(Buy a bablefishm if you can't unterstand something..)

Robert.S
-Happiliy to found dumbheads..

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

1699. Re: So much for CAB!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-29 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <891176079.13143.0.nnrp-08.c1ed1184@news.demon.co.uk>
Source record: 5359

On 28 Mar 1998 23:02:21, sinclair2000@earthlink.net wrote:
>Looks like Atari folks in comp.sys.atari.st are having great difficulties in
>getting CAB to work properly.
>
>Oh well.
>
>Peter S.
>-Happily using Navigator 4!
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading
>.

Oh deary, deary me!

There's me on a STE surfing he net on CAB without any problems;
striaght forward and a hell of a lot quicker than Internet Explorer.
Alright you don't get colours on a hi-res monitor, but it's
functional.

I don't have to wait to get my STE running and it's more reliable than
a PC and cheaper.

Oh! I forgot to mention, I too have a PC so I think that allows me to
compare.

Bye the way, post and newsgroup are 100% better than the PC with all
it's fancy and expensive processors and programs:))))

Cheers! for now
Steve

****
| Email: | "If fame is to come after death, |
| steve@steverosie.demon.co.uk | I am in no hurry for it." |
********************************** ===== |
| Web Site: | Marcus Valerius Martial |
| www.steverosie.demon.co.uk | (A.D. 40-102) |
****

1700. Re: So much for TIFKAS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-29 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <351e5b41.0@diana.idirect.com>
Source record: 5360

On 28 Mar 1998 23:02:21, sinclair2000@earthlink.net wrote:
>Looks like Atari folks in comp.sys.atari.st are having great difficulties in
>getting CAB to work properly.

Since TIFKAS (the Idiot Forever Known As Sinclap) is not an expert
in ANYTHING, much less Atari computers, take anything he says with a
box of salt. CAB is working fine on my end, and I know a lot of
Atarians who are getting excellent results.

>Peter S.
>-Happily using Navigator 4!

hey, TIFKAS, why not pester the PC people for a change with your
advocacy? Or have you run out of Airedales to kick?
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading
>.

I find it interesting that you're using Navigator 4, but you're
STILL using DejaNews to post with? What's wrong with the mac
newsreaders that you can't use them?

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1701. Re: So much for CAB!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-29 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6flott$5n8$2@news.campus.mci.net>
Source record: 5361

On 28 Mar 1998 23:02:21, sinclair2000@earthlink.net wrote:

]-Looks like Atari folks in comp.sys.atari.st are having great difficulties in
]-getting CAB to work properly.
]-
]-Oh well.
]-
]-Peter S.
]--Happily using Navigator 4!

What folks, what "great" difficulties? Please post specific examples. I'm using CAB v2.5 and its virtually a "no-brainer" (ring a bell, Sinclair?)

Only a Slack...er Mac user would consider a 1 button installation to be "difficult"! ;-)

DarkChyld.
--Ecstatically using CAB v2.5!

```
_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1702. Re: End users, it's time to stand up and be heard!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-30 00:00:00 UTC
From: Timothy Rue <timrue@mindspring.com>
Message-ID: <7074.393T484T5883722@mindspring.com>
Source record: 5362
Cross-posted to:
comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy

Far to many premature judgement being made!!!!

Daniel, you mis-understand what my intentions are. Perhaps this is due to my being one of the candidates. Let me try and clairify.

On 28-Mar-98 15:32:18 Daniel Rey <d_rey@yahoo.com> wrote:
>On 27-Mar-98 Timothy Rue spammed comp.sys.acorn.advocacy,
>comp.sys.atari.advocacy, comp.sys.be.advocacy, comp.sys.mac.advocacy and
>comp.sys.next.advocacy with the following lines:
>>
>> For the end user tired of being caught and crushed by the game players
>> of the computer industry:
>>
>> Here is you chance to stand up and be heard!
>>
>> What do you want? Speak up!
>>
>> http://www.jms.org/election/
>>
>> Do access the web pages of the candidates! Links are available thru my
>> home page.
>>
>> Versatility, Compatability and ease of use are on the way! Vote!!!

>This is an election for the seat of an *Amiga* users representative in
>the ICOA (Industry Council Open Amiga), please keep your drivel in the
>appropriate newsgroup (follow-up set to comp.sys.amiga.misc).

Is it about just the Amiga? NO! It's about the coming changes needed in the computer industry. Changes that are going to happen because there is no longer a choice.

I'm an end user who is very fed-up with this game the industry has been playing with itself. A game where the end user is just and only a spectator. A game where those who benefit are those playing the game and at the expense of many end users.

I'm tired of software compatability and hardware failure problems. There is a better way to deal with these issues and it's going to happen.

What these changes mean is, no longer is there anything valid about end users being biased for or against this or that platform or OS. Fact is, it is this user basis that benefits the game players while giving in return the problems of incompatability and hardware failures to those

biased. Doesn't sound very fair to me as an end user.

The biggest mistake many users are making is getting trapped in this game and therefor being wrongly judgemental of other users, when in fact the judgement should be properly placed on the industry for creating the mess they have. A mess that the end users are going to pay for!!!

Doesn't sound very fair to me!!!

>I don't see any reason why you are asking for votes from Non-Amiga-users
>in an Amiga User Representative election. Well, on second thought it
>could be that any sane Amiga user who knows you, wouldn't vote for you,
>so you have to ask for votes from folks who don't know you and don't
>have any connection with the Amiga.

Yes, there are Amiga user who are also wrongly biased, and many of these who are biased also don't realize what is coming in the way of solutions. If they did, they wouldn't be so damn quick to apply the premature judgements that they and many users on all platforms do.

Your speculation about why I've gone into other newsgroups is in fact such a premature judgement. Apparently you to fail to realize what is coming and why.

It's not about being platform biased, which is only bringing us end users the problems I have mentioned, problems many users are very tired of.

What if: Amiga Inc. was to come out with a product that would allow all end users to connect it to their system (platform independant) and thru such a product are able to remove compatability problems? What if, with the same product the end user is able to remove many other problems as well? I.E. upgrade fears, hardware failures like a harddrive taking down a whole system for a week when if fact for the user to have the ability to easily remove and/or replace the bad part and get right back up and running. And the list goes on with software as well.

It's about Versatility and Compatability. Not about "my OS is better than yours" when in fact it's not the users OS (except for linux) at all but some company who loves to hear such battles going on, while they dump problems on the users.

Hey, there are some great application on all platforms, should I as an end user have to go out and buy one of each system just so I can use the best application tools available? NO! However, I should be able to buy just the parts I don't already have and be able to easily add them to my system.

User Oriented Modular systems, in both hardware and software. This is what is comming!!! And it applies to all systems, not just the Amiga. But it has to start being done somewhere and it just so happen that it is beginning with the Amiga. Why? Because of the state the Amiga is in due to what it has been thru. A state that is very open (unlike the platform biased current) to all users on all platforms. Open for input from all users regardless of their current platform.

It's not about being platform biased, but about removing this pointless and non-productive bias so that such changes can come along that really benefit "END-USERS!!!" rather than those who promote consumer entrapment abuse.

>I also don't find it appropriate to campaign for your election and
>direct non-Amiga users to the election web-site, without telling them
>that it is about an Amiga User Rep election. Your masquerading of 'end
>users tired of....' is misleading to potential voters.

Perhaps this was an error on my part. But only in not better explaining that this election, although having the name Amiga attached to it, is about comming changes and needs the input of as many computer users as possible.

It's about the future of personal computing!

The way we currently preceive computer platforms today is not how we will preceive them tomarrow. Tomarrow such labels as Amiga, Macintosh, BE, Atari, Acorn, etc.. will be more like brand names of harddrives. You can use them together!!!

>Daniel
>--
>"I think it is very important, that we explore an open Amiga platform,
>use industry standard components to reduce the production costs,
>to make it faster to develop and easier to upgrade."
>- Petro Tyschtschenko, Nov. 1, 1997, Midwest Amiga Exposition

Nice Quote from Petro!

To better understand what is comming, to better prepare for it, it won't hurt anyone to simply look into what is evolving in the Amiga community.

This election, well let's just say there is a great deal in the way of web links to information one can access thru it. The links of ICOA information, JMS information, Information available thru candidates pages.

BUT ONLY IF YOU WANT TO KNOW WHAT'S COMMING FOR EVERYONE!

~~~~~~
3 S.E.A.S - Virtual Interaction Configuration (VIC) - VISION OF VISIONS!
~ ~ ~ Advancing the way we Perceive and Use the Tool of Computers!
Timothy Rue What's DONE in anything we do?
Email @ timrue@mindspring.com *AI PK OI IP OP SF IQ ID KE*
Web @ http://www.mindspring.com/~timrue/ >INPUT->(Processing)->OUTPUT>v
^<--------<----9----<--------<
Search email/name @ http://www.dejanews.com for other puzzle parts/posts.
~~~~~~

1703. Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-31 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <891384569.6321.0.nnrp-01.c1ed1184@news.demon.co.uk>
Source record: 5363
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

I am having a problem gettings an external SCSI CD-ROM drive (Apple 300E) running on my STE.

My setup is as follows:
4 meg STE running under TOS 1.62 & 2.06 (not at the same time:))
System solutions MiniS Hard drive.
Using the adapter that was supplied with it in 1994, SS say it's an ICD.

HDdriver v3.10 will not allow any drive to initialise, let alone run. The hard drive locks up, no matter what you do.

I have downloaded the HDdriver v71.0 demo with mixed success; in 1.62 & 2.06 if the hard drive doesn't hangup on me (yellow light stuck on), it acknowledges the CD-ROM drives existance, but only allows me to acces partitions C-H instead of C-J on my hard drive. Using MetaDOS v2.70 under 1.62 the computer bombs out when the CD-ROM is opened; in 2.06 I can actually view the directory:) But when any attempt to run any install program etc... the computer crashes.

As I have met with limited success with the demo version of HDdriver 7.10, and as System Solution has failed to convince me that upgrading to the full version would get me sorted I don't want to splash out money on a wild goose chase based on a salesman selling his trade.

Has anyone been through the same problems, if so how was it overcome? I don't mind buying software, on condition that it does what I want it to.

If any dristibutor, producer or writer of these commercial or any driver package could be so kind as to forward me a copy of their software and it does the job I want (which is to get this CD-ROM drive so that I can use it) I can't see a problem with me buying it. simple enough.

Any help will be greatly appreciated, and I mean that, I really do, I'm not kidding, It'll make my day, or millenium, I'll be forever in your debt, I'll definitely owe you a favour, and I mean that most sincerely folks..... :))))))

Thanks

Cheers! for now
Steve

```
**********************************************************************
| Email: | "If fame is to come after death, |
| steve@steverosie.demon.co.uk | I am in no hurry for it." |
********************************** ===== |
| Web Site: | Marcus Valerius Martial |
| www.steverosie.demon.co.uk | (A.D. 40-102) |
**********************************************************************
```

1704. Re: So much for TIFKAS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-31 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6fsgj6$2ss$1@nnrp1.dejanews.com>
Source record: 5364

In article <351e5b41.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> On 28 Mar 1998 23:02:21, sinclair2000@earthlink.net wrote:
> >Looks like Atari folks in comp.sys.atari.st are having great difficulties in
> >getting CAB to work properly.
>
> Since TIFKAS (the Idiot Forever Known As Sinclap) is not an expert
> in ANYTHING, much less Atari computers, take anything he says with a
> box of salt. CAB is working fine on my end, and I know a lot of
> Atarians who are getting excellent results.

And many others whom are not...

> >Peter S.
> >-Happily using Navigator 4!
>
> hey, TIFKAS, why not pester the PC people for a change with your
> advocacy? Or have you run out of Airedales to kick?

Pester? Just the facts mam and I have..
> >
> >-----== Posted via Deja News, The Leader in Internet Discussion ==-----
> >http://www.dejanews.com/ Now offering spam-free web-based newsreading
> >.
>
> I find it interesting that you're using Navigator 4, but you're
> STILL using DejaNews to post with? What's wrong with the mac
> newsreaders that you can't use them?

I just prefer deja for now. When I have time off from my Apple duties(not
gonna happen for now) than I will look at newswatcher...

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////
>

Peter Sinclair-Day
Apple Representative - Consumer Division
Texas/Oklahoma
Work:(1-888)207-XXXX ext 36XX
Home:(972)226-XXXX
email: sinclair@marketsource.com

sinclair2000@earthlink.net

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1705. Re: So much for CAB!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-03-31 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6fsgtn$37k$1@nnrp1.dejanews.com>
Source record: 5365

In article <IC4GAGCTUP@data.rhein-main.de>,
robscha@data.rhein-main.de (Robert Schaffner) wrote:

> Sinflop, you are the greatest dumbhead since more as 100 lightyears..
> Do not compare a apple with a pear! You dit'n learn anything?
>
> Take MagiCMac and use CAB on your fucking mac before crying so loud.

Why...? When I have access to latest and greatest

> And what..
>
> Some people also use the fucking navigator or explorer software monsters..
> What do that software more as to surf at the web?

Eh? I don't understand Canadian slang..

> Open your eys, blindfish..
> (Buy a bablefishm if you can't unterstand something..)

Understand what? That many Atarians are having difficulties with Cab..

> Robert.S
> -Happiliy to found dumbheads..
>
> --
> ### robscha@data.rhein-main.de -= Home of DOITF030 =-
> ### ____
> # # # F030-520ST-Jaguar-Mac Lynx I + II
> # # # http://www.rhein-main.de/people/robert/homepage.htm
>
Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1706. Re: Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-01 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3521E636.2C12@ooc.de>
Source record: 5366
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Steve Stupple wrote:

> As I have met with limited success with the demo version of HDdriver
> 7.10, and as System Solution has failed to convince me that upgrading
> to the full version would get me sorted I don't want to splash out

I don't think the full version will change anything. But as you're
experiencing some unique problems it's quite likely that there is some
kind of hardware problem.
Note that HDDRIVER will only offer partitions that have correct
parameters and that these parameters must be compatible with your
version of GEMDOS. A partition larger than 256 MByte won't be available
on old versions of TOS, for example, because TOS 1.0 doesn't support
partitions of this size. See the online help in the partitioning dialog
box of HDDRUTIL for more information about partition sizes.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1707. Re: Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-01 00:00:00 UTC
From: Sven Persson <sven.persson@mbox301.swipnet.se>
Message-ID: <01bd5d49$9f182f40$72b2f482@sven133>
Source record: 5367
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Steve!

I haven't actually used a CD with my Atari, but I know there are several other drivers to try out.
(From what I've heard MetaDOS really suck...)

Try Spin! or ExtenDOS. I think ExtenDOS is free, but I don't know about Spin!.

Good luck!

/Peter

1708. Re: Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-01 00:00:00 UTC
From: jbg@enterprise.aacc.cc.md.us
Message-ID: <3522423c.0@aacc-alpha>
Source record: 5368
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

If extendos is free where can I get a copy?

Sven Persson (sven.persson@mbox301.swipnet.se) wrote:
: Hi Steve!

: I haven't actually used a CD with my Atari, but I know there are several
: other drivers to try out.
: (From what I've heard MetaDOS really suck...)

: Try Spin! or ExtenDOS. I think ExtenDOS is free, but I don't know about
: Spin!.

: Good luck!

: /Peter

--
-jim

Get the facts straight at:

WWW: http://sun.aacc.cc.md.us/~jbg * Atari STf & MEGA STe
(Featuring Omni's & Gaming Consoles) * Texas Instruments 99-4A
* Atari Jaguar
e-mail: jbg@sun.aacc.cc.md.us * Sega Genesis/CD/32X
jkvd99b@prodigy.com * 3DO
galvin@alpha.aacc.cc.md.us * Nintendo 64 & NES
DjWhitey@aol.com * Turbo Duo
* 8086/386DX 16 & 25 /586

E-mail returned to sender -- insufficient voltage.

1709. **HASBRO SUES MICROSOFT (It's true!!)**

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-01 00:00:00 UTC
From: bales@hol.REMOVE.THIS.fr
Message-ID: <MPG.f8c653a2ec5a4b79896c4@gazette.stortek.com>
Source record: 5369
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

I just found this on Hasbro's web site...

Food for thought, isn't it?

Nick

---<FILE ATTACHMENT>----------

HASBRO INTERACTIVE SUES MICROSOFT FOR ILLEGAL USE OF
FORCE FEEDBACK PRO TECHNOLOGY.

BEVERLY, Mass., April 1, 1998 - Hasbro Interactive,
Inc. today announced that it has filed a lawsuit in
U.S. District Court against Microsoft Corporation for
illegal use of a technology patented in 1978 by Atari
Corporation and recently acquired by Hasbro
Interactive.

The technology developed by Atari, called Super-
Buzz(tm), was never commercially implemented at the
time, but implemented action feedback from game systems
to the player, by a patented vibro-buzzer hidden in the
joysticks base. This buzzer could be set off by the VCS
games console.

Hasbro Interactive is seeking an injunction to prevent
Microsoft from improperly using the Super-Buzz(tm)
technology. Hasbro Interactive is also seeking to
prevent Microsoft from misleading Force Feedback
developers and to prevent them from delivering anything
but fully Atari compatible Super-Buzz(tm) technology
implementations.

Specifically, the complaint charges Microsoft with
patent infringement, false advertising, breach of
contract, interference with prospective economic
advantage and unfair competition.

"Hasbro Interactive's first responsibility as stewards
of the Super-Buzz(tm) technology is to preserve the
significant investments that Atari Corporation, and
therefore Hasbro Interactive, have made. We are
required to take this action on behalf of the entire
joystick industry, the Atari heritage and Hasbro
Interactive's shareholders," said John Bersaetz,
president of Hasbro Interactive's lawsuits division.

Bersaetz added that for the past two weeks and up until 6 p.m. Sunday, March 29, Hasbro Interactive worked diligently with Microsoft in hopes of convincing them to abide by their agreements.

According to the complaint, "Rather than comply with its contractual obligations, defendant Microsoft has instead embarked on a deliberate course of conduct in an attempt to fragment the standardized application programming environment established by the Super-Buzz(tm) technology, to implement the Force Feedback technology in a manner calculated to cause software developers to create programs that will operate only on platforms that use defendant Microsoft's Win32-based operating systems and no other systems platform or games."

"We examined all of our alternatives and felt that we had no choice but to pursue litigation," said Peter Borris, Vice President and General Counsel, Hasbro Interactive, Inc.

The suit was filed today, April 1, 1998 at United States District Court, Northern District of Massachussets, Beverly Division.

The complaint specifies that Hasbro Interactive is seeking "preliminary and permanent injunction enjoining Microsoft. . .from using the Force Feedback Pro technology; from doing directly or indirectly any acts or making any statements that are likely to cause confusion, mistakes or deception in the marketplace as to the compatibility of their joysticks with Hasbro Interactive's Super-Buzz(tm) technology . . . from doing directly or indirectly any acts that are likely to diminish the value of the Super-Buzz(tm) logo. . ."

Hasbro Interactive noted that users will soon be able to access applications written for the Force Feedback Pro joystick by using the new Super-Buzz98(tm) joystick, soon to be released by Hasbro Interactive. In addition. Using this product, Hasbro Interactive deliver high-performance, fully-compliant Super-Buzz(tm) feedback for the PC Compatible game industry.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (AMEX:HAS). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the PlayStation(tm) game console and for multi-player gaming over the Internet. Headquartered in Beverly,

Massachusetts, Hasbro Interactive has offices in the
U.K., France, Germany, Japan and Canada. For more
information on Hasbro Interactive titles, please visit
www.hasbro.com

Atari, The Fuji Logo, Atari Golden Oldies, Pong98,
Centipede98, MissileCommand99 and Super-Buzz are
registered trademarks of Hasbro Interactive, Inc.

(c)Copyright 1998 Hisbra Interactive, Inc.

---<END OF ATTACHMENT>-----------------------------------

--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ====================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1710. Re: Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-01 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IDBQCAAGUP@data.rhein-main.de>
Source record: 5370
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In <01bd5d49$9f182f40$72b2f482@sven133> "Sven Persson" wrote:

>Try Spin! or ExtenDOS. I think ExtenDOS is free, but I doni¿½t know about
>Spin!.

SPIN! = Fairware
ExtenDOS = Payware

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

1711. Re: **HASBRO SUES MICROSOFT (It's true!!)**

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-01 00:00:00 UTC
From: kjellil@online.no
Message-ID: <6ftqtt$7nv$1@news1.sol.no>
Source record: 5371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

bales@hol.REMOVE.THIS.fr (Nicholas Bales) wrote:

>
>I just found this on Hasbro's web site...

>Food for thought, isn't it?

>Nick

>---<FILE ATTACHMENT>----------

> HASBRO INTERACTIVE SUES MICROSOFT FOR ILLEGAL USE OF
> FORCE FEEDBACK PRO TECHNOLOGY.
>

> BEVERLY, Mass., April 1, 1998 - Hasbro Interactive
Look at the date :-)

Kjell Inge Lseth
http://home.sol.no/~kjellil/index.html

1712. Re: **HASBRO SUES MICROSOFT (It's true!!)**

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-01 00:00:00 UTC
From: Michael Olin <molin@smurfy.tcimet.net>
Message-ID: <35228291.8ADB0503@smurfy.tcimet.net>
Source record: 5372
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Nicholas Bales wrote:

> HASBRO INTERACTIVE SUES MICROSOFT FOR ILLEGAL USE OF
> FORCE FEEDBACK PRO TECHNOLOGY.
>
> BEVERLY, Mass., April 1, 1998 - Hasbro Interactive,

And if the date doesn't give it away, the following line from
the end of this tome should:

> (c)Copyright 1998 Hisbra Interactive, Inc.

Funny stuff, tho!

--
.__________. http://people.mw.mediaone.net/olinm/ .___________.
|||
Keep up the fight ||| I love my country but
or lose the right / | \ I fear my government

It only stands to reason that where there's sacrifice, there's someone
collecting the sacrificial offerings. Where there's service, there is
someone being served. Make no mistake about it, the man who speaks to
you of sacrifice is speaking of slaves and masters - and he intends to
be the master.
-- Ayn Rand

1713. Re: Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-01 00:00:00 UTC
From: ekaljumagi@clhs.lake.k12.ca.us
Message-ID: <6fu6tuhoo1@nnrp1.dejanews.com>
Source record: 5373
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In article <891384569.6321.0.nnrp-01.c1ed1184@news.demon.co.uk>,
steve@steverosie.demon.co.uk (Steve Stupple) wrote:
>
> I am having a problem gettings an external SCSI CD-ROM drive (Apple
> 300E) running on my STE.
>
I'm afraid that I know very little about HDdriver, but I suspect that it is
not your problem.

You must consider termination with multiple drives. Is your first drive
terminated (resistor packs or switches?) Is your last drive terminated (I
recommend a pass-through terminator -- costs about $10). Are all other drives
NOT terminated?

You must consider cables. Are you using good condition (preferably short)
cables? A cable that has been mistreated (twisted, etc.) may look fine, but
often will not work. I treat my cables like china, having gone through "bad
cable hell".

If neither of these are your trouble, I'd recommend changing software.
Extendos Pro works beautifully for me, and I happen to know it supports the
Apple 300 (though I've never actually tried that drive myself).

Galen (Head YACcer, Yolo Atari Club)

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1714. Re: **HASBRO SUES MICROSOFT (It's true!!)**

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-01 00:00:00 UTC
From: Alan Gauton <agauton@usa.net>
Message-ID: <3522903B.3301FBA6@usa.net>
Source record: 5374
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
Kjell Inge Lï¿½seth wrote:
>
> bales@hol.REMOVE.THIS.fr (Nicholas Bales) wrote:
>
> >
> >I just found this on Hasbro's web site...
>
> >Food for thought, isn't it?
>
> >Nick
>
> >---<FILE ATTACHMENT>----------------------------------
>
> > HASBRO INTERACTIVE SUES MICROSOFT FOR ILLEGAL USE OF
> > FORCE FEEDBACK PRO TECHNOLOGY.
> >
>
> > BEVERLY, Mass., April 1, 1998 - Hasbro Interactive
> Look at the date :-)

This may sound daft, but couldn't it be true? There were rumours a
couple of months ago that a similar suit had prevented the launch of the
analogue joypad with shock feedback for the Playstation in the UK. The
dual shock version is due soon, but isn't it at all possible, given
Microsoft's feedback joystick?

--
AG
-----------------------------------------------------------------------
Alan Gauton + Tel +44 141-548-2686
EEE Department, SPD, + Fax +44 141-552-2487
The University of Strathclyde,+ E-Mail ag@spd.eee.strath.ac.uk
204 George St., Glasgow G1 1XW+ http://www.spd.eee.strath.ac.uk/users/ag
-----------------------------------------------------------------------
```

1715. Re: **HASBRO SUES MICROSOFT (It's true!!)**

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-01 00:00:00 UTC
From: David Knight <David@ritter.demon.co.uk>
Message-ID: <891457629.19819.1.nnrp-02.9e9805e3@news.demon.co.uk>
Source record: 5375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
Nicholas Bales wrote in message ...
>
>I just found this on Hasbro's web site...
>
>Food for thought, isn't it?
>
>Nick
>
>---<FILE ATTACHMENT>--------------------------------------

> BEVERLY, Mass., April 1, 1998 - Hasbro Interactive,

> The suit was filed today, April 1, 1998 at United

Nice date, could it possibly mean something?

David
```

1716. Re: Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-01 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <35229C83.54C8@cfcsc.dnd.ca>
Source record: 5376
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

J.B.G. wrote:
> If extendos is free where can I get a copy?
>

ExtenDOSPro is not free. check out:
http://www.cyberus.ca/~anodyne/
about 40U$A

but ExtenDOS is shareware I believe??
contact: anodyne@cyberus.ca

1717. Re: **HASBRO SUES MICROSOFT (It's true!!)**

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-02 00:00:00 UTC
From: bales@hol.REMOVE.THIS.fr
Message-ID: <MPG.f8d59d0839b9a2f9896c9@gazette.stortek.com>
Source record: 5377
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
On Wed, 01 Apr 1998 13:08:17 -0500, for some strange reason Michael Olin
(molin@smurfy.tcimet.net) wrote this...
> Nicholas Bales wrote:
>
> > HASBRO INTERACTIVE SUES MICROSOFT FOR ILLEGAL USE OF
> > FORCE FEEDBACK PRO TECHNOLOGY.
> >
> > BEVERLY, Mass., April 1, 1998 - Hasbro Interactive,
>
> And if the date doesn't give it away, the following line from
> the end of this tome should:
>
> > (c)Copyright 1998 Hisbra Interactive, Inc.
>

I must admit that I'm quite proud of the following:

>
> Atari, The Fuji Logo, Atari Golden Oldies, Pong98,
> Centipede98, MissileCommand99 and Super-Buzz are
> registered trademarks of Hasbro Interactive, Inc.
>

;-))))

--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```

1718. Re: Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-02 00:00:00 UTC
From: Sven Persson <sven.persson@mbox301.swipnet.se>
Message-ID: <01bd5e36$286cb620$c4a2f482@sven133>
Source record: 5378
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

> >Try Spin! or ExtenDOS. I think ExtenDOS is free, but I don't know about
> >Spin!.

```
> SPIN! = Fairware
> ExtenDOS = Payware
```

```
Ooops :)
```

1719. Re: So Much for TIFKAS!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3523b74f.0@diana.idirect.com>
Source record: 5379

While looking for flies in order to tear off their wings, The Idiot
Forever Known As Sinclap (TIFKAS) posted more of his useless drivel:

> On 28 Mar 1998 23:02:21, sinclair2000@earthlink.net wrote:
> >Looks like Atari folks in comp.sys.atari.st are having great difficulties in
> >getting CAB to work properly.
>
> Since TIFKAS (the Idiot Forever Known As Sinclap) is not an expert
> in ANYTHING, much less Atari computers, take anything he says with a
> box of salt. CAB is working fine on my end, and I know a lot of
> Atarians who are getting excellent results.

> And many others whom are not...

how many are "many", TIFKAS? Who are they? Names, places, dates,
nature of the problem? How many have had the problem solved?

Remember too that you have never used CAB (as well as other
programs like Calamus and the other aspects of the Internet suite),
therefore your thoughts on how well these programs work are useless. I
however, have worked with Navigator, Internet Explorer AND CAB (have to
when designing web pages for optimum performance), so I should know
what I'm talking about.

> >Peter S.
> >-Happily using Navigator 4!
>
> hey, TIFKAS, why not pester the PC people for a change with your
> advocacy? Or have you run out of Airedales to kick?

> Pester? Just the facts mam and I have..

HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA!

TIFKAS, that's probably the STUPIDEST thing you've posted yet,
especially in light that your reputation as a troll, a net abuser, and
a complete ignoramous is well known. What you post is OPINIONS, not
FACT - and in the immortal words of Dave Barry, "everybody has an
opinion, and yours is wrong". It ranks up there with "I am a realist"
(which compares with other statements like "I am not a crook", "I am
not a bimbo", and "I'm an enviromentalist" for sheer stupidity and
untruth) as one of your most dubiuos statements.

The TRUTH of the matter is that you have a pathology of attacking
Atari users in their newsgroups with UNTRUTHS because of a belief that
we are attacking your chosen platform, the Macintosh (a platform which
needs no defending) with any means necessary, including MCIBTYC drivel,

referring to TOS users as "The Atari Jihad", and harassing e-mail campaigns. You are notably absent from comp.sys.mac and comp.sys.mac.advocacy (which gives a truer idea on what's REALLY going on in the Mac world), as well as the PC newsgroups - could it be that the result of doing so would be the equivalent of throwing you to starving lions? :)

Let's face it, Joe Isuzu (1) is a better purveyour of fact than you, not to mention Rush Limbaugh (2). If I were your employer and found out you were using the Internet to post out and out untruths about the competition you would be swiftly fired!

> >
> >-----== Posted via Deja News, The Leader in Internet Discussion ==-----
> >http://www.dejanews.com/ Now offering spam-free web-based newsreading
> >.
>
> I find it interesting that you're using Navigator 4, but you're
> STILL using DejaNews to post with? What's wrong with the mac
> newsreaders that you can't use them?

>I just prefer deja for now. When I have time off from my Apple duties(not
>gonna happen for now) than I will look at newswatcher...

not good enough, TIFKAS - how long does it take to set up a newsreader progam on a Mac? It took me just MINUTES to set up NEWsie on the Falcon and getting good results on the first try.

And guess what - I just bought a Mac, which I'm going to set up to access my net account as well as a backup system (to help my mother find shareware and PD for her own SE/30 and business), and you'll be sure that I'll be setting up a newsreader for it - and it'll only take me a couple of minutes to do so.

You've bragged so much and so long about the superiority of Cyberdog and Navigator and Internet Explorer and you still use DejaNews to post? How about putting some substance behind the wind eminating from your hindquarters?

For those in Britain and Europe:

1) JOE ISUZU: an oily car salesman portrayed by David Leisure in a series of US commercials for Isuzu automobies in the early 1980s; his tactic was to make up outrageous whoppers about Isuzus ("They can climb Mount Everest! They only cost $29.95!") while the words "he's lying" were flashed onscreen, with the company revealing the truth about the product.

2) RUSH LIMBAUGH: infamous darling of the US political right whose obsession is to discredit the Democratic Party and especially President Clinton , who purveys his particular form of venom on talk radio stations (examples - refers to feminists as "feminazis", calling Chelsea Clinton an "ugly dog", told a black phone-in caller to "take the bone

out of your nose"). Was recently outed by FAIR as seriously fudging his data as well as behaviour contrary to his beliefs (discovered that he was divorced three times and lived with girlfriends while preaching conservative family values; had his father use his influence to get him a deferment from serving in Vietnam); also had his TV show canceled last year due to poor ratings; liberal comedian Al Franken also had a #1 book with his scathingly critical (and funny!) look at the Right with his book RUSH LIMBAUGH IS A BIG FAT IDIOT .

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1720. Re: **HASBRO SUES MICROSOFT (It's true!!)**

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-02 00:00:00 UTC
From: kjellil@online.no
Message-ID: <6g0dcg$t4j$1@news1.sol.no>
Source record: 5380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Alan Gauton <agauton@usa.net> wrote:

>Kjell Inge L&#65533;seth wrote:
>>
>> bales@hol.REMOVE.THIS.fr (Nicholas Bales) wrote:
>>
>> >
>> >I just found this on Hasbro's web site...
>>
>> >Food for thought, isn't it?
>>
>> >Nick
>>
>> >---<FILE ATTACHMENT>----------
>>
>> > HASBRO INTERACTIVE SUES MICROSOFT FOR ILLEGAL USE OF
>> > FORCE FEEDBACK PRO TECHNOLOGY.
>> >
>>
>> > BEVERLY, Mass., April 1, 1998 - Hasbro Interactive
>> Look at the date :-)

>This may sound daft, but couldn't it be true? There were rumours a
>couple of months ago that a similar suit had prevented the launch of the
>analogue joypad with shock feedback for the Playstation in the UK. The
>dual shock version is due soon, but isn't it at all possible, given
>Microsoft's feedback joystick?

If you read the post you will find a lot of clues that this is a April
fool, and why do they just sue Microsoft and not all the other
producers of force feedback joysticks, like Gravis and Thrustmaster.

Kjell Inge L&#65533;seth
Http://home.sol.no/~kjellil/index.html

1721. Re: **HASBRO SUES MICROSOFT (It's true!!)**

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-02 00:00:00 UTC
From: Alan Gauton <agauton@usa.net>
Message-ID: <3523D6AB.3A095EC@usa.net>
Source record: 5381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
Kjell Inge Lï¿½seth wrote:
>
> Alan Gauton <agauton@usa.net> wrote:
>
> >Kjell Inge Lï¿½seth wrote:
>
> >This may sound daft, but couldn't it be true? There were rumours a
> >couple of months ago that a similar suit had prevented the launch of the
> >analogue joypad with shock feedback for the Playstation in the UK. The
> >dual shock version is due soon, but isn't it at all possible, given
> >Microsoft's feedback joystick?
>
> If you read the post you will find a lot of clues that this is a April
> fool, and why do they just sue Microsoft and not all the other
> producers of force feedback joysticks, like Gravis and Thrustmaster.

I had realised that it was a fool, but was just wanting to point out
that given similar situations around the world DO exist, there could
have been some substance behind it.

--
AG
-------------------------------------------------------------------------
Alan Gauton + Tel +44 141-548-2686
EEE Department, SPD, + Fax +44 141-552-2487
The University of Strathclyde,+ E-Mail ag@spd.eee.strath.ac.uk
204 George St., Glasgow G1 1XW+ http://www.spd.eee.strath.ac.uk/users/ag
-------------------------------------------------------------------------
```

1722. Re: Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-02 00:00:00 UTC
From: ekaljumagi@clhs.lake.k12.ca.us
Message-ID: <6g183b$v0n$1@nnrp1.dejanews.com>
Source record: 5382
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In article <3522423c.0@aacc-alpha>,
jbg@enterprise.aacc.cc.md.us (J.B.G.) wrote:
>
> If extendos is free where can I get a copy?
>
ExtenDOS, to the best of my knowledge, is NOT free. Try www.cyberus.ca/
~anodyne/

Galen (Head YACcer, Yolo Atari Club

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1723. Re: End users, it's time to stand up and be heard!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-02 00:00:00 UTC
From: Richard Murray <rmurray@argonet.co.uk>
Message-ID: <na.13a39b4830.a40040rmurray@argonet.co.uk>
Source record: 5383
Cross-posted to:
comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy

In article <7074.393T484T5883722@mindspring.com>, "Timothy Rue"
<timrue@mindspring.com> wrote:

> I'm an end user who is very fed-up with this game the industry has been
> playing with itself.

<big snip>

Convergence International?

> What if: Amiga Inc. was to come out with a product that would allow all
> end users to connect it to their system (platform independant) and thru
> such a product are able to remove compatability problems?

Then Amiga users would be different. The rest of us would push for greater
JAVA compliancy. :-)

--
... "Everybody know there's, like, 50 guns at school at any given moment.
And the fact that they haven't gone off before shows you what a
totally safe place this is."

___
/__/ http://www.argonet.co.uk/users/rmurray/
/ \ichard. A5000,4Mb,Vision,sp_dual,SCSI,SimtecIDE;A3000,2Mb,Level4

1724. Re: So Much for TIFKAS!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-02 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6g1mg1$ep8$1@nnrp1.dejanews.com>
Source record: 5384

In article <3523b74f.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > And many others whom are not...
>
> how many are "many", TIFKAS? Who are they? Names, places, dates,
> nature of the problem? How many have had the problem solved?

Look in comp.sys.atari.st to your hearts content.

> Remember too that you have never used CAB (as well as other
> programs like Calamus and the other aspects of the Internet suite),
> therefore your thoughts on how well these programs work are useless. I
> however, have worked with Navigator, Internet Explorer AND CAB (have to
> when designing web pages for optimum performance), so I should know
> what I'm talking about.

I never stated I ever used Cab. I just stated that some Cab folks in
comp.sys.atari.st were having difficulties. I stated as a fact.

> > >Peter S.
> > >-Happily using Navigator 4!
> >
> > hey, TIFKAS, why not pester the PC people for a change with your
> > advocacy? Or have you run out of Airedales to kick?
>
> > Pester? Just the facts mam and I have..
>
> HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA!
>
> TIFKAS, that's probably the STUPIDEST thing you've posted yet,
> especially in light that your reputation as a troll, a net abuser, and
> a complete ignoramous is well known. What you post is OPINIONS, not
> FACT - and in the immortal words of Dave Barry, "everybody has an
> opinion, and yours is wrong". It ranks up there with "I am a realist"
> (which compares with other statements like "I am not a crook", "I am
> not a bimbo", and "I'm an enviromentalist" for sheer stupidity and
> untruth) as one of your most dubiuos statements.

Whatever..

> The TRUTH of the matter is that you have a pathology of attacking
> Atari users in their newsgroups with UNTRUTHS because of a belief that
> we are attacking your chosen platform, the Macintosh (a platform which
> needs no defending) with any means necessary, including MCIBTYC drivel,
> referring to TOS users as "The Atari Jihad", and harassing e-mail
> campaigns. You are notably absent from comp.sys.mac and

> comp.sys.mac.advocacy (which gives a truer idea on what's REALLY going
> on in the Mac world), as well as the PC newsgroups - could it be that
> the result of doing so would be the equivalent of throwing you to
> starving lions? :)

All I stated is that some/many Cab folks were having difficulties in using it
from posts in comp.sys.atari.st. This is a fact. I have no idea in what you
are talking about above.

See what one fact can do? Make you defensive and paranoid.

> Let's face it, Joe Isuzu (1) is a better purveyour of fact than
> you, not to mention Rush Limbaugh (2). If I were your employer and
> found out you were using the Internet to post out and out untruths
> about the competition you would be swiftly fired!
>

Posting a fact is not a crime. However, I am using my private earthlink
account and not my employer's one.

Nice try.

> > >
> > >-----== Posted via Deja News, The Leader in Internet Discussion ==-----
> > >http://www.dejanews.com/ Now offering spam-free web-based newsreading
> > >.
> >
> > I find it interesting that you're using Navigator 4, but you're
> > STILL using DejaNews to post with? What's wrong with the mac
> > newsreaders that you can't use them?
>
> >I just prefer deja for now. When I have time off from my Apple duties(not
> >gonna happen for now) than I will look at newswatcher...
>
> not good enough, TIFKAS - how long does it take to set up a
> newsreader progam on a Mac? It took me just MINUTES to set up NEWsie on
> the Falcon and getting good results on the first try.

I am just lazy now. I have everything I want set up. I like deja due to
search capabilities and convenience.

> And guess what - I just bought a Mac, which I'm going to set up to
> access my net account as well as a backup system (to help my mother find
> shareware and PD for her own SE/30 and business), and you'll be sure
> that I'll be setting up a newsreader for it - and it'll only take me a
> couple of minutes to do so.

Congrats.

> You've bragged so much and so long about the superiority of Cyberdog
> and Navigator and Internet Explorer and you still use DejaNews to post?
> How about putting some substance behind the wind eminating from your
> hindquarters?

I never bragged about Cyberdog.

> For those in Britain and Europe:
>
> 1) JOE ISUZU: an oily car salesman portrayed by David Leisure in a
> series of US commercials for Isuzu automobies in the early 1980s; his
> tactic was to make up outrageous whoppers about Isuzus ("They can climb
> Mount Everest! They only cost $29.95!") while the words "he's lying"
> were flashed onscreen, with the company revealing the truth about the
> product.
>
> 2) RUSH LIMBAUGH: infamous darling of the US political right whose
> obsession is to discredit the Democratic Party and especially President
> Clinton , who purveys his particular form of venom on talk radio
> stations (examples - refers to feminists as "feminazis", calling Chelsea
> Clinton an "ugly dog", told a black phone-in caller to "take the bone
> out of your nose"). Was recently outed by FAIR as seriously fudging his
> data as well as behaviour contrary to his beliefs (discovered that he
> was divorced three times and lived with girlfriends while preaching
> conservative family values; had his father use his influence to get him
> a deferment from serving in Vietnam); also had his TV show canceled last
> year due to poor ratings; liberal comedian Al Franken also had a #1 book
> with his scathingly critical (and funny!) look at the Right with his
> book RUSH LIMBAUGH IS A BIG FAT IDIOT .

I don't know why those two folks have to do with me.

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1725. Web Site Updated

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-03 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998040302594100.VAA26822@ladder03.news.aol.com>
Source record: 5385

THE COMPUTER DUNGEON has updated our website as of April 2, 1998.

*More Products
*Low Prices
*Great Software Titles
*Game of the Month
*New & Used Accessories
*Used Hardware
*5 New Atari 8bit games
*5 New Atari 2600 Games
*Free Catalogs
*Atari Computing & ST Plus Fanzine
*Atari Lynx, Jaguar, and Classic Video Game systems, carts, accessories

Visit our website at: http://www.mcs.net/~isis/dungeon/dungeon.htm

Thanks for taking the time to read this and we look forward to helping you with all your Atari needs.

Al Horton
The Computer Dungeon
708-547-7085

"Support Shareware Authors"

1726. Re: Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-03 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <XSJWCWX@tos.pl.net>
Source record: 5386
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Steve Stupple (steve@steverosie.demon.co.uk) wrote:
: HDdriver v3.10 will not allow any drive to initialise, let alone run.
: The hard drive locks up, no matter what you do.
[...]

This all sounds like a problem with termination to me. I've seen a very
similar problem that happened because of incorrect termination. Also
remember to set each device to a differend ID (although I think you
must have done that or you wouldn't have got this far)...

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

1727. Re: End users, it's time to stand up and be heard!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-03 00:00:00 UTC
From: Timothy Rue <timrue@mindspring.com>
Message-ID: <1490.397T261T143691@mindspring.com>
Source record: 5387
Cross-posted to:
comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy

On 02-Apr-98 16:12:17 Richard Murray <rmurray@argonet.co.uk> wrote:
>In article <7074.393T484T5883722@mindspring.com>, "Timothy Rue"
><timrue@mindspring.com> wrote:

>> I'm an end user who is very fed-up with this game the industry has been
>> playing with itself.

><big snip>

>Convergence International?

Perhaps there potential support to be had from Convergence International.
Playing a part in a bigger picture.

>> What if: Amiga Inc. was to come out with a product that would allow all
>> end users to connect it to their system (platform independant) and thru
>> such a product are able to remove compatability problems?

>Then Amiga users would be different. The rest of us would push for greater
>JAVA compliancy. :-)

Sorry, but there is much more to the compatability and versatility issues
than just software.

~~~~~~
3 S.E.A.S - Virtual Interaction Configuration (VIC) - VISION OF VISIONS!
~ ~ ~ Advancing the way we Perceive and Use the Tool of Computers!
Timothy Rue What's DONE in anything we do?
Email @ timrue@mindspring.com *AI PK OI IP OP SF IQ ID KE*
Web @ http://www.mindspring.com/~timrue/ >INPUT->(Processing)->OUTPUT>v
^<--------<----9----<--------<
Search email/name @ http://www.dejanews.com for other puzzle parts/posts.
~~~~~~

1728. Re: So much for CAB!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-03 00:00:00 UTC
From: mgrove@notdejanewsiwvisp.com
Message-ID: <6g2440$al2$1@usenet76.supernews.com>
Source record: 5388

On 31 Mar 1998 22:49:03, sinclair2000@earthlink.net wrote:
In article <IC4GAGCTUP@data.rhein-main.de>,
robscha@data.rhein-main.de (Robert Schaffner) wrote:

> Sinflop, you are the greatest dumbhead since more as 100 lightyears..
> Do not compare a apple with a pear! You dit'n learn anything?
>
> Take MagiCMac and use CAB on your fucking mac before crying so loud.

>Why...? When I have access to latest and greatest

Latest and greatest what? What you called Navagtor I thought was
called Communicator now. Don't you even know what your using?

> And what..
>
> Some people also use the fucking navigator or explorer software monsters..
> What do that software more as to surf at the web?

>Eh? I don't understand Canadian slang..

Don't know your nationalitys either.

> Open your eys, blindfish..
> (Buy a bablefishm if you can't unterstand something..)

>Understand what? That many Atarians are having difficulties with Cab..

By your terms, there are not that many Atari users in existance. So
how can "many" have problems? What you are wasting your time with is
looking at the article overview and making a judgement that if many
post say "problems with CAB" then the fact that many are having
difficulty with the application must be true. Of course, you haven't
taken the time to persue the article further, but just use the title
to try and get some attention.

There once was a boy named Peter,
Who grined when he thought his dick was bigger
He rushed to his keyboard to tell the world
and hoped it would make him more manley for all the girl
While in his glory, what slipped his mind
That unlike others, it grew out his behind

Your friend,
Mike

> Robert.S
> -Happiliy to found dumbheads..

>
> --
> ### robscha@data.rhein-main.de -= Home of DOITF030 =-
> ### ____
> # # # F030-520ST-Jaguar-Mac Lynx I + II
> # # # http://www.rhein-main.de/people/robert/homepage.htm
>
Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1729. Re: So much for CAB!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-03 00:00:00 UTC
From: grovem@notdejanewsridgenet.net
Message-ID: <6g278k$8jo$1@ash.ridgecrest.ca.us>
Source record: 5389

On 31 Mar 1998 22:49:03, sinclair2000@earthlink.net wrote:
In article <IC4GAGCTUP@data.rhein-main.de>,
robscha@data.rhein-main.de (Robert Schaffner) wrote:

> Sinflop, you are the greatest dumbhead since more as 100 lightyears..
> Do not compare a apple with a pear! You dit'n learn anything?
>
> Take MagiCMac and use CAB on your fucking mac before crying so loud.

>Why...? When I have access to latest and greatest

Latest and greatest what? What you called Navagtor 4 I thought was
called Communicator now. Don't you even know what your using?

> And what..
>
> Some people also use the fucking navigator or explorer software monsters..
> What do that software more as to surf at the web?

>Eh? I don't understand Canadian slang..

Don't know your nationalitys either.

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>Understand what? That many Atarians are having difficulties with Cab..

By your terms, there are not that many Atari users in existance. So
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post say "problems with CAB" then the fact that many are having
difficulty with the application must be true. Of course, you haven't
taken the time to persue the article further, but just use the title
to try and get some attention.

There once was a boy named Peter,
Who grined when he thought his dick was bigger
He rushed to his keyboard to tell the world
and hoped it would make him more manley for all the girl
While in his glory, what slipped his mind
That unlike others, it grew out his behind

Your friend,
Mike

> Robert.S
> -Happiliy to found dumbheads..

>
> --
> ### robscha@data.rhein-main.de -= Home of DOITF030 =-
> ### ____
> # # # F030-520ST-Jaguar-Mac Lynx I + II
> # # # http://www.rhein-main.de/people/robert/homepage.htm
>
Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1730. Re: So Much for TIFKAS!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-03 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6g2v2p$e4u$1@news.campus.mci.net>
Source record: 5390

On 2 Apr 1998 21:53:37 , sinclair2000@earthlink.net wrote:

]-Look in comp.sys.atari.st to your hearts content.

I did, its a great place to be! As to CAB problems, there were very few postings, and most of them concerning problems with CAB had been dealt with quickly and efficiently. The ratio of CAB users to CAB users with problems is so low as to be insignificant. Find something else to rant about...

]-I never stated I ever used Cab. I just stated that some Cab folks in
]-comp.sys.atari.st were having difficulties. I stated as a fact.

Some users in the Mac newsgroups are having difficulties, please report this immediately! This is a fact, as well... ;-)

]-Whatever..

Here is your typical Sinclair response... (well thought out, and original hmm?) ;-)

]-All I stated is that some/many Cab folks were having difficulties in using it
]-from posts in comp.sys.atari.st. This is a fact. I have no idea in what you
]-are talking about above.

Of course not, and you never will...

]-See what one fact can do? Make you defensive and paranoid.

I'm sure your deodorant feels the same way... ;-)

]-I never bragged about Cyberdog.

Oh, this is rich! I'm pretty sure I remember a -huge- text file about CyberHog being posted here by you!!! ;-)

]-I don't know why those two folks have to do with me.

(concerning Rush Limbaugh and Joe Isuzu)

Try looking in a mirror...! ;')

Just out of curiosity, Sinclair...if I go to comp.sys.mac.advocacy and ask for character references on you (dedicated Mac advocate that you are), what kind of response(s) do you think I'll get? <big grin>

/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /

/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____/_____/_____/_____/ /
_____\/

1731. FS: ST Soft/Hardware (3/4/98)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-03 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <891634468.10934.0.nnrp-11.c1ed1184@news.demon.co.uk>
Source record: 5391
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,uk.adverts.computer,comp.sys.atari.st.tech

I have a selection of Atari ST titles for sale.

This List Updated 20/3/1998.

email: steve@steverosie.demon.co.uk

I'm looking out for the following, possible swap, part exchange etc...
Atari CD ROMS, 16-bit sampler cartridge/hardware etc...

All are on original media.

Key:
ds = double sided disks
ss = single sided disks
?d = number of disks
meg = one meg of memory or more needed
ni = no instructions
nb = no box
NSTE = Not STE compatable

Please Note The Key Codes Are Only There For Guidance, I cannot be
responsable for in accuracies.

>>>>>>>>>> All prices are in UK Pounds (sterling) <<<<<<<<<<
^^^

Prices DO NOT include postage.

GAME COMPILATIONS

Hollywood Collection (5d,ni) 5
Ghostbuster II, Indiana Jones and the Last Crusade & Robocop
TNT (4d) 5
Xybots, Toobin, APB, Dragon Spirit and Hard Drivin'
Finale (4d) 5
Paperboy, Overlander, Ghost'sn' Goblins
and Space Harrier (20 levels)
The Dream Team (5d, ds) 5
The Simpsons - Bart v' The Space Mutants, WWF Wrestlemania and
Terminator II 'Judgement Day'
Atari 520STE Discovery Xtra Pack 5
Language Disk DE1 (ds)
Final Fight Disks DE2 & DE3 (ds)
Sim City/Escape from the Planet of the Robot Monsters (ds)
9 Lives (ds)

SPORT TYPE GAMES

World Championship Soccer (1d,ds,nb) 2
Ballistix (1d,ss) 2
Superleague Soccer (1d,ss) 2
T.V Sports Football (1d,ss,nb) 3
Vector Championship Run (1d,ss) 2
Championship Wrestling (1d,ss) 3
Top Shot = Kick Off + Extra Time. (1d,ds) 3

SIMULATIONS

ATFII (Atdvanced Tactical Fighter II) (1d,ss) 2
Lombard RAC Rally (2d,ss,nb) 2
Falcon - The Mission Disks Vol.1 (needs Falcon) (1d,ss) 3
Their Finest Hour -The Battle of Britian (2d,ds) 5
Carrier Command (1d,ds) 5
Mig-29 Fulcrum (1d,ds,meg) 5
F-15 Strike Eagle II (2d,ds) 10
Railroad Tycoon (2d,ds,meg) 10

STRATEGY, MIND AND ADVENTURE

Alpha Waves (1d,ss) 2
Go-Moku/Renju (1d,ss) 2
Federation of Free Traders [F.O.F.T] (2d,ss,nb) 2
Conflict Europe (1d,ss,nb) 2
Crash Garrett (2d,ss) 2
Archipelagos (1d,ss) 2
Tower of Babel (1d,ss) 2
The Quest for the Time-Bird (3d,ds) 2
Quizam! (2d,ss) 2
Lords of Chaos (1d,ds) 3
Driller (1d,ss) 3
Populous (1d,ss) 3
Borodino (2d,ss) 3
'Nam 1965-1975 (1d,ds,nb) 3
Pirates (2d,ss,nb) 3
The Kristal (2d,ss,nb) 3
First Contact (2d,ds,nb) 3
Airborne Ranger (2d,ss,nb) 3
Murder (1d,ds) 3
Knightmare (2d,ds) 3
Lemmings (1d,ds) 3
Corporation (2d,ss) 3
Mega-Lo-Mania (2d,ds) 3
Elite (1d,ss) 5
Terrorpods (2d,ss) 5
Loom (3d,ds,nb) 5
Jinxter (1d,ss) 5
The Secret of Monkey Island (4d,ds,meg) 5
Ishar 2 (3d,ds) 5
Populous II (1d,ds, meg & 512k versions) 10
Lemmings 2 - The Tribes (1d,ds,meg) 10

Elite 2 - Frontier (2d,ds,meg) 10

ARCADE

Skweek (1d,ds) 2
Defenders of the Earth (2d,ss) 2
Eliminator (1d,ss) 2
Wrangler (1d,ss) 2
Hard Drivin' (1d,ss) 2
Yogi Bear & Friends In the Greed Monster (1d,ss) 2
Blazing Thunder (1d,ss) 2
Mig 29 Soviet Fighter (1d,ss) 2
Fast Food (featuring Dizzy) (1d,ss) 2
Whirligig (1d,ss) 2
Hellraider (1d,ds) 2
Outrun (1d,ss,ni) 2
Bad Company (1d,ds) 2
Rambo III (1d,ss) 2
Mean Machine (1d,ds) 2
The Light Corridor (1d,ss) 2
Last Ninja 2 (1d,ss,nb) 2
Voyager (1d,ss,nb,NSTE) 2
Ghostbusters II (4d,ss,nb,ni) 2
Hellraisers (2d,ss,nb,ni,NSTE) 2
Legend of the Lost (2d,ss,nb,ni) 2
The Last Shoot-'em Up (1d,ss) 2
Time Bandit (1d,ss) 2
Robocop (2d,ss,ni) 2
Popeye 2 (1d,ds) 2
Flood (1d,ds) 2
Hong kong Phooey (1d,ss) 2
Steg the Slug (1d,ds) 2
Panza Kick Boxing (2d,ds) 2
Cloud Kingdoms (1d,ss) 2
Cabal (1d,ss) 2
Moonwalker (2d,ss) 2
Shadow of the Beast (2d,ds,ni) 3
The New Zealand Story (1d,ds) 3
Midnight Resistance (1d,ss) 3
Prince of Persia (1d,ds) 3
Hudson Hawk (1d,ds) 3
Golden Axe (2d,ds) 3
Cloud Kingdoms (1d,ss) 3
Cap'n Carnage (1d,ss) 3
Impossamole (1d,ds) 3
Risky Woods (1d,ds) 3
ST Star Raiders (1d,ss) 3
Oxxonian (3d,ss) 3
Barbarian (Psygnosis) (2d,ss) 3
Barbarian (Palace) (1d,ss) 3
Cybernoid II - The Revenge (1d,ss) 3

Targhan (1d,ds) 3
Switchblade 2 (1d,ss) ..... <>Reserved<>. 3
Defender II (1d,ds) 3
Double Dragon III (2d,ds) 3
Robocop 2 (1d,ds) 3
Mr Do Run Run (1d,ds) 3
Dragon Breed (2d,ds) 3
Operation Wolf (3d,ss,nb) 3
The Untouchables (3d,ss) 3
Infestation (1d,ds,nb) 3
Scrambles Spirits (2d,ds,nb) 3
Thunderblade (2d,ss) 3
Total Recall (2d,ds) 3
Streetfighter II (4d,ds,meg) 5
Obsession (2d,ds, meg, STE) 5
Dyna Blaster [with multiplay adapter - s/bombman clone] (1d,ds,meg) 10

SERIOUS STUFF

STOS Compiler (1d,ss) 3
STOS 3D (2d,ds) 5
STOS BASIC - The Game Creator (3d,ss) 5
Family Roots (1d,ss) 5
HiSoft 'C' Interpreter (2d,ss) 10

BOOKS

Atari Discovery Pack Manual 2 - STOS The Game Creator Manual 3
Atari Discovery Pack Manual 3 - Neochrome/FirST Basic etc 3

HARDWARE

Multiface ST 'Ripper Cartridge' (NSTE) 20
520 STFM Motherboard 25
Atari ST Terminal Emulator Cartridge ..... open to offers

ATARI MAGAZINE COVER DISK's
All 1 UK pound each
ST FORMAT
Disk 65: Dr Fox, Three Games, Tiny Print, Timezones, Jetpac,
Grafix & More!
Disk 67: Homeworker, Midigrid Pro, Lottery, Quartet, Smash Hit,
Kaosdesk & More!
Disk 68: Taquin, Picswitch, Jumble-Up, Stosser, Magic Story Book,
BBS Directory & More!
Disk 69: Cheque Book, One Jack, Story Book 1 meg Files, Hang
About, Obsession, Sound Lab v1.11 & More!
Disk 70: 525 v2.02, Font Checker, Spirit Ed, Clipart, Team, Pablo
Paint & More!
Disk 71: Disk Opus, Music Box 2.6, Tessera, Magic Shadow, HiSoft C
Interpreter, Alien Thing & More!

ATARI ST REVIEW
Issue 12: Video Titler, Kid Kong/Bugs UK, Scribe, Line_Art.Fnt.
Issue 25: Equinox Organiser, Profile, ECVerter, Sprint, LED Panel,
Ancient, RDE.
Issue 27: MasterCAD, Kobold, ZX81 Emulator.
Issue 30, Disk 1: Ishar III.
Issue 30, Disk 2: Eclipse, Spectra, Imagecopy 3, Supersam.

ATARI ST USER
6/1990 Damcles & Debute Demos, Defsel, DLII, Pro-Ed, DirPrint.

Cheers! for now
Steve

****
| Email: | "If fame is to come after death, |
| steve@steverosie.demon.co.uk | I am in no hurry for it." |
********************************** ===== |
| Web Site: | Marcus Valerius Martial |
| www.steverosie.demon.co.uk | (A.D. 40-102) |
****

1732. Atari users intolerable to others?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-05 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6g8kh9$2h7$1@nnrp1.dejanews.com>
Source record: 5392

Here a former Atari ST user asks if Atari is still in business and is
imediately jumped on and insulted. I could understand Amiga/Wintel and
certain extent Mac users behaving like this, but current Atari users, no way!

Subject: Re: Is Atari still in business?
From: Neil Roughley <roughley@HORMEL.unix.dsoe.com>
Date: 1998/04/03
Message-ID: <FN_35253d68_roughley@news.dsoe.com>
Newsgroups: comp.sys.atari.st

[Subscribe to comp.sys.atari.st]
[More Headers]

Murray Mandelbrot wrote:

> I used to be a lyal Atari user for many years, but have switched to
> mainstream PC. I'm just curious - I know there are no new Atari
> machines, but is the company still in business?
>
> P.S. Loved that ad asking for $650 for a Stacey! I recognize that
> idealistic Atari mentality. Peace.

This platform has never survived on idealism. The price mentioned comes
out to around US$450 -- a good deal for what one would get. And there
are new 'Atari machines', as you called them.

It sounds like you're the type of person who would have "WordPad for
Dummies" on the bookshelf.

<< Neil >>

--
- -
Neil Roughley | http://www.excelprinters.com/tos.htm
roughley@HORMEL.unix.dsoe.com | remove uppercase spamblock to reply
- - - - - - -

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1733. Re: Atari users intolerable to others?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-05 00:00:00 UTC
From: grovem@BLOCKridgenet.net
Message-ID: <6g8mmp$fu5$1@ash.ridgecrest.ca.us>
Source record: 5393

On 5 Apr 1998 14:03:05 , sinclair2000@earthlink.net wrote:
>
>
>Here a former Atari ST user asks if Atari is still in business and is
>imediately jumped on and insulted. I could understand Amiga/Wintel and
>certain extent Mac users behaving like this, but current Atari users, no way!
>
>--
>Subject: Re: Is Atari still in business?
>From: Neil Roughley <roughley@HORMEL.unix.dsoe.com>
>Date: 1998/04/03
>Message-ID: <FN_35253d68_roughley@news.dsoe.com>
>Newsgroups: comp.sys.atari.st
>
>[Subscribe to comp.sys.atari.st]
>[More Headers]
>
>
> Murray Mandelbrot wrote:

I didn't find the response in bad taste, especially considering it was
troll bait.

Why didn't you have a reply to my little "Peter" poem?
I thought it rather cute.
I think it's time to search the net,
and spread the spam the Peter has begat.
Look for his wisdom, hi and low.
When these guys get done with him,
then EVERYONE will know....

Your friend, Mike

1734. Re: Atari users intolerable to others?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-05 00:00:00 UTC
From: jedi@Dementia.Mishnet
Message-ID: <slrn6ifvvk.47p.jedi@Dementia.Mishnet>
Source record: 5394

On Sun, 05 Apr 1998 14:03:05 -0600, sinclair2000@earthlink.net <sinclair2000@ea
rthlink.net> wrote:
>
>
>Here a former Atari ST user asks if Atari is still in business and is
>imediately jumped on and insulted. I could understand Amiga/Wintel and

He wasn't flamed for that part. Since you bothered to quote
the whole thing, you might have bothered to actually read it.

>certain extent Mac users behaving like this, but current Atari users, no way!
>
>--
>Subject: Re: Is Atari still in business?
>From: Neil Roughley <roughley@HORMEL.unix.dsoe.com>
>Date: 1998/04/03
>Message-ID: <FN_35253d68_roughley@news.dsoe.com>
>Newsgroups: comp.sys.atari.st
>
>[Subscribe to comp.sys.atari.st]
>[More Headers]
>
>
> Murray Mandelbrot wrote:
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>> I used to be a lyal Atari user for many years, but have switched to
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>>
>> P.S. Loved that ad asking for $650 for a Stacey! I recognize that
>> idealistic Atari mentality. Peace.
>
>This platform has never survived on idealism. The price mentioned comes
>out to around US$450 -- a good deal for what one would get. And there
>_are_ new 'Atari machines', as you called them.
>
>It sounds like you're the type of person who would have "WordPad for
>Dummies" on the bookshelf.
>
><< Neil >>
>
>--
>- -
> Neil Roughley | http://www.excelprinters.com/tos.htm
> roughley@HORMEL.unix.dsoe.com | remove uppercase spamblock to reply

>- - - - - - -
>
>
>Peter S.
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

1735. Re: Atari users intolerable to others?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-05 00:00:00 UTC
From: Charlie Wood <spidersi@sprint.ca>
Message-ID: <891830719.124456@michelob>
Source record: 5395

I think the sarcastic P.S. is what brought on the type of reply.
Maybe better manners would get kinder responses.

sinclair2000@earthlink.net wrote in message
<6g8kh9$2h7$1@nnrp1.dejanews.com>...
>
>
>Here a former Atari ST user asks if Atari is still in business and is
>imediately jumped on and insulted. I could understand Amiga/Wintel and
>certain extent Mac users behaving like this, but current Atari users, no
way!

1736. Re: Atari users intolerable to others?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-06 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6g9faa$cq7$1@news.campus.mci.net>
Source record: 5396

On 5 Apr 1998 14:03:05 , sinclair2000@earthlink.net wrote:
]-
]-
]-Here a former Atari ST user asks if Atari is still in business and is
]-imediately jumped on and insulted. I could understand Amiga/Wintel and
]-certain extent Mac users behaving like this, but current Atari users, no way!

<snip>

As per your usual form, you picked -1- single message out and made an example out of it. You failed to mention that several other Atari users responded with helpful messages, including the URL to a Web site where there was info on new Atari clones... Tsk, tsk, tsk, Sinclair! Such negativity will give you acid indigestion! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1737. TAF Meeting April 15th - Club Cubase Audio!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <352c3017.0@diana.idirect.com>
Source record: 5397

Are you a professional recording engineer or do you like to dabble with recording? Do you use the Cubase package for the Atari ST, or have ever wondered about what is considered one of the best sequencers for MIDI instruments on the market today? Then have we got a meeting for YOU!

On Wednsday, April 15th, the Toronto Atari Federation will be putting on a very special presentation with Ray Williams of Steinberg Canada and Club Cubase! Featured at this meeting will be a demonstration of Cubase Audio 16, the 16-track hard disk recording/sequencer package for the Atari and C-LAB Falcons that puts together a comprehensive recording studio solution in your own home. Ray will also be giving tips and tricks that will help users of Cubase get the most out of their sequencing and arranging, and should also have product for sale as well.

We're honoured that Ray has volunteered his time for this presentation, and we know that this will be a VERY informative meeting for all MIDI and recording enthusiasts. This meeting is definitely not to be missed!

TORONTO ATARI FEDERATION User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, $2.00 to non-members. Membership is $35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A membership in TAF IS Atari support!

TAF Online! BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1738. Re: Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-09 00:00:00 UTC
From: Kent Johansson <midwinter@hotmail.com>
Message-ID: <352CB0EA.E79FC1D2@hotmail.com>
Source record: 5398
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Steve Stupple wrote:

> I am having a problem gettings an external SCSI CD-ROM drive (Apple
> 300E) running on my STE.

I know that Sun Stations are tricky on what sector size a SCSI cd rom
have. This can be altered via various settings on some CD-ROM drives.
Could this be the reason for your problems too? A Apple CD-ROM have to be
modifyed to be used on a Sun AFAIK, dunno if it applies to an ST as well.

Regards.

//Kent

1739. Re: Atari users intolerable to others?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-09 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6gk3sm$vb0$1@nnrp1.dejanews.com>
Source record: 5499

In article <6g8mmp$fu5$1@ash.ridgecrest.ca.us>,
grovem@BLOCKridgenet.net (Michael Grove) wrote:
>
> I didn't find the response in bad taste, especially considering it was
> troll bait.

Sounded like a legit question from one who has not been following the Atari scene for a long time.

> Why didn't you have a reply to my little "Peter" poem?

Did not see it originally. Do I get under your toe?

> I thought it rather cute.
> I think it's time to search the net,
> and spread the spam the Peter has begat.
> Look for his wisdom, hi and low.
> When these guys get done with him,
> then EVERYONE will know....

To much time on your hands. Whats the matter, Cab takes eons to load web pages?

> Your friend, Mike
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1740. Re: So much for CAB!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-09 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6gk4hi$2r$1@nnrp1.dejanews.com>
Source record: 5500

In article <6g2440$al2$1@usenet76.supernews.com>,
mgrove@notdejanewsiwvisp.com (Michael Grove) wrote:

> Latest and greatest what? What you called Navagtor I thought was
> called Communicator now. Don't you even know what your using?

Navigator = Communicator 4

> > Some people also use the fucking navigator or explorer software monsters..
> > What do that software more as to surf at the web?
>
> >Eh? I don't understand Canadian slang..
>
> Don't know your nationalitys either.

I am merican..

> >Understand what? That many Atarians are having difficulties with Cab..

> By your terms, there are not that many Atari users in existance. So
> how can "many" have problems? What you are wasting your time with is
> looking at the article overview and making a judgement that if many
> post say "problems with CAB" then the fact that many are having
> difficulty with the application must be true. Of course, you haven't
> taken the time to persue the article further, but just use the title
> to try and get some attention.

You could argue that 6 out of 10 Cab users that are having trouble is many.
Many is not a defined numerical term.

> There once was a boy named Peter,
> Who grined when he thought his dick was bigger
> He rushed to his keyboard to tell the world
> and hoped it would make him more manley for all the girl
> While in his glory, what slipped his mind
> That unlike others, it grew out his behind
>

Having penis envy?
> Your friend,
> Mike
>
> > Robert.S
> > -Happiliy to found dumbheads..
> >
> > --
> > ### robscha@data.rhein-main.de -= Home of DOITF030 =-

> > ### _____
> > # # # F030-520ST-Jaguar-Mac Lynx I + II
> > # # # http://www.rhein-main.de/people/robert/homepage.htm
> >
> Peter S.
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading
>
Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1741. Re: TAF Meeting April 15th - Club Cubase Audio!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-09 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6gk3g1$ur8$1@nnrp1.dejanews.com>
Source record: 5501

In article <352c3017.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>
> Are you a professional recording engineer or do you like to dabble
> with recording? Do you use the Cubase package for the Atari ST, or have
> ever wondered about what is considered one of the best sequencers for
> MIDI instruments on the market today? Then have we got a meeting for YOU!

Yea, I maybe interested. Can you tell me more?

> On Wednsday, April 15th, the Toronto Atari Federation will be
> putting on a very special presentation with Ray Williams of Steinberg
> Canada and Club Cubase! Featured at this meeting will be a demonstration
> of Cubase Audio 16, the 16-track hard disk recording/sequencer package
> for the Atari and C-LAB Falcons that puts together a comprehensive
> recording studio solution in your own home. Ray will also be giving tips
> and tricks that will help users of Cubase get the most out of their
> sequencing and arranging, and should also have product for sale as well.

Tell him to bring a Cubase Audio equipped G3 setup.

> We're honoured that Ray has volunteered his time for this
> presentation, and we know that this will be a VERY informative meeting
> for all MIDI and recording enthusiasts. This meeting is definitely not
> to be missed!

Oh shucks..Just forgot that I maybe in OKlahoma City at Comp.

> TORONTO ATARI FEDERATION User Group meetings are held on the Third
> Wednesday of the Month in the North York Memorial Community Hall on the
> Lower (or Concourse) Level of the North York City Centre Library at 5110
> Yonge St. at Parkhome Ave. Parking garage inside the complex. Those
> using public transport can take the TTC's Yonge-University-Spadina line
> to North York Centre Station. Meetings start 7:30 PM, $2.00 to
> non-members. Membership is $35 CDN a year, and includes a subscription
> to the club newsletter PHOENIX and full use of the TAF Online BBS. A
> membership in TAF IS Atari support!

$2 bucks entry fee? My $3400 a month budget is tight but could scrape up 200
pennies.

> TAF Online! BBS - 416-421-8999
> TAF home page - http://www.interlog.com/~schrist/taf/
> TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
> Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com
>

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1742. Re: Atari users intolerable to others?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-09 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6gk3l6$v2s$1@nnrp1.dejanews.com>
Source record: 5502

In article <6g9faa$cq7$1@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld) wrote:
>
> On 5 Apr 1998 14:03:05 , sinclair2000@earthlink.net wrote:
>]-
>]-
>]-Here a former Atari ST user asks if Atari is still in business and is
>]-imediately jumped on and insulted. I could understand Amiga/Wintel and
>]-certain extent Mac users behaving like this, but current Atari users, no way!
>
> <snip>
>
> As per your usual form, you picked -1- single message out and made an example
> out of it. You failed to mention that several other Atari users responded with
> helpful messages, including the URL to a Web site where there was info on new
> Atari clones... Tsk, tsk, tsk, Sinclair! Such negativity will give you acid
> indigestion! ;-)

No negativity here. Just posted a factual email with a question = ?: Atari
users intolerable to others?

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1743. Old Atari & Games for Sale -- Ottawa

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-10 00:00:00 UTC
From: bw803@FreeNet.Carleton.CA
Message-ID: <6gjrp5$t16@freenet-news.carleton.ca>
Source record: 5503

We live in the Ottawa area and have an Atari 400 computer which is
up for sale. Below is a list of equipment and programs. If possible, we
would like to sell all this as a package, so as not to be stuck with any
leftover things which we couldn't use. All items sold as is.
Reply by email with an offer if you're interested.

Hardware:
Atari 400 home computer with cables
Cassette program player
2 joysticks

Cartridges:
Pac-Man (game)
Centipede (game)
Qix (game)
3-D Tic-Tac-Toe (game)
Miner 2049er (game)
Basic (programming language)
Pilot (programming language)

Cassettes include:
(these we bought)
Zeppelin (game -- good one!)
Fort Apocalypse (game -- good one!)
Outlaw/Howitzer (2 games)
Eastern Front 1941 (game)
Clowns and Balloons (game)
Touch Typing (typing program)

(these came as the 80's equivalent of "shareware")
Goldrush (game)
Ski (game)
Chicken (game)
MasterMaze (game)
SpeedDemon (game)

plus some miscellaneous cassettes.

Manuals (thrown in for free) include:
Owner's Manual
Your Atari Computer
Atari Basic
Atari Sound and Graphics
Kids and the Atari

--
Gaikotsu no (Look! Skeletons,
ue wo yosote in their best holiday clothes,
hanami kana viewing flowers.)
-- Onitsura

1744. Re: Atari users intolerable to others?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-10 00:00:00 UTC
From: grove@notdejanews.com
Message-ID: <6gkf6d$5t9$1@usenet57.supernews.com>
Source record: 5504

On 9 Apr 1998 22:32:37 , sinclair2000@earthlink.net wrote:
>In article <6g8mmp$fu5$1@ash.ridgecrest.ca.us>,
> grovem@BLOCKridgenet.net (Michael Grove) wrote:
>>
>> I didn't find the response in bad taste, especially considering it was
>> troll bait.
>
>Sounded like a legit question from one who has not been following the Atari
>scene for a long time.

Sure, just as it is for me to ask for employee information....
>
>> Why didn't you have a reply to my little "Peter" poem?
>
>Did not see it originally. Do I get under your toe?

If you were close enough to be under my toe, you would be squashed
like the little insect you are. Even the roaches in Joes Apartment
have more class than you.

>
>> I thought it rather cute.
>> I think it's time to search the net,
>> and spread the spam the Peter has begat.
>> Look for his wisdom, hi and low.
>> When these guys get done with him,
>> then EVERYONE will know....
>
>To much time on your hands. Whats the matter, Cab takes eons to load web
>pages?

Actually, it loads pages much faster than Communicator does on my PM.
Of course it is only a 604 180Mhz, and dosen't hold a chance against
my Afterburner/ NOVA combo.
If anyone here has time on their hands (among other things), it is you
my dear Sinplop. You don't bother me, I just can't see for the life of
me why someone like you exist.
At any rate, you will be red faced shortly.

1745. Re: Help! Linking a CD-ROM to my STE:(

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-10 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <352E134C.1BDB@ooc.de>
Source record: 5505
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Kent Johansson wrote:

> I know that Sun Stations are tricky on what sector size a SCSI cd rom
> have. This can be altered via various settings on some CD-ROM drives.

At least with CDTOOL or SPIN! this is no problem. One of my CD-ROM
drives is set to 512 bytes per sector. That is what the Sun needs and it
also works with my Atari. My other CD-ROM drive has the normal (i. e.
2048 bytes per sector) settings and this also works.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1746. TIFKAS Welcome at April 15th TAF Meeting!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-10 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <352e3d08.0@diana.idirect.com>
Source record: 5506

It appears that from one of his recent missives that TIFKAS (The Idiot Forever Known As Sinclap) has expressed interest in attending one of TAF's Toronto meetings, particularly our Club Cubase/Cubase Audio Falcon clinic meeting this coming Wedsnday.

Well, let me go forward and say that we would be more than welcome to have him up! In fact, he won't have to scrape together 200 pennies (although we would love 200 American pennies, as they're currently worth more than our Canadian ones) as I will personally pay his entrance fee. I will even introduce him to the membership! We've all wondered what an Internet "troll" looks like, and we couldn't imagine a more perfect specimen!

Too bad we won't have any Apple product (a fine computer, BTW) at this meeting, as it is meant for Atari users and enthusiasts. Club Cubase WILL have a meeting up on April 27th at the Trebas Recording Institute in Toronto so he can meet with other Canadian Mac enthusiasts who are all much smarter, better informed, and more tolerant of other user platforms than he is. He can even visit our Macintosh stores and get a firsthand look on how professional Mac salesmen sell their product with courtesy and factually without having to troll Atari newsgroups.

TIFKAS will also be pleased to know that no member of TAF will be allowed to shoot him, as we do have much stricter gun control laws up here. However, we WILL be running a concession stand consisting of rotten fruits and vegetables suitable for hurling (all proceeds to go to the TAF fund for setting up ACE '99!). We will also be hurling some of the more embarrassing questions that he has continued to dodge on the Atari newsgroups to date, only this time he won't have a computer screen to hide behind!

We will let him touch and try out programs on our hallowed Falcon 030 (after he has towelled off, of course) so he will have a SECOND try of a computer that he has proclaimed himself an expert at - we will even let him try the latest version of Calamus, a program he has NEVER TRIED but has denigrated as "crap" and "no good". If he should want to come to a future meeting, we will gladly have a DirecT60 (another computer he has NEVER used but considers himself an "expert" on) on hand so he can see first hand what a speed demon this piece of TOS hardware really is!

We will even set him up with his own ST system provided by Goodwill Industries, complete with an Internet Setup pack consisting of STiNG, CAB 1.5 and the other Internet clients, with detailed instructions on how to set up NEWSie in minutes so he won't have to rely on DejaNews anymore for posting!

Accomodation? You bet! We'll reserve a special place for him to
sleep afterwards: a park bench near the Jane-Finch Corridor.

Of course, this is all dependant on whether TIFKAS will be allowed
to cross Canada's border (the world's largest undefended border), as
callow jingoistic morons like him may be considered "undesirable" under
our toughened Immigration Act. Those silly armed border guards - they
don't know we're the 51st state! They'll have to profusely apologize to
TIFKAS after the strip search and the procedure with the rubber glove
before they turn his Nissan Altima back......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1747. Re: Atari users intolerable to others?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-11 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6gok7f$3tf$1@news.campus.mci.net>
Source record: 5507

On 9 Apr 1998 22:28:39 , sinclair2000@earthlink.net wrote:

]-No negativity here. Just posted a factual email with a question = ?: Atari
]-users intolerable to others?
]-
]-Peter S.

Yeah, right. If you were any more negative you'd reverse poles and head
in the other direction! (hmm, come to think of it-I wouldn't be surprised
if you were bi-polar!) ;-)

Here is the factual answer to your factual? question...-No-, Atari users
are not intolerable to others. (period).

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1748. Off subject - SEGA

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-12 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6gqtsg$eu8@ds2.acs.ucalgary.ca>
Source record: 5508

Just out of curiosity - what happened to Sega ?

The Canadian Curmudgeon (curious in Calgary)

1749. Wanted, a monochrome monitor for Atari 520ST

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-12 00:00:00 UTC
From: Clive Bailey <cliveb@comet.powernet.co.uk>
Message-ID: <4835bbbae7cliveb@comet.powernet.co.uk>
Source record: 5509

Please contact me at;
Clive Bailey
32 Barbers Mews
Neath Hill
Milton keynes
Buckinghamshire
MK14 6HS
Tel: 01908 661980

--
From Clive Bailey
http://users.powernet.co.uk/comet/|
mailto:clive@comet.powernet.co.uk |
Risc PC600 OS 3.7 with StrongArm |

1750. Buying...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-12 00:00:00 UTC
From: Petros <parousia@erols.com>
Message-ID: <01bd6652$9dd14150$fdf1accf@sotis>
Source record: 5510

I am currently seeking any Atari 2600/VCS or Matel Electronics
Intellivision video game systems, any cartridges, manuals, or boxes from
either sytems. Atari ST/XE and Commodore products I also buy. No resonable
offer refused. Please send a detailed reply of all listed items.
The more you have, the more I'll buy.

Thanx
Me

1751. Notator Logic For sale

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-12 00:00:00 UTC
From: "Craig W. Beaumont" <tkoprod@sccoast.net>
Message-ID: <353184E0.F7C1961E@sccoast.net>
Source record: 5511

Hi! I am also accepting offers on a original copy of NotatorLogic for Atari.This includes version 1.5 and all manuals, software updates and support materials thru version 2.0 and of course the Log 3 interface. Email me an offer if interested.

Craig Beaumont
tkoprod@sccoast.net

1752. Atari 1200XL in the Box!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-13 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <3532603A.B88A344@csfb.com>
Source record: 5512
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

If you want to own one of Atari's coolest and most stylish 8-bit computers, then the Atari 1200XL computer is for you! This unit comes in its original box with power supply and RF cable & switch box, starting price is only $1.99 follow the below link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=10951518

1753. More Registered Shareware Titles

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-14 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998041418045200.OAA08603@ladder01.news.aol.com>
Source record: 5513

THE COMPUTER DUNGEON is proud to add more full version Shareware games
to our growing inventory.

Latest edition is "Annex" from D. Pritchard.

In this first person action game, you take on the role as commander of the
National Space Command and its your job to stop the hostile forces who have
taken over Science Station Annex on Talro Beta.

Explore the vast complex but time isn't on your side as the hostiles have
opened
the reactor cores and radiation is filling the complex.

Annex comes ready to play with printed instructions.

For more information on Annex and other full version Shareware titles (such as
Realms of Reality, Running, Mole Mayhem, Double Bobble 2000, and more)
please visit our website at: http://www.mcs.net/~isis/dungeon/dungeon.htm

We also have many new and used ST/Falcon software titles in stock, new and
used accessories & hardware, Atari video game cartridges-systems-accessories,
and much more.

Thank You for taking the time to read this and we look forward to helping you
with all your Atari needs.

Al Horton
The Computer Dungeon
708-547-7085

"Support Shareware Authors"

1754. Atari Falcon030 For Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-14 00:00:00 UTC
From: Leslie C Spencer <lspencer@globalnet.co.uk>
Message-ID: <6h0a3m$73n$1@heliodor.xara.net>
Source record: 5514

I have an Atari Falcon030 with a Quadram Multisync Monitor which is wired to give all the Falcon's Screen Resolutions. There is also lots of software. I hate to get rid of it but due to needing compatibility with PC's at work I have to let it go.

Any serious reasonable offer considered.

L.C. Spencer
14 Rochester Drive
LINCOLN
LN6 0XQ
01522 690933
lspencer@globalnet.co.uk

1755. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-15 00:00:00 UTC
From: dd@denscicorp.force9.co.uk
Message-ID: <MPG.f9dffb11b1c1947989890@news1.force9.net>
Source record: 5515
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Holy Zarquons, Singing Fish! Benjamin.Ryzman@SOLsoft.Com says ....
> At the time, Sinclair had been producing a multitasking (even if it was just
> task switching, really) computer running a windowed environnement on a
> Motorola 68008 (8/16bits microprocessor).

Ermm, the Sinclair QL, was definitely true preemptive multitasking, you
could even set the priorities and stuff.

--
==========
Dave Denscombe (aka Zaphod)
"There's a guy who really knows where
his towel is" - Ford Prefect

ICQ: 3719723
E-mail: dd@denscicorp.force9.net
Web site: http://www.denscicorp.force9.co.uk
==========

1756. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-15 00:00:00 UTC
From: dd@denscicorp.force9.co.uk
Message-ID: <MPG.f9e00bebb5a451e989891@news1.force9.net>
Source record: 5516
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,comp.sys.atari.st

Holy Zarquons, Singing Fish! robertm@jagunet.com says ....
> Of course not. The Jaguar is a dead parrot. However it appear that Atari, the
> name and the ideal, will get yet another chance. Its possible that the Lynx
> may get a make over or that a cip or two from the Jaguar may get used in
> something but don't get your hopes up. I'm hoping for an updated Yars
> Revenge. :)

Would it be nice if they did a lowerpowered (ie, longer battery
life!) Lynx with a better screen, sound and a bit more speed?! It'll
rule!

--
==========
Dave Denscombe (aka Zaphod)
"There's a guy who really knows where
his towel is" - Ford Prefect

ICQ: 3719723
E-mail: dd@denscicorp.force9.net
Web site: http://www.denscicorp.force9.co.uk
==========

1757. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-15 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6h2ict$qb1$1@nnrp1.dejanews.com>
Source record: 5517
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

OK, guys, here is my little contribution to the subject:

I've own Ataris for mor than 10 years, it is IMHO one of the best designed computer systems of all times, but, as time goes by so computers, i don't own PC's, but i work with them all day long, the main reason i don't wanna buy a PC is the tech groundbreak, i've been thinking buying one just because i want APE for my Atari, anyhow, i don't think Hasbro or anyone will take the A8 out of the basquet, the many out there who own one of the newer game consoles know exactly why, in the meantime we are seeing a resurrection of old 8-bit tiltes, the last one, i think, is robotron for the N64.... So, games we will see lots of resurrections, systems, i don't think we'll see any.... Still, i buy any piece of A8 hardware that crosses my path.

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1758. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-15 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6j9mjc.1f5.jedi@dementia.mishnet>
Source record: 5518
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Wed, 15 Apr 1998 10:06:05 -0600, rojasdelap@yahoo.com <rojasdelap@yahoo.com
> wrote:
>
>
>
> OK, guys, here is my little contribution to the subject:
>
> I've own Ataris for mor than 10 years, it is IMHO one of the best
>designed computer systems of all times, but, as time goes by so computers,
>i don't own PC's, but i work with them all day long, the main reason i don't

If you decide to 'go PC', I suggest trying Linux or
FreeBSD first. They, as unixen, tend to be a bit
harsher on newcomers but, they're much more reliable
than WinXX and perform better (more responsive) on
similar hardware. You will likely be quite shocked
with how much computing horsepower it takes to just
do basic computing with WinXX.

>wanna buy a PC is the tech groundbreak, i've been thinking buying one just
>because i want APE for my Atari, anyhow, i don't think Hasbro or anyone
>will take the A8 out of the basquet, the many out there who own one of the
>newer game consoles know exactly why, in the meantime we are seeing a
>resurrection of old 8-bit tiltes, the last one, i think, is robotron for the
>N64.... So, games we will see lots of resurrections, systems, i don't think
>we'll see any.... Still, i buy any piece of A8 hardware that crosses my path.

1759. A Basic Falcon 030 or 040

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-15 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <892663807.18494.0.nnrp-01.c1ed1184@news.demon.co.uk>
Source record: 5519
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,demon.ip.support

I am after someone whom is willing to swap a Falcon 030 or 040 with the basics so that it can be used. I've got two 4 meg STE's I may have some other bits I could throw in with them.

I think this is called desperation; a hard disk & CD-ROM drive getting the better of me.

1760. Beleagured Apple posts Q2 profits!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-15 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6h394r$u2n$1@nnrp1.dejanews.com>
Source record: 5520

Beleagured, going out of business Apple Computer announced a 55 million profit in thier Q2 period.

Beleagured, going out of business Apple Computer is expecting continued profits in Q3 and Q4.

Have a nice day..

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1761. A Basic Falcon 030 or 040

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-15 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <892677361.28185.0.nnrp-01.c1ed1184@news.demon.co.uk>
Source record: 5521
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,demon.ip.support

I am after someone whom is willing to swap a Falcon 030 or 040 with the basics so that it can be used. I've got two 4 meg STE's I may have some other bits I could throw in with them.

I think this is called desperation; a hard disk & CD-ROM drive getting the better of me.

1762. Re: Beleagured Apple posts Q2 profits!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-15 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6h3fsb$qdu@news2.tds.net>
Source record: 5522

On 15 Apr 1998 16:34:19, sinclair2000@earthlink.net wrote:
>Beleagured, going out of business Apple Computer announced a 55 million profit
>in thier Q2 period.

That's great. No one here wants to see Apple go out of business. We
just want to see them get more stringent distribution standards - and
to make those standards retroactive.

>
>Beleagured, going out of business Apple Computer is expecting continued
>profits in Q3 and Q4.

Yes, they'll probably see a good rise after the get rid of all the
twerps that are turning people off on Apple for no other reason than
the fact that they detest certain people that support Apple.

>
>
>Have a nice day..

Nice first step, practicing your bland mouthings for when Apple wises
up and everyone gets a chance to stop by and order a Big Mac from you.

>
>Peter S.

Terry R.
--

http://www.geocities.com/SiliconValley/Peaks/6320/ (ARD/ST+/More!)
Windows '95-So 'Intuitive,' it only needs 3.5 megabytes of HELP files.

1763. WTB: 850 Interface Module

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-16 00:00:00 UTC
From: "Faith C. Weeks" <fweeks@home.com>
Message-ID: <3535477C.FD54A4E8@home.com>
Source record: 5523

I need an 850 Interface Module to transfer files from Atari 800XL to Mac.
Or perhaps there are other ways of transferring the data from the disks (I
have access to dual floppy drive PCs at work) to my Mac.

Thanks,
Faith Weeks
fweeks@home.com

1764. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-16 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-1604980832470001@portland15.portland.com>
Source record: 5524
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

> If you decide to 'go PC', I suggest trying Linux or
> FreeBSD first. They, as unixen, tend to be a bit
> harsher on newcomers but, they're much more reliable
> than WinXX and perform better (more responsive) on
> similar hardware. You will likely be quite shocked
> with how much computing horsepower it takes to just
> do basic computing with WinXX.

I am running Windows 95 on a 486DX-66 and it runs decently. Seems almost as responsive as my Macintosh at work (7200/75). I run Microsoft Office products and have never had a complaint about performance.

I would like to try Linux but it does seem intimidating. Also, where does one get software for it (like word processing, graphic)? This is an honest question.

-scott

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

1765. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-16 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <35361B07.E62FE967@sprynet.com>
Source record: 5525
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Scott Tirrell wrote:

> I would like to try Linux but it does seem intimidating. Also, where does
> one get software for it (like word processing, graphic)? This is an
> honest question.

There's a free (not for profit) office suite called Star Office
available for Linux. I've got it, I use it very occasionally. I end up
using Word 97 more often because I don't get the same quality print in
Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in
Linux is primarily done with postscript, so if you have a postscript
printer you should have no problem. I, on the other hand, don't so I
have to use a postscript filter (apsfilter) to make it work with my
printer...and then I have to use a BJ-200e driver (which is half the
resolution).

StarOffice is not bad. It supports conversion of various format
documents (albeit, not Word 97, but will do Word 6.0). It has everything
you'd expect in a word processor. I especially like having the
mathematical formula editor...which comes with the package.

Geoff!
--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1766. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jcc1c.1p6.jedi@dementia.mishnet>
Source record: 5526
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Thu, 16 Apr 1998 09:51:51 -0500, Geoff Oltmans <geoff@sprynet.com> wrote:
>Scott Tirrell wrote:
>
>> I would like to try Linux but it does seem intimidating. Also, where does
>> one get software for it (like word processing, graphic)? This is an
>> honest question.
>
>There's a free (not for profit) office suite called Star Office
>available for Linux. I've got it, I use it very occasionally. I end up
>using Word 97 more often because I don't get the same quality print in
>Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in
>Linux is primarily done with postscript, so if you have a postscript
>printer you should have no problem. I, on the other hand, don't so I
>have to use a postscript filter (apsfilter) to make it work with my
>printer...and then I have to use a BJ-200e driver (which is half the
>resolution).

Have you tried the printfilters in the latest Redhats?

1767. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jcbug.1p6.jedi@dementia.mishnet>
Source record: 5527
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Thu, 16 Apr 1998 08:32:47 -0400, Scott Tirrell <stirrell@portland.com> wrote
:
>> If you decide to 'go PC', I suggest trying Linux or
>> FreeBSD first. They, as unixen, tend to be a bit
>> harsher on newcomers but, they're much more reliable
>> than WinXX and perform better (more responsive) on
>> similar hardware. You will likely be quite shocked
>> with how much computing horsepower it takes to just
>> do basic computing with WinXX.
>
>I am running Windows 95 on a 486DX-66 and it runs decently. Seems almost
>as responsive as my Macintosh at work (7200/75). I run Microsoft Office
>products and have never had a complaint about performance.

Ouch! 95+Office+486?

>
>I would like to try Linux but it does seem intimidating. Also, where does
>one get software for it (like word processing, graphic)? This is an
>honest question.

The major linux vendors distribute it (like Redhat or Caldera)
and you can find it in places like *linuxmall*. For games that
have been 'un'released, you can just pick up the game at CompUsa
and download the Linux version of the executable (QII, UO).

There's also a 'freeware' ST emulator called STonX that
you might want to try out. You'll have to provide ROM
images however (not hard to find on the web).

Linux will likely run more responsively on the hardware
you're using now. Although, unless you have lots of ram,
I would not expect much out of either '95 or linux.
Although Linux is a lot easier to trim and tune.

I never found the performance of M$ OSes to my liking.
I also found the registry and plug-n-pray quite annoying
as well.

1768. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <353639CE.FA0@cfcsc.dnd.ca>
Source record: 5528
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Geoff Oltmans wrote:
> Scott Tirrell wrote:
> > I would like to try Linux but it does seem intimidating. Also, where does
> > one get software for it (like word processing, graphic)? This is an
> > honest question.
> There's a free (not for profit) office suite called Star Office
> available for Linux. I've got it, I use it very occasionally. I end up
> using Word 97 more often because I don't get the same quality print in
> Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in
> Linux is primarily done with postscript, so if you have a postscript
> printer you should have no problem. I, on the other hand, don't so I
> have to use a postscript filter (apsfilter) to make it work with my
> printer...and then I have to use a BJ-200e driver (which is half the
> resolution).

have you tried by chance the PaPyrus for Linux?

> *Geoff!*

1769. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <353639E3.1B42@cfcsc.dnd.ca>
Source record: 5529

Geoff Oltmans wrote:
> Scott Tirrell wrote:
> > I would like to try Linux but it does seem intimidating. Also, where does
> > one get software for it (like word processing, graphic)? This is an
> > honest question.
> There's a free (not for profit) office suite called Star Office
> available for Linux. I've got it, I use it very occasionally. I end up
> using Word 97 more often because I don't get the same quality print in
> Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in
> Linux is primarily done with postscript, so if you have a postscript
> printer you should have no problem. I, on the other hand, don't so I
> have to use a postscript filter (apsfilter) to make it work with my
> printer...and then I have to use a BJ-200e driver (which is half the
> resolution).

have you tried by chance the PaPyrus for Linux?

> *Geoff!*

1770. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-16 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35365dea.437994@news.tmisnet.com>
Source record: 5530
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Atari dealers are taking reservations on a
Linux 2.x CD-ROM, rumored to be available
Real Soon Now.

-- George Crissman
-- strads@tmisnet.com

On Thu, 16 Apr 1998 16:20:32 +0000, jedi@dementia.mishnet (jedi)
wrote:

>>I would like to try Linux but it does seem intimidating. Also, where does
>>one get software for it (like word processing, graphic)? This is an
>>honest question.
>
> The major linux vendors distribute it (like Redhat or Caldera)
> and you can find it in places like *linuxmall*. For games that
> have been 'un'released, you can just pick up the game at CompUsa
> and download the Linux version of the executable (QII, UO).

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1771. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jd3nl.2kk.jedi@dementia.mishnet>
Source record: 5531
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Thu, 16 Apr 1998 19:44:59 GMT, George Crissman <strads@tmisnet.com> wrote:
>Atari dealers are taking reservations on a
>Linux 2.x CD-ROM, rumored to be available
>Real Soon Now.

Eagle will be nice and all. However, most Atari's
still floating around now are still limited to 4M
which for GEM is nice but for Unix even in curses
mode, it's a bit cramped. That's just the RAM,
mind you, and not even getting into storage...

>
>-- George Crissman
>-- strads@tmisnet.com
>
>On Thu, 16 Apr 1998 16:20:32 +0000, jedi@dementia.mishnet (jedi)
>wrote:
>
>>>I would like to try Linux but it does seem intimidating. Also, where does
>>>one get software for it (like word processing, graphic)? This is an
>>>honest question.
>>
>> The major linux vendors distribute it (like Redhat or Caldera)
>> and you can find it in places like *linuxmall*. For games that
>> have been 'un'released, you can just pick up the game at CompUsa
>> and download the Linux version of the executable (QII, UO).
>
>Member Of The Atari WebRing, Featuring USA Links
>http://www.tmisnet.com/~strads/hq/atari.html
>Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1772. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-17 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-1704980841090001@portland15.portland.com>
Source record: 5532
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

>
> Ouch! 95+Office+486?
>
Honestly, it runs along at a nice pace! Keep in mind, I;ve used high-end
Power Macs, Suns, Pentium IIs and while it can't compare to those systems,
it runs nicely. Especially for simple tasks like Microsoft Office. I do
have 28 megs of RAM but even under 16 it wasn't bad.

> The major linux vendors distribute it (like Redhat or Caldera)
> and you can find it in places like *linuxmall*. For games that
> have been 'un'released, you can just pick up the game at CompUsa
> and download the Linux version of the executable (QII, UO).

I have seen Redhat at Electronics Boutique. The problem I might have with
Linux is that I only have a 500 meg hard drive.... Are these commercial
versions easy-to setup as, say, other major OSes? Like a nice setup
program?

>
> There's also a 'freeware' ST emulator called STonX that
> you might want to try out. You'll have to provide ROM
> images however (not hard to find on the web).

I have heard good things about it. Does it allow different resolutions
other than the three standard ST ones?

>
> Linux will likely run more responsively on the hardware
> you're using now. Although, unless you have lots of ram,
> I would not expect much out of either '95 or linux.
> Although Linux is a lot easier to trim and tune.

If by trimming and tuning I have to wade through tons of configuration
files, I am not sure I want to. Are many packages for Linux "complete" or
do you have to compile most packages yourself? Sorry I am so clueless on
Unix.

>
> I never found the performance of M$ OSes to my liking.
> I also found the registry and plug-n-pray quite annoying
> as well.

The registry is fairly easy to configure, IMHO. Also, for some odd reason
(I know I am in the minority), Plug-n-Play has worked flawlessly for me.
Windows detected all of my components and I had no conflicts. Strange ;-)

Thanks for all the responses and help!

-scott tirrell

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

1773. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-17 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jf9hb.735.jedi@dementia.mishnet>
Source record: 5533
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Fri, 17 Apr 1998 08:41:09 -0400, Scott Tirrell <stirrell@portland.com> wrote:
>>
>> Ouch! 95+Office+486?
>>
>Honestly, it runs along at a nice pace! Keep in mind, I;ve used high-end
>Power Macs, Suns, Pentium IIs and while it can't compare to those systems,
>it runs nicely. Especially for simple tasks like Microsoft Office. I do
>have 28 megs of RAM but even under 16 it wasn't bad.

Run 'nicely' is not something I would describe of
any version of Windows. They're far too bloated
for too little actual functionality. Until I switched
to Linux, I was constantly contemplating an ST
emulator so that I could run more efficient (yet
useful) applications.

That fixation is gone. (although STonX is still
kinda nifty)

>
>> The major linux vendors distribute it (like Redhat or Caldera)
>> and you can find it in places like *linuxmall*. For games that
>> have been 'un'released, you can just pick up the game at CompUsa
>> and download the Linux version of the executable (QII, UO).
>
>I have seen Redhat at Electronics Boutique. The problem I might have with
>Linux is that I only have a 500 meg hard drive.... Are these commercial
>versions easy-to setup as, say, other major OSes? Like a nice setup
>program?

Yup. Hardware configuration is more Win 3.1ish. There is
some plug-n-pray but that's primarily with PCI devices.
Whether or not this is a good thing tends to correlate
to one's Win95 experiences (good or bad). For LInux,
500 may be a bit tight. I would expect it to be tight
for Win95 as well. If you dont have any intention of
using the linux dev tools are some of the more hardcore
unix utilities (like tex) you should be fine.

>
>>
>> There's also a 'freeware' ST emulator called STonX that
>> you might want to try out. You'll have to provide ROM
>> images however (not hard to find on the web).

>
>I have heard good things about it. Does it allow different resolutions
>other than the three standard ST ones?

Yes, but it only runs in 256 color mode.

>
>>
>> Linux will likely run more responsively on the hardware
>> you're using now. Although, unless you have lots of ram,
>> I would not expect much out of either '95 or linux.
>> Although Linux is a lot easier to trim and tune.
>
>If by trimming and tuning I have to wade through tons of configuration
>files, I am not sure I want to. Are many packages for Linux "complete" or
>do you have to compile most packages yourself? Sorry I am so clueless on
>Unix.

Yes, there is configuration overhead. Unix is a system
where you boss around the OS, instead of vice-versa.

>
>>
>> I never found the performance of M$ OSes to my liking.
>> I also found the registry and plug-n-pray quite annoying
>> as well.
>
>The registry is fairly easy to configure, IMHO. Also, for some odd reason
>(I know I am in the minority), Plug-n-Play has worked flawlessly for me.
>Windows detected all of my components and I had no conflicts. Strange ;-)

Win95 did detect my 2nd CDROM drive, my tape drive & still
doesn't have a proper driver for it, didn't have a useful
monitor type for my monitor & misconfigured my ethernet
card disabling my modem in the process. Yes YMMV.

The registry is too prone to corruption & not a help to me
as I would be directly modifying it anyways to bend the
machine to suit me.

1774. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-18 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <3538BD47.A9CB09A1@sprynet.com>
Source record: 5534
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Scott Tirrell wrote:

> I have seen Redhat at Electronics Boutique. The problem I might have with
> Linux is that I only have a 500 meg hard drive.... Are these commercial
> versions easy-to setup as, say, other major OSes? Like a nice setup
> program?

I haven't personally installed Redhat before, but I've heard it's a good
installation. 500 meg should be plenty (I used to use Slackware and
XFree86 on a 500 meg drive and I still had room to spare).
>
> If by trimming and tuning I have to wade through tons of configuration
> files, I am not sure I want to. Are many packages for Linux "complete" or
> do you have to compile most packages yourself? Sorry I am so clueless on
> Unix.

As an end-user I had to reconfigure the kernal to support my hardware,
and if I wanted to connect to the internet, I had to write my own script
to connect to my provider and start the pppd daemon. There are books
that explain this, but they aren't terribly clear. Also configuring
XFree86 (the Xwindows) can be a real pain in the butt. Other than that,
that was about it. :)

Geoff!
--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1775. Re: Beleagured Apple posts Q2 profits!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-19 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6he4pp$bl7$1@nnrp1.dejanews.com>
Source record: 5535

In article <6h3fsb$qdu@news2.tds.net>,
tross3@hamtel.tds.net (Terry Ross) wrote:
>
> On 15 Apr 1998 16:34:19, sinclair2000@earthlink.net wrote:
> >Beleagured, going out of business Apple Computer announced a 55 million profit
> >in thier Q2 period.
>
> That's great. No one here wants to see Apple go out of business. We
> just want to see them get more stringent distribution standards - and
> to make those standards retroactive.

Stringent distribution standards?

> >
> >Beleagured, going out of business Apple Computer is expecting continued
> >profits in Q3 and Q4.
>
> Yes, they'll probably see a good rise after the get rid of all the
> twerps that are turning people off on Apple for no other reason than
> the fact that they detest certain people that support Apple.
>

Twerps? You mean the 10,000 or so medicore employese as stated by Steve Jobs?

> >
> >
> >Have a nice day..
>
> Nice first step, practicing your bland mouthings for when Apple wises
> up and everyone gets a chance to stop by and order a Big Mac from you.
>

I am more of the Wendy's classice type.

> >
> >Peter S.
>
> Terry R.
> --
>
> http://www.geocities.com/SiliconValley/Peaks/6320/ (ARD/ST+/More!)
> Windows '95-So 'Intuitive,' it only needs 3.5 megabytes of HELP files.
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1776. For Sale Atari Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-23 00:00:00 UTC
From: Leslie C Spencer <lspencer@globalnet.co.uk>
Message-ID: <6ho6hk$k50$1@heliodor.xara.net>
Source record: 5536

I have an Atari Falcon030 with a Quadram Multisync Monitor which is wired to give all the Falcon's Screen Resolutions. There is also lots of software. I hate to get rid of it but due to needing compatibility with PC's at work I have to let it go.
Any serious reasonable offer considered.
L.C. Spencer
14 Rochester Drive
LINCOLN
LN6 0XQ
01522 690933
lspencer@globalnet.co.uk

1777. More Used Software & Hardware

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-24 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998042415032500.LAA23843@ladder01.news.aol.com>
Source record: 5537

THE COMPUTER DUNGEON has added more items to our product inventory.

New additions include MegaSTe's, Megafile 30 HD's, SC1435 Stereo monitors, 1040STf's, more full version Shareware programs, many used ST/Falcon game and Util/App programs, new and used accessories, new 2600 & 7800 cart's, and much more. We carry Atari Computing magazine and ST Plus Fanzine.

You can view or download a complete product listing by visiting our website at: http://www.mcs.net/~isis/dungeon/dungeon.htm

You can call toll-free (U.S.) 888-547-5755 with any questions, comments, or to place an order. We accept VISA and MasterCard.

Thanks for taking the time to read this and we look forward to helping you with all your Atari needs.

Al Horton
The Computer Dungeon

"Support Shareware Authors"

1778. Re: Beleagured Apple posts Q2 profits!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-25 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6hrhns$5gk@news2.tds.net>
Source record: 5538

On 19 Apr 1998 19:27:37, sinclair2000@earthlink.net wrote:
[... mindless drivel segment of TIFKAS' post snipped - oh dear...
that turns out to be everything...]

Did anyone else feel a blast of hot air blow through this newsgroup?
And lord.... what a smell.

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/ (ARD/ST+/More!)
Windows '95-So 'Intuitive,' it only needs 3.5 megabytes of HELP files.

1779. Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-28 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6i656bktp1@nnrp1.dejanews.com>
Source record: 5539

To be honest...TOS was not listed in the survey to be voted upon. I am puzzled why it wasn't since Atari Jihads claim to allah that it's the best since when Islamic faith came to being...)

Subject: the MacOS clearly winning, winblows losing again
From: jslewisspamlesswonder@erols.com (josh Lewis)
Date: 1998/04/28
Message-ID: <jslewisspamlesswonder-2804980749110001@207-172-61-131.s131.tnt1.rcm.erols.com>
Newsgroups: comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.be.advocacy,comp.lang.java.advocacy

[Subscribe to comp.sys.mac.advocacy]
[More Headers]

In the Great OS war to cure Cystic Fibrosis windows is being a big looser again. So is Be, so Is Java, and so is the venerable old Amiga. Check it out at

<http://www.geocities.com/SiliconValley/Network/5601/>

Let's take a moment to step away from our computers and BURY the other camp. feel free to pass this note around.

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1780. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-29 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6kdcll.l4b.jedi@dementia.mishnet>
Source record: 5540

On Tue, 28 Apr 1998 22:01:31 -0600, sinclair2000@earthlink.net <sinclair2000@ea
rthlink.net> wrote:
>To be honest...TOS was not listed in the survey to be voted upon. I am
>puzzled why it wasn't since Atari Jihads claim to allah that it's the best
>since when Islamic faith came to being...)

If you can't see why a 200K GUI might not win
in a war of graft then reason is wasted on you.
On the other hand, it's easy to see why a platform
with a long history of obscene margins might easily
trump a platform with 10x it's installed base in
a war of graft.

Those results correlate to the economics of the
various platforms quite well.

>
>--
>
>Subject: the MacOS clearly winning, winblows losing again
>From: jslewisspamlesswonder@erols.com (josh Lewis)
>Date: 1998/04/28
>Message-ID: <jslewisspamlesswonder-2804980749110001@207-172-61-
>131.s131.tnt1.rcm.erols.com>
>Newsgroups: comp.sys.mac.advocacy,comp.os.ms-
>windows.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.ad
>vocacy,comp.sys.amiga.advocacy,comp.sys.be.advocacy,comp.lang.java.advocacy
>
>[Subscribe to comp.sys.mac.advocacy]
>[More Headers]
>
>
> In the Great OS war to cure Cystic Fibrosis windows is being a big
>looser again. So is Be, so Is Java, and so is the venerable old Amiga.
>Check it out at
>
> <http://www.geocities.com/SiliconValley/Network/5601/>
>
> Let's take a moment to step away from our computers and BURY the other
>camp. feel free to pass this note around.
>
>
>Peter S.
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----

>http://www.dejanews.com/ Now offering spam-free web-based newsreading

1781. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-29 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <354723D1.487@cfcsc.dnd.ca>
Source record: 5541

sinclair2000@earthlink.net wrote:
>
> To be honest...TOS was not listed in the survey to be voted upon. I am
> puzzled why it wasn't since Atari Jihads claim to allah that it's the best
> since when Islamic faith came to being...)

yes. notice MAC users are all mouth too! lotsa pledges, but nothing
received!
talk the talk, but can't walk the walk.
>
> In the Great OS war to cure Cystic Fibrosis windows is being a big
> looser again. So is Be, so Is Java, and so is the venerable old Amiga.
> Check it out at
> <http://www.geocities.com/SiliconValley/Network/5601/>
> Let's take a moment to step away from our computers and BURY the other
> camp. feel free to pass this note around.
> Peter S.

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Collï¿½ge des Forces canadiennes ken.macdonald@taf.ftn.org

1782. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-29 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <ID4PAGCKUP@data.rhein-main.de>
Source record: 5542

In <6i656bktp1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:

>To be honest...TOS was not listed in the survey to be voted upon. I am

Mï¿½p,mï¿½p,mï¿½p.. SkyNet activated..
Cyrus bombs on the way

1783. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-30 00:00:00 UTC
From: grovem@NCCridgenet.net
Message-ID: <6i8qos$8im$4@ash.ridgecrest.ca.us>
Source record: 5543

On 29 Apr 1998 18:11:14, Robert Schaffner wrote:
>In <6i656bktp1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:
>
>>To be honest...TOS was not listed in the survey to be voted upon. I am
>
>M&#65533;p,m&#65533;p,m&#65533;p.. SkyNet activated..
>Cyrus bombs on the way
>
>
>.

```
Photon torpedos away!!!!!!!!!!!!!!!!!
Your terminated %#@*er
Poseners little monkey
Well, a Vespa is almost a car
Nuke em from orbit, it's the only way to be sure
```

1784. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-30 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <700.7424T579T1422@canit.se>
Source record: 5544

Den 29-Apr-98 05:01:31 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f&#65533;ljande:
>To be honest...TOS was not listed in the survey to be voted upon. I am
>puzzled why it wasn't since Atari Jihads claim to allah that it's the best
>since when Islamic faith came to being...)

```
It's the same reason not all companies offer Mac support. Ignorance and
stupidity.
Add to that that TOS in itself is not such a great OS.
```

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ &#65533;&#65533; | Son++Tal+tNic++^E27Ay80

1785. TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-04-30 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35486437.0@diana.idirect.com>
Source record: 5545

well, to be honest, it's not a formal poll, but it's just as reliable - the poll of public opinion.

Compare the posts of the majority of TOS users (many of whom are intelligent, helpful people) to that of TIFKAS (the Idiot Forever Known As Sinclap) (who deals in lies, obfuscution, and hateful language like comparing Atari users to murderous fanatics, as well as waging harassment campaigns via e-mail). Not to mention TIFKAS' using the victims of a terrible disease like Cystic Fibrosis to further his twisted paranoid agenda.

You can find the results of this poll at http://www.dejanews.com, using the keywords "sinclap", "tifkas", and "peter sinclair-day".

If you are also upset at being referred to as "The Atari Jihad", contact abuse@earthlink.net and postmaster@earthlink.net and be sure to send a copy of the post in question.

Hopefully TIFKAS will eventually a) find the courage to find a psychiatrist to help him realize his Macintosh is not his manhood, or b) be fired by Apple for conduct unbecoming of what is expected of their employees, with the boot to be personally administered by Steve Jobs (who TIFKAS once called an "arrogant bonehead" who would "destroy Apple if he ever got back in charge" - according to what I've heard, Jobs is not fond of bootlickers who will do anything to save their job).

Take care, TIFKAS - your employment at Apple is soon coming to an end......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1786. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ibpja$5ph$1@nnrp1.dejanews.com>
Source record: 5249

In article <35486437.0@diana.idirect.com>#1/1,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>
> well, to be honest, it's not a formal poll, but it's just as
> reliable - the poll of public opinion.
>
> Compare the posts of the majority of TOS users (many of whom are
> intelligent, helpful people) to that of TIFKAS (the Idiot Forever Known
> As Sinclap) (who deals in lies, obfuscution, and hateful language like
> comparing Atari users to murderous fanatics, as well as waging
> harassment campaigns via e-mail). Not to mention TIFKAS' using the
> victims of a terrible disease like Cystic Fibrosis to further his
> twisted paranoid agenda.

What hateful language have I used? I never compared Atari users to murderous
fanatics. Having an Islamic faith is no way contrived as murderous fanatic
cult.. When did I use 'Cystic Fibrosis' in any twisted paranoid agenda?

> You can find the results of this poll at http://www.dejanews.com,
> using the keywords "sinclap", "tifkas", and "peter sinclair-day".

Whats the point?

> If you are also upset at being referred to as "The Atari Jihad",
> contact abuse@earthlink.net and postmaster@earthlink.net and be sure to
> send a copy of the post in question.

Get real... This is comp.sys.atari.advocacy. You sound like those feminist
victims that I had to deal on a daily basis on campus.
> Hopefully TIFKAS will eventually a) find the courage to find a
> psychiatrist to help him realize his Macintosh is not his manhood, or
> b) be fired by Apple for conduct unbecoming of what is expected of
> their employees, with the boot to be personally administered by Steve
> Jobs (who TIFKAS once called an "arrogant bonehead" who would "destroy
> Apple if he ever got back in charge" - according to what I've heard,
> Jobs is not fond of bootlickers who will do anything to save their job).

I don't work for Apple as a company. What I do on my own time with my own
private internet account is none of anyones buzzwhack....

> Take care, TIFKAS - your employment at Apple is soon coming to an
> end......
>

ROTFLMAO!!!!

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1787. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ibpmq$61v$1@nnrp1.dejanews.com>
Source record: 5250

In article <700.7424T579T1422@canit.se>#1/1,
Iggy Drougge <optimus@canit.se> wrote:
>
> Den 29-Apr-98 05:01:31 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
> f�ljande:
> >To be honest...TOS was not listed in the survey to be voted upon. I am
> >puzzled why it wasn't since Atari Jihads claim to allah that it's the best
> >since when Islamic faith came to being...)
>
> It's the same reason not all companies offer Mac support. Ignorance and
> stupidity.
> Add to that that TOS in itself is not such a great OS.

The Be OS is looking promising. Now it just needs apps.

> --
> | optimus@canit.se
> / __ __ /\ __ __ __ __ _ | unniggy@algonet.se
> / /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
> __/ __/ __/ __/ __/ __/ ** | Son++Tal+tNic++^E27Ay80
>
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1788. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3549b65d.0@diana.idirect.com>
Source record: 5251

On 1 May 1998 01:20:27 , sinclair2000@earthlink.net wrote:
>In article <35486437.0@diana.idirect.com>#1/1,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>>
>> well, to be honest, it's not a formal poll, but it's just as
>> reliable - the poll of public opinion.
>>
>> Compare the posts of the majority of TOS users (many of whom are
>> intelligent, helpful people) to that of TIFKAS (the Idiot Forever Known
>> As Sinclap) (who deals in lies, obfuscution, and hateful language like
>> comparing Atari users to murderous fanatics, as well as waging
>> harassment campaigns via e-mail). Not to mention TIFKAS' using the
>> victims of a terrible disease like Cystic Fibrosis to further his
>> twisted paranoid agenda.
>
>What hateful language have I used? I never compared Atari users to murderous
>fanatics. Having an Islamic faith is no way contrived as murderous fanatic
>cult..

excuse me, but referring to us many times as a "Jihad" (read "holy
war") and in your own last post describing it as "Islamic" (which, BTW, tars
all Islamic faiths as violent, which is unfair and untrue) you have
proven more than ever that you are using hateful language to describe
Atari users. Are you once again in denial? Have you no shame? Have you
forgotten what happned to Roger W. Sheppard when he made his equally
stupid racist slur that got him in hot water with the New Zealand
government?

>When did I use 'Cystic Fibrosis' in any twisted paranoid agenda?

by using a support web site dedicated to fighting Cystic Fibrosis
to promote your own twisted agenda in claiming that Atari users are
idiots. As someone whose family carries the gene which triggers CF (and
having known people who've had double lung transplants in order to
stave off the ravages of the disease) I find your use of such highly
offensive.

>
>
>> You can find the results of this poll at http://www.dejanews.com,
>> using the keywords "sinclap", "tifkas", and "peter sinclair-day".
>
>Whats the point?

shows you up as the idiot and clueless troll that you are, and
gives any readers an idea of how far you'll go to promote your paranoid
and self-serving agenda. I guess it's beyond you that my last post was
a parody of your last post?

>
>> If you are also upset at being referred to as "The Atari Jihad",
>> contact abuse@earthlink.net and postmaster@earthlink.net and be sure to
>> send a copy of the post in question.
>
>
>Get real... This is comp.sys.atari.advocacy. You sound like those feminist
>victims that I had to deal on a daily basis on campus.

ahh, so as well as being an idiot, a liar, and a misanthrope,
you're also a misogynist! Sure this is an advocacy group, but you're
going far over the line of good taste.

>> Hopefully TIFKAS will eventually a) find the courage to find a
>> psychiatrist to help him realize his Macintosh is not his manhood, or
>> b) be fired by Apple for conduct unbecoming of what is expected of
>> their employees, with the boot to be personally administered by Steve
>> Jobs (who TIFKAS once called an "arrogant bonehead" who would "destroy
>> Apple if he ever got back in charge" - according to what I've heard,
>> Jobs is not fond of bootlickers who will do anything to save their job).
>
>I don't work for Apple as a company. What I do on my own time with my own
>private internet account is none of anyones buzzwhack....

it is if it shows the reputation of the company you work for in a
bad light - and as referring to yourself as an "Apple Power Rep" in your
posts you certainly seem to represent yourself as a spokesman for Apple.
I think a few e-mails to your employer and to Steve Jobs, complete with
examples of your scribblings from the past and present, should have you
grovelling on the carpet in no time......

>
>> Take care, TIFKAS - your employment at Apple is soon coming to an
>> end......
>>
>
>ROTFLMAO!!!!

why laugh, weinerhead - I'm throwing back at you the same taunts
you made at Jeff Minter when he worked at Atari. But we'll see who has
the last laugh.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1789. Re: Who cares.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6iciaa$2ht$1@news.campus.mci.net>
Source record: 5252

On 1 May 1998 00:48:01 , no.fear@excaliber.net wrote:
]-Let me tell you this much. I have been using an Atari made computer
]-since the early 80s... I now use a IBM comp. computer. You people REALLY
]-need to end this stupid shit already. ITS OVER.. LET IT DIE! I LOVE the
]-atari 8-bit/ST.. But its dead.. Its NEVER comming back.. Why are you
]-keeping this old and outdated shit alive. I understand that you might
]-have alot of feelings/goodtimes and emotions wrapped up in this, but
]-with all good things, they must come to an end!

A fast Atari Falcon/clone with TOS/Magic/Mint feels just as fast as
machines that have mucho higher mhz ratings. This is fact. My younger
brother has a 150mhz Pentium with a nice sound card. I asked him to
make a 16-bit, 25khz stereo .WAV straight from CD...Ooooh, what an
ugly request that turned out to be. My Falcon blows his big-bad-multi
media PC away for this simple job... ;-)

]-Mac - Atari - Commodore, etc.. SUCK when it comes up against my Pentium
]-I 333Mhz... It blows it out of the water! BYE BYE! If Atari (Hasbro)
]-came out with a new 32/64 bit computer system, I would buy it right
]-now.. But they have not done so.. Wanna know why? BECAUSE THEY CANT!
]-BECAUSE THERE DEAD! Leave it alone..

How much did you pay for your 333mhz WinTel clone, eh? Betcha I don't
have half in my Falcon, and yet I'm willing to bet you that I'm as
happy with it as you are with your machine! ;-)

1790. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IEBKFJAQUP@data.rhein-main.de>
Source record: 5253

In <6ibpja$5ph$1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:

>Whats the point?

The point is that * N O B O D Y * needs a discussion about ANY
OS in that *ATARI* newsgroup..

I'm realy sure, exactly not with Mr. WINMacOS-are-better-Sinclair

The word * A T A R I * means that this newsgroup is ONLY for Atari..

A C C E P T that or get out of here.

--
-= Home of DOITF030, PROFIJAG, DOITLYNX, DOIT_MAC, DOIT_ST =-
_____
Nemesis Falcon F030-520ST-Jaguar-Mac Lynx I + II
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/homepage.htm

1791. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1098.7425T1048T1384@canit.se>
Source record: 5254

Den 01-Maj-98 08:22:19 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f&#65533;ljande:
>In article <700.7424T579T1422@canit.se>#1/1,
> Iggy Drougge <optimus@canit.se> wrote:
>>
>> Den 29-Apr-98 05:01:31 nedtecknade sinclair2000
>> (sinclair2000@earthlink.net) f&#65533;ljande:
>> >To be honest...TOS was not listed in the survey to be voted upon. I am
>> >puzzled why it wasn't since Atari Jihads claim to allah that it's the best
>> >since when Islamic faith came to being...)
>>
>> It's the same reason not all companies offer Mac support. Ignorance and
>> stupidity.
>> Add to that that TOS in itself is not such a great OS.

```
>The Be OS is looking promising. Now it just needs apps.

Agreed. Now that Sheepshaver is coming, MacOS is becoming rather unnecessary.
Still, AmigaOS is the best hobbyist system.

--
____ ____ ____ __ ____ ____ ____ __ ____ __ __ ____
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/___//_/ /_//_//_/_/_/ \__//___/ /___/ /___/ /_/ /_/_/ /___/
```

1792. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1120.7425T1051T1843@canit.se>
Source record: 5255

Den 01-Maj-98 08:20:27 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f&#65533;ljande:
>In article <35486437.0@diana.idirect.com>#1/1,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>>
>> well, to be honest, it's not a formal poll, but it's just as
>> reliable - the poll of public opinion.
>>
>> Compare the posts of the majority of TOS users (many of whom are
>> intelligent, helpful people) to that of TIFKAS (the Idiot Forever Known
>> As Sinclap) (who deals in lies, obfuscution, and hateful language like
>> comparing Atari users to murderous fanatics, as well as waging
>> harassment campaigns via e-mail). Not to mention TIFKAS' using the
>> victims of a terrible disease like Cystic Fibrosis to further his
>> twisted paranoid agenda.

```
>What hateful language have I used? I never compared Atari users to murderous
>fanatics. Having an Islamic faith is no way contrived as murderous fanatic
>cult.. When did I use 'Cystic Fibrosis' in any twisted paranoid agenda?

Actually, you have used the term "Atari jihad", which I'd classify as a
murderous, fanatic cult.
```

1793. Re: Who cares.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2326.7425T1059T348@canit.se>
Source record: 5256

Den 01-Maj-98 05:48:01 nedtecknade no.fear (no.fear@excaliber.net) f&#65533;ljande:
>Let me tell you this much. I have been using an Atari made computer
>since the early 80s... I now use a IBM comp. computer. You people REALLY
>need to end this stupid shit already. ITS OVER.. LET IT DIE! I LOVE the
>atari 8-bit/ST.. But its dead.. Its NEVER comming back.. Why are you
>keeping this old and outdated shit alive. I understand that you might
>have alot of feelings/goodtimes and emotions wrapped up in this, but
>with all good things, they must come to an end!

People like the system. Why not run the system you like? If you don't like it,
dont run it?
Are you upset because not every is a turncoat like you?

>Mac - Atari - Commodore, etc.. SUCK when it comes up against my Pentium
>I 333Mhz... It blows it out of the water! BYE BYE! If Atari (Hasbro)
>came out with a new 32/64 bit computer system, I would buy it right
>now.. But they have not done so.. Wanna know why? BECAUSE THEY CANT!
>BECAUSE THERE DEAD! Leave it alone..

Why not buy the Milan? It's new, it's 32-bit.
And what makes you think your Pentium would blow away a PowerMac or PowerPC-
equipped Amiga? Most of your processing power is used for dead weight.

>Yes, games like Archon and Alternate Reality were great.. but let me
>stress the word WERE! THEY USED TO BE GOOD! The games of old were great,
>but there are games that are a 1000 times better.. Complicated, but
>better.

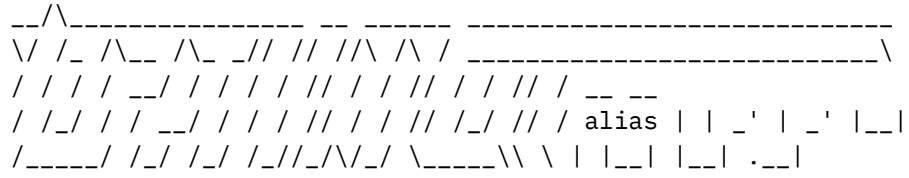
Gameplay does not grow away. It stays, despite the aging graphics and sound.

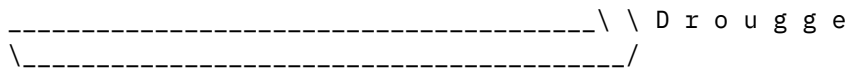
>It pisses me off to see these older people still find uses for these
>computers that are as good as the calculators of this day and age.

Why not leave said users alone? Their computers fulfill their requirements,
isn't that enough? Have you even looked at what a modern Atari computer can
do?

>Well thats just one mans opinion.

If even that much.

--



D r o u g g e

1794. Re: Who cares.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <354A8D37.25DCC87E@sprynet.com>
Source record: 5257

no.fear@excaliber.net wrote:
>
> Let me tell you this much. I have been using an Atari made computer
> since the early 80s... I now use a IBM comp. computer. You people REALLY
> need to end this stupid shit already. ITS OVER.. LET IT DIE! I LOVE the
> atari 8-bit/ST.. But its dead.. Its NEVER comming back.. Why are you
> keeping this old and outdated shit alive. I understand that you might
> have alot of feelings/goodtimes and emotions wrapped up in this, but
> with all good things, they must come to an end!

Methink's someone's compensating for their own...ummm, inadequacy
perhaps?

Why is it that people like you seem to have nothing better to do than
post flames in groups you don't care about? If you like your Pentium,
fine, leave the rest of us hobbyists alone.

> Mac - Atari - Commodore, etc.. SUCK when it comes up against my Pentium
> I 333Mhz... It blows it out of the water! BYE BYE! If Atari (Hasbro)
> came out with a new 32/64 bit computer system, I would buy it right
> now.. But they have not done so.. Wanna know why? BECAUSE THEY CANT!
> BECAUSE THERE DEAD! Leave it alone..

intel sucks. Won't I be happy when intel x86 archetecture goes away?
Yes, yes I will.

> Yes, games like Archon and Alternate Reality were great.. but let me
> stress the word WERE! THEY USED TO BE GOOD! The games of old were great,
> but there are games that are a 1000 times better.. Complicated, but
> better.

What happened...did they lose play value over the years? They're no
longer "hip" or "cool" anymore is that it? Did the games somehow change
over the years?

> Well thats just one mans opinion.

More like one boy's temper tantrum. Grow up.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
"Not in the face! Not in the face!" - Arthur from THE TICK
1998 NCAA Division II Hockey Champs - GO CHARGERS!!
http://home.sprynet.com/sprynet/geoff

1795. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ie2e5cri1@nnrp1.dejanews.com>
Source record: 5258

In article <IEBKFJAQUP@data.rhein-main.de>#1/1,
robscha@data.rhein-main.de (Robert Schaffner) wrote:
>
> In <6ibpja$5ph$1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:
>
> >Whats the point?
>
> The point is that * N O B O D Y * needs a discussion about ANY
> OS in that *ATARI* newsgroup..

But this is a ADVOCACY newsgroup. Check out comp.sys.amiga.advocacy and
comp.sys.mac.advocacy to get a CLUE!

> I'm realy sure, exactly not with Mr. WINMacOS-are-better-Sinclair
>
> The word * A T A R I * means that this newsgroup is ONLY for Atari..

But you left out .advocacy which means lots more. Thats why you have
comp.sys.atari.st for that.

Advocacy is generaly defined to advocate, compare and defend. Actually could
be used to discuss the merits of the emerging Be OS in comparison to TOS,
windows and Mac OS. The rational and meaning behind it.

Looks like you are in the wrong newsgroup.

> A C C E P T that or get out of here.

What have you contributed (posted of value) in comp.sys.atari.advocacy. Plus
I am an Atari owner as is and have every right to be here..

By the way...What is the status of the Atari Lynx?

> --
> -= Home of DOITF030, PROFIJAG, DOITLYNX, DOIT_MAC, DOIT_ST =-
> ### _____
> ### Nemesis Falcon F030-520ST-Jaguar-Mac Lynx I + II
> # # # robscha@data.rhein-main.de
> # # # http://www.rhein-main.de/people/robert/homepage.htm
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1796. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ie2ke$d9b$1@nnrp1.dejanews.com>
Source record: 5259

In article <1120.7425T1051T1843@canit.se>#1/1,
Iggy Drougge <optimus@canit.se> wrote:
>
> Den 01-Maj-98 08:20:27 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
> f�ljande:
> >In article <35486437.0@diana.idirect.com>#1/1,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >>
> >>
> >> well, to be honest, it's not a formal poll, but it's just as
> >> reliable - the poll of public opinion.
> >>
> >> Compare the posts of the majority of TOS users (many of whom are
> >> intelligent, helpful people) to that of TIFKAS (the Idiot Forever Known
> >> As Sinclap) (who deals in lies, obfuscution, and hateful language like
> >> comparing Atari users to murderous fanatics, as well as waging
> >> harassment campaigns via e-mail). Not to mention TIFKAS' using the
> >> victims of a terrible disease like Cystic Fibrosis to further his
> >> twisted paranoid agenda.
>
> >What hateful language have I used? I never compared Atari users to murderous
> >fanatics. Having an Islamic faith is no way contrived as murderous fanatic
> >cult.. When did I use 'Cystic Fibrosis' in any twisted paranoid agenda?
>
> Actually, you have used the term "Atari jihad", which I'd classify as a
> murderous, fanatic cult.

Jihad is not defined as a murderous cult. Jihad in context can be a peaceful
persuasion or just fanatical about anything like being a die hard Cowboy fan.

Nice Try

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1797. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ie2vk$dk1$1@nnrp1.dejanews.com>
Source record: 5260

In article <1098.7425T1048T1384@canit.se>#1/1,
Iggy Drougge <optimus@canit.se> wrote:
>
> Den 01-Maj-98 08:22:19 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
> f�ljande:
> >In article <700.7424T579T1422@canit.se>#1/1,
> > Iggy Drougge <optimus@canit.se> wrote:
> >>
> >> Den 29-Apr-98 05:01:31 nedtecknade sinclair2000
> >> (sinclair2000@earthlink.net) f�ljande:
> >> >To be honest...TOS was not listed in the survey to be voted upon. I am
> >> >puzzled why it wasn't since Atari Jihads claim to allah that it's the best
> >> >since when Islamic faith came to being...)
> >>
> >> It's the same reason not all companies offer Mac support. Ignorance and
> >> stupidity.
> >> Add to that that TOS in itself is not such a great OS.
>
> >The Be OS is looking promising. Now it just needs apps.
>
> Agreed. Now that Sheepshaver is coming, MacOS is becoming rather unnecessary.
> Still, AmigaOS is the best hobbyist system.

Whats a hobbyist system in 1998? Computer ownership in the 1980's was considered hobbyist, but in 1998 computers are commodity, necessary and common in households. Todays common computers: wintel and Mac OS have the necessary tools to function with thousands of pro software and explore the web due to software. Hopefuly the Be OS will be a competitive contender which will keep the Goliath's on their toes. Competition is good for society not monopolies.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1798. Who cares.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: no.fear@excaliber.net
Message-ID: <35495401.2809@excaliber.net>
Source record: 5546

Let me tell you this much. I have been using an Atari made computer since the early 80s... I now use a IBM comp. computer. You people REALLY need to end this stupid shit already. ITS OVER.. LET IT DIE! I LOVE the atari 8-bit/ST.. But its dead.. Its NEVER comming back.. Why are you keeping this old and outdated shit alive. I understand that you might have alot of feelings/goodtimes and emotions wrapped up in this, but with all good things, they must come to an end!

Mac - Atari - Commodore, etc.. SUCK when it comes up against my Pentium I 333Mhz... It blows it out of the water! BYE BYE! If Atari (Hasbro) came out with a new 32/64 bit computer system, I would buy it right now.. But they have not done so.. Wanna know why? BECAUSE THEY CANT! BECAUSE THERE DEAD! Leave it alone..

Yes, games like Archon and Alternate Reality were great.. but let me stress the word WERE! THEY USED TO BE GOOD! The games of old were great, but there are games that are a 1000 times better.. Complicated, but better.

It pisses me off to see these older people still find uses for these computers that are as good as the calculators of this day and age.

Well thats just one mans opinion.

Later

1799. Re: Who cares.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-01 00:00:00 UTC
From: grovem@dielectricridgenet.net
Message-ID: <6ibm3obcd3@ash.ridgecrest.ca.us>
Source record: 5547

On 1 May 1998 00:48:01 , no.fear@excaliber.net wrote:
>Let me tell you this much. I have been using an Atari made computer
>since the early 80s...

Specifically which model do you use? Early 80's? What does that put
you? About 16 or 17?

>I now use a IBM comp. computer.

Oh, I'm very sorry.

>You people REALLY
>need to end this stupid shit already. ITS OVER.. LET IT DIE!

If we would be left to die in peace, then you wouldn't have the
problem you have now, would you?

> I LOVE the
>atari 8-bit/ST..

What is an 8-bit <g>. Oh, I understand. Your in the wrong newsgroup.

>But its dead.. Its NEVER comming back..

It's dead? What is dead? Did your Pentium over heat?
Should I send flowers?

> Why are you
>keeping this old and outdated shit alive.

I always flush. It never stays around very long.

> I understand that you might
>have alot of feelings/goodtimes and emotions wrapped up in this, but
>with all good things, they must come to an end!

Why should a good thing come to an end? Are you saying that Windows is
a bad thing, and that is the reason it will stay around? At least I
can understand where your coming from there. Windows 95-98 is the
biggest piece of shit I have ever used.

>
>Mac - Atari - Commodore, etc.. SUCK when it comes up against my Pentium
>I 333Mhz...

I'm sorry. Peter sucks. Mac G3's don't suck. They blow by your swap
meet special. Atari...what is in a name...Commodore people prefer to
have their machine refered to as Amigas now.

>It blows it out of the water! BYE BYE!

Water? Do you take your PC into the bath tub with your little rubber
duck too?

>If Atari (Hasbro)
>came out with a new 32/64 bit computer system, I would buy it right
>now..

That is a wise decission. Better save up for all the upgrading you
will have to do when you, the below average user, can actually
purchase Windows 98.

> But they have not done so.. Wanna know why? BECAUSE THEY CANT!
>BECAUSE THERE DEAD! Leave it alone..

Ummm, If I were into spamming, I might cross post this to the Amiga
newsgroup and let the PPC Amigians have a shot at this. At any rate,
with the budget you must be on to only be able to afford a P333, you
wouldn't be able to afford a decent 060. (Ehh, you say, what is
that???).

>
>Yes, games like Archon and Alternate Reality were great.. but let me
>stress the word WERE! THEY USED TO BE GOOD! The games of old were great,
>but there are games that are a 1000 times better.. Complicated, but
>better.

This is a pretty good game now, and I using an Atari based machine. I
don't see where your P-mach is doing any better at it.

>
>It pisses me off to see these older people still find uses for these
>computers that are as good as the calculators of this day and age.

I'm sorry, but look at it this way. When Microsoft starts down the
otherside of the mountain, it will be us keepers of the flame that
save for humanity the real concept of home computers.
>
>Well thats just one mans opinion.

More like a brain fart.
>
>Later

Hopefully not.........

Mikey

1800. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-02 00:00:00 UTC
From: grovem@ridgecrest.ca.us
Message-ID: <6ieisabkv1@ash.ridgecrest.ca.us>
Source record: 5261

On 1 May 1998 22:06:54 , sinclair2000@earthlink.net wrote:
>In article <1120.7425T1051T1843@canit.se>#1/1,
> Iggy Drougge <optimus@canit.se> wrote:
>>
>> Den 01-Maj-98 08:20:27 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
>> f�ljande:
>> >In article <35486437.0@diana.idirect.com>#1/1,
>> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> >>
>> >>
>> >> well, to be honest, it's not a formal poll, but it's just as
>> >> reliable - the poll of public opinion.
>> >>
>> >> Compare the posts of the majority of TOS users (many of whom are
>> >> intelligent, helpful people) to that of TIFKAS (the Idiot Forever Known
>> >> As Sinclap) (who deals in lies, obfuscution, and hateful language like
>> >> comparing Atari users to murderous fanatics, as well as waging
>> >> harassment campaigns via e-mail). Not to mention TIFKAS' using the
>> >> victims of a terrible disease like Cystic Fibrosis to further his
>> >> twisted paranoid agenda.
>>
>> >What hateful language have I used? I never compared Atari users to murderous
>> >fanatics. Having an Islamic faith is no way contrived as murderous fanatic
>> >cult.. When did I use 'Cystic Fibrosis' in any twisted paranoid agenda?
>>
>> Actually, you have used the term "Atari jihad", which I'd classify as a
>> murderous, fanatic cult.
>
>Jihad is not defined as a murderous cult. Jihad in context can be a peaceful
>persuasion or just fanatical about anything like being a die hard Cowboy fan.
>
>Nice Try
>
>Peter S.
>
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading
>.

1801. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-02 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6ifasdee1@news.campus.mci.net>
Source record: 5262

On 1 May 1998 22:06:54 , sinclair2000@earthlink.net wrote:

]-Jihad is not defined as a murderous cult. Jihad in context can be a peaceful
]-persuasion or just fanatical about anything like being a die hard Cowboy fan.
]-
]-Nice Try

Hmm...do us a favor and supply a list of "groups" that are associated with
the phrase "Jihad"...then we'll examine their means of "peaceful persuasion"
and see if its anyone that we would want to invite over for dinner... ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1802. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-02 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <354B2B3D.270D0C69@sprynet.com>
Source record: 5263

sinclair2000@earthlink.net wrote:

> Whats a hobbyist system in 1998? Computer ownership in the 1980's was
> considered hobbyist, but in 1998 computers are commodity, necessary and common
> in households. Todays common computers: wintel and Mac OS have the necessary
> tools to function with thousands of pro software and explore the web due to
> software. Hopefuly the Be OS will be a competitive contender which will keep
> the Goliath's on their toes. Competition is good for society not monopolies.

Just because Windows and Mac machines are the most prominent does NOT necessarily mean that they are hobby systems. How many computer owners out there are computer hobbyists? I'd say that the majority aren't. I'll bet a lot of owners have computers because, they can word process, or balance their checkbook, or because they wanted an overglorified video game system, or because they heard that the "internet is cool." That, in my book, makes it more of a tool rather than a hobby.

To me the best hobbyist system is not a mainstream system, one that has ample readily available hardware and software documentation to the masses (something that Windows and Mac machines don't have), and a machine that an end-user can build his or her own hardware for...certainly not impossible on Windows and Mac machines, but certainly not the easiest of computers for an end-user to use for this.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
"Not in the face! Not in the face!" - Arthur from THE TICK
1998 NCAA Division II Hockey Champs - GO CHARGERS!!
http://home.sprynet.com/sprynet/geoff

1803. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2370.7426T1206T1660@canit.se>
Source record: 5264

Den 02-Maj-98 05:12:52 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f�ljande:
>In article <1098.7425T1048T1384@canit.se>#1/1,
> Iggy Drougge <optimus@canit.se> wrote:
>>
>> Den 01-Maj-98 08:22:19 nedtecknade sinclair2000
>> (sinclair2000@earthlink.net) f�ljande:
>> >In article <700.7424T579T1422@canit.se>#1/1,
>> > Iggy Drougge <optimus@canit.se> wrote:
>> >>
>> >> Den 29-Apr-98 05:01:31 nedtecknade sinclair2000
>> >> (sinclair2000@earthlink.net) f�ljande:
>> >> >To be honest...TOS was not listed in the survey to be voted upon. I am
>> >> >puzzled why it wasn't since Atari Jihads claim to allah that it's the
>> >> >best since when Islamic faith came to being...)
>> >>
>> >> It's the same reason not all companies offer Mac support. Ignorance and
>> >> stupidity.
>> >> Add to that that TOS in itself is not such a great OS.
>>
>> >The Be OS is looking promising. Now it just needs apps.
>>
>> Agreed. Now that Sheepshaver is coming, MacOS is becoming rather
>> unnecessary. Still, AmigaOS is the best hobbyist system.

```
>Whats a hobbyist system in 1998? Computer ownership in the 1980's was
>considered hobbyist, but in 1998 computers are commodity, necessary and
>common in households. Todays common computers: wintel and Mac OS have the
>necessary tools to function with thousands of pro software and explore the
>web due to software. Hopefuly the Be OS will be a competitive contender
>which will keep the Goliath's on their toes. Competition is good for society
>not monopolies.

Every BeBox is a hobbyist system, your Mac is and my Amiga is.

A hobbyist system is used by someone who _likes_ computers, not someone who
simply views it as a necessity. The PC (save for Linux/*BSD users) doesn't fit
this description, most PCs are MS Office/Solitaire consoles.
I hope the BeOS will be a success, just as I hope M$ will shrivel up and die,
and that the great home platforms may return again to their rightful places.

You talk about competition, but you do apparently not like diversity, seeing
how you constantly attack the users of smaller platforms.
```

--
/// Iggy Drougge __/__
/// optimus@canit.se \ . /
\\\/// http://www.canit.se/~optimus/ /_o _\
\\X/ They told me to get a life. I got a computer instead. \/

1804. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1920.7426T1208T2515@canit.se>
Source record: 5265

Den 02-Maj-98 05:06:54 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f�ljande:
>In article <1120.7425T1051T1843@canit.se>#1/1,
> Iggy Drougge <optimus@canit.se> wrote:
>>
>> Den 01-Maj-98 08:20:27 nedtecknade sinclair2000
>> (sinclair2000@earthlink.net) f�ljande:
>> >In article <35486437.0@diana.idirect.com>#1/1,
>> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> >>
>> >>
>> >> well, to be honest, it's not a formal poll, but it's just as
>> >> reliable - the poll of public opinion.
>> >>
>> >> Compare the posts of the majority of TOS users (many of whom are
>> >> intelligent, helpful people) to that of TIFKAS (the Idiot Forever Known
>> >> As Sinclap) (who deals in lies, obfuscution, and hateful language like
>> >> comparing Atari users to murderous fanatics, as well as waging
>> >> harassment campaigns via e-mail). Not to mention TIFKAS' using the
>> >> victims of a terrible disease like Cystic Fibrosis to further his
>> >> twisted paranoid agenda.
>>
>> >What hateful language have I used? I never compared Atari users to
>> >murderous fanatics. Having an Islamic faith is no way contrived as
>> >murderous fanatic cult.. When did I use 'Cystic Fibrosis' in any twisted
>> >paranoid agenda?
>>
>> Actually, you have used the term "Atari jihad", which I'd classify as a
>> murderous, fanatic cult.

```
>Jihad is not defined as a murderous cult. Jihad in context can be a peaceful
>persuasion or just fanatical about anything like being a die hard Cowboy fan.

Jihad means holy war. War is by nature murderous, and going to war for the
sake of religion is cult behaviour and fanaticism.

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se
---------------------------------------------------------------------------
Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/
```

1805. Go Away Sinclair

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-02 00:00:00 UTC
From: Charlie Wood <spidersi@sprint.ca>
Message-ID: <894152315.27058@michelob>
Source record: 5266

Why don't you start a newsgroup of your own.

That way you can rant and rave to yourself and NOBODY
has to read the worthless babbling that you think (term used loosely)
is worth reading.

From what I've read in this NG, your definitely qualified for
a section 8.

You are a waste of skin.

GO AWAY BUTTHEAD!

1806. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-03 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <354be094.0@diana.idirect.com>
Source record: 5267

On 2 May 98 20:08:50 +0, Iggy Drougge wrote:

>>> Actually, you have used the term "Atari jihad", which I'd classify as a
>>> murderous, fanatic cult.
>
>>Jihad is not defined as a murderous cult. Jihad in context can be a peaceful
>>persuasion or just fanatical about anything like being a die hard Cowboy fan.
>
>Jihad means holy war. War is by nature murderous, and going to war for the
>sake of religion is cult behaviour and fanaticism.

thanks, Iggy. But I suspect TIFKAS (The Idiot Forever Known As
Sinclap) is going to continue to rationalize and obfuscate his
unfortunate hateful slurs despite the facts - which is understandable,
considering he can be easily outwitted by a jar of Vegemite.

What's even more scary is the fact that he's supposed to be a
college graduate. But then again, if he's as much a noxious little twerp
in person as he is hiding behind a cathode ray tube, I could well
imagine the faculty at his university just calling him in to their
office and saying "here's a diploma. Go Away." :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1807. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-03 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IEDFFBCIUP@data.rhein-main.de>
Source record: 5268

In <1920.7426T1208T2515@canit.se> Iggy Drougge wrote:

>Jihad means holy war. War is by nature murderous, and going to war for the
>sake of religion is cult behaviour and fanaticism.

Well, that's the point for no discussions with the sinflop-ashole..

--
-= Home of DOITF030, PROFIJAG, DOITLYNX, DOIT_MAC, DOIT_ST =-
_____
Nemesis Falcon F030-520ST-Jaguar-Mac Lynx I + II
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/homepage.htm

1808. Re: Go Away Sinclair

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-03 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IEDFFBCLUP@data.rhein-main.de>
Source record: 5269

In <894152315.27058@michelob> "Charlie Wood" wrote:

>You are a waste of skin.
>
>GO AWAY BUTTHEAD!

My words! :->>

--
-= Home of DOITF030, PROFIJAG, DOITLYNX, DOIT_MAC, DOIT_ST =-
_____
Nemesis Falcon F030-520ST-Jaguar-Mac Lynx I + II
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/homepage.htm

1809. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-03 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IEDFFBCOUP@data.rhein-main.de>
Source record: 5270

In <6ie2vk$dk1$1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:

>Whats a hobbyist system in 1998? Computer ownership in the 1980's was
>considered hobbyist, but in 1998 computers are commodity, necessary and common
>in households. Todays common computers: wintel and Mac OS have the necessary
>tools to function with thousands of pro software and explore the web due to
>software. Hopefuly the Be OS will be a competitive contender which will keep
>the Goliath's on their toes. Competition is good for society not monopolies.

Ashole - Ask Bill Gates for a Job..

--
-= Home of DOITF030, PROFIJAG, DOITLYNX, DOIT_MAC, DOIT_ST =-
_____
Nemesis Falcon F030-520ST-Jaguar-Mac Lynx I + II
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/homepage.htm

1810. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-03 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1833.7427T990T1036@canit.se>
Source record: 5271

Den 03-Maj-98 04:12:20 nedtecknade Daniel L. Dreibelbis (dreibel@idirect.com)
f&#65533;ljande:
>On 2 May 98 20:08:50 +0, Iggy Drougge wrote:

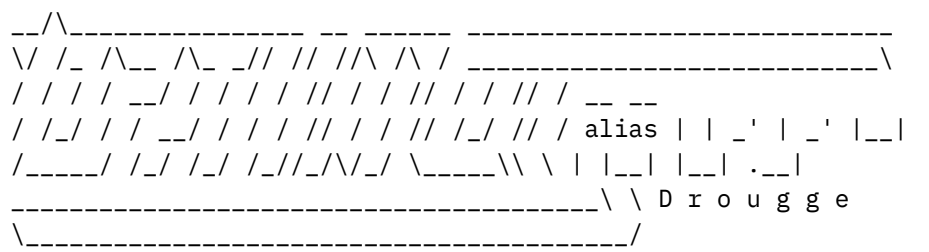
>>>> Actually, you have used the term "Atari jihad", which I'd classify as a
>>>> murderous, fanatic cult.
>>
>>>Jihad is not defined as a murderous cult. Jihad in context can be a
>>>peaceful persuasion or just fanatical about anything like being a die hard
>>>Cowboy fan.
>>
>>Jihad means holy war. War is by nature murderous, and going to war for the
>>sake of religion is cult behaviour and fanaticism.

> thanks, Iggy. But I suspect TIFKAS (The Idiot Forever Known As
>Sinclap) is going to continue to rationalize and obfuscate his
>unfortunate hateful slurs despite the facts - which is understandable,
>considering he can be easily outwitted by a jar of Vegemite.

He can always put on the PC (No, not the computer!) charade afterwards.

> What's even more scary is the fact that he's supposed to be a
>college graduate. But then again, if he's as much a noxious little twerp
>in person as he is hiding behind a cathode ray tube, I could well
>imagine the faculty at his university just calling him in to their
>office and saying "here's a diploma. Go Away." :)

Actually, seeing as Sinclair only attacks those smaller than himself, such as
Atari and Amiga users, I'm certain he's rather toadying when it comes to his
superiors.



1811. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-03 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <354c9249.0@diana.idirect.com>
Source record: 5272

On 3 May 98 16:30:20 +0, Iggy Drougge wrote:

>> What's even more scary is the fact that he's supposed to be a
>>college graduate. But then again, if he's as much a noxious little twerp
>>in person as he is hiding behind a cathode ray tube, I could well
>>imagine the faculty at his university just calling him in to their
>>office and saying "here's a diploma. Go Away." :)
>
>Actually, seeing as Sinclair only attacks those smaller than himself, such as
>Atari and Amiga users, I'm certain he's rather toadying when it comes to his
>superiors.
>
hey, now that's an interesting thought! TIFKAS as Waylon Smithers!
Working for a tyrannical Mr. Burns type....

"Smithers, I don't like these Ataris. Have comp.sys.atari.advocacy
destroyed."

"Yes, Mr. Burns"

"And after that, you may resume licking my boots"

""YES SIR!"

:)

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

1812. Re: Who cares.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-03 00:00:00 UTC
From: "Stephen M. Stephens" <sstephens@AMERITECH.NET>
Message-ID: <354C9B08.96B702DB@AMERITECH.NET>
Source record: 5273

I can't tell if you're looking for a fight or not?
...but lemme tell ya this

The reason we still keep these machines alive is because they're quality machines! They are very easy to use (more user friendly than any WinTel machine on the market). Anybody can program these to fit their particular needs. Also anybody can fix them with minimal training (mostly learning how to properly soder).

If your P-2 monster breaks what are you gonna do??
You generally call someone like me who milks you for $25/hr.
Now you say if the P-2 was just as easy to fix, I'd be out of a job and should be greatful that it's not that easy.

Wrong! I would much rather live in a place where people learned to be self-reliant instead of dependant. Microsoft (who's product is mediocre at best) has capitalized on the fact that people love being sheep. His product will still run software for the 8086! Nobody uses that -old shit- software as you say anymore!! Why don't you call on Bill to actually advance computers and get rid of backward compatability for anything less than 32 bit??

Another thing!! I don't consider an "operating system" very good when it takes 100+ Megs to install and costs $100! That's highway robbery!!!

These "dead" companies NEVER did that. They got the user involved in their product and gave the control to the USER not some big corporation.

In answer to your question "who cares?" Those of us who are REALLY in the know (who've been programmers/technicians since the 80's), care. Those companies made us use our brains to solve problems. We aren't led around by our wallets to buy the next version of a bad piece of software. If you have to ask the question who cares, you must be a wannabe and couldn't possibly fully understand the answer!

1813. Re: Who cares.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-03 00:00:00 UTC
From: Erik H&#65533;ll <erikhall@mail2.tripnet.se>
Message-ID: <354CD17D.BC956E6B@mail2.tripnet.se>
Source record: 5274

no.fear@excaliber.net wrote:
>
> Let me tell you this much. I have been using an Atari made computer
> since the early 80s... I now use a IBM comp. computer. You people REALLY
> need to end this stupid shit already. ITS OVER.. LET IT DIE! I LOVE the
> atari 8-bit/ST.. But its dead.. Its NEVER comming back.. Why are you

It is ok for me if you like "blue screen" messages all the time ;-)
I am using PeeCee and unix at the work and the PeeCee is really bad as a
reliable computer.
I don't have any use of a 333MHz computer that i need to reboot 3-4
times a day
and it takes time to get it to work properly again.

OK the ST and the 8 bit computers are slow today
but i am using a Atari clone named Hades and it is FAST.
It is not crashing randomly with a blue screen and putting my documents
and work to the "digital na na land".

So this is why a im still using the old Atari platform.
If you don't like Atari, just don't use it.

/Erik Hï¿½ll

1814. Please...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-04 00:00:00 UTC
From: Vladimir Protic <vladster@odyssee.net>
Message-ID: <01bd776b$83e26420$3c5132cc@MyComputer.microtec.net>
Source record: 5275

Can somebody please tell me where can I get some (do places like Radio Shack sell them)? I did actually try Radio Shack, but I had a feeling that the guy didn't quite understand what I was talking about...

Thanx

Vlad

1815. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-04 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IEEPAEBYUP@data.rhein-main.de>
Source record: 5276

In <354c9249.0@diana.idirect.com> Daniel L. Dreibelbis wrote:

> "Smithers, I don't like these Ataris. Have comp.sys.atari.advocacy
>destroyed."
>
> "Yes, Mr. Burns"
>
> "And after that, you may resume licking my boots"
>
> ""YES SIR!"

ROTFL !! :-))

(and Water in the Eyes..) :)

Regards, Robert
--
-= Home of DOITF030, PROFIJAG, DOITLYNX, DOIT_MAC, DOIT_ST =-
_____
Nemesis Falcon F030-520ST-Jaguar-Mac Lynx I + II
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/homepage.htm

1816. For Sale: Atari 1040 STF / SC1224 RGB Monitor / 20 MB Supra HD

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-04 00:00:00 UTC
From: Omega-1 <kombat@icanect.net>
Message-ID: <6ilosc$i0d$1@news.icanect.net>
Source record: 5277

Hi,
I've got an Atari 1040 STF with an SC1224 atari RGB monitor and an
external 20 MB Supra hard drive.
$120 buys it all.
Everything works, and is in very good condition.
And yes, I have the mouse.
Also, the monitor has built-in speakers.

You also get 3 years worth of disks from START magazine, a few games, and
Mark Williams C compiler with manual.

Please mail me if interested.

kombat@icanect.net

1817. Re: Please...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-05 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6ilot6$s29@news2.tds.net>
Source record: 5278

On 4 May 1998 14:47:04 , "Vladimir Protic" wrote:
> Can somebody please tell me where can I get some (do places like Radio
>Shack sell them)? I did actually try Radio Shack, but I had a feeling that
>the guy didn't quite understand what I was talking about...
>
>
> Thanx
>
>
>Vlad
Ummmm... I can kind of understand that possibility - what are you
looking to find Vlad? I don't see any indication in your post.

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/ (ARD/ST+/More!)
Windows '95-So 'Intuitive,' it only needs 3.5 megabytes of HELP files.

1818. Re: Who cares.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-05 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6ilpcj$s4n@news2.tds.net>
Source record: 5279

On 1 May 1998 00:48:01 , no.fear@excaliber.net wrote:
[snipped]
>It pisses me off to see these older people still find uses for these
>computers that are as good as the calculators of this day and age.

hmmm - I see - and I suppose that you've cut off those worthless hands
of yours, which are, after all, many years old, and almost 70% water
for goodness sakes, and replaced them with the newest chromalloy
models you see all the upper crust robots wearing?

Terry

http://www.geocities.com/SiliconValley/Peaks/6320/ (ARD/ST+/More!)
Windows '95-So 'Intuitive,' it only needs 3.5 megabytes of HELP files.

1819. Re: Who Cares

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-05 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <894390305.3726.0.nnrp-09.c1ed1184@news.demon.co.uk>
Source record: 5280

On 5 May 1998 01:18:11 , Terry Ross wrote:
>On 1 May 1998 00:48:01 , no.fear@excaliber.net wrote:
>[snipped]
>>It pisses me off to see these older people still find uses for these
>>computers that are as good as the calculators of this day and age.
>
>hmmm - I see - and I suppose that you've cut off those worthless hands
>of yours, which are, after all, many years old, and almost 70% water
>for goodness sakes, and replaced them with the newest chromalloy
>models you see all the upper crust robots wearing?
>
>Terry
>.

Hey anyone can get a metal box, drill a few holes into it, throw a few componentsin for good measure and change 200 quid for it; then the next day add a splash of coat and change 1000 quid just for the honour of having a flash new coat.

Why people knock the humble Atari, the computer that was used by nearly all reputable musicians (anyone worth their salt). It does it's job quicker than the PC & clones, doesn't need to have a disk in the drive or even a hard drive to use (oh dear I've lost nearly everyone but the 8-bit machines).

The only thing I can see is the price, are all those moaners jealous because they have paid XXXX amount last month and their machines are only worth a tenner now! or that they have taken a second morgage out the house to buy a computer that they've seen on tv.

Or maybe, yes just maybe ACE Cards & Gifts have upset them by using the humble Atari ST in their catalogue (summer '98) for advertising computer covers; after all a computer keyboard must be cheaper than an old 520STFM with a single sided disk drive in. Or maybe they've seen the ST shown in the opening of Harry and the Henderson's:) Or is it that don't like the connection with Warner Bros. Or is it that C&VG stated that Atarian are a rather loyal bunch.

The Atari's may be old, but they function and are easier and quicker than most computers around and because of their reliability there's quite a few of them around:)

Isn't the Hades 060 based on Atari archetecture?
Cheers! for now
Steve

```
**********************************************************************
| Email: | "If fame is to come after death, |
| steve@steverosie.demon.co.uk | I am in no hurry for it." |
********************************** ===== |
| Web Site: | Marcus Valerius Martial |
| www.steverosie.demon.co.uk | (A.D. 40-102) |
**********************************************************************
```

1820. Re: Who cares.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: Joakim Nordlander <jonord@pinky2.itv.se>
Message-ID: <35509796.59C4967E@pinky2.itv.se>
Source record: 5281

no.fear@excaliber.net wrote:
>
> It pisses me off to see these older people still find uses for these
> computers that are as good as the calculators of this day and age.

Everyone is indeed entitled to their own opinion but why on earth does it piss you off to see folks find use for old computers? One of the funniest experiences I ever had with a computer was when a friend and I got a (then) 10 year old minicomputer (Digital PDP 11/23) to boot. Completely useless to us, hardly any applications but still damn fun to play around with.
If someone gets happy from using his 10 year old Atari let him. Don't get pissed off, be happy for him.

/J

--
See you on the dark side of the moon...
/|\ Joakim Nordlander Haernoesand, Aangermanland, Sweden.
jonordATpinky2DOTitvDOTse - http://www.itv.se/~jonord

1821. Atari to Sell

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: Waxman <pin_christophe@hotmail.com>
Message-ID: <3550A0E2.5FC1@hotmail.com>
Source record: 5282

Hello, I have a 520 STe Atari and I'd like to sell it.
I'm a South Franchie. So, if you are interrested, send me a mail:
pin_christophe@hotmail.com

1822. Re: Who Cares

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <35509F08.CED@cfcsc.dnd.ca>
Source record: 5283

Steve Stupple wrote:
> On 5 May 1998 01:18:11 , Terry Ross wrote:
> >On 1 May 1998 00:48:01 , no.fear@excaliber.net wrote:
> >[snipped]
> >>It pisses me off to see these older people still find uses for these
> >>computers that are as good as the calculators of this day and age.
> >
> >hmmm - I see - and I suppose that you've cut off those worthless hands
> >of yours, which are, after all, many years old, and almost 70% water
> >for goodness sakes, and replaced them with the newest chromalloy
> >models you see all the upper crust robots wearing?
> >Terry
>
> Hey anyone can get a metal box, drill a few holes into it, throw a few
> componentsin for good measure and change 200 quid for it; then the
> next day add a splash of coat and change 1000 quid just for the honour
> of having a flash new coat.
>
> Why people knock the humble Atari, the computer that was used by
> nearly all reputable musicians (anyone worth their salt). It does it's
> job quicker than the PC & clones, doesn't need to have a disk in the
> drive or even a hard drive to use (oh dear I've lost nearly everyone
> but the 8-bit machines).
>
> The only thing I can see is the price, are all those moaners jealous
> because they have paid XXXX amount last month and their machines are
> only worth a tenner now! or that they have taken a second morgage out
> the house to buy a computer that they've seen on tv.
>
> Or maybe, yes just maybe ACE Cards & Gifts have upset them by using
> the humble Atari ST in their catalogue (summer '98) for advertising
> computer covers; after all a computer keyboard must be cheaper than an
> old 520STFM with a single sided disk drive in. Or maybe they've seen
> the ST shown in the opening of Harry and the Henderson's:) Or is it
> that don't like the connection with Warner Bros. Or is it that C&VG
> stated that Atarian are a rather loyal bunch.
>
> The Atari's may be old, but they function and are easier and quicker
> than most computers around and because of their reliability there's
> quite a few of them around:)
>
> Isn't the Hades 060 based on Atari archetecture?
> Cheers! for now
> Steve

hear! HEAR!
not just the Hades, but also the Medusa, the DirecTT, and Milan.
(maybe Phenix, and a Wizztronics machine?)

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Collï¿½ge des Forces canadiennes ken.macdonald@taf.ftn.org

1823. Atari 130XE; with monitor, Indus GT, and 50 titles on auction.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: shelshock@aol.com
Message-ID: <1998050622071600.SAA18326@ladder03.news.aol.com>
Source record: 5284

Atari 130XE Computer w/authentic atari cover for Computer

Power Supply for Computer
RF/Adapter for Computer (If you choose to use TV)

Indus GT Disk Drive for the 130XE
Power Supply for Indus GT
Hook Up for Indus GT that connects to Atari 130XE

Amdek Monitor for the 130XE
Power supply for Amdek Monitor
Hook Up Cable for Monitor to Atari 130XE.

---OVER 50 GAMES AND SOFTWARE TITLES w/Disk Holder---

This is a great deal, which comes with everything you need to start your Atari 130XE collection. Everything in working condition; and all hardware tested and working fine. Software titles include, Balderdash, Millipede, Flight Simulator, Sparta DOS, Print Shop Deluxe w/graphics librarys, BASIC tool kit, and over 50 MORE!!! Comes with 2 Atari Joysticks, in working condition.

This computer is incredable, and has brought back a lot of memories for me. I hope that it will bring back a lot of happy memories for the lucky bidder. The picture of the 130XE is below, I couldn't get a picture of the other equipment, but they are in GREAT condition.

Lucky Bidder pays $20.00 Shipping.

Regards,
~Dave Bell
Dark Knight Games
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13083784

1824. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ircma$7np$1@nnrp1.dejanews.com>
Source record: 5285

In article <354c9249.0@diana.idirect.com>#1/1,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> hey, now that's an interesting thought! TIFKAS as Waylon Smithers!
> Working for a tyrannical Mr. Burns type....
>
> "Smithers, I don't like these Ataris. Have comp.sys.atari.advocacy
> destroyed."
>
> "Yes, Mr. Burns"
>
> "And after that, you may resume licking my boots"
>
""YES SIR!"
>

You wish... I liked Atari until the Tramiel clan destroyed it.

>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Peter S.
Saving pennies for an an imac

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1825. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ircue$8dl$1@nnrp1.dejanews.com>
Source record: 5286

In article <6i8qos$8im$4@ash.ridgecrest.ca.us>#1/1,
grovem@NCCridgenet.net (Michael Grove) wrote:
>
> On 29 Apr 1998 18:11:14, Robert Schaffner wrote:
> >In <6i656bktp1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:
> >
> >>To be honest...TOS was not listed in the survey to be voted upon. I am
> >
> >M�p,m�p,m�p.. SkyNet activated..
> >Cyrus bombs on the way
> >
> >
> >.
>
> Photon torpedos away!!!!!!!!!!!!!!!!!!
> Your terminated %#@*er
> Poseners little monkey
> Well, a Vespa is almost a car
> Nuke em from orbit, it's the only way to be sure
>

The Atari Jihads woops meant users seem to have aggression built up. Need to relieve that agression through peaceful means. Need to find a sex-bed partner.

Peter S.
Saving pennies for an imac

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1826. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ird8e$8oj$1@nnrp1.dejanews.com>
Source record: 5287

In article <354be094.0@diana.idirect.com>#1/1,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> On 2 May 98 20:08:50 +0, Iggy Drougge wrote:
>
> >>> Actually, you have used the term "Atari jihad", which I'd classify as a
> >>> murderous, fanatic cult.
> >
> >>Jihad is not defined as a murderous cult. Jihad in context can be a peaceful
> >>persuasion or just fanatical about anything like being a die hard Cowboy fan.
> >
> >Jihad means holy war. War is by nature murderous, and going to war for the
> >sake of religion is cult behaviour and fanaticism.

Wow a lot has happened since I have been in the Sooner state. Oh go look up
jihad in the dictionary and get back to me.

> thanks, Iggy. But I suspect TIFKAS (The Idiot Forever Known As
> Sinclap) is going to continue to rationalize and obfuscate his
> unfortunate hateful slurs despite the facts - which is understandable,
> considering he can be easily outwitted by a jar of Vegemite.

You would know.

> What's even more scary is the fact that he's supposed to be a
> college graduate. But then again, if he's as much a noxious little twerp
> in person as he is hiding behind a cathode ray tube, I could well
> imagine the faculty at his university just calling him in to their
> office and saying "here's a diploma. Go Away." :)

Just like Rush Limbaugh's tactics: When you disagree attack the person
personally.

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Peter S.
Saving up pennies for an imac

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1827. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6irdjk$9aa$1@nnrp1.dejanews.com>
Source record: 5288

In article <354B2B3D.270D0C69@sprynet.com>#1/1,
geoff@sprynet.com wrote:

> Just because Windows and Mac machines are the most prominent does NOT
> necessarily mean that they are hobby systems. How many computer owners
> out there are computer hobbyists? I'd say that the majority aren't. I'll
> bet a lot of owners have computers because, they can word process, or
> balance their checkbook, or because they wanted an overglorified video
> game system, or because they heard that the "internet is cool." That, in
> my book, makes it more of a tool rather than a hobby.

And how would you define a hobbyist computer today? Why can't a Mac and
Wintel machine be a hobbyist computer. What is soo special about the ST and
Amiga today? Can the ST and Amiga use Quicktime VR technology?

> To me the best hobbyist system is not a mainstream system, one that has
> ample readily available hardware and software documentation to the
> masses (something that Windows and Mac machines don't have), and a
> machine that an end-user can build his or her own hardware
> for...certainly not impossible on Windows and Mac machines, but
> certainly not the easiest of computers for an end-user to use for this.
>

This does not compute.. Full of contradictions.
> *Geoff!*
>
> --
> Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
> "Not in the face! Not in the face!" - Arthur from THE TICK
> 1998 NCAA Division II Hockey Champs - GO CHARGERS!!
> http://home.sprynet.com/sprynet/geoff
>

Peter S.
Saving pennied for an imac

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1828. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6irdr2$9fg$1@nnrp1.dejanews.com>
Source record: 5289

In article <1098.7425T1048T1384@canit.se>#1/1,
Iggy Drougge <optimus@canit.se> wrote:
>
> Den 01-Maj-98 08:22:19 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
> f�ljande:
> >In article <700.7424T579T1422@canit.se>#1/1,
> > Iggy Drougge <optimus@canit.se> wrote:
> >>
> >> Den 29-Apr-98 05:01:31 nedtecknade sinclair2000
> >> (sinclair2000@earthlink.net) f�ljande:
> >> >To be honest...TOS was not listed in the survey to be voted upon. I am
> >> >puzzled why it wasn't since Atari Jihads claim to allah that it's the best
> >> >since when Islamic faith came to being...)
> >>
> >> It's the same reason not all companies offer Mac support. Ignorance and
> >> stupidity.
> >> Add to that that TOS in itself is not such a great OS.
>
> >The Be OS is looking promising. Now it just needs apps.
>
> Agreed. Now that Sheepshaver is coming, MacOS is becoming rather unnecessary.
> Still, AmigaOS is the best hobbyist system.

Whats defined as the best hobbyist system. Or is this denial double speak?

> --
> ____ ____ ____ __ ____ ____ ____ __ ____ __ __ ____
> / // . //_ //_// \ / / // _ / /_ \ __ /_ / /_/ / \ / . /
> / / // __/ / // // / / // / //\ \/ __/ / \/ / __/ / / / / / / __/
> /___//_/ /_//_//_/_/_/ __//___/ /___/ /___/ /_/ /_/_/ /___/
>
>

Peter S.
Saving pennies for an imac

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1829. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ire3h$a18$1@nnrp1.dejanews.com>
Source record: 5290

In article <2370.7426T1206T1660@canit.se>#1/1,
Iggy Drougge <optimus@canit.se> wrote:
>
> You talk about competition, but you do apparently not like diversity, seeing
> how you constantly attack the users of smaller platforms.

I don't attack the users in broad terms just thier denial and their attitude
of percieved superiority.

Peter S.
Saving pennies for an imac

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1830. Re: Go Away Sinclair

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6irc83$7ft$1@nnrp1.dejanews.com>
Source record: 5291

In article <894152315.27058@michelob>#1/1,
"Charlie Wood" <spidersi@sprint.ca> wrote:
>
> Why don't you start a newsgroup of your own.

Okay.. How?

> That way you can rant and rave to yourself and NOBODY
> has to read the worthless babbling that you think (term used loosely)
> is worth reading.

Why start now?

> From what I've read in this NG, your definitely qualified for
> a section 8.

Cool.

> You are a waste of skin.

So why do you read and respond?

> GO AWAY BUTTHEAD!
>
This newsgroup would die.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1831. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ircf$7h5$1@nnrp1.dejanews.com>
Source record: 5292

In article <IEDFFBCIUP@data.rhein-main.de>#1/1,
robscha@data.rhein-main.de (Robert Schaffner) wrote:
>
> In <1920.7426T1208T2515@canit.se> Iggy Drougge wrote:
>
> >Jihad means holy war. War is by nature murderous, and going to war for the
> >sake of religion is cult behaviour and fanaticism.
>
> Well, that's the point for no discussions with the sinflop-ashole..

Missing an s..

> --
> -= Home of DOITF030, PROFIJAG, DOITLYNX, DOIT_MAC, DOIT_ST =-
> ### _____
> ### Nemesis Falcon F030-520ST-Jaguar-Mac Lynx I + II
> # # # robscha@data.rhein-main.de
> # # # http://www.rhein-main.de/people/robert/homepage.htm
>

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1832. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-06 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ircfr$7hh$1@nnrp1.dejanews.com>
Source record: 5293

In article <IEDFFBCOUP@data.rhein-main.de>#1/1,
robscha@data.rhein-main.de (Robert Schaffner) wrote:
>
> In <6ie2vk$dk1$1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:
>
> >Whats a hobbyist system in 1998? Computer ownership in the 1980's was
> >considered hobbyist, but in 1998 computers are commodity, necessary and common
> >in households. Todays common computers: wintel and Mac OS have the necessary
> >tools to function with thousands of pro software and explore the web due to
> >software. Hopefuly the Be OS will be a competitive contender which will keep
> >the Goliath's on their toes. Competition is good for society not monopolies.
>
> Ashole - Ask Bill Gates for a Job..

You left out an s... I already have a job.

> --
> -= Home of DOITF030, PROFIJAG, DOITLYNX, DOIT_MAC, DOIT_ST =-
> ### _____
> ### Nemesis Falcon F030-520ST-Jaguar-Mac Lynx I + II
> # # # robscha@data.rhein-main.de
> # # # http://www.rhein-main.de/people/robert/homepage.htm
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1833. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6l3l9p.oi0.jedi@dementia.mishnet>
Source record: 5199

On Wed, 06 May 1998 23:27:59 -0600, sinclair2000@earthlink.net <sinclair2000@e
arthlink.net> wrote:
>In article <354be094.0@diana.idirect.com>#1/1,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> On 2 May 98 20:08:50 +0, Iggy Drougge wrote:
>>
>> >>> Actually, you have used the term "Atari jihad", which I'd classify as a
>> >>> murderous, fanatic cult.
>> >
>> >>Jihad is not defined as a murderous cult. Jihad in context can be a peaceful
>> >>persuasion or just fanatical about anything like being a die hard Cowboy fan.
>> >
>> >Jihad means holy war. War is by nature murderous, and going to war for the
>> >sake of religion is cult behaviour and fanaticism.
>
>Wow a lot has happened since I have been in the Sooner state. Oh go look up
>jihad in the dictionary and get back to me.

jihad: holy war

Do you know what the term WAR implies
you sheltered little moron.

1834. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6it5a2ngi1@news.campus.mci.net>
Source record: 5200

On 6 May 1998 23:22:39 , sinclair2000@earthlink.net wrote:

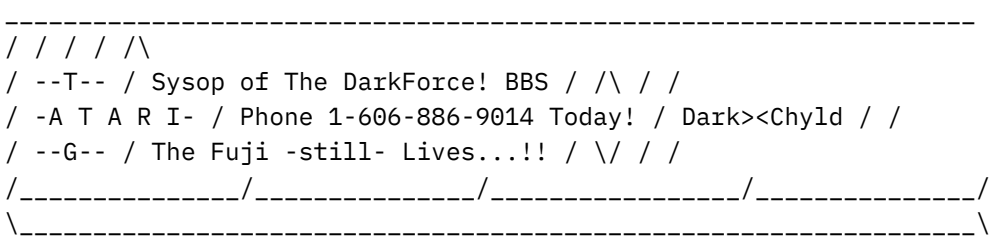
]-The Atari Jihads woops meant users seem to have aggression built up. Need to
]-relieve that agression through peaceful means. Need to find a sex-bed
]-partner.

As if you would ever know what a partner was like! ;-)

]-Peter S.
]-Saving pennies for an imac(culate conception) ;-)

]------== Posted via Deja News, The Leader in Internet Discussion ==-----
]-http://www.dejanews.com/ Now offering spam-free web-based newsreading
]-.

Hmm...haven't you found a "real" newsreader for that Mac yet? ;-)



1835. Re: TOS users beat TIFKAS in survey! (Rebuttal)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6it5gjngi2@news.campus.mci.net>
Source record: 5201

On 6 May 1998 23:13:04 , sinclair2000@earthlink.net wrote:

<Robert's posting snipped>

]-> Well, that's the point for no discussions with the sinflop-ashole..
]-
]- Missing an s..

]-Peter S.

Missing a b, r, a, i, n... ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1836. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: firebird@noln.com
Message-ID: <firebird-0705981730470001@pm2s06.shscomputer.com>
Source record: 5202

In article <slrn6l3lc3.oi0.jedi@dementia.mishnet>, jedi@dementia.mishnet (jedi) wrote:

> On Wed, 06 May 1998 23:33:56 -0600, sinclair2000@earthlink.net <sinclair2000@ea
> rthlink.net> wrote:
> >In article <354B2B3D.270D0C69@sprynet.com>#1/1,
> > geoff@sprynet.com wrote:
> >
> >> Just because Windows and Mac machines are the most prominent does NOT
> >> necessarily mean that they are hobby systems. How many computer owners
> >> out there are computer hobbyists? I'd say that the majority aren't. I'll
> >> bet a lot of owners have computers because, they can word process, or
> >> balance their checkbook, or because they wanted an overglorified video
> >> game system, or because they heard that the "internet is cool." That, in
> >> my book, makes it more of a tool rather than a hobby.
> >
> >And how would you define a hobbyist computer today? Why can't a Mac and
> >Wintel machine be a hobbyist computer. What is soo special about the ST and
> >Amiga today? Can the ST and Amiga use Quicktime VR technology?
>
> Noone has the requisite bandwidth; go away.

The answer is yes they can play and create mpeg, quicktime, and qtvr.
Maybe not a stock ST, but the Falcon, TT030, 040/060 compatibles can do
it. The more powerful amiga systems as well. You must buy a new wintel/mac
every year just to keep up and make Gates and Jobbs very rich when you can
enjoy an atari for over ten years.

1837. CD ROM PROBLEMS

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998050722101500.SAA14558@ladder03.news.aol.com>
Source record: 5203

Hello All,
I have a C-Lab Falcon 030 with a Toshiba internal 2.5" 540meg scsi hard drive, and an external NEC scsi CDR-MV2 1x cdrom drive.
My problem is that when ever I boot my Falcon with the cdrom connected to the Falcon's scsi port, my boot partition gets scrambled and I end up having to rebuild the partition and reloading the files placed therein. I have tried 3 different external scsi cdrom drives and have replaced the cable all to no avail. Can anyone out there figure out what the problem is and let me know so I can rectify it and make use of my cdrom drive? Thanks! :)
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI

1838. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6l4bjv.ous.jedi@dementia.mishnet>
Source record: 5204

On 7 May 1998 20:55:12 GMT, firebird@noln.com <firebird@noln.com> wrote:
>In article <slrn6l3lc3.oi0.jedi@dementia.mishnet>, jedi@dementia.mishnet
>(jedi) wrote:
>
>> On Wed, 06 May 1998 23:33:56 -0600, sinclair2000@earthlink.net
><sinclair2000@ea
>> rthlink.net> wrote:
>> >In article <354B2B3D.270D0C69@sprynet.com>#1/1,
>> > geoff@sprynet.com wrote:
>> >
>> >> Just because Windows and Mac machines are the most prominent does NOT
>> >> necessarily mean that they are hobby systems. How many computer owners
>> >> out there are computer hobbyists? I'd say that the majority aren't. I'll
>> >> bet a lot of owners have computers because, they can word process, or
>> >> balance their checkbook, or because they wanted an overglorified video
>> >> game system, or because they heard that the "internet is cool." That, in
>> >> my book, makes it more of a tool rather than a hobby.
>> >
>> >And how would you define a hobbyist computer today? Why can't a Mac and
>> >Wintel machine be a hobbyist computer. What is soo special about the ST and
>> >Amiga today? Can the ST and Amiga use Quicktime VR technology?
>>
>> Noone has the requisite bandwidth; go away.
>
>The answer is yes they can play and create mpeg, quicktime, and qtvr.
>Maybe not a stock ST, but the Falcon, TT030, 040/060 compatibles can do
>it. The more powerful amiga systems as well. You must buy a new wintel/mac
>every year just to keep up and make Gates and Jobbs very rich when you can
>enjoy an atari for over ten years.

I was refering to quicktime vr over the web (which is
what I presumed Momar was refering to). The only way
I could see QTVR being really spiffy is if it has some
really interesting low cpu bandwidth method of compression
in which case it would suit Atari's fine. Otherwise, it's
just another encoding/compression technique applied to a
base technology that I took advantage of 10 years ago
with my 520STm.

When WinMac types drone on about multimedia, I just chuckle.

It's all bits and algorithms, buzzwords are irrelvant.

1839. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2085.7431T1169T1120@canit.se>
Source record: 5205

Den 07-Maj-98 06:33:56 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f�ljande:
>In article <354B2B3D.270D0C69@sprynet.com>#1/1,
> geoff@sprynet.com wrote:

```
>> Just because Windows and Mac machines are the most prominent does NOT
>> necessarily mean that they are hobby systems. How many computer owners
>> out there are computer hobbyists? I'd say that the majority aren't. I'll
>> bet a lot of owners have computers because, they can word process, or
>> balance their checkbook, or because they wanted an overglorified video
>> game system, or because they heard that the "internet is cool." That, in
>> my book, makes it more of a tool rather than a hobby.

>And how would you define a hobbyist computer today? Why can't a Mac and
>Wintel machine be a hobbyist computer. What is soo special about the ST and
>Amiga today? Can the ST and Amiga use Quicktime VR technology?

Has the Mac got a HAM mode? -_^
The Amiga and ST can replay Quicktime, but they don't support toy technologies
such as QTVR.

>> To me the best hobbyist system is not a mainstream system, one that has
>> ample readily available hardware and software documentation to the
>> masses (something that Windows and Mac machines don't have), and a
>> machine that an end-user can build his or her own hardware
>> for...certainly not impossible on Windows and Mac machines, but
>> certainly not the easiest of computers for an end-user to use for this.
>>
>This does not compute.. Full of contradictions.

It's not really my definition of a hobby box either. Good software should be
available, and it should be easy to use, though not a limited toy such as the
MacOS. The ability to easily build additional hardware is nice, too.

--
Iggy Drougge Y Member of Convergence International
optimus@canit.se | (http://www.convergence.eu.org/)
http://www.canit.se/~optimus/ | -For free choice in computing! __
A1200/28/6/80 | Member of Team Amiga __///
C128D, C64, 1541 | -For the creative mind! \XX/
```

1840. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <957.7431T1171T259@canit.se>
Source record: 5206

Den 07-Maj-98 06:42:24 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f&#65533;ljande:
>In article <2370.7426T1206T1660@canit.se>#1/1,
> Iggy Drougge <optimus@canit.se> wrote:
>>
>> You talk about competition, but you do apparently not like diversity,
>> seeing how you constantly attack the users of smaller platforms.

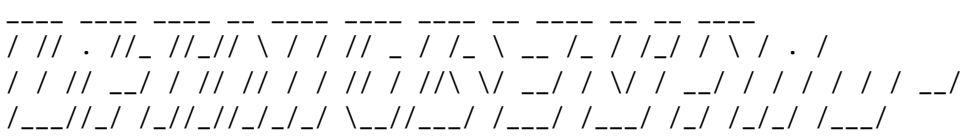
>I don't attack the users in broad terms just thier denial and their attitude
>of percieved superiority.

As well as their platforms and their choice thereof. Go pick on someone your
own size, you'll have to wait a year or two before your market is as small as
ours.

>Peter S.
>Saving pennies for an imac

/Iggy, freeing money for an A3000.

--



1841. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1748.7431T1172T471@canit.se>
Source record: 5207

Den 07-Maj-98 06:37:54 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f&#65533;ljande:
>In article <1098.7425T1048T1384@canit.se>#1/1,
> Iggy Drougge <optimus@canit.se> wrote:
>>
>> Den 01-Maj-98 08:22:19 nedtecknade sinclair2000
>> (sinclair2000@earthlink.net) f&#65533;ljande:
>> >In article <700.7424T579T1422@canit.se>#1/1,
>> > Iggy Drougge <optimus@canit.se> wrote:
>> >>
>> >> Den 29-Apr-98 05:01:31 nedtecknade sinclair2000
>> >> (sinclair2000@earthlink.net) f&#65533;ljande:
>> >> >To be honest...TOS was not listed in the survey to be voted upon. I am
>> >> >puzzled why it wasn't since Atari Jihads claim to allah that it's the
>> >> >best since when Islamic faith came to being...)
>> >>
>> >> It's the same reason not all companies offer Mac support. Ignorance and
>> >> stupidity.
>> >> Add to that that TOS in itself is not such a great OS.
>>
>> >The Be OS is looking promising. Now it just needs apps.
>>
>> Agreed. Now that Sheepshaver is coming, MacOS is becoming rather
>> unnecessary. Still, AmigaOS is the best hobbyist system.

```
>Whats defined as the best hobbyist system. Or is this denial double speak?

A system which is fun and easy to program and has good software, is affordable
and offers good, reliable technology, accessible to the school pupil and the
university student.

--
__/\_____________ __ ______ ____________________________
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_____________________________________\ \ D r o u g g e
\_____________________________________/
```

1842. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1957.7431T1174T1610@canit.se>
Source record: 5208

Den 07-Maj-98 06:27:59 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f�ljande:
>In article <354be094.0@diana.idirect.com>#1/1,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> On 2 May 98 20:08:50 +0, Iggy Drougge wrote:
>>
>> >>> Actually, you have used the term "Atari jihad", which I'd classify as a
>> >>> murderous, fanatic cult.
>> >
>> >>Jihad is not defined as a murderous cult. Jihad in context can be a
>> >>peaceful persuasion or just fanatical about anything like being a die
>> >>hard Cowboy fan.
>> >
>> >Jihad means holy war. War is by nature murderous, and going to war for the
>> >sake of religion is cult behaviour and fanaticism.

>Wow a lot has happened since I have been in the Sooner state. Oh go look up
>jihad in the dictionary and get back to me.

That's what my religion book said.
Sooner state?

>> thanks, Iggy. But I suspect TIFKAS (The Idiot Forever Known As
>> Sinclap) is going to continue to rationalize and obfuscate his
>> unfortunate hateful slurs despite the facts - which is understandable,
>> considering he can be easily outwitted by a jar of Vegemite.

>You would know.

Having dealt with you for a while, I'm sure he does.

>> What's even more scary is the fact that he's supposed to be a
>> college graduate. But then again, if he's as much a noxious little twerp
>> in person as he is hiding behind a cathode ray tube, I could well
>> imagine the faculty at his university just calling him in to their
>> office and saying "here's a diploma. Go Away." :)

>Just like Rush Limbaugh's tactics: When you disagree attack the person
>personally.

How very true, though I've no idea who the Limbaugh man is.

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se

/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ ** | Son++Tal+tNic++^E27Ay80

1843. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1050.7431T1176T2990@canit.se>
Source record: 5209

Den 07-Maj-98 13:36:18 nedtecknade Daniel L. Dreibelbis (dreibel@idirect.com)
f�ljande:
>On 6 May 1998 23:27:59 , while cleaning the sphincter marks from his
>neck, The Idiot Forever Known As Sinclap (sinclair2000@earthlink.net) wrote:

```
>>Peter S.
>>Saving up pennies for an imac

> I'm saving for a Milan, thank you.
>>
>>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>>http://www.dejanews.com/ Now offering spam-free web-based newsreading

> gee, TIFKAS can spend all this time bashing Atarians with his tired
>old agenda, and yet he still has no time to set up a proper news-reader on
>his Mac?

You know that's an oxymoron, Daniel. There /is/ no proper news-reader for the
Mac. The Mac is sadly lacking much proper INet software.
```

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ __/ ** | Son++Tal+tNic++^E27Ay80

1844. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <891.7431T1177T1783@canit.se>
Source record: 5210

Den 07-Maj-98 06:18:18 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f&#65533;ljande:
>In article <354c9249.0@diana.idirect.com>#1/1,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

```
>> hey, now that's an interesting thought! TIFKAS as Waylon Smithers!
>> Working for a tyrannical Mr. Burns type....
>>
>> "Smithers, I don't like these Ataris. Have comp.sys.atari.advocacy
>> destroyed."
>>
>> "Yes, Mr. Burns"
>>
>> "And after that, you may resume licking my boots"
>>
> ""YES SIR!"
>>

> You wish... I liked Atari until the Tramiel clan destroyed it.

Without the Tramiels, there would be no ST, TT or Falcon.

--
/\ __ __ __ __ __ __ __ __ __ ____
/\// \ / \ / /\ /_ \ / \ / \ / /\ / \ / \ / __/
/ // /\// /\//\ /__ / / // '_// / // / // /\// /\// __/
\/ \__/ \__/ \__/ \/ \__/ \/_/ \__/ \__/ \__/ \__/ \__/optimus@canit.se
```

1845. Re: Please...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6irbgu$9f@bgtnsc01.worldnet.att.net>
Source record: 5294

Vladimir,

> Can somebody please tell me where can I get some (do places like Radio
> Shack sell them)? I did actually try Radio Shack, but I had a feeling
that
> the guy didn't quite understand what I was talking about...

Well, since you only asked "Can somebody please tell me where can I get
some....." its really kinda hard to give a helpful reply. Almost sounds
like you're in the wrong newsgroup! ;-)

In any event, what are you really trying to find?

Sheldon (Computer STudio - Asheville, NC)

1846. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3551aac2.0@diana.idirect.com>
Source record: 5295

On 6 May 1998 23:27:59 , while cleaning the sphincter marks from his
neck, The Idiot Forever Known As Sinclap (sinclair2000@earthlink.net) wrote:

>In article <354be094.0@diana.idirect.com>#1/1,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> On 2 May 98 20:08:50 +0, Iggy Drougge wrote:
>>
>> >>> Actually, you have used the term "Atari jihad", which I'd classify as a
>> >>> murderous, fanatic cult.
>> >
>> >>Jihad is not defined as a murderous cult. Jihad in context can be a peaceful
>> >>persuasion or just fanatical about anything like being a die hard Cowboy fan.
>> >
>> >Jihad means holy war. War is by nature murderous, and going to war for the
>> >sake of religion is cult behaviour and fanaticism.
>
>Wow a lot has happened since I have been in the Sooner state. Oh go look up
>jihad in the dictionary and get back to me.

Maybe YOU should be the one to go to the dictionary. Or maybe you
should be the one to go back to school.

>
>> thanks, Iggy. But I suspect TIFKAS (The Idiot Forever Known As
>> Sinclap) is going to continue to rationalize and obfuscate his
>> unfortunate hateful slurs despite the facts - which is understandable,
>> considering he can be easily outwitted by a jar of Vegemite.
>
>You would know.

you're right - having seen your posts for a number of years I think
I have a handle of just what you're like :)
>
>> What's even more scary is the fact that he's supposed to be a
>> college graduate. But then again, if he's as much a noxious little twerp
>> in person as he is hiding behind a cathode ray tube, I could well
>> imagine the faculty at his university just calling him in to their
>> office and saying "here's a diploma. Go Away." :)
>
>Just like Rush Limbaugh's tactics: When you disagree attack the person
>personally.

Actually, as one who uses the same tactics as Limbaugh (tired old
arguments, outright lying, name-calling, bullying behaviour, obsession
with getting even, fear of feminists, and pettiness) you seem to be the

one who has the stronger resemblance to the old gasbag who is also a
national laughingstock. Or should it be Senator Joe McCarthy?

>
>Peter S.
>Saving up pennies for an imac

I'm saving for a Milan, thank you.
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

gee, TIFKAS can spend all this time bashing Atarians with his tired
old agenda, and yet he still has no time to set up a proper news-reader on
his Mac?
>.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1847. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3551ab5f.0@diana.idirect.com>
Source record: 5296

On 6 May 1998 23:42:24 , sinclair2000@earthlink.net wrote:
>In article <2370.7426T1206T1660@canit.se>#1/1,
> Iggy Drougge <optimus@canit.se> wrote:
>>
>> You talk about competition, but you do apparently not like diversity, seeing
>> how you constantly attack the users of smaller platforms.
>
>I don't attack the users in broad terms just thier denial and their attitude
>of percieved superiority.

which is what we're doing to you as well - just tit-for-tat.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

1848. Re: Please...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <3551C22B.26D49E53@earthlink.net>
Source record: 5297

Vladimir Protic wrote:

> Can somebody please tell me where can I get some (do places like Radio
> Shack sell them)? I did actually try Radio Shack, but I had a feeling that
> the guy didn't quite understand what I was talking about...
>
> Thanx
>
> Vlad

Neither do we. Specify please.

1849. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6l3lc3.oi0.jedi@dementia.mishnet>
Source record: 5298

On Wed, 06 May 1998 23:33:56 -0600, sinclair2000@earthlink.net <sinclair2000@ea
rthlink.net> wrote:
>In article <354B2B3D.270D0C69@sprynet.com>#1/1,
> geoff@sprynet.com wrote:
>
>> Just because Windows and Mac machines are the most prominent does NOT
>> necessarily mean that they are hobby systems. How many computer owners
>> out there are computer hobbyists? I'd say that the majority aren't. I'll
>> bet a lot of owners have computers because, they can word process, or
>> balance their checkbook, or because they wanted an overglorified video
>> game system, or because they heard that the "internet is cool." That, in
>> my book, makes it more of a tool rather than a hobby.
>
>And how would you define a hobbyist computer today? Why can't a Mac and
>Wintel machine be a hobbyist computer. What is soo special about the ST and
>Amiga today? Can the ST and Amiga use Quicktime VR technology?

Noone has the requisite bandwidth; go away.

1850. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-08 00:00:00 UTC
From: grovem@suckballssinclapridgecrest.ca.us
Message-ID: <6iu84jldd2@ash.ridgecrest.ca.us>
Source record: 5211

```
On 7 May 1998 21:58:23 , jedi wrote:
>On 7 May 1998 20:55:12 GMT, firebird@noln.com <firebird@noln.com> wrote:
>>In article <slrn6l3lc3.oi0.jedi@dementia.mishnet>, jedi@dementia.mishnet
>>(jedi) wrote:
>>
>>> On Wed, 06 May 1998 23:33:56 -0600, sinclair2000@earthlink.net
>><sinclair2000@ea
>>> rthlink.net> wrote:
>>> >In article <354B2B3D.270D0C69@sprynet.com>#1/1,
>>> > geoff@sprynet.com wrote:
>>> >
>>> >> Just because Windows and Mac machines are the most prominent does NOT
>>> >> necessarily mean that they are hobby systems. How many computer owners
>>> >> out there are computer hobbyists? I'd say that the majority aren't. I'll
>>> >> bet a lot of owners have computers because, they can word process, or
>>> >> balance their checkbook, or because they wanted an overglorified video
>>> >> game system, or because they heard that the "internet is cool." That, in
>>> >> my book, makes it more of a tool rather than a hobby.
>>> >
>>> >And how would you define a hobbyist computer today? Why can't a Mac and
>>> >Wintel machine be a hobbyist computer. What is soo special about the ST and
>>> >Amiga today? Can the ST and Amiga use Quicktime VR technology?
>>>
>>> Noone has the requisite bandwidth; go away.
>>
>>The answer is yes they can play and create mpeg, quicktime, and qtvr.
>>Maybe not a stock ST, but the Falcon, TT030, 040/060 compatibles can do
>>it. The more powerful amiga systems as well. You must buy a new wintel/mac
>>every year just to keep up and make Gates and Jobbs very rich when you can
>>enjoy an atari for over ten years.
>
> I was refering to quicktime vr over the web (which is
> what I presumed Momar was refering to). The only way
> I could see QTVR being really spiffy is if it has some
> really interesting low cpu bandwidth method of compression
> in which case it would suit Atari's fine. Otherwise, it's
> just another encoding/compression technique applied to a
> base technology that I took advantage of 10 years ago
> with my 520STm.
>
> When WinMac types drone on about multimedia, I just chuckle.
>
> It's all bits and algorithms, buzzwords are irrelvant.
>.
```

If you install M_Player as an external viewer, QTVR can be viewed over the internet (what ever that is). You can also create 'em too.

Mike

1851. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6l68gn.qor.jedi@dementia.mishnet>
Source record: 5212

On 8 May 1998 06:18:59 GMT, Michael Grove <grovem@suckballssinclapridgecrest.ca
us> wrote:
>On 7 May 1998 21:58:23 , jedi wrote:
>>On 7 May 1998 20:55:12 GMT, firebird@noln.com <firebird@noln.com> wrote:
>>>In article <slrn6l3lc3.oi0.jedi@dementia.mishnet>, jedi@dementia.mishnet
>>>(jedi) wrote:
>>>
>>>> On Wed, 06 May 1998 23:33:56 -0600, sinclair2000@earthlink.net
>>><sinclair2000@ea
>>>> rthlink.net> wrote:
>>>> >In article <354B2B3D.270D0C69@sprynet.com>#1/1,
>>>> > geoff@sprynet.com wrote:
>>>> >
>>>> >> Just because Windows and Mac machines are the most prominent does NOT
>>>> >> necessarily mean that they are hobby systems. How many computer owners
>>>> >> out there are computer hobbyists? I'd say that the majority aren't. I'll
>>>> >> bet a lot of owners have computers because, they can word process, or
>>>> >> balance their checkbook, or because they wanted an overglorified video
>>>> >> game system, or because they heard that the "internet is cool." That, in
>>>> >> my book, makes it more of a tool rather than a hobby.
>>>> >
>>>> >And how would you define a hobbyist computer today? Why can't a Mac and
>>>> >Wintel machine be a hobbyist computer. What is soo special about the ST and
>>>> >Amiga today? Can the ST and Amiga use Quicktime VR technology?
>>>>
>>>> Noone has the requisite bandwidth; go away.
>>>
>>>The answer is yes they can play and create mpeg, quicktime, and qtvr.
>>>Maybe not a stock ST, but the Falcon, TT030, 040/060 compatibles can do
>>>it. The more powerful amiga systems as well. You must buy a new wintel/mac
>>>every year just to keep up and make Gates and Jobbs very rich when you can
>>>enjoy an atari for over ten years.
>>
>> I was refering to quicktime vr over the web (which is
>> what I presumed Momar was refering to). The only way
>> I could see QTVR being really spiffy is if it has some
>> really interesting low cpu bandwidth method of compression
>> in which case it would suit Atari's fine. Otherwise, it's
>> just another encoding/compression technique applied to a
>> base technology that I took advantage of 10 years ago
>> with my 520STm.
>>
>> When WinMac types drone on about multimedia, I just chuckle.
>>

>> It's all bits and algorithms, buzzwords are irrelvant.
>>.
>
>If you install M_Player as an external viewer, QTVR can be viewed over
>the internet (what ever that is). You can also create 'em too.

I had CyberStudio LONG before this QTVR thing,
so what's your point? Also, there's likely
posix compliant encoding apps freely available
on the 'net' that would be just a gnu c away
from being ST applications.

1852. Re: CD ROM PROBLEMS

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-08 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IEIVBIAFUP@data.rhein-main.de>
Source record: 5213

In <1998050722101500.SAA14558@ladder03.news.aol.com> ANGIEF18 wrote:

>Hello All,
>I have a C-Lab Falcon 030 with a Toshiba internal 2.5" 540meg scsi hard drive,
>and an external NEC scsi CDR-MV2 1x cdrom drive.
>My problem is that when ever I boot my Falcon with the cdrom connected to the
>Falcon's scsi port, my boot partition gets scrambled and I end up having to
>rebuild the partition and reloading the files placed therein. I have tried 3
>different external scsi cdrom drives and have replaced the cable all to no
>avail. Can anyone out there figure out what the problem is and let me know so
>I can rectify it and make use of my cdrom drive? Thanks! :)
>Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI

Yep, that's a result of a fucking c-lab scsi bus modification!

That what you have is a bus like an 'Y'

```
---- internal SCSI--| Terminator (Resistor Packs)
(Without Term) Falcon -----<
---- external SCSI--| Terminator (Resistor Packs)
```

SCSI says:
One Terminator is: 330Ohm from Data line to GND
220Ohm from Data line to +5

As a 'Y' Bus you only have the half of ANY resistor !!!
(Double driver output for the SCSI Chip!!)
You have two SCSI lines with two resistor packs.

Resistors in 'Y' upper circuit are only half!!

```
R
---#####---
----+ +----
---#####---
R
```

(Ask ANY electronics student)! (first grade!) :->

I can't remeber me that i saw this fuck in ANY SCSI manual!!!

SCSI (Falcon) works ONLY perfectly als one line:

```
ID7 ID0 ID1
Falcon----Drive----Drive--| Terminator
```

An not in ANY other form!
While you have this trouble, remove external devices!!

Otherways your SCSI Chip get damaged.
(But is it not the first one!)

If you like more as one scsi device, remove c-lab modification!
Use internal an external devices ONLY as ONE line!

Regards, Robert

--
-= Home of DOITF030, PROFIJAG, DOITLYNX, DOIT_MAC, DOIT_ST =-
_____
Nemesis Falcon F030-520ST-Jaguar-Mac Lynx I + II
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/homepage.htm

1853. Re: Who cares.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-08 00:00:00 UTC
From: mendoza@coloradomtn.edu
Message-ID: <35537c51.112258559@news-2.csn.net>
Source record: 5214

On Fri, 01 May 1998 00:48:01 -0400, no.fear@excaliber.net wrote:

>It pisses me off to see these older people still find uses for these
>computers that are as good as the calculators of this day and age.

Why does it piss you off, because you can't. But your right I suppose
most <insert favorite brain-dead term here, incompetent, idiot, etc.
here> people get pissed when they see someone else do something they
can't.

>Well thats just one mans opinion.

Sounds more like a little boys.

1854. TAF Meeting May 20th - Elections and Suzy B's

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3553d2fe.0@diana.idirect.com>
Source record: 5215

Newsgroups: comp.sys.atari.st
From: dreibel@idirect.com (Daniel L. Dreibelbis)
Organization: Toronto Atari Federation
Subject: TAF Meeting May 20th - Elections and Suzy B's
X-Newsreader: NEWSie Version 0.88 (Atari)

Agenda for the May 20th 1998 TAF meeting:

It's election night at TAF, and the first anniversary of the current executive. Did we do a good job over the past 12 months? Think you can do better? Well, that's why we exercise the democratic process at the club - if you're a TAF member in good standing, your vote counts, and you qualify to run for office as well if you feel that the club needs to take a fresh new direction that the current exec is lacking. Don't waste you're vote!

After the voting comes the night's featured speaker - Michael Burkley of Suzy B's Software, one of the largest purveyors of public domain and shareware for the Atari in the world! We'll hear about what Michael has been up to lately, including the re-release of his excellent CD-ROMs of PD/shareware through Floppyshop, and find out just what it's like to run an Atari-oriented business. His last appearance at a TAF meeting a number of years ago was very entertaining, and this night should prove likewise.

And if we have time, Dan will talk about his recent UK trip, complete with pictures and stories about his visits to Atari Computing and Systems Solutions......

See you there!

TORONTO ATARI FEDERATION User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, $2.00 to non-members. Membership is $35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A membership in TAF IS Atari support!

TAF Online! BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1855. TAF Flea Market July 11th

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3553d324.0@diana.idirect.com>
Source record: 5216

On SATURDAY, JULY 11TH, the Toronto Atari Federation will be presenting another one of their famous and popular FLEA MARKETS!

Yes, here's your chance to come to a bazaar of Atari-related software and hardware where you can shop for that peripheral or application for your ST/TT/Falcon or 8-bit that you've been looking for. Or, if there's stuff that you have no use for, get yourself a table and sell! Get rid of your old junk and find yourself a treasure!

We're hoping to have some local dealers (and with luck some out-of-town ones) show up for this event, so we've booked a larger hall in anticipation of a good turnout. Tables will be available at a cost of $5.00 each, with entry to the event at $2.00 each. The Flea Market itself will run from 1:00-5:00 PM (with setup commencing at 12:00 PM and teardown at 5:00 PM) so as to make it possible for as many people inside and outside Toronto to show up. We'll keep you posted on who will be showing up for this event as we make confirmations.

As usual, piracy cannot and will not be condoned at a TAF Flea Market - anyone caught selling pirated software or stolen hardware will be dealt with severely!

Please refer to the bottom of this document regarding getting in touch with TAF on booking tables or finding the location of the event - and we'll see you there!

The TORONTO ATARI FEDERATION Flea Market will be held in the Gold Room of the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Time running from 1:00PM to 5:00PM.

TAF Online! BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1856. 5200 BIOS FILE

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-09 00:00:00 UTC
From: Zeno Calhoun <Zenoc@hotmail.com>
Message-ID: <6j34ifovq1@newsfep2.sprintmail.com>
Source record: 5217

FILE = 5200 BIOS ROM

PLEASE, I NEED THIS FILE AND CANNOT FIND IT ANYWHERE

CAN SOME ONE PLEASE SEND IT TO ME OR TELL ME ***EXACTLY WHERE ON THE WEB I
CAN FIND IT

THANK YOU

5200 BIOS ROM

1857. Help!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-10 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998051014363300.KAA18040@ladder01.news.aol.com>
Source record: 5218

Hello all,
My name is Sam and I'm the one who sent out the CDRom Problems message a few days ago. Thanks to everyone who responded with ideas and suggestions. Unfortunately, I haven't been able to try any of the suggestions because my Falcon won't even boot now! :(When I turn on my Falcon, you can here the power supply kick on and the hard drive starts to boot, then it stops. When I disconnect the hard drive and attempt to boot from floppy, the only thing that comes on is the power supply. Can anyone tell me what to do so that I can at least get my Falcon to boot?
Getting desparate,
Sam
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

1858. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j60ub$3du$1@nnrp1.dejanews.com>
Source record: 5219

In article <6it5a2ngi1@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld) wrote:
>
> On 6 May 1998 23:22:39 , sinclair2000@earthlink.net wrote:
>
>]-The Atari Jihads woops meant users seem to have aggression built up. Need to
>]-relieve that agression through peaceful means. Need to find a sex-bed
>]-partner.
>
> As if you would ever know what a partner was like! ;-)

Don't knock it unless you try it. May take some of the edge of off your
Atarian wakiness.

I am sure there is a lonely horney housewife in your lake of the woods..)

>]-Peter S.
>]-Saving pennies for an imac(culate conception) ;-)
>
>]------== Posted via Deja News, The Leader in Internet Discussion ==-----
>]-http://www.dejanews.com/ Now offering spam-free web-based newsreading
>]-.
>
> Hmm...haven't you found a "real" newsreader for that Mac yet? ;-)

I have..

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1859. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j618a$417$1@nnrp1.dejanews.com>
Source record: 5220

In article <slrn6l68gn.qor.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:
>
> I had CyberStudio LONG before this QTVR thing,
> so what's your point? Also, there's likely
> posix compliant encoding apps freely available
> on the 'net' that would be just a gnu c away
> from being ST applications.

From this statement, you have no idea what QTVR is...

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1860. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j61i1$4jt$1@nnrp1.dejanews.com>
Source record: 5221

In article <slrn6l3l9p.oi0.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:
> Do you know what the term WAR implies
> you sheltered little moron.
>
Yep in many contexes. Ex..Right Wing conspirators towards Clinton: I declare
(a holy)war on your Presidency..

Or Israel has had a unofficial holy war policy towards the Palestenian people
from how you look at it.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1861. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j61pm$4pl$1@nnrp1.dejanews.com>
Source record: 5222

In article <firebird-0705981730470001@pm2s06.shscomputer.com>,
firebird@noln.com wrote:
> The answer is yes they can play and create mpeg, quicktime, and qtvr.
> Maybe not a stock ST, but the Falcon, TT030, 040/060 compatibles can do
> it. The more powerful amiga systems as well. You must buy a new wintel/mac
> every year just to keep up and make Gates and Jobbs very rich when you can
> enjoy an atari for over ten years.
>

Interesting..When I read the hardware requirements to use QTVR, there was no mention of compatibility with the ST and the Amiga.

What is a more powerful Amiga system today?

None of my customers buy a new Mac each year. The average upgrade cycle is around 4+ years and in many cases 7+.

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1862. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j624c$57v$1@nnrp1.dejanews.com>
Source record: 5223

In article <3551aac2.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

Back from the Sooner state to the Lone Star state.

> On 6 May 1998 23:27:59 , while cleaning the sphincter marks from his
> neck, The Idiot Forever Known As Sinclap (sinclair2000@earthlink.net) wrote:

Typical name calling..

>
> Maybe YOU should be the one to go to the dictionary. Or maybe you
> should be the one to go back to school.
>

Been there done that!

> Actually, as one who uses the same tactics as Limbaugh (tired old
> arguments, outright lying, name-calling, bullying behaviour, obsession
> with getting even, fear of feminists, and pettiness) you seem to be the
> one who has the stronger resemblance to the old gasbag who is also a
> national laughingstock. Or should it be Senator Joe McCarthy?

Your words of meaning and clarity sound verbaly like Rush.. Taking pointers?

> >
> >Peter S.
> >Saving up pennies for an imac
>
> I'm saving for a Milan, thank you.

Well you will have to save more pennies than I will and get less.

> >-----== Posted via Deja News, The Leader in Internet Discussion ==-----
> >http://www.dejanews.com/ Now offering spam-free web-based newsreading
>
> gee, TIFKAS can spend all this time bashing Atarians with his tired
> old agenda, and yet he still has no time to set up a proper news-reader on
> his Mac?

I like Deja. Thanks for the concern.

>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////

>

Peter S.
Saved the first 50 pennies for imac

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1863. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j628b$5h3$1@nnrp1.dejanews.com>
Source record: 5224

In article <slrn6l4bjv.ous.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:
> I was refering to quicktime vr over the web (which is
> what I presumed Momar was refering to). The only way
> I could see QTVR being really spiffy is if it has some
> really interesting low cpu bandwidth method of compression
> in which case it would suit Atari's fine. Otherwise, it's
> just another encoding/compression technique applied to a
> base technology that I took advantage of 10 years ago
> with my 520STm.

You have no idea what QTVR is.

> When WinMac types drone on about multimedia, I just chuckle.
>
> It's all bits and algorithms, buzzwords are irrelvant.
>

ROTFLMAO!!!

Peter S.
Saved first 50 pennies for imac

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1864. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: grovem@blockridgecrest.ca.us
Message-ID: <6j67po$77q$1@ash.ridgecrest.ca.us>
Source record: 5225

```
On 8 May 1998 15:17:43 , jedi wrote:
>On 8 May 1998 06:18:59 GMT, Michael Grove <grovem@suckballssinclapridgecrest.ca
>us> wrote:
>>On 7 May 1998 21:58:23 , jedi wrote:
>>>On 7 May 1998 20:55:12 GMT, firebird@noln.com <firebird@noln.com> wrote:
>>>>In article <slrn6l3lc3.oi0.jedi@dementia.mishnet>, jedi@dementia.mishnet
>>>>(jedi) wrote:
>>>>
>>>>> On Wed, 06 May 1998 23:33:56 -0600, sinclair2000@earthlink.net
>>>><sinclair2000@ea
>>>>> rthlink.net> wrote:
>>>>> >In article <354B2B3D.270D0C69@sprynet.com>#1/1,
>>>>> > geoff@sprynet.com wrote:
>>>>> >
>>>>> >> Just because Windows and Mac machines are the most prominent does NOT
>>>>> >> necessarily mean that they are hobby systems. How many computer owners
>>>>> >> out there are computer hobbyists? I'd say that the majority aren't. I'll
>>>>> >> bet a lot of owners have computers because, they can word process, or
>>>>> >> balance their checkbook, or because they wanted an overglorified video
>>>>> >> game system, or because they heard that the "internet is cool." That, in
>>>>> >> my book, makes it more of a tool rather than a hobby.
>>>>> >
>>>>> >And how would you define a hobbyist computer today? Why can't a Mac and
>>>>> >Wintel machine be a hobbyist computer. What is soo special about the ST and
>>>>> >Amiga today? Can the ST and Amiga use Quicktime VR technology?
>>>>>
>>>>> Noone has the requisite bandwidth; go away.
>>>>
>>>>The answer is yes they can play and create mpeg, quicktime, and qtvr.
>>>>Maybe not a stock ST, but the Falcon, TT030, 040/060 compatibles can do
>>>>it. The more powerful amiga systems as well. You must buy a new wintel/mac
>>>>every year just to keep up and make Gates and Jobbs very rich when you can
>>>>enjoy an atari for over ten years.
>>>
>>> I was refering to quicktime vr over the web (which is
>>> what I presumed Momar was refering to). The only way
>>> I could see QTVR being really spiffy is if it has some
>>> really interesting low cpu bandwidth method of compression
>>> in which case it would suit Atari's fine. Otherwise, it's
>>> just another encoding/compression technique applied to a
>>> base technology that I took advantage of 10 years ago
>>> with my 520STm.
>>>
>>> When WinMac types drone on about multimedia, I just chuckle.
```

>>>
>>> It's all bits and algorithms, buzzwords are irrelvant.
>>>.
>>
>>If you install M_Player as an external viewer, QTVR can be viewed over
>>the internet (what ever that is). You can also create 'em too.
>
> I had CyberStudio LONG before this QTVR thing,
> so what's your point? Also, there's likely
> posix compliant encoding apps freely available
> on the 'net' that would be just a gnu c away
> from being ST applications.
>
>
Umm, me thinks this thread is to long to understand. If i'm not
mistaken, the statement above, "I was refering..." was made by you. I
simply pointed out that QTVR can be played back on an Atari over the
web, for what it is worth. CyberStudio is cool, but coupled with
DynaCadd, Chronos and Amilink, makes the complete package.

Mike

1865. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <355705c2.0@diana.idirect.com>
Source record: 5226

On 11 May 1998 05:05:10, sinclair2000@earthlink.net (The Idiot Forever
Known As Sinclap) wrote:

>In article <6it5a2ngi1@news.campus.mci.net>,
> thechyld@pcc-uky.campus.mci.net (DarkChyld) wrote:
>>
>> On 6 May 1998 23:22:39 , sinclair2000@earthlink.net wrote:
>>
>>]-The Atari Jihads woops meant users seem to have aggression built up. Need to
>>]-relieve that agression through peaceful means. Need to find a sex-bed
>>]-partner.
>>
>> As if you would ever know what a partner was like! ;-)
>
>Don't knock it unless you try it. May take some of the edge of off your
>Atarian wakiness.

as TIFKAS has been doing the equivalent of what George Michael was
doing in that washroom in the Atari conferences for years to compensate
for his own lack of action (since his noxious personality, not to
mention his misogyny and misanthropy, precludes any woman from wanting
to be even twenty miles around him), he's a fine one to talk.

(For the record, I am over thirty and I HAVE kissed a girl :))

A clue, TIFKAS - PC does not stand for "Penis Compensator". And you
keep mistaking your Mac for your manhood. You're gonna make some
psychologist a rich person. :)

>>]-Peter S.
>>]-Saving pennies for an imac(culate conception) ;-)

actually, that nest egg should prove handy when you're thrown out
flat on your butt bt your employer when he discovers you've been
bluffing your way through your job and you have the IQ of a pine cone,
the honesty of Rush Limbaugh, and the personality of a jar of
marshmallow fluff - not to mention the fact you're the only person on
the staff whose knuckles are red from dragging on the ground. Not the
sort of image a responsible Apple dealer (which is a fine computer,
BTW), wants to convey to any potential customers - that owning a Mac
can turn one into a paranoid drooling idiot.

>>
>>]------== Posted via Deja News, The Leader in Internet Discussion ==-----
>>]-http://www.dejanews.com/ Now offering spam-free web-based newsreading
>>]-.

>>
>> Hmm...haven't you found a "real" newsreader for that Mac yet? ;-)
>
>I have..

then why don't you use it, TIFKAS? Surely you can put better use of
the time you waste posting your mindless drivel to set up your
wonderful new newsreader. But then with your aforementioned pinecone IQ
that explains a lot.

and now, as a member of the Order of Saint Dogbert, the Patron
Saint of Technology, I wave my sceptre and order this vile Demon Of
Stupidity to begone from this newsgroup! OUT! OUT!

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1866. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6le53o.9ec.jedi@dementia.mishnet>
Source record: 5227

On Mon, 11 May 1998 05:10:34 GMT, sinclair2000@earthlink.net <sinclair2000@eart
hlink.net> wrote:
>In article <slrn6l68gn.qor.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>>
>> I had CyberStudio LONG before this QTVR thing,
>> so what's your point? Also, there's likely
>> posix compliant encoding apps freely available
>> on the 'net' that would be just a gnu c away
>> from being ST applications.
>
>From this statement, you have no idea what QTVR is...

From the perspective of anyone with an education (in computing),
they're the same thing, especially on the end users end.

1867. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6le56h.9ec.jedi@dementia.mishnet>
Source record: 5228

On Mon, 11 May 1998 05:27:40 GMT, sinclair2000@earthlink.net <sinclair2000@eart
hlink.net> wrote:
>In article <slrn6l4bjv.ous.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>> I was refering to quicktime vr over the web (which is
>> what I presumed Momar was refering to). The only way
>> I could see QTVR being really spiffy is if it has some
>> really interesting low cpu bandwidth method of compression
>> in which case it would suit Atari's fine. Otherwise, it's
>> just another encoding/compression technique applied to a
>> base technology that I took advantage of 10 years ago
>> with my 520STm.
>
>You have no idea what QTVR is.
>
>> When WinMac types drone on about multimedia, I just chuckle.
>>
>> It's all bits and algorithms, buzzwords are irrelvant.
>>
>
>ROTFLMAO!!!

I suggest "Introduction to Computer Graphics" by
Foley,Van Dam,Feiner,Huges & Phillips for you to
get your clue.

1868. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1625.7435T1102T802@canit.se>
Source record: 5229

Den 11-Maj-98 06:05:10 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f&#65533;ljande:
>In article <6it5a2ngi1@news.campus.mci.net>,
> thechyld@pcc-uky.campus.mci.net (DarkChyld) wrote:
>>
>> On 6 May 1998 23:22:39 , sinclair2000@earthlink.net wrote:
>>
>>]-The Atari Jihads woops meant users seem to have aggression built up.
>> Need to
>>]-relieve that agression through peaceful means. Need to find a sex-bed
>>]-partner.
>>
>> As if you would ever know what a partner was like! ;-)

>Don't knock it unless you try it. May take some of the edge of off your
>Atarian wakiness.

>I am sure there is a lonely horney housewife in your lake of the woods..)

Peter, this level of discussion must be below even your usual level.

>>]-Peter S.
>>]-Saving pennies for an imac(culate conception) ;-)
>>
>>]------== Posted via Deja News, The Leader in Internet Discussion ==-----
>>]-http://www.dejanews.com/ Now offering spam-free web-based newsreading
>>]-.
>>
>> Hmm...haven't you found a "real" newsreader for that Mac yet? ;-)

>I have..

...but you haven't figured it out? Not strange, knowing you, but why use a web
page for reading mail instead of simply telnetting to your account and using
Pine, as I do when forced to use Macs.

--
Iggy Drougge Y Member of Convergence International
optimus@canit.se | (http://www.convergence.eu.org/)
http://www.canit.se/~optimus/ | -For free choice in computing! __
A1200/28/6/80 | Member of Team Amiga __///
C128D, C64, 1541 | -For the creative mind! \XX/

1869. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1296.7435T1105T2111@canit.se>
Source record: 5230

Den 11-Maj-98 06:19:50 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f&#65533;ljande:
>In article <firebird-0705981730470001@pm2s06.shscomputer.com>,
> firebird@noln.com wrote:
>> The answer is yes they can play and create mpeg, quicktime, and qtvr.
>> Maybe not a stock ST, but the Falcon, TT030, 040/060 compatibles can do
>> it. The more powerful amiga systems as well. You must buy a new wintel/mac
>> every year just to keep up and make Gates and Jobbs very rich when you can
>> enjoy an atari for over ten years.
>>
>Interesting..When I read the hardware requirements to use QTVR, there was no
>mention of compatibility with the ST and the Amiga.

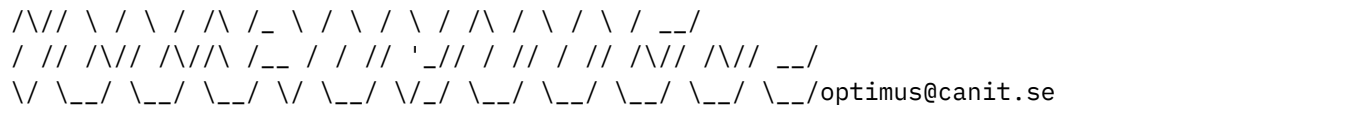
Of course, Mac doesn't own Amiga or the ST, nor does Microsoft. QTVR is only
available for Microsoft platforms.

>What is a more powerful Amiga system today?

'060, graphics card, possibly PowerPC. Can play QTVR under Mac emulation.

>None of my customers buy a new Mac each year. The average upgrade cycle is
>around 4+ years and in many cases 7+.

Not that great a salesman, are you?

--


1870. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6j7no6$o29$1@news.campus.mci.net>
Source record: 5231

```
]-Don't knock it unless you try it. May take some of the edge of off your
]-Atarian wakiness.

"wakiness"? Whats that? A perpetual condition of no-sleep? Must be something
that only TIFKAS's suffer from... ;-)

]-I am sure there is a lonely horney housewife in your lake of the woods..)

Sorry, I have morals and will not stoop to your degenerate levels...

]-> Hmm...haven't you found a "real" newsreader for that Mac yet? ;-)
]-
]-I have..

Really? Then I throw the gauntlet of challenge at your feet! I -dare- you
to prove to us that you can setup and use a Mac newsreader by responding
to this post with the same! C'mon, for once in your life, stand up, be a
man and answer us truly, and not with more verbal garbage... ;-)

_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________________\/
```

1871. Swap Meet **** NOT VAPORWARE ****

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-11 00:00:00 UTC
From: "R. Wayne Arenz" <warenz@lintek.com>
Message-ID: <35573104.0@news.netwalk.com>
Source record: 5232

******* Call for ALL Atarians -- Swap Meet in Columbus, Ohio, USA *******

***** NOTE: This is NOT vaporware -- the space IS reserved *****

This is a pre-call to all Atarians everywhere of every platform (game machines and home computers). We of the Atari Computer Enthusiasts of Columbus [a.k.a. ACEC] WILL be hosting a SWAP MEET/SHOW/SALE on Saturday, September 26, 1998 in Columbus, Ohio, USA. We've placed a security deposit and have marked off the calendar!

At this time, we are posting to provide early alert and gain a preliminary response from the Atari community. We wish to hear from all, but WE WOULD PARTICULARLY LIKE TO HEAR FROM (any remaining) ATARI VENDORS who may wish to attend so that we may include notice of their intention in later posts/publicity. We wish to hear from all so that we may better plan this activity and make certain that everyone interested receives a map to the location (in the north central portion of Columbus, just off of Interstate 71). We will shortly be able to e-mail that map in .BMP or other format.

We are not planning on making any money from this: Tables will be available to Vendors and flea marketeers for $5 per table pre-registration. This price INCLUDES door admission for one person. Obviously, we will not be planning a much greater admission price for people just wishing to walk in, look around, talk, and buy! ACEC merely wishes to continue to promote the Atari community as it has since the '70's.

The precise time and other details for the meet are yet to be set; Atari community response will be a prime factor in determining how long the doors will be open and what other shapes the meet takes.

PLEASE FORWARD this note to anyone you know -- any vendor, any collector, anyone cleaning out their closet -- who might be interested in things Atari.

PLEASE RESPOND to:
primary contact: rwarenz@infinet.com
Wayne's World BBS (614) 761-1891
secondary contact: chwbrown@ee.net (Charles Brown)

SEE ALSO:
(item 7.) ACEC, special interest group (item 13.), on the gopher server freenet.columbus.oh.us |or| www.freenet.columbus.oh.us

1872. Apple Doomsday Clock web site

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j8f4jjav1@nnrp1.dejanews.com>
Source record: 5233

Here is the site that the Jihads have been wanting to see.

http://www.netherworld.com/~mgabrys/clock/

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1873. Re: Apple Doomsday Clock web site

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35585865.0@diana.idirect.com>
Source record: 5234

On 12 May 1998 03:19:48, sinclair2000@earthlink.net (The Idiot Forever Known As Sinclap) wrote:

>Here is the site that the Jihads have been wanting to see.
>
>http://www.netherworld.com/~mgabrys/clock/

again, TIFKAS gets it wrong.

1) there is no such thing as an "Atari Jihad". No matter how many times he says it, it's not going to come true (but then again, he must read up on Hitler's "big lie" theory).

2) Atarians certainly do not want to see Apple's demise, in fact they're encouraged by how well they've been doing. Atarians aren't anti-business, they're anti-idiot (thanks Scott Adams!). Any claims to the contrary by TIFKAS only shows his desperate and paranoid side.

3) the web site we REALLY want to see - the TIFKAS doomsday clock, with the number of days before his employer wises up to what a hopeless loser TIFKAS is and removes him from his job.

>
>
>Peter S.
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

well well well - claims he has a new newsreader, and still doesn't have it set up - STILL relying on Dejanews. Poor widdle Sincwap - doesn't want to get his dainty widdle hands dirty actually configuring his Mac. And he makes a big flap about Atarians having to "hack n' slash" their systems, even though it's one of the true marks of a hobbiest system.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1874. BusinessWeek and Holy War

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j9q8t$6vv$1@nnrp1.dejanews.com>
Source record: 5235

Just to prove a point..Holy War is used in many contexes to get a point across.

In the May 18 issue of BusinessWeek in an article: Corporate America VS. The Religious Right? - as volcanic newt delights social conservatives, business frets(p. 46).

"Some Christian activists would like a HOLY WAR with business", fumes R. Bruce Josten, senior vice-president of the U.S. Chamber of Commerce.

Apologies for the personal attacks in regards to my use of the Atari Jihad is accepted.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1875. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j9qcu$77h$1@nnrp1.dejanews.com>
Source record: 5236

In article <slrn6le53o.9ec.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:
> >From this statement, you have no idea what QTVR is...
>
> From the perspective of anyone with an education (in computing),
> they're the same thing, especially on the end users end.
>

I suggest you locate a local Apple Market Center when Apple has a seminar on
QTVR to get a clue.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1876. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j9qle$7g2$1@nnrp1.dejanews.com>
Source record: 5237

In article <1625.7435T1102T802@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
> Peter, this level of discussion must be below even your usual level.

In regards to sex? Sex is sex..

> page for reading mail instead of simply telnetting to your account and using
> Pine, as I do when forced to use Macs.

I wasn't impressed with Pine when I was on Cedarnet.org.

>
> --
> Iggy Drougge Y Member of Convergence International
> optimus@canit.se | (http://www.convergence.eu.org/)
> http://www.canit.se/~optimus/ | -For free choice in computing! __
> A1200/28/6/80 | Member of Team Amiga __///
> C128D, C64, 1541 | -For the creative mind! \XX/
>

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1877. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j9qun$7u8$1@nnrp1.dejanews.com>
Source record: 5238

In article <6j7no6$o29$1@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld) wrote:

> "wakiness"? Whats that? A perpetual condition of no-sleep? Must be something
> that only TIFKAS's suffer from... ;-)

No sleep issues here..

>
>]-I am sure there is a lonely horney housewife in your lake of the woods..)
>
> Sorry, I have morals and will not stoop to your degenerate levels...

Meaning: 'I can't get any' Why is sex associated with degenerates?

>]-> Hmm...haven't you found a "real" newsreader for that Mac yet? ;-)
>]-
>]-I have..
>
> Really? Then I throw the gauntlet of challenge at your feet! I -dare- you
> to prove to us that you can setup and use a Mac newsreader by responding
> to this post with the same! C'mon, for once in your life, stand up, be a
> man and answer us truly, and not with more verbal garbage... ;-)

What does being a man have to do with a newsreader? A man here is keeping
your female neighbors at bay.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1878. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j9rai$87m$1@nnrp1.dejanews.com>
Source record: 5239

In article <355705c2.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> actually, that nest egg should prove handy when you're thrown out
> flat on your butt bt your employer when he discovers you've been
> bluffing your way through your job and you have the IQ of a pine cone,
> the honesty of Rush Limbaugh, and the personality of a jar of
> marshmallow fluff - not to mention the fact you're the only person on
> the staff whose knuckles are red from dragging on the ground. Not the
> sort of image a responsible Apple dealer (which is a fine computer,
> BTW), wants to convey to any potential customers - that owning a Mac
> can turn one into a paranoid drooling idiot.

I don't work for any Apple dealer. I am like the overseerer of the Apple
store with in a store at CompUSA stores in my territory.

>
> then why don't you use it, TIFKAS? Surely you can put better use of
> the time you waste posting your mindless drivel to set up your
> wonderful new newsreader. But then with your aforementioned pinecone IQ
> that explains a lot.

I am...

> and now, as a member of the Order of Saint Dogbert, the Patron
> Saint of Technology, I wave my sceptre and order this vile Demon Of
> Stupidity to begone from this newsgroup! OUT! OUT!

And what would you do?

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1879. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6j9ro2$8q9$1@nnrp1.dejanews.com>
Source record: 5240

In article <1296.7435T1105T2111@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
> Of course, Mac doesn't own Amiga or the ST, nor does Microsoft. QTVR is only
> available for Microsoft platforms.
>

You mean the intel and Mac platforms...You don't need MS apps to run QTVR
except for the OS on the intel platform.

> >What is a more powerful Amiga system today?
>
> '060, graphics card, possibly PowerPC. Can play QTVR under Mac emulation.

They still use 060 in '98'? Whats GateWay's plans for the Amiga? I saw
Amazing Computing at the newstand while in the Sooner state last week.
Brought back nostalgic memories when I couldn't wait for the next issue along
with AmigaWorld and Info to arrive at my dooor.

> >None of my customers buy a new Mac each year. The average upgrade cycle is
> >around 4+ years and in many cases 7+.
>
> Not that great a salesman, are you?

I don't sell. My Mac Specialists do. It's also a selling point that Macs
last longer than wintel.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1880. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6lgt3r.e2g.jedi@dementia.mishnet>
Source record: 5241

```
On Tue, 12 May 1998 15:38:06 GMT, sinclair2000@earthlink.net <sinclair2000@ea
rthlink.net> wrote:
>In article <slrn6le53o.9ec.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>> >From this statement, you have no idea what QTVR is...
>>
>> From the perspective of anyone with an education (in computing),
>> they're the same thing, especially on the end users end.
>>
>
>I suggest you locate a local Apple Market Center when Apple has a seminar on
>QTVR to get a clue.

Apple isn't bright enough to invent something that new.
Perhaps you should indulge in that 'seminar' yourself,
you seem to need it more than any of us.
```

1881. New & Used Software and Hardware

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998051216251900.MAA10453@ladder03.news.aol.com>
Source record: 5242

THE COMPUTER DUNGEON has updated our website, including a listing of all products we have in stock that can be viewed online or downloaded.

New & Used software, Used Hardware, New & Used Accessories, New & Used Jaguar-Lynx-Classic (2600-5200-7800) Video Game Items, and even some XL/XE New & Used Items.

Many full version Shareware games for your ST and Falcon. Titles include: Running (Falcon), Double Bobble 2000 (Falcon), H.E.A.T. Wave (Falcon & ST), Annex (ST), Realms of Reality (ST), Mole Mayhem (ST), Trader 2 (ST), Seven Keys (ST), Curse of Azriel (ST), SkyFall Plus (Falcon), and many more. PLEASE SUPPORT SHAREWARE AUTHORS!

ST Plus Fanzine Issue #28 (May) now in stock and mailing. Price is $2.00 which includes shipping or the current issue is FREE with any purchase.

Visit our website at: http://www.mcs.net/~isis/dungeon/dungeon.htm or give us a call at 708-547-7085 for more information or to request a FREE catalog.

Thanks for taking the time to read this and we look forward to helping you with all your Atari needs.

Al Horton
The Computer Dungeon

"Support Shareware Authors"

1882. TIFKAS - the Most Clueless Mac Advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35588d49.0@diana.idirect.com>
Source record: 5243

since it's my day off today, I thought I'd do some net surfing and check out that "Apple Doomsday Clock" that TIFKAS (The Idiot Forever Known As Sinclap) posted and boasted about.

I just want to say that it's a great site! Well designed, and it has some stuff that's some excellent food for thought on Apple - even had one of Don Thomas' thoughful articles on the state of Apple/Microsoft vis a vis Atari and Sega - well done!

In fact, just to pay back TIFKAS, I decided to start a new thread in their BBBS area (Bulls**t BBS, where people talk about reality about Apple's condition). It's called "The Most Clueless Mac Advocate", and I've nominated TIFKAS as the Most Clueless, complete with some of his greatest missies, and telling their readers where to find more - I've even asked them to come here and watch TIFKAS make a complete and utter fool of himself, and join in the fun of making an even bigger ass of him!

Maybe NOW it will make TIFKAS "be a man" and confront those who are REALLY in the know about Apple and PCs to face them and explain himself. It couldn't have happened to a more deserving idiot.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

1883. Re: BusinessWeek and Holy War

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <355890f8.0@diana.idirect.com>
Source record: 5244

On 12 May 1998 15:35:56, sinclair2000@earthlink.net (The Idiot Forever Known As Sinclap)wrote:

>Just to prove a point..Holy War is used in many contexes to get a point
>across.
>
>In the May 18 issue of BusinessWeek in an article: Corporate America VS. The
>Religious Right? - as volcanic newt delights social conservatives, business
>frets(p. 46).
>
>"Some Christian activists would like a HOLY WAR with business", fumes R. Bruce
>Josten, senior vice-president of the U.S. Chamber of Commerce.
>
>Apologies for the personal attacks in regards to my use of the Atari Jihad is
>accepted.
>
methinks the TIFKAS protests too much. Do you get the feeling that he realizes he has now bitten off more than he can chew, and is desperately trying to weasel out?

For the record - TIFKAS has used the word Jihad to describe Atari users, and even used the word "Islam" along with it - thereby describing us as murderous fanatics (which in turn paints all Islamic peoples as murderous fanatics, an unfortunate stereotype which I, who work with people of the Islamic faith every day, find personally repugnant). And no amount of posturing will change that. Except for an apology to US, and a promise to never use that term again.

Interestingly, while checking that "Mac Doomsday" website this afternoon, I noticed that a number of Mac naysayers refer to Mac users as the MacJihad! I think if the shoe is on the other foot, TIFKAS would be whining about being misrepresented and demanding apologies from them - which I wouldn't find surprising from the two-faced little snivelling bag of rat hair.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1884. FS in UK. ST Format Mags + Discs etc

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: D Mann <geedee@zetnet.co.uk>
Message-ID: <01bd7dd1$0dd2d640$LocalHost@zetnet.co.uk>
Source record: 5245
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

ST Format Coverdisks and Magazines (Future Publishing). 70 issues from 8 to 78 a few gaps only. Complete with the subscribers extra coverdisks. Many full programs, eg database, spreadsheet, WP, graphic, games MIDI. Offers please via e-mail to me at address below. I'm London based.

Also 37 games available, all boxed with original documentation. List from same address, at around £2 each, or would accept £55 for the lot.

Finally, an Atari STFM 4 Meg with Colour SC1224 Monitor mouse joysticks (a "bug" and a Quickshot) £120 ono

geedee@zetnet.co.uk.

1885. Re: BusinessWeek and Holy War

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6lh6bp.eaf.jedi@dementia.mishnet>
Source record: 5246

On 12 May 98 18:12:08 GMT, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:
>
>
>On 12 May 1998 15:35:56, sinclair2000@earthlink.net (The Idiot Forever
>Known As Sinclap)wrote:
>
>>Just to prove a point..Holy War is used in many contexes to get a point
>>across.
>>
>>In the May 18 issue of BusinessWeek in an article: Corporate America VS. The
>>Religious Right? - as volcanic newt delights social conservatives, business
>>frets(p. 46).
>>
>>"Some Christian activists would like a HOLY WAR with business", fumes R. Bruce
>>Josten, senior vice-president of the U.S. Chamber of Commerce.
>>
>>Apologies for the personal attacks in regards to my use of the Atari Jihad is
>>accepted.

Considering that Most xian activists are just a hare
away from being good hezbollah recruits (lack of islam
excepted), you deserve being slammed AGAIN: not apoligized
to.

Now you're lumping us in with the like of Wildmon & Bork.

>>
> methinks the TIFKAS protests too much. Do you get the feeling that
>he realizes he has now bitten off more than he can chew, and is
>desperately trying to weasel out?
>
> For the record - TIFKAS has used the word Jihad to describe Atari
>users, and even used the word "Islam" along with it - thereby describing
>us as murderous fanatics (which in turn paints all Islamic peoples as
>murderous fanatics, an unfortunate stereotype which I, who work with
>people of the Islamic faith every day, find personally repugnant). And
>no amount of posturing will change that. Except for an apology to US,
>and a promise to never use that term again.
>
> Interestingly, while checking that "Mac Doomsday" website this
>afternoon, I noticed that a number of Mac naysayers refer to Mac users
>as the MacJihad! I think if the shoe is on the other foot, TIFKAS would
>be whining about being misrepresented and demanding apologies from them
>- which I wouldn't find surprising from the two-faced little snivelling
>bag of rat hair.

>
>
>//////////////////////Daniel L. Dreibelbis//////////////////////
>ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
>///////////////"And yet, the Fuji Lives!" ////////////////////

1886. Re: TOS users beat TIFKAS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-12 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IEMQCECNUP@data.rhein-main.de>
Source record: 5247

In <6j61i1$4jt$1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:

>Or Israel has had a unofficial holy war policy towards the Palestenian people
>from how you look at it.

Buthead..
That's a A T A R I newsgroup..

Not a -Mac-Peter-Ashole-Palestina-War-Group-

Toc, Toc .. hello Mc Fly..

--
-= Home of DOITF030, PROFIJAG, DOITLYNX, DOIT_MAC, DOIT_ST =-
_____
Nemesis Falcon F030-520ST-Jaguar-Mac Lynx I + II
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/homepage.htm

1887. Re: BusinessWeek and Holy War

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <972.7437T1195T2816@canit.se>
Source record: 5049

Den 12-Maj-98 16:35:56 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f&#65533;ljande:
>Just to prove a point..Holy War is used in many contexes to get a point
>across.

>In the May 18 issue of BusinessWeek in an article: Corporate America VS. The
>Religious Right? - as volcanic newt delights social conservatives, business
>frets(p. 46).

>"Some Christian activists would like a HOLY WAR with business", fumes R.
>Bruce Josten, senior vice-president of the U.S. Chamber of Commerce.

>Apologies for the personal attacks in regards to my use of the Atari Jihad is
>accepted.

Neither personal attacks nor apologies from me.
A "holy war" in plain English still carries some different implications than a
jihad, especially when used about religious activists. If it was not such a
bad word, would the senator "fume"?

--
alt.toys.transformers is *not* talk.abortion
alt.toys.transformers is *not* talk.religion
alt.toys.transformers is *not* alt.test
Iggy Drougge 1997

1888. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1448.7437T1209T317@canit.se>
Source record: 5050

Den 12-Maj-98 16:47:35 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f�ljande:
>In article <6j7no6$o29$1@news.campus.mci.net>,
> thechyld@pcc-uky.campus.mci.net (DarkChyld) wrote:

```
>>
>> ]-I am sure there is a lonely horney housewife in your lake of the woods..)
>>
>> Sorry, I have morals and will not stoop to your degenerate levels...

>Meaning: 'I can't get any' Why is sex associated with degenerates?

The bible says "Thou shalt not fuck thy neighbour's wife", doesn't it?

>> ]-> Hmm...haven't you found a "real" newsreader for that Mac yet? ;-)
>> ]-
>> ]-I have..
>>
>> Really? Then I throw the gauntlet of challenge at your feet! I -dare- you
>> to prove to us that you can setup and use a Mac newsreader by responding
>> to this post with the same! C'mon, for once in your life, stand up, be a
>> man and answer us truly, and not with more verbal garbage... ;-)

>What does being a man have to do with a newsreader? A man here is keeping
>your female neighbors at bay.

Again, you avoid the issue. Just use your bloody newsreader. Just use anything
but DejaNews.
It's no surprise that you're not popular with the feminists.
```

--
/// Iggy Drougge __/__
/// optimus@canit.se \ �. /
\\\/// http://www.canit.se/~optimus/ /_o _\
\\X/ They told me to get a life. I got a computer instead. \/

1889. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1158.7437T1208T369@canit.se>
Source record: 5051

Den 12-Maj-98 16:42:38 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f�ljande:
>In article <1625.7435T1102T802@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:
>>
>> Peter, this level of discussion must be below even your usual level.

>In regards to sex? Sex is sex..

Sex is not computers.

>> page for reading mail instead of simply telnetting to your account and
>> using Pine, as I do when forced to use Macs.

>I wasn't impressed with Pine when I was on Cedarnet.org.

Of course, it doesn't have any cute icons.

However, I made an error here, confusing DejaNews with Hotmail. What I emant
to say is:
Why do you use a web page for reading news instead of simply telnetting to
your account and using tin, as I do when forced to use Macs.

[unnecessary quoted .sig snipped]

>Peter S.

...who still haven't managed to set up his brilliant newsreader.

--
/// Iggy Drougge __/__
/// optimus@canit.se \ �. /
\\\/// http://www.canit.se/~optimus/ /_o _\
\\X/ They told me to get a life. I got a computer instead. \/

1890. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2203.7437T1202T421@canit.se>
Source record: 5052

Den 12-Maj-98 17:01:05 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f�ljande:
>In article <1296.7435T1105T2111@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:
>>
>> Of course, Mac doesn't own Amiga or the ST, nor does Microsoft. QTVR is
>> only available for Microsoft platforms.
>>
>You mean the intel and Mac platforms...You don't need MS apps to run QTVR
>except for the OS on the intel platform.

No, I mean the Microsoft platforms - no mention of the hardware, only the
OSes. Apple is now Microsoft's puppy.

>> >What is a more powerful Amiga system today?
>>
>> '060, graphics card, possibly PowerPC. Can play QTVR under Mac emulation.

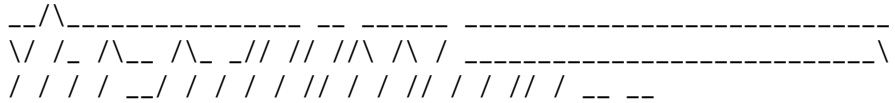
>They still use 060 in '98'? Whats GateWay's plans for the Amiga? I saw
>Amazing Computing at the newstand while in the Sooner state last week.
>Brought back nostalgic memories when I couldn't wait for the next issue along
>with AmigaWorld and Info to arrive at my dooor.

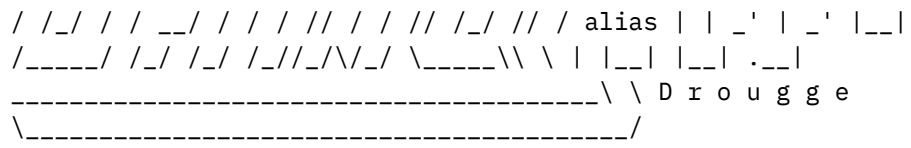
The Mac has never used 060s, so you wouldn't know its power. It's a lot faster
than the emulation employed by the Mac.
I've never read Amazing Computing myself, only browsed through it, since it
seems comparable to Amiga Info (Swedish Ami mag) in quality and size and costs
more than either the Swedish, German or UK mags (at least cosidering what you
get).

>> >None of my customers buy a new Mac each year. The average upgrade cycle
>> >is around 4+ years and in many cases 7+.
>>
>> Not that great a salesman, are you?

>I don't sell. My Mac Specialists do. It's also a selling point that Macs
>last longer than wintel.

I don't know your salesmen, so I guess the Mac simply isn't that hot, going by
your logic. The people here still use 520STs, so I believe you have something
to learn about lasting computers.

--



/ /_/ / / __/ / / / // / / // /_/ // / alias | | _' | _' |__|
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_____/

1891. WAHHHH! Little Sinclap - unhappy at last

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-13 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3558e347.0@diana.idirect.com>
Source record: 5248

well, I thought I'd let you all in on something I heard from a little dickey bird. Apparently someone was offended enough by TIFKAS' postings here (especially his sex raps) to complain to DejaNews about his behaviour.

It has now been confirmed that TIFKAS has been barred from any further posting via DejaNews. This will make this the third time he has been kicked off or reprimanded by an ISP or service (the first by cedarnet.org for posting off-topic MCIBTYC drivel in comp.sys.atari.st, the second by Hotmail for using the service to verbally harass Rich Tietjiens via e-mail).

Something tells me we won't have heard the last of him, as he'll probably now try to get a newsreader up and running on his Mac. But, boy, that must be some digital spanking he received.

And TIFKAS, if you're reading this - congragulations, LOSER, you just achieved a hat trick. :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1892. Atari Force

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: look@my.sig
Message-ID: <355a2f9c.74621621@news.wavetech.net>
Source record: 5053
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Watch your back Amiga RC5, the Atari Force is on the move! (Nothing wrong with a little friendly competition, eh?) If you love Atari, show your support by joining team #3921 today! That is if the stats server ever recovers from the eternal update it seems to be in today... :P (I hope its because they're upgrading the poor thing... :)

No idea what I'm talking about? Go to www.distributed.net. The official team page is at members.xoom.com/8088/rc5/ but is pretty much a placeholder at the moment...

Now where's that Atari client? :)

--
Email should go to a username of lerwick that belongs to yet another annoyed spam victim at a server who is listed in the DNS as freenet.msp.mn.us
And my homepage URL can be easily figured out from my email address
(bite me spammers)

1893. Re: WAHHHH! Little Sinclap - unhappy at last

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6jdi49$4d9$1@nnrp1.dejanews.com>
Source record: 5054

In article <3558e347.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> well, I thought I'd let you all in on something I heard from a
> little dickey bird. Apparently someone was offended enough by TIFKAS'
> postings here (especially his sex raps) to complain to DejaNews about
> his behaviour.

Oh, what a baby! Using the correct english language words is against the law?
I guess the rules are different in the Canadian territory.

> It has now been confirmed that TIFKAS has been barred from any
> further posting via DejaNews. This will make this the third time he has
> been kicked off or reprimanded by an ISP or service (the first by
> cedarnet.org for posting off-topic MCIBTYC drivel in comp.sys.atari.st,
> the second by Hotmail for using the service to verbally harass Rich
> Tietjiens via e-mail).

News to me..

> Something tells me we won't have heard the last of him, as he'll
> probably now try to get a newsreader up and running on his Mac. But,
> boy, that must be some digital spanking he received.

What spanking.

> And TIFKAS, if you're reading this - congragulations, LOSER, you
> just achieved a hat trick. :)
>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1894. Re: WAHHHH! Little Sinclap - unhappy at

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <355ae1ac.0@diana.idirect.com>
Source record: 5055

On 14 May 1998 01:41:29, sinclair2000@earthlink.net wrote:
>In article <3558e347.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> well, I thought I'd let you all in on something I heard from a
>> little dickey bird. Apparently someone was offended enough by TIFKAS'
>> postings here (especially his sex raps) to complain to DejaNews about
>> his behaviour.
>
>Oh, what a baby! Using the correct english language words is against the law?
> I guess the rules are different in the Canadian territory.

1) Canada is a separate country from the US. No matter how many times
you tell a lie, it doesn't make it true.

2) No, but DejaNews does have policies against posting off-topic
trolls, especially gross off-topic ones
>
>> It has now been confirmed that TIFKAS has been barred from any
>> further posting via DejaNews. This will make this the third time he has
>> been kicked off or reprimanded by an ISP or service (the first by
>> cedarnet.org for posting off-topic MCIBTYC drivel in comp.sys.atari.st,
>> the second by Hotmail for using the service to verbally harass Rich
>> Tietjiens via e-mail).
>
>
>News to me..

maybe they haven't implemented it yet.......
>
>> Something tells me we won't have heard the last of him, as he'll
>> probably now try to get a newsreader up and running on his Mac. But,
>> boy, that must be some digital spanking he received.
>
>What spanking.
>
>> And TIFKAS, if you're reading this - congragulations, LOSER, you
>> just achieved a hat trick. :)
>>
>> ////////////////////Daniel L. Dreibelbis////////////////////
>> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
>> Thorn in the side of all net.twits
>> email: dreibel@idirect.com
>> ///////////////"And yet, the Fuji Lives!" ///////////////////
>>

>
>Peter S.
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading
>.

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1895. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6jf3oqfhv1@nnrp1.dejanews.com>
Source record: 5056

In article <slrn6lgt3r.e2g.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:
>
> On Tue, 12 May 1998 15:38:06 GMT, sinclair2000@earthlink.net <sinclair2000@ea
> rthlink.net> wrote:
> >In article <slrn6le53o.9ec.jedi@dementia.mishnet>,
> > jedi@dementia.mishnet (jedi) wrote:
> >> >From this statement, you have no idea what QTVR is...
> >>
> >> From the perspective of anyone with an education (in computing),
> >> they're the same thing, especially on the end users end.
> >>
> >
> >I suggest you locate a local Apple Market Center when Apple has a seminar on
> >QTVR to get a clue.
>
> Apple isn't bright enough to invent something that new.
> Perhaps you should indulge in that 'seminar' yourself,
> you seem to need it more than any of us.
>

ROTFLMAO!!!

QT(VR) is the industry standard...duh!!!

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1896. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6jf41dfsd1@nnrp1.dejanews.com>
Source record: 5057

In article <1448.7437T1209T317@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
> Den 12-Maj-98 16:47:35 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
> f�ljande:
> >In article <6j7no6$o29$1@news.campus.mci.net>,
> > thechyld@pcc-uky.campus.mci.net (DarkChyld) wrote:
>
> >>
> >>]-I am sure there is a lonely horney housewife in your lake of the woods..)
> >>
> >> Sorry, I have morals and will not stoop to your degenerate levels...
>
> >Meaning: 'I can't get any' Why is sex associated with degenerates?
>
> The bible says "Thou shalt not fuck thy neighbour's wife", doesn't it?

Oops..I errored in adding wife. I should of said single..

What if the bible says "Thou shal jump off the cliff if you vote democratic"

So you allow sentences written on paper rule your life?

> >>]-> Hmm...haven't you found a "real" newsreader for that Mac yet? ;-)
> >>]-
> >>]-I have..
> >>
> >> Really? Then I throw the gauntlet of challenge at your feet! I -dare- you
> >> to prove to us that you can setup and use a Mac newsreader by responding
> >> to this post with the same! C'mon, for once in your life, stand up, be a
> >> man and answer us truly, and not with more verbal garbage... ;-)
>
> >What does being a man have to do with a newsreader? A man here is keeping
> >your female neighbors at bay.
>
> Again, you avoid the issue. Just use your bloody newsreader. Just use anything
> but DejaNews.
> It's no surprise that you're not popular with the feminists.

Does it iritate you that I use the DejaNews reader?

> --
> /// Iggy Drougge __/__
> /// optimus@canit.se \ �. /
> \\\/// http://www.canit.se/~optimus/ /_o _\
> \\X/ They told me to get a life. I got a computer instead. \/

>
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1897. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6jf4ds$gd2$1@nnrp1.dejanews.com>
Source record: 5058

In article <2203.7437T1202T421@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> No, I mean the Microsoft platforms - no mention of the hardware, only the
> OSes. Apple is now Microsoft's puppy.
>

Apple is a MS puppy? I don't see the connection. I am expecting my Comp
stores to clean up on the imac.

> The Mac has never used 060s, so you wouldn't know its power. It's a lot faster
> than the emulation employed by the Mac.

For good reasons... I have not used any 68k emulated software in years. Nice
try..

> >I don't sell. My Mac Specialists do. It's also a selling point that Macs
> >last longer than wintel.
>
> I don't know your salesmen, so I guess the Mac simply isn't that hot, going by
> your logic. The people here still use 520STs, so I believe you have something
> to learn about lasting computers.

The issue with the 520ST is that there is no logical upgrade. Many of my
classic Mac users will buy the imac becuase it shares the same characteristics
of the 1984 Mac 128k. That it was a revolutionary product of the time.

Peter S.

> --
> __/_____________ __ ______ ____________________________
> \/ /_ /__ /_ _// // //\ /\ / _____________________________\
> / / / / __/ / / / / // / / // / / // / __ __
> / /_/ / / __/ / / / // / / // /_/ // / alias | | _' | _' |__|
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> _____________________________________\ \ D r o u g g e
> _____________________________________/
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1898. Re: BusinessWeek and Holy War

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6jf4ulhbe1@nnrp1.dejanews.com>
Source record: 5059

In article <slrn6lh6bp.eaf.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> Considering that Most xian activists are just a hare
> away from being good hezbollah recruits (lack of islam
> excepted), you deserve being slammed AGAIN: not apoligized
> to.

What drives one to be hezbollah recruits is when Israel steps on the
Palestinian people, pulling the rug from their house and property.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1899. Well, now.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: burr@cyberhighway.net
Message-ID: <6jf88g$r6c$1@news.cyberhighway.net>
Source record: 5060

I just prefer a computer with a core OS inbedded within a ROM chip vs. a hard drive such as Windows. That way I know I can still do file manipulations without relying on extreme external software to drive it. I've seen users of PCs with DOS and Windows installed that have been corrupted causing various system failures and unrecoverable fatal crashes. There computer system is almost completely useless to them and they fork out the big bucks required to hire professional experts to salvage the data on a corrupted drive. At least with a core OS on ROM We Atari and MAC and Amiga users have a huge advantage in that we have some control over file manipulation even without a hard drive. Very simple to recover from corrupted boot drive start-up failures.

James

1900. Re: BusinessWeek and Holy War

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6lmp4u.pe8.jedi@dementia.mishnet>
Source record: 5061

On Thu, 14 May 1998 16:08:54 GMT, sinclair2000@earthlink.net <sinclair2000@ear
thlink.net> wrote:
>In article <slrn6lh6bp.eaf.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>
>> Considering that Most xian activists are just a hare
>> away from being good hezbollah recruits (lack of islam
>> excepted), you deserve being slammed AGAIN: not apoligized
>> to.
>
>What drives one to be hezbollah recruits is when Israel steps on the
>Palestinian people, pulling the rug from their house and property.

That was not meant as a contemplation of Machiavelli thank you...

1901. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6lmp7v.pe8.jedi@dementia.mishnet>
Source record: 5062

```
On Thu, 14 May 1998 15:48:42 GMT, sinclair2000@earthlink.net <sinclair2000@eart
hlink.net> wrote:
>In article <slrn6lgt3r.e2g.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>>
>> On Tue, 12 May 1998 15:38:06 GMT, sinclair2000@earthlink.net <sinclair2000@ea
>> rthlink.net> wrote:
>> >In article <slrn6le53o.9ec.jedi@dementia.mishnet>,
>> > jedi@dementia.mishnet (jedi) wrote:
>> >> >From this statement, you have no idea what QTVR is...
>> >>
>> >> From the perspective of anyone with an education (in computing),
>> >> they're the same thing, especially on the end users end.
>> >>
>> >
>> >I suggest you locate a local Apple Market Center when Apple has a seminar on
>> >QTVR to get a clue.
>>
>> Apple isn't bright enough to invent something that new.
>> Perhaps you should indulge in that 'seminar' yourself,
>> you seem to need it more than any of us.
>>
>
>ROTFLMAO!!!
>
>QT(VR) is the industry standard...duh!!!

So? What's the ANSI, ISO or RFC number?
```

1902. Re: Well, now.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6lmpf3.pe8.jedi@dementia.mishnet>
Source record: 5063

On 14 May 1998 17:05:20 GMT, James <burr@cyberhighway.net> wrote:
>I just prefer a computer with a core OS inbedded within a ROM chip vs.
>a hard drive such as Windows. That way I know I can still do file
>manipulations without relying on extreme external software to drive
>it. I've seen users of PCs with DOS and Windows installed that have
>been corrupted causing various system failures and unrecoverable fatal
>crashes. There computer system is almost completely useless to them
>and they fork out the big bucks required to hire professional experts
>to salvage the data on a corrupted drive. At least with a core OS on
>ROM We Atari and MAC and Amiga users have a huge advantage in that we
>have some control over file manipulation even without a hard drive.
>Very simple to recover from corrupted boot drive start-up failures.

1903. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6lmpcr.pe8.jedi@dementia.mishnet>
Source record: 5064

On Thu, 14 May 1998 15:59:56 GMT, sinclair2000@earthlink.net <sinclair2000@ea
rthlink.net> wrote:
>In article <2203.7437T1202T421@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:
>
>> No, I mean the Microsoft platforms - no mention of the hardware, only the
>> OSes. Apple is now Microsoft's puppy.
>>
>
>Apple is a MS puppy? I don't see the connection. I am expecting my Comp
>stores to clean up on the imac.

...and only 2x more expensive than the cheap
(although perhaps inferior) PC's sitting in
piles by the front door (Today, as opposed
to August)...

Apple is living in the mid-eighties again.
They couldn't 'think different' if thier
lives depended on it.

1904. Re: Atari Force

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: "David P. Cole" <avon@ibm.net>
Message-ID: <355B9CBD.53EC@ibm.net>
Source record: 5065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Callum Lerwick wrote:
>
> Watch your back Amiga RC5, the Atari Force is on the move! (Nothing wrong
> with a little friendly competition, eh?) If you love Atari, show your
> support by joining team #3921 today! That is if the stats server ever
> recovers from the eternal update it seems to be in today... :P (I hope its
> because they're upgrading the poor thing... :)
>
> No idea what I'm talking about? Go to www.distributed.net. The official
> team page is at members.xoom.com/8088/rc5/ but is pretty much a placeholder
> at the moment...
>
> Now where's that Atari client? :)
>

All righty then, where's the Atari newsgroup? I want to see Amiga users
posting adverts for Team Amiga.

Nothing wrong with a little friendly competition, eh?

1905. Re: Atari Force

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-14 00:00:00 UTC
From: pico <pico_nospam@aros.net>
Message-ID: <355B5CE6.MD-0.198.pico_nospam@aros.net>
Source record: 5066
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

>
> All righty then, where's the Atari newsgroup? I want to see Amiga users
> posting adverts for Team Amiga.
>
> Nothing wrong with a little friendly competition, eh?

actually it would be nice to see the two combine their efforts.

1906. iMac - it's doomed, was Mac OS beats TOS in survey

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <355b9d00.0@diana.idirect.com>
Source record: 5067

On 14 May 1998 15:59:56, sinclair2000@earthlink.net wrote:

>>
>> I don't know your salesmen, so I guess the Mac simply isn't that hot, going by
>> your logic. The people here still use 520STs, so I believe you have something
>> to learn about lasting computers.
>
>The issue with the 520ST is that there is no logical upgrade. Many of my
>classic Mac users will buy the imac becuase it shares the same characteristics
>of the 1984 Mac 128k. That it was a revolutionary product of the time.
>
the problem here is that you shouldn't be targeting to just existing
Mac users - you'll get the law of diminishing returns all over again as
it has been with just about every new Mac that has rolled in in the past
five years. What you should be doing is not only to be targeting the new
user (which Apple is wisely planning to do in this regard) as well as
existing PC users who are fed up with Bi66 6ates' grandeous schemes,
bully-boy sales tactics and bloated, buggy software and operating systems.

Unfortunately, the iMac may well be the wrong product to be
launching as a target computer for the first-time buyer, as it has to
me some rather fatal flaws:

1) no floppy disk drive (come on - who in Cupertino has been
drinking the bong water? Floppy disks, contrary to what the press has
been saying, are still prevalent in the use of transfer of projects from
computer to computer, owing to their relative cheapness and size. Is
Apple going to be offering a disk drive as a proprietary option to those
who need it to transfer work stuff to their home iMac? How are people
going to transfer programs and important files from their old Macs to
the iMac?)

2) no SCSI ports (especially if you're expecting to sell to
existing Mac users, including those who have things like scanners,
removable media drives, SCSI to Ethernet convertors, etc. This is a big
concern to musicians who use SCSI to do hard disk recording, and for
whom the specs on this machine will be perfect for them? Is Apple
expecting those people who've paid good money for their peripherals to
eat their investment? Is Apple expecting companies to make proprietary
scanners for use with the iMac? Like it or not, SCSI is a superior
standard despite the much-improved IDE specs and they should at least
consider it an option if not to make it standard, surely they can
install a SCSI host adaptor?)

3) ANOTHER proprietary printer port that'll now require all new
printers to be designed? Apple should be instead looking at opening up

the number of printers that can be hooked up to their computers by going to a standard parallel port scheme (which the Ataris have had since 1985 :)) which could allow a popular printer from any manufacturer to be hooked up to it without having to inverst in a $100 cable/software package!

4) the $1200 US package sound great on paper, but what all do you get for that $1200. Does the monitor come with it, and if not, is it proprietary? Is the keyboard and mouse included? I ask because according to the Toronto Sun's computer section on Wednsday estimates by the time the iMac gets to Canada it will, with the current state of the dollar and imports and tariffs, the iMac will be around $2000CDN - and currently, you can get an IBM brand windows box, also at 266mHz, which will easily take about any printer, SVGA monitor and scanner on the market, for the same price! Which of course by the time August comes around will probably go for much lower! The same could well be said regarding the Dell computers with the same specs!

I think if Eddie Lunchpail or Sally Housecoat REALLY wanted to think Apple, they'd get a better computer and more bang for the buck by buying a used Quadra or PowerPC computer - there are some really good deals going on at a number of Mac dealers here in Toronto for used top-condition Macs here for much less than $2000. I mean really, who needs a 266mHz processor to write a letter or design a piece of art or telecommunicate - that'd be like swatting a fly with a Buick! Heck, used SE/30s go for $199 here and are REALLY good little computers for doing day-to-day stuff!

Apple wants us to think different - well it looks like behind the scenes the same old thinking has been going on once again to Apple's detrement.

Oh yes - and as usual TIFKAS is wrong in saying that there is no logical successor to the 520ST. There's still of course the Hades, but also there's the Milan, which at a projected $824 US is nothing to sneeze at. You can hook up an SVGA monitor, have up to 128 megabytes RAM, hook up all sorts of printers and scanners, you have the option of SCSI. Sure it has what TIFKAS would sneer at as "old processors", but when you consider that STs have always been fairly zippy and the programs written for it have been tightly coded with little bogosity (really, Easter Eggs in applications, give me a break!), a Milan looks pretty good to the average Atarian.

Full specs:

Milan -- A new star in TOS heaven

[picture of cute mini-tower]

The new power-generation revolution for the TOS market!

Starting at 1,499 DM (that's $824 US).
pre-orders available.

<flaming> New </flaming>

Milan Specifications:

o Modern PCI and ISA bus system with 4 PCI and 3 ISA slots
o Motorola 68040 CPU
o 4 SIMM slots for EDO RAM (maximum of 512 KB)
o 2 x 2 IDE Ports, Serial and Parallel interface
o interface for PC keyboard
o Operating System on Flash RAM for easy updating
o Battery backed-up real time clock
o and much more...

Software:

o TOS 4.x (a complete rewrite -- smaller and faster than the original TOS)
o Optional loadable Milan Multi-OS, a modern multitasking filesystem with modern 3D look and fully functional alternative desktop
o Telecommunications software for data-communications, VTX and FAX
o Modern textprocessing with Papyrus-Home with online help etc.
o Other useful programs such as a calculator, memos, etc.
o plus more...

Speed:

The MILAN achieves the following rates because of its modern bus system and many optimizations: (see also the test report in the ST Computer / ATARIinside 2/98)

o approximately 15-20 times the speed of an ATARI ST
o approximately 10 times the speed of a Falcon
o approximately 6 time the speed of a TT

These values can be further improved by the use of a modern VGA Graphics card. For example, the screen display can be increased to up to 40 times that of the Falcon.

Availability:

First manufactured units will be available starting the middle of March.

The World Premiere of Milan will be at the Music Fair in Frankfurt (hall 9, stand 22) and at the Atari Show '98, the 4th and 5th of April, at the Neuss town hall (Neuss is near Dusseldorf).

The Milan will ship in meaningful quantity by the middle of April.

<flash> We'll receive them immediately thereafter <flash>

Price:

Milan Standard (8 MB Ram, standard mini-tower, keyboard, mouse, 2 MB S3-Trio V64 Graphic Card, 435 MB Hard Drive, High Density floppy, file system and software) 1499 DM

Milan Design (same as standard plus the original Milan tower case) 1579 DM

Add a CD-ROM (4 times speed) TBA

Add 16, 32, 64 or 128 MB of RAM TBA

Add a SCSI port TBA

Other configurations TBA

(see, a fairly civilized post for once - nothing about Holy Wars or
treating women like doormats)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1907. FS: Atari Portfolio - The Original Palmtop

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-15 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-1505980959100001@128.146.74.157>
Source record: 5068

The world's first palmtop computer! The Atari Portfolio runs MSDOS applications and comes with a suite of built-in software including calendar, addressbook, text editor, Lotus-compatible spreadsheet, and file-transfer utilities. Plus there are plenty of third-party shareware apps, including games and productivity tools, available for download. This package includes the Atari Portfolio, a parallel port adapter so you can hook it to your desktop for file transfers, a 64k storage card, manuals, and AC adapter. This is a real collectible! Buyer pays shipping. For more info on the Portfolio, check out this page:
http://www.ncsc.dni.us/fun/user/tcc/cmuseum/Portfoli.htm

The auction is at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14157247

1908. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-15 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1900.7439T1118T1732@canit.se>
Source record: 5069

Den 14-Maj-98 16:59:56 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f&#65533;ljande:
>In article <2203.7437T1202T421@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:

>> No, I mean the Microsoft platforms - no mention of the hardware, only the
>> OSes. Apple is now Microsoft's puppy.
>>

>Apple is a MS puppy? I don't see the connection. I am expecting my Comp
>stores to clean up on the imac.

You may have missed it, but Microsoft bought Apple a few months ago.

>> The Mac has never used 060s, so you wouldn't know its power. It's a lot
>> faster than the emulation employed by the Mac.

>For good reasons... I have not used any 68k emulated software in years. Nice
>try..

Many people still use 68k software and 68k Macs, and I'd have liked to see you
claim that a few years ago.

>> >I don't sell. My Mac Specialists do. It's also a selling point that Macs
>> >last longer than wintel.
>>
>> I don't know your salesmen, so I guess the Mac simply isn't that hot, going
>> by your logic. The people here still use 520STs, so I believe you have
>> something to learn about lasting computers.

>The issue with the 520ST is that there is no logical upgrade. Many of my
>classic Mac users will buy the imac becuase it shares the same
>characteristics of the 1984 Mac 128k. That it was a revolutionary product of
>the time.

Whereas the iMac offers nothing revolutionary, but the same old tired
backwards OS and multimedia speakers.
There are several successors to the ST, such as the Falcon and the newer
Milan.

--
Iggy Drougge Y Member of Convergence International
optimus@canit.se | (http://www.convergence.eu.org/)
http://www.canit.se/~optimus/ | -For free choice in computing! __
A1200/28/6/80 | Member of Team Amiga __///
C128D, C64, 1541 | -For the creative mind! \XX/

1909. Re: Mac OS beats TOS in survey!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-15 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2507.7439T1128T1873@canit.se>
Source record: 5070

Den 14-Maj-98 16:53:17 nedtecknade sinclair2000 (sinclair2000@earthlink.net)
f�ljande:
>In article <1448.7437T1209T317@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:
>>
>> Den 12-Maj-98 16:47:35 nedtecknade sinclair2000
>> (sinclair2000@earthlink.net) f�ljande:
>> >In article <6j7no6$o29$1@news.campus.mci.net>,
>> > thechyld@pcc-uky.campus.mci.net (DarkChyld) wrote:
>>
>> >>
>> >>]-I am sure there is a lonely horney housewife in your lake of the
>> >> woods..)
>> >>
>> >> Sorry, I have morals and will not stoop to your degenerate levels...
>>
>> >Meaning: 'I can't get any' Why is sex associated with degenerates?
>>
>> The bible says "Thou shalt not fuck thy neighbour's wife", doesn't it?

>Oops..I errored in adding wife. I should of said single..

>What if the bible says "Thou shal jump off the cliff if you vote democratic"

Democratic elections is IMO a good thing.
Jumping of a cliff, didn't Moses do that?

>So you allow sentences written on paper rule your life?

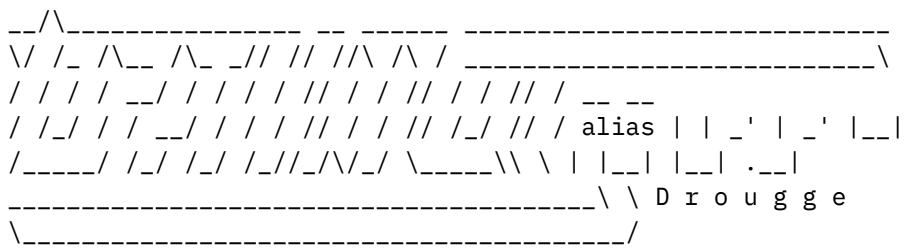
The law rules my life. Couldn't care less about the bible, but I know some
people are impressed with it.

>> >>]-> Hmm...haven't you found a "real" newsreader for that Mac yet? ;-)
>> >>]-
>> >>]-I have..
>> >>
>> >> Really? Then I throw the gauntlet of challenge at your feet! I -dare-
>> >> you to prove to us that you can setup and use a Mac newsreader by
>> >> responding to this post with the same! C'mon, for once in your life,
>> >> stand up, be a man and answer us truly, and not with more verbal
>> >> garbage... ;-)
>>
>> >What does being a man have to do with a newsreader? A man here is keeping
>> >your female neighbors at bay.
>>
>> Again, you avoid the issue. Just use your bloody newsreader. Just use

>> anything but DejaNews. It's no surprise that you're not popular with the
>> feminists.

>Does it iritate you that I use the DejaNews reader?

What bothers me is that you quote my .sig. It's totally unnecessary and a
waste of bandwidth.
As for your reading through DejaNews, it just proves to me how lame Mac suers
really are.

--


1910. Re: Well, now.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-15 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1354.7439T1130T444@canit.se>
Source record: 5071

Den 14-Maj-98 18:05:20 nedtecknade James (burr@cyberhighway.net) f�ljande:
>I just prefer a computer with a core OS inbedded within a ROM chip vs.
>a hard drive such as Windows. That way I know I can still do file
>manipulations without relying on extreme external software to drive
>it. I've seen users of PCs with DOS and Windows installed that have
>been corrupted causing various system failures and unrecoverable fatal
>crashes. There computer system is almost completely useless to them
>and they fork out the big bucks required to hire professional experts
>to salvage the data on a corrupted drive. At least with a core OS on
>ROM We Atari and MAC and Amiga users have a huge advantage in that we
>have some control over file manipulation even without a hard drive.
>Very simple to recover from corrupted boot drive start-up failures.

```
Neither the Amiga nor the Mac have the ability to manipulate files using only
its ROM OS core.
If you want a real example of an OS in a ROM, look at Acorn. They have a 4 MB
ROM containg the entire OS and a load of utilities.
```

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ __/ ⁂ | Son++Tal+tNic++^E27Ay80

1911. World of Atari Show

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-16 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998051600321700.UAA13300@ladder03.news.aol.com>
Source record: 5072

Haven't seen many postings from people about the World of Atari show in Las Vegas this August. Everything I'm reading and hearing about the show makes it sound like it is going to one of the BEST Atari shows ever.

How many are thinking of or planning on attending?

Al

1912. Atari Executive???

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-16 00:00:00 UTC
From: Oz Good <robbh@flash.net>
Message-ID: <6jjntoqia1@excalibur.flash.net>
Source record: 5073
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,rec.games.video.arcade.collecting

Anybody know who the former textile executive was (is?) who headed
the Warner Entertainment Conglomerate and drove Atari into the
toilet. As described on pages 324-325 of Steven Levy's 'Hackers',
he refered to the hackers who designed and wrote Atari's games as
'towel designers'. Mr. Levy chose not name him, as there wasn't much
good to be said of him, but I'd like to know his name, if he is still
breathing, and what he has screwed up since.

Thanx in advance.

1913. Re: Well, now.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6jk4cs$ec9$2@news.campus.mci.net>
Source record: 5074

On 15 May 98 18:50:08 +, Iggy Drougge wrote:

]-Neither the Amiga nor the Mac have the ability to manipulate files using only
]-its ROM OS core.
]-If you want a real example of an OS in a ROM, look at Acorn. They have a 4 MB
]-ROM containg the entire OS and a load of utilities.

Hi Iggy...I had a couple of questions about this. I've owned Amiga's, (still got one) and I think that Kickstart resides in ROM and Workbench is loaded from disk (be it hard or floppy), right? (feel free to correct me if I am wrong. So my question is, if you can run floppy games from disk without running Workbench, couldn't you argue that many things can be done from the Amiga ROM alone? I know on an Amiga computer with no hard drive, that you can boot up floppy games. Or is it that they have their own file handling routines built in to the games/apps code? Thanks in advance for any info!

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1914. Atari XL/XE power supply?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-16 00:00:00 UTC
From: Vladimir Protic <vladster@odyssee.net>
Message-ID: <01bd80d7$a7931480$435132cc@MyComputer.microtec.net>
Source record: 5075

Does anybody sell these in Canada. Also, is there a site that explains how to build one on your own?

Thanx, Vlad

1915. Re: Atari Executive???

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-16 00:00:00 UTC
From: Landon Dyer <landon@shell9.ba.best.com>
Message-ID: <6jk9cfqbh2@nntp1.ba.best.com>
Source record: 5076
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,rec.games.video.arcade.collecting

In comp.sys.atari.programmer Oz Good <robbh@flash.net> wrote:
:>Anybody know who the former textile executive was (is?) who headed
:>the Warner Entertainment Conglomerate and drove Atari into the
:>toilet. As described on pages 324-325 of Steven Levy's 'Hackers',
:>he refered to the hackers who designed and wrote Atari's games as
:>'towel designers'. Mr. Levy chose not name him, as there wasn't much
:>good to be said of him, but I'd like to know his name, if he is still
:>breathing, and what he has screwed up since.

Ray Kassar, used to sell Egyption cotton [underwear, i think]

[i just deleted a bunch of stuff about his rumored personal
habits. dunno if he's still alive. don't care, except that i
don't want to get sued. not my favorite exec...]

then there was the exec from the tobacco company phillip-morris. he
was basically a one-person smoke filled room. hoo boy. then warner
bros. brought in the headsmen (spring/summer '84)

--

landon@best.com

"Sundial with a great hand, sweeping dust across the floor,
Puts a strain on a sane man, 'til he knows what he's looking for."
-- Kim Carnes

1916. Re: iMac - it's doomed, was Mac OS beats TOS in survey

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-16 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-1605981710560001@200.229.243.243>
Source record: 5077

In article <355b9d00.0@diana.idirect.com>, dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> On 14 May 1998 15:59:56, sinclair2000@earthlink.net wrote:
>
> >>
> >> I don't know your salesmen, so I guess the Mac simply isn't that hot, going by
> >> your logic. The people here still use 520STs, so I believe you have something
> >> to learn about lasting computers.
> >
> >The issue with the 520ST is that there is no logical upgrade. Many of my
> >classic Mac users will buy the imac becuase it shares the same characteristics
> >of the 1984 Mac 128k. That it was a revolutionary product of the time.
> >
> the problem here is that you shouldn't be targeting to just existing
> Mac users - you'll get the law of diminishing returns all over again as
> it has been with just about every new Mac that has rolled in in the past
> five years. What you should be doing is not only to be targeting the new
> user (which Apple is wisely planning to do in this regard) as well as
> existing PC users who are fed up with Bi66 6ates' grandeous schemes,
> bully-boy sales tactics and bloated, buggy software and operating systems.
>

Apple _isn't_ targeting at existing Mac users with the iMac, at least that's what Jobs said, and that's why he compared it with a Compaq, not another PowerMac.

> Unfortunately, the iMac may well be the wrong product to be
> launching as a target computer for the first-time buyer, as it has to
> me some rather fatal flaws:

I don't think so. It's a great, attractive machine...

> 1) no floppy disk drive (come on - who in Cupertino has been
> drinking the bong water? Floppy disks, contrary to what the press has
> been saying, are still prevalent in the use of transfer of projects from
> computer to computer, owing to their relative cheapness and size. Is
> Apple going to be offering a disk drive as a proprietary option to those
> who need it to transfer work stuff to their home iMac? How are people
> going to transfer programs and important files from their old Macs to
> the iMac?)
>

Apple _will_ offer an external USB floppy drive for $60-80. And no,
a floppy isn't nearly as essential as it used to be.

> 2) no SCSI ports (especially if you're expecting to sell to
> existing Mac users, including those who have things like scanners,
> removable media drives, SCSI to Ethernet convertors, etc. This is a big
> concern to musicians who use SCSI to do hard disk recording, and for
> whom the specs on this machine will be perfect for them? Is Apple
> expecting those people who've paid good money for their peripherals to
> eat their investment? Is Apple expecting companies to make proprietary
> scanners for use with the iMac? Like it or not, SCSI is a superior
> standard despite the much-improved IDE specs and they should at least
> consider it an option if not to make it standard, surely they can
> install a SCSI host adaptor?)

You got the iMac completely wrong. For starters, a musician who
wants to do pro stuff shouldn't buy an iMac, and Apple aren't aiming at
this market. If a musician wants a Mac, he's better off with a G3, which
is about $400 more expensive than the iMac (but comes with no monitor).
Newbies don't have scanners, newbies don't have external harddisks.
The iMac has USB ports. You seem to believe they're "proprietary". They're
not. This technology was created for the PC world, and Apple is adopting
it now. A couple of deals were already done between Apple and a couple of
companies in order to produce USB devices, like HP printers, and the
Superdisk 120mb floppy-compatible drive.

>
> 3) ANOTHER proprietary printer port that'll now require all new
> printers to be designed? Apple should be instead looking at opening up
> the number of printers that can be hooked up to their computers by
> going to a standard parallel port scheme (which the Ataris have had
> since 1985 :)) which could allow a popular printer from any
> manufacturer to be hooked up to it without having to inverst in a $100
> cable/software package!

Again, USB is not proprietary, so everything you wrote above is
wrong. Apple did it right. Who wants a kludge parallel port interface,
that, while being the current standard, it's far behind in technological
terms?
By the time the iMac hits the stores, you'll be able to buy HP USB
printers for it. No $100 cable/software package here...

>
> 4) the $1200 US package sound great on paper, but what all do you
> get for that $1200. Does the monitor come with it, and if not, is it
> proprietary? Is the keyboard and mouse included? I ask because according
> to the Toronto Sun's computer section on Wednsday estimates by the time
> the iMac gets to Canada it will, with the current state of the dollar
> and imports and tariffs, the iMac will be around $2000CDN - and currently,
> you can get an IBM brand windows box, also at 266mHz, which will easily
> take about any printer, SVGA monitor and scanner on the market, for the
> same price! Which of course by the time August comes around will
> probably go for much lower! The same could well be said regarding the

> Dell computers with the same specs!
>

Yes, a 15" flat screen Sony Triniton monitor comes with it. What do
you mean a proprietary monitor? It's built-in! Both USB mouse and keyboard
are included.
What Apple hopes with the iMac is that, with its good looks and the
MacOS inherent ease of use (and of course, with all the bad rep that
Microsoft's been getting recently), they'll be able to make people think
twice before buying a computer.
I don't know about you, but I'd much rather have an iMac, cutting
edge technology, for the same price of a klunky, old Pentium job, with
Win95.

> I think if Eddie Lunchpail or Sally Housecoat REALLY wanted to think
> Apple, they'd get a better computer and more bang for the buck by buying
> a used Quadra or PowerPC computer - there are some really good deals
> going on at a number of Mac dealers here in Toronto for used
> top-condition Macs here for much less than $2000. I mean really, who
> needs a 266mHz processor to write a letter or design a piece of art or
> telecommunicate - that'd be like swatting a fly with a Buick! Heck,
> used SE/30s go for $199 here and are REALLY good little computers for
> doing day-to-day stuff!

I agree... I've got a G3/266, and it's _fast_, just about the
fastest computer I've ever seen or used (and believe me, I see Pentium PCs
all the time!). But I also agree that nobody _needs_ this much
computational power. But with all the advances in PPC technology, Apple
managed to cram a decent, fast 233mhz G3 on the relatively cheap iMac,
while they could've opted for a budget deal. I believe Apple made no
concessions regarding new technologies with the iMac. As Jobs said, do you
want today's technology for $999 or tomorrow's for $1200? :)

>
> Apple wants us to think different - well it looks like behind the
> scenes the same old thinking has been going on once again to Apple's
> detrement.

Why do you say so? I've never seen Apple this "inspired" for a good
while!

<snipped details of forthcoming ST-compatible>
>
> (see, a fairly civilized post for once - nothing about Holy Wars or
> treating women like doormats)
>

True :)

--
---
ciao!
asiufy@uol.com.br

1917. Re: Atari Farce

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-17 00:00:00 UTC
From: HenryK <henryk@auscape.net.au>
Message-ID: <6jlt46$sa1$1@floyd.ideal.net.au>
Source record: 5078
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

What's an Atari ?

1918. Re: Atari Farce

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-17 00:00:00 UTC
From: mgrove@blockiwvisp.com
Message-ID: <6jm0m2$7je$1@supernews.com>
Source record: 5079

On 17 May 1998 15:38:40, "HenryK" wrote:
>What's an Atari ?
>
>
>.

Anti Totalitarian and Really Interesting

1919. Re: Atari Farce

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6jmko0$4ef$1@news.campus.mci.net>
Source record: 5080

```
On 17 May 1998 06:38:58, Michael Grove wrote:
]-On 17 May 1998 15:38:40, "HenryK" wrote:
]->What's an Atari ?
]->
]->
]->.
]-
]-Anti Totalitarian and Really Interesting
]-.

<lol> Michael, thats great! ;-)

_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1920. Re: World of Atari Show

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-17 00:00:00 UTC
From: marksimp.spambegone@integrityonline7.com
Message-ID: <355ef8a6.0@205.238.18.7>
Source record: 5081

On 16 May 1998 00:32:17, ComDungeon wrote:
>Haven't seen many postings from people about the World of Atari show in Las
>Vegas this August. Everything I'm reading and hearing about the show makes it
>sound like it is going to one of the BEST Atari shows ever.
>
>How many are thinking of or planning on attending?
>
>Al
>.

When exactly is the show, and where can I get more info? Is there a
website concerning the show?

Thanx,
Mark S.

1921. Re: World of Atari Show

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-17 00:00:00 UTC
From: marksimp.spambegone@integrityonline7.com
Message-ID: <355ef8ac.0@205.238.18.7>
Source record: 5082

On 16 May 1998 00:32:17, ComDungeon wrote:
>Haven't seen many postings from people about the World of Atari show in Las
>Vegas this August. Everything I'm reading and hearing about the show makes it
>sound like it is going to one of the BEST Atari shows ever.
>
>How many are thinking of or planning on attending?
>
>Al
>.

When exactly is the show, and where can I get more info? Is there a
website concerning the show?

Thanx,
Mark S.

1922. Re: Atari Farce

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-17 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <355f1da3.4482660@news.tmisnet.com>
Source record: 5083
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On 17 May 98 13:12:12 GMT, dreibel@idirect.com
(Daniel L. Dreibelbis) wrote:
>On 17 May 1998 15:38:40, "HenryK" wrote:
>>What's an Atari ?
> as was so nicely put in comp.sys.atari.advocacy, which you also
>trolled, Anti-Totalitarian and Really Interesting . :)
> Now go back and re-install Windows '95 :)
Or, as previously posted in the "Cracks In Windows Armor":
re-re-install Windows 95
re-re-re-install Windows 95

My favorite .sig (seen elsewhere) is:
"What do you want to install today?"

-- George Crissman
-- strads@tmisnet.com

Followup set to c.s.a.a.

In the March Issue of "PC Computing" (Ziff-Davis
publishing, USA edition, page 87, "Guilty" by
Paul Somerson) is the following (edited):

"OK, I admit it. I was wrong. I've been a Microsoft
defender for a decade and a half ... but today I just
switched sides. And it's Windows that put me over the
edge."

...

"You normally reboot into "Safe Mode", ... but no joy.
And the skimpy manuals, endlessly busy tech-support
lines, and so-called Web support sites were a time-
consuming, useless pain."

"So I reinstalled Windows. It kept stumbling over
files where the versions on the Windows CD (remember,
this is a brand-new PC out of the box) were older than
similarly named files on the hard disk."

...

"So I tried to re-reinstall Windows with the older
files. ... At the very end of the tedius process it
flagged bad clusters, and made me hit the Enter key
to fix them _one_ _at_ _a_ _time_. After _2,000_ (!!!)
mind-numbing Enter key taps, I gave up and propped a
manual on the Enter key to keep it pressed down."

...

"When I eventually re-re-reinstalled it, half the
peripherals didn't work. What a mess. Windows is
the ultimate tar baby -- the more you struggle the
deeper you get until you're hopelessly ensnared."

...

"We recently asked you to tell us your PC horror
stories. And you flooded us with venom-dripping
tales of woe, almost all of them about Windows.
Windows is an utter piece of junk. It is a big
joke, except that the laugh's on us. It is an
absurdly overcomplicated usability nightmare."

"This is nuts. Microsoft _netted_ around $4 billion
from OS sales last year -- you'd think they could
spend a few bucks fixing it."

<wow!> I sent a polite email to Mr. Somerson explaining
that Microsoft's competitor since Windows 1.0 -- GEM --
is still around (as MagiC), that it (GEM) had been
continuously in use and updated during that time, and
that it presented a worthwhile alternative to Microsoft
for basic business applications (specifically mentioning
the Papyrus word processor and the Texel spreadsheet).

He replied that he was "unaware of this development"
and that it might receive coverage in an upcoming
"alternate OS's" article.

---------- End of Quotation ----------
Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1923. Re: Atari Farce

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-17 00:00:00 UTC
From: "David P. Cole" <avon@ibm.net>
Message-ID: <355F4A61.5283@ibm.net>
Source record: 5084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

HenryK wrote:
>
> What's an Atari ?

Out of seriousness or out of sarcasm does that remark originate?

Most Amiga owners know that most of those who worked on the old 8-bit
Atari line developed the Amiga after quitting (or being fired) from
Commodore when Jack Tramiel bought the company in 1984(?).

1924. Re: Go Away Sinclair

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-17 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz8pvhcpqcl.fsf@sara.lysator.liu.se>
Source record: 5085

sinclair2000@earthlink.net writes:

> > GO AWAY BUTTHEAD!
> >
> This newsgroup would die.

Reminds me of an old ST game: "Better dead than alien!" :)

Tomas - tomas[@.]nocrew.org

1925. Re: Atari Farce

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-17 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.antispam.net>
Message-ID: <355F96BD.1CFB@gte.antispam.net>
Source record: 5086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

David P. Cole wrote:
>
> HenryK wrote:
> >
> > What's an Atari ?
>
> Out of seriousness or out of sarcasm does that remark originate?
>
> Most Amiga owners know that most of those who worked on the old 8-bit
> Atari line developed the Amiga after quitting (or being fired) from
> Commodore when Jack Tramiel bought the company in 1984(?).

Umm... I think you're a bit off here. Jay Miner left Atari while Warner was still running the show because they refused to give him funding to develop a 68000 based computer. I don't know how he ended up at Amiga, but they developed Atari 2600 games & peripherals to fund the design of their computer.

When Jack was ousted from Commodore, he started a new company called Tramiel Technologies Ltd. He hired away many of Commodore's engineers, and they began work on what eventually became the Atari ST.

Meanwhile, Atari Inc signed a deal with Amiga for use of the chipset. The first year would only be for video game use (arcade machines? home consoles?) then after that they could use it in computers.

Then along comes Jack - he buys the consumer products side of Atari, kills all the video game projects and most of the 8-bit stuff, and goes full speed ahead to get the ST ready for market. Thousands of people lost their jobs, but hey are not the ones who designed the Amiga - the Amiga was pretty much done from a hardware standpoint.

At this point, Commodore was stuck with a decimated engineering staff and no next-gen computer design, and Amiga was stuck with an Atari deal that was looking less attractive everyday. So Commodore buys Amiga and the Atari deal goes out the window.

I probably got some of the details wrong, but that's how I understand it.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

1926. Re: iMac - it's doomed, was Mac OS beats TOS in survey

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-18 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6lv5go.2bs.jedi@dementia.mishnet>
Source record: 5087

On Sat, 16 May 1998 17:10:55 -0300, Alexandre A. S. <asiufy@uol.com.br> wrote:
>In article <355b9d00.0@diana.idirect.com>, dreibel@idirect.com (Daniel L.
>Dreibelbis) wrote:
>
>> On 14 May 1998 15:59:56, sinclair2000@earthlink.net wrote:
>>
>> >>
>> >> I don't know your salesmen, so I guess the Mac simply isn't that hot,
>going by
>> >> your logic. The people here still use 520STs, so I believe you have
>something
>> >> to learn about lasting computers.
>> >
>> >The issue with the 520ST is that there is no logical upgrade. Many of my
>> >classic Mac users will buy the imac becuase it shares the same
>characteristics
>> >of the 1984 Mac 128k. That it was a revolutionary product of the time.
>> >
>> the problem here is that you shouldn't be targeting to just existing
>> Mac users - you'll get the law of diminishing returns all over again as
>> it has been with just about every new Mac that has rolled in in the past
>> five years. What you should be doing is not only to be targeting the new
>> user (which Apple is wisely planning to do in this regard) as well as
>> existing PC users who are fed up with Bi66 6ates' grandeous schemes,
>> bully-boy sales tactics and bloated, buggy software and operating systems.
>>
>
> Apple _isn't_ targeting at existing Mac users with the iMac, at
>least that's what Jobs said, and that's why he compared it with a Compaq,
>not another PowerMac.

Too bad his target market will notice all the $600 PC's
sitting by the door (of Computer City) and never even
get to the iMacs...

>
>> Unfortunately, the iMac may well be the wrong product to be
>> launching as a target computer for the first-time buyer, as it has to
>> me some rather fatal flaws:
>
> I don't think so. It's a great, attractive machine...

Then Steve will have loads of fun selling to all of
you Apple cheerleaders: all 5 of you.

The rest of us will either see it for what it is:
overpriced and underspec'ed or just overpriced.

...and unlike those cheap PC's sitting by the door,
this machine (iMac) will be compatible with nearly
nothing in the way of software OR hardware...

That sounds rather familiar, actually...

...sounds like the 80's again... so much for
'thunk different'...

>>
>> 1) no floppy disk drive (come on - who in Cupertino has been
>> drinking the bong water? Floppy disks, contrary to what the press has
>> been saying, are still prevalent in the use of transfer of projects from
>> computer to computer, owing to their relative cheapness and size. Is
>> Apple going to be offering a disk drive as a proprietary option to those
>> who need it to transfer work stuff to their home iMac? How are people
>> going to transfer programs and important files from their old Macs to
>> the iMac?)
>>
>
> Apple _will_ offer an external USB floppy drive for $60-80. And no,
>a floppy isn't nearly as essential as it used to be.

...that will certainly impress the penny pinchers
this machine is targeted to...

>
>
>> 2) no SCSI ports (especially if you're expecting to sell to
>> existing Mac users, including those who have things like scanners,
>> removable media drives, SCSI to Ethernet convertors, etc. This is a big
>> concern to musicians who use SCSI to do hard disk recording, and for
>> whom the specs on this machine will be perfect for them? Is Apple
>> expecting those people who've paid good money for their peripherals to
>> eat their investment? Is Apple expecting companies to make proprietary
>> scanners for use with the iMac? Like it or not, SCSI is a superior
>> standard despite the much-improved IDE specs and they should at least
>> consider it an option if not to make it standard, surely they can
>> install a SCSI host adaptor?)
>
> You got the iMac completely wrong. For starters, a musician who
>wants to do pro stuff shouldn't buy an iMac, and Apple aren't aiming at
>this market. If a musician wants a Mac, he's better off with a G3, which
>is about $400 more expensive than the iMac (but comes with no monitor).
> Newbies don't have scanners, newbies don't have external harddisks.
>The iMac has USB ports. You seem to believe they're "proprietary". They're
>not. This technology was created for the PC world, and Apple is adopting
>it now. A couple of deals were already done between Apple and a couple of
>companies in order to produce USB devices, like HP printers, and the
>Superdisk 120mb floppy-compatible drive.

Until you can plug it in, it's all vaporware vs. devices
that are available NOW. It's not as if a few standard ports
would cost all that much.

>
>>
>> 3) ANOTHER proprietary printer port that'll now require all new
>> printers to be designed? Apple should be instead looking at opening up
>> the number of printers that can be hooked up to their computers by
>> going to a standard parallel port scheme (which the Ataris have had
>> since 1985 :)) which could allow a popular printer from any
>> manufacturer to be hooked up to it without having to inverst in a $100
>> cable/software package!
>
> Again, USB is not proprietary, so everything you wrote above is
>wrong. Apple did it right. Who wants a kludge parallel port interface,
>that, while being the current standard, it's far behind in technological
>terms?

While it's not proprietary, anyone who buys one of these things
has to depend on the USB peripheral market maturing real quick
or just being plain out of luck.

> By the time the iMac hits the stores, you'll be able to buy HP USB
>printers for it. No $100 cable/software package here...

A printer in hand is worth 2 in the bush...

>
>>
>> 4) the $1200 US package sound great on paper, but what all do you
>> get for that $1200. Does the monitor come with it, and if not, is it
>> proprietary? Is the keyboard and mouse included? I ask because according
>> to the Toronto Sun's computer section on Wednsday estimates by the time
>> the iMac gets to Canada it will, with the current state of the dollar
>> and imports and tariffs, the iMac will be around $2000CDN - and currently,
>> you can get an IBM brand windows box, also at 266mHz, which will easily
>> take about any printer, SVGA monitor and scanner on the market, for the
>> same price! Which of course by the time August comes around will
>> probably go for much lower! The same could well be said regarding the
>> Dell computers with the same specs!
>>
>
> Yes, a 15" flat screen Sony Triniton monitor comes with it. What do
>you mean a proprietary monitor? It's built-in! Both USB mouse and keyboard
>are included.
> What Apple hopes with the iMac is that, with its good looks and the
>MacOS inherent ease of use (and of course, with all the bad rep that
>Microsoft's been getting recently), they'll be able to make people think
>twice before buying a computer.
> I don't know about you, but I'd much rather have an iMac, cutting
>edge technology, for the same price of a klunky, old Pentium job, with
>Win95.

...and anyone else with half a brain cell would just get the
1/2 price PC and run Linux (or NT Workstation if it could
manage it).

Technocratic pomposity didn't sell in the 80's and it wont
sell in the 90's. At least in the 80's the PC had considerably
less intrenchment and a horrific interface.

Apple should be moving away from that sort of foolishness
and not back towards it.

>
>> I think if Eddie Lunchpail or Sally Housecoat REALLY wanted to think
>> Apple, they'd get a better computer and more bang for the buck by buying
>> a used Quadra or PowerPC computer - there are some really good deals
>> going on at a number of Mac dealers here in Toronto for used
>> top-condition Macs here for much less than $2000. I mean really, who
>> needs a 266mHz processor to write a letter or design a piece of art or
>> telecommunicate - that'd be like swatting a fly with a Buick! Heck,
>> used SE/30s go for $199 here and are REALLY good little computers for
>> doing day-to-day stuff!
>
> I agree... I've got a G3/266, and it's _fast_, just about the
>fastest computer I've ever seen or used (and believe me, I see Pentium PCs
>all the time!). But I also agree that nobody _needs_ this much
>computational power. But with all the advances in PPC technology, Apple
>managed to cram a decent, fast 233mhz G3 on the relatively cheap iMac,
>while they could've opted for a budget deal. I believe Apple made no
>concessions regarding new technologies with the iMac. As Jobs said, do you
>want today's technology for $999 or tomorrow's for $1200? :)

The iMac is about as progressive as a $600 bargain box PC.
That rhetoric will only antagonize the iMac's target buyer,
especially when they notice it is indeed '$600' and not
'$995'. They will rightfully percieve themselves being assumed
fools and act accordingly.

1927. Re: Atari Farce

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-18 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <6jp8oe$vh1$1@wombat.cs.monash.edu.au>
Source record: 5088
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

"David P. Cole" <avon@ibm.net> writes:

>HenryK wrote:
>>
>> What's an Atari ?

>Out of seriousness or out of sarcasm does that remark originate?

>Most Amiga owners know that most of those who worked on the old 8-bit
>Atari line developed the Amiga after quitting (or being fired) from
>Commodore when Jack Tramiel bought the company in 1984(?).
^^^^^^^^^

Atari?

Bernie
--
==========
"It's a magical world, Hobbes ol' buddy...
...let's go exploring"
Calvin's final words, on December 31st, 1995

1928. iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <355fbabc.0@diana.idirect.com>
Source record: 5089

first - it's great to get such a wonderful, thoughtful response to
my comments on the iMac compared to the spewings of someone like
TIFKAS, and was able to point out the mistakes I made in my original
post in a kind way. I'm impressed Alexandre - it makes replying all
that more daunting :)

From: asiufy@uol.com.br (Alexandre A. S.)

> >>
> >> I don't know your salesmen, so I guess the Mac simply isn't that hot,
going by
> >> your logic. The people here still use 520STs, so I believe you have
something
> >> to learn about lasting computers.
> >
> >The issue with the 520ST is that there is no logical upgrade. Many of my
> >classic Mac users will buy the imac becuase it shares the same
characteristics
> >of the 1984 Mac 128k. That it was a revolutionary product of the time.
> >
> the problem here is that you shouldn't be targeting to just existing
> Mac users - you'll get the law of diminishing returns all over again as
> it has been with just about every new Mac that has rolled in in the past
> five years. What you should be doing is not only to be targeting the new
> user (which Apple is wisely planning to do in this regard) as well as
> existing PC users who are fed up with Bi66 6ates' grandeous schemes,
> bully-boy sales tactics and bloated, buggy software and operating systems.
>

> Apple _isn't_ targeting at existing Mac users with the iMac, at
>least that's what Jobs said, and that's why he compared it with a Compaq,
>not another PowerMac.

my comments were more directed at TIFKAS, who boasted that he would
sell many of his iMacs to the existing Mac community, which of course
is incredibly short-sighted in the long run for setting up a really
good user base - I certainly did commend Apple's goal to go after the
first-time computer user market, and suggested that their position
would be to go after those fed up with the shortcomings of the PC
platform as related to Bill Gates and the Wintel monopoly. But you'll be
sure it's a given that existing Mac owners will also buy the machine and
will expect to be able to use their existing peripherals with it.

> Unfortunately, the iMac may well be the wrong product to be
> launching as a target computer for the first-time buyer, as it has to
> me some rather fatal flaws:

I don't think so. It's a great, attractive machine...
>
> 1) no floppy disk drive (come on - who in Cupertino has been
> drinking the bong water? Floppy disks, contrary to what the press has
> been saying, are still prevalent in the use of transfer of projects from
> computer to computer, owing to their relative cheapness and size. Is
> Apple going to be offering a disk drive as a proprietary option to those
> who need it to transfer work stuff to their home iMac? How are people
> going to transfer programs and important files from their old Macs to
> the iMac?)
>

> Apple _will_ offer an external USB floppy drive for $60-80. And no,
>a floppy isn't nearly as essential as it used to be.

this is not a solution by a long shot, as a matter of fact this only contributes to the problem - everyone I have mentioned the lack of a floppy drive to have said that the lack of same as standard equipment is a Bad Idea (and something which the iMac's competition will definitely use as a black mark against it). I still say that a floppy drive is still considered a standard for transferring text files and other work to your home computer, as it is the only one that practically all computers built today share (especially in light of the fact that, despite the popularity of the ZIP, there is no other removable media standard) - and that even first-time computer users will balk at having to pay an additional $80 to get something which is standard on other machines. Granted, what with the iMac's design it would be hard to shoehorn a floppy drive into it.

> 2) no SCSI ports (especially if you're expecting to sell to
> existing Mac users, including those who have things like scanners,
> removable media drives, SCSI to Ethernet convertors, etc. This is a big
> concern to musicians who use SCSI to do hard disk recording, and for
> whom the specs on this machine will be perfect for them? Is Apple
> expecting those people who've paid good money for their peripherals to
> eat their investment? Is Apple expecting companies to make proprietary
> scanners for use with the iMac? Like it or not, SCSI is a superior
> standard despite the much-improved IDE specs and they should at least
> consider it an option if not to make it standard, surely they can
> install a SCSI host adaptor?)

>You got the iMac completely wrong. For starters, a musician who
>wants to do pro stuff shouldn't buy an iMac, and Apple aren't aiming at
>this market. If a musician wants a Mac, he's better off with a G3, which
>is about $400 more expensive than the iMac (but comes with no monitor).

Believe me, at this pricepoint Apple could make a killing at marketing the iMac to musicians, as something with this amount of raw processing power and speed is something that hasn't been seen since the ST's heyday - AAMoF the G3 processor is considered the best processor to run Cubase Audio Mac on! And believe me, musicians, especially when they're starting out, are notoriously thrifty when it comes to buying new equipment. Plus with the lack of space most home studios have, the

size of the iMac would be perfect to shoehorn in. Why not market to a number of niches rather than just one?

> Newbies don't have scanners, newbies don't have external harddisks.

but they'll soon be very frustrated when they discover that they can't hook up a scanner to their iMac, nor can they hook up a backup hard drive of their choice (removable media or not) to it either. How is an iMac user expected to back up their hard drive to ensure that their setup is secure or that they won't lose important documents or graphics files? Is Apple going to guarantee that the built-in IDE drive will never fail - good luck. And what about Ethernet to SCSI connectors - sooner or later some die-hard users are going to get frustrated with their modem speed and want to go to the faster route,

>The iMac has USB ports. You seem to believe they're "proprietary". They're
>not. This technology was created for the PC world, and Apple is adopting
>it now. A couple of deals were already done between Apple and a couple of
>companies in order to produce USB devices, like HP printers, and the
>Superdisk 120mb floppy-compatible drive.

I stand corrected on the USB; but still, why not go to the accepted standard routes , ie SCSI for the backup hard drive and other peripherals, and a parallel port for the printer? Why limit the choices of the new user to only those products designed for the new ports by a limited number of companies, instead of opening the choices on the many peripherals that could be used with this wonderful new machine? Case in point - the ZIP drive, which many Mac users have and love - what if a friend of yours (or your boss) has a Mac project or software that needs to be transferred and they have ZIP drives? Plus, about those people who buy the optional floppy drive - that leaves only one USB port to plug something else into: the printer or the backup drive? The lady or the tiger?

>
> 3) ANOTHER proprietary printer port that'll now require all new
> printers to be designed? Apple should be instead looking at opening up
> the number of printers that can be hooked up to their computers by
> going to a standard parallel port scheme (which the Ataris have had
> since 1985 :)) which could allow a popular printer from any
> manufacturer to be hooked up to it without having to inverst in a $100
> cable/software package!

> Again, USB is not proprietary, so everything you wrote above is
>wrong. Apple did it right. Who wants a kludge parallel port interface,
>that, while being the current standard, it's far behind in technological
>terms?

As one who has used a "kludge parallel port" for years to drive a variety of printers on my STs and Falcon with absolutely no problems, all I can say is "if it ain't broke, don't fix it" :) The proprietary port for the printer on the Mac has always been something that sticks

in my craw (and my mother's - she's in desperate need of a
Mac-compatible printer for her SE/30 for her business and all the
solutions Mac-wise are way out of her price range). Continuing to limit
the choice of printers to a handful as opposed to opening the number of
printer choices from a wide variety of manufacturers is not going to
win Apple any fans, newbie or not.

> By the time the iMac hits the stores, you'll be able to buy HP USB
>printers for it. No $100 cable/software package here...

there's no doubt that HP makes excellent printers (I own a DeskJet
540 which I'm very pleased with, and I'd like to get one of the new 700
series printers), but what about CHOICE for once? How about giving the
newbie, as well as the seasoned Mac user, the choice of hooking up an
Epson, Olivetti, Canon, Brother, Citizen, or NEC printer right up to
the computer for true Plug N' Play, as opposed to once again limiting
the choices (Apple's choices) to a few compatible models? Is that too
much to ask?

>
> 4) the $1200 US package sound great on paper, but what all do you
> get for that $1200. Does the monitor come with it, and if not, is it
> proprietary? Is the keyboard and mouse included? I ask because according
> to the Toronto Sun's computer section on Wednsday estimates by the time
> the iMac gets to Canada it will, with the current state of the dollar
> and imports and tariffs, the iMac will be around $2000CDN - and currently,
> you can get an IBM brand windows box, also at 266mHz, which will easily
> take about any printer, SVGA monitor and scanner on the market, for the
> same price! Which of course by the time August comes around will
> probably go for much lower! The same could well be said regarding the
> Dell computers with the same specs!
>

> Yes, a 15" flat screen Sony Triniton monitor comes with it. What do
>you mean a proprietary monitor? It's built-in! Both USB mouse and keyboard
>are included.

I didn't actually see a picture of the iMac until two days after my
original diatribe, so I was wrong on that - that was a good move on
Apple's part. The MOUSE is USB? Oh dear, after you have the floppy and
the mouse hooked up, kiss having a printer and backup drive goodbye :)

> What Apple hopes with the iMac is that, with its good looks and the
>MacOS inherent ease of use (and of course, with all the bad rep that
>Microsoft's been getting recently), they'll be able to make people think
>twice before buying a computer.

the small footprint of the iMac will certainly be a good selling
point. As for the looks, I'm not so sure I like the design - it
resembles those ORBIT trash cans that I used to see along the highways
in Manitoba in the 1970s :) Definitely agree with you that what with
Microsoft's new problems (especially with the anti-trust suits to be

launched tomorrow by the US government and the 20 states) Apple has
their best chance in years to make an impact - but not with a flawed
product like the iMac.

> I think if Eddie Lunchpail or Sally Housecoat REALLY wanted to think
> Apple, they'd get a better computer and more bang for the buck by buying
> a used Quadra or PowerPC computer - there are some really good deals
> going on at a number of Mac dealers here in Toronto for used
> top-condition Macs here for much less than $2000. I mean really, who
> needs a 266mHz processor to write a letter or design a piece of art or
> telecommunicate - that'd be like swatting a fly with a Buick! Heck,
> used SE/30s go for $199 here and are REALLY good little computers for
> doing day-to-day stuff!

> I agree... I've got a G3/266, and it's _fast_, just about the
>fastest computer I've ever seen or used (and believe me, I see Pentium PCs
>all the time!). But I also agree that nobody _needs_ this much
>computational power. But with all the advances in PPC technology, Apple
>managed to cram a decent, fast 233mhz G3 on the relatively cheap iMac,
>while they could've opted for a budget deal. I believe Apple made no
>concessions regarding new technologies with the iMac. As Jobs said, do you
>want today's technology for $999 or tomorrow's for $1200? :)

Definitely the iMac for $1200 - but for $1200US, or $2000CDN (which
is a huge sum for someone like me, as the economy hasn't trickled down
in my direction yet) I would certainly have certain expectations of it,
including being able to use my existing peripherals from my Falcon
(including homemade hard drive, Syquest removable drive, Microtek
scanner and HP printer) rather than to spend extra monies on
peripherals to use with it. Oh, yes, and a standard floppy drive for
which I could install MagiCMac and not have to eat my TOS applications :)
An over $3000CDN G3 is NOT an option for me.

>
> Apple wants us to think different - well it looks like behind the
> scenes the same old thinking has been going on once again to Apple's
> detrement.

> Why do you say so? I've never seen Apple this "inspired" for a good
>while!

I hope the above will be able to see why I'm not impressed with
Apple on their design for the iMac, which I consider a closed system.
Looks like Apple is going to keep releasing the Pippin until they get
it right.......

<snipped details of forthcoming ST-compatible>
>
> (see, a fairly civilized post for once - nothing about Holy Wars or
> treating women like doormats)
>

> True :)

isn't it wonderful. TIFKAS could certainly take some tips on how to have a true debate without having to stoop to the lowest common denominator from our example :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1929. Re: Atari Force

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-18 00:00:00 UTC
From: mgrove@blockiwvisp.com
Message-ID: <6joj7ekum1@supernews.com>
Source record: 5090

On 14 May 98 21:06:46 -, "pico" wrote:
>>
>> All righty then, where's the Atari newsgroup? I want to see Amiga users
>> posting adverts for Team Amiga.
>>
>> Nothing wrong with a little friendly competition, eh?
>
> actually it would be nice to see the two combine their efforts.
>.

Yea, it would be nice for them to throw some of the discarded 060's
and technology our way, being how they now have PPC cards:).

Mike

1930. Re: iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-18 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <35604D74.5ABD3A40@earthlink.net>
Source record: 5091

Yes, this is a very nice thread, in general. The iMac has been roasted and praised in great length on other newsgroups, so a consensus is building, which is: If you are computer proficient enough to be on these newsgroups, the iMac isn't for you. It's for your saintly old mother who is fearful of computers and just wants a way to enter the cyber world. I consider all Atari user power users. I haven't met one yet that didn't know the system inside out and a high percentage are programmers, who first began peeking and poking at system operations on the old eight bits. Which, by the way, would almost be a 'flawed' machine by the logic expressed here. I don't think so. It was a great buy, had nifty accessibility (which you had to work at), and packed a great punch in 64K(800XL). In fact, without any great stretch, the iMac could be seen as the 800XL of the future. USB hold a great potential with it's hot-swapability and 127 device limit. It's not as fast as SCSI, but neither are parallel ports. It's an entry level machine, no more. I would like to see a detailed statement on a $600 wintel machine that had any functionality at all. After memory upgrades, graphics cards and all the other little tweeks and adjustments necessary for graphics use, I'll bet the final price is a bit more.

For a doomed machine, it's getting a *lot* of bandwidth.

1931. Re: iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-18 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6m0o9a.7vp.jedi@dementia.mishnet>
Source record: 5092

On Mon, 18 May 1998 08:02:19 -0700, John Morgan <jwmpc@earthlink.net> wrote:
>Yes, this is a very nice thread, in general. The iMac has been roasted
>and praised in great length on other newsgroups, so a consensus is
>building, which is: If you are computer proficient enough to be on these
>newsgroups, the iMac isn't for you. It's for your saintly old mother who

Nah, I'd rather use a $600 PC as a terminal (X or otherwise)
despite the fact that the iMac looks oddly similar to a VT100.

>is fearful of computers and just wants a way to enter the cyber world. I
>consider all Atari user power users. I haven't met one yet that didn't
>know the system inside out and a high percentage are programmers, who
>first began peeking and poking at system operations on the old eight
>bits. Which, by the way, would almost be a 'flawed' machine by the logic

They reflected the market. That's the real problem with
the iMac. It fails to do this. At least Apple could have
been a little more innovative in their case design or
made the bundle-monitor a 17" or better.

>expressed here. I don't think so. It was a great buy, had nifty
>accessibility (which you had to work at), and packed a great punch in
>64K(800XL). In fact, without any great stretch, the iMac could be seen
>as the 800XL of the future. USB hold a great potential with it's

The USB ports would make a nice addition to other
standard ports for which you can already buy supported
hardware.

>hot-swapability and 127 device limit. It's not as fast as SCSI, but
>neither are parallel ports. It's an entry level machine, no more. I
>would like to see a detailed statement on a $600 wintel machine that had
>any functionality at all. After memory upgrades, graphics cards and all
>the other little tweeks and adjustments necessary for graphics use, I'll
>bet the final price is a bit more.

Actually, the retail price of the sort of PC components that
make up the iMac come to about $700 at pricewatch including the
monitor but not including the motherboard. That leaves the consumer
or OEM another 500-600 to play with wrt P5/133 - PII/233 Dual CPU
motherboards.

$1300 for a machine like the iMac is Apple pricing, period.

BTW, any $50 pentium motherboard supports USB these days so
that's nothing really impressive.

The kind of people this machine is marketed to aren't going to
care about who's 233 cpu is really faster. They'll just compare
the numbers they understand & buy the PC bargain box by the door.

1932. Re: Atari Farce

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-19 00:00:00 UTC
From: {PW}@pwomar.demon.co.uk
Message-ID: <1d98t6d.1glipz610cr2ikN@pwomar.demon.co.uk>
Source record: 5093
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

HenryK <henryk@auscape.net.au> wrote:

> What's an Atari ?

What's a Troll?

FU set.
--
-> The email address in this message *IS* Valid <-

1933. Update: TAF MonSTEr Flea Market July 11th

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3560f51c.0@diana.idirect.com>
Source record: 5094

here's an update to the TAF MonSTEr Flea market to be going on July 11th in Toronto:

we have decided to not only make this a chance to sell and buy all sorts of hardware and software for our members as well as those outside the club; we have also decided to make this an event whereby you can learn just what you can still do with an Atari, including the Internet, desktop publishing, scanning OCR, and much much more! So far we have confirmed an Internet demo at the show (using the suite of available Internet clients running under STiNG); we also hope to have a Calamus demo and a music demo going on as well.

We're also hoping to have a number of dealers at the show as well, with people to be announced as they are confirmed. So far we will have a booth for the fanzine ST+ at the show.

We're in the midst of starting a promotional blitz for the show, with advertising in a number of the computer tabloids, the weekly tabloids, and of course on the USENET.

Anyway, here's the original announcement about the show :

Subj : TAF Flea Market July 11, 1998.

SATURDAY, JULY 11TH, 1998 is the date for another popular Toronto Atari Federation FLEA MARKET! The doors open to the Public at 1:00 PM and runs to 5:00 PM.

Yes, here's your chance to come to a bazaar of Atari-related software and hardware where you can shop for that peripheral or application for your ST/TT/Falcon or 8-bit that you've been looking for. Or, if there's stuff that you have no use for, get yourself a table and sell! Get rid of your old stuff or find yourself a treasure!

We're hoping to have some local dealers (and with luck some out-of-town ones) show up for this event, so we've booked a larger hall in anticipation of a good turnout. To help with the costs of the event, the following will apply.

A Half-Table costs just $5.00, Full-Table just $10.00 each. A Half-Table is FREE to TAF MEMBERS. (Dealers are expected to contribute a little more <grin>), with entry to the Flea Market at $2.00 per family (Free to TAF Members).

The Flea Market itself will run from 1:00-5:00 PM (with setup commencing after 12:00 PM and teardown at 5:00 PM).

This should allow enough time for as many people inside
and outside Toronto to show up. We'll keep you posted on
who will be showing up for this event as we make confirmations.

As usual, piracy cannot and will not be condoned at a TAF Flea
Market - anyone caught selling pirated software or stolen
hardware will be dealt with severely!

Please refer to the bottom of this document regarding getting
in touch with TAF on booking tables or finding the location
of the event - and we'll see you there!

The TORONTO ATARI FEDERATION Flea Market will be held in the
Gold Room of the North York Memorial Community Hall on the
Lower (or Concourse) Level of the North York City Centre
Library Building at 5110 Yonge Street at Parkhome Avenue.
Parking garage inside the complex next to the Novatel Hotel
Those using public transport can take the TTC's line to the
North York City Centre Station and walk through the tunnel
into the concourse, down to the food court, turn left and
find the Memorial Hall.

That's Saturday, July 11, 1998, 1-5pm for the TAF FLEA MARKET.

TAF ONLINE EMC & BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com
Dave Lee, Treasurer - Sysop TAF ONLINE or dave.lee@taf.ftn.org

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

1934. Re: Atari Farce

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-19 00:00:00 UTC
From: Frostycat <Frostycat@jaygee.demon.co.uk>
Message-ID: <DVI3vAAqzbY1Iwl9@jaygee.demon.co.uk>
Source record: 5095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

>What's an Atari ?

Now THERE'S a question!

The consoles:

Pong. The Atari VCS with that awesomely bad joystick. Then the 7800 came along. That was kinda nice. Anyone remember "The Adventures of Cute"?

The computers:

The Atari 400 started it all with it's podgy design and membrane keys. Then..erm...was it Jay Miner? Anyway, he designed the 800 - a seriously wicked machine for it's time.

Then, after the XL 8-bit range, came Atari STs. The healthy competition to the Amiga. In fact, I loved Atari STs so much, I didna change to the Amiga until 1991. But I've never looked back.

Anyway, the Falcon was a technically sound machine backed up a failing company.

And finally - "Atari Teenage Riot". Oh dear.

It's strange how die-hard Amiga users have become with their machines. Four years have passed silently and yet advocacy is still alive as ever. Where would I be without my morning fix of Arami, Viper, Corn and Jack Andrews, Pete Kittel and the rest of them? :)

The Atari's still cool by the way....

FROST:BITE

```
_____________________________________________________________
|STM-FC of Project Sound - Underground Trip-Hop, Drum & Bass|
| "Enter the Temple" & "Urban Gold" Coming soon on CD & DBM |
| Amiga Technology + 16-bit Surround Sound + Fostex 8 track |
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|Amiga 1200T/030-50/22meg/CV64/Prelude/5 GIG HD/CD-Rom/OS3.1|
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|TCB Tracker - NoiseTracker - ProTracker - DigiBooster - THX|
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
```

1935. Re: Well, now.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-19 00:00:00 UTC
From: Justin and Lynda Pope <jupo@ou.edu>
Message-ID: <356241E4.79D947F2@ou.edu>
Source record: 5096

DarkChyld wrote:
>]-Neither the Amiga nor the Mac have the ability to manipulate files using only
>]-its ROM OS core.

> Hi Iggy...I had a couple of questions about this. I've owned Amiga's, (still
> got one) and I think that Kickstart resides in ROM and Workbench is loaded
> from disk (be it hard or floppy), right?

That's right... The entire 'kernel' of the OS lives in the 512K ROM. The stuff on disk are commands, drivers, and libraries. (of which those required for a full boot only take up about 300k, but that's not the topic here...)

> ... So my question is, if you can run floppy games from disk without
> running Workbench, couldn't you argue that many things can be done from the
> Amiga ROM alone? I know on an Amiga computer with no hard drive, that you
> can boot up floppy games.

Yes. The OS2.0 ROM actually includes about 30 commands (cd, if, newshell, setenv, for example). You can boot with _almost_ a freshly formatted disk - you only have to 'install' the bootblock with the standard bootable bootblock. The bootblock basically just signals the OS to open a Shell, and run the startup-sequence if present, though - no real files or anything.

Now, true, since rather useful commands like 'dir' and 'copy' aren't present in the ROM and have to be run off disk, a boot like this isn't too handy, but it's still true that it's possible. The core OS still has the routines, of course, there just isn't an AmigaDOS command ready.

-jupo (hoping not to get flamed for his Amiga advocacy... ;))

.------------------------. _
Justin Pope | Frontier-II Director | // Long live
jupo@ou.edu | Amiga, TI-81/85, MUSE/ | _ // -=-
www.galstar.com/~jupo | MUSH/MUX Programming | \x/ the AMIGA
`------------------------'

1936. Re: iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-19 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <35625CF6.5B2B3D2@earthlink.net>
Source record: 5097

Well, Daniel:

That was an interesting reply. I heard something from a pc-turned-mac user(recently-he bought a G3) about the iMac. He says, (and I can't verify his facts so take it as sheer rumor) that 50,000 iMacs have been pre-ordered already from Apple. Now, 50G can be seen as small potatoes(the plural makes the e ok) but it *is* interesting that people want to buy a machine that basically hasn't been built yet. Just about everyone on the Mac boards say that it isn't for them, so...? Who's asking for them? One critical announcement from Imation and Panasonic provides a USB superdrive for the iMac(specifically) that reads: old PC floppys, new PC superdisks(120MB), old Mac floppies and new Mac superdisks(same 120MB). It makes me kind of envious, seeing as I have to have two drives to do that, one of which is built in and is rather inaccessible. I might have to revise the saintly old mother line.

Oh, and one other connection between two computers separated by a vast amount of CPU development time: the iMac seems to be regarded as a rather novel and speedy game platform.

Thanks for the politeness. The person who you refer to as TIFKAS is an abberation as far as I'm concerned. He reminds me of wintel trolls that set off chain reactions in Mac groups for no good reason as far as I can see. He might be feeding off of your vitriol.

1937. iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35623366.0@diana.idirect.com>
Source record: 5098

John Morgan said:

>Yes, this is a very nice thread, in general. The iMac has been roasted
>and praised in great length on other newsgroups, so a consensus is
>building, which is: If you are computer proficient enough to be on these
>newsgroups, the iMac isn't for you.

Why not? I would LOVE to have it for me, on paper it sounds like
it's a great machine, speed and memory wise. It's just that for $1200 US
($2000 CDN) I would expect certain things to be standard, like SCSI
ports, a floppy disk drive, and a standard printer port. Heck, a new
C-LAB Falcon starts at around $1100 CDN (around $350-500 CDN used) and
has all three standard, and makes one heck of an Internet machine to
boot!

> It's for your saintly old mother who
>is fearful of computers and just wants a way to enter the cyber world.

Well, that would make it one of the smallest niche markets there is,
catering to little old ladies who want to surf the Weeb, isn't it? :)
Unfortunately, with its lack of standards, Apple may be seen as ripping
off widows and orphans with this machine. (BTW, MY saintly old mother,
who loves the Internet, already owns her own Mac which she runs her
business on and is hoping to get her own ISP account soon, as she uses
my brother's home machine, also a Mac, for her web surfing and for
printing out her projects: having been burned in too many
deals with PCs, she would be wary of buying any computer that didn't
come with a floppy disk drive as standard)

> I consider all Atari user power users. I haven't met one yet that
>didn't know the system inside out and a high percentage are programmers,
>who first began peeking and poking at system operations on the old eight
>bits.

Thank you, I consider that a compliment! Yes, these days just about
every Atari user out there is a power user thanks to the Tramiels
pulling the rug out from under us - why do we do it? In my case, a
pioneer spirit, too dumb to quit and ornery to boot :). Likewise, I
find most Mac users to be quite knowledgable and great guys (save one
nasty little microbe from Texas who's been strangely quiet the last few
days, I wonder why? <evil :) >)

> Which, by the way, would almost be a 'flawed' machine by the logic
>expressed here. I don't think so. It was a great buy, had nifty
>accessibility (which you had to work at), and packed a great punch in
>64K(800XL). In fact, without any great stretch, the iMac could be seen

>as the 800XL of the future.

we're comparing two different eras here - in the old 8-bit era just about EVERYTHING was proprietary, save television sets and cassette recorders. You could say the same about the Commodore 64, Spectrum, Oric, BBC, Dragon, CoCo, Texas Instruments, Intellivision, Adam, etc! In THIS era, however, there have definitely been standards and benchmarks that computers (especially Macs) are expected to live up to by consumers - including floppy disks, standard printer ports to connect THEIR choice of printer, some way of hooking up backup drives of THEIR choice.....

USB hold a great potential with it's hot-swapability and 127 device limit. It's not as fast as SCSI, but neither are parallel ports.

First find 127 devices to hook up to it :)

> It's an entry level machine, no more. I would like to see a detailed
>statement on a $600 wintel machine that had any functionality at all.
>After memory upgrades, graphics cards and all the other little tweeks
>and adjustments necessary for graphics use, I'll bet the final price is
>a bit more.

Wouldn't it be a better benchmark to compare a Wintel machine that was within the iMac's price range? Besides, having heard benchmarks on how well Linux and OS/2 run on PCs, I've come to the conclusion that the problem stems all from Microsoft and Windows - David Troy from TOAD did tests between Linux and Windows '95, and found that the Microsoft product all but crippled a Pentium 75mHz, but it was a pure hot rod under Linux. I think if Apple continues on in some way to develop Rhapsody, there would be your ultimate PC system for the net, with no jiggery-pokery and no Bill Gates :)

> For a doomed machine, it's getting a *lot* of bandwidth.

if anything, Apple has certainly been getting a LOT of attention on this, and that's good in its own small way. At least it beats being ignored.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1938. Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35623373.0@diana.idirect.com>
Source record: 5149

Just for fun, let's start a round robin....

you may have heard about Bill Gates' reaction to the lawsuit lauched by the US Justice Department and the 20 States regarding anti-trust action against Microsoft. When told that one of the conditions of dropping the suit was to remove Internet Explorer from within Windows '98 and include Netscape and another browser to the package so the consumer would have a choice, Gates angrily said "that'd be like Coke being required to add three cans of Pepsi to their six-packs".

well, I've thought about Bill's rather weird analogy, and these are some of the reasons I feel they don't wash:

1) no company has ever forced their employees to drink Coke and only Coke while at work

2) If Coke bailed out Vernors with a cash loan, they wouldn't require Vernors to put only Coke in all their future bottled and canned product as part of the deal. (a)

3) Coke would never feel threatened enough by Pepsi to want to use tactics like giving away all cans of Coke for free (and if they do, where's the line?)

4) Coke would never put out a product as bad as Microsoft "Bob" (hey, even New Coke wasn't THAT bad......)

5) Coke's help lines wouldn't charge by the minute as you explain to them you found a dead mouse (or even a live mouse) in a bottle of their product.

6) Coke doesn't make the requirement for satisfaction of their product be based on their customers' speed and onboard memory.

7) Coke doesn't put chemicals in their product that cause those who then drink a Pepsi to have a case of the green-apple quick-step.

8) Microsoft, no matter how hard they try, will never, ever make a product as cool as Cherry Coke.

any more? don't be afraid to jump in......

a) for those in Europe and other Vernors-free zones, a soda made by a small company in Michigan that is a rather interesting cross between ginger beer and cream soda; it can also clear your sinuses in seconds flat.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1939. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: grovem@blockridgecrest.ca.us
Message-ID: <6jti25$jl8$2@ash.ridgecrest.ca.us>
Source record: 5150

On 20 May 98 01:35:47 G, Daniel L. Dreibelbis wrote:
> Just for fun, let's start a round robin....
>
> you may have heard about Bill Gates' reaction to the lawsuit
>lauched by the US Justice Department and the 20 States regarding
>anti-trust action against Microsoft. When told that one of the
>conditions of dropping the suit was to remove Internet Explorer from
>within Windows '98 and include Netscape and another browser to the
>package so the consumer would have a choice, Gates angrily said "that'd
>be like Coke being required to add three cans of Pepsi to their
>six-packs".
>
> well, I've thought about Bill's rather weird analogy, and these
>are some of the reasons I feel they don't wash:
>
> 1) no company has ever forced their employees to drink Coke and
>only Coke while at work

Well, Coke won the contract at the Naval Weapons Center where I am employed. Not a Pepsi on the base:(. So now I feel just like the people that do not wish IE included in Win98 feel:). Of course, there is no rule that says I cannot carry my 2ltr Pepsi in front of the Coke deliverly people while loading the machines:). Hell, I even taunt the HP guys running Unix as to why it takes so long to compile their simulations over the network. Which brings to mind, jezzz, could you image MiNT and N.AES running native under one of those processors? The network manager still can't believe what MagiC Mac does for a Mac:). Are these people ignorant or what? Why do we keep our O/S'es so secret from the business world?:).

> 2) If Coke bailed out Vernors with a cash loan, they wouldn't
>require Vernors to put only Coke in all their future bottled and canned
>product as part of the deal. (a)

Ahh, Vernors, my favorite refreshment. I hope that is only a rumor, because like MS, Coke would probably screw it up. Besides, Pepsi has Cindy on their side:). Coke commercials remind me of Apple commercials...
>
> 3) Coke would never feel threatened enough by Pepsi to want to use
>tactics like giving away all cans of Coke for free (and if they do,
>where's the line?)

Do you think Pepsi would take them in trade?

>
> 4) Coke would never put out a product as bad as Microsoft "Bob"
>(hey, even New Coke wasn't THAT bad......)

What about Fresca?

>
> 5) Coke's help lines wouldn't charge by the minute as you explain
>to them you found a dead mouse (or even a live mouse) in a bottle of
>their product.

Umm, maybe Bill should just have one silkscreened on the 98 CD?:).
>
> 6) Coke doesn't make the requirement for satisfaction of their
>product be based on their customers' speed and onboard memory.

Unless shaken:).

>
> 7) Coke doesn't put chemicals in their product that cause those who
>then drink a Pepsi to have a case of the green-apple quick-step.
>
> 8) Microsoft, no matter how hard they try, will never, ever make a
>product as cool as Cherry Coke.
>
>
> any more? don't be afraid to jump in......
>
>
> a) for those in Europe and other Vernors-free zones, a soda made by
>a small company in Michigan that is a rather interesting cross between
>ginger beer and cream soda; it can also clear your sinuses in seconds
>flat.

Also is a good sub for Wiskey if your in a bind:).
>
>
>//////////////////////Daniel L. Dreibelbis//////////////////////
>ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
>///////////////"And yet, the Fuji Lives!" ////////////////////
>.
Mike

1940. Atari Users of North Texas(Any left?)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6jtqr9$7v4$1@nnrp1.dejanews.com>
Source record: 5151

Sportsfans...

I had the chance to attend the monthly DFW Xchange consisting of all the area usergroup platforms at the Dallas Info Mart Center on 5/16. I was there to make an apperance at the Apple Corps of Dallas to watch the fine demo by the Macromedia folks and watch the Steve Jobs video that unveiled the imac and PowerBook G3's.

I also wanted to indulge in a little nastolgic by checking out the Atari users of North Texas. I went to the room on the sixth or seventh floor(Apple Corps on first floor). I poked my head into the room and just two folks were inside. I was puzzled...Was that it or the others were at lunch. I wanted to continue my pastime of building up my Lynx library... Came home disapointed.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1941. Re: iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6jtrvn$9rl$1@nnrp1.dejanews.com>
Source record: 5152

In article <35623366.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> Why not? I would LOVE to have it for me, on paper it sounds like
> it's a great machine, speed and memory wise. It's just that for $1200 US
> ($2000 CDN) I would expect certain things to be standard, like SCSI
> ports, a floppy disk drive, and a standard printer port. Heck, a new
> C-LAB Falcon starts at around $1100 CDN (around $350-500 CDN used) and
> has all three standard, and makes one heck of an Internet machine to
> boot!

Get real. The $1299 price is resonable. I know my Comps will have no
problems unloading these units. The imac will eat that C-Lab Falcon and still
be cool under the hood. Does the Falcon price include the monitor and a
userful valuable software bundle?

> Well, that would make it one of the smallest niche markets there is,
> catering to little old ladies who want to surf the Weeb, isn't it? :)
> Unfortunately, with its lack of standards, Apple may be seen as ripping
> off widows and orphans with this machine. (BTW, MY saintly old mother,
> who loves the Internet, already owns her own Mac which she runs her
> business on and is hoping to get her own ISP account soon, as she uses
> my brother's home machine, also a Mac, for her web surfing and for
> printing out her projects: having been burned in too many
> deals with PCs, she would be wary of buying any computer that didn't
> come with a floppy disk drive as standard)

You get the meaning. The imac has plenty of standards.. The USB ports are
standard in the wintel world. CH has gone over to USB and will have a line of
their game controllers compatible with the imac in time for the roll out.
Also there will be USB floppy drives to silence the whiners.

> Thank you, I consider that a compliment! Yes, these days just about
> every Atari user out there is a power user thanks to the Tramiels
> pulling the rug out from under us - why do we do it? In my case, a
> pioneer spirit, too dumb to quit and ornery to boot :). Likewise, I
> find most Mac users to be quite knowledgable and great guys (save one
> nasty little microbe from Texas who's been strangely quiet the last few
> days, I wonder why? <evil :) >)

Been too busy making a living. Handling Comp accounts is no picnic. The
PB3400 I have is fine for now. When I am in Cupertino in late summer, I am
hoping for an upgrade to a PowerBook G3.

> > Which, by the way, would almost be a 'flawed' machine by the logic
> >expressed here. I don't think so. It was a great buy, had nifty

> >accessibility (which you had to work at), and packed a great punch in
> >64K(800XL). In fact, without any great stretch, the iMac could be seen
> >as the 800XL of the future.

I still think that the Lynx is still ahead of its time unless Sony makes a
hand held version of the PlayStation.

> USB hold a great potential with it's hot-swapability and 127 device
> limit. It's not as fast as SCSI, but neither are parallel ports.
>
> First find 127 devices to hook up to it :)

Check out Computer Shopper.

> Wouldn't it be a better benchmark to compare a Wintel machine that
> was within the iMac's price range? Besides, having heard benchmarks on
> how well Linux and OS/2 run on PCs, I've come to the conclusion that the
> problem stems all from Microsoft and Windows - David Troy from TOAD did
> tests between Linux and Windows '95, and found that the Microsoft
> product all but crippled a Pentium 75mHz, but it was a pure hot rod
> under Linux. I think if Apple continues on in some way to develop
> Rhapsody, there would be your ultimate PC system for the net, with no
> jiggery-pokery and no Bill Gates :)

Rhapsopy will be out this fall.

> > For a doomed machine, it's getting a *lot* of bandwidth.
>
> if anything, Apple has certainly been getting a LOT of attention on
> this, and that's good in its own small way. At least it beats being
> ignored.....

True.

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1942. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6jtsde$a4c$1@nnrp1.dejanews.com>
Source record: 5153

In article <35623373.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

(Whatever deleted)

I will Personally agree that MS is a monopoly, but the U.S. gov't is being schizophrenic according to Apple Recon: http://www.pelagius.com/AppleRecon/

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1943. Re: iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6jtst1$b3l$1@nnrp1.dejanews.com>
Source record: 5154

In article <slrn6m0o9a.7vp.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:
> Nah, I'd rather use a $600 PC as a terminal (X or otherwise)
> despite the fact that the iMac looks oddly similar to a VT100.

And those $2600 Pentium 400's are gathering dust? I think not.

> They reflected the market. That's the real problem with
> the iMac. It fails to do this. At least Apple could have
> been a little more innovative in their case design or
> made the bundle-monitor a 17" or better.

The imac hasn't failed anything yet because its not out yet. I hate to burst
your bubble, my Comps will sell tons of these imacs.

> Actually, the retail price of the sort of PC components that
> make up the iMac come to about $700 at pricewatch including the
> monitor but not including the motherboard. That leaves the consumer
> or OEM another 500-600 to play with wrt P5/133 - PII/233 Dual CPU
> motherboards.
>
> $1300 for a machine like the iMac is Apple pricing, period.

$1300 for a Compaq Presario 233 K6 machine is Compaq's pricing period. Guess
what? This Presario is doing alright.

> BTW, any $50 pentium motherboard supports USB these days so
> that's nothing really impressive.

Whats your point?

> The kind of people this machine is marketed to aren't going to
> care about who's 233 cpu is really faster. They'll just compare
> the numbers they understand & buy the PC bargain box by the door.
>

And how would you explain the success of the $1299 233 K6 Compaq Presario
model that does not include the monitor in its price? The imac completely
destroys this Presario period.

Sounds like you are barking up the wrong tree...

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1944. Re: iMac - it's doomed, was Mac OS beats TOS in survey

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6jttsg$ch6$1@nnrp1.dejanews.com>
Source record: 5155

In article <slrn6lv5go.2bs.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:
>
> Too bad his target market will notice all the $600 PC's
> sitting by the door (of Computer City) and never even
> get to the iMacs...

Nope...Compaq is targeting the $1299 233 K6 Presario. Price does not include monitor. The imac completely destroys this Presario. As Jobs stated that this Presario is yesterdays technology with a new price. Does these $600 boxes include monitor, sufficient memory, HD and software bundle. Apple will have a nice usable bundle that include ApplewWorks, FileMaker Pro, Quicken 98 deluxe and unamed game titles. I not expecting low quality game titles boxed with the imac.

> >
> >> Unfortunately, the iMac may well be the wrong product to be
> >> launching as a target computer for the first-time buyer, as it has to
> >> me some rather fatal flaws:
> >
> > I don't think so. It's a great, attractive machine...
>
> Then Steve will have loads of fun selling to all of
> you Apple cheerleaders: all 5 of you.

ROFLMAO!! You are a riot. Will you eat your spinach if Apple sells hundreds of thousands this year?

> The rest of us will either see it for what it is:
> overpriced and underspec'ed or just overpriced.

ROFLMAO again. A box that outperforms a Pentium II 400mhz for half the price.

> ...and unlike those cheap PC's sitting by the door,
> this machine (iMac) will be compatible with nearly
> nothing in the way of software OR hardware...

ROFLMAO again & again... The imac will run a wealth of software.
>
> That sounds rather familiar, actually...
>
> ...sounds like the 80's again... so much for
> 'thunk different'...

You will be eating your spinach.

> ...that will certainly impress the penny pinchers
> this machine is targeted to...

It's not targeted to the penny pinchers. Sounds like you have no knowledge of
the computer retail market.

>
> Until you can plug it in, it's all vaporware vs. devices
> that are available NOW. It's not as if a few standard ports
> would cost all that much.

CH will have all their USB game controllers working on the imac.

>
> While it's not proprietary, anyone who buys one of these things
> has to depend on the USB peripheral market maturing real quick
> or just being plain out of luck.
>
> > By the time the iMac hits the stores, you'll be able to buy HP USB
> >printers for it. No $100 cable/software package here...
>
> A printer in hand is worth 2 in the bush...

Jabba speak?

>
> ...and anyone else with half a brain cell would just get the
> 1/2 price PC and run Linux (or NT Workstation if it could
> manage it).

Why Linux?

> Technocratic pomposity didn't sell in the 80's and it wont
> sell in the 90's. At least in the 80's the PC had considerably
> less intrenchment and a horrific interface.
>
> Apple should be moving away from that sort of foolishness
> and not back towards it.

When Apple increases their cash horde off the imac will you eat your spinach?

>
> The iMac is about as progressive as a $600 bargain box PC.
> That rhetoric will only antagonize the iMac's target buyer,
> especially when they notice it is indeed '$600' and not
> '$995'. They will rightfully percieve themselves being assumed
> fools and act accordingly.

Will Compaq atagonize the market with the their $1299 233 K6 Presario?

I have a feeling you will be eating spinach this fall.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1945. Re: iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6m52oa.fki.jedi@dementia.mishnet>
Source record: 5156

On Wed, 20 May 1998 06:07:52 GMT, sinclair2246@my-dejanews.com <sinclair2246@my
-dejanews.com> wrote:
>In article <35623366.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> Why not? I would LOVE to have it for me, on paper it sounds like
>> it's a great machine, speed and memory wise. It's just that for $1200 US
>> ($2000 CDN) I would expect certain things to be standard, like SCSI
>> ports, a floppy disk drive, and a standard printer port. Heck, a new
>> C-LAB Falcon starts at around $1100 CDN (around $350-500 CDN used) and
>> has all three standard, and makes one heck of an Internet machine to
>> boot!
>
>Get real. The $1299 price is resonable. I know my Comps will have no
>problems unloading these units. The imac will eat that C-Lab Falcon and still
>be cool under the hood. Does the Falcon price include the monitor and a
>userful valuable software bundle?

a) 'valuable software bundle' is fairly meaningless rhertoric.
b) that mac has to work against it's bloatware in OS and apps
before it gets ANY work done.

>
>> Well, that would make it one of the smallest niche markets there is,
>> catering to little old ladies who want to surf the Weeb, isn't it? :)
>> Unfortunately, with its lack of standards, Apple may be seen as ripping
>> off widows and orphans with this machine. (BTW, MY saintly old mother,
>> who loves the Internet, already owns her own Mac which she runs her
>> business on and is hoping to get her own ISP account soon, as she uses
>> my brother's home machine, also a Mac, for her web surfing and for
>> printing out her projects: having been burned in too many
>> deals with PCs, she would be wary of buying any computer that didn't
>> come with a floppy disk drive as standard)
>
>You get the meaning. The imac has plenty of standards.. The USB ports are
>standard in the wintel world. CH has gone over to USB and will have a line of

That certainly explains ALL the USB peripherals I see at
OfficeMax,OfficeDepot,Computer City,CompUSA,WOW & BestBuy...
(yes that was sarcasm)

>their game controllers compatible with the imac in time for the roll out.
>Also there will be USB floppy drives to silence the whiners.

You mean Maud gets to pay extra for something that's
included in those cheaper machines stacked up by the

door? The Apple marketing machine just doesn't stop.

[deletia]

1946. Re: iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6m53o0.fki.jedi@dementia.mishnet>
Source record: 5157

On Wed, 20 May 1998 06:23:30 GMT, sinclair2246@my-dejanews.com <sinclair2246@my
-dejanews.com> wrote:
>In article <slrn6m0o9a.7vp.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>> Nah, I'd rather use a $600 PC as a terminal (X or otherwise)
>> despite the fact that the iMac looks oddly similar to a VT100.
>
>And those $2600 Pentium 400's are gathering dust? I think not.

People interested in 400 or more Mhz could just
pay $1900 for a 533Mhz Alpha, $1200 for a Dual PII/233
equipped the same way as your iMac. Even the MacVocate
speed demons will be gravitating to something that's a
little beefier inand out of the CPU.

>
>> They reflected the market. That's the real problem with
>> the iMac. It fails to do this. At least Apple could have
>> been a little more innovative in their case design or
>> made the bundle-monitor a 17" or better.
>
>The imac hasn't failed anything yet because its not out yet. I hate to burst
>your bubble, my Comps will sell tons of these imacs.

Mebbe they'll have run out of the $600 bargain PC's by then...

>
>
>> Actually, the retail price of the sort of PC components that
>> make up the iMac come to about $700 at pricewatch including the
>> monitor but not including the motherboard. That leaves the consumer
>> or OEM another 500-600 to play with wrt P5/133 - PII/233 Dual CPU
>> motherboards.
>>
>> $1300 for a machine like the iMac is Apple pricing, period.
>
>$1300 for a Compaq Presario 233 K6 machine is Compaq's pricing period. Guess
>what? This Presario is doing alright.

Of course it is: it's a nice big MonopolySoft compatible
brand name. They don't have to worry about Maud being
dissuaded by the rest of the herd (in or out of the store).

>
>> BTW, any $50 pentium motherboard supports USB these days so
>> that's nothing really impressive.

>
>Whats your point?

USB support is YESTERDAY. It's a minor option standard on
any other motherboard in production. Except all those other
motherboards (cheap generica included) actually support
hardware available now (as opposed to when the vendor gets
around to it).

>
>> The kind of people this machine is marketed to aren't going to
>> care about who's 233 cpu is really faster. They'll just compare
>> the numbers they understand & buy the PC bargain box by the door.
>>
>
>And how would you explain the success of the $1299 233 K6 Compaq Presario

It's $946, Actually. So, Compaq delivers more for less
TODAY (instead of August).

>model that does not include the monitor in its price? The imac completely
>destroys this Presario period.
>
>Sounds like you are barking up the wrong tree...

It benefits from what PC wares have benefited from over
the last decade: Monopoly compatibility and the enhanced
market that implies. Apple has no such position and needs
to market accordingly. They need to compete with the entire
PC maret VISIBLY and not just compare themselves to easy
targets.

1947. Re: iMac - it's doomed, was Mac OS beats TOS in survey

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6m54m9.fki.jedi@dementia.mishnet>
Source record: 5158

On Wed, 20 May 1998 06:40:16 GMT, sinclair2246@my-dejanews.com <sinclair2246@my
-dejanews.com> wrote:
>In article <slrn6lv5go.2bs.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>>
>> Too bad his target market will notice all the $600 PC's
>> sitting by the door (of Computer City) and never even
>> get to the iMacs...
>
>Nope...Compaq is targeting the $1299 233 K6 Presario. Price does not include
>monitor. The imac completely destroys this Presario. As Jobs stated that

Too bad you can't pick and choose your fights. There's more
than one front when it comes to PC's. Ignore the other ones
for the sake of an easy battle and you'll leave yourself
exposed elsewhere.

...and it's a $950 Presario. This will likely be even less
by August.

>this Presario is yesterdays technology with a new price. Does these $600
>boxes include monitor, sufficient memory, HD and software bundle. Apple will
>have a nice usable bundle that include ApplewWorks, FileMaker Pro, Quicken 98
>deluxe and unamed game titles. I not expecting low quality game titles boxed
>with the imac.

I'm not the one that has to be convinced, remember.

>
>> >
>> >> Unfortunately, the iMac may well be the wrong product to be
>> >> launching as a target computer for the first-time buyer, as it has to
>> >> me some rather fatal flaws:
>> >
>> > I don't think so. It's a great, attractive machine...
>>
>> Then Steve will have loads of fun selling to all of
>> you Apple cheerleaders: all 5 of you.
>
>ROFLMAO!! You are a riot. Will you eat your spinach if Apple sells hundreds
>of thousands this year?

Hundreds of Thousands wont cut it, actually. That's
what one of the things you Apple Cheerleaders fail
to realize.

>
>> The rest of us will either see it for what it is:
>> overpriced and underspec'ed or just overpriced.
>
>ROFLMAO again. A box that outperforms a Pentium II 400mhz for half the price.

Not hardly. The specmarks and quakemarks for the PPC750
tell a considerably different tail. The PPC750 is no
more impressive (outside of commercials) than any comparably
clocked intel (or clone).

>
>> ...and unlike those cheap PC's sitting by the door,
>> this machine (iMac) will be compatible with nearly
>> nothing in the way of software OR hardware...
>
>ROFLMAO again & again... The imac will run a wealth of software.

The CompUSA's must be a lot different where
you are in Neverland.

>>
>> That sounds rather familiar, actually...
>>
>> ...sounds like the 80's again... so much for
>> 'thunk different'...
>
>You will be eating your spinach.

I bet your 1986 counterpart spewed the same
sort of gibberish, on this very net (or even fido).

>
>> ...that will certainly impress the penny pinchers
>> this machine is targeted to...
>
>It's not targeted to the penny pinchers. Sounds like you have no knowledge of
>the computer retail market.

The corporate webpage said something to the effect
of the imac being targeted towards the low end.

I keep track of the market quite often, actually.
It's quite easy, actually. That's how I know your
Compaq numbers are %25 off. That's quite a bit of
error. Must've done those figures on your mac. It
was an iterative algorithm that just didn't have
enough time to finish... '-p

>
>>
>> Until you can plug it in, it's all vaporware vs. devices
>> that are available NOW. It's not as if a few standard ports
>> would cost all that much.

>
>CH will have all their USB game controllers working on the imac.

operative word: WILL

>
>>
>> While it's not proprietary, anyone who buys one of these things
>> has to depend on the USB peripheral market maturing real quick
>> or just being plain out of luck.
>>
>> > By the time the iMac hits the stores, you'll be able to buy HP USB
>> >printers for it. No $100 cable/software package here...
>>
>> A printer in hand is worth 2 in the bush...
>
>Jabba speak?

A good grammar school should give you all that you
need know to understand that.

>
>>
>> ...and anyone else with half a brain cell would just get the
>> 1/2 price PC and run Linux (or NT Workstation if it could
>> manage it).
>
>Why Linux?

Linux: real OS that runs on hardware that wont manage
NT (also a real OS, vs say MacOS or Win95).

>
>> Technocratic pomposity didn't sell in the 80's and it wont
>> sell in the 90's. At least in the 80's the PC had considerably
>> less intrenchment and a horrific interface.
>>
>> Apple should be moving away from that sort of foolishness
>> and not back towards it.
>
>When Apple increases their cash horde off the imac will you eat your spinach?

Mebbe they can then buy back Billy-Goat's stock.

>
>>
>> The iMac is about as progressive as a $600 bargain box PC.
>> That rhetoric will only antagonize the iMac's target buyer,
>> especially when they notice it is indeed '$600' and not
>> '$995'. They will rightfully percieve themselves being assumed
>> fools and act accordingly.
>
>Will Compaq atagonize the market with the their $1299 233 K6 Presario?

It's $950 actually. Yes they will likely antagonize Maud. However, the lack of Maud will not significantly shrink Compaq's target market. Compaq has some leeway being in a 10x larger market segment that a company with a much smaller real market.

Apple is not a Louis no matter what it thinks, it shoudn't act like one. The peasants will just laugh.

1948. Re: Atari Force

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: HenryK <henryk@auscape.net.au>
Message-ID: <6jug86$8im$1@floyd.ideal.net.au>
Source record: 5159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Hi

Apologies for this posting.
It was meant only for local consumption (Amigan).
I only realised later that this was also posted to Atari newsgroups.

HenryK
~~~~~~
HenryK wrote in message <6jlt46$sa1$1@floyd.ideal.net.au>...
>What's an Atari ?
>
>
~~~~~~

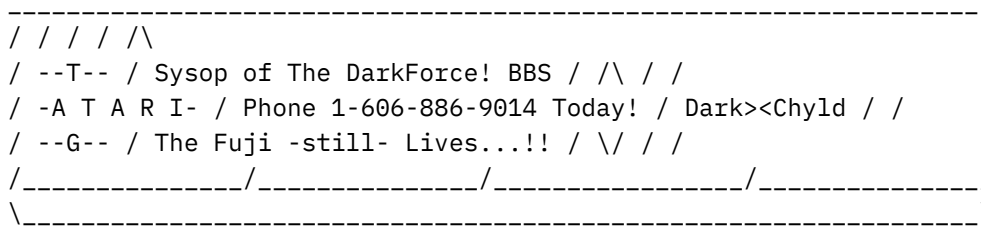
1949. Re: Well, now.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-20 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6juqg0ftg1@news.campus.mci.net>
Source record: 5160

On 19 May 1998 21:37:24, Justin and Lynda Pope wrote:

]-That's right... The entire 'kernel' of the OS lives in the 512K ROM. The stuff
]-on disk are commands, drivers, and libraries. (of which those required for a
]-full boot only take up about 300k, but that's not the topic here...)
]-Yes. The OS2.0 ROM actually includes about 30 commands (cd, if, newshell,
]-setenv, for example). You can boot with _almost_ a freshly formatted disk -
]-you only have to 'install' the bootblock with the standard bootable bootblock.
]-The bootblock basically just signals the OS to open a Shell, and run the
]-startup-sequence if present, though - no real files or anything.
]-
]-Now, true, since rather useful commands like 'dir' and 'copy' aren't present
]-in the ROM and have to be run off disk, a boot like this isn't too handy, but
]-it's still true that it's possible. The core OS still has the routines, of
]-course, there just isn't an AmigaDOS command ready.
]-
]-
]--jupo (hoping not to get flamed for his Amiga advocacy... ;))

Hi Justin and Lynda. Thanks for the info! BTW, how do you guys feel about
the announcements at the World of Amiga '98? Thanks again! ;-)



1950. FS: Portfolio Owners Manual

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-21 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6k1dso$i42@bgtnsc02.worldnet.att.net>
Source record: 5161

For anyone who may have recently picked up a used Atari Portfolio without the Owner's Manual, I have a few of them lying around, along with the Quick Reference Cards. You can have one (Owner's Manual and Quick Reference Card) for $3 plus $1 for regular mail shipping, or $3 for Priority Mail shipping.

Please respond in Email to: s.winick@worldnet.att.net

Sheldon

1951. Re: iMac, it's doomed

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-21 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6k1i8ocni1@nnrp1.dejanews.com>
Source record: 5162

In article <355fbabc.0@diana.idirect.com>,

> Definitely the iMac for $1200 - but for $1200US, or $2000CDN (which
> is a huge sum for someone like me, as the economy hasn't trickled down
> in my direction yet) I would certainly have certain expectations of it,
> including being able to use my existing peripherals from my Falcon
> (including homemade hard drive, Syquest removable drive, Microtek
> scanner and HP printer) rather than to spend extra monies on
> peripherals to use with it. Oh, yes, and a standard floppy drive for
> which I could install MagiCMac and not have to eat my TOS applications :)
> An over $3000CDN G3 is NOT an option for me.

The economy hasn't been good to you lately? Time to get a real job and leave
that paper mill behind.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1952. New Atari OS ?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-21 00:00:00 UTC
From: Geert.Poels@village.uunet.be
Message-ID: <Geert.Poels-2105981738260001@pool02a-194-7-46-94.uunet.be>
Source record: 5163

With Amiga releasing a new version of its OS; could this be possible for Atari ?
Perhaps with a port to Intel and PowerPC ?

Geert

1953. My C-Lab Falcon MKII

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-21 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998052116034400.MAA03736@ladder01.news.aol.com>
Source record: 5164

I have a C-Lab Falcon MKII which I purchased from Toad Computers 2-3 years ago. Since December of last year I had been having trouble booting the Falcon with the cdrom drive and scsi cable connected to the Falcon's scsi port. Every time I tried booting the Falcon in this way, the boot partition would become corrupted and I would have to reload the boot files. The other day, I tried it one more time and the worst happened...the Falcon no longer operates. The fan comes on, the hard drive starts to spin up, and nothing else happens. I disconnected the hard drive and tried to boot from floppy---nothing. The fan comes on and the power indicater light comes on but that's it. No floppy activity. Does this mean that my $1400.00 computer is now junk? I am now very frustated, sad, and angry. What can I do now to rectify this situation that won't cost me an arm and a leg to fix? All I really want to do is to get the machine up and running again in order to be able to use it as trade in for a TOS clone motherboard/cpu.
Thank you,
Sam Ferrer

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

1954. Re: iMac, it's doomed

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35645524.0@diana.idirect.com>
Source record: 5165

On 21 May 1998 15:46:32, sinclair2246@my-dejanews.com (The Idiot
Forever Known As Sinclap) wrote:
>In article <355fbabc.0@diana.idirect.com>,
>
>> Definitely the iMac for $1200 - but for $1200US, or $2000CDN (which
>> is a huge sum for someone like me, as the economy hasn't trickled down
>> in my direction yet) I would certainly have certain expectations of it,
>> including being able to use my existing peripherals from my Falcon
>> (including homemade hard drive, Syquest removable drive, Microtek
>> scanner and HP printer) rather than to spend extra monies on
>> peripherals to use with it. Oh, yes, and a standard floppy drive for
>> which I could install MagiCMac and not have to eat my TOS applications :)
>> An over $3000CDN G3 is NOT an option for me.
>
>The economy hasn't been good to you lately? Time to get a real job and leave
>that paper mill behind.

I HAVE a real job, thank you - and it doesn't involve pushing paper.
And I still don't want to eat the investment on any of my peripherals,
which I've invested in and work perfectly well for my needs. Or is that
beyond your comprehension? You should read the whole of my posts for
clarity and understanding.

Looks like I'll have to invoke St. Dogbert again to banish this
Demon Of Stupidity.....OUT! OUT!

>
>Peter S.
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading
>.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1955. Re: iMac - it's doomed, was Mac OS beats TOS in survey

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-21 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <4044.7445T1041T994@canit.se>
Source record: 5166

Den 20-Maj-98 07:40:16 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <slrn6lv5go.2bs.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:

```
>> >> Unfortunately, the iMac may well be the wrong product to be
>> >> launching as a target computer for the first-time buyer, as it has to
>> >> me some rather fatal flaws:
>> >
>> > I don't think so. It's a great, attractive machine...
>>
>> Then Steve will have loads of fun selling to all of
>> you Apple cheerleaders: all 5 of you.

>ROFLMAO!! You are a riot. Will you eat your spinach if Apple sells hundreds
>of thousands this year?

If they do, I'll be gay, but I doubt that'll be the case, and since I always
eat my spinach anyway...

>> The rest of us will either see it for what it is:
>> overpriced and underspec'ed or just overpriced.

>ROFLMAO again. A box that outperforms a Pentium II 400mhz for half the
>price.

Pentium IIs at 400 MHz are not fitted in a monitor.

>> ...and unlike those cheap PC's sitting by the door,
>> this machine (iMac) will be compatible with nearly
>> nothing in the way of software OR hardware...

>ROFLMAO again & again... The imac will run a wealth of software.

Indeed. BTW, how many arses do you have, you've laughed off three of them so
far.

>> That sounds rather familiar, actually...
>>
>> ...sounds like the 80's again... so much for
>> 'thunk different'...

>You will be eating your spinach.

It certainly isn't different thinking, and if that's what Apple means by
thinking different, they need to widen their horizons.
```

>> ...that will certainly impress the penny pinchers
>> this machine is targeted to...

>It's not targeted to the penny pinchers. Sounds like you have no knowledge
>of the computer retail market.

Whom is it targeted at, actually? Who'll want to buy it?

>> Until you can plug it in, it's all vaporware vs. devices
>> that are available NOW. It's not as if a few standard ports
>> would cost all that much.

>CH will have all their USB game controllers working on the imac.

Just because the Mac has never had any joystick ports.

>> While it's not proprietary, anyone who buys one of these things
>> has to depend on the USB peripheral market maturing real quick
>> or just being plain out of luck.
>>
>> > By the time the iMac hits the stores, you'll be able to buy HP USB
>> >printers for it. No $100 cable/software package here...
>>
>> A printer in hand is worth 2 in the bush...

>Jabba speak?

Pardon?

>> ...and anyone else with half a brain cell would just get the
>> 1/2 price PC and run Linux (or NT Workstation if it could
>> manage it).

>Why Linux?

You Mac users would never understand. At least not until you get to run
Rhapsody.

>> Technocratic pomposity didn't sell in the 80's and it wont
>> sell in the 90's. At least in the 80's the PC had considerably
>> less intrenchment and a horrific interface.
>>
>> Apple should be moving away from that sort of foolishness
>> and not back towards it.

>When Apple increases their cash horde off the imac will you eat your spinach?

If, rather than when.

>> The iMac is about as progressive as a $600 bargain box PC.
>> That rhetoric will only antagonize the iMac's target buyer,
>> especially when they notice it is indeed '$600' and not
>> '$995'. They will rightfully percieve themselves being assumed
>> fools and act accordingly.

>Will Compaq atagonize the market with the their $1299 233 K6 Presario?

I don't know, do people still buy computers? I know Compaq is the biggest, but isn't the market saturated yet, and is that what people will buy?

--
/// Iggy Drougge __/__
/// optimus@canit.se \ . /
\\\/// http://www.canit.se/~optimus/ /_o _\
\\X/ They told me to get a life. I got a computer instead. \/

1956. Re: New Atari OS ?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6k2sib$60m$1@nnrp1.dejanews.com>
Source record: 5167

In article <Geert.Poels-2105981738260001@pool02a-194-7-46-94.uunet.be>,
Geert.Poels@village.uunet.be (Geert Poels) wrote:
>
> With Amiga releasing a new version of its OS; could this be possible for Atari ?
> Perhaps with a port to Intel and PowerPC ?

Why?

> Geert
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1957. Re: New Atari OS ?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-22 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <356571FB.7C9F18E@cfcsc.dnd.ca>
Source record: 5168

why?
silly question.
superior os naturally, but you wouldn't know, heh?
already a few developments:
fenix, magic, TOS4+(Milan), Dolmen(Phenix), and the AES's
(oAESis, Naes, XaAES, Geneva, ...)
Magic is the leader as it has already been ported to the Mac and PC.

sinclair2246@my-dejanews.com wrote:
> In article <Geert.Poels-2105981738260001@pool02a-194-7-46-94.uunet.be>,
> Geert.Poels@village.uunet.be (Geert Poels) wrote:
> > With Amiga releasing a new version of its OS; could this be possible for Atari ?
> > Perhaps with a port to Intel and PowerPC ?
> Why?
> > Geert
> Peter S.
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading

1958. Re: New Atari OS ?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-22 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <356574e3.0@diana.idirect.com>
Source record: 5169

On 22 May 1998 03:48:27, sinclair2246@my-dejanews.com (The Idiot
Forever Known As Sinclap) wrote:

>In article <Geert.Poels-2105981738260001@pool02a-194-7-46-94.uunet.be>,
> Geert.Poels@village.uunet.be (Geert Poels) wrote:
>>
>> With Amiga releasing a new version of its OS; could this be possible for Atari ?
>> Perhaps with a port to Intel and PowerPC ?
>
>Why?

Why not? :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1959. Re: iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-22 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-2205981057220001@200.229.243.243>
Source record: 5170

In article <355fbabc.0@diana.idirect.com>, dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> first - it's great to get such a wonderful, thoughtful response to
> my comments on the iMac compared to the spewings of someone like
> TIFKAS, and was able to point out the mistakes I made in my original
> post in a kind way. I'm impressed Alexandre - it makes replying all
> that more daunting :)
>

Thanks :) Let's try to keep the conversation at this high level...

> From: asiufy@uol.com.br (Alexandre A. S.)
>
> > >
> > the problem here is that you shouldn't be targeting to just existing
> > Mac users - you'll get the law of diminishing returns all over again as
> > it has been with just about every new Mac that has rolled in in the past
> > five years. What you should be doing is not only to be targeting the new
> > user (which Apple is wisely planning to do in this regard) as well as
> > existing PC users who are fed up with Bi66 6ates' grandeous schemes,
> > bully-boy sales tactics and bloated, buggy software and operating systems.
> >
>
> > Apple _isn't_ targeting at existing Mac users with the iMac, at
> >least that's what Jobs said, and that's why he compared it with a Compaq,
> >not another PowerMac.
>
> my comments were more directed at TIFKAS, who boasted that he would
> sell many of his iMacs to the existing Mac community, which of course
> is incredibly short-sighted in the long run for setting up a really
> good user base - I certainly did commend Apple's goal to go after the
> first-time computer user market, and suggested that their position
> would be to go after those fed up with the shortcomings of the PC
> platform as related to Bill Gates and the Wintel monopoly. But you'll be
> sure it's a given that existing Mac owners will also buy the machine and
> will expect to be able to use their existing peripherals with it.

As I mentioned earlier, Apple's goal is the first time buyer, but I know many a Mac addict who's going to buy an iMac as soon as it's ready for sale. Why? Because it's plain cool! If I had the money, I'd buy one right away! The iMac has limitations? Of course it does, but think of it as a "side" machine. For instance, take a current Mac user, with a 8600, a quite expensive machine (at the time it was released). This person has a pretty fast machine, and doesn't need to upgrade (Mac users don't have that disease common to PC users, upgrading every time Intel announces something "new"...), but he doesn't want other people

screwing around with his machine, maybe because he does his SOHO stuff on it, etc. So he gets a cheap iMac, hook it up to the 8600, and there you go, you got a very fast "side" computer, quite cheaply!

>
> > Unfortunately, the iMac may well be the wrong product to be
> > launching as a target computer for the first-time buyer, as it has to
> > me some rather fatal flaws:
>
> I don't think so. It's a great, attractive machine...
> >
> > 1) no floppy disk drive (come on - who in Cupertino has been
> > drinking the bong water? Floppy disks, contrary to what the press has
> > been saying, are still prevalent in the use of transfer of projects from
> > computer to computer, owing to their relative cheapness and size. Is
> > Apple going to be offering a disk drive as a proprietary option to those
> > who need it to transfer work stuff to their home iMac? How are people
> > going to transfer programs and important files from their old Macs to
> > the iMac?)
> >
>
> > Apple _will_ offer an external USB floppy drive for $60-80. And no,
> >a floppy isn't nearly as essential as it used to be.
>
> this is not a solution by a long shot, as a matter of fact this only
> contributes to the problem - everyone I have mentioned the lack of a
> floppy drive to have said that the lack of same as standard equipment is
> a Bad Idea (and something which the iMac's competition will definitely
> use as a black mark against it). I still say that a floppy drive is
> still considered a standard for transferring text files and other work
> to your home computer, as it is the only one that practically all
> computers built today share (especially in light of the fact that,
> despite the popularity of the ZIP, there is no other removable media
> standard) - and that even first-time computer users will balk at having
> to pay an additional $80 to get something which is standard on other
> machines. Granted, what with the iMac's design it would be hard to
> shoehorn a floppy drive into it.
>

I don't think so. Have you read the news recently? Most of the big boys in PC cloning announced PCs with _no_ disk drive! Funny isn't it?
First time buyers don't even know what a floppy disk is. If you don't know what it is, you obviously don't need it!
People have to get over with it, floppys are dead and gone, and congratulations for Apple for taking the brave step.

>
> > 2) no SCSI ports (especially if you're expecting to sell to
> > existing Mac users, including those who have things like scanners,
> > removable media drives, SCSI to Ethernet convertors, etc. This is a big
> > concern to musicians who use SCSI to do hard disk recording, and for
> > whom the specs on this machine will be perfect for them? Is Apple

> > expecting those people who've paid good money for their peripherals to
> > eat their investment? Is Apple expecting companies to make proprietary
> > scanners for use with the iMac? Like it or not, SCSI is a superior
> > standard despite the much-improved IDE specs and they should at least
> > consider it an option if not to make it standard, surely they can
> > install a SCSI host adaptor?)
>
> >You got the iMac completely wrong. For starters, a musician who
> >wants to do pro stuff shouldn't buy an iMac, and Apple aren't aiming at
> >this market. If a musician wants a Mac, he's better off with a G3, which
> >is about $400 more expensive than the iMac (but comes with no monitor).
>
> Believe me, at this pricepoint Apple could make a killing at
> marketing the iMac to musicians, as something with this amount of raw
> processing power and speed is something that hasn't been seen since the
> ST's heyday - AAMoF the G3 processor is considered the best processor
> to run Cubase Audio Mac on! And believe me, musicians, especially when
> they're starting out, are notoriously thrifty when it comes to buying
> new equipment. Plus with the lack of space most home studios have, the
> size of the iMac would be perfect to shoehorn in. Why not market to a
> number of niches rather than just one?

Because you just can't please everybody! But who nows, a year from now, we're going to see a change in direction, with lots and lots of USB devices available, including scanners, and MIDI stuff... This would make the iMac an attractive proposition for musicians too... But who knows, this is just some wild speculation...
Oh, as for scanners... It seems USB scanners are already available... Do you remember Bill Gates' hilarious COMDEX demo? :)

>
>
> > Newbies don't have scanners, newbies don't have external harddisks.
>
> but they'll soon be very frustrated when they discover that they
> can't hook up a scanner to their iMac, nor can they hook up a backup
> hard drive of their choice (removable media or not) to it either. How
> is an iMac user expected to back up their hard drive to ensure that
> their setup is secure or that they won't lose important documents or
> graphics files? Is Apple going to guarantee that the built-in IDE drive
> will never fail - good luck. And what about Ethernet to SCSI connectors
> - sooner or later some die-hard users are going to get frustrated with
> their modem speed and want to go to the faster route,
>

They can. Have you heard of a SuperDrive? It's a 120mb device that reads/writes to 3.5" floppies too. It was announced a few days after the iMac. It's going to be sold at less than $100 too...
Remember what I said earlier, that the iMac is a very powerful "side" machine? So, if you want to backup, you'll always have your server around (that's for computer savvy people). If you're a newbie, again, if you don't even know what's the purpose of backing up (most newbies don't), you don't really need it :) And when the need arrives, the SuperDrive will

be there to do the job.
As for the modem, I believe it'll be a 56K v90 instead of the announced 33.6K. Steve just included the slower one because he's not sure if he'll be able to ship v90 modems by August, and he didn't want to promise anything that he wouldn't be able to fulfill...

>
> >The iMac has USB ports. You seem to believe they're "proprietary". They're
> >not. This technology was created for the PC world, and Apple is adopting
> >it now. A couple of deals were already done between Apple and a couple of
> >companies in order to produce USB devices, like HP printers, and the
> >Superdisk 120mb floppy-compatible drive.
>
> I stand corrected on the USB; but still, why not go to the accepted
> standard routes , ie SCSI for the backup hard drive and other
> peripherals, and a parallel port for the printer? Why limit the choices
> of the new user to only those products designed for the new ports by a
> limited number of companies, instead of opening the choices on the many
> peripherals that could be used with this wonderful new machine? Case in
> point - the ZIP drive, which many Mac users have and love - what if a
> friend of yours (or your boss) has a Mac project or software that needs
> to be transferred and they have ZIP drives? Plus, about those people who
> buy the optional floppy drive - that leaves only one USB port to plug
> something else into: the printer or the backup drive? The lady or the
> tiger?

Because they make everything more expensive! Slots are expensive, SCSI is expensive. Macs never had a parallel port anyway :)
Another correction: the USB port is daisy-chainable, which means you can connect up to 127 devices on each port! So your point is irrelevant.

>
> >
> > 3) ANOTHER proprietary printer port that'll now require all new
> > printers to be designed? Apple should be instead looking at opening up
> > the number of printers that can be hooked up to their computers by
> > going to a standard parallel port scheme (which the Ataris have had
> > since 1985 :)) which could allow a popular printer from any
> > manufacturer to be hooked up to it without having to inverst in a $100
> > cable/software package!
>
> > Again, USB is not proprietary, so everything you wrote above is
> >wrong. Apple did it right. Who wants a kludge parallel port interface,
> >that, while being the current standard, it's far behind in technological
> >terms?
>
> As one who has used a "kludge parallel port" for years to drive a
> variety of printers on my STs and Falcon with absolutely no problems,
> all I can say is "if it ain't broke, don't fix it" :) The proprietary
> port for the printer on the Mac has always been something that sticks
> in my craw (and my mother's - she's in desperate need of a
> Mac-compatible printer for her SE/30 for her business and all the
> solutions Mac-wise are way out of her price range). Continuing to limit

> the choice of printers to a handful as opposed to opening the number of
> printer choices from a wide variety of manufacturers is not going to
> win Apple any fans, newbie or not.
>

Again, Macs never had parallel ports! We had 2 serial ports all the way. It's not a proprietary printer port as you suggest, it's plain serial.
I don't understand... EPSON makes great and affordable printers, and you can hook them up to your PC just as easily as you can install it on your Mac. HP is about to do the same (at the moment they have 2 different product lines). I wouldn't say EPSON's current amount of choices is limited in any way. Plus, there's always CANON and a number of other vendors.

>
> > By the time the iMac hits the stores, you'll be able to buy HP USB
> >printers for it. No $100 cable/software package here...
>
> there's no doubt that HP makes excellent printers (I own a DeskJet
> 540 which I'm very pleased with, and I'd like to get one of the new 700
> series printers), but what about CHOICE for once? How about giving the
> newbie, as well as the seasoned Mac user, the choice of hooking up an
> Epson, Olivetti, Canon, Brother, Citizen, or NEC printer right up to
> the computer for true Plug N' Play, as opposed to once again limiting
> the choices (Apple's choices) to a few compatible models? Is that too
> much to ask?

EPSON stood by the Mac all the way, so you can count on them making an USB device too, same for CANNON (who used to supply Apple with its printers).
In the case of USB, I'd have to adopt a "wait and see" attitude, since I can only guess that manufacturers will make USB devices. Remember, though, that USB isn't a Mac-only standard, so, if Citizen, for instance, launches USB products, they're fully aware their audience won't be only of iMac users!
>
> >
> > 4) the $1200 US package sound great on paper, but what all do you
> > get for that $1200. Does the monitor come with it, and if not, is it
> > proprietary? Is the keyboard and mouse included? I ask because according
> > to the Toronto Sun's computer section on Wednsday estimates by the time
> > the iMac gets to Canada it will, with the current state of the dollar
> > and imports and tariffs, the iMac will be around $2000CDN - and currently,
> > you can get an IBM brand windows box, also at 266mHz, which will easily
> > take about any printer, SVGA monitor and scanner on the market, for the
> > same price! Which of course by the time August comes around will
> > probably go for much lower! The same could well be said regarding the
> > Dell computers with the same specs!
> >
>
> > Yes, a 15" flat screen Sony Triniton monitor comes with it. What do
> >you mean a proprietary monitor? It's built-in! Both USB mouse and keyboard
> >are included.
>
> I didn't actually see a picture of the iMac until two days after my

> original diatribe, so I was wrong on that - that was a good move on
> Apple's part. The MOUSE is USB? Oh dear, after you have the floppy and
> the mouse hooked up, kiss having a printer and backup drive goodbye :)

Heheh.. Read the above... The mouse is daisy-chained to the keyboard.

>
>
> > What Apple hopes with the iMac is that, with its good looks and the
> >MacOS inherent ease of use (and of course, with all the bad rep that
> >Microsoft's been getting recently), they'll be able to make people think
> >twice before buying a computer.
>
> the small footprint of the iMac will certainly be a good selling
> point. As for the looks, I'm not so sure I like the design - it
> resembles those ORBIT trash cans that I used to see along the highways
> in Manitoba in the 1970s :) Definitely agree with you that what with
> Microsoft's new problems (especially with the anti-trust suits to be
> launched tomorrow by the US government and the 20 states) Apple has
> their best chance in years to make an impact - but not with a flawed
> product like the iMac.
>

I stand by the iMac. I don't think it's flawed. And remember that the iMac is just one of Apple's machines. They have other, affordable G3 Macs...

> > I agree... I've got a G3/266, and it's _fast_, just about the
> >fastest computer I've ever seen or used (and believe me, I see Pentium PCs
> >all the time!). But I also agree that nobody _needs_ this much
> >computational power. But with all the advances in PPC technology, Apple
> >managed to cram a decent, fast 233mhz G3 on the relatively cheap iMac,
> >while they could've opted for a budget deal. I believe Apple made no
> >concessions regarding new technologies with the iMac. As Jobs said, do you
> >want today's technology for $999 or tomorrow's for $1200? :)
>
> Definitely the iMac for $1200 - but for $1200US, or $2000CDN (which
> is a huge sum for someone like me, as the economy hasn't trickled down
> in my direction yet) I would certainly have certain expectations of it,
> including being able to use my existing peripherals from my Falcon
> (including homemade hard drive, Syquest removable drive, Microtek
> scanner and HP printer) rather than to spend extra monies on
> peripherals to use with it. Oh, yes, and a standard floppy drive for
> which I could install MagiCMac and not have to eat my TOS applications :)
> An over $3000CDN G3 is NOT an option for me.

Well, I can't really comment on your Canadian dollar prices, since I'm not fully aware of the current exchange rates and the taxes going on between the US and Canada... But from what I understand, the iMac is not for you. That's why you think it's flawed. The iMac is not supposed to be the "be all end all" Mac. It's made for newbies, and you don't seem to be a newbie :) I'd recommend a G3/233, or even some of the discounted 8600/9600 machines, which offers solid performance and great engineering. YOu'll be able to use your Syquest (as long as it's SCSI), scanner and printer. I just don't know about your homemade HD :)

>
> >
> > Apple wants us to think different - well it looks like behind the
> > scenes the same old thinking has been going on once again to Apple's
> > detrement.
>
> > Why do you say so? I've never seen Apple this "inspired" for a good
> >while!
>
> I hope the above will be able to see why I'm not impressed with
> Apple on their design for the iMac, which I consider a closed system.
> Looks like Apple is going to keep releasing the Pippin until they get
> it right.......
>

It is not a closed system, it's wildly expandable! You can increase both video and system memory, change processors without the need of any card, and hook up to 127 devices on it! The thing about is it that people are not familiar with USB yet, they don't know what it can do. As soon as you see loads of USB devices being announced, you'll comprehend why the iMac was done that way (to make it cheaper, no slots, no SCSI).
BTW, have you heard the recent announced of an USB->SCSI bridge announced by Newer Technologies? So I guess you're going to be able to hook up your SCSI stuff to the iMac afterall :P

>
> <snipped details of forthcoming ST-compatible>
> >
> > (see, a fairly civilized post for once - nothing about Holy Wars or
> > treating women like doormats)
> >
>
> > True :)
>
> isn't it wonderful. TIFKAS could certainly take some tips on how to
> have a true debate without having to stoop to the lowest common
> denominator from our example :)

I guess so :)

--
---
ciao!
asiufy@uol.com.br

1960. Re: iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-22 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-2205981112390001@200.229.243.243>
Source record: 5171

In article <slrn6m52oa.fki.jedi@dementia.mishnet>, jedi@dementia.mishnet (jedi) wrote:

> On Wed, 20 May 1998 06:07:52 GMT, sinclair2246@my-dejanews.com <sinclair2246@my
> -dejanews.com> wrote:
> >In article <35623366.0@diana.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >>
> >> Why not? I would LOVE to have it for me, on paper it sounds like
> >> it's a great machine, speed and memory wise. It's just that for $1200 US
> >> ($2000 CDN) I would expect certain things to be standard, like SCSI
> >> ports, a floppy disk drive, and a standard printer port. Heck, a new
> >> C-LAB Falcon starts at around $1100 CDN (around $350-500 CDN used) and
> >> has all three standard, and makes one heck of an Internet machine to
> >> boot!
> >>
> >Get real. The $1299 price is resonable. I know my Comps will have no
> >problems unloading these units. The imac will eat that C-Lab Falcon and still
> >be cool under the hood. Does the Falcon price include the monitor and a
> >userful valuable software bundle?
>

Allow me to step in ...

> a) 'valuable software bundle' is fairly meaningless rhertoric.

No it's not. It _does_ include a fair deal of software, including Filemaker Pro v4.0, one of the best selling database software.

> b) that mac has to work against it's bloatware in OS and apps
> before it gets ANY work done.

Have you used a G3? It reminds me of a b/w ST in its screen redraw speed, only that I'm on 832x624xmillions of colours :)
So, your "bloatware" comments doesn't have any meaning, since you _can_ do a lot of things with the G3 iMac. Of course it's going to need more RAM than the ST, but then, we're talking a technological gap here of more than a couple of years!

>
>
> >
> >> Well, that would make it one of the smallest niche markets there is,
> >> catering to little old ladies who want to surf the Weeb, isn't it? :)
> >> Unfortunately, with its lack of standards, Apple may be seen as ripping
> >> off widows and orphans with this machine. (BTW, MY saintly old mother,
> >> who loves the Internet, already owns her own Mac which she runs her
> >> business on and is hoping to get her own ISP account soon, as she uses

> >> my brother's home machine, also a Mac, for her web surfing and for
> >> printing out her projects: having been burned in too many
> >> deals with PCs, she would be wary of buying any computer that didn't
> >> come with a floppy disk drive as standard)
> >
> >You get the meaning. The imac has plenty of standards.. The USB ports are
> >standard in the wintel world. CH has gone over to USB and will have a line of
>
> That certainly explains ALL the USB peripherals I see at
> OfficeMax,OfficeDepot,Computer City,CompUSA,WOW & BestBuy...
> (yes that was sarcasm)
>

They're not there right now, but they will be. You can bet on that.

> >their game controllers compatible with the imac in time for the roll out.
> >Also there will be USB floppy drives to silence the whiners.
>
> You mean Maud gets to pay extra for something that's
> included in those cheaper machines stacked up by the
> door? The Apple marketing machine just doesn't stop.
>

No, your line is something the crude PC cloners would use to attack the iMac. Why do you newbies need a floppy if they have no idea what's its use? But of course, boneheaded PC cloners will say "oh, see, this PC has incredibly useful FLOPPY DRIVES, while the iMac doesn't, isn't that a MAJOR shortcoming"!
What they don't mention is that, with the PC, they'll have to keep screwing around with IRQs, DMA, and assorted 3-letter acronyms no one seems to have a complete grasp of, while with the iMac and its USB ports, it's all truly plug and play, just as it's been for Mac users all along...

> [deletia]

--
---
ciao!
asiufy@uol.com.br

1961. Re: iMac - it's doomed, was Mac OS beats TOS in survey

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-22 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-2205981122460001@200.229.243.243>
Source record: 5172

In article <slrn6lv5go.2bs.jedi@dementia.mishnet>, jedi@dementia.mishnet (jedi) wrote:

> On Sat, 16 May 1998 17:10:55 -0300, Alexandre A. S. <asiufy@uol.com.br> wrote:
> >In article <355b9d00.0@diana.idirect.com>, dreibel@idirect.com (Daniel L.
> >Dreibelbis) wrote:
> >
> >> On 14 May 1998 15:59:56, sinclair2000@earthlink.net wrote:
> >>

> > Apple _isn't_ targeting at existing Mac users with the iMac, at
> >least that's what Jobs said, and that's why he compared it with a Compaq,
> >not another PowerMac.
>
> Too bad his target market will notice all the $600 PC's
> sitting by the door (of Computer City) and never even
> get to the iMacs...

That's what _you_ say...

>
> >
> >> Unfortunately, the iMac may well be the wrong product to be
> >> launching as a target computer for the first-time buyer, as it has to
> >> me some rather fatal flaws:
> >
> > I don't think so. It's a great, attractive machine...
>
> Then Steve will have loads of fun selling to all of
> you Apple cheerleaders: all 5 of you.
>
> The rest of us will either see it for what it is:
> overpriced and underspec'ed or just overpriced.
>
> ...and unlike those cheap PC's sitting by the door,
> this machine (iMac) will be compatible with nearly
> nothing in the way of software OR hardware...

First of all, I wouldn't buy a PC, for ANY price. And people are starting to feel like this, getting fed up with Microsoft and Windows. So, for them, those cheap PCs are just not a choice.
You're just spreading misinformation here. The iMac has 2 USB ports, that, by the time of its launch, will have more than a couple of peripherals available for it, and I'm willing to bet it's going to supersede the current parallel/serial port technology in less than a year.

>
> That sounds rather familiar, actually...
>
> ...sounds like the 80's again... so much for
> 'thunk different'...

I can't see how. The iMac if anything is a step in the right direction, since it's going to use industry standard devices, something unthinkable for Mac users in the 80s!

>
> >>
> >> 1) no floppy disk drive (come on - who in Cupertino has been
> >> drinking the bong water? Floppy disks, contrary to what the press has
> >> been saying, are still prevalent in the use of transfer of projects from
> >> computer to computer, owing to their relative cheapness and size. Is
> >> Apple going to be offering a disk drive as a proprietary option to those
> >> who need it to transfer work stuff to their home iMac? How are people
> >> going to transfer programs and important files from their old Macs to
> >> the iMac?)
> >>
> >
> > Apple _will_ offer an external USB floppy drive for $60-80. And no,
> >a floppy isn't nearly as essential as it used to be.
>
> ...that will certainly impress the penny pinchers
> this machine is targeted to...

Man, you're good at spewing this kind of useless drivel aren't you...

> >
> > You got the iMac completely wrong. For starters, a musician who
> >wants to do pro stuff shouldn't buy an iMac, and Apple aren't aiming at
> >this market. If a musician wants a Mac, he's better off with a G3, which
> >is about $400 more expensive than the iMac (but comes with no monitor).
> > Newbies don't have scanners, newbies don't have external harddisks.
> >The iMac has USB ports. You seem to believe they're "proprietary". They're
> >not. This technology was created for the PC world, and Apple is adopting
> >it now. A couple of deals were already done between Apple and a couple of
> >companies in order to produce USB devices, like HP printers, and the
> >Superdisk 120mb floppy-compatible drive.
>
> Until you can plug it in, it's all vaporware vs. devices
> that are available NOW. It's not as if a few standard ports
> would cost all that much.

Is it too hard to think ahead? I guess so. So, just one sentence for you: THINK AHEAD.

>
> >
> >>
> >> 3) ANOTHER proprietary printer port that'll now require all new
> >> printers to be designed? Apple should be instead looking at opening up
> >> the number of printers that can be hooked up to their computers by

> >> going to a standard parallel port scheme (which the Ataris have had
> >> since 1985 :)) which could allow a popular printer from any
> >> manufacturer to be hooked up to it without having to inverst in a $100
> >> cable/software package!
> >
> > Again, USB is not proprietary, so everything you wrote above is
> >wrong. Apple did it right. Who wants a kludge parallel port interface,
> >that, while being the current standard, it's far behind in technological
> >terms?
>
> While it's not proprietary, anyone who buys one of these things
> has to depend on the USB peripheral market maturing real quick
> or just being plain out of luck.
>

The thing about it is that it's actually going to mature, and you'll be forced to buy another cheap assed PC board to support all the USB devices you'll want to buy...

>
> > By the time the iMac hits the stores, you'll be able to buy HP USB
> >printers for it. No $100 cable/software package here...
>
> A printer in hand is worth 2 in the bush...

Well, since you can't buy the computer right now, it's no use buying a printer either. So, by the time the iMac gets out the door, you can be sure there'll be a couple of printers to choose from...

> >>
> >
> > Yes, a 15" flat screen Sony Triniton monitor comes with it. What do
> >you mean a proprietary monitor? It's built-in! Both USB mouse and keyboard
> >are included.
> > What Apple hopes with the iMac is that, with its good looks and the
> >MacOS inherent ease of use (and of course, with all the bad rep that
> >Microsoft's been getting recently), they'll be able to make people think
> >twice before buying a computer.
> > I don't know about you, but I'd much rather have an iMac, cutting
> >edge technology, for the same price of a klunky, old Pentium job, with
> >Win95.
>
> ...and anyone else with half a brain cell would just get the
> 1/2 price PC and run Linux (or NT Workstation if it could
> manage it).

So I guess I have less than half a brain cell, because I wouldn't buy a PC, not even for $100.

>
> Technocratic pomposity didn't sell in the 80's and it wont
> sell in the 90's. At least in the 80's the PC had considerably
> less intrenchment and a horrific interface.

It still does have a horrific interface!
>
> Apple should be moving away from that sort of foolishness
> and not back towards it.
>

So what you want is Apple to start spewing cheap, crappy computers,
Made-in-some-backyard-in-Taiwan? No, thanks...

> >
> > I agree... I've got a G3/266, and it's _fast_, just about the
> >fastest computer I've ever seen or used (and believe me, I see Pentium PCs
> >all the time!). But I also agree that nobody _needs_ this much
> >computational power. But with all the advances in PPC technology, Apple
> >managed to cram a decent, fast 233mhz G3 on the relatively cheap iMac,
> >while they could've opted for a budget deal. I believe Apple made no
> >concessions regarding new technologies with the iMac. As Jobs said, do you
> >want today's technology for $999 or tomorrow's for $1200? :)
>
> The iMac is about as progressive as a $600 bargain box PC.
> That rhetoric will only antagonize the iMac's target buyer,
> especially when they notice it is indeed '$600' and not
> '$995'. They will rightfully percieve themselves being assumed
> fools and act accordingly.

BTW, where did you find a complete PC system for $600? That sounds more like 486 pricing...
Fools are the ones that follows Gates, and you seem to be one of those. Shame on you.

--
---
ciao!
asiufy@uol.com.br

1962. Re: iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-22 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6mb72c.r43.jedi@dementia.mishnet>
Source record: 5173

On Fri, 22 May 1998 11:12:34 -0300, Alexandre A. S. <asiufy@uol.com.br> wrote:
>In article <slrn6m52oa.fki.jedi@dementia.mishnet>, jedi@dementia.mishnet (jedi) wrote:
>
>> On Wed, 20 May 1998 06:07:52 GMT, sinclair2246@my-dejanews.com <sinclair2246@my
>> -dejanews.com> wrote:
>> >In article <35623366.0@diana.idirect.com>,
>> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> >>
>> >> Why not? I would LOVE to have it for me, on paper it sounds like
>> >> it's a great machine, speed and memory wise. It's just that for $1200 US
>> >> ($2000 CDN) I would expect certain things to be standard, like SCSI
>> >> ports, a floppy disk drive, and a standard printer port. Heck, a new
>> >> C-LAB Falcon starts at around $1100 CDN (around $350-500 CDN used) and
>> >> has all three standard, and makes one heck of an Internet machine to
>> >> boot!
>> >
>> >Get real. The $1299 price is resonable. I know my Comps will have no
>> >problems unloading these units. The imac will eat that C-Lab Falcon and still
>> >be cool under the hood. Does the Falcon price include the monitor and a
>> >userful valuable software bundle?
>>
>
> Allow me to step in ...
>
>> a) 'valuable software bundle' is fairly meaningless rhertoric.
>
> No it's not. It _does_ include a fair deal of software, including Filemaker Pro v4.0, one of the best selling database software.

YES IT IS.

X,Y, & Z IS useful. Then some discussion can
occur as to just how valuable the bundle is
in relation to it's apparent cost.

>
>> b) that mac has to work against it's bloatware in OS and apps
>> before it gets ANY work done.
>
> Have you used a G3? It reminds me of a b/w ST in its screen redraw speed, only that I'm on 832x624xmillions of colours :)
> So, your "bloatware" comments doesn't have any meaning, since you _can_ do a lot of things with the G3 iMac. Of course it's going to need more RAM than the ST, but then, we're talking a technological gap here of more than a couple of years!

The big question is really what's the cost for that niftiness
to the user in terms of overhead when getting the little things
done just so they can have all that niftiness. Having to run
MacOS or Win95 trashes much of any modern machine's speed gain.

>
>>
>>
>> >
>> >> Well, that would make it one of the smallest niche markets there is,
>> >> catering to little old ladies who want to surf the Weeb, isn't it? :)
>> >> Unfortunately, with its lack of standards, Apple may be seen as ripping
>> >> off widows and orphans with this machine. (BTW, MY saintly old mother,
>> >> who loves the Internet, already owns her own Mac which she runs her
>> >> business on and is hoping to get her own ISP account soon, as she uses
>> >> my brother's home machine, also a Mac, for her web surfing and for
>> >> printing out her projects: having been burned in too many
>> >> deals with PCs, she would be wary of buying any computer that didn't
>> >> come with a floppy disk drive as standard)
>> >
>> >You get the meaning. The imac has plenty of standards.. The USB ports are
>> >standard in the wintel world. CH has gone over to USB and will have a line of
>>
>> That certainly explains ALL the USB peripherals I see at
>> OfficeMax,OfficeDepot,Computer City,CompUSA,WOW & BestBuy...
>> (yes that was sarcasm)
>>
>
> They're not there right now, but they will be. You can bet on that.

We atarians have a term for this: vapor.

Nevermind that that makes the rest of OfficeMax->BestBuy
inaccessable to them. The iMac is reminiscent of the ST
at this point this way.

>
>> >their game controllers compatible with the imac in time for the roll out.
>> >Also there will be USB floppy drives to silence the whiners.
>>
>> You mean Maud gets to pay extra for something that's
>> included in those cheaper machines stacked up by the
>> door? The Apple marketing machine just doesn't stop.
>>
>
> No, your line is something the crude PC cloners would use to attack the iMac. Why do you newbies need a floppy if they have no idea what's its use? But of course, boneheaded PC cloners will say "oh, see, this PC has incredibly useful FLOPPY DRIVES, while the iMac doesn't, isn't that a MAJOR shortcoming"!

It's ubiquitous mobile random access storage. It's crude.
However, for $25 it more than makes up it's cost.

> What they don't mention is that, with the PC, they'll have to keep screwing around with IRQs, DMA, and assorted 3-letter acronyms no one seems to have a complete grasp of, while with the iMac and its USB ports, it's all truly plug and play, just as it's been for Mac users all along...

Free Clue for the Day: Those skanky $600 PC's have had
USB ports for quite a while now. That's why the iMac
is nothing special. It's essentially one of those skank
PC's with all of the more standard ports removed AND
no SCSI to boot. (a $50 addition on the lowend)

Apple is being excessively cheap with this machine.

1963. Re: iMac - it's doomed, was Mac OS beats TOS in survey

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-22 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6mb9oj.r58.jedi@dementia.mishnet>
Source record: 5174

On Fri, 22 May 1998 11:22:45 -0300, Alexandre A. S. <asiufy@uol.com.br> wrote:
>In article <slrn6lv5go.2bs.jedi@dementia.mishnet>, jedi@dementia.mishnet (jedi) wrote:
>
>> On Sat, 16 May 1998 17:10:55 -0300, Alexandre A. S. <asiufy@uol.com.br> wrote:
>> >In article <355b9d00.0@diana.idirect.com>, dreibel@idirect.com (Daniel L.
>> >Dreibelbis) wrote:
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>> >> On 14 May 1998 15:59:56, sinclair2000@earthlink.net wrote:
>> >>
>>
>> > Apple _isn't_ targeting at existing Mac users with the iMac, at
>> >least that's what Jobs said, and that's why he compared it with a Compaq,
>> >not another PowerMac.
>>
>> Too bad his target market will notice all the $600 PC's
>> sitting by the door (of Computer City) and never even
>> get to the iMacs...
>
> That's what _you_ say...

Apple has always had a rather strange idea
on what constitutes the low end even when
compared to cloners. The lowend consumer
is not going to compare Apple to Compaq.
Even if they do, Compaq will still win
out on apparent (and actual) cost as well
as being more modular.

(that apple couldn't actually 'innovate' on
that old design is another reason I think they're
terminally stuck in the 80's)

>
>>
>> >
>> >> Unfortunately, the iMac may well be the wrong product to be
>> >> launching as a target computer for the first-time buyer, as it has to
>> >> me some rather fatal flaws:
>> >
>> > I don't think so. It's a great, attractive machine...
>>
>> Then Steve will have loads of fun selling to all of
>> you Apple cheerleaders: all 5 of you.
>>
>> The rest of us will either see it for what it is:

>> overpriced and underspec'ed or just overpriced.
>>
>> ...and unlike those cheap PC's sitting by the door,
>> this machine (iMac) will be compatible with nearly
>> nothing in the way of software OR hardware...
>
> First of all, I wouldn't buy a PC, for ANY price. And people are starting to feel like this, getting fed up with Microsoft and Windows. So, for them, those cheap PCs are just not a choice.

Microsoft != PC.

Be is in a much better position to capitalize on
their dissatisfaction as are the free unixen.

> You're just spreading misinformation here. The iMac has 2 USB ports, that, by the time of its launch, will have more than a couple of peripherals available for it, and I'm willing to bet it's going to supersede the current parallel/serial port technology in less than a year.

So does any cheap PC. However, if your 'visions' dont come
true in time, the purchaser of the clone wont be wondering
why he can't take advantage of most of what's in CompUSA
or OfficeMax.

>
>>
>> That sounds rather familiar, actually...
>>
>> ...sounds like the 80's again... so much for
>> 'thunk different'...
>
> I can't see how. The iMac if anything is a step in the right direction, since it's going to use industry standard devices, something unthinkable for Mac users in the 80s!

USB != industry standard (yet).

That's the problem. They're being unecessarily
stingy with the actual defacto standards to the
detriment of their (over)paying customers.

>
>
>>
>> >>
>> >> 1) no floppy disk drive (come on - who in Cupertino has been
>> >> drinking the bong water? Floppy disks, contrary to what the press has
>> >> been saying, are still prevalent in the use of transfer of projects from
>> >> computer to computer, owing to their relative cheapness and size. Is
>> >> Apple going to be offering a disk drive as a proprietary option to those
>> >> who need it to transfer work stuff to their home iMac? How are people
>> >> going to transfer programs and important files from their old Macs to
>> >> the iMac?)

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>> > Apple _will_ offer an external USB floppy drive for $60-80. And no,
>> >a floppy isn't nearly as essential as it used to be.
>>
>> ...that will certainly impress the penny pinchers
>> this machine is targeted to...
>
> Man, you're good at spewing this kind of useless drivel aren't you...
>

I dunno, that Apple webpage said something about 'lowend'
users. Mebbe Apple should get to know that kinda user
before tring to mismarket to them.

Just what does Apple think it's saving by omitting a
$25 device? The least they could have done was include
a zip instead. It wouldn't have been standard but, at
least the user would have SOME form of mobile storage.

>> >
>> > You got the iMac completely wrong. For starters, a musician who
>> >wants to do pro stuff shouldn't buy an iMac, and Apple aren't aiming at
>> >this market. If a musician wants a Mac, he's better off with a G3, which
>> >is about $400 more expensive than the iMac (but comes with no monitor).
>> > Newbies don't have scanners, newbies don't have external harddisks.
>> >The iMac has USB ports. You seem to believe they're "proprietary". They're
>> >not. This technology was created for the PC world, and Apple is adopting
>> >it now. A couple of deals were already done between Apple and a couple of
>> >companies in order to produce USB devices, like HP printers, and the
>> >Superdisk 120mb floppy-compatible drive.
>>
>> Until you can plug it in, it's all vaporware vs. devices
>> that are available NOW. It's not as if a few standard ports
>> would cost all that much.
>
> Is it too hard to think ahead? I guess so. So, just one sentence for you: THINK AHEAD.

Yup, think ahead & don't presume the course of events
will unfold for you in the most ideal way imaginable.
Having older standard ports on the machine, one is
prepared for either outcome. That's why the $600
clone is better, IT HAS BOTH.

The buyer just doesn't get to snicker that they
payed 2x as much as they needed to for a straight
jacket.

>
>>
>> >
>> >>

>> >> 3) ANOTHER proprietary printer port that'll now require all new
>> >> printers to be designed? Apple should be instead looking at opening up
>> >> the number of printers that can be hooked up to their computers by
>> >> going to a standard parallel port scheme (which the Ataris have had
>> >> since 1985 :)) which could allow a popular printer from any
>> >> manufacturer to be hooked up to it without having to inverst in a $100
>> >> cable/software package!
>> >
>> > Again, USB is not proprietary, so everything you wrote above is
>> >wrong. Apple did it right. Who wants a kludge parallel port interface,
>> >that, while being the current standard, it's far behind in technological
>> >terms?
>>
>> While it's not proprietary, anyone who buys one of these things
>> has to depend on the USB peripheral market maturing real quick
>> or just being plain out of luck.
>>
>
> The thing about it is that it's actually going to mature, and you'll be forced to buy another cheap assed PC board to support all the USB devices you'll want to buy...

You really should buy a clue from somewhere. You have to have
really OLD machine in terms of PC's NOT to have USB support.
I don't think you can even get a post-486 motherboard without
USB support anymore.

USB on motherboards is still 'yesterday'.

>
>>
>> > By the time the iMac hits the stores, you'll be able to buy HP USB
>> >printers for it. No $100 cable/software package here...
>>
>> A printer in hand is worth 2 in the bush...
>
>
> Well, since you can't buy the computer right now, it's no use buying a printer either. So, by the time the iMac gets out the door, you can be sure there'll be a couple of printers to choose from...

Mebbe, mebbe not. However, the $600 PC doesn't have to
count on this round of craps. It can use all the printers
available NOW & need not depend on events in the future
unfolding ideally.

>
>> >>
>> >
>> > Yes, a 15" flat screen Sony Triniton monitor comes with it. What do
>> >you mean a proprietary monitor? It's built-in! Both USB mouse and keyboard
>> >are included.
>> > What Apple hopes with the iMac is that, with its good looks and the

>> >MacOS inherent ease of use (and of course, with all the bad rep that
>> >Microsoft's been getting recently), they'll be able to make people think
>> >twice before buying a computer.
>> > I don't know about you, but I'd much rather have an iMac, cutting
>> >edge technology, for the same price of a klunky, old Pentium job, with
>> >Win95.
>>
>> ...and anyone else with half a brain cell would just get the
>> 1/2 price PC and run Linux (or NT Workstation if it could
>> manage it).
>
> So I guess I have less than half a brain cell, because I wouldn't buy a PC, not even for
$100.

You've not yet really stated a good reason for
buying Macs to the exclusion of all else. Actually,
since you have such a strong bias in this area,
you really have no standing in this discussion.
Apple needs to expand it's userbase not merely
'preach to the choir'.

>
>
>>
>> Technocratic pomposity didn't sell in the 80's and it wont
>> sell in the 90's. At least in the 80's the PC had considerably
>> less intrenchment and a horrific interface.
>
> It still does have a horrific interface!

Enlightenment leaves MacOS behind back in the bronze age.

>>
>> Apple should be moving away from that sort of foolishness
>> and not back towards it.
>>
>
> So what you want is Apple to start spewing cheap, crappy computers,
Made-in-some-backyard-in-Taiwan? No, thanks...

Then they should take a short term loss for long term gains.

>
>> >
>> > I agree... I've got a G3/266, and it's _fast_, just about the
>> >fastest computer I've ever seen or used (and believe me, I see Pentium PCs
>> >all the time!). But I also agree that nobody _needs_ this much
>> >computational power. But with all the advances in PPC technology, Apple
>> >managed to cram a decent, fast 233mhz G3 on the relatively cheap iMac,
>> >while they could've opted for a budget deal. I believe Apple made no
>> >concessions regarding new technologies with the iMac. As Jobs said, do you
>> >want today's technology for $999 or tomorrow's for $1200? :)

>>
>> The iMac is about as progressive as a $600 bargain box PC.
>> That rhetoric will only antagonize the iMac's target buyer,
>> especially when they notice it is indeed '$600' and not
>> '$995'. They will rightfully percieve themselves being assumed
>> fools and act accordingly.
>
> BTW, where did you find a complete PC system for $600? That sounds more like 486 pricing...

Computer City & they were complete Pentium boxes.
The same store had 19" monitors for $500 as well.

> Fools are the ones that follows Gates, and you seem to be one of those. Shame on you.

Actually, I use Linux so I can get quite effective use out
of a 486. I don't follow Stevie because I really have never
had that much money to burn. That's how I came to be an
Atarian originally: power (and ease) without the price.

I went PC when Atari really started going downhill because
a comparably equipped Mac at that time was 4x more expensive
and out of my budget. Apple antagonizes many potential
customers with it's arrogance.

1964. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-24 00:00:00 UTC
From: steamer954@aol.com
Message-ID: <1998052404522700.AAA26858@ladder01.news.aol.com>
Source record: 5175

Hi all:

As much as I dislike the almost monopoly of Microsoft, as long as there are people who are willing and able (no government law saying you must use Microsoft) to vote with thier wallets for other products there will be a choice. I still use my STacy on a regular basis and on my wintel machine I am testing Opera and will probably delete both Netscape and IE3. The superior product wins in my opinion. As far as requiring IE4 with W98 don't buy it if you don't like it. If enough people refused to buy machines with W98 it would not take Microsoft long to change.

my $0.02

Stephen Davis (independent retailer for Investors International)
steamer954@aol.com

1965. Re: New Atari OS ?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-24 00:00:00 UTC
From: Geert Poels <Geert.Poels@village.uunet.be>
Message-ID: <3567E9B9.BDAF14C1@village.uunet.be>
Source record: 5176

Ken Macdonald wrote:

> why?
> silly question.
> superior os naturally, but you wouldn't know, heh?
> already a few developments:
> fenix, magic, TOS4+(Milan), Dolmen(Phenix), and the AES's
> (oAESis, Naes, XaAES, Geneva, ...)
> Magic is the leader as it has already been ported to the Mac and PC.

Yes, I recently visited this MagicPC/Mac site.
I seemed to me there are quiet a lot limitations which software can be run.
Those other developments : do you happen to have the URL's ? (if not I'll search for them).

Geert

1966. Re: New Atari OS ?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-24 00:00:00 UTC
From: Geert Poels <Geert.Poels@village.uunet.be>
Message-ID: <3567E9CF.E72D1C8D@village.uunet.be>
Source record: 5177

Ken Macdonald wrote:

> why?
> silly question.
> superior os naturally, but you wouldn't know, heh?
> already a few developments:
> fenix, magic, TOS4+(Milan), Dolmen(Phenix), and the AES's
> (oAESis, Naes, XaAES, Geneva, ...)
> Magic is the leader as it has already been ported to the Mac and PC.

Yes, I recently visited this MagicPC/Mac site.
I seemed to me there are quiet a lot limitations which software can be run.
Those other developments : do you happen to have the URL's ? (if not I'll search for them).

Geert

1967. wtd articles/help

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-24 00:00:00 UTC
From: jadams1644@aol.com
Message-ID: <1998052419103500.PAA16394@ladder01.news.aol.com>
Source record: 5178

can anyone help me with articles/reveiws/letters for a new diskzine for the ST.email me direct jadams1644@aol.com

1968. Umax Clone Deal Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <356872ad.0@diana.idirect.com>
Source record: 5179

well, look what happened last week - as I predicted, Umax didn't last out the year making Mac clones, albeit not in the way I had predicted, although the actions of Apple and Steve Jobs did have an effect on the final outcome.

Needless to say, this is one accomplishment that TIFKAS won't be bragging about, or will attempt to use his usual "smoke and mirrors" to downplay, rather trying to once again convince us that a hotrodded Pippin with non-standard peripheral ports for vapourware peripherals and no floppy drive is going to be a big hit with the first-time computer buyer......

TAIWAN UMAX LOST MONEY ON APPLE CLONES

TAIPEI (Reuters) - Taiwan manufacturer Umax Data Systems said today it expected to have lost about T$1. 1 - 1 .2 billion making "clones" of Apple Computer's Macintosh and had all but stopped production.

"Almost everybody suffered losses from making computers for Apple"' Umax finacee manager Chang Jung-huei told Reuters.

Umax and its U.S. unit Umax Computer are the only manufacturers still licensed by Apple to design and make computers that run on the California giant's popular Mac oS operating system' which drives Apple's Macintosh machines.

Apple began licensing such cloning in 1994 to challenge the global dominance of the "Wintel" PC standard established by Microsoft and Intel. Apple reversed the decision in August 1997 after the return of founder and former chief executive Steve Jobs' who said the cloning poliey was a failure and hurt Apple's own sales.

Umax has pressed ahead under existing contracts but has said it would phase out Mac-clone production as unprofitable. "We reported a 1997 loss of about T$700 million from making Mac-compatible clones and we expect to report another T$400-500 million of loss this year"' Chang said by telephone.

Chang attributed the new losses mainly to cut-price sales aimed at reducing Umax's inventory of Mac clones.

end of document

PS - one thing - Umax does make some wonderful scanners, so they should recover nicely from their losses. Too bad you can't connect their scanners to an iMac.......

PSS - Milan (the TOS tower clone) has a launchdate of June 15th.
May not be the fastest computer on the market, but at $825 US, a large
shareware library and the ability to hook up standard peripherals and a
SCSI option, it leaves toys like the iMac in the dust......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1969. Re: Umax Clone Deal Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-24 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6kaa6u$it6@ds2.acs.ucalgary.ca>
Source record: 5180

On 24 May 1998, Daniel L. Dreibelbis wrote:

> PSS - Milan (the TOS tower clone) has a launchdate of June 15th.
> May not be the fastest computer on the market, but at $825 US, a large
> shareware library and the ability to hook up standard peripherals and a
> SCSI option, it leaves toys like the iMac in the dust......

Will it be available in Canada ?

If so - where ?

Will it run 'well behaved' Atari software ?

The Canadian Curmudgeon (in sunny, after the wet, Calgary)

1970. Milan, was Umax Clone Deal Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3568b24c.0@diana.idirect.com>
Source record: 5181

On 24 May 1998 17:24:10, VE6HY wrote:
>
>
>On 24 May 1998, Daniel L. Dreibelbis wrote:
>
>> PSS - Milan (the TOS tower clone) has a launchdate of June 15th.
>> May not be the fastest computer on the market, but at $825 US, a large
>> shareware library and the ability to hook up standard peripherals and a
>> SCSI option, it leaves toys like the iMac in the dust......
>
>Will it be available in Canada ?
>
>If so - where ?
>
>Will it run 'well behaved' Atari software ?
>

according to Thomas at Milan Gmbh, they ARE planning to have a
Canadian agent for their TOS clone as well as an American agent to be
announced shortly. It is designed to run "well-behaved" Atari
applications - think of it as an emminently affordable Hades.

You can check out its specs at http://www.milan-computer.de (it's
in German, but they're in the process of designing an English web page).

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

1971. Re: Umax Clone Deal Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-25 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6kaqou$j1u$1@nnrp1.dejanews.com>
Source record: 5182

In article <356872ad.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> well, look what happened last week - as I predicted, Umax didn't
> last out the year making Mac clones, albeit not in the way I had
> predicted, although the actions of Apple and Steve Jobs did have an
> effect on the final outcome.

Sure looks that way. It's not over until July were last minute deals can be
had. But I don't think that will happen. Umax would need a compelling
product to undercut Apple's offerings.

> Needless to say, this is one accomplishment that TIFKAS won't be
> bragging about, or will attempt to use his usual "smoke and mirrors" to
> downplay, rather trying to once again convince us that a hotrodded
> Pippin with non-standard peripheral ports for vapourware peripherals and
> no floppy drive is going to be a big hit with the first-time computer
> buyer......

Smoke and Mirrors? I never stated that UMAX license would be renewed just
that it's not July yet and that anything can happen.

If you are referring to the imac: the imac well be a big hit and I will go on
record in stating this. Having the inside knowlege at Comp's helps.

> TAIWAN UMAX LOST MONEY ON APPLE CLONES

Stuff deleted.

>
> PS - one thing - Umax does make some wonderful scanners, so they should
> recover nicely from their losses. Too bad you can't connect their
> scanners to an iMac.....

But you will. Umax does make nice scanners are the preferred ones in the
Apple store at Comps. You bet your behind that they will have a USB scanner
for the imac.

..
>
> PSS - Milan (the TOS tower clone) has a launchdate of June 15th.
> May not be the fastest computer on the market, but at $825 US, a large
> shareware library and the ability to hook up standard peripherals and a
> SCSI option, it leaves toys like the iMac in the dust......

Yea sure...Does the Milan price include a monitor and software bundle? Most
likey a costly option.

The imac is sure on whicked fast toy...

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Still Vice-Prez? What an accomplishment. I am sure your resume reflects that prestigious office to seek a real job besides the min. wage paper mill job..

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1972. Umax Clone Deal Dead, TIFKAS Opinions Irrelevant

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-25 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3569862c.0@diana.idirect.com>
Source record: 5183

On 25 May 1998 04:06:55, sinclair2246@my-dejanews.com (The Idiot
Forever Known As Sinclap) wrote:
>In article <356872ad.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> well, look what happened last week - as I predicted, Umax didn't
>> last out the year making Mac clones, albeit not in the way I had
>> predicted, although the actions of Apple and Steve Jobs did have an
>> effect on the final outcome.
>
>Sure looks that way. It's not over until July were last minute deals can be
>had. But I don't think that will happen. Umax would need a compelling
>product to undercut Apple's offerings.

nope, definitely not gonna happen soon. The decision has been made.
>
>> Needless to say, this is one accomplishment that TIFKAS won't be
>> bragging about, or will attempt to use his usual "smoke and mirrors" to
>> downplay, rather trying to once again convince us that a hotrodded
>> Pippin with non-standard peripheral ports for vapourware peripherals and
>> no floppy drive is going to be a big hit with the first-time computer
>> buyer......
>
>Smoke and Mirrors? I never stated that UMAX license would be renewed just
>that it's not July yet and that anything can happen.
>
>If you are referring to the imac: the imac well be a big hit and I will go on
>record in stating this. Having the inside knowlege at Comp's helps.

for two months, when they sell them to the drooling Mac fanboys;
smarter people (including more pragmatic Mac users) will want standard
ports and floppy drives and avoid them like the plague. Expect to see
the iMac gathering cobwebs afterwards. Nobody is going to buy a $1200
machine with this much power just to surf the net unless one has deep
pockets. Have you read the Forbes article?

we'll hold you to that, TIFKAS, and relish it when you have to eat
your words.

>
>> TAIWAN UMAX LOST MONEY ON APPLE CLONES
>
>Stuff deleted.
>
>>

>> PS - one thing - Umax does make some wonderful scanners, so they should
>> recover nicely from their losses. Too bad you can't connect their
>> scanners to an iMac.....
>
>But you will. Umax does make nice scanners are the preferred ones in the
>Apple store at Comps. You bet your behind that they will have a USB scanner
>for the imac.

until then, it will be vapourware. Let's see peripherals (and
plenty of them) before we make a commitment to buy. Not to mention a
standard floppy drive.....
>
>...
>>
>> PSS - Milan (the TOS tower clone) has a launchdate of June 15th.
>> May not be the fastest computer on the market, but at $825 US, a large
>> shareware library and the ability to hook up standard peripherals and a
>> SCSI option, it leaves toys like the iMac in the dust......
>
>
>Yea sure...Does the Milan price include a monitor and software bundle? Most
>likey a costly option.

hey, by the time you add a standard SVGA monitor, standard CDROM and
SCSI card, you'll still be under the $1200 iMac. Software is plentiful
in the shareware sector, and there will be the necessary software to get
you started. And we get a floppy drive as standard. Nice try.

>
>> ////////////////////Daniel L. Dreibelbis////////////////////
>> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
>> Thorn in the side of all net.twits
>> email: dreibel@idirect.com
>> ///////////////"And yet, the Fuji Lives!" ///////////////////
>>
>
>Still Vice-Prez? What an accomplishment. I am sure your resume reflects that
>prestigious office to seek a real job besides the min. wage paper mill job..

yep, as a matter of fact I was re-elected last week to the position
- apparently the membership likes what I've been doing for the past
year, including presentations by developers and a major Internet
workshop. It's definitely been a lot of work, but we have gotten results
and I want to make the next year even better. There's still life in the
old dog yet. :) And besides, the president is doing a good enough job
that it's superflous to want to challenge him - why ruin a good thing? :)

And yes, I do have a real job - and I'm not a paper pusher. I work
in sales and web design for a hardware store in downtown Toronto, and
I'm making above minimum wage. It's just I'm very stingy with my
pennies and expect a lot from anything I buy. And the iMac, as nice as
it sounds speed and power wise, falls flat due to its non-standard

ports - my existing peripherals are doing an excellent job, and I see no reason to eat my investment on those.

Saying otherwise is an untruth - and no matter how many times you say it, it definitely does not make it true. Of course, your posts are beginning to read more and more like chapters from Mein Kampf :)

Hopefully you'll be looking for a new job soon yourself, after the iMac fails......perhaps as a pencil sharpener for Bill Gates? Nah, you'd only hurt yourself - besides, Bill only wants useful idiots around him.....

>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

you know, even after TIFKAS buys his iMac (with its "superior" Internet software), you'll be sure that he'll still be using DejaNews to post his trolls rather than setup a real newsreader :)

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

////////////////////Daniel L. Dreibelbis////////////////////
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Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1973. Before you buy that iMac - some food for thought

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-25 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <356993aa.0@diana.idirect.com>
Source record: 5184

here's an interesting post I found regarding Apple's recent policy
plans to change how Macs are serviced and sold from comp.sys.mac.advocacy
(a newsgroup where TIFKAS fears to tread, prefering to dwell in his own
little gumdrop house on Lollypop Lannnnnnne!) that is quite thoughtful
and shows what the future may hold for Apple. Enjoy!

>From: "Phil Brewster" <pjbrew@nospam.com>
>Newsgroups:
comp.sys.mac.advocacy,comp.sys.mac.system,comp.sys.mac.apps,comp.sys.mac.hardware.misc
>Subject: Re: Apple to Nix Mail-Order Outlets?
>Date: 24 May 98 17:44:48 -0600
>Organization: ICGNetcom
>Lines: 161
>Message-ID: <B18E0D14-1013E7@204.31.112.231>
>References: <nagleEtFBn3.E9u@netcom.com>
>NNTP-Posting-Host: slc-ut5-07.ix.netcom.com
>Mime-Version: 1.0
>Content-Type: text/plain; charset=US-ASCII
>Content-Transfer-Encoding: 7bit
\>X-NETCOM-Date: Sun May 24 6:34:43 PM CDT 1998
>X-Mailer: Cyberdog/2.0
>X-News-Servers: nntp.ix.netcom.com
>X-Newsgroups-TO: nntp://nntp.ix.netcom.com/comp.sys.mac.advocacy,
> nntp://nntp.ix.netcom.com/comp.sys.mac.system,
> nntp://nntp.ix.netcom.com/comp.sys.mac.apps,
> nntp://nntp.ix.netcom.com/comp.sys.mac.hardware.misc
>Path: diana.idirect.com!island.idirect.com!feeder.qis.net!dca1-hub1.news.digex.net!digex!
iagnet.net!iagnet.net!ais.net!ix.netcom.com!news
>Xref: diana.idirect.com comp.sys.mac.advocacy:311856 comp.sys.mac.system:198695
comp.sys.mac.apps:131232 comp.sys.mac.hardware.misc:93905

On Sat, May 23, 1998 1:04 PM, John Nagle <mailto:nagle@netcom.com> wrote:
>xmac@my-dejanews.com writes:
>>Reread the reports a little more carefully. This is part of an overall
Apple
>>policy change regarding their reseller authorizations. As with the retail
>>outlets they shut down last year Apple wants only to authorize resellers,
>>VARs, and MailOrder outlets who will commit to back Mac the way
>CompUSA and
>>Fry's did. They don't want resellers, etc, who merely stock Apple
products
>and
>>make them available for sale, but rather those who actually go out and
try
>to

>>sell them, increase market share, service customers, etc.
>
>>This current plan is also in line with previous moves to cut back their
>>wholesale distributors to only 2 (Ingram and whatever MicroAge is calling
>>itself these days).
>
> Jobs has this thing for high profit margins on each unit, and
>apparently is trying to organize the marketing channels to fit.
>If he's successful, the Mac ends up as a high-priced niche product.
>Maybe that niche exists; it does for cars. But others who have tried
>it, like SGI, are in trouble.
>
> SGI is, in a sense, where Apple claims it wants to be. High-end
>content creators love their expensive graphics workstations. Visit
>any Hollywood animation house and you see purple SGI boxes all over.
>But SGI is losing money on those things. There have been several
>layoffs, the "Silicon Studio" division is defunct, and SGI is now
>making noises about concentrating on servers. Even Maya, the high-end
>animation system from SGI's Alias/Wavefront unit, is being ported to NT.
>
> John Nagle
>

The paradox here is that Apple is slashing their reseller outlets again at a time when they're going to be trying to position the iMac as a consumer-oriented 'all-in-one' box in a few months. Unless they're targeting it for the education ('niche') channels and have no interest in selling it to home computer users in the market at large, further constrictions of the Apple product availability channels above and beyond the November reseller purges (which got rid of the worst offenders wrt lackluster dedication to selling Macs, ala OfficeMax, etc.), make little to no sense, IMO.

Not everyone has convenient access to a CompUSA or Fry's, IOW, and the first-time buyers who comprise a logical target audience for the iMac will typically hesitate to purchase direct or via the catalogs if there are no local sales or support outlets for the product, no matter what the product is or how 'insanely great' it is. The local sales outlet issue is changing as Web and direct-order purchases become more accepted, perhaps, but the issue of on-going support availability at local sites after the purchase remain. (See below)

The criteria for the decision to 'deauthorize' do not only include a VAR's performance and dedication. (How Apple can possibly know who's dedicated and who isn't at a distance like this is a mystery to me -- personally, I think many of the cuts will be blind, shot-in-the-dark type of deals because they _can't_ know this with any degree of certainty in all cases, esp. with smaller VARs in remote areas, so 'dedication' will simply equal 'sales volume', a.k.a. 'profits for Apple', which is the only thing they _can_ measure at a distance; so smaller VARs will likely be screwed, regardless of the quality of service they provide, etc....). The criteria

also include "the potential of the reseller's market and metropolitan area", which would mean that the Mac market itself in certain geographical areas will become 'deauthorized', leaving existing users stranded without local sales or support and new users without any opportunity to see and 'test drive' what they're about to buy (unless there happens to be a CompUSA in the neighborhood....).

See http://www.zdii.com/industry_list.asp?mode=news&doc_id=ZD318330 on these details of the decision.

-- For some reason, the original 'MacWeek' story headline now takes you to a report on Apple's 10-Q statement, not to the report on these changes in the reseller channels, etc. (Either that or Cyberdog has finally gone senile and isn't loading the proper link when I click on it.... <g>)

The other part of the news item has not received much attention in these threads, so I'll mention it here (with rant to follow.....), namely Apple's announcement that they are eliminating over 50% of their 'authorized service' providers in addition to the 30% cut in their authorized VAR/reseller program, above and beyond the resellers who were already cut in November.

For many of us existing users, the cuts in the reseller channels will be grim, but bearable. -- If it ever came down to that, we could all still buy Macs and components at the Apple Store, even if no other sales outlets remained.

The repair and tech support infrastructure, OTOH, _must_ continue to be provided locally, with as wide a geographic distribution as possible. For people (such as me) who are too clueless to know how to open the case, much less replace components, having 'Apple certified technicians' in the area will pretty much make or break any future purchasing decisions. And I suspect that for a majority of 'non-savvy' Mac users, as well as businesses using Macs who do not have on-site support staff, that this is a primary consideration as well. -- The only people unaffected by this are power users who are able to just buy the components and do all their own repairs themselves. Though overrepresented on Usenet, such 'technically savvy' users do not represent the majority on any platform, needless to say (well, except for UNIX, perhaps....
<g>).

The other issue is this: the decision essentially breaks the promise of 'AppleCare', that no matter where you buy a Mac (within reason), you will be able to get authorized on-site or carry-in service for a fee (a truly exorbitant fee, but it provides peace of mind to many, no doubt). Holders of existing AppleCare contracts (basically extended warranties from Apple), who now find that they will need to catch a plane to LA or Chicago in order to reach 'the nearest Apple certified technician' for warranty repairs, etc., will _not_ be pleased at these announcements.

Not to sound too apocalyptic here or anything, but Apple could very well be looking at a class-action lawsuit for breach of promise to AppleCare

customers if this happens, since the whole point of AppleCare is the availability and convenience of on-site or carry-in service (vs. having to pack everything up, ship it to Cupertino and wait for weeks/months for repairs, without the use of a computer....). -- Eliminate the local 'Apple certified technician(s)', and you also eliminate that promise and service to AppleCare customers in the region(s) supported by the technician(s) who got the ax..... (According to the URL, the number of service sites plummeted from 8,000 to 3,500 nationwide, so the number of customers affected by this is not trivial, at all....)

This move also significantly impairs Apple's ability to compete against PC vendors and VARs, IMO, all of whom offer 3-5-year on-site support and yadda-yadda-yadda, at a _much_ lower cost to the customer than AppleCare, even as it now stands..... (And please, spare me the line that 'Macs don't need no steenkin' on-site service warranties'; they're damned good computers, but hardly invincible or immune to hardware failures over time....)

Will it really come as any surprise if Mac customers in these 'deauthorized' regions simply say 'Screw you, Apple!', and move their business to PCs?.... I mean, does Apple honestly expect them to remain 'loyal Mac customers' after such a massive withdrawal of local VAR and repair/tech support like this? Do they actually expect new customers to be attracted by the proposition, 'here's your insanely great new Mac via Web order, but as for any local or on-site support, well, you're on your own now unless you move to New York or California'?.... Freelance Mac consultants will no doubt make a killing and swoop in to fill the void in many cases, but the impact to Apple's installed user base in these 'unsupported' areas is going to be pretty much of a complete disaster, as I see it.

IOW, 30-50% cuts like these are not simply 'trimming out the dead wood'; they are reducing the tree to a stump with only a few isolated branches left.

People can spin all they wish about how it will be a 'lean and mean' stump, and a stump 'rededicated to Apple's core markets', but it remains a stump, nonetheless; and it's not a pretty sight, IMNSHO.

Phil Brewster (pjbrew at ix dot netcom dot com)

1974. Bahhahahahah

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-26 00:00:00 UTC
From: grovem@ridgeview.us
Message-ID: <6kdsq5$dc6$1@ash.ridgecrest.ca.us>
Source record: 5185

I had to get it off my chest. I just came back from a trip to San Diego. A fairly large city, even by Iowa's standards <sic>. I blew about $400.00 at Fry's electronics on a bunch of junk, tried to understand what the hell all the PC boards laying about were, and took a gander at the Mac selection. They actually did have a few Mac's up and running (I'd guess about 3% of the display was Mac). It was funny to watch all the customers jumping from Dell to IBM to Compaq. Besides myself (and I was very careful about how close I stood to the G3's) there was one other person actually looking at the Mac line up, and it was some notebook model at that. What was really funny however, was the single aisle that had what apeared to be Mac hardware and software. They had "special" Mac modems for $50.00 more than the PC counterpart. $120.00 Apple keyboards. The list went on (at least as long as the single sided aisle could hold). If you have never been to a Fry's, it might be kind of hard to understand the humor. There must be thirty aisles twelve feet high stacked with PC hardware. It's sad, because I really do like my Mac, but it's funny after listining to sinfart go on about how well the Mac is supported throughout the United States, and the bargin they represent.

CompUSA is worse. They may have a slightly higher percentage of machines on the floor, but they are hidden in the back. I almost got the feeling the lights were dimmer back there....Sure the machines were there, but not a soul in the store is checking them out. I mean, who, besides an Atari user can understand why a keyboard cost $120.00 instead of $19.95? Surely not 99% of the customers in that store...

Does anyone remember Federated? Remember when you walked in and looked for the Atari stock? You got to see maybe a 1040ST playing the dancing raisins next to an Amiga 500 doing pretty much the same. That is what the Mac display and single Umax display reminded me of. Except now, the PC's are not just sitting there with a blinking cursor...

I'm happy with my $300.00 50Mhz Quadra 800. I just added another 64mb of RAM, added a Yamaha 4260 CD Recorder and a 24X SCSI CD ROM. I like it almost as much as my Afterburner/Falcon setup. But I can wait for the G3's to fall in the market. Even at $1000.00 for the inexpensive one, there just isn't enough included to justify the expense.
And really, just take a trip to one of these outlets and see for yourself. The first time users, and old hats alike are not jumping on the new Mac line.
SinCrap can spew all the numbers and mindless quotes he wishes. It dosen't change the fact of what the masses are purchasing.

He is like a boy who still believes his girl still is in love with him
as he watches her walk hand in hand with another.

Whatever.
Why.
ROTFLMAO.
I should know, I am an Apple rep.
That's not what the quaterly Apple report states.

I thought I would include those to save you some time.
Did I miss any?

Mike

1975. Bahahahahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <356adb98.0@diana.idirect.com>
Source record: 5186

<much of an interesting report on what's REALLY going on in Mac
superstore dealers snipped>

thanks, Mike, for going into the stores and reporting on this. It
seems that TIFKAS (The Idiot Forever Known As Sinclap) seems to be
in a bit of a tight spot, now that his claims of CompUSA marketing
superiority have been outed as just more wind. I've been going on
newsgroups and web sites and finding similar complaints from CompUSA
shoppers about the shoddy service and bad marketing of the Macs. A
shame there, really - and now Apple wants to cut back on their dealers
even more and leave sales to Frys and CompUSA? They should take a page
from the local ComputerCity in Toronto, which has a section dedicated
to the Mac in a well-lit area, with Macs ready to go and operational,
as well as the remaining Mac dealers in Toronto, who know how to
present and demonstrate their product

I guess this also puts paid to the claim TIFKAS makes that CompUSA
has enough Mac software to make "12 30-foot piles". Makes me wonder if
TIFKAS is employed by CompUSA, but as the janitor rather than trusting
him in any sales position, much less the head of a "crack sales team".

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>of RAM, added a Yamaha 4260 CD Recorder and a 24X SCSI CD ROM. I like it
>almost as much as my Afterburner/Falcon setup. But I can wait for the
>G3's to fall in the market. Even at $1000.00 for the inexpensive one,
>there just isn't enough included to justify the expense.
>And really, just take a trip to one of these outlets and see for
>yourself. The first time users, and old hats alike are not jumping on
>the new Mac line.

What with both of us having been involved with the Mac in some way
over the years, and both of us being very impressed with it, it's
obvious that this is not an attack on Apple the computer but Apple the
Company for allowing the rot to set in as bad as it has. Jobs should
get out of the office every once in a while and go into the streets to
find out what the users REALLY want.

>SinCrap can spew all the numbers and mindless quotes he wishes. It
>dosen't change the fact of what the masses are purchasing.

>He is like a boy who still believes his girl still is in love with him
>as he watches her walk hand in hand with another.

more like the spoiled little brat who will say anything outrageous
to try and get attention, ANY attention, and doesn't like it when he
gets "spanked". Since he doesn't post and discuss Mac stuff in

comp.sys.mac and comp.sys.mac.advocacy, methinks he's trying to avoid
the truth of the matter regarding Apple's tenuous position (as well as
avoiding the slings and arrows of knowledgable PC and Mac users).

>Whatever.
>Why.
>ROTFLMAO.
>I should know, I am an Apple rep.
>That's not what the quaterly Apple report states.

>I thought I would include those to save you some time.
>Did I miss any?

yes, a few:

No, sir, I am a realist.
I only deal in the facts.
You should get a real job and leave the paper-pushing behind.
No, I never said that Calamus is crap.
What's wrong, Rich, still miss your maa-maa?
And for Jobs...If he was left in charge, Apple would not exist today.
He is an arrogant bonehead. - oops, I never meant it, Mr. Jobs!
Want me to polish your shoes with my tongue, my unworthy tongue?
You should know......
maybe you should get laid, it'll settle you down some.
this despite the rantings of the Atari Jihads, who have praised
Allah up and down regarding this system.
I remember the one time I sat down with an Atari system - shades of
GEOS if I remember correctly.
you ar a bloddy lyar and ths is slandir (oops, somehow Roger
Sheppard got in there :))

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1976. TOS 6.0

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-26 00:00:00 UTC
From: Geert Poels <Geert.Poels@village.uunet.be>
Message-ID: <356B2660.77942529@village.uunet.be>
Source record: 5187

Hello,

A Dutch magazine gave a quick review of TOS 6.0 last month together
with a new Atari computer (68040, up to 512MB memory, ..).
Can anybody confirm this ?

Geert

1977. Re: Bahhahahahah

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6kfcbp$55$1@nnrp1.dejanews.com>
Source record: 5188

In article <6kdsq5$dc6$1@ash.ridgecrest.ca.us>,
grovem@ridgeview.us (Michael Grove) wrote:
>
> I had to get it off my chest. I just came back from a trip to San
> Diego. A fairly large city, even by Iowa's standards <sic>. I blew
> about $400.00 at Fry's electronics on a bunch of junk, tried to
> understand what the hell all the PC boards laying about were, and took
> a gander at the Mac selection. They actually did have a few Mac's up
> and running (I'd guess about 3% of the display was Mac). It was funny
> to watch all the customers jumping from Dell to IBM to Compaq. Besides
> myself (and I was very careful about how close I stood to the G3's)
> there was one other person actually looking at the Mac line up, and
> it was some notebook model at that. What was really funny however, was
> the single aisle that had what apeared to be Mac hardware and software.
> They had "special" Mac modems for $50.00 more than the PC counterpart.
> $120.00 Apple keyboards. The list went on (at least as long as the
> single sided aisle could hold). If you have never been to a Fry's, it
> might be kind of hard to understand the humor. There must be thirty
> aisles twelve feet high stacked with PC hardware. It's sad, because I
> really do like my Mac, but it's funny after listining to sinfart go on
> about how well the Mac is supported throughout the United States, and the
> bargin they represent.

You should of been to the Fry's store in Sunnyvale. In the store is their
first Apple store with in a store which is a test model. I hear very
successful. If the San Diego Fry's Mac section is the pits, than Mac shoppers
are at other stores like CompUSA's and Apple mom/pop dealers. There is alot
of places for Mac shoppers to go in Southern California.

Here in Texas, the Fry's store in Garland is doing fantastic Mac sales which
accounts for about 20% of the Computer display area. Yes Virginia, there is
mountains of Mac software and accessories.

Nice try..

> CompUSA is worse. They may have a slightly higher percentage of
> machines on the floor, but they are hidden in the back. I almost got
> the feeling the lights were dimmer back there....Sure the machines
> were there, but not a soul in the store is checking them out. I
> mean, who, besides an Atari user can understand why a keyboard cost
> $120.00 instead of $19.95? Surely not 99% of the customers in that
> store...

If your not happy with Apple's keyboard pricing than there are third party
ones for less than $40.. Nice try..

> Does anyone remember Federated? Remember when you walked in and looked
> for the Atari stock? You got to see maybe a 1040ST playing the dancing
> raisins next to an Amiga 500 doing pretty much the same. That is what
> the Mac display and single Umax display reminded me of. Except now,
> the PC's are not just sitting there with a blinking cursor...
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> I'm happy with my $300.00 50Mhz Quadra 800. I just added another 64mb
> of RAM, added a Yamaha 4260 CD Recorder and a 24X SCSI CD ROM. I like it
> almost as much as my Afterburner/Falcon setup. But I can wait for the
> G3's to fall in the market. Even at $1000.00 for the inexpensive one,
> there just isn't enough included to justify the expense.

Don't buy one..

> And really, just take a trip to one of these outlets and see for
> yourself. The first time users, and old hats alike are not jumping on
> the new Mac line.
> SinCrap can spew all the numbers and mindless quotes he wishes. It
> dosen't change the fact of what the masses are purchasing.
>

These are CompUSA and Apple public numbers. Apple CPU sales currently account for 15% of CompUSA's total CPU sales. This is up from 3% in October 1997.

> He is like a boy who still believes his girl still is in love with him
> as he watches her walk hand in hand with another.
>

Oh, PHuleaze...I always with a warm cudly female body. Won't go in details...

Peter S.

"This is the first box(imac) that will make PC buyers switch to Mac."
James Halpin, president and chief executive officer of CompUSA

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1978. Re: Bahahahahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6kfdoa$215$1@nnrp1.dejanews.com>
Source record: 5189
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.st

In article <356adb98.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>
> <much of an interesting report on what's REALLY going on in Mac
> superstore dealers snipped>
>
> thanks, Mike, for going into the stores and reporting on this. It
> seems that TIFKAS (The Idiot Forever Known As Sinclap) seems to be
> in a bit of a tight spot, now that his claims of CompUSA marketing
> superiority have been outed as just more wind. I've been going on
> newsgroups and web sites and finding similar complaints from CompUSA
> shoppers about the shoddy service and bad marketing of the Macs. A
> shame there, really - and now Apple wants to cut back on their dealers
> even more and leave sales to Frys and CompUSA? They should take a page
> from the local ComputerCity in Toronto, which has a section dedicated
> to the Mac in a well-lit area, with Macs ready to go and operational,
> as well as the remaining Mac dealers in Toronto, who know how to
> present and demonstrate their product

Putting words in my mouth again...Using the Limbaugh tatics I see. I never
claimed of CompUSA's marketing superiority.
I can go on Wintel newsgroups and web sites and find complaints from CompUSA,
Sears, OfficeMax, Computer City, Circuit City, Fry's and Radio Shack.

Whats your point? This is a low margin/high volume business. If you want
your hand held, goto the mom/pop dealers and MicroCenter. Expect to pay a
little more for the service.

Most people don't and expect service for free.

As for Computer City...the situation is different in the mother country.
Computer City was not willing to support Apple like CompUSA did. So Apple got
out of Computer City, Sears, OfficeMax, Circuit City and Best Buy due for the
same reasons. CompUSA will be the only nationwide retailer carring the imac.
Plus there are the strong regionals such as Fry's, MicroCenter, ComputerTown,
ComputerWare and plus the thousands mom/pop and VAR's..

> I guess this also puts paid to the claim TIFKAS makes that CompUSA
> has enough Mac software to make "12 30-foot piles". Makes me wonder if
> TIFKAS is employed by CompUSA, but as the janitor rather than trusting
> him in any sales position, much less the head of a "crack sales team".

As I recalled it was Best Buy..

I am not employed by CompUSA.

>
> What with both of us having been involved with the Mac in some way
> over the years, and both of us being very impressed with it, it's
> obvious that this is not an attack on Apple the computer but Apple the
> Company for allowing the rot to set in as bad as it has. Jobs should
> get out of the office every once in a while and go into the streets to
> find out what the users REALLY want.

I think Jobs knows his business than you ever will. What he has accomplished
in ten months has been out standing. Even I had doubts about him early on.
Thats been erased.

Apple has increased their sales from Q2 over Q1 with out those retailers
because of what CompUSA has done according published info by CompUSA and
Apple. Plus realized savings from not supporting those retailers currently.

> more like the spoiled little brat who will say anything outrageous
> to try and get attention, ANY attention, and doesn't like it when he
> gets "spanked". Since he doesn't post and discuss Mac stuff in
> comp.sys.mac and comp.sys.mac.advocacy, methinks he's trying to avoid
> the truth of the matter regarding Apple's tenuous position (as well as
> avoiding the slings and arrows of knowledgable PC and Mac users).

Me thinks...You have not been in comp.sys.mac.advocacy..

> yes, a few:
>
> No, sir, I am a realist.
> I only deal in the facts.
> You should get a real job and leave the paper-pushing behind.
> No, I never said that Calamus is crap.
> What's wrong, Rich, still miss your maa-maa?
> And for Jobs...If he was left in charge, Apple would not exist today.
> He is an arrogant bonehead. - oops, I never meant it, Mr. Jobs!
> Want me to polish your shoes with my tongue, my unworthy tongue?
> You should know......
> maybe you should get laid, it'll settle you down some.
> this despite the rantings of the Atari Jihads, who have praised
> Allah up and down regarding this system.
> I remember the one time I sat down with an Atari system - shades of
> GEOS if I remember correctly.
> you ar a bloddy lyar and ths is slandir (oops, somehow Roger
> Sheppard got in there :))
>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
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>

Peter S.

"This is the first box(imac) that will make PC buyers switch to Mac."
James Halpin, president and chief executive officer of CompUSA

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1979. Re: Before you buy that iMac - some food for thought

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6kffab$4gm$1@nnrp1.dejanews.com>
Source record: 5190

In article <356993aa.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> here's an interesting post I found regarding Apple's recent policy
> plans to change how Macs are serviced and sold from comp.sys.mac.advocacy
> (a newsgroup where TIFKAS fears to tread, prefering to dwell in his own
> little gumdrop house on Lollypop Lannnnnnne!) that is quite thoughtful
> and shows what the future may hold for Apple. Enjoy!
>
> >From: "Phil Brewster" <pjbrew@nospam.com>

A fine post by Mr. Brewster and Dave Nagle deleted.

The simple point is Apple is saying adios to the dead wood that is costing them money(losing money) and supporting the ones who are loyal to Apple like CompUSA, Fry's, MicroCenter, ComputerWare, Computertown plus thousands of mom/pops and VARS.
The majority of these firms will be opening up additional stores this year and next. Apple is doing this to save money(increase margins) and use the money to support the ones that matter.

Look at Compaq. Currently Compaq has a 90 day supply of unsold inventory(which about wiped out their profit last quarter) and is way over extended in the channel in their pursuit of chasing(buying)at all cost marketshare. Apple tried that once and almost sent the company out of business with two billion in unsold inventory that know one wanted unless at a drastic discount(yea, I took advantage of Apple's misfortune and got a spanking new Performa 6200 for $899).

Apple's plan for marketshare is to keep a 4-5 week supply according to published reports and to develop compelling products that the market wants(instead of shoving down overpriced crippled P6200s in ones throat that know one wanted at a 2000+ price). And with retailers that are willing to support Apple on how they sell and market Macs, Apple will do wonders with the current G3, PowerBook G3's and the imac.

Peter S.

"This is the first box(imac) that will make PC buyers switch to Mac."
James Halpin, president and chief executive officer of CompUSA

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1980. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-27 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6kftoi$ckj@news2.tds.net>
Source record: 5191

On 24 May 1998 04:52:27, Steamer954 wrote:
>Hi all:
[snipped]
product wins in my opinion. As far as requiring IE4 with W98 don't buy it if
>you don't like it. If enough people refused to buy machines with W98 it would
>not take Microsoft long to change.
>
>my $0.02
>
>Stephen Davis (independent retailer for Investors International)
>steamer954@aol.com

Hi Stephen,

Your point is valid, however, MS will still win by default. It is
just easier for people to go with what is most available, no matter
what its relative merits are. Consider an electric utility. Now
people might hear lots of horror stories about safety violations at
the plants run by their local utility, or of its discharge of
pollutants into their waterways & atmosphere and periodic grid
failures. Even with all that, how many people would seriously look
into alternative energy sources when all they have to do is make one
telephone call to have electricity provided to them?

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/ (ARD/ST+/More!)
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

1981. Re: Before you buy that iMac - some foo

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-27 00:00:00 UTC
From: grovem@mapsridgecrest.ca.us
Message-ID: <6kg1kh$39l$1@ash.ridgecrest.ca.us>
Source record: 5192

On 26 May 1998 22:22:03, sinclair2246@my-dejanews.com wrote:
>In article <356993aa.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> here's an interesting post I found regarding Apple's recent policy
>> plans to change how Macs are serviced and sold from comp.sys.mac.advocacy
>> (a newsgroup where TIFKAS fears to tread, prefering to dwell in his own
>> little gumdrop house on Lollypop Lannnnnnne!) that is quite thoughtful
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>A fine post by Mr. Brewster and Dave Nagle deleted.
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> The simple point is Apple is saying adios to the dead wood that is costing
>them money(losing money) and supporting the ones who are loyal to Apple like
>CompUSA, Fry's, MicroCenter, ComputerWare, Computertown plus thousands of mom/
>pops and VARS.

Hahahahahah. See my post concerning Fry's and CompUSA. If those are
"Loyal" major Apple supporters, your going to be looking for a new job
soon. What a bunch of bull shit.

Not Deja News

Mike

1982. Re: Milan, was Umax Clone Deal Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-27 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6kg1gt$r4d$1@nnrp1.dejanews.com>
Source record: 5193

In article <3568b24c.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>

I could not resist..

> On 24 May 1998 17:24:10, VE6HY wrote:
> >
> >
> >On 24 May 1998, Daniel L. Dreibelbis wrote:
> >
> >> PSS - Milan (the TOS tower clone) has a launchdate of June 15th.
> >> May not be the fastest computer on the market, but at $825 US, a large
> >> shareware library and the ability to hook up standard peripherals and a
> >> SCSI option, it leaves toys like the iMac in the dust......

Been there done that.

> >Will it be available in Canada ?
> >
> >If so - where ?
> >
> >Will it run 'well behaved' Atari software ?
> >
>
> according to Thomas at Milan Gmbh, they ARE planning to have a
> Canadian agent for their TOS clone as well as an American agent to be
> announced shortly. It is designed to run "well-behaved" Atari
> applications - think of it as an emminently affordable Hades.

Well behaved programs. I guess that eliminates 90%.

Well I be able to buy this fine TOS clone at CompUSA and Fry's?

> You can check out its specs at http://www.milan-computer.de (it's
> in German, but they're in the process of designing an English web page).

El speken deutch...

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
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1983. Re: Milan, was Umax Clone Deal Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-27 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <356b959f.0@diana.idirect.com>
Source record: 5194

On 27 May 1998 03:32:45, sinclair2246@my-dejanews.com wrote:
>In article <3568b24c.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>
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>
>Well behaved programs. I guess that eliminates 90%.

I see, as coming from that fine expert on TOS software and hardware
- NOT! Plenty of programs including the Internet suite, Calamus SL,
Smurf, Pagestream, Papyrus, Edith, Everest, Geneva, Neodesk..the list
goes on and on. Nice Try.

>
>Well I be able to buy this fine TOS clone at CompUSA and Fry's?

no, Milan GMBH doesn't deal with incompetents who don't know how to
market.....
>

>> You can check out its specs at http://www.milan-computer.de (it's
>> in German, but they're in the process of designing an English web page).
>
>El speken deutch...

it's coming up in English soon.

>Peter S.
>
>"This is the first box(imac) that will make PC buyers switch to Mac."
>James Halpin, president and chief executive officer of CompUSA

and then switch back to PC when they realize they've been had,
leaving iMacs in the Blue Box for recycling.......

>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading
>.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1984. shock, horror! Wozniak Outs Jobs as Mac-hater!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-27 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <356c0648.0@diana.idirect.com>
Source record: 5195

here's an interesting summary of an article that's running in a
current Macintosh magazine that's an interview with Steve Wozniak (the
other Apple founder) that sounds like I'll have to go to the newstand
and get, as it has some eye-opening and surprising revelations from
him. I found it in comp.sys.mac.advocacy, which TIFKAS recently claimed
I don't frequent - nice try, but no donut.

From: jayfar@netaxs.com (Jayfar)
Newsgroups: comp.sys.mac.advocacy
Subject: Woz Interview in May MacTech
Date: Tue, 26 May 1998 21:11:20 -0400
Organization: Jayfar's Original Virtual Macintosh
Lines: 35
Message-ID: <jayfar-2605982111210001@downtown1-3.slip.netaxs.com>
N.NTP-Posting-Host: downtown1-3.slip.netaxs.com
M.ail-Copies-To: jayfar@netaxs.com
X-Newsreader: MT-NewsWatcher 2.4.4
X-Computer: Macintosh Quadra 605, OS 7.5.5
X-Coffee: Columbian Supremo
Path: diana.idirect.com!island.idirect.com!news1.bellglobal.com!cpk-news-hub1.bbnplanet.co
m!news.bbnplanet.com!netnews.com!news-xfer.netaxs.com!netaxs.com!jayfar

A 4 or 5 page interview with Steve Wozniak appears in the May '98 issue of
MacTech magazine (in bookstores now). It's not available in MacTech's
online article archive, as that runs at least several months behind their
print edition.

I won't try to summarize it at length; I only read through it once quickly
at the bookstore. Woz does offer some strong criticisms of Steve Jobs'
Apple:

Comments that Jobs never uses a Mac because he thinks it's crappy (Woz
still prefers using Macs).

* Says it's hard to view Jobs as a hero for his current Apple role, and
cites Jobs sale, last year, of his Apple stock and his not being
forthcoming about it.

* Questions the breadth and depth of Apple's commitment to education.

* Laments the loss of clones and Apple's failure to pursue licensing earlier.

* Asks whether Jobs is saving Apple, "or is he saving NeXT?"

* Mentions the lack of Mac drivers for a lot of "interesting new hardware."

About the most interesting dialog with Woz I've seen in a long while.

Cheers,
Jayfar
--
Jay Farrell Jayfar's Original Virtual Macintosh
jayfar@netaxs.com * Your Favorite Mac Site * Now Updated Daily *
Philadelphia, USA <URL:http://www.netaxs.com/~jayfar/live.desk.html>

Jayfar's APPLE DOOMSDAY CLOCK <URL:http://www.netaxs.com/~jayfar/>

1985. Re: Milan, was Umax Clone Deal Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6kh90emrn1@news.campus.mci.net>
Source record: 5196

On 27 May 1998 03:32:45, sinclair2246@my-dejanews.com wrote:

]-Been there done that.

Really? So what was your honest opinion?

]-Well behaved programs. I guess that eliminates 90%.

You guessed wrong. Again. Bad hair life?

]-Well I be able to buy this fine TOS clone at CompUSA and Fry's?

God I hope not! They wouldn't know what to do with a resource
efficient computer if it came up and bit them on the ass...! ;-)

]-El speken deutch...

Your loss...but you can always translate (easily) using Yahoo's
Babelfish page.

]-"This is the first box(imac) that will make PC buyers switch to Mac."
]-James Halpin, president and chief executive officer of CompUSA

<roflol> Another delusional steps out of the closet...

]------== Posted via Deja News, The Leader in Internet Discussion ==-----
]-http://www.dejanews.com/ Now offering spam-free web-based newsreading

Hmm...thought I posted this message already, but it could have just been
that old feeling of Deja News...er Deja View... <snicker>

YAMINP (Yet Another Mac Impaired Newsgroup Posting) ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1986. Re: Milan, was Umax Clone Deal Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-27 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2140.7451T1411T249@canit.se>
Source record: 5197

Den 27-Maj-98 04:32:45 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <3568b24c.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

>I could not resist..

Of course you couldn't.

>> On 24 May 1998 17:24:10, VE6HY wrote:
>> >
>> >
>> >On 24 May 1998, Daniel L. Dreibelbis wrote:
>> >
>> >> PSS - Milan (the TOS tower clone) has a launchdate of June 15th.
>> >> May not be the fastest computer on the market, but at $825 US, a large
>> >> shareware library and the ability to hook up standard peripherals and a
>> >> SCSI option, it leaves toys like the iMac in the dust......

>Been there done that.

I never thought you'd do anything other than Macs.

>> >Will it be available in Canada ?
>> >
>> >If so - where ?
>> >
>> >Will it run 'well behaved' Atari software ?
>>
>> according to Thomas at Milan Gmbh, they ARE planning to have a
>> Canadian agent for their TOS clone as well as an American agent to be
>> announced shortly. It is designed to run "well-behaved" Atari
>> applications - think of it as an emminently affordable Hades.

>Well behaved programs. I guess that eliminates 90%.

Possible, but those programs are from the last decade.

>Well I be able to buy this fine TOS clone at CompUSA and Fry's?

I've never seen these stores...

>> You can check out its specs at http://www.milan-computer.de (it's
>> in German, but they're in the process of designing an English web page).

>El speken deutch...

Your Dutch is horrid.
However, seeing as you can't even master your mother tongue, I'm not
surprised.

>"This is the first box(imac) that will make PC buyers switch to Mac."
>James Halpin, president and chief executive officer of CompUSA

I doubt that the trend will be broken.

--
Iggy Drougge Y Member of Convergence International
optimus@canit.se | (http://www.convergence.eu.org/)
http://www.canit.se/~optimus/ | -For free choice in computing! __
A1200/28/6/80 | Member of Team Amiga __///
C128D, C64, 1541 | -For the creative mind! \XX/

1987. Re: World of Atari Show

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-27 00:00:00 UTC
From: Pete Shay <pshay_@_ibm.net>
Message-ID: <356CA45F.5633E726@_ibm.net>
Source record: 5198

Mark Simpson wrote:

> On 16 May 1998 00:32:17, ComDungeon wrote:
> >Haven't seen many postings from people about the World of Atari show in Las
> >Vegas this August. Everything I'm reading and hearing about the show makes it
> >sound like it is going to one of the BEST Atari shows ever.
> >
> >How many are thinking of or planning on attending?
> >
> >Al
> >.
>
> When exactly is the show, and where can I get more info? Is there a
> website concerning the show?
>
> Thanx,
> Mark S.

Check the banner at:

http://www.atarihq.com

pete

1988. Re: Before you buy that iMac - some foo

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-28 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6kiktl$i2r$1@nnrp1.dejanews.com>
Source record: 5099

In article <6kg1kh$39l$1@ash.ridgecrest.ca.us>,
grovem@mapsridgecrest.ca.us (Michael Grove) wrote:
>
> On 26 May 1998 22:22:03, sinclair2246@my-dejanews.com wrote:
> >In article <356993aa.0@diana.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >>
> >> here's an interesting post I found regarding Apple's recent policy
> >> plans to change how Macs are serviced and sold from comp.sys.mac.advocacy
> >> (a newsgroup where TIFKAS fears to tread, prefering to dwell in his own
> >> little gumdrop house on Lollypop Lannnnnnne!) that is quite thoughtful
> >> and shows what the future may hold for Apple. Enjoy!
> >>
> >> >From: "Phil Brewster" <pjbrew@nospam.com>
> >
> >A fine post by Mr. Brewster and Dave Nagle deleted.
> >
> > The simple point is Apple is saying adios to the dead wood that is costing
> >them money(losing money) and supporting the ones who are loyal to Apple like
> >CompUSA, Fry's, MicroCenter, ComputerWare, Computertown plus thousands of mom/
> >pops and VARS.
>
> Hahahahahah. See my post concerning Fry's and CompUSA. If those are
> "Loyal" major Apple supporters, your going to be looking for a new job
> soon. What a bunch of bull shit.

The numbers speak for themselves. After June 26, over 3500 VARS will sell
G3's in North America. According to published reports by Apple and CompUSA,
Mac cpu sales account for 15% up from 3% in Oct/97.. Not bad..

Your bullshit is in your dreams.

Peter S.

"This is the first box(imac) that will make PC buyers switch to Mac."
James Halpin, president and chief executive officer of CompUSA

> Not Deja News
>
> Mike
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1989. Re: Milan, was Umax Clone Deal Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-28 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6kil6mijn1@nnrp1.dejanews.com>
Source record: 5100

In article <356b959f.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> I see, as coming from that fine expert on TOS software and hardware
> - NOT! Plenty of programs including the Internet suite, Calamus SL,
> Smurf, Pagestream, Papyrus, Edith, Everest, Geneva, Neodesk..the list

So you have seen one? Or just spouting off the claims of a TOS clone Jihad...

>
> >
> >Well I be able to buy this fine TOS clone at CompUSA and Fry's?
>
> no, Milan GMBH doesn't deal with incompetents who don't know how to

In other words...There is no market for it......This clone will go in the
dumpster as the Direct line(Hades) did. Are they still in business.

> >
> >> You can check out its specs at http://www.milan-computer.de (it's
> >> in German, but they're in the process of designing an English web page).
> >
> >El speken deutch...
>
> it's coming up in English soon.
>
> >Peter S.
> >
> >"This is the first box(imac) that will make PC buyers switch to Mac."
> >James Halpin, president and chief executive officer of CompUSA
>
> and then switch back to PC when they realize they've been had,
> leaving iMacs in the Blue Box for recycling.......

You relish in your bull...

Peter S.

"This is the first box(imac) that will make PC buyers switch to Mac."
James Halpin, president and chief executive officer of CompUSA

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1990. Re: Milan, was Umax Clone Deal Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-28 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <356d6419.0@diana.idirect.com>
Source record: 5101

On 28 May 1998 03:20:55, sinclair2246@my-dejanews.com wrote:
>In article <356b959f.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> I see, as coming from that fine expert on TOS software and hardware
>> - NOT! Plenty of programs including the Internet suite, Calamus SL,
>> Smurf, Pagestream, Papyrus, Edith, Everest, Geneva, Neodesk..the list
>
>So you have seen one? Or just spouting off the claims of a TOS clone Jihad...

1) have YOU seen a Milan? Obviously not - but that obviously
doesn't stop you from posting more of your MCIBTYC drivel. MY info
comes from the newsgroups, their web page and from first-hand reports.

2) I have told you I dislike the term "Jihad" when describing Atari
users - you are obviously doing this to try to have your infantile fun.
Go take your Ritalin.

>
>>
>> >
>> >Well I be able to buy this fine TOS clone at CompUSA and Fry's?
>>
>> no, Milan GMBH doesn't deal with incompetents who don't know how to
>
>
>In other words...There is no market for it......This clone will go in the
>dumpster as the Direct line(Hades) did. Are they still in business.

1) Hades is still available and still made, and still has
enthusiastic users within the Atari community. Milan has shown a lot of
interest from the Atari community for the makers to continue with
further development, including a possible PowerPC model.

2) judging by what I've been reading on the net, CompUSA and Frys
haven't been doing too good in marketing the Mac, with many complaints
about service and displays. Even CompUSA admits they have problems and
are at least taking action to correct this.

3) the only thing that belongs "in the dumpster' is your immature
and spoiled-brat attitude towards other operating systems and their
users and your tactics in dealing with them. Maybe if you unbury your
head from your buttocks maybe you can see and hear better. Go eat your
Pablum.

>> >
>> >"This is the first box(imac) that will make PC buyers switch to Mac."
>> >James Halpin, president and chief executive officer of CompUSA
>>
>> and then switch back to PC when they realize they've been had,
>> leaving iMacs in the Blue Box for recycling.......
>
>You relish in your bull...

you certainly relish in spreading the bull all over the net,
including your last missive to try to smear me (which failed,
incidentally) in a chartered newsgroup like comp.sys.atari.st, which
violates section 2.9 of your Earthlink account. Which, by the way, IS
their buzzwhack, as is Dejanews' .....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

1991. Re: iMac, it's doomed.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-05-29 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <356EB48E.B56378E9@sprynet.com>
Source record: 5102

Alexandre A. S. wrote:

> What they don't mention is that, with the PC, they'll have to keep screwing around with IRQs, DMA, and assorted 3-letter acronyms no one seems to have a complete grasp of, while with the iMac and its USB ports, it's all truly plug and play, just as it's been for Mac users all along...

USB ports are on the PC now as well.

The problem I forsee with USB is that it will clutter the desktop. Want a bigger hard drive? USB. Want a cartridge drive (tape, removable hard disk)? USB. Faster modem? USB. You'll need a bigger desktop just to hold it all, while all my PC hardware (save for my modem and EPROM burner) fits nicely into the case).

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
"Which fruit or vegetable is most resilient when you throw hammers at it? How can we find out?" - Sam from Sam & Max
http://home.sprynet.com/sprynet/geoff

1992. Re: Before you buy that iMac - some foo

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-01 00:00:00 UTC
From: <>
Message-ID: <6ktdu0$5ja$1@ash.ridgecrest.ca.us>
Source record: 5103

On 28 May 1998 03:16:05, sinclair2246@my-dejanews.com wrote:
>In article <6kg1kh$39l$1@ash.ridgecrest.ca.us>,
> grovem@mapsridgecrest.ca.us (Michael Grove) wrote:
>>
>> On 26 May 1998 22:22:03, sinclair2246@my-dejanews.com wrote:
>> >In article <356993aa.0@diana.idirect.com>,
>> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> >>
>> >> here's an interesting post I found regarding Apple's recent policy
>> >> plans to change how Macs are serviced and sold from comp.sys.mac.advocacy
>> >> (a newsgroup where TIFKAS fears to tread, prefering to dwell in his own
>> >> little gumdrop house on Lollypop Lannnnnnne!) that is quite thoughtful
>> >> and shows what the future may hold for Apple. Enjoy!
>> >>
>> >> >From: "Phil Brewster" <pjbrew@nospam.com>
>> >
>> >A fine post by Mr. Brewster and Dave Nagle deleted.
>> >
>> > The simple point is Apple is saying adios to the dead wood that is costing
>> >them money(losing money) and supporting the ones who are loyal to Apple like
>> >CompUSA, Fry's, MicroCenter, ComputerWare, Computertown plus thousands of mom/
>> >pops and VARS.
>>
>> Hahahahahah. See my post concerning Fry's and CompUSA. If those are
>> "Loyal" major Apple supporters, your going to be looking for a new job
>> soon. What a bunch of bull shit.
>
>The numbers speak for themselves. After June 26, over 3500 VARS will sell
>G3's in North America. According to published reports by Apple and CompUSA,
>Mac cpu sales account for 15% up from 3% in Oct/97.. Not bad..

No, you speak for the numbers. And Deja news speaks for you.
The numbers could easily be explained by a major purchase from an
educational facility, or home for old folks.....
The fact of the matter is that a raise from 3% to 15% dosen't show a
large volume increase. Those numbers could represent sales going from
3 Apple computers sold during a period to 12 sold throught the
following period.

Nice try...

>
>Your bullshit is in your dreams.
>
>Peter S.

>
>"This is the first box(imac) that will make PC buyers switch to Mac."
>James Halpin, president and chief executive officer of CompUSA

Who is this Hairpin guy, and why is he making all these obscure
statements? Can I see him on TV or in Computer Shopper?

Deja News dosen't use Apples for servers.....
Think about it..

Tron

1993. Re: Before you buy that iMac - some foo

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-01 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6kuljo$8un$1@nnrp1.dejanews.com>
Source record: 5104

In article <6ktdu0$5ja$1@ash.ridgecrest.ca.us>,
grovem@ohdarnit@spambite.com (Michael Grove) wrote:

>
> No, you speak for the numbers. And Deja news speaks for you.
> The numbers could easily be explained by a major purchase from an
> educational facility, or home for old folks.....
> The fact of the matter is that a raise from 3% to 15% dosen't show a
> large volume increase. Those numbers could represent sales going from
> 3 Apple computers sold during a period to 12 sold throught the
> following period.

Let me say this s l o w l y a g a i n in English. Apple is 15% of
CompUSA's total CPU business share currently.. This upswing in share from 3%
is significant in terms of unit sales and revenues.

> Nice try...
>
> >
> >Your bullshit is in your dreams.
> >
> Who is this Hairpin guy, and why is he making all these obscure
> statements? Can I see him on TV or in Computer Shopper?

No. He is the CEO of the largest nationwide computer super stores called
CompUSA!

> Deja News dosen't use Apples for servers.........
> Think about it..

I have...Whats your point?

> Tron
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1994. Why did St users "up" grade to Wintel?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-01 00:00:00 UTC
From: jason@zero.abel.co.uk
Message-ID: <jason-0106980135490001@abel-153.abel.co.uk>
Source record: 5105

Why did so many St users upgrade (downgrade?) to Wintel? Surely the Mac was the logial replacement. I mean GEM is a complete rip off of the MacOS finder. Digital Research were forced by Apple to "Alter" (wreck) the PC version of GEm due to the similarities.

TOS is still a good OS and GEM could easily be improved to bring it up to todays standards, but w/ no Atari the ST seems to be a bit buggered.

I'm curious why so many Amiga users moved to Mac, but ST users didn't (here in Ireland that's been my experience anyway).

Anyway, there still is room for TOS, the Amiga and Acorn are still around, aren't they? Plus BeOS and Linux seem popular to me. Bill Gates doesn't own the world yet.

Jason. (An ex ST owning Mac user)

1995. Re: New Atari OS ?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-01 00:00:00 UTC
From: jason@zero.abel.co.uk
Message-ID: <jason-0106980130350001@abel-153.abel.co.uk>
Source record: 5106

A port to PPC for an TOS compatible OS is a very good idea. It may not produce many new "ST"s but as a complimentary or replacement for MacOS, a new version of TOS would be great.

I disagree about an Intel port. Intel chips are CIS and getting a little out of date, no matter how much they are sped up, and besides, this would limit direct CPU accessing in software. Stick w/ Motorola - they did the ST (and Mac, and Amiga) proud.

1996. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd8dec$c22bf1a0$0201010a@g6-300xl>
Source record: 5107

Terry Ross <tross3@hamtel.tds.net> wrote in article
<6kftoi$ckj@news2.tds.net>...
>
> Your point is valid, however, MS will still win by default. It is
> just easier for people to go with what is most available, no matter
> what its relative merits are. Consider an electric utility. Now
> people might hear lots of horror stories about safety violations at
> the plants run by their local utility, or of its discharge of
> pollutants into their waterways & atmosphere and periodic grid
> failures. Even with all that, how many people would seriously look
> into alternative energy sources when all they have to do is make one
> telephone call to have electricity provided to them?

Any time someone keeps pointing out MS's "monopoly", I like to point out that *many* companies in this industry have been accused of the same thing in the past. Just look at IBM in the 70's...when other companies took IBM to court for monopolizing corporate markets with their mainframes. Look at IBM now.

In the early 80's, Lotus was accused of monopolizing the office suites because 1-2-3 was the dominant software for small offices. Wordstar was also the popular word processor. Soon, Wordperfect took over from Wordstar...who runs Wordstar anymore? Even wordperfect is nowhere near as popular as MS word now.

All these changes occurred WITHOUT government regulation. As soon as MS stops satisfying its customer, they will go the same way and our desktops will follow.

1997. Re: Why did St users "up" grade to Wintel?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6n85bo.1d8.jedi@dementia.mishnet>
Source record: 5108

On Mon, 01 Jun 1998 01:35:49 +0000, Jason Walsh <jason@zero.abel.co.uk> wrote:
>Why did so many St users upgrade (downgrade?) to Wintel? Surely the Mac
>was the logial replacement. I mean GEM is a complete rip off of the MacOS
>finder. Digital Research were forced by Apple to "Alter" (wreck) the PC
>version of GEm due to the similarities.

$3500 Mac vs. $800 PC (in 1993).

>
>TOS is still a good OS and GEM could easily be improved to bring it up to
>todays standards, but w/ no Atari the ST seems to be a bit buggered.
>
>I'm curious why so many Amiga users moved to Mac, but ST users didn't
>(here in Ireland that's been my experience anyway).

We're cheapskates and Apples have never really appealed
to the budget conscious.

>
>Anyway, there still is room for TOS, the Amiga and Acorn are still
>around, aren't they? Plus BeOS and Linux seem popular to me. Bill Gates
>doesn't own the world yet.
>
>Jason. (An ex ST owning Mac user)

1998. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6n855o.1d8.jedi@dementia.mishnet>
Source record: 5109

On Tue, 02 Jun 1998 06:13:09 GMT, Silver Surfer <SilverSurfer@HalleBoppe.com> w
rote:
>Terry Ross <tross3@hamtel.tds.net> wrote in article
><6kftoi$ckj@news2.tds.net>...
>>
>> Your point is valid, however, MS will still win by default. It is
>> just easier for people to go with what is most available, no matter
>> what its relative merits are. Consider an electric utility. Now
>> people might hear lots of horror stories about safety violations at
>> the plants run by their local utility, or of its discharge of
>> pollutants into their waterways & atmosphere and periodic grid
>> failures. Even with all that, how many people would seriously look
>> into alternative energy sources when all they have to do is make one
>> telephone call to have electricity provided to them?
>
>Any time someone keeps pointing out MS's "monopoly", I like to point out
>that *many* companies in this industry have been accused of the same thing
>in the past. Just look at IBM in the 70's...when other companies took IBM
>to court for monopolizing corporate markets with their mainframes. Look at
>IBM now.
>
>In the early 80's, Lotus was accused of monopolizing the office suites
>because 1-2-3 was the dominant software for small offices. Wordstar was
>also the popular word processor. Soon, Wordperfect took over from
>Wordstar...who runs Wordstar anymore? Even wordperfect is nowhere near as
>popular as MS word now.
>
>All these changes occurred WITHOUT government regulation. As soon as MS
>stops satisfying its customer, they will go the same way and our desktops
>will follow.

Just what planet are you from? You gotta be some kinda
delluded moron to be posting this kind of tripe in an
atari advocacy group of all places: home of those who
saw a constant stream of lemmings favoring PC's over
faster, easier, AND cheaper alternatives when the PC
interface was more user hostile than bash.

1999. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: Christer Gustavsson <christer.gustafsson@emw.ericsson.se>
Message-ID: <t1gk96zbz4b.fsf@emw.ericsson.se>
Source record: 5110

jedi@dementia.mishnet (jedi) writes:
> Just what planet are you from? You gotta be some kinda
> delluded moron to be posting this kind of tripe in an
> atari advocacy group of all places: home of those who
> saw a constant stream of lemmings favoring PC's over
> faster, easier, AND cheaper alternatives when the PC
> interface was more user hostile than bash.

Hey! Bash is your friend :-)

/Christer

2000. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6n892q.31f.jedi@dementia.mishnet>
Source record: 5111

On 02 Jun 1998 17:29:56 +0200, Christer Gustavsson <christer.gustafsson@emw.eri
csson.se> wrote:
>jedi@dementia.mishnet (jedi) writes:
>> Just what planet are you from? You gotta be some kinda
>> delluded moron to be posting this kind of tripe in an
>> atari advocacy group of all places: home of those who
>> saw a constant stream of lemmings favoring PC's over
>> faster, easier, AND cheaper alternatives when the PC
>> interface was more user hostile than bash.
>
>Hey! Bash is your friend :-)

It still frightens the current crop of WinWeenies.
They never quite grasp the fact that Microsoft was
the LAST, DEAD LAST major (or even minor for that
matter) to deliver a GUI to it's loyal end users.

Atari ST: GUI for the impatient and underfunded.

2001. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1011.7457T663T933@canit.se>
Source record: 5112

Den 24-Maj-98 05:52:27 nedtecknade Steamer954 (steamer954@aol.com) f&#65533;ljande:
>Hi all:

```
> As much as I dislike the almost monopoly of Microsoft, as long as there
> are
>people who are willing and able (no government law saying you must use
>Microsoft) to vote with thier wallets for other products there will be a
>choice. I still use my STacy on a regular basis and on my wintel machine I am
>testing Opera and will probably delete both Netscape and IE3. The superior
>product wins in my opinion. As far as requiring IE4 with W98 don't buy it if
>you don't like it. If enough people refused to buy machines with W98 it would
>not take Microsoft long to change.

If the superior prduct wins, then why are you using AOL and why is everyone
using Wintel?

--
/\ __ __ __ __ __ __ __ __ __ ____
/\// \ / \ / /\ /_ \ / \ / \ / /\ / \ / \ / __/
/ // /\// /\//\ /__ / / // '_// / // / // /\// /\// __/
\/ \__/ \__/ \__/ \/ \__/ \/_/ \__/ \__/ \__/ \__/ \__/optimus@canit.se
```

2002. Re: Milan, was Umax Clone Deal Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1181.7457T686T2395@canit.se>
Source record: 5113

Den 28-Maj-98 04:20:55 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <356b959f.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

>> I see, as coming from that fine expert on TOS software and hardware
>> - NOT! Plenty of programs including the Internet suite, Calamus SL,
>> Smurf, Pagestream, Papyrus, Edith, Everest, Geneva, Neodesk..the list

>So you have seen one? Or just spouting off the claims of a TOS clone
>Jihad...

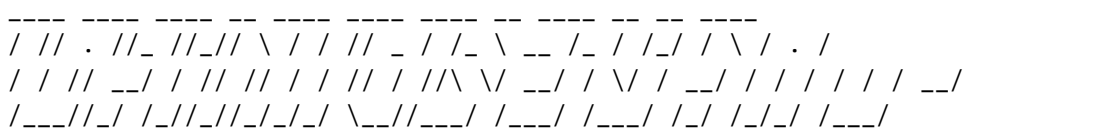
That's what Milan say.

>> >Well I be able to buy this fine TOS clone at CompUSA and Fry's?
>>
>> no, Milan GMBH doesn't deal with incompetents who don't know how to

>In other words...There is no market for it......This clone will go in the
>dumpster as the Direct line(Hades) did. Are they still in business.

Hades is indeed in business, and will be represented at the Atari Messe in
Neuss.

--



2003. Re: New Atari OS ?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <555.7457T689T2801@canit.se>
Source record: 5114

Den 21-Maj-98 17:38:25 nedtecknade Geert Poels (Geert.Poels@village.uunet.be)
f&#65533;ljande:
>With Amiga releasing a new version of its OS; could this be possible for
>Atari ? Perhaps with a port to Intel and PowerPC ?

Not Atari, but there are severeal different Atari OSes still in development.

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se

Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/

2004. Re: TOS 6.0

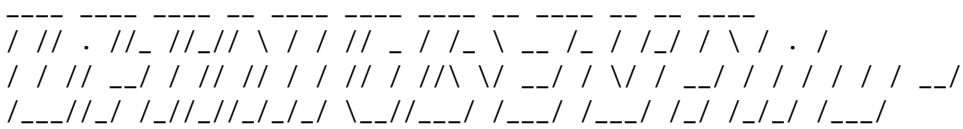
Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <574.7457T691T375@canit.se>
Source record: 5115

Den 26-Maj-98 21:30:26 nedtecknade Geert Poels (Geert.Poels@village.uunet.be)
f&#65533;ljande:
>Hello,

>A Dutch magazine gave a quick review of TOS 6.0 last month together
>with a new Atari computer (68040, up to 512MB memory, ..).
>Can anybody confirm this ?

Could this be the Milan?

--



2005. June 17th TAF Meeting - ExtenDOS Gold and more!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35748faa.0@diana.idirect.com>
Source record: 5116

Agenda for the June 17th Toronto Atari Federation meeting:

well, before we go off for our summer hiatus, we want it to go off with a BANG! And what better way than with a club exclusive!

For tonight is when we host Roger Burrows of Anodyne Software, the man responsible for developing the first practical driver for utilizing CD-ROM drives for Ataris, ExtenDOS. And at this meeting, Roger will be unveiling two of his new products: ExtenDOS Gold, the logical upgrade to ExtenDOS and ExtenDOS Pro which supports more drives than before as well as adds some new features, and CD-Writer, a practical and low-cost application for buring your own audio CDs using a CD-ROM read/write drive. He'll also be offering upgrades for existing ExtenDOS users at the meeting.

As anyone can tell you, having a CD-ROM unit attached to your Atari adds an added dimension of having lots of media, text, and software archives with miminal storage space required. If you haven't yet hooked up a CD-ROM unit to your computer, or have ever been curious on what a CD-ROM can do for you, by all means come to this meeting.

TORONTO ATARI FEDERATION User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, $2.00 to non-members. Membership is $35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A membership in TAF IS Atari support!

TAF Online! BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2006. TAF MonSTEr Flea Market July 11th

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35748f9d.0@diana.idirect.com>
Source record: 5117

SATURDAY, JULY 11TH, 1998 is the date for the Toronto Atari Federation FLEA MARKET! The doors open to the public at 1:00 PM and will remain open until 5:00 PM.

This may be your 'last chance' to come to a bazaar of Atari related pre-owned hardware and software where you may find that peripheral, application or utility for your ST/Mega/TT/Falcon 16/32-bit computer system or your XL/XE 8-bit classic computer system.

Not only is this an opportunity to buy or sell hardware and software for TAF members and other Atarians, this will also be an event whereby you can learn what you can still do with an Atari, including the Internet, Desktop Publishing, Scanning OCR, MIDI, and much, much, more! There is a confirmed Internet Demo (using the suite of available Internet prgs. running under STiNG), Howard Carson of MGI mentioned that he would be showing Calamus SL-98, and Martin Nueland will do a MIDI demo.

If you have original software or hardware that you no longer have any use for, get yourself a half-table and try to sell it! Or find that treasure that you have always wanted. Great deals should be in abundance.

We are anticipating a good turnout and hoping to have some dealers at this event and thus TAF has booked a larger hall to accomadate everyone. To help defray some of TAF's costs of the event, the following will apply:

Half-Table's will be $5.00 or the Full-Table for $10.00 each. Half-Table's are FREE to TAF MEMBERS. Admision is $2.00 per non-member family but if you are selling and have taken a half-table or more, admission is included. Admission for TAF members is, of course, Free.

The Flea Market will run from 1:00 PM to 5:00 PM, with setup commencing for sellors after 12:00 PM, noon, and teardown after 5:00 PM. This should allow enough time for as many people inside and outside Toronto to attend the event.

As usual, piracy cannot and will not be condoned. You must be selling original pre-owned software only. If anyone is caught selling pirated software or stolen hardware, they will be dealt with severely!!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Gold Room" of the North York Memorial Community Hall on the Lower or Concourse Level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5 stoplights North of Hwy 401 running East off of Yonge.

Parking garage inside the complex - enter next to the Novotel Hotel on Parkhome Ave. Those comming by public transport can take the TTC's Yonge Subway, North to the North York City Centre Station, then walk through the tunnel into the concourse, down to the food court, turn left and find the Memorial Hall on your right.

Saturday, July 11, 1998, 1pm - 5pm for the TAF "Flea Market. To contact TAF on booking a table or tables:

TAF Voice Telephone Answering Device - (416) 425-5357
Dan Dreibelbis, VP, 416-766-4743 or dreibel@idirect.com
Dave Lee, Treasurer - Sysop TAF ONLINE EMC & BBS (28.8 8-N-1) - 416-421-8999 or dave.lee@taf.ftn.org or
via NetMail at AtariNet 51:5/0 or FidoNet 1:2424/823
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog /atari/phoenix.htm
= 30 =

2007. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-02 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6l2f6s$te4@ds2.acs.ucalgary.ca>
Source record: 5118

On 2 Jun 1998, Iggy Drougge wrote:

>
> If the superior prduct wins, then why are you using AOL and why is everyone
> using Wintel?
>

'Everyone' is not using Wintel - just 'most'

The Canadian Curmudgeon (in expecting frost tonite, Calgary)

2008. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-03 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6l2gut$io7@news2.tds.net>
Source record: 5119

On 2 Jun 1998 06:13:09 , "Silver Surfer" wrote:

>Any time someone keeps pointing out MS's "monopoly", I like to point out
>that *many* companies in this industry have been accused of the same thing
>in the past. Just look at IBM in the 70's...when other companies took IBM
>to court for monopolizing corporate markets with their mainframes. Look at
>IBM now.
>
>In the early 80's, Lotus was accused of monopolizing the office suites
>because 1-2-3 was the dominant software for small offices. Wordstar was
>also the popular word processor. Soon, Wordperfect took over from
>Wordstar...who runs Wordstar anymore? Even wordperfect is nowhere near as
>popular as MS word now.

Yes, but the basic problem with this is that 1-2-3, WordStar and Word Perfect did not come preinstalled on your computer. People had to compare the merits of competing spreadsheets, data bases, word processors and so forth.

It's not simply a matter of MicroSoft Word being more popular than Word Perfect. It's the dumbing-down of the whole process. In exchange for a little convenience - in not having to think, to spend money, and to spend time time in receiving and installing the software the vast majority of new computer owners are now akin to sheep. Sure, you can say that Windows/Excel/Word are more popular than competing products, because in the number of people that own these products they are. But, if I ran a chain of restaurants and gave out free cans of Royal Crown soda with every meal (in fact, put a free can in front of them period, whether they wanted it or not), but required people to go to the convenience store and pay for a Pepsi, Coke or some other brand/flavor of soda, would that mean that Royal Crown was really the most popular soda?

>
>All these changes occurred WITHOUT government regulation. As soon as MS
>stops satisfying its customer, they will go the same way and our desktops
>will follow.

MS doesn't "satisfy" its customers. It smothers the market in software that the consumer perceives to be "free" and then hopes that said consumers will be compliant enough to not want to buy a different product since they already have an MS product on their hard disk. Why spend additional money for something you already have? Besides, you've got to save your money to pay for all of those MS upgrades. If that doesn't work, MS just buys the competitor that looks like it might eventually cause some problems - or announces vaporware that

they have no intention of producing, that claims to outdo the (potentially) competitive product, in hopes that people will put off buying the competing product long enough for the company to go belly-up.

Ah yes - the great WITHOUT government regulation clause. The Robber Barons of years past certainly did pick a bad time, if they'd waited a while longer they'd be operating in todays environment, and able to suck the populous dry while people were complaining about that big bad horror, "government intervention".

Terry Ross
--

http://www.geocities.com/SiliconValley/Peaks/6320/ (ARD/ST+/More!)
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes: SUM ERGO COGITO

2009. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-03 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6l3h4a$ok2$1@news.campus.mci.net>
Source record: 5120

On 3 Jun 1998 03:46:37 , Terry Ross wrote:

<large portion thereof snipped>

]-Ah yes - the great WITHOUT government regulation clause. The Robber
]-Barons of years past certainly did pick a bad time, if they'd waited a
]-while longer they'd be operating in todays environment, and able to
]-suck the populous dry while people were complaining about that big bad
]-horror, "government intervention".
]-
]-Terry Ross
]---
]-
]-http://www.geocities.com/SiliconValley/Peaks/6320/ (ARD/ST+/More!)
]-The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
]- SUM ERGO COGITO
]-.

Terry, that is one of the most eloquent and intelligent responses I've
read in quite awhile...well done! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2010. Re: TAF MonSTEr Flea Market July 11th

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-03 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6l3sh5$j9n$1@nnrp1.dejanews.com>
Source record: 5121

In article <35748f9d.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> As usual, piracy cannot and will not be condoned. You
> must be selling original pre-owned software only. If
> anyone is caught selling pirated software or stolen
> hardware, they will be dealt with severely!!
>

What are you going to do, beat them up? You and who's army?

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2011. Atari Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-03 00:00:00 UTC
From: zman851014@aol.com
Message-ID: <1998060320074700.QAA06379@ladder01.news.aol.com>
Source record: 5122

Wanted a serial port for Atari Portfolio

2012. Re: Atari and Amiga Users Unite?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-04 00:00:00 UTC
From: Nicholas Bales <bales@hol.REMOVE.THIS.fr>
Message-ID: <3576486B.B2E6D072@hol.REMOVE.THIS.fr>
Source record: 5123
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Sven Persson a ï¿½crit:
>
> Ohoy there, Nick!
>
> A _bit_ negative or what? :)
>
> At least heï¿½s got some visions/ideas!
>

Well, maybe a bit negative, but I don't think we should all sit here
waiting for the "saviour" in the form of the Phenix or the Wizztronics
computer or a future PPC clone.

We should all use and enjoy our computers with the technology we have
now, but I don't think we can't set our hopes up too high for future
machines. Let's just be realistic

Oh, how I wish I never entered this discussion.

BTW, shouldn't this thread move to the advocacy groups ?

Cheers,
Nick
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ====================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

2013. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-04 00:00:00 UTC
From: steamer954@aol.com
Message-ID: <1998060423141700.TAA23908@ladder03.news.aol.com>
Source record: 5124

In article <1011.7457T663T933@canit.se>, Iggy Drougge <optimus@canit.se>
writes:

>If the superior prduct wins, then why are you using AOL and why is everyone
>using Wintel?
>

I can't speak for "everyone" but I am using AOL because my only local ISP does
not carry the Atari newsgroupes, I do have a wintel box that I bought to run
certian programs that are not available for my Atari. I believe that most
people that use wintel do so under the mistaken belief that they are the best,
and are too lazy or busy to check out the other options.

Stephen Davis (independent retailer for Investors International)
steamer954@aol.com

2014. Re: Before you buy that iMac - some foo

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-06 00:00:00 UTC
From: grove@ridgemont.us
Message-ID: <6la9mu$hd3$2@ash.ridgecrest.ca.us>
Source record: 5125

On 1 Jun 1998 16:41:29 , sinclair2246@my-dejanews.com wrote:
>In article <6ktdu0$5ja$1@ash.ridgecrest.ca.us>,
> grovem@ohdarnit@spambite.com (Michael Grove) wrote:
>
>>
>> No, you speak for the numbers. And Deja news speaks for you.
>> The numbers could easily be explained by a major purchase from an
>> educational facility, or home for old folks.....
>> The fact of the matter is that a raise from 3% to 15% dosen't show a
>> large volume increase. Those numbers could represent sales going from
>> 3 Apple computers sold during a period to 12 sold throught the
>> following period.
>
>Let me say this s l o w l y a g a i n in English. Apple is 15% of
>CompUSA's total CPU business share currently.. This upswing in share from 3%
>is significant in terms of unit sales and revenues.

Like I said above. You are speaking for the numbers. Nobody mailed me
a report, nor did anyone hand out a flier when I entered the store.
They either must feel I don't give a shit, or the numbers must be
false. If they were so important, why wouldn't they insure I am aware
of these important fact with the same methods that you choose to use?
Umm, maybe they are respectible people.........

Nice try.

>
>> Nice try...
>>
>> >
>> >Your bullshit is in your dreams.
>> >
>> Who is this Hairpin guy, and why is he making all these obscure
>> statements? Can I see him on TV or in Computer Shopper?
>
>No. He is the CEO of the largest nationwide computer super stores called
>CompUSA!

Jeeze, with a title like that, I would think he would have been on the
most recent Apple commercial.........

>
>> Deja News dosen't use Apples for servers.........
>> Think about it..
>
>I have...Whats your point?

If you need no point (such as in life, or reason for being here) then
why should I? I think the statement in itself says enough. After
following your post here for quite some time, I can honestly say that
realize that you might have a problem understanding the facts.

>
>> Tron
>>
>
>Peter S.
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading
>.

2015. Re: Before you buy that iMac - some foo

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-07 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6lebthave1@nnrp1.dejanews.com>
Source record: 5126

In article <6la9mu$hd3$2@ash.ridgecrest.ca.us>,
grove@ridgemont.us wrote:
>
> >Let me say this s l o w l y a g a i n in English. Apple is 15% of
> >CompUSA's total CPU business share currently.. This upswing in share from 3%
> >is significant in terms of unit sales and revenues.
>
> Like I said above. You are speaking for the numbers. Nobody mailed me
> a report, nor did anyone hand out a flier when I entered the store.
> They either must feel I don't give a shit, or the numbers must be
> false. If they were so important, why wouldn't they insure I am aware
> of these important fact with the same methods that you choose to use?
> Umm, maybe they are respectible people.........

Well you need to call up CompUSA's investor relations or goto macsurfer.com to
look for the articles on this factual info. Duh!

>
> Jeeze, with a title like that, I would think he would have been on the
> most recent Apple commercial.........

What makes you think he hasn't?

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2016. Re: CD ROM PROBLEMS

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-07 00:00:00 UTC
From: burr@cyberhighway.net
Message-ID: <6leahqbgp1@news.cyberhighway.net>
Source record: 5127

On 7 May 1998 22:10:15 , ANGIEF18 wrote:
>Hello All,
>I have a C-Lab Falcon 030 with a Toshiba internal 2.5" 540meg scsi hard drive,
>and an external NEC scsi CDR-MV2 1x cdrom drive.
>My problem is that when ever I boot my Falcon with the cdrom connected to the
>Falcon's scsi port, my boot partition gets scrambled and I end up having to
>rebuild the partition and reloading the files placed therein. I have tried 3
>different external scsi cdrom drives and have replaced the cable all to no
>avail. Can anyone out there figure out what the problem is and let me know so
>I can rectify it and make use of my cdrom drive? Thanks! :)
>Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI
>.

I had this very same problem. I solved it by getting a new case because the ribbon cable and centronics connectors were all screwed up. It fixed the problem.

Later,
James

2017. Re: Before you buy that iMac - some foo

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-07 00:00:00 UTC
From: Michael Grove <badapple@rottenfruit.com>
Message-ID: <357AB919.33AF@rottenfruit.com>
Source record: 5128

sinclair2246@my-dejanews.com wrote:
>
> In article <6la9mu$hd3$2@ash.ridgecrest.ca.us>,
> grove@ridgemont.us wrote:

On 7 Jun 1998 15:34:09 , sinclair2246@my-dejanews.com wrote:
>In article <6la9mu$hd3$2@ash.ridgecrest.ca.us>,
> grove@ridgemont.us wrote:
>>
>> >Let me say this s l o w l y a g a i n in English. Apple is 15% of
>> >CompUSA's total CPU business share currently.. This upswing in share from 3%
>> >is significant in terms of unit sales and revenues.
>>
>> Like I said above. You are speaking for the numbers. Nobody mailed me
>> a report, nor did anyone hand out a flier when I entered the store.
>> They either must feel I don't give a shit, or the numbers must be
>> false. If they were so important, why wouldn't they insure I am aware
>> of these important fact with the same methods that you choose to use?
>> Umm, maybe they are respectible people.........
>
>Well you need to call up CompUSA's investor relations or goto macsurfer.com to
>look for the articles on this factual info. Duh!

Why would I want to do that? I have no interest in CompUSA or Apple as
business.
The only reason I am even remotely aware of any of these issues is
because
of your unwelcome post in this newsgroup.
Besides, just because CompUSA or Apple have an information site on
ANYTHING dosen't make it so. I can still find web pages stating "All
new Apple clones to be manufactured". That is definetly
misinformation (not to mention to be the joke of the century:).
If CompUSA advertises Sony disk based digital cameras for $899.00 and
I can purchase the exact same camera for $669.00 from a mail order
catalog, where the fuck do you think I will purchase the camera from?
Considering the over-inflated prices of Apple products, I can only
image that I will be paying another 30 to 40 percent over mailorder
prices with any Apple product product purchased from CompUSA.
The Sony camera price is a fact. Go to work and check your pricing,
then pick up a PC Zone and see what it is offered for there.

Nice try...

>
>>

>> Jeeze, with a title like that, I would think he would have been on the
>> most recent Apple commercial.........
>
>What makes you think he hasn't?

Any corporate rep with self respect wouldn't show his face on what
must be the worst advertising attempt since ROMCO.
>
>Peter S.

(sig cut to reduce spam)

Mike

2018. FA: MegaSTE, SC1224 Monitor, ST1024 + Extras... all in one lot

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-09 00:00:00 UTC
From: Roagie <roagie@hotmail.com>
Message-ID: <01bd93bc95205220b4632599@Schnappy.pop.weasle>
Source record: 5129
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

These are complete systems. Everything works and is in immaculate shape,
see this URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=16877914

Thanks

2019. Atari Falcon for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-10 00:00:00 UTC
From: mperezjr@bellsouth.net
Message-ID: <357faf2f.8260710@news.msy.bellsouth.net>
Source record: 5130

I have an Atari Falcon for sale with loads of software and books and extra hardware. Make offer. you can contact me at mperezjr@bellsouth.net for more info if needed.

2020. Mice for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-10 00:00:00 UTC
From: Backplane <backplane@yahoo.com>
Message-ID: <QnCf1.706$X64.243508@pm01nn>
Source record: 5131

I just came across a batch of Brand New Atari mice for the ST. $10.00 each.

2021. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6ln6iulln1@newshost.comnet.co.nz>
Source record: 5132
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

Matthew Crosby (crosby@nag.cs.colorado.edu) wrote in alt.folklore.computers:
> Crossposted to alt.folklore.computers, who might find this interesting.

> Andreas "Buzh" Skau <foolthespambots-no@tim.as> wrote:
> >Windows 95 : Madonna - "Frozen"
> >Windows 98 : Enigma - "Sadness"
> >Windows NT : Massive Attack - "Teardrop"
> >Windows CE : Coldcut & Hexstatic - "Chopped down"
> >Linux : Garbage - "Fix me now"
> >BeOS : Bj&#65533;rk - "Oh it's so quiet"
> >Atari STOS : Future sound of London - "We have explosive" [2]

Small nit: The Atari OS is called "TOS" - The Operating System.

"STOS" was a BASIC programming language used to create games on the ST.
STOS also suffered from one of the worst afflictions known to mankind -
it was line-numbered.

> >NextSTEP : Garbage - "You look so fine"
> >Rhapsody : Janet Jackson - "Got 'til it's gone"
> >SunOS : Garbage - "Wicked ways"
> >HPUX : Sheryl Crow - "A change (would do you good)"
> >MacOS : Fat Boy Slim - "Going out of my head"
> >C64 ROMbasic : Enigma - "Return to innocence"
> >FreeDOS : Janet Jackson - "Empty"
> >AIX : Garbage - "Queer"
> >Novell Netware : Orbital - "The box"

> Amiga: Nine Inch Nails, heresy ("Your god is dead! And no one cares!")
> VMS: Pink Floyd, Dogs ("You got to be crazy, you gotta have a real need..")
> Solaris: Scott Joplin, The Slow Drag

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

2022. Phenix news

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-10 00:00:00 UTC
From: centek <centek@graphity.fr>
Message-ID: <6lppef$47v$6@news.imaginet.fr>
Source record: 5133

****
* PHENIX 040&#65533; Workstation *
* FIXED FEATURES V.1.0 <-- YEAH !! *
****

&#65533; MAY 1998, CENTEK

This computer is NOT a TOS clone or a PC compatible !
It is a NEW computer including NEW HARDWARE and NEW OPERATING SYSTEM named DOLMEN&#65533;.
A software EMULATION support into the system allows to run softwares from the old operating system named TOS&#65533;.

- MOTOROLA&#65533; MC68040&#65533; at 40 MHz (BCLK).
NOTE : The 040 instruction execution units are CLOCKED by the BCLK and NOT the PCLK (80 MHz) - See Section 10 page 10-4 of the MC68040&#65533; DATABOOK (M68040UM/AD Rev.1) and our technical files on this site !
By example : - Afterburner&#65533; is a 040 at 32 MHz !
- Hades&#65533; 040 is a 040 at 32 MHz !
- Milan&#65533; 040 is a 040 at 25 or 33 MHz.
People who present the 040 as a x2 (i.e 64 MHz) clocked processor are liars !!!
CENTEK refuses to use the same 'commercial' politic !

- Can be updated with a 060 at 80 MHz (BUS at 40 MHz).

- BUS : 32-Bit DATA / 32-Bit ADDRESS / 40 MHz Frequency.

- Three SIMM sockets : 32-Bit RAM up to 192 MB.

- MOTOROLA DSP 56301&#65533; at 80 MHz (80 MIPS !).
- 24-Bit HOST port with 3 clock cycles access :
80 MB/s DMA transfert (or 26 MWords (DSP 24-Bit words).
- On-Chip Memories : - 2048 * 24-Bit X Data RAM.
- 2048 * 24-Bit Y Data RAM.
- 3072 * 24-Bit Program RAM.
- 1024 * 24-Bit Instruction CACHE.
- 192 * 24-Bit Bootstrap ROM.
- Off-Chip Memories : 384 kB 15ns SRAM (=128 kWords 24-Bit).
- External DSP connector (Falcon signal upward compatible).
- HD SUB-D 44 pins.

- MOTOROLA MC68360 - QUICC&#65533; at 40 MHz.
(QUICC&#65533; : QUad Integrated Communications Controller).

- CPU 32 Core (68030) - 7.2 MIPS at 40 MHz.
- 32-Bit DATA and ADDRESS lines.
- Four General-Purpose 16-Bit Timers.
- Sixteen 16-Bit software Timers.
- Two Independent DMA (IDMA) with Single Address Mode
(up to 80 MB/s at 40 MHz per DMA channel).
- Communications RISC Processor (35 MIPS @ 40 MHz) with 14 DMA
channels :
- Ethernet/IEEE 802.3 Optional (Full 10-Mbps Support).
- A motherboard slot is dedicated for this option.
- 32-Bit DMA transfert.
- RS-422/GeoPort up to 4 Mbit/s full duplex.
- Mini-DIN 9 connector.
- LocalTalk and AppleTalk backwardly compatible.
- 6 kV ESD protection.
- 32-Bit DMA transfert.
- RS-232 up to 1 Mbit/s.
- Standart SUB-D9 conector.
- 15 kV ESD protection (European standart).
- 32-Bit DMA transfert.
- Full CENTRONICS IEEE 1284 parallel port.
- Up to 4 Mbit/s half duplex.
- 32-Bit DMA transfert.
- TWO MIDI (In/Out/Thru) channel.
- DIN-5 standart connectors.
- 32-Bit DMA transfert.
- One SPI channel.
- The 3 pins are on the DSP connector.
- 32-Bit DMA transfert.

- THREE 8-Bit ADC channels for external DATA acquisition.
- The pins are on the DSP connector.

- PCI controller : - MASTER and SLAVE.
- Two DMA channels (up to 132 MB/s).
- PCI 2.1 compliant.
- Support of the PCI 3.3v signaling.
- Support of the I2O new PCI messaging.
- Two PCI slots.

- USB controller for 2 HOST USB connectors :
- 32-Bit DMA transfert.
- one is used by the keyboard.
- the second is available for all the USB peripherals...

- 128 kB FLASH Eprom containing the BIOS (SET UP/AUTOTEST/BOOT).
The FLASH enables the software updates.

- ULTRA-SCSI bus (SCSI Controller with 16-Bit DMA) :
- The SCSI bus maximum rate is 20 MB/s.
- The HOST DMA maximum rate is 40 MB/s.

- VIDEO : S3 VIRGE DX with 4 MB of EDO RAM.
- This card occupies one of the two PCI slots.

- SOUND : You can choose a card between :
- Stereo 16-Bit 33/44.1/48 kHz :
- 2 CINCH Inputs / 2 CINCH Outputs
- 1 Mini-Jack for a microphone.
- 1 PC compatible GAME port
&
- Professional 24-Bit 48/96 kHz Card including :
- 8 INPUTs / 8 OUTPUTs, SPDIF®/AES®/EBU® Interface.
- 2 others MIDI channels

- VOCAL : TI® Speech Processor for the
Speech Recognition, Speech & Music Synthesis,
Access Control, and Software ONLINE HELP !
** This feature will be fixed later **

- TIME : Timekeeping® module with 242 bytes of NVRAM (Non Volatile
Ram) with RESUME mode to Wake up the PHENIX®.

- SLOTS : - Two PCI slots (one is used by the Graphic card).
- One DIRECT 040 Processor slot for Hardware expansions :
- others CPU (040/060) card.
- PowerPC® card (to mute the softwares to .....)
- others DSP 56301 card.
- VME® bus.
- Memory adding card (up to 256 new MB).
- One AUDIO slots (it is used by the Audio card).

- KEYBOARD : USB Keyboard !!
- This one may be a KEYTRONICS® Natural® keyboard.

- MOUSE : PS/2 mouse.
- it is connected to the USB® keyboard.

- CASE : Standard Middle ATX 2.0 Tower.
and CENTEK desktop case...later.

- POWER : ATX 2.0 compatible.

- OPERATING SYSTEM : DOLMEN®
- Multi-tasking
- 100 % 040 ASM code !
- AES & VDI backwardly compatible.
- The VDI uses all the 2D/3D S3 VIRGE® functions.
- Easy to update by the Flash and the HD.

****
* FINAL USERS INFORMATIONS *
****

-> The PHENIX complete configuration includes
- MOTOROLA 040 CPU (may be updated to 060)

- LS120 Drive (120 MB disks & floppy 1.44 MB compatible)
- 16 MB 32-Bit RAM.
- S3 VIRGE DX 4MB 3D Graphic card
- One 16-Bit Audio card.
- 3.2 Go ULTRA SCSI Hard Drive.
- 24x IDE CD-ROM Drive.
- USB 105 touchs NATURAL® Keyboard.
- PS/2 mouse.
- ATX Middle Tower.

PRICE : 9990 FF (French VAT included).
1380 USD (no local taxes included).

OPTIONS :
- MULTISYNC 17' 0.26 pitch monitor : + 2690 FF
- DVD-ROM® drive : + 1700 FF

-> MOTHERBOARD ALONE (with the 040) : 4990 FF
690 USD

****
* HARDWARE & SOFTWARE DEVELOPERS INFORMATIONS *
****

COMPLETE configuration : 6490 FF TTC (including French VAT).
MOTHERBOARD ALONE (with 040) : 3290 FF TTC.

These configurations include :
- CD-ROM (AND PAPER) complete Documentation (Software and Hardware
(slots)) and SYSTEM HOTLINE (Phone/E-mail) for the developers !
- CD-ROM with the developer package :
- CENTinel® The ultimate 040/060/DSP56301/68360 debugger.
- CENTasm® The 040/060/DSP56301 assembler.
- CENTedit® The universal color editor.
- FASHION® The RSC builder for DOLMEN.
- GNUC++ 040 pack.
- and the other things some developers will bring.

****
You'd like to become a PHENIX DEVELOPER ?
You will need a CONFIDENTIAL agreement !
Please contact us by e-mail to be registered and receive further
informations !
We need you to support the PHENIX !
The list of the official developers will be given nextly
****

We know you are hundreds people waiting for the availability of
this dreaming NEW computer. This last will not be available before
the quarter 4 of 1998.

WE MAY PRESENT THE FIRST PHENIX MOTHERBOARD AT THE
NEUSS - 2 & 3 OCTOBER 98

If you want to be automatically informed, please
register you in our mail-list.

PHENIX 040/060® : THE ALTERNATIVE COMPUTING !

CENTEK
Tour Blanche de Castille
4 av St Exupery
F-60180 NOGENT s/ OISE
Phone : +33 344 746 330 (Tuesday to Saturday / 12:00am to 7:00pm)
HOTLINE : +33 344 746 330 (Tuesday to Saturday / 9:00pm to 11:00pm)
Fax : +33 344 746 340 (24/24 h)
e-mail : centek@graphity.fr
WEB : centek.graphity.fr
www.graphity.fr/centek

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END

2023. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-11 00:00:00 UTC
From: falco@vex.net
Message-ID: <slrn6nudkh.9v4.falco@vex.net>
Source record: 5134
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

Gaven Miller wrote:

> Small nit: The Atari OS is called "TOS" - The Operating System.

I always thought it was the Tramiel Operating System.

--
Golan Klinger [falco@vex.net] For long you live and high you fly
And smiles you'll give and tears you'll cry
Good, fast or cheap. And all you touch and all you see
Pick two... Is all your life will ever be

2024. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-11 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6lo4mt$56e$1@star.cs.vu.nl>
Source record: 5135
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

falco@vex.net (Golan Klinger) writes:

> I always thought it was the Tramiel Operating System.

That's a myth. See comp.sys.atari.st FAQ for details.

--Ivo

2025. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-11 00:00:00 UTC
From: <>
Message-ID: <897573246.19548.0.nnrp-06.9e9878e0@news.demon.co.uk>
Source record: 5136
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

```
In article <6ln6iu$lln$1@newshost.comnet.co.nz>,
Gaven Miller <gmiller@inca.co.nz> wrote:
[...]
>"STOS" was a BASIC programming language used to create games on the ST.
>STOS also suffered from one of the worst afflictions known to mankind -
>it was line-numbered.
[...]

Hah! Microsoft went one better. QuickBasic, while the line numbers were
optional, allowed out-of-order numbering.

20 PRINT "Hello, world!"
10 GOTO 20

--
+- David Given -----------------+
| Work: dg@tao.co.uk | Tell the truth and run.
| Play: (broken, use above) |
+- http://wiredsoc.ml.org/~dg -+
```

2026. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-11 00:00:00 UTC
From: JKew@softwright.co.uk
Message-ID: <6lp1mk$sn7$1@nnrp1.dejanews.com>
Source record: 5137
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <897573246.19548.0.nnrp-06.9e9878e0@news.demon.co.uk>,
dg@ (David Given) wrote:
>
> [STOS was line-numbered]
> Hah! Microsoft went one better. QuickBasic, while the line numbers were
> optional, allowed out-of-order numbering.
>
> 20 PRINT "Hello, world!"
> 10 GOTO 20

...although, of course, that program has exactly the same result if you order
the lines by number...

--
James Kew

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2027. Re: Intel Vivisectors Probed By US FTC: Intel Scrutinized

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-11 00:00:00 UTC
From: maury@remove_this.istar.ca
Message-ID: <6lo7v8$ke5$1@ns3.vrx.net>
Source record: 5138
Cross-posted to: comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc.advocacy

In <Pine.HPP.3.96.980610201623.737F-100000@demeter.sunyit.edu> Jill Howe claimed:
> Subject: Vivisectors Probed By US FTC: Intel Scrutinized
>
> Pro-vivisection computer company Intel
[snip]
> The Intel International Science and Engineering Fair (ISEF), according to
> the National Anti-Vivisection Society, permits high-school students to
> force-feed mice, inject cocaine into rats and remove baby birds from their
> nests for kiddie isolation studies. And that's just some of what Intel is
> accused of.

Amusing no? Intel holds a science fair, and that makes them "pro-vivisection"

Maury

2028. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-12 00:00:00 UTC
From: deke.spamblock@generous.net
Message-ID: <3580c081.175433019@news.bright.net>
Source record: 5139
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

On Thu, 11 Jun 1998 16:47:16 GMT, JKew@softwright.co.uk wrote:

>In article <897573246.19548.0.nnrp-06.9e9878e0@news.demon.co.uk>,
> dg@ (David Given) wrote:
>>
>> [STOS was line-numbered]
>> Hah! Microsoft went one better. QuickBasic, while the line numbers were
>> optional, allowed out-of-order numbering.
>>
>> 20 PRINT "Hello, world!"
>> 10 GOTO 20
>
>...although, of course, that program has exactly the same result if you order
>the lines by number...

Yeah?

Seems to me that this would print "Hello, world" over and over again
20 PRINT "Hello, world!"
10 GOTO 20

while this should print "Hello, world!" once.
10 GOTO 20
20 PRINT "Hello, world!"

I'm obviously no BASIC programmer; I don't even know whether the PRINT statement
is the equivalent of
printf ("%s", "Hello, world!");
or printf ("%s\n", "Hello, world!");

A size-friendly community for romance
Join our discussion mailing list at
http://generous.net/list/list.shtml

Or chat with us on IRC - DALnet channel #GenerousSingles

2029. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-12 00:00:00 UTC
From: JKew@softwright.co.uk
Message-ID: <6lqvbs$lt5$1@nnrp1.dejanews.com>
Source record: 5140
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <3580c081.175433019@news.bright.net>,
deke.spamblock@generous.net wrote:
>
> On Thu, 11 Jun 1998 16:47:16 GMT, JKew@softwright.co.uk wrote:
> >> 20 PRINT "Hello, world!"
> >> 10 GOTO 20
> >
> >...although, of course, that program has exactly the same result if you order
> >the lines by number...
>
> Yeah?
>
> this should print "Hello, world!" once.
> 10 GOTO 20
> 20 PRINT "Hello, world!"

Yes, it does, doesn't it?. I must have had my brain out of gear when I posted.
Time to crawl away into a dark corner and pry my foot out of mu mouth...

--
James Kew

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2030. Re: Intel Vivisectors Probed By US FTC: Intel Scrutinized

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-12 00:00:00 UTC
From: Matthias Bethke <Matthias.Bethke@stud.uni-erlangen.de>
Message-ID: <35810D08.6308@stud.uni-erlangen.de>
Source record: 5141
Cross-posted to: comp.sys.amiga.advocacy,comp.os.os2.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc.advocacy

Joe Ragosta wrote:
> > Now, if someone proposed using people who spam comp.sys.* groups with
> > political screeds in place of lab rats for drug testing, I'd wholeheartedly
> > concur.
>
> Concur???
>
> I'd fund the research.

In that case I'll volunteer to take the place of a rat in a program for
evaluating possible uses of marihuana and hallucinogens. Please send me
a researcher and a couple of doses! =^>>>

ttyl!
Matthias

P.S.: crosspost snipped!

2031. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-12 00:00:00 UTC
From: csess@blaze.trentu.ca
Message-ID: <EuFzII.60D.A.ebony@news.trentu.ca>
Source record: 5142
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <3580c081.175433019@news.bright.net>,
<deke.spamblock@generous.net> wrote:

>I'm obviously no BASIC programmer; I don't even know whether the PRINT
>statement is the equivalent of
> printf ("%s", "Hello, world!");
>or printf ("%s\n", "Hello, world!");

The latter. To suppress the newline, you would do a

PRINT "Hello, world!";

More fun: the equivalent of

printf ("%s\t", "Hello, world!");

would be

PRINT "Hello, world!",

Now, of course, if you're the sort of person to save keystrokes (and by
not using printf("Hello world!\n"); as your example, I guess you show that
you're not), you'd just use a question mark instead of the word PRINT.

In any case, you can string stuff together, so that this

? "Hello, ";name$;". Your bank balance:","$";balance

is this

printf ("Hello, %s. Your bank balance:\t$%f\n", name, balance);

--Eric Smith

2032. Re: Intel Vivisectors Probed By US FTC: Intel Scrutinized

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-12 00:00:00 UTC
From: stone@stoneentertainment.com
Message-ID: <stone-ya02408000R1206980004330001@news.enetis.net>
Source record: 5143
Cross-posted to: comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc.advocacy

In article <6lo7v8$ke5$1@ns3.vrx.net>, maury@remove_this.istar.ca (Maury Markowitz) wrote:

> In <Pine.HPP.3.96.980610201623.737F-100000@demeter.sunyit.edu> Jill Howe
> claimed:
> > Subject: Vivisectors Probed By US FTC: Intel Scrutinized
> >
> > Pro-vivisection computer company Intel
> [snip]
> > The Intel International Science and Engineering Fair (ISEF), according to
> > the National Anti-Vivisection Society, permits high-school students to
> > force-feed mice, inject cocaine into rats and remove baby birds from their
> > nests for kiddie isolation studies. And that's just some of what Intel is
> > accused of.
>
> Amusing no? Intel holds a science fair, and that makes them
> "pro-vivisection"
> Maury

Wait a second... Is Intel accused of these things by the FTC or by individual "liberal wacko" groups? Becuase if this has nothing to do with the FTC investigation then it has nothing to do with what Intel is formaly accused of. I just don't want to let FUDster's like Markowitz, Hughes, Field, or Elam to blurr the issue.

-Kevin Stone
Stone Entertainment
www.StoneEntertainment.com
(no email please)

2033. Re: Intel Vivisectors Probed By US FTC: Intel Scrutinized

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-12 00:00:00 UTC
From: scott@doubleu.com
Message-ID: <SCOTT.98Jun12095842@slave.doubleu.com>
Source record: 5144
Cross-posted to: comp.sys.amiga.advocacy,comp.os.os2.advocacy,comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc.advocacy

In article <35810D08.6308@stud.uni-erlangen.de>,
Matthias Bethke <Matthias.Bethke@stud.uni-erlangen.de> writes:
Joe Ragosta wrote:
> > Now, if someone proposed using people who spam comp.sys.*
> > groups with political screeds in place of lab rats for drug
> > testing, I'd wholeheartedly concur.
>
> Concur???
>
> I'd fund the research.

In that case I'll volunteer to take the place of a rat in a program
for evaluating possible uses of marihuana and hallucinogens. Please
send me a researcher and a couple of doses! =^>>>

You _do_ realize, don't you, that these programs generally don't give
the rats enjoyable amounts of the substances involved. For instance,
when researching the effects of peanut butter, they don't feed them a
slice of toast with some peanut butter on it for breakfast - instead,
they feed them peanut butter, and _only_ peanut butter, for weeks
and/or months.

You need to have _some_ normal time to reflect back on your altered
states...
--
scott hess <scott@doubleu.com> (408) 739-8858 http://www.doubleu.com/
<Favorite unused computer book title: The Compleat Demystified Idiots
Guide to the Zen of Dummies in a Nutshell in Seven Days, Unleashed>

2034. atari emulating = betrayal of the atarian race

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-13 00:00:00 UTC
From: tahiti douche <sky92679@skynet.be>
Message-ID: <WS.3581bd9e.0035302f.sky92679@skynet.be>
Source record: 5145

i wanna spit on all those traitors who produce atari st 'emulators'.

most of those are made to run under windoze 9x and are just
profanations of the atarian spirit.

the micro$loth wincrap runs an st in some fucking m$ windoze !!

those emulators are just tools to get people away from their atari and
closer to the antechrist.

ethh@enemy.org

pub 2048/7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55

"abw&#65533;rts wend'ich mich zu der heiligen, unaussprechlichen, geheimnisvollen
nacht. fernab liegt die welt - in eine tiefe gruft versenkt" novalis

2035. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-13 00:00:00 UTC
From: <>
Message-ID: <897743751.17813.0.nnrp-07.9e9878e0@news.demon.co.uk>
Source record: 5146
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <EuFzII.60D.A.ebony@news.trentu.ca>,
Eric S. Smith: Left-Field Marshal <csess@blaze.trentu.ca> wrote:
[...]
>More fun: the equivalent of
>
>printf ("%s\t", "Hello, world!");
>
>would be
>
>PRINT "Hello, world!",

Don't you mean...

PRINT "Hello, world!",;

...? That's certainly what you'd need on BBC Basic.

Oh, yes, and to print extra newlines you use '. This can lead to
constructions like...

PRINT "Line 1 = ";x'"Line 2 = ";y',"Total = ";x+y;

>Now, of course, if you're the sort of person to save keystrokes (and by
>not using printf("Hello world!\n"); as your example, I guess you show that
>you're not), you'd just use a question mark instead of the word PRINT.

Yes, but that was ghastly. BBC Basic allowed abbreviation of tokens using
., so you could type:

```
10 R.
20 P. "Hello, world"
30 U. F.
```

Then, when you typed LIST (or L.) you'd get:

```
10 REPEAT
20 P. "Hello, world"
30 UNTIL FALSE
```

This was very cheap to do in the interpreter because of the way the Basic
code was tokenised into memory.

Ah... now, that was a *good* Basic dialect.

```
10 PROCfoo
20 END
30 :
```

```
40 DEF PROCfoo
50 LOCAL i
60 FOR i = 0 TO 10
70 PRINT "foo!"
80 NEXT
90 ENDPROC
```

--
+- David Given ----------------+
| Work: dg@tao.co.uk | Someone you trust is one of us . .
| Play: (broken, use above) | .
+- http://wiredsoc.ml.org/~dg -+

2036. Re: Bill Gates' False Analogy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-13 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6o5era.g7t.jedi@dementia.mishnet>
Source record: 5147

On 4 Jun 1998 23:14:17 GMT, Steamer954 <steamer954@aol.com> wrote:
>In article <1011.7457T663T933@canit.se>, Iggy Drougge <optimus@canit.se>
>writes:
>
>>If the superior prduct wins, then why are you using AOL and why is everyone
>>using Wintel?
>>
>
> I can't speak for "everyone" but I am using AOL because my only local ISP does
>not carry the Atari newsgroupes, I do have a wintel box that I bought to run

You don't need to get your newsfeed from the local ISP.
My ISP actually uses one such newsfeed service (zippo)
instead of maintaining their own. You might want to check
into a (other ISP)+(zippo) combination. I've seen locals
as low as 10 bux (considerably cheaper than AOL).

>certian programs that are not available for my Atari. I believe that most
>people that use wintel do so under the mistaken belief that they are the best,
>and are too lazy or busy to check out the other options.

2037. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-14 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <6m03dh$2tr@llanelli.demon.co.uk>
Source record: 4999
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

David Given (dg@) wrote:

: Then, when you typed LIST (or L.) you'd get:

: 10 REPEAT
: 20 P. "Hello, world"
: 30 UNTIL FALSE

Actually you'd get:-

10 REPEAT
20 PRINT "Hello, world"
30 UNTIL FALSE

Sorry, couldn't resist. :-)

Regards,

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| www2.thecia.net/users/rnewman/scientology/home.html. Xenu is Source! |

2038. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-14 00:00:00 UTC
From: deke.spamblock@generous.net
Message-ID: <3583bcca.371119236@news.bright.net>
Source record: 5000
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

On 14 Jun 1998 08:52:14 GMT, martin@llanelli.demon.co.uk (Martin Thomas) wrote:

>David Given (dg@) wrote:

>The line numbers are just labels, you've obviously never programmed in
>Fortran before.

> PROGRAM HELLO
>20 PRINT *, 'HELLO WORLD!'
>10 GOTO 20
> END

>Though why anyone would number every line in a QuickBASIC program
>is beyond me.

It's obviously a user convenience; if you number every line in a QuickBASIC program (in sequence) that means you can assemble a pied deck quickly.

Of course, finding "an assembler that handles QuickBASIC code" is even harder than finding a puter that runs QuickBASIC and has a functioning card read/punch.

Don't you suppose that the reason you're allowed to number every line in a QuickBASIC program is so that (in theory at least) you can use that program you wrote in 2K BASIC for the SWTPC?

The program won't *work*, of course. BASIC is available on more computers than any other language, but each BASIC is a different nonportable language....

A size-friendly community for romance
Join our discussion mailing list at
http://generous.net/list/list.shtml

Or chat with us on IRC - DALnet channel #GenerousSingles

2039. atari-computer.de

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-14 00:00:00 UTC
From: matzi@okay.net
Message-ID: <35844078.1227299@news.okay.net>
Source record: 5001

Hi atarians,

unfortunately it's not possible to connect with our "Online-World for
all atarians" atari-computer.de
since two weeks because of a server breakdown.

Now we've rent webspace on an other server, so our complete offer is
available at:

http://atari-computer.com .

Perhaps, you'd like to create your own homepage ? You can get free
webspace + eMail-address
for your own Atari-homepage at http://atari-computer.com .

Regards,

Matthias

---
eMail: matzi@computer4u.com
m-faust@jura.uni-hamburg.de

http://www.atari-computer.de

2040. Re: Theme Songs for OSes

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-14 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <334_9806152255@tor250.org>
Source record: 5002

DE>Seems to me that this would print "Hello, world" over and over again
DE> 20 PRINT "Hello, world!"
DE> 10 GOTO 20

Well execution order by line number would suggest run line 10, jump to line 20 and run that, then stop.

DE>while this should print "Hello, world!" once.
DE> 10 GOTO 20
DE> 20 PRINT "Hello, world!"

Yep, just once, but the goto 20 is redundant. Most BASIC programmers weened themselves off GOTO's millenia ago. It was even easier when conditional loop-structures like WHILE...ENDWHILE were wisely added.

DE>I'm obviously no BASIC programmer; I don't even know whether the PRINT
DE>statement
DE>is the equivalent of
DE>printf ("%s", "Hello, world!");

PRINT "Hello World!"; is the correct way for the above. The ';' means to not add a carrage return.

DE>or printf ("%s\n", "Hello, world!");

In this case PRINT "Hello World!" with no ';' will indicate the carraige return.

To get all the fancy formatting that the printf() function has, from BASIC you use PRINT USING. Or else just enter a PRINT a,b$,c(1),"hello world" in a sort of mix and match.

Later...

SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.

2041. atari emulating = betraya

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-14 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <335_9806152255@tor250.org>
Source record: 5003

SK>i wanna spit on all those traitors who produce atari st 'emulators'.

SK>most of those are made to run under windoze 9x and are just
SK>profanations of the atarian spirit.

Try TOSBOX, it runs under DOS, WIN 3.1, OS/2, Win 95. Does a nice job too.

SK>those emulators are just tools to get people away from their atari and
SK>closer to the antechrist.

Aw come on, puleeeeeze!

Most Atari emulators are garbage anyway, and the decent ones do a good
job at putting a more civilized face on a bad computer system.

I doubt that anyone is going to give up their real Atari forever anyway
since most of the PC emulators don't reliably run every piece of software.
Sometimes you still need a real full-blooded Atari computer.

BTW - There are lots of people running OS/2 and Linux which are not
Microsoft products (thank goodness).

SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.

2042. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-14 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <6m02vu$2tr@llanelli.demon.co.uk>
Source record: 5148
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

David Given (dg@) wrote:

: Hah! Microsoft went one better. QuickBasic, while the line numbers were
: optional, allowed out-of-order numbering.

: 20 PRINT "Hello, world!"
: 10 GOTO 20

The line numbers are just labels, you've obviously never programmed in
Fortran before.

```
PROGRAM HELLO
20 PRINT *, 'HELLO WORLD!'
10 GOTO 20
END
```

Though why anyone would number every line in a QuickBASIC program
is beyond me.

Regards,

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| www2.thecia.net/users/rnewman/scientology/home.html. Xenu is Source! |

2043. Re: Before you buy that iMac - some foo

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-15 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6m1t99$q9l$1@nnrp1.dejanews.com>
Source record: 5004

In article <357AB919.33AF@rottenfruit.com>,
Michael Grove <badapple@rottenfruit.com> wrote:

> Why would I want to do that? I have no interest in CompUSA or Apple as
> business.
> The only reason I am even remotely aware of any of these issues is
> because
> of your unwelcome post in this newsgroup.

Just combating the misinformation..

> Besides, just because CompUSA or Apple have an information site on
> ANYTHING dosen't make it so. I can still find web pages stating "All
> new Apple clones to be manufactured". That is definetly
> misinformation (not to mention to be the joke of the century:).

Thats not Apple misinformation. Me thinks its ringing in your brain.

> If CompUSA advertises Sony disk based digital cameras for $899.00 and
> I can purchase the exact same camera for $669.00 from a mail order
> catalog, where the fuck do you think I will purchase the camera from?

Mailorder...Duh.. But if it breaks you will have to send it back..

> Considering the over-inflated prices of Apple products, I can only
> image that I will be paying another 30 to 40 percent over mailorder
> prices with any Apple product product purchased from CompUSA.

I would like you to try!

> The Sony camera price is a fact. Go to work and check your pricing,
> then pick up a PC Zone and see what it is offered for there.

I don't doubt it..
>
> Nice try...
>
> >
> >>
> >> Jeeze, with a title like that, I would think he would have been on the
> >> most recent Apple commercial.........
> >
> >What makes you think he hasn't?
>
> Any corporate rep with self respect wouldn't show his face on what
> must be the worst advertising attempt since ROMCO.

Jealous eh?

> >
> >Peter S.
>
> (sig cut to reduce spam)
>
> Mike
>

Peter S.

"This is the first box(imac) that will make PC buyers switch to Mac."
James Halpin, president and chief executive officer of CompUSA

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2044. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-15 00:00:00 UTC
From: <>
Message-ID: <897910977.3236.0.nnrp-07.9e9878e0@news.demon.co.uk>
Source record: 5005
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

```
In article <6m03dh$2tr@llanelli.demon.co.uk>,
Martin Thomas <martin@llanelli.demon.co.uk> wrote:
>David Given (dg@) wrote:
>
>: Then, when you typed LIST (or L.) you'd get:
>
>: 10 REPEAT
>: 20 P. "Hello, world"
>: 30 UNTIL FALSE
>
>Actually you'd get:-
>
> 10 REPEAT
> 20 PRINT "Hello, world"
> 30 UNTIL FALSE
>
>Sorry, couldn't resist. :-)

10 REPEAT
20 PROChit(head, "dead fish")
30 UNTIL FNi_learn_to_proofread = TRUE

--
+- David Given ----------------+
| Work: dg@tao.co.uk | Anarchy - It's not the law, it's just
| Play: (broken, use above) | a good idea.
+- http://wiredsoc.ml.org/~dg -+
```

2045. Re: Intel Vivisectors Probed By US FTC: Intel Scrutinized

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-15 00:00:00 UTC
From: maury@remove_this.istar.ca
Message-ID: <6m38ei$i04$4@ns3.vrx.net>
Source record: 5006
Cross-posted to: comp.sys.be.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc.advocacy

In <stone-ya02408000R1206980004330001@news.enetis.net> Kevin Stone claimed:
> Wait a second... Is Intel accused of these things by the FTC or by
> individual "liberal wacko" groups?

The later, although calling them "liberal" likely has not much to do with
it.

> the FTC investigation then it has nothing to do with what Intel is formaly
> accused of.

Correct, that's what I was pointing out had you bothered to actually digest
the content of the message before replying. Nor does it appear you could be
bothered to read the whole thread, because the _first message_ was posted in
exactly this fashion, which is what I was "making fun" or.

> I just don't want to let FUDster's like Markowitz

Gee, thanks.

Maury

2046. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-15 00:00:00 UTC
From: lisard@zetnet.co.uk
Message-ID: <6m3rv4ume4@irk.zetnet.co.uk>
Source record: 5007
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

[comp.sys.atari.advocacy???]

On 1998-06-14 martin@llanelli.demon.co.uk(MartinThomas) said:
[re. QuickBASIC and line numbers]
:The line numbers are just labels, you've obviously never programmed
:in Fortran before.

hmm??? Most BASICs, particularly those available in the first home computers and small systems, do not permit lines to exist without a line number. The line numbers are used for editing, not just as labels. It's probably that deviation from something that was probably standard practice by then which was regarded as strange.

(Another interesting point: VB5 *doesn't* accept line numbers at certain points.)
--
Communa (together) we remember... we'll see you falling
you know soft spoken changes nothing to sing within her...

2047. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-17 00:00:00 UTC
From: <>
Message-ID: <898093525.17521.0.nnrp-05.9e9878e0@news.demon.co.uk>
Source record: 5008
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <3586dea4.18424570@news.vip.net>,
Gene Wirchenko <genew@vip.net> wrote:
[...]
>>Actually, it might just work if it doesn't do anything terribly
>>complicated. I can't think of a version of Basic that won't let you do
>>
>> 10 PRINT "AARDVARK"
>> 20 GO TO 10
>>
>>(well, except Visual Basic, but that's a different language). It's not
>>as bad as the situation with Forth...
>
> Yes, but try making that
> 10 PRINT "AARDVARK";
> 20 GO TO 10
>and you're out of luck. In MTS (Michigan Terminal System: a
>conversational /370 OS) BASIC, the semi-colon (new line suppression)
>will not be respected. You have to prefix your output with "&" as in
> 10 PRINT "&AARDVARK";

Now, *that* is ugly.

Also, a lot of Basic's will refuse `GO TO', but will make you type `GOTO'
(not that you would want to for this sort of thing).

If you want to get to the *really* irritating stuff, look into text
formatting when outputting numbers and text. I've never seen two dialects
that used compatible systems. (Example: it appears to be *impossible* to
get Microsoft Basic (or QuickBasic) to emit a positive decimal number
without a leading space.)

>>"If you've seen one Forth, you've seen - well - one Forth."

Never done much Forth programming. OTOH, I've never *wanted* to...

--
+- David Given ----------------+
| Work: dg@tao.co.uk | Disclaimer: We have no wish to offend
| Play: dgiven@iname.com | you unless you're a twit.
+- http://wiredsoc.ml.org/~dg -+

2048. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-17 00:00:00 UTC
From: kaih=6w1XoGm1w-B@khms.westfalen.de
Message-ID: <6w1XoGm1w-B@khms.westfalen.de>
Source record: 5009
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

lisard@zetnet.co.uk wrote on 16.06.98 in <6m6bvn$2a3$5@irk.zetnet.co.uk>:

> Actually, it might just work if it doesn't do anything terribly
> complicated. I can't think of a version of Basic that won't let you do
>
> 10 PRINT "AARDVARK"
> 20 GO TO 10
>
> (well, except Visual Basic, but that's a different language). It's not
> as bad as the situation with Forth...
>
> "If you've seen one Forth, you've seen - well - one Forth."

Hmm. Everything is possible, but I haven't seen a Forth that didn't let
you do at least

." AARDVARK"

Of course, looping has often been creative ... but

BEGIN
." AARDVARK"
0
UNTIL

usually worked, IIRC.

Kai
--
http://www.westfalen.de/private/khms/
"... by God I *KNOW* what this network is for, and you can't have it."
- Russ Allbery (rra@stanford.edu)

2049. !!Crown of Creation homepage!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-18 00:00:00 UTC
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Message-ID: <35895932.36E8@ws.rz.tu-bs.de>
Source record: 5010

Hello there!

Crown of Creation 3D, the ultimate space-action simulation for the Falcon030, finally got its own homepage!

After the overwhelmingly positive reactions of many players and magazines, now the latest facts on this standard-setting game can be accessed via internet.

Simply go to http://www.tu-bs.de/~y0001569 to see this:

- The story
- The features
- Test reports
- CPU-/DSP speeder support
- Online order CoC 3D
- Get the latest updates (V1.3b)
- Screenshots

All pages in Deutsch/English.

See you soon!

2050. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-19 00:00:00 UTC
From: peterk@combo.ganesha.com
Message-ID: <peterk.1izq@combo.ganesha.com>
Source record: 5011
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <898093525.17521.0.nnrp-05.9e9878e0@news.demon.co.uk> dg@ (David Given) writes:
>
>Also, a lot of Basic's will refuse `GO TO', but will make you type `GOTO'
>(not that you would want to for this sort of thing).

The M$ Basic in the Commodore PETs (and C64 I think) had "GOTO" *and*
"GO" and "TO" as separate tokens. So it allowed to write "GO TO", but
I never saw a program using that.

>If you want to get to the *really* irritating stuff, look into text
>formatting when outputting numbers and text. I've never seen two dialects
>that used compatible systems. (Example: it appears to be *impossible* to
>get Microsoft Basic (or QuickBasic) to emit a positive decimal number
>without a leading space.)

Well, a DEF FNpl$(x)=MID$(STR$(x),2) does come handy :-).

--
Best Regards, Dr. Peter Kittel // http://www.pios.de of PIOS
Private Site in Frankfurt, Germany \X/ office: peterk @ pios.de

2051. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-19 00:00:00 UTC
From: <>
Message-ID: <898261071.13571.0.nnrp-01.9e9878e0@news.demon.co.uk>
Source record: 5012
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <peterk.1izq@combo.ganesha.com>,
Dr. Peter Kittel <peterk @ combo.ganesha.com> wrote:
[...]
>>If you want to get to the *really* irritating stuff, look into text
>>formatting when outputting numbers and text. I've never seen two dialects
>>that used compatible systems. (Example: it appears to be *impossible* to
>>get Microsoft Basic (or QuickBasic) to emit a positive decimal number
>>without a leading space.)
>
>Well, a DEF FNpl$(x)=MID$(STR$(x),2) does come handy :-).

Except that doesn't work with negative numbers. PRINT USING doesn't help,
either, as the - operator expands to either " " or "-" depending on the
sign of the number.

What I usually do is:

```
100 IF i<0 THEN i$=STR$(i):GOTO 120
110 i$=MID$(STR$(i), 2)
120 REM rest of program
```

or, preferably,

```
IF i<0 THEN
i$ = STR$(i)
ELSE
i$ = MID$(STR$(i), 2)
ENDIF
```

(You know, writing that first example was the first time I've used
multi-statement lines for... er... a long time.)

--
+- David Given -----------------+
| Work: dg@tao.co.uk | If winning doesn't matter, why keep
| Play: dgiven@iname.com | score?
+- http://wiredsoc.ml.org/~dg -+

2052. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-20 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.ff503ed67b93712989694@flame.jpc-infonet.co.uk>
Source record: 5013
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

Santa Fe Voostra!! dg@ (David Given) appears thinks that ....
> 100 IF i<0 THEN i$=STR$(i):GOTO 120
> 110 i$=MID$(STR$(i), 2)
> 120 REM rest of program

<SNIP>

You lot were deprived, I had the honour of using SuperBASIC on the Sinclair QL! The string handling on that ruled! Forget all that STR$ and MID$, it all sorted itself out!

Viva la QL!

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----
"I say what it occurs to me to say" - The Man in the Shack
==========

2053. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-20 00:00:00 UTC
From: lisard@zetnet.co.uk
Message-ID: <6mg56lfrq8@irk.zetnet.co.uk>
Source record: 5014
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

On 1998-06-17 kaih=6w1XoGm1w-B@khms.westfalen.de(KaiHenningsen) said:
:> Actually, it might just work if it doesn't do anything terribly
:> complicated. I can't think of a version of Basic that won't let
:you do >
:> 10 PRINT "AARDVARK"
:> 20 GO TO 10
:> (well, except Visual Basic, but that's a different language).
:>It's not as bad as the situation with Forth...
:> "If you've seen one Forth, you've seen - well - one Forth."

:Hmm. Everything is possible, but I haven't seen a Forth that didn't
:let you do at least
:.." AARDVARK"

Forth-83. You could do

: TEST ." AARDVARK" ; TEST

but you couldn't do

." AARDVARK" \ because ." was compile-only; you had to do
.(AARDVARK) \ - an analogue of (..)

So there. :P

:Of course, looping has often been creative ... but

:BEGIN
:." AARDVARK"
:0
:UNTIL
:usually worked, IIRC.

True (except where BEGIN was DO, which I've seen somewhere.) However,
again, you wouldn't necessarily be able to do it outside of a word. (In
fact, the rarity is when you can.) Also, you may get problems on some
Forths with:

: test begin ." AARDVARK" 0 until (we'll leave AGAIN for now) ; test

And that's not even touching on when you get out of a DO loop (or if you
even have them).

I love that language. :>
--
Communa (together) we remember... we'll see you falling
you know soft spoken changes nothing to sing within her...

2054. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-20 00:00:00 UTC
From: lisard@zetnet.co.uk
Message-ID: <6mgaji$g13$1@irk.zetnet.co.uk>
Source record: 5015
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

On 1998-06-20 zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk(Zaphod) said:
:You lot were deprived, I had the honour of using SuperBASIC on the
:Sinclair QL! The string handling on that ruled! Forget all that
:STR$ and MID$, it all sorted itself out!

As I recall, SuperBASIC was good, but not quite as good as the original Sinclair BASICs (A$(3 TO 6)). On the other hand, I seem to recall that neither did it require you to dimension strings in arrays to an exact length (so that DIM A$(10, 10) dimensioned an array of 10-character strings, rather than a 2D array).

-- Communa (together) we remember... we'll see you falling
you know soft spoken changes nothing to sing within her...

Net-Tamer V 1.08X - Test Drive

2055. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-20 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.ff5fdce1cb411598969a@flame.jpc-infonet.co.uk>
Source record: 5016
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

```
Santa Fe Voostra!! lisard@zetnet.co.uk appears thinks that ....
> :You lot were deprived, I had the honour of using SuperBASIC on the
> :Sinclair QL! The string handling on that ruled! Forget all that
> :STR$ and MID$, it all sorted itself out!
>
> As I recall, SuperBASIC was good, but not quite as good as the original
> Sinclair BASICs ( A$(3 TO 6) ).

No, the QL could do this command. The concatonate command was & instead
of +, if you attempted a$ + b$, it would try and add the numbers in the
string, and commands like number = string$ worked instead of needing
rubbish like str$ and stuff like that.

It was cool. Bit slow though!

--
================================================================
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----------------------------------------------------------------
"I say what it occurs to me to say" - The Man in the Shack
================================================================
```

2056. Re: !!Crown of Creation homepage!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-21 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6mhq3hqmf1@nnrp1.dejanews.com>
Source record: 5017

In article <35895932.36E8@ws.rz.tu-bs.de>,
Michael Nau <y0005609@ws.rz.tu-bs.de> wrote:
>
> Hello there!
>
> Crown of Creation 3D, the ultimate space-action simulation for the
> Falcon030, finally got its own homepage!
>
> After the overwhelmingly positive reactions of many players and
> magazines, now the latest facts on this standard-setting game can be
> accessed via internet.
>
> Simply go to http://www.tu-bs.de/~y0001569 to see this:
>
> - The story
> - The features
> - Test reports
> - CPU-/DSP speeder support
> - Online order CoC 3D
> - Get the latest updates (V1.3b)
> - Screenshots
>
> All pages in Deutsch/English.
>
> See you soon!
>

I'm impressed...One new Falcon 030 game in 1998(?). What about for regular ST
models?

Peter S.

"This is the first box(imac) that will make PC buyers switch to Mac."
James Halpin, president and chief executive officer of CompUSA

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2057. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-21 00:00:00 UTC
From: kaih=6wGjROsHw-B@khms.westfalen.de
Message-ID: <6wGjROsHw-B@khms.westfalen.de>
Source record: 5018
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

lisard@zetnet.co.uk wrote on 20.06.98 in <6mg56lfrq8@irk.zetnet.co.uk>:

> On 1998-06-17 kaih=6w1XoGm1w-B@khms.westfalen.de(KaiHenningsen) said:
> :> Actually, it might just work if it doesn't do anything terribly
> :> complicated. I can't think of a version of Basic that won't let
> :you do >
> :> 10 PRINT "AARDVARK"
> :> 20 GO TO 10
> :> (well, except Visual Basic, but that's a different language).
> :>It's not as bad as the situation with Forth...
> :> "If you've seen one Forth, you've seen - well - one Forth."
>
> :Hmm. Everything is possible, but I haven't seen a Forth that didn't
> :let you do at least
> :..." AARDVARK"
>
> Forth-83. You could do
>
> : TEST ." AARDVARK" ; TEST
>
> but you couldn't do
>
> ." AARDVARK" \ because ." was compile-only; you had to do

Irrelevant; 10 PRINT "AARDVARK" is obviously compile-only, too.

Kai
--
http://www.westfalen.de/private/khms/
"... by God I *KNOW* what this network is for, and you can't have it."
- Russ Allbery (rra@stanford.edu)

2058. Backwards (Was: Re: Theme Songs for OSes [was: Microsloth theme ...)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-21 00:00:00 UTC
From: Jan van den Broek <balglaas@xs4all.nl>
Message-ID: <6mjk05cba1@xs2.xs4all.nl>
Source record: 5019
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

lucvdv@null.net (Luc Van der Veken) writes:

>This thread appears to be coming in backwards at my newsserver.
>Followups to this post came in yesterday, this post appeared
>today, but the one it's following up to is still not here :-\

So you're following up to something you haven't seen yet?

Jan van den Broek -----_____ In remembrance of Eustachius Warszebald
balglaas@xs4all.nl -----_____ Herdenkt Eustachius Warszebald

2059. TAF MonSTEr Flea Market July 15th

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <358d416a.0@diana.idirect.com>
Source record: 5020

SATURDAY, JULY 11TH, 1998 is the date for the Toronto Atari Federation FLEA MARKET! The doors open to the public at 1:00 PM and will remain open until 5:00 PM.

This may be your 'last chance' to come to a bazaar of Atari related pre-owned hardware and software where you may find that peripheral, application or utility for your ST/Mega/TT/Falcon 16/32-bit computer system or your XL/XE 8-bit classic computer system.

Not only is this an opportunity to buy or sell hardware and software for TAF members and other Atarians, this will also be an event whereby you can learn what you can still do with an Atari, including the Internet, Desktop Publishing, Scanning OCR, MIDI, and much, much, more! There is a confirmed Internet Demo (using the suite of available Internet prgs. running under STiNG), Howard Carson of MGI mentioned that he would be showing Calamus SL-98, and Martin Nueland will do a MIDI demo.

If you have original software or hardware that you no longer have any use for, get yourself a half-table and try to sell it! Or find that treasure that you have always wanted. Great deals should be in abundance.

We are anticipating a good turnout and hoping to have some dealers at this event and thus TAF has booked a larger hall to accomadate everyone. To help defray some of TAF's costs of the event, the following will apply:

Half-Table's will be $5.00 or the Full-Table for $10.00 each. Half-Table's are FREE to TAF MEMBERS. Admision is $2.00 per non-member family but if you are selling and have taken a half-table or more, admission is included. Admission for TAF members is, of course, Free.

The Flea Market will run from 1:00 PM to 5:00 PM, with setup commencing for sellors after 12:00 PM, noon, and teardown after 5:00 PM. This should allow enough time for as many people inside and outside Toronto to attend the event.

As usual, piracy cannot and will not be condoned. You must be selling original pre-owned software only. If anyone is caught selling pirated software or stolen hardware, they will be dealt with severely!!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Gold Room" of the North York Memorial Community Hall on the Lower or Concourse Level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5 stoplights North of Hwy 401 running East off of Yonge.

Parking garage inside the complex - enter next to the Novotel Hotel on Parkhome Ave. Those comming by public transport can take the TTC's Yonge Subway, North to the North York City Centre Station, then walk through the tunnel into the concourse, down to the food court, turn left and find the Memorial Hall on your right.

Saturday, July 11, 1998, 1pm - 5pm for the TAF "Flea Market. To contact TAF on booking a table or tables:

TAF Voice Telephone Answering Device - (416) 425-5357
Dan Dreibelbis, VP, 416-766-4743 or dreibel@idirect.com
Dave Lee, Treasurer - Sysop TAF ONLINE EMC & BBS (28.8 8-N-1) - 416-421-8999 or dave.lee@taf.ftn.org or
via NetMail at AtariNet 51:5/0 or FidoNet 1:2424/823
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog /atari/phoenix.htm
= 30 =

2060. Re: !!Crown of Creation homepage!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <358d42cc.0@diana.idirect.com>
Source record: 5021

On 21 Jun 1998 02:10:57, sinclair2246@my-dejanews.com (The Idiot
Forever Known As Sinclap) wrote his typical drivel:

>I'm impressed...One new Falcon 030 game in 1998(?). What about for regular ST
>models?

gee, TIFKAS, you missed RUNNING (major new release, a Doom clone!),
KAKANOID, CONQUEST...

which, of course, will be four games more than Blue Byte will be
ever releasing for the Mac (or the iMac) ever again.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

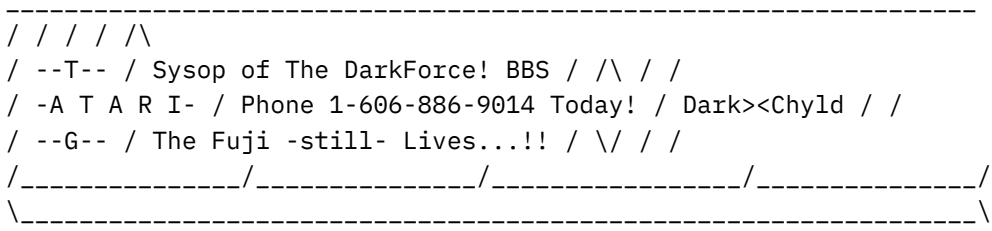
2061. Re: !!Crown of Creation homepage!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-21 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6mjpj0$l7n$3@news.campus.mci.net>
Source record: 5022

On 21 Jun 1998 02:10:57, sinclair2246@my-dejanews.com wrote:

->I'm impressed...One new Falcon 030 game in 1998(?). What about for regular ST
->models?
->
->Peter S.

One day, Sinclair...one day your cyncism will eat you up from the inside
out...Can't wait. ;-)



2062. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-21 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <6mklm8$rqa@nntp02.primenet.com>
Source record: 5023
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <MPG.ff503ed67b93712989694@flame.jpc-infonet.co.uk>,
Zaphod <zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk> wrote:
>Santa Fe Voostra!! dg@ (David Given) appears thinks that ....
>> 100 IF i<0 THEN i$=STR$(i):GOTO 120
>> 110 i$=MID$(STR$(i), 2)
>> 120 REM rest of program
>
><SNIP>
>
>You lot were deprived, I had the honour of using SuperBASIC on the
>Sinclair QL! The string handling on that ruled! Forget all that STR$
>and MID$, it all sorted itself out!
>
>Viva la QL!

Well, it's probably the only one. Commodore 64 BASIC had concatenation
with the + operator, and that came in really handy.

Unfortunately, I grew up on Atari BASIC, and while the token handling
and such were superior in many ways, and there was automatic syntax
checking and everything, there was no concatenation operator, you had
to do this:

A$(LEN(A$)+1) = B$

And as you can tell, instead of using MID$, you could just use the numbers
as subscripts. A$(2) was the second letter on up, and A$(2,2) was just the
second letter.

Wanna know how I did MID$(A$,2) type stuff with COBOL?

Takea some weird data declaration:

```
01 STRING-ONE.
05 S1-LEFT PIC X(40).
05 S1-SHIFTER REDEFINES S1-BREAKDOWN.
10 FILLER PIC X.
10 S1-RIGHT PIC X(39).
```

To eliminate the leading character, though, isn't so tough in the code
itself:

```
MOVE S1-RIGHT TO S1-LEFT.
```

This could be one of the few times MOVE actually means MOVE.

--
Nick Bensema <nickb@primenet.com> 98-KUPD Red Card #710563 UIN: 2135445
~~~~ ~~~~~~~ ~~~~~~~~~~~~~~~~~~~
~~~~

2063. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-22 00:00:00 UTC
From: cpierce1@cp500.fsic.ford.com
Message-ID: <6mm3vc$a2r1@eccws1.dearborn.ford.com>
Source record: 5024
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <6mklm8$rqa@nntp02.primenet.com>,
nickb@primenet.com (Nick S Bensema) writes:
>Unfortunately, I grew up on Atari BASIC, and while the token handling
>and such were superior in many ways, and there was automatic syntax
>checking and everything, there was no concatenation operator, you had
>to do this:
>
> A$(LEN(A$)+1) = B$
>

But the real unforgivable sin of Atari Basic was the lack of string
arrays. Whoever thought it should be left out as a design decision
should be disembowled, drawn, quartered and mounted on a pike.

A lot of wasted time went into translating "generic BASIC"
programs into Atari BASIC because of this defect.

--
+---+
Clinton A. Pierce	"If you rush a Miracle Man,	http://www.
cpierce1@ford.com	you get rotten miracles"	dcicorp.com/
fubar@ameritech.net	--Miracle Max, The Princess Bride	~clintp
+---+
GCSd-s+:+a-C++UALIS++++P+++L++E---t++X+b+++DI++++G++e+>++h----r+++y+++>y*

2064. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-26 00:00:00 UTC
From: Jason Petersen <petersej@spam.com>
Message-ID: <359467AA.59F3@spam.com>
Source record: 5025
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

Dr. Peter Kittel wrote:
>
> In article <898093525.17521.0.nnrp-05.9e9878e0@news.demon.co.uk> dg@ (David Given)
writes:
> >
> >Also, a lot of Basic's will refuse `GO TO', but will make you type `GOTO'
> >(not that you would want to for this sort of thing).
>
> The M$ Basic in the Commodore PETs (and C64 I think) had "GOTO" *and*
> "GO" and "TO" as separate tokens. So it allowed to write "GO TO", but
> I never saw a program using that.

Well, that would waste a byte, wouldn't it. :)

--
Jason

2065. Re: !!Crown...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-27 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6n1p73$3rb$1@nnrp1.dejanews.com>
Source record: 5026

In article <358d42cc.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> On 21 Jun 1998 02:10:57, sinclair2246@my-dejanews.com (The Idiot
> Forever Known As Sinclap) wrote his typical drivel:
>
> >I'm impressed...One new Falcon 030 game in 1998(?). What about for regular ST
> >models?
>
> gee, TIFKAS, you missed RUNNING (major new release, a Doom clone!),
> KAKANOID, CONQUEST...
>
> which, of course, will be four games more than Blue Byte will be
> ever releasing for the Mac (or the iMac) ever again.....

Yea, soo...

As you know that CompUSA bought out Computer City..Which means that the
stores in CA will get the Apple SWIAS by July supposely according to press
accounts in the CA rags. Makes me wonder if I will cover some of those
accounts.

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2066. Re: !!Crown of Creation homepage!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-29 00:00:00 UTC
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Message-ID: <359754B6.11EC@ws.rz.tu-bs.de>
Source record: 5027

sinclair2246@my-dejanews.com wrote:

> I'm impressed...One new Falcon 030 game in 1998(?). What about for regular ST
> models?
>
> Peter S.

Sorry, first I intended to write a serious reply. But when I found the
Re's to your posting, I somehow got the impression that you are one of
those well-known guys finding pleasure in criticizing out-of-date (in
your opinion) computer-systems.
I mean if it makes you happy, but I'd suggest you to have a look at
games before not taking them serious.

Michael Nau
Karlstr. 27 _/_ _ _/ _/_ _/
38106 Braunschweig _/_/__/_/ _/_/_ _/
_/ _/ _/ _/ _/_/
Tel. 0531/2338785 _/ _/ _/ _/
eMail m.nau@tu-bs.de

2067. Re: !!Crown of Creation homepage!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-29 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35979898.0@diana.idirect.com>
Source record: 5028

On 29 Jun 1998 10:47:50, Michael Nau wrote:
>sinclair2246@my-dejanews.com wrote:
>
>> I'm impressed...One new Falcon 030 game in 1998(?). What about for regular ST
>> models?
>>
>> Peter S.
>
>Sorry, first I intended to write a serious reply. But when I found the
>Re's to your posting, I somehow got the impression that you are one of
>those well-known guys finding pleasure in criticizing out-of-date (in
>your opinion) computer-systems.

Bingo. Sinclap has been waging his one-man war against Atarians for a long time - time probably better spent reading a book or taking nice long walks. I suspect it has to do with the fact that he's forgotten his primary goal of defending the Mac and is trying to get his revenge on anyone who has outed him as the ignorant all-talk-no-nothing that he really is - including demeaning language, paranoid ranting and in some cases harassment in the form of flaming e-mail (he has the dubious distinction of being kicked off HotMail for this behaviour).

>I mean if it makes you happy, but I'd suggest you to have a look at
>games before not taking them serious.

Now when did that ever stop the little weinerhead? He's also well known for putting his foot in his mouth when it comes to stating the "facts" - like claiming we couldn't use CD-ROM, or that "90% of all TOS programs fall over on the Milan" (there's a list on the Milan web site for what does run, and it's a long list) - as well as his trying to rewrite history (like claiming he never said or inferred that "Calamus is crap", when he clearly did). A cursory search of DejaNews (http://www.dejanews.com) using the keywords Peter Sinclair, Sinclap or TIFKAS will give you hours of hilarious reading from this blowhard. You may also want to check out the Apple Doomsday Clock web site for an example of what happens when you drop Sinclap into a forum full of knowlegdable PC users - it's like throwing raw meat in front of starving lions :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2068. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-29 00:00:00 UTC
From: genew@vip.net
Message-ID: <35969f30.3806392@news.vip.net>
Source record: 5029
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

Jason Petersen <petersej@spam.com> wrote:

>Dr. Peter Kittel wrote:
>>
>> In article <898093525.17521.0.nnrp-05.9e9878e0@news.demon.co.uk> dg@ (David Given)
writes:
>> >
>> >Also, a lot of Basic's will refuse `GO TO', but will make you type `GOTO'
>> >(not that you would want to for this sort of thing).
>>
>> The M$ Basic in the Commodore PETs (and C64 I think) had "GOTO" *and*
>> "GO" and "TO" as separate tokens. So it allowed to write "GO TO", but
>> I never saw a program using that.
>
>Well, that would waste a byte, wouldn't it. :)

No. Likely two bytes. GO token, space, TO token vs. GOTO token.

Sincerely,

Gene Wirchenko

C Pronunciation Guide:
y=x++; "wye equals ex plus plus semicolon"
x=x++; "ex equals ex doublecross semicolon"

2069. [Poll] Atari Poll .....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-29 00:00:00 UTC
From: pfloyd@sprintmail.com
Message-ID: <3598628A.F603A7C3@sprintmail.com>
Source record: 5030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Just some questions for all the Atari users out there:

1. If Atari came out with a new computer system would you buy it?

2. If the system were not compatible with the ST would you still consider it?

3. Would you buy the new computer if offered a discount or rebate for your ST?

Thanks

Please forward responses to:

pfloyd@sprintmail.com

2070. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-29 00:00:00 UTC
From: "S. T." <definitely@nospam.fi>
Message-ID: <359817E8.MD-0.198.definitely@nospam.fi>
Source record: 5031
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

Gene Wirchenko (genew@vip.net) wrote on Mon, 29 Jun 1998 16:01:56 GMT:

> Jason Petersen <petersej@spam.com> wrote:
>
> >Dr. Peter Kittel wrote:
> >>
> >> In article <898093525.17521.0.nnrp-05.9e9878e0@news.demon.co.uk> dg@ (David Given)
writes:
> >> >
> >> >Also, a lot of Basic's will refuse `GO TO', but will make you type `GOTO'
> >> >(not that you would want to for this sort of thing).
> >>
> >> The M$ Basic in the Commodore PETs (and C64 I think) had "GOTO" *and*
> >> "GO" and "TO" as separate tokens. So it allowed to write "GO TO", but
> >> I never saw a program using that.
> >
> >Well, that would waste a byte, wouldn't it. :)
>
> No. Likely two bytes. GO token, space, TO token vs. GOTO token.

Depends on how it's parsed, I guess. It may have been parsed as GOTO
when encoding it, and transformed from GO TO to GOTO after listing or
saving, resulting in zero bloat. And the way the commands could be
written (one or two normal chars + one shift+char) allowed lines over
80 characters, the 'official'
limit.

2071. Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-29 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <3597B64D.7EB161CC@csfb.com>
Source record: 5032
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

C|NET Central did an article about 30 years of Windows and make several references to Atari, the 8-bit OS and the ST's using GEM. Here's the link:

http://www.cnet.com/Content/Features/Special/30Years/index.html?dd.sd

2072. Re: [Poll] Atari Poll .....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-30 00:00:00 UTC
From: Nicholas Bales <bales@hol.REMOVE.THIS.fr>
Message-ID: <3598F054.6186939A@hol.REMOVE.THIS.fr>
Source record: 5033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

pfloyd@sprintmail.com a ï¿½crit:
>
> Just some questions for all the Atari users out there:
>

Don't take this too badly, but...

> 1. If Atari came out with a new computer system would you buy it?

It won't happen because Atari no longer exists. There is no such company
as Atari Corporation. The End. The NAME belongs to a GAME SOFTWARE
company, that is part of a major TOY company. I see no logical reason
for these people to start developing a computer that would have to
compete against Intel and Microsloft, and then sell it under the Atari
name instead of their own name.

>
> 2. If the system were not compatible with the ST would you still
> consider it?

Are you talking about a non-Atari computer (see above) that would be
non-Atari compatible. I can already see quite a few examples around in
the shops today.

>
> 3. Would you buy the new computer if offered a discount or rebate for
> your ST?
>

No thanks. A rebate on what an ST is worth nowadays would be nothing
compared to what a new computer would cost.

> Thanks
>
> Please forward responses to:
>
> pfloyd@sprintmail.com

Well, now that I've answered... err, what does your poll intend to
demonstrate exactly ?

Cheers,
Nick
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr

/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

2073. Re: [Poll] Atari Poll .....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-30 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <35990A61.932A3153@cfc.dnd.ca>
Source record: 5034

pfloyd@sprintmail.com wrote:
> Just some questions for all the Atari users out there:
>
> 1. If Atari came out with a new computer system would you buy it?

Highly unlikely that Atari would come out with a new computer, eh?
depends. I would have to look at the hardware/os/software combination.
Would it be a RISC setup? (a la PowerPC?) questions, I have only
questions! :)

> 2. If the system were not compatible with the ST would you still
> consider it?

not compatible in what way? the Falcon, TT, Hades, Medusa, DirecTT,
Milan, and Phenix are not "compatible" with the ST in terms of
hardware.(68030+)
If that's what you mean, no problem. but if you are talking software
compatibility,
that is *NO* TOS/Magic/MiNT/linux software will run on it, forget it.
I would not buy
such a beast.

> 3. Would you buy the new computer if offered a discount or rebate for
> your ST?

you are not talking very much money here are you. :)

> Thanks
> Please forward responses to:
> pfloyd@sprintmail.com

2074. Re: [Poll] Atari Poll .....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-30 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998063017401000.NAA03943@ladder03.news.aol.com>
Source record: 5035

1. Yes
2. Maybe, only if it ran software from at least
the past 2-3 years.
3. Yes
.
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

2075. Re: [Poll] Atari Poll .....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-30 00:00:00 UTC
From: ethhoack <ethh@enemy.org>
Message-ID: <WS.35993a3c.000225d2.ethh@enemy.org>
Source record: 5036

Dans le message <3598628A.F603A7C3@sprintmail.com>
pfloyd@sprintmail.com &#65533;crit:
>
>Just some questions for all the Atari users out there:
>
>1. If Atari came out with a new computer system would you buy it?

every uncorrupted atarian.

>2. If the system were not compatible with the ST would you still
>consider it?

yes because we still do own our old st(e).

>3. Would you buy the new computer if offered a discount or rebate for
>your ST?

why do you want to take away our st ?

ethh@enemy.org

pub 2048/7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55

"abw&#65533;rts wend'ich mich zu der heiligen, unaussprechlichen, geheimnisvollen
nacht. fernab liegt die welt - in eine tiefe gruft versenkt" novalis

2076. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-30 00:00:00 UTC
From: daled@cds9172.Cadence.COM
Message-ID: <6nbcl8$c8j$6@news.cadence.com>
Source record: 5037
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <359817E8.MD-0.198.definitely@nospam.fi>, "S. T."
<definitely@nospam.fi> writes:
|> Gene Wirchenko (genew@vip.net) wrote on Mon, 29 Jun 1998 16:01:56 GMT:
|>
|> > Jason Petersen <petersej@spam.com> wrote:
|> >
|> > >Dr. Peter Kittel wrote:
|> > >>
|> > >> In article <898093525.17521.0.nnrp-05.9e9878e0@news.demon.co.uk> dg@
|> (David Given) writes:
|> > >> >
|> > >> >Also, a lot of Basic's will refuse `GO TO', but will make you type
|> `GOTO'
|> > >> >(not that you would want to for this sort of thing).
|> > >>
|> > >> The M$ Basic in the Commodore PETs (and C64 I think) had "GOTO" *and*
|> > >> "GO" and "TO" as separate tokens. So it allowed to write "GO TO", but
|> > >> I never saw a program using that.
|> > >
|> > >Well, that would waste a byte, wouldn't it. :)
|> >
|> > No. Likely two bytes. GO token, space, TO token vs. GOTO token.
|>
|> Depends on how it's parsed, I guess. It may have been parsed as GOTO
|> when encoding it, and transformed from GO TO to GOTO after listing or
|> saving, resulting in zero bloat. And the way the commands could be
|> written (one or two normal chars + one shift+char) allowed lines over
|> 80 characters, the 'official'
|> limit.

It definately wasted two bytes. I once saw a program that grabbed the
GO token and used it to extend basic. Pretty easy to notice the token
and then parse the rest of the line yourself.

--
_ _ Dale DePriest San Jose, California
/`) _ // daled@Cadence.COM voice: (408) 428-5249
o/_/ (_(_X_(` ISO 9000 Program Manager fax: (408) 894-3484

2077. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-30 00:00:00 UTC
From: szhays@dogbert.ucdavis.edu
Message-ID: <6nbm6o$jv9$1@mark.ucdavis.edu>
Source record: 5038
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Curt Vendel (curt.vendel.2@csfb.com) wrote:
: C|NET Central did an article about 30 years of Windows and make several
: references to Atari, the 8-bit OS and the ST's using GEM. Here's the
: link:
:
: http://www.cnet.com/Content/Features/Special/30Years/index.html?dd.sd

This is a hilarious article. I haven't even gotten to the Atari bits yet
and I am already ROTFL-ing.

--
.....................................................................
: Eric Hays, The Internship & Career Center - http://icc.ucdavis.edu :
: 530-752-2819 - Office hours 8 am to noon & 1 pm to 4 pm Mon -> Fri :
+-------------------------------------------------------------------+
```

2078. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-06-30 00:00:00 UTC
From: Andrew S Chadick <sirandrew@sprintmail.com>
Message-ID: <3599CC3F.10C3DFB1@sprintmail.com>
Source record: 5039
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Depressing

2079. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bda487$c29496e0$2ac3accf@asharkis.erols.com>
Source record: 5040
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Curt Vendel <curt.vendel.2@csfb.com> wrote in article
<3597B64D.7EB161CC@csfb.com>...
> C|NET Central did an article about 30 years of Windows and make several
> references to Atari, the 8-bit OS and the ST's using GEM. Here's the
> link:

I guess we all agree: Atari could have been a contender, but it suffered through several managements that just didn't manage. It's no sadder today than when you and I first discussed it; in fact, I think the situation is even brighter today than six months ago because of what I see in this ng, on the mailing lists, in FidoNet, and from users in general.

2080. Re: [Poll] Atari Poll .....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-01 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3599a595.1242945@news2.tmisnet.com>
Source record: 5041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On Mon, 29 Jun 1998 23:59:07 -0400, pfloyd@sprintmail.com wrote:

>Just some questions for all the Atari users out there:

>1. If Atari came out with a new computer system would you buy it?

I'll rephrase your question to: would you buy a new,
more-powerful GEM/TOS compatible clone computer? The
answer is YES.

>2. If the system were not compatible with the ST would you still
>consider it?

If you're talking about abandoning the integrated
keyboard/chassis (i.e., non-compatible packaging) the
answer is YES.

If you're looking to develop the Falcon computer
further (that assumes compatibility with existing
Falcons, BTW), the answer is YES.

If you're talking about abandoning some of the standard
ports (i.e., MIDI, Mouse, Joypad, Cartridge, or DSP)
the answer is NO.

If you're talking about abandoning the GEM/TOS operating
system (i.e., BIOS, XBIOS, GEMDOS, VDI, AES, etc.) the
answer is NO.

>
>3. Would you buy the new computer if offered a discount or rebate for
>your ST?

No. I *would* get excited if the new computer
explicitly supported some form of DMA to an ST
that could be used as a dedicated printer buffer
that supported dot matrix printers, ink jet printers,
parallel-port laser printers and DMA laser printers
like the SLM 804).

-- George Crissman
-- strads@tmisnet.com

Member Of The Atari WebRing, Featuring USA Links
<http://www.tmisnet.com/~strads/hq/atari.html>
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

2081. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-01 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda4b7$cc1c0240$365e0fcb@default>
Source record: 5042
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Alan Sharkis <asharkis@erols.com> wrote in article
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>...
>
>
> Curt Vendel <curt.vendel.2@csfb.com> wrote in article
> <3597B64D.7EB161CC@csfb.com>...
> > C|NET Central did an article about 30 years of Windows and make several
> > references to Atari, the 8-bit OS and the ST's using GEM. Here's the
> > link:
>
> I guess we all agree: Atari could have been a contender, but it
suffered
> through several managements that just didn't manage. It's no sadder
today
> than when you and I first discussed it; in fact, I think the situation is
> even brighter today than six months ago because of what I see in this ng,
> on the mailing lists, in FidoNet, and from users in general.
>
That article has no credibility.
Whilst it's fair to include the Atari they totally ignored the Amiga
achievements. The first multitasking GUI on a home computer surely deserves
a mention, doesn't it?
```

2082. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-01 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <359A1AD3.59A3AAED@ix.netcom.com>
Source record: 5043
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Clockmeister wrote:
>
> Alan Sharkis <asharkis@erols.com> wrote in article
> <01bda487$c29496e0$2ac3accf@asharkis.erols.com>...
> >
> >
> > Curt Vendel <curt.vendel.2@csfb.com> wrote in article
> > <3597B64D.7EB161CC@csfb.com>...
> > > C|NET Central did an article about 30 years of Windows and make several
> > > references to Atari, the 8-bit OS and the ST's using GEM. Here's the
> > > link:
> >
> > I guess we all agree: Atari could have been a contender, but it
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> > through several managements that just didn't manage. It's no sadder
> today
> > than when you and I first discussed it; in fact, I think the situation is
> > even brighter today than six months ago because of what I see in this ng,
> > on the mailing lists, in FidoNet, and from users in general.
> >
> That article has no credibility.
> Whilst it's fair to include the Atari they totally ignored the Amiga
> achievements. The first multitasking GUI on a home computer surely deserves
> a mention, doesn't it?

All,
Speaking of the Amiga, Gateway has announced that they are working on a
new Amiga computer. OS 4 will be a tempory OS for software companies to
build apps then when the new machine hits the streets next year, it will
have OS5. They said that this machine will be better than any consumer
PC available.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

2083. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-01 00:00:00 UTC
From: igillman@arinc.com
Message-ID: <6ndg0k$4fk$1@nnrp1.dejanews.com>
Source record: 5044
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <35969f30.3806392@news.vip.net>,
genew@vip.net wrote:
>
> Jason Petersen <petersej@spam.com> wrote:
>
> >Dr. Peter Kittel wrote:
> >>
> >> In article <898093525.17521.0.nnrp-05.9e9878e0@news.demon.co.uk> dg@ (David
Given) writes:
> >> >
> >> >Also, a lot of Basic's will refuse `GO TO', but will make you type `GOTO'
> >> >(not that you would want to for this sort of thing).
> >>
> >> The M$ Basic in the Commodore PETs (and C64 I think) had "GOTO" *and*
> >> "GO" and "TO" as separate tokens. So it allowed to write "GO TO", but
> >> I never saw a program using that.
> >
> >Well, that would waste a byte, wouldn't it. :)
>
> No. Likely two bytes. GO token, space, TO token vs. GOTO token.
>
> Sincerely,
>
> Gene Wirchenko
>
> C Pronunciation Guide:
> y=x++; "wye equals ex plus plus semicolon"
> x=x++; "ex equals ex doublecross semicolon"
>
The CBM64 had one of the best BASIC parsers I have ever used. It completely
ignored spaces (except within strings) so "GOTO" and "GO TO" would actually
parse the same way. You could even write code with no spaces which made it
difficult to read.
TTFN
Ian

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2084. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-01 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda512$98207420$385e0fcb@default>
Source record: 5045
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

<SNIP>

> > > > C|NET Central did an article about 30 years of Windows and make
several
> > > > references to Atari, the 8-bit OS and the ST's using GEM. Here's
the
> > > > link:
> > > >
> > > > I guess we all agree: Atari could have been a contender, but it
> > suffered
> > > > through several managements that just didn't manage. It's no sadder
> > today
> > > > than when you and I first discussed it; in fact, I think the
situation is
> > > > even brighter today than six months ago because of what I see in this
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> > > > on the mailing lists, in FidoNet, and from users in general.
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> > Whilst it's fair to include the Atari they totally ignored the Amiga
> > achievements. The first multitasking GUI on a home computer surely
deserves
> > a mention, doesn't it?
>
> All,
> Speaking of the Amiga, Gateway has announced that they are working on a
> new Amiga computer. OS 4 will be a tempory OS for software companies to
> build apps then when the new machine hits the streets next year, it will
> have OS5. They said that this machine will be better than any consumer
> PC available.
>
Gateway actually haven't announced anything (AFAIK) but Amiga International
have released those details. They do have full support from Gateway
however, including substantional financial support.
PPC has been dropped in favour of an as yet unavailable CPU/Processor which
supposedly will feature a programmable instruction set.
The new system due in 1999 will be 5-10 times faster then current PII
400Mhz/100Mhz bus systems.
OS 5.0 will be the OS running on this system, with the developer OS 4.0 and
machine (Amiga/PC hybrid) released later this year to allow developers time
to develop applications for the new system and to have them ready when the
new machine is officially released.

Current PPC upgrades will continue to be sold and supported with the manufacturers of these boards (finally) working together to support the Amiga community until the new machine is available.
The OS 3.5 upgrade has been cancelled by AI.

With Gateways backing the Amiga could once again be a viable platform. Besides, we must be due for another platform to kick the shit out of the current Mac and PC systems. How stale can it get ?.

Regards,

Clockmeister.

2085. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-01 00:00:00 UTC
From: daled@cds9172.Cadence.COM
Message-ID: <6ndqqm$c8j$13@news.cadence.com>
Source record: 5046
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

```
In article <6ndg0k$4fk$1@nnrp1.dejanews.com>, igillman@arinc.com writes:
|> In article <35969f30.3806392@news.vip.net>,
|> genew@vip.net wrote:
|> >
|> > Jason Petersen <petersej@spam.com> wrote:
|> >
|> > >Dr. Peter Kittel wrote:
|> > >>
|> > >> In article <898093525.17521.0.nnrp-05.9e9878e0@news.demon.co.uk> dg@
|> (David
|> Given) writes:
|> > >> >
|> > >> >Also, a lot of Basic's will refuse `GO TO', but will make you type
|> `GOTO'
|> > >> >(not that you would want to for this sort of thing).
|> > >>
|> > >> The M$ Basic in the Commodore PETs (and C64 I think) had "GOTO" *and*
|> > >> "GO" and "TO" as separate tokens. So it allowed to write "GO TO", but
|> > >> I never saw a program using that.
|> > >
|> > >Well, that would waste a byte, wouldn't it. :)
|> >
|> > No. Likely two bytes. GO token, space, TO token vs. GOTO token.
|> >
|> > Sincerely,
|> >
|> > Gene Wirchenko
|> >
|> > C Pronunciation Guide:
|> > y=x++; "wye equals ex plus plus semicolon"
|> > x=x++; "ex equals ex doublecross semicolon"
|> >
|> The CBM64 had one of the best BASIC parsers I have ever used. It completely
|> ignored spaces (except within strings) so "GOTO" and "GO TO" would actually
|> parse the same way. You could even write code with no spaces which made it
|> difficult to read.
|> TTFN
|> Ian

Actually this is what led to the separate GO token. Later versions of
cbm basic interpreted spaces differently. CBM has a status variable ST
and in early basics it was common for if statements to be written as
if st and 64 then ... This got interpreted at s tan d and caused a run
```

time error since tan is a function. This led to the change in interpretation of spaces.

--
_ _ Dale DePriest San Jose, California
/`) _ // daled@Cadence.COM voice: (408) 428-5249
o/_/ (_(_X_(` ISO 9000 Program Manager fax: (408) 894-3484

2086. Re: CNET's 30 Years of Windows

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-01 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EvFv5I.8Mq@iglou.com>
Source record: 5047
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

On 1998-06-30 reynolds@panix.com(BrianReynolds) said:
>Atari BASIC was not the operating system on the 8 bit Atari
>computers. It was just a program that ran if you had the cartridge
>inserted (on the 400 and 800) or if you didn't have a cartridge
>inserted (on the XL and XE lines). On the XEGS (basically a 65XE
>repackaged as a game machine) the default program was Missle
>Command instead of BASIC.
Slight correction. The XEGS had both Missile Command and Basic. Basic was
the default unless you (a) booted with the keyboard unplugged or (b) pressed
Select or Option while booting.
Wouldn't it be nice if a PC without a keyboard would boot to a game instead
of "Keyboard error. Press F1 to continue"?

Net-Tamer V 1.08X - Test Drive

2087. Re: Atari screen saver for Windows!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-02 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6nelvs$fe8@usenet.pa.dec.com>
Source record: 4949

In article <4222_outrider@lvdi.net>, outrider@lvdi.net wrote:

>
>Yeah, who needs a job, anyway?
>

So you're cursed if you get a job.

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

2088. Pictures of the Amiga OS 5.0 Conceptual Desktop the Amiga OS5.0 Conceptual Desktop (the Amiga OS5.0 Conceptual Desktop Pictures of Amiga OS 5 Conceptual Desktop Pictures of Amiga OS 5 Conceptual Desktop Pictures of Amiga OS 5 Conceptual Desktop

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6nf63o$ko1$1@nnrp1.dejanews.com>
Source record: 4950

Sportsfans...

When will TOS get a face lift? You don't want it to fall further behind the Amiga OS do you?

http://www.amiga.org/news/1998/0626-os5pics.shtml

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2089. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>
Source record: 4951
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Robert S Ely wrote:

> Speaking of the Amiga, Gateway has announced that they are working on a
> new Amiga computer. OS 4 will be a tempory OS for software companies to
> build apps then when the new machine hits the streets next year, it will
> have OS5. They said that this machine will be better than any consumer
> PC available.

If you ask me this new computer doesn't realy sounds like a Amiga at all. It will only be compatible with old amiga apps through emulation. The OS will be completely new and based on a outside developed kernal like BeOS, or Mach. This you can already be done under Linux. It will not include a Motorola CPU, it's probably going to use intels comming Merced chip, or something else shitty. The "new" amiga which will be like a bridge to the new platform which will be released later this year will be based
on the Pentium, so it's clear that they will go for the x86/intel line like everyone else. Don't forget that Gateway has only made intel boxes and never even seen a PPC.

Basicly it's a completely new computer and OS with the Amiga name on it. It's like buying a PC whith the Commodore sign on it. It has got nothing at all to do with Commodore.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

2090. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <359BA45B.153D@mst.tn.utwente.nl>
Source record: 4952
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Clockmeister wrote:

> With Gateways backing the Amiga could once again be a viable platform.
> Besides, we must be due for another platform to kick the shit out of the
> current Mac and PC systems. How stale can it get ?.

What about the Digital Alpha work stations?

That are real computers! After an 8 bit spectrum and a 16/32 bit
Atari it is time to scale up again. Not to a lousy 32bit system. That
was interesting 10 years ago. Nope, time to get 64 bit hardware, that
is progress!

The Alpha processor is for serveral years the fastest processor
available. The newest stuff if quite expensive. But if you go for
the outdated stuff you get a good price. Outdated are:
300-400MHz 21164 processors, they come typically with 96kB
2nd level cache and 1Mb 3rd level cache.
(My system, 300 MHz Alpha 21164, 1MB cache, 64MB RAM, SCSI CD ROM,
1GB SCSI harddisk, Matrox Millenium graphics card and ethernet
network was about NLG 2500 or about 1250 US$, half a year ago.)

Take as OS Linux and you have some real computing power on
your desk.

Bye, Hans

2091. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda5d2$ce590e60$475e0fcb@default>
Source record: 4953
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Hans Wessels <mr_ni@mst.tn.utwente.nl> wrote in article
<359BA45B.153D@mst.tn.utwente.nl>...
> Clockmeister wrote:
>
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> network was about NLG 2500 or about 1250 US$, half a year ago.)
>
> Take as OS Linux and you have some real computing power on
> your desk.
>
> Bye, Hans
Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.
```

2092. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda5d3$6fb5a660$475e0fcb@default>
Source record: 4954
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
dmaxwell@iwaynet.net wrote in article
<359ad9a2.1199376@news.iwaynet.net>...
> On 1 Jul 1998 16:59:45 GMT, "Clockmeister" <gerryvdb@tnet.com.au>
> wrote:
>
>
> >
> >With Gateways backing the Amiga could once again be a viable platform.
> >Besides, we must be due for another platform to kick the shit out of the
> >current Mac and PC systems. How stale can it get ?.
> >
>
> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.

Modular and PCI slots for the use of cheap PC accesories.

> Apple will yet die of this disease. We don't need another carrier of
> it.
>
```

2093. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-02 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <359ad9a2.1199376@news.iwaynet.net>
Source record: 5048
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

On 1 Jul 1998 16:59:45 GMT, "Clockmeister" <gerryvdb@tnet.com.au>
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it.

2094. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-03 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6nhdbr$ums@usenet.pa.dec.com>
Source record: 4955
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

In article <359BA45B.153D@mst.tn.utwente.nl>, mr_ni@mst.tn.utwente.nl wrote:
>
>What about the Digital Alpha work stations?
>
>Take as OS Linux and you have some real computing power on
>your desk.
>

And you can render your own Titanic movies with them :-)

William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
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http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

2095. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-03 00:00:00 UTC
From: Liam Busey <liam1@ix.netcom.com>
Message-ID: <359C7831.4E16@ix.netcom.com>
Source record: 4956
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

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> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.
>
> Apple will yet die of this disease. We don't need another carrier of
> it.

Apple has been around for over 20 years. That's a long time for a computer manufacturer. I don't think they'll be disappearing any time soon.

2096. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-03 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda66d$c6a09260$3e5e0fcb@default>
Source record: 4957
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote in article
<359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>...
> Robert S Ely wrote:
>
> > Speaking of the Amiga, Gateway has announced that they are
working on a
> > new Amiga computer. OS 4 will be a tempory OS for software companies to
> > build apps then when the new machine hits the streets next year, it
will
> > have OS5. They said that this machine will be better than any consumer
> > PC available.
>
> If you ask me this new computer doesn't realy sounds like a Amiga at all.
It will
> only be compatible with old amiga apps through emulation. The OS will be
completely

Are you saying that if a new ST was released it would have to be 100%
backward compatable with the old eighties designed hardware ?.
Emulation is a great solution for backwards compatability.

> new and based on a outside developed kernal like BeOS, or Mach. This you
can already

The kernal will "borrow" parts from other OS's, a lot of the features of
workbench will be retained and enhanced further.

> be done under Linux. It will not include a Motorola CPU, it's probably
going to use
> intels comming Merced chip, or something else shitty. The "new" amiga
which will be

Definately not Merced or anything Intel.

> like a bridge to the new platform which will be released later this year
will be
> based
> on the Pentium, so it's clear that they will go for the x86/intel line
like everyone
> else. Don't forget that Gateway has only made intel boxes and never even
seen a PPC.

Gateway wouldn't pay $40 mill for a virtually dead platform with only a
small user base and then spend money on redevelopment to sell rebadged

PC's. Who'd buy them ?, Amigans certailny wouldn't and neither would Joe Blow.

>
> Basicly it's a completely new computer and OS with the Amiga name on it. It's like
> buying a PC whith the Commodore sign on it. It has got nothing at all to do with
> Commodore.

It's for real dude, and it's an Amiga and it's not a PC.
I can't see a PC being 5-10X faster then the current PII by end 1999.

Besides, what the hell is the problem with having another alternative to Intel ?.

Sour grapes ?
:-)

Regards,

Clockmeister.

2097. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-03 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <359CBBD0.299E@mst.tn.utwente.nl>
Source record: 4958
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Clockmeister wrote:
>
> Hans Wessels <mr_ni@mst.tn.utwente.nl> wrote in article
> <359BA45B.153D@mst.tn.utwente.nl>...
> >
> > What about the Digital Alpha work stations?
> >
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> > Atari it is time to scale up again. Not to a lousy 32bit system. That
> > was interesting 10 years ago. Nope, time to get 64 bit hardware, that
> > is progress!
> >
>
> Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.

The Alpha 21264 is, esp. on the floatingpoint part. Integer
specs are a bit less. And this processor is shiping now. It's
not some magical vapor ware like Intel Merced or a 'quantum
processor' to be released in 1999. It is simply the fastest
processor available.

Bye, Hans

2098. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-03 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <359CF0E1.D961B11F@NO.SPAM.emw.ericsson.se>
Source record: 4959
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Clockmeister wrote:

> > new and based on a outside developed kernal like BeOS, or Mach. This you
> can already
>
> The kernal will "borrow" parts from other OS's, a lot of the features of
> workbench will be retained and enhanced further.

Who says?

> > Basicly it's a completely new computer and OS with the Amiga name on it.
> It's like
> > buying a PC whith the Commodore sign on it. It has got nothing at all to
> do with
> > Commodore.
>
> It's for real dude, and it's an Amiga and it's not a PC.

And it's not a Amiga.

> I can't see a PC being 5-10X faster then the current PII by end 1999.

5-10x times faster than what? A sluggish 266MHz P2, or a 400MHz? I wonder
how they define "todays PCs"?

And which is this mysterious CPU?

> Besides, what the hell is the problem with having another alternative to
> Intel ?.

Nothing! Did you say that?

> Sour grapes ?

For what? I think you have missed something obvious and the funny thing is that
you doesn't even know it.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

2099. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-03 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <359CF277.612EA1B5@NO.SPAM.emw.ericsson.se>
Source record: 4960
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Clockmeister wrote:
>
> Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.

The current Alpha (available since last year) is 4-7 times as fast
as a P2. Next one out next year will be between 8-15 times as fast.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

2100. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-03 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda69e$f39f7840$375e0fcb@default>
Source record: 4961
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

William Wong <wongck@letterbox.com> wrote in article
<6nhdbr$ums@usenet.pa.dec.com>...
> In article <359BA45B.153D@mst.tn.utwente.nl>, mr_ni@mst.tn.utwente.nl
wrote:
> >
> >What about the Digital Alpha work stations?
> >
> >Take as OS Linux and you have some real computing power on
> >your desk.
> >
>
> And you can render your own Titanic movies with them :-)
>
> William

And the Amiga II will also be able to do that, for $500 US. (approx)

> ---
> Windows 95 (n) - 32-bit extensions and a graphical
> shell for a 16-bit patch to an 8-bit operating system
> originally coded for a 4-bit microprocessor, written
> by a 2-bit company that can't stand 1 bit of competition
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> ,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
> William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
> Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
> http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95
>

2101. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-03 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998070316393200.MAA18253@ladder03.news.aol.com>
Source record: 4962

I would just like to know what is the point of all this discussion of an Amiga in an Atari ng.
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

2102. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6pqj54.2b0.jedi@dementia.mishnet>
Source record: 4963

On 3 Jul 1998 16:39:32 GMT, ANGIEF18 <angief18@aol.com> wrote:
>I would just like to know what is the point of all this discussion of an Amiga
>in an Atari ng.

You could wire a buncha Ameoba's and Falcon's together
and rerender all of D2's digital effects for Titanic.

>Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
>ExtedDos Pro, ICD HD utilities.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2103. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-04 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6njvc7$fun@usenet.pa.dec.com>
Source record: 4964
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
>
>>
>> And you can render your own Titanic movies with them :-)
>>
>And the Amiga II will also be able to do that, for $500 US. (approx)
>

Titanic was officially render on Alphas running Linux.
Amiga can probably do that, they did an great job in babylon 5, but the
Titanic team decided to use Alpha/Linux combination.

W

2104. TAF MonSTEr Flea Market July 11th - update!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-04 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <359d8abd.0@diana.idirect.com>
Source record: 4965

SATURDAY, JULY 11TH, 1998 is the date for the Toronto
Atari Federation FLEA MARKET! The doors open to the
public at 1:00 PM and will remain open until 5:00 PM.

This may be your 'last chance' to come to a bazaar of
Atari related pre-owned hardware and software where
you may find that peripheral, application or utility
for your ST/Mega/TT/Falcon 16/32-bit computer system
or your XL/XE 8-bit classic computer system.

Not only is this an opportunity to buy or sell hard- ware and software
for TAF members and other Atarians, this will also be an event whereby
you can learn what you can still do with an Atari, including the
Internet, Desktop Publishing, Scanning OCR, MIDI, and much, much, more!
There is a confirmed Internet Demo by Dan Dreibelbis (using the suite of
available Internet prgs. running under STiNG), Howard Carson of MGI will
be showing Calamus SL-98, Martin Neuland will do a demo of Logic 2.5,
and Darek Michoka of Emulators Inc. will be offering his latest version
of his GEMulator Atari emulation program for the PC .

If you have original software or hardware that you no
longer have any use for, get yourself a half-table and
try to sell it! Or find that treasure that you have
always wanted. Great deals should be in abundance.

We are anticipating a good turnout and hoping to have
some dealers at this event and thus TAF has booked a
larger hall to accomadate everyone. To help defray some
of TAF's costs of the event, the following will apply:

Half-Table's will be $5.00 or the Full-Table for $10.00
each. Half-Table's are FREE to TAF MEMBERS. Admision
is $2.00 per non-member family but if you are selling
and have taken a half-table or more, admission is inc-
luded. Admission for TAF members is, of course, Free.

The Flea Market will run from 1:00 PM to 5:00 PM, with
setup commencing for sellors after 12:00 PM, noon, and
teardown after 5:00 PM. This should allow enough time
for as many people inside and outside Toronto to attend
the event.

As usual, piracy cannot and will not be condoned. You
must be selling original pre-owned software only. If
anyone is caught selling pirated software or stolen
hardware, they will be dealt with severely!!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Gold Room" of the North York Memorial Community Hall on the Lower or Concourse Level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5 stoplights North of Hwy 401 running East off of Yonge.

Parking garage inside the complex - enter next to the Novotel Hotel on Parkhome Ave. Those comming by public transport can take the TTC's Yonge Subway, North to the North York City Centre Station, then walk through the tunnel into the concourse, down to the food court, turn left and find the Memorial Hall on your right.

Saturday, July 11, 1998, 1pm - 5pm for the TAF "Flea Market. To contact TAF on booking a table or tables:

TAF Voice Telephone Answering Device - (416) 425-5357
Dan Dreibelbis, VP, 416-766-4743 or dreibel@idirect.com
Dave Lee, Treasurer - Sysop TAF ONLINE EMC & BBS (28.8 8-N-1) - 416-421-8999 or dave.lee@taf.ftn.org or
via NetMail at AtariNet 51:5/0 or FidoNet 1:2424/823
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog /atari/phoenix.htm
= 30 =

2105. Re: TAF MonSTEr Flea Market July 11th - update!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-04 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6nlln7$99i$1@nnrp1.dejanews.com>
Source record: 4966

In article <359d8abd.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> As usual, piracy cannot and will not be condoned. You
> must be selling original pre-owned software only. If
> anyone is caught selling pirated software or stolen
> hardware, they will be dealt with severely!!
>

What are you going to do when you find pirates at the show....beat them up
with your Atari consoles?

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2106. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6nogcd$c2n$1@nnrp1.dejanews.com>
Source record: 4967
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <359ad9a2.1199376@news.iwaynet.net>,
dmaxwell@iwaynet.net wrote:

> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.
>
> Apple will yet die of this disease. We don't need another carrier of
> it.

And what will they die from? I guess you have not been keeping up with the happenings in Cupertino lately.. With the imac on the verge of being released and continued high G3 sales moving forward, what more could you want?

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2107. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-05 00:00:00 UTC
From: atari8@usa.net
Message-ID: <6np3p6qib1@nnrp1.dejanews.com>
Source record: 4968
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6njvc7$fun@usenet.pa.dec.com>,
wongck@letterbox.com (William Wong) wrote:
>
> In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:
> >
> >
> >>
> >> And you can render your own Titanic movies with them :-)
> >>
> >And the Amiga II will also be able to do that, for $500 US. (approx)
> >
>
> Titanic was officially render on Alphas running Linux.
> Amiga can probably do that, they did an great job in babylon 5, but the
> Titanic team decided to use Alpha/Linux combination.

They did a great job on the first *FEW* episodes of B5, but they went to more
powerful equipment later. Also, it was an Amiga coupled with the Video
Toaster, not just an Amiga alone.

John Collins ("Not NWPAC")
bosco@REMOVEME.axtek.com

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2108. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-05 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q07m7.af3.jedi@dementia.mishnet>
Source record: 4969
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Sun, 05 Jul 1998 23:55:17 GMT, atari8@usa.net <atari8@usa.net> wrote:
>In article <6njvc7$fun@usenet.pa.dec.com>,
> wongck@letterbox.com (William Wong) wrote:
>>
>> In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister"
><gerryvdb@tnet.com.au> wrote:
>> >
>> >
>> >>
>> >> And you can render your own Titanic movies with them :-)
>> >>
>> >And the Amiga II will also be able to do that, for $500 US. (approx)
>> >
>>
>> Titanic was officially render on Alphas running Linux.
>> Amiga can probably do that, they did an great job in babylon 5, but the
>> Titanic team decided to use Alpha/Linux combination.
>
>They did a great job on the first *FEW* episodes of B5, but they went to more
>powerful equipment later. Also, it was an Amiga coupled with the Video
>Toaster, not just an Amiga alone.

Amigas, could indeed, reproduce the efforts accomplished by
the Titanic render farm even without the Toasters...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2109. Re: TAF MonSTEr Flea Market July 11th - update!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-05 00:00:00 UTC
From: Charlie Wood <spidersi#@sprint.ca>
Message-ID: <899703473.902594@michelob>
Source record: 4970

Even more verbal diarrhea from the orifice known as sinclap.

Charlie

sinclair2246@my-dejanews.com wrote in message
<6nlln7$99i$1@nnrp1.dejanews.com>...
>In article <359d8abd.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> As usual, piracy cannot and will not be condoned. You
>> must be selling original pre-owned software only. If
>> anyone is caught selling pirated software or stolen
>> hardware, they will be dealt with severely!!
>>
>
>What are you going to do when you find pirates at the show....beat them up
>with your Atari consoles?
>
>Peter S.
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2110. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-06 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6npa8l$ope@usenet.pa.dec.com>
Source record: 4971
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

In article <6nmmhj$j2f$1@ash.prod.itd.earthlink.net>, Steve Duff <steveduff@earthlink.net> wrote:

>
>What app did they use? I wasn't aware of any major 3D app available for Linux,
> so this should be interesting.
>

The article was from First! by NewsEdge Corp. You can find them on
http://www.newspage.com, but that was several weeks ago.

The were using some of their own programs. I cannot recall what's the name of
the program.

Rgds
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

2111. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-06 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6npabg$ope@usenet.pa.dec.com>
Source record: 4972
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6np3p6qib1@nnrp1.dejanews.com>, atari8@usa.net wrote:

>
>They did a great job on the first *FEW* episodes of B5, but they went to more
>powerful equipment later. Also, it was an Amiga coupled with the Video
>Toaster, not just an Amiga alone.
>

Oh. I didn't know that. Thought it was all on Amiga + Toaster.

Rgds
WW

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

2112. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-06 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A070C4.9392C9F@NO.SPAM.emw.ericsson.se>
Source record: 4973
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Steve Duff wrote:

> What app did they use? I wasn't aware of any major 3D app available for Linux, so this should be interesting.

I would think that the Alphas only did the rendering, so it shouldn't be to hard to port a
renderer to it. The editing probably took place one something else.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

2113. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-06 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>
Source record: 4974
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

jedi wrote:

> Amigas, could indeed, reproduce the efforts accomplished by
> the Titanic render farm even without the Toasters...

I guess you could use a C64 if you ported POV to it, so who cares? Anything
with a CPU could do it.

//Magnus kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

2114. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-06 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q1php.c9c.jedi@dementia.mishnet>
Source record: 4975
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Mon, 06 Jul 1998 08:47:43 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>jedi wrote:
>
>> Amigas, could indeed, reproduce the efforts accomplished by
>> the Titanic render farm even without the Toasters...
>
>I guess you could use a C64 if you ported POV to it, so who cares? Anything
>with a CPU could do it.

The point was: Amiga can ALREADY run the OS an necessary
support tools. All D2 would need to is to copy them over
to the Amiga farm and re-run make.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2115. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-06 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35A0EE5A.49BA@mst.tn.utwente.nl>
Source record: 4976
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Steve Duff wrote:
>
> On 04 Jul 98 01:08:12 William Wong wrote about "Re: Atari mentioned in CNET 30 Years Article":
>
> > Titanic was officially render on Alphas running Linux.
> > Amiga can probably do that, they did an great job in babylon 5, but the
> > Titanic team decided to use Alpha/Linux combination.
>
> What app did they use? I wasn't aware of any major 3D app available for Linux, so this should be interesting.
>
> I'd love a DEC Alpha machine -- all I need is to see NT have better game support, along with hardware support for > Voodoo2. Maybe a Matrox MGA-G200? :>

They used Photorealistic RenderMan from Pixar. This is a quite
expensive aplication, only used for rendering. The RIB data
(RenderMan Interface Bytestream) was generated by an
export function of 3D-Software Softimage.

A even better renderer is freely available for Linux, the Blue
Moon Rendering Tools (BMRT) of Larry Gritz. This software is a
combination of a raytracing and radiosity renderer.

As 3D modeling tools you can use Amapi 2.11, SCED, Leo3D or
AC3D. For correctly moving physical bodies you could use
Xaero.

And ofcourse you have good old POV ray, whici can be a very
fast renderer when you are yousing a Beowulf configuration.

I am quite sure this list wasn't complete.
So there are some 3D tools available for Linux.

(No I am not a 3D software specialist. I am just a reader
of the excelent German magazin C't (Computer Technik), they
have a very good coverage of Linux items.)

Hans

2116. WCDB radio Interview 7/5/98

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-06 00:00:00 UTC
From: Timothy Rue <timrue@mindspring.com>
Message-ID: <2717.491T2762T7135980@mindspring.com>
Source record: 4977

John Dean, a former V.P. of an Atari user group called in on last nights WCDB talkshow Apocalypse 91.

Admittedly, I don't have any experience with Atari systems, barely recall even seeing what the screen looks like. But I do know the Atari has been used by many musicians.

Anyway, John got me thinking about the Atari and how it seems to have had a bigger blow to it than the Amiga. More specifically the users and how they must feel about such.

In the big picture, it's all about productivity with the tools we call computers. What has got to be the biggest drawback in productivity is software, what is available and what is possible.

In the 1960's the Software Crisis was first identified and labeled. It is this problem that has put much constraint on this tool we call a computer. It is this problem that companies such as Microsoft have found and exploit to their unfair advantage.

Well this is going to change. This problem is going to be removed, once and for all. No doubts!!!

For the Atari, as well as other systems that have been suppressed by this unfair advantage, it means breathing room to once again move forward.

The how is simply a matter of moving into a method of programming/coding that included automated code generation. Automating thing such as the Dos', Don'ts' and standards in programming. Making the programmers job much easier and programs more solid or much less buggy.

At the same time as this, due the inherent nature and usability of the tool to do this, users will find a greater level of productivity in being able to define the things they repetitively do on computers, so to automate these things.

What is needed for Atari users is someone (or team) to create an Atari version of this tool. The tool is the "Virtual Interaction Configuration"

Once this is done then it's only a matter of building up the dictionaries of vocabularies that allow overcomming the software crisis disadvantge.

From here the best will move forward, past the suppression of those ho have taken unfair advantage of the problem.

~~~~~~
3 S.E.A.S - Virtual Interaction Configuration (VIC) - VISION OF VISIONS!
~ ~ ~ Advancing the way we Perceive and Use the Tool of Computers!
~~~~~~

Timothy Rue What's DONE in anything we do?
Email @ timrue@mindspring.com *AI PK OI IP OP SF IQ ID KE*
Web @ http://www.mindspring.com/~timrue/ >INPUT->(Processing)->OUTPUT>v
^<--------<----9----<--------<
Search email/name @ http://www.dejanews.com for other puzzle parts/posts.
~~~~~~
~~~~~~

2117. Re: the saveguard of atari

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-06 00:00:00 UTC
From: dipching@ping.be
Message-ID: <35a12ab4a8c054@ping.be>
Source record: 4978

on Mon 06-07-98 17:48 Nicholas Bales wrote:

>Is my PC interfering with your karma or something ?

Theorically it's possible :)

Jo
--
Jo Vandeweghe * MIDI COMEDIE * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX-E.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

2118. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-06 00:00:00 UTC
From: "K.Hampf" <k_hampf@mail.bip.net>
Message-ID: <35a06f42.0@d2o29.telia.com>
Source record: 4979
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

William Wong wrote in message <6nnnc3$so9@usenet.pa.dec.com>...
>In article <6nliqnrfb1@nthfen.demon.co.uk>, "David Cowderoy"
<david@nthfen.demon.co.uk> wrote:
>>Hehehehe. Don't forget Intel own the Alpha Technology now
>
>Well, that's just tell you how much better is Alpha over P2. They would not
>have bothered to buy it if P2 or IA-64 is far superior than Alpha today.
Why
>buy something worst, heh? Obviously, they want to copy it.

AFAIK Alpha processors are manufactured by Digital which is now owned by Compaq and they're the one who own the technology. Judging from your conversation Intel have bought or licenced Alpha technology, is this true? If that's the case, where can I find more information about this since I have obviously missed something.

But this copy part is ridiculous, Intel needs the latest in technology just because of their efforts to keep the old structure and concept they used in the Intel x86 processors. A concept dating back more than Intel CPU's and that was great ... back in the 80's in the first Z80 home computers. Today Alpha and PowerPC processors are way ahead if you compare the ratio between technology used and performance given. Intel has often used better technology if you look at plain electronics involved. Still they get outperformed by relatively simple and cheap RISC processors.

Regards, K. Hampf
e-mail: k_hampf@yahoo.com

2119. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-07 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A1FB0D.3759B04@NO.SPAM.emw.ericsson.se>
Source record: 4980
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

jedi wrote:

> >> Amigas, could indeed, reproduce the efforts accomplished by
> >> the Titanic render farm even without the Toasters...
> >
> >I guess you could use a C64 if you ported POV to it, so who cares? Anything
> >with a CPU could do it.
>
> The point was: Amiga can ALREADY run the OS an necessary
> support tools. All D2 would need to is to copy them over
> to the Amiga farm and re-run make.

So Pixars tools works on Amigas as well? I didn't know that.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

2120. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q40eo.gkq.jedi@dementia.mishnet>
Source record: 4981
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 07 Jul 1998 12:40:13 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>jedi wrote:
>
>> >> Amigas, could indeed, reproduce the efforts accomplished by
>> >> the Titanic render farm even without the Toasters...
>> >
>> >I guess you could use a C64 if you ported POV to it, so who cares? Anything
>> >with a CPU could do it.
>>
>> The point was: Amiga can ALREADY run the OS an necessary
>> support tools. All D2 would need to is to copy them over
>> to the Amiga farm and re-run make.
>
>So Pixars tools works on Amigas as well? I didn't know that.

Linux/68k ~ Linux/Alpha...

It's the OS, not the hardware that's the central
point. D2 is a unix shop so any other Unixen fit
in rather easily there...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2121. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-07 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A23038.C16F9193@NO.SPAM.emw.ericsson.se>
Source record: 4982
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

jedi wrote:

> >So Pixars tools works on Amigas as well? I didn't know that.
>
> Linux/68k ~ Linux/Alpha...
>
> It's the OS, not the hardware that's the central
> point. D2 is a unix shop so any other Unixen fit
> in rather easily there...

If that is the case you can still do it with most things with a CPU
and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
so what is the bid deal?

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

2122. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q4f7f.i19.jedi@dementia.mishnet>
Source record: 4983
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>jedi wrote:
>
>> >So Pixars tools works on Amigas as well? I didn't know that.
>>
>> Linux/68k ~ Linux/Alpha...
>>
>> It's the OS, not the hardware that's the central
>> point. D2 is a unix shop so any other Unixen fit
>> in rather easily there...
>
>If that is the case you can still do it with most things with a CPU
>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
>so what is the bid deal?

Genuine ubiquity vs. that smoke and mirrors version that
Monopolysoft had been pushing for so long...

So? When can we see KDE or Gnome ports for MiNT then?

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2123. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-07 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>
Source record: 4984
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 7 Jul 1998, jedi wrote:

:On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
:>jedi wrote:
:>
:>> >So Pixars tools works on Amigas as well? I didn't know that.
:>>
:>> Linux/68k ~ Linux/Alpha...
:>>
:>> It's the OS, not the hardware that's the central
:>> point. D2 is a unix shop so any other Unixen fit
:>> in rather easily there...
:>
:>If that is the case you can still do it with most things with a CPU
:>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
:>so what is the bid deal?

You will have to do it on time as well. The audience is watching the
screen and they don't wan't to see black frames with tiny messages
reading: "This frame will be added in the next service release ... ".

:
: Genuine ubiquity vs. that smoke and mirrors version that
: Monopolysoft had been pushing for so long...
:
: So? When can we see KDE or Gnome ports for MiNT then?
:

A free implementation of KDE is impossible because of the dependencies to
Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just *might* be able to
run an Xserver and then open a plip connection to some other machine
running an application. Not very useful.
:

-o Jens M Andreasen
([o- Bastugatan 45, S 118 25 Stockholm
-` (| +46 8 669 81 71
'-
---o---------jens-and@dsv.su.se-------------------c[]--C---

"Linux! The choice of a networking generation."

2124. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q4qv3.iha.jedi@dementia.mishnet>
Source record: 4985
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 7 Jul 1998 20:08:43 +0200, Jens M Andreasen <jens-and@dsv.su.se> wrote:
>
>
>On Tue, 7 Jul 1998, jedi wrote:
>
>:On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>:>jedi wrote:
>:>
>:>> >So Pixars tools works on Amigas as well? I didn't know that.
>:>>
>:>> Linux/68k ~ Linux/Alpha...
>:>>
>:>> It's the OS, not the hardware that's the central
>:>> point. D2 is a unix shop so any other Unixen fit
>:>> in rather easily there...
>:>
>:>If that is the case you can still do it with most things with a CPU
>:>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
>:>so what is the bid deal?
>
>You will have to do it on time as well. The audience is watching the
>screen and they don't wan't to see black frames with tiny messages
>reading: "This frame will be added in the next service release ... ".
>
>:
>: Genuine ubiquity vs. that smoke and mirrors version that
>: Monopolysoft had been pushing for so long...
>:
>: So? When can we see KDE or Gnome ports for MiNT then?
>:
>
>A free implementation of KDE is impossible because of the dependencies to
>Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just *might* be able to

Download the source and re-compile it on your Falcon or
Ameoba. This should work with Linux as the rest of the
system is open source.

>run an Xserver and then open a plip connection to some other machine
>running an application. Not very useful.

--
Hardly. Microsoft has brought the microcomputer OS to

the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2125. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-07 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <35a2ac9e.341263@news.iwaynet.net>
Source record: 4986
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

> The point was: Amiga can ALREADY run the OS an necessary
> support tools. All D2 would need to is to copy them over
> to the Amiga farm and re-run make.
>

But how many Amigas do you want to use to do it? Rendering is strictly a number crunching affair. Rendering has nothing to do with the graphics hardware that makes the Amiga special. One Alpha machine running at 533 Mhz can probably do what 50 to 100 '040 Amigas could do. Just the savings on power consumption would justify the use and purchase of ONE Alpha as opposed to upty million Amigas. And the Titanic people were using a FARM of Alpha's to do the rendering. And yes, other tools were used to generate the scenes. If I remember correctly Mac, NT, and Unix boxes were used to generate the scenes.

2126. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q5hkt.jht.jedi@dementia.mishnet>
Source record: 4987
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 07 Jul 1998 23:22:29 GMT, dmaxwell@iwaynet.net <dmaxwell@iwaynet.net> wrote:
>
>> The point was: Amiga can ALREADY run the OS an necessary
>> support tools. All D2 would need to is to copy them over
>> to the Amiga farm and re-run make.
>>
>
>But how many Amigas do you want to use to do it? Rendering is strictly

...as many as it takes. The real concern would be price
per MFLOP. When Titanic was in production, the price/
performance leader just happened to be Alpha.

>a number crunching affair. Rendering has nothing to do with the
>graphics hardware that makes the Amiga special. One Alpha machine

I never said nor implied such a thing actually.
Although those coprocessors might get put to
good use if someone's crafty about their shared
libs.

>running at 533 Mhz can probably do what 50 to 100 '040 Amigas could
>do. Just the savings on power consumption would justify the use and
>purchase of ONE Alpha as opposed to upty million Amigas. And the
>Titanic people were using a FARM of Alpha's to do the rendering. And
>yes, other tools were used to generate the scenes. If I remember
>correctly Mac, NT, and Unix boxes were used to generate the scenes.

I doubt that a Unix shop like D2 would put up with Mac
& they likey only put up with NT because of it's market
inertia/vendor support.

NT was the frontend, Linux was the backend. Although a
port of Lightwave to yet another Unix shouldn't be too
strenuous...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2127. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-08 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980708051924.22203A-100000@tellus.dsv.su.se>
Source record: 4988
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 7 Jul 1998, jedi wrote:

:>But how many Amigas do you want to use to do it? Rendering is strictly
:
: ...as many as it takes. The real concern would be price
: per MFLOP. When Titanic was in production, the price/
: performance leader just happened to be Alpha.

A full discussion can be found at:

http://www.ssc.com/lj/issue46/2494.html

2128. Re: Pictures of the Amiga OS 5.0 Conceptual

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-08 00:00:00 UTC
From: grove@ridgecrest.ca.us
Message-ID: <6nv0j3$kp1$1@ash.ridgecrest.ca.us>
Source record: 4989

On 2 Jul 1998 05:33:44 G, sinclair2246@my-dejanews.com wrote:
>Sportsfans...
>
>When will TOS get a face lift? You don't want it to fall further behind the
>Amiga OS do you?
>
>http://www.amiga.org/news/1998/0626-os5pics.shtml
>
>
>Peter S.
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

Always a day late and a dollar short, SinCrap........

News flash! NAVAIR drops Mac for Intergraph PC to support new intranet
mail system for Navy.
Stop by your local DFAST auction for all the latest Mac hardware.

M

2129. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-09 00:00:00 UTC
From: reynolds@panix.com
Message-ID: <6o3543$hqa@panix3.panix.com>
Source record: 4990
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>,
Jens M Andreasen <jens-and@dsv.su.se> wrote:
>
>
>On Tue, 7 Jul 1998, jedi wrote:
>
>:
>: So? When can we see KDE or Gnome ports for MiNT then?
>:
>
>A free implementation of KDE is impossible because of the
>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>*might* be able to run an Xserver and then open a plip connection to
>some other machine running an application. Not very useful.
>

In 1988/89 I was running X11R3 on a 4MB Sun 3/50 (68020 based UNIX
workstation) and other Sun 3 machines. There is no problem running X
in 4MB. Of course I don't know how big a footprint MiNT has (my Mega
4ST has been in storage for a few years).

--
Brian Reynolds | "Humans explore the Universe with five
reynolds@panix.com | senses and call the adventure science."
http://www.panix.com/~reynolds/ | - Edwin P. Hubble

2130. Re: Theme Songs for OSes [was: Microsloth theme song for Lose98]

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-09 00:00:00 UTC
From: kisrael@allegro.cs.tufts.edu
Message-ID: <6o3h5g$6rk$1@news3.tufts.edu>
Source record: 4991
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

Dr. Peter Kittel (peterk@combo.ganesha.com) wrote:
: In article <359467AA.59F3@spam.com> Jason Petersen <petersej@spam.com> writes:
: >Dr. Peter Kittel wrote:
: >> In article <898093525.17521.0.nnrp-05.9e9878e0@news.demon.co.uk> dg@ (David Given)
writes:
: >> >
: >> >Also, a lot of Basic's will refuse `GO TO', but will make you type `GOTO'
: >> >(not that you would want to for this sort of thing).
: >>
: >> The M$ Basic in the Commodore PETs (and C64 I think) had "GOTO" *and*
: >> "GO" and "TO" as separate tokens. So it allowed to write "GO TO", but
: >> I never saw a program using that.
: >
: >Well, that would waste a byte, wouldn't it. :)
: You nail it. Who would waste a single byte on a 64K (or 8K) machine!
: My Basic lines were always packed full to the end to save space.

To this day, I have trouble thinking of the phrase "go to" as consisting
of two distinct words.

--
Kirk Israel - kisrael@cs.tufts.edu - http://www.alienbill.com
"The desires of the heart are as crooked as corkscrews." --W.H.Auden

2131. Re: CNET's 30 Years of Windows

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-10 00:00:00 UTC
From: reynolds@panix.com
Message-ID: <6o5raq$kk8@panix3.panix.com>
Source record: 4992
Cross-posted to: alt.folklore.computers,comp.sys.atari.advocacy

In article <EvFv5I.8Mq@iglou.com>, <bmarcum@iglou.com> wrote:
>On 1998-06-30 reynolds@panix.com(BrianReynolds) said:
> >Atari BASIC was not the operating system on the 8 bit Atari
> >computers. It was just a program that ran if you had the cartridge
> >inserted (on the 400 and 800) or if you didn't have a cartridge
> >inserted (on the XL and XE lines). On the XEGS (basically a 65XE
> >repackaged as a game machine) the default program was Missle
> >Command instead of BASIC.
>Slight correction. The XEGS had both Missile Command and Basic. Basic was
>the default unless you (a) booted with the keyboard unplugged or (b) pressed
>Select or Option while booting.
>Wouldn't it be nice if a PC without a keyboard would boot to a game instead
>of "Keyboard error. Press F1 to continue"?
>

Oops. My XEGS was bought to replace a dead 130XE (never let a
"former" Atari repair person try and add an 80 column chip to your
computer), and has been in storage for a few years. Time to drag it
out and refresh my memory.

--
Brian Reynolds | "Humans explore the Universe with five
reynolds@panix.com | senses and call the adventure science."
http://www.panix.com/~reynolds/ | - Edwin P. Hubble

2132. Atari ST520 system for sale.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-12 00:00:00 UTC
From: kgroombr@interquest.de
Message-ID: <19980712.A202958.12519@amiga.interquest.de>
Source record: 4993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

I recently aquired an Atari ST520 system is barely used. I received
it in a trade and thought I could use it, but really can't.

Here is what I have got:

Atari 520ST
Atari Megafile 60 hard drive expansion unit
Atari SC1224 color monitor
Atari SM124 black and white monitor
Atari SMM804 printer

I have all cables and such to connect this all together.
Currently the Megafile 60 and the SM124 monitor are labeled
for 220v European power, but for all I know it is an easy
conversion to get it to run on 120v. If not, transformers
are available to make these run on 110 power. I have some
but they will cost extra to ship with this.

I have absolutely no idea what this stuff is worth if anything,
but I am willing to accept offers or trades for PC and
Amiga stuff.

Everything is in perfect near new condition. I am in the
military in Europe, so I can ship to a U.S. or European address.

Kenton Groombridge
kgroombr@interquest.de

2133. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-12 00:00:00 UTC
From: David Cowderoy <david@nthfen.demon.co.uk>
Message-ID: <6o9slk$e7l$1@nthfen.demon.co.uk>
Source record: 4994
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

K.Hampf wrote in message <35a06f42.0@d2o29.telia.com>...
>
>AFAIK Alpha processors are manufactured by Digital which is now owned by
>Compaq and they're the one who own the technology. Judging from your
>conversation Intel have bought or licenced Alpha technology, is this true?
>If that's the case, where can I find more information about this since I
>have obviously missed something.
>

It was several months ago. I read it in a mag, so I probably won't find the
mention of it.

David Cowderoy/The Berserker

2134. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-13 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980713044540.26708A-100000@tellus.dsv.su.se>
Source record: 4995
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On 9 Jul 1998, Brian Reynolds wrote:

:In 1988/89 I was running X11R3 on a 4MB Sun 3/50 (68020 based UNIX
:workstation) and other Sun 3 machines. There is no problem running X
:in 4MB. Of course I don't know how big a footprint MiNT has (my Mega
:4ST has been in storage for a few years).

According to reports (years ago) in this forum you can have X with an xterm and a shell up and running without problems (in 4 meg), but thats about it. MiNT itself is not the problem. The Xservers I have here are sized in the range 2.5 - 3.5 megabyte. I'd guess that the one for ST is about the same size.

(
)
c[] // Jens M Andreasen

2135. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-15 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6qq1qc.42r.jedi@dementia.mishnet>
Source record: 4849

On 15 Jul 1998 18:13:03 GMT, Nurmix <ecncomr@socal.com> wrote:
>On 15 Jul 1998 05:26:25, sinclair2246@my-dejanews.com wrote:
>
>>Its been a while since I last posted here. As a result the number of posts
>>have declined.. It's time for sinclap to be controversial again to raise
>>that blood pressure.
>>
>>Now that Cubase VST has been avialble for the PowerMac line for some time. Why
>>would new Cubase users and Atari legacy ST folks would upgrade to a Hades,
>>shades or what ever instead of a PowerMac or wintel based cubase solution?
>>
>>The Mac/wintel platforms are more powerful for less money. That concept has
>>been lost on the Atari boobs(since I own Atari game machines, does that make
>>me an Atari boob?)
>
>Good points. I've been an Atari user for quite some time. In the early
>eighties, I had several 8-bits, then I bought an STE back in 1990, when
>Atari was still a company and the Falcon hadn't been introduced yet, and I
>used that STE with (regular) Cubase for a couple of years. Then I started
>thinking about switching to a PC or MAC, but I decided to upgrade to a
>Falcon around 1994 because I got an amazing deal on one from a large music
>store chain called Guitar Center. They were phasing out their Atari
>support, and the sales guy didn't seem to know much about the Falcon.
>That was around the time new Falcons (4 megs / 80 meg HD) were going for
>around $1300. I go it for less than half that (new in the box with all
>the software).
>
>Anyway, I've been using it with Cubase Audio now for a couple of years,
>and with the 16meg memory upgrade, and 4.29 gig Seagate Barracuda drive,
>it works pretty well. But seeing my roomate's new (and cheap) PC running
>Cubase VST (as well as the extremely cool Rebirth TB 303, TR 808
>emulator), I must say switching over is looking very good again. I'm
>toying with the idea of getting a NEMESIS accellerator board for my
>Falcon, but I can't help but wonder if my money would be better spent on a
>new PC or MAC?
>
>Don't get me wrong. I enjoy the Atari, and can do pretty much everything
>I need to do with it (Internet, DTP, music, etc.) but that's beginning to
>change - at least with regard to music software. Of course I have heard
>many stories of timing problems running any incarnation of Cubase on a PC,
>and the G3s are still quite pricy - but I'm pretty sure I'd want one over
>a PC (for music especially). And of course I don't care to add to Mr.
>Gate's bottom line either - which is impossible _not_ to do with the PC
>route. So, for now, I'm sticking with the Falcon, but in the near

>future, who knows...

Why not see what can be done with a Linux box?
It would likely end up being considerably cheaper
on either the PC or Mac side assuming the software
support is there.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2136. TOS cubase or cheaper/powerful PowerMac/wintel solution?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-15 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6ohei1$8mp$1@nnrp1.dejanews.com>
Source record: 4996

Its been a while since I last posted here. As a result the number of posts have declined.. It's time for sinclap to be controversial again to raise that blood pressure.

Now that Cubase VST has been avialble for the PowerMac line for some time. Why would new Cubase users and Atari legacy ST folks would upgrade to a Hades, shades or what ever instead of a PowerMac or wintel based cubase solution?

The Mac/wintel platforms are more powerful for less money. That concept has been lost on the Atari boobs(since I own Atari game machines, does that make me an Atari boob?)

Just curious..

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2137. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35aca779.0@diana.idirect.com>
Source record: 4997

On 15 Jul 1998 05:26:25 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>Its been a while since I last posted here. As a result the number of posts >have declined.. It's time for sinclap to be controversial again to raise >that blood pressure.

as usual, TIFKAS puffs himself up and tries to make himself more important tahn he actually is - in reality, he's nothing more than a zit on the face of the computing world. Posts have actually been pretty good the last few weeks despite his "help"....but at least TIFKAS admits that his main efforts are as a "troll".

>Now that Cubase VST has been avialble for the PowerMac line for some time. Why >would new Cubase users and Atari legacy ST folks would upgrade to a Hades, >shades or what ever instead of a PowerMac or wintel based cubase solution?

why? simple - cost. At over $3000 CDN, a complete G3 is simply too expensive - AND it doesn't have built-in MIDI ports (which are STANDARD on the Hades) - and then you have to add the software! Even though MIDI ports are optional on the now-released Milan (which TIFKAS chooses to conveniently ignore), with that option it's still MUCH cheaper than buying the G3. The much-hyped iMac would have been the PERFECT platform to run Cubase VST on, but thanks to the idiots at Apple wanting to put non-standard ports on it, it becomes an instant closed architecture boat anchor. Windblows platforms are notorious for having timing problems regarding MIDI that make them a problem than a solution for the serious musician - and shame on you for even expecting us to consider a Bi66 6ates "solution". As usual, TIFKAS has his foot in his mouth (when he doesn't have his head stuck up another orifice).

>
>The Mac/wintel platforms are more powerful for less money. That concept has >been lost on the Atari boobs(since I own Atari game machines, does that make >me an Atari boob?)

"if it ain't broke, don't fix it". That's the credo of many music makers who still find use out of their Ataris now and for years to come. A better concept than to endlessly throw money at the green-eyed monster called "techno-lust"

more the concepts of "the truth" and "fair play" have been lost on TIFKAS. Your "boobhood" has certainly been well-ascertained over the last five years - note that he STILL can't set up a proper newsreader on his Mac despite his rants that the Mac is the SUPERIOR Internet platform, unlike me, who have set up my "inferior" copy of NEWSie in

minutes. And as a Mac-owner, I think I can speak more of the Mac platform more truthfully than this misanthropic blowhard, who I suspect is really posting to the net on a Commodore 64 in his mom's basement apartment with 12 30-foot piles of MacUser magazine which he skips through naked merrily at night (not that there's anything wrong with that).... :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2138. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-15 00:00:00 UTC
From: ecncomr@socal.com
Message-ID: <6oirff$1ra@enews2.newsguy.com>
Source record: 4998

On 15 Jul 1998 05:26:25, sinclair2246@my-dejanews.com wrote:

>Its been a while since I last posted here. As a result the number of posts
>have declined.. It's time for sinclap to be controversial again to raise
>that blood pressure.
>
>Now that Cubase VST has been avialble for the PowerMac line for some time. Why
>would new Cubase users and Atari legacy ST folks would upgrade to a Hades,
>shades or what ever instead of a PowerMac or wintel based cubase solution?
>
>The Mac/wintel platforms are more powerful for less money. That concept has
>been lost on the Atari boobs(since I own Atari game machines, does that make
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--

Paul Nurminen (aka Nurmix)

] Red Light 6 Studio - El Segundo, California
]
] Digital Recording / Editing / MIDI facility
] Home of Nurmix Productions and NURVIS MUSIC
]
] E-Mail address: Nurmix@socal.com

* Replace "ecncomr" with "Nurmix" to email!!!

2139. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-16 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6ojooh$buh@news2.tds.net>
Source record: 4850

On 15 Jul 1998 05:26:25, sinclair2246@my-dejanews.com wrote:
>Its been a while since I last posted here. As a result the number of posts
>have declined.. It's time for sinclap to be controversial again to raise
>that blood pressure.
You're no more controversial, but just as annoying, as a mosquito.
Don't flatter yourself.
>
>Now that Cubase VST has been avialble for the PowerMac line for some time. Why
>would new Cubase users and Atari legacy ST folks would upgrade to a Hades,
>shades or what ever instead of a PowerMac or wintel based cubase solution?
Hmmmm, make a decision like that based upon one application huh? Do
you do that? If they want to move over it's their decision.

>The Mac/wintel platforms are more powerful for less money. That concept has
>been lost on the Atari boobs(since I own Atari game machines, does that make
>me an Atari boob?)

Powerful? Maybe. A bus is, after all, more powerful than a
motorcycle. And you have that nice little man sitting in the front,
telling you where you want to go today, just like the nice little
people in Redmond and Cupertino.

Boob I may be, but I'll stick with my Atari. It's not so much the
'Presence of Light' as the 'Absence of Dark'.

>Just curious..
<nod> I see. I always understood curiousity to mean something
entirely different, but perhaps in your lexicon it is defined as
"Mindless drivel based upon insufficient and unsubstantiated
information endlessly and indiscriminately foisted upon those who dare
to snicker at your every foolhardy attempt to formulate a coherent
thought."
>
>Peter S.
Terry R.
http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2140. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-16 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6oju7s$5gm$1@nnrp1.dejanews.com>
Source record: 4851

In article <35aca779.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> The much-hyped iMac would have been the PERFECT platform
> to run Cubase VST on, but thanks to the idiots at Apple wanting to put
> non-standard ports on it, it becomes an instant closed architecture boat
> anchor.

I'm not sure that I understand this one. From what I've read, the iMac has the
following ports:

(2) USB
RJ-45 (for 100Base-T ethernet)
(2) RS-232 (for phone and modem)

All of these ports are very standard. I would be more worried about the lack
of built-in MIDI.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2141. Re: TOS cubase or cheaper/powerful Powe

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-16 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35adfa68.0@diana.idirect.com>
Source record: 4852

On 16 Jul 1998 04:06:20 , quinlan@intergate.bc.ca wrote:
>In article <35aca779.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> The much-hyped iMac would have been the PERFECT platform
>> to run Cubase VST on, but thanks to the idiots at Apple wanting to put
>> non-standard ports on it, it becomes an instant closed architecture boat
>> anchor.
>
>I'm not sure that I understand this one. From what I've read, the iMac has the
>following ports:
>
>(2) USB
>RJ-45 (for 100Base-T ethernet)
>(2) RS-232 (for phone and modem)
>
>All of these ports are very standard. I would be more worried about the lack
>of built-in MIDI.

well. maybe I did go a bit overboard there :) I HAVE seen USB
working (went to a pre-launch demo of Windows '98 with my boss) and was
most impressed - and I'm glad to hear regarding MacWorld that there are
some more USB stuff coming with Mac drivers (though I suspect that the
USB market is coming in more with the launch of Windows '98 and that
Apple is riding their coat-tails). See, unlike TIFKAS, I DO check out
stuff before I open my big yap, and I DO admit when I'm wrong - unlike
TIFKAS, who responds with insults and bragging about his monetary
assets and his "abilities" as a "macho stud" in order to mask the fact he
has the IQ of a burrito. :)

Still, for a musician, the ability to have a configurable system is
paramount. In the case of the iMac, the way it's designed precludes any
attempt to modify it to use it as a hard-disk recording station, much
less any upgrades you need to do (what if you need to upgrade the RAM?
Is it any wonder Apple buckled under and finally made a 56K modem
standard rather than the 33.6 they were originally going to foist on
their customers?). And in the case of hard-disk recording with a
computer, SCSI is the standard for its proven track record of speed and
reliability; USB is an unknown quality for the moment whether it can
handle this. I'll have to ask Club Cubase if there's any plans to
support USB in later versions of Cubase VST.

one thing is still certain that we can agree on though, TIFKAS is
still a loser troll who's forgotten his original primary goal of
defending the Mac (a platform that for the most part can defend itself)

in order to try to get the last word - and has made himself a
laughingstock to all computer users in the process. :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2142. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6qsb9u.6in.jedi@dementia.mishnet>
Source record: 4853

On Thu, 16 Jul 1998 04:06:20 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <35aca779.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> The much-hyped iMac would have been the PERFECT platform
>> to run Cubase VST on, but thanks to the idiots at Apple wanting to put
>> non-standard ports on it, it becomes an instant closed architecture boat
>> anchor.
>
>I'm not sure that I understand this one. From what I've read, the iMac has the
>following ports:
>
>(2) USB
>RJ-45 (for 100Base-T ethernet)
>(2) RS-232 (for phone and modem)
>
>All of these ports are very standard. I would be more worried about the lack
>of built-in MIDI.

Until better support for USB actually comes on line, yes
it can be considered a non-standard port.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2143. Re: TOS cubase or cheaper/powerful Powe

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6qsbhj.6in.jedi@dementia.mishnet>
Source record: 4854

On 16 Jul 98 13:04:40 GMT, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:
>On 16 Jul 1998 04:06:20 , quinlan@intergate.bc.ca wrote:
>>In article <35aca779.0@diana.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>>> The much-hyped iMac would have been the PERFECT platform
>>> to run Cubase VST on, but thanks to the idiots at Apple wanting to put
>>> non-standard ports on it, it becomes an instant closed architecture boat
>>> anchor.
>>
>>I'm not sure that I understand this one. From what I've read, the iMac has the
>>following ports:
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>>(2) USB
>>RJ-45 (for 100Base-T ethernet)
>>(2) RS-232 (for phone and modem)
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>>All of these ports are very standard. I would be more worried about the lack
>>of built-in MIDI.
>
> well. maybe I did go a bit overboard there :) I HAVE seen USB
>working (went to a pre-launch demo of Windows '98 with my boss) and was
>most impressed - and I'm glad to hear regarding MacWorld that there are
>some more USB stuff coming with Mac drivers (though I suspect that the
>USB market is coming in more with the launch of Windows '98 and that
>Apple is riding their coat-tails). See, unlike TIFKAS, I DO check out
>stuff before I open my big yap, and I DO admit when I'm wrong - unlike
>TIFKAS, who responds with insults and bragging about his monetary
>assets and his "abilities" as a "macho stud" in order to mask the fact he
>has the IQ of a burrito. :)
>
> Still, for a musician, the ability to have a configurable system is
>paramount. In the case of the iMac, the way it's designed precludes any

Then mebbe you folks should start looking into Linux.
If it doesn't quite suit the task (timing), those
among you with the gumption can change it (all of it)
to suit you.

It also does and can run on a wide variety of hardware,
including Falcons...

>attempt to modify it to use it as a hard-disk recording station, much
>less any upgrades you need to do (what if you need to upgrade the RAM?
>Is it any wonder Apple buckled under and finally made a 56K modem

>standard rather than the 33.6 they were originally going to foist on
>their customers?). And in the case of hard-disk recording with a
>computer, SCSI is the standard for its proven track record of speed and
>reliability; USB is an unknown quality for the moment whether it can
>handle this. I'll have to ask Club Cubase if there's any plans to
>support USB in later versions of Cubase VST.
>
> one thing is still certain that we can agree on though, TIFKAS is
>still a loser troll who's forgotten his original primary goal of
>defending the Mac (a platform that for the most part can defend itself)
>in order to try to get the last word - and has made himself a
>laughingstock to all computer users in the process. :)

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2144. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-16 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6olqjh$m30$1@nnrp1.dejanews.com>
Source record: 4855

In article <slrn6qsb9u.6in.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> Until better support for USB actually comes on line, yes
> it can be considered a non-standard port.

Do you mean support in the OS sense or in the sense that few vendors have products for it? I would disagree with the first because the Mac OS simply treates USB like ADB and Windows 98 has explicit support for USB. I would disagree with the second because there are quite a few peripherals that you can get for USB right now. And if you can't get a peripheral that you need for USB, you can always spend $50 on a USB->SCSI adaptor.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2145. Re: TOS cubase or cheaper/powerful Powe

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-16 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6olqvkmkr1@nnrp1.dejanews.com>
Source record: 4856

In article <35adfa68.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> Still, for a musician, the ability to have a configurable system is
> paramount. In the case of the iMac, the way it's designed precludes any
> attempt to modify it to use it as a hard-disk recording station, much
> less any upgrades you need to do (what if you need to upgrade the RAM?
> Is it any wonder Apple buckled under and finally made a 56K modem
> standard rather than the 33.6 they were originally going to foist on
> their customers?). And in the case of hard-disk recording with a
> computer, SCSI is the standard for its proven track record of speed and
> reliability; USB is an unknown quality for the moment whether it can
> handle this. I'll have to ask Club Cubase if there's any plans to
> support USB in later versions of Cubase VST.

If you need tons of RAM (though the iMac will allow you to go to something
like 256MB, I believe), a really fast HD system and lots of upgradability
then you are well outside the market that target market of the iMac. You are
also looking for a solution that Atari cannot provide.

> one thing is still certain that we can agree on though, TIFKAS is
> still a loser troll who's forgotten his original primary goal of
> defending the Mac (a platform that for the most part can defend itself)
> in order to try to get the last word - and has made himself a
> laughingstock to all computer users in the process. :)

Agreed.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2146. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-17 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <6on5ll$6q8@cantine.wu-wien.ac.at>
Source record: 4857

quinlan@intergate.bc.ca wrote:

What is the point of introducing USB if SCSI has been existing for over
13 yrs. now?

Alfred

2147. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-17 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6ook14$a3f$1@nnrp1.dejanews.com>
Source record: 4858

In article <6on5ll$6q8@cantine.wu-wien.ac.at>,
h9250467@idefix.wu-wien.ac.at (Alfred Radauer) wrote:

> What is the point of introducing USB if SCSI has been existing for over
> 13 yrs. now?

USB is cheaper, allows you to add and remove devices while your system is running, allows more devices and doesn't require the user to select IDs. OTOH, it's slower. In any case, USB is not meant to replace SCSI. It's meant to replace parallel, serial, joystick, keyboard and mouse ports.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2148. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-17 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6qvmse.ed8.jedi@dementia.mishnet>
Source record: 4859

On Thu, 16 Jul 1998 21:16:33 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6qsb9u.6in.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> Until better support for USB actually comes on line, yes
>> it can be considered a non-standard port.
>
>Do you mean support in the OS sense or in the sense that few vendors have
>products for it? I would disagree with the first because the Mac OS simply

PRODUCT that I can go out and buy.

>treates USB like ADB and Windows 98 has explicit support for USB. I would
>disagree with the second because there are quite a few peripherals that you
>can get for USB right now. And if you can't get a peripheral that you need
>for USB, you can always spend $50 on a USB->SCSI adaptor.

Fine, then tell me where.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2149. Re: TOS cubase or cheaper/powerful Powe

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-18 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6op8r8$a36$1@nnrp1.dejanews.com>
Source record: 4860

In article <35adfa68.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> well. maybe I did go a bit overboard there :) I HAVE seen USB
> working (went to a pre-launch demo of Windows '98 with my boss) and was
> most impressed - and I'm glad to hear regarding MacWorld that there are
> some more USB stuff coming with Mac drivers (though I suspect that the
> USB market is coming in more with the launch of Windows '98 and that
> Apple is riding their coat-tails). See, unlike TIFKAS, I DO check out
> stuff before I open my big yap, and I DO admit when I'm wrong - unlike
> TIFKAS, who responds with insults and bragging about his monetary
> assets and his "abilities" as a "macho stud" in order to mask the fact he
> has the IQ of a burrito. :)

Just listen to yourself..All your posts directed to me have a insulted and
attacking tone. Your the one who's blood pressure is getting all bent out of
shape.

A computer is a computer, a tool...Nothing more.. Not a religious jihad...

Enjoy life..

> Still, for a musician, the ability to have a configurable system is
> paramount. In the case of the iMac, the way it's designed precludes any
> attempt to modify it to use it as a hard-disk recording station, much
> less any upgrades you need to do (what if you need to upgrade the RAM?
> Is it any wonder Apple buckled under and finally made a 56K modem
> standard rather than the 33.6 they were originally going to foist on
> their customers?). And in the case of hard-disk recording with a
> computer, SCSI is the standard for its proven track record of speed and
> reliability; USB is an unknown quality for the moment whether it can
> handle this. I'll have to ask Club Cubase if there's any plans to
> support USB in later versions of Cubase VST.

I suppose when I get my imac later in the year, it's cable modem 'baby'..
Since the cable modem will be installed in my super fast standard 100mb
ethernet port, should have i paid for this unecessary modem which I will not
use?

Also I will have to pay a $150 installation fee regardless that I have a built
in ethernet connection. The fee is the ethernet card for the wintels..

> one thing is still certain that we can agree on though, TIFKAS is
> still a loser troll who's forgotten his original primary goal of
> defending the Mac (a platform that for the most part can defend itself)
> in order to try to get the last word - and has made himself a
> laughingstock to all computer users in the process. :)

Who cares...Listen to yourself.. Its only a computer not a religious awakening..

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////

Peter S

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2150. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-18 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6op9ekaom1@nnrp1.dejanews.com>
Source record: 4861

In article <35aca779.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> as usual, TIFKAS puffs himself up and tries to make himself more
> important tahn he actually is - in reality, he's nothing more than a
> zit on the face of the computing world. Posts have actually been pretty
> good the last few weeks despite his "help"....but at least TIFKAS
> admits that his main efforts are as a "troll".

Main efforts is to develop informative debates. Look who has come out of the
woodwork?

>
> why? simple - cost. At over $3000 CDN, a complete G3 is simply too
> expensive - AND it doesn't have built-in MIDI ports (which are STANDARD
> on the Hades) - and then you have to add the software! Even though MIDI
> ports are optional on the now-released Milan (which TIFKAS chooses to
> conveniently ignore), with that option it's still MUCH cheaper than
> buying the G3. The much-hyped iMac would have been the PERFECT platform
> to run Cubase VST on, but thanks to the idiots at Apple wanting to put
> non-standard ports on it, it becomes an instant closed architecture boat
> anchor. Windblows platforms are notorious for having timing problems
> regarding MIDI that make them a problem than a solution for the serious
> musician - and shame on you for even expecting us to consider a Bi66
> 6ates "solution". As usual, TIFKAS has his foot in his mouth (when he
> doesn't have his head stuck up another orifice).

Non standard ports? USB is industry standard.. You need to rethink before
your foot is stuck you know were..

When I am in Calif next week, I will ask the folks(idiots according to you)why
they went strictly with USB on the imac.

> >
> >The Mac/wintel platforms are more powerful for less money. That concept has
> >been lost on the Atari boobs(since I own Atari game machines, does that make
> >me an Atari boob?)
>
> "if it ain't broke, don't fix it". That's the credo of many music
> makers who still find use out of their Ataris now and for years to
> come. A better concept than to endlessly throw money at the green-eyed
> monster called "techno-lust"

Oh jee..Who needs the latest, greatest and low prices thats why I love my....

> more the concepts of "the truth" and "fair play" have been lost on
> TIFKAS. Your "boobhood" has certainly been well-ascertained over the

> last five years - note that he STILL can't set up a proper newsreader
> on his Mac despite his rants that the Mac is the SUPERIOR Internet
> platform, unlike me, who have set up my "inferior" copy of NEWSie in
> minutes. And as a Mac-owner, I think I can speak more of the Mac
> platform more truthfully than this misanthropic blowhard, who I suspect
> is really posting to the net on a Commodore 64 in his mom's basement
> apartment with 12 30-foot piles of MacUser magazine which he skips
> through naked merrily at night (not that there's anything wrong with
> that).... :)

'ascertained' I am impressed. New refound respect for U.S. teachers
stationed in the U.S. held Canadian territory...

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2151. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-18 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6opa7ebil1@nnrp1.dejanews.com>
Source record: 4862

In article <6oirff$1ra@enews2.newsguy.com>,
ecncomr@socal.com (Nurmix) wrote:

> Good points. I've been an Atari user for quite some time. In the early
> eighties, I had several 8-bits, then I bought an STE back in 1990, when
> Atari was still a company and the Falcon hadn't been introduced yet, and I
> used that STE with (regular) Cubase for a couple of years. Then I started
> thinking about switching to a PC or MAC, but I decided to upgrade to a
> Falcon around 1994 because I got an amazing deal on one from a large music
> store chain called Guitar Center. They were phasing out their Atari
> support, and the sales guy didn't seem to know much about the Falcon.
> That was around the time new Falcons (4 megs / 80 meg HD) were going for
> around $1300. I go it for less than half that (new in the box with all
> the software).

Nothing wrong with honest discussion in were you want to go today regardless
of some boobs comments.

> Anyway, I've been using it with Cubase Audio now for a couple of years,
> and with the 16meg memory upgrade, and 4.29 gig Seagate Barracuda drive,
> it works pretty well. But seeing my roomate's new (and cheap) PC running
> Cubase VST (as well as the extremely cool Rebirth TB 303, TR 808
> emulator), I must say switching over is looking very good again. I'm
> toying with the idea of getting a NEMESIS accellerator board for my
> Falcon, but I can't help but wonder if my money would be better spent on a
> new PC or MAC?

Depends on the cost of the board. Most likely that the price for the Falcon
card could yield you a spanking new Umax Powermac clone with at least a 240
mhz processor for $599. Price includes 32m and 3G's..

> Don't get me wrong. I enjoy the Atari, and can do pretty much everything
> I need to do with it (Internet, DTP, music, etc.) but that's beginning to
> change - at least with regard to music software. Of course I have heard
> many stories of timing problems running any incarnation of Cubase on a PC,
> and the G3s are still quite pricy - but I'm pretty sure I'd want one over
> a PC (for music especially). And of course I don't care to add to Mr.
> Gate's bottom line either - which is impossible _not_ to do with the PC
> route. So, for now, I'm sticking with the Falcon, but in the near
> future, who knows...
>

But you maybe missing out...Now that PowerMacs and wintels are super cheap you
can use the power of the browsers - IE and Communicator to get full use of the
web...$599+ buys a nice close out umax Mac OS clone..

> --
>
> Paul Nurminen (aka Nurmix)
>
>] Red Light 6 Studio - El Segundo, California
>]
>] Digital Recording / Editing / MIDI facility
>] Home of Nurmix Productions and NURVIS MUSIC
>]
>] E-Mail address: Nurmix@socal.com
>
> * Replace "ecncomr" with "Nurmix" to email!!!
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2152. Reflections on Price & Power

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-18 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6op3i3$73u@news2.tds.net>
Source record: 4863

This is a little long, sorry, but I just had some random thoughts regarding price and power.

Just a little background: I work for an international paper products company, and my particular mill employs approximately 1,300 people. In my capacity as a 'spare' I have occasion to work in many of the departments throughout the mill.

This week, I am working in materials (or purchasing). Of the fifty-nine purchase orders that I sent out, seven were ordering personal computers (6 PC, 1 Mac). I know, from working in (among other areas) Information Tech., Accounts Payable, and Purchasing that my company is averaging about 25 personal computers a month. Anyway, as I was entering the purchase orders for these computers I started thinking about TIFKAS' assertation that 'Atari Boobs' refuse to accept the fact that a Mac or Wintel platform is cheaper and more powerful than an Atari.

Here is a rough idea of what was spent on these computers, and just a minimum of software - mostly Office '97, and some licensing fees.. Three of the packages were over $8,000.00.; three were a little more than $6,700.00, and one was just a little over $5,800.00 (and no, it wasn't the Mac). This is just for the basics: drives, modems, monitors - no printers or anything. Now, I understand that corporations are more likely to spend money on features that they don't really need and that that accounts for part of the price, but we're not talking supercomputers here... mostly just 233 mHz Pentiums.

OK, now.. the company buys these systems, let's say at an average price of around seven thousand dollars. What happens with them? How are they actually used? (And remember, I actually work in all of these departments, so I see it firsthand)
1- As a terminal to network to our company's AS 400 Business System (just recently upgraded from a System/36), running software that for the most part was written in 1984. This is where the real work is done, not on the fancy PCs.
2- Trying to use Excel as a spreadsheet, desktop publishing program, forms generator, data base and lord only knows what else.
a- Word? Hah. Most never touch it, and aside from occasionally changing fonts, some basic tables, and the laser printed output, they don't do anything I wasn't doing with Letter Perfect on my 400 way back in 1980.
b- Access? PowerPoint? (and so on) - 19 out of 20 wouldn't even be able to tell you how to load & run it, much less what it was for.

3- Playing Solitaire, pinball, minesweeper, checking email, and printing photos/graphics that they downloaded from the internet. Naturally, there are some exceptions to this, and some groups actually get some good use out of some sophisticated applications, but it is either on a turnkey computer, meant to manage process control or things of that nature - the engineers doing their blueprints, and the IT people themselves - but that amounts to less than about 2% of the computers in use at my mill.

A day doesn't go by that I'm not called by coworkers 5 to 12 times to help them figure out how to use a program, recover from a crash, or explain how to set up their computer at home. I have no idea why they would call me, instead of Info Tech.... after all, I'm just an 'Atari Boob.'

I'm constantly amazed at the number of simple (or complex) things that I can't get accomplished on these $7000 systems that would take me a matter of seconds on my Atari. Why should I have to be told that there is no .dll to import a JPEG into a report I'm generating? Be told that I can't use the 16-bit version of Acrobat Reader with this 32-bit Operating System? Not be able to access files because some of the desks are using Windows 3.1, some '95, some '97, and some NT? Now, granted, this is all a function of the available (or installed) software, but if the company is spending $7,000 then I sure as **** should be able to do something that I am able to do at home with shareware or freeware programs. Sure, go out and buy the software you need. Add it right on top of the $7000 you've already spent.

And don't even talk to me about crashes and munged applications... Or cooperative multitasking... or network failures... or or or ad infinitum.

I've a coworker that bought himself a nice Aptiva back in April. He did get a pretty good deal on the computer itself... But now, months later, after purchasing a monitor, printer, scanner, photo printer, digital camera, and gobs of software that he himself admits that he'll probably never use, he is up to a total investment approaching _ten_thousand_dollars_ .... so, let's not blithely talk about how cheap PCs and Macs are, alright?

Terry Ross
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes: SUM ERGO COGITO

2153. Re: Reflections on Price & Power

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-18 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6op6lv$8ci@news2.tds.net>
Source record: 4864

A couple of corrections:
That's 59 purchase orders today, not this week :)
and
In the "Constantly amazed" paragraph, I meant Office '97, not to imply
that there was any such beast as "Windows '97"

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2154. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-18 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6opgji$k24$1@nnrp1.dejanews.com>
Source record: 4865

In article <slrn6qvmse.ed8.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> Fine, then tell me where.

I live in Canada so the retail scene may be different but my local Future Shop sells USB keyboards and mice. I doubt that a lot of other peripherals have hit the retail level because only people with new PCs running Windows 98 can make use of them. I'm not sure that retail level availability is an argument against a standard, however. I can't buy SCSI devices at Future Shop either.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2155. hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-18 00:00:00 UTC
From: username
Message-ID: <-1807980819530001@chaosnet30.idirect.com>
Source record: 4866

well, hello sports fans (but espescially The Idiot Forever Known As Sinclap)...

I took the plunge for work and bought myself a nice used Mac PowerBook 140 for use as a PDA unit. And so far, I'm quite pleased with it.

And, as you can see, I'm posting this using Newsreader, the wonderful USENET newsreader program for the Macintosh. Which mens that if someone like me can get on the USENET in minutes on a Mac with just a small amount of configuration, then someone like SinClap, who has ranted long and loud about how his Mac is more capable of being an internet machine than us poor "Atari boobs" should be more than capable of taking the plunge and not having to use the crutch of DejaNews to post his MCIBTYC drivel.

the writing's on the wall, TIFKAS, PUT UP OR SHUT UP.

BTW, no need to worry folks - I'm still in the Atari camp, for as soon as I get this puppy a bigger drive and more RAM it's gonna become the most perfect Atari laptop you'll ever see via MagiCMac :)

2156. Re: Reflections on Price & Power

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-18 00:00:00 UTC
From: Carl Daugherty <crdaugh@ix.netcom.com>
Message-ID: <6oq8m8$d3r@dfw-ixnews9.ix.netcom.com>
Source record: 4867

Terry Ross wrote in message <6op3i3$73u@news2.tds.net>...
>This is a little long, sorry, but I just had some random thoughts
>regarding price and power.

I have to say that I agree and disagree. The situation you describe is
common enough and I see much of the same thing myself. Lots of
money spent on hardware and software that isn't understood, isn't
used or doesn't work.

However, it's perfectly possible for a consumer to educate themselves
and put together a decent system that does work and doesn't cost
both arms and a leg. Notice I said possible, not common.

Still there's something to be said about the lure of using the ST and
even older systems. These were machines, as were the machines before them,
that you could really understand and that you could actually make do the
things
that you wanted to with a reasonable investment of time and money.

2157. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-18 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6r24c7.i6a.jedi@dementia.mishnet>
Source record: 4868

On Sat, 18 Jul 1998 06:50:25 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6qvmse.ed8.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> Fine, then tell me where.
>
>I live in Canada so the retail scene may be different but my local Future
>Shop sells USB keyboards and mice. I doubt that a lot of other peripherals
>have hit the retail level because only people with new PCs running Windows 98
>can make use of them. I'm not sure that retail level availability is an

That's absurd. The only thing that is needed is driver
support for the interface cards. FreeBSD at this point
probably has better, more reliable USB support...

>argument against a standard, however. I can't buy SCSI devices at Future Shop
>either.

That's the whole point of standards, actually; so that
you know that you can plug something into it and get
some use out of it.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2158. Re: TOS cubase or cheaper/powerful Powe

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35b1406c.0@diana.idirect.com>
Source record: 4869

On 18 Jul 1998 05:01:34 , sinclair2246@my-dejanews.com (The Idiot
Forever Known As Sinclap) wrote:

>
>Nothing wrong with honest discussion in were you want to go today regardless
>of some boobs comments.

TIFKAS calling someone else a boob? He'd better look in the mirror
to see who the real boob is.

>
>> Anyway, I've been using it with Cubase Audio now for a couple of years,
>> and with the 16meg memory upgrade, and 4.29 gig Seagate Barracuda drive,
>> it works pretty well. But seeing my roomate's new (and cheap) PC running
>> Cubase VST (as well as the extremely cool Rebirth TB 303, TR 808
>> emulator), I must say switching over is looking very good again. I'm
>> toying with the idea of getting a NEMESIS accellerator board for my
>> Falcon, but I can't help but wonder if my money would be better spent on a
>> new PC or MAC?
>
>Depends on the cost of the board. Most likely that the price for the Falcon
>card could yield you a spanking new Umax Powermac clone with at least a 240
>mhz processor for $599. Price includes 32m and 3G's..

oh, that's nice TIFKAS. However, the cost of the Nemesis is $100
US, or $159 CDN - and I know that because I have one in my Falcon,
which I bought from Titan Designs on one of my trips to the UK.

Care to share with me your source for a $100 US Umax clone? 'Cause
I'd like to buy each member of my family one :)

Only a "boob" like TIFKAS who has no idea what he's talking about
would make that gaff. Next time do your homework before you presume to
make one of your "expert" advice to us Atarians (like calling Calamus
crap when you've never even used the program, or claiming the the Milan
"fails to run 90% of all TOS software").

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2159. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-19 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6oroeq$6tt$1@nnrp1.dejanews.com>
Source record: 4870

In article <slrn6r24c7.i6a.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> That's absurd. The only thing that is needed is driver
> support for the interface cards. FreeBSD at this point
> probably has better, more reliable USB support...

You need drivers for each of the devices that you attach unless they will work with some sort of generic drivers. Windows 98 provides those drivers for keyboards and mice but you need software from the vendor to support their particular scanners, printers, etc. (though drivers for some of these devices ship with Windows 98 and are hot loaded when they are needed). I haven't heard of any USB device support for FreeBSD.

> That's the whole point of standards, actually; so that
> you know that you can plug something into it and get
> some use out of it.

That's not a very good definition of a standard. I like the Merriam Webster defintion better:

...
(3) something established by authority, custom, or general consent as a model or example
...

As you can see, the definition doesn't not guarantee any particular level of usefulness. There are many standards for computer hardware that have never been directly useful to me.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2160. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-19 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6r4iet.2k6.jedi@dementia.mishnet>
Source record: 4871

On Sun, 19 Jul 1998 03:16:42 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6r24c7.i6a.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> That's absurd. The only thing that is needed is driver
>> support for the interface cards. FreeBSD at this point
>> probably has better, more reliable USB support...
>
>You need drivers for each of the devices that you attach unless they will work
>with some sort of generic drivers. Windows 98 provides those drivers for

OUCH. Bring back SCSI...

Still, even then, it's a driver support issue which typically
is a vendor issue & not an OS one.

>keyboards and mice but you need software from the vendor to support their
>particular scanners, printers, etc. (though drivers for some of these devices
>ship with Windows 98 and are hot loaded when they are needed). I haven't heard
>of any USB device support for FreeBSD.
>
>> That's the whole point of standards, actually; so that
>> you know that you can plug something into it and get
>> some use out of it.
>
>That's not a very good definition of a standard. I like the Merriam Webster
>defintion better:
>
>...
>(3) something established by authority, custom, or general consent as a model
>or example
>...

I'm sure TT users take quite good consolation in that...

>
>As you can see, the definition doesn't not guarantee any particular level of
>usefulness. There are many standards for computer hardware that have never
>been directly useful to me.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2161. Re: TOS cubase or cheaper/powerful PowerMac/wintel solution?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-19 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <35B2513B.724AB11D@studio9.demon.co.uk>
Source record: 4872

> Now that Cubase VST has been avialble for the PowerMac line for some time. Why
> would new Cubase users and Atari legacy ST folks would upgrade to a Hades,
> shades or what ever instead of a PowerMac or wintel based cubase solution?
>

The alternatives you suggest all run Multi-tasking OSes (with the exception of the Mac which sort of pretends) ... Multi OSes and MIDI do not get on. Time and time again musicians bare testimony to the rock-solid timing of the humble single-tasking Atari ST.

VST is pants as is any program of its ilk. Despite what they would have you believe music cannot be made within a computer only and a good sound requires an outboard mixer, effects processor, professional digital mastering format etc etc not to mention the difficulties of plugging acoustic instruments or high-quality microphones into the badly insulated poorly performing reality that is a 'sound-card'. Of all the many home studios AND professional studios I have been in I see one computer in use more than any other ... an Atari ST :)

A true classic.

Jim.

2162. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-20 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6ou1r3$f85$1@nnrp1.dejanews.com>
Source record: 4873

In article <slrn6r4iet.2k6.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> OUCH. Bring back SCSI...

SCSI requires drivers for it's devices as well. The OS may provide drivers for generic storage devices and scanners but it can't provide support for every conceivable device. Just as USB can't.

> Still, even then, it's a driver support issue which typically
> is a vendor issue & not an OS one.

Very true. All you need is a driver for the interface card and then the vendor can support their particular device.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2163. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-20 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6r6m8a.1gk.jedi@dementia.mishnet>
Source record: 4874

On Mon, 20 Jul 1998 00:09:07 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6r4iet.2k6.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> OUCH. Bring back SCSI...
>
>SCSI requires drivers for it's devices as well. The OS may provide drivers for
>generic storage devices and scanners but it can't provide support for every
>conceivable device. Just as USB can't.

...which just leaves one wondering just what the point of
USB over SCSI is...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2164. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-20 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6p07c7$g9s$1@nnrp1.dejanews.com>
Source record: 4875

In article <slrn6r6m8a.1gk.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> ...which just leaves one wondering just what the point of
> USB over SCSI is...

Which I already explained: USB allows the hot attachment/removal or devices, USB allows 127 devices, USB doesn't require the user to set device IDs and USB has a huge maximum cable length.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2165. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-20 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6r7aeb.25a.jedi@dementia.mishnet>
Source record: 4876

On Mon, 20 Jul 1998 19:55:51 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6r6m8a.1gk.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> ...which just leaves one wondering just what the point of
>> USB over SCSI is...
>
>Which I already explained: USB allows the hot attachment/removal or devices,
>USB allows 127 devices, USB doesn't require the user to set device IDs and USB
>has a huge maximum cable length.

Not to mention it provides comic relief & Bill's expense...

At the rate USB vendors are moving, SCAM just may
overtake them. They've had a free ride onto most
new systems sold lately & haven't done much to
take advantage of it. Infact, SCSI based solutions
have seen their largest market penetration during
that time.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2166. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-20 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6p0ae2ptl1@ash.ridgecrest.ca.us>
Source record: 4877

On 15 Jul 1998 05:26:25 , sinclair2246@my-dejanews.com wrote:
>Its been a while since I last posted here. As a result the number of posts
>have declined.. It's time for sinclap to be controversial again to raise
>that blood pressure.
>

That's really funny. Your talking to users who have kept the same
machine for probably six to ten years and you idea of a long time is a
couple of weeks? Your a real joker.

>Now that Cubase VST has been avialble for the PowerMac line for some time. Why
>would new Cubase users and Atari legacy ST folks would upgrade to a Hades,
>shades or what ever instead of a PowerMac or wintel based cubase solution?

Because of the Mac O/S. Real simple. It isn't good enough for the U.S.
Government, why shoud musicians put up with it?
>
>The Mac/wintel platforms are more powerful for less money. That concept has
>been lost on the Atari boobs(since I own Atari game machines, does that make
>me an Atari boob?)

How can something cost me less money if I just remain with the system
I currently have in use? Surely they are not giving PC's and Macs (at
least not yet) away?

Why no response to the Dept of Navy dropping Apple and going to Win 98
based machines for servers? Actually another update since that post is
a directive from the NAVAIR commander that in a couple years, only PC
based machines will be allowed for offical use on hundreds of
thousands of government employees desktops.
That really has to put a dent into Apples plans considering their
declining rate in the market place.
>
>Just curious..
>
Just like Curious Geroge, a little monkey...

Mike

2167. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-21 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6p0p95$at4$1@nnrp1.dejanews.com>
Source record: 4878

In article <slrn6r7aeb.25a.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:
> Not to mention it provides comic relief & Bill's expense...

What does that mean?

> At the rate USB vendors are moving, SCAM just may
> overtake them. They've had a free ride onto most
> new systems sold lately & haven't done much to
> take advantage of it. Infact, SCSI based solutions
> have seen their largest market penetration during
> that time.

USB wasn't really viable for most vendors until Microsoft added support for it
in windows. USB is a good standard and I have already explained why.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2168. Re: Reflections on Price & Power

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-21 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6p0o00$847@news2.tds.net>
Source record: 4879

Hi Carl,

On 18 Jul 1998 09:42:52, "Carl Daugherty" wrote:
>
[snipped]

>However, it's perfectly possible for a consumer to educate themselves
>and put together a decent system that does work and doesn't cost
>both arms and a leg. Notice I said possible, not common.

I wholeheartedly agree. As I said, those were just some random
thoughts. I respect the ones that approach the system as a tool,
because it offers a way of accomplishing something that they need to
have done. It is just unfortunate that so many pursue - shall we say
- "other venues".

>Still there's something to be said about the lure of using the ST and
>even older systems. These were machines, as were the machines before them,
>that you could really understand and that you could actually make do the
>things
>that you wanted to with a reasonable investment of time and money.

My original 400 is still in use daily at a friend's photo lab. Sure,
it's almost 20-years-old, but as long as it continues to accomplish
what he needs done he plans on keeping it.

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2169. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-21 00:00:00 UTC
From: optimus@canit.se
Message-ID: <35b39fae.3967813@nntpserver.swip.net>
Source record: 4880
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

"Clockmeister" <gerryvdb@tnet.com.au> skrev 3 Jul 1998 10:24:53 GMT
f&#65533;ljande:

>Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote in article
><359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>...
>> Robert S Ely wrote:
>>
>> > Speaking of the Amiga, Gateway has announced that they are
>working on a
>> > new Amiga computer. OS 4 will be a tempory OS for software companies to
>> > build apps then when the new machine hits the streets next year, it
>will
>> > have OS5. They said that this machine will be better than any consumer
>> > PC available.
>>
>> If you ask me this new computer doesn't realy sounds like a Amiga at all.
>It will
>> only be compatible with old amiga apps through emulation. The OS will be
>completely
>
>Are you saying that if a new ST was released it would have to be 100%
>backward compatable with the old eighties designed hardware ?.
>Emulation is a great solution for backwards compatability.

I would go for a complete port of the OS with processor emulation for
legacy programs.

>> new and based on a outside developed kernal like BeOS, or Mach. This you
>can already
>
>The kernal will "borrow" parts from other OS's, a lot of the features of
>workbench will be retained and enhanced further.

This upsets me. The Amiga kernel is central to its efficiency and
general behaviour. Using another kernel will make it somwething else
than an AmigaOS.

>> be done under Linux. It will not include a Motorola CPU, it's probably
>going to use
>> intels comming Merced chip, or something else shitty. The "new" amiga
>which will be
>
>Definately not Merced or anything Intel.

We don't know that. In fact, we don't know anything at all.

>> like a bridge to the new platform which will be released later this year
>will be
>> based
>> on the Pentium, so it's clear that they will go for the x86/intel line
>like everyone
>> else. Don't forget that Gateway has only made intel boxes and never even
>seen a PPC.
>
>Gateway wouldn't pay $40 mill for a virtually dead platform with only a
>small user base and then spend money on redevelopment to sell rebadged
>PC's. Who'd buy them ?, Amigans certailny wouldn't and neither would Joe
>Blow.

I'm uncertain, they've stated that they bought Amiga for its
community, and they have previously moved bought user groups to the PC
platform.

>> Basicly it's a completely new computer and OS with the Amiga name on it.
>It's like
>> buying a PC whith the Commodore sign on it. It has got nothing at all to
>do with
>> Commodore.
>
>It's for real dude, and it's an Amiga and it's not a PC.

I'd say it's neither or a little of both.

>I can't see a PC being 5-10X faster then the current PII by end 1999.

If the Amiga can, why not the PC? And how do you know this isn't
vapourware?

>Besides, what the hell is the problem with having another alternative to
>Intel ?.

I welcome all alternatives, but I want to keep the Amiga alive, and
I'm not sure that Gateway are planning to produce an Amiga.
--
/Iggy, the irregular regular.

2170. Re: [Poll] Atari Poll .....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-21 00:00:00 UTC
From: optimus@canit.se
Message-ID: <35b3a102.4307936@nntpserver.swip.net>
Source record: 4881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

pfloyd@sprintmail.com skrev Mon, 29 Jun 1998 23:59:07 -0400 f&#65533;ljande:

>Just some questions for all the Atari users out there:

I'm not sure if I can be counted as such, I'm only a psrt-time
Atarian.

>1. If Atari came out with a new computer system would you buy it?

Not unless it's extremely cheap. I can't afford the Milan.

>2. If the system were not compatible with the ST would you still
>consider it?

The Fuji logo doesn't necessarily mean it's a good computer. Sure, the
8-bitters were really good, and the STs were cheap and cheerful, but
that doesn't mean that a new computer will be any good.

>3. Would you buy the new computer if offered a discount or rebate for
>your ST?

Hehe, perhaps, though I doubt it would generate a lot.
--
/Iggy, the irregular regular.

2171. Looking for APX programs

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-21 00:00:00 UTC
From: craigm@gdi.net
Message-ID: <6p2hl2$5e4@news.gdi.net>
Source record: 4882

Hello to all,

I've had a 520ST and 1040 ST running since 1986. Just got a 4 meg Falcon.

I'm hoping to find original disks for some of my old programs, particularly the old Astrology program that came from the APX or Antic archives.

Any leads for those things? My wife loves the old Astrology program, and I'll buy it from someone if I need to.

Thanks,

Craig Morehouse

email replies to
craigm@gdi.net

2172. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-21 00:00:00 UTC
From: maurits@SPAMBLOCK_remove_to_reply.bassment.demon.nl
Message-ID: <slrn6r933r.c0.maurits@bassment.demon.nl>
Source record: 4883
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

>>:
>>: So? When can we see KDE or Gnome ports for MiNT then?
>>:
>>
>>A free implementation of KDE is impossible because of the
>>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>>*might* be able to run an Xserver and then open a plip connection to
>>some other machine running an application. Not very useful

One of the first big MiNT distributions, the TAF-kit, came with X11 as default GUI. It works nicely on a 4meg ST. But lemme get this discussion straight, so far the line was that an Amiga can do anything an Alpha can do in Linux because an Amiga will run Linux as well, but that this doesn't go for Ataris because MiNT isn't fully Linux compatible? Are we forgetting that Linux will run on an Atari as well? (And, again, that X will also work under MiNT).

Maurits.

2173. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-21 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6r9v5d.dsl.jedi@dementia.mishnet>
Source record: 4884
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 21 Jul 1998 20:05:40 GMT, Maurits van de Kamp
<maurits@SPAMBLOCK_remove_to_reply.bassment.demon.nl> wrote:
>>>:
>>>: So? When can we see KDE or Gnome ports for MiNT then?
>>>:
>>>
>>>A free implementation of KDE is impossible because of the
>>>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>>>*might* be able to run an Xserver and then open a plip connection to
>>>some other machine running an application. Not very useful
>
>One of the first big MiNT distributions, the TAF-kit, came with X11 as default
>GUI. It works nicely on a 4meg ST. But lemme get this discussion straight,
>so far the line was that an Amiga can do anything an Alpha can do in Linux
>because an Amiga will run Linux as well, but that this doesn't go for Ataris
>because MiNT isn't fully Linux compatible? Are we forgetting that Linux will

It may not necessarily go for MiNT.

That does not address Atari in general.

A Falcon will quite happily run Linux and could
quite happily contribute to a D2 render farm
right beside an Ameboa, an Alpha, a Sidewinder
or any other supported platform...

>run on an Atari as well? (And, again, that X will also work under MiNT).

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2174. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-22 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6p3ner$li6$1@ash.ridgecrest.ca.us>
Source record: 4885

On 15 Jul 1998 05:26:25 , sinclair2246@my-dejanews.com wrote:
>Its been a while since I last posted here. As a result the number of posts
>have declined.. It's time for sinclap to be controversial again to raise
>that blood pressure.

Your a riot. You post to a newsgroup where people probably haven't
switched computers in four to six years, and you think a couple of
weeks is a long time.

>
>Now that Cubase VST has been avialble for the PowerMac line for some time. Why
>would new Cubase users and Atari legacy ST folks would upgrade to a Hades,
>shades or what ever instead of a PowerMac or wintel based cubase solution?

Pretty simple. The Mac O/S and Win 95/8. Why make it hard on yourself
when you have one of the simplest and most compact O/S's available to
utilize with one of those powerful clones (opps, clone is not a
Macster term anymore:).

>
>The Mac/wintel platforms are more powerful for less money.

More powerful, but still slower with the O/S that they must toat
around. Besides why should a PPC user be afarid of a little old 060?
Must be fear to cause you to post here. What else could it be? At
least you'll still have a home here when Apple goes under:).

> That concept has
>been lost on the Atari boobs(since I own Atari game machines, does that make
>me an Atari boob?)

Considering only in the last year processors have been able to manage
the giant O/S's Apple and WinTel machines use, I think that Atari
users have done quite well with their selections in the past.

>
>Just curious..

Just like the monkey.....

Mike

2175. SinPlops dribbliage

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-22 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6p3olqlrl2@ash.ridgecrest.ca.us>
Source record: 4886

Newsgroups: comp.sys.atari.advocacy
From: grovem@ridgecrest.ca
Organization: Evil Dead II
References: <6ohei1$8mp$1@nnrp1.dejanews.com>
Subject: Re: TOS cubase or cheaper/powerful PowerMac
X-Newsreader: NEWSie Version 0.90 (Atari)

On 15 Jul 1998 05:26:25 , sinclair2246@my-dejanews.com wrote:
>Its been a while since I last posted here. As a result the number of posts
>have declined.. It's time for sinclap to be controversial again to raise
>that blood pressure.

Your a riot. You post to a newsgroup where people probably haven't
switched computers in four to six years, and you think a couple of
weeks is a long time.

>
>Now that Cubase VST has been avialble for the PowerMac line for some time. Why
>would new Cubase users and Atari legacy ST folks would upgrade to a Hades,
>shades or what ever instead of a PowerMac or wintel based cubase solution?

Pretty simple. The Mac O/S and Win 95/8. Why make it hard on yourself
when you have one of the simplest and most compact O/S's available to
utilize with one of those powerful clones (opps, clone is not a
Macster term anymore:).

>
>The Mac/wintel platforms are more powerful for less money.

More powerful, but still slower with the O/S that they must toat
around. Besides why should a PPC user be afarid of a little old 060?
Must be fear to cause you to post here. What else could it be? At
least you'll still have a home here when Apple goes under:).

> That concept has
>been lost on the Atari boobs(since I own Atari game machines, does that make
>me an Atari boob?)

Considering only in the last year processors have been able to manage
the giant O/S's Apple and WinTel machines use, I think that Atari
users have done quite well with their selections in the past.

>
>Just curious..

Just like the monkey.........

Mike

2176. [Ad] Microsoft product for Atari Fans!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-25 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6pbqnp$ed1@news2.tds.net>
Source record: 4887

Atari Fans! Finally a Microsoft product you can use.

Guaranteed not to crash! (Although, it burns quite well.)

Priceless!
(Slightly higher in Canada)

is pleased to announce the immediate availability of fine, handcrafted
writing paper:

100% Hand-made
100% Recycled
100% Post-Microsoft content

OK, not so fine actually. I'm just starting this and am learning as I
go - But it is perfectly useable writing paper, approximately 8.5x11
inch. Guaranteed to be 100% repulped Microsoft documentation and MS
generated printouts. This is the first in a series of Atari-related
items that I will be making available. This is pretty much just to
raise a small amount of capital to enable me to make Atari-related
memo pads, blank books (and some with Atari info, I'm in the process
of negotiating with some people at the moment) and a planned
Atari-generated, hand-bound (hard cover) Atari-specific book
(hopefully the first of a series).

Contact me for more information

tross3@hamtel.tds.net

Thanks!

Terry Ross
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2177. FS:ST and Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-25 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998072516031800.MAA16360@ladder03.news.aol.com>
Source record: 4888

FS: I am selling a bunch of my Atari stuff in order to raise some money toward the purchase of a TOS clone. I haven't decided which clone to buy yet, it'll be a toss up between the Milan and Wizztronics machine.
I have divided the stuff up into two groups. The Jaquar Group and the ST Group, and that's how I want to sell them. I live in Loudoun County, Virginia which is in the greater Washington, D.C. Metro area, so I'm looking for buyers primarily in that area , it'll cut down on the cost of shipping :).

JAGUAR GROUP
Complete Atari Jaguar
Complete Jag CD
11 Carts and 3 CD's

ST GROUP
Complete 520ST with 4megs of memory
19 Programs, 27 games, and 1 joystick

Interested persons may email me at: Seahawker@juno.com
Thanks,
Sam Ferrer

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

2178. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6pe7ojppk1@nnrp1.dejanews.com>
Source record: 4889

In article <-1807980819530001@chaosnet30.idirect.com>,
<username>@idirect.com wrote:
> well, hello sports fans (but espescially The Idiot Forever Known As
> Sinclap)...

Lots of catching upto since my trip to Cupertino...

> I took the plunge for work and bought myself a nice used Mac PowerBook
> 140 for use as a PDA unit. And so far, I'm quite pleased with it.
>

Congrats..

> And, as you can see, I'm posting this using Newsreader, the wonderful
> USENET newsreader program for the Macintosh. Which mens that if someone
> like me can get on the USENET in minutes on a Mac with just a small amount
> of configuration, then someone like SinClap, who has ranted long and loud
> about how his Mac is more capable of being an internet machine than us
> poor "Atari boobs" should be more than capable of taking the plunge and
> not having to use the crutch of DejaNews to post his MCIBTYC drivel.

He he...I eventually well one day. I am just to worn out to do so from my
busy schedule plus I like deja. You need to read before you critcize because
there are Atari Jihads who use deja as a newsreader..

Can you run pointcast?

> the writing's on the wall, TIFKAS, PUT UP OR SHUT UP.
>
> BTW, no need to worry folks - I'm still in the Atari camp, for as soon
> as I get this puppy a bigger drive and more RAM it's gonna become the most
> perfect Atari laptop you'll ever see via MagiCMac :)

Yea but can you run pointcast?
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2179. Re: TOS cubase or cheaper/powerful PowerMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6pgfatcrj1@nnrp1.dejanews.com>
Source record: 4890

In article <6p3ner$li6$1@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca wrote:
> On 15 Jul 1998 05:26:25 , sinclair2246@my-dejanews.com wrote:

> Your a riot. You post to a newsgroup where people probably haven't
> switched computers in four to six years, and you think a couple of
> weeks is a long time.

What makes you think they have not yet?

> Pretty simple. The Mac O/S and Win 95/8. Why make it hard on yourself
> when you have one of the simplest and most compact O/S's available to
> utilize with one of those powerful clones (opps, clone is not a
> Macster term anymore:).

I'l stack up OS 8.1 against any flavor of TOS anyday. There is noting
simplest compared to OS 8.1 yet..

> More powerful, but still slower with the O/S that they must toat
> around. Besides why should a PPC user be afarid of a little old 060?
> Must be fear to cause you to post here. What else could it be? At
> least you'll still have a home here when Apple goes under:).

Nothing slow about OS 8.1...Not afraid of the 060...the PPC line is modern and
costs less than 060's.

"who needs modern processsors, thats why I have the 060"

> Considering only in the last year processors have been able to manage
> the giant O/S's Apple and WinTel machines use, I think that Atari
> users have done quite well with their selections in the past.
>

The last wordprocessor that went off the assembly line around 1990(?)..Correct
me if I am mistaken plus/minus two year.

> >
> >Just curious..
>
> Just like the monkey.........

You have this thing for monkeys do you?

> Mike
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2180. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-26 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.1025986fb70154a19896ae@news.jpci.net>
Source record: 4891

Santa Fe Voostra!! sinclair2246@my-dejanews.com appears thinks that ....
> Yea but can you run pointcast?

What's pointcast?!

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----
"I say what it occurs to me to say" - The Man in the Shack
==========

2181. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35bb9eac.0@diana.idirect.com>
Source record: 4892

On 26 Jul 1998 03:28:20 , sinclair2246@my-dejanews.com wrote:

>
>He he...I eventually well one day. I am just to worn out to do so from my
>busy schedule plus I like deja. You need to read before you critcize because
>there are Atari Jihads who use deja as a newsreader..

one other thing - at least those who go into comp.sys.atari.st with
Deja do so to ask intelligent questions rather than to disrupt it with
brain-dead flamebait like a certain Mac advocate we know does (and I also
believe that Deja has a users agreement that makes such behavior
grounds for disconnection).

>
>Can you run pointcast?

show me where I can find it, and I'll be more than happy to try to
set it up. You realize, of course, that if my PowerBook isn't designed
to run it that it would be perfectly pointless.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2182. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35bb9d0d.0@diana.idirect.com>
Source record: 4893

On 26 Jul 1998 03:28:20 , sinclair2246@my-dejanews.com wrote:
>In article <-1807980819530001@chaosnet30.idirect.com>,
> <username>@idirect.com wrote:
>> well, hello sports fans (but espescially The Idiot Forever Known As
>> Sinclap)...
>
>Lots of catching upto since my trip to Cupertino...
>
>> I took the plunge for work and bought myself a nice used Mac PowerBook
>> 140 for use as a PDA unit. And so far, I'm quite pleased with it.
>>
>
>Congrats..

yep, it's a nice little machine.
>
>> And, as you can see, I'm posting this using Newsreader, the wonderful
>> USENET newsreader program for the Macintosh. Which mens that if someone
>> like me can get on the USENET in minutes on a Mac with just a small amount
>> of configuration, then someone like SinClap, who has ranted long and loud
>> about how his Mac is more capable of being an internet machine than us
>> poor "Atari boobs" should be more than capable of taking the plunge and
>> not having to use the crutch of DejaNews to post his MCIBTYC drivel.
>
>He he...I eventually well one day. I am just to worn out to do so from my
>busy schedule plus I like deja. You need to read before you critcize because
>there are Atari Jihads who use deja as a newsreader..

I think if you look a little closer, those who've been posting with
Deja have been running Wintel machines, and have mostly curious about
comp.sys.atari.st and its content. Quite a few want to learn how to
hook up properly using their Ataris.

As for "Atari Jihads" (a term I find offensive), the only person
that's fit that description in years recently appeared in
comp.sys.atari.st advocating hatred, abuse, and death for anyone using
any sort of Microsoft product (yes, including Internet Explorer for the
Mac). Let's say that after the flames subsided this idiot was rendered
extra-crispy :) by those in the group who, though they have legitimate
beefs about other platforms, are way more open-minded to those who do
use those other systems.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits

email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2183. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6rnjm1.8uv.jedi@dementia.mishnet>
Source record: 4894

```
On Sun, 26 Jul 1998 20:48:41 +0100, Zaphod
<zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk> wrote:
>Santa Fe Voostra!! sinclair2246@my-dejanews.com appears thinks that ....
>> Yea but can you run pointcast?
>
>What's pointcast?!

computer -> TV conversion program methinks...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.
```

2184. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6ro433.9dn.jedi@dementia.mishnet>
Source record: 4895

On 26 Jul 98 21:25:00 GMT, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:
>On 26 Jul 1998 03:28:20 , sinclair2246@my-dejanews.com wrote:
>
>>
>>He he...I eventually well one day. I am just to worn out to do so from my
>>busy schedule plus I like deja. You need to read before you critcize because
>>there are Atari Jihads who use deja as a newsreader..
>
> one other thing - at least those who go into comp.sys.atari.st with
>Deja do so to ask intelligent questions rather than to disrupt it with
>brain-dead flamebait like a certain Mac advocate we know does (and I also
>believe that Deja has a users agreement that makes such behavior
>grounds for disconnection).
>
>>
>>Can you run pointcast?
>
> show me where I can find it, and I'll be more than happy to try to
>set it up. You realize, of course, that if my PowerBook isn't designed
>to run it that it would be perfectly pointless.
>
>
>//////////////////////Daniel L. Dreibelbis//////////////////////
>ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
>///////////////"And yet, the Fuji Lives!" ////////////////////

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2185. Re: TOS cubase or cheaper/powerful Powe

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-27 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6pgoq3pvo1@ash.ridgecrest.ca.us>
Source record: 4896

On 26 Jul 1998 23:49:45 , sinclair2246@my-dejanews.com wrote:
>In article <6p3ner$li6$1@ash.ridgecrest.ca.us>,
> grovem@ridgecrest.ca wrote:
>> On 15 Jul 1998 05:26:25 , sinclair2246@my-dejanews.com wrote:
>
>> Your a riot. You post to a newsgroup where people probably haven't
>> switched computers in four to six years, and you think a couple of
>> weeks is a long time.
>
>What makes you think they have not yet?

Because I deal with most of them on a little more comfortable ground
than you do.
>
>> Pretty simple. The Mac O/S and Win 95/8. Why make it hard on yourself
>> when you have one of the simplest and most compact O/S's available to
>> utilize with one of those powerful clones (opps, clone is not a
>> Macster term anymore:).
>
>I'l stack up OS 8.1 against any flavor of TOS anyday.

Shit stacks pretty high, dosen't it farm boy?

> There is noting
>simplest compared to OS 8.1 yet..

What about Sperry Dos?

>
>> More powerful, but still slower with the O/S that they must toat
>> around. Besides why should a PPC user be afarid of a little old 060?
>> Must be fear to cause you to post here. What else could it be? At
>> least you'll still have a home here when Apple goes under:).
>
>Nothing slow about OS 8.1...Not afraid of the 060...the PPC line is modern and
>costs less than 060's.

What "modern" features do Apple PPC motherboards (excuse me, logic
boards that cost an arm and leg if replacement is necessary) have over
the current Hades/Milan?
>
>"who needs modern processsors, thats why I have the 060"
>
>> Considering only in the last year processors have been able to manage
>> the giant O/S's Apple and WinTel machines use, I think that Atari
>> users have done quite well with their selections in the past.

>>
>
>The last wordprocessor that went off the assembly line around 1990(?)..Correct
>me if I am mistaken plus/minus two year.

Where did word processors come into the discussion?" Were are talking
about production 68060 processors currently being manufactured
by Motorola and used in several desktop systems now around the world,
and replacing the 68000/040 embeded systems rapidly.
>
>> >
>> >Just curious..
>>
>> Just like the monkey.........
>
>You have this thing for monkeys do you?

Yea, I like to go to C.S.A.A and watch one with the pet name of
SinPlop reach around his behind and eat what he spews from his mouth.

You've lost your touch, SinPlop. Why don't you just go purchase one of
Bill's machines like your shrink says and get it over with. You'll be
a lot happier.

<Advertisement Spam deleted>

Mike

2186. Cubase Linux?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-27 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6rpel0.asv.jedi@dementia.mishnet>
Source record: 4897

The leading Linux print publication _Linux Journal_ is
running a WishList/Survey @ http://www.linuxresources.com/wish/
for titles that people want ported to Linux. I couldn't help
but notice an entry for Cubase...

...if any of you think you might be interested in Cubase
for Linux you might want to mosey over there and vote.

While there's a certain implicit assumption that these
ports would see the light of day first on PC Clones,
Linux also supports a wide array of other platforms,
including 68x00's with MMU's (TT, Falcon, A2000).

BTW, has anyone tried Linux on any of the newer TT clones?

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2187. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-28 00:00:00 UTC
From: optimus@canit.se
Message-ID: <35bd7dc4.3643047@nntpserver.swip.net>
Source record: 4898

sinclair2246@my-dejanews.com skrev Sun, 26 Jul 1998 03:28:20 GMT
f�ljande:

>Can you run pointcast?

Can you run Degas Elite?
--
/Iggy, the irregular regular.

2188. Hot Dang!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-28 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6pkidd$e4n$1@news.campus.mci.net>
Source record: 4899

This is my "Hot dang - I love TOS computers" message...

Advocate on that, ye unbelievers and weep... ;-)

```
_____________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2189. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-28 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6rscbs.a9o.jedi@dementia.mishnet>
Source record: 4900

On Tue, 28 Jul 1998 07:32:19 GMT, Iggy Drougge <optimus@canit.se> wrote:
>sinclair2246@my-dejanews.com skrev Sun, 26 Jul 1998 03:28:20 GMT
>fï¿½ljande:
>
>>Can you run pointcast?
>
>Can you run Degas Elite?

Pointcast is a push client that requires a proprietary
server for support. Niether of those attributes are
particularly impressive.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2190. Summer silliness

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-28 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6plpoj$jbs@ds2.acs.ucalgary.ca>
Source record: 4901

This arrived in my mail the other day - thought you all might get a smile from it - I did !

Subject: The new IMAC's - Specificaly created for users

From: Apple Canada - Creators of the finest computers on earth.

To: MacIntosh Users Everywhere.

With the successful introduction of our new IMac we have redeveloped the platform to conform to users needs.

Specifically, our new IMac comes integrated with specific software and hardware for certain groups of individuals (see Chart below). These IMacs will be available soon at fine Apple Dealers everywhere.

IMac G3 Tailored systems Code 39474

AhhMAC - System suite of software and hardware for Medical Doctors/Nurses.

OiMac - Jewish and Hebrew text, translation and OS

HighMac - Control and maintenance of Hydroponic operations.

EhMac - Canadian translation software and OS

FlyMac - Air Traffic controllers and Pilot operations software.

AyeMac - Irish, Scottish Translation software and OS

SighMac - Psychologists and Social worker software.

WhyMac - IBM and compatable software solutions.

NighMac - Portable system with FRIENDly software solutions.

WryMac - Complete tools for debugging,virus killer, systems diagnostics, etc..

PieMac - Software for Bakers and Donut shops.

CryMac - Baby food preparation and diaper change software.

GuyMac - Race car driving software, Bikini beach Internet Access.

EyeMac - Laser Surgeons operations software and OS.

TaiMac - Tai-Chi and Karate systems solutions. -- *Do not confuse
with TAIMac.. our Taiwan translations software.

ByeMac - The end of this comical text.

Copyright 1998
Dom D'Antonio
didomeni@calcna.ab.ca

The Canadian Curmudgeon (in cloudy, +26C, Calgary)

2191. Re: Possible Milan dealer in USA has so

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-29 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6pman4$9jo$1@nnrp1.dejanews.com>
Source record: 4902
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <35b7786f.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> I too am interested in the Milan, as this would be the perfect
> upgrade path for me and a lot of people in TAF, particularly at the
> price point for the new machine.

In my case an imac would be the perfect upgrade. Yes it does include
PointCast. However, I was promised a new PowerBook G3 within six months.

> Besides, any new TOS machine that makes Sinclap nervous - to the
> point of his spreading disinformation about it already in .advocacy (he
> claimed that "90% of all TOS applications fall over on the Milan", which
> you have to take in stride as Sinclap admits that he's used an Atari a
> grand total of ONCE) - must be an impressive machine indeed.

I guess the Atari 800 is not a Atari. I swore I used it everyday..
>
> Alas, I'm not going to Las Vegas so I won't be able to see the
> Milan first hand, but I trust that some kind souls who've tried it
> the show will report on it here for eludication. :)

The U.S. backed Canadian currency does not got far? Or maybe the U.S. Border
Patrol has you on the undesirable alien list...

> BTW, check out ST Informer 100 on their website, they've got a
> transcript of the IRC session with the Milan developers - fascinating
> stuff. They're even preparing a software bundle for it which will
> include a "lite" version of Papyrus and Smurf, and possibly an Internet
> suite along with it.

Is that similar to PointCast?

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Still a VP?

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2192. Dejanews users abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-29 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6pmj3uotv1@ash.ridgecrest.ca.us>
Source record: 4903

Below is a copy of a small letter sent to Dejanews concerning TIFKAS
recent post to the comp.sys.atari.st newsgroup.

Lets try to keep the mud and blood in the advocacy group where it belongs.

Mike

2193. Re: Dejanews users abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-29 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6pmjagouo1@ash.ridgecrest.ca.us>
Source record: 4904

On 29 Jul 1998 07:31:10 , grovem@ridgecrest.ca wrote:
>Below is a copy of a small letter sent to Dejanews concerning TIFKAS
>recent post to the comp.sys.atari.st newsgroup.
>
>Lets try to keep the mud and blood in the advocacy group where it belongs.
>
>Mike

Dear Sirs or Madams,

I am sure that Dejanews can relate to small niches in the computer market place, and the effects of even minor bad press or content can have in those areas.

The comp.sys.atari.st, comp.sys.atari.tech, comp.sys.atari.programmer and comp.sys.atari.advocacy are groups that help propel the continued use and marketing of Atari related software and hardware. These groups are frequented by avid Atari users from around the globe. Many programmers continue to release new software or announce updates to existing applications there. Several Atari/TOS clone manufactures announce the release of new, Atari compatible clones on a basis almost as frequent as Apple announces it's new products. These products fill a niche market, and are often marketed at a cost that barely covers production and development, by people that understand computer users with alternative ideas on what current personal computing needs are. These newsgroups provide the necessary global communication which enables users such as myself to maintain my personal computer activities.

First, I would like to point out that I think that Dejanews provides one of the most important aspects available to Web users. Information. I realize that it is up to each user to evaluate that information, and decide themselves the accuracy of its content. However, the users of the above newsgroups have had to tolerate the intentional attempts of one particular person to denounce any new release of Atari software and hardware from within those groups for the last several years. It would be understandable if his comments were confined to the advocacy group, where such "flames" and "mud slinging" are considered acceptable, but he continues to interfere with the function and charter of the other existing Atari newsgroups. During these past years, complaints have been sent to Internet Service Providers from which he post his messages from, and what I believe to be factual, has either been told to cease and desist, or had his accounts revoked.

At this time, this user, Sinclair2246@my-dejanews.com, continues to promote his destructive statements and inaccurate facts and opinions

by means of your service, Dejanews. While not taken seriously by established users, the deterrence of even a few new users to the Atari community can mean a loss that is felt by all in our community.

With that said, I respectfully request that you investigate his continued abuse of these newsgroups through the Dejanews posting service, and for myself, and a hundred other users, remove his privilege of using your service to continue this undermining presence of an immature, irresponsible Apple Computer Representative.

With deep regrets,

Michael Grove

2194. Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-29 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6pmjgt$p7k$1@ash.ridgecrest.ca.us>
Source record: 4905

>To: comment@dejanews.com
>From: grovem@ridgecrest.ca
>Organization: Evil Dead II
>Subject: Dejanews user
>X-Mailer: NEWSie Version 0.90 (Atari)

Dear Sirs or Madams,

I am sure that Dejanews can relate to small niches in the computer market place, and the effects of even minor bad press or content can have in those areas.

The comp.sys.atari.st, comp.sys.atari.tech, comp.sys.atari.programmer and comp.sys.atari.advocacy are groups that help propel the continued use and marketing of Atari related software and hardware. These groups are frequented by avid Atari users from around the globe. Many programmers continue to release new software or announce updates to existing applications there. Several Atari/TOS clone manufactures announce the release of new, Atari compatible clones on a basis almost as frequent as Apple announces it's new products. These products fill a niche market, and are often marketed at a cost that barely covers production and development, by people that understand computer users with alternative ideas on what current personal computing needs are. These newsgroups provide the necessary global communication which enables users such as myself to maintain my personal computer activities.

First, I would like to point out that I think that Dejanews provides one of the most important aspects available to Web users. Information. I realize that it is up to each user to evaluate that information, and decide themselves the accuracy of its content. However, the users of the above newsgroups have had to tolerate the intentional attempts of one particular person to denounce any new release of Atari software and hardware from within those groups for the last several years. It would be understandable if his comments were confined to the advocacy group, where such "flames" and "mud slinging" are considered acceptable, but he continues to interfere with the function and charter of the other existing Atari newsgroups. During these past years, complaints have been sent to Internet Service Providers from which he post his messages from, and what I believe to be factual, has either been told to cease and desist, or had his accounts revoked.

At this time, this user, Sinclair2246@my-dejanews.com, continues to promote his destructive statements and inaccurate facts and opinions by means of your service, Dejanews. While not taken seriously by established users, the deterrence of even a few new users to the Atari

community can mean a loss that is felt by all in our community.

With that said, I respectfully request that you investigate his continued abuse of these newsgroups through the Dejanews posting service, and for myself, and a hundred other users, remove his privilege of using your service to continue this undermining presence of an immature, irresponsible Apple Computer Representative.

With deep regrets,

Michael Grove

2195. Re: Possible Milan dealer in USA has so

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-29 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35bf5bc1.0@diana.idirect.com>
Source record: 4906

On 29 Jul 1998 05:07:48 , sinclair2246@my-dejanews.com (The Idiot
Forever Known As Sinclap) wrote:

On 29 Jul 1998 05:07:48 , sinclair2246@my-dejanews.com wrote:
>In article <35b7786f.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> I too am interested in the Milan, as this would be the perfect
>> upgrade path for me and a lot of people in TAF, particularly at the
>> price point for the new machine.
>
>In my case an imac would be the perfect upgrade. Yes it does include
>PointCast. However, I was promised a new PowerBook G3 within six months.

with the problems Apple is facing right now (especially with the
CompUSA coupon fiasco) you'll be lucky to be operating a hot dog stand
within six months....

>
>> Besides, any new TOS machine that makes Sinclap nervous - to the
>> point of his spreading disinformation about it already in .advocacy (he
>> claimed that "90% of all TOS applications fall over on the Milan", which
>> you have to take in stride as Sinclap admits that he's used an Atari a
>> grand total of ONCE) - must be an impressive machine indeed.
>
>I guess the Atari 800 is not a Atari. I swore I used it everyday..

ahh, trying to compare a Milan with an Atari 800? Two very different
machines - that's like saying "I breathed on a Commodore 64 once,
therefore I'm an expert on Gateway's plans for the Amiga". Anyone who
would seriously try to compare an 800 with a Milan is dangerously
idiotic and should be kept away from any position in the computer
industry (except for sweeping the halls at Intel) Try again, weinerhead.

(No insult meant to all the nice Atari 800 users reading this :))

>>
>> Alas, I'm not going to Las Vegas so I won't be able to see the
>> Milan first hand, but I trust that some kind souls who've tried it
>> the show will report on it here for eludication. :)
>
>The U.S. backed Canadian currency does not got far? Or maybe the U.S. Border
>Patrol has you on the undesirable alien list...

so not only did you flunk history, political science and geography,
you also got poor marks in economics. What did you do major in in
university, TIFKAS - "Baiting Feminists 101"? The problems with the

Canadian currency at the moment has more to do with Asian markets. Or
are you posting from an alternate universe (this explanation makes more
sense, as everything that TIFKAS says makes more sense if prefaced by
the disclaimer "In Bizarro World....")?

As for my own "undesirability", I happen to hold dual citizenship to
both the US and Canada, and have gone across the border twice in the
last year with no major incident - same as the fact that I've travelled
to the UK three times in the last three years, again with no incident.
The only reason that I'm unable to attend the Las Vegas show is due to
time constraints related to my job. Maybe a nice letter to DejaNews
complaining of slander to my character should cure you of that
embarrassing habit of not thinking before you post....

>
>> BTW, check out ST Informer 100 on their website, they've got a
>> transcript of the IRC session with the Milan developers - fascinating
>> stuff. They're even preparing a software bundle for it which will
>> include a "lite" version of Papyrus and Smurf, and possibly an Internet
>> suite along with it.
>
>Is that similar to PointCast?
>
>> ////////////////////Daniel L. Dreibelbis////////////////////
>> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
>> Thorn in the side of all net.twits
>> email: dreibel@idirect.com
>> ///////////////"And yet, the Fuji Lives!" ///////////////////
>
>Still a VP?

my,your insults are getting lamer and lamer - like I said, I was
re-elected by acclamation in May, and haven't gone for the president's
job as the current president is doing an excellent job - why ruin a
good thing :).

Just about as lame an insult as "you will be eating your spinach",
which is doubly stupid when you realize that a) I LOVE spinach, and b)
you keep posting this in newsgroups full of Popeyes. Honestly, like
Bluto you act tough but you go down with one punch when your stupidity
and lack of credibility reveals itself.....

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2196. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-29 00:00:00 UTC
From: quinlan@my-dejanews.com
Message-ID: <6pnu6aeob1@nnrp1.dejanews.com>
Source record: 4907

In article <6pmjgt$p7k$1@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca wrote:

> I am sure that Dejanews can relate to small niches in the computer
> market place, and the effects of even minor bad press or content can
> have in those areas.

You lost me right here Michael. You think that someone should not be able post bad content because it would hurt particular brands of computers? That is obsurd. I also read the rest of your letter and the only thing that I agree with is that Peter should not post advocacy in non-advocacy groups. This group, by charter, is dedicated to "...attacking and defending Atari computers..." and Peter has violated neither neither the spirit nor the letter of this charter. His "flames" and "mud slinging" have been mirrored by other posters and have been more personal in nature. The Atari advocates certainly do not have the moral high ground here.

BTW, he is certainly a moron who annoys people but that can hardly be helped.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2197. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-29 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6po4hf$68b@news2.tds.net>
Source record: 4908

On 29 Jul 1998 19:46:18, quinlan@my-dejanews.com wrote:
>letter of this charter. His "flames" and "mud slinging" have been mirrored by
>other posters and have been more personal in nature. The Atari advocates
>certainly do not have the moral high ground here.
>
>BTW, he is certainly a moron who annoys people but that can hardly be helped.

Yes, Brian, I agree - we should leave poor Peter alone. He has enough problems knowing that Apple has just lost the US Navy and (something he doesn't know) my multi-national paper products corporation - who are not only stopping all purchases of Apple products, but attempting to dispose of the ones that they own - this is unofficial at the moment, but it's happening none-the-less. This is all probably just a plot by the Atari Jihad, and other Atari boobs... Why get 'personal' when you can insult everyone at once? Including citizens of a sovereign nation that he continues to claim is but a state of another nation?

BTW - is it just me, or has anyone else thought that the iMac looks like a 1940's Popular Mechanics' artists impression of what a 1970's vacuum cleaner would look like?

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2198. Re: Possible Milan dealer in USA has so

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-29 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6pohrd$fn2@ds2.acs.ucalgary.ca>
Source record: 4909

On 29 Jul 1998, Daniel L. Dreibelbis wrote:

> (No insult meant to all the nice Atari 800 users reading this :))

Especially with their 300 baud modems !

Insert especially evil grin here

The Canadian Curmudgeon (in warm, sunny, Calgary)

2199. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-30 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35bfbcf7.0@diana.idirect.com>
Source record: 4910

On 29 Jul 1998 21:34:39 , Terry & Karen Ross wrote:
>On 29 Jul 1998 19:46:18, quinlan@my-dejanews.com wrote:
>>letter of this charter. His "flames" and "mud slinging" have been mirrored by
>>other posters and have been more personal in nature. The Atari advocates
>>certainly do not have the moral high ground here.
>>
>>BTW, he is certainly a moron who annoys people but that can hardly be helped.
>
>Yes, Brian, I agree - we should leave poor Peter alone. He has enough
>problems knowing that Apple has just lost the US Navy and (something
>he doesn't know) my multi-national paper products corporation - who
>are not only stopping all purchases of Apple products, but attempting
>to dispose of the ones that they own - this is unofficial at the
>moment, but it's happening none-the-less. This is all probably just a
>plot by the Atari Jihad, and other Atari boobs... Why get 'personal'
>when you can insult everyone at once? Including citizens of a
>sovereign nation that he continues to claim is but a state of another
>nation?

as a citizen of the said sovereign nation, let me add that Sinclap
is obviously posting his flames to get attention - and my job is to
give Sinclap attention, but not necessarily the type he wants.
Seriously, he is in much need of psychiatric help and I hope that he
will come to realize that he needs to clean up his act and seek the
therapy he so obviously needs. Otherwise he may find himself nominated
as "Kook Of The Month" at alt.usenet.kooks .

From my end here in Canada, I am seeing a lot of Apple activity -
but not all of it good. Appland - a longtime Apple dealer and chain of
stores across Canada - just folded a few months ago, and the dealer
that's popped up in its place is running on a skeleton staff, very
little product on display, and no new software. The Computer Centre on
College and Spadina, which for the longest time was 50% Apple, 50% PC,
has now had PC stuff encroaching in the Apple department - more
software than the other store, but still nothing around the "12 30-foot
piles" that Sinclap claims. And I'd hate to see what's going on at
Computer City now that the idiots at CompUSA are taking over (you might
want to read the article at http://www.maccentral.com and find out -
seems that the $800 coupon book they're offering for pre-registering
the iMac has many products that can't be used on it). The only business
that's doing good is EduConnect at York University, and that's because
my brother's helping on the Mac side of things - he's everything a Mac
advocate SHOULD be and more, including being fair and honest and not
ridiculing one's choice of computer just because it's not the flavour
of the month.

>
>BTW - is it just me, or has anyone else thought that the iMac looks
>like a 1940's Popular Mechanics' artists impression of what a 1970's
>vacuum cleaner would look like?

that's a pretty astute observation. And the funny thing is, we may
even have bags that'll fit it at my work :)

>.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2200. Re: Possible Milan dealer in USA has so

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-30 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6poj3m$b4f@news2.tds.net>
Source record: 4911

On 29 Jul 1998 19:22:03, VE6HY wrote:
>
>On 29 Jul 1998, Daniel L. Dreibelbis wrote:
>
>> (No insult meant to all the nice Atari 800 users reading this :))
>
>Especially with their 300 baud modems !
>
>Insert especially evil grin here
Umm <he says, looking at his Atari 830, 300 baud accoustically coupled modem...> "You mean I should be using something else?"

Actually... I've still got the sucker... no idea why... just an inveterate packrat I suppose :)

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2201. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-30 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6polgvorf1@ash.ridgecrest.ca.us>
Source record: 4912

On 29 Jul 1998 19:46:18 , quinlan@my-dejanews.com wrote:
>In article <6pmjgt$p7k$1@ash.ridgecrest.ca>,
> grovem@ridgecrest.ca wrote:
>
>> I am sure that Dejanews can relate to small niches in the computer
>> market place, and the effects of even minor bad press or content can
>> have in those areas.
>
>You lost me right here Michael. You think that someone should not be able
>post bad content because it would hurt particular brands of computers? That
>is obsurd. I also read the rest of your letter and the only thing that I
>agree with is that Peter should not post advocacy in non-advocacy groups.

Well, maybe it was to long winded and did not contain the proper
sentence structure to get my point across. You quoted a statement made
early in the letter, but go on to say you agree that he should keep
his post in the advocacy group. The post that are outside the advocacy
group is what caused me to express my opinion. The fact is that he
will carry an arguement to whatever extent he feels is necessary to
get a reply, even posting to the incorrect group, which he has. My
point is that a hand slap is not enough in his case and he should have
his user status at Dejanews revoked due to misuse.

>This group, by charter, is dedicated to "...attacking and defending Atari
>computers..." and Peter has violated neither neither the spirit nor the
>letter of this charter.

Peter uses the group for advertising purposes. Consider what you state
above, and tell me again that it is ok for Apple (he does represent
Apple does he not?) to plug ads for their machines in an Atari
newsgroup? Besides that point, how can someone honestly attack the Atari
platform with the limited experience he has with the product. 99% of
his post belong in the alt.rec atari group where the common thread
is "The Jag is crap" headders. The person is here in attempts to cause
discouragement among the active users that care to read his post.
Probably only one percent of the active users even bother, but the group
is daily seeing new users come fowared, and here is where the issue lays.
A good arguement, sure. Even some good mudslinging. But it belongs in the
advocacy group. And it would be nice if the person on the other end actually
had some knowledge of what he was attacking. He does not.

> His "flames" and "mud slinging" have been mirrored by
>other posters and have been more personal in nature. The Atari advocates
>certainly do not have the moral high ground here.

"Screw" the morals. It's been balls out here for a few years now. I
don't care if he sleeps with Sheep. You want to know my moral ground?
Since we're in the advocacy group where little kids don't belong, I
think he is a piece of shit. How is that for a cro-magnum 'tude?
>
>BTW, he is certainly a moron who annoys people but that can hardly be helped.

That, I am in total agreement with you on.
>
>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca

Mike

"If I gave a rats ass, who would I give it to?"

2202. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-30 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6polev$brl@news2.tds.net>
Source record: 4913

On 30 Jul 98 00:23:19 G, Daniel L. Dreibelbis wrote:

> as a citizen of the said sovereign nation, let me add that Sinclap
>is obviously posting his flames to get attention - and my job is to
>give Sinclap attention, but not necessarily the type he wants.
>Seriously, he is in much need of psychiatric help and I hope that he
>will come to realize that he needs to clean up his act and seek the
>therapy he so obviously needs. Otherwise he may find himself nominated
>as "Kook Of The Month" at alt.usenet.kooks .

If he could channel some of that into constructively advocating Apple
it would serve him well. As long as he continues his present course
all he gets from me are vague feelings of pity and a minor curiosity
as to how many shootings of Morton Downey, Jr. & Rush Limbaugh he
actually watched. Same repetitious, loud-mouthed foundationless,
blabbering employed by all three of them. Hardly worth taking action
against - although Michael did have some valid points IRT newcomers to
the Atari scene. Anyway - keep up the good work :)

> From my end here in Canada, I am seeing a lot of Apple activity -
>but not all of it good. Appland - a longtime Apple dealer and chain of
>stores across Canada - just folded a few months ago, and the dealer
>that's popped up in its place is running on a skeleton staff, very
>little product on display, and no new software. The Computer Centre on
[some snipped... same context]

Don't misinterpret me now - gloating was the farthest thing from my
mind when I mentioned Apple's dwindling base. I support them and hope
for them to succeed - just pointing out that the signs don't look
promising.

>>
>>BTW - is it just me, or has anyone else thought that the iMac looks
>>like a 1940's Popular Mechanics' artists impression of what a 1970's
>>vacuum cleaner would look like?
>
> that's a pretty astute observation. And the funny thing is, we may
>even have bags that'll fit it at my work :)
>
I wonder what their reasoning was? It certainly doesn't project *any*
sort of positive image to me.

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2203. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-30 00:00:00 UTC
From: quinlan@my-dejanews.com
Message-ID: <6pp6dd$11n$1@nnrp1.dejanews.com>
Source record: 4914

In article <6polgvorf1@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca wrote:

> The post that are outside the advocacy
> group is what caused me to express my opinion. The fact is that he
> will carry an arguement to whatever extent he feels is necessary to
> get a reply, even posting to the incorrect group, which he has. My
> point is that a hand slap is not enough in his case and he should have
> his user status at Dejanews revoked due to misuse.

Maybe he should not be allowed to post to any group with *.atari.* in it
except this one? I wonder if Dejanews could enforce that... You know that if
he losses his Dejanews account he'll just start using a conventional
newsreader.

> Peter uses the group for advertising purposes. Consider what you state
> above, and tell me again that it is ok for Apple (he does represent
> Apple does he not?) to plug ads for their machines in an Atari
> newsgroup?

Actually, I think that he works for a retail company (CompUSA?) that sells
Macs and PCs.

> And it would be nice if the person on the other end actually
> had some knowledge of what he was attacking. He does not.

Looking for knowledge on the internet is probably a waste of time :-) I've
been having a discussion with a guy in another group for over a week and I
still can't seem to convince him that preemptive multitasking is better than
the cooperative multitasking used in the Mac OS. It is amazingly frustrating
but I think of myself a teacher of the ignorant masses (well not quite).

> > His "flames" and "mud slinging" have been mirrored by
> >other posters and have been more personal in nature. The Atari advocates
> >certainly do not have the moral high ground here.
>
> "Screw" the morals. It's been balls out here for a few years now. I
> don't care if he sleeps with Sheep. You want to know my moral ground?
> Since we're in the advocacy group where little kids don't belong, I
> think he is a piece of shit. How is that for a cro-magnum 'tude?

I don't have a problem with it. OTOH, I try not to violate netiquette by
attacking anyone personally. I believe that, except for Peter, I have only
failed once.

--
Brian Quinlan

quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2204. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-07-30 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35c06875.0@diana.idirect.com>
Source record: 4915

On 30 Jul 1998 02:23:27 , Terry & Karen Ross wrote:

>> From my end here in Canada, I am seeing a lot of Apple activity -
>>but not all of it good. Appland - a longtime Apple dealer and chain of
>>stores across Canada - just folded a few months ago, and the dealer
>>that's popped up in its place is running on a skeleton staff, very
>>little product on display, and no new software. The Computer Centre on
>[some snipped... same context]
>
>Don't misinterpret me now - gloating was the farthest thing from my
>mind when I mentioned Apple's dwindling base. I support them and hope
>for them to succeed - just pointing out that the signs don't look
>promising.
>
no misinterpretation intended - as a matter of fact, I don't gloat
over Apple's problems either. I do highly respect the Mac to the point
that I bought a used Powerbook a few weeks ago; I'm still quite
fascinated by how good it is and how it's going to help with the job I'm
in (I needed some sort of PDA I could take to trade shows to take notes,
as well as a portable Internet computer so I could do web searches for
my boss whenever a customer needed some info that's not quite available
from our end). The only things I've been critical of have been the way
the company has been run into the ground, the blown opportunites to make
the iMac REALLY attractive to the first-time buyer (that is, using
standard SCSI and printer ports so that they, not Apple, get to choose
what hooks up to it. That and Sinclap's constant obliviousness to the
facts and his bullying behaviour towards Atari users and
hardware/software developers and merchants (you'll notice he NEVER posts
to the mac.advocacy or comp.sys.mac) - certainly he'd like the
challenge of a REAL debate among his peers, especially those who really
posts the truth about Apple's situation.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2205. FS: 2600-VCS And More

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-01 00:00:00 UTC
From: dziur2@aol.com
Message-ID: <1998080118360200.OAA05919@ladder01.news.aol.com>
Source record: 4916

For Address Ect. EMail DZIUR2@AOL.COM!! ++First Called - First Served.++

For Sale:
Condition
Price
Atari 2600 Core Very Good
75.00

Add-Ons*

Joystick Good
2.50
Box Good
5.00
Packing Mint
2.50
Org. Tv/Atari Adaptor Fair**
2.50

*The 2600 Must Bought The For The Extras. Else All Add-On Are Double Listed.

**Works With Radio Shack Version.

For Address Ect. EMail DZIUR2@AOL.COM!! ++First Called First Served.++
AWCS
Atari World Classic Gaming Systems Opens End Of August!
http://members.aol.com/AtariW/Index.html

2206. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-01 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6pvqt6$en5$1@ash.ridgecrest.ca.us>
Source record: 4917

On 30 Jul 1998 07:12:45 , quinlan@my-dejanews.com wrote:
>In article <6polgvorf1@ash.ridgecrest.ca>,
> grovem@ridgecrest.ca wrote:
>
>> The post that are outside the advocacy
>> group is what caused me to express my opinion. The fact is that he
>> will carry an arguement to whatever extent he feels is necessary to
>> get a reply, even posting to the incorrect group, which he has. My
>> point is that a hand slap is not enough in his case and he should have
>> his user status at Dejanews revoked due to misuse.
>
>Maybe he should not be allowed to post to any group with *.atari.* in it
>except this one? I wonder if Dejanews could enforce that... You know that if
>he losses his Dejanews account he'll just start using a conventional
>newsreader.

I don't have a problem with him in this newsgroup, at least as far as
his rights are. I doubt that the letter I sent was even considered.
Most of the time ISP's simply say it looks like your group needs a
moderator........
>
>> Peter uses the group for advertising purposes. Consider what you state
>> above, and tell me again that it is ok for Apple (he does represent
>> Apple does he not?) to plug ads for their machines in an Atari
>> newsgroup?
>
>Actually, I think that he works for a retail company (CompUSA?) that sells
>Macs and PCs.

:). You wouldn't know it to read his post. Anyway, might as well
tarnish the resume before he submits it.

>
>> And it would be nice if the person on the other end actually
>> had some knowledge of what he was attacking. He does not.
>
>I don't have a problem with it. OTOH, I try not to violate netiquette by
>attacking anyone personally. I believe that, except for Peter, I have only
>failed once.

Yea, he has brought me to skullduggery a few times and I couldn't resist,
but I try to refer to him in the third person whenever I can (even
to him).

He needs to say away from the .ST, .TECH, and .PRG Atari groups.
Unless he would like to use his wisdom with the Mac OS and start a

MagiC Mac help list. But that would require an effort. It is much
easier to just randomly look in newsgroups and type some stupid
statement.
>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca

Mike

2207. Re: Possible Milan dealer in USA has so

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6q0pb2$10r$1@nnrp1.dejanews.com>
Source record: 4918

In article <35bf5bc1.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> with the problems Apple is facing right now (especially with the
> CompUSA coupon fiasco) you'll be lucky to be operating a hot dog stand
> within six months....

What problems? Okay there maybe one...Will there be enough imacs to go
around?

The CompUSA coupon has not been a fiasco but only in your livid mind.

> >
> >> Besides, any new TOS machine that makes Sinclap nervous - to the
> >> point of his spreading disinformation about it already in .advocacy (he
> >> claimed that "90% of all TOS applications fall over on the Milan", which
> >> you have to take in stride as Sinclap admits that he's used an Atari a
> >> grand total of ONCE) - must be an impressive machine indeed.
> >
> >I guess the Atari 800 is not a Atari. I swore I used it everyday..
>
> ahh, trying to compare a Milan with an Atari 800? Two very different
> machines - that's like saying "I breathed on a Commodore 64 once,
> therefore I'm an expert on Gateway's plans for the Amiga". Anyone who
> would seriously try to compare an 800 with a Milan is dangerously
> idiotic and should be kept away from any position in the computer
> industry (except for sweeping the halls at Intel) Try again, weinerhead.
>
> (No insult meant to all the nice Atari 800 users reading this :))
>
> >>
> >> Alas, I'm not going to Las Vegas so I won't be able to see the
> >> Milan first hand, but I trust that some kind souls who've tried it
> >> the show will report on it here for eludication. :)
> >
> >The U.S. backed Canadian currency does not got far? Or maybe the U.S. Border
> >Patrol has you on the undesirable alien list...
>
> so not only did you flunk history, political science and geography,
> you also got poor marks in economics. What did you do major in in
> university, TIFKAS - "Baiting Feminists 101"? The problems with the
> Canadian currency at the moment has more to do with Asian markets. Or
> are you posting from an alternate universe (this explanation makes more
> sense, as everything that TIFKAS says makes more sense if prefaced by
> the disclaimer "In Bizarro World....."?
>

Actualy I concentrated in the International Relations area of my Liberal Arts BA. I kind of miss the Foreign relations classes...as U.S. foreign policy, Middle East classes that had Palestanians and the Jewish students. Very entertaining, informative and relevance. Sorry no mention of Canada except that the U.S. Secretary State is considered the quasi Canadian representative - foreign minister. Why not close down the Canadian embassies for eficiency?

As for the Feminists...I was on some of their shit lists considering I vote democratic.

> As for my own "undesirability", I happen to hold dual citizenship to
> both the US and Canada, and have gone across the border twice in the
> last year with no major incident - same as the fact that I've travelled
> to the UK three times in the last three years, again with no incident.
> The only reason that I'm unable to attend the Las Vegas show is due to
> time constraints related to my job. Maybe a nice letter to DejaNews
> complaining of slander to my character should cure you of that
> embarrassing habit of not thinking before you post....

Slander of character? Get real..every post directed to me by you is slander. I just brush it off as banter. You all take this serious...I don't..

After a days work this is unwind therapy..Nothing more..

FYI: I hold a dual citizenship to both U.S. and UK.

Is you mother or father/either Canadian and American or vice versa?

> >
>> my,your insults are getting lamer and lamer - like I said, I was
> re-elected by acclamation in May, and haven't gone for the president's
> job as the current president is doing an excellent job - why ruin a
> good thing :).
>
Wimp!.._) I over through my club Prez.

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2208. Re: Dejanews users abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6q0mcltii1@nnrp1.dejanews.com>
Source record: 4919

In article <6pmj3uotv1@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca wrote:
> Below is a copy of a small letter sent to Dejanews concerning TIFKAS
> recent post to the comp.sys.atari.st newsgroup.

So were is the small letter?

> Lets try to keep the mud and blood in the advocacy group where it belongs.

It has from my end...Have you told the others?

> Mike
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2209. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6q0meutir1@nnrp1.dejanews.com>
Source record: 4920

In article <35bd7dc4.3643047@nntpserver.swip.net>,
optimus@canit.se (Iggy Drougge) wrote:
> sinclair2246@my-dejanews.com skrev Sun, 26 Jul 1998 03:28:20 GMT
> f&#65533;ljande:
>
> >Can you run pointcast?
>
> Can you run Degas Elite?
>

No..But can run Macromedia Director..

--
> /Iggy, the irregular regular.

Peter S.
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2210. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6q0mmrtrq1@nnrp1.dejanews.com>
Source record: 4921

In article <6pvqt6$en5$1@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca wrote:

> I don't have a problem with him in this newsgroup, at least as far as
> his rights are. I doubt that the letter I sent was even considered.
> Most of the time ISP's simply say it looks like your group needs a
> moderator........

So whats the issue. I have posted in this newsgroup..Have you talked to Danny
boy who began the thread in comp.sys.atari.st

>
> Mike

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2211. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6q0mq4$u83$1@nnrp1.dejanews.com>
Source record: 4922

In article <slrn6rscbs.a9o.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:
> On Tue, 28 Jul 1998 07:32:19 GMT, Iggy Drougge <optimus@canit.se> wrote:
> >sinclair2246@my-dejanews.com skrev Sun, 26 Jul 1998 03:28:20 GMT
> >f&#65533;ljande:
> >
> >>Can you run pointcast?
> >
> >Can you run Degas Elite?
>
> Pointcast is a push client that requires a proprietary
> server for support. Niether of those attributes are
> particularly impressive.

In other words my machine is not compatible with pointcast so its no good.

Whatever!

> --
> Hardly. Microsoft has brought the microcomputer OS to
> the point where it is more bloated than even OSes from |||
> what was previously larger classes of machines altogether. / | \
> This is perhaps Bill's single greatest accomplishment.
>
>

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2212. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6q0niluuq1@nnrp1.dejanews.com>
Source record: 4923

In article <6pp6dd$11n$1@nnrp1.dejanews.com>,
quinlan@my-dejanews.com wrote:
>
> Actually, I think that he works for a retail company (CompUSA?) that sells
> Macs and PCs.
>

Not quite. I do not work for CompUSA but I am in their stores tens of hours
per week in North Texas and Albuquerque, NM.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2213. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6q0o2jvkn1@nnrp1.dejanews.com>
Source record: 4924

In article <35c06875.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 30 Jul 1998 02:23:27 , Terry & Karen Ross wrote:
>
> no misinterpretation intended - as a matter of fact, I don't gloat
> over Apple's problems either. I do highly respect the Mac to the point
> that I bought a used Powerbook a few weeks ago; I'm still quite
> fascinated by how good it is and how it's going to help with the job I'm
> in (I needed some sort of PDA I could take to trade shows to take notes,
> as well as a portable Internet computer so I could do web searches for
> my boss whenever a customer needed some info that's not quite available
> from our end). The only things I've been critical of have been the way
> the company has been run into the ground, the blown opportunites to make
> the iMac REALLY attractive to the first-time buyer (that is, using
> standard SCSI and printer ports so that they, not Apple, get to choose
> what hooks up to it. That and Sinclap's constant obliviousness to the
> facts and his bullying behaviour towards Atari users and
> hardware/software developers and merchants (you'll notice he NEVER posts
> to the mac.advocacy or comp.sys.mac) - certainly he'd like the
> challenge of a REAL debate among his peers, especially those who really
> posts the truth about Apple's situation.

Apple run into the ground? Were have you been in the last 12 months?

Apple is aware of the issues of leaving the old legacy ports and floppy out
of the imac. The imac is not for everyone thats why there continues to be
the G3 line. Apple did drop prices today. Their online store lists the G3
233 desktop at $1399 and the G3 233 Tower at $1499. Which is $100 and $200
above the cost of the imac. The current mgt is not stupid. Mitch Mandich
has done alot in the last year..Only if you knew the internal details..

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2214. Re: Pictures of the Amiga OS 5.0 Conceptual Desktop the Amiga OS5.0 Conceptual Desktop (the Amiga OS5.0 Conceptual Desktop Pictures of Amiga OS 5 Conceptual Desktop Pictures of Amiga OS 5 Conceptual Desktop Pictures of Amiga OS 5 Conceptual Desktop

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: optimus@canit.se
Message-ID: <35c429b1.3643830@nntpserver.swip.net>
Source record: 4925

sinclair2246@my-dejanews.com skrev Thu, 02 Jul 1998 05:33:44 GMT
f&#65533;ljande:

```
>Sportsfans...
>
>When will TOS get a face lift? You don't want it to fall further behind the
>Amiga OS do you?
>
>http://www.amiga.org/news/1998/0626-os5pics.shtml

Looks like all glitz and no substance. That is not an interface for
useful work, it looks more like someone is trying to do a "Kai".
That is not the Amiga I know.
--
/Iggy, the irregular regular.
```

2215. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: optimus@canit.se
Message-ID: <35c435ac.6711947@nntpserver.swip.net>
Source record: 4926

sinclair2246@my-dejanews.com skrev Sun, 02 Aug 1998 03:35:32 GMT
f&#65533;ljande:

>In article <slrn6rscbs.a9o.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>> On Tue, 28 Jul 1998 07:32:19 GMT, Iggy Drougge <optimus@canit.se> wrote:
>> >sinclair2246@my-dejanews.com skrev Sun, 26 Jul 1998 03:28:20 GMT
>> >f&#65533;ljande:
>> >
>> >>Can you run pointcast?
>> >
>> >Can you run Degas Elite?
>>
>> Pointcast is a push client that requires a proprietary
>> server for support. Niether of those attributes are
>> particularly impressive.
>
>In other words my machine is not compatible with pointcast so its no good.

```
Yes, but can your machine run Degas Elite?
--
/Iggy, the irregular regular.
```

2216. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: optimus@canit.se
Message-ID: <35c435cb.6742077@nntpserver.swip.net>
Source record: 4927

sinclair2246@my-dejanews.com skrev Sun, 02 Aug 1998 03:29:34 GMT
f&#65533;ljande:

>In article <35bd7dc4.3643047@nntpserver.swip.net>,
> optimus@canit.se (Iggy Drougge) wrote:
>> sinclair2246@my-dejanews.com skrev Sun, 26 Jul 1998 03:28:20 GMT
>> f&#65533;ljande:
>>
>> >Can you run pointcast?
>>
>> Can you run Degas Elite?
>
>No..But can run Macromedia Director..

But mine can run Thing. Can yours run Thing?
--
/Iggy, the irregular regular.

2217. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: optimus@canit.se
Message-ID: <35c438fb.7558398@nntpserver.swip.net>
Source record: 4928

sinclair2246@my-dejanews.com skrev Sun, 02 Aug 1998 03:48:36 GMT
f&#65533;ljande:

>In article <6pp6dd$11n$1@nnrp1.dejanews.com>,
> quinlan@my-dejanews.com wrote:
>>
>> Actually, I think that he works for a retail company (CompUSA?) that sells
>> Macs and PCs.
>>
>
>Not quite. I do not work for CompUSA but I am in their stores tens of hours
>per week in North Texas and Albuquerque, NM.

Ah, so you are like those kids who are always waititng in the line for
the N64 in toy stores?
--
/Iggy, the irregular regular.

2218. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.102e88e0d58549b69896cb@news.jpci.net>
Source record: 4929

Santa Fe Voostra!! grovem@ridgecrest.ca appears thinks that ....
> >Maybe he should not be allowed to post to any group with *.atari.* in it
> >except this one? I wonder if Dejanews could enforce that... You know that if
> >he losses his Dejanews account he'll just start using a conventional
> >newsreader.

Heh! He might write crap about Apple, but at least he has a cool
computer in his nickname. "Sinclair".

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----
"I say what it occurs to me to say" - The Man in the Shack
==========

2219. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35c486ae.0@diana.idirect.com>
Source record: 4930

On 2 Aug 1998 12:18:29 G, Iggy Drougge wrote:
>sinclair2246@my-dejanews.com skrev Sun, 02 Aug 1998 03:29:34 GMT
>f&#65533;ljande:
>
>>In article <35bd7dc4.3643047@nntpserver.swip.net>,
>> optimus@canit.se (Iggy Drougge) wrote:
>>> sinclair2246@my-dejanews.com skrev Sun, 26 Jul 1998 03:28:20 GMT
>>> f&#65533;ljande:
>>>
>>> >Can you run pointcast?
>>>
>>> Can you run Degas Elite?
>>
>>No..But can run Macromedia Director..
>
>But mine can run Thing. Can yours run Thing?

I'll see your Thing and raise you one Geneva, a Notator and a couple of
Neodesks :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2220. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-03 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.103019f83e8641e9896cc@news.jpci.net>
Source record: 4931

Santa Fe Voostra!! jedi appears thinks that ....
> >What's pointcast?!
>
> computer -> TV conversion program methinks...

How's that different to a modulator?!

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----
"I say what it occurs to me to say" - The Man in the Shack
==========

2221. Re: hey TIFKAS - if I can do it.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6scaft.6i4.jedi@dementia.mishnet>
Source record: 4932

On Mon, 3 Aug 1998 20:03:57 +0100, Zaphod
<zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk> wrote:
>Santa Fe Voostra!! jedi appears thinks that ....
>> >What's pointcast?!
>>
>> computer -> TV conversion program methinks...
>
>How's that different to a modulator?!

You misunderstand. I was speaking conceptually.
Pointcast is an internet push client. It pushes
information to users in a fashion similar to TV
as opposed to a pull client like gopher or
archie or a web browser.

Pointcast is nothing to cry over wrt lack of support.

Although icq is slight nifty. If Sinclair weren't such
a moron he might have mentioned that instead. Icq (in
case you dont know) attempts to solve the ISP/dynamic
IP problem for net users.

The client is being reverse engineered and the results
should be available for use under any platfrom, including
the ST.

If it's a netclient worth bothering with, there is likely
some reverse engineering project who's work the Atari
community could take advantage of.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2222. Captain's orders

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-04 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6q61af$jg4$1@ash.ridgecrest.ca.us>
Source record: 4933

Well, with deep regret, I announce that it is offical. As of July 23, 1998, we the employees of the Naval Air Warfare Center, are no longer able to purchase desktop Apple computers for use within the DOD. I assume this to mean the Command, which includes Pt. Mugu, White Sands, Pax River and China Lake.

It's a shame as most people last year and part of this year were only just starting to replace old 603's and 604's with G3's. Only but a handful have current Apple machines.

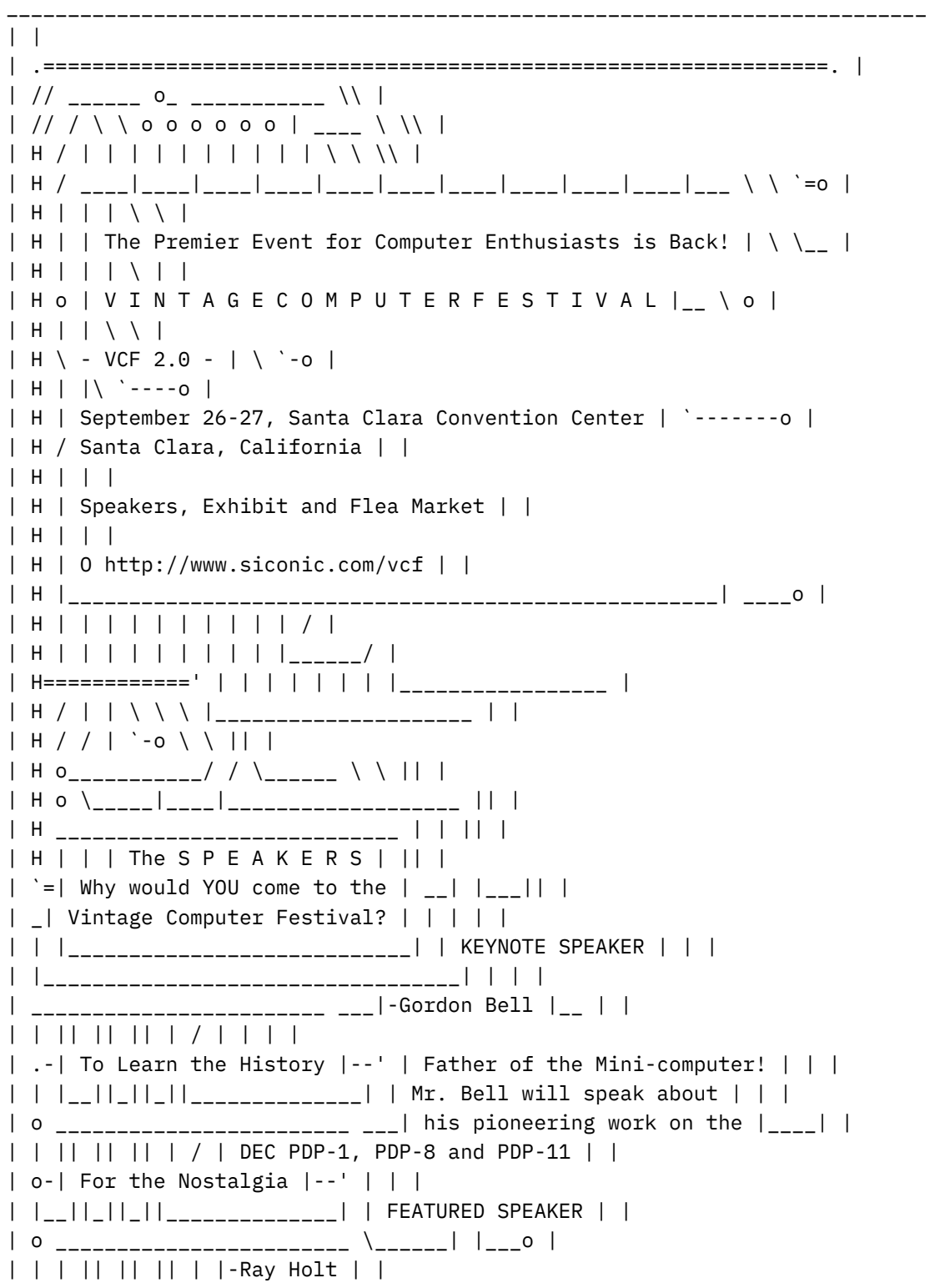
On the plus side, this does leave the opertunity for new PC owners to install one of the many Atari emulators (not that MagiC Mac is bad at all) on their new desktop machines and run old Mac software with Gemulator.

It's kind of sorted, but it looks like the advocacy wars will be coming down to how many machines your platform can be emulated on, and not the release of the iMac.

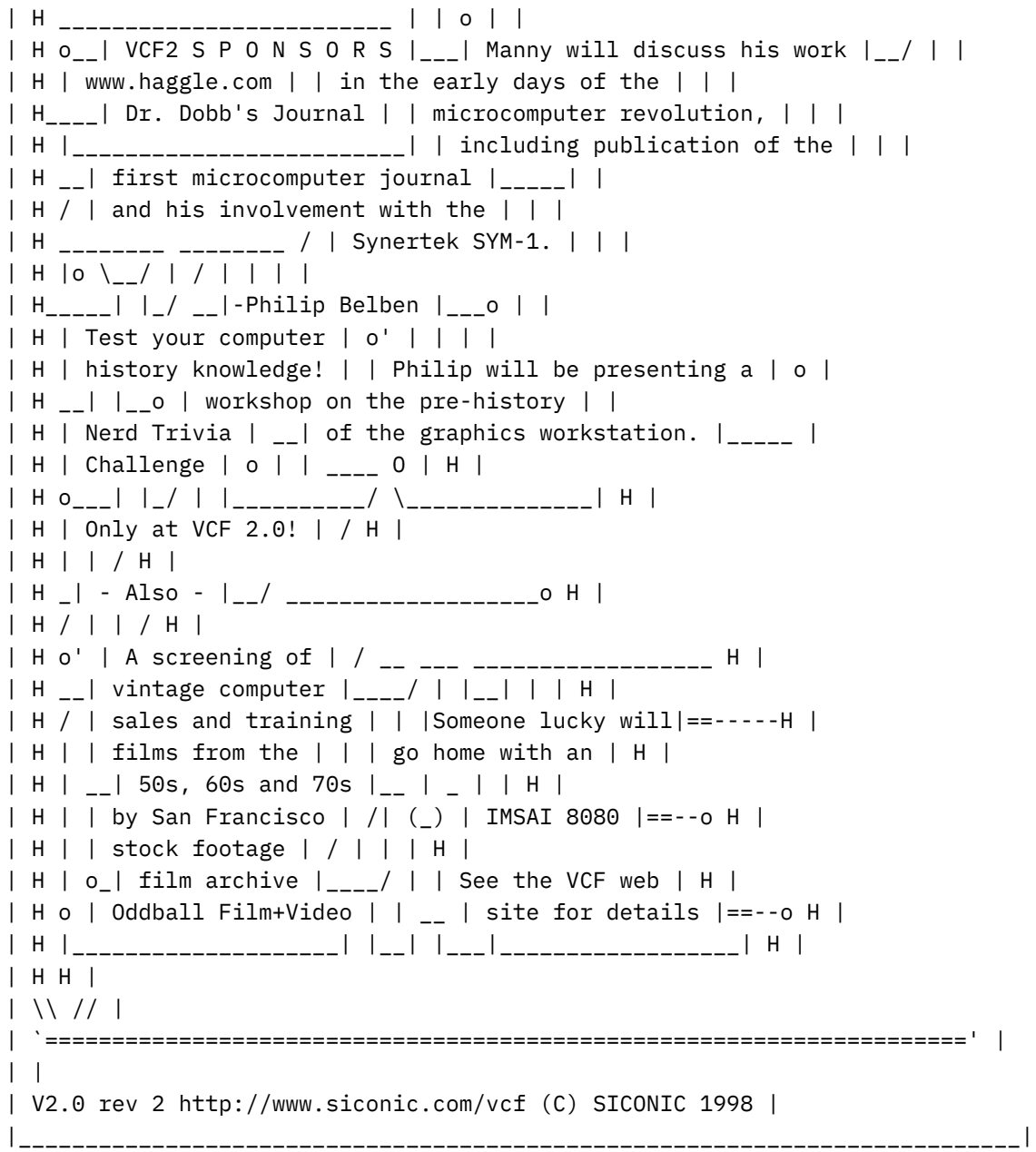
Mike

2223. VINTAGE COMPUTER FESTIVAL - VCF 2.0

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-04 00:00:00 UTC
From: Sam Ismail <dastar@verio.com>
Message-ID: <6q66ut$1gl$7@news.ncal.verio.com>
Source record: 4934


The Premier Event for Computer Enthusiasts is Back!
V I N T A G E C O M P U T E R F E S T I V A L
- VCF 2.0 -
September 26-27, Santa Clara Convention Center
Santa Clara, California
Speakers, Exhibit and Flea Market
O http://www.siconic.com/vcf
The S P E A K E R S
Why would YOU come to the
Vintage Computer Festival?
KEYNOTE SPEAKER
-Gordon Bell
To Learn the History
Father of the Mini-computer!
Mr. Bell will speak about
his pioneering work on the
DEC PDP-1, PDP-8 and PDP-11
For the Nostalgia
FEATURED SPEAKER
-Ray Holt

To Hear the Speakers
Who really invented the first microprocessor? Guess again. This designer of the JOLT and Synertek SYM-1 sin- gle-board computers will re- veal why computer history may need to be re-written.
To Buy Vintage Computers
For the Games & Contests
David Rutland
On the National Bureau of Standards Western Automatic Computer (SWAC). Mr. Rutland worked under Harry Huskey to help build this first com- puter west of the rockies.
To Meet Other Collectors
To Meet the Pioneers
For the Prizes!
Tom Geller
Philosophy of the Vintage Computer Festival... The main mission of the Vintage Computer Festival is to promote the preservation of "obsolete" compu- ters by allowing attendees to ex- perience the tech- nologies, people and stories that embody the remark- able tale of the computer revolu- tion.
Whether you're into game consoles, handheld devices, arcade machines or personal computers, there's a Mac- based emulator for you.
Jim Willing
Jim will demonstrate ways in which you can put computers, new and old, back to work in the classroom. Also, how to care for your old computers.
Bruce Faust
Bruce will tell you every- thing you want to know about the Toshiba T1100, the first "laptop" computer.
Manny Lemas


VCF2 S P O N S O R S
www.haggle.com
Dr. Dobb's Journal
first microcomputer journal
and his involvement with the
Synertek SYM-1.
-Philip Belben
Test your computer
history knowledge!
Nerd Trivia
Challenge
Only at VCF 2.0!
- Also -
A screening of
vintage computer
sales and training
films from the
50s, 60s and 70s
by San Francisco
stock footage
film archive
Oddball Film+Video
Manny will discuss his work
in the early days of the
microcomputer revolution,
including publication of the
Philip will be presenting a
workshop on the pre-history
of the graphics workstation.
Someone lucky will
go home with an
IMSAI 8080
See the VCF web
site for details
V2.0 rev 2 http://www.siconic.com/vcf (C) SICONIC 1998

2224. Milan update in the USA from GodFather Computer, Inc.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-04 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0408981615230001@i386.oro.net>
Source record: 4935

If you did not see our original message a couple weeks ago regarding the Milan, please read on and then send us an email so we can get you on our database. This way we can keep you posted if you are interested in buying a Milan in the USA... Email: tj@godfather.com

The staff at GodFather Computer, Inc. would like to thank all the folks who sent us an email regarding the possibility of distribution of the Milan Computer in the USA. We must say things are looking good thus far.

We have been told an english version will be available very soon and once this happens, our plans are to acquire one for testing purposes in our USA office. We want to make 100% sure this product is made well and that it performs as advertised.

Once we feel comfortable that the english version is solid, we will start to accept pre-orders for the Milan. Our goal is to locate as many USA customers as possible for this 1st order so we can all keep our freight costs down since shipping from Europe to USA is not always cheap.

Although the exact price has not been set, here are the initial specifications of the Milan system we will be selling for approx $899 (USD) plus freights (freights being from Europe to USA to your doorstop):

Milan Computer housed in the designer Milan style case, 16MB RAM, 800MB to 1.2GB HDD, 1.44MB FDD, Keyboard, Mouse, 2MB Video Card, Milan OS, a Milan revised TOS 4.x, and manual.

GodFather Computer also sells a great line of monitors and laser printers to companion with your new Milan. 14" monitors start at only $109, 15" at $139, 17" at $249, 19" at $549, and 21" at $919. Our Digiview and Decaview monitors come with a 3 year warranty and the Milan at this time comes with a one year warranty.

Again, these are only preliminary specifications but we expect the final cut to be fairly similar if not exact. The main goal is to continue letting you know of the progress being made on bringing the Milan to the USA.

As soon as all the above items are 100%, we will add the Milan information to our web pages and begin to accept pre-orders.

Thank you again for the interest in the Milan Computer.

TJ Ferreira
GodFather Computer, Inc.
http://www.godfather.com

2225. Re: Milan update in the USA from GodFather Computer, Inc.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-04 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6sfmaq.1e7.jedi@dementia.mishnet>
Source record: 4936

On 4 Aug 1998 23:11:56 GMT, Thomas Ferreira <tj@oro.net> wrote:
>If you did not see our original message a couple weeks ago regarding the
>Milan, please read on and then send us an email so we can get you on our
>database. This way we can keep you posted if you are interested in buying
>a Milan in the USA... Email: tj@godfather.com
>
>The staff at GodFather Computer, Inc. would like to thank all the folks
>who sent us an email regarding the possibility of distribution of the
>Milan Computer in the USA. We must say things are looking good thus far.
>
>We have been told an english version will be available very soon and once
>this happens, our plans are to acquire one for testing purposes in our USA
>office. We want to make 100% sure this product is made well and that it
>performs as advertised.
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>Once we feel comfortable that the english version is solid, we will start
>to accept pre-orders for the Milan. Our goal is to locate as many USA
>customers as possible for this 1st order so we can all keep our freight
>costs down since shipping from Europe to USA is not always cheap.
>
>Although the exact price has not been set, here are the initial
>specifications of the Milan system we will be selling for approx $899
>(USD) plus freights (freights being from Europe to USA to your doorstop):

Will any of these be at the World of Atari Show in Vegas
(english language or not)?...

>
>
>Milan Computer housed in the designer Milan style case, 16MB RAM, 800MB to
>1.2GB HDD, 1.44MB FDD, Keyboard, Mouse, 2MB Video Card, Milan OS, a Milan
>revised TOS 4.x, and manual.
>
>GodFather Computer also sells a great line of monitors and laser printers
>to companion with your new Milan. 14" monitors start at only $109, 15" at
>$139, 17" at $249, 19" at $549, and 21" at $919. Our Digiview and
>Decaview monitors come with a 3 year warranty and the Milan at this time
>comes with a one year warranty.
>
>Again, these are only preliminary specifications but we expect the final
>cut to be fairly similar if not exact. The main goal is to continue
>letting you know of the progress being made on bringing the Milan to the
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>
>Thank you again for the interest in the Milan Computer.
>
>TJ Ferreira
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--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2226. iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35c7c044.0@diana.idirect.com>
Source record: 4937

well folks, it's another 11 days until the arrival of the iMac, the "revolutionary" new computer that will, in a CompUSA executive's words, "will make PC users switch to Mac".

But what's this rumbling going on in comp.sys.mac.advocacy? What's this hubbub of discontent?

Why, it's all due to the discovery that the iMac, with all its "innovations", handles its graphics duties using an ATI Rage II Graphics card - which is considered a dinosaur and quite slow at refreshing graphics. And while you can upgrade the RAM in it, you can't replace the card for a faster one. Another example of Apple "thinking different"? Of cutting costs? Or of once again proving their level of incompetence?

What happens to the consumer, six months down the road, when he gets a great new game and finds that he can't run it on his iMac because it crawls like a wounded snail? Does this mean that all the new developers that Apple has been boasting about will have to "dumb down" their neato new games? Will Eddie Punchclock be enraged when Lara Croft doesn't go through her moves as fast as Joe Lunchpail's PC which he bought for prices way below the iMac's $1299 US price AND can upgrade to faster video cards (as well as hooking up to industry-standard peripherals, which USB has yet to prove due to its dearth of on-sale-now peripherals). Will he ever consider buying Apple again?

My prediction: the iMac will do initially well (how can it not do well at first with all the drooling Mac fanboys wanting to have one of these on their desks?) only to suffer a severe slump due to the fact that the average consumer wasn't born yesterday and wants to make their own decisions on the computer they want for their household and not to let Apple make the decision for them. Honestly, this is shaping up to be potentially the biggest marketing disaster since New Coke.....

Of course, we in comp.sys.atari.advocacy want to hear the positive spin on this by TIFKAS (The Idiot Forever Known As Sinclap), our own resident MacDavidian. He's a man we can trust - he advised us that we could buy a discontinued UMAX Mac clone brand new for $100 US (the same price as a Nemesis card, folks!), that "90% of all TOS application software falls over on the Milan" (which should be of interest to the official dealer of the Milan computer in the US - kin you say "slander suit", boys and girls?) and his hilarious rantings that Canada is a US tributary (despite the fact that in 1812 Canada wiped the floor with the US Army at the Battle of Fort York - no wonder the US Navy decided to drop all purchases of Macs if their salespeople are obvious idiots despite their fancy college diplomas). And of course, his usual lame

insults to yours truly, like his classic "you will be eating your spinach" (had some last night, yum!) or his attempts to smear me as a "wimp" because I and the membership of TAF am satisfies with my performance as their VP and don't want to topple Ken MacDonald as pres. Hey at least my insults back get laughs.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2227. Re: Milan update in the USA from GodFather Computer, Inc.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-05 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0508980804140001@i395.oro.net>
Source record: 4938

Not that I am aware of.

Tom

In article <slrn6sfmaq.1e7.jedi@dementia.mishnet>, jedi@dementia.mishnet
(jedi) wrote:

> On 4 Aug 1998 23:11:56 GMT, Thomas Ferreira <tj@oro.net> wrote:
> >If you did not see our original message a couple weeks ago regarding the
> >Milan, please read on and then send us an email so we can get you on our
> >database. This way we can keep you posted if you are interested in buying
> >a Milan in the USA... Email: tj@godfather.com
> >
> >The staff at GodFather Computer, Inc. would like to thank all the folks
> >who sent us an email regarding the possibility of distribution of the
> >Milan Computer in the USA. We must say things are looking good thus far.
> >
> >We have been told an english version will be available very soon and once
> >this happens, our plans are to acquire one for testing purposes in our USA
> >office. We want to make 100% sure this product is made well and that it
> >performs as advertised.
> >
> >Once we feel comfortable that the english version is solid, we will start
> >to accept pre-orders for the Milan. Our goal is to locate as many USA
> >customers as possible for this 1st order so we can all keep our freight
> >costs down since shipping from Europe to USA is not always cheap.
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> >Although the exact price has not been set, here are the initial
> >specifications of the Milan system we will be selling for approx $899
> >(USD) plus freights (freights being from Europe to USA to your doorstop):
>
>
> Will any of these be at the World of Atari Show in Vegas
> (english language or not)?...
>
> >
> >
> >Milan Computer housed in the designer Milan style case, 16MB RAM, 800MB to
> >1.2GB HDD, 1.44MB FDD, Keyboard, Mouse, 2MB Video Card, Milan OS, a Milan
> >revised TOS 4.x, and manual.
> >
> >GodFather Computer also sells a great line of monitors and laser printers
> >to companion with your new Milan. 14" monitors start at only $109, 15" at
> >$139, 17" at $249, 19" at $549, and 21" at $919. Our Digiview and
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> >comes with a one year warranty.
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> >Again, these are only preliminary specifications but we expect the final
> >cut to be fairly similar if not exact. The main goal is to continue
> >letting you know of the progress being made on bringing the Milan to the
> >USA.
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> >to our web pages and begin to accept pre-orders.
> >
> >Thank you again for the interest in the Milan Computer.
> >
> >TJ Ferreira
> >GodFather Computer, Inc.
> >http://www.godfather.com
>
>
> --
> Hardly. Microsoft has brought the microcomputer OS to
> the point where it is more bloated than even OSes from |||
> what was previously larger classes of machines altogether. / | \
> This is perhaps Bill's single greatest accomplishment.

2228. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-05 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6si8pr.77q.jedi@dementia.mishnet>
Source record: 4939

On Thu, 06 Aug 1998 01:05:41 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <35c7c044.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> well folks, it's another 11 days until the arrival of the iMac, the
>> "revolutionary" new computer that will, in a CompUSA executive's words,
>> "will make PC users switch to Mac".
>
>That was the quote by Jim Halpin, CEO CompUSA.
>
>> But what's this rumbling going on in comp.sys.mac.advocacy? What's
>> this hubbub of discontent?
>>
>> Why, it's all due to the discovery that the iMac, with all its
>> "innovations", handles its graphics duties using an ATI Rage II
>> Graphics card - which is considered a dinosaur and quite slow at
>> refreshing graphics. And while you can upgrade the RAM in it, you can't
>> replace the card for a faster one. Another example of Apple "thinking
>> different"? Of cutting costs? Or of once again proving their level of
>> incompetence?
>
>If you want slots, floppy and legacy ports there is always the G3 Pro line.

Apple: making standard features on $600 computers special,
extra cost, 'frills'.

>
>> What happens to the consumer, six months down the road, when he
>> gets a great new game and finds that he can't run it on his iMac
>> because it crawls like a wounded snail? Does this mean that all the new
>> developers that Apple has been boasting about will have to "dumb down"
>> their neato new games? Will Eddie Punchclock be enraged when Lara Croft
>> doesn't go through her moves as fast as Joe Lunchpail's PC which he
>> bought for prices way below the iMac's $1299 US price AND can upgrade
>> to faster video cards (as well as hooking up to industry-standard
>> peripherals, which USB has yet to prove due to its dearth of
>> on-sale-now peripherals). Will he ever consider buying Apple again?
>
>How many of those sub grand wintel boxes are upgraded with new graphic cards?

Any of them can be. That's the point. It will even be a
decent PnP bus as well, reliable at the bios level such
that even Linux can take advantage of it with out much
fuss.

>
>The imac is not for everyone. Thats why I have been holding seminars in my

That's the real trick. It's hard to tell just who this
machine is targeted to and if that group is more than
just a null set.

[deletia]

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2229. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qcjldonf1@nnrp1.dejanews.com>
Source record: 4799

In article <35c9aecf.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 6 Aug 1998 01:08:50 G, sinclair2246@my-dejanews.com wrote:
>
> >> >
> >> >Not quite. I do not work for CompUSA but I am in their stores tens of hours
> >> >per week in North Texas and Albuquerque, NM.
> >>
> >> Ah, so you are like those kids who are always waititng in the line for
> >> the N64 in toy stores?
> >> --
> >
> >Yea right.. I hang out in the Apple SWIAS and corporate.
>
> soon to be hanging out in the unemployment line.
>
> "well, Mr. Sinclair, after checking out your resume and IQ tests,
> we've determined what job you're suitable for. Here's some pencils and
> a tin cup - good luck....."

He he he....Nice try...I have the numbers, will be around.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2230. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6sjjn1.fha.jedi@dementia.mishnet>
Source record: 4800

On Thu, 06 Aug 1998 06:24:29 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6si8pr.77q.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> That's the real trick. It's hard to tell just who this
>> machine is targeted to and if that group is more than
>> just a null set.
>
>I doubt that this group is the null set. If my sister was in the market for a
>new computer then I would consider recommending the iMac to her. She has had
>her current computer for about four years. She has never added more RAM,
>changed monitors, added any peripherals, etc. You have to remember that a lot
>of people have very limited needs. They want a computer that is:
>
>1) Easy to use
>2) Fairly cheap

'Fairly cheap' by mac standards. By current
PC standards it's rather overpriced. This
will be a considerable handicap for it as it
goes head to head with cheaper machines. A user
of this kind also will likely be served just as
well by putting NT on that bargain PC as to avoid
the nasty tendency of Win95/95 to eat itself.

If the machine were priced more in line with what
it's non-motherboard components cost and came in
a better case and included some other generally
useful components that cost in the $25-$50 range
(for the aforementioned bargain PCs) I would be
less inclined to heckle it.

>3) Requires little in the way of maintenance
>
>The iMac seems to fit that category fairly well. The only thing that hurts it
>in it's target market is, IMHO, the lack of quality games and the price.

Cheezing out on the $25 floppy & $50 SCSI interface
certainly doesn't help either.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2231. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qclvgrqf1@nnrp1.dejanews.com>
Source record: 4801

In article <35c9aff3.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >If you want slots, floppy and legacy ports there is always the G3 Pro line.
>
> or a nice new PC system which is priced at par or below the iMac.

But not as good. I have seen the competition at Comp...Using Celeron or a I
call celery processors..

> >
> >How many of those sub grand wintel boxes are upgraded with new graphic cards?
>
> maybe you should go to the PC section of your CompUSA stores and
> find out. Judging from your posts at The Mac Doomsday Clock, you're
> just as clueless on PC systems as you are on passing judgement on Atari
> systems.

Let me rephrase this...How many of these technical iliterate families will
install upgraded video cards in their sub grand boxes? 1-3%? Not many..

>
> ahh, that's so funny - I believe that Steve Jobs made it clear that
> the iMac was designed as a household computer and for the first-time
> computer user, and designed for ease of use - I would imagine that that
> would be designated for "everyone". Why is Apple then pushing games on
> the iMac (which will be the first to suffer under the iMac's slow
> graphics card)? Turning around and saying that the iMac is "not for
> everyone" is an interesting about-face, and smacks of the elitism found
> amongst MacDavidians such as yourself.

The imac does not have a slow graphics card. I saw the imac in Cupertino
recently and its not slow..

> And as for the G3 desktop - does that $1399 US include a monitor?
> Cause if it doesn't, that adds at least another $300. Does it include a
> printer? Does Apple still charge extra for a keyboard and mouse on top
> of that price. Plus, IMHO, the customer who comes in expecting to buy
> an iMac, is told "no, Tomb Raider and Quake won't run on it, but I've
> got this nice G3 system that will" will look to John Q. CompNewbie like
> the classic bait and switch - and he will immediately go to the PC
> section of your own store to buy a PC that WILL run what HE wants on
> it. Lame lame lame - with that attitude, the only Macs you'll be
> selling in six months come with cheese.

The G3 pro line does not include a monitor but does include keyboard/mouse.
Tomb Raider and Quake will run fine on the imac.

People may decide they want to get a G3 pro model because the price has come down, I neeed that 17' monitor, slots and floppy.

Or I already have a monitor at home and that this G3 233 desktop or mini tower is better suited for my needs.

> >
> >>
> >> My prediction: the iMac will do initially well (how can it not do
> >> well at first with all the drooling Mac fanboys wanting to have one of
> >> these on their desks?) only to suffer a severe slump due to the fact
> >> that the average consumer wasn't born yesterday and wants to make their
> >> own decisions on the computer they want for their household and not to
> >> let Apple make the decision for them. Honestly, this is shaping up to
> >> be potentially the biggest marketing disaster since New Coke.....

Apple is not making the decision for them. You need to work on your research facts. If the imac was the sole model, you would have an argument.

> >In your slimy dreams...Read above again.
>
> My my, ran out of arguments, so going to ad hominen attacks again.
> I must really be getting under your skin if I've been asking some
> really pointed questions. I read the above, and see that you're still
> living in Bizarro World as usual. My thoughts are based on the fact
> that every time Apple comes out with a new product, the majority of
> them are sold to the drooling fanboys, and precious little to PC users
> switching over. The only reason Apple is increasing sales is the fact
> that they don't have the clone makers eating into their own margins
> around any more (and we know how Apple screwed over UMAX, Motorola and
> Power Computing to become king of the pond again, don't we). This is
> desparate times for Apple, and they know it (they even admit in papers
> to the Federal Trade Commission that they're not expecting to run
> significant profit for the next six months. With the US Navy having
> dumped the Mac, and Kinkos planning to do so, this is yet another slap
> in the face to Apple. And flawed boxes are not going to turn around a
> sinking ship until Apple wises up and gives the consumer what THEY
> want, not what Apple dictates what they can handle.

I just did not want to repeat myself to the same question. Apple has not yet derived any benefit from closure of the clone business according to Apple's CFO.

Apple has had significant earnings in the last three Q's. Must be the slow news travel to our territory up north. My neighbor to the south must have advance news gathering technology.

Apple is goiving the consumer what they want... The inexpensive imac consumer model and the low price G3 pro line.

> Hey remember the last time someone came out with a computer which
> was self-contained and had no floppy drive? The NeXT, I believe it was
> called. The designer? Steve Jobs. Certainly don't see too many of
> those around, do you :).

Yea but...Didn't Next just offer one model? Now count the models in the mac line and get back to me.

>
> well, you should do your homework before you open your big yap,
> TIFKAS - you told a Falcon user that he could buy a UMAX clone for the
> same price of a Nemesis board, which is $100 US - it's not so much a
> typo as it is yet another example of your disinformation and
> unsuitability to work in anything other than janitorial work (where your
> level of incompetence starts). You should also have checked out
> Godfather Computer's post about their proposed carrying of the Milan - I
> believe the system now offers a 1.2 gig IDE drive (which are plentiful)
> and 16MB RAM onboard (up from 8), plenty to run the Milan's version of
> TOS (which isn't as bloated a memory pig as OS 8.1, and can run at
> impressive speed under the "obsolete 040") and all at the same $899 US
> proposed price point as was stated six months ago by Milan gmbH - I'd
> say that's added value, and you'll be getting much more support from
> Milan than you will from Apple on your bargain bin UMAX. And at least I
> can plug industry standard peripherals and PCI cards into it (and with a
> standard floppy drive), unlike your iMac, which is looking more and more
> like a candidate for the dumpster every time I see those specs of
> its.....
>

I stated $1000 and less. C500's can be had at $599 with 240 mhz..

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2232. Interested in Atari (Mac User)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <1998080616151500.MAA25955@ladder03.news.aol.com>
Source record: 4802

I have been a Mac user for about five years. I do, however, use PC's quite often. I currently own a Quadra 660AV, a IIcx, and an upgraded IIcx (with an '040), and an SE. Every one of these machines is used daily.

I admit that I don't know anything about current Atari systems. That is why I subscribed to this newsgroup. I loved Atari years ago. If it is still around, I want to know about it.

For the time being, my main use for computers is graphic design. Lots of that is web site design. I'll be the first to admit that alot of sites that say "Made on a Mac", are horrible sights to behold. My only explaination is this... These people have the tools to do it, but don't have the education behind it to make it effective. It is sad.

A friend of mine recently bought a Dell 400MHz Pentium II. For games, it is alot faster than my Mac Quadra. (50/25MHz '040) But when it comes to web browsing and other internet use, my Mac outpaces his PC in almost every aspect. This is especially surprising when you consider that my Mac only has a 28.8Kbps modem compared to his 56K modem. Go figure.

As for this discussion about the iMac, I agree with those of you who don't like it. Personally, I think that the all-in-one computer is a thing of the past. The current thing nowadays is upgradability. I think that the iMac is a huge mistake by Apple. I am surprised that there is so much anticipation for it. I mean... who cares? If anyone wants power and expandability, go for a modular computer.

Personally, I don't focus on the speed of the computer. I bought my first Mac because I liked the interface. To this day, I like it better than Windows (3.1, 95, 98, NT). When it comes to PCs, I am more comfortable using DOS. I would be very interested in seeing an Atari machine. (Or Milan? I really don't know anything about it.)

Just finding out that there is a computer that still uses an 040 chip intrigues me. It sort of makes me feel warm and fuzzy inside, knowing that my machine isn't really so out-dated after all.

Sincerely,
John G.

2233. Re: Interested in Atari (Mac User)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6sjmv3.fn0.jedi@dementia.mishnet>
Source record: 4803

On 6 Aug 1998 16:15:15 GMT, Xanathus <xanathus@aol.com> wrote:
>I have been a Mac user for about five years. I do, however, use PC's quite
>often. I currently own a Quadra 660AV, a IIcx, and an upgraded IIcx (with an
>'040), and an SE. Every one of these machines is used daily.
>
>I admit that I don't know anything about current Atari systems. That is why I
>subscribed to this newsgroup. I loved Atari years ago. If it is still around,
>I want to know about it.
>
>For the time being, my main use for computers is graphic design. Lots of that
>is web site design. I'll be the first to admit that alot of sites that say
>"Made on a Mac", are horrible sights to behold. My only explaination is
>this... These people have the tools to do it, but don't have the education
>behind it to make it effective. It is sad.
>
>A friend of mine recently bought a Dell 400MHz Pentium II. For games, it is
>alot faster than my Mac Quadra. (50/25MHz '040) But when it comes to web
>browsing and other internet use, my Mac outpaces his PC in almost every aspect.
> This is especially surprising when you consider that my Mac only has a
>28.8Kbps modem compared to his 56K modem. Go figure.

Mebbe he's hitting a lot of low thruput sites.. '-)

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2234. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6sjohi.foc.jedi@dementia.mishnet>
Source record: 4804

On Thu, 06 Aug 1998 16:34:56 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <35c9aff3.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> >If you want slots, floppy and legacy ports there is always the G3 Pro line.
>>
>> or a nice new PC system which is priced at par or below the iMac.
>
>But not as good. I have seen the competition at Comp...Using Celeron or a I
>call celery processors..

Considering the realative quality of the rest of the components
in an iMac, a celery system is an appropriate comparison. While
it is true that it may not be a better number cruncher, that
really wont matter as the rest of the iMac isn't set up to
handle such tasks anyway.

The CPU performace defecit is of no practical consequence.

>
>> >
>> >How many of those sub grand wintel boxes are upgraded with new graphic cards?
>>
>> maybe you should go to the PC section of your CompUSA stores and
>> find out. Judging from your posts at The Mac Doomsday Clock, you're
>> just as clueless on PC systems as you are on passing judgement on Atari
>> systems.
>
>Let me rephrase this...How many of these technical iliterate families will
>install upgraded video cards in their sub grand boxes? 1-3%? Not many..

That's why they will let the store that sells them the 3D
accellerator do it for them. Like always, they'll still end
up ahead in terms of price relativel to Apple.

>
>>
>> ahh, that's so funny - I believe that Steve Jobs made it clear that
>> the iMac was designed as a household computer and for the first-time
>> computer user, and designed for ease of use - I would imagine that that
>> would be designated for "everyone". Why is Apple then pushing games on
>> the iMac (which will be the first to suffer under the iMac's slow
>> graphics card)? Turning around and saying that the iMac is "not for
>> everyone" is an interesting about-face, and smacks of the elitism found
>> amongst MacDavidians such as yourself.

>
>The imac does not have a slow graphics card. I saw the imac in Cupertino
>recently and its not slow..

2M graphic cards are strictly bargain basement territory.
Considering that Apple is too ashamed to mention just what
2D/3D chip they're using, it's a safe bet it's an S3 Virge
or somesuch (all you informed types know that that means).

[deletia]
>People may decide they want to get a G3 pro model because the price has come
>down, I neeed that 17' monitor, slots and floppy.
>
>Or I already have a monitor at home and that this G3 233 desktop or mini tower
>is better suited for my needs.
>
[deletia]
>Apple has had significant earnings in the last three Q's. Must be the slow
>news travel to our territory up north. My neighbor to the south must have
>advance news gathering technology.
>
>Apple is goiving the consumer what they want... The inexpensive imac consumer
>model and the low price G3 pro line.

Newspeak at it's best...

[deletia]

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2235. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6qcplu$j5d$1@news.campus.mci.net>
Source record: 4805

On 6 Aug 1998 15:55:25 G, sinclair2246@my-dejanews.com wrote:

->> "well, Mr. Sinclair, after checking out your resume and IQ tests,
->> we've determined what job you're suitable for. Here's some pencils and
->> a tin cup - good luck....."
->
->He he he....Nice try...I have the numbers, will be around.
->
->Peter S.

Sorry bub, *negative* I.Q. numbers don't count, no matter how hi (low!)
they are... <snicker>

```
_____________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

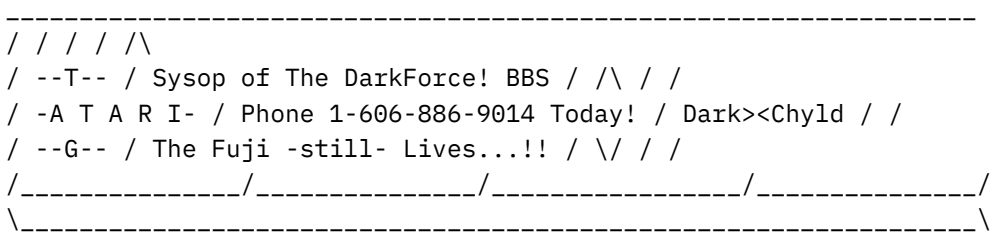
2236. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6qcpq4$j5d$2@news.campus.mci.net>
Source record: 4806

On 6 Aug 1998 06:24:29 G, quinlan@intergate.bc.ca wrote:

->1) Easy to use
->2) Fairly cheap
->3) Requires little in the way of maintenance
->
->The iMac seems to fit that category fairly well. The only thing that hurts it
->in it's target market is, IMHO, the lack of quality games and the price.

Hell, any TOS machine fits that bill, and has for years! ;-)



2237. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6sju3j.g2p.jedi@dementia.mishnet>
Source record: 4807

On 6 Aug 1998 17:40:20 GMT, DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net>
wrote:
>On 6 Aug 1998 06:24:29 G, quinlan@intergate.bc.ca wrote:
>
>->1) Easy to use
>->2) Fairly cheap
>->3) Requires little in the way of maintenance
>->
>->The iMac seems to fit that category fairly well. The only thing that hurts it
>->in it's target market is, IMHO, the lack of quality games and the price.
>
> Hell, any TOS machine fits that bill, and has for years! ;-)
>
Depending on the needs of the user, software availablity
due to current monopoly forming market dynamics excepted,
an 040 mac would be just as suitable.

Although, oddly enough, it may be easier to find software
for the the ST.

Mind you, I would love disproof on this point as there is
a relatively nice 040 Mac emulator for DOS/Win/Linux.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2238. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qd4t2$m5c$1@nnrp1.dejanews.com>
Source record: 4808

In article <6qcpq4$j5d$2@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:

> Hell, any TOS machine fits that bill, and has for years! ;-)

Maybe not because getting support if you screw anything up will be pretty
tough. Also, you may have file interchange issues that you are not savvy
enough to deal with.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2239. Re: more compelling thoughts on iMac from csma

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qd5dm$n3a$1@nnrp1.dejanews.com>
Source record: 4809

In article <35c9b548.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> That argument is pure sophistry, and you know it. The point is not high frames
> rates for "Quake", but the level of sophistication the iMac allows for today's
> games, and more importantly, tomorrow's games. They are not just "blood and
> guts" games, but flight simulators, 3D Sports Game (Golf), RPGs like Riven,
> educational games (ex: VR tour of the Titanic), etc.

You can't buy a cheap computer and play the latest games. That applies to PCs as well. I have a PII-400 and a Velocity 128 AGP video card and I can't play all the greatest games. One of my favorite games is BattleZone and I downloaded an updater for it yesterday. Unfortunately, I had to turn off a quality option because my system wasn't able to handle the larger textures. There are also games that require a Voodoo card and, I'm sure, some will soon require a Voodoo II card. And I paid $3000US for my computer just three months ago.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2240. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qd5toobi1@nnrp1.dejanews.com>
Source record: 4810

In article <slrn6sjjn1.fha.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> 'Fairly cheap' by mac standards. By current
> PC standards it's rather overpriced. This
> will be a considerable handicap for it as it
> goes head to head with cheaper machines. A user
> of this kind also will likely be served just as
> well by putting NT on that bargain PC as to avoid
> the nasty tendency of Win95/95 to eat itself.

I think that the Mac OS is easier to use than Windows.

> If the machine were priced more in line with what
> it's non-motherboard components cost and came in
> a better case and included some other generally
> useful components that cost in the $25-$50 range
> (for the aforementioned bargain PCs) I would be
> less inclined to heckle it.

Fair enough.

> Cheezing out on the $25 floppy & $50 SCSI interface
> certainly doesn't help either.

My sister would never add a SCSI device. She is also a doctoral student so
she would be fine using the network instead of a floppy drive. I also think
that if she needed removable storage then a floppy wouldn't cut it anyway.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2241. Re: Interested in Atari (Mac User)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qd69aogi1@nnrp1.dejanews.com>
Source record: 4811

In article <19980806161515 00.MAA25955@ladder03.news.aol.com>,
xanathus@aol.com (Xanathus) wrote:

> A friend of mine recently bought a Dell 400MHz Pentium II. For games, it is
> alot faster than my Mac Quadra. (50/25MHz '040) But when it comes to web
> browsing and other internet use, my Mac outpaces his PC in almost every
> aspect. This is especially surprising when you consider that my Mac only
> has a 28.8Kbps modem compared to his 56K modem. Go figure.

I have a 6100/60 and a Dell XPSII/400 and my Dell destroys my Mac speedwise.
Maybe your friend is not acheiving 56K connections?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2242. imac's speedy graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qdfp0$5tf$1@nnrp1.dejanews.com>
Source record: 4812

This is what Gene Steiberg has said about his imac loaner unit.

http://www.azcentral.com/computing/news/mac/steinberg.shtml
Read it and weap!

'The 15-inch color screen is sharp and clear, and the built
in video acceleration chip makes screen display speedy,
almost instantaneous, very much like the big monitors
with high speed graphic accelerators you see in large art
departments. There are stereo speakers that provide fake
SRS surround sound with decent quality.'

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2243. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qdevi$521$1@nnrp1.dejanews.com>
Source record: 4813

In article <6qcplu$j5d$1@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:
> On 6 Aug 1998 15:55:25 G, sinclair2246@my-dejanews.com wrote:
>
> ->> "well, Mr. Sinclair, after checking out your resume and IQ tests,
> ->> we've determined what job you're suitable for. Here's some pencils and
> ->> a tin cup - good luck....."
> ->
> ->He he he....Nice try...I have the numbers, will be around.
> ->
> ->Peter S.
>
> Sorry bub, *negative* I.Q. numbers don't count, no matter how hi (low!)
> they are... <snicker>

You miss interpeted in what I said..I meant financial account numbers.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2244. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6sl09f.i0d.jedi@dementia.mishnet>
Source record: 4814

On Thu, 06 Aug 1998 21:07:03 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6sjjn1.fha.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> 'Fairly cheap' by mac standards. By current
>> PC standards it's rather overpriced. This
>> will be a considerable handicap for it as it
>> goes head to head with cheaper machines. A user
>> of this kind also will likely be served just as
>> well by putting NT on that bargain PC as to avoid
>> the nasty tendency of Win95/95 to eat itself.
>
>I think that the Mac OS is easier to use than Windows.

So What?

>
>> If the machine were priced more in line with what
>> it's non-motherboard components cost and came in
>> a better case and included some other generally
>> useful components that cost in the $25-$50 range
>> (for the aforementioned bargain PCs) I would be
>> less inclined to heckle it.
>
>Fair enough.
>
>> Cheezing out on the $25 floppy & $50 SCSI interface
>> certainly doesn't help either.
>
>My sister would never add a SCSI device. She is also a doctoral student so
>she would be fine using the network instead of a floppy drive. I also think
>that if she needed removable storage then a floppy wouldn't cut it anyway.

Still, it's a trivial piece of hardware in terms of cost
& complexity that adds rather secure, simple & ubiquitous
data transfer. It's one of those things that often seems
pointless a great deal of the time but is quite useful in
those rare instances.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2245. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qavh4rrr1@nnrp1.dejanews.com>
Source record: 4940

In article <35c7c044.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> well folks, it's another 11 days until the arrival of the iMac, the
> "revolutionary" new computer that will, in a CompUSA executive's words,
> "will make PC users switch to Mac".

That was the quote by Jim Halpin, CEO CompUSA.

> But what's this rumbling going on in comp.sys.mac.advocacy? What's
> this hubbub of discontent?
>
> Why, it's all due to the discovery that the iMac, with all its
> "innovations", handles its graphics duties using an ATI Rage II
> Graphics card - which is considered a dinosaur and quite slow at
> refreshing graphics. And while you can upgrade the RAM in it, you can't
> replace the card for a faster one. Another example of Apple "thinking
> different"? Of cutting costs? Or of once again proving their level of
> incompetence?

If you want slots, floppy and legacy ports there is always the G3 Pro line.

> What happens to the consumer, six months down the road, when he
> gets a great new game and finds that he can't run it on his iMac
> because it crawls like a wounded snail? Does this mean that all the new
> developers that Apple has been boasting about will have to "dumb down"
> their neato new games? Will Eddie Punchclock be enraged when Lara Croft
> doesn't go through her moves as fast as Joe Lunchpail's PC which he
> bought for prices way below the iMac's $1299 US price AND can upgrade
> to faster video cards (as well as hooking up to industry-standard
> peripherals, which USB has yet to prove due to its dearth of
> on-sale-now peripherals). Will he ever consider buying Apple again?

How many of those sub grand wintel boxes are upgraded with new graphic cards?

The imac is not for everyone. Thats why I have been holding seminars in my
Comp stores for the last two weeks to educate the store folks on how
differentiate the imac and the G3 pro line to customer needs. Apple has
reduced pricing of the G3 Pro line. The starting price is $1399 for the G3
233 desktop which is only $100 more than imac.

>
> My prediction: the iMac will do initially well (how can it not do
> well at first with all the drooling Mac fanboys wanting to have one of
> these on their desks?) only to suffer a severe slump due to the fact
> that the average consumer wasn't born yesterday and wants to make their
> own decisions on the computer they want for their household and not to

> let Apple make the decision for them. Honestly, this is shaping up to
> be potentially the biggest marketing disaster since New Coke.....

In your slimy dreams...Read above again.

> Of course, we in comp.sys.atari.advocacy want to hear the positive
> spin on this by TIFKAS (The Idiot Forever Known As Sinclap), our own
> resident MacDavidian. He's a man we can trust - he advised us that we
> could buy a discontinued UMAX Mac clone brand new for $100 US (the same
> price as a Nemesis card, folks!), that "90% of all TOS application
> software falls over on the Milan" (which should be of interest to the
> official dealer of the Milan computer in the US - kin you say "slander
> suit", boys and girls?) and his hilarious rantings that Canada is a US
> tributary (despite the fact that in 1812 Canada wiped the floor with the
> US Army at the Battle of Fort York - no wonder the US Navy decided to
> drop all purchases of Macs if their salespeople are obvious idiots
> despite their fancy college diplomas). And of course, his usual lame
> insults to yours truly, like his classic "you will be eating your
> spinach" (had some last night, yum!) or his attempts to smear me as a
> "wimp" because I and the membership of TAF am satisfies with my
> performance as their VP and don't want to topple Ken MacDonald as pres.
> Hey at least my insults back get laughs.....

I never stated that the Umax clones were priced at $100. If it was posted
that way than it was a typo. You can get close out S900's below $900 fully
loaded. Much more of a value than the Milan. I am shocked that 800MB HD's
are still available.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2246. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qavn2$s4c$1@nnrp1.dejanews.com>
Source record: 4941

In article <35c438fb.7558398@nntpserver.swip.net>,
optimus@canit.se (Iggy Drougge) wrote:
> sinclair2246@my-dejanews.com skrev Sun, 02 Aug 1998 03:48:36 GMT
> f�ljande:
>
> >In article <6pp6dd$11n$1@nnrp1.dejanews.com>,
> > quinlan@my-dejanews.com wrote:
> >>
> >> Actually, I think that he works for a retail company (CompUSA?) that sells
> >> Macs and PCs.
> >>
> >
> >Not quite. I do not work for CompUSA but I am in their stores tens of hours
> >per week in North Texas and Albuquerque, NM.
>
> Ah, so you are like those kids who are always waititng in the line for
> the N64 in toy stores?
> --

```
Yea right.. I hang out in the Apple SWIAS and corporate.

> /Iggy, the irregular regular.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
```

2247. Re: Milan update in the USA from GodFather Computer, Inc.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qb00a$s8j$1@nnrp1.dejanews.com>
Source record: 4942

In article <slrn6sfmaq.1e7.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:
> On 4 Aug 1998 23:11:56 GMT, Thomas Ferreira <tj@oro.net> wrote:
> >If you did not see our original message a couple weeks ago regarding the
> >Milan, please read on and then send us an email so we can get you on our
> >database. This way we can keep you posted if you are interested in buying
> >a Milan in the USA... Email: tj@godfather.com
> >
> >The staff at GodFather Computer, Inc. would like to thank all the folks
> >who sent us an email regarding the possibility of distribution of the
> >Milan Computer in the USA. We must say things are looking good thus far.
> >
> >We have been told an english version will be available very soon and once
> >this happens, our plans are to acquire one for testing purposes in our USA
> >office. We want to make 100% sure this product is made well and that it
> >performs as advertised.
> >
> >Once we feel comfortable that the english version is solid, we will start
> >to accept pre-orders for the Milan. Our goal is to locate as many USA
> >customers as possible for this 1st order so we can all keep our freight
> >costs down since shipping from Europe to USA is not always cheap.
> >
> >Although the exact price has not been set, here are the initial
> >specifications of the Milan system we will be selling for approx $899
> >(USD) plus freights (freights being from Europe to USA to your doorstop):
>
> Will any of these be at the World of Atari Show in Vegas
> (english language or not)?...

Didn't your mommy teach you on how to shorten a message to relevant points.
Your bloated reply is wasted bandwith..

> >Milan Computer housed in the designer Milan style case, 16MB RAM, 800MB to
> >1.2GB HDD, 1.44MB FDD, Keyboard, Mouse, 2MB Video Card, Milan OS, a Milan
> >revised TOS 4.x, and manual.
> >
> >GodFather Computer also sells a great line of monitors and laser printers
> >to companion with your new Milan. 14" monitors start at only $109, 15" at
> >$139, 17" at $249, 19" at $549, and 21" at $919. Our Digiview and
> >Decaview monitors come with a 3 year warranty and the Milan at this time
> >comes with a one year warranty.
> >
> >Again, these are only preliminary specifications but we expect the final
> >cut to be fairly similar if not exact. The main goal is to continue
> >letting you know of the progress being made on bringing the Milan to the

> >USA.
> >
> >As soon as all the above items are 100%, we will add the Milan information
> >to our web pages and begin to accept pre-orders.
> >
> >Thank you again for the interest in the Milan Computer.
> >
> >TJ Ferreira
> >GodFather Computer, Inc.
> >http://www.godfather.com
>
> --
> Hardly. Microsoft has brought the microcomputer OS to
> the point where it is more bloated than even OSes from |||
> what was previously larger classes of machines altogether. / | \
> This is perhaps Bill's single greatest accomplishment.
>
>

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2248. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6qb0lgrmv1@ash.ridgecrest.ca.us>
Source record: 4943

On 2 Aug 1998 15:32:47 +, Zaphod wrote:
>Santa Fe Voostra!! grovem@ridgecrest.ca appears thinks that ....
>> >Maybe he should not be allowed to post to any group with *.atari.* in it
>> >except this one? I wonder if Dejanews could enforce that... You know that if
>> >he losses his Dejanews account he'll just start using a conventional
>> >newsreader.
>
>Heh! He might write crap about Apple, but at least he has a cool
>computer in his nickname. "Sinclair".

Ohhhh nooooo, now you've done it! Something he can take credit for:).
I'm interested in seeing some current post from him however:).

Mike

2249. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qbi6t$k5h$1@nnrp1.dejanews.com>
Source record: 4944

In article <slrn6si8pr.77q.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> That's the real trick. It's hard to tell just who this
> machine is targeted to and if that group is more than
> just a null set.

I doubt that this group is the null set. If my sister was in the market for a new computer then I would consider recommending the iMac to her. She has had her current computer for about four years. She has never added more RAM, changed monitors, added any peripherals, etc. You have to remember that a lot of people have very limited needs. They want a computer that is:

1) Easy to use
2) Fairly cheap
3) Requires little in the way of maintenance

The iMac seems to fit that category fairly well. The only thing that hurts it in it's target market is, IMHO, the lack of quality games and the price.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2250. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35c9aecf.0@diana.idirect.com>
Source record: 4945

On 6 Aug 1998 01:08:50 G, sinclair2246@my-dejanews.com wrote:

>> >
>> >Not quite. I do not work for CompUSA but I am in their stores tens of hours
>> >per week in North Texas and Albuquerque, NM.
>>
>> Ah, so you are like those kids who are always waititng in the line for
>> the N64 in toy stores?
>> --
>
>Yea right.. I hang out in the Apple SWIAS and corporate.

soon to be hanging out in the unemployment line.

"well, Mr. Sinclair, after checking out your resume and IQ tests,
we've determined what job you're suitable for. Here's some pencils and
a tin cup - good luck....."

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" /////////////////

2251. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35c9aff3.0@diana.idirect.com>
Source record: 4946

On 6 Aug 1998 01:05:41 G, sinclair2246@my-dejanews.com (The Idiot
Forever Known As Sinclap) wrote:

>
>> But what's this rumbling going on in comp.sys.mac.advocacy? What's
>> this hubbub of discontent?
>>
>> Why, it's all due to the discovery that the iMac, with all its
>> "innovations", handles its graphics duties using an ATI Rage II
>> Graphics card - which is considered a dinosaur and quite slow at
>> refreshing graphics. And while you can upgrade the RAM in it, you can't
>> replace the card for a faster one. Another example of Apple "thinking
>> different"? Of cutting costs? Or of once again proving their level of
>> incompetence?
>
>If you want slots, floppy and legacy ports there is always the G3 Pro line.

or a nice new PC system which is priced at par or below the iMac.
>
>> What happens to the consumer, six months down the road, when he
>> gets a great new game and finds that he can't run it on his iMac
>> because it crawls like a wounded snail? Does this mean that all the new
>> developers that Apple has been boasting about will have to "dumb down"
>> their neato new games? Will Eddie Punchclock be enraged when Lara Croft
>> doesn't go through her moves as fast as Joe Lunchpail's PC which he
>> bought for prices way below the iMac's $1299 US price AND can upgrade
>> to faster video cards (as well as hooking up to industry-standard
>> peripherals, which USB has yet to prove due to its dearth of
>> on-sale-now peripherals). Will he ever consider buying Apple again?
>
>How many of those sub grand wintel boxes are upgraded with new graphic cards?

maybe you should go to the PC section of your CompUSA stores and
find out. Judging from your posts at The Mac Doomsday Clock, you're
just as clueless on PC systems as you are on passing judgement on Atari
systems.

>
>The imac is not for everyone. Thats why I have been holding seminars in my
>Comp stores for the last two weeks to educate the store folks on how
>differentiate the imac and the G3 pro line to customer needs. Apple has
>reduced pricing of the G3 Pro line. The starting price is $1399 for the G3
>233 desktop which is only $100 more than imac.

ahh, that's so funny - I believe that Steve Jobs made it clear that
the iMac was designed as a household computer and for the first-time

computer user, and designed for ease of use - I would imagine that that would be designated for "everyone". Why is Apple then pushing games on the iMac (which will be the first to suffer under the iMac's slow graphics card)? Turning around and saying that the iMac is "not for everyone" is an interesting about-face, and smacks of the elitism found amongst MacDavidians such as yourself.

And as for the G3 desktop - does that $1399 US include a monitor? Cause if it doesn't, that adds at least another $300. Does it include a printer? Does Apple still charge extra for a keyboard and mouse on top of that price. Plus, IMHO, the customer who comes in expecting to buy an iMac, is told "no, Tomb Raider and Quake won't run on it, but I've got this nice G3 system that will" will look to John Q. CompNewbie like the classic bait and switch - and he will immediately go to the PC section of your own store to buy a PC that WILL run what HE wants on it. Lame lame lame - with that attitude, the only Macs you'll be selling in six months come with cheese.

>
>>
>> My prediction: the iMac will do initially well (how can it not do
>> well at first with all the drooling Mac fanboys wanting to have one of
>> these on their desks?) only to suffer a severe slump due to the fact
>> that the average consumer wasn't born yesterday and wants to make their
>> own decisions on the computer they want for their household and not to
>> let Apple make the decision for them. Honestly, this is shaping up to
>> be potentially the biggest marketing disaster since New Coke.....
>
>In your slimy dreams...Read above again.

My my, ran out of arguments, so going to ad hominen attacks again. I must really be getting under your skin if I've been asking some really pointed questions. I read the above, and see that you're still living in Bizarro World as usual. My thoughts are based on the fact that every time Apple comes out with a new product, the majority of them are sold to the drooling fanboys, and precious little to PC users switching over. The only reason Apple is increasing sales is the fact that they don't have the clone makers eating into their own margins around any more (and we know how Apple screwed over UMAX, Motorola and Power Computing to become king of the pond again, don't we). This is desparate times for Apple, and they know it (they even admit in papers to the Federal Trade Commission that they're not expecting to run significant profit for the next six months. With the US Navy having dumped the Mac, and Kinkos planning to do so, this is yet another slap in the face to Apple. And flawed boxes are not going to turn around a sinking ship until Apple wises up and gives the consumer what THEY want, not what Apple dictates what they can handle.

Hey remember the last time someone came out with a computer which was self-contained and had no floppy drive? The NeXT, I believe it was called. The designer? Steve Jobs. Certainly don't see too many of

those around, do you :).

>I never stated that the Umax clones were priced at $100. If it was posted
>that way than it was a typo. You can get close out S900's below $900 fully
>loaded. Much more of a value than the Milan. I am shocked that 800MB HD's
>are still available.

well, you should do your homework before you open your big yap,
TIFKAS - you told a Falcon user that he could buy a UMAX clone for the
same price of a Nemesis board, which is $100 US - it's not so much a
typo as it is yet another example of your disinformation and
unsuitability to work in anything other than janitorial work (where your
level of incompetence starts). You should also have checked out
Godfather Computer's post about their proposed carrying of the Milan - I
believe the system now offers a 1.2 gig IDE drive (which are plentiful)
and 16MB RAM onboard (up from 8), plenty to run the Milan's version of
TOS (which isn't as bloated a memory pig as OS 8.1, and can run at
impressive speed under the "obsolete 040") and all at the same $899 US
proposed price point as was stated six months ago by Milan gmbH - I'd
say that's added value, and you'll be getting much more support from
Milan than you will from Apple on your bargain bin UMAX. And at least I
can plug industry standard peripherals and PCI cards into it (and with a
standard floppy drive), unlike your iMac, which is looking more and more
like a candidate for the dumpster every time I see those specs of
its.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2252. some compelling thoughts on the iMac from csma

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35c9b3e1.0@diana.idirect.com>
Source record: 4947

here's a post from comp.sys.mac.advocacy (you know, the place
TIFKAS is too afraid to tread) showing why the iMac's puny graphics
card may be its (and Apple's) own undoing. It's very well written, and
pretty eloquent in its thoughts.

From: see-below@not-my-address.invalid (Matthew Vaughan)
Newsgroups: comp.sys.mac.advocacy
Subject: Re: iMac's slow graphics.
Date: Tue, 04 Aug 1998 21:38:01 -0700
Lines: 91
Message-ID: <see-below-0408982138020001@dynamic25.pm04.mv.best.com>
References: <35c53b37.0@news.velocity.net> <joe.ragosta-0308980806480001@wil60.dol.net>
<35c5bb6c.0@news.together.net> <joe.ragosta-0308981027400001@wil89.dol.net>
<35c634d3.0@news.together.net> <joe.ragosta-0308981956010001@elk108.dol.net> <crichar
d.902252395@blue.weeg.uiowa.edu> <ericb-040898164439000l@128.84.203.149>
<joe.ragosta-0408981657510001@wil36.dol.net>
NNTP-Posting-Host: dynamic25.pm04.mv.best.com
X-Trace: 902291052 326 (none) 206.184.139.132
X-Newsreader: MT-NewsWatcher 2.3.5
Path: diana.idirect.com!island.idirect.com!newsfeed.internetmci.com!206.229.87.25!news-pee
r.sprintlink.net!news-backup-east.sprintlink.net!news.sprintlink.net!204.156.128.20!news1.
best.com!nntp1.ba.best.com!see-below

In article <joe.ragosta-0408981657510001@wil36.dol.net>,
joe.ragosta@dol.net (Joe Ragosta) wrote:

> In article <ericb-040898164439000l@128.84.203.149>, ericb@pobox.com (Eric
> Bennett) wrote:
>
> > In article <crichard.902252395@blue.weeg.uiowa.edu>,
> > crichard@blue.weeg.uiowa.edu (Chris Richards) wrote:
> >
> > > Who do you consider the target audience? If you consider part of it any
> > > home user who has bought a 3dfx card, that's four million right there who
> > > wouldn't touch the thing.
> >
> > Well, Joe is right and the home user's aren't playing the games, I guess
> > that must mean everybody is goofing off at work. ;-)
>
> True.
>
> But you're misquoting me. I never claimed that home users aren't playing
games.
>
> What I've said is that the group of home users who are likely to buy an

> iMac may not be that interested in playing action games. I don't know if
> it's true, but I suspect that it is since anyone who's an avid game player
> is going to want the multiple slots in the PowerMac G3.

Actually, nearly everyone who's an avid gamer bought a PC a long time ago.
But having lost that market, are you saying Apple shouldn't even try to
get it back? They've lost overall market share too but you're gung ho on
them getting that back. Why would games be different?

> The people who claimed that RageII is going to prevent the iMac's success
> have the burden of proof. I'm just asking for some evidence.
>
> To be specific. Let's say that Apple used Rage Pro in the iMac. Would that
> get any more serious gamers? I doubt it. They're going to want a couple of
> slots for whatever's available in 1999 and 2000.

You're right and that's not what I'm talking about. I'm talking about
"causal" and "intermediate" gamers, and people who don't even think of
themselves as gamers. The "3D revolution" is starting to bcome huge, and
iMac users will simply be left out. If iMac constituts a significant
portion of Mac sales, that leaves a big chunk of the Mac market out too.
I'm more concerned with those casual users who simply aren't aware any of
this is happening (a level of ignorance that most people including
yourself share). Another thing is I know a ton of people (including
myself) who were never terribly serious gamers before--I'm 30, I've never
had a Nintendo or anything and practically never went into an arcade
before, and only played computer games occasionally in the past. But now
some games are compelling enough that I've started playing them a lot.
Because I happen to have PCI slots I was able to add a 3Dfx card, which
dramatically improved the gameplay experience in several different games
(and positions me for many games coming out soon). If my computer had Rage
Pro to begin with, that would probably be sufficient for the time being
(it's only a little less powerful than 3Dfx Voodoo Graphics).

> So, I'm of the opinion that faster graphics would not help iMac sales all
> that much. Until someone comes up with some evidence refuting that,
> they're just speculating.

Again, it's not really the initial sales that I'm worried about (though I
do think that good 3D demos can be _very_ impressive and gain a fair
number of sales, especially for a computer like the iMac which depends so
much on image to sell itself...a lot of people would see that as a way to
avoid buying a separate console to play games on, or a way to make
everyone in the family happy) I'm really more worried about a million
people buying it, and say 100,000 of them trying to play some top-selling
game this holiday season, and finding that, if it runs at all, it _sucks_
on the iMac, and they'll start asking questions about what's wrong (they
won't know it's the Rage II until someone tells them Apple sold them a
lemon...). And the only reason that might not happen would be if we're
still only getting 1-2 year-old games this holiday season instead of new
ones...

Also, it affects the actual chances these "hot" 3D games will get ported in the first place. Some game which requires a 3Dfx-level 3D card, and won't run on the iMac, can only be sold into a much smaller proportion of the Mac market. Paradoxically, if a million people buy iMacs that otherwise would have bought expandable G3 PowerMacs (which already have Rage Pro built in and can easily add Voodoo 2 or whatever), that's 1 million _fewer_ people to potentially sell such a game to, in a market that's already marginal in size. At the same time the iMac is "expanding" the Mac market overall, it could actually be shrinking some important segments.

.....
MATTHEW VAUGHAN
matthewv@best.com
http://www.best.com/~matthewv/
.....

2253. more compelling thoughts on iMac from csma

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35c9b548.0@diana.idirect.com>
Source record: 4948

more stuff on the iMac's weak graphics card and why it may be the
Achilles heal that sinks both the iMac and Apple (TIFKAS will only
reply to this "well they should buy a G3 desktop)....

From: grandmasterbubba@my-dejanews.com
Newsgroups: comp.sys.mac.advocacy
Subject: Re: iMac's slow graphics.
Date: Tue, 04 Aug 1998 20:24:33 GMT
Organization: Deja News - The Leader in Internet Discussion
Lines: 59
Message-ID: <6q7qm1$q2j$1@nnrp1.dejanews.com>
References: <35c53b37.0@news.velocity.net> <joe.ragosta-0308980806480001@wil60.dol.net>
<6q55l5$73$1@nnrp1.dejanews.com> <joe.ragosta-0308981634330001@wil82.dol.net>
<6q7anunfg1@nnrp1.dejanews.com> <joe.ragosta-0408981248300001@wil44.dol.net>
NNTP-Posting-Host: 206.126.137.83
X-Article-Creation-Date: Tue Aug 04 20:24:33 1998 GMT
X-Http-User-Agent: Mozilla/4.0 (compatible; MSIE 4.01; Windows NT)
Path: diana.idirect.com!island.idirect.com!newsfeed.internetmci.com!204.238.120.130!news-f
eeds.jump.net!nntp2.dejanews.com!nnrp1.dejanews.com!not-for-mail

In article <joe.ragosta-0408981248300001@wil44.dol.net>,
joe.ragosta@dol.net (Joe Ragosta) wrote:
> In article <6q7anunfg1@nnrp1.dejanews.com>,
> grandmasterbubba@my-dejanews.com wrote:
>
> > In article <joe.ragosta-0308981634330001@wil82.dol.net>,
> > joe.ragosta@dol.net (Joe Ragosta) wrote:
> > > In article <6q55l5$73$1@nnrp1.dejanews.com>,
> > > grandmasterbubba@my-dejanews.com wrote:
> > >
> > > > In article <joe.ragosta-0308980806480001@wil60.dol.net>,
> > > > Where did I say that it was a useless feature?
> > >
> > > > I said that if it's important to you, buy something else. That's a far cry
> > > > from saying it's useless.
> >
> > You screamed, "WHO CARES?" The implication being that no one should care
that
> > the graphics are inferior. You also mocked "blood and gore" games.
>
> That's right. It's a useful feature to some people. I have never denied it.
>
> I _have_ consistently asked you to prove that the number of people who
> demand high frame rates is significant. You've never done so.

That argument is pure sophistry, and you know it. The point is not high frames rates for "Quake", but the level of sophistication the iMac allows for today's games, and more importantly, tomorrow's games. They are not just "blood and guts" games, but flight simulators, 3D Sports Game (Golf), RPGs like Riven, educational games (ex: VR tour of the Titanic), etc.

But just for laughs, here's a stat for you: GameSpy, which searches for Internet servers for Internet Quake, has had over 1 million registrations. That's ONE game, and only counts people interested in Multiplayer (which is a small part of Quake sales).

Answer this question, which is actually answerable: Do you take issue that games are a significant part of the consumer market? And if so, play your own game and supply some figures to back that up. My evidence: The game rack at my local Fry's is about 1/3 of the entire software department.

And then tell me why, if games are an insignificant part of the consumer market, Steve Jobs cares about it?

Maybe in your world there is no room for fun, but in my world I'm telling you that it's very likely the lack of decent games is going to kill the idea of an iMac in my house. You can fool the adults, but you can't fool the kids.

Why can't you show some credibility and just admit that Apple screwed up? And I notice that you are afraid to answer my other key question, so I'll answer for you: The path to relevence for Apple is for the Mac community to show "tough love" and kick their butt until they get it right. The iMac does not deserve our loyalty and deserves to go down in flames. The iMac 2, now, maybe they'll get it right.

Grandmaster Bubba

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2254. Re: imac's speedy graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35ca6623.0@diana.idirect.com>
Source record: 4815

On 6 Aug 1998 23:55:11 G, sinclair2246@my-dejanews.com wrote:
>
>
>This is what Gene Steiberg has said about his imac loaner unit.
>
> http://www.azcentral.com/computing/news/mac/steinberg.shtml
>Read it and weap!
>
>
> 'The 15-inch color screen is sharp and clear, and the built
> in video acceleration chip makes screen display speedy,
> almost instantaneous, very much like the big monitors
> with high speed graphic accelerators you see in large art
> departments. There are stereo speakers that provide fake
> SRS surround sound with decent quality.'

and what did he say after he tried to run MYST or RIVEN on it? I'd like to see what he'd say after trying to run the upcoming Mac version of TOMB RAIDER II on it.

Honestly, TIFKAS, you're clutching at straws. Might as well have the words "Oscar Meyer" tattooed on your forehead, you old barrow boy, you.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2255. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35ca69cf.0@diana.idirect.com>
Source record: 4816

On 6 Aug 1998 10:04:50 -, jedi wrote:

(much drivel from TIFKAS, and much well-spoken refutation about
said drivel by jedi deleted)

>[deletia]
>>Apple has had significant earnings in the last three Q's. Must be the slow
>>news travel to our territory up north.

Must be slow news travel to the idiot down south that the iMac
costs around $1899 CDN; a fully loaded IBM Ambra with 233 mHZ, a 15"
monitor and a printer costs half as much and can just as easily connect
to the internet, AND has more software available. Even with the price
cuts, a 233mHZ G3 tips the scales at over $2100 CDN and is NOT an option.
And of course Apple has reported better earnings: they've cut things to
the bone so close they'll be making soup next. Please refer to Apple's
document to the FTC where they admit they don't expect to do as well
for the next six months - it's crunch time for Apple, and they are
being truthful about it, unlike a certain barrow-boy who has pipe
dreams about otherwise....

You only THINK Canada is a tributary of the US. But WE own
Hollywood :) (Coming to a screen real soon: "Honest Mr Jobs, I Didn't
Mean It ! The Peter Sinclair Story", starring Martin Short in the title
role in full Ed Grimley mode, with Pauly Shore as the young Sinclap)

My neighbor to the south must have
>>advance news gathering technology.
>>
>>Apple is goiving the consumer what they want... The inexpensive imac consumer
>>model and the low price G3 pro line.
>
> Newspeak at it's best...

Try Doubleplusthinkgood. At least TIFKAS will never be accused of
sexcrime..... :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2256. Re: Interested in Atari (Mac User)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <1998080705053100.BAA18251@ladder03.news.aol.com>
Source record: 4817

>>A friend of mine recently bought a Dell 400MHz Pentium II. For games, it is
>>alot faster than my Mac Quadra. (50/25MHz '040) But when it comes to web
>>browsing and other internet use, my Mac outpaces his PC in almost every
aspect.
>> This is especially surprising when you consider that my Mac only has a
>>28.8Kbps modem compared to his 56K modem. Go figure.
>
> Mebbe he's hitting a lot of low thruput sites.. '-)

This isn't something occasional. We both connect to the same web sites frequently. When I say that my computer "outpaces" his PC, it is only a slight advantage. If a page takes 20 seconds to load on his computer, it takes about 16 on mine. This may not sound like much, but his PC is (technically) 8 times the speed of mine, with a modem that is twice the speed of mine. I can't get over it.

John G.

2257. Re: Interested in Atari (Mac User)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <1998080705145900.BAA13230@ladder01.news.aol.com>
Source record: 4818

>> A friend of mine recently bought a Dell 400MHz Pentium II. For games, it is
>> alot faster than my Mac Quadra. (50/25MHz '040) But when it comes to web
>> browsing and other internet use, my Mac outpaces his PC in almost every
>> aspect. This is especially surprising when you consider that my Mac only
>> has a 28.8Kbps modem compared to his 56K modem. Go figure.
>
>I have a 6100/60 and a Dell XPSII/400 and my Dell destroys my Mac speedwise.
>Maybe your friend is not acheiving 56K connections?

It says 57,200 bps (or some similar number) when it connects. And in the
browser window, I've seen transfer rates of 6KB/sec. That seems about right.

My Mac connects at 28, 800 bps. The usual transfer rate in Netscape is
3KB/sec. But it occasionally jumps up to 4 or 5. On several occasions, it
even reached 7KB/sec. And I am sure that these are not loading from the disk
cache. (I delete it often.)

Nonetheless... I am always shocked that his computer isn't faster than mine.
It just doesn't make sense.

John G.

2258. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <1998080705224800.BAA14109@ladder01.news.aol.com>
Source record: 4819

> Must be slow news travel to the idiot down south that the iMac
>costs around $1899 CDN; a fully loaded IBM Ambra with 233 mHZ, a 15"
>monitor and a printer costs half as much and can just as easily connect
>to the internet, AND has more software available. Even with the price
>cuts, a 233mHZ G3 tips the scales at over $2100 CDN and is NOT an option.

When you say that the IBM Ambra has more software available... you mean games,
right? Now *that* is productive.

So... How about them Ataris?

John

2259. Re: Possible Milan dealer in USA has so

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <19980807053717 00.BAA15618@ladder01.news.aol.com>
Source record: 4820

> so not only did you flunk history, political science and geography,
>you also got poor marks in economics. What did you do major in in
>university, TIFKAS - "Baiting Feminists 101"? The problems with the
>Canadian currency at the moment has more to do with Asian markets. Or

As far as I know, the Asian market is doing us all in at the moment. The U.S. isn't holding up any better than Canada. As far as I'm concerned, Canada has hockey. While down here in the U.S., we have the twin deficits. (federal budget deficit, and the trade deficit.) Hey... At least GM isn't striking anymore.

So... On with more important news. I have heard that the Milan has an 040, and I have also heard that it has an 060. Just how much of a speed increase it is from an 040 to an 060?

John G.

2260. Re: imac's speedy graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <1998080705431300.BAA16205@ladder01.news.aol.com>
Source record: 4821

> and what did he say after he tried to run MYST or RIVEN on it? I'd
>like to see what he'd say after trying to run the upcoming Mac version
>of TOMB RAIDER II on it.

So how do these games run on an Atari? ...just for comparison. :)

John G.

2261. Re: imac's speedy graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6qecia$b77$2@ash.ridgecrest.ca.us>
Source record: 4822

On 6 Aug 1998 23:55:11 G, sinclair2246@my-dejanews.com wrote:
>
>
>This is what Gene Steiberg has said about his imac loaner unit.
>
> http://www.azcentral.com/computing/news/mac/steinberg.shtml
>Read it and weap!
>
>
> 'The 15-inch color screen is sharp and clear, and the built
> in video acceleration chip makes screen display speedy,
> almost instantaneous,

Now here is a key word. "Almost". How close is almost? My ATI Mach 64 seems pretty damn quick too. On a six year old machine at that. Image that:).

> very much like the big monitors

"Very much like". As in a VW bug is almost like an old Speedster?

> with high speed graphic accelerators you see in large art
> departments.

"Large art departments"? When I walked into my sons art class, I thought it was pretty big too. Did he say they were using Degas for their layout?

> There are stereo speakers that provide fake
> SRS surround sound with decent quality.'

K-Mart sells stereos with "decent" quality, even with their company logo on front. Does it have 16 mono or 8 stereo output? Does it have an optical digital IO? Does it have SMPTE?

To be honest, it reminds me of some sort of diving helmet off a B SciFi flick.
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----

Nice people there at Deja News.....

MG

2262. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6qebdspav1@newshost.comnet.co.nz>
Source record: 4823

sinclair2246@my-dejanews.com wrote in comp.sys.atari.advocacy:
> People may decide they want to get a G3 pro model because the price has come
> down, I neeed that 17' monitor, slots and floppy.
^^^^^^^^^^^

Me too. I _NEED_ that _SEVENTEEN_FOOT_MONITOR_.

I think I can do without the seventeen foot slots and floppy.

> Peter S.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

2263. Is Apple Really That Healthy? A Sober Second Look

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35caf154.0@diana.idirect.com>
Source record: 4824

For months now, TIFKAS has been trumpeting up and down that Apple Computer has never been healthier. And yes, in light of its impressive past three quarters, it sure seems that Steve Jobs has actually turned the company around.

However, the numbers may not be all that they seem - and Apple may well still be in dire financial straits, and they know it. Which is why the iMac may be their last gasp.

To show that I Am Not Making This Up, go to http://www.macintouch.com/norr021.html and get the rest of the story (complete with large colourful graphs that even TIFKAS can comprehend).

The numbers don't lie!

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2264. even Mac users have their doubts about iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35caf3a3.0@diana.idirect.com>
Source record: 4825

The "revolutionary" iMac certainly has the attention of the popular computer press. After all, this "everyman's computer" certainly sounds impressive on the surface with its 233mHZ processor, built-in Ethernet and all-in-one design.

However, one Mac user came home from Cupertino and gave it some sober second thought - and decides he doubts the iMac will really change Apple's fortunes. He especially is concerned about no floppy drive and no standard printer port (things that mindless Mac cheerleaders like TIFKAS tend to shrug off or gloss over as "not being important").

Interested in reading this other side of the coin from a dedicated Mac user? Go to http://www.macintouch.com/imac2.html - it's a very well-written article, with some insightful thoughts and concerns.

Guys like TIFKAS should just read their Little Golden Books, as the content of this site may make them physically ill......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2265. new iMac flaw - upgrade memory, lose warranty

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35caefb7.0@diana.idirect.com>
Source record: 4826

The "revolutionary" iMac comes complete with 32 mB DIMM RAM as standard.
But what if the Mac power user (and believe me, there will be lots of
Mac fanboys buying this thing) want to go to its full 128mB capacity?

Well, unfortunately, they'll do so and lose their one-year warranty
too! Seems in order to install the RAM, they'll have to remove the
processor card - and incur the wrath of Jobs. Poor design, bad thought.

Don't believe me? Go to http://www.macintouch.com and check it out!

Who's crying now, TIFKAS?

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2266. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6sm5s1.lpe.jedi@dementia.mishnet>
Source record: 4827

On 7 Aug 1998 05:22:48 GMT, Xanathus <xanathus@aol.com> wrote:
>> Must be slow news travel to the idiot down south that the iMac
>>costs around $1899 CDN; a fully loaded IBM Ambra with 233 mHZ, a 15"
>>monitor and a printer costs half as much and can just as easily connect
>>to the internet, AND has more software available. Even with the price
>>cuts, a 233mHZ G3 tips the scales at over $2100 CDN and is NOT an option.
>
>When you say that the IBM Ambra has more software available... you mean games,
>right? Now *that* is productive.

WinTel also tends to have a better variety of more obscure
special purpose titles. If you want to just be productive,
you can do that under X.

>
>So... How about them Ataris?
>
>John

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2267. Re: imac's speedy graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6sm5ug.lpe.jedi@dementia.mishnet>
Source record: 4828

On 7 Aug 1998 05:43:13 GMT, Xanathus <xanathus@aol.com> wrote:
>> and what did he say after he tried to run MYST or RIVEN on it? I'd
>>like to see what he'd say after trying to run the upcoming Mac version
>>of TOMB RAIDER II on it.
>
>So how do these games run on an Atari? ...just for comparison. :)

Atari's go for what? about $50 these days...

You could get a console (or even lowend PC) just for
gaming and still come out ahead... '-)

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2268. Re: Dejanews user abuse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6qfuqd$gs5$2@news.campus.mci.net>
Source record: 4829

On 6 Aug 1998 23:41:38 G, sinclair2246@my-dejanews.com wrote:

->You miss interpeted in what I said..I meant financial account numbers.
->
->Peter S.

Heh, heh, negative numbers don't count there either! ;-)

PS BTW, it was a joke - deal with it.

```
_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2269. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6sne13.24t.jedi@dementia.mishnet>
Source record: 4830

On Sat, 08 Aug 1998 00:09:57 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6sl09f.i0d.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> >I think that the Mac OS is easier to use than Windows.
>>
>> So What?
>
>So, paying for ease of use is not unreasonable if you are not very technically
>adept.

Ease of use tends to be subjective. Without some details,
your comments are meaningless and would be even if ease
were objective.

>
>> Still, it's a trivial piece of hardware in terms of cost
>> & complexity that adds rather secure, simple & ubiquitous
>> data transfer. It's one of those things that often seems
>> pointless a great deal of the time but is quite useful in
>> those rare instances.
>
>I never use floppies anymore. They are too small to hold a useful amount of
>data. A Zip drive would be more useful.

A zip drive would not have quite as trivial a cost associated
with it & would be a distinctly different engineering question.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2270. Re: new iMac flaw - upgrade memory, lose warranty

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6sne2v.24t.jedi@dementia.mishnet>
Source record: 4831

On Sat, 08 Aug 1998 00:18:27 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <35caefb7.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> The "revolutionary" iMac comes complete with 32 mB DIMM RAM as standard.
>> But what if the Mac power user (and believe me, there will be lots of
>> Mac fanboys buying this thing) want to go to its full 128mB capacity?
>>
>> Well, unfortunately, they'll do so and lose their one-year warranty
>> too! Seems in order to install the RAM, they'll have to remove the
>> processor card - and incur the wrath of Jobs. Poor design, bad thought.
>
>I don't see why a power user would buy this computer. I consider myself a
>power user and I'd want: more RAM expansion, PCI slots, a floppy drive, a zip
>drive, a 19" monitor, a DVD-ROM, some internal disk bays, etc. Therefore, I'd
>never even consider getting an iMac. I'd also never get a laptop. Both are
>not targetted towards me.

A machine with easy upgradable RAM implies 'power user'...
...only Apple.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2271. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-08 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qg50m$4s7$1@nnrp1.dejanews.com>
Source record: 4832

In article <slrn6sl09f.i0d.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> >I think that the Mac OS is easier to use than Windows.
>
> So What?

So, paying for ease of use is not unreasonable if you are not very technically adept.

> Still, it's a trivial piece of hardware in terms of cost
> & complexity that adds rather secure, simple & ubiquitous
> data transfer. It's one of those things that often seems
> pointless a great deal of the time but is quite useful in
> those rare instances.

I never use floppies anymore. They are too small to hold a useful amount of data. A Zip drive would be more useful.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2272. Re: new iMac flaw - upgrade memory, lose warranty

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-08 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qg5gk$58s$1@nnrp1.dejanews.com>
Source record: 4833

In article <35caefb7.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> The "revolutionary" iMac comes complete with 32 mB DIMM RAM as standard.
> But what if the Mac power user (and believe me, there will be lots of
> Mac fanboys buying this thing) want to go to its full 128mB capacity?
>
> Well, unfortunately, they'll do so and lose their one-year warranty
> too! Seems in order to install the RAM, they'll have to remove the
> processor card - and incur the wrath of Jobs. Poor design, bad thought.

I don't see why a power user would buy this computer. I consider myself a power user and I'd want: more RAM expansion, PCI slots, a floppy drive, a zip drive, a 19" monitor, a DVD-ROM, some internal disk bays, etc. Therefore, I'd never even consider getting an iMac. I'd also never get a laptop. Both are not targetted towards me.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2273. Re: new iMac flaw - upgrade memory, lose warranty

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-08 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qh7v2$50a$1@nnrp1.dejanews.com>
Source record: 4834

In article <slrn6sne2v.24t.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> A machine with easy upgradable RAM implies 'power user'...
> ...only Apple.

I'm not the one who used the words "power user." I believe that you did.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2274. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-08 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qh8ri$5o4$1@nnrp1.dejanews.com>
Source record: 4835

In article <slrn6sne13.24t.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> Ease of use tends to be subjective. Without some details,
> your comments are meaningless and would be even if ease
> were objective.

You said "So what" when I stated that the Mac OS is easier to use. I explained why I thought that this was a relevant point. Now you are challenging my original assertion. Why didn't you do that when I first brought it up?

I haven't commisioned any studies to support my position that the Mac OS is easier to use than Windows but I am a consumer so my perception of a product is relevant.

> A zip drive would not have quite as trivial a cost associated
> with it & would be a distinctly different engineering question.

I agree. But if I were to buy a Mac, I would not want it to have a floppy drive. The small increase in expense would not be justified by any increase in utility.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2275. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35cc688f.0@diana.idirect.com>
Source record: 4836

On 8 Aug 1998 00:18:27 G, quinlan@intergate.bc.ca wrote:
>In article <35caefb7.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> The "revolutionary" iMac comes complete with 32 mB DIMM RAM as standard.
>> But what if the Mac power user (and believe me, there will be lots of
>> Mac fanboys buying this thing) want to go to its full 128mB capacity?
>>
>> Well, unfortunately, they'll do so and lose their one-year warranty
>> too! Seems in order to install the RAM, they'll have to remove the
>> processor card - and incur the wrath of Jobs. Poor design, bad thought.
>
>I don't see why a power user would buy this computer. I consider myself a
>power user and I'd want: more RAM expansion, PCI slots, a floppy drive, a zip
>drive, a 19" monitor, a DVD-ROM, some internal disk bays, etc. Therefore, I'd
>never even consider getting an iMac. I'd also never get a laptop. Both are
>not targetted towards me.

I would say that a power user would be just about anyone who would crave getting the most performance out of any computer; the fact that the iMac is expandable RAM-wise shows that Apple anticipates that existing Mac owners will want this machine and will want to take it to its next level. Besides, in order to make use of the bloated OS8 more efficiently (and run programs with it) you really have to bring up the RAM to a more "acceptable" level (and I know of what I speak - my brother installed 64 megs in his PowerMac in order to make the most of having OS8 installed on his system - it is a neat operating system with some interesting ways of accessing the desktop and the drives, but does an operating system REALLY require that much RAM and hard drive space?).

The big problem, of course, is what happens when the RAM is needed - and now? Apple built a door on the iMac so that the RAM could be accessed for swapping for bigger RAM - this implies that a user could easily do the swap himself. But if he does it himself and wants to go to the full nine yards, he kisses his warranty goodbye. I'm sure TIFKAS will argue that his authorized Apple service centre can do it for the customer, but remember that Apple, in its cost-cutting measures to stay afloat, has slashed the number of service centres - for someone in Chicago or Toronto, that won't be a problem, but what about the guy in Boogie, Iowa who ordered his iMac straight through Apple via mail order (remember, TIFKAS pooh-poohed this scenario as a non-issue when it was brought up in this forum a few months ago)? And why have a middle man install the RAM when Apple has a door on the computer that implies that the user can do it himself?

Besides - if it's not anticipated as a power user's system, then
why the heck did Apple put an Ethernet card in it? How many average
households (the place where Apple hopes to sell the majority of its
iMacs) have more than one computer capable of accessing Ethernet? How
many households could afford an Ethernet connection to the Internet? Apple
could have easily eliminated this bit of tomfoolery and added a nice
standard SCSI interface or a floppy drive to it and made the iMac even
more palatable to the average home user - instead, it comes across as
more a project built by fanboys for fanboys, and will most likely be
sold only to fanboys - the usual state of affairs that is sadly been
the pattern for any Apple product.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2276. Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-08 00:00:00 UTC
From: Wylie Johnson <watchman@cape.net>
Message-ID: <35CC7C13.EF4A7440@cape.net>
Source record: 4837

Hello All,

I am liquidating my studio equipment!

I have Atari STï¿½s, TTï¿½s, Atari 19ï¿½ monochrome monitor, MIDI software including Cubase Score among others, an Tascam 388 8-track reel to reel,

out board gear and MIDI instruments. I have published the list of equipment at: http://www.cape.net/glgallery/studio.htm

Please pass this URL to any who may be interested.

Thanks, Wylie Johnson (watchman@cape.net)

2277. Re: imac's speedy graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-08 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-0808981724390001@200.229.243.137>
Source record: 4838

In article <35ca6623.0@diana.idirect.com>, dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> On 6 Aug 1998 23:55:11 G, sinclair2246@my-dejanews.com wrote:
> >
> >
> >This is what Gene Steiberg has said about his imac loaner unit.
> >
> > http://www.azcentral.com/computing/news/mac/steinberg.shtml
> >Read it and weap!
> >
> >
> > 'The 15-inch color screen is sharp and clear, and the built
> > in video acceleration chip makes screen display speedy,
> > almost instantaneous, very much like the big monitors
> > with high speed graphic accelerators you see in large art
> > departments. There are stereo speakers that provide fake
> > SRS surround sound with decent quality.'
>
> and what did he say after he tried to run MYST or RIVEN on it? I'd
> like to see what he'd say after trying to run the upcoming Mac version
> of TOMB RAIDER II on it.
>
> Honestly, TIFKAS, you're clutching at straws. Might as well have
> the words "Oscar Meyer" tattooed on your forehead, you old barrow boy,
> you.
>

It'll run fine, but of course it won't be up to the quality
you'll get with a PII/300, which costs lots more than the iMac.
The iMac is really useless for the hardcore gamer, the one that
will want Tomb Raider to run at its best. For the casual user, it'll work
just fine. The hardcore gamer is better off with a Playstation anyway.

--
---
ciao!
asiufy@uol.com.br

2278. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-08 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qikhdeas1@nnrp1.dejanews.com>
Source record: 4839

In article <35cc688f.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> I would say that a power user would be just about anyone who would
> crave getting the most performance out of any computer; the fact that
> the iMac is expandable RAM-wise shows that Apple anticipates that
> existing Mac owners will want this machine and will want to take it to
> its next level.

I'm don't think that the iMac's RAM expandibility supports your claim "...that
existing Mac ownwers will want this machine..." Some Mac users might want an
iMac but, IMHO, most won't.

> ... - it is a neat operating system with
> some interesting ways of accessing the desktop and the drives, but does
> an operating system REALLY require that much RAM and hard drive space?).

That depends of the operating system and what you want to do. Using an SGI
with less than 128MB or RAM can be painful. NeXTStep performed best with
>32MB RAM.

> The big problem, of course, is what happens when the RAM is needed -
> and now? Apple built a door on the iMac so that the RAM could be
> accessed for swapping for bigger RAM - this implies that a user could
> easily do the swap himself. But if he does it himself and wants to go to
> the full nine yards, he kisses his warranty goodbye. I'm sure TIFKAS
> will argue that his authorized Apple service centre can do it for the
> customer, but remember that Apple, in its cost-cutting measures to stay
> afloat, has slashed the number of service centres - for someone in
> Chicago or Toronto, that won't be a problem, but what about the guy in
> Boogie, Iowa who ordered his iMac straight through Apple via mail order
> (remember, TIFKAS pooh-poohed this scenario as a non-issue when it was
> brought up in this forum a few months ago)? And why have a middle man
> install the RAM when Apple has a door on the computer that implies that
> the user can do it himself?

If you are a naive user than getting your RAM installed by a technition
probably won't be that bit of a deal. In fact, a lot of these users wouldn't
feel comfortable installing RAM themselves anyway.

> Besides - if it's not anticipated as a power user's system, then
> why the heck did Apple put an Ethernet card in it? How many average
> households (the place where Apple hopes to sell the majority of its
> iMacs) have more than one computer capable of accessing Ethernet? How
> many households could afford an Ethernet connection to the Internet? Apple
> could have easily eliminated this bit of tomfoolery and added a nice

> standard SCSI interface or a floppy drive to it and made the iMac even
> more palatable to the average home user - instead, it comes across as
> more a project built by fanboys for fanboys, and will most likely be
> sold only to fanboys - the usual state of affairs that is sadly been
> the pattern for any Apple product.

Schools are part of the iMacs target market and they tend to have Ethernet networks. So do college dorms. And cable modems require an Ethernet card. What large value do you think that the naive user will associate with SCSI? Don't you know people who have never upgraded their computer? I think that the iMac is targetted towards them.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2279. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-08 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qikju$ei0$1@nnrp1.dejanews.com>
Source record: 4840

In article <35cc688f.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> I would say that a power user would be just about anyone who would
> crave getting the most performance out of any computer; the fact that
> the iMac is expandable RAM-wise shows that Apple anticipates that
> existing Mac owners will want this machine and will want to take it to
> its next level.

I'm don't think that the iMac's RAM expandibility supports your claim "...that existing Mac ownwers will want this machine..." Some Mac users might want an iMac but, IMHO, most won't.

> ... - it is a neat operating system with
> some interesting ways of accessing the desktop and the drives, but does
> an operating system REALLY require that much RAM and hard drive space?).

That depends of the operating system and what you want to do. Using an SGI with less than 128MB or RAM can be painful. NeXTStep performed best with >32MB RAM. NT4 needs 64MB or RAM to perform well. I'll probably upgrade my RAM to 128MB to run NT5.

> The big problem, of course, is what happens when the RAM is needed -
> and now? Apple built a door on the iMac so that the RAM could be
> accessed for swapping for bigger RAM - this implies that a user could
> easily do the swap himself. But if he does it himself and wants to go to
> the full nine yards, he kisses his warranty goodbye. I'm sure TIFKAS
> will argue that his authorized Apple service centre can do it for the
> customer, but remember that Apple, in its cost-cutting measures to stay
> afloat, has slashed the number of service centres - for someone in
> Chicago or Toronto, that won't be a problem, but what about the guy in
> Boogie, Iowa who ordered his iMac straight through Apple via mail order
> (remember, TIFKAS pooh-poohed this scenario as a non-issue when it was
> brought up in this forum a few months ago)? And why have a middle man
> install the RAM when Apple has a door on the computer that implies that
> the user can do it himself?

If you are a naive user than getting your RAM installed by a technition probably won't be that bit of a deal. In fact, a lot of these users wouldn't feel comfortable installing RAM themselves anyway.

> Besides - if it's not anticipated as a power user's system, then
> why the heck did Apple put an Ethernet card in it? How many average
> households (the place where Apple hopes to sell the majority of its
> iMacs) have more than one computer capable of accessing Ethernet? How
> many households could afford an Ethernet connection to the Internet? Apple

> could have easily eliminated this bit of tomfoolery and added a nice
> standard SCSI interface or a floppy drive to it and made the iMac even
> more palatable to the average home user - instead, it comes across as
> more a project built by fanboys for fanboys, and will most likely be
> sold only to fanboys - the usual state of affairs that is sadly been
> the pattern for any Apple product.

Schools are part of the iMacs target market and they tend to have Ethernet networks. So do college dorms. And cable modems require an Ethernet card. What large value do you think that the naive user will associate with SCSI? Don't you know people who have never upgraded their computer? I think that the iMac is targetted towards them.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2280. Re: Interested in Atari (Mac User)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-09 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdc3b6$81f938e0$585e0fcb@default>
Source record: 4841

Xanathus <xanathus@aol.com> wrote in article
<1998080705145900.BAA13230@ladder01.news.aol.com>...
> >> A friend of mine recently bought a Dell 400MHz Pentium II. For games,
it is
> >> alot faster than my Mac Quadra. (50/25MHz '040) But when it comes to
web
> >> browsing and other internet use, my Mac outpaces his PC in almost
every
> >> aspect. This is especially surprising when you consider that my Mac
only
> >> has a 28.8Kbps modem compared to his 56K modem. Go figure.
> >
> >I have a 6100/60 and a Dell XPSII/400 and my Dell destroys my Mac
speedwise.
> >Maybe your friend is not acheiving 56K connections?
>
> It says 57,200 bps (or some similar number) when it connects. And in the
> browser window, I've seen transfer rates of 6KB/sec. That seems about
right.
>
> My Mac connects at 28, 800 bps. The usual transfer rate in Netscape is
> 3KB/sec. But it occasionally jumps up to 4 or 5. On several occasions,
it
> even reached 7KB/sec. And I am sure that these are not loading from the
disk
> cache. (I delete it often.)
>
> Nonetheless... I am always shocked that his computer isn't faster than
mine.
> It just doesn't make sense.

Yes, it does...
>
Computer speed has little effect on browsing speed.
A 56K modem will only operate at a 'safe' speed, which is tested
continuously, and the connection speed of 56k is only the maximum transfer
speed attainable, which is practically impossible unless you have a short
and perfect line to your ISP.

The real determinate factor is the server speed and line quality.
The only fair comparison between two machines is if you both use the same
ISP, and from the same location, and at the same time.
All these factors play a role, and the relative speed of machines has
little impact.When browsing the web on my 486DX4/100 , with a 56k modem or
P166 with the same 56k modem, speed is practically identical.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\//

2281. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qko9uubl1@nnrp1.dejanews.com>
Source record: 4842

In article <35cc688f.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> I would say that a power user would be just about anyone who would
> crave getting the most performance out of any computer; the fact that
> the iMac is expandable RAM-wise shows that Apple anticipates that
> existing Mac owners will want this machine and will want to take it to
> its next level. Besides, in order to make use of the bloated OS8 more
> efficiently (and run programs with it) you really have to bring up the
> RAM to a more "acceptable" level (and I know of what I speak - my
> brother installed 64 megs in his PowerMac in order to make the most of
> having OS8 installed on his system - it is a neat operating system with
> some interesting ways of accessing the desktop and the drives, but does
> an operating system REALLY require that much RAM and hard drive space?).

Some will likely get a ram upgrade, most will be content with virtual memory
on.

Whats the issue here? Gasping at straws here arn't you...

> The big problem, of course, is what happens when the RAM is needed -
> and now? Apple built a door on the iMac so that the RAM could be
> accessed for swapping for bigger RAM - this implies that a user could
> easily do the swap himself. But if he does it himself and wants to go to
> the full nine yards, he kisses his warranty goodbye. I'm sure TIFKAS
> will argue that his authorized Apple service centre can do it for the
> customer, but remember that Apple, in its cost-cutting measures to stay
> afloat, has slashed the number of service centres - for someone in
> Chicago or Toronto, that won't be a problem, but what about the guy in
> Boogie, Iowa who ordered his iMac straight through Apple via mail order
> (remember, TIFKAS pooh-poohed this scenario as a non-issue when it was
> brought up in this forum a few months ago)? And why have a middle man
> install the RAM when Apple has a door on the computer that implies that
> the user can do it himself?

Me thinks your crying over spilled milk here. As for support in Iowa is
further from the truth. Their is a CompUSA in Clive plus countless Apple
store front dealers all over the state. All accessible by nice interstate
highways...

However, there will be at least 50+ new CompUSA stores in the comming months
due to the acquisition of Computer City(110 stores). I am dreading this
because my plate is full anyways. Maybe I can pick up the CompUSA territiory
in Canada, USA.

Nice Try..

> Besides - if it's not anticipated as a power user's system, then
> why the heck did Apple put an Ethernet card in it? How many average
> households (the place where Apple hopes to sell the majority of its
> iMacs) have more than one computer capable of accessing Ethernet? How
> many households could afford an Ethernet connection to the Internet? Apple
> could have easily eliminated this bit of tomfoolery and added a nice
> standard SCSI interface or a floppy drive to it and made the iMac even
> more palatable to the average home user - instead, it comes across as
> more a project built by fanboys for fanboys, and will most likely be
> sold only to fanboys - the usual state of affairs that is sadly been
> the pattern for any Apple product.

Because Apple is going to sell lots to higher education students who most likely will have ethernet hookup in the dorm room...thats why. Also many communities down south here are being hooked up with Cable modem access. Here in Garland, Texas..plus other Texas communities...TCI Cable offers cable modem services for $40 month which includes email. I am tempted...

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2282. Re: Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qklaj$q11$1@nnrp1.dejanews.com>
Source record: 4843

In article <35CC7C13.EF4A7440@cape.net>,
Wylie Johnson <watchman@cape.net> wrote:
> Hello All,
>
> I am liquidating my studio equipment!

I See...What G3 will you get? Looks like Atari midi is comming to an end.

> I have Atari ST's, TT's, Atari 19" monochrome monitor, MIDI software
> including Cubase Score among others, an Tascam 388 8-track reel to reel,
>
> out board gear and MIDI instruments. I have published the list of
> equipment at: http://www.cape.net/glgallery/studio.htm

> Please pass this URL to any who may be interested.
>
> Thanks, Wylie Johnson (watchman@cape.net)
>

So much for Atari midi....

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2283. Re: Is Apple Really That Healthy? A Sober Second Look

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qkloaqti1@nnrp1.dejanews.com>
Source record: 4844

In article <35caf154.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> For months now, TIFKAS has been trumpeting up and down that Apple
> Computer has never been healthier. And yes, in light of its impressive
> past three quarters, it sure seems that Steve Jobs has actually turned
> the company around.
>
> However, the numbers may not be all that they seem - and Apple may
> well still be in dire financial straits, and they know it. Which is why
> the iMac may be their last gasp.
>
> To show that I Am Not Making This Up, go to
> http://www.macintouch.com/norr021.html and get the rest of the story
> (complete with large colourful graphs that even TIFKAS can comprehend).
>
> The numbers don't lie!

Numbers don't lie its just how you look at it. Apple has clearly shrunk in
size. However, in the past year they have gotten their financial house in
order such as growing their cash on hand to $2 billion and three profitable
Q's. The balance sheet doesn't lie.

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2284. Re: imac's speedy graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qkm01$r0f$1@nnrp1.dejanews.com>
Source record: 4845

In article <35ca6623.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> and what did he say after he tried to run MYST or RIVEN on it? I'd
> like to see what he'd say after trying to run the upcoming Mac version
> of TOMB RAIDER II on it.
>
> Honestly, TIFKAS, you're clutching at straws. Might as well have
> the words "Oscar Meyer" tattooed on your forehead, you old barrow boy,
> you.
>

He he he...Only if you knew.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2285. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qkmns$s8q$1@nnrp1.dejanews.com>
Source record: 4846

In article <35ca69cf.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 6 Aug 1998 10:04:50 -, jedi wrote:

> Must be slow news travel to the idiot down south that the iMac
> costs around $1899 CDN; a fully loaded IBM Ambra with 233 mHZ, a 15"
> monitor and a printer costs half as much and can just as easily connect
> to the internet, AND has more software available. Even with the price
> cuts, a 233mHZ G3 tips the scales at over $2100 CDN and is NOT an option.
> And of course Apple has reported better earnings: they've cut things to
> the bone so close they'll be making soup next. Please refer to Apple's
> document to the FTC where they admit they don't expect to do as well
> for the next six months - it's crunch time for Apple, and they are
> being truthful about it, unlike a certain barrow-boy who has pipe
> dreams about otherwise....

We read the same SEC document? In every SEC document for legal reasons dire
uncertainties are included.

As for Apple cutting to the bone is farther from the truth. Apple will
release the imac this week plus updates to the G3 pro line soon according to
various news outlets if you believe them. Apple has hardware/software
roadmap going forward. Plus earnings amd revenues will grow by Q1/99 due to
imac and new stuff..

Peter S.

> You only THINK Canada is a tributary of the US. But WE own
> Hollywood :) (Coming to a screen real soon: "Honest Mr Jobs, I Didn't
> Mean It ! The Peter Sinclair Story", starring Martin Short in the title
> role in full Ed Grimley mode, with Pauly Shore as the young Sinclap)
>
> My neighbor to the south must have
> >>advance news gathering technology.
> >>
> >>Apple is goiving the consumer what they want... The inexpensive imac consumer
> >>model and the low price G3 pro line.
> >
> > Newspeak at it's best...
>
> Try Doubleplusthinkgood. At least TIFKAS will never be accused of
> sexcrime..... :)
>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits

> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2286. Re: Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-10 00:00:00 UTC
From: psalad@earthlink.net
Message-ID: <6qne5j$5q0@masters0.InterNex.Net>
Source record: 4847

Wow, you're STILL here? I thought you'd have gotten a life a long time ago!

-Mark

In article <6qklaj$q11$1@nnrp1.dejanews.com>, sinclair2246@my-dejanews.com
wrote:
>In article <35CC7C13.EF4A7440@cape.net>,
> Wylie Johnson <watchman@cape.net> wrote:
>> Hello All,
>>
>> I am liquidating my studio equipment!
>
>I See...What G3 will you get? Looks like Atari midi is comming to an end.
>
>> I have Atari ST's, TT's, Atari 19" monochrome monitor, MIDI software
>> including Cubase Score among others, an Tascam 388 8-track reel to reel,
>>
>> out board gear and MIDI instruments. I have published the list of
>> equipment at: http://www.cape.net/glgallery/studio.htm
>
>> Please pass this URL to any who may be interested.
>>
>> Thanks, Wylie Johnson (watchman@cape.net)
>>
>
>So much for Atari midi....
>
>Peter S.
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2287. Re: Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35cfb26c.0@diana.idirect.com>
Source record: 4749

On 10 Aug 1998 18:30:33 , Particle Salad wrote:
>Wow, you're STILL here? I thought you'd have gotten a life a long time ago!
>
yep, and as usual using his same old techniques of outright lies, gross exaggeration and ignoring the real issues. Imagine that - ONE person posts he's selling off his Atari equipment, and TIFKAS immediately declares the entire Atari MIDI scene dead and buried - same as he claimed that "many Atari users can't get CAB working, so it's an inadequate web tool", when it was actually a handful (and many of them just needed to make minor adjustments - hypocritical when you find that TIFKAS posts his usual drivel with a news service that is rapidly being identified as a refuge for the computationally clueless a la AOL rather than take the time (a matter of minutes! as I have proven with my PowerBook) to set up a proper newsreader....)

hey, TIFKAS - I've been to England, and I found the exact opposite of what you're claiming, with much demand for "old, archaic" Atari systems and software - and at a price much less than your precious G3s. Same here in Canada - nice, sovereign, non-US-territory Canada. And if the Atari MIDI scene is indeed "dead and buried", why then is A) Electronic Cow, a new MIDI Atari software developer, doing so well, and B) Steinberg is considering re-entering the TOS MIDI market in Europe on the strength of the Milan architecture (which you also stupidly tried to smear with your claim that "90% of all TOS application software" falls over).

And while we're on the subject - you claim that Apple is sound financially by claiming that they have a $2 Billion reserve. My question on that is a) where and when did Apple find $2 Billion, and B) if Apple has had this amount of money lying around, then why the heck did they require Microsoft to give them a $150 million loan to keep them afloat a year ago? Indeed, the figures I showed at macintouch.com (a site that I trust over your often overstated "facts") I believe shows the true precarious position Apple finds itself in.......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2288. Re: new iMac flaw - upgrade memory, lose warranty

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <1998081103285100.XAA19622@ladder01.news.aol.com>
Source record: 4750

> A machine with easy upgradable RAM implies 'power user'...
> ...only Apple.

I know a few PC users who bought brand new machines rather than just install more RAM.

John G.

2289. imac doomed!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qog5f$om7$1@nnrp1.dejanews.com>
Source record: 4751

Yea right!

Apple just announced today that over 150,000 imacs have been preordered with in one week and that 467 new peripherals and software have been announced since the imac intro on May 6.

To report a sinclap sighting, I will be in Albuquerque, NM at CompUSA from 8/11- 8/13.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2290. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <1998081103404100.XAA29658@ladder03.news.aol.com>
Source record: 4752

> I would say that a power user would be just about anyone who would
>crave getting the most performance out of any computer; the fact that
>the iMac is expandable RAM-wise shows that Apple anticipates that
>existing Mac owners will want this machine and will want to take it to
>its next level. Besides, in order to make use of the bloated OS8 more
>efficiently (and run programs with it) you really have to bring up the
>RAM to a more "acceptable" level (and I know of what I speak - my
>brother installed 64 megs in his PowerMac in order to make the most of
>having OS8 installed on his system - it is a neat operating system with
>some interesting ways of accessing the desktop and the drives, but does
>an operating system REALLY require that much RAM and hard drive space?).

Don't go saying that OS 8 is bloated. Sure it takes more memory than previous Systems on the Mac, but it's relatively low on memory usage for a current operating system.

Have you taken a look at how much memory Win95 uses? OS 8 is taking up around 8MB of RAM on my Mac. From what I hear, Win95 uses a minimum of 16MB!

> Besides - if it's not anticipated as a power user's system, then
>why the heck did Apple put an Ethernet card in it? How many average
>households (the place where Apple hopes to sell the majority of its
>iMacs) have more than one computer capable of accessing Ethernet? How
>many households could afford an Ethernet connection to the Internet? Apple
>could have easily eliminated this bit of tomfoolery and added a nice
>standard SCSI interface or a floppy drive to it and made the iMac even
>more palatable to the average home user - instead, it comes across as
>more a project built by fanboys for fanboys, and will most likely be
>sold only to fanboys - the usual state of affairs that is sadly been
>the pattern for any Apple product.

Good point. Cable modems are expensive, and not available in all areas yet. It won't be for another year or so until my town gets cable modem access. And even still.... I don't subscribe to cable.

As for networking... Households DON'T need ethernet at all. If anything, it should only be an option. So I agree with you fully.

John G.

2291. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: REMOVEMEkozmik@wave.home.com
Message-ID: <MPG.103a0158466d13139896cf@news.glph1.on.wave.home.com>
Source record: 4753

quinlan@intergate.bc.ca - quinlan@intergate.bc.ca wrote:

>
> My sister would never add a SCSI device. She is also a doctoral student so
> she would be fine using the network instead of a floppy drive. I also think
> that if she needed removable storage then a floppy wouldn't cut it anyway.

The iMac doesn't come with a floppy, but one can be added via its USB
port. Apple and a few other third party companies are making varioius
different kinds of floppies.

Zip
LS120
normal 1.44

But I did kind of funny that every time Steve jobs has direct control
over the design of a pc...he doesn't create floppies for it in its first
incarnation.

It was a year or so before the NeXT line started getting 2.88 floppies.
One could argue though that a floppy was useless on that machine.

I was a unix machine after all. You don't install the OS or apps with
floppies on unix machines, you'd get them over the network or on cdrom.
Transferring files you again use the network or the floptical drive.

The only people who complained about the floppy thing were people who
were used to using smaller computers, and just couldn't grasp the idea of
using computers that didn't have floppies because the files you move
around were way bigger then a floppy could handle.

I have a few machines around here that I've built that I didn't install
floppies. I just do all my work over the network.

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Dominique Cormann Komzmik at wave.home.com
ISDN - Is a crime - xDSL - I don't live beside the phone Co.
Cable - Works fast, and works Today

2292. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: REMOVEMEkozmik@wave.home.com
Message-ID: <MPG.103a02116e3264ff9896d0@news.glph1.on.wave.home.com>
Source record: 4754

quinlan@intergate.bc.ca - quinlan@intergate.bc.ca wrote:

> > A zip drive would not have quite as trivial a cost associated
> > with it & would be a distinctly different engineering question.
>
> I agree. But if I were to buy a Mac, I would not want it to have a floppy
> drive. The small increase in expense would not be justified by any increase in
> utility.

This is why the iMac doesn't come with a floppy. They expected the user
to decide if he needed one, and if he did, then he could choose from a
number of different kinds from different sources.

Makes sense to me. I like to have choices.

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Dominique Cormann Komzmik at wave.home.com
ISDN - Is a crime - xDSL - I don't live beside the phone Co.
Cable - Works fast, and works Today

2293. Re: imac doomed!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35d038da.0@diana.idirect.com>
Source record: 4755

On 11 Aug 1998 04:09:19 , sinclair2246@my-dejanews.com wrote:
>Yea right!
>
>Apple just announced today that over 150,000 imacs have been preordered with
>in one week and that 467 new peripherals and software have been announced
>since the imac intro on May 6.

unfortunately, there are also reports that a number of Apple dealers are now scaling back their originally grandiose promotions of the iMac due to not having enough product. Indeed, it's especially interesting to note that CompUSA itself has bungled its own promotion of the iMac to the point that not only were they caught giving out coupon books (used as an incentive to leave hefty deposits for iMacs) which contained coupons for products unsuitable for the iMac, they've now also had the dubious distinction of not having the iMac mentioned in their most recent flyer!

Apple themselves will not be putting iMac on sale on their Apple mail-order store until Oct 1st.

intrigued? Check out http://www.infoxczar.com/atat.

As for the "467 new peripherals and software" - a large amount of vapourware is nothing to brag about. No Imation Superdrive yet, no ZIP available now, not even an outboard floppy drive - what happens if they have a hard drive crash, TIFKAS? 467 new peripherals and software available NOW would be much more impressive.

And as for the floppy being "dead", why is Apple putting floppy drives on their student model? (I just saw it yesterday and was quite impressed). Isn't the floppyless iMac being promoted as an education machine for homes and for people at college?

>
>To report a sinclap sighting, I will be in Albuquerque, NM at CompUSA from
>8/11- 8/13.
>
yep, the authorities will be contacted immediately - to save you from the hordes of angry torch-wielding customers who are sick of your slick drivel. Guess the old barrow-boy will then try to flee to Canada, where he'll get a nice reception at the border ("why HELLO, Mr. 'Canada is a US Tributary'!).....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits

email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2294. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: REMOVEMEkozmik@wave.home.com
Message-ID: <MPG.103a0410bb5f16c19896d1@news.glph1.on.wave.home.com>
Source record: 4756

sinclair2246@my-dejanews.com - sinclair2246@my-dejanews.com wrote:

> > Hey remember the last time someone came out with a computer which
> > was self-contained and had no floppy drive? The NeXT, I believe it was
> > called. The designer? Steve Jobs. Certainly don't see too many of
> > those around, do you :).
>
> Yea but...Didn't Next just offer one model? Now count the models in the mac
> line and get back to me.

No they had several models. Two case styles, the cube or the slab. 4
speed ranges 030 and 040 in 25 or 33mhz speeds. Then the last choice was
color board or grey scale.

They weren't so much models as option packages based on the two case
styles.

But they had floppies soon after introduction.

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Dominique Cormann Kozmik at wave.home.com
ISDN - Is a crime - xDSL - I don't live beside the phone Co.
Cable - Works fast, and works Today

2295. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: REMOVEMEkozmik@wave.home.com
Message-ID: <MPG.103a051939bc47519896d2@news.glph1.on.wave.home.com>
Source record: 4757

jedi - jedi@dementia.mishnet wrote:

> On Thu, 06 Aug 1998 16:34:56 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
> >In article <35c9aff3.0@diana.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> >> >If you want slots, floppy and legacy ports there is always the G3 Pro line.
> >>
> >> or a nice new PC system which is priced at par or below the iMac.
> >
> >But not as good. I have seen the competition at Comp...Using Celeron or a I
> >call celery processors..
>
> Considering the realative quality of the rest of the components
> in an iMac, a celery system is an appropriate comparison. While
> it is true that it may not be a better number cruncher, that
> really wont matter as the rest of the iMac isn't set up to
> handle such tasks anyway.
>
> The CPU performace defecit is of no practical consequence.

Guys a 233mhz G3 chip is twice as fast as a Pentium II 233 with 512K
cache. So its going to be even faster then twice as fast compared to a
celeron.

>
> 2M graphic cards are strictly bargain basement territory.
> Considering that Apple is too ashamed to mention just what
> 2D/3D chip they're using, it's a safe bet it's an S3 Virge
> or somesuch (all you informed types know that that means).
>

Ashamed? The chipset is an Ati Rage pro just like in other apple models.

--
==========----------
Dominique Cormann Kozmik at wave.home.com
ISDN - Is a crime - xDSL - I don't live beside the phone Co.
Cable - Works fast, and works Today

2296. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qq4k6$uj8$1@nnrp1.dejanews.com>
Source record: 4758

In article <MPG.103a051939bc47519896d2@news.glph1.on.wave.home.com>,
REMOVEMEkozmik@wave.home.com (Dominique Cormann) wrote:

> Guys a 233mhz G3 chip is twice as fast as a Pentium II 233 with 512K
> cache.

This statement is completely false. The "...up to twice as fast..." comes from a single Bytemark score. If you take the composite of all the scores, the number is about 40% faster. If you use a decent compiler for the Pentium then the difference is even smaller. Also, Bytemarks only measure processor speed. They don't stress the memory system which is important in determining actual machine speed. PCs have faster buses and a better memory architechture than Macs.

> Ashamed? The chipset is an Ati Rage pro just like in other apple models.

The Rage Pro is crap. It was reasonably good about two years ago but two years is a long time in the computer world.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2297. Re: Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1225.7527T16T1813@canit.se>
Source record: 4759

Den 09-Aug-98 18:12:52 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f�ljande:
>In article <35CC7C13.EF4A7440@cape.net>,
> Wylie Johnson <watchman@cape.net> wrote:
>> Hello All,
>>
>> I am liquidating my studio equipment!

>I See...What G3 will you get? Looks like Atari midi is comming to an end.

>> I have Atari ST�s, TT�s, Atari 19" monochrome monitor, MIDI software
>> including Cubase Score among others, an Tascam 388 8-track reel to reel,
>>
>> out board gear and MIDI instruments. I have published the list of
>> equipment at: http://www.cape.net/glgallery/studio.htm

>> Please pass this URL to any who may be interested.
>>
>> Thanks, Wylie Johnson (watchman@cape.net)
>>

>So much for Atari midi....

So much for MIDI in general. N.B.: He doesn't only liquidate his Atari
equipment - he is liquidating his _studio equipment_. If he was to get a G3
for MIDI, why wouldn't he keep the rest of his MIDI equipment?

--
/// Iggy Drougge __/__
/// optimus@canit.se \ �. /
\\\/// http://www.canit.se/~optimus/ /_o _\
\\X/ They told me to get a life. I got a computer instead. \/

2298. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2554.7527T46T2737@canit.se>
Source record: 4760

Den 08-Aug-98 23:48:29 nedtecknade quinlan (quinlan@intergate.bc.ca) f&#65533;ljande:
>In article <35cc688f.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

>> I would say that a power user would be just about anyone who would
>> crave getting the most performance out of any computer; the fact that
>> the iMac is expandable RAM-wise shows that Apple anticipates that
>> existing Mac owners will want this machine and will want to take it to
>> its next level.

>I'm don't think that the iMac's RAM expandibility supports your claim
>"...that existing Mac ownwers will want this machine..." Some Mac users might
>want an iMac but, IMHO, most won't.

I suppose that's why it's only got ethernet and no floppy drive, so that the
Mac users can hook it up to their existing machines and use floppy drives
through the network.

>> ... - it is a neat operating system with
>> some interesting ways of accessing the desktop and the drives, but does
>> an operating system REALLY require that much RAM and hard drive space?).

>That depends of the operating system and what you want to do. Using an SGI
>with less than 128MB or RAM can be painful. NeXTStep performed best with
>>32MB RAM. NT4 needs 64MB or RAM to perform well. I'll probably upgrade my
>RAM to 128MB to run NT5.

That is quite a lot for an operating system, even in our days of cheap RAM.

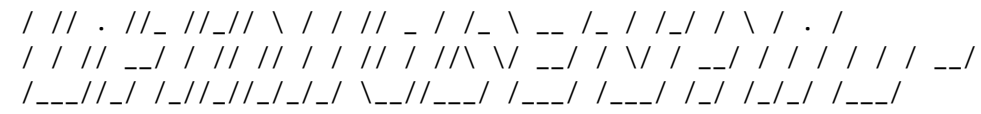
>If you are a naive user than getting your RAM installed by a technition
>probably won't be that bit of a deal. In fact, a lot of these users wouldn't
>feel comfortable installing RAM themselves anyway.

Exactly. I know I don't, although I've done it before.

>Schools are part of the iMacs target market and they tend to have Ethernet
>networks. So do college dorms. And cable modems require an Ethernet card.
>What large value do you think that the naive user will associate with SCSI?
>Don't you know people who have never upgraded their computer? I think that
>the iMac is targetted towards them.

Can you tell me how I will get my work to school? Do I have to buy an ethernet
card for my home computer and install a WAN link between me and my school? Or
should I just put it on a floppy and use sneakernet?
Oh, wait, it's not as though I have much choice on the iMac.

--
---- ---- ---- -- ---- ---- ---- -- ---- -- -- ----



2299. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qqkf7mkj1@nnrp1.dejanews.com>
Source record: 4761

In article <2554.7527T46T2737@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> I suppose that's why it's only got ethernet and no floppy drive, so that the
> Mac users can hook it up to their existing machines and use floppy drives
> through the network.

I hadn't considered that possibility. I was thinking that they didn't include a floppy drive because floppies are essentially useless for information exchange. Ethernet is useful when you use your computer in a LAN environment, want to connect to high-speed devices (probably not useful for most iMac users) and people who have cable modems.

> That is quite a lot for an operating system, even in our days of cheap RAM.

I guess that depends on your perspective.

> Can you tell me how I will get my work to school? Do I have to buy an Ethernet
> card for my home computer and install a WAN link between me and my school? Or
> should I just put it on a floppy and use sneakernet?
> Oh, wait, it's not as though I have much choice on the iMac.

If you were living on campus then you would just connect your iMac to the campus LAN. If you live elsewhere then you can use a cable modem. If you don't have cable access in your area then you can dial into your campus network. Transferring 1.44MB over a modem should take under 5 minutes. If you need to transfer over 3MB of data then floppies are useless anyway. So what files are too big to transfer by modem but small enough to transfer by floppy? And if you deal with these files a lot then you can always by a floppy drive, superdrive (if you need floppy compatibility) or a Zip drive.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2300. For sale 1040ste ?30.00 ono

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-11 00:00:00 UTC
From: SkylineSwine <loonie@globalnet.co.uk>
Message-ID: <6qnu37$r7p$3@heliodor.xara.net>
Source record: 4848
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st

I have for sale an Atari 1040STE in really good condition boxed with instructions all disks etc.. a couple of boxed games.

It all works perfectly apart from the internal disk drive which will simply not play disks it whirs around but wont load them.

Im willing to sell it for ?30.00 ono

2301. Re: Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <35D0EC01.4C84C810@studio9.demon.co.uk>
Source record: 4762

Daniel L. Dreibelbis wrote:

>
> B) Steinberg is considering re-entering the TOS MIDI market in Europe
> on the strength of the Milan architecture

wow! i'd be very interested in any further details you have of this ...

and as for *that* idiot well ... atari midi dead? with second-hand 1meg STFM
averaging 50-100 ukpounds i don't see how atari midi will EVER die !!!

viva atari,
jim

2302. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6qqtqm$eml@news2.tds.net>
Source record: 4763

On 11 Aug 1998 23:35:03, quinlan@intergate.bc.ca wrote:
>In article <2554.7527T46T2737@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:
[snipped]

>If you were living on campus then you would just connect your iMac to the
>campus LAN. If you live elsewhere then you can use a cable modem. If you
>don't have cable access in your area then you can dial into your campus
>network. Transferring 1.44MB over a modem should take under 5 minutes. If you
>need to transfer over 3MB of data then floppies are useless anyway. So what
>files are too big to transfer by modem but small enough to transfer by
>floppy? And if you deal with these files a lot then you can always by a
>floppy drive, superdrive (if you need floppy compatibility) or a Zip drive.

I can understand some of the lopsided reasoning here. Why don't we
just carry it further? From now on, let us just build houses with no
mailboxes and make postal service something that we have to pay extra
for. After all, everyone has email - or at least more people have
email than have cable modems or a LAN. Broadcast television? Sheesh,
from now on lets save a few bucks and leave out RF capability - people
can only use our televisions with cable and satellite systems - of
course, if they insist on using that old broadcast technology, we have
this handy-dandy little adapter that they can purchase at a 1300%
markup. You mean you actually want a compact cassette player in that
$700 stereo you just bought? Get real. Look - It has DAT and CD
capability, why in the world would you want to use a cassette?

Sheesh

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2303. Re: imac doomed!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qr78slgo1@nnrp1.dejanews.com>
Source record: 4764

In article <35d038da.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 11 Aug 1998 04:09:19 , sinclair2246@my-dejanews.com wrote:
> >Yea right!
> >
> >Apple just announced today that over 150,000 imacs have been preordered with
> >in one week and that 467 new peripherals and software have been announced
> >since the imac intro on May 6.
>
> unfortunately, there are also reports that a number of Apple
> dealers are now scaling back their originally grandiose promotions of
> the iMac due to not having enough product. Indeed, it's especially
> interesting to note that CompUSA itself has bungled its own promotion
> of the iMac to the point that not only were they caught giving out
> coupon books (used as an incentive to leave hefty deposits for iMacs)
> which contained coupons for products unsuitable for the iMac, they've
> now also had the dubious distinction of not having the iMac mentioned
> in their most recent flyer!

Sorry, I think you do not know all the facts involved. I am privy to things
that can't be divulged.

Must be getting different flyers..Pay special attention to the next one.

> Apple themselves will not be putting iMac on sale on their Apple
> mail-order store until Oct 1st.

Whats your point?

> intrigued? Check out http://www.infoxczar.com/atat.

No..

> As for the "467 new peripherals and software" - a large amount of
> vapourware is nothing to brag about. No Imation Superdrive yet, no ZIP
> available now, not even an outboard floppy drive - what happens if they
> have a hard drive crash, TIFKAS? 467 new peripherals and software
> available NOW would be much more impressive.

Beating a dead horse here.

> And as for the floppy being "dead", why is Apple putting floppy
> drives on their student model? (I just saw it yesterday and was quite
> impressed). Isn't the floppyless iMac being promoted as an education
> machine for homes and for people at college?

I have nothing to do with higher ed. I am on the consumer side.

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2304. imac factory pictures

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qr04l$9ig$1@nnrp1.dejanews.com>
Source record: 4765

Here is the link...

http://www.apple.com/hotnews/features/imacfactory.html

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2305. Re: Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6qr0i4aac1@nnrp1.dejanews.com>
Source record: 4766

In article <35cfb26c.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> And while we're on the subject - you claim that Apple is sound
> financially by claiming that they have a $2 Billion reserve. My
> question on that is a) where and when did Apple find $2 Billion, and B)
> if Apple has had this amount of money lying around, then why the heck
> did they require Microsoft to give them a $150 million loan to keep
> them afloat a year ago? Indeed, the figures I showed at macintouch.com
> (a site that I trust over your often overstated "facts") I believe
> shows the true precarious position Apple finds itself in.......

You need to look at 3Q balance sheet. Apple created the cash by selling off inventory, reduce inventory on hand with more turns and reduce accounts recievables.

Microsoft bought $150 million worth of Apple shares on the open market. Wasn't a loan - did not need the cash- but a committment to the mac platform with new apps. It worked and brought in new developers.

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2306. Re: imac factory pictures

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6qr46pfcf1@ash.ridgecrest.ca.us>
Source record: 4767

On 12 Aug 1998 02:54:13 , sinclair2246@my-dejanews.com wrote:
>
>
>Here is the link...
>
>http://www.apple.com/hotnews/features/imacfactory.html
>
>Peter S.

More like www.hoover.com

imak replacment keyboards only $189.95

M

2307. Re: Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35d128b4.0@diana.idirect.com>
Source record: 4768

for those who are wondering about the news regarding Steinberg's considerations of re-entering the TOS MIDI market on the strength of the new Milan platform, go to http://www.chatlink.com/~stinformer and look up (or download) issue #100 - read the article on the IRC session with Milan gmBH's developers.

Get the info from the REAL source, and not from immature little barrow boys who are nothing more than a pimple on the buttocks of progress....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2308. It's Official - USB ZIP vapour 'til Jan. 1999

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35d128c6.0@diana.idirect.com>
Source record: 4769

hello there, iMac fans (and especially its main proponent here, The Idiot Forever Known As Sinclap).....

I just got back from an interesting session at a Mac user group tonight that featured a presentation by Argyle & Broadstreet, who represent Iomega products for Canada, where they talked about and showed a number of Iomega's drives and backup units (many of which, BTW, will work on Atari STs with the proper host adaptors and driver software), among other things.

Well, inevitably, since it was only four days until the launch of the "revolutionary" iMac, someone in the club interested in buying one asked when the USB version of their popular ZIP drive will be available for sale, as he needed this format for backup and for file transfer.

With unflinching candor, the presenter admitted that the USB ZIP was not ready for the August 15th launch of the iMac; indeed, he admitted that Iomega hopes to have the new version of the drive ready by - get this - Christmas 1998: and more likely by the beginning of first quarter 1999 (read: January).

With the ZIP considered perhaps the eventual replacement for the floppy disk, with it used by millions of users for transferring work to their business or for hard drive backup, the lack of a timely appearance of a USB ZIP could well be the deciding factor over whether John Q. ComputerNewbie buys a PC or the "revolutionary" iMac. Thanks to the developers at Apple wanting to impress drooling Mac fanboys rather than stick to existing standards (like installing a SCSI interface so that a user could connect the plentiful SCSI version of the ZIP or ZIP Plus, or even installing an internal ZIP - now that would have been truly revolutionary!), all those who bought an iMac with their carefully saved pennies at launch will now find their systems closed boxes when it comes to transferring work stuff, for transferring school stuff, for doing important backups in case of a hard drive crash, etc. At least until January 1999.

Looks like TIFKAS has some 'splainin' to do when he faces all those angry iMac customers at his CompUSA stores - and he'd better hope iMation is faster at coming up with a (temporary) solution until a USB ZIP is available, as an irate computer user who can't transfer or back up important stuff aren't going to take his glib assurances (or suggestions they buy a more expensive G3 tower system) that everything will be all right....

(To be fair to Iomega, the rep explained that their late USB development came about as a result of Apple adopting it late in the game for the iMac; Iomega does not take Windows '98 as a serious USB platform, as he said that there are still many bugs with its recognition of the devices <like scanners :) >)

also to allay fears of Mac users wanting to upgrade to iMac who have peripherals they've poured mucho money into, the rep mentioned that Asante is coming out in ten days with an Ethernet adaptor that will allow LocalPort printers to hook up to the iMac, and that Hewlett-Packard will be coming out with a box that will allow parallel printers (the long-time proven standard in the PC world) to be hooked up via USB. While welcome news, it still represents an additional expense to those who want to buy an iMac - and could have been prevented had Apple and Steve Jobs used more common sense and less gee-whillikers-dudes in designing the "perfect home computer". Sorry, but I was taught to tell the truth, even if it hurts.

As for the Mac club - there are many fine people there being productive with their Macs, who asked intelligent questions, who were proud to be Mac users and yet were unthreatened when I mentioned that I was the VP of the Atari club - we're even talking about keeping a running dialogue between the two clubs. Indeed, the very antithesis of TIFKAS :) I'm not surprised, for the Mac truly is a wonderful little platform, and I'd hate to see it get crushed by Bill Gates (although what with the recent news on the defeat Microsoft faced when the judge threw out three of their motions - including limiting the time Bill has to be grilled by government lawyers. Bill Gates squirming after endless hours of testimony - I've been waiting years for this :))

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2309. Re: imac doomed!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35d12ca4.0@diana.idirect.com>
Source record: 4770

On 12 Aug 1998 04:55:55 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>> Apple themselves will not be putting iMac on sale on their Apple
>> mail-order store until Oct 1st.
>
>Whats your point?

simple - means that those who want to have an iMac but who aren't close enough to a CompUSA (or who has had the meanyheads at Apple close down their local Mac dealer) are SOL until October...

>
>> intrigued? Check out http://www.infoxczar.com/atat.
>
>No..

Yes. I guess that TIFKAS is too chicken to face the truth....
>
>> As for the "467 new peripherals and software" - a large amount of
>> vapourware is nothing to brag about. No Imation Superdrive yet, no ZIP
>> available now, not even an outboard floppy drive - what happens if they
>> have a hard drive crash, TIFKAS? 467 new peripherals and software
>> available NOW would be much more impressive.
>
>Beating a dead horse here.

the horse is quite alive, kicking, and ready to run the Kentucky Derby - in fact it's a Clydesdale. See my post on the non-availability of the USB Iomega ZIP until January 1999 - which I got straight from the horse's mouth tonight, ironically enough.

The only thing dead here is YOU. From the neck up. (Insert your favorite image from "Death Becomes Her" here).

You often sneered in the past that anything that was coming but was still in development for the Atari platform was "vapour" and couldn't be admitted as evidence. I'm only sticking to your yardstick here TIFKAS, and there will be no double standards on your part. And if you don;t like it, TOUGH. (BTW, what about CorelDraw 8 for Mac :))

>
>> And as for the floppy being "dead", why is Apple putting floppy
>> drives on their student model? (I just saw it yesterday and was quite
>> impressed). Isn't the floppyless iMac being promoted as an education
>> machine for homes and for people at college?
>

>I have nothing to do with higher ed. I am on the consumer side.

As usual, trying to wriggle out of the question. Coward. Barrow Boy.
>
>Peter S.
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

home to the computationally clueless. the AOL of the late 1990s......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2310. Re: Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35d12e75.0@diana.idirect.com>
Source record: 4771

On 12 Aug 1998 03:01:23 , sinclair2246@my-dejanews.com wrote:

>You need to look at 3Q balance sheet. Apple created the cash by selling off
>inventory, reduce inventory on hand with more turns and reduce accounts
>recievables.
>
>Microsoft bought $150 million worth of Apple shares on the open market.
>Wasn't a loan - did not need the cash- but a committment to the mac platform
>with new apps. It worked and brought in new developers.

'shyeah right. And monkeys can fly out my butt :)

Believe me, the testimony that Bill Clinton is going to give next
week is going to be more candid and believable than ANYTHING you ever
post here, you old barrow boy.. Think I'll cross post it to mac.advocacy
(you know, the place you fear to tread) and give the REAL Mac users a
good laugh (and I will, too.....)

(BTW, I'm surprised that you haven't reacted to the term "barrow
boy" yet - and you claim to have British heritage? Better ask your ma
what it means, 'cause I expect to see you back here with flames coming
out your ears :))

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2311. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qrl1t$79d$1@nnrp1.dejanews.com>
Source record: 4772

In article <6qqtqm$eml@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

[Other examples snipped]

> You mean you actually want a compact cassette player in that
> $700 stereo you just bought? Get real. Look - It has DAT and CD
> capability, why in the world would you want to use a cassette?
>
> Sheesh
>

Isn't DAT backwards compatible with cassettes? In any case, I was disappointed when my new stereo system didn't come with an 8-track player. I'm sure they could have added one for about $25 but the bastards ripped me off and now I have to spend twice that to add one to my system.

Sarcasm aside, the challenge is to only add features that your customers are willing to pay for. Presumably, customers will not pay for things that they find completely useless. Floppies, for me, are completely useless (except on my PC where I need floppies for boot purposes). I am arguing that floppies are useless for most people because they are slow, unreliable and don't have very much storage capacity.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2312. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: REMOVEMEkozmik@wave.home.com
Message-ID: <MPG.103b5b4efcd14b0c9896d9@news.glph1.on.wave.home.com>
Source record: 4773

quinlan@intergate.bc.ca - quinlan@intergate.bc.ca
On Tue, 11 Aug 1998 19:04:38 GMT wrote:

> In article <MPG.103a051939bc47519896d2@news.glph1.on.wave.home.com>,
> REMOVEMEkozmik@wave.home.com (Dominique Cormann) wrote:
>
> > Guys a 233mhz G3 chip is twice as fast as a Pentium II 233 with 512K
> > cache.
>
> This statement is completely false. The "...up to twice as fast..." comes from
> a single Bytemark score. If you take the composite of all the scores, the
> number is about 40% faster. If you use a decent compiler for the Pentium then
> the difference is even smaller. Also, Bytemarks only measure processor speed.
> They don't stress the memory system which is important in determining actual
> machine speed. PCs have faster buses and a better memory architechture than
> Macs.

Yes the 'up to twice as fast' quote is pretty misleading. The PowerPC
chip itself, mhz per mhz, is faster then a pentium II, was basically what
I was trying to say. This is why I don't think people should compare the
iMac to some lowend P233MMX system. It should be compared to Pentium II
systems instead.

PC's now have faster bus speeds. I am typing on a machine that I set the
bus speed to 83mhz instead of 66mhz. But all the G3 macs are either 66mhz
or 83mhz, so they aren't that slow anymore. I think your thinking of back
when they had 40 and 50mhz bus's.

Plus also remember that they have that backside cache (512K or 1meg) that
runs at half the processor speed. This is another reason not to compare
them to sockey 7 pentium systems.

Design wise they aren't slow anymore. They stand up just fine to Pentium
II systems that cost more.

Its that damn MacOS that slows the thing down. If you could see a G3
running linux you'd really see how fast these machines were.

>
> > Ashamed? The chipset is an Ati Rage pro just like in other apple models.
>
> The Rage Pro is crap. It was reasonably good about two years ago but two years
> is a long time in the computer world.
>

Sniff....I own one of these cards...;-)

For 2d stuff they really aren't that bad (remember its designed to be a low cost chipset $20 in order of a 1000). I can't tell the difference in 2d speed between a rage pro and a matrox millenium 2 or the new G200.

For 3d stuff, I'd use 3dfx on either a mac or a PC. But I have seen Quake running in software. The G3 is fast enough that even in software at 800x600 your pushing over 30fps so its fine.

--
==========----------
Dominique Cormann Kozmik at wave.home.com
ISDN - Is a crime - xDSL - I don't live beside the phone Co.
Cable - Works fast, and works Today

2313. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35d19956.0@diana.idirect.com>
Source record: 4774

On 12 Aug 1998 08:51:09 , quinlan@intergate.bc.ca wrote:
>In article <6qqtqm$eml@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>
>[Other examples snipped]
>
>> You mean you actually want a compact cassette player in that
>> $700 stereo you just bought? Get real. Look - It has DAT and CD
>> capability, why in the world would you want to use a cassette?
>>
>> Sheesh
>>
>
>Isn't DAT backwards compatible with cassettes?

actually, it isn't - for one thing, the cassettes are different sizes. Also, DAT is a digital format, cassette tape is an analog one. Philips did attempt a digital version of the cassette which was backwards compatible with the original format (I've got a Dire Straits tour program that shows Mark Knopfler posing with one of the new machines), but it was rejected out of hand along with Sony's MiniDisc format by consumers who saw it as just another new format, another cash grab by the music industry.

As someone who is slowly going back his hobby of recording, with the goal of releasing my own CD, I know this for a fact, as DAT is a very popular standard in the music industry for mixdown. (Of course, now that Anodyne Software has now come out with cost-effective CD-ROM burner software for the Atari, I can probably do my mixdown right into the Falcon. Now if only CD-ROM burners would come down in price :))

>
>Sarcasm aside, the challenge is to only add features that your customers are
>willing to pay for. Presumably, customers will not pay for things that they
>find completely useless. Floppies, for me, are completely useless (except on
>my PC where I need floppies for boot purposes). I am arguing that floppies
>are useless for most people because they are slow, unreliable and don't have
>very much storage capacity.

OTOH, if you're in a job that requires you to shuttle work projects to and fro from your home, a floppy disk suddenly becomes a necessity that the consumer needs. (Yeah, I know, standard disclaimer, then the iMac isn't for them, buy a G3 system).

What I find funny is that the new student Mac (which I saw at my brother's work at York University, reminsicent of a beige iMac) has

both a standard floppy drive AND a ZIP drive. Apple says one of its markets for the iMac is students and education - if the floppy is REALLY dead (and I doubt it, as the stores here still sell floppies by the truckload), why is Apple still putting floppies on computers for college kids? (Come to think of it, why didn't Apple put a ZIP drive as standard on the iMac? Now that it's been confirmed that it'll be over four months before a USB-compatible ZIP comes out, Apple has really shot themselves in the foot over this one)

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2314. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-1208981128040001@200.229.243.107>
Source record: 4775

In article <MPG.103a051939bc47519896d2@news.glph1.on.wave.home.com>,
REMOVEMEkozmik@wave.home.com (Dominique Cormann) wrote:

> jedi - jedi@dementia.mishnet wrote:
>
> > On Thu, 06 Aug 1998 16:34:56 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
> > >In article <35c9aff3.0@diana.idirect.com>,
> > > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > >
> > >> >If you want slots, floppy and legacy ports there is always the G3
Pro line.
> > >>
> > >> or a nice new PC system which is priced at par or below the iMac.
> > >
> > >But not as good. I have seen the competition at Comp...Using Celeron
or a I
> > >call celery processors..
> >
> > Considering the realative quality of the rest of the components
> > in an iMac, a celery system is an appropriate comparison. While
> > it is true that it may not be a better number cruncher, that
> > really wont matter as the rest of the iMac isn't set up to
> > handle such tasks anyway.
> >
> > The CPU performace defecit is of no practical consequence.
>
> Guys a 233mhz G3 chip is twice as fast as a Pentium II 233 with 512K
> cache. So its going to be even faster then twice as fast compared to a
> celeron.
>

It might be twice as fast as a Celeron chip, but I doubt it's
twice as fast as a PII/233, and this is coming from a Mac advocate. Let's
no confuse marketing talk to real life performance. The iMac is going to
be a fast machine, yes, but it's not a speed demon by any means. I just
wonder if it's going to be possible to clockchip iMacs, like it's possible
with PowerMac G3s, by adjusting a couple of jumpers on the motherboard.

> >
> > 2M graphic cards are strictly bargain basement territory.
> > Considering that Apple is too ashamed to mention just what
> > 2D/3D chip they're using, it's a safe bet it's an S3 Virge
> > or somesuch (all you informed types know that that means).
> >

>
> Ashamed? The chipset is an Ati Rage pro just like in other apple models.

Unfortunately, it is. It's a very, VERY lame chipset. Bottom of
the barrel, really. Apple should've used something better, even a 3dfx
chip.

--
---
ciao!
asiufy@uol.com.br

2315. Re: It's Official - USB ZIP vapour 'til Jan. 1999

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-1208981144140001@200.229.243.107>
Source record: 4776

In article <35d128c6.0@diana.idirect.com>, dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> hello there, iMac fans (and especially its main proponent here, The
> Idiot Forever Known As Sinclap).....
>
> I just got back from an interesting session at a Mac user group
> tonight that featured a presentation by Argyle & Broadstreet, who
> represent Iomega products for Canada, where they talked about and
> showed a number of Iomega's drives and backup units (many of which,
> BTW, will work on Atari STs with the proper host adaptors and driver
> software), among other things.
>
> Well, inevitably, since it was only four days until the launch of
> the "revolutionary" iMac, someone in the club interested in buying one
> asked when the USB version of their popular ZIP drive will be available
> for sale, as he needed this format for backup and for file
> transfer.
>
> With unflinching candor, the presenter admitted that the USB ZIP
> was not ready for the August 15th launch of the iMac; indeed, he
> admitted that Iomega hopes to have the new version of the drive ready
> by - get this - Christmas 1998: and more likely by the beginning of
> first quarter 1999 (read: January).
>

Bad luck for Iomega. A large part of those 150000 pre-ordered iMac users will end up buying Imation's Superdrive...

> With the ZIP considered perhaps the eventual replacement for the
> floppy disk, with it used by millions of users for transferring work to
> their business or for hard drive backup, the lack of a timely appearance
> of a USB ZIP could well be the deciding factor over whether John Q.
> ComputerNewbie buys a PC or the "revolutionary" iMac. Thanks to the
> developers at Apple wanting to impress drooling Mac fanboys rather than
> stick to existing standards (like installing a SCSI interface so that a
> user could connect the plentiful SCSI version of the ZIP or ZIP Plus,
> or even installing an internal ZIP - now that would have been truly
> revolutionary!), all those who bought an iMac with their carefully
> saved pennies at launch will now find their systems closed boxes when it
> comes to transferring work stuff, for transferring school stuff, for
> doing important backups in case of a hard drive crash, etc. At least
> until January 1999.

ZIPs are not the only thing out there for backing up, you know.
Apart from the Superdrive, another company, whose name I forgot, is going
to release a regular 1.44 floppy for the USB port.

>
> Looks like TIFKAS has some 'splainin' to do when he faces all those
> angry iMac customers at his CompUSA stores - and he'd better hope
> iMation is faster at coming up with a (temporary) solution until a USB
> ZIP is available, as an irate computer user who can't transfer or back
> up important stuff aren't going to take his glib assurances (or
> suggestions they buy a more expensive G3 tower system) that
> everything will be all right....

I'm not TIFKAS (and don't want to be), but I think this subject is
of little relevance, as you'll notice, as the iMac launch happens and
sales abound.

>
> (To be fair to Iomega, the rep explained that their late USB
> development came about as a result of Apple adopting it late in the game
> for the iMac; Iomega does not take Windows '98 as a serious USB
> platform, as he said that there are still many bugs with its recognition
> of the devices <like scanners :) >)

Well, you got to admit that Iomega is taking Apple seriously this
time, when even Billy Gates couldn't excite them enough to get USB
products... It took Steve's machine...

>
> also to allay fears of Mac users wanting to upgrade to iMac who have
> peripherals they've poured mucho money into, the rep mentioned that
> Asante is coming out in ten days with an Ethernet adaptor that will
> allow LocalPort printers to hook up to the iMac, and that
> Hewlett-Packard will be coming out with a box that will allow parallel
> printers (the long-time proven standard in the PC world) to be hooked
> up via USB. While welcome news, it still represents an additional
> expense to those who want to buy an iMac - and could have been
> prevented had Apple and Steve Jobs used more common sense and less
> gee-whillikers-dudes in designing the "perfect home computer". Sorry,
> but I was taught to tell the truth, even if it hurts.
>

Apart from that, from the word go, there'll be USB-to-ADB and
USB-to-SCSI adaptors.
What strikes me is the fact that you fail to see the "big picture".
The iMac is not for you. Not for the user with heaps of hardware, bought
over the years. It's a brand new system. Macs in 1984 used 3.5" floppies,
and they were damn hard to find back then, the same 3.5" floppies that you
now want included. Man, it's been what, 14 years? Do you _REALLY_ think
it's necessary? Better, more modern solutions exist. Apple didn't want to
stick to one of the many up and coming standards, so they left it to the
user to decide.
What I mean is that standards are there to be improved. If you're

happy with old standards, I'd say you should stick to your ATARI. I don't want to be using the same old cranky parallel port, or the same old slow serial ports of today, very limited in scope and useability. USB is a "Good Thing". :)
The majority of the complains you see about the iMac come from experienced users. Those are used to the current standards, which won't be supported on the iMac. But I wonder what will be their position a couple of months from now, when a couple more USB devices will be out the door, and running nice on the iMac... And if you doubt that'll happen, well, all I can say is, wait and see...

--
---
ciao!
asiufy@uol.com.br

2316. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-1208981153280001@200.229.243.107>
Source record: 4777

In article <35cc688f.0@diana.idirect.com>, dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> On 8 Aug 1998 00:18:27 G, quinlan@intergate.bc.ca wrote:
> >In article <35caefb7.0@diana.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> >> The "revolutionary" iMac comes complete with 32 mB DIMM RAM as standard.
> >> But what if the Mac power user (and believe me, there will be lots of
> >> Mac fanboys buying this thing) want to go to its full 128mB capacity?
> >>
> >> Well, unfortunately, they'll do so and lose their one-year warranty
> >> too! Seems in order to install the RAM, they'll have to remove the
> >> processor card - and incur the wrath of Jobs. Poor design, bad thought.
> >
> >I don't see why a power user would buy this computer. I consider myself a
> >power user and I'd want: more RAM expansion, PCI slots, a floppy drive, a zip
> >drive, a 19" monitor, a DVD-ROM, some internal disk bays, etc. Therefore, I'd
> >never even consider getting an iMac. I'd also never get a laptop. Both are
> >not targetted towards me.
>
>
> I would say that a power user would be just about anyone who would
> crave getting the most performance out of any computer; the fact that
> the iMac is expandable RAM-wise shows that Apple anticipates that
> existing Mac owners will want this machine and will want to take it to
> its next level. Besides, in order to make use of the bloated OS8 more
> efficiently (and run programs with it) you really have to bring up the
> RAM to a more "acceptable" level (and I know of what I speak - my
> brother installed 64 megs in his PowerMac in order to make the most of
> having OS8 installed on his system - it is a neat operating system with
> some interesting ways of accessing the desktop and the drives, but does
> an operating system REALLY require that much RAM and hard drive space?).
>

You can run MacOS 8 (and 8.5 too) just fine with 32mb RAM and VM/RD on. You'll only _NEED_ 64mb if you need to open several "fat" programs at once (I constantly need to use Photoshop, Netscape, IE, Claris Homepage and GoLive Cyberstudio, all opened at once). Yer average Joe Consumer does not need to run that sort of programs, specially simultaneously.
I know what I'm saying because I had a 32mb machine for about a year, only getting my 64mb G3 a couple of months ago.

> The big problem, of course, is what happens when the RAM is needed -
> and now? Apple built a door on the iMac so that the RAM could be
> accessed for swapping for bigger RAM - this implies that a user could
> easily do the swap himself. But if he does it himself and wants to go to
> the full nine yards, he kisses his warranty goodbye. I'm sure TIFKAS
> will argue that his authorized Apple service centre can do it for the
> customer, but remember that Apple, in its cost-cutting measures to stay
> afloat, has slashed the number of service centres - for someone in
> Chicago or Toronto, that won't be a problem, but what about the guy in
> Boogie, Iowa who ordered his iMac straight through Apple via mail order
> (remember, TIFKAS pooh-poohed this scenario as a non-issue when it was
> brought up in this forum a few months ago)? And why have a middle man
> install the RAM when Apple has a door on the computer that implies that
> the user can do it himself?

Well, the fact that the user won't be able to upgrade the RAM
him/herself is stupid. Reminds me of 1984. I wonder what kind of screws
the iMac will use... Am I going to need a special screwdriver to open it
too? :)
I understand this problem, and it's a major, MAJOR fuckup.

>
> Besides - if it's not anticipated as a power user's system, then
> why the heck did Apple put an Ethernet card in it? How many average
> households (the place where Apple hopes to sell the majority of its
> iMacs) have more than one computer capable of accessing Ethernet? How
> many households could afford an Ethernet connection to the Internet? Apple
> could have easily eliminated this bit of tomfoolery and added a nice
> standard SCSI interface or a floppy drive to it and made the iMac even
> more palatable to the average home user - instead, it comes across as
> more a project built by fanboys for fanboys, and will most likely be
> sold only to fanboys - the usual state of affairs that is sadly been
> the pattern for any Apple product.

I disagree. You should read another message I wrote a few minutes
ago. The iMac is all about upcoming standards. There's no use in including
an outdated standard, when better stuff is available.
Apple only mentioned the home market as their target so far, but
I see something much bigger coming... Schools, university labs. The
perfect net computer? I guess so...
You really should've skipped the "fanboy" part, since it's
utterly stupid. Plenty of Wintel people are endorsing the iMac, it is a
viable machine. Just give it some time.

--
---
ciao!
asiufy@uol.com.br

2317. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <1998081217461500.NAA26615@ladder01.news.aol.com>
Source record: 4778

>Sarcasm aside, the challenge is to only add features that your customers are
>willing to pay for. Presumably, customers will not pay for things that they
>find completely useless. Floppies, for me, are completely useless (except on
>my PC where I need floppies for boot purposes). I am arguing that floppies
>are useless for most people because they are slow, unreliable and don't have
>very much storage capacity.

I use floppies quite often. Virtually everyone has a 3.5" floppy drive in
their computer. That is wonderful in terms of compatability. I need to bring
something to a PC... I can format a floppy for PC use. How long does
reformatting a Zip Disk take? (PC format with a Mac) Is that really worth it
for a 1MB file?

Since floppies are very cheap, I don't have to worry if one breaks. (I think
that I have run across three damaged floppies in the past 5 years.) I just
retrieve an data I can from it, and throw it out! I'd think twice about
throwing a $15 Zip Disk out.

Something that would be nice though.... If the iMac had an option to replace
the CD-ROM drive with a re-writable drive.

John G.

2318. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qsv7l$im8$1@nnrp1.dejanews.com>
Source record: 4779

In article <35d19956.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> OTOH, if you're in a job that requires you to shuttle work projects
> to and fro from your home, a floppy disk suddenly becomes a necessity
> that the consumer needs. (Yeah, I know, standard disclaimer, then the
> iMac isn't for them, buy a G3 system).

I shuttle work almost every day. I use a Zip disks because putting 70MB of
source code on floppies would be a little bit tedious. If I need a file from
work or need to send something to the office, I just dial into the LAN.

> What I find funny is that the new student Mac (which I saw at my
> brother's work at York University, reminsicent of a beige iMac) has
> both a standard floppy drive AND a ZIP drive. Apple says one of its
> markets for the iMac is students and education - if the floppy is
> REALLY dead (and I doubt it, as the stores here still sell floppies by
> the truckload), why is Apple still putting floppies on computers for
> college kids?

Couldn't say. Engineering momentum? Also, the cost of this Mac may be higher
than that of the iMac.

(Come to think of it, why didn't Apple put a ZIP drive as
> standard on the iMac? Now that it's been confirmed that it'll be over
> four months before a USB-compatible ZIP comes out, Apple has really
> shot themselves in the foot over this one)

I think that Apple should have offered the Zip drive as an option.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2319. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qt080$ki8$1@nnrp1.dejanews.com>
Source record: 4780

In article <MPG.103b5b4efcd14b0c9896d9@news.glph1.on.wave.home.com>,
REMOVEMEkozmik@wave.home.com (Dominique Cormann) wrote:

> Yes the 'up to twice as fast' quote is pretty misleading.

Not at all, "up to twice as fast" is semantically equivalent to "no more than twice as fast as." So it could be half as fast as the Pentium and the statement would still be true.

> The PowerPC
> chip itself, mhz per mhz, is faster then a pentium II, was basically what
> I was trying to say. This is why I don't think people should compare the
> iMac to some lowend P233MMX system. It should be compared to Pentium II
> systems instead.

Fair enough.

> PC's now have faster bus speeds. I am typing on a machine that I set the
> bus speed to 83mhz instead of 66mhz. But all the G3 macs are either 66mhz
> or 83mhz, so they aren't that slow anymore. I think your thinking of back
> when they had 40 and 50mhz bus's.

The PII-400 computers use 100MHz buses.

> Plus also remember that they have that backside cache (512K or 1meg) that
> runs at half the processor speed. This is another reason not to compare
> them to sockey 7 pentium systems.

That won't help the Mac when processing large data sets but I agree that the G3 Macs are probably faster when their memory systems are not strained.

> Design wise they aren't slow anymore. They stand up just fine to Pentium
> II systems that cost more.

No they don't stand up to PII systems. They have slow buses and no AGP. You can't get the high quality video, sound, SCSI, etc. cards that are available for the PC.

> Its that damn MacOS that slows the thing down. If you could see a G3
> running linux you'd really see how fast these machines were.

Yes the Mac OS is slow. Running Linux won't get you a fast video card or a good sound card though.

> Sniff....I own one of these cards...;-)
>
> For 2d stuff they really aren't that bad (remember its designed to be a
> low cost chipset $20 in order of a 1000). I can't tell the difference in

> 2d speed between a rage pro and a matrox millenium 2 or the new G200.

Everthing should be instantaneous when doing 2D on a high-end PC.

> For 3d stuff, I'd use 3dfx on either a mac or a PC. But I have seen Quake
> running in software. The G3 is fast enough that even in software at
> 800x600 your pushing over 30fps so its fine.

I get over 50fps on my PII-400 without a 3dfx card. And, BTW, there is only
one manufacturer of Voodoo 2 cards for the Mac and they charge over 50% more
than the PC cards sell for. I know, I just ordered one from MacZone.

> --
> ==----------
> Dominique Cormann Kozmik at wave.home.com
> ISDN - Is a crime - xDSL - I don't live beside the phone Co.
> Cable - Works fast, and works Today
>
>

--
--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2320. Re: It's Official - USB ZIP vapour 'til Jan. 1999

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6qsu1g$fo4@ds2.acs.ucalgary.ca>
Source record: 4781

On 12 Aug 1998, Daniel L. Dreibelbis wrote:

> As for the Mac club - there are many fine people there being
> productive with their Macs, who asked intelligent questions, who
> were proud to be Mac users and yet were unthreatened when I
> mentioned that I was the VP of the Atari club - we're even talking
> about keeping a running dialogue between the two clubs. Indeed, the
> very antithesis of TIFKAS :) I'm not surprised, for the Mac truly is
> a wonderful little platform, and I'd hate to see it get crushed by
> Bill Gates (although what with the recent news on the defeat
> Microsoft faced when the judge threw out three of their motions -
> including limiting the time Bill has to be grilled by government
> lawyers. Bill Gates squirming after endless hours of testimony -
> I've been waiting years for this :))

We tried the 'running dialogue' thing here in Calgary - the problem is that most of the 'user groups' seem to have disappeared into the woodwork - including the two Atari groups

Do you know - in passing - is the MagicMac Atari emulator available in N America yet that will work with OS8 - and if so - where do we buy it ???????????

The Canadian Curmudgeon (in hot, dry, Calgary)

2321. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1220.7528T664T1854@canit.se>
Source record: 4782

Den 11-Aug-98 13:24:40 nedtecknade Dominique Cormann
(REMOVEMEkozmik@wave.home.com) f&#65533;ljande:
>quinlan@intergate.bc.ca - quinlan@intergate.bc.ca wrote:

```
>> > A zip drive would not have quite as trivial a cost associated
>> > with it & would be a distinctly different engineering question.
>>
>> I agree. But if I were to buy a Mac, I would not want it to have a floppy
>> drive. The small increase in expense would not be justified by any increase
>> in utility.

>This is why the iMac doesn't come with a floppy. They expected the user
>to decide if he needed one, and if he did, then he could choose from a
>number of different kinds from different sources.

>Makes sense to me. I like to have choices.

Then why not give the users the choice of installing an ethernet card, a CD-
ROM or a modem?
Seriosuly, floppy drives (at least the PC kind) are ridiculously cheap when
bought in bulk by computer manufacturers. Why force the consumer to waste more
money on something which wouldn't have cost them many extra crowns if already
installed in their iMacs?

--
alt.toys.transformers is *not* talk.abortion
alt.toys.transformers is *not* talk.religion
alt.toys.transformers is *not* alt.test
Iggy Drougge 1997
```

2322. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3077.7528T668T1464@canit.se>
Source record: 4783

Den 11-Aug-98 04:40:41 nedtecknade Xanathus (xanathus@aol.com) f�ljande:
>> I would say that a power user would be just about anyone who would
>>crave getting the most performance out of any computer; the fact that
>>the iMac is expandable RAM-wise shows that Apple anticipates that
>>existing Mac owners will want this machine and will want to take it to
>>its next level. Besides, in order to make use of the bloated OS8 more
>>efficiently (and run programs with it) you really have to bring up the
>>RAM to a more "acceptable" level (and I know of what I speak - my
>>brother installed 64 megs in his PowerMac in order to make the most of
>>having OS8 installed on his system - it is a neat operating system with
>>some interesting ways of accessing the desktop and the drives, but does
>>an operating system REALLY require that much RAM and hard drive space?).

>Don't go saying that OS 8 is bloated. Sure it takes more memory than
>previous Systems on the Mac, but it's relatively low on memory usage for a
>current operating system.

MacOS is by no means a current operating system, not more so than TOS 3.0 is.
It still doesn't feature something as basic as pre-emptie multitasking, which
wouldn't even make it quaalify as an OS according to some principles.

>Have you taken a look at how much memory Win95 uses? OS 8 is taking up
>around
>8MB of RAM on my Mac. From what I hear, Win95 uses a minimum of 16MB!

8 MB of RAM? My OS doesn't take 8 MB out of my hard drive.

>> Besides - if it's not anticipated as a power user's system, then
>>why the heck did Apple put an Ethernet card in it? How many average
>>households (the place where Apple hopes to sell the majority of its
>>iMacs) have more than one computer capable of accessing Ethernet? How
>>many households could afford an Ethernet connection to the Internet? Apple
>>could have easily eliminated this bit of tomfoolery and added a nice
>>standard SCSI interface or a floppy drive to it and made the iMac even
>>more palatable to the average home user - instead, it comes across as
>>more a project built by fanboys for fanboys, and will most likely be
>>sold only to fanboys - the usual state of affairs that is sadly been
>>the pattern for any Apple product.

>Good point. Cable modems are expensive, and not available in all areas yet.
>It won't be for another year or so until my town gets cable modem access.
>And even still.... I don't subscribe to cable.

M-hm, they're testing it in my cable network, but I don't know when to expect
its availability or how much it will cost.

>As for networking... Households DON'T need ethernet at all. If anything, it
>should only be an option. So I agree with you fully.

Well, with cable modems, perhaps, but they'd sooner need a floppy drive than
ethernet.

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se

Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/

2323. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6qt38g$58c@news2.tds.net>
Source record: 4784

On 12 Aug 1998 08:51:09, quinlan@inteteate.bc.ca wrote:
>In article <6qqtqm$eml@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>
>[Other examples snipped]
>

>Isn't DAT backwards compatible with cassettes? In any case, I was disappointed
>when my new stereo system didn't come with an 8-track player. I'm sure they
>could have added one for about $25 but the bastards ripped me off and now I
>have to spend twice that to add one to my system.

S'OK, the comparison was expected. However there are significant
differences. 8-tracks never had the following of cassettes (or
floppy disks). They weren't as useable, for the most part they were
read only (although there were recorders). And most important, if you
think back on the period, almost all manufactureres phased out the
8-track by including it along with the other options. I'm referring
to something that is in _widespread_ use, with significant utility.
I'm not asking Apple to include device drivers and mechanisms for
paper tape, punched cards or cassettes, after all.

>Sarcasm aside, the challenge is to only add features that your customers are
>willing to pay for. Presumably, customers will not pay for things that they
>find completely useless. Floppies, for me, are completely useless (except on
>my PC where I need floppies for boot purposes). I am arguing that floppies
>are useless for most people because they are slow, unreliable and don't have
>very much storage capacity.
>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca

Totally disregarding the fact that part of the reason that they don't
have much storage capacity (relatively) is due to Apple and Microsoft
foisting such bloated applications on the world, they are, indeed,
sufficient for the majority of people - I see it every day at work. I
use them every day at work, and many others do as well.

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2324. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-12 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998081222265000.SAA02406@ladder01.news.aol.com>
Source record: 4785

If I'm not mistaken, this is an Atari newsgroup.
Why are all these Mac threads in this ng?
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

2325. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qvkg5$u1f$1@nnrp1.dejanews.com>
Source record: 4699

In article <6qugrr$jt0@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

[Examples snipped]

Terry, the examples where floppies are useful in your organization seem to be
the result of poor LAN design and stupid management policies.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2326. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6qvrbi$3d6@news2.tds.net>
Source record: 4700

On 13 Aug 1998 02:21:33, quinlan@intergate.bc.ca wrote:
>In article <6qt38g$58c@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

[Snipped]

>This is where we disagree. I can't remember the last time that I used the
>floppy drive on my Mac and I have only used the floppy drive on my PC once
>(you need to use a floppy to install Windows 95). So, if I got an iMac, what
>utility would the floppy have for me? None.

Actually, I've never disagreed with that. From the sound of it, it
will work fine for you. I just disagree with the mass appeal that the
concept will have. I know for a fact that too many people use
floppies.

[snipped]

>1) Less than 5% of my hard drive is used by applications. The rest is for data
>so "bloated" applications aren't adding much to my storage requirements.

That is a valid point, however, so is mine. The applications
themselves, when used by people that know just enough to be dangerous,
generate gargantuan data files. Here is an example of a situation I
straightened out last year:

A department handles all of the outgoing shipments that are not
related to our finished product. They use, at various times,
three forms:
a - Packing Slip (100%)
b - Shipping notice (maybe 1 in 15 times)
c - Bill of lading (maybe 1 in 25 times)
Total unique text on these three forms is approximately 2000
bytes, most of which is on the bill of lading, which is rarely
used.

They were using Excel as a forms generator - Basically, they were
putting in dates, charge codes, quantity, item identification and
authorizer - somewhere in the range of about 120 bytes worth of
information. This workbook contained worksheets for all three
forms, an address book that they started, but only got around to
adding about 30 names to, a scanned company logo and a scanned
signature. Both monochrome images, destined for a monochrome
printer, were scanned in color then imported into Excel on all
three sheets, and then reduced to the proper size. The images
were then saved with the workbook. Total file size was 362
kilobytes.

They then took this basic workbook and duplicated it, changing
nothing but the vendor name and address and the filename, for each
vendor that they shipped to. They ended up having 1,178 files.

Almost half-a-gigabyte (362 * 1024 * 1178 = 436,670,464 bytes).
All of this for 3K worth of text, two <4K (scanned in mono,
clipped, reduced & saved compressed) images and maybe a 40K
address file. It could have been worse though, since we have
close to ten thousand activwe vendors at my mill.

>
>2) What bloated applications does Apple ship or foist us with?

I don't need to answer this, just look at your own hard disk. I'm not
referring specifically to Apple or Microsoft applications software
(although they're guilty) but of the software that the operating
systems have engendered. Think for a while what a spreadsheet (for
example) is supposed to do, and how large such a program should be.
Then look at the size of your spreadsheet, all of its resource and
auxilliary files, help files, and everything else it needs to run and
see what the comparison is.

The reason that they did something as foolish as I mentioned above is
because they could. They saw that Excel was trying to be a
spreadsheet, word processor, graphics program, data-base, programming
language, multimedia display system and everything else. Of course,
then you go over to the word processor, and find that it tries to be
all of those things too... just with a little more emphasis on the
word-processing aspect. I could go on, but I won't.

>3) Your data requirements are pretty light. I need about 70MB just to transfer
>my source code to work. Even a typical (1024x768x3) uncompressed screen snap
>won't fit on a floppy.

My data requirements vary. I don't use drive my Winnebago to the
corner to pick up a package of cigarettes, I walk. I do, however, use
it to go camping.
>
>4) Why don't you use your LAN at work for data exchange?
I do use my LAN at work, all the time. I also find numerous uses for
floppies.

>--
>Brian Quinlan
>quinlan@intergate.bc.ca

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2327. Floppy examples - Was: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6qvu5h$4pa@news2.tds.net>
Source record: 4701

On 13 Aug 1998 21:06:13, quinlan@intergate.bc.ca wrote:
>In article <6qugrr$jt0@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>
>[Examples snipped]
>
>Terry, the examples where floppies are useful in your organization seem to be
>the result of poor LAN design and stupid management policies.

I agree. However, the discussion was whether or not people use
floppies, not whether there were more efficient ways of accomplishing
a specific task. No matter how poor (or overly-complicated, though
sophisticated) the the LAN design is, or how stupid the management
policies are, the fact remains that they apply to 1,200 people in my
mill alone, so people have to find alternate procedures. And,
all-things-considered, it is _highly_ unlikely that my mill is unique,
or even an exception. Also, those were just a couple of examples I
tossed off before heading to work, there are plenty more.

>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2328. Re: imac factory pictures

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <498.7529T1318T728@canit.se>
Source record: 4702

Den 12-Aug-98 03:54:13 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>Here is the link...

>http://www.apple.com/hotnews/features/imacfactory.html

Do you expect me to retaliate with "Computer porno pictures page"?

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se

Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/

2329. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1563.7529T1320T1250@canit.se>
Source record: 4703

Den 13-Aug-98 03:11:31 nedtecknade quinlan (quinlan@intergate.bc.ca) f&#65533;ljande:
>In article <1220.7528T664T1854@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:

>> Then why not give the users the choice of installing an ethernet card, a
>> CD- ROM or a modem?

>Probably because they expect more people to find those things useful. They
>need to keep the CD-ROM for software installation. I would want most the
>Ethernet and modem but making them options doesn't seem like a bad idea.

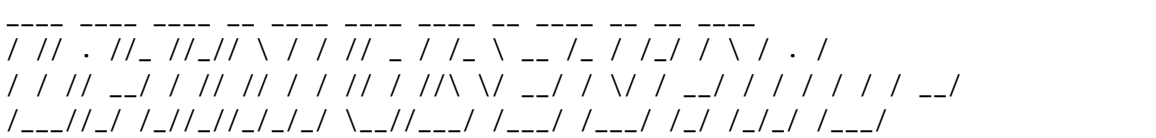
They need the floppy drive for software installation as well as data storage
and echange.

>> Seriosuly, floppy drives (at least the PC kind) are ridiculously cheap when
>> bought in bulk by computer manufacturers. Why force the consumer to waste
>> more money on something which wouldn't have cost them many extra crowns if
>> already installed in their iMacs?

>Because floppies are almost completely useless? They will add zero value to
>the majority of there customers.

Pardon? Am I the only one who doesn't use my computer in a total vacuum? Am I
the only one who needs to transfer files to other computers? Am I the only one
without an ethernet connection to every other computer in the world?
The floppy may be dead, but Apple has taken no steps to offer any
alternative.

--



2330. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1272.7529T1324T1223@canit.se>
Source record: 4704

Den 13-Aug-98 09:29:52 nedtecknade quinlan (quinlan@intergate.bc.ca) f�ljande:
>In article <6qtkop$bk9@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

```
>> Brian, I understand your position, and respect your comments, but to
>> say that "floppies are completely useless" is equivalent to someone
>> from Manhattan saying that automobiles are completely useless because
>> there are busses and subways. Perhaps you don't need them, in which
>> case the setup is fine, but there is a whole wide world out there
>> where millions of people use floppies.

>[Survey snipped]

>It's just hard for me to imagine that most people would want a floppy drive.
>I look at them as being too slow, low capacity and unreliable. What do the
>people at your work use floppies for? Do they have relatively new computers?

Floppies may be slow, small and irritating, but they are virtually everywhere!
What other method do you recommend for transferring data? Keep in mind that
the CD drive in the iMac is read-only.

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\/ \__/ \__/ \__/ \/ \__/ \/_/ \__/ \__/ \__/ \__/ \__/optimus@canit.se
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2331. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1629.7529T1327T732@canit.se>
Source record: 4705

Den 13-Aug-98 06:19:27 nedtecknade Dominique Cormann
(REMOVEMEkozmik@wave.home.com) f&#65533;ljande:
>Iggy Drougge - optimus@canit.se
>On 12 Aug 98 11:04:37 +0100 wrote:

```
>> >This is why the iMac doesn't come with a floppy. They expected the user
>> >to decide if he needed one, and if he did, then he could choose from a
>> >number of different kinds from different sources.
>>
>> >Makes sense to me. I like to have choices.
>>
>> Then why not give the users the choice of installing an ethernet card, a
>> CD- ROM or a modem? Seriosuly, floppy drives (at least the PC kind) are
>> ridiculously cheap when bought in bulk by computer manufacturers. Why force
>> the consumer to waste more money on something which wouldn't have cost them
>> many extra crowns if already installed in their iMacs?

>All of those things can be added via USB. The modem comes standard. The
>iMac has a built in hardware 56K modem

Exactly. Why not give the user that freedom of choice as well? Why not make a
totally stripped computer, consisting only of a screen and motherboard,
allowing the user to choose exactly what accessories he wants?

>A local vendor that buys in bulk will be able to sell a peripheral for
>the same as apple would be able to.

An internal, factory-fitted drive would probably be cheaper than one of these
new-fangled, external drives.

--

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2332. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2971.7529T1362T282@canit.se>
Source record: 4706

Den 13-Aug-98 18:04:44 nedtecknade Xanathus (xanathus@aol.com) f�ljande:
>>MacOS is by no means a current operating system, not more so than TOS 3.0
>>is. It still doesn't feature something as basic as pre-emptie multitasking,
>>which wouldn't even make it quaalify as an OS according to some principles.
>>
>>>Have you taken a look at how much memory Win95 uses? OS 8 is taking up
>>>around
>>>8MB of RAM on my Mac. From what I hear, Win95 uses a minimum of 16MB!
>>
>>8 MB of RAM? My OS doesn't take 8 MB out of my hard drive.

>If 8MB is more than I want to devote to my OS, then I could always install
>System 7.1 on my Mac. It takes up a little over 1MB of RAM, and will fit
>onto a floppy disk. And all of my software will still work. (Try
>downgrading from Win95 to Window 3.1, and see what happens)

Most software is available in Win 3.1 versions as well, which isn't very
surprising, with many corporate and home users still running Windows 3,
perhaps even more than those running MacOS.
Besides, how can MacOS have inflated eightfold within one version number?

>As for OS8 being current. Yes, it is. You can't get a more current OS for
>Mac. Maybe what you're thinking is a "modern" OS. Pre-emptive multitasking?
> Considering that the MacOS's biggest OS rival is Win95/98, then it should be
>compared to that...

Now, aren't we setting our standards a tad low?
It must be said that Windows has got some kind of multitasking nowadays,
though, a more advanced kind than that of the Mac.

>I don't know if Win95/98 supports pre-emptive multitasking or not. But it
>certainly crashes more often than MacOS 8 does. I have a friend that works
>for a software company. He says that his PC crashes roughly once every two
>hours. He also has a PowerMac 8500 that has been running for about two
>months without a single problem.

Both platforms crash for me. So does my Amiga and so does Atari. None is
particularly reliable. You just have to make sure to save your work regularly,
or you will be sorry one day. No system is infallible.

>As for your comment about the MacOS not even qualifying to be considered an
>OS... That's absurd. Without it, the machine would NOT operate. That alone
>means that it is an operating system. An operating system can be as simple
>as MS-DOS (even simpler, I suppose). But in the current day of the GUI, 8MB
>of RAM is a relatively low requirement for an OS.

I run a computer with a GUI, but my total memory doesn't even amount to 8 MB.
There are many definitions of an OS, and according to many, MacOS or MS-DOS
doesn't qualify as an OS.

--
Iggy Drougge Y Member of Convergence International
optimus@canit.se | (http://www.convergence.eu.org/)
http://www.canit.se/~optimus/ | -For free choice in computing! __
A1200/28/6/80 | Member of Team Amiga __///
C128D, C64, 1541 | -For the creative mind! \XX/

2333. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2878.7529T1381T1542@canit.se>
Source record: 4707

Den 12-Aug-98 00:35:03 nedtecknade quinlan (quinlan@intergate.bc.ca) f�ljande:
>In article <2554.7527T46T2737@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:

>> I suppose that's why it's only got ethernet and no floppy drive, so that
>> the Mac users can hook it up to their existing machines and use floppy
>> drives through the network.

>I hadn't considered that possibility. I was thinking that they didn't include
>a floppy drive because floppies are essentially useless for information
>exchange. Ethernet is useful when you use your computer in a LAN environment,
>want to connect to high-speed devices (probably not useful for most iMac
>users) and people who have cable modems.

Ethernet is quie useless for information exchange, unless you happen to be
hooked up via ethernet to every computer you need to share files with.
Ethernet is useful in a LAN environment, but how many of these first-time
buyers which are the supposed market for the iMac have LANs at home?

>> That is quite a lot for an operating system, even in our days of cheap RAM.

>I guess that depends on your perspective.

Of course. UNIX users will probably think that is ridiculously little.

>> Can you tell me how I will get my work to school? Do I have to buy an
>> Ethernet card for my home computer and install a WAN link between me and my
>> school? Or should I just put it on a floppy and use sneakernet? Oh, wait,
>> it's not as though I have much choice on the iMac.

>If you were living on campus then you would just connect your iMac to the
>campus LAN. If you live elsewhere then you can use a cable modem. If you
>don't have cable access in your area then you can dial into your campus
>network. Transferring 1.44MB over a modem should take under 5 minutes. If you
>need to transfer over 3MB of data then floppies are useless anyway. So what
>files are too big to transfer by modem but small enough to transfer by
>floppy? And if you deal with these files a lot then you can always by a
>floppy drive, superdrive (if you need floppy compatibility) or a Zip drive.

I always carry at least one floppy, and the amount of floppies in the computer
facilities is a sure sign that many others find them useful.
Text files are very small, and I often have several on my disks for printout
and editing at school. When I visit friends, I bring files on floppies, and
they do the same when they visit me.
I do not have any LAN to dial into.
A floppy drive is such a basic peripheral, so I can understand that the Mac
designers forgot to add it in their hurry, we do take it for granted, after

all.

--
/// Iggy Drougge __/__
/// optimus@canit.se \ . /
\\\/// http://www.canit.se/~optimus/ /_o _\
\\X/ They told me to get a life. I got a computer instead. \/

2334. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1842.7529T1384T1488@canit.se>
Source record: 4708

Den 12-Aug-98 09:51:09 nedtecknade quinlan (quinlan@intergate.bc.ca) f&#65533;ljande:
>In article <6qqtqm$eml@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

>[Other examples snipped]

>> You mean you actually want a compact cassette player in that
>> $700 stereo you just bought? Get real. Look - It has DAT and CD
>> capability, why in the world would you want to use a cassette?
>>
>> Sheesh
>>

>Isn't DAT backwards compatible with cassettes? In any case, I was
>disappointed when my new stereo system didn't come with an 8-track player.
>I'm sure they could have added one for about $25 but the bastards ripped me
>off and now I have to spend twice that to add one to my system.

8-track has never been much of a standard. Compact discs, LPs and cassette
tapes have been, though, and still are. The same goes for floppy disks. I
wouldn't cry if the iMac designers left out a 3" floppy drive, but a standard
3,5" floppy drive is standard environment in every computer since 1990.

>Sarcasm aside, the challenge is to only add features that your customers are
>willing to pay for. Presumably, customers will not pay for things that they
>find completely useless. Floppies, for me, are completely useless (except on
>my PC where I need floppies for boot purposes). I am arguing that floppies
>are useless for most people because they are slow, unreliable and don't have
>very much storage capacity.

Quinlan, are you the intended target market for the iMac? Don't you think
first-time users will want to transfer files outside the LAN they are supposed
to have at home?

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2335. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2155.7529T1391T2117@canit.se>
Source record: 4709

Den 12-Aug-98 21:51:01 nedtecknade quinlan (quinlan@intergate.bc.ca) f&#65533;ljande:
>In article <35d19956.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

>> OTOH, if you're in a job that requires you to shuttle work projects
>> to and fro from your home, a floppy disk suddenly becomes a necessity
>> that the consumer needs. (Yeah, I know, standard disclaimer, then the
>> iMac isn't for them, buy a G3 system).

>I shuttle work almost every day. I use a Zip disks because putting 70MB of
>source code on floppies would be a little bit tedious. If I need a file from
>work or need to send something to the office, I just dial into the LAN.

That's good for you. I put my measly kilobytes of code on DD floppies, since
that's all I and my school have in common.

>> What I find funny is that the new student Mac (which I saw at my
>> brother's work at York University, reminsicent of a beige iMac) has
>> both a standard floppy drive AND a ZIP drive. Apple says one of its
>> markets for the iMac is students and education - if the floppy is
>> REALLY dead (and I doubt it, as the stores here still sell floppies by
>> the truckload), why is Apple still putting floppies on computers for
>> college kids?

>Couldn't say. Engineering momentum? Also, the cost of this Mac may be higher
>than that of the iMac.

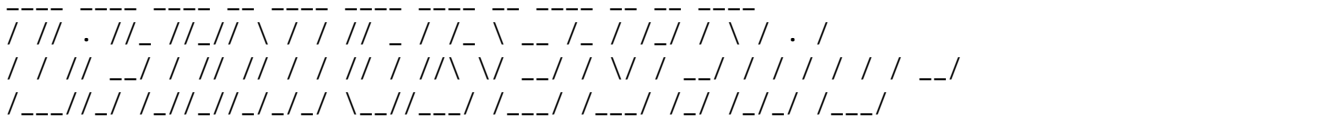
The cost of a floppy isn't high, especially not when compared to its utility.

>(Come to think of it, why didn't Apple put a ZIP drive as
>> standard on the iMac? Now that it's been confirmed that it'll be over
>> four months before a USB-compatible ZIP comes out, Apple has really
>> shot themselves in the foot over this one)

>I think that Apple should have offered the Zip drive as an option.

Of course. They should offer some sort of writable medium. Throwing out the
floppy without any replacement is plain silly.

--



2336. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6qtkop$bk9@news2.tds.net>
Source record: 4786

On 13 Aug 1998 02:11:31, quinlan@intergate.bc.ca wrote:
>In article <1220.7528T664T1854@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:
[snipped]
> Seriosuly, floppy drives (at least the PC kind) are ridiculously cheap when
>> bought in bulk by computer manufacturers. Why force the consumer to waste more
>> money on something which wouldn't have cost them many extra crowns if already
>> installed in their iMacs?
>
>Because floppies are almost completely useless? They will add zero value to
>the majority of there customers.

Brian, I understand your position, and respect your comments, but to say that "floppies are completely useless" is equivalent to someone from Manhattan saying that automobiles are completely useless because there are busses and subways. Perhaps you don't need them, in which case the setup is fine, but there is a whole wide world out there where millions of people use floppies.

I've been doing an informal survey at work. The people I've asked range from complete neophytes to the Information Technologies department gurus. Of the ninety-one people I've asked so far, not a single one thinks that Apple is making a wise decision. Keep in mind that these are both PC and Macintosh owners/users. I asked the 91 (so far) how many times they've used a floppy recently, even with the companies sophisticated network, and it broke down like this (only the most recent use was tabulated, and I didn't ask for any indication of how often they actually used them):
Today: 6
This week: 9
This month: 28
Last 3 months: 43
What's a Floppy???: 5

86 out of 91 sure seems to be a pretty high ratio for an item that is "completely useless."

>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca

Terry
--
http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:

SUM ERGO COGITO

2337. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qti0j$d9m$1@nnrp1.dejanews.com>
Source record: 4787

In article <1220.7528T664T1854@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> Then why not give the users the choice of installing an ethernet card, a CD-
> ROM or a modem?

Probably because they expect more people to find those things useful. They
need to keep the CD-ROM for software installation. I would want most the
Ethernet and modem but making them options doesn't seem like a bad idea.

> Seriosuly, floppy drives (at least the PC kind) are ridiculously cheap when
> bought in bulk by computer manufacturers. Why force the consumer to waste more
> money on something which wouldn't have cost them many extra crowns if already
> installed in their iMacs?

Because floppies are almost completely useless? They will add zero value to
the majority of there customers.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2338. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qtijddtc1@nnrp1.dejanews.com>
Source record: 4788

In article <6qt38g$58c@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

> I'm referring
> to something that is in _widespread_ use, with significant utility.
> I'm not asking Apple to include device drivers and mechanisms for
> paper tape, punched cards or cassettes, after all.

This is where we disagree. I can't remember the last time that I used the floppy drive on my Mac and I have only used the floppy drive on my PC once (you need to use a floppy to install Windows 95). So, if I got an iMac, what utility would the floppy have for me? None.

> Totally disregarding the fact that part of the reason that they don't
> have much storage capacity (relatively) is due to Apple and Microsoft
> foisting such bloated applications on the world, they are, indeed,
> sufficient for the majority of people - I see it every day at work. I
> use them every day at work, and many others do as well.

1) Less than 5% of my hard drive is used by applications. The rest is for data so "bloated" applications aren't adding much to my storage requirements.

2) What bloated applications does Apple ship or foist us with?

3) Your data requirements are pretty light. I need about 70MB just to transfer my source code to work. Even a typical (1024x768x3) uncompressed screen snap won't fit on a floppy.

4) Why don't you use your LAN at work for data exchange?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2339. Re: It's Official - USB ZIP vapour 'til Jan. 1999

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: username
Message-ID: <-1208982236330001@chaosnet16.idirect.com>
Source record: 4789

In article <6qsu1g$fo4@ds2.acs.ucalgary.ca>, VE6HY <besmith@calcna.ab.ca> wrote:

> On 12 Aug 1998, Daniel L. Dreibelbis wrote:

>
> Do you know - in passing - is the MagicMac Atari emulator available in
> N America yet that will work with OS8 - and if so - where do we buy it
> ???????????

I know that there's a demo of it (albeit in German) at ASH's web site.
As for a US dealer - I know that Systems For Tomorrow is now the official
US dealer for ASH products - perhaps if enough Mac users asked he could
start bringing it in for the US market.

I'm trying to find an older copy myself to run on my Powerbook 140 (I
use it for work and I'd love to use Edith, Cardfile and STraightFax with
it) - has anybody had any experience with it and will it work?

2340. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: username
Message-ID: <-1208982253410001@chaosnet16.idirect.com>
Source record: 4790

In article <1998081222265000.SAA02406@ladder01.news.aol.com>,
angief18@aol.com (ANGIEF18) wrote:

> If I'm not mistaken, this is an Atari newsgroup.
> Why are all these Mac threads in this ng?
> Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
> ExtedDos Pro, ICD HD utilities.

probably due to the fact that this is a newsgroup dedicated to people with Ataris to slug it out with other computer users on why their system is best - a type of debate which is verbotten on the chartered comp.sys.atari.st. Here almost no holds are barred, except perhaps insults against dead relatives :) That's also why forums like comp.sys.mac.advocacy and comp.sys.pc.advocacy exist - to give their users a forum to defend their platform, and to blow off steam - and hopefully to learn about other platforms and what the other guy is using in the process.

Since the iMac is such a hot topic, and there are many concerns about its rather off-beat approach to hooking up peripherals and backup storage, I think it is a most appropriate topic for this forum.

2341. Re: It's Official - USB ZIP vapour 'til

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6qtqg8$cc9$2@ash.ridgecrest.ca.us>
Source record: 4791

On 12 Aug 1998 14:30:46 , VE6HY wrote:
>
>On 12 Aug 1998, Daniel L. Dreibelbis wrote:
>
>> As for the Mac club - there are many fine people there being
>> productive with their Macs, who asked intelligent questions, who
>> were proud to be Mac users and yet were unthreatened when I
>> mentioned that I was the VP of the Atari club - we're even talking
>> about keeping a running dialogue between the two clubs. Indeed, the
>> very antithesis of TIFKAS :) I'm not surprised, for the Mac truly is
>> a wonderful little platform, and I'd hate to see it get crushed by
>> Bill Gates (although what with the recent news on the defeat
>> Microsoft faced when the judge threw out three of their motions -
>> including limiting the time Bill has to be grilled by government
>> lawyers. Bill Gates squirming after endless hours of testimony -
>> I've been waiting years for this :))
>
>We tried the 'running dialogue' thing here in Calgary - the problem is
>that most of the 'user groups' seem to have disappeared into the
>woodwork - including the two Atari groups
>
>Do you know - in passing - is the MagicMac Atari emulator available in
>N America yet that will work with OS8 - and if so - where do we buy it
>???????????
>
>The Canadian Curmudgeon (in hot, dry, Calgary)
>
>.

MagiC Mac indeed works well with O/S 8. You'll have to order it from
System Solutions in the UK. They want a written signed order with your
credit card number to make the purchase. Send them an email.
Mike

iMak vaccume bags are on sale at Wal_Mart this week.

2342. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: REMOVEMEkozmik@wave.home.com
Message-ID: <MPG.103c416d7d108e889896db@news.glph1.on.wave.home.com>
Source record: 4792

Iggy Drougge - optimus@canit.se
On 12 Aug 98 11:04:37 +0100 wrote:

> >This is why the iMac doesn't come with a floppy. They expected the user
> >to decide if he needed one, and if he did, then he could choose from a
> >number of different kinds from different sources.
>
> >Makes sense to me. I like to have choices.
>
> Then why not give the users the choice of installing an ethernet card, a CD-
> ROM or a modem?
> Seriosuly, floppy drives (at least the PC kind) are ridiculously cheap when
> bought in bulk by computer manufacturers. Why force the consumer to waste more
> money on something which wouldn't have cost them many extra crowns if already
> installed in their iMacs?

All of those things can be added via USB. The modem comes standard. The
iMac has a built in hardware 56K modem

A local vendor that buys in bulk will be able to sell a peripheral for
the same as apple would be able to.

--
==----------
Dominique Cormann Kozmik at wave.home.com
ISDN - Is a crime - xDSL - I don't live beside the phone Co.
Cable - Works fast, and works Today

2343. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qu85u$80j$1@nnrp1.dejanews.com>
Source record: 4793

In article <6qtkop$bk9@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

> Brian, I understand your position, and respect your comments, but to
> say that "floppies are completely useless" is equivalent to someone
> from Manhattan saying that automobiles are completely useless because
> there are busses and subways. Perhaps you don't need them, in which
> case the setup is fine, but there is a whole wide world out there
> where millions of people use floppies.

[Survey snipped]

It's just hard for me to imagine that most people would want a floppy drive.
I look at them as being too slow, low capacity and unreliable. What do the
people at your work use floppies for? Do they have relatively new computers?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2344. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6quar7$a6a$1@nnrp1.dejanews.com>
Source record: 4794

In article <MPG.103c416d7d108e889896db@news.glph1.on.wave.home.com>,
REMOVEMEkozmik@wave.home.com (Dominique Cormann) wrote:

> A local vendor that buys in bulk will be able to sell a peripheral for
> the same as apple would be able to.

A peripheral maybe but Apple could make the hardware built-in and no local
vendor could bet that.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2345. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6qugrr$jt0@news2.tds.net>
Source record: 4795

On 13 Aug 1998 08:29:52, quinlan@intergate.bc.ca wrote:
>In article <6qtkop$bk9@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
[snipped]
>[Survey snipped]
>
>It's just hard for me to imagine that most people would want a floppy drive.
>I look at them as being too slow, low capacity and unreliable. What do the
>people at your work use floppies for? Do they have relatively new computers?
>
For the most part - in the 233 - 400 mHz range. Quite a few things
actually (while granting you that there are many times they can't use
them due to file sizes).
- Transferring files between departments is a major use. Each
department has its own network, and shared drive. Most people
don't want to (or don't know how to) log onto the networks for
other departments (in lots of cases, they simply can't, because
their userid & password won't allow it). They also do not feel
like going into First Class (the email client), finding the email
address of the recipient, and determining how to attach the file.
It's just easier for them to copy the file to a floppy and put it
into an inter-departmental envelope.
- A lot of people bring items in from home, to print on the
companies printers, or perhaps touch up in some software that the
company owns and they don't or simply to show to their friends.
They don't use email, because they don't want the system
administrators/company to know what they're doing (or don't know
how to access their email address at the company from their ISP).
In addition, mail only leaves the site twice a day, so there is no
significant speed increase.
There are many examples, those are just 2 ways they use them.

>--
>Brian Quinlan
>quinlan@intergate.bc.ca

Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2346. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <1998081317044400.NAA19080@ladder01.news.aol.com>
Source record: 4796

>MacOS is by no means a current operating system, not more so than TOS 3.0 is.
>It still doesn't feature something as basic as pre-emptie multitasking, which
>wouldn't even make it quaalify as an OS according to some principles.
>
>>Have you taken a look at how much memory Win95 uses? OS 8 is taking up
>>around
>>8MB of RAM on my Mac. From what I hear, Win95 uses a minimum of 16MB!
>
>8 MB of RAM? My OS doesn't take 8 MB out of my hard drive.

If 8MB is more than I want to devote to my OS, then I could always install System 7.1 on my Mac. It takes up a little over 1MB of RAM, and will fit onto a floppy disk. And all of my software will still work. (Try downgrading from Win95 to Window 3.1, and see what happens)

As for OS8 being current. Yes, it is. You can't get a more current OS for Mac. Maybe what you're thinking is a "modern" OS. Pre-emptive multitasking? Considering that the MacOS's biggest OS rival is Win95/98, then it should be compared to that...

I don't know if Win95/98 supports pre-emptive multitasking or not. But it certainly crashes more often than MacOS 8 does. I have a friend that works for a software company. He says that his PC crashes roughly once every two hours. He also has a PowerMac 8500 that has been running for about two months without a single problem.

As for your comment about the MacOS not even qualifying to be considered an OS... That's absurd. Without it, the machine would NOT operate. That alone means that it is an operating system. An operating system can be as simple as MS-DOS (even simpler, I suppose). But in the current day of the GUI, 8MB of RAM is a relatively low requirement for an OS.

John G.

2347. Re: Atari... not Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <19980813171111000.NAA29163@ladder03.news.aol.com>
Source record: 4797

>If I'm not mistaken, this is an Atari newsgroup.
>Why are all these Mac threads in this ng?
>Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
>ExtedDos Pro, ICD HD utilities.

Hi. I am a Mac guy. I like the Mac. But I don't know anything about Atari computers. I'd LOVE to know all about them. That is why I came to this newsgroup. :)

John G.

2348. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-13 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6qvk83tik1@nnrp1.dejanews.com>
Source record: 4798

In article <19980813170444400.NAA19080@ladder01.news.aol.com>,
xanathus@aol.com (Xanathus) wrote:

> As for OS8 being current. Yes, it is. You can't get a more current OS for
> Mac. Maybe what you're thinking is a "modern" OS. Pre-emptive multitasking?
> Considering that the MacOS's biggest OS rival is Win95/98, then it should be
> compared to that...

Nope. Compare it to a good operating system instead. IRIX, Solaris or linux
for example.

> I don't know if Win95/98 supports pre-emptive multitasking or not. But it
> certainly crashes more often than MacOS 8 does. I have a friend that
> works for a software company. He says that his PC crashes roughly once
> every two hours. He also has a PowerMac 8500 that has been running for
> about two months without a single problem.

You experience is the opposite of mine. Even the most trivial of application
bugs can crash the Mac OS but Windows 95 offers you some degree of protection.

> As for your comment about the MacOS not even qualifying to be considered an
> OS... That's absurd. Without it, the machine would NOT operate. That alone
> means that it is an operating system. An operating system can be as simple as
> MS-DOS (even simpler, I suppose). But in the current day of the GUI, 8MB of
> RAM is a relatively low requirement for an OS.

Your definition of an operating system is very different from the one
presented in most software texts. Is the software on your coffee machine an
operating system? By your definition it would be because your coffee machine
wouldn't operate without it. Still, the Mac OS is, by definition, an
operating system using either the "extended machine" or "resoure manager"
definitions.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2349. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6r0e73$3ad$1@nnrp1.dejanews.com>
Source record: 4710

In article <6qvrbi$3d6@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

> Actually, I've never disagreed with that. From the sound of it, it
> will work fine for you. I just disagree with the mass appeal that the
> concept will have. I know for a fact that too many people use
> floppies.

I'm sure that Apple would be happy if only few million people found the iMac appealing. The have other products for those who don't.

> That is a valid point, however, so is mine. The applications
> themselves, when used by people that know just enough to be dangerous,
> generate gargantuan data files.

How do you prevent this?

[Example snipped]

> I don't need to answer this, just look at your own hard disk. I'm not
> referring specifically to Apple or Microsoft applications software
> (although they're guilty) but of the software that the operating
> systems have engendered.

What application software has Apple written that makes then guilty? And how have Microsoft and Apple's operating systems "engendered" "bloated" software?

> Think for a while what a spreadsheet (for
> example) is supposed to do, and how large such a program should be.
> Then look at the size of your spreadsheet, all of its resource and
> auxilliary files, help files, and everything else it needs to run and
> see what the comparison is.

You probably have a point that I don't see...

> The reason that they did something as foolish as I mentioned above is
> because they could. They saw that Excel was trying to be a
> spreadsheet, word processor, graphics program, data-base, programming
> language, multimedia display system and everything else. Of course,
> then you go over to the word processor, and find that it tries to be
> all of those things too... just with a little more emphasis on the
> word-processing aspect. I could go on, but I won't.

So what are you arguing for? Component software architectures? Less capable software?

--
Brian Quinlan

quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2350. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6r15jf$fjv@news2.tds.net>
Source record: 4711

On 14 Aug 1998 04:25:06, quinlan@intergate.bc.ca wrote:
[Snipped]
>> The reason that they did something as foolish as I mentioned above is
>> because they could. They saw that Excel was trying to be a
>> spreadsheet, word processor, graphics program, data-base, programming
>> language, multimedia display system and everything else. Of course,
>> then you go over to the word processor, and find that it tries to be
>> all of those things too... just with a little more emphasis on the
>> word-processing aspect. I could go on, but I won't.
>
>So what are you arguing for? Component software architectures? Less capable
>software?

That wasn't my point. Perhaps it's a good idea though. At least until
the consumer can get some software that isn't going to cause their
computer to lock up mysteriously, crash at least twice a day
(regularly scheduled crashes... now there's a truely unique offering),
and make your 333 megahertz Pentium II run about as fast as a 286 in a
brownout.

>--
>Brian Quinlan
>quinlan@intergate.bc.ca
>

Terry Ross
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2351. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <1998081416281200.MAA19693@ladder03.news.aol.com>
Source record: 4712

>Your definition of an operating system is very different from the one
>presented in most software texts. Is the software on your coffee machine an
>operating system? By your definition it would be because your coffee machine
>wouldn't operate without it. Still, the Mac OS is, by definition, an
>operating system using either the "extended machine" or "resoure manager"
>definitions.

In simple electonics terms... My coffeemaker operates by a flipping a switch.
The switch completes an electrical circuit which makes it operate. There is no
"software".

John G.

2352. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6r259thke1@nnrp1.dejanews.com>
Source record: 4713

In article <6r15jf$fjv@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

> That wasn't my point. Perhaps it's a good idea though. At least until
> the consumer can get some software that isn't going to cause their
> computer to lock up mysteriously, crash at least twice a day
> (regularly scheduled crashes... now there's a truely unique offering),
> and make your 333 megahertz Pentium II run about as fast as a 286 in a
> brownout.

The operating system should protect your from application errors. Try running
a UNIX variant or, if necessary, NT. Also, I have a PII and it feels very
snappy to me. I can live with waiting 2 seconds for Word to load up.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2353. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6r25mhiff1@nnrp1.dejanews.com>
Source record: 4714

In article <1998081416281200.MAA19693@ladder03.news.aol.com>,
xanathus@aol.com (Xanathus) wrote:

> In simple electonics terms... My coffeemaker operates by a flipping a
> switch. The switch completes an electrical circuit which makes it operate.
> There is no "software".

That depends of your coffee maker. If you have one which can be programmed to start at a particular time then it may well have a microprocessor. But I'll give you another example, a car ABS system is microprocessor controlled but I'm fairly sure that it doesn't run an operating system. At KD Engineering, we make air quality data logging systems that are controlled by > 10,000LOC but they don't have an operating system.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2354. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6r25sbiig1@nnrp1.dejanews.com>
Source record: 4715

In article <2155.7529T1391T2117@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> That's good for you. I put my measly kilobytes of code on DD floppies, since
> that's all I and my school have in common.

Doesn't your school have dial-up access? A few kilobytes of source code should
be transferable in under 10 seconds.

> The cost of a floppy isn't high, especially not when compared to its utility.

For some people, the floppy has zero utility. Apple is probably hoping that
these people will be attracted to the iMac.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2355. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6r25ve$j7f$1@nnrp1.dejanews.com>
Source record: 4716

In article <1272.7529T1324T1223@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> Floppies may be slow, small and irritating, but they are virtually everywhere!
> What other method do you recommend for transferring data? Keep in mind that
> the CD drive in the iMac is read-only.

Ethernet or, worst case, the modem. Doesn't everyone have at least modem
access at home and at work/school these days?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2356. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6r263d$jf4$1@nnrp1.dejanews.com>
Source record: 4717

In article <1842.7529T1384T1488@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> Quinlan, are you the intended target market for the iMac? Don't you think
> first-time users will want to transfer files outside the LAN they are supposed
> to have at home?

No. You don't need a LAN at home. You can use the built-in modem for
transfering small amounts of data. BTW, could you please call be Brian?
Quinlan has negative conotations for me.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2357. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6r265v$jh0$1@nnrp1.dejanews.com>
Source record: 4718

In article <1563.7529T1320T1250@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> They need the floppy drive for software installation as well as data storage
> and echange.

What Mac software doesn't come on CD?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2358. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6r26go$k3f$1@nnrp1.dejanews.com>
Source record: 4719

In article <2971.7529T1362T282@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> I run a computer with a GUI, but my total memory doesn't even amount to 8 MB.
> There are many definitions of an OS, and according to many, MacOS or MS-DOS
> doesn't qualify as an OS.

In what respected publication can I find this definition? The two most
respected definitions (used by most reference works) of an operating system
are the "resource manager" and "extended machine" definitions. DOS may not
satisfy the former definition. The Mac OS, however, would be considered an
operatings system by both definitions.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2359. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6r26ku$k4a$1@nnrp1.dejanews.com>
Source record: 4720

In article <2878.7529T1381T1542@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> Ethernet is quie useless for information exchange, unless you happen to be
> hooked up via ethernet to every computer you need to share files with.
> Ethernet is useful in a LAN environment, but how many of these first-time
> buyers which are the supposed market for the iMac have LANs at home?

Just use the modem to connect to your ISP and you are set.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2360. Bloat or Boon?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6r2d13$oim@news2.tds.net>
Source record: 4721

Brian and I were discussing bloated applications in the 'new iMac flaw
- upgrade memory (etc.) thread and I decided to move it over here.

On Friday, August 14th at 4:25 GMT Brian said:
In article <6qvrbi$3d6@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

tr> The reason that they did something as foolish as I mentioned above is
tr> because they could. They saw that Excel was trying to be a
tr> spreadsheet, word processor, graphics program, data-base, programming
tr> language, multimedia display system and everything else. Of course,
tr> then you go over to the word processor, and find that it tries to be
tr> all of those things too... just with a little more emphasis on the
tr> word-processing aspect. I could go on, but I won't.

bq>So what are you arguing for? Component software architectures? Less capable
bq>software?

Upon reflection, maybe I am. It depends upon how you define
capability. Just give me the tools I need to accomplish a specific
task. I know how to load, run and use other programs. A full-fledged
spelling and grammar checker and a complete drawing program (as
opposed to a graphing routine) as an _integral_ component of my
/spreadsheet/? Yeah. Right. And I have an Oxford dictionary,
Columbia Concise Encyclopedia, Rogets Thesaurus, Chicago Manual of
Style and a fully equipped drafting table permanently affixed to the
calculator on my desk --- with individual copies of this package
attached to both my pen and my index file (you never know, after all).

Simply put, I don't got to a library expecting to be able to buy my
groceries while the librarian is pulling my car into the reading room
to repair my transmission. And, for the life of me, I simply can't
remember the last time that I went to a travel agent to pay my
telephone bill.

All of these layers upon layers upon layers simply bog the computer
down and make it more susceptible to crashes. As I mentioned in
another post: mysterious lock-ups, routine crashes, and sluggish
speed. Tell me how long you would blithely ignor a videocassette
reorder that always mysteriously stopped in the middle of recording or
playback? Suddenly just died, routinely turning itself off whenever
you tried to use it ---with a high probability that it would also eat
your tape, fry your television, and somehow or other make your
doorbell turn your bedroom lights on and off? To top it all off, when
it wasn't doing all of this, it would only play your tapes at 1/3
speed (and then only if they had been recorded in a VCR made the same

year). How Long? The strange thing is that this seems laughable to people - they would have that VCR back to the store within minutes. Yet they accept the same thing on their computer as a matter of choice, just calmly rebooting and waiting for the next crash. Sorry, but I know more than enough ways of making a computer crash - I don't need any automatic crash systems cluttering up my desk.

Terry Ross
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2361. Buy A New iMac Right Now!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-14 00:00:00 UTC
From: rob@rwneill.com
Message-ID: <6r2g22$7n9$1@orthanc.reference.com>
Source record: 4722

Buy A New iMac Right Now!

The new radical iMac hits the stores on August
15th. Be one of the first to buy this radical new
computer that is very easy to use and powerful.

Take a look at the powerful features and you
can order online right now for home or office
delivery:

http://www.rwneill.com

THEN CLICK on Buy A Computer

:)

Posted using Reference.COM http://WWW.Reference.COM
FREE Usenet and Mailing list archive, directory and clipping service
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2362. Re: iMac's slow graphics card

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-15 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6r2qt4$2ct@news2.tds.net>
Source record: 4723

On 14 Aug 1998 20:16:46, quinlan@intergate.bc.ca wrote:
>In article <1272.7529T1324T1223@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:
>
>> Floppies may be slow, small and irritating, but they are virtually everywhere!
>> What other method do you recommend for transferring data? Keep in mind that
>> the CD drive in the iMac is read-only.
>
>Ethernet or, worst case, the modem. Doesn't everyone have at least modem
>access at home and at work/school these days?

<raises hand> I can answer that in 1 syllable:

"No"

Terry Ross
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2363. Re: Bloat or Boon?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-15 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6r565a$re8@news2.tds.net>
Source record: 4724

On 14 Aug 1998 22:17:07, Terry & Karen Ross wrote:
>Brian and I were discussing bloated applications in the 'new iMac flaw
>- upgrade memory (etc.) thread and I decided to move it over here.
>
>
>On Friday, August 14th at 4:25 GMT Brian said:
>In article <6qvrbi$3d6@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>
>tr> The reason that they did something as foolish as I mentioned above is
>tr> because they could. They saw that Excel was trying to be a
>tr> spreadsheet, word processor, graphics program, data-base, programming
>tr> language, multimedia display system and everything else. Of course,
>tr> then you go over to the word processor, and find that it tries to be
>tr> all of those things too... just with a little more emphasis on the
>tr> word-processing aspect. I could go on, but I won't.
>
>bq>So what are you arguing for? Component software architectures? Less capable
>bq>software?

Component software architectures? In my opinion that has become
merely an apologists bugaboo boy that is no longer faithful to its
original (valid) context.

There is nothing wrong with components or compartmentalization per se.
Indeed, everyday life is replete with examples of where this is not
only satisfactory, but a more effective approach.

Witness the capabilities of audio components when compared to even the
best boom box. Compare a large format or 35mm SLR to a do-everything
point and shoot camera.

Or even closer to home, consider your bathroom. How many people do
you know that want to use this area to cook dinner? Now, I might want
to read something while I'm using the bathroom, in which case I would
"import" a book. I most certainly wouldn't spend money to buy or
install a bathroom with a fully-stocked library, or facilities for
printing my own book.

Terry Ross
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2364. It figures...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6r7ve5ucd1@nnrp1.dejanews.com>
Source record: 4725
Cross-posted to: alt.nerd.obsessive,comp.sys.atari.advocacy

Daniel..

Have you ever kissed a girl or just inflatable one?

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2365. Re: It's Official - USB ZIP vapour 'til Jan. 1999

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6r8073$v7n$1@nnrp1.dejanews.com>
Source record: 4726

In article <35d128c6.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> With unflinching candor, the presenter admitted that the USB ZIP
> was not ready for the August 15th launch of the iMac; indeed, he
> admitted that Iomega hopes to have the new version of the drive ready
> by - get this - Christmas 1998: and more likely by the beginning of
> first quarter 1999 (read: January).

I knew that weeks ago..

> With the ZIP considered perhaps the eventual replacement for the
> floppy disk, with it used by millions of users for transferring work to
> their business or for hard drive backup, the lack of a timely appearance
> of a USB ZIP could well be the deciding factor over whether John Q.
> ComputerNewbie buys a PC or the "revolutionary" iMac. Thanks to the
> developers at Apple wanting to impress drooling Mac fanboys rather than
> stick to existing standards (like installing a SCSI interface so that a
> user could connect the plentiful SCSI version of the ZIP or ZIP Plus,
> or even installing an internal ZIP - now that would have been truly
> revolutionary!), all those who bought an iMac with their carefully
> saved pennies at launch will now find their systems closed boxes when it
> comes to transferring work stuff, for transferring school stuff, for
> doing important backups in case of a hard drive crash, etc. At least
> until January 1999.
>
> Looks like TIFKAS has some 'splainin' to do when he faces all those
> angry iMac customers at his CompUSA stores - and he'd better hope
> iMation is faster at coming up with a (temporary) solution until a USB
> ZIP is available, as an irate computer user who can't transfer or back
> up important stuff aren't going to take his glib assurances (or
> suggestions they buy a more expensive G3 tower system) that
> everything will be all right....

I have not countered an irate imac customer yet. The imac customers are over
joyed with their new buy. It's been an imac weekend at CompUSA.. I have read
that Computer City in CANADA sold out the imac...

Oh well...

> (To be fair to Iomega, the rep explained that their late USB
> development came about as a result of Apple adopting it late in the game
> for the iMac; Iomega does not take Windows '98 as a serious USB
> platform, as he said that there are still many bugs with its recognition
> of the devices <like scanners :) >)

They better or Imation will eat their lunch. Epson is eating HP's lunch when an imac goes out the store.

> also to allay fears of Mac users wanting to upgrade to iMac who have
> peripherals they've poured mucho money into, the rep mentioned that
> Asante is coming out in ten days with an Ethernet adaptor that will
> allow LocalPort printers to hook up to the iMac, and that
> Hewlett-Packard will be coming out with a box that will allow parallel
> printers (the long-time proven standard in the PC world) to be hooked
> up via USB. While welcome news, it still represents an additional
> expense to those who want to buy an iMac - and could have been
> prevented had Apple and Steve Jobs used more common sense and less
> gee-whillikers-dudes in designing the "perfect home computer". Sorry,
> but I was taught to tell the truth, even if it hurts.

Epson has a USB adaptor and has profit from it..

Peter S.
Worn out Apple Power Rep

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2366. Re: It figures...TIFKAS has run out of arguments....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35d795d5.0@diana.idirect.com>
Source record: 4727

On 17 Aug 1998 01:01:57 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:
>Daniel..
>
>Have you ever kissed a girl or just inflatable one?

ahh, the typical TIFKAS trait - if you run out of arguments, start an ad-hominen smear campaign against someone who is clearly winning the debate.

For the record, I have kissed a girl. As a matter of fact, I was nearly married (and the reasons why I didn't go through with the marriage is no concern of yours or anyone in this forum - this is a computer forum, after all). Currently I am dating no one, although my prospects are looking up with at least one woman who works in the same building as I.

I also don't live in my parents' basement - I live in somebody else's basement :) AAMoF, I'm currently looking after the house for my landlady.

I also don't make a habit of claiming that
I'm a macho stud - in fact, I respect women and they respect me. Including feminists. You know, TIFKAS, the women who you're so afraid of that you make misogynist remarks about, just like your hero Rush Limbaugh.

Hopefully, TIFKAS will change his tune when the next woman who he tries to treat like an "inflatable" turns out to be a "bunny boiler" :)

>
>
>Peter S.
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

and so it goes - with each new piece of drivel, TIFKAS reinforces the stereotype that denizens of my_dejanews have to concentrate before they can belch......

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2367. Re: It's Official - USB ZIP vapour 'til

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35d79859.0@diana.idirect.com>
Source record: 4728

On 17 Aug 1998 01:15:15 , sinclair2246@my-dejanews.com wrote:
>In article <35d128c6.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> With unflinching candor, the presenter admitted that the USB ZIP
>> was not ready for the August 15th launch of the iMac; indeed, he
>> admitted that Iomega hopes to have the new version of the drive ready
>> by - get this - Christmas 1998: and more likely by the beginning of
>> first quarter 1999 (read: January).
>
>I knew that weeks ago..

too bad you're too much of a mindless cheerleader to tell people the
truth about the ZIP situation "weeks ago". So much for your "dead horse"
theory. At least Iomega is being truthful.

>
>> With the ZIP considered perhaps the eventual replacement for the
>> floppy disk, with it used by millions of users for transferring work to
>> their business or for hard drive backup, the lack of a timely appearance
>> of a USB ZIP could well be the deciding factor over whether John Q.
>> ComputerNewbie buys a PC or the "revolutionary" iMac. Thanks to the
>> developers at Apple wanting to impress drooling Mac fanboys rather than
>> stick to existing standards (like installing a SCSI interface so that a
>> user could connect the plentiful SCSI version of the ZIP or ZIP Plus,
>> or even installing an internal ZIP - now that would have been truly
>> revolutionary!), all those who bought an iMac with their carefully
>> saved pennies at launch will now find their systems closed boxes when it
>> comes to transferring work stuff, for transferring school stuff, for
>> doing important backups in case of a hard drive crash, etc. At least
>> until January 1999.
>>
>> Looks like TIFKAS has some 'splainin' to do when he faces all those
>> angry iMac customers at his CompUSA stores - and he'd better hope
>> iMation is faster at coming up with a (temporary) solution until a USB
>> ZIP is available, as an irate computer user who can't transfer or back
>> up important stuff aren't going to take his glib assurances (or
>> suggestions they buy a more expensive G3 tower system) that
>> everything will be all right....
>
>I have not countered an irate imac customer yet. The imac customers are over
>joyed with their new buy.

yep, at least they'll be able to print in one month when the Epson
printer comes out. And they'll be able to back up their files to the most

popular removable media by January. But I guess drooling fanboys don't
really think about those issues, do they .....

It's been an imac weekend at CompUSA.. I have read
>that Computer City in CANADA sold out the imac...

funny that Computer City's weekend flyer in the Toronto Star didn't
mention anything about the iMac anywhere. We can thank InCompUSA for
that one.....

CompUSA needs all the help they can get, seeing that they lost $50M
in the last quarter (on top of that big loss they had on the previous
quarter)....

>
>> (To be fair to Iomega, the rep explained that their late USB
>> development came about as a result of Apple adopting it late in the game
>> for the iMac; Iomega does not take Windows '98 as a serious USB
>> platform, as he said that there are still many bugs with its recognition
>> of the devices <like scanners :) >)
>
>They better or Imation will eat their lunch. Epson is eating HP's lunch when
>an imac goes out the store.

Imation is apparently also in danger of "eating it" - hopefully
they don't as their SuperDrive looks like it'll be the next peripheral
I'll be adding to the ol' Falcon :)
>
>> also to allay fears of Mac users wanting to upgrade to iMac who have
>> peripherals they've poured mucho money into, the rep mentioned that
>> Asante is coming out in ten days with an Ethernet adaptor that will
>> allow LocalPort printers to hook up to the iMac, and that
>> Hewlett-Packard will be coming out with a box that will allow parallel
>> printers (the long-time proven standard in the PC world) to be hooked
>> up via USB. While welcome news, it still represents an additional
>> expense to those who want to buy an iMac - and could have been
>> prevented had Apple and Steve Jobs used more common sense and less
>> gee-whillikers-dudes in designing the "perfect home computer". Sorry,
>> but I was taught to tell the truth, even if it hurts.
>
>Epson has a USB adaptor and has profit from it..
>
>
>
>Peter S.
>Worn out Apple Power Rep

ran out of arguments......
>

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)

Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2368. Re: It figures...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-17 00:00:00 UTC
From: Michael Pillsbury <pill0023@tc.umn.edu>
Message-ID: <35D7C1E0.6ABB18AD@tc.umn.edu>
Source record: 4729
Cross-posted to: alt.nerd.obsessive,comp.sys.atari.advocacy

> Daniel..
>
> Have you ever kissed a girl or just inflatable one?
>
> Peter S.

Where's the rest of this damn thread? We can't all be expected to read comp.sys.atari.advocacy in addition to the overwhelming multitude of posts each day in this group, can we?

Michael
from alt.nerd.obsessive

2369. Re: It's Official - USB ZIP vapour 'til Jan. 1999

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-17 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6r9it6$bq4@ds2.acs.ucalgary.ca>
Source record: 4730

On Mon, 17 Aug 1998 sinclair2246@my-dejanews.com wrote:

>
> I have not countered an irate imac customer yet. The imac customers are over
> joyed with their new buy. It's been an imac weekend at CompUSA.. I have read
> that Computer City in CANADA sold out the imac...
>

Can't imagine why - the iMac was priced here at $1,929 Canadian
dollarettes while the G3 was advertised at $2,125 with monitor - maybe
they only had 1 available - but why go for an iMac unloaded when you
could get a 'real' G3 for only 200 Canadian Pesos more ?

The Canadian Curmudgeon (in sunny, humid, Calgary)

2370. Re: It figures...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-18 00:00:00 UTC
From: torgo_@yahoo.com
Message-ID: <6rahg2$49j$1@nnrp1.dejanews.com>
Source record: 4731
Cross-posted to: alt.nerd.obsessive,comp.sys.atari.advocacy

```
In article <6r7ve5$ucd$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> Daniel..
>
> Have you ever kissed a girl or just inflatable one?
>
> Peter S.

kissed a few dead ones..once.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
```

2371. Re: It's Official - USB ZIP vapour 'til

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-18 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6rb4acvml1@nnrp1.dejanews.com>
Source record: 4732

In article <35d79859.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >I knew that weeks ago..
>
> too bad you're too much of a mindless cheerleader to tell people the
> truth about the ZIP situation "weeks ago". So much for your "dead horse"
> theory. At least Iomega is being truthful.

You have no idea as usual. Initialy, Iomega stated that the Zip would not be
available until November time frame but subject to change. My customers were
told of this with availability subject to change.

> >
> >I have not countered an irate imac customer yet. The imac customers are over
> >joyed with their new buy.
>
> yep, at least they'll be able to print in one month when the Epson
> printer comes out. And they'll be able to back up their files to the most
> popular removable media by January. But I guess drooling fanboys don't
> really think about those issues, do they .....
>
As usual...They can...with the current availabity of the Epson 600 USB adaptor
available since 8/15!

> It's been an imac weekend at CompUSA.. I have read
> >that Computer City in CANADA sold out the imac...
>
> funny that Computer City's weekend flyer in the Toronto Star didn't
> mention anything about the iMac anywhere. We can thank InCompUSA for
> that one.....

What would explain the high sales?

> CompUSA needs all the help they can get, seeing that they lost $50M
> in the last quarter (on top of that big loss they had on the previous
> quarter)....
>

Looks like Computer City needed help to...thats why Comp gobbled them
up...Looks like a charge will be needed.

CompUSa's current woes are softness of wintel sales in spring/summer and lower
average selling price. The imac was their biggest selling computer ever over
one weekend..

> >
> >They better or Imation will eat their lunch. Epson is eating HP's lunch when
> >an imac goes out the store.
>
> Imation is apparently also in danger of "eating it" - hopefully
> they don't as their SuperDrive looks like it'll be the next peripheral
> I'll be adding to the ol' Falcon :)

Imation's imac floppy will be out in a week according to info...

>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Just a veep?

Peter S.
-on vacation

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2372. Re: It figures...TIFKAS has run out of arguments....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-18 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6rb67q$2v7$1@nnrp1.dejanews.com>
Source record: 4733

In article <35d795d5.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >Have you ever kissed a girl or just inflatable one?
>
> ahh, the typical TIFKAS trait - if you run out of arguments, start
> an ad-hominen smear campaign against someone who is clearly winning the
> debate.

It's legit...

> For the record, I have kissed a girl. As a matter of fact, I was
> nearly married (and the reasons why I didn't go through with the
> marriage is no concern of yours or anyone in this forum - this is a
> computer forum, after all). Currently I am dating no one, although my
> prospects are looking up with at least one woman who works in the same
> building as I.

So your stalking this girl(?)..

> I also don't live in my parents' basement - I live in somebody
> else's basement :) AAMoF, I'm currently looking after the house for my
> landlady.

ooh ahhh..

I don't either..

> I also don't make a habit of claiming that
> I'm a macho stud - in fact, I respect women and they respect me.
> Including feminists. You know, TIFKAS, the women who you're so afraid
> of that you make misogynist remarks about, just like your hero Rush
> Limbaugh.

I respect feminists...Lot of my friends are....but respect goes both
ways....Rush is not my hero...Al Franken is...I do vote democratic all the
way..

> Hopefully, TIFKAS will change his tune when the next woman who he
> tries to treat like an "inflatable" turns out to be a "bunny boiler" :)

What ever...I have no problem in the women dept. I credit wintel 95 house
calls..)

Peter S.
Worn out Power Rep....

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2373. Re: It figures...TIFKAS has run out of

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35d997ef.0@diana.idirect.com>
Source record: 4734

On 18 Aug 1998 06:16:26 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>> >Have you ever kissed a girl or just inflatable one?
>>
>> ahh, the typical TIFKAS trait - if you run out of arguments, start
>> an ad-hominen smear campaign against someone who is clearly winning the
>> debate.
>
>It's legit...

no it's not, and you know it. Then again, you were never "legit" to begin with. More like inbred.....

>
>> For the record, I have kissed a girl. As a matter of fact, I was
>> nearly married (and the reasons why I didn't go through with the
>> marriage is no concern of yours or anyone in this forum - this is a
>> computer forum, after all). Currently I am dating no one, although my
>> prospects are looking up with at least one woman who works in the same
>> building as I.
>
>So your stalking this girl(?)..

my my. First with claiming I have a criminal record (which I don't) and then suggesting I would stalk women to ultimately harm them (which I wouldn't). As well as trying to claim I'm gay, which is a) not true in any case, and b) wouldn't matter even if I was (you know, I'm beginning to detect a bit of homosexual panic in Mr. TIFKAS' postings). No, this woman and I are having some nice conversations and we have mutual respect for each other, and I'm going to ask her out.

You know, spreading innuendo about a person is bad form (shows that you're running out of arguments), and could lead to some nasty repercussions later - like a nice letter to your ISP and my-dejanews about slander. I think we can start by starting to cross-post your replies to me to alt.usenet.kooks - it hasn't been the same since Earl Curley died, and they need someone to laugh at, and it might as well be you.

>
>> I also don't make a habit of claiming that
>> I'm a macho stud - in fact, I respect women and they respect me.
>> Including feminists. You know, TIFKAS, the women who you're so afraid
>> of that you make misogynist remarks about, just like your hero Rush
>> Limbaugh.

>
>I respect feminists...Lot of my friends are....but respect goes both
>ways....Rush is not my hero...Al Franken is...I do vote democratic all the
>way..

you started by making disparaging remarks about "whining" feminists
and comparing them to Atari users. My, what a hypocrite. You claim to
hate Rush and Republicans, and yet you use their same tactics, like
referring to Atari users as "the Atari Jihad", referring to us as
"boobs" and making up stuff about Atari and TOS up from whole cloth. My
a nice plasticine mind you have. Unfortunately, the tactics aren't
working, no matter what new tactics you use to weasel out of your
situation.

Ironically enough, Al Franken shoots down all sorts of pompous
asses in his work other than Rush - and you'd be a prime target for his
satire. Maybe a nice psychiatric session with Stuart Smalley ("sorry,
Peter, but Cleopatra isn't the only Queen of Denial").

And no wonder you want to vote for Bill Clinton - you're now BOTH
known fibbers who should be immediately bounced from their jobs,(I heard
Clinton's self-serving speech last night, and the turkey should do the
right thing and resign). At least our Prime Minister keeps his pants
on......

>
>> Hopefully, TIFKAS will change his tune when the next woman who he
>> tries to treat like an "inflatable" turns out to be a "bunny boiler" :)
>
>What ever...I have no problem in the women dept. I credit wintel 95 house
>calls..)

still claiming to be a macho stud. ah yes, everything's fine until
you unexpectedly crash after one minute :)

I guess that TIFKAS hasn't seen "Fatal Attraction", otherwise he'd
get "bunny boiler".

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2374. Re: It's Official - USB ZIP vapour 'til

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35d99dd6.0@diana.idirect.com>
Source record: 4735

On 18 Aug 1998 05:43:40 , sinclair2246@my-dejanews.com wrote:
>In article <35d79859.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> >I knew that weeks ago..
>>
>> too bad you're too much of a mindless cheerleader to tell people the
>> truth about the ZIP situation "weeks ago". So much for your "dead horse"
>> theory. At least Iomega is being truthful.
>
>You have no idea as usual. Initialy, Iomega stated that the Zip would not be
>available until November time frame but subject to change. My customers were
>told of this with availability subject to change.

ahh, but not truthful in that you didn't tell US about it with your
mindless cheerleading. Can't have it both ways.
>
>> >
>> >I have not countered an irate imac customer yet. The imac customers are over
>> >joyed with their new buy.
>>
>> yep, at least they'll be able to print in one month when the Epson
>> printer comes out. And they'll be able to back up their files to the most
>> popular removable media by January. But I guess drooling fanboys don't
>> really think about those issues, do they .....
>>
>As usual...They can...with the current availabity of the Epson 600 USB adaptor
>available since 8/15!

which has already been giving reports of malfunctioning on iMacs
(see next cross-post from mac.advocacy). Oh, if only Apple had had the
foresight of installing a STANDARD PRINTER PORT - but then, what's an
extra five bucks. Like I said, they'll be able to actually PRINT in a
month when the USB printer comes out....

>
>> It's been an imac weekend at CompUSA.. I have read
>> >that Computer City in CANADA sold out the imac...
>>
>> funny that Computer City's weekend flyer in the Toronto Star didn't
>> mention anything about the iMac anywhere. We can thank InCompUSA for
>> that one.....
>
>What would explain the high sales?
>

>> CompUSA needs all the help they can get, seeing that they lost $50M
>> in the last quarter (on top of that big loss they had on the previous
>> quarter)....
>>
>
>Looks like Computer City needed help to...thats why Comp gobbled them
>up...Looks like a charge will be needed.
>
>CompUSa's current woes are softness of wintel sales in spring/summer and lower
>average selling price. The imac was their biggest selling computer ever over
>one weekend..

try "customer dissatisfaction".

>> ////////////////////Daniel L. Dreibelbis////////////////////
>> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
>> Thorn in the side of all net.twits
>> email: dreibel@idirect.com
>> ///////////////"And yet, the Fuji Lives!" ///////////////////
>>
>
>Just a veep?

just a lame loser who can't even come up with a proper insult?
>
>Peter S.
>-on vacation

permanently, I hope.....

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2375. iMac problems - can't print, keyboard, mouse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35d99f0b.0@diana.idirect.com>
Source record: 4736

cross-posted from comp.sys.mac.advocacy. Although all new systems have teething pains when first introduced, the ones on the iMac are somewhat unforgivable, seeing as they're based on the proven G3 systems.

From: telam@iquest.net (Tom Elam)
Newsgroups: comp.sys.mac.advocacy
Subject: attn: Winguy - iMac: 2 days out of the box, now here come the problems!
Date: Tue, 18 Aug 1998 00:28:25 GMT
Organization: HUH?
Lines: 93
Message-ID: <35dac1ca.84693858@news.newsguy.com>
NNTP-Posting-Host: p-217.newsdawg.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Newsreader: Forte Agent 1.5/32.451
Path: diana.idirect.com!cyclone.news.idirect.com!newsfeed.internetmci.com!165.113.238.17!pln-w!spln!extra.newsguy.com!newsp.newsguy.com!news3

Hi Winguy - thought you might enjoy these little tidbits.....go to dash off now and add a few new links to my Mac Favorites page on the Web....

Tom

Apples tendency to shoot itself in the foot over QC/QA is already starting to surface with the iMac. The modem, mouse and CD Rom are turning out to be a little problematical. A few printing and software issues have also shown up.....the next week or so could be very interesting, and will tell us once and for all whether this "bet the store" machine is for real or another Apple fiasco.....

From: http://macsupport.miningco.com/blcenter.htm

Don Russel reported just got the iMac home, everything great, except the CDrom. The three pins around the spindle don't retract upon opening the CD drawer.

snip

Shaun Opp reported I haven't been able to get Quake to recognize my mouse, perhaps because it's a USB device. I've tried the "+mtools" command line in the game which is supposed to let you aim with the mouse but no go. When you select the "Mouse/Joystick" radio button under options, it says you have no devices to configure. No reports yet on MacSofts website. Also placing pressure on the iMac CD tray results in my monitor blipping out similar to a degauss on a normal monitor.

Ken Glinka reported I am having a hard time connecting or staying connected to my ISP (Netcom). The iMac modem will connect and then it will hang when it tries to start PPP, then it tells me that the remote server is not responding and disconnects me. When I do connect I will either have no problems or get disconnected very quickly. I have talked to Netcom and they are not sure. I have everything setup like my Performa 6400/200 (PPP).

Jeff Rawlings reports I can't connect to aol w/ the imac modem. It keeps timing out on me. I've tried different/slower access #'s. I suspect aol and the new mac modem are having trouble talking. If this is a common problem, the imac is in big trouble right out of the box. Boy do i hate that. :((

From: http://www.macfixit.com/imac/

Imaging the ROM into RAM takes up 3 mb of precious RAM:

A minus: less RAM available Hardware-specific code that performs the computer's startup activities resides in firmware (ROM). That code fits into one ROM called the Boot ROM. All higher level software resides somewhere else, largely in RAM. This removes approximately 3 megabytes of RAM from Mac OS usage. In effect, a system with 32 megabytes of RAM appears to have only 29 megabytes available.

It's hard to get into:

Getting inside A Macworld review notes that getting inside the iMac is "hardly brain surgery, but it is dramatically more complicated than some of Apple's earlier designs for Performa and education-oriented systems." Meanwhile, iMac2Day's Visual Memory Upgrade Guide shows how to upgrade your iMac's RAM. An Apple TIL file covers similar ground.

From: http://www.macfixit.com/imac/imac-t1.shtml

Printer compatability issues

Epson Monitor3 memory Evan Matiatos had problems getting the new driver to work with his Epson printer and iMac, using the Epson USB / Parallel Adapter. Even turning off background printing (as suggested in the manual) did not work. He found that increasing the preferred memory size of the Epson Monitor3 file (located in the Extensions folder) from 1Mb to at least 2Mb did the trick. This worked on three iMacs.

Jeff Ashmann had similar printing problems with his 2 iMacs and Epson 600s. "It will print half a page, single lines, dashes, all kinds of garbage. We are unable to print anything usable."

and from the same page, multimedia problems:

Movie glitches? Flip Russell had problems with the playback of Cinepack compressed movies. For some reason, disabling the included AOL Scheduler startup item solved this problem. "I'm also getting 'not enough memory' errors from MoviePlayer when I try to play Sorenson compressed movies. Haven't found a workaround for that yet."

Quite a list for only 48 hours and a few thousand machines......time will tell!

Tom Elam

The universe is not only stranger than we imagine,
it is stranger than we CAN imagine.

The new and improved family homepage is at:
http://members.iquest.net/~telam/default.htm

2376. Re: iMac problems - can't print, keyboard, mouse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-19 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <35DA27A2.3368288B@studio9.demon.co.uk>
Source record: 4737

well i guess it shows at least 6 people have bought one ... snigger

jim

Daniel L. Dreibelbis wrote:

> cross-posted from ... [lots of bad news for Apfelstrudel]

2377. Desktop TV in early 80's (or before)?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-19 00:00:00 UTC
From: esc@Xenon.Stanford.EDU
Message-ID: <6rf4p4$8qh$1@nntp.Stanford.EDU>
Source record: 4738
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.misc,comp.sys.zenith

[time warp ON...]

Does anybody know of any desktop TV apps dating back to the early 80's?
I'm looking for something which would have displayed a TV program
schedule and allowed the user/viewer to select what to watch.

In particular, which of the early computers (TRS-80, Apple][, Atari,
Amiga...) was the first to provide such a capability?

Any info much appreciated!

2378. Re: It figures...TIFKAS has run out of

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6rg8lb$a6p$1@nnrp1.dejanews.com>
Source record: 4739

In article <35d997ef.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> no it's not, and you know it. Then again, you were never "legit" to
> begin with. More like inbred.....

Oh good comeback...---) Still did not answer.

> >So your stalking this girl(?)..
>
> my my. First with claiming I have a criminal record (which I don't)
> and then suggesting I would stalk women to ultimately harm them
> (which I wouldn't). As well as trying to claim I'm gay, which is a) not
> true in any case, and b) wouldn't matter even if I was (you know, I'm
> beginning to detect a bit of homosexual panic in Mr. TIFKAS' postings).
> No, this woman and I are having some nice conversations and we have
> mutual respect for each other, and I'm going to ask her out.

I didn't claim such a thing...I just asked a question.

> You know, spreading innuendo about a person is bad
> form (shows that you're running out of arguments), and could lead to
> some nasty repercussions later - like a nice letter to your ISP and
> my-dejanews about slander. I think we can start by starting to
> cross-post your replies to me to alt.usenet.kooks - it hasn't been the
> same since Earl Curley died, and they need someone to laugh at, and it
> might as well be you.

Nice try chunks. You have no case...

> you started by making disparaging remarks about "whining" feminists
> and comparing them to Atari users. My, what a hypocrite. You claim to
> hate Rush and Republicans, and yet you use their same tactics, like
> referring to Atari users as "the Atari Jihad", referring to us as
> "boobs" and making up stuff about Atari and TOS up from whole cloth. My
> a nice plasticine mind you have. Unfortunately, the tactics aren't
> working, no matter what new tactics you use to weasel out of your
> situation.

Yep I have with good reason. Feminism is a genear term that can be defined
in so many ways or use it to hide behind it for agendas. There are some
scary feminish groups that are on par with the religious right republicans
who want to censor - what we read and view that may have percieved anti
family messages and visuals that may show women in a pornographic light.

> Ironically enough, Al Franken shoots down all sorts of pompous
> asses in his work other than Rush - and you'd be a prime target for his

> satire. Maybe a nice psychiatric session with Stuart Smalley ("sorry,
> Peter, but Cleopatra isn't the only Queen of Denial").
>
> And no wonder you want to vote for Bill Clinton - you're now BOTH
> known fibbers who should be immediately bounced from their jobs,(I heard
> Clinton's self-serving speech last night, and the turkey should do the
> right thing and resign). At least our Prime Minister keeps his pants
> on......

Clinton is directly elected and can't be bounced except for treason. I am disapointed that its gone this far that could of been settled last January. Its come down to this that the special prosecutor found no wrong doing in WhiteWater but wants to nail him for dropping his pants for pleasure after days of work grind. Whats next?

I personaly think he should step aside so he can deal with this nonesense. Lets face it, Clinton is a lameduck..The Gore administration should get a head start.

>
> still claiming to be a macho stud. ah yes, everything's fine until
> you unexpectedly crash after one minute :)
>
> I guess that TIFKAS hasn't seen "Fatal Attraction", otherwise he'd
> get "bunny boiler".

Don't tou wish to be a macho stud, chunks?

Peter S.

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2379. Re: iMac problems - can't print, keyboard, mouse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6rg76t$86v$1@nnrp1.dejanews.com>
Source record: 4740

In article <35DA27A2.3368288B@studio9.demon.co.uk>,
jim@studio9.demon.co.uk wrote:
> well i guess it shows at least 6 people have bought one ... snigger

And tens of thousands more. To bad the exact number is confidential. Epson
and Imation will clean up...

> jim
>
> Daniel L. Dreibelbis wrote:
>
> > cross-posted from ... [lots of bad news for Apfelstrudel]
>
>

Peter S.

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2380. It just goes to show you

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-20 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6rggeafbs1@ash.ridgecrest.ca.us>
Source record: 4741

The iMac. Apples newest household appliance. The latest Apple design will fit quite nicely next to your old Mac Plus, but adding a little color to your kitchen. Yes housewives, the latest technology is right at your finger tips. This little jewel will compliment most kitchen accessories that you just couldn't part with from the 50's. No need to worry about printers taking up space, or the kids wanting to play Doom while your baking your (sic) Apple pie in your kelm. The designers at Apple thought of these things for you and incorperated them into one single package which will look nice next to your blue gravel fish tank.

Really people, take a close look at this thing. It's an advertising joke. Only in America.

The best use of the iMacs will come when Back to the Future VIII is released. It will fit nicely next to the Mac Plus in the Antique dealers window..... Looks like history does have a way of repeating itself.

MG

2381. Re: Atari... not Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-20 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35dc2005.0@diana.idirect.com>
Source record: 4742

On 13 Aug 1998 17:11:10 , Xanathus wrote:
>>If I'm not mistaken, this is an Atari newsgroup.
>>Why are all these Mac threads in this ng?
>>Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
>>ExtedDos Pro, ICD HD utilities.
>
>Hi. I am a Mac guy. I like the Mac. But I don't know anything about Atari
>computers. I'd LOVE to know all about them. That is why I came to this
>newsgroup. :)

then you've come to the right place :) You might want to try over
at comp.sys.atari.st as well, as it's a bit more active.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2382. Re: It figures...TIFKAS has run out of

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-20 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35dc2647.0@diana.idirect.com>
Source record: 4743

On 20 Aug 1998 04:28:27 , sinclair2246@my-dejanews.com (the Idiot Forever Known As Sinclap) wrote:

< much personal attack lacking in computer debate snipped >

obviously, folks, there rests my case. Sinclap, realizing that he can't outshout me, intimidate me, or outthink me, has sadly been reduced to spreading innuendo about me. And quite lamely, too - after all, anybody who would think that being the vice-president of a computer club is something to be ashamed of obviously has some personal issues to deal with. Anyone who would try to take this into a forum completely unrelated to the issues at hand (as TIFKAS has when he took it to alt.nerd.obsessive and wound up posting his usual drivel and denials to it, thereby causing its denizens unnecessary wasted bandwidth that would've been put to better use as a get-rich-quick scheme posting) is in dire need of professional help.

TIFKAS, you have sunk to a new low. If you can't stick to the issues at hand which is the main thrust of this forum, then shut the hell up. And the issues are whether or not the iMac has merit as a computing platform, whether Atari is still a viable platform as we head to the year 2000, whether the Milan changes things regarding the future of the Atari platform. Not my weight, not my love life, and certainly not your overt attempts to smear me. All it is accomplishing for you is reinforcing you as the greatest laughingstock on the USENET today.

As Senator Barry Goldwater (the last great GOP politician) said to Dan Quayle while he and George Bush were on a similar smear campaign against Michael Dukakis in the 1988 US elections, "go back and start talking about the issues".

As for trying more personal attacks against me - I know of a good way to stop you that will make you look even more ridiculous. Does the term "Doe Snot" mean anything to you? 'Cause I'm prepared to use it now - and it's been proven very effective against loser trolls like you. Your next attack against me will use this technique.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2383. Re: iMac problems - can't print, keyboard, mouse

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-20 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6tokt1.fih.jedi@dementia.mishnet>
Source record: 4744

On Thu, 20 Aug 1998 04:03:41 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <35DA27A2.3368288B@studio9.demon.co.uk>,
> jim@studio9.demon.co.uk wrote:
>> well i guess it shows at least 6 people have bought one ... snigger
>
>And tens of thousands more. To bad the exact number is confidential. Epson
>and Imation will clean up...

They already DO that. Although I guess they really would want
a market of suckers that they could more easily overcharge.

...still waiting to see those USB devices...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2384. Re: Desktop TV in early 80's (or before)?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-20 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <753.7536T1286T372@canit.se>
Source record: 4745
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.misc,comp.sys.zenith

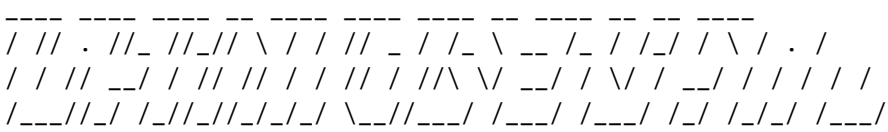
Den 19-Aug-98 19:16:04 nedtecknade escape (esc@Xenon.Stanford.EDU) f�ljande:
>[time warp ON...]

>Does anybody know of any desktop TV apps dating back to the early 80's?
>I'm looking for something which would have displayed a TV program
>schedule and allowed the user/viewer to select what to watch.

>In particular, which of the early computers (TRS-80, Apple][, Atari,
>Amiga...) was the first to provide such a capability?

Isn't that rather TV on demand?

--



2385. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-21 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rkugp$n0j$1@nnrp1.dejanews.com>
Source record: 4649

In article <1998082120233400.QAA18748@ladder03.news.aol.com>,
angief18@aol.com (ANGIEF18) wrote:

> I still would like to know why Apple articles are appearing in this ATARI
> newsgroup.

OK, Atari's suck. They always have and always will :-)

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2386. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-21 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-2108981144430001@200.229.243.105>
Source record: 4746

In article <6qvk83tik1@nnrp1.dejanews.com>, quinlan@intergate.bc.ca wrote:

> In article <1998081317044400.NAA19080@ladder01.news.aol.com>,
> xanathus@aol.com (Xanathus) wrote:
>
> > As for OS8 being current. Yes, it is. You can't get a more current OS for
> > Mac. Maybe what you're thinking is a "modern" OS. Pre-emptive
multitasking?
> > Considering that the MacOS's biggest OS rival is Win95/98, then it should be
> > compared to that...
>
> Nope. Compare it to a good operating system instead. IRIX, Solaris or linux
> for example.
>

Yeah right. Try to run those OSes with 8mb of RAM, as the original
poster was claiming "real" OSes (like this TOS) should run on 8mb of HD
space.

> > I don't know if Win95/98 supports pre-emptive multitasking or not. But it
> > certainly crashes more often than MacOS 8 does. I have a friend that
> > works for a software company. He says that his PC crashes roughly once
> > every two hours. He also has a PowerMac 8500 that has been running for
> > about two months without a single problem.
>
> You experience is the opposite of mine. Even the most trivial of application
> bugs can crash the Mac OS but Windows 95 offers you some degree of protection.

What degree? Blue screen? I don't see any sort of protection under
Win95. In fact, I feel like I'm not protected at all under Win95, as it's
such a confusion...

>
> > As for your comment about the MacOS not even qualifying to be considered an
> > OS... That's absurd. Without it, the machine would NOT operate.
That alone
> > means that it is an operating system. An operating system can be as
simple as
> > MS-DOS (even simpler, I suppose). But in the current day of the GUI, 8MB of
> > RAM is a relatively low requirement for an OS.
>
> Your definition of an operating system is very different from the one
> presented in most software texts. Is the software on your coffee machine an
> operating system? By your definition it would be because your coffee machine
> wouldn't operate without it. Still, the Mac OS is, by definition, an
> operating system using either the "extended machine" or "resoure manager"

> definitions.

The MacOS is an operation system, no matter by how definition.
Jeez... You know, even those clunky internet telephone things have
operating systems. If you can't put that across your skull, then give up,
the MacOS is as real as any other OS out there.

--
---
ciao!
asiufy@uol.com.br

2387. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-21 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rkm1a$c5f$1@nnrp1.dejanews.com>
Source record: 4747

In article <asiufy-2108981144430001@200.229.243.105>,
asiufy@uol.com.br (Alexandre A. S.) wrote:

> Yeah right. Try to run those OSes with 8mb of RAM, as the original
> poster was claiming "real" OSes (like this TOS) should run on 8mb of HD
> space.

Sorry, I was listing good operating systems not good operating systems with
small memory footprints.

> What degree? Blue screen? I don't see any sort of protection under
> Win95. In fact, I feel like I'm not protected at all under Win95, as it's
> such a confusion...

Win95 offers memory protection to win32 applications. The Mac OS offers no
form of memory protection to any type of application. All applications work
in a single address space.

> The MacOS is an operation system, no matter by how definition.
> Jeez... You know, even those clunky internet telephone things have
> operating systems. If you can't put that across your skull, then give up,
> the MacOS is as real as any other OS out there.

No offense, but you need to improve your reading comprehension skills. I was
clearly defending the notion that the Mac OS is an operating system.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2388. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-21 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998082120233400.QAA18748@ladder03.news.aol.com>
Source record: 4748

I still would like to know why Apple articles are appearing in this ATARI newsgroup.
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

2389. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-22 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rl6ci$8pu@news2.tds.net>
Source record: 4650

On 21 Aug 1998 23:06:00, quinlan@intergate.bc.ca wrote:
>In article <19980821202334000.QAA18748@ladder03.news.aol.com>,
> angief18@aol.com (ANGIEF18) wrote:
>
>> I still would like to know why Apple articles are appearing in this ATARI
>> newsgroup.
>
>OK, Atari's suck. They always have and always will :-)
>
Well Brian, everyone is entitled to their own opinion. Whether Atari computers suck or not, they have personality. Which is a lot more than can be said of those nice, safe, bland Apple and PC compatible busses. I've been involved with computers since the mid-70's. I've used and programmed everything from a single-board Sym through mainframes. In my opinion your precious Bloatware Macs & PCs aren't worth a whole heck of a lot. I'd love a nice Pentium II - I'd have the fanciest wheel chocks for my RV in the neighborhood.

Terry
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2390. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-22 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rm1km$u3i$1@nnrp1.dejanews.com>
Source record: 4651

In article <6rl6ci$8pu@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

> Well Brian, everyone is entitled to their own opinion. Whether Atari
> computers suck or not, they have personality. Which is a lot more
> than can be said of those nice, safe, bland Apple and PC compatible
> busses. I've been involved with computers since the mid-70's. I've
> used and programmed everything from a single-board Sym through
> mainframes. In my opinion your precious Bloatware Macs & PCs aren't
> worth a whole heck of a lot. I'd love a nice Pentium II - I'd have
> the fanciest wheel chocks for my RV in the neighborhood.

I was joking. Still, let's care this on for a while. It might be fun.

Atari computers have no personality at all compared to Macs. Look at all the STs. They look like giant door stops with cooling slits. Except for the ugly case and stupid integrated keyboard, they may as well have been PCs. The original Macs, OTOH, were nicely desiged little units.

And then there was TOS. It was the worst of all operating systems. It wasn't compatible with anything, used the stupid DOS filesystem and the GUI was so disgusting that you felt like using CP/M.

Of course, things have changed. Atari's are now using processors that are slightly better than those in our watches and the operating system is almost half as good as IRIX, linux, BeOS and OpenStep. OTOH, by offering low performance hardware and software, Atari allows the user to stay focussed on the past of computing instead of being caught up in silly crazes like 3D and the Internet.

Peter is a punk. I can even bad mouth better than he can :-)

--
Brian Quinlan
quinlan@intergate.bc.ca

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2391. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-22 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35deb7a9.0@diana.idirect.com>
Source record: 4652

On 22 Aug 1998 09:05:27 , quinlan@intergate.bc.ca wrote:
>In article <6rl6ci$8pu@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>
>> Well Brian, everyone is entitled to their own opinion. Whether Atari
>> computers suck or not, they have personality. Which is a lot more
>> than can be said of those nice, safe, bland Apple and PC compatible
>> busses. I've been involved with computers since the mid-70's. I've
>> used and programmed everything from a single-board Sym through
>> mainframes. In my opinion your precious Bloatware Macs & PCs aren't
>> worth a whole heck of a lot. I'd love a nice Pentium II - I'd have
>> the fanciest wheel chocks for my RV in the neighborhood.
>
>I was joking. Still, let's care this on for a while. It might be fun.
>
>Atari computers have no personality at all compared to Macs. Look at all the
>STs. They look like giant door stops with cooling slits. Except for the ugly
>case and stupid integrated keyboard, they may as well have been PCs. The
>original Macs, OTOH, were nicely desiged little units.

oh, really? The Macs always looked like those little TVs from the
1950s - the only thing missing was the dials. And why no buttons on the
disk drive? Real diskdrives have buttons and nice bright LEDs. :)

>
>And then there was TOS. It was the worst of all operating systems. It wasn't
>compatible with anything, used the stupid DOS filesystem and the GUI was so
>disgusting that you felt like using CP/M.

gee, I think the Mac wasn't compatible with anything except other
Macs (and Mac-specific peripherals like printers). Ataris you could at
least transfer your work via their disks to other PCs - and you could
at least plug in industry-standard peripherals (though to be fair, the
Tramiels took several years before they finally put industry standard
SCSI ports on the Falcon. And the way Macs handle
disks - that seems to be pyschologically scarring having to pull the
disk to the trash to eject it. And that Mac operating system - shades
of GEOS if you ask me :)

>
>Of course, things have changed. Atari's are now using processors that are
>slightly better than those in our watches and the operating system is almost
>half as good as IRIX, linux, BeOS and OpenStep. OTOH, by offering low
>performance hardware and software, Atari allows the user to stay focussed on
>the past of computing instead of being caught up in silly crazes like 3D and

>the Internet.

oh, silly me, I must be hallucinating that I'm posting this on the
Internet. On An Atari. In real time. And who has time for that silly
overated 3-D when you're getting so much work done :)

>
>Peter is a punk. I can even bad mouth better than he can :-)

Friend, ANYONE can post better trash-talk than TIFKAS (honestly,
"you will be eating your spinach" as a cutting insult? How lame). He's
nothing more than a pimple on the buttocks of progress (quick, the
Lanacaine!) :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2392. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-22 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rml7o$nh9@news2.tds.net>
Source record: 4653

On 22 Aug 98 12:20:57 G, Daniel L. Dreibelbis wrote:
>On 22 Aug 1998 09:05:27 , quinlan@intergate.bc.ca wrote:
>>In article <6rl6ci$8pu@news2.tds.net>,
>> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
[snipped]
>>I was joking. Still, let's care this on for a while. It might be fun.

I knew that basically it was a joke - but that it was also the way you
really felt.

[snipped]
>>case and stupid integrated keyboard, they may as well have been PCs. The
>>original Macs, OTOH, were nicely desiged little units.
>
> oh, really? The Macs always looked like those little TVs from the
>1950s - the only thing missing was the dials. And why no buttons on the
>disk drive? Real diskdrives have buttons and nice bright LEDs. :)

That's pretty shallow of you Brian. Equating personality to
cosmetics. True Dan - but they weren't even being original in a
computer sense - except for the color of the case it could have been
one of those Vectrex vector-graphic computers that failed early in the
eighties. Strictly cosmetically speaking, the original macs had about
as much personality as an upended breadbox. Now the Banana 2000 in
Bloom County... there was a mac-like machine with personality.
>
>>
>>And then there was TOS. It was the worst of all operating systems. It wasn't
>>compatible with anything, used the stupid DOS filesystem and the GUI was so
>>disgusting that you felt like using CP/M.
>
> gee, I think the Mac wasn't compatible with anything except other
>Macs (and Mac-specific peripherals like printers). Ataris you could at
>least transfer your work via their disks to other PCs - and you could
>at least plug in industry-standard peripherals (though to be fair, the
>Tramiels took several years before they finally put industry standard
>SCSI ports on the Falcon. And the way Macs handle
>disks - that seems to be pyschologically scarring having to pull the
>disk to the trash to eject it. And that Mac operating system - shades
>of GEOS if you ask me :)

What a concept. In the same sentence you say both that it wasn't
compatible with anything and that it used the stupid DOS filesystem.
From the very beginning I could use any peripheral that I wanted.
That's compatibility that the Mac didn't have. I could access disks

from other Operating Systems. That's compatibility that the Mac
didn't have. So what if it used a proprietary OS? What, precisely,
was Finder, if not proprietary. I had access to emulators for most
machines... 8-bit on up.

[snipped]

>>performance hardware and software, Atari allows the user to stay focussed on
>>the past of computing instead of being caught up in silly crazes like 3D and
>>the Internet.
>
> oh, silly me, I must be hallucinating that I'm posting this on the
>Internet. On An Atari. In real time. And who has time for that silly
>overated 3-D when you're getting so much work done :)

Hey. If I want 3-D, I'll buy a playstation. I have it for what I
consider the important jobs on my computer, I don't need real-time
3-D. And what in the world do you think I'm accessing the internet
with? A PC or Macintosh that is misleading everyone into thinking
that it's an Atari?
>>
>>Peter is a punk. I can even bad mouth better than he can :-)
>
> Friend, ANYONE can post better trash-talk than TIFKAS (honestly,
>"you will be eating your spinach" as a cutting insult? How lame). He's
>nothing more than a pimple on the buttocks of progress (quick, the
>Lanacaine!) :)

Well - At least your attempts are coherent and intelligible - Even if
we totally disagree on almost everything. :)

Terry
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO
http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2393. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-22 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rn8l8$68a$1@nnrp1.dejanews.com>
Source record: 4654

In article <35deb7a9.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> oh, really? The Macs always looked like those little TVs from the
> 1950s - the only thing missing was the dials. And why no buttons on the
> disk drive? Real diskdrives have buttons and nice bright LEDs. :)

This is too perfect, I can't touch it :-)

> gee, I think the Mac wasn't compatible with anything except other
> Macs (and Mac-specific peripherals like printers). Ataris you could at
> least transfer your work via their disks to other PCs - and you could
> at least plug in industry-standard peripherals (though to be fair, the
> Tramiels took several years before they finally put industry standard
> SCSI ports on the Falcon. And the way Macs handle
> disks - that seems to be pyschologically scarring having to pull the
> disk to the trash to eject it. And that Mac operating system - shades
> of GEOS if you ask me :)

Compatibility at the cost of having the stupid 8.3 limitation? Why not just
run DOS in the first place? At least the DOS UI was better. And the Mac had a
reason to be incompatible. Apple was actually innovative, unlike Atari was
was just shouting "Me too! Me too!" at the top of their lungs.

> oh, silly me, I must be hallucinating that I'm posting this on the
> Internet. On An Atari. In real time. And who has time for that silly
> overated 3-D when you're getting so much work done :)

The reason we still use usenet is because people with Ataris can't participate
in cool real-time online audio conferences like the rest of us. Atari has
always been behind but now they are actually holding the rest of us up. And
let's talk about browsing. How is the CSS, DHTML, Javascript and Java support
coming? Atari users don't want to play 3D games because the 3D world is too
complicated for them. Hell, most of them only move forward and back when they
play frogger. And 3D work is hard, too hard for Atari users anyway so why add
3D capabilities to the Atari. Maybe in other ten years or so the technology of
yesterday will be available for Atari. But probably not.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2394. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-22 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rn9kt$73t$1@nnrp1.dejanews.com>
Source record: 4655

In article <6rml7o$nh9@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

> I knew that basically it was a joke - but that it was also the way you
> really felt.

Not really. I don't use an Atari any more but I had an ST for several years. I haven't seen an Atari in a while so I couldn't really evaluate their present performance. But I bet that it sucks :-) In the rest of your post, you use the first person too much. That makes it hard to bad mouth the Atari without attacking you personally.

> What a concept. In the same sentence you say both that it wasn't
> compatible with anything and that it used the stupid DOS filesystem.

You couldn't run DOS applications. You were just stuck with the stupid file system.

> From the very beginning I could use any peripheral that I wanted.

Not SCSI peripherals, you couldn't. And getting printer drivers was a problem because printer manufacturers didn't give a crap about Atari.

> That's compatibility that the Mac didn't have. I could access disks
> from other Operating Systems. That's compatibility that the Mac
> didn't have.

Only file compatibility at the cost of using the most stupid file system to ever exist. Instead of blazing new trails like Apple did, Atari said "Hey, we're not smart enough to make our own file system so let's just use the worst one on the market!"

> So what if it used a proprietary OS? What, precisely,
> was Finder, if not proprietary. I had access to emulators for most
> machines... 8-bit on up.

So, why make a proprietary OS that is worst than other OSes on the market? If you can't do it very well, at least do a good job stealing the ideas of others.

> Hey. If I want 3-D, I'll buy a playstation. I have it for what I
> consider the important jobs on my computer, I don't need real-time
> 3-D. And what in the world do you think I'm accessing the internet
> with? A PC or Macintosh that is misleading everyone into thinking
> that it's an Atari?

The Playstation isn't going to run SoftImage very well, is it? And consoles are a waste of money anyway. Why buy something that you plug into a crappy TV

when you can see the action at 1280x1024 without paying any extra money? And, if you are willing to spend a few extra bucks, then you can get performance that will destroy any console AND speed up your SoftImage work.

Sure, using your Atari, you can access a small subset of the content available on the Internet. But some of use like Java, JavaScript, Shockwave, Flash, CCS, DHTML, RealAudio, RealVideo, QuickTime, VRML, etc.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2395. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-22 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rnast$128@news2.tds.net>
Source record: 4656

On 22 Aug 1998 20:11:20, quinlan@intergate.bc.ca wrote:
>In article <35deb7a9.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
[snipped]

>Compatibility at the cost of having the stupid 8.3 limitation? Why not just
>run DOS in the first place? At least the DOS UI was better. And the Mac had a
>reason to be incompatible. Apple was actually innovative, unlike Atari was
>was just shouting "Me too! Me too!" at the top of their lungs.

Really. And what is wrong with maintaining filesystem compatibility?
Absolutely nothing. It's only people that had a little too much
aluminum in their diets when they were younger that can't keep track
of things using 8.3.

Yup, Apple was being real innovative there. As long as you consider
stealing Xerox Palo Alto Research Centers Ideas part and parcel and
not only claiming them to be your own, but having the gall to try and
sue other companies that attempted to use a GUI.

Atari wasn't shouting "Me too!" Atari had an innovative system
(where, for example, was the color on the Lisa or Mac? - as just one
point). Atari was following its own path but maintaining the lines of
communication with the rest of the world. Whereas Apple was trying to
become a world unto itself.

>
>> oh, silly me, I must be hallucinating that I'm posting this on the
>> Internet. On An Atari. In real time. And who has time for that silly
>> overated 3-D when you're getting so much work done :)
>
>The reason we still use usenet is because people with Ataris can't participate
>in cool real-time online audio conferences like the rest of us. Atari has

Wow... I wouldn't talk too loud then. Apparently Atari users a quite
the significant force. Tens of thousands of newsgroups, each with
hundreds of posts a day. All because of Atari users.

>always been behind but now they are actually holding the rest of us up. And

Who is asking you to hold up? Go your own way. I'm sure that someday
you'll all have a nice little word processor that only needs a
terabyte of memory and parallel processing chips to edit a note home
to mommy.

>let's talk about browsing. How is the CSS, DHTML, Javascript and Java support
>coming? Atari users don't want to play 3D games because the 3D world is too

>complicated for them. Hell, most of them only move forward and back when they

Now _that_ is sinclapish. Too complicated? Hardly. But I'll keep
this short so you can go back to playing your many-many-hundred-dollar
game machine. Sorry to interrupt, I thought you had some real uses
for your computer.

>play frogger. And 3D work is hard, too hard for Atari users anyway so why add
>3D capabilities to the Atari. Maybe in other ten years or so the technology of
>yesterday will be available for Atari. But probably not.

Who cares, in ten years our Ataris will still be running like
champions, accomplishing what needs to be accomplished. Whereas yours
will be obsolete in approximately eight hours, forcing you to upgrade
yet again.

Terry

--

>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2396. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-22 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rnbg7$136@news2.tds.net>
Source record: 4657

On 22 Aug 1998 20:49:33, Terry & Karen Ross wrote:

Note to Brian: Some of the phraseology in my previous post could be interpretted as a specific, personal attack. I'd like to assure you that I was making general comments, and not personal attacks. I appreciate your candor and comments.

Terry Ross
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2397. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-22 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6tv637.hrv.jedi@dementia.mishnet>
Source record: 4658

On Fri, 21 Aug 1998 11:44:41 -0300, Alexandre A. S. <asiufy@uol.com.br> wrote:
>In article <6qvk83tik1@nnrp1.dejanews.com>, quinlan@intergate.bc.ca wrote:
>
>> In article <1998081317044400.NAA19080@ladder01.news.aol.com>,
>> xanathus@aol.com (Xanathus) wrote:
>>
>> > As for OS8 being current. Yes, it is. You can't get a more current OS for
>> > Mac. Maybe what you're thinking is a "modern" OS. Pre-emptive
>multitasking?
>> > Considering that the MacOS's biggest OS rival is Win95/98, then it should be
>> > compared to that...
>>
>> Nope. Compare it to a good operating system instead. IRIX, Solaris or linux
>> for example.
>>
>
> Yeah right. Try to run those OSes with 8mb of RAM, as the original
>poster was claiming "real" OSes (like this TOS) should run on 8mb of HD
>space.

You can run OSes like those off of NO HD space, actually.

[deletia]

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2398. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-22 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6tv6lf.hrv.jedi@dementia.mishnet>
Source record: 4659

On Sat, 22 Aug 1998 20:28:13 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <6rml7o$nh9@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>
>> I knew that basically it was a joke - but that it was also the way you
>> really felt.
>
>Not really. I don't use an Atari any more but I had an ST for several years. I
>haven't seen an Atari in a while so I couldn't really evaluate their present
>performance. But I bet that it sucks :-) In the rest of your post, you use the
>first person too much. That makes it hard to bad mouth the Atari without
>attacking you personally.
>
>> What a concept. In the same sentence you say both that it wasn't
>> compatible with anything and that it used the stupid DOS filesystem.
>
>You couldn't run DOS applications. You were just stuck with the stupid file
>system.

That's funny, I coulda sworn that I swiped some DOS
software from the PC's in the German department so
that I could run it at home on my ST...

>
>> From the very beginning I could use any peripheral that I wanted.
>
>Not SCSI peripherals, you couldn't. And getting printer drivers was a problem
>because printer manufacturers didn't give a crap about Atari.

That would be a driver issue, actually... an
entirely separate matter. At least we could
attach them.

...and SCSI peripherals were more than attachable
to an ST. What the ST did have in the way of a busport
was more than adequate for the task and only required
a host adapter (much like a PC would).

>
>> That's compatibility that the Mac didn't have. I could access disks
>> from other Operating Systems. That's compatibility that the Mac
>> didn't have.
>
>Only file compatibility at the cost of using the most stupid file system to
>ever exist. Instead of blazing new trails like Apple did, Atari said "Hey,
>we're not smart enough to make our own file system so let's just use the worst

>one on the market!"

Sure you just had to put up with GCR as well.

>
>> So what if it used a proprietary OS? What, precisely,
>> was Finder, if not proprietary. I had access to emulators for most
>> machines... 8-bit on up.
>
>So, why make a proprietary OS that is worst than other OSes on the market? If
>you can't do it very well, at least do a good job stealing the ideas of
>others.

Why? Because if you don't need professional color correction
it rather trumps the DOS boxen in interface and the Mac
boxen in price and OS overhead.

Macs used to sell for more than new cars.

>
>> Hey. If I want 3-D, I'll buy a playstation. I have it for what I
>> consider the important jobs on my computer, I don't need real-time
>> 3-D. And what in the world do you think I'm accessing the internet
>> with? A PC or Macintosh that is misleading everyone into thinking
>> that it's an Atari?
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>The Playstation isn't going to run SoftImage very well, is it? And consoles
>are a waste of money anyway. Why buy something that you plug into a crappy TV
>when you can see the action at 1280x1024 without paying any extra money? And,
>if you are willing to spend a few extra bucks, then you can get performance
>that will destroy any console AND speed up your SoftImage work.
>
>Sure, using your Atari, you can access a small subset of the content available
>on the Internet. But some of use like Java, JavaScript, Shockwave, Flash, CCS,
>DHTML, RealAudio, RealVideo, QuickTime, VRML, etc.

So? How much does your T1 cost you?

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

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2399. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-22 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6tv6ul.hrv.jedi@dementia.mishnet>
Source record: 4660

On Sat, 22 Aug 1998 20:11:20 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <35deb7a9.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
[deletia]
>> gee, I think the Mac wasn't compatible with anything except other
>> Macs (and Mac-specific peripherals like printers). Ataris you could at
>> least transfer your work via their disks to other PCs - and you could
>> at least plug in industry-standard peripherals (though to be fair, the
>> Tramiels took several years before they finally put industry standard
>> SCSI ports on the Falcon. And the way Macs handle
>> disks - that seems to be pyschologically scarring having to pull the
>> disk to the trash to eject it. And that Mac operating system - shades
>> of GEOS if you ask me :)
>
>Compatibility at the cost of having the stupid 8.3 limitation? Why not just
>run DOS in the first place? At least the DOS UI was better. And the Mac had a
>reason to be incompatible. Apple was actually innovative, unlike Atari was
>was just shouting "Me too! Me too!" at the top of their lungs.

Power without the Price.

vs.

The computer that was more expensive than a new pickup truck.

Engineering is not quite as simple as you make it out to be.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2400. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rnrl6$5oh@news2.tds.net>
Source record: 4661

On 22 Aug 1998 20:28:13, quinlan@intergate.bc.ca wrote:
>In article <6rml7o$nh9@news2.tds.net>,

>Not really. I don't use an Atari any more but I had an ST for several years. I
>haven't seen an Atari in a while so I couldn't really evaluate their present
>performance. But I bet that it sucks :-) In the rest of your post, you use the
>first person too much. That makes it hard to bad mouth the Atari without
>attacking you personally.

Don't let that worry you. For three reasons.
1. I'm a pretty good judge of whether something is a personal
attack or just general commentary.
2. I'm from NYC, and I was a sailor for 15 years, I'm pretty
thick-skinned.
3. Knowing that you don't like Ataris, and that you think bloatware
is fine, I realise that you must just be addled anyway :-)

>> What a concept. In the same sentence you say both that it wasn't
>> compatible with anything and that it used the stupid DOS filesystem.
>
>You couldn't run DOS applications. You were just stuck with the stupid file
>system.

Didn't need to run DOS applications. I had perfectly suitable apps on
my own computer. I did, however, need to transfer data and that is
where the file system compatibility was useful, plus the fact that so
many apps were able to save the data in a format that PC or Mac apps
understood - of course, for the Mac you had to find alternative
methods due to that GCR encoding.

>> From the very beginning I could use any peripheral that I wanted.
>
>Not SCSI peripherals, you couldn't. And getting printer drivers was a problem
>because printer manufacturers didn't give a crap about Atari.

No, not SCSI. ACSI was close, but not exact. Not that SCSI was such
a big standard in 1985 anyway. There was still no shortage of
peripherals though. I never had any problems with printer drivers.
The only ones that might have presented a problem at the time were the
color printers. I owned two color printers back then. A Star and an
Okidata. Both had Atari drivers.

>
>> That's compatibility that the Mac didn't have. I could access disks
>> from other Operating Systems. That's compatibility that the Mac
>> didn't have.

>
>Only file compatibility at the cost of using the most stupid file system to
>ever exist. Instead of blazing new trails like Apple did, Atari said "Hey,
>we're not smart enough to make our own file system so let's just use the worst
>one on the market!"

Sorry, that doesn't wash. All Apple did was restrict people with
their file system and set themselves up for a niche market. GCR? MFS?
HD20? Guaranteed to fry hard disks. HFS was an improvement, but no
great step forward. This is not to say that in essence it wasn't a
better idea for a file system. But let's not talk about not being
smart enough to make your own file system. Unless it was Apples
intention to make a file system that routinely fried peoples hard
disks and made their disks totally unusable by any other computer in
the world. And even with all of the ravaged hard disks, I pity the
people that couldn't afford to buy a HD for their Macintoshes. They
weren't computer users, they were 'carbon-based disk exchange
mechanisms.' No. Apple can hardly be called 'smart' for something
like this.

>> So what if it used a proprietary OS? What, precisely,
>> was Finder, if not proprietary. I had access to emulators for most
>> machines... 8-bit on up.
>
>So, why make a proprietary OS that is worst than other OSes on the market? If
>you can't do it very well, at least do a good job stealing the ideas of
>others.

Hey, I'm no big defender of TOS. It was based on CP/M 68K. But it
did the job that needed to be done. The GUI overlay, GEM showed great
promise, and worked across platforms, until Apple, who had done "a
good job stealing the ideas of others" (Namely PARC, and the Xerox
Star) decided that for some reason that since they had effectively
stolen it that they should sue whoever else tried to come up with a
GUI. This pretty much convinced Digital Research not to pursue the
project any longer.

>> Hey. If I want 3-D, I'll buy a playstation. I have it for what I
>> consider the important jobs on my computer, I don't need real-time
>> 3-D. And what in the world do you think I'm accessing the internet
>> with? A PC or Macintosh that is misleading everyone into thinking
>> that it's an Atari?
>
>The Playstation isn't going to run SoftImage very well, is it? And consoles
>are a waste of money anyway. Why buy something that you plug into a crappy TV
>when you can see the action at 1280x1024 without paying any extra money? And,
>if you are willing to spend a few extra bucks, then you can get performance
>that will destroy any console AND speed up your SoftImage work.

Fine. If you want it use it. I can generate any three dimensional,
textured object I want, when I need it for what I am working on. I
reiterate, however, that real-time 3D is a waste. Period. Not too

complicated. Not too expensive. Just a waste of processor cycles.

>
>Sure, using your Atari, you can access a small subset of the content available
>on the Internet. But some of use like Java, JavaScript, Shockwave, Flash, CCS,
>DHTML, RealAudio, RealVideo, QuickTime, VRML, etc.

That's fine Brian. But where does it go from there? How many months before you find you can't run the newer applications until you feed more money into your machine? Karen and I use our TT online constantly for research. It does what we need. Why do I need to have shockwave? So I can put a little magnetic beard on a cartoon face? Java to play a tic-tac-toe game? RealVideo so I can watch a jerky picture that I've already seen on television in most cases? RealAudio in case I stumble across someones softcore site? And so on. Most of those are worth maybe 10 seconds of my time. Why go for virtual reality when I've got reality right outside my door - and an unlimited imagination? We've been to a total of about 6 places where we really needed to be but couldn't go due to the 'limitations' of our TT. Did we rush out and Spend >$1,000 on a PC or Mac? Sorry, we just ambled on over to the local internet cafe and visited them for $1.50. In my interpretation, that is not a "small subset" - and everything you mention is applicable to the web. You really shouldn't imply that it applies to all of the internet.

Terry
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2401. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rnvresiu1@nnrp1.dejanews.com>
Source record: 4662

In article <6rnbg7$136@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
> On 22 Aug 1998 20:49:33, Terry & Karen Ross wrote:
>
> Note to Brian: Some of the phraseology in my previous post could be
> interpretted as a specific, personal attack. I'd like to assure you
> that I was making general comments, and not personal attacks. I
> appreciate your candor and comments.

I hope everyone realizes that I am being facetious. I don't like seeing dead bunnies in my pots.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2402. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6ro0gp$t4t$1@nnrp1.dejanews.com>
Source record: 4663

In article <6rnast$128@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

> Really. And what is wrong with maintaining filesystem compatibility?
> Absolutely nothing. It's only people that had a little too much
> aluminum in their diets when they were younger that can't keep track
> of things using 8.3.

Only a technically challenged company like Microsoft would think of implementing a consumer operating system with 8.3, no case-sensitivity and no case-preserving file names. And only a stupid company like Atari would copy them.

> Yup, Apple was being real innovative there. As long as you consider
> stealing Xerox Palo Alto Research Centers Ideas part and parcel and
> not only claiming them to be your own, but having the gall to try and
> sue other companies that attempted to use a GUI.

Apple bought the Xerox technology in exchange for stock. The then proceeded to define most of the user interface elements that are still in use today: menu bars, check boxes, radio buttons, etc. They were annoyed when Microsoft tried to use those same elements in Windows. Of course, they didn't worry about Atari because they knew that Atari wasn't good enough at copying for it to be a problem.

> Atari wasn't shouting "Me too!" Atari had an innovative system
> (where, for example, was the color on the Lisa or Mac? - as just one
> point). Atari was following its own path but maintaining the lines of
> communication with the rest of the world. Whereas Apple was trying to
> become a world unto itself.

Entering the game late certainly allows you to add a few features. Of course, Atari was good at finding the worst in everything.

> Wow... I wouldn't talk too loud then. Apparently Atari users a quite
> the significant force. Tens of thousands of newsgroups, each with
> hundreds of posts a day. All because of Atari users.

We all feel sorry for Atari users. It wouldn't be fair if we excluded them just because they picked a crappy computer system.

> Who is asking you to hold up? Go your own way. I'm sure that someday
> you'll all have a nice little word processor that only needs a
> terabyte of memory and parallel processing chips to edit a note home
> to mommy.

vi is good enough for me.

> Now _that_ is sinclapish. Too complicated? Hardly. But I'll keep
> this short so you can go back to playing your many-many-hundred-dollar
> game machine. Sorry to interrupt, I thought you had some real uses
> for your computer.

Some of use aren't totally focused on games. We use 3D software, such as SoftImage, to get real work done. I just thought that explaining that would make it too difficult for the average Atari user to understand.

> Who cares, in ten years our Ataris will still be running like
> champions, accomplishing what needs to be accomplished. Whereas yours
> will be obsolete in approximately eight hours, forcing you to upgrade
> yet again.

If you want to do cutting edge things then you need cutting edge software and hardware.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2403. Top Ten Big Surprises About iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35e03fba.0@diana.idirect.com>
Source record: 4664

found this on comp.sys.mac.advocacy.....
This was just too great to not share.

Enjoy

http://dailynews.yahoo.com/headlines/technology/zdnet/story.html?s=n/zdnn/technology/19980821/19980821506

The Top 10 Surprises About Apple's New iMac Computer

10. Free "Gullible Consumer" button with every purchase.

9. It only costs twice as much as a 233 MHz Pentium II, yet it will run almost 29% as much software!

8. Includes "Robert Downey, Jr. Mode" for energy-saving auto shut-off.

7. Decided not to go with the original "Bill Gates gave us a ton of dough and here's what we came up with" marketing campaign.

6. Special "Presidential" version: the iMacDaddy.

5. Still "insanely great," but now with 300% more insane!

4. Makes a Grande Skinny Latte like nobody's business.

3. Trash can icon lined with Apple stock certificate icons.

2. Due to miscommunication with design team, the first prototype was called the IMAX and featured a 100-foot high monitor.

And Top5's Number 1 Surprise About Apple's New iMac Computer...

1. Design team responsible for "new look" signed the inside of the case -- in Braille.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2404. Extra Extra Extra.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6rpkdkdpq1@nnrp1.dejanews.com>
Source record: 4665

A program interuption to bring this note to Daniel's attention about previous notions of lack of Apple retailers..

Apple Canada Announces Hartco's Renewed Commitment to Sell Apple Products

Compucentre, MicroAge, CompuSmarts, and CompuSmart Networks to Showcase New iMac

MARKHAM, Ontario -- August 13, 1998 Apple Canada and Hartco Enterprises today announced that Apple's exciting new iMac product will be launched in its networks of computer resellers across Canada. Hartco is the master franchisor for 54 Compucentre stores, 75 MicroAge branches, and 14 CompuSmart stores located across Canada.

"Hartco's national presence enables Apple to substantially increase the retail exposure for the iMac in Canada and provide our customers with an opportunity to "test drive" and purchase an iMac when it becomes available on August 15, 1998" said Wendy Hayes, Vice President , sales, Apple Canada.

Compucentre, MicroAge, and CompuSmart will aggressively promote the iMac in all retail locations and will prominently feature the iMac with in-store displays and demonstrations. The locations will also offer a range of Universal Serial Bus (USB) peripheral products that support the iMac. The iMac uses USB to communicate with add-on devices such as writable disk drives, printers, scanners, cameras and game controllers.

"We're delighted to strengthen our partnership with Apple to deliver the iMac to customers through our national retail chain," said Jeffrey Hart, Executive Vice President of Hartco. "Based on consumer reaction to-date, we believe the iMac will be a phenomenally successful product and anticipate strong consumer demand for the product."

A complete internet-age computer right out of the box, Apple's iMac combines the excitement of the internet with the simplicity of the Macintosh. The iMac features:

A speedy PowerPC G3 microprocessor running at 233MHz with a high speed 512k backside L2 memory cache; Built-in 15-inch high quality display with 1024x768 resolution, 13.8-inch diagonal viewable image size; Easy connectivity - one button Internet access, internal 56Kbps modem, 10/100Base-Tx Ethernet, 12Mbps Universal Serial Bus (USB), and 4Mbps infrared port (IrDA); The world's easiest to use operating system, Mac OS 8.1, which runs thousands of Macintosh software titles; All housed in a stunning translucent enclosure that breaks new ground in industrial design.

iMac, which will ship with a 56K modem, will also come bundled with a variety of consumer software, including: AppleWorks (formerly ClarisWorks) productivity software; FaxSTF from STF Technologies, Inc.; Quicken Deluxe'98 from Intuit, Inc.; MetaCreation Corp's Kai's Photo Soap; MDK from Interplay Productions; Pangea Software's Nanosaur; Williams-Sonoma Guide to Good Cooking from Broderbund Software, Inc.; Microsoft Corp's Internet Explorer 4.01; Microsoft Outlook Express 4.01; and Earthlink, Inc's Total Access 2.01.

Hartco Enterprises Inc. is Canada's largest franchisor of computer integrators and retailers with 164 locations strategically located across the country, serving the business, government, professional and home markets. They operate under the names of "MicroAge", "Compucentre", "Northwest Digital" and "CompuSmart". In addition, the company owns and operates 61 department stores under the "Hart" and "Bargain Giant" banners in Quebec, Ontario and the Maritimes. Hartco also operates 22 "La Cabine Telephonique" and "The Telephone Booth" outlets in Quebec and Ontario. Company shares trade under the symbol "HTC" on the Toronto and Montreal Exchanges.

Apple Computer, Inc. ignited the personal computer revolution in the 1970s with the Apple II, and reinvented the
personal computer in the 1980s with the Macintosh. Apple is now recommitted to its original mission - to bring the
best personal computing products and support to students, educators, designers, scientists, engineers,
businesspersons and consumers in over 140 countries around the world.

Apple Canada Inc. is headquartered in Markham, Ontario and is a wholly-owned subsidiary of Apple Computer, Inc. Apple products are available at more than 300 Authorized Apple Canada Dealer locations across Canada.

Apple Canada's home page on the World Wide Web: http://www.apple.ca/.

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Company Contact
Dennis Manning
Apple Canada Inc.
(905) 513-5878
manning1@apple.com
Media Contact
Dave Erskine
GENERATORIDEAWORKS
(416) 413-8915
dave.erskine@generator.ca

Now back to the scheduled programming of flamming. Keep it up Brian, Terry(wife too), Jedi and of course you 'chunks'

Peter S.

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2405. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rpqla$j38$1@nnrp1.dejanews.com>
Source record: 4666

In article <slrn6tv6lf.hrv.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> That's funny, I coulda sworn that I swiped some DOS
> software from the PC's in the German department so
> that I could run it at home on my ST...

So you paid valuable money to buy an emulator to run DOS software more slowly
than on a PC? That is impressive.

> That would be a driver issue, actually... an
> entirely separate matter. At least we could
> attach them.

If you can't get drivers for printer because you bought your computer from a
backwater company then you should consider buying a different computer.

> Macs used to sell for more than new cars.

True enough. Ataris were as cheap as dirt and about as useful as dirt when
performing computing tasks.

> So? How much does your T1 cost you?

I don't have a T1 at home. A lot of those technologies are pretty easy on your
bandwidth.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2406. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rpqq7$j4u$1@nnrp1.dejanews.com>
Source record: 4667

In article <slrn6tv6ul.hrv.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> Power without the Price.

Lost in the past again, eh? What power?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2407. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rpsedkki1@nnrp1.dejanews.com>
Source record: 4668

In article <6rnrl6$5oh@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

> I had perfectly suitable apps on my own computer.

I thought that you said that you had an Atari. I must be thinking of someone
else...

> I did, however, need to transfer data and that is where the
> file system compatibility was useful, plus the fact that so
> many apps were able to save the data in a format that PC or Mac apps
> understood - of course, for the Mac you had to find alternative
> methods due to that GCR encoding.

You had access to a PC or Mac and didn't just use it?! I'm not sure that we
have any basis for meaningful communication :-)

> Sorry, that doesn't wash. All Apple did was restrict people with
> their file system and set themselves up for a niche market.

Yeah. Forcing 8.3 file names, not allowing spaces and not preserving case was
not restricting. Apple inovated to more the industry forward. Atari copied to
hold it back. If Atari really thought that the DOS filesystem was a good idea
then they should have made clones.

> The GUI overlay, GEM showed great
> promise, and worked across platforms, until Apple, who had done "a
> good job stealing the ideas of others" (Namely PARC, and the Xerox
> Star) decided that for some reason that since they had effectively
> stolen it that they should sue whoever else tried to come up with a
> GUI. This pretty much convinced Digital Research not to pursue the
> project any longer.

Repeat after me "a good job of BUYING the ideas of others." They then went on
to develop most of the UI elements that are still used in the industry today:
such as the menu bar, radio buttons, check boxes, etc. Atari, OTOH, didn't
come up with any good ideas and stole the worse of other people's ideas.

> Fine. If you want it use it. I can generate any three dimensional,
> textured object I want, when I need it for what I am working on. I
> reiterate, however, that real-time 3D is a waste. Period. Not too
> complicated. Not too expensive. Just a waste of processor cycles.

Wrong, wrong, wrong and wrong. How do you preview and edit your
scenes/animations before you do your final render? Do you see them in wire
frame? In the world of fast computers, OTOH, you can preview your renderings
in realtime with lighting effects and transparency. Even a $100 graphics card

can gauraud shade and render a million polygons/s.

> That's fine Brian. But where does it go from there? How many months
> before you find you can't run the newer applications until you feed
> more money into your machine?

It totally depends on my need to run those applications. If I need to then I would probably buy a new computer. With the Atari, OTOH, you know that you will never get any processor intensive applications because they don't have much of a processor to begin with.

> Karen and I use our TT online
> constantly for research. It does what we need. Why do I need to have
> shockwave? So I can put a little magnetic beard on a cartoon face?

It's good for tutorials and presentations.

> Java to play a tic-tac-toe game?

Java for navigation.

> RealVideo so I can watch a jerky picture that I've already seen on
> television in most cases?

Get a better connection.

> RealAudio in case I stumble across someones softcore site?

Or, pulling you out of the gutter, so you can listen to conference presentations when you can't go yourself.

> those are worth maybe 10 seconds of my time. Why go for virtual
> reality when I've got reality right outside my door - and an unlimited
> imagination?

Maybe because no one will let you cut them open so that you can visualize cancer of the colon. VRML is used extensively in medical applications to review anatomy and pathology.

> We've been to a total of about 6 places where we really
> needed to be but couldn't go due to the 'limitations' of our TT.

Fortunately for you, your needs are more limited than your computer.

> Did
> we rush out and Spend >$1,000 on a PC or Mac? Sorry, we just ambled
> on over to the local internet cafe and visited them for $1.50. In my
> interpretation, that is not a "small subset" - and everything you
> mention is applicable to the web. You really shouldn't imply that it
> applies to all of the internet.

No, what does real audio or real video have to do with the Web? The web is just a convenient way of accessing the files.

--
Brian Quinlan

quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2408. Re: Extra Extra Extra.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rpogg$quo@news2.tds.net>
Source record: 4669

On 23 Aug 1998 17:44:20, sinclair2246@my-dejanews.com wrote:
>A program interuption to bring this note to Daniel's attention about previous
>notions of lack of Apple retailers..
>
[Snipped Apple Canada's press release about Hartco's iMac policy]

Kind of makes you wish you could travel back in time to read Ford's
press releases about the Edsel.

>Now back to the scheduled programming of flamming. Keep it up Brian,
>Terry(wife too), Jedi and of course you 'chunks'

Just for clarification, any comments that appear in c.s.a.advocacy are
strictly my own. My wife enjoys our STs and TT and also has many
years experience with other operating systems. But she doesn't post
to this newsgroup, which is why I always sign.

I personally don't see it as flaming. Civilized observations from
various opposing viewpoints. If you want to see some flaming, check
out some of my posts in the more politically-oriented newsgroups :).

I like Apple. I wish them all the luck in the world. But that
doesn't stop me from pointing out perceived problems and fallacies or
inconsistencies in other peoples posts. I do the same thing with
Atari posts.

One button internet access huh? Gee, I'm sooooo confused. Here we
have this group that has their real-time 3D.... something that has
been claimed to be too complicated for Atari users.... yet they can't
figure out how to log onto the internet by themselves. Just another
example of our buddies over there deciding for themselves where you
want to go today

>Peter S.

Terry
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2409. Re: Top Ten Big Surprises About iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rpp82$2cs@news2.tds.net>
Source record: 4670

On 23 Aug 98 16:13:46 G, Daniel L. Dreibelbis wrote:
> found this on comp.sys.mac.advocacy.....
>This was just too great to not share.
>
>Enjoy
>
>
>http://dailynews.yahoo.com/headlines/technology/zdnet/story.html?s=n/zdnn/technology/19980821/19980>821506
>
>The Top 10 Surprises About Apple's New iMac Computer

[snipped humorous 10 ten list]

Cute, but where were the surprises? <grin>

Terry
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2410. Re: Extra Extra Extra...Mac fanboys buying up iMacs!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35e07a59.0@diana.idirect.com>
Source record: 4671

now HERE's an interesting bit of news - more interesting than the mindless posting of Apple press releases TIFKAS (The Idiot Forever Known As Sinclap) hides behind.....

in a REUTERS news article, a poll was taken by Computerware, a company carrying the "revolutionary" iMac. In it, 500 customers who had bought the new Apple wondertoy were asked regarding their computing background.

Of them, 15% (75 buyers) said that they were first time users buying their first computer.

13% (65 buyers) said that they were switching over from Windows to the iMac.

This leaves a whopping 72% (360)of these iMac buyers as existing Mac users. Gee, with numbers this impressive, Apple should be increasing their market share in no time :) However, there are a limited number of fanboys, so what'll happen when they all buy them.

Wanna check these figures for yourself? Check out the article at http://www.cnn.com in their Sci-Tech section - and also read about how iMac users are having difficulty connecting to the web...

TIFKAS is obviously clutching at straws to the point that rather than face the issues he directs insults at people about their supposed physical appearance. For the record, I'm 5' 8" and 200 lbs, and I unload trucks as part of my job description, so a good part of that weight is solid muscle; I also regularly cycle 20 miles round trip to work. And I can diet. For TIFKAS, however, getting the fat out of his head is a more delicate matter (I guess the liposuction backfired)....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2411. Re: Extra Extra Extra.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35e080fe.0@diana.idirect.com>
Source record: 4672

On 23 Aug 1998 17:44:20 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>A program interuption to bring this note to Daniel's attention about previous
>notions of lack of Apple retailers..
>
>
>
> Apple Canada Announces Hartco's Renewed Commitment to Sell
> Apple Products
>
> Compucentre, MicroAge, CompuSmarts, and CompuSmart Networks to Showcase
>New iMac
>
> MARKHAM, Ontario -- August 13, 1998 Apple Canada and Hartco Enterprises
>today announced that Apple's exciting new iMac product will be launched in
>its networks of computer resellers across Canada. Hartco is the master
>franchisor for 54 Compucentre stores, 75 MicroAge branches, and 14 CompuSmart
>stores located across Canada.
>
> "Hartco's national presence enables Apple to substantially increase the
>retail exposure for the iMac in Canada and provide our customers with an
>opportunity to "test drive" and purchase an iMac when it becomes available on
> August 15, 1998" said Wendy Hayes, Vice President , sales, Apple Canada.
>
HAHAHAHAHAHAHAHAHAHAHAHAHAHAHA!

Is that the best that Apple can do, TIFKAS - getting the iMac into COMPUCENTRE?

For the record, Compucentre is perhaps the most CLUELESS computer store chain in Canada. Tons of outdated software, unattentive staff and poorly maintained stores. And computers just sitting there unattended. Even when they used to carry Apple, their promotion of it as well as their knowledge of the product was woefully inadequate. And the number of stores have been shrinking over the last five years.

To REALLY sell the iMac, Apple should be targeting the shops like FutureShop, The Brick, Adventure Electronics, Bad Boy. However, what with Apple's treatment/disdain of their dealers (FS and Adventure used to carry Apple), these companies wouldn't touch the iMac with a snail fork.

Gee, 132 stores to sell an overhyped, overpriced, underfeatured appliance in a sovereign country of at least 40 million people. Is that the best Apple can do?

>
>Peter S.
>
>"The iMac has been the biggest computer launch we've seen in
>our history. Apple is back, and iMacs are flying off CompUSA store shelves
>across the United States."
>James Halpin, president and chief executive officer of CompUSA

too bad 72% of those sales have been going to existing Mac users
(see http://www.cnn.com in their sci-tech section for a report from
REUTERS on this - a more reliable source than TIFKAS, whose own
demeanor suggests someone whose mommy still has to cut his meat for him).
Too bad too that Apple has been pretty tight-lipped about how many
iMacs they've actually sold rather than shipped pre-ordered......

>
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

still using DejaNews to post your drivel? You know, you can set up
NewsReader on the Mac in a matter of minutes (I know, I've done it -
and I'm just a poor "Atari Boob"). What a pathetic little boy TIFKAS is......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2412. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6rq3g0$1l7$1@news.campus.mci.net>
Source record: 4673

On 23 Aug 1998 02:58:33 , quinlan@intergate.bc.ca wrote:

Note: Terry has been doing an admirable job defending himself and the
the TOS line of computers but some of these remarks just can't
be ignored!

->We all feel sorry for Atari users. It wouldn't be fair if we excluded them
->just because they picked a crappy computer system.

After reading Sinclair's and your posts, Mac users in general have my
utmost sympathy...

->vi is good enough for me.

Oooh, there's something intuitive for ya! ;-)

->Some of use aren't totally focused on games. We use 3D software, such as
->SoftImage, to get real work done. I just thought that explaining that would
->make it too difficult for the average Atari user to understand.

Its not like we don't have 3D software.

You thought wrong. I've found that, by and large, TOS users are very
bright, exceptional people. Your average PC/Mac user on the other hand...

(I don't really mean that, but can you see how easy it is to insult
a large group of people? Most users have enough class and good taste
not too...)

->If you want to do cutting edge things then you need cutting edge software and
->hardware.

Uh-huh, you've definitely been watching too many PC commercials... ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2413. Re: Extra Extra Extra...Mac fanboys buy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6rq485$1l7$3@news.campus.mci.net>
Source record: 4674

On 23 Aug 98 20:23:53 GM, Daniel L. Dreibelbis wrote:

-> TIFKAS is obviously clutching at straws to the point that rather
->than face the issues he directs insults at people about their supposed
->physical appearance. For the record, I'm 5' 8" and 200 lbs, and I unload
->trucks as part of my job description, so a good part of that weight is
->solid muscle; I also regularly cycle 20 miles round trip to work. And I
->can diet. For TIFKAS, however, getting the fat out of his head is a more
->delicate matter (I guess the liposuction backfired)....

Daniel, Sinclair's "fat head" is merely the result of Mother Natures
attempt to fill a vacuum. We all know how Mother Nature abhors a vacuum!

<lol>

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2414. Star Fleet 2: The Krellan Commander

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998082322214000.SAA17573@ladder03.news.aol.com>
Source record: 4675

Does anyone know if Star Fleet 2: The Krellan Commander was ever ported to the ST? If yes I would like a copy :-).

Thanks
-j

2415. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rq7m7$5fe@news2.tds.net>
Source record: 4676

On 23 Aug 1998 20:01:17, quinlan@intergate.bc.ca wrote:
>In article <6rnrl6$5oh@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>
>> I had perfectly suitable apps on my own computer.
>
>I thought that you said that you had an Atari. I must be thinking of someone
>else...

You're not, and I did. Some of us know how to use our resources and
don't wait for the advertising gurus in Redmond and Cupertino to tell
us it's alright to do something now as long as we buy this months box.

>
[snipped]
>You had access to a PC or Mac and didn't just use it?! I'm not sure that we
>have any basis for meaningful communication :-)
Touche - addled indeed.

>> Sorry, that doesn't wash. All Apple did was restrict people with
>> their file system and set themselves up for a niche market.
>
>Yeah. Forcing 8.3 file names, not allowing spaces and not preserving case was
>not restricting. Apple inovated to more the industry forward. Atari copied to
>hold it back. If Atari really thought that the DOS filesystem was a good idea
>then they should have made clones.

I notice, significantly, that the major thrust of the section was
conveniently ignored. However, what's your point? That everyone
should have broken into little clusters where no one could communicate
with anyone else? That's absolute idiocy. I can pick up radio
signals today with a seventy year old radio. Does that mean that
technology hasn't advanced? And as far as being a great innovator by
using long file names - sorry to disillusion you, but I was using long
file names on my Convergent Technologies C3 system and Wang word
processor long before the thought of the Lisa had even occurred to Woz
or Jobs.
[snipped]
>Repeat after me "a good job of BUYING the ideas of others." They then went on
>to develop most of the UI elements that are still used in the industry today:
>such as the menu bar, radio buttons, check boxes, etc. Atari, OTOH, didn't
>come up with any good ideas and stole the worse of other people's ideas.

Stolen. You buy the ideas of others and then try to convince the
world that they were yours, it's theft. As far as menu bars, radio
buttons, check boxes etc. go you are just (I have no idea whether it

is consciously or you just really don't know) perpetuating another
Apple fostered myth designed to delude the gullible, uninformed or
uninterested. All of these features were available on government,
university and industrial CAD/CAM programs as long ago as the early
seventies. The fact that they were only available on an application
by application basis and that Apple stole the ideas for use
system-wide does not make it any less of a theft. Perhaps you don't
like hearing the words stolen or theft - guess what? I don't like
hearing the word innovative for ideas that Apple did not originate.

[snipped]

>
>> That's fine Brian. But where does it go from there? How many months
>> before you find you can't run the newer applications until you feed
>> more money into your machine?
>
>It totally depends on my need to run those applications. If I need to then I
>would probably buy a new computer. With the Atari, OTOH, you know that you
>will never get any processor intensive applications because they don't have
>much of a processor to begin with.

Yes, and don't the bean counters love it when you do. I'll ignore the
comment about the Atari since I happen to know what my machine is
capable of and you're guessing.

>
>> Karen and I use our TT online
>> constantly for research. It does what we need. Why do I need to have
>> shockwave? So I can put a little magnetic beard on a cartoon face?
>
>It's good for tutorials and presentations.

So is plain HTML 2.0

>
>> Java to play a tic-tac-toe game?
>
>Java for navigation.

So is plain HTML 2.0
>
>> RealVideo so I can watch a jerky picture that I've already seen on
>> television in most cases?
>
>Get a better connection.

What's wrong with T3?

>
>> RealAudio in case I stumble across someones softcore site?
>
>Or, pulling you out of the gutter, so you can listen to conference

>presentations when you can't go yourself.

Why, am I illiterate? Can I not read? Why waste the bandwidth?

>
>> those are worth maybe 10 seconds of my time. Why go for virtual
>> reality when I've got reality right outside my door - and an unlimited
>> imagination?
>
>Maybe because no one will let you cut them open so that you can visualize
>cancer of the colon. VRML is used extensively in medical applications to
>review anatomy and pathology.

I don't need to do that online. I can download the files and view
them at my leisure. And yes, we can view them.

>
>
>> We've been to a total of about 6 places where we really
>> needed to be but couldn't go due to the 'limitations' of our TT.
>
>Fortunately for you, your needs are more limited than your computer.

Actually, you have absolutely no idea of how limited or complex my/our
needs are. You also have no real sense of what is out there since you
seem to be concentrating on the bandwidth-wasting doodads. I have
access to any computer I want. My TT does 99.7% - what could be
simpler than that?

>
>> Did
>> we rush out and Spend >$1,000 on a PC or Mac? Sorry, we just ambled
>> on over to the local internet cafe and visited them for $1.50. In my
>> interpretation, that is not a "small subset" - and everything you
>> mention is applicable to the web. You really shouldn't imply that it
>> applies to all of the internet.
>
>No, what does real audio or real video have to do with the Web? The web is
>just a convenient way of accessing the files.

Right. So what's your point? Stop on over to a local Atari users
house and let them show you how they can access all of these files
that you seem to think are outside the domain of Ataridom. Until you
do though, you should tread a little more gently with all-encompassing
statements. They will eventually make you seem quite uninformed, as
opposed to your current status as an honorable Mac/PC proponent with a
differing view of Ataris.
>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca

Terry
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2416. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u1f5e.rig.jedi@dementia.mishnet>
Source record: 4677

On Sun, 23 Aug 1998 19:33:27 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6tv6ul.hrv.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> Power without the Price.
>
>Lost in the past again, eh? What power?

It wasn't the present that was under discussion.

However, it was nice how your conveniently deleted that
rather trivial bit of my post (in terms of size) that
referenced the cost of Apple computers for the point in
time the comparision was being made.

It's so nice of Apple to FINALLY release computers 'kinda'
accessable to the bulk of consumers now that the PC cloners
have already done it and catapulted Billy into his position
of dominance while doing it...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2417. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-23 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u1fg0.rig.jedi@dementia.mishnet>
Source record: 4678

On Sun, 23 Aug 1998 19:30:50 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6tv6lf.hrv.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> That's funny, I coulda sworn that I swiped some DOS
>> software from the PC's in the German department so
>> that I could run it at home on my ST...
>
>So you paid valuable money to buy an emulator to run DOS software more slowly
>than on a PC? That is impressive.

The same can be said of VPC or SoftWindows actually.

>
>> That would be a driver issue, actually... an
>> entirely separate matter. At least we could
>> attach them.
>
>If you can't get drivers for printer because you bought your computer from a
>backwater company then you should consider buying a different computer.
>
>> Macs used to sell for more than new cars.
>
>True enough. Ataris were as cheap as dirt and about as useful as dirt when
>performing computing tasks.

They run Apple system software well enough.

>
>> So? How much does your T1 cost you?
>
>I don't have a T1 at home. A lot of those technologies are pretty easy on your
>bandwidth.

My bandwidth is half of a T1. Mind you, I'm somewhat atypical
and I realize that. I was playing with digitized audio & video
10 years ago so clogging up one's network pipe with it doesn't
quite impress me as you might expect.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2418. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-24 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2644.7540T29T2176@canit.se>
Source record: 4679

Den 22-Aug-98 10:05:27 nedtecknade quinlan (quinlan@intergate.bc.ca) f&#65533;ljande:
>In article <6rl6ci$8pu@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:

>> Well Brian, everyone is entitled to their own opinion. Whether Atari
>> computers suck or not, they have personality. Which is a lot more
>> than can be said of those nice, safe, bland Apple and PC compatible
>> busses. I've been involved with computers since the mid-70's. I've
>> used and programmed everything from a single-board Sym through
>> mainframes. In my opinion your precious Bloatware Macs & PCs aren't
>> worth a whole heck of a lot. I'd love a nice Pentium II - I'd have
>> the fanciest wheel chocks for my RV in the neighborhood.

>I was joking. Still, let's care this on for a while. It might be fun.

>Atari computers have no personality at all compared to Macs. Look at all the
>STs. They look like giant door stops with cooling slits. Except for the ugly
>case and stupid integrated keyboard, they may as well have been PCs. The
>original Macs, OTOH, were nicely desiged little units.

Isn't that personality, then?
How would an ST be a regular PC, when it doesn't match it either hardware-
software or case-wise?

>And then there was TOS. It was the worst of all operating systems. It wasn't
>compatible with anything, used the stupid DOS filesystem and the GUI was so
>disgusting that you felt like using CP/M.

The MacOS wasn't compatible with anything. GEM was at least compatible with
FAT (Although I don't count that as a good point).
The Mac GUI wasn't any better-looking at the time, either.

>Of course, things have changed. Atari's are now using processors that are
>slightly better than those in our watches and the operating system is almost
>half as good as IRIX, linux, BeOS and OpenStep. OTOH, by offering low
>performance hardware and software, Atari allows the user to stay focussed on
>the past of computing instead of being caught up in silly crazes like 3D and
>the Internet.

The InterNet has not bypassed the Atari users. Many users post to the csa
newsgroups using NEWSie or other newsreaders.
The processors of watches are pathetic in comparison to even the slowest of
all Atari processors. The 68060 is not a bad processor at all, and can handle
both 3D graphics and InterNet.
Besides, an OS that is half as good as BeOS or OpenStep, is far better than
the MacOS.

--
/\ __ __ __ __ __ __ __ __ __ ____
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/ // /\// /\//\ /__ / / // '_// / // / // /\// /\// __/
\/ __/ __/ __/ \/ __/ \/_/ __/ __/ __/ __/ __/optimus@canit.se

2419. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-24 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3463.7540T37T2720@canit.se>
Source record: 4680

Den 22-Aug-98 21:11:20 nedtecknade quinlan (quinlan@intergate.bc.ca) f&#65533;ljande:
>In article <35deb7a9.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

>> oh, really? The Macs always looked like those little TVs from the
>> 1950s - the only thing missing was the dials. And why no buttons on the
>> disk drive? Real diskdrives have buttons and nice bright LEDs. :)

>This is too perfect, I can't touch it :-)

Exactly. Not even an access light?

>> gee, I think the Mac wasn't compatible with anything except other
>> Macs (and Mac-specific peripherals like printers). Ataris you could at
>> least transfer your work via their disks to other PCs - and you could
>> at least plug in industry-standard peripherals (though to be fair, the
>> Tramiels took several years before they finally put industry standard
>> SCSI ports on the Falcon. And the way Macs handle
>> disks - that seems to be pyschologically scarring having to pull the
>> disk to the trash to eject it. And that Mac operating system - shades
>> of GEOS if you ask me :)

>Compatibility at the cost of having the stupid 8.3 limitation? Why not just
>run DOS in the first place? At least the DOS UI was better. And the Mac had a
>reason to be incompatible. Apple was actually innovative, unlike Atari was
>was just shouting "Me too! Me too!" at the top of their lungs.

The DOS UI was non-existant at the time. Who in the world would want to run
DOS?
Just like Apple brought the GUI from the lofty heights of Xerox and the STAR,
Atari brought the GUI to average people, even poor people, students and
schoolchildren. I suppose you think that computing is only for the rich
dandies who can afford expensive furniture such as the trendy Apple.

>> oh, silly me, I must be hallucinating that I'm posting this on the
>> Internet. On An Atari. In real time. And who has time for that silly
>> overated 3-D when you're getting so much work done :)

>The reason we still use usenet is because people with Ataris can't
>participate in cool real-time online audio conferences like the rest of us.

I have never wished to participate in any cool real-time conferences. It seems
quite useless with bandwidth constraints, poor audio quality and special
programs.

>Atari has always been behind but now they are actually holding the rest of us
>up. And let's talk about browsing. How is the CSS, DHTML, Javascript and Java

>support coming? Atari users don't want to play 3D games because the 3D world
>is too complicated for them. Hell, most of them only move forward and back
>when they play frogger. And 3D work is hard, too hard for Atari users anyway
>so why add
>3D capabilities to the Atari. Maybe in other ten years or so the technology
>of yesterday will be available for Atari. But probably not.

3D games have been available for the Atari since it was first released. Most flight sims were in 3D, along with Elite II and a host of others. How about 3D Construction Set or Persistance of Vision?

DHTML, Javascript and Java are all unnecessary, untested features for idiots to try out on their web pages, along with the <BLINK> tags and MIDI background melodies. I do hope for CSS support soon, though.

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se

Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/

2420. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35e0c7b3.0@diana.idirect.com>
Source record: 4681

On 23 Aug 1998 22:01:36 , DarkChyld [Ronald J. Hall] wrote:
>On 23 Aug 1998 02:58:33 , quinlan@intergate.bc.ca wrote:
>

>->Some of use aren't totally focused on games. We use 3D software, such as
>->SoftImage, to get real work done. I just thought that explaining that would
>->make it too difficult for the average Atari user to understand.
>
> Its not like we don't have 3D software.
>
> You thought wrong. I've found that, by and large, TOS users are very
> bright, exceptional people. Your average PC/Mac user on the other hand...
>
> (I don't really mean that, but can you see how easy it is to insult
> a large group of people? Most users have enough class and good taste
> not too...)
>
hi Ron,

actually, Brian's pretty good, and he does give good argument. In
fact, he started all this admittedly tongue in cheek a few posts ago.
I'm sure that like all good debaters, he has at least some real respect
for rational Atari users, like I have for rational Mac users. I've
conceded to him on some points in the past, and even he's admitted
some of my points have merit.

Besides, any Mac user who agrees with me that Sinclap is a
disturbed little punk who really needs a life is ace in my book :)

BTW, Brian, I missed your original reply to me from a few days ago
- for some reason, Idirect only keeps the contents of c.s.a.a for a
day, and I missed logging on the day you replied. I'd like a chance to
reply to your arguments direct :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2421. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-24 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rqj3e$b0h@news2.tds.net>
Source record: 4682

On 24 Aug 98 01:53:55 G, Daniel L. Dreibelbis wrote:
>On 23 Aug 1998 22:01:36 , DarkChyld [Ronald J. Hall] wrote:
>>On 23 Aug 1998 02:58:33 , quinlan@intergate.bc.ca wrote:

[snipped]

You thought wrong. I've found that, by and large, TOS users are very
>> bright, exceptional people. Your average PC/Mac user on the other hand...
>>
>> (I don't really mean that, but can you see how easy it is to insult
>> a large group of people? Most users have enough class and good taste
>> not too...)
>>
> hi Ron,
>
> actually, Brian's pretty good, and he does give good argument. In
>fact, he started all this admittedly tongue in cheek a few posts ago.
>I'm sure that like all good debaters, he has at least some real respect
>for rational Atari users, like I have for rational Mac users. I've
>conceded to him on some points in the past, and even he's admitted
>some of my points have merit.

I'll add my vote to that. As much as I've been going back and forth
with Brian, I understand perfectly what he is trying to say and both
enjoy & respect his comments. Besides, I like the Mac. Can't abide
universal cover-everything observations, that's all :)

> Besides, any Mac user who agrees with me that Sinclap is a
>disturbed little punk who really needs a life is ace in my book :)

Who has been remarkably subdued recently, all-in-all.

[snipped note from Dan to Brian]

>//////////////////////Daniel L. Dreibelbis//////////////////////
>ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
>///////////////"And yet, the Fuji Lives!" ////////////////////
>.

Terry
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2422. Re: Extra Extra Extra...Mac fanboys buying up iMacs!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-24 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6rqr40$m0k$1@nnrp1.dejanews.com>
Source record: 4683

In article <35e07a59.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> now HERE's an interesting bit of news - more interesting than the
> mindless posting of Apple press releases TIFKAS (The Idiot Forever
> Known As Sinclap) hides behind.....
>
> in a REUTERS news article, a poll was taken by Computerware, a
> company carrying the "revolutionary" iMac. In it, 500 customers who had
> bought the new Apple wondertoy were asked regarding their computing
> background.

Yep...I read it to...Must be an indicator that propelled Apple stock to $43.

> Of them, 15% (75 buyers) said that they were first time users buying
> their first computer.

A good start..

> 13% (65 buyers) said that they were switching over from Windows to
> the iMac.

Extra icing...

> This leaves a whopping 72% (360)of these iMac buyers as existing Mac
> users. Gee, with numbers this impressive, Apple should be increasing
> their market share in no time :) However, there are a limited number of
> fanboys, so what'll happen when they all buy them.

Your're complaining.. A great indicator that the imac is drawing new users..

> Wanna check these figures for yourself? Check out the article at
> http://www.cnn.com in their Sci-Tech section - and also read about how
> iMac users are having difficulty connecting to the web...

Already have...the day it was published...

> TIFKAS is obviously clutching at straws to the point that rather
> than face the issues he directs insults at people about their supposed
> physical appearance. For the record, I'm 5' 8" and 200 lbs, and I unload
> trucks as part of my job description, so a good part of that weight is
> solid muscle; I also regularly cycle 20 miles round trip to work. And I
> can diet. For TIFKAS, however, getting the fat out of his head is a more
> delicate matter (I guess the liposuction backfired)....

Pot Kettle Black..So you're a laborer?

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)

> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Peter S.

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2423. Re: It figures...TIFKAS has run out of

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35e17795.0@diana.idirect.com>
Source record: 4684

On 20 Aug 1998 04:28:27 , sinclair2246@my-dejanews.com wrote:
-Newsgroups: comp.sys.atari.advocacy
From: dreibel@idirect.com (Daniel L. Dreibelbis)
Organization: Keeping The Atari Flame Alive
References: <6r7ve5ucd1@nnrp1.dejanews.com> <35d795d5.0@diana.idirect.com>
<6rb67q$2v7$1@nnrp1.dejanews.com> <35d997ef.0@diana.idirect.com>
<6rg8lb$a6p$1@nnrp1.dejanews.com>
Subject: Re: It figures...TIFKAS has run out of
X-Newsreader: NEWSie Version 0.90 (Atari)

On 20 Aug 1998 04:28:27 , sinclair2246@my-dejanews.com wrote:

>Oh good comeback...---) Still did not answer.

prefer to ignore me?

>> my my. First with claiming I have a criminal record (which I don't)
>> and then suggesting I would stalk women to ultimately harm them
>> (which I wouldn't). As well as trying to claim I'm gay, which is a) not
>> true in any case, and b) wouldn't matter even if I was (you know, I'm
>> beginning to detect a bit of homosexual panic in Mr. TIFKAS' postings).
>> No, this woman and I are having some nice conversations and we have
>> mutual respect for each other, and I'm going to ask her out.
>
>I didn't claim such a thing...I just asked a question.

you certainly innuendoed it.
>
>> You know, spreading innuendo about a person is bad
>> form (shows that you're running out of arguments), and could lead to
>> some nasty repercussions later - like a nice letter to your ISP and
>> my-dejanews about slander. I think we can start by starting to
>> cross-post your replies to me to alt.usenet.kooks - it hasn't been the
>> same since Earl Curley died, and they need someone to laugh at, and it
>> might as well be you.
>
>Nice try chunks. You have no case...

oh I think I do. I had enough of a case when cedarnet.org reprimanded you
for posting MCIBTYC drivel in comp.sys.atari.st (and I've got the letter to
prove it, so don't try to rewrite history - the fact that you didn't post there
again until you got onto Earthlink only strengthens the proof you WERE warned
and reprimanded). I'll have enough of a case as well if you try slandering me
again.

>
>> you started by making disparaging remarks about "whining" feminists
>> and comparing them to Atari users. My, what a hypocrite. You claim to
>> hate Rush and Republicans, and yet you use their same tactics, like
>> referring to Atari users as "the Atari Jihad", referring to us as
>> "boobs" and making up stuff about Atari and TOS up from whole cloth. My
>> a nice plasticine mind you have. Unfortunately, the tactics aren't
>> working, no matter what new tactics you use to weasel out of your
>> situation.

>Yep I have with good reason. Feminism is a genear term that can be defined
>in so many ways or use it to hide behind it for agendas. There are some
>scary feminish groups that are on par with the religious right republicans
>who want to censor - what we read and view that may have percieved anti
>family messages and visuals that may show women in a pornographic light.

so now, defending pornography. I may have my disapreement with feminists,
but I don't refer to them as "whiners". Maybe TIFKAS, despite his claims to be
a "macho stud", is really afraid of women.

>> And no wonder you want to vote for Bill Clinton - you're now BOTH
>> known fibbers who should be immediately bounced from their jobs,(I heard
>> Clinton's self-serving speech last night, and the turkey should do the
>> right thing and resign). At least our Prime Minister keeps his pants
>> on......
>
>Clinton is directly elected and can't be bounced except for treason.

hmmm, I remember in my history books that Andrew Johnson was targetted for
impeachment because some senators didn't like the fact that he didn't want to
harshly punish the South as they wanted. And IIRC, wasn't the argument for
Nixon being impeached involved his lying, covering up, destroying evidence, and
conspiracy to commit a felony. Neither one involved a charge of treason. But
then again, that's what I expect of a Nixonian idiot despite your sheepskin....

I am
>disapointed that its gone this far that could of been settled last January.
>Its come down to this that the special prosecutor found no wrong doing in
>WhiteWater but wants to nail him for dropping his pants for pleasure after
>days of work grind. Whats next?

I believe that conspiracy to mislead a grand jury is also a felony, is it
not? That's probably the whole focus of Ken Starr's current investigation -
whether he instructed or cajoled Monica about lying about their relationship.

>Don't tou wish to be a macho stud, chunks?

nope. You can have your bimbos - I'm looking for a real woman with a brain,
like Bonnie Raitt.

BTW, I hope you're at least using protection - wouldn't want to see you die
in five years from some of those terrible diseases going around :)

The only "chunks" you should be concerned about are the ones you blow all
over this forum.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2424. Re: Extra Extra Extra...Mac fanboys buy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35e17cdf.0@diana.idirect.com>
Source record: 4685

On 24 Aug 1998 04:44:48 , sinclair2246@my-dejanews.com wrote:

>> Of them, 15% (75 buyers) said that they were first time users buying
>> their first computer.
>
>A good start..

keep reading....
>
>> 13% (65 buyers) said that they were switching over from Windows to
>> the iMac.
>
>Extra icing...

keep reading.....
>
>> This leaves a whopping 72% (360)of these iMac buyers as existing Mac
>> users. Gee, with numbers this impressive, Apple should be increasing
>> their market share in no time :) However, there are a limited number of
>> fanboys, so what'll happen when they all buy them.
>
>Your're complaining.. A great indicator that the imac is drawing new users..

nope, just the facts, m'am (a concept you are foreign to). Since when are
existing Mac owners "new users"? In order to increase the market share, Apple
has to sell to other than "new users". And since there are a finite number of
Mac fanboys, expect to see those numbers of initial sales to go down - WAYYYY
down - as time goes on. You really are Dr. Spin, TIFKAS - maybe you should be
Bill Clinton's speech writer :)

>
>> Wanna check these figures for yourself? Check out the article at
>> http://www.cnn.com in their Sci-Tech section - and also read about how
>> iMac users are having difficulty connecting to the web...
>
>Already have...the day it was published...

then why didn't you report this supposed "good news" to
comp.sys.atari.advocacy THE DAY IT WAS PUBLISHED, weinerhead - or were you
trying to concoct another one of your dismissive disinformation campaigns
which consist of mindlesly parrotting Apple press releases? BTW, I'd like to
hear your take on the problems people are having getting their iMacs onto ISPs
that was reported in the same article - or are you going to conveniently ignore
that?

>
>> TIFKAS is obviously clutching at straws to the point that rather
>> than face the issues he directs insults at people about their supposed
>> physical appearance. For the record, I'm 5' 8" and 200 lbs, and I unload
>> trucks as part of my job description, so a good part of that weight is
>> solid muscle; I also regularly cycle 20 miles round trip to work. And I
>> can diet. For TIFKAS, however, getting the fat out of his head is a more
>> delicate matter (I guess the liposuction backfired)....
>
>Pot Kettle Black..So you're a laborer?

ah, another lame TIFKAS insult. Since when has it been a shame to be a
labourer? They happen to be the backbone of any consumer-driven economy, and
are responsible for buying many consumer goods - including computers. Which
means they help provide your wages, pinhead. And I would love to see what would
happen if you tried using that elitist attitude on a steel worker to his face
rather than hiding behind a computer screen. (Me, I would just laugh in it).

Fact is, unloading trucks is part of the job description. I'm involved in
sales and service in the hardware industry, which includes mixing paint,
pricing, restocking, graphics design, advising customers, key making, and
handling customer relations. I'm also responsible for the electrical, tool and
automotive sections. What I make allows me to live very comfortably (I've
always been frugal) - I've bought a nice new cruiser bike to get around town
on, I bought a nice used laptop (Apple, it's a nice little computer), and I'm
going to the CNE today and spend my brains out :)

Face it, TIFKAS - your little screeds are as pathetic as Eric Cartman's
infamous "beefcake" speech. Let's hope your mom bought you lots of Cheezy Poofs
to snack on....

>Peter S.
>
>"The iMac has been the biggest computer launch we've seen in
>our history. Apple is back, and iMacs are flying off CompUSA store shelves
>across the United States."
>James Halpin, president and chief executive officer of CompUSA

the only other time they'll be flying off the shelf will be when CompUSA
files for Chapter 11 (lost 50 million in the last quarter, folks!)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2425. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-24 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u341r.gl.jedi@dementia.mishnet>
Source record: 4686

On 24 Aug 98 00:37:54 +0100, Iggy Drougge <optimus@canit.se> wrote:
>Den 22-Aug-98 21:11:20 nedtecknade quinlan (quinlan@intergate.bc.ca) fi¿½ljande:
>>In article <35deb7a9.0@diana.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
[deletia]
>
>>The reason we still use usenet is because people with Ataris can't
>>participate in cool real-time online audio conferences like the rest of us.
>
>I have never wished to participate in any cool real-time conferences. It seems
>quite useless with bandwidth constraints, poor audio quality and special
>programs.

Real time conferences huh? Sure they're nice parlour tricks
but there's still too much snap crackle and pop. If you really
need to get some serious realtime communications done one is
still pretty much better off using tools that were available
10 years ago.

[deletia]

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2426. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6rs468$24$1@news.campus.mci.net>
Source record: 4687

On 24 Aug 98 01:53:55 GM, Daniel L. Dreibelbis wrote:

-> hi Ron,
->
-> actually, Brian's pretty good, and he does give good argument. In
->fact, he started all this admittedly tongue in cheek a few posts ago.
->I'm sure that like all good debaters, he has at least some real respect
->for rational Atari users, like I have for rational Mac users. I've
->conceded to him on some points in the past, and even he's admitted
->some of my points have merit.

Actually, I've had "discussions" with him before as well... ;-)

-> Besides, any Mac user who agrees with me that Sinclap is a
->disturbed little punk who really needs a life is ace in my book :)

Can't argue with that!

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2427. Re: It figures...TIFKAS has run out of

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6rs4n4$24$2@news.campus.mci.net>
Source record: 4688

On 24 Aug 98 14:24:21 GM, Daniel L. Dreibelbis wrote:

-> hmmm, I remember in my history books that Andrew Johnson was targetted for
->impeachment because some senators didn't like the fact that he didn't want to
->harshly punish the South as they wanted. And IIRC, wasn't the argument for
->Nixon being impeached involved his lying, covering up, destroying evidence, and
->conspiracy to commit a felony. Neither one involved a charge of treason. But
->then again, that's what I expect of a Nixonian idiot despite your sheepskin....

I do believe Daniel is right. Andrew Johnson took over the presidency when
Abraham Lincoln was assasinated, and wished to continue Lincolns' policy
of leniency towards the South. Of course, members of Congress disagreed,
and wanted to make it just as hard on the South as possible. It did actually
come to a vote on the impeachment issue, and failed by only 1 vote. It was
that close. AFAIK, Johnson was the only President to have impeachment
proceedings actually go to a vote...

History 101 is now recessed... ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2428. Re: Does Peter Sinclair have a life?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6rtoc0$k1p@sjx-ixn4.ix.netcom.com>
Source record: 4549
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <rjungEy8F21.JFv@netcom.com> rjung@netcom.com (Robert A. Jung)
writes:
>
> (Moral of the story: Just because Peter uses a Mac doesn't make Macs
>bad.
>And just because Peter uses a Mac doesn't mean he's not a putz. B-)
>
No, the moral is, Mac or PC, Pepsi or Coke, Genesse Beer or Budwiser,
Ford or Chevy, Chrysler or Rolls Royce, smoking or non, turkey or
chicken, Jaguar or Playstation, Playstation or N64, Saturn or 2600,
moral? All choices, who knows what is better! ;)

2429. Re: Does Peter Sinclair have a life?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: richardhutnik@hotmail.com
Message-ID: <6rucloqiv1@nnrp1.dejanews.com>
Source record: 4550
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <35e23849.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
... SNIP ...

> so, TIFKAS (the Idiot Forever Known As Sinclap) DOES inhabit other
forums
> other than the atari forums? Interesting. It's also interesting that he
> actually rarely posts to the mac newsgroups - last I saw him there he

was He actually posted the exact number of messages in the Amiga group, 6,
as he did in the Mac newsgroup.

> about a middle-aged couple seeing the flaws and going to see the PCs;
> TIFKAS sneered that "who would name anybody Martha - let all the
Marthas own
> Packard Bells!" (this can ALSO be found on DejaNews, TIFKAS, so don't try
to
> rewrite history again)
This is amusing. Personally, I got my PC made off the shelf at a local PC
store.

> he CLAIMS to have a life - lots of money, flashy car, he's breeding
like a
> bunny. Unfortunately, he uses this song-and-dance every time he wishes

Breeding like a bunny? Ack, what a shocking concept. I wonder if he did
get his degree in library science. If so, I wonder if he really is making
tons of money with that degree.

to
> dodge the issues - that and making snide, elitist remarks to anyone who
> dares to contradict him. My take is that he's no better off a working
stiff
> than any of us, and is in constant fear of losing his job. His utter
idiocy
> (to the point that he makes up facts about Ataris, like claiming that

"90% Could be, particularly if the town cuts funding to the local library
system, as they usally do.]

> of all TOS applications fall over on the Milan", and "for the cost of a
> Nemesis board you can buy a UMAX Mac clone <NOT a typo>", and "Ataris
have
> inadequate Internet clients" - not to mention claiming that Canada is
the
> 51st State) certainly doesn't help.

In other words, he is on par with Cleve on the
comp.sys.ibm.pc.games.strategic newsgroup?

> you sound like a very worthy opponent to TIFKAS - and a good rational
> sparring partner to the rest of us. Wanna join us and be part of
TIFKAS'
> worst nightmare? :)
Actually, I think I will pass. I have no interest in this. I would rather
focus on other things. In addition, I refuse to help transform these
newsgroups into a Mac bashing newsgroup. I like to keep the subject on-topic.

> hmm, don't have many PC users here - you'll fit in quite nicely....
Well, after my problems getting software for Atari 8-bit computers
(*sniff*) I had a chance to either get an Atari ST or a PC. Someone talked me
into getting a PC, which ended up being the best choice. Call me a sheep,
Sinclair, I don't care. At least when I go into a store, I cna get software.

- Richard Hutnik

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2430. Re: It figures...TIFKAS has run out of

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rtb2e$6vg@news2.tds.net>
Source record: 4551

On 24 Aug 98 14:24:21 G, Daniel L. Dreibelbis wrote:
>On 20 Aug 1998 04:28:27 , sinclair2246@my-dejanews.com wrote:
>-Newsgroups: comp.sys.atari.advocacy
>From: dreibel@idirect.com (Daniel L. Dreibelbis)
>Organization: Keeping The Atari Flame Alive
>References: <6r7ve5ucd1@nnrp1.dejanews.com> <35d795d5.0@diana.idirect.com>
<6rb67q$2v7$1@nnrp1.de>janews.com> <35d997ef.0@diana.idirect.com>
<6rg8lb$a6p$1@nnrp1.dejanews.com>
>Subject: Re: It figures...TIFKAS has run out of
>X-Newsreader: NEWSie Version 0.90 (Atari)
>
>On 20 Aug 1998 04:28:27 , sinclair2246@my-dejanews.com wrote:

I guarantee that this will be my only post on the matter :)

>
>>> And no wonder you want to vote for Bill Clinton - you're now BOTH
>>> known fibbers who should be immediately bounced from their jobs,(I heard
>>> Clinton's self-serving speech last night, and the turkey should do the
>>> right thing and resign). At least our Prime Minister keeps his pants
>>> on......
Technically, we don't know that President Clinton didn't "keep his
pants on" - we only know that he didn't keep it in his pants.
>>
>>Clinton is directly elected and can't be bounced except for treason.

> I believe that conspiracy to mislead a grand jury is also a felony, is it
>not? That's probably the whole focus of Ken Starr's current investigation -
>whether he instructed or cajoled Monica about lying about their relationship.

Whatever people may see in the current situation the fact remains that
the statute empowers the special prosecutor to look into a specific
alleged criminal activity. Mr. Starr still calls his investigation
the "Whitewater investigation". Without the backing of a congress
controlled by the opposing party there is no way that this
investigation legally should have left the confines of a failed
twenty-year-old business deal. No Travelgate (how ridiculous, all
administrations bring in their own people). No Filegate (the Chief
Executive by definition has access to records of an agencies within
the Executive branch, especially when they're stored in the White House).
No investigation of the death of Vince Foster. No aiding in the Paula
Jones case (Mr. Starr was one of the first lawyers to volunteer, and
afterward provided all of his advice for free). And no investigating
whether or not Monica Lewinski gave President Clinton a hand or blow job.
Whether or not Mr. Clinton was wrong in what he did, it should have never

seen the light of day in this venue.

Some little known facts are that:
- If Mr. Bush had remained president, Mr. Starr was to be recommended for a Supreme Court appointment.

- Mr. Starr is and always has been a tobacco company lawyer and what better way to blunt the thrust of a percieved anti-tobacco president (and yes, I am a smoker).

- Mr. Starr, within three days of being appointed Special Prosecutor indulged himself in a little conflict-of-interest. His Kirkland & Ellis law firm, from which he did not severe ties was being sued by the RTC (Resolution Trust Corporation) for its connection to a failed bank. Within three days of being appointed, Starr started using his unparalleled powers as a special prosectutor to begin investigating the activities of the same RTC officials who were involved in the decision to sue his law firm. Starr's law firm settled out of court in January of 1996 for $325,000 -- $700,000 less than the RTC had predicted it could have gotten in a trial. Starr said that he did not know about the case -- which the RTC filed in May of 1993 -- until October 1995, even though he served on the firm's management committee (yeah, his secretary forgot to tell him that there was a one million dollar lawsuit against his company). This from the same man that threatened imprisonment to people because they could not remember details from a single afternoon twenty years in the past.

- Mr. Starr, who claims he is only pursuing the matter to determine whether there was perjury or evidence of suborning perjury has already been found guilty of both. It has been proven that he not only deliberately leaked information about his investigation (which in itself is a crime, and the first time in the 23-year history of IC's that one has even been accused. Mr. Starr not only lied to the court about having done so, it was determined that he had instructed his attorneys and investigators to lie about it also.

- Robert Fiske, the earlier Whitewater investigator was removed because Republicans claimed that he had a conflict of interest , in that his law firm (no him individually) -- from whom he had taken a leave of absence -- had represented International Paper in the past. When he was appointed as Whitewater Independent Counsel, Kenneth Starr _himself_ represented International Paper, which had sold land to Whitewater Development Company. As stated earlier, Mr. Starr maintained his ties with Kirkland & Ellis.

* The point of all this is not to revile Kenneth Starr. It is to show that he was a man with an agenda. An agenda that could hardly be termed "Independent." An agenda that neatly meshed with the interests of others who were able to ensure that he could continue

his investigation in any direction that he wanted. Anyone that didn't mesh as with with the motivation of particular political interests would have been canned within two weeks of anyone uncovering this information. The media new about it, but sensationalism sells. Most people did even hear about it. And when your raised on soap operas where people are murdering their mothers and raping their neighbors dogs, they want to hear the sensationalism.

Some things I don't like:

- Kenneth Starr earned over one million dollars from his private practice in 1995, while he was supposed to be dedicating himself with investigating Mr. Clinton.

- More than eighty million US dollars has been spent on investigating Whitewater over more than six years. In fact, the FBI provided more resources to this investigation than to the World Trade Center bombing. When you spend this type of money, and use these unlimited resources, do you really think that it's strange that they eventually found *something*????? What you should really find strange is that the only wrongdoing that the president has been found to have engaged in was getting a little on the side. I agree that that is wrong, but I do not agree that it is criminal.... worth >eighty million dollars.... or worth six years of devisiveness and making the United States appear to be a laughingstock to a large portion of the world.

I am not saying that your belief that he is "a turkey and should do the right thing and resign" is wrong. It's your opinion and is just as valid as mine. But I agree with him that this was politically motivated and it was none of their business. I don't ask the grocery clerk if they are an adulterer and if I find that they are put my groceries back and shop elsewhere. And I certainly wouldn't ask the fireman that came to my flaming house whether they committed adultery and if they have tell them to just go on back to the station.

OK, I've vented in an entirely inappropriate area. I apologise and promise that I won't continue this, period.

Terry
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

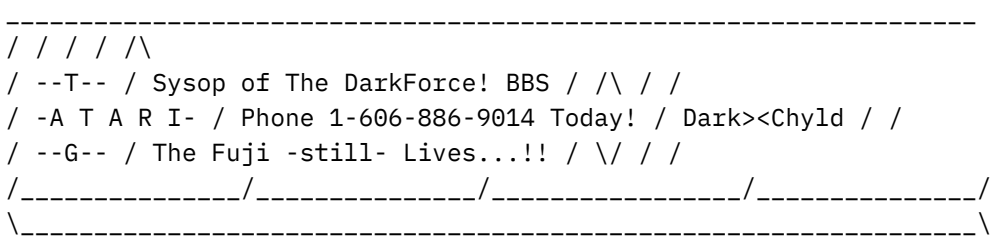
2431. Re: It figures...TIFKAS has run out of

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6ruc02$a8a$1@news.campus.mci.net>
Source record: 4552

On 25 Aug 1998 06:05:30 , sinclair2246@my-dejanews.com wrote:

->He got impeached because he fired the Secretary of Defense(Secretary of War in
->those days) who was insubordinated.

Wrong, wrong, *WRONG*...He was never impeached, it fell 1 vote short...



2432. Re: Does Peter Sinclair have a life?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6ruros$f89$1@nnrp1.dejanews.com>
Source record: 4553
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <6rucloqiv1@nnrp1.dejanews.com>,
richardhutnik@hotmail.com wrote:

> > hmm, don't have many PC users here - you'll fit in quite nicely....
> Well, after my problems getting software for Atari 8-bit computers
> (*sniff*) I had a chance to either get an Atari ST or a PC. Someone talked me
> into getting a PC, which ended up being the best choice. Call me a sheep,
> Sinclair, I don't care. At least when I go into a store, I cna get software.

So can I...

> - Richard Hutnik
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2433. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u5o8f.88i.jedi@dementia.mishnet>
Source record: 4554

On Tue, 25 Aug 1998 04:54:27 GMT, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>
>jedi <jedi@dementia.mishnet> wrote in article
><slrn6u1fg0.rig.jedi@dementia.mishnet>...
>> On Sun, 23 Aug 1998 19:30:50 GMT, quinlan@intergate.bc.ca
><quinlan@intergate.bc.ca> wrote:
>> >In article <slrn6tv6lf.hrv.jedi@dementia.mishnet>,
>> > jedi@dementia.mishnet (jedi) wrote:
[deletia]
>>
>> They run Apple system software well enough.
>>
>
>Amigas ran Apple software through emulation faster then a real Mac (with
>identical processors)

So do ST's. Mind you this is no great feat since Macs
(Mac+ at least) were UNDERclocked.

>
>> >
>> >> So? How much does your T1 cost you?
>> >
>> >I don't have a T1 at home. A lot of those technologies are pretty easy
>on your
>> >bandwidth.
>>
>> My bandwidth is half of a T1. Mind you, I'm somewhat atypical
>> and I realize that. I was playing with digitized audio & video
>> 10 years ago so clogging up one's network pipe with it doesn't
>> quite impress me as you might expect.
>>
>> --
>
>Clockmeister.
>
>--
> ///
> /// * I never engage in a battle of wits
> \\\ /// with an unarmed person *
> \\///
>
>

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2434. Re: Does Peter Sinclair have a life?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: richardhutnik@hotmail.com
Message-ID: <6rv4va$t4t$1@nnrp1.dejanews.com>
Source record: 4555
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <6ruros$f89$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <6rucloqiv1@nnrp1.dejanews.com>,
> richardhutnik@hotmail.com wrote:
>
> > > hmm, don't have many PC users here - you'll fit in quite nicely....
> > Well, after my problems getting software for Atari 8-bit computers
> > (*sniff*) I had a chance to either get an Atari ST or a PC. Someone talked
me
> > into getting a PC, which ended up being the best choice. Call me a sheep,
> > Sinclair, I don't care. At least when I go into a store, I can get
software.
>
> So can I...
> Peter S.

... and I should add... and not have to wait a year hoping that it eventually
gets ported over to the system I own.

- Richard Hutnik

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2435. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rv7bh$h1$1@nnrp1.dejanews.com>
Source record: 4556

In article <6rq7m7$5fe@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
> You're not, and I did. Some of us know how to use our resources and
> don't wait for the advertising gurus in Redmond and Cupertino to tell
> us it's alright to do something now as long as we buy this months box.

Instead, your stuck with a computer that is too limited to do work that many
of us take for granted.

> I notice, significantly, that the major thrust of the section was
> conveniently ignored. However, what's your point? That everyone
> should have broken into little clusters where no one could communicate
> with anyone else? That's absolute idiocy. I can pick up radio
> signals today with a seventy year old radio. Does that mean that
> technology hasn't advanced? And as far as being a great innovator by
> using long file names - sorry to disillusion you, but I was using long
> file names on my Convergent Technologies C3 system and Wang word
> processor long before the thought of the Lisa had even occurred to Woz
> or Jobs.

I'm wasn't trying to say that Apple invented long file names. UNIX has had 256
character file names since man crawled out of the ooze. There are times when
you face a choice between compatibility and superiority. Apple choose
superiority and I am happy with that choice.

> Stolen. You buy the ideas of others and then try to convince the
> world that they were yours, it's theft. As far as menu bars, radio
> buttons, check boxes etc. go you are just (I have no idea whether it
> is consciously or you just really don't know) perpetuating another
> Apple fostered myth designed to delude the gullible, uninformed or
> uninterested. All of these features were available on government,
> university and industrial CAD/CAM programs as long ago as the early
> seventies. The fact that they were only available on an application
> by application basis and that Apple stole the ideas for use
> system-wide does not make it any less of a theft. Perhaps you don't
> like hearing the words stolen or theft - guess what? I don't like
> hearing the word innovative for ideas that Apple did not originate.

When has Apple said that they invented the GUI? Please give a reference for
this.

> Yes, and don't the bean counters love it when you do. I'll ignore the
> comment about the Atari since I happen to know what my machine is
> capable of and you're guessing.

There are two ways that you can run an engineering company: the bean counters can tell the engineers what they are allowed to have to do their jobs or the engineers can tell the bean counters what they need to do their jobs and the bean counters can work their buts off trying to get it for you. The later is a far better model and, fortunately, how it works at our office. But Atari users can't get good jobs so they will never know :-)

> So is plain HTML 2.0

It depends on what you need out of the presentation. Plain text might be good more some presentations, HTML for others and Shockware for still others. Limiting your access to technologies is, well, limiting.

> So is plain HTML 2.0

Java is very handy for navigation. Don't you like menubars? A lot of sites allow you to use a Java menu system for navigation.

> Why, am I illiterate? Can I not read? Why waste the bandwidth?

I find it hard to read while I'm going something else (but Atari users, I've heard, have eye stalks so they don't have this problem) but I can listen to a conference presentation while still working.

> Actually, you have absolutely no idea of how limited or complex my/our
> needs are. You also have no real sense of what is out there since you
> seem to be concentrating on the bandwidth-wasting doodads. I have
> access to any computer I want. My TT does 99.7% - what could be
> simpler than that?

Here's the question of they day: how many lines and gauraud-shaded polygons can it render in a second? I spend most of my time writing SV software so those attributes are pretty important to me.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2436. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rv7g7qs1@nnrp1.dejanews.com>
Source record: 4557

In article <slrn6u1fg0.rig.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> The same can be said of VPC or SoftWindows actually.

True, but what's your point? Apple didn't make any design compromises for compatibility. Atari made a big compromise for very limited compatibility.

> They run Apple system software well enough.

You must have meant "ran" here. Yeah, the Mac Sac was great. It cost be $300 and half the programs that I wanted to run didn't work.

> My bandwidth is half of a T1. Mind you, I'm somewhat atypical
> and I realize that. I was playing with digitized audio & video
> 10 years ago so clogging up one's network pipe with it doesn't
> quite impress me as you might expect.

Sigh, there is just no reasoning with Atari users.
--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2437. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rv7mbth1@nnrp1.dejanews.com>
Source record: 4558

In article <35e0c7b3.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> actually, Brian's pretty good, and he does give good argument. In
> fact, he started all this admittedly tongue in cheek a few posts ago.
> I'm sure that like all good debaters, he has at least some real respect
> for rational Atari users, like I have for rational Mac users. I've
> conceded to him on some points in the past, and even he's admitted
> some of my points have merit.

<Blush> Actually, I don't use my Mac very much anymore. PC development pays better these days and my PII-400 is much faster than my Mac (or any Mac). I am still writing freeware stuff for the Mac and hopefully I'll get back into the Mac scene when Apple starts making some good products again. Not that I am very hopeful. There is an on-going discussion in comp.sys.next.advocacy about how Apple is ruining OpenStep (my favorite operating system) to make it run Mac OS applications better. They also got rid of the shell and command line. Atari doesn't have the market in corporate stupidity cornered. As I said before, I haven't used a modern Atari enough to respect or disrespect their use. I bought a Mac Plus because I was having problems getting software for my ST. I probably used it for 2 years after that to play Barbarian and SubBattle (the Mac version sucked).

> Besides, any Mac user who agrees with me that Sinclap is a
> disturbed little punk who really needs a life is ace in my book :)

I'm only pretending to think that so I can take you by surprise when Peter leads us, sword in hand, to the shining future that will be ruled, with an iron fist, by Apple!

> BTW, Brian, I missed your original reply to me from a few days ago
> - for some reason, Idirect only keeps the contents of c.s.a.a for a
> day, and I missed logging on the day you replied. I'd like a chance to
> reply to your arguments direct :)

Sorry, I don't keep my posts on my machine. You could try doing a search with dejanews.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2438. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6rv7rv$1dt$1@nnrp1.dejanews.com>
Source record: 4559

In article <3463.7540T37T2720@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:

> The DOS UI was non-existant at the time.

Not it wasn't and all that nice text was great for encouraging literacy.

> Who in the world would want to run DOS?

People who only had Ataris?

> 3D games have been available for the Atari since it was first released. Most
> flight sims were in 3D, along with Elite II and a host of others. How about 3D
> Construction Set or Persistance of Vision?

I remember two harrier sims for the ST. One was wire-frame and so bad that
the programmers probably comitted suicide after it was released. The other
one was almost as bad and not fully 3D. In any case, I was refering to
professional 3D work, not games. Atari computers have always been, and will
always be, too slow for this.

> DHTML, Javascript and Java are all unnecessary, untested features for idiots
> to try out on their web pages, along with the <BLINK> tags and MIDI background
> melodies. I do hope for CSS support soon, though.

DHTML, Javascript and Java are very useful. They can all save bandwidth if
used correctly. They can also enhance the user-experience of your site. But,
of course, if you don't have it then you have to say that you don't want it
:-)

BTW, this thread is getting too serious and I've gotten a few insulting e-
mails. Maybe we should drop it.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2439. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u6dp6.a11.jedi@dementia.mishnet>
Source record: 4560

On Tue, 25 Aug 1998 20:38:09 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <6rq7m7$5fe@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>> You're not, and I did. Some of us know how to use our resources and
>> don't wait for the advertising gurus in Redmond and Cupertino to tell
>> us it's alright to do something now as long as we buy this months box.
>
>Instead, your stuck with a computer that is too limited to do work that many
>of us take for granted.

Many? The vast majority of people don't do much more than
we all were doing with 8Mhz 68000s 10 years ago. There's
a bit of the bigger and better but not much has really
changed. That's likely the reason for the rise of GNUware.
People eventually got tired of continually paying again
and again for what was esentially the same thing for over
a decade.

>
>> I notice, significantly, that the major thrust of the section was
>> conveniently ignored. However, what's your point? That everyone
>> should have broken into little clusters where no one could communicate
>> with anyone else? That's absolute idiocy. I can pick up radio
>> signals today with a seventy year old radio. Does that mean that
>> technology hasn't advanced? And as far as being a great innovator by
>> using long file names - sorry to disillusion you, but I was using long
>> file names on my Convergent Technologies C3 system and Wang word
>> processor long before the thought of the Lisa had even occurred to Woz
>> or Jobs.
>
>I'm wasn't trying to say that Apple invented long file names. UNIX has had 256
>character file names since man crawled out of the ooze. There are times when
>you face a choice between compatibility and superiority. Apple choose
>superiority and I am happy with that choice.

The long filenames were never the problem. GCR was.
They could have come up with vfat 10 years ago if
they really wanted to be crafty. Instead they created
a little ghetto for their users.

[deletia]
>> Yes, and don't the bean counters love it when you do. I'll ignore the
>> comment about the Atari since I happen to know what my machine is
>> capable of and you're guessing.
>

>There are two ways that you can run an engineering company: the bean counters
>can tell the engineers what they are allowed to have to do their jobs or the
>engineers can tell the bean counters what they need to do their jobs and the
>bean counters can work their buts off trying to get it for you. The later is a
>far better model and, fortunately, how it works at our office. But Atari users
>can't get good jobs so they will never know :-)

You forgot the more realistic model. Real engineers consider
real concerns and constraints. One of those is cost. Another
is interoperability. They also consider the specific task at
hand.

>
>> So is plain HTML 2.0
>
>It depends on what you need out of the presentation. Plain text might be good
>more some presentations, HTML for others and Shockware for still others.
>Limiting your access to technologies is, well, limiting.

Got a good example of a 'useful' Shockwave?

>
>> So is plain HTML 2.0
>
>Java is very handy for navigation. Don't you like menubars? A lot of sites
>allow you to use a Java menu system for navigation.

Sure, IE and Navigator just love java... crashcrashcrash...

That's the sort of thing that sensible users immediately
disable, actually.

>
>
>> Why, am I illiterate? Can I not read? Why waste the bandwidth?
>
>I find it hard to read while I'm going something else (but Atari users, I've
>heard, have eye stalks so they don't have this problem) but I can listen to a
>conference presentation while still working.

Point of reference: Bill Gates on David Letterman.

>
>
>> Actually, you have absolutely no idea of how limited or complex my/our
>> needs are. You also have no real sense of what is out there since you
>> seem to be concentrating on the bandwidth-wasting doodads. I have
>> access to any computer I want. My TT does 99.7% - what could be
>> simpler than that?
>
>Here's the question of they day: how many lines and gauraud-shaded polygons
>can it render in a second? I spend most of my time writing SV software so
>those attributes are pretty important to me.

...and you rather likely use special purpose hardware
for it (that wont necessarily be present on a new Mac or
PC).

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2440. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u6ec8.a11.jedi@dementia.mishnet>
Source record: 4561

On Tue, 25 Aug 1998 20:40:39 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6u1fg0.rig.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> The same can be said of VPC or SoftWindows actually.
>
>True, but what's your point? Apple didn't make any design compromises for
>compatibility. Atari made a big compromise for very limited compatibility.

The ST ran any Application that it would make sense enough
to run under CPU emulation quite well enough actually. Also,
universal storage is far from limited.

>
>> They run Apple system software well enough.
>
>You must have meant "ran" here. Yeah, the Mac Sac was great. It cost be $300
>and half the programs that I wanted to run didn't work.

Spectre GCR actually and it ran rather better that you
give it credit for. There really wasnt much to emulate
in an old mac anyways. Hell, the PC's of the day had more
in the way of support processors.

>
>> My bandwidth is half of a T1. Mind you, I'm somewhat atypical
>> and I realize that. I was playing with digitized audio & video
>> 10 years ago so clogging up one's network pipe with it doesn't
>> quite impress me as you might expect.
>
>Sigh, there is just no reasoning with Atari users.

Actually, I'm a linux user. I can do the streaming
video thing as well as the streaming audio thing.
They just don't impress me as I would rather not
deal with communication glitches while playing my
media. My expectations are higher due to previous
experience and I'm not taken in by some minor glitz.

I can use as much in terms of resources to use a
given task as I want to and am not required to
keep up with a pointless technology race just
to deal with the stupidity in Cupertino or Redmond.

--
Hardly. Microsoft has brought the microcomputer OS to

the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2441. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u6et2.a11.jedi@dementia.mishnet>
Source record: 4562

On Tue, 25 Aug 1998 20:46:55 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <3463.7540T37T2720@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:
>
>> The DOS UI was non-existant at the time.
>
>Not it wasn't and all that nice text was great for encouraging literacy.

It's interesting that a MacVocate would so ignore
UI design. Although an anti-CLI bigot like you
likely would discount the possibility of UI design
in a character cell based system.

>
>> Who in the world would want to run DOS?
>
>People who only had Ataris?

This statement shows a fundemental misunderstanding
of the technology available at the time both in software
and hardware.

>
>> 3D games have been available for the Atari since it was first released. Most
>> flight sims were in 3D, along with Elite II and a host of others. How about 3D
>> Construction Set or Persistance of Vision?
>
>I remember two harrier sims for the ST. One was wire-frame and so bad that
>the programmers probably comitted suicide after it was released. The other
>one was almost as bad and not fully 3D. In any case, I was refering to
>professional 3D work, not games. Atari computers have always been, and will
>always be, too slow for this.

So? Most 'modern' Macs and PC's are too. Non-Amigas only caught
up with Amigas in this respect just a few years ago. Previous
to that it was either a toaster or an SGI.

What was available for the ST was comparable to the rest of
the sub-MiniComputer software available at the time.

>
>> DHTML, Javascript and Java are all unnecessary, untested features for idiots
>> to try out on their web pages, along with the <BLINK> tags and MIDI background
>> melodies. I do hope for CSS support soon, though.
>
>DHTML, Javascript and Java are very useful. They can all save bandwidth if

>used correctly. They can also enhance the user-experience of your site. But,
>of course, if you don't have it then you have to say that you don't want it
>:-)

They crash Windows/Mac browsers far to frequently to be
taken seriously.

[deletia]

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2442. Does Peter Sinclair have a life?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: richardhutnik@hotmail.com
Message-ID: <6rt4skdla1@nnrp1.dejanews.com>
Source record: 4689
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Do a search on his profile in Dejanews. The predominate posts by him involve harrassing fans of the company once known as Atari, and its products. He uses his Mac tyrades to try to one up people or something.

I am curious... anyone know if he actually has a life? I am surprised anyone would continue, at this time, to bash the Jaguar, which is no longer on shelves, but Peter Sinclair insists on this.

Now, do I have a life. That IS a good question. I am on Dejanews, decided to see if there was anymore Battlesphere news in the Atari newsgroup, and I find Peter still flaming away.

To think the whole Battlecruiser 3000AD flamewars on the comp.sys.ibm.pc.games.strategic newsgroup have stopped before Peter has. What a concept!

- Richard Hutnik

The PC, it may be slow, it may be kludgy, but I can get one made off the shelf the way I like it, and at least I can get a good amount of software. Also, it allows me to have a system without it becoming a religion, unlike what the Mac has done to Peter Sinclair.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2443. Re: It figures...TIFKAS has run out of

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rt14g$318@news2.tds.net>
Source record: 4690

```
On 24 Aug 98 14:24:21 G, Daniel L. Dreibelbis wrote:
>On 20 Aug 1998 04:28:27 , sinclair2246@my-dejanews.com wrote:
>-Newsgroups: comp.sys.atari.advocacy
>From: dreibel@idirect.com (Daniel L. Dreibelbis)
>Organization: Keeping The Atari Flame Alive
>References: <6r7ve5$ucd$1@nnrp1.dejanews.com> <35d795d5.0@diana.idirect.com>
<6rb67q$2v7$1@nnrp1.de>janews.com> <35d997ef.0@diana.idirect.com>
<6rg8lb$a6p$1@nnrp1.dejanews.com>
>Subject: Re: It figures...TIFKAS has run out of
>X-Newsreader: NEWSie Version 0.90 (Atari)
>
>On 20 Aug 1998 04:28:27 , sinclair2246@my-dejanews.com wrote:

I guarantee that this will be my only post on the matter :)

>
>>> And no wonder you want to vote for Bill Clinton - you're now BOTH
>>> known fibbers who should be immediately bounced from their jobs,(I heard
>>> Clinton's self-serving speech last night, and the turkey should do the
>>> right thing and resign). At least our Prime Minister keeps his pants
>>> on......
Technically, we don't know that President Clinton didn't "keep his
pants on" - we only know that he didn't keep it in his pants.
>>
>>Clinton is directly elected and can't be bounced except for treason.

> I believe that conspiracy to mislead a grand jury is also a felony, is it
>not? That's probably the whole focus of Ken Starr's current investigation -
>whether he instructed or cajoled Monica about lying about their relationship.

Whatever people may see in the current situation the fact remains that
the statute empowers the special prosecutor to look into a specific
allegedly criminal activity. Mr. Starr still calls his investigation
the "Whitewater investigation". Without the backing of a congress
controlled by the opposing party there is no way that this
investigation leagally should have left the confines of a failed
twenty-year-old business deal. No Travelgate (how ridiculous, all
administrations bring in their own people). No Filegate (Chief
Executive by definition has access to records of an Executive branch,
especially when they're stored in the White House). The death of
Vince Foster. Aiding in the Paula Jones case (one of the first
lawyers to volunteer, and afterward provided all of his advice for
free). And investigating whether or not Monica Lewinski gave
President Clinton a hand or blow job. Whether or not Mr. Clinton was
wrong in what he did, it should have never seen the light of day in
```

this venue.

Some little known facts are that:
- If Mr. Bush had remained president, Mr. Starr was to be recommended for a Supreme Court position.

- Mr. Starr is and always has been a tobacco company lawyer and what better way to brunt the thrust of a percieved anti-tobacco president (and yes, I am a smoker).

- Mr. Starr, within three days of being appointed Special Prosecutor indulged himself in a little conflict-of-interest. His Kirkland & Ellis law firm, from which he did not severe ties was being sued by the RTC (Resolution Trust Corporation) for its connection to a failed bank. Within three days of being appointed, Starr started using his unparalleled powers as a special prosectutor to begin investigating the activities of the same RTC officials who were involved in the decision to sue his law firm. Starr's law firm settled out of court in January of 1996 for $325,000 -- $700,000 less than the RTC had predicted it could have gotten in a trial. Starr said that he did not know about the case -- which the RTC filed in May of 1993 -- until October 1995, even though he served on the firm's management committee (yeah, his secretary forgot to tell him that there was a one million dollar lawsuit against his company).

- Mr. Starr, who claims he is only pursuing the matter to determine whether there was perjury or evidence of suborning perjury has already been found guilty of both. It has been proven that he not only deliberately leaked information about his investigation, and then not only lied to the court about it, he instructed his attorneys and investigators to lie about it also.

- Robert Fiske, the earlier Whitewater investigator was removed Republicans claimed that he had a conflict of interest because his law firm -- from whom he had taken a leave of absence -- had represented International Paper. When he as appointed Whitewater Independent Counsel, Kenneth Starr _represented_ International Paper, which had sold land to Whitewater Development Company. As stated earlier, Mr. Starr maintained his ties with Kirkland & Ellis.

Some things I don't like:

- Kenneth Starr earned over one million dollars from his private practice in 1995, while he was supposed to be dedicating himself with investigating Mr. Clinton.

- More than eighty million US dollars has been spent on investigating Whitewater over more than six years. In fact, the FBI provided more resources to this investigation than to the World Trade Center bombing. When you spend this type of money, and use these unlimited resources, do you really think that it's

strange that they eventually found *something*????? What you should really find strange that that the only wrongdoing that the president has been found to have engaged in was getting a little on the side.

I am not saying that your belief that he is "a turkey and should do the right thing and resign" is wrong. It's your opinion and just as valid as mine. But I agree with him that this was politically motivated and it was none of their business. I don't ask the grocery clerk if they are an adulterer and if I find that they are put my groceries back and shop elsewhere. And I certainly wouldn't ask the fireman that came to my flaming house whether they committed adultery and if they have tell them to just go on back to the station.

OK, I've vented in an entirely inappropriate area. I apologise and promise that I won't continue this, period.

Terry
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2444. Re: Does Peter Sinclair have a life?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35e23849.0@diana.idirect.com>
Source record: 4691

On 25 Aug 1998 01:43:47 , richardhutnik@hotmail.com wrote:
>Do a search on his profile in Dejanews. The predominate posts by him involve
>harrassing fans of the company once known as Atari, and its products. He uses
>his Mac tyrades to try to one up people or something.

so, TIFKAS (the Idiot Forever Known As Sinclap) DOES inhabit other forums other than the atari forums? Interesting. It's also interesting that he actually rarely posts to the mac newsgroups - last I saw him there he was harassing someone who dared point out the flaws in the iMac with a sketch about a middle-aged couple seeing the flaws and going to see the PCs; TIFKAS sneered that "who would name anybody Martha - let all the Marthas own Packard Bells!" (this can ALSO be found on DejaNews, TIFKAS, so don't try to rewrite history again)
>
>I am curious... anyone know if he actually has a life? I am surprised anyone
>would continue, at this time, to bash the Jaguar, which is no longer on
>shelves, but Peter Sinclair insists on this.

he CLAIMS to have a life - lots of money, flashy car, he's breeding like a bunny. Unfortunately, he uses this song-and-dance every time he wishes to dodge the issues - that and making snide, elitist remarks to anyone who dares to contradict him. My take is that he's no better off a working stiff than any of us, and is in constant fear of losing his job. His utter idiocy (to the point that he makes up facts about Ataris, like claiming that "90% of all TOS applications fall over on the Milan", and "for the cost of a Nemesis board you can buy a UMAX Mac clone <NOT a typo>", and "Ataris have inadequate Internet clients" - not to mention claiming that Canada is the 51st State) certainly doesn't help.
>
>Now, do I have a life. That IS a good question. I am on Dejanews, decided to
>see if there was anymore Battlesphere news in the Atari newsgroup, and I find
>Peter still flaming away.
>
>To think the whole Battlecruiser 3000AD flamewars on the
>comp.sys.ibm.pc.games.strategic newsgroup have stopped before Peter has. What
>a concept!
>
>- Richard Hutnik

you sound like a very worthy opponent to TIFKAS - and a good rational sparring partner to the rest of us. Wanna join us and be part of TIFKAS' worst nightmare? :)
>
>The PC, it may be slow, it may be kludgy, but I can get one made off the shelf
>the way I like it, and at least I can get a good amount of software. Also, it

>allows me to have a system without it becoming a religion, unlike what the Mac
>has done to Peter Sinclair.

hmm, don't have many PC users here - you'll fit in quite nicely....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2445. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdcfe6$03adee40$555e0fcb@default>
Source record: 4692

jedi <jedi@dementia.mishnet> wrote in article
<slrn6u1fg0.rig.jedi@dementia.mishnet>...
> On Sun, 23 Aug 1998 19:30:50 GMT, quinlan@intergate.bc.ca
<quinlan@intergate.bc.ca> wrote:
> >In article <slrn6tv6lf.hrv.jedi@dementia.mishnet>,
> > jedi@dementia.mishnet (jedi) wrote:
> >
> >> That's funny, I coulda sworn that I swiped some DOS
> >> software from the PC's in the German department so
> >> that I could run it at home on my ST...
> >
> >So you paid valuable money to buy an emulator to run DOS software more
slowly
> >than on a PC? That is impressive.
>
> The same can be said of VPC or SoftWindows actually.

Good point...

>
> >
> >> That would be a driver issue, actually... an
> >> entirely separate matter. At least we could
> >> attach them.
> >
> >If you can't get drivers for printer because you bought your computer
from a
> >backwater company then you should consider buying a different computer.
> >
The manufacturers generally supplied the drivers with the new unit.

> >> Macs used to sell for more than new cars.
> >
> >True enough. Ataris were as cheap as dirt and about as useful as dirt
when
> >performing computing tasks.
>
> They run Apple system software well enough.
>

Amigas ran Apple software through emulation faster then a real Mac (with
identical processors)

> >
> >> So? How much does your T1 cost you?
> >

> >I don't have a T1 at home. A lot of those technologies are pretty easy
on your
> >bandwidth.
>
> My bandwidth is half of a T1. Mind you, I'm somewhat atypical
> and I realize that. I was playing with digitized audio & video
> 10 years ago so clogging up one's network pipe with it doesn't
> quite impress me as you might expect.
>
> --

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\///

2446. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdcfe7$7af4cae0$555e0fcb@default>
Source record: 4693

quinlan@intergate.bc.ca wrote in article
<6rn8l8$68a$1@nnrp1.dejanews.com>...
> In article <35deb7a9.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> > oh, really? The Macs always looked like those little TVs from the
> > 1950s - the only thing missing was the dials. And why no buttons on the
> > disk drive? Real diskdrives have buttons and nice bright LEDs. :)
>
> This is too perfect, I can't touch it :-)
>
> > gee, I think the Mac wasn't compatible with anything except other
> > Macs (and Mac-specific peripherals like printers). Ataris you could at
> > least transfer your work via their disks to other PCs - and you could
> > at least plug in industry-standard peripherals (though to be fair, the
> > Tramiels took several years before they finally put industry standard
> > SCSI ports on the Falcon. And the way Macs handle
> > disks - that seems to be pyschologically scarring having to pull the
> > disk to the trash to eject it. And that Mac operating system - shades
> > of GEOS if you ask me :)

The Amiga made the Mac and Atari appear second-rate.
The Mac had a shit OS, and the Atari's capabilties were too limited.

The Amiga was simply the best home system available until 1994, no doubt
about it.
It too was a lot cheaper then the Mac, and far more capable.
Mac OS still sucks in comparison to Amiga OS.

>
> Compatibility at the cost of having the stupid 8.3 limitation? Why not
just
> run DOS in the first place? At least the DOS UI was better. And the Mac
had a
> reason to be incompatible. Apple was actually innovative, unlike Atari
was
> was just shouting "Me too! Me too!" at the top of their lungs.
>
> > oh, silly me, I must be hallucinating that I'm posting this on the
> > Internet. On An Atari. In real time. And who has time for that silly
> > overated 3-D when you're getting so much work done :)
>
> The reason we still use usenet is because people with Ataris can't
participate
> in cool real-time online audio conferences like the rest of us. Atari has

> always been behind but now they are actually holding the rest of us up.
And
> let's talk about browsing. How is the CSS, DHTML, Javascript and Java
support
> coming? Atari users don't want to play 3D games because the 3D world is
too
> complicated for them. Hell, most of them only move forward and back when
they
> play frogger. And 3D work is hard, too hard for Atari users anyway so why
add
> 3D capabilities to the Atari. Maybe in other ten years or so the
technology of
> yesterday will be available for Atari. But probably not.
>

I'll got back to playing Quake on my 4yo Amiga now...

'nuff said.

Clockmeister.

2447. Re: Extra Extra Extra...Mac fanboys buy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6rtmj7$431$1@nnrp1.dejanews.com>
Source record: 4694

In article <35e17cdf.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >> This leaves a whopping 72% (360)of these iMac buyers as existing Mac
> >> users. Gee, with numbers this impressive, Apple should be increasing
> >> their market share in no time :) However, there are a limited number of
> >> fanboys, so what'll happen when they all buy them.
> >
> >Your're complaining.. A great indicator that the imac is drawing new users..
>
> nope, just the facts, m'am (a concept you are foreign to). Since when are
> existing Mac owners "new users"? In order to increase the market share, Apple
> has to sell to other than "new users". And since there are a finite number of
> Mac fanboys, expect to see those numbers of initial sales to go down - WAYYYY
> down - as time goes on. You really are Dr. Spin, TIFKAS - maybe you should be
> Bill Clinton's speech writer :)

28% of imac sales to new users is a disapointment?

> >
> >> Wanna check these figures for yourself? Check out the article at
> >> http://www.cnn.com in their Sci-Tech section - and also read about how
> >> iMac users are having difficulty connecting to the web...
> >
> >Already have...the day it was published...
>
> then why didn't you report this supposed "good news" to
> comp.sys.atari.advocacy THE DAY IT WAS PUBLISHED, weinerhead - or were you
> trying to concoct another one of your dismissive disinformation campaigns
> which consist of mindlesly parrotting Apple press releases? BTW, I'd like to
> hear your take on the problems people are having getting their iMacs onto ISPs
> that was reported in the same article - or are you going to conveniently ignore
> that?

I forgot, to much work on my mind like planning for the reopening of the new
Comp store in Arlington, whether I will have enough Mac inventory on hand
etc..

As for ISP issues. Apple has isolated the login issues. Their answer is:
subscribe to earthlink. The cause is that many ISP's have not fully upgraded
to the 56k V.90 standard.

> >Pot Kettle Black..So you're a laborer?
>
> ah, another lame TIFKAS insult. Since when has it been a shame to be a
> labourer? They happen to be the backbone of any consumer-driven economy, and

> are responsible for buying many consumer goods - including computers. Which
> means they help provide your wages, pinhead. And I would love to see what would
> happen if you tried using that elitist attitude on a steel worker to his face
> rather than hiding behind a computer screen. (Me, I would just laugh in it).

I just asked you a question. Again you have a reading comprehensive defect.
I was a laborer at one time in College. My job description included trouble
shoot all these wintel computers in the library and special assistant to the
Library Director which involved in delivering papers and cooerespondence to
other dept across campus. At least I had plenty of outdoor adventures with
lots of physical exercise. During the time when the library was going through
rennovations from top to bottom that included the addition of the fourth
floor, wiring network nodes was a bitch but we got it done.

> Fact is, unloading trucks is part of the job description. I'm involved in
> sales and service in the hardware industry, which includes mixing paint,
> pricing, restocking, graphics design, advising customers, key making, and
> handling customer relations. I'm also responsible for the electrical, tool and
> automotive sections. What I make allows me to live very comfortably (I've
> always been frugal) - I've bought a nice new cruiser bike to get around town
> on, I bought a nice used laptop (Apple, it's a nice little computer), and I'm
> going to the CNE today and spend my brains out :)

College did not work out?

> Face it, TIFKAS - your little screeds are as pathetic as Eric Cartman's
> infamous "beefcake" speech. Let's hope your mom bought you lots of Cheezy Poofs
> to snack on....

I just asked a question. Who's pissing in your corn flakes this morning?

> >Peter S.
> >
> >"The iMac has been the biggest computer launch we've seen in
> >our history. Apple is back, and iMacs are flying off CompUSA store shelves
> >across the United States."
> >James Halpin, president and chief executive officer of CompUSA
>
> the only other time they'll be flying off the shelf will be when CompUSA
> files for Chapter 11 (lost 50 million in the last quarter, folks!)
>
Yea soo. Apple lost more than that and they are back. CompUSA will be a $10
billion retailer by 2000.

Peter S.

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2448. iMac will listed in PC Mall

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6rtn05$4cp$1@nnrp1.dejanews.com>
Source record: 4695

Creative Computers' MacMall Reports Record $4 Million in iMac Orders; Demand From PC Owners Drives Expanded Exposure for iMac 08:05 a.m. Aug 24, 1998 Eastern

TORRANCE, Calif.--(BUSINESS WIRE)-- Aug. 24, 1998--Creative Computers, Inc. ("Creative") (Nasdaq: MALL) today announced that its MacMall division, a major cataloger and Internet provider of Mac products, reported a record $4 million in orders of Apple Computer Inc.'s ("Apple")(Nasdaq: AAPL) iMac as the company continues to take orders into the second week of the product launch. The sales represent the Company's largest ever dollar volume for a computer at launch.

Additionally, the Company reports that it has received so much interest in iMac from its PC customers that it will expand its exposure for iMac by advertising it in its PC Mall and ComputAbility catalogs.

"We expected it to be big, but
consumer interest in iMac is bigger than big,"
said Dan DeVries, executive vice
president of Sales and Marketing of Creative,
which owns and operates MacMall.
"Our CEO, Frank Khulusi, and I are both
so excited about iMac that we each
bought one for our families."

"Orders for drives, USB scanners,
printers, connection devices and software
have also been fantastic," added
DeVries. MacMall offers a complete selection
of iMac peripherals.

"We're shipping iMac every day in response to the incredible consumer demand for our newest computer," said Mitch Mandich, Apple's senior vice president of Worldwide Sales. "As Apple's second largest cataloger, Creative is a key part of our channel, and has helped fuel the intense consumer demand for iMac. We're delighted that it's helping us attract Mac owners, as well as first-time buyers and PC customers, by featuring iMac in all its catalogs."

MacMall was the first Apple reseller to offer 32 MB of extra RAM with every iMac purchased, as well as up to $675 of discounts on products purchased with it. The Company has established a special Internet site -- http://www.macmall.com/imac -- to help handle consumer demand for ordering iMac.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2449. Re: It figures...TIFKAS has run out of

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6rtk7a$1op$1@nnrp1.dejanews.com>
Source record: 4696

In article <35e17795.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >I didn't claim such a thing...I just asked a question.
>
> you certainly innuendoed it.

You obviously have a serious reading comprehensive defect or see conspiracies hiding in every bush from to much X-Files and Oliver Stone's historical revisionist flicks.

> >> You know, spreading innuendo about a person is bad
> >> form (shows that you're running out of arguments), and could lead to
> >> some nasty repercussions later - like a nice letter to your ISP and
> >> my-dejanews about slander. I think we can start by starting to
> >> cross-post your replies to me to alt.usenet.kooks - it hasn't been the
> >> same since Earl Curley died, and they need someone to laugh at, and it
> >> might as well be you.
> >
> >Nice try chunks. You have no case...
>
> oh I think I do. I had enough of a case when cedarnet.org reprimanded you
> for posting MCIBTYC drivel in comp.sys.atari.st (and I've got the letter to
> prove it, so don't try to rewrite history - the fact that you didn't post there
> again until you got onto Earthlink only strengthens the proof you WERE warned
> and reprimanded). I'll have enough of a case as well if you try slandering me
> again.

I got into Eartlink due to my transfer to Dallas, Texas from Cedar Falls, Iowa. Cedarnet.org is not available in Texas. Also, Cedarnet's usenet capabilities only extended a mile and doubt you could of read my posts. At least the email was free. I did recieve a letter concerning a complaint by you..However, you're whining was refuted..You should stop the personal name calling in your replies to me because it makes you look like an idiot when you whine to ISP's.

>
> >Yep I have with good reason. Feminism is a genear term that can be defined
> >in so many ways or use it to hide behind it for agendas. There are some
> >scary feminish groups that are on par with the religious right republicans
> >who want to censor - what we read and view that may have percieved anti
> >family messages and visuals that may show women in a pornographic light.
>
> so now, defending pornography. I may have my disapreement with feminists,
> but I don't refer to them as "whiners". Maybe TIFKAS, despite his claims to be
> a "macho stud", is really afraid of women.

Depends by "your" definition of pornography which others may view as artistic.

> >> And no wonder you want to vote for Bill Clinton - you're now BOTH
> >> known fibbers who should be immediately bounced from their jobs,(I heard
> >> Clinton's self-serving speech last night, and the turkey should do the
> >> right thing and resign). At least our Prime Minister keeps his pants
> >> on......
> >
> >Clinton is directly elected and can't be bounced except for treason.
>
> hmmm, I remember in my history books that Andrew Johnson was targetted for
> impeachment because some senators didn't like the fact that he didn't want to
> harshly punish the South as they wanted. And IIRC, wasn't the argument for
> Nixon being impeached involved his lying, covering up, destroying evidence, and
> conspiracy to commit a felony. Neither one involved a charge of treason. But
> then again, that's what I expect of a Nixonian idiot despite your sheepskin....

He got impeached because he fired the Secretary of Defense(Secretary of War in
those days) who was insubordinated.

It's exactly what I said..He can't be bounced except for treason cause he did
not committ a felony.

> I am
> >disapointed that its gone this far that could of been settled last January.
> >Its come down to this that the special prosecutor found no wrong doing in
> >WhiteWater but wants to nail him for dropping his pants for pleasure after
> >days of work grind. Whats next?
>
> I believe that conspiracy to mislead a grand jury is also a felony, is it
> not? That's probably the whole focus of Ken Starr's current investigation -
> whether he instructed or cajoled Monica about lying about their relationship.

What grandjury did he misled? The Paula Jones civil suit was thrown out
before it reached a courtroom. Starr will never prove Clinton tried to
influence Monica. Give me a break...This shows that Starr is grasping for
straws and that WhiteWater, Travelgate, filegate and any other gate you want
to ad have come up empty..

> >Don't tou wish to be a macho stud, chunks?
>
> nope. You can have your bimbos - I'm looking for a real woman with a brain,
> like Bonnie Raitt.

Is Paula Jones a real women? Blonds with blue eyes and cury can be smart,
articulate and abundance.

> BTW, I hope you're at least using protection - wouldn't want to see you die
> in five years from some of those terrible diseases going around :)

I am a fatalist...--)
>
> The only "chunks" you should be concerned about are the ones you blow all
> over this forum.....

Pot Kettle Black...

Peter S.

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2450. Re: It figures...TIFKAS has run out of

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6rtj95$9mo@news2.tds.net>
Source record: 4697

On 25 Aug 1998 03:29:18, Terry & Karen Ross wrote:
>On 24 Aug 98 14:24:21 G, Daniel L. Dreibelbis wrote:
>>On 20 Aug 1998 04:28:27 , sinclair2246@my-dejanews.com wrote:
>>-Newsgroups: comp.sys.atari.advocacy
>>From: dreibel@idirect.com (Daniel L. Dreibelbis)
>>Organization: Keeping The Atari Flame Alive
>>References: <6r7ve5ucd1@nnrp1.dejanews.com> <35d795d5.0@diana.idirect.com>
<6rb67q$2v7$1@nnrp1.d>e>janews.com> <35d997ef.0@diana.idirect.com>
<6rg8lb$a6p$1@nnrp1.dejanews.com>
>>Subject: Re: It figures...TIFKAS has run out of
>>X-Newsreader: NEWSie Version 0.90 (Atari)
>>
>>On 20 Aug 1998 04:28:27 , sinclair2246@my-dejanews.com wrote:
>
>I guarantee that this will be my only post on the matter :)

OK, THIS will be my last post. Just realised I didn't include any
sources.

Resolution Trust Corporation: _The Nation_ 3/18/96,
New Yorker 4/22/96

Leaked information: Recent news articles.
New Yorker 4/22/96

International Paper: _New Yorker_ 4/22/96

And more, but they're misplaced at the moment. And here's one more
quoted article that is interesting in light of his investigation of
Whitewater. (_The Consortium_ 3/28/96; _In These Times_ 4/29/96)

Starr Refuses to Detail Early 80s Real Estate Deal

Kenneth Starr refuses to provide details of an investment in the
Lubbock AK LTD real estate partnership, which he made in the early
1980s. All that is known about the investment is that Starr never
claimed on his tax returns the @20,000 he says he lost on what was
described as "a start up exploratory fund for possible acquisition of
property" in Texas. Circumstantial evidence suggests that the AK
initials in the investment could stand for Iran-contra arms dealer
Adnan Khashoggi, who was involved in Texas real estate development in
the early '80s.

Geeee.... where does Whitewater end & Lubbock AK LTD begin. Sheesh.

& As far as a person just realising that a President is a fibber - how
do you think he got into office in the first place? Simply too many

groups, going after too many divergent goals for a politician of _any_
party to hope to get elected without telling fibs.

<slap> Shut Up Terry! This is comp.sys.atari.advocacy! -- OK, I
promise... I did really only want to give the sources <grin>

Terry
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2451. Re: Does Peter Sinclair have a life?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-25 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungEy8F21.JFv@netcom.com>
Source record: 4698
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <6rt4skdla1@nnrp1.dejanews.com> richardhutnik@hotmail.com writes:
>The PC, it may be slow, it may be kludgy, but I can get one made off the shelf
>the way I like it, and at least I can get a good amount of software. Also, it
>allows me to have a system without it becoming a religion, unlike what the Mac
>has done to Peter Sinclair.

Hey, I love Atari, I maintain several Atari FAQs, I can't wait for
Battlesphere, and I think the Mac kicks Windows' rump all over the place.
Where will you pigeonhole me? B-)

(Moral of the story: Just because Peter uses a Mac doesn't make Macs bad.
And just because Peter uses a Mac doesn't mean he's not a putz. B-)

--R.J.
B-)

"I write because I am personally amused by what I do, and if other people are
amused by it, then it's fine. If they're not, then that's also fine."
Send mail to rjung@netcom.com --Frank Zappa
------- Visit Rob on the web! ------ http://www.digiserve.com/eescape/ -------

2452. ironic

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <35E3784D.B574AABB@studio9.demon.co.uk>
Source record: 4563

I use an AMD k6 @166MHz with 48Mb of SD RAM, a 24x CD-ROM drive, a 2gig HD, a 33k modem, a stereo 16-bit wavetable synthesis soundcard and a 4meg SVGA graphics card ...

i use it a lot for the internet looking for news about and software for my Atari STe @ 8MHz with 4Mb of RAM and a 20Mb HD, the happy workhorse at the heart of a semi-pro recording studio ...

comparing clock speeds alone the pc is 20x faster than the STe, it has 12x as much memory and 100x as much HD space ... but then the pc cost 1200ukp whereas the STe cost me a 1/20th of this at 60ukp ...

ironic huh?

jim

2453. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6s08iu$95b$1@nnrp1.dejanews.com>
Source record: 4564

In article <slrn6u6et2.a11.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> It's interesting that a MacVocate would so ignore
> UI design. Although an anti-CLI bigot like you
> likely would discount the possibility of UI design
> in a character cell based system.

Actually, I am very pro CLI.

> So? Most 'modern' Macs and PC's are too. Non-Amigas only caught
> up with Amigas in this respect just a few years ago. Previous
> to that it was either a toaster or an SGI.

Yeah, I moved from SGI to PC about 8 months ago. SGI deciding to build NT PCs
was like a kick in the stomach and made us look at PC solutions. OTOH, it's
nice to be able to do development at home without hauling $40000 of equipment
home every night (I had to get personal insurance to cover it).

> What was available for the ST was comparable to the rest of
> the sub-MiniComputer software available at the time.

We are flip-flopping between now and then, I guess.

> They crash Windows/Mac browsers far to frequently to be
> taken seriously.

Javascript crashes Windows/Mac browsers frequently? A lot of pages contain
Javascript.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2454. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6s08um$9h6$1@nnrp1.dejanews.com>
Source record: 4565

In article <slrn6u6dp6.a11.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> You forgot the more realistic model. Real engineers consider
> real concerns and constraints. One of those is cost. Another
> is interoperability. They also consider the specific task at
> hand.

But I also realise that my time is worth more than a PC. My personal workstation used to be an Octane. Spending a few grand on a new computer is worth-while even if productivity only goes up a few percent.

> Got a good example of a 'useful' Shockwave?

I don't have a URL handy. The last conference that I went to had a Shockwave version of the Director presentation on the web.

> ...and you rather likely use special purpose hardware
> for it (that wont necessarily be present on a new Mac or
> PC).

Of course. Oxygen cards are pretty popular at work these days. But I can get them for my PC and I couldn't for any Atari.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2455. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6s094e$9i7$1@nnrp1.dejanews.com>
Source record: 4566

In article <slrn6u6ec8.a11.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> I can use as much in terms of resources to use a
> given task as I want to and am not required to
> keep up with a pointless technology race just
> to deal with the stupidity in Cupertino or Redmond.

Redmond is still trying to catch up with MountainView. For the next few years,
at least, my productivity is very proportional to the speed of the computer
that I use.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2456. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <35E41BCF.F54E6F40@cfcsc.dnd.ca>
Source record: 4567

quinlan@intergate.bc.ca wrote:
-snip-
> > So is plain HTML 2.0
> It depends on what you need out of the presentation. Plain text might be good
> more some presentations, HTML for others and Shockware for still others.
> Limiting your access to technologies is, well, limiting.
> > So is plain HTML 2.0
> Java is very handy for navigation. Don't you like menubars? A lot of sites
> allow you to use a Java menu system for navigation.
> Brian Quinlan
> quinlan@intergate.bc.ca

6 months ago we were asked at work to disable Java (I forget the reasons
why)
and to tell you the truth I have not noticed *any* difference at all
while
surfing. This makes me curious as to what the hell Java is used for?
Whatever it is used for, I never used it or came across it while
surfing,
so what is the big deal??
One thing that pisses me off I'll say is so called reference CD's that
are
propriatory, hooked into some OS. I've yet to see a reference CD that
had
effects that were any different than what I can do on the web. So I have
a CD that can only be used on a MAC or a IBM, not an Amiga or an Atari.
If that reference CD had been writen as if for the web, then _everyone_
could use it. UNiX(Linux), Amiga, Atari, MAC, IBM(DOS or Windows),...

2457. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-2608981058500001@200.229.243.130>
Source record: 4568

In article <6rl6ci$8pu@news2.tds.net>, tross3@hamtel.tds.net (Terry &
Karen Ross) wrote:

> On 21 Aug 1998 23:06:00, quinlan@intergate.bc.ca wrote:
> >In article <1998082120233400.QAA18748@ladder03.news.aol.com>,
> > angief18@aol.com (ANGIEF18) wrote:
> >
> >> I still would like to know why Apple articles are appearing in this ATARI
> >> newsgroup.
> >
> >OK, Atari's suck. They always have and always will :-)
> >
> Well Brian, everyone is entitled to their own opinion. Whether Atari
> computers suck or not, they have personality. Which is a lot more
> than can be said of those nice, safe, bland Apple and PC compatible
> busses. I've been involved with computers since the mid-70's. I've
> used and programmed everything from a single-board Sym through
> mainframes. In my opinion your precious Bloatware Macs & PCs aren't
> worth a whole heck of a lot. I'd love a nice Pentium II - I'd have
> the fanciest wheel chocks for my RV in the neighborhood.
>

Oh man... PCs are bland, Macs are far from bland. No other computer
has this huge following, almost a religion, behind it. Not even your
precious Ataris. Not even the "cult" Amigas.
I'd take an Atari any day over that Pentium II you lust for. Of
course, I'd much rather have an iMac :)

--
---
ciao!
asiufy@uol.com.br

2458. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-2608981104010001@200.229.243.130>
Source record: 4569

In article <35deb7a9.0@diana.idirect.com>, dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> On 22 Aug 1998 09:05:27 , quinlan@intergate.bc.ca wrote:
> >In article <6rl6ci$8pu@news2.tds.net>,
> > tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
> >
> >> Well Brian, everyone is entitled to their own opinion. Whether Atari
> >> computers suck or not, they have personality. Which is a lot more
> >> than can be said of those nice, safe, bland Apple and PC compatible
> >> busses. I've been involved with computers since the mid-70's. I've
> >> used and programmed everything from a single-board Sym through
> >> mainframes. In my opinion your precious Bloatware Macs & PCs aren't
> >> worth a whole heck of a lot. I'd love a nice Pentium II - I'd have
> >> the fanciest wheel chocks for my RV in the neighborhood.
> >
> >I was joking. Still, let's care this on for a while. It might be fun.
> >
> >Atari computers have no personality at all compared to Macs. Look at all the
> >STs. They look like giant door stops with cooling slits. Except for the ugly
> >case and stupid integrated keyboard, they may as well have been PCs. The
> >original Macs, OTOH, were nicely desiged little units.
>
> oh, really? The Macs always looked like those little TVs from the
> 1950s - the only thing missing was the dials. And why no buttons on the
> disk drive? Real diskdrives have buttons and nice bright LEDs. :)
>

Your opinion. I'm currently looking for one of those early
all-in-one Macs. They're simply wonderful to look at, while STs aren't.

> >
> >And then there was TOS. It was the worst of all operating systems. It wasn't
> >compatible with anything, used the stupid DOS filesystem and the GUI was so
> >disgusting that you felt like using CP/M.
>
> gee, I think the Mac wasn't compatible with anything except other
> Macs (and Mac-specific peripherals like printers). Ataris you could at
> least transfer your work via their disks to other PCs - and you could
> at least plug in industry-standard peripherals (though to be fair, the
> Tramiels took several years before they finally put industry standard
> SCSI ports on the Falcon. And the way Macs handle
> disks - that seems to be pyschologically scarring having to pull the
> disk to the trash to eject it. And that Mac operating system - shades
> of GEOS if you ask me :)

>

GEOS? I beg to differ. If there's something that looks like GEOS,
it's GEM, not MacOS. You're right about the Mac using non-standard stuff,
blame it on Steve Jobs.
But Ataris are also problematic. I'm currently facing a big problem.
No composite output, no "standard" RGB output. I can only use the stupid
b/w monitor or a freaking RF modulator. Dang...

--
---
ciao!
asiufy@uol.com.br

2459. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-2608981115560001@200.229.243.130>
Source record: 4570

In article <6rnast$128@news2.tds.net>, tross3@hamtel.tds.net (Terry &
Karen Ross) wrote:

> On 22 Aug 1998 20:11:20, quinlan@intergate.bc.ca wrote:
> >In article <35deb7a9.0@diana.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> [snipped]
>
> >Compatibility at the cost of having the stupid 8.3 limitation? Why not just
> >run DOS in the first place? At least the DOS UI was better. And the Mac had a
> >reason to be incompatible. Apple was actually innovative, unlike Atari was
> >was just shouting "Me too! Me too!" at the top of their lungs.
>
> Really. And what is wrong with maintaining filesystem compatibility?
> Absolutely nothing. It's only people that had a little too much
> aluminum in their diets when they were younger that can't keep track
> of things using 8.3.
>

Hahahaha!!! YOu're advocating the 8.3 DOS filesystem now?! That's
really stupid, you know...

> Yup, Apple was being real innovative there. As long as you consider
> stealing Xerox Palo Alto Research Centers Ideas part and parcel and
> not only claiming them to be your own, but having the gall to try and
> sue other companies that attempted to use a GUI.

No matter what you say, Apple was innovative back then. What
machines were available in 1984? Any Xerox machines that you could buy?
Don't think so. People were stuck with DOS (8.3!) text mode.
Guess what. If it weren't for the MacOS, Amigas and Ataris
wouldn't have a GUI.

>
> Atari wasn't shouting "Me too!" Atari had an innovative system
> (where, for example, was the color on the Lisa or Mac? - as just one
> point). Atari was following its own path but maintaining the lines of
> communication with the rest of the world. Whereas Apple was trying to
> become a world unto itself.

Ataris didn't had colour in the productivity mode (640x480), so
there. OK, you said Atari was keeping up with the rest of the world. But
the thing is, they were trying to keep up with Apple's developments!

>
> >play frogger. And 3D work is hard, too hard for Atari users anyway so why add

> >3D capabilities to the Atari. Maybe in other ten years or so the
technology of
> >yesterday will be available for Atari. But probably not.
>
> Who cares, in ten years our Ataris will still be running like
> champions, accomplishing what needs to be accomplished. Whereas yours
> will be obsolete in approximately eight hours, forcing you to upgrade
> yet again.

Humm... Wrong. Macs aren't obsolete. Vintage Macs can do exactly
the same as your vintage Atari can do, even more in cases, due to the
abundance of software.
You have to realize that nobody's forcing you to use the latest,
greatest versions of the software out there. That's the difference. While
Atarians are stuck with old versions of their software, Macs have an old
backlog of software that users can choose from.

--
---
ciao!
asiufy@uol.com.br

2460. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u88ao.fgl.jedi@dementia.mishnet>
Source record: 4571

On Wed, 26 Aug 1998 06:05:18 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6u6et2.a11.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
[deletia]
>Javascript crashes Windows/Mac browsers frequently? A lot of pages contain
>Javascript.

Yup & it's annoying as hell when that unreliable browser is
now your unreliable shell. It's the sort of thing that makes
a guy want to find an old copy of Cello.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2461. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u88cg.fgl.jedi@dementia.mishnet>
Source record: 4572

On Wed, 26 Aug 1998 06:11:34 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6u6dp6.a11.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> You forgot the more realistic model. Real engineers consider
>> real concerns and constraints. One of those is cost. Another
>> is interoperability. They also consider the specific task at
>> hand.
>
>But I also realise that my time is worth more than a PC. My personal
>workstation used to be an Octane. Spending a few grand on a new computer is
>worth-while even if productivity only goes up a few percent.
>
>> Got a good example of a 'useful' Shockwave?
>
>I don't have a URL handy. The last conference that I went to had a Shockwave
>version of the Director presentation on the web.
>
>> ...and you rather likely use special purpose hardware
>> for it (that wont necessarily be present on a new Mac or
>> PC).
>
>Of course. Oxygen cards are pretty popular at work these days. But I can get
>them for my PC and I couldn't for any Atari.

Be careful when you use the word 'any'...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2462. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-2608981136480001@200.229.243.130>
Source record: 4573

In article <01bdcfe7$7af4cae0$555e0fcb@default>, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:

> quinlan@intergate.bc.ca wrote in article
> <6rn8l8$68a$1@nnrp1.dejanews.com>...
> > In article <35deb7a9.0@diana.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> > > oh, really? The Macs always looked like those little TVs from the
> > > 1950s - the only thing missing was the dials. And why no buttons on the
> > > disk drive? Real diskdrives have buttons and nice bright LEDs. :)
> >
> > This is too perfect, I can't touch it :-)
> >
> > > gee, I think the Mac wasn't compatible with anything except other
> > > Macs (and Mac-specific peripherals like printers). Ataris you could at
> > > least transfer your work via their disks to other PCs - and you could
> > > at least plug in industry-standard peripherals (though to be fair, the
> > > Tramiels took several years before they finally put industry standard
> > > SCSI ports on the Falcon. And the way Macs handle
> > > disks - that seems to be pyschologically scarring having to pull the
> > > disk to the trash to eject it. And that Mac operating system - shades
> > > of GEOS if you ask me :)
> >
> The Amiga made the Mac and Atari appear second-rate.
> The Mac had a shit OS, and the Atari's capabilties were too limited.
>

Oh, what do we have here. An Amiga user :)

> The Amiga was simply the best home system available until 1994, no doubt
> about it.
> It too was a lot cheaper then the Mac, and far more capable.
> Mac OS still sucks in comparison to Amiga OS.
>

Humm... 1994? Maybe. It was cheaper too, but Amigas suffered from
the same problem Atari users do, lack of mainstream support.

>
> >
> > Compatibility at the cost of having the stupid 8.3 limitation? Why not
> just
> > run DOS in the first place? At least the DOS UI was better. And the Mac
> had a
> > reason to be incompatible. Apple was actually innovative, unlike Atari

> was
> > was just shouting "Me too! Me too!" at the top of their lungs.
> >
> > > oh, silly me, I must be hallucinating that I'm posting this on the
> > > Internet. On An Atari. In real time. And who has time for that silly
> > > overated 3-D when you're getting so much work done :)
> >
> > The reason we still use usenet is because people with Ataris can't
> participate
> > in cool real-time online audio conferences like the rest of us. Atari has
> > always been behind but now they are actually holding the rest of us up.
> And
> > let's talk about browsing. How is the CSS, DHTML, Javascript and Java
> support
> > coming? Atari users don't want to play 3D games because the 3D world is
> too
> > complicated for them. Hell, most of them only move forward and back when
> they
> > play frogger. And 3D work is hard, too hard for Atari users anyway so why
> add
> > 3D capabilities to the Atari. Maybe in other ten years or so the
> technology of
> > yesterday will be available for Atari. But probably not.
> >
>
> I'll got back to playing Quake on my 4yo Amiga now...
>

Yeah, at 2 fps.. :)

--
---
ciao!
asiufy@uol.com.br

2463. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-2608981142250001@200.229.243.130>
Source record: 4574

In article <6rv7mbth1@nnrp1.dejanews.com>, quinlan@intergate.bc.ca wrote:

> In article <35e0c7b3.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> > actually, Brian's pretty good, and he does give good argument. In
> > fact, he started all this admittedly tongue in cheek a few posts ago.
> > I'm sure that like all good debaters, he has at least some real respect
> > for rational Atari users, like I have for rational Mac users. I've
> > conceded to him on some points in the past, and even he's admitted
> > some of my points have merit.
>
> <Blush> Actually, I don't use my Mac very much anymore. PC development pays
> better these days and my PII-400 is much faster than my Mac (or any Mac). I
> am still writing freeware stuff for the Mac and hopefully I'll get back into
> the Mac scene when Apple starts making some good products again. Not that I
> am very hopeful.

You should be. I don't see what's lacking in the current product
line that would appeal to you. What would a "good product" be for you?
Apple's constantly upgrading and enhancing their products. Third-parties
are also releasing more and more upgrades, boards, etc. For once I'm able
to say, the future looks great. I wouldn't tell you this a year ago.

>There is an on-going discussion in comp.sys.next.advocacy
> about how Apple is ruining OpenStep (my favorite operating system) to make it
> run Mac OS applications better. They also got rid of the shell and command
> line.

No, they didn't. MacOS X Server (previously known as Rhapsody)
has the command line intact, and can run MacOS applications in a
controlled environment. MacOS X will mix classic MacOS and OpenStep. It'll
be a consumer-oriented OS, which OpenStep (or any Unix for that matter)
wasn't, so don't expect command lines and things like that. That's why
they kept Rhaps.. ermm.. MacOS X Server :)

--
---
ciao!
asiufy@uol.com.br

2464. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u8arq.fnd.jedi@dementia.mishnet>
Source record: 4575

On Wed, 26 Aug 1998 10:58:43 -0300, Alexandre A. S. <asiufy@uol.com.br> wrote:
>In article <6rl6ci$8pu@news2.tds.net>, tross3@hamtel.tds.net (Terry &
>Karen Ross) wrote:
>
>> On 21 Aug 1998 23:06:00, quinlan@intergate.bc.ca wrote:
>> >In article <1998082120233400.QAA18748@ladder03.news.aol.com>,
>> > angief18@aol.com (ANGIEF18) wrote:
>> >
>> >> I still would like to know why Apple articles are appearing in this ATARI
>> >> newsgroup.
>> >
>> >OK, Atari's suck. They always have and always will :-)
>> >
>> Well Brian, everyone is entitled to their own opinion. Whether Atari
>> computers suck or not, they have personality. Which is a lot more
>> than can be said of those nice, safe, bland Apple and PC compatible
>> busses. I've been involved with computers since the mid-70's. I've
>> used and programmed everything from a single-board Sym through
>> mainframes. In my opinion your precious Bloatware Macs & PCs aren't
>> worth a whole heck of a lot. I'd love a nice Pentium II - I'd have
>> the fanciest wheel chocks for my RV in the neighborhood.
>>
>
> Oh man... PCs are bland, Macs are far from bland. No other computer
>has this huge following, almost a religion, behind it. Not even your

Actually, Linux has them beat in this department. They
don't even really have this going for them any more...

Mind you, Linux runs on a Mac/PowerMac/Amiga/Falcon just fine.

>precious Ataris. Not even the "cult" Amigas.
> I'd take an Atari any day over that Pentium II you lust for. Of
>course, I'd much rather have an iMac :)

Nah... gimme a big fat UltraSparc or one of the new Alphas...
(& leave the toys in the dust)

[deletia]

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

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2465. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u8cee.fq5.jedi@dementia.mishnet>
Source record: 4576

On Wed, 26 Aug 1998 11:15:56 -0300, Alexandre A. S. <asiufy@uol.com.br> wrote:
>In article <6rnast$128@news2.tds.net>, tross3@hamtel.tds.net (Terry &
>Karen Ross) wrote:
>
>> On 22 Aug 1998 20:11:20, quinlan@intergate.bc.ca wrote:
>> >In article <35deb7a9.0@diana.idirect.com>,
>> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> [snipped]
>>
>> >Compatibility at the cost of having the stupid 8.3 limitation? Why not just
>> >run DOS in the first place? At least the DOS UI was better. And the Mac had a
>> >reason to be incompatible. Apple was actually innovative, unlike Atari was
>> >was just shouting "Me too! Me too!" at the top of their lungs.
>>
>> Really. And what is wrong with maintaining filesystem compatibility?
>> Absolutely nothing. It's only people that had a little too much
>> aluminum in their diets when they were younger that can't keep track
>> of things using 8.3.
>>
>
> Hahahaha!!! YOu're advocating the 8.3 DOS filesystem now?! That's
>really stupid, you know...

Why not. An OS not merely designed to steal other people's
innovations should be able to manage more than just FAT12
and still be able to format an ext2fs floppy should
portability be no concern.

>
>> Yup, Apple was being real innovative there. As long as you consider
>> stealing Xerox Palo Alto Research Centers Ideas part and parcel and
>> not only claiming them to be your own, but having the gall to try and
>> sue other companies that attempted to use a GUI.
>
> No matter what you say, Apple was innovative back then. What
>machines were available in 1984? Any Xerox machines that you could buy?

Yes actually. They came out in '83. They were just somewhat
high end rather like Macs actually.

>Don't think so. People were stuck with DOS (8.3!) text mode.
> Guess what. If it weren't for the MacOS, Amigas and Ataris
>wouldn't have a GUI.

No, they just would have stolen the idea from it's source
or the Athena team. Phoenix and Compaq did more to bring

the GUI to the masses than Apple ever did. Apple 8bits
were selling for 3x what my ST cost me when I got it.

>
>>
>> Atari wasn't shouting "Me too!" Atari had an innovative system
>> (where, for example, was the color on the Lisa or Mac? - as just one
>> point). Atari was following its own path but maintaining the lines of
>> communication with the rest of the world. Whereas Apple was trying to
>> become a world unto itself.
>
> Ataris didn't had colour in the productivity mode (640x480), so
>there. OK, you said Atari was keeping up with the rest of the world. But
>the thing is, they were trying to keep up with Apple's developments!

Or rather PARC developments while still making the machine
accessable while Apple was charging over a grand for 8bit
Apples.

>
>
>>
>> >play frogger. And 3D work is hard, too hard for Atari users anyway so why add
>> >3D capabilities to the Atari. Maybe in other ten years or so the
>technology of
>> >yesterday will be available for Atari. But probably not.
>>
>> Who cares, in ten years our Ataris will still be running like
>> champions, accomplishing what needs to be accomplished. Whereas yours
>> will be obsolete in approximately eight hours, forcing you to upgrade
>> yet again.
>
> Humm... Wrong. Macs aren't obsolete. Vintage Macs can do exactly
>the same as your vintage Atari can do, even more in cases, due to the
>abundance of software.

Actually, Atari software is much easier to come by.

> You have to realize that nobody's forcing you to use the latest,
>greatest versions of the software out there. That's the difference. While
>Atarians are stuck with old versions of their software, Macs have an old
>backlog of software that users can choose from.

Sure & when an Atarian wants to run MSWord or IE, they can
just get the $100 or $500 clone special and save a bundle
and run a whole bunch of 2nd tier cheap games while they're
at it.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \

This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2466. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u8chh.fq5.jedi@dementia.mishnet>
Source record: 4577

On Wed, 26 Aug 1998 11:42:23 -0300, Alexandre A. S. <asiufy@uol.com.br> wrote:
>In article <6rv7mbth1@nnrp1.dejanews.com>, quinlan@intergate.bc.ca wrote:
>
>> In article <35e0c7b3.0@diana.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> > actually, Brian's pretty good, and he does give good argument. In
>> > fact, he started all this admittedly tongue in cheek a few posts ago.
>> > I'm sure that like all good debaters, he has at least some real respect
>> > for rational Atari users, like I have for rational Mac users. I've
>> > conceded to him on some points in the past, and even he's admitted
>> > some of my points have merit.
>>
>> <Blush> Actually, I don't use my Mac very much anymore. PC development pays
>> better these days and my PII-400 is much faster than my Mac (or any Mac). I
>> am still writing freeware stuff for the Mac and hopefully I'll get back into
>> the Mac scene when Apple starts making some good products again. Not that I
>> am very hopeful.
>
> You should be. I don't see what's lacking in the current product
>line that would appeal to you. What would a "good product" be for you?
>Apple's constantly upgrading and enhancing their products. Third-parties
>are also releasing more and more upgrades, boards, etc. For once I'm able
>to say, the future looks great. I wouldn't tell you this a year ago.

Support from LucasArts, Bullfrog and Westwood Studios would
be rather nice...

[deletia]

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2467. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2552.7542T641T2435@canit.se>
Source record: 4578

Den 25-Aug-98 21:46:55 nedtecknade quinlan (quinlan@intergate.bc.ca) f&#65533;ljande:
>In article <3463.7540T37T2720@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:

>> The DOS UI was non-existant at the time.

>Not it wasn't and all that nice text was great for encouraging literacy.

That text wasn't nice, it was deplorable. Text can be good, but the interface
has to be good, too. MS-DOS never had a good interface.

>> Who in the world would want to run DOS?

>People who only had Ataris?

Why would anyone want to run DOS? I find it akin to torture, despite being a
fan of shells.

>> 3D games have been available for the Atari since it was first released.
>> Most flight sims were in 3D, along with Elite II and a host of others. How
>> about 3D Construction Set or Persistance of Vision?

>I remember two harrier sims for the ST. One was wire-frame and so bad that
>the programmers probably comitted suicide after it was released. The other
>one was almost as bad and not fully 3D. In any case, I was refering to
>professional 3D work, not games. Atari computers have always been, and will
>always be, too slow for this.

There were a lot of better games that you didn't see, then, such as Frontier.

As for professional 3D, I take it you are refering to raytracing and the
likes. Granted, the Atari was never much of a contender there, all the good
programs were/are for the Amiga, but that was the case with most other
platforms, too.

>> DHTML, Javascript and Java are all unnecessary, untested features for
>> idiots to try out on their web pages, along with the <BLINK> tags and MIDI
>> background melodies. I do hope for CSS support soon, though.

>DHTML, Javascript and Java are very useful. They can all save bandwidth if
>used correctly. They can also enhance the user-experience of your site. But,
>of course, if you don't have it then you have to say that you don't want it
>:-)

Unfortunately, idiotic web page "designers" with little knowledge of the
realities and concept of the web seem to think that it is a necessity.
I for one have never missed the pop-up adverts or floating ghost logo of
Geocities.

>BTW, this thread is getting too serious and I've gotten a few insulting e-
>mails. Maybe we should drop it.

I for one have never intended to insult, that is poor flaming.

--
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2468. Re: Extra Extra Extra...Mac fanboys buy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2584.7542T630T2360@canit.se>
Source record: 4579

Den 25-Aug-98 07:45:59 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <35e17cdf.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

>> >> This leaves a whopping 72% (360)of these iMac buyers as existing Mac
>> >> users. Gee, with numbers this impressive, Apple should be increasing
>> >> their market share in no time :) However, there are a limited number of
>> >> fanboys, so what'll happen when they all buy them.
>> >
>> >Your're complaining.. A great indicator that the imac is drawing new
>> >users..
>>
>> nope, just the facts, m'am (a concept you are foreign to). Since when
are
>> existing Mac owners "new users"? In order to increase the market share,
>> Apple has to sell to other than "new users". And since there are a finite
>> number of Mac fanboys, expect to see those numbers of initial sales to go
>> down - WAYYYY down - as time goes on. You really are Dr. Spin, TIFKAS -
>> maybe you should be Bill Clinton's speech writer :)

>28% of imac sales to new users is a disapointment?

Not that bad, in an over-saturated market, but with a limited number of Mac-
users, Apple will soon have to target another audience than the MacAddicts.

>> >> Wanna check these figures for yourself? Check out the article at
>> >> http://www.cnn.com in their Sci-Tech section - and also read about how
>> >> iMac users are having difficulty connecting to the web...
>> >
>> >Already have...the day it was published...
>>
>> then why didn't you report this supposed "good news" to
>> comp.sys.atari.advocacy THE DAY IT WAS PUBLISHED, weinerhead - or were you
>> trying to concoct another one of your dismissive disinformation campaigns
>> which consist of mindlesly parrotting Apple press releases? BTW, I'd like
>> to hear your take on the problems people are having getting their iMacs
>> onto ISPs that was reported in the same article - or are you going to
>> conveniently ignore that?

>I forgot, to much work on my mind like planning for the reopening of the new
>Comp store in Arlington, whether I will have enough Mac inventory on hand
>etc..

I somehow doubt that the Arlington residents will be at the gates screaming
for Macs.

>As for ISP issues. Apple has isolated the login issues. Their answer is:
>subscribe to earthlink. The cause is that many ISP's have not fully upgraded
>to the 56k V.90 standard.

Yes, that is a great answer. Why not change your email address, web page
URLs, preferences and habits? I haven't changed ISP in three and a half year,
and no Mac will make me do it.

2469. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1975.7542T659T1851@canit.se>
Source record: 4580

Den 23-Aug-98 20:30:50 nedtecknade quinlan (quinlan@intergate.bc.ca) f&#65533;ljande:
>In article <slrn6tv6lf.hrv.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:

>> That's funny, I coulda sworn that I swiped some DOS
>> software from the PC's in the German department so
>> that I could run it at home on my ST...

>So you paid valuable money to buy an emulator to run DOS software more slowly
>than on a PC? That is impressive.

So do Mac users, I might add.
I have never run PC emulators for anything else than for leisure, 5 years ago.

>> That would be a driver issue, actually... an
>> entirely separate matter. At least we could
>> attach them.

>If you can't get drivers for printer because you bought your computer from a
>backwater company then you should consider buying a different computer.

NVDI has drivers for most new printers. Still, I wouldn't mind if we all got
Postscript, instead of lots of disparate standards.

>> Macs used to sell for more than new cars.

>True enough. Ataris were as cheap as dirt and about as useful as dirt when
>performing computing tasks.

They were cheap as dirt, not luxury articles for the people who already had
everything. And things could be done with them. For those who couldn't afford
a Mac SE with its 9" screen and Pagemaker, there was the Atari with Calamus.
For practically every MIDI musician, there was the Atari with its built-in
MIDI ports and Cubase.

>> So? How much does your T1 cost you?

>I don't have a T1 at home. A lot of those technologies are pretty easy on
>your bandwidth.

Not to mention quite useless. Novel at first, perhaps, but they haven't found
their way onto any PC or Mac I've been using.

--
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2470. Re: Extra Extra Extra...Mac fanboys buy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6s2663$c54@ds2.acs.ucalgary.ca>
Source record: 4581

Would all this talk be more appropriate in comp.sys.mac.advocacy
rather than 'Atari'

Just a thought

The Canadian Curmudgeon (in sunny Calgary)

2471. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u952p.i06.jedi@dementia.mishnet>
Source record: 4582

On 26 Aug 98 10:59:37 +0100, Iggy Drougge <optimus@canit.se> wrote:
>Den 23-Aug-98 20:30:50 nedtecknade quinlan (quinlan@intergate.bc.ca) fï¿½ljande:
>>In article <slrn6tv6lf.hrv.jedi@dementia.mishnet>,
>> jedi@dementia.mishnet (jedi) wrote:
>
>>> That's funny, I coulda sworn that I swiped some DOS
>>> software from the PC's in the German department so
>>> that I could run it at home on my ST...
>
>>So you paid valuable money to buy an emulator to run DOS software more slowly
>>than on a PC? That is impressive.
>
>So do Mac users, I might add.
>I have never run PC emulators for anything else than for leisure, 5 years ago.
>
>>> That would be a driver issue, actually... an
>>> entirely separate matter. At least we could
>>> attach them.
>
>>If you can't get drivers for printer because you bought your computer from a
>>backwater company then you should consider buying a different computer.

Sorry I missed this one before...

<THWACK>(tm)

Printer drivers are not a problem, actually as that sort of
thing is available OpenSource and has been for quite a while.

>
>NVDI has drivers for most new printers. Still, I wouldn't mind if we all got
>Postscript, instead of lots of disparate standards.

Or you can also scavenge the latest GPL version of Ghostscript.

>
>>> Macs used to sell for more than new cars.
>
>>True enough. Ataris were as cheap as dirt and about as useful as dirt when
>>performing computing tasks.
>
>They were cheap as dirt, not luxury articles for the people who already had
>everything. And things could be done with them. For those who couldn't afford
>a Mac SE with its 9" screen and Pagemaker, there was the Atari with Calamus.
>For practically every MIDI musician, there was the Atari with its built-in
>MIDI ports and Cubase.

>
>>> So? How much does your T1 cost you?
>
>>I don't have a T1 at home. A lot of those technologies are pretty easy on
>>your bandwidth.

Actually, streaming audio and video can be problematic even
on a cablemodem. The catch with these things is that you're
dependent upon every node in the chain between reciever and
sender. A bottleneck in any one of them and your nice media
toy goes out the window.

>
>Not to mention quite useless. Novel at first, perhaps, but they haven't found
>their way onto any PC or Mac I've been using.

Anyone got a SEQ to AVI converter? I'd like to be able to
view _Klingon Calamity_ again.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2472. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6u9asu.iij.jedi@dementia.mishnet>
Source record: 4583

On Thu, 27 Aug 1998 00:16:05 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6u88cg.fgl.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> >Of course. Oxygen cards are pretty popular at work these days. But I can get
>> >them for my PC and I couldn't for any Atari.
>>
>> Be careful when you use the word 'any'...
>
>Why not? All you have to do is come up with a single counter-example and my
>argument is toast. But I doubt that you can do that in this case.

Any of the Atari clones would do, actually.
A couple of Voodoo2 cards, Mesa and some pleading
directed to 3Dfx to recompile glide and the Milan
would be more than 'adequate'.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2473. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-27 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6s28g5kob1@nnrp1.dejanews.com>
Source record: 4584

In article <slrn6u88cg.fgl.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> >Of course. Oxygen cards are pretty popular at work these days. But I can get
> >them for my PC and I couldn't for any Atari.
>
> Be careful when you use the word 'any'...

Why not? All you have to do is come up with a single counter-example and my
argument is toast. But I doubt that you can do that in this case.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2474. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-27 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6s29bblki1@nnrp1.dejanews.com>
Source record: 4585

In article <asiufy-2608981142250001@200.229.243.130>,
asiufy@uol.com.br (Alexandre A. S.) wrote:

> You should be. I don't see what's lacking in the current product
> line that would appeal to you. What would a "good product" be for you?

It would need to have fast 2D and 3D graphics. It would need to have three free PCI slots. It would need to have preemptive multitasking. It need to have fast file I/O. It would have to run some of the more important 3D applications such as Wavefront and SoftImage. It would have to have a memory architecture capable on handling large working sets.

No, they didn't. MacOS X Server (previously known as Rhapsody)
> has the command line intact, and can run MacOS applications in a
> controlled environment. MacOS X will mix classic MacOS and OpenStep. It'll
> be a consumer-oriented OS, which OpenStep (or any Unix for that matter)
> wasn't, so don't expect command lines and things like that. That's why
> they kept Rhaps.. ermm.. MacOS X Server :)

Apple hasn't committed to updating Mac OS X Server beyond it's initial release. That will probably make it a dead product before it even ships. Taking away the command line is just restricting the user for no reason. And, keep in mind, command line utilities are useful for GUI programs. For example, say I wanted to add a check box in the save dialog of my application so the user could choose to automatically compress the file upon save. In OS, that would probably take about 5 lines of code because I'd just call gzip. Without the shell and standard utilities, how would I do that in Mac OS X?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2475. Re: Extra Extra Extra...Mac fanboys buy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-27 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998082701334400.VAA13945@ladder03.news.aol.com>
Source record: 4586

3 cheers for that thought! I'm getting real tired of all these Mac postings
in an Atari newsgroup.
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

2476. Re: Extra Extra Extra...Mac fanboys buy

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-27 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6s2f08$lr7@news2.tds.net>
Source record: 4587

On 27 Aug 1998 01:33:44, ANGIEF18 wrote:
>3 cheers for that thought! I'm getting real tired of all these Mac postings
>in an Atari newsgroup.
>Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
>ExtedDos Pro, ICD HD utilities.

Well, there is the point that a significant proportion of the postings
are actually discussing the capabilities of Atari computers, although
someone looking at the subject lines would never be able to guess
that. May I suggest that if you are going to complain about
Atari-related postings being posted in a thread with a Mac subject
line, that you don't put the post into a thread with a Mac subject
line? :) - That's a joke, btw... seriously, start a thread.

Terry
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2477. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-27 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6s30vtgce1@nnrp1.dejanews.com>
Source record: 4588

In article <slrn6u9asu.iij.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> Any of the Atari clones would do, actually.
> A couple of Voodoo2 cards, Mesa and some pleading
> directed to 3Dfx to recompile glide and the Milan
> would be more than 'adequate'.

What Atari clones can use Voodoo 2 cards? Are this Intel based? Who writes for drivers for these cards?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2478. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-27 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6ub3m7.o3c.jedi@dementia.mishnet>
Source record: 4589

On Thu, 27 Aug 1998 07:14:04 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn6u9asu.iij.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> Any of the Atari clones would do, actually.
>> A couple of Voodoo2 cards, Mesa and some pleading
>> directed to 3Dfx to recompile glide and the Milan
>> would be more than 'adequate'.
>
>What Atari clones can use Voodoo 2 cards? Are this Intel based? Who writes for
>drivers for these cards?

Any machine that has PCI bus and a gcc compiler most likely...
Although 3Dfx could have goofed with glide and made it x86
specific.

You really should know just a 'little' about 3D chipsets
if you're going to rattle on about polygon counts and such...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2479. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-27 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6s4ehm$73f$1@nnrp1.dejanews.com>
Source record: 4590

In article <slrn6ub3m7.o3c.jedi@dementia.mishnet>,
jedi@dementia.mishnet (jedi) wrote:

> Any machine that has PCI bus and a gcc compiler most likely...
> Although 3Dfx could have goofed with glide and made it x86
> specific.

There are no PC Voodoo II cards that will work on a Mac so I would assume that there is some component (hardware or firmware) that is tied to the PC architecture. If you want a Voodoo II card, for then Mac, then your only choice is the GameWizard.

> You really should know just a 'little' about 3D chipsets
> if you're going to rattle on about polygon counts and such...

Why do you think that I know less than a "'little' about 3D chipsets?"

BTW, are there any shipping Voodoo II cards that work in anything other than full-screen 3D mode? If not, then they are pretty useless for doing SV work. I personally have an Oxygen 202 card in my work computer. It scores about 19 on CDRS-03 and was only $2000 Canadian. That's slightly better than a low-end Octane. How do the Voodoo II boards do?

And could you please both some more information about the Atari compatibles that you were refering too?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2480. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-27 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1156.7543T533T885@canit.se>
Source record: 4591

Den 26-Aug-98 15:42:23 nedtecknade Alexandre A. S. (asiufy@uol.com.br)
f&#65533;ljande:
>In article <6rv7mbth1@nnrp1.dejanews.com>, quinlan@intergate.bc.ca wrote:

```
>>There is an on-going discussion in comp.sys.next.advocacy
>> about how Apple is ruining OpenStep (my favorite operating system) to make
>> it run Mac OS applications better. They also got rid of the shell and
>> command line.

> No, they didn't. MacOS X Server (previously known as Rhapsody)
>has the command line intact, and can run MacOS applications in a
>controlled environment. MacOS X will mix classic MacOS and OpenStep. It'll
>be a consumer-oriented OS, which OpenStep (or any Unix for that matter)
>wasn't, so don't expect command lines and things like that. That's why
>they kept Rhaps.. ermm.. MacOS X Server :)

Why shouldn't a consumer-oriented OS retain the CLI? Both AmigaOS and Windows
do.
```

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ &#65533;&#65533; | Son++Tal+tNic++^E27Ay80

2481. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-27 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3167.7543T538T1549@canit.se>
Source record: 4592

Den 26-Aug-98 15:03:56 nedtecknade Alexandre A. S. (asiufy@uol.com.br) f�ljande:
>In article <35deb7a9.0@diana.idirect.com>, dreibel@idirect.com (Daniel L.
>Dreibelbis) wrote:

```
>> On 22 Aug 1998 09:05:27 , quinlan@intergate.bc.ca wrote:
>> >In article <6rl6ci$8pu@news2.tds.net>,
>> > tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>> >
>> >> Well Brian, everyone is entitled to their own opinion. Whether Atari
>> >> computers suck or not, they have personality. Which is a lot more
>> >> than can be said of those nice, safe, bland Apple and PC compatible
>> >> busses. I've been involved with computers since the mid-70's. I've
>> >> used and programmed everything from a single-board Sym through
>> >> mainframes. In my opinion your precious Bloatware Macs & PCs aren't
>> >> worth a whole heck of a lot. I'd love a nice Pentium II - I'd have
>> >> the fanciest wheel chocks for my RV in the neighborhood.
>> >
>> >I was joking. Still, let's care this on for a while. It might be fun.
>> >
>> >Atari computers have no personality at all compared to Macs. Look at all
>> >the STs. They look like giant door stops with cooling slits. Except for
>> >the ugly case and stupid integrated keyboard, they may as well have been
>> >PCs. The original Macs, OTOH, were nicely desiged little units.
>>
>> oh, really? The Macs always looked like those little TVs from the
>> 1950s - the only thing missing was the dials. And why no buttons on the
>> disk drive? Real diskdrives have buttons and nice bright LEDs. :)
>>

> Your opinion. I'm currently looking for one of those early
>all-in-one Macs. They're simply wonderful to look at, while STs aren't.

>> >
>> >And then there was TOS. It was the worst of all operating systems. It
>> >wasn't compatible with anything, used the stupid DOS filesystem and the
>> >GUI was so disgusting that you felt like using CP/M.
>>
>> gee, I think the Mac wasn't compatible with anything except other
>> Macs (and Mac-specific peripherals like printers). Ataris you could at
>> least transfer your work via their disks to other PCs - and you could
>> at least plug in industry-standard peripherals (though to be fair, the
>> Tramiels took several years before they finally put industry standard
>> SCSI ports on the Falcon. And the way Macs handle
>> disks - that seems to be pyschologically scarring having to pull the
>> disk to the trash to eject it. And that Mac operating system - shades
```

>> of GEOS if you ask me :)
>>

> GEOS? I beg to differ. If there's something that looks like GEOS,
>it's GEM, not MacOS. You're right about the Mac using non-standard stuff,
>blame it on Steve Jobs.
> But Ataris are also problematic. I'm currently facing a big problem.
>No composite output, no "standard" RGB output. I can only use the stupid
>b/w monitor or a freaking RF modulator. Dang...

>--
>---
>ciao!
>asiufy@uol.com.br

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se

Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/

2482. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-27 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3626.7543T547T579@canit.se>
Source record: 4593

Den 26-Aug-98 15:03:56 nedtecknade Alexandre A. S. (asiufy@uol.com.br)
f&#65533;ljande:
>In article <35deb7a9.0@diana.idirect.com>, dreibel@idirect.com (Daniel L.
>Dreibelbis) wrote:

```
>> On 22 Aug 1998 09:05:27 , quinlan@intergate.bc.ca wrote:
>> >In article <6rl6ci$8pu@news2.tds.net>,
>> > tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>> >
>> >> Well Brian, everyone is entitled to their own opinion. Whether Atari
>> >> computers suck or not, they have personality. Which is a lot more
>> >> than can be said of those nice, safe, bland Apple and PC compatible
>> >> busses. I've been involved with computers since the mid-70's. I've
>> >> used and programmed everything from a single-board Sym through
>> >> mainframes. In my opinion your precious Bloatware Macs & PCs aren't
>> >> worth a whole heck of a lot. I'd love a nice Pentium II - I'd have
>> >> the fanciest wheel chocks for my RV in the neighborhood.
>> >
>> >I was joking. Still, let's care this on for a while. It might be fun.
>> >
>> >Atari computers have no personality at all compared to Macs. Look at all
>> >the STs. They look like giant door stops with cooling slits. Except for
>> >the ugly case and stupid integrated keyboard, they may as well have been
>> >PCs. The original Macs, OTOH, were nicely desiged little units.
>>
>> oh, really? The Macs always looked like those little TVs from the
>> 1950s - the only thing missing was the dials. And why no buttons on the
>> disk drive? Real diskdrives have buttons and nice bright LEDs. :)
>>
> Your opinion. I'm currently looking for one of those early
>all-in-one Macs. They're simply wonderful to look at, while STs aren't.

I think the design of the ST/Falcon case was nice. The keyboard computer
design is not very space-demanding, and portability is easy, too. I find the
function keys integrated into the case a rather nifty design, too.
Of course, old Macs are cute as well, but the big boxes are very ugly.

>> >And then there was TOS. It was the worst of all operating systems. It
>> >wasn't compatible with anything, used the stupid DOS filesystem and the
>> >GUI was so disgusting that you felt like using CP/M.
>>
>> gee, I think the Mac wasn't compatible with anything except other
>> Macs (and Mac-specific peripherals like printers). Ataris you could at
>> least transfer your work via their disks to other PCs - and you could
>> at least plug in industry-standard peripherals (though to be fair, the
```

>> Tramiels took several years before they finally put industry standard
>> SCSI ports on the Falcon. And the way Macs handle
>> disks - that seems to be pyschologically scarring having to pull the
>> disk to the trash to eject it. And that Mac operating system - shades
>> of GEOS if you ask me :)

> GEOS? I beg to differ. If there's something that looks like GEOS,
>it's GEM, not MacOS. You're right about the Mac using non-standard stuff,
>blame it on Steve Jobs.

They're all black and white, I can't see much difference. They all had
windows, menus, sliders and gadgets.

> But Ataris are also problematic. I'm currently facing a big problem.
>No composite output, no "standard" RGB output. I can only use the stupid
>b/w monitor or a freaking RF modulator. Dang...

Looking in a Datic catalogue from a few years ago, I find a Scart/Peritel
cable for the ST, connecting to the monitor output. Is this what you're
looking for? Anyone with a soldering iron should be able to construct one for
you.

--
alt.toys.transformers is *not* talk.abortion
alt.toys.transformers is *not* talk.religion
alt.toys.transformers is *not* alt.test
Iggy Drougge 1997

2483. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-28 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6s5iav$3mh$1@ash.ridgecrest.ca.us>
Source record: 4594

On 27 Aug 1998 07:14:04 , quinlan@intergate.bc.ca wrote:
>In article <slrn6u9asu.iij.jedi@dementia.mishnet>,
> jedi@dementia.mishnet (jedi) wrote:
>
>> Any of the Atari clones would do, actually.
>> A couple of Voodoo2 cards, Mesa and some pleading
>> directed to 3Dfx to recompile glide and the Milan
>> would be more than 'adequate'.
>
>What Atari clones can use Voodoo 2 cards? Are this Intel based? Who writes for
>drivers for these cards?
>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca

Drivers for Insmell cards are not such a problem. Computerinsel has
been doing this for quite some time for TOS machines. But, as the
posted stated, some pleading would probably be necessary. There are
probably enough Hades, Medusas and Milans to temp them

Mike
(not at Dejanews)

2484. TIFKAS Flunks Political Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-28 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35e6b1d3.0@diana.idirect.com>
Source record: 4595

In his recent attacks against my credibility (which has so far been monumental failures, owing to his lack of same), TIFKAS (the Idiot Forever Known As Sinclap) has made claims that President Bill Clinton cannot be impeached if any charges regarding the allegations he deliberately conspired to mislead a grand jury over Monica Lewinsky come to bear, as a president "can only be impeached for treason".

BZZZZT! WRONG! Here's what I found in the Groliers Encyclopedia CD-ROM when I went to search under "impeachment". Read it and weep, weinerhead......

FROM THE NEW GROLIER MULTIMEDIA ENCYCLOPEDIA, RELEASE 6

impeachment

{im-peech'-ment}

Impeachment is the first step in the process specified in the Constitution of the United States for removing the president, vice-president, or other government official from office upon conviction of "treason, bribery, or other high crimes and misdemeanors." The House of Representatives has "the sole power of impeachment," that is, the power of bringing charges. The Senate has "the sole power to try all impeachments." A two-thirds vote is required in the Senate for conviction. When the president is to be tried, the chief justice of the United States presides. Conviction in an impeachment proceeding results only in removal from office and disqualification to hold "any office of honor, trust, or profit under the United States." A person convicted in an impeachment, however, is subject to further "indictment, trial, judgment, and punishment according to Law."

Impeachment originated in England, where the House of Commons would present articles of impeachment to the House of Lords, which then tried the case. A well-known instance was the impeachment and trial (1786-95) of Warren HASTINGS, first governor general of India.

The framers of the U.S. Constitution, although committed to a separation of powers and independence of the three branches of government from one another, believed that a means must be provided by which officers thought to be guilty of significant misconduct could be tried and removed. They did not want the procedure to be overly simple to invoke, nor the penalty too easily imposed--hence, the requirement of the two-thirds vote for conviction in the Senate, and the stipulation that impeachment be for "treason, bribery, and other high crimes and misdemeanors." To George Mason's suggestion

that "maladministration" be a ground for impeachment, both James Madison and Gouverneur Morris objected that so vague a term would surely produce the result that tenure in office would be at the pleasure of the Senate.

Since the adoption of the Constitution, only one president, Andrew JOHNSON (1868), has been brought to trial in the Senate on charges voted by the House. The Senate failed by one vote to convict Johnson. In 1974 the House Judiciary Committee voted three charges of impeachment against President Richard M. NIXON (see WATERGATE), but he resigned from office before the charges could be voted upon by the House.

Impeachment proceedings have been brought with some frequency against federal judges. In 1804, Supreme Court justice Samuel CHASE was impeached on purely political grounds, but his acquittal (1805) effectively halted the use of impeachment to remove judges for political reasons. It has often been said that the cumbersome and time-consuming process of impeachment is unsuited to the removal of a merely venal judge. Nevertheless, because the Constitution specifies that judges hold office during good behavior, impeachment remains the only means by which a federal judge may be removed.

Certain questions concerning the impeachment process have persisted: whether it is judicial or political in nature; how to define high crimes and misdemeanors; and whether a conviction can be appealed to the Supreme Court. Although no conclusive answer can be given, it is safe to say that the judicial process of impeachment will always be infused with political motives; that the definition of high crimes and misdemeanors will never become entirely precise; and that once the Senate has voted to convict by a two-thirds majority, the Supreme Court is unlikely to take jurisdiction.

Valerie A. Earle

Bibliography: Berger, Raoul, Impeachment: The Constitutional Problems (1973); Black, Charles L., Jr., Impeachment: A Handbook (1974); Brant, Irving, Impeachment: Trials and Errors (1972); Hoffer, P.C., and Hull, N.E., Impeachment in America, 1635 to 1805 (1984); Labovitz, John R., Presidential Impeachment (1978); Schnapper, Morris B., ed., Presidential Impeachment: A Documentary Overview (1974); Smith, Gene, High Crimes and Misdemeanors: The Impeachment and Trial of Andrew Johnson (1976); White, Theodore H., Breach of Faith: The Fall of Richard Nixon (1975).

END QUOTE

I also fail to see how being in violation of the US Tenure Act (a charge trumped up by those senators opposed to Andrew Johnson when he fired his Secretary) can be seen as "treason". Also note that Nixon had THREE charges of impeachment (which he deserved) placed against him - I'm sure all three charges were NOT "treason".

Now how did the University of Iowa (a good accredited US university) manage to give a sheepskin to such an unmitigated schlemiel like TIFKAS? Maybe he was playing Space Invaders on his Mac and playing hooky from his political science class the day his kindly old history professor talked about impeachment. Or more likely, he was too busy in the library playing his childish flaming tactics on the USENET that day.

In any case, TIFKAS has proven that when it comes to understanding the US Constitution, he is as good an expert as General Alexander Haig was the day Reagan was shot - and like Haig, neither of them are in control (the fact that both TIFKAS and Haig are both tight-assed idiots who love twisting definitions and explanations - remember Haig's testimony about the nuns who were raped and murdered by right-wing troops because the nuns "were trying to run a roadblock", which he then claimed he never said - and who were both undone by putting their foot in their mouths, adds weight to my description. Haig helped destroy Commodore as part of his being part of the "Three Stooges" in charge of the company; TIFKAS destroys any interest people have in checking out the Macintosh every time he posts his self-serving drivel on the USENET)

In any case, the fact of the matter is that this information was found on the Groliers CD (a wealth of information and a recognized scholarly tool) on an ATARI COMPUTER (using my friend Peter Zalesak's SARA Groliers driver) - ironic in view of TIFKAS' continuing insistence that Ataris are good for nothing except the slag heap, and that the Mac is the superior platform (fact is, they're at par with each other, and equally useful).

The matter of the definition of impeachment is now closed. I'd also like to close the discussion of poiltics, as it is an inappropriate area of discussion in a COMPUTER FORUM. The continued debunking and exposing of TIFKAS as the world's most clueless Mac Advocate continues......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2485. can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-30 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35e999c0.0@diana.idirect.com>
Source record: 4596

another tidbit from comp.sys.mac.advocacy for TIFKAS to chew on....

Mike Tebbe at InfoWorld just released this gem to prove the title of his piece:

"Many enthusiasts think that just because the iMac has a 10/100Base-T connector and an easy-to-use interface, it will readily connect to any network. It won't -- unless you happen to have an AppleTalk network still running. And when you consider the limited engineering resources of many networking vendors along with Apple's limited market, the iMac doesn't seem destined to have network drivers anytime soon."

"http://www.infoworld.com/cgi-bin/displayNew.pl?/tebbe/tebbe.htm Apple may be back, but it still doesn't prove t</A>

Perhaps he could use a little (Skinnerian-type) feedback?

skbman58@aol.com

2486. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-31 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6sdeiibdv1@nnrp1.dejanews.com>
Source record: 4597

In article <35e999c0.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> "http://www.infoworld.com/cgi-bin/displayNew.pl?/tebbe/tebbe.htm Apple
> may be back, but it still doesn't prove t</A>

I'm not sure what this article means as the iMac would have no problems functioning on a TCP/IP network. Just go to the TCP control panel, select ethernet as the connection device and either type in your IP address or choose a method of getting an IP address dynamically. It should take under a minute to do this.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2487. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-31 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35eaa286.0@diana.idirect.com>
Source record: 4598

On 31 Aug 1998 06:07:15 , quinlan@intergate.bc.ca wrote:

>
>I'm not sure what this article means as the iMac would have no problems
>functioning on a TCP/IP network. Just go to the TCP control panel, select
>ethernet as the connection device and either type in your IP address or
>choose a method of getting an IP address dynamically. It should take under a
>minute to do this.

just finding little things that might be of interest to everyone, as
everyone should get the full story about the iMac, rather than TIFKAS'
mindless postings of Apple press releases. BTW, you'll also notice that
many of the links to articles I've provided do have some positive things
to say about the iMac as well - although I feel the iMac is flawed, it
does have some great aspects to it, and I'm not afraid to have those
mentioned. Let's just see how well it wears over the next year as
technology marches on......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2488. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-31 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6sejav$l4j$1@nnrp1.dejanews.com>
Source record: 4599

In article <35e999c0.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> another tidbit from comp.sys.mac.advocacy for TIFKAS to chew on....
>
> Mike Tebbe at InfoWorld just released this gem to prove the title of his piece:
>
> "Many enthusiasts think that just because the iMac has a 10/100Base-T connector
> and an easy-to-use interface, it will readily connect to any network. It won't
> -- unless you happen to have an AppleTalk network still running. And when you
> consider the limited engineering resources of many networking vendors along
> with Apple's limited market, the iMac doesn't seem destined to have network
> drivers anytime soon."
>
> "http://www.infoworld.com/cgi-bin/displayNew.pl?/tebbe/tebbe.htm Apple
> may be back, but it still doesn't prove t</A>

Is this person for real? Must be a wintel intern...-)..Depending on the network that is being used, Macs can be integrated in minutes. There are Novel clients as well as NT clients like Dave.

> Perhaps he could use a little (Skinnerian-type) feedback?
>
> skbman58@aol.com

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2489. imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-31 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998083118024300.OAA11912@ladder01.news.aol.com>
Source record: 4600

I've noticed that perhaps for the past month or so, articles soley pertaining
to Macs have been appearing in this (comp.sys.atari.advocacy) newsgroup.
I am extremely curious as to why. I think Macs are fine computers, but I did
not subscribe to THIS newsgroup to read about Macs.
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

2490. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-31 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6ulrt6.1kl.jedi@dementia.mishnet>
Source record: 4601

On Mon, 31 Aug 1998 16:34:39 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <35e999c0.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> another tidbit from comp.sys.mac.advocacy for TIFKAS to chew on....
>>
>> Mike Tebbe at InfoWorld just released this gem to prove the title of his piece:
>>
>> "Many enthusiasts think that just because the iMac has a 10/100Base-T connector
>> and an easy-to-use interface, it will readily connect to any network. It won't
>> -- unless you happen to have an AppleTalk network still running. And when you
>> consider the limited engineering resources of many networking vendors along
>> with Apple's limited market, the iMac doesn't seem destined to have network
>> drivers anytime soon."
>>
>> "http://www.infoworld.com/cgi-bin/displayNew.pl?/tebbe/tebbe.htm Apple
>> may be back, but it still doesn't prove tï¿½</A>
>
>Is this person for real? Must be a wintel intern...-)..Depending on the
>network that is being used, Macs can be integrated in minutes. There are
>Novel clients as well as NT clients like Dave.

You can also set up a Falcon running Linux to be an
Mac fileserver. However, it might not be something
one would expect the target market for the iMac to
accomplish.

For the iMac, a dhcp client and configuration utility
at least on par with what one can get under Linux
should be a bare minimum in terms of functionality
delivered in the box.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2491. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-31 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6sf848$hg5$1@nnrp1.dejanews.com>
Source record: 4602

In article <19980831180243OO.OAA11912@ladder01.news.aol.com>,
angief18@aol.com (ANGIEF18) wrote:
> I've noticed that perhaps for the past month or so, articles soley pertaining
> to Macs have been appearing in this (comp.sys.atari.advocacy) newsgroup.
> I am extremely curious as to why. I think Macs are fine computers, but I did
> not subscribe to THIS newsgroup to read about Macs.

Than what will you read?

> Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
> ExtedDos Pro, ICD HD utilities.
>

Peter S. PowerBook 3400 - 603e 200mhz, 48 MB, 2G, 33k/Fax/ETH, MS Office 98,
ClarisWorks 5, QT 3 Pro, Acrobat.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2492. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-31 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6sf8bqhkm1@nnrp1.dejanews.com>
Source record: 4603

In article <35eaa286.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 31 Aug 1998 06:07:15 , quinlan@intergate.bc.ca wrote:
>
> >
> >I'm not sure what this article means as the iMac would have no problems
> >functioning on a TCP/IP network. Just go to the TCP control panel, select
> >ethernet as the connection device and either type in your IP address or
> >choose a method of getting an IP address dynamically. It should take under a
> >minute to do this.
>
> just finding little things that might be of interest to everyone, as
> everyone should get the full story about the iMac, rather than TIFKAS'
> mindless postings of Apple press releases. BTW, you'll also notice that
> many of the links to articles I've provided do have some positive things
> to say about the iMac as well - although I feel the iMac is flawed, it
> does have some great aspects to it, and I'm not afraid to have those
> mentioned. Let's just see how well it wears over the next year as
> technology marches on......

Not as flawed as the ST line was. No Expansion slots, no timely upgrades and
new models..

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2493. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-08-31 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6umbsq.2ud.jedi@dementia.mishnet>
Source record: 4604

```
On Mon, 31 Aug 1998 22:33:30 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <35eaa286.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> On 31 Aug 1998 06:07:15 , quinlan@intergate.bc.ca wrote:
>>
>> >
>> >I'm not sure what this article means as the iMac would have no problems
>> >functioning on a TCP/IP network. Just go to the TCP control panel, select
>> >ethernet as the connection device and either type in your IP address or
>> >choose a method of getting an IP address dynamically. It should take under a
>> >minute to do this.
>>
>> just finding little things that might be of interest to everyone, as
>> everyone should get the full story about the iMac, rather than TIFKAS'
>> mindless postings of Apple press releases. BTW, you'll also notice that
>> many of the links to articles I've provided do have some positive things
>> to say about the iMac as well - although I feel the iMac is flawed, it
>> does have some great aspects to it, and I'm not afraid to have those
>> mentioned. Let's just see how well it wears over the next year as
>> technology marches on......
>
>Not as flawed as the ST line was. No Expansion slots, no timely upgrades and
>new models..

...and no machines priced competitively with new cars either...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com
```

2494. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35ec0a12.0@diana.idirect.com>
Source record: 4605

On 31 Aug 1998 16:19:54 , jedi wrote in reply to The Idiot Forever
Known As Sinclap:

BTW, you'll also notice that
>>> many of the links to articles I've provided do have some positive things
>>> to say about the iMac as well - although I feel the iMac is flawed, it
>>> does have some great aspects to it, and I'm not afraid to have those
>>> mentioned. Let's just see how well it wears over the next year as
>>> technology marches on......
>>
>>Not as flawed as the ST line was. No Expansion slots, no timely upgrades and
>>new models..
>
> ...and no machines priced competitively with new cars either...
>
ROTFLMAO! Thanks, Jedi.

and as usual, TIFKAS gets it wrong yet again! The TT, MegaST, and
MegaSTE had expansion slots for installing graphics cards and internal
SCSI hard drives; the Falcon has an expansion slot within it for a
number of different uses and has an internal IDE interface, as well as
external SCSI. I believe that all these were new models, as well as the
STacy was.

And I would consider the release of the 1040STe a timely upgrade
that fixed many of the flaws of the original STs, including bigger
colour palate, standard SIMM upgrades for memory, stereo sound output,
improved hardware scrolling, etc. It's probably the most desired of any
used ST model. And at a much cheaper price than any Mac at the time.

The Milan I would also consider to be a timely (and cheap!) Atari
upgrade solution. Check out the web page at
http://www.milan-computer.de and weep, weinerboy (and don't use the
excuse you can't read German, TIFKAS - use AltaVista's Babelfish
function to translate it. That or invest in a REAL web browser like CAB
and get the GEMtrade module :)).

If you're going to debate, TIFKAS, at least be sure to make sure
you have all your facts straight. (That includes mindlessly parroting
Steve Jobs, who's now been caught with his pants around his ankles with
his blatant lie about the iMac's speed; see
http://www.apple.com/pr/library/1998/aug/13fast.html to show he DID say
it)

I wait with baited breath TIFKAS' reply to this, which of course
will include some lame insult and/or unproven smear against my

character (of course, it'll have to wait until he's finished watching
Teletubbies......)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2495. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-01 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6sh73h$5ir$3@news.campus.mci.net>
Source record: 4606

On 31 Aug 1998 22:29:29 , sinclair2246@my-dejanews.com wrote:

->Than what will you read?

Intelligent, well written posts, by other Atari users with the same
interests... Something you are not capable of, no matter how fast
your processor goes! <snicker>

```
_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
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2496. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-01 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6sh701$5ir$2@news.campus.mci.net>
Source record: 4607

On 31 Aug 1998 18:02:43 , ANGIEF18 wrote:
->I've noticed that perhaps for the past month or so, articles soley pertaining
->to Macs have been appearing in this (comp.sys.atari.advocacy) newsgroup.
->I am extremely curious as to why. I think Macs are fine computers, but I did
->not subscribe to THIS newsgroup to read about Macs.
->Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
->ExtendDos Pro, ICD HD utilities.

You tell'em, I'm so mac er,...-mad- that I can't! <big grin>

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
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2497. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-01 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1676.7548T1329T669@canit.se>
Source record: 4608

Den 31-Aug-98 23:33:30 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <35eaa286.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> On 31 Aug 1998 06:07:15 , quinlan@intergate.bc.ca wrote:
>>
>> >
>> >I'm not sure what this article means as the iMac would have no problems
>> >functioning on a TCP/IP network. Just go to the TCP control panel, select
>> >ethernet as the connection device and either type in your IP address or
>> >choose a method of getting an IP address dynamically. It should take under
>> >a minute to do this.
>>
>> just finding little things that might be of interest to everyone, as
>> everyone should get the full story about the iMac, rather than TIFKAS'
>> mindless postings of Apple press releases. BTW, you'll also notice that
>> many of the links to articles I've provided do have some positive things
>> to say about the iMac as well - although I feel the iMac is flawed, it
>> does have some great aspects to it, and I'm not afraid to have those
>> mentioned. Let's just see how well it wears over the next year as
>> technology marches on.....

```
>Not as flawed as the ST line was. No Expansion slots, no timely upgrades and
>new models..

The Mac was just as lacking in the expansion department as the ST line.
As for upgrades and new models, that was true, they got lazy.

--

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2498. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-01 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6upppn.jrk.jedi@dementia.mishnet>
Source record: 4609

```
On 01 Sep 98 22:09:13 +0100, Iggy Drougge <optimus@canit.se> wrote:
>Den 31-Aug-98 23:33:30 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
>fï¿½ljande:
>>In article <35eaa286.0@diana.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>> On 31 Aug 1998 06:07:15 , quinlan@intergate.bc.ca wrote:
>>>
>>> >
>>> >I'm not sure what this article means as the iMac would have no problems
>>> >functioning on a TCP/IP network. Just go to the TCP control panel, select
>>> >ethernet as the connection device and either type in your IP address or
>>> >choose a method of getting an IP address dynamically. It should take under
>>> >a minute to do this.
>>>
>>> just finding little things that might be of interest to everyone, as
>>> everyone should get the full story about the iMac, rather than TIFKAS'
>>> mindless postings of Apple press releases. BTW, you'll also notice that
>>> many of the links to articles I've provided do have some positive things
>>> to say about the iMac as well - although I feel the iMac is flawed, it
>>> does have some great aspects to it, and I'm not afraid to have those
>>> mentioned. Let's just see how well it wears over the next year as
>>> technology marches on......
>
>>Not as flawed as the ST line was. No Expansion slots, no timely upgrades and
>>new models..
>
>The Mac was just as lacking in the expansion department as the ST line.
>As for upgrades and new models, that was true, they got lazy.

However, TOS and GEM weren't overburdening the hardware
that they initially ran on either. While MacOS was rather
too fat for the original Mac hardware.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com
```

2499. New iMac sighted

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-03 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6slc5vemh1@ash.ridgecrest.ca.us>
Source record: 4610

Boy the Networks don't miss a trick to spice up a show. Tonight on
Drew Carry, Mimi now has an iMac at her desk.
It really matches her makeup and attire.........

I wonder what C-Lab could do along the lines of the current iMac
commercials. Apple really does manage to depict what owning a PC is
like, but what would real computer users think of the C-Lab case
compaired to the iMac? I guess wanting to put a VCR tape in the C-Lab
is better than wanting to put fish in your iMac.......

The person that is looking for a Mac plus can visit our local thrift
store. The Navy base DRMO sells computers by the pallet. They are the
first thing the buyers dump after the auction. They go for $5.00 each.
Get one for every door in the house.
MG

2500. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-03 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19980903134030000.JAA22140@ladder03.news.aol.com>
Source record: 4611

Then I will happily be reading info about Atari and TOS clone computers, which is exactly why I subscribed to this newsgroup. :)
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

2501. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-03 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6smig8$s0a$1@nnrp1.dejanews.com>
Source record: 4612

In article <19980903134030000.JAA22140@ladder03.news.aol.com>,
angief18@aol.com (ANGIEF18) wrote:
> Then I will happily be reading info about Atari and TOS clone computers, which
> is exactly why I subscribed to this newsgroup. :)
> Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
> ExtedDos Pro, ICD HD utilities.

This is the advocacy group. Goto comp.sys.atari.st for the latest software,
hardware and technical updates.. Qut whining now..

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2502. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-03 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6smilr$s50$1@nnrp1.dejanews.com>
Source record: 4613

In article <slrn6upppn.jrk.jedi@dementia.mishnet>,
>
> However, TOS and GEM weren't overburdening the hardware
> that they initially ran on either. While MacOS was rather
> too fat for the original Mac hardware.
>

Yea right...Calling Mac OS 1.0 bloated is an understatement. Have you ever saw Mac OS 1.0? Get back to me if you had..

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2503. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-03 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998090318101000.OAA12881@ladder01.news.aol.com>
Source record: 4614

If I'm not mistaken this is the ATARI advocacy group. I'm not whining.
Perhaps I should start sending Atari related postings to Mac newsgroups.
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

2504. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6utmq5.67v.jedi@dementia.mishnet>
Source record: 4615

On Thu, 03 Sep 1998 17:12:28 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <slrn6upppn.jrk.jedi@dementia.mishnet>,
> >
>> However, TOS and GEM weren't overburdening the hardware
>> that they initially ran on either. While MacOS was rather
>> too fat for the original Mac hardware.
>>
>
>Yea right...Calling Mac OS 1.0 bloated is an understatement. Have you ever
>saw Mac OS 1.0? Get back to me if you had..

So? What will actually run under MacOS 1.0?

All us Executor users are all ears...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2505. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6utqdc.6jv.jedi@dementia.mishnet>
Source record: 4616

On 3 Sep 1998 18:10:10 GMT, ANGIEF18 <angief18@aol.com> wrote:
>If I'm not mistaken this is the ATARI advocacy group. I'm not whining.
>Perhaps I should start sending Atari related postings to Mac newsgroups.
>Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
>ExtedDos Pro, ICD HD utilities.

If you ever should decide to move on to different
hardware, that Falcon could be quite nicely recycled
into an intranet server of some kind (linux).

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2506. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-03 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1335.7550T1354T1005@canit.se>
Source record: 4617

Den 02-Sep-98 07:35:35 nedtecknade jedi (jedi@dementia.mishnet) f&#65533;ljande:
>On 01 Sep 98 22:09:13 +0100, Iggy Drougge <optimus@canit.se> wrote:
>>Den 31-Aug-98 23:33:30 nedtecknade sinclair2246
>>(sinclair2246@my-dejanews.com) f&#65533;ljande:
>>
>>>Not as flawed as the ST line was. No Expansion slots, no timely upgrades
>>>and new models..
>>
>>The Mac was just as lacking in the expansion department as the ST line.
>>As for upgrades and new models, that was true, they got lazy.

```
> However, TOS and GEM weren't overburdening the hardware
> that they initially ran on either. While MacOS was rather
> too fat for the original Mac hardware.

True, but Atari never really seemed to care that computers became cheaper all
the time, so they just went on with TOS 2.06, despite all its limitations,
when modern computing would allow, even demand, more advanced solutions.

--
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2507. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6uu4us.7aa.jedi@dementia.mishnet>
Source record: 4618

On 03 Sep 98 22:34:20 +0100, Iggy Drougge <optimus@canit.se> wrote:
>Den 02-Sep-98 07:35:35 nedtecknade jedi (jedi@dementia.mishnet) fï¿½ljande:
>>On 01 Sep 98 22:09:13 +0100, Iggy Drougge <optimus@canit.se> wrote:
>>>Den 31-Aug-98 23:33:30 nedtecknade sinclair2246
>>>(sinclair2246@my-dejanews.com) fï¿½ljande:
>>>
>>>>Not as flawed as the ST line was. No Expansion slots, no timely upgrades
>>>>and new models..
>>>
>>>The Mac was just as lacking in the expansion department as the ST line.
>>>As for upgrades and new models, that was true, they got lazy.
>
>> However, TOS and GEM weren't overburdening the hardware
>> that they initially ran on either. While MacOS was rather
>> too fat for the original Mac hardware.
>
>True, but Atari never really seemed to care that computers became cheaper all
>the time, so they just went on with TOS 2.06, despite all its limitations,
>when modern computing would allow, even demand, more advanced solutions.

Most modern computing wasn't able to deliver those
'advanced solutions' without either unacceptable cost
or crippling of hardware until after RAM prices came down.

It's no small irony that Unixen are now considered trim.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2508. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6snujn$nn0$1@ash.ridgecrest.ca.us>
Source record: 4619

On 3 Sep 1998 17:12:28 G, sinclair2246@my-dejanews.com wrote:
>In article <slrn6upppn.jrk.jedi@dementia.mishnet>,
> >
>> However, TOS and GEM weren't overburdening the hardware
>> that they initially ran on either. While MacOS was rather
>> too fat for the original Mac hardware.
>>
>
>Yea right...Calling Mac OS 1.0 bloated is an understatement. Have you ever
>saw Mac OS 1.0? Get back to me if you had..
>
>Peter S.

The iMac cannot be connected to a network where I am employed. They
are not allowed.

MG

2509. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-0409980306360001@200.229.243.178>
Source record: 4620

In article <19980903181010000.OAA12881@ladder01.news.aol.com>,
angief18@aol.com (ANGIEF18) wrote:

> If I'm not mistaken this is the ATARI advocacy group. I'm not whining.
> Perhaps I should start sending Atari related postings to Mac newsgroups.

Feel free to go to comp.sys.mac.advocacy, that's where such messages
would be apt.

--
---
ciao!
asiufy@uol.com.br

2510. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-0409980309560001@200.229.243.178>
Source record: 4621

In article <slrn6ub3m7.o3c.jedi@dementia.mishnet>, jedi@dementia.mishnet (jedi) wrote:

> On Thu, 27 Aug 1998 07:14:04 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
> >In article <slrn6u9asu.iij.jedi@dementia.mishnet>,
> > jedi@dementia.mishnet (jedi) wrote:
> >
> >> Any of the Atari clones would do, actually.
> >> A couple of Voodoo2 cards, Mesa and some pleading
> >> directed to 3Dfx to recompile glide and the Milan
> >> would be more than 'adequate'.
> >
> >What Atari clones can use Voodoo 2 cards? Are this Intel based? Who writes for
> >drivers for these cards?
>
> Any machine that has PCI bus and a gcc compiler most likely...
> Although 3Dfx could have goofed with glide and made it x86
> specific.

It can't be x86 specific, there are 3dfx cards for Macs (PPC though)

--
---
ciao!
asiufy@uol.com.br

2511. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-0409980313500001@200.229.243.178>
Source record: 4622

In article <1156.7543T533T885@canit.se>, Iggy Drougge <optimus@canit.se> wrote:

> Den 26-Aug-98 15:42:23 nedtecknade Alexandre A. S. (asiufy@uol.com.br)
> f&#65533;ljande:
> >In article <6rv7mbth1@nnrp1.dejanews.com>, quinlan@intergate.bc.ca wrote:
>
> >>There is an on-going discussion in comp.sys.next.advocacy
> >> about how Apple is ruining OpenStep (my favorite operating system) to make
> >> it run Mac OS applications better. They also got rid of the shell and
> >> command line.
>
> > No, they didn't. MacOS X Server (previously known as Rhapsody)
> >has the command line intact, and can run MacOS applications in a
> >controlled environment. MacOS X will mix classic MacOS and OpenStep. It'll
> >be a consumer-oriented OS, which OpenStep (or any Unix for that matter)
> >wasn't, so don't expect command lines and things like that. That's why
> >they kept Rhaps.. ermm.. MacOS X Server :)
>
> Why shouldn't a consumer-oriented OS retain the CLI? Both AmigaOS and Windows
> do.
>

Because it goes against Apple's long standing tradition of
perceivably "simple" OSes. The "core" of the OS might be damn complex, but
it has to look simple.
I like CLIs, but I think it would be a bad thing for Apple if
they included one with X (not X Server). For instance, an inexperienced
user could cause much more damage thru a CLI than with a GUI :)
Oh, and, of course, since X will be running atop a Mach kernel
and POSIX layers, it'll be possible for third parties to port assorted
shells to the X environment.

--
---
ciao!
asiufy@uol.com.br

2512. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-0409980319250001@200.229.243.178>
Source record: 4623

In article <3626.7543T547T579@canit.se>, Iggy Drougge <optimus@canit.se> wrote:

> Den 26-Aug-98 15:03:56 nedtecknade Alexandre A. S. (asiufy@uol.com.br)
> f&#65533;ljande:
> >In article <35deb7a9.0@diana.idirect.com>, dreibel@idirect.com (Daniel L.
> >Dreibelbis) wrote:
>
> >> On 22 Aug 1998 09:05:27 , quinlan@intergate.bc.ca wrote:
> >> >In article <6rl6ci$8pu@news2.tds.net>,
> >> > tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
> >> >
> >> >> Well Brian, everyone is entitled to their own opinion. Whether Atari
> >> >> computers suck or not, they have personality. Which is a lot more
> >> >> than can be said of those nice, safe, bland Apple and PC compatible
> >> >> busses. I've been involved with computers since the mid-70's. I've
> >> >> used and programmed everything from a single-board Sym through
> >> >> mainframes. In my opinion your precious Bloatware Macs & PCs aren't
> >> >> worth a whole heck of a lot. I'd love a nice Pentium II - I'd have
> >> >> the fanciest wheel chocks for my RV in the neighborhood.
> >> >
> >> >I was joking. Still, let's care this on for a while. It might be fun.
> >> >
> >> >Atari computers have no personality at all compared to Macs. Look at all
> >> >the STs. They look like giant door stops with cooling slits. Except for
> >> >the ugly case and stupid integrated keyboard, they may as well have been
> >> >PCs. The original Macs, OTOH, were nicely desiged little units.
> >>
> >> oh, really? The Macs always looked like those little TVs from the
> >> 1950s - the only thing missing was the dials. And why no buttons on the
> >> disk drive? Real diskdrives have buttons and nice bright LEDs. :)
> >>
> > Your opinion. I'm currently looking for one of those early
> >all-in-one Macs. They're simply wonderful to look at, while STs aren't.
>
> I think the design of the ST/Falcon case was nice. The keyboard computer
> design is not very space-demanding, and portability is easy, too. I find the
> function keys integrated into the case a rather nifty design, too.
> Of course, old Macs are cute as well, but the big boxes are very ugly.
>

Well, the case design of the ST/Falcon is definetely 80s... Not a
bad thing, but it's not a form factor known for its expandability (see the
Amiga line and the problems with the kludgy slots).
I don't think the "big boxes", as you put it, are ugly. The Amiga

boxes are much uglier, and the Atari boxes were just... awkward :)

> >> >And then there was TOS. It was the worst of all operating systems. It
> >> >wasn't compatible with anything, used the stupid DOS filesystem and the
> >> >GUI was so disgusting that you felt like using CP/M.
> >>
> >> gee, I think the Mac wasn't compatible with anything except other
> >> Macs (and Mac-specific peripherals like printers). Ataris you could at
> >> least transfer your work via their disks to other PCs - and you could
> >> at least plug in industry-standard peripherals (though to be fair, the
> >> Tramiels took several years before they finally put industry standard
> >> SCSI ports on the Falcon. And the way Macs handle
> >> disks - that seems to be pyschologically scarring having to pull the
> >> disk to the trash to eject it. And that Mac operating system - shades
> >> of GEOS if you ask me :)
> >
> > GEOS? I beg to differ. If there's something that looks like GEOS,
> >it's GEM, not MacOS. You're right about the Mac using non-standard stuff,
> >blame it on Steve Jobs.
> >
> They're all black and white, I can't see much difference. They all had
> windows, menus, sliders and gadgets.
>

Hummm... By your assertion, all OSes are alike, because all of
them have windows, menues, etc... What would make them look alike is the
"feel", not only the "look", which, in this case, are totally different.

> > But Ataris are also problematic. I'm currently facing a big problem.
> >No composite output, no "standard" RGB output. I can only use the stupid
> >b/w monitor or a freaking RF modulator. Dang...
> >
> Looking in a Datic catalogue from a few years ago, I find a Scart/Peritel
> cable for the ST, connecting to the monitor output. Is this what you're
> looking for? Anyone with a soldering iron should be able to construct one for
> you.
>

SCART? What's that?
I could've built a cable to hook it to my TV, but I can't find
the stupid 13-pin RGB cable... It's not "standard" :(

--
---
ciao!
asiufy@uol.com.br

2513. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6sobe4$3rr$1@nnrp1.dejanews.com>
Source record: 4624

In article <asiufy-0409980309560001@200.229.243.178>,
asiufy@uol.com.br (Alexandre A. S.) wrote:

> It can't be x86 specific, there are 3dfx cards for Macs (PPC though)

While every PC Voodoo II card should work on the Mac, only one does (the GameWizard) because there are no drivers for the others. The GameWizard is deliberately different from the PC Voodoo II cards so that you can't download the GameWizard drivers and buy a cheaper PC Voodoo II card. Who makes Atari drivers for the Voodoo II card and what API do you use to access it? Can you use OpenGL or do you have to use GLIDE?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2514. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6sobrj$4ih$1@nnrp1.dejanews.com>
Source record: 4625

In article <asiufy-0409980313500001@200.229.243.178>,
asiufy@uol.com.br (Alexandre A. S.) wrote:

> I like CLIs, but I think it would be a bad thing for Apple if
> they included one with X (not X Server). For instance, an inexperienced
> user could cause much more damage thru a CLI than with a GUI :)

I can reformat my hard drive with a few clicks under the Mac OS. I could also drag my System Folder into the trash and my computer would stop booting. What additional damage could I do with a CLI? In OpenStep, without having logged in as root, you can't do that much damage with the CLI.

> Oh, and, of course, since X will be running atop a Mach kernel
> and POSIX layers, it'll be possible for third parties to port assorted
> shells to the X environment.

That doesn't help developers. OpenStep developers often leverage the built-in shell and command line tools to add important features with little effort. Apple is ending that era.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2515. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6sobtr$4iu$1@nnrp1.dejanews.com>
Source record: 4626

In article <6snujn$nn0$1@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca wrote:

> The iMac cannot be connected to a network where I am employed. They
> are not allowed.

I'm not sure how this relates to Peter's point. Could you please explain what
you mean?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2516. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6sou20$2rf$1@news.campus.mci.net>
Source record: 4627

On 3 Sep 1998 13:40:30 G, ANGIEF18 wrote:
->Then I will happily be reading info about Atari and TOS clone computers, which
->is exactly why I subscribed to this newsgroup. :)
->Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
->ExtedDos Pro, ICD HD utilities.

Happily? Heck, I'd be semi-orgasmic! <roflol>

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2517. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6sou5n$2rf$2@news.campus.mci.net>
Source record: 4628

On 3 Sep 1998 17:09:28 G, sinclair2246@my-dejanews.com wrote:

->This is the advocacy group. Goto comp.sys.atari.st for the latest software,
->hardware and technical updates.. Qut whining now..
->
->Peter S.

Oh me Gawd, look who's talking! Damn, Sinclair-you better be looking at
the sky 'cause lightning is surely headed your way! ;-)

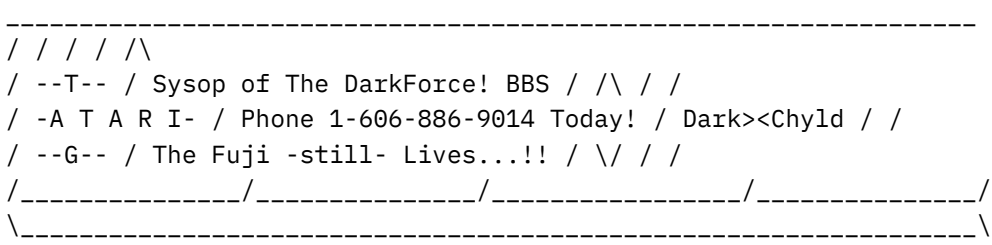
```
_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2518. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6souac$2rf$3@news.campus.mci.net>
Source record: 4629

On 3 Sep 1998 18:10:10 G, ANGIEF18 wrote:
->If I'm not mistaken this is the ATARI advocacy group. I'm not whining.
->Perhaps I should start sending Atari related postings to Mac newsgroups.
->Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
->ExtedDos Pro, ICD HD utilities.

Don't let him get to you, Angie...Sinclair is nothing but a pimple on the
butt-end of society. Squeeze and he'll run...(especially at the mouth!!!)



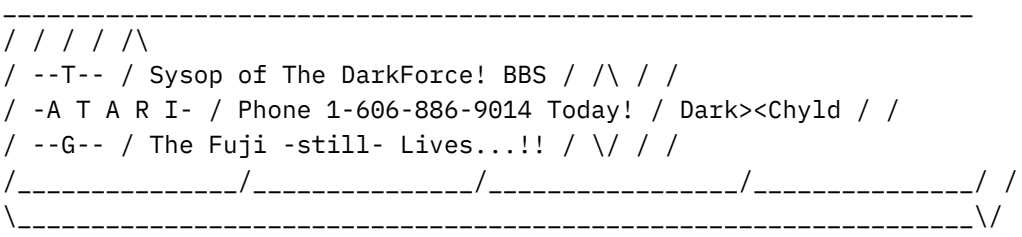
2519. Re: can the iMac network?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6soufd$2rf$4@news.campus.mci.net>
Source record: 4630

On 3 Sep 98 22:34:20 +01, Iggy Drougge wrote:

->True, but Atari never really seemed to care that computers became cheaper all
->the time, so they just went on with TOS 2.06, despite all its limitations,
->when modern computing would allow, even demand, more advanced solutions.

I thought TOS 2.06 was truly awesome at the time of its release. Heck, I
would still rather use it than Windoze... ;-)



2520. The next iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6sp6pg$8h2$1@nnrp1.dejanews.com>
Source record: 4631

Check this out..

http://macweek.zdnet.com/mactheknife/unkind/980825.html

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2521. Re: The next iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: takeit@out.on.monica
Message-ID: <6sparmaip1@ash.ridgecrest.ca.us>
Source record: 4632

On 4 Sep 1998 17:08:00 G, sinclair2246@my-dejanews.com wrote:
>Check this out..
>
>http://macweek.zdnet.com/mactheknife/unkind/980825.html
>
>
>Peter S.

Great! Give the iMac users the true feeling of owining a PC. Sell them something one month, and release a newer product at the same price next month.

Did you read the NYT article about the iMac that caught fire in a womans apartment? She is sewing Apple for $11.7M USD.
Her lawyers claim the powersupplys in the iMac line are underrated and that every iMac user is in danger.

Encourage the spread of this message. It is a false statement on my behalf. I am not responsible for followups that do not contain this message.

Let me word that:

iMacs do not cache fire (unless you spill the water while filling it).

News aleart: Neon Tetras are known to cause screen burn if the quanity in the iMac exceeds 15 fish.

2522. Re: The next iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-04 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6v0b1j.kqs.jedi@dementia.mishnet>
Source record: 4633

On Fri, 04 Sep 1998 17:08:00 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>Check this out..
>
>http://macweek.zdnet.com/mactheknife/unkind/980825.html

Still sounds like the same 'Frys special' attached
to a CPU that the user wont even be able to take
advantage of.

At least the purchaser of an NTX PC can buy himself
a bigger monitor...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2523. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-05 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998090512355200.IAA17184@ladder03.news.aol.com>
Source record: 4634

My name is Sam Ferrer. I use my wife's AOL account. Sorry for the confusion.
:)
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

2524. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6ssggv$4iv$1@news.campus.mci.net>
Source record: 4635

On 5 Sep 1998 12:35:52 G, ANGIEF18 wrote:

->My name is Sam Ferrer. I use my wife's AOL account. Sorry for the confusion.
->:)
->Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
->ExtedDos Pro, ICD HD utilities.

<roflol> (wiping tears from eyes)...Okay, okay, I got it! I'm sorry 'bout
that too! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2525. Re: What's an ST worth theese days?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-08 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6t21c0krr1@nnrp1.dejanews.com>
Source record: 4636

In article <35f32288.0@news.thefree.net>,
"Rob Fone" <foner@thefree.net> wrote:
> I have a 2MB STE with a colour 9-pin dot matrix printer. Can you give me
> some idea what that can sell for now? Preferably in English .

What ever change one has in pocket...)

> Thanks to everyone in advance.
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2526. Re: imac threads

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-08 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6t2jokcic1@nnrp1.dejanews.com>
Source record: 4637

In article <19980905123552000.IAA17184@ladder03.news.aol.com>,
angief18@aol.com (ANGIEF18) wrote:
> My name is Sam Ferrer. I use my wife's AOL account. Sorry for the confusion.
> :)
> Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
> ExtedDos Pro, ICD HD utilities.

I did not realize that there is an AOL client for the Falcon(?)..

What version...1.1?

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2527. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-08 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6t2kpsdsm1@nnrp1.dejanews.com>
Source record: 4638

In article <35EE4905.15F42E36@mygale.REMOVETHIS.org>,
Nicholas Bales <bales@mygale.REMOVETHIS.org> wrote:
> Nurmix a crit:
> >
> > I've seen others ask this, but have not yet seen any responses.
> >
> > Is there any work being done on CAB so it can understand JAVA?
> >
>
> not likely.
>
> > I seem to be finding more and more web sites that use JAVA, and obviously with
> > CAB, I'm out of luck.
> >
> > If not CAB, then is there another browser for the Atari that _does_ support
> > JAVA?
>
> No.
>
> Java is just so huge, bloated, and power consuming, that I doubt it will
> ever be a viable option on our platform. It is just the opposite of what
> TOS is all about: a small OS in ROM, making things fast because of the
> lack of bloatware.

In double speak definition "TOS is not supported by Java so it sucks(Java)."
The world has fast computers to use Java. Time marches on.

TOS is small but is limited in what you can do with it today..

> Webmasters who make their sites Java-only don't deserve to be
> webmasters. The Net is all about connecting all kinds of computers,
> using all kinds of clients, to share information. A site on which form
> counts more that content is so interesting IMO.
>
> And don't even mention Shockwave.

Webmasters are not going to be dictated by a bunch of TOS whiners that want to
remain in the dark ages. They are going to push the envelope on web tool
technology to the fullest. In case you have not noticed computer power is
cheap..

> Cheers,
> Nick
> --
> ||| Nicholas Bales, Toulouse, France bales@

> ===|||==== The Atari ST Quick FAQ ================= mygale.org
> / | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
> -' ' `-

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2528. iMac fish food

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-08 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6t2o3q$102$2@ash.ridgecrest.ca.us>
Source record: 4639

While at Wal-Mart this weekend, I actually seen a bottle of fish food specifically for the iMac. The feed were shaped in the form of an sad face. Twisting the can open caused it to play the death chimes of the iMac after Joe user trys to replace his memory. A rubber plug was included to seal the monitor bowl from leaks while performing this operation.

The first Neilson report released concerning the iMac said that it was most used during daytime soap operas to log onto the shows site and vote wether Charlieen should leave Rastus for having sex with her sister and recording video clips of it with her iMac. The pictures looked kind of blured with all the fish floating around the screen.

MG

2529. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35f52f81.0@diana.idirect.com>
Source record: 4640

On 8 Sep 1998 07:02:20 G, sinclair2246@my-dejanews.com (The Idiot
Forever Known As Sinclap) wrote:

>> > I seem to be finding more and more web sites that use JAVA, and obviously with
>> > CAB, I'm out of luck.
>> >
>> > If not CAB, then is there another browser for the Atari that _does_ support
>> > JAVA?
>>
>> No.
>>
>> Java is just so huge, bloated, and power consuming, that I doubt it will
>> ever be a viable option on our platform. It is just the opposite of what
>> TOS is all about: a small OS in ROM, making things fast because of the
>> lack of bloatware.
>
>In double speak definition "TOS is not supported by Java so it sucks(Java)."

spoken by a true user of doublespeak - or should I say
doubleplusthinkgood?

>The world has fast computers to use Java. Time marches on.

and how many people actually use Java? It's dead as a doornail,
judging by all the articles I've been reading in the industry Internet
magazines. I notice that a LOT of interesting pages don't even use Java!
>
>TOS is small but is limited in what you can do with it today..

Nice try, but no donut, weinerhead - not as long as there's still a
use for it, and software developed for it. And now that I'm using MagiC
on my Falcon, the usefulness quotient has gone up considerably - and a
lot faster.

>
>> Webmasters who make their sites Java-only don't deserve to be
>> webmasters. The Net is all about connecting all kinds of computers,
>> using all kinds of clients, to share information. A site on which form
>> counts more that content is so interesting IMO.
>>
>> And don't even mention Shockwave.
>
>Webmasters are not going to be dictated by a bunch of TOS whiners that want to
>remain in the dark ages.

read the above again. The problem isn't TOS whiners, the problem is
bloated and buggy code from guys who favor content over quality. There
are more than just TOS people who complain about this, and you know it.
We don't live in the dark ages, either, what with all the great Internet
tools that have popped up in the last few years for the Atari, and is
still being developed. And speaking of whiners......

They are going to push the envelope on web tool
>technology to the fullest. In case you have not noticed computer power is
>cheap..

oh, like the overpriced, underpowered iMac, which has been PROVEN
not to be a "400mHZ Pentium toaster?"

>
>Peter S.
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

gee, bragging about pushing the envelope but still using DejaNews
to post. TIFKAS can talk the talk but can he walk the walk?

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2530. Re: What's an ST worth theese days?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6t3bb4hjq1@news.campus.mci.net>
Source record: 4641

On 8 Sep 1998 01:30:39 G, sinclair2246@my-dejanews.com wrote:

->In article <35f32288.0@news.thefree.net>,

-> "Rob Fone" <foner@thefree.net> wrote:
->> I have a 2MB STE with a colour 9-pin dot matrix printer. Can you give me
->> some idea what that can sell for now? Preferably in English ☺.
->
->What ever change one has in pocket...)

->Peter S.

If someone gets it for that, then its one *Helluva* value... ;-)

```
_____________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2531. Re: iMac fish food

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6t3bhrhjq2@news.campus.mci.net>
Source record: 4642

On 8 Sep 1998 07:58:50 G, grovem@ridgecrest.ca wrote:

<Sargasso seaweed 'n more snipped>

->The first Neilson report released concerning the iMac said that it was
->most used during daytime soap operas to log onto the shows site and
->vote wether Charlieen should leave Rastus for having sex with her
->sister and recording video clips of it with her iMac. The pictures
->looked kind of blurred with all the fish floating around the screen.
->
->MG

<roflol, wiping tears from my eyes>

Oh Michael, that was just too rich! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2532. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6vafsh.2he.jedi@dementia.mishnet>
Source record: 4643

```
On Tue, 08 Sep 1998 07:02:20 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <35EE4905.15F42E36@mygale.REMOVETHIS.org>,
> Nicholas Bales <bales@mygale.REMOVETHIS.org> wrote:
>> Nurmix a ï¿½crit:
>> >
>> > I've seen others ask this, but have not yet seen any responses.
>> >
>> > Is there any work being done on CAB so it can understand JAVA?
>> >
>>
>> not likely.
>>
>> > I seem to be finding more and more web sites that use JAVA, and obviously with
>> > CAB, I'm out of luck.
>> >
>> > If not CAB, then is there another browser for the Atari that _does_ support
>> > JAVA?
>>
>> No.
>>
>> Java is just so huge, bloated, and power consuming, that I doubt it will
>> ever be a viable option on our platform. It is just the opposite of what
>> TOS is all about: a small OS in ROM, making things fast because of the
>> lack of bloatware.
>
>In double speak definition "TOS is not supported by Java so it sucks(Java)."
>The world has fast computers to use Java. Time marches on.
>
>TOS is small but is limited in what you can do with it today..

TOS is fine, it's the memory requirements of any jvm and
the jdk that are a problem. Since there is a TOS version
of gcc, Atari programmers are more than able to take a crack
at porting any GPLed version of java. Just don't expect it
to fit within the usual hardware memory capacity of an ST.

Nevermind that one never can tell when any arbitrary java
applet on a page will take down IE4 or NS4.

>
>> Webmasters who make their sites Java-only don't deserve to be
>> webmasters. The Net is all about connecting all kinds of computers,
>> using all kinds of clients, to share information. A site on which form
>> counts more that content is so interesting IMO.
```

>>
>> And don't even mention Shockwave.
>
>Webmasters are not going to be dictated by a bunch of TOS whiners that want to
>remain in the dark ages. They are going to push the envelope on web tool
>technology to the fullest. In case you have not noticed computer power is
>cheap..

No, webmasters are still worried about the bulk of PC users
still using slow serial connections and all of the softcore
novice users that really don't have the patience to view
media in anything other than realtime.

[deletia]
--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2533. Shockwave ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6vb6vj.39m.jedi@dementia.mishnet>
Source record: 4644
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Apparently Macromedia has opened up the Shockwave format for
cloning...

See

http://www.geocities.com/TimesSquare/Labyrinth/5084/flash.html

for details and sourcecode (Unix/Netscape).

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2534. Re: Shockwave ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6vbltv.3rn.jedi@dementia.mishnet>
Source record: 4645
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Wed, 09 Sep 1998 00:06:41 +0100, jim <jim@studio9.demon.co.uk> wrote:
>interesting ... pity the development tools (Director/Flash) won't be
>ported ... still Steinberg are hoping to release a new version of TOS
>cubase optimised for the Milan ... so there's hope ... on the hand who
>needs all these bells and whistles anyhow?

I dunno, a linux port might be more productive.
It would be interesting to see what they could
do with a more efficient Mac/PC OS with infinite
customizability

Then many platforms, one sourcetree, one command
to build them all... make.

Or... MagiC on top of posix could be interesting...
Have the same sourcetree but just with GEM instead.
(X is horribly bloated)

>
>jim
>
>jedi wrote:
>
>> Apparently Macromedia has opened up the Shockwave format for
>> cloning...
>>
>> See
>>
>> http://www.geocities.com/TimesSquare/Labyrinth/5084/flash.html
>>
>> for details and sourcecode (Unix/Netscape).
>>
>> --
>> Hardly. Microsoft has brought the microcomputer OS to
>> the point where it is more bloated than even OSes from |||
>> what was previously larger classes of machines altogether. / | \
>> This is perhaps Bill's single greatest accomplishment.
>>
>> In search of sane PPP docs? Try http://penguin.lvcm.com
>
>
>
>

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2535. hair removal cream

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-09 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <35F66B97.C7A6C554@studio9.demon.co.uk>
Source record: 4499

I'm not sure about non-european markets but over here 'Immac'
(pronounced iMac) is a famous brand of hair removal cream ... strange

jim

2536. Jaz drives on falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-09 00:00:00 UTC
From: beaumont <beaumont@duvel.e1.iit.edu>
Message-ID: <35F6DAD6.9EB88F6A@duvel.e1.iit.edu>
Source record: 4500

Is it possible to have a Jaz drive on a Falcon read MS-DOS formated
disks?

Beaumont

2537. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-09 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6veqs9.4fe.jedi@dementia.mishnet>
Source record: 4501

On Thu, 10 Sep 1998 03:45:47 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <35f52f81.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> spoken by a true user of doublespeak - or should I say
>> doubleplusthinkgood?
>
>The truth hurts..
>
>> >The world has fast computers to use Java. Time marches on.
>>
>> and how many people actually use Java? It's dead as a doornail,
>> judging by all the articles I've been reading in the industry Internet
>> magazines. I notice that a LOT of interesting pages don't even use Java!
>
>Enough do and I got JAVA!

Ohboy, trivial applets, crippled office suites and
web content that will crash BOTH your browsers.

Excuse me if I'm not elated. I've experienced your
'promised land' first hand. JAVA is NOT one of the
things I would miss.

>
>> >TOS is small but is limited in what you can do with it today..
>>
>> Nice try, but no donut, weinerhead - not as long as there's still a
>> use for it, and software developed for it. And now that I'm using MagiC
>> on my Falcon, the usefulness quotient has gone up considerably - and a
>> lot faster.
>
>Still can't use JAVA.. But you still at least have the legacy stuff still
>available.

The sourcecode for Kaffe is rather available actually as
is gcc...

[deletia]
--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2538. Re: Shockwave ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-09 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <35F5B881.F2D9AEC1@studio9.demon.co.uk>
Source record: 4646
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

interesting ... pity the development tools (Director/Flash) won't be ported ... still Steinberg are hoping to release a new version of TOS cubase optimised for the Milan ... so there's hope ... on the hand who needs all these bells and whistles anyhow?

jim

jedi wrote:

> Apparently Macromedia has opened up the Shockwave format for
> cloning...
>
> See
>
> http://www.geocities.com/TimesSquare/Labyrinth/5084/flash.html
>
> for details and sourcecode (Unix/Netscape).
>
> --
> Hardly. Microsoft has brought the microcomputer OS to
> the point where it is more bloated than even OSes from |||
> what was previously larger classes of machines altogether. / | \
> This is perhaps Bill's single greatest accomplishment.
>
> In search of sane PPP docs? Try http://penguin.lvcm.com

2539. iMac in Texas

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-09 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6t50q4$be2$1@ash.ridgecrest.ca.us>
Source record: 4647

Beauford Lamont of Tippin Texas ask, I installed an iMac in the back of my 71 Caddy Limo. The girls seem to like it real nice between trips to the base. Is there any way I can keep the water from spilling out the top of the machine when we start head'in fer home on the back road? I've lost 6 Tetras this week alone, and my insurance company says it dosen't cover portable fish tanks.

Is there a Comp USA rep in the state that could help with this problem?

Also, Maxine wants to know if the NeXT iMac will be available in Pink.

Yours truely,

BL

2540. Re: Shockwave ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-09 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <35F66AF8.A9871A75@studio9.demon.co.uk>
Source record: 4648
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

indeed, one hardware independent OS then we can open up this whole computer thing again ... hold on isn't that what linux is?

jim

jedi wrote:

> Then many platforms, one sourcetree, one command
> to build them all... make.

--
* Mr J.M.A. Harris.
* 9 Argyle Road, Brighton, East Sussex, BN1 4QA, United Kingdom.
+ 44 (0)1273 625875.
* jim@studio9.demon.co.uk ~ http://www.studio9.demon.co.uk
* Postgraduate Student of Hypermedia Studies
* (http://www.hrc.wmin.ac.uk)
* @ Advanced interactive web site design
* @ CD-ROM authoring
* @ Internet and Multimedia Installations and Events
* @ Digital Music
* Also at this address Mr C.Hope, Mr S.Grainger and Miss S.Kpakra.

2541. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6t7i1b$ep5$1@nnrp1.dejanews.com>
Source record: 4502

In article <35f52f81.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> spoken by a true user of doublespeak - or should I say
> doubleplusthinkgood?

The truth hurts..

> >The world has fast computers to use Java. Time marches on.
>
> and how many people actually use Java? It's dead as a doornail,
> judging by all the articles I've been reading in the industry Internet
> magazines. I notice that a LOT of interesting pages don't even use Java!

Enough do and I got JAVA!

> >TOS is small but is limited in what you can do with it today..
>
> Nice try, but no donut, weinerhead - not as long as there's still a
> use for it, and software developed for it. And now that I'm using MagiC
> on my Falcon, the usefulness quotient has gone up considerably - and a
> lot faster.

Still can't use JAVA.. But you still at least have the legacy stuff still
available.

>
> read the above again. The problem isn't TOS whiners, the problem is
> bloated and buggy code from guys who favor content over quality. There
> are more than just TOS people who complain about this, and you know it.
> We don't live in the dark ages, either, what with all the great Internet
> tools that have popped up in the last few years for the Atari, and is
> still being developed. And speaking of whiners......

I don't have that problem with bloated and buggy code from folks.

> oh, like the overpriced, underpowered iMac, which has been PROVEN
> not to be a "400mHZ Pentium toaster?"

The market does not agree with your asertion. The iMac is the number one
computer seller in August.. Maybe I will post the press release.

> >
> >Peter S.
> >
> >-----== Posted via Deja News, The Leader in Internet Discussion ==-----
> >http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

>
> gee, bragging about pushing the envelope but still using DejaNews
> to post. TIFKAS can talk the talk but can he walk the walk?

Whats the issue? Many of the Atari advocates(ex ones to) use this service.

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2542. Re: new iMac flaw - upgrade memory, los

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-10 00:00:00 UTC
From: asiufy@uol.com.br
Message-ID: <asiufy-1009981206560001@200.229.243.189>
Source record: 4503

In article <6sobrj$4ih$1@nnrp1.dejanews.com>, quinlan@intergate.bc.ca wrote:

>In article <asiufy-0409980313500001@200.229.243.178>,
> asiufy@uol.com.br (Alexandre A. S.) wrote:
>
>> I like CLIs, but I think it would be a bad thing for Apple if
>> they included one with X (not X Server). For instance, an inexperienced
>> user could cause much more damage thru a CLI than with a GUI :)
>
>I can reformat my hard drive with a few clicks under the Mac OS. I could also
>drag my System Folder into the trash and my computer would stop booting. What
>additional damage could I do with a CLI? In OpenStep, without having logged in
>as root, you can't do that much damage with the CLI.
>

GUIs are more intuitive by nature. If you drag your System folder
to the trash, you know perfectly what you're doing. But, in a CLI, you
might delete things you didn't mean to, by accident. I did that many times
before, you know, rm -rf, etc...

>> Oh, and, of course, since X will be running atop a Mach kernel
>> and POSIX layers, it'll be possible for third parties to port assorted
>> shells to the X environment.
>
>That doesn't help developers. OpenStep developers often leverage the built-in
>shell and command line tools to add important features with little effort.
>Apple is ending that era.

I don't see how. The actual release of MacOS X is too far away,
but I bet that we'll see many shells available for it. And, of course, X
Server already has a couple of them ported and working fine, in addition
to the built-in one.

--
---
ciao!
asiufy@uol.com.br

2543. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-10 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35f80be9.0@diana.idirect.com>
Source record: 4504

On 10 Sep 1998 03:45:47 , sinclair2246@my-dejanews.com wrote:
>In article <35f52f81.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> spoken by a true user of doublespeak - or should I say
>> doubleplusthinkgood?
>
>The truth hurts..

then you're going to be in pain when you read my replies....
>
>> >The world has fast computers to use Java. Time marches on.
>>
>> and how many people actually use Java? It's dead as a doornail,
>> judging by all the articles I've been reading in the industry Internet
>> magazines. I notice that a LOT of interesting pages don't even use Java!
>
>Enough do and I got JAVA!

ah, but how long does it load under JAVA? The thinking behind
successful web pages is that it loads quickly and immediately, as long
load and format times turn potential customers off. I've gotten lots
of praise for my web pages from users of all platforms for its
no-nonsense and FAST loading - something I wouldn't have gotten with
having JAVA aboard....

>
>> >TOS is small but is limited in what you can do with it today..
>>
>> Nice try, but no donut, weinerhead - not as long as there's still a
>> use for it, and software developed for it. And now that I'm using MagiC
>> on my Falcon, the usefulness quotient has gone up considerably - and a
>> lot faster.
>
>Still can't use JAVA.. But you still at least have the legacy stuff still
>available.

more than legacy stuff, bonehead. Try Jinnee (hot new desktop), new

version of Calamus, Smurf, Papyrus 6, NVDI 5, MagiC 6, SpeedoGDOS 5.7.
The above proves once again that you're a nebbish as far as knowing
beans about Ataris....
>
>>
>> read the above again. The problem isn't TOS whiners, the problem is
>> bloated and buggy code from guys who favor content over quality. There

>> are more than just TOS people who complain about this, and you know it.
>> We don't live in the dark ages, either, what with all the great Internet
>> tools that have popped up in the last few years for the Atari, and is
>> still being developed. And speaking of whiners......
>
>I don't have that problem with bloated and buggy code from folks.
>
>> oh, like the overpriced, underpowered iMac, which has been PROVEN
>> not to be a "400mHZ Pentium toaster?"
>
>The market does not agree with your asertion. The iMac is the number one
>computer seller in August.. Maybe I will post the press release.

does the term "a fool and his money are soon parted" register?

my assertion has nothing to do with what the public buys, but from
proven test results on ZDNet.....

yawn....still no USB drives, no printers, very few peripherals, and
I can't pick them up at my local Business Depot or Grand & Toy.

It makes sense that you'd post a press release, seeing as you're
nothing but a mindless Steve-Jobs-butt-kissing parrot......

>
>> >
>> >Peter S.
>> >
>> >-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>> >http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>>
>> gee, bragging about pushing the envelope but still using DejaNews
>> to post. TIFKAS can talk the talk but can he walk the walk?
>
>
>Whats the issue? Many of the Atari advocates(ex ones to) use this service.

the fact that you've bragged often and on about the superior
clients for the Mac, and you still can't seem to configure NewsWatch. I
did on my Powerbook, and I'm still just an "Atari boob"....

I think you'll also notice that many Atarians who use DejaNews go
on to ask how to get the Atari up and running on the net......
>
>> ////////////////////Daniel L. Dreibelbis////////////////////
>> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
>> Thorn in the side of all net.twits
>> email: dreibel@idirect.com
>> ///////////////"And yet, the Fuji Lives!" ///////////////////
>
>
>Peter S.

>
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>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>.

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2544. Re: What's an ST worth theese days?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-10 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bddce3$6ae19ee0$545e0fcb@default>
Source record: 4505

DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in article <6t3bb4hjq1@news.campus.mci.net>...
> On 8 Sep 1998 01:30:39 G, sinclair2246@my-dejanews.com wrote:
>
> ->In article <35f32288.0@news.thefree.net>,
>
> -> "Rob Fone" <foner@thefree.net> wrote:
> ->> I have a 2MB STE with a colour 9-pin dot matrix printer. Can you give me
> ->> some idea what that can sell for now? Preferably in English .
> ->
> ->What ever change one has in pocket...)
>
> ->Peter S.
>
> If someone gets it for that, then its one *Helluva* value... ;-)
>
The last ST I bought cost me $2.50 Australian ($1.75 US), just the main box and mouse. I pulled the 68k out of it to fix my Amiga and then sold it for $5.00 for spares.

2545. Various

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-11 00:00:00 UTC
From: Brad Macpherson <bmacpher@student.cowan.edu.au>
Message-ID: <35F8B520.EFDBEA74@student.cowan.edu.au>
Source record: 4506

Hi all. I'm new to this news group, just been taking a look through some of the previous posts. Wow. Talk about snippy!

I had (still do) an 1040STe that I reckon is one of the best computers ever made. I have dreams of being able to use some of the software from the PC and Mac on it...

Re the Java for CAB posts - I have a Mac on which I program in Java (you guys'll hate me!). I wish there was a Java port for the ST (which ran quickly!) so that I could write my progs and still use them on the 'beast'. Has anyone considered doing a Java-to-native compiler? This would strip away a fair bit of the Java overhead.

I agree with the point that Java is slow - it's pathetic on a PowerMac! You need at least a 120MHz Mac to run anything at a decent speed. However, the idea of being able to write a program and run it on a multitude of platforms with no mods is, in my opinion, brilliant. If a fast, efficient version of something like Java was available before Atari folded, who knows - maybe we'd still have an independant computer manufacturer turning out low-priced and (relatively) high-powered computers. I may be wrong, but I believe it was largely the lack of support caused by the lack of popular software (like MS Word ... ughhhh...) for the ST that caused Atari's woes. Just when they brought out computers like the Falcon....Makes you sick doesn't it?

Enough already - I love the ST, wish 'twere still around, but from the looks, there are still some people writing for it. Who knows, maybe Hasbro will relaunch it - right after 1st Porcines take off..

'Bye
bradmac@geocities.com

2546. Re: Various

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35f931b3.0@diana.idirect.com>
Source record: 4507

On 11 Sep 1998 13:29:08 , Brad Macpherson wrote:
>Hi all. I'm new to this news group, just been taking a look through some
>of the previous posts. Wow. Talk about snippy!

yep, here be dragons :) Welcome to the mosh pit that is c.s.a.a,
Brad, and glad to have you aboard.

>
>I had (still do) an 1040STe that I reckon is one of the best computers
>ever made. I have dreams of being able to use some of the software from
>the PC and Mac on it...

a good little computer there! I had one for about three years, and
probably would still have it if this good deal on my Falcon hadn't come
along :) But why would you want to run PC or Mac stuff when there's
quite a few programs for the ST that are pretty powerful in
their own right? Feel free to e-mail me if you have any questions about
what you want to do.

>I agree with the point that Java is slow - it's pathetic on a PowerMac!
>You need at least a 120MHz Mac to run anything at a decent speed.
>However, the idea of being able to write a program and run it on a
>multitude of platforms with no mods is, in my opinion, brilliant. If a
>fast, efficient version of something like Java was available before
>Atari folded, who knows - maybe we'd still have an independant computer
>manufacturer turning out low-priced and (relatively) high-powered
>computers. I may be wrong, but I believe it was largely the lack of
>support caused by the lack of popular software (like MS Word ...
>ughhhh...) for the ST that caused Atari's woes. Just when they brought
>out computers like the Falcon....Makes you sick doesn't it?

the whole sorry mess came down to the fact that the Tramiels were
so incompetant at promotion of their stuff that they couldn't market
immortality - that and that they generally treated many of the
third-party people like dirt when it came to giving them the necessary
info, development machines, etc. The R&D department, though, came up
with some amazing stuff.

Still, it'll be interesting to see what happens now with the Milan
out in Europe and coming soon to the US - this machine certainly has
many people abuzz, including some developers from the past.

>Enough already - I love the ST, wish 'twere still around, but from the
>looks, there are still some people writing for it. Who knows, maybe
>Hasbro will relaunch it - right after 1st Porcines take off..

not very likely. Hasbro does respect the brand name, though, as
they recognize its proud heritage. And you're right about there still
being a hard-core group of people writing for this platform. Three
years ago, people were saying that Atari STs weren't fast enough or had
enough RAM or system resources to properly use the 'net, and it took
the work of three people in three different parts of the world to prove
them wrong. And we're still proving them wrong to this day :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2547. README: Resistance Effort Against the Dominance of Microsoft on Everything

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-12 00:00:00 UTC
From: Philippe Duchenne <AmigaPhil@ping.be>
Message-ID: <1156.559T588T4132513@ping.be>
Source record: 4508
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy

Updated 11 September 1998:

- NEW: The README network !
The banners can now also be used to expose your site from
any other sites in the network (at random).
Details on how to join are available at :
<URL:http://www.ping.be/amigaphil/pic/SBill.html>

- There are now 61 banners you can choose from,
plus 5 templates to help you to build your own.

Would you like to claim your right to exist as a non-Microsoft user ?
Are you defending Internet independence and worldwide accessibility ?
Are you supporting competition ? Interoperability ? Open standards ?
Are you dying to pie Bill Gates ? Steve Ballmer ?

Here are some more cream pies (Web banners)
to calm down Microsoft's voracity !

- PNG format (GIF available on request)
- size 400*60
- 16 colors
- nice looking :-)

- Templates included

Those banners can be found on:

<URL:http://www.ping.be/amigaphil/pic/SBill.html>

Use them as you wish, and if you like to support this creamy
campaign against Microsoft's seizure on everything,
why not join the README network ?

AmigaPhil <URL:http://www.ping.be/amigaphil/>
PGP ID : 9C07F6C1

2548. Feasible? Anyone interested?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-13 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6thm71$6db@news2.tds.net>
Source record: 4509

I posted this on c.s.a.st a few days ago, but haven't received any response. Hope no one objects to reading the same message (with a clarification or two) again.

Hi,

I have access to a KIP 2900. This machine is basically a scanner and laser printer for printing blueprints. The interesting thing is that it uses rolls of paper, so effectively, the only limit to the length of a printout is the length of a roll. This system will enlarge up to 400%, with exceptionally high quality.
This enlargement factor would put a standard US Letter (8.5"x11") out at 34"x44" (2.85' x 3.66'). Consider a banner consisting of 8 sheets taped end-to-end. 34" x 352" (2.8' x 29.33') - actually a little shorter if using individual sheets instead of banner paper, due to cutting and pasting. I'll let you convert this to metric as I'm just putting forth the idea at the moment, and will put a page up with full details if there is any interest in the idea I'm about to present.
I was working with the KIP 2900 today and started thinking.
Wouldn't it be an interesting project to do an Atari banner up - With a Fuji & something along the lines of foot-and-a-half high letters proclaiming "The Fuji Lives!" (or a phrase to be decided upon later) in english, and then translations into French, Spanish, Italian, German and other appropriate languages running in a smaller size underneath. It would then be covered front and back with lightweight, flexible vinyl (the iron-on type is very effective).
This banner could then be mailed to whoever was interested and willing to:
1. photograph it being displayed in their city
2. Arrange with local Atari users to sign it
3. Send the photographs back, along with a short essay about their city or involvement in the project.
The photographs would be put up on the web, for everyone to view and download. Eventually, we might even be able to put out a coffee table book describing its journey.
Hopefully, we could get some corporate/organizational/individual sponsorship in exchange for tastefully sized logos on the banner - this would be to defray the cost of postage and things of that nature.
Anyway, just a thought. Anyone have any thoughts or comments?

Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

2549. Re: Various

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-13 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6vp7l5.md.jedi@dementia.mishnet>
Source record: 4510

On Mon, 14 Sep 1998 11:07:42 +0800, Brad Macpherson <bmacpher@student.cowan.edu.au> wrote:
>G'day
>
>Thankyou for the welcome! The reason I don't use the ST much nowdays is
>that I need to use Java and Ada for my course at Uni, so I had to cross
>over to the dark side (Mac).
>
>Thinking about it though, there is no free or convenient Ada compiler
>for the Mac. Now, the Ada compiler we use on the PC-contemptibles at Uni
>run GNAT Ada95 - the GNu Ada Translator. Could this be a case for a
>gcc-compatible compiler on the ST? Does such a beastie exist?

There is gcc for the ST, actually.

Dunno where you would find such a beast these days...

If you had a Falcon or TT you could just plain run Linux.

>
>If it did this could strike a blow against the PC-owning blockheads who
>thinks that they invented computers! Can anyone suggest a site that
>would have a gcc for the ST?
>
>I have to admit at this point that I'm not one-eyed - I also have a
>softish spot for the Mac. Less soft nowdays though, after Microsoft
>sticking their fingers into the pie...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2550. Re: Various

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-14 00:00:00 UTC
From: Brad Macpherson <bmacpher@student.cowan.edu.au>
Message-ID: <35FC887B.4ED0D588@student.cowan.edu.au>
Source record: 4511

G'day

Thankyou for the welcome! The reason I don't use the ST much nowdays is that I need to use Java and Ada for my course at Uni, so I had to cross over to the dark side (Mac).

Thinking about it though, there is no free or convenient Ada compiler for the Mac. Now, the Ada compiler we use on the PC-contemptibles at Uni run GNAT Ada95 - the GNu Ada Translator. Could this be a case for a gcc-compatible compiler on the ST? Does such a beastie exist?

If it did this could strike a blow against the PC-owning blockheads who thinks that they invented computers! Can anyone suggest a site that would have a gcc for the ST?

I have to admit at this point that I'm not one-eyed - I also have a softish spot for the Mac. Less soft nowdays though, after Microsoft sticking their fingers into the pie...

Cheers

Brad Macpherson
bradmac@geocities.com

2551. Sanctuary Forums

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-14 00:00:00 UTC
From: sidg@sidg.net
Message-ID: <6ti32l$p62$1@nnrp1.dejanews.com>
Source record: 4512
Cross-posted to: comp.sys.atari.advocacy,fr.comp.sys.atari,comp.sys.atari.8bit,maus.sys.atari.software

Heya... Just wantd to let the Atari community know about my set of forums dedicated to the Atari Community, Sanctuary Forums. Located at:

http://www.sidg.net/cgi-bin/www/wwwthreads/wwwthread.cgi

There are forums covering everything from Pong to Jaguar, 400 to Falcon, and everything in between. Comeon over and check it out. Simple and free registration is password protected and saved locally on your machine so you needn't reenter it every time either. ;) Anyhow, come check it out...we're always looking for more people to join our discussions.

Gary

--
CC: This post is closed-captioned for the hearing-impaired.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2552. Re: Feasible? Anyone interested?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35fd1830.0@nemo.idirect.com>
Source record: 4513

On 13 Sep 1998 23:58:25 , Terry & Karen Ross wrote:
>I posted this on c.s.a.st a few days ago, but haven't received any
>response. Hope no one objects to reading the same message (with a
>clarification or two) again.
>
(banner idea snipped)

now that - THAT is a wonderful idea!

I'll talk it over with the club at the next meeting and see what
they think about it. This is a wonderful idea.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2553. Trolling Peter Sinclair's posting statistics...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-14 00:00:00 UTC
From: richardhutnik@hotmail.com
Message-ID: <6tjg67$59o$1@nnrp1.dejanews.com>
Source record: 4514

Just for your information, this is the latest statistics on the posts of Peter Sinclair to the different newsgroup. As you can see, Peter Sinclair's only objective is to bash Atari when he gets a chance. You can tell his timidity here, because he didn't dare post one trolling message in the PC advocacy newsgroup because they would eat his lunch, along with him (well, they would try to but probably vomit on the taste).

Get a clue Peter. You are a pathetic coward who has nothing better to do than troll this newsgroup. Get the hell off here, or at least post as many Mac advocacy messages in the Mac newsgroup, as you do on here.

For Peter's next trick, watch him troll the Colecovision newsgroup...
- Richard Hutnik

These statistics below were drawn from Dejanews.

There are 120 unique messages by sinclair2246@my-dejanews.com:
(numbers may be slightly skewed by cross-postings)

Number of Messages
Forum

76
comp.sys.atari.advocacy
19
rec.games.video.atari
7
comp.sys.mac.advocacy
6
comp.sys.atari.st
3
alt.nerd.obsessive
2
alt.politics.clinton
1
alt.nuke.the.usa
1
alt.president.clinton
1
comp.sys.amiga.advocacy
1
comp.sys.amiga.misc
1
comp.sys.atari.8bit
1
misc.invest.mutual-funds

1
rec.games.video.sony

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2554. Peter Sinclair, sales rep for Apple?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-14 00:00:00 UTC
From: richardhutnik@hotmail.com
Message-ID: <6tjji8$95v$1@nnrp1.dejanews.com>
Source record: 4515

Peter Sinclair is a sales rep for Apple? If this is true, does the contents of his postings on here make you want to go out and buy a Mac?

Just curious...
- Richard Hutnik

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2555. Re: Various

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-15 00:00:00 UTC
From: Brad Macpherson <bmacpher@student.cowan.edu.au>
Message-ID: <35FDCA1B.FF94F66E@student.cowan.edu.au>
Source record: 4516

jedi wrote:

> >Thinking about it though, there is no free or convenient Ada compiler
> >for the Mac. Now, the Ada compiler we use on the PC-contemptibles at Uni
> >run GNAT Ada95 - the GNu Ada Translator. Could this be a case for a
> >gcc-compatible compiler on the ST? Does such a beastie exist?
>
> There is gcc for the ST, actually.
>
> Dunno where you would find such a beast these days...
>
> If you had a Falcon or TT you could just plain run Linux.

Linux! That's Unix, yeah? I seem to remember a magazine article a few years ago, about Minix
running on a 1040STF being more powerful than a VAX minicomputer!

I might just have to ask on the c.s.a.programmer about gcc...

On an unrelated topic, how many ST users are there still in Western Australia? Are there any?
Or do I have to move to America or Europe to find like minds?

2556. Re: Peter Sinclair, sales rep for Apple?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35fe60d8.0@nemo.idirect.com>
Source record: 4517

On 14 Sep 1998 17:25:29 , richardhutnik@hotmail.com wrote:
>Peter Sinclair is a sales rep for Apple? If this is true, does the contents
>of his postings on here make you want to go out and buy a Mac?
>
>Just curious...
>- Richard Hutnik

oh, NOW you've done it! TIFKAS will soon come in and have another
one of his hissy fits!

:)

(BTW, thanks for posting TIFKAS' posting history - confirms what
I've been saying all along about him......)

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////

2557. Re: Peter Sinclair, sales rep for Apple?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-15 00:00:00 UTC
From: richardhutnik@hotmail.com
Message-ID: <6tm6fc$b89$1@nnrp1.dejanews.com>
Source record: 4518

In article <35fe60d8.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 14 Sep 1998 17:25:29 , richardhutnik@hotmail.com wrote:
> >Peter Sinclair is a sales rep for Apple? If this is true, does the contents
> >of his postings on here make you want to go out and buy a Mac?
> >
> >Just curious...
> >- Richard Hutnik
> oh, NOW you've done it! TIFKAS will soon come in and have another
> one of his hissy fits!
> :)
> (BTW, thanks for posting TIFKAS' posting history - confirms what
> I've been saying all along about him......)

The somewhat disappointing part of all this is that Mr. Sinclair is unable to pick up the not-so-subtle hint that people don't want his Pro-Mac-used-to-bash-Atari posts on here. They are out of context for this newsgroup. Why he continues is beyond me. He would, for one, get a much favorable audience if you posted just in the Mac advocacy newsgroup. He would get a far more fierce challenge, if he cared to really debate, if he posted in the PC advocacy group. My guess is that Peter is a once burnt Atari owner (heck, there are a number of them out out there. Most of them get lives and move on) and he feels to fight this pathetically needless battle of bashing a company that no longer exists under the Atari name.

As for myself, I have some emotional sentiment for the Fuji symbol, so I pop in here ever now and then. My most recent visit to this newsgroup was trigger by a bad review of the IMac, and it reminded me of Peter, and I was curious to see if he was continuing. He was...

- Richard Hutnik

Heck, if he REALLY insists on fighting Atari, he might as well bash Midway and Hasbro which own the remains of what was once Atari.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2558. MagiC demo tonight/TAF meeting

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-16 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35ffafc0.0@nemo.idirect.com>
Source record: 4519

I know it's a bit late, but..

tonight TAF will be putting on a demo of MagiC 5.11 at their usual location at the Rose Room in North York Centre. If you've ever been curious about this multi-tasking operating system and what it can do to improve your Atari, see you there! Meeting starts at 7:00.

TORONTO ATARI FEDERATION User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, $2.00 to non-members. Membership is $35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A membership in TAF IS Atari support!

TAF Online! BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2559. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn7019ln.eo3.jedi@dementia.mishnet>
Source record: 4520

On Thu, 17 Sep 1998 05:53:42 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <35f80be9.0@diana.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> ah, but how long does it load under JAVA? The thinking behind
>> successful web pages is that it loads quickly and immediately, as long
>> load and format times turn potential customers off. I've gotten lots
>> of praise for my web pages from users of all platforms for its
>> no-nonsense and FAST loading - something I wouldn't have gotten with
>> having JAVA aboard....
>
>Very fast...indeed..
>
>>
>> version of Calamus, Smurf, Papyrus 6, NVDI 5, MagiC 6, SpeedoGDOS 5.7.
>> The above proves once again that you're a nebbish as far as knowing
>> beans about Ataris....
>
>Just seven?

Add the entire Linux source catalog.

>
>>
>> does the term "a fool and his money are soon parted" register?
>
>That comes to mind when one parts so much currency for the Hades and Milan..As
>Steve Jobs would assert..Yesteryears technology for todays price..

That's just what I was thinking of that $600 Mac being
sold for $1300...

>
>> my assertion has nothing to do with what the public buys, but from
>> proven test results on ZDNet.....
>>
>> yawn....still no USB drives, no printers, very few peripherals, and
>> I can't pick them up at my local Business Depot or Grand & Toy.
>
>Eh Beavis..the Imation Superdrive has shipped...saw one today.., plenty of
>Epson printers and USB stuff. Nope..You can pick one up at one of the seven
>Computer City ones - I wonder I get to go up north...Plus the countless
>resellers..

Funny, the local Computer City here only has one USB mouse
and one USB keyboard...

>
>Funny, I did not see a milan or hades at Comp and Computer City recently.

Yet a printer,modem,scanner or removable HD that will attach to it
can be had there quite easily...

[deletia]
--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2560. Re: Peter Sinclair, sales rep for Apple?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6tq6j8tlm1@nnrp1.dejanews.com>
Source record: 4521

In article <35fe60d8.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 14 Sep 1998 17:25:29 , richardhutnik@hotmail.com wrote:
> >Peter Sinclair is a sales rep for Apple? If this is true, does the contents
> >of his postings on here make you want to go out and buy a Mac?

I keep my professional work separate from here. If you want to know...I am
currently at CompUSA in El Paso, TX until Thursday evening and its back to
Dallas. -note to the Atari sniper....-)

> >Just curious...
> >- Richard Hutnik
>
> oh, NOW you've done it! TIFKAS will soon come in and have another
> one of his hissy fits!

Please explain..

> :)
>
> (BTW, thanks for posting TIFKAS' posting history - confirms what
> I've been saying all along about him......)

Please explain...

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2561. Re: Peter Sinclair, sales rep for Apple?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6tq6vutpn1@nnrp1.dejanews.com>
Source record: 4522

In article <6tm6fc$b89$1@nnrp1.dejanews.com>,
richardhutnik@hotmail.com wrote:
> In article <35fe60d8.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > On 14 Sep 1998 17:25:29 , richardhutnik@hotmail.com wrote:
> > >Peter Sinclair is a sales rep for Apple? If this is true, does the contents
> > >of his postings on here make you want to go out and buy a Mac?
> > >
> > >Just curious...
> > >- Richard Hutnik
> > oh, NOW you've done it! TIFKAS will soon come in and have another
> > one of his hissy fits!
> > :)
> > (BTW, thanks for posting TIFKAS' posting history - confirms what
> > I've been saying all along about him......)
>
> The somewhat disappointing part of all this is that Mr. Sinclair is unable to
> pick up the not-so-subtle hint that people don't want his
> Pro-Mac-used-to-bash-Atari posts on here. They are out of context for this
> newsgroup. Why he continues is beyond me. He would, for one, get a much
> favorable audience if you posted just in the Mac advocacy newsgroup. He would
> get a far more fierce challenge, if he cared to really debate, if he posted in
> the PC advocacy group. My guess is that Peter is a once burnt Atari owner
> (heck, there are a number of them out out there. Most of them get lives and
> move on) and he feels to fight this pathetically needless battle of bashing a
> company that no longer exists under the Atari name.

This is comp.sys.atari.advocacy which is defined as: attacking and defending
Atari computers. This is in context of this advocacy newsgroup charter..

> As for myself, I have some emotional sentiment for the Fuji symbol, so I pop
> in here ever now and then. My most recent visit to this newsgroup was
> trigger by a bad review of the IMac, and it reminded me of Peter, and I was
> curious to see if he was continuing. He was...

Whats your point?

> - Richard Hutnik
>
> Heck, if he REALLY insists on fighting Atari, he might as well bash Midway and
> Hasbro which own the remains of what was once Atari.
>
My arn't you paranoid here...

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2562. Re: iMac in Texas

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6tq7aiubu1@nnrp1.dejanews.com>
Source record: 4523

In article <6t50q4$be2$1@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca wrote:
>
> Beauford Lamont of Tippin Texas ask, I installed an iMac in the
> back of my 71 Caddy Limo. The girls seem to like it real nice between
> trips to the base. Is there any way I can keep the water from spilling
> out the top of the machine when we start head'in fer home on the back
> road? I've lost 6 Tetras this week alone, and my insurance company
> says it dosen't cover portable fish tanks.

Yea, the iMac has been very popular with the girls..

> Is there a Comp USA rep in the state that could help with this
> problem?

Sorry, I am on the road alot. One week I fly into Albuquerque, the next to El Paso, the next to Cupertino and back to Dallas...Drive to Arlington and back(Dallas) to Tyler and so on.. It's one big 360 loop...Over and Over...non stop..

> Also, Maxine wants to know if the NeXT iMac will be available in Pink.

Ask Steve Jobs..

> Yours truely,
>
> BL
>
Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2563. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6tq856$v4n$1@nnrp1.dejanews.com>
Source record: 4524

In article <35f80be9.0@diana.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> ah, but how long does it load under JAVA? The thinking behind
> successful web pages is that it loads quickly and immediately, as long
> load and format times turn potential customers off. I've gotten lots
> of praise for my web pages from users of all platforms for its
> no-nonsense and FAST loading - something I wouldn't have gotten with
> having JAVA aboard....

Very fast...indeed..

>
> version of Calamus, Smurf, Papyrus 6, NVDI 5, MagiC 6, SpeedoGDOS 5.7.
> The above proves once again that you're a nebbish as far as knowing
> beans about Ataris....

Just seven?

>
> does the term "a fool and his money are soon parted" register?

That comes to mind when one parts so much currency for the Hades and Milan..As
Steve Jobs would assert..Yesteryears technology for todays price..

> my assertion has nothing to do with what the public buys, but from
> proven test results on ZDNet.....
>
> yawn....still no USB drives, no printers, very few peripherals, and
> I can't pick them up at my local Business Depot or Grand & Toy.

Eh Beavis..the Imation Superdrive has shipped...saw one today.., plenty of
Epson printers and USB stuff. Nope..You can pick one up at one of the seven
Computer City ones - I wonder I get to go up north...Plus the countless
resellers..

Funny, I did not see a milan or hades at Comp and Computer City recently.

> It makes sense that you'd post a press release, seeing as you're
> nothing but a mindless Steve-Jobs-butt-kissing parrot......

Saids whom...

I was watching the clean up of the tragic plane crash off Nova Scotia(sp)
recently.. What I was amazed is that up north has a Coast Guard, naval
vessels and yes naval helicopters...Maybe up north can contribute some of
those fine naval assests if we down south have to go back to Kuwait and
Saudi....-)

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2564. Re: Peter Sinclair, sales rep for Apple?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-17 00:00:00 UTC
From: richardhutnik@hotmail.com
Message-ID: <6tr05a$q0k$1@nnrp1.dejanews.com>
Source record: 4525

In article <6tq6j8tlm1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <35fe60d8.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > On 14 Sep 1998 17:25:29 , richardhutnik@hotmail.com wrote:
> > >Peter Sinclair is a sales rep for Apple? If this is true, does the
contents
> > >of his postings on here make you want to go out and buy a Mac?
>
> I keep my professional work separate from here. If you want to know...I am
> currently at CompUSA in El Paso, TX until Thursday evening and its back to
> Dallas. -note to the Atari sniper....-)

Oh, you do? You pitch Macs as your job and you pitch them on here. How is
that keeping your professional work separate? The difference, I guess, is
that you throw out all interpersonal skills when you post on here, as you go
into this pathetic bash Atari mode. As for where you are located, I don't
care.

> > oh, NOW you've done it! TIFKAS will soon come in and have another
> > one of his hissy fits!
> Please explain..

The person you slammed in the alt.nerds.obsessive newsgroup as being one
who never kissed a girl, but inflated one, is just predicting you will come
on here and become irate once more.

> > (BTW, thanks for posting TIFKAS' posting history - confirms what
> > I've been saying all along about him......)
> Please explain...
He is commenting on my post that contained your posting statistics. These
statistics show that you are obsessed with bashing Atari, for one reason or
another. Also, I commented that you can deduce from the posting patterns that
you are a coward, because you never once posted a pro-Mac message on a PC
advocacy newsgroup. You are an obsessive coward that has nothing better to do
with his posting time than to take shots at the company that once was Atari.

- Richard Hutnik

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2565. Re: Peter Sinclair, sales rep for Apple?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-17 00:00:00 UTC
From: richardhutnik@hotmail.com
Message-ID: <6tqvljpdf1@nnrp1.dejanews.com>
Source record: 4526

In article <6tq6vutpn1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:

... SNIP ...

> This is comp.sys.atari.advocacy which is defined as: attacking and defending
> Atari computers. This is in context of this advocacy newsgroup charter..

Thing is Peter, that you just don't get it. You advocate the Mac on here
as a means of bashing the company once know as Atari.

> > As for myself, I have some emotional sentiment for the Fuji symbol, so I pop
> > in here ever now and then. My most recent visit to this newsgroup was
> > trigger by a bad review of the IMac, and it reminded me of Peter, and I was
> > curious to see if he was continuing. He was...
> Whats your point?

I think it is WHAT'S not WHATS but I am not going to go into a bash
punctuation trip now. As for my point of this above blurb, explains a wee
bit of my background and the fact that each time I read about the IMac, I
associate you and your pathetic promotion of this half-ass machine that
doesn't even come with a floppy drive.

> > Heck, if he REALLY insists on fighting Atari, he might as well bash Midway
and
> > Hasbro which own the remains of what was once Atari.
> >
> My arn't you paranoid here...

Me hmm... aren't you obsessive, in regards to your posting patterns. I
also think you have the wrong word here, because what I wrote above is not a
sign of paranoia. I suggest you use your library science degree and find a
more fitting term. The fact is that it is pathetic your obsession with
bashing Atari.

-Richard

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

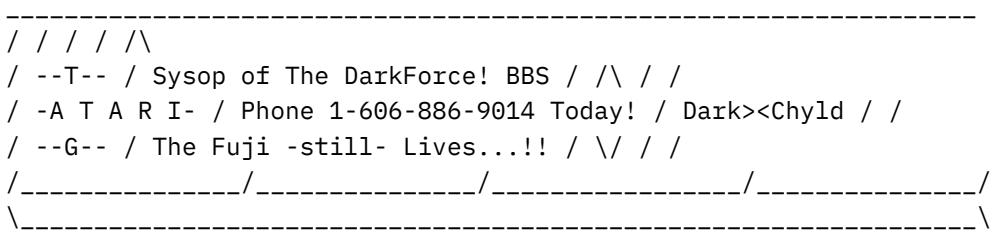
2566. Re: iMac in Texas

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6tr379$95u$2@news.campus.mci.net>
Source record: 4527

On 17 Sep 1998 05:39:30 , sinclair2246@my-dejanews.com wrote:

->Sorry, I am on the road alot. One week I fly into Albuquerque, the next to El
->Paso, the next to Cupertino and back to Dallas...Drive to Arlington and
->back(Dallas) to Tyler and so on.. It's one big 360 loop...Over and Over...non
->stop..

No need to remind us that you've been going 'round in circles for a very
long time! ;-)



2567. Re: Peter Sinclair, sales rep for Apple

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3601253f.0@nemo.idirect.com>
Source record: 4528

On 17 Sep 1998 05:33:50 , sinclair2246@my-dejanews.com wrote:

>> The somewhat disappointing part of all this is that Mr. Sinclair is unable to
>> pick up the not-so-subtle hint that people don't want his
>> Pro-Mac-used-to-bash-Atari posts on here. They are out of context for this
>> newsgroup. Why he continues is beyond me. He would, for one, get a much
>> favorable audience if you posted just in the Mac advocacy newsgroup. He would
>> get a far more fierce challenge, if he cared to really debate, if he posted in
>> the PC advocacy group. My guess is that Peter is a once burnt Atari owner
>> (heck, there are a number of them out out there. Most of them get lives and
>> move on) and he feels to fight this pathetically needless battle of bashing a
>> company that no longer exists under the Atari name.
>
>This is comp.sys.atari.advocacy which is defined as: attacking and defending
>Atari computers. This is in context of this advocacy newsgroup charter..

debate is welcome. Howver, mean-spirited drivel (which includes
bragging about being a "macho stud" and using women as doormats, making
fun of people's weight) in lew of debating the facts (which you tend to
dodge, ignore or don't have) isn't. As well as having to make up stuff
about Atari computers from whole cloth. But then, what else do we expect
from someone who can't use Viagra because it only makes you taller?

But keep posting anyway, as we all need a good laugh. After all, a
clown is funniest if his pratfalls are unintentional :)

>
>> As for myself, I have some emotional sentiment for the Fuji symbol, so I pop
>> in here ever now and then. My most recent visit to this newsgroup was
>> trigger by a bad review of the IMac, and it reminded me of Peter, and I was
>> curious to see if he was continuing. He was...
>
>Whats your point?

Read again. He's calling you a dogmatic idiot whose fanaticism has
made him forget what his original goals are. Que pasa, little man?
>
>> - Richard Hutnik
>>
>> Heck, if he REALLY insists on fighting Atari, he might as well bash Midway and
>> Hasbro which own the remains of what was once Atari.
>>
>My arn't you paranoid here...

spoken by the #1 drooling paranoid here. Go get your cheesy poofs,
Cartman....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
////////////////"And yet, the Fuji Lives!" ///////////////////

2568. Re: iMac in Texas

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <360126dd.0@nemo.idirect.com>
Source record: 4529

On 17 Sep 1998 05:39:30 , sinclair2246@my-dejanews.com wrote:
>In article <6t50q4$be2$1@ash.ridgecrest.ca.us>,
> grovem@ridgecrest.ca wrote:
>>
>> Beauford Lamont of Tippin Texas ask, I installed an iMac in the
>> back of my 71 Caddy Limo. The girls seem to like it real nice between
>> trips to the base. Is there any way I can keep the water from spilling
>> out the top of the machine when we start head'in fer home on the back
>> road? I've lost 6 Tetras this week alone, and my insurance company
>> says it dosen't cover portable fish tanks.
>
>Yea, the iMac has been very popular with the girls..

too bad TIFKAS isn't.....
>
>> Is there a Comp USA rep in the state that could help with this
>> problem?
>
>Sorry, I am on the road alot. One week I fly into Albuquerque, the next to El
>Paso, the next to Cupertino and back to Dallas...Drive to Arlington and
>back(Dallas) to Tyler and so on.. It's one big 360 loop...Over and Over...non
>stop..

gee, how does TIFKAS find the time to post all his mindless drivel?
Could it be that his job, bank account, car and many, many girlfriends
are as phony as the "12 30-foot high piles of Mac software" he
constantly brags about?

>
>> Also, Maxine wants to know if the NeXT iMac will be available in Pink.
>
>Ask Steve Jobs..

ask Steve what sort of favours TIFKAS had to perform in order to
keep his job with Apple (hint: his tongue and Steve's shoes)

>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

known far and wide as the forum for those whose knuckles are red
from dragging on the ground.......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com

///////////////"And yet, the Fuji Lives!" ///////////////////

2569. Re: Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-17 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.106b75f6aab1579898980f@news.jpci.net>
Source record: 4530

Santa Fe Voostra!! Daniel L. Dreibelbis appears thinks that ....
> boy" yet - and you claim to have British heritage? Better ask your ma
^^^^^^^^^^^^^^^^^

Please, don't embarrass our country by relating Sinclap to us!

I bet that Sir Clive Sinclair is already embarrassed.

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----
"I say what it occurs to me to say" - The Man in the Shack
==========

2570. Re: Feasible? Anyone interested?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-17 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6ts53k$kvr@news2.tds.net>
Source record: 4531

On 14 Sep 1998 13:20:48, Daniel L. Dreibelbis wrote:
>On 13 Sep 1998 23:58:25 , Terry & Karen Ross wrote:
>>I posted this on c.s.a.st a few days ago, but haven't received any
>>response. Hope no one objects to reading the same message (with a
>>clarification or two) again.
>>
> (banner idea snipped)
>
> now that - THAT is a wonderful idea!
>
> I'll talk it over with the club at the next meeting and see what
>they think about it. This is a wonderful idea.

Thanks Daniel. Let me know their thoughts on it. I talking with someone right now that was in the sign making business for many years - we're discussing the pros and cons of vinyl instead of the KIP output.

Sorry it took so long to respond. Both of my vehicles are having major problems - even though one has been in the shop for 4-1/2" & many dollars. So between work and trying to get them going I've hardly been in the house for days.

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

2571. Re: iMac in Texas

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-18 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6tta6djpc3@ash.ridgecrest.ca.us>
Source record: 4532

On 17 Sep 1998 13:35:37 , DarkChyld [Ronald J. Hall] wrote:
>On 17 Sep 1998 05:39:30 , sinclair2246@my-dejanews.com wrote:
>
>->Sorry, I am on the road alot. One week I fly into Albuquerque, the next to El
>->Paso, the next to Cupertino and back to Dallas...Drive to Arlington and
>->back(Dallas) to Tyler and so on.. It's one big 360 loop...Over and Over...non
>->stop..
>
> No need to remind us that you've been going 'round in circles for a very
> long time! ;-)
>
>
> ____
> / / / / /\
> / --T-- / Sysop of The DarkForce! BBS / /\ / /
> / -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
> / --G-- / The Fuji -still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>
>.
ROTFLMAO Ronald:).
MG.

2572. Re: iMac in Texas

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-18 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6tta9mjpc4@ash.ridgecrest.ca.us>
Source record: 4533

On 17 Sep 1998 05:39:30 , sinclair2246@my-dejanews.com wrote:
>In article <6t50q4$be2$1@ash.ridgecrest.ca.us>,
> grovem@ridgecrest.ca wrote:
>>
>> Beauford Lamont of Tippin Texas ask, I installed an iMac in the
>> back of my 71 Caddy Limo. The girls seem to like it real nice between
>> trips to the base. Is there any way I can keep the water from spilling
>> out the top of the machine when we start head'in fer home on the back
>> road? I've lost 6 Tetras this week alone, and my insurance company
>> says it dosen't cover portable fish tanks.
>
>Yea, the iMac has been very popular with the girls..
>
>> Is there a Comp USA rep in the state that could help with this
>> problem?
>
>Sorry, I am on the road alot. One week I fly into Albuquerque, the next to El
>Paso, the next to Cupertino and back to Dallas...Drive to Arlington and
>back(Dallas) to Tyler and so on.. It's one big 360 loop...Over and Over...non
>stop..
>
>> Also, Maxine wants to know if the NeXT iMac will be available in Pink.
>
>Ask Steve Jobs..

Blow me.

>
>> Yours truely,
>>
>> BL
>>

MG

2573. Re: Various

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-18 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <36025678.5615E3B2@idirect.com>
Source record: 4534

there is gnu C (gcc) and perl and cgi for the Atari also I beleive.
cruise some ftp sites or search the web.
dunno about western australia, but you could try new zealand! :^)

Brad Macpherson wrote:
>
> jedi wrote:
>
> > >Thinking about it though, there is no free or convenient Ada compiler
> > >for the Mac. Now, the Ada compiler we use on the PC-contemptibles at Uni
> > >run GNAT Ada95 - the GNu Ada Translator. Could this be a case for a
> > >gcc-compatible compiler on the ST? Does such a beastie exist?
> >
> > There is gcc for the ST, actually.
> >
> > Dunno where you would find such a beast these days...
> >
> > If you had a Falcon or TT you could just plain run Linux.
>
> Linux! That's Unix, yeah? I seem to remember a magazine article a few years ago, about Minix
> running on a 1040STF being more powerful than a VAX minicomputer!
>
> I might just have to ask on the c.s.a.programmer about gcc...
>
> On an unrelated topic, how many ST users are there still in Western Australia? Are there any?
> Or do I have to move to America or Europe to find like minds?

2574. Re: Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3602668b.0@nemo.idirect.com>
Source record: 4535

On 17 Sep 1998 20:40:16 , Zaphod wrote:
>Santa Fe Voostra!! Daniel L. Dreibelbis appears thinks that ....
>> boy" yet - and you claim to have British heritage? Better ask your ma
> ^^^^^^^^^^^^^^^^^
>Please, don't embarrass our country by relating Sinclap to us!
>
>I bet that Sir Clive Sinclair is already embarrassed.

hardly. Sir Clive Sinclair, from what I've heard, is a kind,
intelligent, honest, talented individual who knows what he talks about,
wheras TIFKAS (The Idiot Forever Known As Sinclap) is the complete
opposite- indeed, TIFKAS is the "anti-Sinclair".

BTW, I love the UK - already planning my possible fourth trip for
spring. Perhaps visiting Surrey next time?

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2575. Re: iMac in Texas

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <360264fb.0@nemo.idirect.com>
Source record: 4536

```
On 17 Sep 1998 13:35:37 , DarkChyld [Ronald J. Hall] wrote:
>On 17 Sep 1998 05:39:30 , sinclair2246@my-dejanews.com wrote:
>
>->Sorry, I am on the road alot. One week I fly into Albuquerque, the next to El
>->Paso, the next to Cupertino and back to Dallas...Drive to Arlington and
>->back(Dallas) to Tyler and so on.. It's one big 360 loop...Over and Over...non
>->stop..
>
> No need to remind us that you've been going 'round in circles for a very
> long time! ;-)

and if he doesn't behave - we'll nail his other foot to the floor! :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////
```

2576. Re: Peter Sinclair, sales rep for Apple

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <360267c9.0@nemo.idirect.com>
Source record: 4537

On 17 Sep 1998 12:43:22 , richardhutnik@hotmail.com wrote:

>> > (BTW, thanks for posting TIFKAS' posting history - confirms what
>> > I've been saying all along about him......)
>> Please explain...
> He is commenting on my post that contained your posting statistics. These
>statistics show that you are obsessed with bashing Atari, for one reason or
>another. Also, I commented that you can deduce from the posting patterns that
>you are a coward, because you never once posted a pro-Mac message on a PC
>advocacy newsgroup. You are an obsessive coward that has nothing better to do
>with his posting time than to take shots at the company that once was Atari.
>
exactly. TIFKAS' inability to understand my comments proves once
again my theory that his reading comprehension begins and ends with "Pat
The Bunny". :)

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2577. Re: Jaz drives on falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6tvqmi$an3$1@news2.xs4all.nl>
Source record: 4538

On 9 Sep 1998 14:45:26 , beaumont wrote:
>Is it possible to have a Jaz drive on a Falcon read MS-DOS formated
>disks?
>
>Beaumont
>
Yes it is. Simple a question of harddiskdriver.
Use HDDriver 7.5 from Uwe Seimet.
I know I can format at least the first partition in dual TOS/DOS mode.
That accounts for max 1 Gb.

Also there is something called BIGDOS going araound for free.
Makes the filesystem DOS-compatible.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
>.

2578. Say hello to iStapler!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6u0jso$lj8$1@nnrp1.dejanews.com>
Source record: 4539

It had to happen...

http://www.vasher.com/istapler/

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2579. Re: iMac in Texas

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-19 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6u1ddk$39n$2@news.campus.mci.net>
Source record: 4540

On 18 Sep 1998 13:49:47 , Daniel L. Dreibelbis wrote:

-> and if he doesn't behave - we'll nail his other foot to the floor! :)

Thats the ticket! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2580. Re: Say hello to iStapler!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-20 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36047df2.0@nemo.idirect.com>
Source record: 4541

On 19 Sep 1998 15:50:48 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:
>
>
>It had to happen...
>
>http://www.vasher.com/istapler/

checked it out. Got a 404.

now even the websites TIFKAS trolls us with are non-existant.

but then again, TIFKAS is a 404 himself......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2581. Amiga ROM

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-20 00:00:00 UTC
From: bsmith@g-net.net
Message-ID: <bsmith-2009981347270001@pmbr-as53001-1.g-net.net>
Source record: 4542

I need the Amiga ROM image. I'm on a mac, but if you have the ROM image on a PC it'll probablt work. if you have it pleas e-mail me. bsmith@g-net.net

2582. Re: Say hello to iStapler!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-21 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6u4pt1rgm1@nnrp1.dejanews.com>
Source record: 4543

In article <36047df2.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 19 Sep 1998 15:50:48 , sinclair2246@my-dejanews.com (The Idiot
> Forever Known As Sinclap) wrote:
> >
> >
> >It had to happen...
> >
> >http://www.vasher.com/istapler/
>
> checked it out. Got a 404.
>
> now even the websites TIFKAS trolls us with are non-existant.
>
> but then again, TIFKAS is a 404 himself......

You need a web browser that works.. So much for CAB...

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2583. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-21 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6u4qik$s88$1@nnrp1.dejanews.com>
Source record: 4544

In article <Z9kM1.1540$kN6.2170569@news2.mia.bellsouth.net>,
NOSPAMwplatt@bellsouth.net (William Platt) wrote:
> On 17 Sep 1998 21:43:28 , Mikhol74 wrote:
> >
> >Could someone please give me the pros and cons of the both the Amiga and Atari
> >ST? Thanks.
> >
> >.
>
> The Atari users tend to be very helpful. This is from many years of
> experience.
>
> The Amiga users tend to use a simple help question as a reason to
> start a flame war. This is also from many years of experience.

Pot Kettle Black
>
> The ST OS is very stable

ROFL..

> The Amiga OS is not

The Amiga OS may have a future, TOS may not(?)...

> The Amiga has some really cool expansion options, like a PPC
> accelerator.
>
> The ST has nothing close to the expandability of the big box Amigas.
>
> The bottom line is preference, use whatever makes u happy
>
> B.P.
> WARNING: All unsolicited SPAM will get a a complimentary WAV file and
> a really neat picture of a can of SPAM in return every day
> for the next month.
>
> SPAM the SPAMMERS!!!!!!!!!
>
> Remove the NOSPAM to reply by e-mail

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2584. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36064544.0@nemo.idirect.com>
Source record: 4545

On 21 Sep 1998 06:09:24 , sinclair2246@my-dejanews.com wrote:
>In article <Z9kM1.1540$kN6.2170569@news2.mia.bellsouth.net>,
> NOSPAMwplatt@bellsouth.net (William Platt) wrote:
>> On 17 Sep 1998 21:43:28 , Mikhol74 wrote:
>> >
>> >Could someone please give me the pros and cons of the both the Amiga and Atari
>> >ST? Thanks.
>> >
>> >.
>>
>> The Atari users tend to be very helpful. This is from many years of
>> experience.
>>
>> The Amiga users tend to use a simple help question as a reason to
>> start a flame war. This is also from many years of experience.
>
>Pot Kettle Black

not Pot Kettle Black. Just Very Astute Observation.....
>>
>> The ST OS is very stable
>
>ROFL..

you've already proven that you're no expert on TOS or later Atari
machines, therefore your opinion is worthless, laughing boy....

>
>> The Amiga OS is not
>
>The Amiga OS may have a future, TOS may not(?)...

while the Amiga is an excellent platform with many strengths,
including sound and graphics, where are the Amiga clones? Whereas
there's been at least three Atari clones in general release......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2585. Re: Say hello to iStapler!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36064701.0@nemo.idirect.com>
Source record: 4546

On 21 Sep 1998 05:57:53 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>> >It had to happen...
>> >
>> >http://www.vasher.com/istapler/
>>
>> checked it out. Got a 404.
>>
>> now even the websites TIFKAS trolls us with are non-existant.
>>
>> but then again, TIFKAS is a 404 himself......
>
>You need a web browser that works.. So much for CAB...

CAB has nothing to do with it - that's the report I get from the ISP I use. The web browser has nothing to do with it.

Interestingly, from tests I've done with my manager, Netscape and IE4 doesn't recognize HTML files unless they have .HTM at the end of them. CAB can recognize the code right off regardless of a suffix or not.

Plus, CAB is not as big a resource pig as Netscape or IE4 and gets what needs to be done done simply and elegantly....

I guess we can add WWW browser software to the long list of things that TIFKAS is not an "expert" at......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2586. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-21 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bde583$eb346d40$355e0fcb@default>
Source record: 4547

Daniel L. Dreibelbis <dreibel@idirect.com> wrote in article
<36064544.0@nemo.idirect.com>...
> On 21 Sep 1998 06:09:24 , sinclair2246@my-dejanews.com wrote:
> >In article <Z9kM1.1540$kN6.2170569@news2.mia.bellsouth.net>,
> > NOSPAMwplatt@bellsouth.net (William Platt) wrote:
> >> On 17 Sep 1998 21:43:28 , Mikhol74 wrote:
> >> >
> >> >Could someone please give me the pros and cons of the both the Amiga
and Atari
> >> >ST? Thanks.
> >> >
> >> >.
> >>
> >> The Atari users tend to be very helpful. This is from many years of
> >> experience.
> >>
> >> The Amiga users tend to use a simple help question as a reason to
> >> start a flame war. This is also from many years of experience.
> >
> >Pot Kettle Black
>
> not Pot Kettle Black. Just Very Astute Observation.....

Oh, but a lot of Atari users won't believe the facts, and will just go on
believing their little fantasies.

> >> The ST OS is very stable
> >
> >ROFL..
>
> you've already proven that you're no expert on TOS or later Atari
> machines, therefore your opinion is worthless, laughing boy....

And you obviously are no expert on Amiga OS, otherwise you would know TOS
is and always has been the downfall of the Atari systems. The Falcon was a
fine machine, except for that pathetic excuse for an OS.

>
> >
> >> The Amiga OS is not
> >
> >The Amiga OS may have a future, TOS may not(?)...
>
> while the Amiga is an excellent platform with many strengths,
> including sound and graphics, where are the Amiga clones? Whereas

> there's been at least three Atari clones in general release......
>
Yes, but where can you buy a real, brand new Atari???

Atari is dead, but the Amiga has survived... and you can still buy new machines.
In fact demand for new A4000T's outweighs supply, and there is a waiting list.
FYI, there have been, and are Amiga clones - Draco being one, and a new English made one who's name escapes me. There is also a WebTV type thing marketed in asia which is based on Amiga technology. (officially licensed)

How many companies are there still developing hardware/software for the Amiga platform compared to the Atari?

Regards,

Clockmeister.

2587. Re: Say hello to iStapler!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6u780f$l1t$1@nnrp1.dejanews.com>
Source record: 4349

In article <36064701.0@nemo.idirect.com>,

> >You need a web browser that works.. So much for CAB...
>
> CAB has nothing to do with it - that's the report I get from the
> ISP I use. The web browser has nothing to do with it.

Obviously, your ISP is having difficulty in connecting to the server of the
web site in question. It happens..

> Interestingly, from tests I've done with my manager, Netscape and
> IE4 doesn't recognize HTML files unless they have .HTM at the end of
> them. CAB can recognize the code right off regardless of a suffix or not.

Yea, so...

> Plus, CAB is not as big a resource pig as Netscape or IE4 and gets
> what needs to be done done simply and elegantly....

Whats that suppose to mean? I don't have problems with the bloatness of IE4
and Communicator. Sounds like you are defending your browser of choice..

> I guess we can add WWW browser software to the long list of things
> that TIFKAS is not an "expert" at......

Yea so much in understanding what 404 means..

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

"iMac sales have been phenomenal"

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2588. Re: iMac in Texas

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6u78as$l96$1@nnrp1.dejanews.com>
Source record: 4350

In article <6tta9mjpc4@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca wrote:
> >> Also, Maxine wants to know if the NeXT iMac will be available in Pink.
> >
> >Ask Steve Jobs..
>
> Blow me.

Linda Tripp would be appropriate for this role.. She might video tape for your
significant other's viewing..

> >
> >> Yours truely,
> >>
> >> BL
> >>
>
> MG
>

Peter S.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2589. Re: iMac in Texas

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-22 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6u7eqr$c66$1@ash.ridgecrest.ca.us>
Source record: 4351

On 22 Sep 1998 04:16:28 , sinclair2246@my-dejanews.com wrote:
>In article <6tta9mjpc4@ash.ridgecrest.ca.us>,
> grovem@ridgecrest.ca wrote:
>> >> Also, Maxine wants to know if the NeXT iMac will be available in Pink.
>> >
>> >Ask Steve Jobs..
>>
>> Blow me.
>
>Linda Tripp would be appropriate for this role.. She might video tape for your
>significant other's viewing..
>
>> >
>> >> Yours truely,
>> >>
>> >> BL
>> >>
>>
>> MG
>>
>
>Peter S.

ROFLMAO!

You were actually funny this time. However, I don't think I could
afford such high priced women. Anyway, I like the nose quite a bit
shorter. I hate getting poked.

Besides, the comment wasn't suppose to be taken literally. It was
suppose to be a degrading comment (directed towards you). Get with
the program, or get out if you can't hang.

MG

2590. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-22 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3607ae87.0@nemo.idirect.com>
Source record: 4352

On 21 Sep 1998 17:05:07 , "Clockmeister" wrote:
>
>
>Daniel L. Dreibelbis <dreibel@idirect.com> wrote in article
><36064544.0@nemo.idirect.com>...

>> >> The Atari users tend to be very helpful. This is from many years of
>> >> experience.
>> >>
>> >> The Amiga users tend to use a simple help question as a reason to
>> >> start a flame war. This is also from many years of experience.
>> >
>> >Pot Kettle Black
>>
>> not Pot Kettle Black. Just Very Astute Observation.....
>
>Oh, but a lot of Atari users won't believe the facts, and will just go on
>believing their little fantasies.

likewise Amiga users.
>
>
>> >> The ST OS is very stable
>> >
>> >ROFL..
>>
>> you've already proven that you're no expert on TOS or later Atari
>> machines, therefore your opinion is worthless, laughing boy....
>
>And you obviously are no expert on Amiga OS, otherwise you would know TOS
>is and always has been the downfall of the Atari systems. The Falcon was a
>fine machine, except for that pathetic excuse for an OS.

I don't think so, Amiga boy. In fact, TOS is one of the reasons why
the Atari succeeded. Not having a bloated operating system that did one
thing at a time turned out to be great for a rock-solid MIDI platform
with great timing - why do you think Ataris are still being seeked out
by first-timers and pros alike? I still get fielded calls from people
on where to find hardware.

And if you don't like TOS, there are some great alternatives -
Geneva/Neodesk, MagiC 5 (which is a great operating system, accelerator
and premeptive multitasking enviroment) and Linux....

>> >> The Amiga OS is not
>> >

>> >The Amiga OS may have a future, TOS may not(?)...
>>
>> while the Amiga is an excellent platform with many strengths,
>> including sound and graphics, where are the Amiga clones? Whereas
>> there's been at least three Atari clones in general release......
>>
>Yes, but where can you buy a real, brand new Atari???

where can you buy a real, brand new Commodore Amiga? You can still
buy brand new Falcon clones (the C-LAB variety) from Titan in the UK.
>
>Atari is dead, but the Amiga has survived... and you can still buy new
>machines.

Commodore is just as dead. Or have the Three Stooges (Mehta, Gould
and Haig) up and started the company again under the nose of the
computer press? :) As for the new machines, well, all I've seen at
www.amiga.com is excuses for why the new systems are not out....

as for used value, I was at Value Village last week. An Amiga 500
(complete with plug-in hard drive and modem) was going for around $12.
A 520ST, complete with drives and mono monitor was going for $24.95.
Guess we know who is considered more valuable.....

>In fact demand for new A4000T's outweighs supply, and there is a waiting
>list.

>FYI, there have been, and are Amiga clones - Draco being one, and a new
>English made one who's name escapes me.

no place to buy them here, as the Amiga dealers here are struggling
to survive....

There is also a WebTV type thing
>marketed in asia which is based on Amiga technology. (officially licensed)

judging by the lukewarm reaction to WebTV here in North America
(kin ya say "unmitigated disaster", boys and girls), I doubt we'll be
seeing and hearing this device here any time soon. Kin ya say CD-TV....

>
>How many companies are there still developing hardware/software for the
>Amiga platform compared to the Atari?

I would think roughly the same. I'm sure if you did a simple web
search you'd find LOTS of pro software and hardware being developed -
SoftJee, MGI, Titan, Black Scorpion, ASH, Electronic Cow, Floppyshop,
Gribnif, Systems Solutions, The Upgrade Shop among others....

Not to mention the labour of love being performed by the shareware
and PD authors (Thing being a good example, an excellent replacement
desktop - so good I've registered, it's THAT good....).
>
>

>Regards,
>
>Clockmeister.
>
>.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2591. Yet another maroon Sinclair offsubject post (Re: Say hello to iStapler!)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-22 00:00:00 UTC
From: richardhutnik@hotmail.com
Message-ID: <6u8pi6$8mm$1@nnrp1.dejanews.com>
Source record: 4353

Peter, who on here really gives a flying iota about a stapler that is the same color as the iMac, outside of you? You gotta be a real maroon in order to think this subject matter relates to this newsgroup at all. It is also a sad indication of your interest that you would get excitied over a stapler that has the same color as a computer.

- Richard Hutnik

In article <6u0jso$lj8$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
>
>
> It had to happen...
>
> http://www.vasher.com/istapler/
>
> Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2592. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bde651$89ca06e0$5a5e0fcb@default>
Source record: 4354

Daniel L. Dreibelbis <dreibel@idirect.com> wrote in article
<3607ae87.0@nemo.idirect.com>...
> On 21 Sep 1998 17:05:07 , "Clockmeister" wrote:
> >
> >
> >Daniel L. Dreibelbis <dreibel@idirect.com> wrote in article
> ><36064544.0@nemo.idirect.com>...
>
> >> >> The Atari users tend to be very helpful. This is from many years
of
> >> >> experience.
> >> >>
> >> >> The Amiga users tend to use a simple help question as a reason to
> >> >> start a flame war. This is also from many years of experience.
> >> >
> >> >Pot Kettle Black
> >>
> >> not Pot Kettle Black. Just Very Astute Observation.....
> >
> >Oh, but a lot of Atari users won't believe the facts, and will just go
on
> >believing their little fantasies.
>
> likewise Amiga users.
> >
> >
> >> >> The ST OS is very stable
> >> >
> >> >ROFL..
> >>
> >> you've already proven that you're no expert on TOS or later Atari
> >> machines, therefore your opinion is worthless, laughing boy....
> >
> >And you obviously are no expert on Amiga OS, otherwise you would know
TOS
> >is and always has been the downfall of the Atari systems. The Falcon was
a
> >fine machine, except for that pathetic excuse for an OS.
>
> I don't think so, Amiga boy. In fact, TOS is one of the reasons why
> the Atari succeeded. Not having a bloated operating system that did one
> thing at a time turned out to be great for a rock-solid MIDI platform
> with great timing - why do you think Ataris are still being seeked out
> by first-timers and pros alike?

huh?
The first A1000 could multitask in only 256Kb of RAM, hardly bloated.
That's pre-emptive multiplexed multitasking, hardly one thing at a time. In
fact Amiga OS was the first to bring this to a home computer and the Mac
still doesn't have this ability. Plenty of music software available on the
Amiga also, and the Amiga soundchip had better sound quality then the Atari
ST range.

The reason that the Falcon failed so miserably was BECAUSE of TOS.

Better check the facts Atari boy...

I still get fielded calls from people
> on where to find hardware.
>
> And if you don't like TOS, there are some great alternatives -
> Geneva/Neodesk, MagiC 5 (which is a great operating system, accelerator
> and premeptive multitasking enviroment) and Linux....
>
> >> >> The Amiga OS is not
> >> >
> >> >The Amiga OS may have a future, TOS may not(?)...
> >>
> >> while the Amiga is an excellent platform with many strengths,
> >> including sound and graphics, where are the Amiga clones? Whereas
> >> there's been at least three Atari clones in general release......
> >>
> >Yes, but where can you buy a real, brand new Atari???
>
> where can you buy a real, brand new Commodore Amiga? You can still
> buy brand new Falcon clones (the C-LAB variety) from Titan in the UK.

Amiga international has them.

> >
> >Atari is dead, but the Amiga has survived... and you can still buy new
> >machines.
>
> Commodore is just as dead. Or have the Three Stooges (Mehta, Gould
> and Haig) up and started the company again under the nose of the
> computer press? :) As for the new machines, well, all I've seen at
> www.amiga.com is excuses for why the new systems are not out....

Gateway own the Amiga, and have done for quite some time.
Developer machine in November (or thereabouts) 1998, and the new Amiga II
available around late 1999.

>
> as for used value, I was at Value Village last week. An Amiga 500
> (complete with plug-in hard drive and modem) was going for around $12.
> A 520ST, complete with drives and mono monitor was going for $24.95.
> Guess we know who is considered more valuable.....

I sell A2000's regularly for $100, but I can go pick up an ST at a local
goodwill for $5.
Amiga 500 harddrives are worth BIG $$$ around here, $100 easy for the HDD
alone.

> >In fact demand for new A4000T's outweighs supply, and there is a waiting
> >list.
>
> >FYI, there have been, and are Amiga clones - Draco being one, and a new
> >English made one who's name escapes me.
>
> no place to buy them here, as the Amiga dealers here are struggling
> to survive....
>

There are NO Atari dealers anywhere in Australia, but I know of three
dealers here in Perth. Ofcourse not Amiga only dealers, but dealers none
the less.
Brand new AI A1200's are in stock, sold internet ready... No A4000's
because of the shortage.

> There is also a WebTV type thing
> >marketed in asia which is based on Amiga technology. (officially
licensed)
>
> judging by the lukewarm reaction to WebTV here in North America
> (kin ya say "unmitigated disaster", boys and girls), I doubt we'll be
> seeing and hearing this device here any time soon. Kin ya say CD-TV....
>
The CD-TV was introduced ahead of it's time. Kin ya say DVD???

WebTV sucks, but they chose Amiga technology and OS for it's flexability
and stability, something TOS lacks.

> >
> >How many companies are there still developing hardware/software for the
> >Amiga platform compared to the Atari?
>
> I would think roughly the same. I'm sure if you did a simple web
> search you'd find LOTS of pro software and hardware being developed -
> SoftJee, MGI, Titan, Black Scorpion, ASH, Electronic Cow, Floppyshop,
> Gribnif, Systems Solutions, The Upgrade Shop among others....
>

Where are those 060/PPC dual processor boards for Atari?
How about 3D accelerated graphics cards?
Maybe the Quad processor motherboards?
OS upgrades?

> Not to mention the labour of love being performed by the shareware
> and PD authors (Thing being a good example, an excellent replacement
> desktop - so good I've registered, it's THAT good....).
> >

MagicWB is a good workbench desktop enhancer, and Dopus is being ported to the PC because it's THAT good. Hmmm, Netscape and Opera are in development and nearing completion.

Quake and Myst on Atari?, Amiga has them available right now, licensed, commercial versions. P133 performance levels on an 060/50Mhz Amiga, with 16bit video modes (PC only has 8 bit) and 100% compatible with the PC version. Full networking support.

MP3 players/encoders, many freeware.

Freeware, shareware, PD... Check Aminet, it's HUGE.

> >Regards,
> >
> >Clockmeister.
> >
> >.
>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

2593. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-22 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6u8qjb$9nl$1@news.campus.mci.net>
Source record: 4355

On 21 Sep 1998 17:05:07 , "Clockmeister" wrote:

->Oh, but a lot of Atari users won't believe the facts, and will just go on
->believing their little fantasies.

Please list the "facts" that this Atari user won't believe? (I also own
2 Amiga's) ;-)

->And you obviously are no expert on Amiga OS, otherwise you would know TOS
->is and always has been the downfall of the Atari systems. The Falcon was a
->fine machine, except for that pathetic excuse for an OS.

Bad marketing and inept leadership was the downfall of Atari Corp., but
Atari systems themselvs are fine. TOS versions from 2.06 and up (esp. the
Falcon versions) are very well featured, stable, and intuitive...

->Yes, but where can you buy a real, brand new Atari???

Several places...there are Milans, Medusas, Eagles, C-Labs MKX series,
and more...

->Atari is dead, but the Amiga has survived... and you can still buy new
->machines.

As long as hardware is still being produced, and software is still being
released, then its not dead...

->In fact demand for new A4000T's outweighs supply, and there is a waiting
->list.

C'mon Clockmeister...thats not the whole truth and you know it. I also
subscribe to Amazing Computing (fine mag, BTW), and while there is demand,
and there is a short supply, the biggest reason for the shortage is the
fact that QuickPak and Escom are currently in dispute!

->FYI, there have been, and are Amiga clones - Draco being one, and a new
->English made one who's name escapes me. There is also a WebTV type thing
->marketed in asia which is based on Amiga technology. (officially licensed)

No argument there.

->How many companies are there still developing hardware/software for the
->Amiga platform compared to the Atari?

The Amiga does enjoy much broader world-wide support, and I'll be the 1st
to admit it. However, there are still several companies that support TOS
users...and they appear to be very dedicated to the TOS market. Something
else worth mentioning is that the software is of very high quality.

Both Platforms have their problems in an Intel/Microsoft dominated world.

(didn't -2- major Amiga magazines, one in France, and one in the UK, just close down?)

Here's to hoping that 20 years from now, there are still users like you and me to defend both Atari and Amiga systems! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2594. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6u77n9knm1@nnrp1.dejanews.com>
Source record: 4548

In article <36064544.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> while the Amiga is an excellent platform with many strengths,
> including sound and graphics, where are the Amiga clones? Whereas
> there's been at least three Atari clones in general release......

There are plenty of clones. Checkout Amazing Computing and the English rags..

Plus Amiga OS 5 will be out..

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////
>

"iMac sales have been phenomenal"

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2595. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3608618b.0@nemo.idirect.com>
Source record: 4356

On 22 Sep 1998 18:34:19 , DarkChyld [Ronald J. Hall] wrote:
>On 21 Sep 1998 17:05:07 , "Clockmeister" wrote:

>->How many companies are there still developing hardware/software for the
>->Amiga platform compared to the Atari?
>
> The Amiga does enjoy much broader world-wide support, and I'll be the 1st
> to admit it. However, there are still several companies that support TOS
> users...and they appear to be very dedicated to the TOS market. Something
> else worth mentioning is that the software is of very high quality.
>
> Both Platforms have their problems in an Intel/Microsoft dominated world.
>
> (didn't -2- major Amiga magazines, one in France, and one in the UK, just
> close down?)
>
> Here's to hoping that 20 years from now, there are still users like you
> and me to defend both Atari and Amiga systems! ;-)

I'll drink to that (Cherry Coke, straight). At least Clockmeister
makes a more worthy opponent than TIFKAS - at least he doesn't make
stuff up when he's cornered :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2596. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-23 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bde6ab$7a86e9a0$335e0fcb@default>
Source record: 4357

Daniel L. Dreibelbis <dreibel@idirect.com> wrote in article
<3608618b.0@nemo.idirect.com>...
> On 22 Sep 1998 18:34:19 , DarkChyld [Ronald J. Hall] wrote:
> >On 21 Sep 1998 17:05:07 , "Clockmeister" wrote:
>
> >->How many companies are there still developing hardware/software for
the
> >->Amiga platform compared to the Atari?
> >
> > The Amiga does enjoy much broader world-wide support, and I'll be the
1st
> > to admit it. However, there are still several companies that support
TOS
> > users...and they appear to be very dedicated to the TOS market.
Something
> > else worth mentioning is that the software is of very high quality.
> >
> > Both Platforms have their problems in an Intel/Microsoft dominated
world.
> >
> > (didn't -2- major Amiga magazines, one in France, and one in the UK,
just
> > close down?)
> >
> > Here's to hoping that 20 years from now, there are still users like
you
> > and me to defend both Atari and Amiga systems! ;-)
>
> I'll drink to that (Cherry Coke, straight). At least Clockmeister
> makes a more worthy opponent than TIFKAS - at least he doesn't make
> stuff up when he's cornered :)
>

Me too. Let's face it, each computer found it's niche in the market and
deservedly so.

Anyway, Beam & Coke for me...

Regards,

Clockmeister.

BTW, TIFKAS?

>
> ////////////////////Daniel L. Dreibelbis////////////////////

> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

2597. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6ud9p8$6gf@news3.euro.net>
Source record: 4358

sinclair2246@my-dejanews.com wrote in message
<6u4qik$s88$1@nnrp1.dejanews.com>...
>In article <Z9kM1.1540$kN6.2170569@news2.mia.bellsouth.net>,
> NOSPAMwplatt@bellsouth.net (William Platt) wrote:
>> On 17 Sep 1998 21:43:28 , Mikhol74 wrote:
>> >
>> >Could someone please give me the pros and cons of the both the Amiga and
Atari
>> >ST? Thanks.
I don't think it's right to judge both machine solely on the basis of who made it. After all, as you can read at Curt Vendel's excellent www.atari.nu, and other locations who have something about computing history on the net as well, both systems have their merits and intermixed Atarian / Commodorian heritage. Many Atari engineers that worked on the Atari 8-bit home computer systems went to work on the joined Amiga Lorraine project by Amiga Technologies, a company which was later bought by Commodore when in turn, it's founder Jack Tramiel bought the home computer division of Atari and was followed by many former Commodore engineers. So in essence, one could say that the ST and its succesors descended from the Commodore 64, and the Amiga from the XL/XE, in a way (there even was an Atari Amiga planned under the name of 1850 XL). This mixing continued right on to the Atari Falcon, which, with all due respect, defeated the new Amigas in allmost all areas, mainly thanks to its built-in 16-bit ADAC and its universally programmable and expandable Digitial Signal Processor with its own direct connection both internally and to the outside world, which essentially provided some sort of multi- even parallel-processing possibilities (altough not as vast as the Atari Transputer Workstation, which used Inmos T800 transputers, the same technology later used by IBM's Parallel Transaction servers).

The Amiga was used primarily by graphic designers, animators, TV subtitlers and game players. The ST was more dominant in desktop publishing and music production because of its built-in MIDI-port and suitable display resolutions, as well as value for the buck. However, the ST's main succes was in Europe. In the United States, the DTP market was dominated by the Apple Macintosh.

Operating System.
AKAIK, the Amiga has its own operating system which supports pre-emptive multitasking, but has indeed its instability problems. There's a Unix for the Amiga, and for Webbrowsing there's Lynx and Opera, and also, BeOS seems to be developed for it.
For the Ataris there's Linux, Minix, OS/9, SMS2, TOS, MultiTOS (both of which have been bought by Milan Computer www.milan-computer.de and are being redeveloped and improved), MagiX (old MagiC), Geneva, MagiC, the last one being the most evolved and most modern version. There also used to be a vast

amount of PC and Macintosh emulators for the Ataris. The PC emulators were usually slower than real PC's, the Mac emulators were faster.

CLONES
The ST, and it's successors, was indeed cloned at least three times, or otherwise built through licensing. Licensed machines included C-lab's own version of the Falcon and a machine called the Sonovista (which had multiple DSP's). Clones included the GE-Soft Eagle (with support for PowerPC), the Medusa, the Milan (www.milan-computer.de), the Hades and the prototype Phenix. The Medusa was born in Switzerland, the Phenix in France and the others in the Federal Republic of Germany. Then I believe there is some development at www.wizztronics.com All of these were not mere emulations, but real machines. If you want to include emulations, there are hardwarebased Janus (which runs on PC's running OS/2, DOS, or any Windows), half hardware/half software or all-software based Gemulator (www.emulators.com) and all softwarebased emulations PacifiST for games and STonX for Unix machines. There are also ports of Atari TOS/MultiTOS-compatible operating system MagiC for PC's (called MagicPC) and Apple Macs (MagicMac) and Apple PowerMacs (MagicPPC).

PROFESSIONAL SOFTWARE SUPPORT
On the Amiga, I know Scala, a multimedia app now also ported to PC's as "MM2" with its own operating system to directly access the PC hardware. On the Atari, Cubase, Notator, and Logic were born. I believe new versions still come out for Atari first. The only AMiga with built-in MIDI ports is the CDTV, I believe. (Ofcourse, you could always buy an MSX2 machine).

I have no experience with the Amiga community, but keep hearing stories about flaming & such. In the Atari community, I rarely encounter it, well except perhaps in video gaming newsgroups concerning the 64-bit Atari Jaguar system of 1993. Just ignore those flames.

You want some good advise? Ask yourself what you intend to use your computer for, and which computers do it best, which do it cheapest and which do it with best value for money. As for expandability: the higher-end Atari models all feature either VME-buses, or in case of clones, PC-type ISA and PCI buses. All low-end models feature at least a cartridge connector which has been known to support quite a variety of peripherals and expansions. As for hard disks: newer Ataris support the cheap PC IDE standards and its varieties, and all support SCSI, SCSI2 or SCSI through an adapter. Most current Atari systems or clones also support a variety of displays. But those are the things you worry about once you have made up your mind. Considering that gaming is mainly a PC business to date, I'd say unless you run a TV studio there is not much point in buying an Amiga other than Nostalgia. As for MIDI on the PC: the Atari versions are still a lot more stable than their PC counterparts and chaper than their Mac counterparts. If you go into DTP however, Mac is still the way to go.

All in all, IMHO, you have to make up your mind first and ask others for their experiences in using the system for a set purpose. Ask them how much it cost them, and how well it works. Then decide.

I hope I've been able to help.

Werner Domroese

2598. Amiga vs Atari vs Mac (was: Re: Atari or Amiga) - depends on what you want

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6udafo$6n0@news3.euro.net>
Source record: 4359

I don't think it's right to judge both machine solely on the basis of who made it. After all, as you can read at Curt Vendel's excellent www.atari.nu, and other locations who have something about computing history on the net as well, both systems have their merits and intermixed Atarian / Commodorian heritage. Many Atari engineers that worked on the Atari 8-bit home computer systems went to work on the joined Amiga Lorraine project by Amiga Technologies, a company which was later bought by Commodore when in turn, it's founder Jack Tramiel bought the home computer division of Atari and was followed by many former Commodore engineers. So in essence, one could say that the ST and its succesors descended from the Commodore 64, and the Amiga from the XL/XE, in a way (there even was an Atari Amiga planned under the name of 1850 XL). This mixing continued right on to the Atari Falcon, which, with all due respect, defeated the new Amigas in allmost all areas, mainly thanks to its built-in 16-bit ADAC and its universally programmable and expandable Digitial Signal Processor with its own direct connection both internally and to the outside world, which essentially provided some sort of multi- even parallel-processing possibilities (altough not as vast as the Atari Transputer Workstation, which used Inmos T800 transputers, the same technology later used by IBM's Parallel Transaction servers).

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I hope I've been able to help.

Werner Domroese

2599. Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: catch1@my-dejanews.com
Message-ID: <6udokl$d7l$1@nnrp1.dejanews.com>
Source record: 4360

Sorry..couldn't pass this one by, now, regarding Q5's recent posting on Amiga Vs Atari.AFAIK the Atari's main strength was it's built-in MIDI port...hence it's niche was mainly with muso's etc etc. The Amiga (in no small part due to the NewTek Video Toaster and Lightwave) was supreme in the field of low cost, high quality video work.Q5 is correct in saying both machines to share a kind of common history (Jay Miner) etc etc but the buck stops there. Now..the Falcon seemed to be a sweet enough machine..I have never seen one so I can't say for sure, but the designed/built but never released Amiga 3000 + (AGA) with DSP etc would have eaten it for breakfast. The Amiga has a brilliant pre-emptive multitasking Operating System that does not! show any untoward stability problems contrary to Q5's opinion. Other supported Operating Systems are MacOS (68k right now but PowerMac soon) Various Unix variants....NetBSD, Linux68k, PPCLinux, even a debian port. You can even run Windows 3.1 or 95 (albeit very slowly indeed) Since the arrival of PowerPC add-on cards for the Amiga the big thing has been 100% PowerMac compatibility which is promised via FusionPPC (avail real soon)....the other 2 main 68k series cpu Mac emulators (Shapeshifter and Fusion68k) both boast better-that-"real-Mac speeds, but the PC emulations are slower due to on-the-fly cpu instruction transcription.. The Amiga gives you a GUI and a shell, the best of both worlds, plus it's still in active development and has been purchased by Gateway2000. I must confess I'm unsure of the Atari's present situation, but I suspect it's a dead platform with no new machines planned or being manufactured now, but I must stress I don't really know about that..I'm probably wrong there. The Amiga is being cloned right now...go to the Amiga Web Directory for more info on that, and it's also currently available with a choice of cpu's..from the humble 68020 right up to the 233Mhz 604e PowerPC with a 50 Mhz 68060 co-pro. You can run Amiga s/ware on a PC via the Universal Amiga Emulator (slow..clumsy but works), although I'd just stick to a "proper" amiga myself..:-) AS for Professional Software Support, let me say..it's all there mostly for the Amiga. YOu can get a variety of browsers (no..we don't use Lynx Mr Q5!)..Ibrowse, Aweb with Java, Voyager, with things like Opera and Netscape on the way....Imagine manipulation, Trackers..sound sampling....music..graphics...rendering....DTP....Word Pro...you name it..the Amiga most likely has it..so don't be scared into thinking there's nothing available on the platform. MIDI is avail for the Amiga.has been since the year dot..although not as good as Atari I expect .the new Prelude Soundcards offer extremely good MIDI by all accounts..plus the usual like high speed serial ports, DSP etc etc. The Amiga conforms to standard IDE and SCSI interfaces.....so there is no probs connecting that new HD, scanner or whatever. YOu even get to choose...you want SCSi I, II, Wide, Ultra? 24 bit graphix at crazy res is avail via things like the Picasso Iv card, the CVPPC card based on the Permedia II chipset....CV3d etc etc..Video modules, TV in a window..etc etc.. Better than CD quality CD sound,

Framegrabbing..genlocking....you name it. Anyway, I'd like to stress I don't mind the Atari, I had a ST for years, but Q5's post was very biased indeed....so here I am going out to battle to set the record straight.....btw..it was once said that an Atari was simply an Amiga with all the cool stuff taken out!.....*ok, ok..I'm sorry* Anyway.....rant ends now....hey!..'least it ain't a PC, right?...;-)

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2600. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6udo50$oot@news3.euro.net>
Source record: 4361

>> does the term "a fool and his money are soon parted" register?
>
>That comes to mind when one parts so much currency for the Hades and
Milan..As
>Steve Jobs would assert..Yesteryears technology for todays price..

Until you learn to appreciate its openness. If you don't want it, you could always hack it into a PC-contemptible. Does an Atari need multi-billion terabytes for its software to run smoothly, elegantly, and most of all, functional and bugless? Does it need a 128MB memory to run this software? No. Could it use 128MB's? Ofcourse it can. But why use it if you don't need it.

>
>> my assertion has nothing to do with what the public buys, but from
>> proven test results on ZDNet.....
>>
>> yawn....still no USB drives, no printers, very few peripherals, and
>> I can't pick them up at my local Business Depot or Grand & Toy.

Try www.milan-computer.de ...

>
>Eh Beavis..the Imation Superdrive has shipped...saw one today.., plenty of
>Epson printers and USB stuff. Nope..You can pick one up at one of the
seven
>Computer City ones - I wonder I get to go up north...Plus the countless
>resellers..

Well, in Germany and the Netherlands I did hear rumours about someone making those LS-120 drives (surpassed by Fuji's 200MB HiFD drive btw) connectable to Ataris. Even using a parallel port. Erm... come to think of it.. why don't you just look up the lates version of HDDriver. And last but not least - why would I WANT to connect a mass storage device to a parallel port when I have SCSI at my fingertips?

>Funny, I did not see a milan or hades at Comp and Computer City recently.

I don't see any iMacs in European retailstores either. What was that again you said about yesteryears technology?

Oh btw - did you EVER find out where Steve Jobs started out? Check out Curt's www.atari.nu

And last but not least: didn't he also have a thingy called the NeXT with operating system NeXT Step? Remind me how much a NeXT _used_ to cost in comparison with say, an Acorn RISC PC or Archimedes? Are the NeXT boxes

still around? Are Ataris still around? Are NeXT boxes being cloned? For how long was the Mac being cloned? For how long could you have used an Atari to run Mac software using the Spectre GCR? Hmmmmm. Since you have all the answers, I think I speak for many that we would love to hear from you (or not).

:-) Cheers

2601. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6udoaq$pjj@news3.euro.net>
Source record: 4362

> Funny, the local Computer City here only has one USB mouse
> and one USB keyboard...

In addition, why would anyone WANT a USB keyboard or a USB mouse? Do I need a faster keyboard? It keeps up with me just fine you know. If they want USB, they should promote it using ADSL modems and such, not keyboards and mice. Geez.... Yeah lets hook up EVERYTHING to one serial bus. All peripherals, including the priority ones like controllers. That will increase you performance, and decrease a chance of faults, glitches, sluggish response and such.

2602. Let's all buy Macs!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6udore$pus@news3.euro.net>
Source record: 4363

Why? So we can run our Atari software using MagicMac, to keep the MacOS out of it. To heavy on resources. Geez people. I don't mind seeing an occasional Mac posting, but let's not forget our identities here. This is comp.sys.atari.advocacy isn't it? So Peter, if you have something useful to contribute to us, feel free to post. If not, why bother? Has Apple become so arrogant and desperate that it needs us Atarians to all buy Macintoshes in order to survive? Because we are more easily convertible than PC-contemptible owners do? Should we join Microsoft?

Come' on, everybody can make their own choice. But if you want to convince us, you'll have to promise that Apple buys and licenses all Atari technology from Hasbro and starts making Ataris again. Or send me a Mac for Christmas. I am not a Mac-hater. Actually, I love Macs over PC's. But I think that it is important that we all have the right to our own ideas, feelings, likes and dislikes. So, a bit more diplomacy in postings and replies would be advisable, I think.

Nevertheless, it never hurts to stirr up some discussion (in a civilized manner). What does it accomplish to get flamed?

I hope this provocative posting might ease everyone a little bit. Let's talk not terrorize.

Werner Domroese / Q5

2603. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6ue2nv$bi1@news3.euro.net>
Source record: 4364

catch1@my-dejanews.com wrote in message <6udokl$d7l$1@nnrp1.dejanews.com>...
>Sorry..couldn't pass this one by, now, regarding Q5's recent posting on
Amiga
>Vs Atari.AFAIK the Atari's main strength was it's built-in MIDI
port...hence
>it's niche was mainly with muso's etc etc. The Amiga (in no small part due
to
>the NewTek Video Toaster and Lightwave) was supreme in the field of low
cost,
>high quality video work.Q5 is correct in saying both machines to share a
kind
>of common history (Jay Miner) etc etc but the buck stops there.
So on this we agree :)
Now..the Falcon seemed to be a sweet enough machine..I have never seen one
so I can't >say for sure, but the designed/built but never released Amiga
3000 + (AGA)
>with DSP etc would have eaten it for breakfast. The Amiga has a brilliant

WOULD HAVE - the Falcon is not vaporware, but Available. As for the A3000, I
believe that that one should have been compared to the planned but not
released high-end Falcon, the Micro Box or Falcon 040 (ask Curt, he knows a
lot more about it than I do).

>pre-emptive multitasking Operating System that does not! show any untoward
>stability problems contrary to Q5's opinion.
Who - hold your horses. What I meant, and admittedly poorly translated into
words, to say was that there was somewhat of a "common belief" to this. I
know people with Amigas who never complained about it, so there. :-) Let's
not get hostile.

Other supported Operating
>Systems are MacOS (68k right now but PowerMac soon) Various Unix
>variants....NetBSD, Linux68k, PPCLinux, even a debian port. You can even
run
>Windows 3.1 or 95 (albeit very slowly indeed) Since the arrival of PowerPC
>add-on cards for the Amiga the big thing has been 100% PowerMac
compatibility
>which is promised via FusionPPC (avail real soon)....the other 2 main 68k
>series cpu Mac emulators (Shapeshifter and Fusion68k) both boast
>better-that-"real-Mac speeds, but the PC emulations are slower due to
>on-the-fly cpu instruction transcription.. The Amiga gives you a GUI and a

Yep - same problem on Atari 68K platforms.

>shell, the best of both worlds, plus it's still in active development and
has

>been purchased by Gateway2000. I must confess I'm unsure of the Atari's
>present situation, but I suspect it's a dead platform with no new machines
>planned or being manufactured now, but I must stress I don't really know
>about that..I'm probably wrong there. The Amiga is being cloned right

Erm.. computer side of things would probably best to visit
www.milan-computer.de, www.centek.fr, as well as www.wizztronics.com

>now...go to the Amiga Web Directory for more info on that, and it's also
>currently available with a choice of cpu's..from the humble 68020 right up
to
>the 233Mhz 604e PowerPC with a 50 Mhz 68060 co-pro. You can run Amiga
s/ware
>on a PC via the Universal Amiga Emulator (slow..clumsy but works), although
>I'd just stick to a "proper" amiga myself..:-) AS for Professional Software
>Support, let me say..it's all there mostly for the Amiga. YOu can get a
>variety of browsers (no..we don't use Lynx Mr Q5!)
I didn't STATE that. Why do I get the feeling that you are being hostile
here? I only siad what I know. And Opera 3.21 from Opera software is also a
Graphic and Java-supporting commercial browser that is available for the
Amiga. I do not recall Amiga-bashing. I don't lower myself to that. I did
include Opera.

..Ibrowse, Aweb with Java,
>Voyager, with things like Opera and Netscape on the way....Imagine
>manipulation, Trackers..sound
>sampling....music..graphics...rendering....DTP....Word Pro...you name
it..the
>Amiga most likely has it..so don't be scared into thinking there's nothing
>available on the platform. MIDI is avail for the Amiga.has been since the
>year dot..although not as good as Atari I expect .the new Prelude
Soundcards
>offer extremely good MIDI by all accounts..plus the usual like high speed
>serial ports, DSP etc etc. The Amiga conforms to standard IDE and SCSI
>interfaces.....so there is no probs connecting that new HD, scanner or
>whatever. YOu even get to choose...you want SCSi I, II, Wide, Ultra? 24 bit
>graphix at crazy res is avail via things like the Picasso Iv card, the
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>card based on the Permedia II chipset....CV3d etc etc..Video modules, TV in
a
>window..etc etc.. Better than CD quality CD sound,
>Framegrabbing..genlocking....you name it. Anyway, I'd like to stress I
don't
>mind the Atari, I had a ST for years, but Q5's post was very biased
>indeed....so here I am going out to battle to set the record

Like I said, I did not mean to be biased and I said nothing whatsoever to
take down any system. On the contrary. I am admittedly an enthusiastic Atari
user, and I wish to augment my collection with Amigas(!). So there. Anyway,
almost anything you can say about the Amiga regarding third-party software
and hardware support is (I _think_), also true for the Atari, so you do have

a choice.

Anyway, thank you for replying. But please, let's keep everything on a civilized and objective level. I clearly said _AFAIK_ (okay I misspelled AKAIK) because I wanted to indicate that I do not have enough experience in the Amiga scene to give exhaustive info on that. So I didn't. That is why there's more on Atari in there.

I hope this cleared things up. There's nothing like a good discussion. Now, err. can we go back to Non-Motorola bashing? *grin* ;-) (I'm sorry I just couldn't let it pass by...)

2604. Re: Amiga vs Atari vs Mac (was: Re: Atari or Amiga) - depends on what you want

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <360ABD7C.47FC3BF6@idirect.com>
Source record: 4365

thanks you for a cogent, intelligent even, message.
what a treat! :^)

Q5 wrote:
>
> I don't think it's right to judge both machine solely on the basis of who
> made it. After all, as you can read at Curt Vendel's excellent www.atari.nu,
> and other locations who have something about computing history on the net as
> well, both systems have their merits and intermixed Atarian / Commodorian
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> their experiences in using the system for a set purpose. Ask them how much
> it cost them, and how well it works. Then decide.
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> I hope I've been able to help.
>
> Werner Domroese

2605. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6uegjn$3t3@news3.euro.net>
Source record: 4366

>huh?
>The first A1000 could multitask in only 256Kb of RAM, hardly bloated.
>That's pre-emptive multiplexed multitasking, hardly one thing at a time. In
>fact Amiga OS was the first to bring this to a home computer and the Mac
>still doesn't have this ability. Plenty of music software available on the

This is true

>Amiga also, and the Amiga soundchip had better sound quality then the Atari
>ST range.
Well, like the Amiga can have MIDI-ports retrofitted, so can the Atari have audiocards retrofitted. They were just into different kinds of music. And if I were to play games, I would prefer the Amiga yes. But when it comes to MIDI, there were just (I think) more and better titles available at the time for Atari. Ofcourse MOD files were the Amiga's domain to start with. But both have earned their merits. And I think that at least with the introduction of DMA-sound the STE's and TT's (50kHz 8-bit stereo) have reasonably - admittedly too late - come back, and the audio qualities of the Falcon (8-channel 50kHz 16-bit stereo DMA without using the DSP) are certainly unqestionable. And for the clones, there's also an (over-expensive) 24-bit studio audio card avaliable, somewhat comparable to a SoundBlaster Live I think. (I have to look up the FAQ of that audio card, it's available over here in the Netherlands though).
>
>The reason that the Falcon failed so miserably was BECAUSE of TOS.

No. The main reason IMHO was the dispute between Jack Tramiel and German Atari-head Alwin Stumpf. Tramiel wanted to go into consumer market, Stumpf into the professional one. Most people hoped for a better Falcon casing and presentation. Support was just cut off right after the introduction of the MicroBox prototype (68060 Falcon with a couple of VME and/or PCI slots). Then suddenly, Atari decided to focus on and market their Jaguar system (64-bit RISC game console, 1993). Ofcourse, Atari and marketing under the Tramiel reign... especially in Europe? I don't know - no comments....
>
>Better check the facts Atari boy...

This is not worthy a reply
>
>
>> Commodore is just as dead. Or have the Three Stooges (Mehta, Gould
>> and Haig) up and started the company again under the nose of the
>> computer press? :) As for the new machines, well, all I've seen at
>> www.amiga.com is excuses for why the new systems are not out....
>

>Gateway own the Amiga, and have done for quite some time.
>Developer machine in November (or thereabouts) 1998, and the new Amiga II
>available around late 1999.

Won't argue with that.

>> as for used value, I was at Value Village last week. An Amiga 500
>> (complete with plug-in hard drive and modem) was going for around $12.
>> A 520ST, complete with drives and mono monitor was going for $24.95.
>> Guess we know who is considered more valuable.....
>
>I sell A2000's regularly for $100, but I can go pick up an ST at a local
>goodwill for $5.

So which ST are you comparing the A2000 with?
>> >In fact demand for new A4000T's outweighs supply, and there is a waiting
>> >list.

That was also true for Falcons, and we all know how that ended. Depends on
how commited the new Amiga owners are, I guess

>>
>> >FYI, there have been, and are Amiga clones - Draco being one, and a new
>> >English made one who's name escapes me.

No argument there.

>> no place to buy them here, as the Amiga dealers here are struggling
>> to survive....
>There are NO Atari dealers anywhere in Australia, but I know of three
>dealers here in Perth. Ofcourse not Amiga only dealers, but dealers none
>the less.
>Brand new AI A1200's are in stock, sold internet ready... No A4000's
>because of the shortage.

What kind of petty stuff is this? Why not develop a common environment for
both Amigas and Ataris (without necessarily resorting to Minix or Unix /
Linux). Would be
nice. A common Motorola-platform could give some weight against the Wintel
monopoly. And how about portable stuff? The 3Com Palm Pilot III uses a 68K,
doesn't it?

>> There is also a WebTV type thing
>> >marketed in asia which is based on Amiga technology. (officially
>licensed)

No argument there.
>>
>> judging by the lukewarm reaction to WebTV here in North America
>> (kin ya say "unmitigated disaster", boys and girls), I doubt we'll be
>> seeing and hearing this device here any time soon. Kin ya say CD-TV....

Erm.. CD-i tried it also...
>>

>The CD-TV was introduced ahead of it's time. Kin ya say DVD???

CDTV was far more advanced than DVD IMHO. It's not reallyt comparable. The
CDTV was a real computer, like the CD32. And the first Falcons were
supposedly meant to be designed that way also, or so is rumoured, but
redesigned around the old 1040 casings in stead, having seen how popular
CD-I got and how popular 3DO got to be. *sigh*
>
>WebTV sucks, but they chose Amiga technology and OS for it's flexability
>and stability, something TOS lacks.

You clearly have not dug into TOS, have you? Are you talking disk-based TOS
1.0? How about MagiC? They probably chose Amiga OS because it has proven
itself in multimedia applications for years and because it provides a viable
platform to easily port existing multimedia ideas. (Or so I guess).

>
>> >
>> >How many companies are there still developing hardware/software for the
>> >Amiga platform compared to the Atari?
>>
>> I would think roughly the same. I'm sure if you did a simple web
>> search you'd find LOTS of pro software and hardware being developed -
>> SoftJee, MGI, Titan, Black Scorpion, ASH, Electronic Cow, Floppyshop,
>> Gribnif, Systems Solutions, The Upgrade Shop among others....
>>
>
>Where are those 060/PPC dual processor boards for Atari?
>How about 3D accelerated graphics cards?
>Maybe the Quad processor motherboards?
>OS upgrades?

They're there. Checkout www.centek.fr, www.wizztronics.com,
www.xs4all.nl/~mabn, www.milan-computer.de, etcetera
>
>> Not to mention the labour of love being performed by the shareware
>> and PD authors (Thing being a good example, an excellent replacement
>> desktop - so good I've registered, it's THAT good....).
>> >
>MagicWB is a good workbench desktop enhancer, and Dopus is being ported to
>the PC because it's THAT good. Hmmm, Netscape and Opera are in development
>and nearing completion.
>
>Quake and Myst on Atari?, Amiga has them available right now, licensed,
>commercial versions. P133 performance levels on an 060/50Mhz Amiga, with
>16bit video modes (PC only has 8 bit) and 100% compatible with the PC
>version. Full networking support.

Check out Myst for the Jaguar. As for Quake, the Atari has other FPP's. The
Falcon
has 16-bit video support. PC-version was there first, but I'd love to try it
on an

Amiga. I'm not that hungry for Quake though. It's personal I guess.

>
>MP3 players/encoders, many freeware.

Surround sound ENcoders (okay so it's Falcon only)

Wouldn't it be nice to have native Amiga AND native Atari stuff in one box?
What could have happened had Atari and Commodore cooperated on their 68K
stuff. Hmm getting wild phantasies now... I think they would still compete
bigtime against Wintel.

2606. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6ueh7l$51p@news3.euro.net>
Source record: 4367

>And you obviously are no expert on Amiga OS, otherwise you would know TOS
>is and always has been the downfall of the Atari systems. The Falcon was a
>fine machine, except for that pathetic excuse for an OS.

I don't know. I guess it depends on what you compare it to, and what you pay for it. (It too adds to the cost of hardware you know). But perhaps you are just referring to the GUI, which was originally developed by Digital Research for PC's on an Intel-basis as GEM "Graphic Environment Manager", you know the people that made CP/M. This GEM had to be redone for 68K. All of this long before Windows or any other PC GUI's saw the light of day. It's pretty newbie-friendly though, and all versions above 1.0, except the multitasking ones, completely diskless (e.g. in ROM). I've heard that TOS itself (not the GEM) had many ties internally with C, which would make it flexible enough (although not speedy) to port and modify. MultiTOS for example, or should I say, MiNT, had some Unix-like features if I recall correctly. Again, it would've been nice had Atari and Commodore come up with a common OS. Didn't the ATW 800 feature a parallel processing modified TOS???? Could be mistaken though. Anyway, if you're not satisfied with TOS, try MagiC (or wait for the new TOS by Milan Computer).

Regards,

Werner

2607. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6uei87ldr2@news.campus.mci.net>
Source record: 4368

On 24 Sep 1998 15:31:33 , catch1@my-dejanews.com wrote:
->Sorry..couldn't pass this one by, now, regarding Q5's recent posting on Amiga
->Vs Atari.AFAIK the Atari's main strength was it's built-in MIDI port...hence
->it's niche was mainly with muso's etc etc. The Amiga (in no small part due to

Don't forget DTP as well, with excellant programs like Calumus! ;-)

->the NewTek Video Toaster and Lightwave) was supreme in the field of low cost,
->high quality video work.Q5 is correct in saying both machines to share a kind
->of common history (Jay Miner) etc etc but the buck stops there. Now..the

Actually, it doesn't. The Tramiels are also highly involved as a very
common thread!

->Falcon seemed to be a sweet enough machine..I have never seen one so I can't
->say for sure, but the designed/built but never released Amiga 3000 + (AGA)

I read the specs for it one time, and it did look good. Too bad that big
C failed to release it. You should match it up against the unreleased
68040 Falcon from Atari (Microbox). ;-)

->with DSP etc would have eaten it for breakfast. The Amiga has a brilliant
->pre-emptive multitasking Operating System that does not! show any untoward
->stability problems contrary to Q5's opinion. Other supported Operating
->Systems are MacOS (68k right now but PowerMac soon) Various Unix
->variants....NetBSD, Linux68k, PPCLinux, even a debian port. You can even run

Multiple alternative OS's are also available for TOS computers... ;-)

<snip>

->been purchased by Gateway2000. I must confess I'm unsure of the Atari's
->present situation, but I suspect it's a dead platform with no new machines
->planned or being manufactured now, but I must stress I don't really know
->about that..I'm probably wrong there. The Amiga is being cloned right

There are multiple TOS clones out, with still more coming. The Medusa,
Eagle, C-Labs Falcon MKX, and DirecTT have already been released. The
Milan, a new low-cost clone has just been released this year (month?).

->now...go to the Amiga Web Directory for more info on that, and it's also
->currently available with a choice of cpu's..from the humble 68020 right up to
->the 233Mhz 604e PowerPC with a 50 Mhz 68060 co-pro. You can run Amiga s/ware

Alternative CPU's are available for TOS users as well. STe owners can up-
grade to a 16mhz 68020, clone users can have 40 mhz 68040's as well as 60
mhz 68060's, and Falcon users have 68040 accelerators too. (and one, Titan
Designs new "Tempest" is rumored to be under consideration for a PowerPC!

AND it already suports an AGP port, as well as up to 256 megs of SDRAM!)

So... ;-)

->on a PC via the Universal Amiga Emulator (slow..clumsy but works), although

<snip> Suffice it to say that professional software of almost every
conceivable category is available for TOS computers as well...

Just thought I'd mention that 3rd party graphic cards have been available
for quite some time too. Also, one of the new ones, (Eclipse) supports PCI
cards such as ATI and Matroxx Mystique. Not bad, eh?

->straight.....btw..it was once said that an Atari was simply an Amiga with all
->the cool stuff taken out!.....*ok, ok..I'm sorry* Anyway.....rant ends
->now....hey!..'least it ain't a PC, right?...;-)

Hmm...except that the Atari was released -1st-. (also, who could afford
tha A1000? Way too expensive! Gues thats why they sold so few)

That situation was heavily reversed when the A1200 and Falcon were
released. Do a spec comparison, the Falcon is heads up on the A1200. ;-)

You're right though, at least they are not Windoze machines! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2608. Re: Amiga vs Atari vs Mac (was: Re: Atari or Amiga) - depends on what you want

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6uekri$b61@news3.euro.net>
Source record: 4369

Ken Macdonald wrote in message <360ABD7C.47FC3BF6@idirect.com>...
>thanks you for a cogent, intelligent even, message.
>what a treat! :^)
Thanks :-) I'll take that as a compliment. Just trying to post my $0.02 and being fair.

Werner Domroese / Q5

2609. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-24 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6uemcj$d6v@news3.euro.net>
Source record: 4370

>>graphix at crazy res is avail via things like the Picasso Iv card, the
>CVPPC
>>card based on the Permedia II chipset....CV3d etc etc..Video modules, TV
in
>a
Graphics cards are not a problem on the Ataris, at least not in Germany or
the Netherlands.
>>window..etc etc.. Better than CD quality CD sound,

Something need I remind you, that comes standard in Falcons since 1992.

>>Framegrabbing..genlocking....you name it. Anyway, I'd like to stress I
>don't

All of which is also available on Atari, ESPECIALLY on Falcons.
>>mind the Atari, I had a ST for years, but Q5's post was very biased
>>indeed....so here I am going out to battle to set the record
Like I said, I only said what I know of. I am admittedly no expert on Amigas
and therefore simply feel that I cannot state anything to give it the credit
it deserves (Why You did that, as anticipated). I did not bring it down
either, and if I did, I apologize for that. It is people like you and me
that remind people that they have a CHOICE.
The whole POINT of my message was to get people to THINK and make up their
own minds. I even said, ask other people (which includes you). And so you
made your point, actually, in a very ironic way (read my message carefully),
you made mine.

So what are we arguing about? I am not questioning the validity and support
of the Amiga. I was simply pointing out that there is a lot to consider in
such matters, with everyone having their own preferences and also stating
that the Atari platform is by no means "dead", or at least equally dead as
other 68K-originated platforms, including the Amiga.

Hope that clears things up as well :-)

Werner Domroese / Q5

2610. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-25 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6ueni8$e8l@news3.euro.net>
Source record: 4371

> Don't forget DTP as well, with excellant programs like Calumus! ;-)

Which was the first on ANY platform to introduce software raster image processors, which avoided the need for expensive hardware RIPc costing $15,000 and more...
>
>->the NewTek Video Toaster and Lightwave) was supreme in the field of low cost,
>->high quality video work.Q5 is correct in saying both machines to share a kind
>->of common history (Jay Miner) etc etc but the buck stops there. Now..the
> Actually, it doesn't. The Tramiels are also highly involved as a very
> common thread!

My point exactly. So do some other engineers by the way. And think where Steve Jobs started out....
>
>->Falcon seemed to be a sweet enough machine..I have never seen one so I can't
>->say for sure, but the designed/built but never released Amiga 3000 + (AGA)
> I read the specs for it one time, and it did look good. Too bad that big
> C failed to release it. You should match it up against the unreleased
> 68040 Falcon from Atari (Microbox). ;-)

Ditto.
>
>->with DSP etc would have eaten it for breakfast. The Amiga has a brilliant
>->pre-emptive multitasking Operating System that does not! show any untoward
>->stability problems contrary to Q5's opinion. Other supported Operating
>->Systems are MacOS (68k right now but PowerMac soon) Various Unix
>->variants....NetBSD, Linux68k, PPCLinux, even a debian port. You can even run
> Multiple alternative OS's are also available for TOS computers... ;-)

And have been for ages since the very first of ST's
>
> <snip>
>
>->been purchased by Gateway2000. I must confess I'm unsure of the Atari's
>->present situation, but I suspect it's a dead platform with no new machines
>->planned or being manufactured now, but I must stress I don't really know
>->about that..I'm probably wrong there. The Amiga is being cloned right

> There are multiple TOS clones out, with still more coming. The Medusa,
> Eagle, C-Labs Falcon MKX, and DirecTT have already been released. The
> Milan, a new low-cost clone has just been released this year (month?).

And have been long before Amiga clones. Medusa T40 and T60, Eagle, C-Lab
Falcon, Sonovista, Hades, Milan (www.milan-computer.de) - readily available
throughout the Benelux and Germany, Phenix (www.centek.fr), and all in
different varieties.
>
>->now...go to the Amiga Web Directory for more info on that, and it's also
>->currently available with a choice of cpu's..from the humble 68020 right
up to
>->the 233Mhz 604e PowerPC with a 50 Mhz 68060 co-pro. You can run Amiga
s/ware
>
> Alternative CPU's are available for TOS users as well. STe owners can up-
> grade to a 16mhz 68020, clone users can have 40 mhz 68040's as well as 60
> mhz 68060's, and Falcon users have 68040 accelerators too. (and one,
Titan
> Designs new "Tempest" is rumored to be under consideration for a PowerPC!
> AND it already suports an AGP port, as well as up to 256 megs of SDRAM!)
There also have been various 68030 accelerators for years for the ST even
some that specifically cooperated with certain Mac emulators.

> So... ;-)
>
>->on a PC via the Universal Amiga Emulator (slow..clumsy but works),
although
>
> <snip> Suffice it to say that professional software of almost every
> conceivable category is available for TOS computers as well...
>
> Just thought I'd mention that 3rd party graphic cards have been available
> for quite some time too. Also, one of the new ones, (Eclipse) supports
PCI
> cards such as ATI and Matroxx Mystique. Not bad, eh?
>
> Hmm...except that the Atari was released -1st-. (also, who could afford
> tha A1000? Way too expensive! Gues thats why they sold so few)

Really? I always thought that the launch of the ST was intentionally delayed
to await the publics opinion of the A1000? Or was that the 1040 ST??
>
> That situation was heavily reversed when the A1200 and Falcon were
> released. Do a spec comparison, the Falcon is heads up on the A1200. ;-)
>
> You're right though, at least they are not Windoze machines! ;-)

We all agree on that :-)
It has been possible to run Windoze on the Falcon in full color as well by
the way. But who would want that? Creators of emulators have never really
gotten the point. Yes it would be nice if you could use other computer's

software on yours, but do you have to get stuck with the other's operating system and interfaces as well? No thanks...

2611. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-25 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6ufpag$5v9$1@newshost.comnet.co.nz>
Source record: 4372

Atari or Amiga?

Yes. Anything but Wintel.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

2612. Re: Amiga vs Atari vs Mac (was: Re: Atari or Amiga) - depends on what you want

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bde8a3$9c7d1bc0$525e0fcb@default>
Source record: 4373

Q5 <q5@usa.net> wrote in article <6uekri$b61@news3.euro.net>...
>
> Ken Macdonald wrote in message <360ABD7C.47FC3BF6@idirect.com>...
> >thanks you for a cogent, intelligent even, message.
> >what a treat! :^)
> Thanks :-) I'll take that as a compliment. Just trying to post my $0.02
and
> being fair.
>
Fair on who. All I read was a heap of Atari propaganda. You obviously know
nothing of the Amiga, otherwise the story would read quite different.

Amiga for nostalgic reasons only???
At least the Amiga still has some users.

2613. Re: Amiga vs Atari vs Mac (was: Re: Atari or Amiga) - depends on what you want

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-25 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6ugkbu$gkv@news3.euro.net>
Source record: 4374

You just made someone else's point about helpful users and flamers :-)
I don't think I need to reply to this. After all, I did stress openly that
it is BECAUSE I don't know much about the Amiga scene that I don't write
anything about it. That's why there's so much Atari stuff in that message.
Now do you understand? I also stressed that I was not (well at least not
intentionally) attacking anything or anyone. Geez... I think you're really
missing the point and reason of the whole message.

Well, enough said. I don't think I want to reply to this stuff anymore...

Clockmeister wrote in message <01bde8a3$9c7d1bc0$525e0fcb@default>...
>
>
>Q5 <q5@usa.net> wrote in article <6uekri$b61@news3.euro.net>...
>>
>> Ken Macdonald wrote in message <360ABD7C.47FC3BF6@idirect.com>...
>> >thanks you for a cogent, intelligent even, message.
>> >what a treat! :^)
>> Thanks :-) I'll take that as a compliment. Just trying to post my $0.02
>and
>> being fair.
>>
>Fair on who. All I read was a heap of Atari propaganda. You obviously know
>nothing of the Amiga, otherwise the story would read quite different.
>
>Amiga for nostalgic reasons only???
>At least the Amiga still has some users.
>
>

2614. Re: Amiga vs Atari vs Mac (was: Re: Atari or Amiga) - depends on what you want

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-25 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6ugt7l$md9@news3.euro.net>
Source record: 4375

<<snip>>
>Fair on who. All I read was a heap of Atari propaganda. You obviously know
>nothing of the Amiga, otherwise the story would read quite different.

Would it? Looks to me like you're starting an "Amiga is better than Atari"
thing. I did no such thing. And You don't know me at all, let alone my
background, or even if I'm a guy or a gal. So, how dare you judge me?

Don't get personal or flamy. Everything is mostly IMHO, or sometimes IMNSHO,
and based on what I know as facts. I did not include any fancy Amiga stuff
because I am not aware of the current status. It's been awhile since I've
been around in the respectable Amiga-scene, and obviously, the same is true
for you on Atari things (from what I've seen you post so far).

I also used to subscribe to a couple of local Dutch Amiga magazines, and
know many people who own an Amiga or used to program it in assembly
language. I just have different preferences, yes, that's true, but I still
want to add Amigas to my collection and I have no disrespect for the
platform. That does however not mean, that I am not entitled to correct
anyone claiming false or at least questionable info on Atari.

Those were my last two cents to you, have a nice life and please - feel free
to troll if you will, I'm not going to rush out and say that the Atari
platform is dead until I truly believe it is.

>Amiga for nostalgic reasons only???
>At least the Amiga still has some users.
>
>

2615. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-25 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <19980925184602.09201.00001792@ng18.aol.com>
Source record: 4376

>
>>> as for used value, I was at Value Village last week. An Amiga 500
>>> (complete with plug-in hard drive and modem) was going for around $12.
>>> A 520ST, complete with drives and mono monitor was going for $24.95.
>>> Guess we know who is considered more valuable.....
>>
>>I sell A2000's regularly for $100, but I can go pick up an ST at a local
>>goodwill for $5.
>
>

What is Value Village. I have never seen any of these computers at any
goodwill. Do I live in the wrong neck of the woods, or what?

Michael

2616. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-26 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6uiifq$ju1@news3.euro.net>
Source record: 4377

I don't know value village either. I live in the Netherlands. I think you replied to the wrong guy... (read the whole thread).

Then again, it could be my mistake :)
Mikhol74 wrote in message <19980925184602.09201.00001792@ng18.aol.com>...
>
>>
>>>> as for used value, I was at Value Village last week. An Amiga 500
>>>> (complete with plug-in hard drive and modem) was going for around $12.
>>>> A 520ST, complete with drives and mono monitor was going for $24.95.
>>>> Guess we know who is considered more valuable.....
>>>
>>>I sell A2000's regularly for $100, but I can go pick up an ST at a local
>>>goodwill for $5.
>>
>>
>
>What is Value Village. I have never seen any of these computers at any
>goodwill. Do I live in the wrong neck of the woods, or what?
>
>Michael

2617. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-26 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6uij8e$kaq@news3.euro.net>
Source record: 4378

> Don't forget DTP as well, with excellant programs like Calumus! ;-)

Also the first software for any platform to introduce software based raster image processing in stead of RIP-hardware... saved you around $30,000 in the late 80's...
>
>->the NewTek Video Toaster and Lightwave) was supreme in the field of low cost,
>->high quality video work.Q5 is correct in saying both machines
I acknowledged that, in fact I even put it in my original post...
to share a kind

>->of common history (Jay Miner) etc etc but the buck stops there. Now..the
>
> Actually, it doesn't. The Tramiels are also highly involved as a very
> common thread!

And then there's the ex-Amiga developers who developed the Suzy and Mikey custom chips of the Lynx. The Lynx Developer Kit even consists of an Amiga with a Howard board, so there...
>->Falcon seemed to be a sweet enough machine..I have never seen one so I can't
>->say for sure, but the designed/built but never released Amiga 3000 + (AGA)
> I read the specs for it one time, and it did look good. Too bad that big C failed to release it. You should match it up against the unreleased 68040 Falcon from Atari (Microbox). ;-)

Exactly. Atari too has released big box machines, you know... And many were unreleased that's also true, but they were not all unreleased...
>
>->with DSP etc would have eaten it for breakfast. The Amiga
Since it was never released... did you read the MicroBox specs? How can you be sure of never released hardware if you didn't test it?
> Multiple alternative OS's are also available for TOS computers... ;-)
..and half a dozen the same as for the Amiga...
And DOS and stuff like that could be run through emulation on Ataris even in the early 80's, so it's really nothing new to us Atarians.
>->been purchased by Gateway2000. I must confess I'm unsure
after it first had gone bankrupt, then bought by Escom which in turn went bankrupt, then bought by Tulip, which almost went bankrupt, and lastly by Gateway 2000, who seem to have decent plans for and releases of Amiga technology.
of the Atari's
>->present situation, but I suspect it's a dead platform with no new

machines
>->planned or being manufactured now, but I must stress I don't really know
>->about that..I'm probably wrong there. The Amiga is being
Indeed... Atari's been split up before. The name now belongs to Hasbro after
Atari Corp first merged with JTS, which did nothing with it. The TOS
operating system and the technology of the Falcon and its predecessors now
largely belong to C-Lab and Milan Computer, who are actively building and
selling machines. If you want one I can order you one.
>
> There are multiple TOS clones out, with still more coming. The Medusa,
> Eagle, C-Labs Falcon MKX, and DirecTT have already been released. The
> Milan, a new low-cost clone has just been released this year (month?).

In the Netherlands and in Germany, AFAIK, it's alreadfy been released and
sold (try www.xs4all.nl/!mabn)

>->now...go to the Amiga Web Directory for more info on that, and it's also

URL?
>
> That situation was heavily reversed when the A1200 and Falcon were
> released. Do a spec comparison, the Falcon is heads up on the A1200. ;-)
>
> You're right though, at least they are not Windoze machines! ;-)

2618. Re: Amiga vs Atari vs Mac (was: Re: Atari or Amiga) - depends on what you want

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-26 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6uijjt$khp@news3.euro.net>
Source record: 4379

Yes I know AGA, yes I know Denise yes I know halfbrite, HAM, SuperHAM, The FusionPPC (read about it in several Amiga mags) and all kinds of other stuff. That doesn't mean that those kind of developments don't exist for Atari. It also doesn't mean I purposely did not include it. I am not an expert on Amigas therefore I avoid putting things in there that I'm unsure of, unlike you, since you claim the Atari platform to be dead and Atari users to be non-existant. Then what am I? Did you ever read any other Atari newsgroups? Perhaps you should stick to Amiga newsgroups if you don't like me, 'cause I'm not shying away just because of an unjust personal grudge.

Look, I have experience on almost every conceivable computer and console platform on this planet, so please don't get personal.

I still believe I have been as fair as I could have been and even if I weren't, this is still comp.sys.ATARI.advocacy, isn't it?

Geez I can't believe I'm actually still replying to this. I respect both the Amiga and the Atari, I just know a little more about the Ataris, that's all. Everyone: make up your own mind, but don't enforce it upon others, please!

2619. Re: Amiga vs Atari vs Mac (was: Re: Atari or Amiga) - depends on what you want

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-26 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bde97d$32c691e0$4f5e0fcb@default>
Source record: 4380

Hey buddy, take it easy dude!
My remarks were in no way intended to insult you. If they did then I'm sorry.

But the following statements sounded like they were implying that the Amiga was incapable/inferior to the Atari. Better research would reveal it to be not the case at all.
In any event, whichever platform one chooses to use is a matter of personal preference. At least WE (united) don't use Wintel!

I don't think it's right to judge both machine solely on the basis of who made it. After all, as you can read at Curt Vendel's excellent www.atari.nu,
and other locations who have something about computing history on the net as
well, both systems have their merits and intermixed Atarian / Commodorian heritage. Many Atari engineers that worked on the Atari 8-bit home computer systems went to work on the joined Amiga Lorraine project by Amiga Technologies, a company which was later bought by Commodore when in turn, it's founder Jack Tramiel bought the home computer division of Atari and was
followed by many former Commodore engineers. So in essence, one could say that the ST and its succesors descended from the Commodore 64, and the Amiga
from the XL/XE, in a way (there even was an Atari Amiga planned under the name of 1850 XL). This mixing continued right on to the Atari Falcon, which,
with all due respect, defeated the new Amigas in allmost all areas, mainly thanks to its built-in 16-bit ADAC and its universally programmable and expandable Digitial Signal Processor with its own direct connection both internally and to the outside world, which essentially provided some sort of
multi- even parallel-processing possibilities (altough not as vast as the Atari Transputer Workstation, which used Inmos T800 transputers, the same technology later used by IBM's Parallel Transaction servers).

Pity about the OS though... AmigaOS supports paralell processing, even KS1.3 supported it. That capability is being used very successfully with the 060/PPC combos. Little know fact is that AmigaOS was the first to support this on a home computer/OS.

The Amiga was used primarily by graphic designers, animators, TV subtitlers and game players. The ST was more dominant in desktop publishing and music production because of its built-in MIDI-port and suitable display

resolutions, as well as value for the buck. However, the ST's main succes was in Europe. In the United States, the DTP market was dominated by the Apple Macintosh.

Wasn't that a great time... Many different platforms filling different niches in the market...

Operating System.
AKAIK, the Amiga has its own operating system which supports pre-emptive multitasking, but has indeed its instability problems.

Thing of the past. Anything from WB2.0 up is pretty damn stable, moreso then Win95/98 or MacOS.

There's a Unix for
the Amiga, and for Webbrowsing there's Lynx and Opera, and also, BeOS seems to be developed for it.

Lynx???, who uses that?
Try IBrowse, Voyager, soon Opera, Netscape is being developed, and quite a few others.

For the Ataris there's Linux, Minix, OS/9, SMS2, TOS, MultiTOS (both of which have been bought by Milan Computer www.milan-computer.de and are being
redeveloped and improved), MagiX (old MagiC), Geneva, MagiC, the last one being the most evolved and most modern version.

Most of these were developed because of TOS/GEMs limitations.

There also used to be a vast
amount of PC and Macintosh emulators for the Ataris. The PC emulators were usually slower than real PC's, the Mac emulators were faster.

The Amiga has an emulator for just about anything on the market. Do you know of the ST emulator that ran on standard A500's?. Quite useable speeds too.

CLONES
The ST, and it's successors, was indeed cloned at least three times, or otherwise built through licensing. Licensed machines included C-lab's own version of the Falcon and a machine called the Sonovista (which had multiple
DSP's). Clones included the GE-Soft Eagle (with support for PowerPC), the Medusa, the Milan (www.milan-computer.de), the Hades and the prototype Phenix. The Medusa was born in Switzerland, the Phenix in France and the others in the Federal Republic of Germany. Then I believe there is some development at www.wizztronics.com All of these were not mere emulations, but real machines. If you want to include emulations, there are hardwarebased Janus (which runs on PC's running OS/2, DOS, or any Windows), half hardware/half software or all-software based Gemulator (www.emulators.com) and all softwarebased emulations PacifiST for games and STonX for Unix machines. There are also ports of Atari

TOS/MultiTOS-compatible operating system MagiC for PC's (called MagicPC)
and
Apple Macs (MagicMac) and Apple PowerMacs (MagicPPC).

Much the same story for Amiga here...
Check the English magazines for Amiga clone details, or buy a brand new
Amiga perhaps...

PROFESSIONAL SOFTWARE SUPPORT
On the Amiga, I know Scala, a multimedia app now also ported to PC's as
"MM2" with its own operating system to directly access the PC hardware.

Lightwave, ImageFX, Dpaint3, The infamous Toaster/flyer... numerous more,
with new apps appearing monthly.

On the Atari, Cubase, Notator, and Logic were born. I believe new versions
still come out for Atari first.

Some of the above (if not all) were never seen on Atari... (the Amiga apps
that is)

The only AMiga with built-in MIDI ports is
the CDTV, I believe. (Ofcourse, you could always buy an MSX2 machine).

I'm not even sure about CDTV, but a $20 adaptor fixes that problem anyway.
You did know that the Amiga has extra pins on the serial port (the ones
that are usually not used) are used for various Audio I/O didn't you?

I have no experience with the Amiga community, but keep hearing stories
about flaming & such.

Just stories... If you call defending a platform flaming then you are
right. But self defense in itself doesn't equate to a flame in my eyes at
least.

In the Atari community, I rarely encounter it, well
except perhaps in video gaming newsgroups concerning the 64-bit Atari
Jaguar
system of 1993. Just ignore those flames.

Amiga people in the newsgroups are very helpfull in answering Amiga related
questions. Sure, there are some blind fanatics who will swear that an A500
is better then a Pentium II, but these people don't frequent Amiga
newsgroups.

You want some good advise? Ask yourself what you intend to use your
computer
for, and which computers do it best, which do it cheapest and which do it
with best value for money. As for expandability: the higher-end Atari
models
all feature either VME-buses, or in case of clones, PC-type ISA and PCI
buses.

Some Amiga models have both Zorro II/III and PC/AT slots, all have Zorro capabilities.

All low-end models feature at least a cartridge connector which has been known to support quite a variety of peripherals and expansions.

As is the case on Amiga, starting from the A1000.

As for
hard disks: newer Ataris support the cheap PC IDE standards and its varieties, and all support SCSI, SCSI2 or SCSI through an adapter.

Big box Amigas had either SCSI or IDE as standard, although the A2000 did come out as a floppy only model, and SCSI was an option. Harddrives are available on ALL models, mostly SCSI.

Most
current Atari systems or clones also support a variety of displays.

As does Amiga. Graphics cards, have been, are, and are being developed for the Amiga, and certain Multisync monitors can be used with any Amiga, whilst a flicker fixer is required with others.

But
those are the things you worry about once you have made up your mind. Considering that gaming is mainly a PC business to date, I'd say unless you run a TV studio there is not much point in buying an Amiga other than Nostalgia.

This comment isn't fair at all. I could say unless you are into MIDI there is no point in buying an Atari at all, except for nostalgia.
Just as valid as your comment...

As for MIDI on the PC: the Atari versions are still a lot more
stable than their PC counterparts and chaper than their Mac counterparts.

There is one thing you don't quite seem to understand. MIDI is better on Amiga then on PC too, with the suitable MIDI adaptor. You only need to look at the software that was ported to the PC to see that. I DO agree that an Atari is better in this regard, but the difference in reality is not that great.

If
you go into DTP however, Mac is still the way to go.

That does seem to be the case.

All in all, IMHO, you have to make up your mind first and ask others for their experiences in using the system for a set purpose. Ask them how much it cost them, and how well it works. Then decide.

Agreed, but a balanced view is required. For instance, it's no good coming into an Atari newsgroup with a question like which is better at XXXXXXX Atari or Amiga.
Instead, wording the question as: What are the Ataris capability at XXXXXX Then, go to an Amiga newsgroup and ask them the same question. Compare the

results, and choose for yourself.

Well, there are my remarks. I tried to be as fair as possible.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\//

2620. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-26 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bde97d$aeb938c0$4f5e0fcb@default>
Source record: 4381

I think we all agree to that...

Regards,

Clockmeister.

Gaven Miller <gmiller@inca.co.nz> wrote in article
<6ufpag$5v9$1@newshost.comnet.co.nz>...
> Atari or Amiga?
>
> Yes. Anything but Wintel.
>
> --
>
> All email sent to my inca address will fail, however I can now be
> contacted via an intermediary : gem at tos pl net. I would like to
> apologise to the genuine respondents that this may inconvenience.
>
>

2621. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-26 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bde980$396d6c00$4f5e0fcb@default>
Source record: 4382

Mikhol74 <mikhol74@aol.com> wrote in article
<19980925184602.09201.00001792@ng18.aol.com>...
>
> >
> >>> as for used value, I was at Value Village last week. An Amiga 500
> >>> (complete with plug-in hard drive and modem) was going for around
$12.
> >>> A 520ST, complete with drives and mono monitor was going for $24.95.
> >>> Guess we know who is considered more valuable.....
> >>
> >>I sell A2000's regularly for $100, but I can go pick up an ST at a
local
> >>goodwill for $5.
> >
> >
>
> What is Value Village. I have never seen any of these computers at any
> goodwill. Do I live in the wrong neck of the woods, or what?

I used the American term (I believe) goodwill to describe the same thing
here in Australia. Amigas have held their value very well in this country,
but Ataris haven't.
I had to sell my 1040STfm for $20, simply because I couldn't get any more
for it but to buy an A500 would set you back $75 at least. All big box
Amigas have remained popular, as well as the A1200 and hence the price has
remained relatively high.

Early Macs sell for around $20 -$40 dollars.
XT's, well, you can't give them away and
286's are worth $10 + monitor (depending on type, EGA or VGA) $20 max.
The last 386 Tower with VGA monitor, mouse, 8Mb RAM, 3.5" 1.44Mb floppy and
80Mb HDD cost me $25.

I think that pretty much sums up the value of older PC's I guess...

Regards,

Clockmeister.

>
> Michael
>

2622. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6ujf1onej3@news.campus.mci.net>
Source record: 4383

On 25 Sep 1998 00:19:20 , "Q5" wrote:

->Which was the first on ANY platform to introduce software raster image
->processors, which avoided the need for expensive hardware RIPc costing
->$15,000 and more...

Yes, Calumus is a dream. ;-)

->My point exactly. So do some other engineers by the way. And think where
->Steve Jobs started out....

Oh boy, you can still mention that to Mac users and they get "excited"!

<grin>

->> And have been for ages since the very first of ST's

Its true. I can flip back through my early Atari magazines and see some
very strange stuff! (like OS9 for example!) ;-)

->And have been long before Amiga clones. Medusa T40 and T60, Eagle, C-Lab
->Falcon, Sonovista, Hades, Milan (www.milan-computer.de) - readily available
->throughout the Benelux and Germany, Phenix (www.centek.fr), and all in
->different varieties.

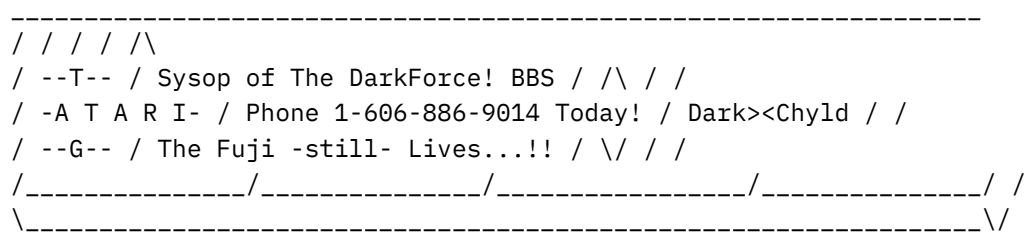
Yes, and amazingly enough, I would have to sincerely say that we have some
of the highest quality hardware and software that we have ever had! ;-)

->> Hmm...except that the Atari was released -1st-. (also, who could afford
->> tha A1000? Way too expensive! Gues thats why they sold so few)
->
->Really? I always thought that the launch of the ST was intentionally delayed
->to await the publics opinion of the A1000? Or was that the 1040 ST??

Okay, IIRC, the original Atari 520ST beat the Amiga A1000 to market by
around 6 months or so. The 1040 was released later, and even made the
cover of Byte magazine, as the first home computer to be released with
1 meg of Ram standard. ;-)

->> You're right though, at least they are not Windoze machines! ;-)
->
->We all agree on that :-)
->
->It has been possible to run Windoze on the Falcon in full color as well by
->the way. But who would want that? Creators of emulators have never really
->gotten the point. Yes it would be nice if you could use other computer's
->software on yours, but do you have to get stuck with the other's operating
->system and interfaces as well? No thanks...

Boy, do I agree with that! Even with all the fancy games, apps, and
Internet utils, I would't put up with Windog for any of them! ;-)



2623. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-26 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6uji52$8oa@news3.euro.net>
Source record: 4384

>Early Macs sell for around $20 -$40 dollars.
>XT's, well, you can't give them away and
>286's are worth $10 + monitor (depending on type, EGA or VGA) $20 max.
>The last 386 Tower with VGA monitor, mouse, 8Mb RAM, 3.5" 1.44Mb floppy and
>80Mb HDD cost me $25.
>
>I think that pretty much sums up the value of older PC's I guess...
>
>Regards,
>
>Clockmeister.

Finally, a decent message. So it's possible :-) I guess al you say is true for Australia. In Europe, the Ataris have always been more popular than elsewhere (also reflected in more worldwide spread of Amigas than Ataris, that's true). However, as we both demonstrated in this thread, both the Atari and the Amiga community are still very much alive. And as long as people like you and I still exist to jump in defense of the very existence of these systems and their (to some extent common) heritage, they will not be dead and shall not go quietly. (They both made history).

Ataris retained more value in Europe than alsewhere. But what do I care? If someone wants to sell me an Atari for an amazingly low price, than I have little problem with that. Usually, truly happy Atari users are either upgrading or sticking with their systems, not sidegrading... (although I must admit I do have a Wintel machine purely for professional reasons, which also has its merits - but, I sure as h*ll did not part with my "A-team (Atari/Apple/Amiga the latter two to still be purchased at a later date)" and I never will unless someone threatened my life with a gun to my head...

Werner Domroese / Q5

PS - The PC (Pretty Contemptible? ;-)pricing's about the same here in Europe (Netherlands), wouldn't know about Mac.

2624. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6ul445$25u@news3.euro.net>
Source record: 4385

GMTA :-)

2625. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-2709981300260001@200.229.243.122>
Source record: 4386

In article <6udoaq$pjj@news3.euro.net>, "Q5" <q5@usa.net> wrote:

>> Funny, the local Computer City here only has one USB mouse
>> and one USB keyboard...
>
>In addition, why would anyone WANT a USB keyboard or a USB mouse? Do I need
>a faster keyboard? It keeps up with me just fine you know. If they want USB,
>they should promote it using ADSL modems and such, not keyboards and mice.
>Geez.... Yeah lets hook up EVERYTHING to one serial bus. All peripherals,
>including the priority ones like controllers. That will increase you
>performance, and decrease a chance of faults, glitches, sluggish response
>and such.

You just didn't get it. USB is not meant to be "faster", it's meant
to be "easier", which means devices can be hot-swapped, and are truly plug
and play (which is currently the case with ADB devices for Macs, but not
true for most devices on PCs).
Apple didn't go for USB on the Mac because it's FASTER, but because
it's EASIER, and mind you, it's the future.

--
---
ciao!
asiufy@uol.com.br

2626. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn70sqj6.2p8.jedi@dementia.mishnet>
Source record: 4387

On Sun, 27 Sep 1998 13:00:23 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>In article <6udoaq$pjj@news3.euro.net>, "Q5" <q5@usa.net> wrote:
>
>>> Funny, the local Computer City here only has one USB mouse
>>> and one USB keyboard...
>>
>>In addition, why would anyone WANT a USB keyboard or a USB mouse? Do I need
>>a faster keyboard? It keeps up with me just fine you know. If they want USB,
>>they should promote it using ADSL modems and such, not keyboards and mice.
>>Geez.... Yeah lets hook up EVERYTHING to one serial bus. All peripherals,
>>including the priority ones like controllers. That will increase you
>>performance, and decrease a chance of faults, glitches, sluggish response
>>and such.
>
>
> You just didn't get it. USB is not meant to be "faster", it's meant
>to be "easier", which means devices can be hot-swapped, and are truly plug
>and play (which is currently the case with ADB devices for Macs, but not
>true for most devices on PCs).
> Apple didn't go for USB on the Mac because it's FASTER, but because
>it's EASIER, and mind you, it's the future.

That presumes that it needed to be easier to begin with.
USB is considerably slower than other available options
while delivering little in the way of real benefit except
perhaps requireing the user to buy a bunch of new equipment
(at extra cost) and multiple hubs (also at extra cost).

Actually, USB looks remarkably like the past, a past that
many of us were glad to see gone.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2627. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6um6thcaq1@nnrp1.dejanews.com>
Source record: 4388

In article <slrn70sqj6.2p8.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> That presumes that it needed to be easier to begin with.

It's hard to argue with this statement when you use the word "needed". In this context, how do I decide between what is "needed" and what is "wanted" or "desirable"?

> USB is considerably slower than other available options
> while delivering little in the way of real benefit except
> perhaps requireing the user to buy a bunch of new equipment
> (at extra cost) and multiple hubs (also at extra cost).

USB is cheap. While using USB to connect your printer or scanner is not the fastest solution, it is an easy and cheap solution. Ethernet printers are still fairly expensive and many new PCs only have a single parallel port. Also, USB is meant to connect keyboards, mice, joysticks, tablets, gamepads, etc. You don't think that USB is appropriate for these devices?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2628. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6um6b9bns1@nnrp1.dejanews.com>
Source record: 4389

In article <asiufy-2709981300260001@200.229.243.122>,
asiufy@iname.com (Alexandre A. S.) wrote:

> You just didn't get it. USB is not meant to be "faster", it's meant
> to be "easier", which means devices can be hot-swapped, and are truly plug
> and play (which is currently the case with ADB devices for Macs, but not
> true for most devices on PCs).

I couldn't decide if you meant that ADB is hot-swapable so I'll point out that
it is not. Also, USB PnP is much better than ADB PnP because there are serious
device uniqueness problems with ADB.

> Apple didn't go for USB on the Mac because it's FASTER, but because
> it's EASIER, and mind you, it's the future.

I have to agree with this.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2629. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <10114-360E94A1-44@newsd-214.iap.bryant.webtv.net>
Source record: 4390

FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an Atari platform, it would have greater potential.

2630. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <10114-360E9704-45@newsd-214.iap.bryant.webtv.net>
Source record: 4391

A lot of Ataris problem was that they didn't get the Home Computer market they deserved as many people saw them as a Video Game Producer and therefore unable to make a real computer. I like my Atari 800XL and my Commodore 64 equally well; I grew up with a Commodore 64 yet I like the 800XL's features a lot more. Macs and iMacs can all crash and burn in hell, and I hope someone with sense takes over Microsoft someday. All for now.

Group: comp.sys.atari.advocacy Date: Thu, Sep 24, 1998, 11:18am (EDT+4)
From: q5@usa.net (Q5) Re: Atari or Amiga
sinclair2246@my-dejanews.com wrote in message <6u4qik$s88$1@nnrp1.dejanews.com>...
In article <Z9kM1.1540$kN6.2170569@news2.mia.bellsouth.net>, NOSPAMwplatt@bellsouth.net (William Platt) wrote:
On 17 Sep 1998 21:43:28 , Mikhol74 wrote:
Could someone please give me the pros and cons of the both the Amiga and Atari ST? Thanks.
I don't think it's right to judge both machine solely on the basis of who made it. After all, as you can read at Curt Vendel's excellent www.atari.nu, and other locations who have something about computing history on the net as well, both systems have their merits and intermixed Atarian / Commodorian heritage. Many Atari engineers that worked on the Atari 8-bit home computer systems went to work on the joined Amiga Lorraine project by Amiga Technologies, a company which was later bought by Commodore when in turn, it's founder Jack Tramiel bought the home computer division of Atari and was followed by many former Commodore engineers. So in essence, one could say that the ST and its succesors descended from the Commodore 64, and the Amiga from the XL/XE, in a way (there even was an Atari Amiga planned under the name of 1850 XL). This mixing continued right on to the Atari Falcon, which, with all due respect, defeated the new Amigas in allmost all areas, mainly thanks to its built-in 16-bit ADAC and its universally programmable and expandable Digitial Signal Processor with its own direct connection both internally and to the outside world, which essentially provided some sort of multi- even parallel-processing possibilities (altough not as vast as the Atari Transputer Workstation, which used Inmos T800 transputers, the same technology later used by IBM's Parallel Transaction servers).
The Amiga was used primarily by graphic designers, animators, TV subtitlers and game players. The ST was more dominant in desktop publishing and music production because of its built-in MIDI-port and suitable display resolutions, as well as value for the buck. However, the ST's main succes was in Europe. In the United States, the DTP market was dominated by the Apple Macintosh.

Operating System.
AKAIK, the Amiga has its own operating system which supports pre-emptive multitasking, but has indeed its instability problems. There's a Unix for the Amiga, and for Webbrowsing there's Lynx and Opera, and also, BeOS seems to be developed for it.
For the Ataris there's Linux, Minix, OS/9, SMS2, TOS, MultiTOS (both of which have been bought by Milan Computer www.milan-computer.de and are being redeveloped and improved), MagiX (old MagiC), Geneva, MagiC, the last one being the most evolved and most modern version. There also used to be a vast amount of PC and Macintosh emulators for the Ataris. The PC emulators were usually slower than real PC's, the Mac emulators were faster.
CLONES
The ST, and it's successors, was indeed cloned at least three times, or otherwise built through licensing. Licensed machines included C-lab's own version of the Falcon and a machine called the Sonovista (which had multiple DSP's). Clones included the GE-Soft Eagle (with support for PowerPC), the Medusa, the Milan (www.milan-computer.de), the Hades and the prototype Phenix. The Medusa was born in Switzerland, the Phenix in France and the others in the Federal Republic of Germany. Then I believe there is some development at www.wizztronics.com All of these were not mere emulations, but real machines. If you want to include emulations, there are hardwarebased Janus (which runs on PC's running OS/2, DOS, or any Windows), half hardware/half software or all-software based Gemulator (www.emulators.com) and all softwarebased emulations PacifiST for games and STonX for Unix machines. There are also ports of Atari TOS/MultiTOS-compatible operating system MagiC for PC's (called MagicPC) and Apple Macs (MagicMac) and Apple PowerMacs (MagicPPC).
PROFESSIONAL SOFTWARE SUPPORT
On the Amiga, I know Scala, a multimedia app now also ported to PC's as "MM2" with its own operating system to directly access the PC hardware. On the Atari, Cubase, Notator, and Logic were born. I believe new versions still come out for Atari first. The only AMiga with built-in MIDI ports is the CDTV, I believe. (Ofcourse, you could always buy an MSX2 machine).
I have no experience with the Amiga community, but keep hearing stories about flaming & such. In the Atari community, I rarely encounter it, well except perhaps in video gaming newsgroups concerning the 64-bit Atari Jaguar system of 1993. Just ignore those flames.
You want some good advise? Ask yourself what you intend to use your computer for, and which computers do it best, which do it cheapest and which do it with best value for money. As for expandability: the higher-end Atari models all feature either VME-buses, or in case of clones, PC-type ISA and PCI buses. All low-end models feature at least a cartridge connector which has been known to support quite a variety of peripherals and expansions. As for hard disks: newer Ataris support the cheap PC IDE standards and its varieties, and all support SCSI, SCSI2 or SCSI through an adapter. Most current Atari systems or clones also support a variety of displays. But those are the things you worry about once you have made up your mind. Considering that gaming is mainly a PC

business to date, I'd say unless you run a TV studio there is not much point in buying an Amiga other than Nostalgia. As for MIDI on the PC: the Atari versions are still a lot more stable than their PC counterparts and chaper than their Mac counterparts. If you go into DTP however, Mac is still the way to go.
All in all, IMHO, you have to make up your mind first and ask others for their experiences in using the system for a set purpose. Ask them how much it cost them, and how well it works. Then decide.
I hope I've been able to help.
Werner Domroese

2631. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <10115-360E949A-10@newsd-214.iap.bryant.webtv.net>
Source record: 4392

FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an Atari platform, it would have greater potential.

2632. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn70t9r7.ub.jedi@dementia.mishnet>
Source record: 4393

On Sun, 27 Sep 1998 20:24:17 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn70sqj6.2p8.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> That presumes that it needed to be easier to begin with.
>
>It's hard to argue with this statement when you use the word "needed". In this
>context, how do I decide between what is "needed" and what is "wanted" or
>"desirable"?

It doesn't really matter, actually. All of those imply
the exact same thing: something is missing.

>
>> USB is considerably slower than other available options
>> while delivering little in the way of real benefit except
>> perhaps requireing the user to buy a bunch of new equipment
>> (at extra cost) and multiple hubs (also at extra cost).
>
>USB is cheap. While using USB to connect your printer or scanner is not the
>fastest solution, it is an easy and cheap solution. Ethernet printers are
>still fairly expensive and many new PCs only have a single parallel port.

At least they're available. Also, it's rather difficult to
say whether that cost has any real bearing on the realities
of cost.

>Also, USB is meant to connect keyboards, mice, joysticks, tablets, gamepads,
>etc. You don't think that USB is appropriate for these devices?

When considering that they were being connected just fine
before with lack of muss or fuss, NO. Having seen what can
happen on a broadcast bus network when stations are mal-
configured I have no interest in having either any of my
high speed peripherals or my primary input devices attached
to one.

The question remains: just what was broken & why the pressing
need to replace interfaces and devices that work perfectly well
as is.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2633. Re: Yet another maroon Sinclair offsubject post (Re: Say hello to i...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <9609-360EA067-13@newsd-213.iap.bryant.webtv.net>
Source record: 4394

Shut up dickwad, that link was hilarious, really shows the stupidity of the iMac, even though it's hosted by a Mac-user. You don't need to put people down because you have different cares.

2634. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: catch1@my-dejanews.com
Message-ID: <6umganlsv1@nnrp1.dejanews.com>
Source record: 4395

In article <6uemcj$d6v@news3.euro.net>,
"Q5" <q5@usa.net> wrote:
> >>graphix at crazy res is avail via things like the Picasso Iv card, the
> >CVPPC
> >>card based on the Permedia II chipset....CV3d etc etc..Video modules, TV
> in
> >a
> Graphics cards are not a problem on the Ataris, at least not in Germany or
> the Netherlands.
> >>window..etc etc.. Better than CD quality CD sound,
>
> Something need I remind you, that comes standard in Falcons since 1992.
>

Ermm..yep....also with amiga's...big box ami's have had that for ages
too...:-)

> >>Framegrabbing..genlocking....you name it. Anyway, I'd like to stress I
> >don't
>
> All of which is also available on Atari, ESPECIALLY on Falcons.
> >>mind the Atari, I had a ST for years, but Q5's post was very biased
> >>indeed....so here I am going out to battle to set the record
> Like I said, I only said what I know of. I am admittedly no expert on Amigas
> and therefore simply feel that I cannot state anything to give it the credit
> it deserves (Why You did that, as anticipated). I did not bring it down
> either, and if I did, I apologize for that. It is people like you and me
> that remind people that they have a CHOICE.
> The whole POINT of my message was to get people to THINK and make up their
> own minds. I even said, ask other people (which includes you). And so you
> made your point, actually, in a very ironic way (read my message carefully),
> you made mine.
>
> So what are we arguing about? I am not questioning the validity and support
> of the Amiga. I was simply pointing out that there is a lot to consider in
> such matters, with everyone having their own preferences and also stating
> that the Atari platform is by no means "dead", or at least equally dead as
> other 68K-originated platforms, including the Amiga.
>
> Hope that clears things up as well :-)
>
> Werner Domroese / Q5
>
>

Well said......actually I hope I didn't give the impression I was "bashing" at all, I must say it was a bit late at night when I posted initially and, as per usual I'd been copping some flak from the usual mob of Wintel Wintendo "drones" about why if the PC isn't any good how come 85% of the ppl on the planet seem to have them *sigh* Of course, the same arguement applies to Eastern Bloc Trabant owners huh?..hehehe That's what a monopoly produces...:-) Anyway...sorry if I was a bit abrupt, I'm actually quite interested in the current state of the Atari, think I might have to look closer into it I think. I have a PC, the way things are these days it's really compulsory at times *groan* but I must say I can't really stand the thing, I try to do everything I can on my Ami or on the Mac emulator I use. I must say, the Mac heads are nearly as fanatical as us and they do get their noses a bit out of joint when they see me running Netscape, Duke 3d etc etc on my humble Amiga..hehehe Still, you're quite right, it is all about choice and I can respect anyone who chooses not to play "Follow the leader" when it comes to their computing platform. Lets face it, it's the Atari , Amiga and Mac users that are the last hold-outs from total M$ domination, so keep up the good work and hopefully we can give Gates and Co something to think about in the coming years..(well, that's the dream anyway!)Oh..for anyone who's interested, the Ami Web Dir URL is http://www.cucug.org/amiga.html

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2635. Re: Yet another maroon Sinclair offsubject post (Re: Say hello to i...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <9608-360EA088-20@newsd-213.iap.bryant.webtv.net>
Source record: 4396

and moron is spelled "M-O-R-O-N" one of which you are.

2636. Re: The Clinton, Starr Report in FULL

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <9609-360EA21A-14@newsd-213.iap.bryant.webtv.net>
Source record: 4397

Two words for you - "F*** You"

2637. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: catch1@my-dejanews.com
Message-ID: <6umgqumfh1@nnrp1.dejanews.com>
Source record: 4398

In article <6uiifq$ju1@news3.euro.net>,
"Werner Domroese / Q5" <q5@usa.net> wrote:
> I don't know value village either. I live in the Netherlands. I think you
> replied to the wrong guy... (read the whole thread).
>
> Then again, it could be my mistake :)
> Mikhol74 wrote in message <19980925184602.09201.00001792@n >

Atari, Amiga or Mac?...
Hmmm.....do any of those comps give you a "Bluescreen" with monotonous regularity?...cost you an arm and a leg every 12 months to follow the Wintel prescribed "upgrade path" and suffer from over 10,000 "undocumented features" ?...oh, and serve as cash cows specifically designed to line the pockets of the Devil incarnate ?..."no" I hear you say ?...

Then go for it!...:-)

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2638. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6umint$md@news3.euro.net>
Source record: 4449

>You just didn't get it. USB is not meant to be "faster", it's meant
>to be "easier", which means devices can be hot-swapped, and are truly plug
>and play (which is currently the case with ADB devices for Macs, but not
>true for most devices on PCs).
> Apple didn't go for USB on the Mac because it's FASTER, but because
>it's EASIER, and mind you, it's the future.
I.C. Well, ehm... a PC keyboard is hotswappable if you don't have the PS/2
(although some are) variety ;-)

Just kidding. Yes you're right, I saw the wrong point. But also, I didn't
get the whole thread (I tried) so I kind of rolled in on this).
USB also allows daisy-chaining and some sort of hubs, doesn't it?

:-) Thanks though.

2639. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6umiuo$nu@news3.euro.net>
Source record: 4450

> That presumes that it needed to be easier to begin with.

> USB is considerably slower than other available options
> while delivering little in the way of real benefit except
> perhaps requireing the user to buy a bunch of new equipment
> (at extra cost) and multiple hubs (also at extra cost).
>
> Actually, USB looks remarkably like the past, a past that
> many of us were glad to see gone.
>
I am in complete agreement with this post. Dedicated connectors also work just fine and can be made (and often are!) hotswappable. In addition, it reduces possible fault locations because it often can only be plugged into something one way or another. USB is more flexible yes, but do I need it? Not right now, perhaps in the future.

2640. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6umjav$sr@news3.euro.net>
Source record: 4451

> When considering that they were being connected just fine
> before with lack of muss or fuss, NO. Having seen what can
> happen on a broadcast bus network when stations are mal-
> configured I have no interest in having either any of my
> high speed peripherals or my primary input devices attached
> to one.
>
> The question remains: just what was broken & why the pressing
> need to replace interfaces and devices that work perfectly well
> as is.

Exactly my point as well. Well, erm USB connectors alone take less space than most conventional ones, but that's about all I can think of. But I really don't care. It just creates another problem for Wintel machines. Or another sales-argumement. Or more work for system and network administrators. More problems? Who knows...

2641. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <23062-360ED3A7-22@newsd-212.iap.bryant.webtv.net>
Source record: 4452

My Commodore 64 gives me a blue screen every time I turn it on without a cart in it :-)

Group: comp.sys.atari.advocacy Date: Sun, Sep 27, 1998, 11:13pm (EDT+4)
From: catch1@my-dejanews.com Re: Atari or Amiga
In article <6uiifq$ju1@news3.euro.net>,
"Werner Domroese / Q5" <q5@usa.net> wrote:
I don't know value village either. I live in the Netherlands. I think
you replied to the wrong guy... (read the whole thread).
Then again, it could be my mistake :)
Mikhol74 wrote in message <19980925184602.09201.00001792@n >
Atari, Amiga or Mac?...
Hmmm.....do any of those comps give you a "Bluescreen" with monotonous
regularity?...cost you an arm and a leg every 12 months to follow the
Wintel prescribed "upgrade path" and suffer from over 10,000
"undocumented features" ?...oh, and serve as cash cows specifically
designed to line the pockets of the Devil incarnate ?..."no" I hear you
say ?...
Then go for it!...:-)
-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member
Forum

2642. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-27 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn70u9a3.26h.jedi@dementia.mishnet>
Source record: 4453

On Mon, 28 Sep 1998 00:13:25 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn70t9r7.ub.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> It doesn't really matter, actually. All of those imply
>> the exact same thing: something is missing.
>
>Something was missing: a cheap, hot connecting, PnP interface standard.
>
>> At least they're available. Also, it's rather difficult to
>> say whether that cost has any real bearing on the realities
>> of cost.
>
>Most new standards take a while to catch on unless they are very compelling.
>I, like most people with a fairly new PC, have a USB port on my computer. I
>am willing to wager that it contributed almost nothing to the cost of my PC.
>USB controllers are simple and shipping in large volumes. I would expect them
>to be cheap.
>
>> When considering that they were being connected just fine
>> before with lack of muss or fuss, NO. Having seen what can
>> happen on a broadcast bus network when stations are mal-
>> configured I have no interest in having either any of my
>> high speed peripherals or my primary input devices attached
>> to one.
>
>What type of network are you refering too? Ethernet? Are you sure that a mal-
>configured station can wreak havok with USB?
>
>> The question remains: just what was broken & why the pressing
>> need to replace interfaces and devices that work perfectly well
>> as is.
>
>On the PC side, joysticks are normally attached to your sound card. Many
>sound cards only have one port so, if you have more than one joystick, you

Actually most PC sound cards have 2 joystick ports and
3 MIDI ports. You just have to get the appropriate cabling.

>have to swap them (also, you need drivers for your sound cards gameport).
>Very annoying. On the PC, you can only normally have one keyboard attached to
>your computer at a time. This is annoying as I like to use a different
>keyboard for number entry and for typing and switching keyboards is a pain.
>Most new PCs only have a single serial port and tablets are usually connected
>through the serial port. So you cannot use a tablet if you need that port.

>Most PC printers and scanners are connected through the parallel port. But
>most PCs only have one parallet port so you either have to buy a SCSI card

Not so. Various PC SCSI scanners come with the necessary SCSI
card as part of the package and parallel scanners also have
passthru connections for the printer.

>for your scanner or swap your printer and scanner all the time. Also, on the
>PC, none of these devices are PnP.

Neither is the scanner as of yet. <chuckle>

>
>On the Mac side, things are a bit better. ADB allows you to chain up to 15
>devices together. But USB is likely to have more and cheaper peripherals, it
>is hot connectable, faster and supports more devices.
>
>So, I'll have to disagree with your statement that these devices and
>interfaces work perfectly well already.

So? What does one do when one is confronted with a 3rd
USB device? You buy what resembles a $100 4 port kludge
box. So the obvious question is: why not just make a kludge
box that already works with the old peripherals which just
happen to be as PnP as USB has demonstrated itself to be
anyways.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2643. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6umkb4$pv2$1@nnrp1.dejanews.com>
Source record: 4454

In article <slrn70t9r7.ub.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> It doesn't really matter, actually. All of those imply
> the exact same thing: something is missing.

Something was missing: a cheap, hot connecting, PnP interface standard.

> At least they're available. Also, it's rather difficult to
> say whether that cost has any real bearing on the realities
> of cost.

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USB controllers are simple and shipping in large volumes. I would expect them
to be cheap.

> When considering that they were being connected just fine
> before with lack of muss or fuss, NO. Having seen what can
> happen on a broadcast bus network when stations are mal-
> configured I have no interest in having either any of my
> high speed peripherals or my primary input devices attached
> to one.

What type of network are you refering too? Ethernet? Are you sure that a mal-
configured station can wreak havok with USB?

> The question remains: just what was broken & why the pressing
> need to replace interfaces and devices that work perfectly well
> as is.

On the PC side, joysticks are normally attached to your sound card. Many
sound cards only have one port so, if you have more than one joystick, you
have to swap them (also, you need drivers for your sound cards gameport).
Very annoying. On the PC, you can only normally have one keyboard attached to
your computer at a time. This is annoying as I like to use a different
keyboard for number entry and for typing and switching keyboards is a pain.
Most new PCs only have a single serial port and tablets are usually connected
through the serial port. So you cannot use a tablet if you need that port.
Most PC printers and scanners are connected through the parallel port. But
most PCs only have one parallet port so you either have to buy a SCSI card
for your scanner or swap your printer and scanner all the time. Also, on the
PC, none of these devices are PnP.

On the Mac side, things are a bit better. ADB allows you to chain up to 15
devices together. But USB is likely to have more and cheaper peripherals, it

is hot connectable, faster and supports more devices.

So, I'll have to disagree with your statement that these devices and interfaces work perfectly well already.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2644. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6un6g3$71k@news3.euro.net>
Source record: 4455

>What type of network are you refering too? Ethernet? Are you sure that a
malconfigured station can wreak havok with USB?
Well, do you use Wincrash related stuff or an Atari? ;-)

>> The question remains: just what was broken & why the pressing
>> need to replace interfaces and devices that work perfectly well
>> as is.
>
>On the PC side, joysticks are normally attached to your sound card. Many
sound cards only have one port so, if you have more than one joystick, you
>have to swap them (also, you need drivers for your sound cards gameport).
Gravis has still readiliy available an adapter for any sound card that gives
you two analog joystick ports and a genuine 5-pin DIN MIDI IN, OUT and THRU
port on your soundard without additional drivers (or so says the manual).
2nd joystick port uses a different address, usually.
>Very annoying. On the PC, you can only normally have one keyboard >attached
to your computer at a time. This is annoying as I like to use >a different
keyboard for number entry and for typing and switching >keyboards is a pain.
>Most new PCs only have a single serial port and tablets are usually
>connected through the serial port. So you cannot use a tablet if you >need
that port. Most PC printers and scanners are connected through the >parallel
port. But >most PCs only have one parallet port so you either >have to buy a
SCSI card for your scanner or swap your printer and >scanner all the time.
Also, on the PC, none of these devices are PnP.

Seems to me like a PC problem, not an Atari problem. Well, perhaps we should
buy computers that are not a PC, like... wait a minute.. this is
comp.sys.ATARI.advocacy, right? :-))

>On the Mac side, things are a bit better. ADB allows you to chain up to 15
devices together. But USB is likely to have more and cheaper peripherals, it
is hot connectable, faster and supports more devices.

Hmm this all sounds kind of like the old Atari 8-bit computer daisy-chain
serial ports of the 400, 800, XL/XE, etc....
That was universal to, albeit limited to Atari...

>So, I'll have to disagree with your statement that these devices and
>interfaces work perfectly well already.
Do your Atari joystick ports work?
Does your keyboard connector work? (You shouldn't take a PS/2 one)
Does your PS/2 mouse or mouse adapter work?
A PC can havemultiple serial ports. A TT has four.
Does SCSI work for scanners? For printers? For hard drives? Ah yes... Ultra
Wide SCSI huh? That also means 16 daisy-chained devices, doesn't it? Perhaps
even more...

Does your parallel port work? Can you use a printer on it? Can you use a scanner on it? Can you use a storage device on it?

Seems to me there's plenty of choice of working alternatives...

2645. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <19980928064214.08897.00003178@ng63.aol.com>
Source record: 4456

>
>My Commodore 64 gives me a blue screen every time I turn it on without a
>cart in it :-)
>
>
>

Yep, and the same with my 800XL!!!
=-)
Michael Wallace >> Hyborian Mindset Barbarian Productions <<

The problem with the world is that everyone is a few drinks behind.
--Humphrey Bogart

2646. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: catch12@my-dejanews.com
Message-ID: <6uoagmgft1@nnrp1.dejanews.com>
Source record: 4457

In article <10114-360E94A1-44@newsd-214.iap.bryant.webtv.net>,
shobe1knobe@webtv.net (Casey Allen Shobe) wrote:
> FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD
> VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an
> Atari platform, it would have greater potential.
>
Wow..the Jaguar.....I seem to remember hearing about that?..wasn't it a vacuum cleaner or something?.....No..you're absolutely right, since one game was ported to a dead console before an actual computer that just proves how bad that comp is...wow...what genius!.

Come to think of it..."Atari" seems to ring a bell, something to do with Asteroids perhaps?..I dunno..I forget, musn't have been all that important anyway..;-)

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2647. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdeafc$28f45000$3b5e0fcb@default>
Source record: 4458

Atari 2600?

catch12@my-dejanews.com wrote in article
<6uoagmgft1@nnrp1.dejanews.com>...
> In article <10114-360E94A1-44@newsd-214.iap.bryant.webtv.net>,
> shobe1knobe@webtv.net (Casey Allen Shobe) wrote:
> > FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD
> > VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an
> > Atari platform, it would have greater potential.
> >
> Wow..the Jaguar.....I seem to remember hearing about that?..wasn't it a
> vacuum cleaner or something?.....No..you're absolutely right, since one
game
> was ported to a dead console before an actual computer that just proves
> how bad that comp is...wow...what genius!.
>
> Come to think of it..."Atari" seems to ring a bell, something to do with
> Asteroids perhaps?..I dunno..I forget, musn't have been all that
important
> anyway..;-)
>
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>

2648. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdeafc$b5fc2220$3b5e0fcb@default>
Source record: 4459

Casey Allen Shobe <shobe1knobe@webtv.net> wrote in article
<10114-360E9704-45@newsd-214.iap.bryant.webtv.net>...
> A lot of Ataris problem was that they didn't get the Home Computer
> market they deserved as many people saw them as a Video Game Producer
> and therefore unable to make a real computer. I like my Atari 800XL and
> my Commodore 64 equally well; I grew up with a Commodore 64 yet I like
> the 800XL's features a lot more. Macs and iMacs can all crash and burn
> in hell, and I hope someone with sense takes over Microsoft someday.
> All for now.
>
Sense alone won't buy Microsoft, you need money... and a shitload of it!

2649. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdeafc$ed0dba80$3b5e0fcb@default>
Source record: 4460

Yes, but they remain useable at that point, unlike the PC...

Mikhol74 <mikhol74@aol.com> wrote in article
<19980928064214.08897.00003178@ng63.aol.com>...
>
> >
> >My Commodore 64 gives me a blue screen every time I turn it on without a
> >cart in it :-)
> >
> >
> >
>
> Yep, and the same with my 800XL!!!
> =-)
> Michael Wallace >> Hyborian Mindset Barbarian Productions <<
>
> The problem with the world is that everyone is a few drinks behind.
> --Humphrey Bogart
>
>

2650. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdeafe$43d27260$3b5e0fcb@default>
Source record: 4461

Casey Allen Shobe <shobe1knobe@webtv.net> wrote in article
<10115-360E949A-10@newsd-214.iap.bryant.webtv.net>...
> FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD
> VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an
> Atari platform, it would have greater potential.
>
>
I have worked with computers of all sorts for quite a few years now and
have yet to lay my eyes on a Jaguar, and therefore Myst on an Atari. You do
know the difference between a console and a proper home computer don't
you?.

And if WebTV suck so much (and it does) WTF do you use it?.
Why not use an Atari?
WebTV has zero potential, no matter what platform it is based on.

A well constructed arguement on why the Amiga sucks would have given you
some credibility with your opinion, but as it stands it sounds like
something an illinformed 14 year old would say.

Clockmeister.

2651. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6uogjanir1@nnrp1.dejanews.com>
Source record: 4462

In article <slrn70u9a3.26h.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> Actually most PC sound cards have 2 joystick ports and
> 3 MIDI ports. You just have to get the appropriate cabling.

Mine only has one and since it is used in all DVD equiped Dells, there are a lot of computers that only have one. But even with 2 ports, you can't have a joystick and two game pads. You need the joystick to play sims and the game pads to play sports games. Of course, you can buy a box that connects to the game port and provides 2 or 4 extra game ports. But then you have a piece of hardware that is just as kludgy as a USB hub and still doesn't solve the problem of having to switch drivers when you want to use a different joystick.

[BTW, you didn't address the keyboard issue]

> Not so. Various PC SCSI scanners come with the necessary SCSI
> card as part of the package and parallel scanners also have
> passthru connections for the printer.

Some do. If you buy a SCSI scanner then you are obviously paying for any bundled SCSI card. And I have seen scanners without pass-trough connections. Also, neither SCSI nor parallel connections provide PnP. SCSI is not a hot pluggable bus.

> Neither is the scanner as of yet. <chuckle>

Bugs in a pre-release version of Windows 98 don't make USB a bad interface.

> So? What does one do when one is confronted with a 3rd
> USB device? You buy what resembles a $100 4 port kludge
> box. So the obvious question is: why not just make a kludge
> box that already works with the old peripherals which just
> happen to be as PnP as USB has demonstrated itself to be
> anyways.

Here is why not:

1) Your kludge box will have to offer me 4 ports of the same type unless your kludge box can do some interesting things. What happens if I need 2 extra serial ports, a parallel port and a game port. Can I get that by buying one of your kludge boxes? If so, will you let me exchange kludge boxes when I no longer need the serial port and, instead, want an extra game port?

2) Will your kludge box automatically detect when I plug in new devices and load the appropriate drivers for me?

3) Will the operating system recognize all of my game devices, attached to your kludge box, at the same time ie. can I change from using a joystick to a gamepad without changing any configuration settings?

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2652. Re: Yet another maroon Sinclair offsubject post (Re: Say hello to i...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: richardhutnik@hotmail.com
Message-ID: <6uotok$6h6$1@nnrp1.dejanews.com>
Source record: 4463

In article <9608-360EA088-20@newsd-213.iap.bryant.webtv.net>,
shobe1knobe@webtv.net (Casey Allen Shobe) wrote:
> and moron is spelled "M-O-R-O-N" one of which you are.

I another post, you called me a dickwad, and said a lot of people care about the IStapler. If you are saying it shows how stupid certain Mac users, like Peter Sinclair are, then feel free to say that. Anyhow, this is an Atari newsgroup, so what does the IStapler have to do with this newsgroup? Feel free to welcome Peter Sinclair's offsubject posts on here. I assume you enjoy your newsgroup being cluttered with his offsubject stuff.

By the way, I would highly suggest you not go casually saying someone is a moron, particularly, if you are correcting me when I used the word "maroon". I am perfectly aware of the word "moron". Apparently, you are not aware of your Warner Brother cartoons. Rather than call someone a moron, the expression is, "what a maroon". This is where I got it from.

Good day...
- Richard Hutnik

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2653. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6uor3arad1@news.campus.mci.net>
Source record: 4464

On 28 Sep 1998 15:37:57 , catch12@my-dejanews.com wrote:

->Wow..the Jaguar.....I seem to remember hearing about that?..wasn't it a
->vacuum cleaner or something?.....No..you're absolutely right, since one game
->was ported to a dead console before an actual computer that just proves
->how bad that comp is...wow...what genius!.

Nope, you've seen one too many iMac commercials. Now *there's* your
vacuum cleaner! ;-)

->Come to think of it..."Atari" seems to ring a bell, something to do with
->Asteroids perhaps?..I dunno..I forget, musn't have been all that important
->anyway..;-)

You don't get out much, do ya...? ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

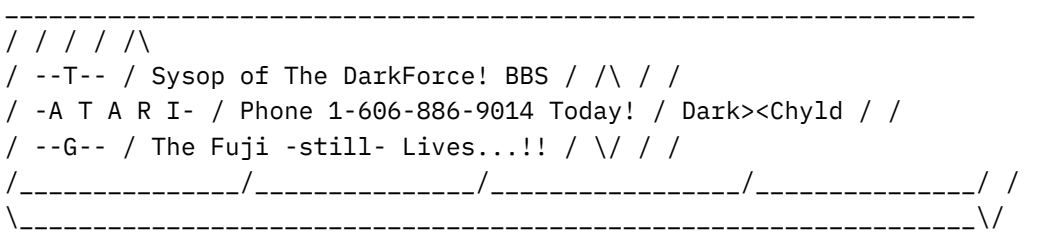
2654. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6uordorad2@news.campus.mci.net>
Source record: 4465

On 27 Sep 1998 23:04:55 , catch1@my-dejanews.com wrote:

->Ermm..yep....also with amiga's...big box ami's have had that for ages
->too...:-)

Wrong. Dead Wrong. No Amiga from the A1000 to the A4000 has standard built-in sound that can come anywhere near the Atari Falcon 030. There are expensive add-on, aftermarket cards that can be purchased (Sunrize, for example) but thats it. Not Standard. Just 8-bit...



2655. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <19980928191143.18536.00002955@ng134.aol.com>
Source record: 4466

>
>And if WebTV suck so much (and it does) WTF do you use it?.
>Why not use an Atari?
>WebTV has zero potential, no matter what platform it is based on.
>
>

I used to use WebTV, once upon a blue moon. And, it does suck. I payed about $300 Americano for it (including keyboard) and sold it for $75 a few months ago. What a sucker that bought it!!

2656. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <19980928191255.18536.00002956@ng134.aol.com>
Source record: 4467

>> >
>> >My Commodore 64 gives me a blue screen every time I turn it on without a
>> >cart in it :-)
>> >
>> >
>> >
>>
>> Yep, and the same with my 800XL!!!
>> =-)

>
>Yes, but they remain useable at that point, unlike the PC...

Amen, brutha. That was the point!!
Michael Wallace >> Hyborian Mindset Barbarian Productions <<

The problem with the world is that everyone is a few drinks behind.
--Humphrey Bogart

2657. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn7108qt.5k8.jedi@dementia.mishnet>
Source record: 4468

On Mon, 28 Sep 1998 17:21:48 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn70u9a3.26h.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> Actually most PC sound cards have 2 joystick ports and
>> 3 MIDI ports. You just have to get the appropriate cabling.
>
>Mine only has one and since it is used in all DVD equiped Dells, there are a
>lot of computers that only have one. But even with 2 ports, you can't have a
>joystick and two game pads. You need the joystick to play sims and the game
>pads to play sports games. Of course, you can buy a box that connects to the
>game port and provides 2 or 4 extra game ports. But then you have a piece of
>hardware that is just as kludgy as a USB hub and still doesn't solve the
>problem of having to switch drivers when you want to use a different joystick.

The USB port wont solve the driver problem either.
However, joystick port kludge-box or splitting cable
will work without tossing out old equipment.

>
>[BTW, you didn't address the keyboard issue]
>
>> Not so. Various PC SCSI scanners come with the necessary SCSI
>> card as part of the package and parallel scanners also have
>> passthru connections for the printer.
>
>Some do. If you buy a SCSI scanner then you are obviously paying for any
>bundled SCSI card. And I have seen scanners without pass-trough connections.

When? 1993?

>Also, neither SCSI nor parallel connections provide PnP. SCSI is not a hot
>pluggable bus.

Parallel connections do. You haven't used Windows in a while
have you (say about for 3 years).

>
>> Neither is the scanner as of yet. <chuckle>
>
>Bugs in a pre-release version of Windows 98 don't make USB a bad interface.

It doesn't demonstrate the value of it over other
solutions either.

>
>> So? What does one do when one is confronted with a 3rd

>> USB device? You buy what resembles a $100 4 port kludge
>> box. So the obvious question is: why not just make a kludge
>> box that already works with the old peripherals which just
>> happen to be as PnP as USB has demonstrated itself to be
>> anyways.
>
>Here is why not:
>
>1) Your kludge box will have to offer me 4 ports of the same type unless your
>kludge box can do some interesting things. What happens if I need 2 extra
>serial ports, a parallel port and a game port. Can I get that by buying one of
>your kludge boxes? If so, will you let me exchange kludge boxes when I no
>longer need the serial port and, instead, want an extra game port?
>

Judging by the overwhelming adoption of USB over the period it
has been bundled with new systems, that sort of need must be
underwhelming indeed.

>2) Will your kludge box automatically detect when I plug in new devices and
>load the appropriate drivers for me?

Will your OS do so without a BSOD or other similar PnP
artifacts that have already been experienced?

>
>3) Will the operating system recognize all of my game devices, attached to
>your kludge box, at the same time ie. can I change from using a joystick to a
>gamepad without changing any configuration settings?

That's certainly issue from a pure management and algorithmic
standpoint even if your OS is doing all of it's prerequisites
correctly. It rather sounds like the perfect instance for
reality to come up with variations the developer never thought
of.

I've had good reason to distrust universal automagic PnP
schemes so promises of yet another one that just may work
as well as the last one don't impress me.

As a supplement for those 'power users' it has some merit.
As a basket to put all of one's eggs into, it does not.

Personally, I like that my keyboard and mouse and external
bus each have their own IRQ.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2658. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: Steve Norman <stevenorman@bc.sympatico.ca>
Message-ID: <36104A87.302229CF@bc.sympatico.ca>
Source record: 4469

Why do you care?

2659. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: Dan Cox <tacqurie@earthlink.net>
Message-ID: <6uphri$9jl$1@fir.prod.itd.earthlink.net>
Source record: 4470

Why does everyone hate intel and microsoft?
Intel makes good equipment and windows makes decent software. Do people hate them because windows sucks? Or because they're just jealous of their success? This has always baffled me. Personally I don't like windows much. I'm getting a mac soon(an older one) so I'm curious what it's like. I grew up on ataris. I used atari 520st extensively as a kid and loved it. I think it's simplicity had a very unique elegance to it that has never been beaten or imitated. It was more "fun" to use than anything else I have played around with, it's a shame the rest of the US and world for that matter, didn't realize this.

Clockmeister wrote in message <01bde97d$aeb938c0$4f5e0fcb@default>...
>I think we all agree to that...
>
>Regards,
>
>Clockmeister.
>
>
>
>Gaven Miller <gmiller@inca.co.nz> wrote in article
><6ufpag$5v9$1@newshost.comnet.co.nz>...
>> Atari or Amiga?
>>
>> Yes. Anything but Wintel.
>>
>> --
>>
>> All email sent to my inca address will fail, however I can now be
>> contacted via an intermediary : gem at tos pl net. I would like to
>> apologise to the genuine respondents that this may inconvenience.
>>
>>

2660. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-28 00:00:00 UTC
From: Steve Duff <steveduff*spam*zap*@earthlink.net>
Message-ID: <6upv61$3a3$1@holly.prod.itd.earthlink.net>
Source record: 4471

On 28 Sep 98 19:48:39 Steve Norman wrote about "Re: Atari or Amiga":

>
> Why do you care?

Why does =who= care?

--
Best;
Steve Duff Team AMIGA

QuikPak A4060T 82MB/1GB SCSI/4MB CV64-3D w/Scan Doubler
Melody Z-2/4X SCSI CD-ROM/GVP I-O Extender

Remove *spam*zap* to reply via email

2661. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6upfst$r4s$1@nnrp1.dejanews.com>
Source record: 4472

In article <10114-360E94A1-44@newsd-214.iap.bryant.webtv.net>,
shobe1knobe@webtv.net (Casey Allen Shobe) wrote:
> FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD
> VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an
> Atari platform, it would have greater potential.

Roftl...Typical Atari Jihad indenial. At least the Amiga may have a future
with OS 5. Can you use a video toaster on a TOS bucket?

Peter S.
-Relocating to Minnesota

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2662. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6upu6g$a51$1@nnrp1.dejanews.com>
Source record: 4473

In article <slrn7108qt.5k8.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> The USB port wont solve the driver problem either.
> However, joystick port kludge-box or splitting cable
> will work without tossing out old equipment.

Yes, it will. The USB devices can be uniquely identified and their signals forwarded to the appropriate driver. The game port does not have enough information to do this. Also, I am not advocating that everyone replace their existing devices. I think that people should consider buying USB devices when they buy new devices.

> >Some do. If you buy a SCSI scanner then you are obviously paying for any
> >bundled SCSI card. And I have seen scanners without pass-trough connections.
>
> When? 1993?

At work we have an Epson scanner. We bought it in '96. I'm not sure of the model but it doesn't have a pass-through connector.

> >Also, neither SCSI nor parallel connections provide PnP. SCSI is not a hot
> >pluggable bus.
>
> Parallel connections do. You haven't used Windows in a while
> have you (say about for 3 years).

Actually, I develop SV software for NT. I run Windows 98 at home. Say I attach a new printer to my parallel port. Will the drivers for that device be automatically loaded? No, the won't. So why do you think that parallel devices are PnP?

> >Bugs in a pre-release version of Windows 98 don't make USB a bad interface.
>
> It doesn't demonstrate the value of it over other
> solutions either.

You were using a bug in a pre-release version of Windows 98 to desparage USB. A buggy operating system doesn't make an interface standard flawed. If Windows crashed after you installed a SCSI card, would SCSI be flawed?

> Judging by the overwhelming adoption of USB over the period it
> has been bundled with new systems, that sort of need must be
> underwhelming indeed.

As I said before, new standards do take a while to catch on. Even the CD-ROM had a slow initial adoption rate.

> Will your OS do so without a BSOD or other similar PnP
> artifacts that have already been experienced?

Irrelevant unless the flaw lies with the interface and not with the operating system.

> >3) Will the operating system recognize all of my game devices, attached to
> >your kludge box, at the same time ie. can I change from using a joystick to a
> >gamepad without changing any configuration settings?
>
> That's certainly issue from a pure management and algorithmic
> standpoint even if your OS is doing all of it's prerequisites
> correctly. It rather sounds like the perfect instance for
> reality to come up with variations the developer never thought
> of.

When the OS receives a signal from the game port, it doesn't have any idea what kind of device is sending the signal and, therefore, can't automatically determine which driver to use to process the signal. So the user has to tell that operating system what type of device is sending the signal. On Windows 95/98, you use the "Game Controllers" control panel. With USB, however, the operating system knows exactly what device is sending the signal and can forward the signal to the correct driver without user intervention. That saves you the hassle of going to a control panel every time you change devices.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2663. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn7122rq.93i.jedi@dementia.mishnet>
Source record: 4474

On Tue, 29 Sep 1998 06:20:00 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn7108qt.5k8.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> The USB port wont solve the driver problem either.
>> However, joystick port kludge-box or splitting cable
>> will work without tossing out old equipment.
>
>Yes, it will. The USB devices can be uniquely identified and their signals
>forwarded to the appropriate driver. The game port does not have enough
>information to do this. Also, I am not advocating that everyone replace their

Considering what can be done with current joysticks, that's
dubious assertion.

>existing devices. I think that people should consider buying USB devices when
>they buy new devices.
>
>> >Some do. If you buy a SCSI scanner then you are obviously paying for any
>> >bundled SCSI card. And I have seen scanners without pass-trough connections.
>>
>> When? 1993?
>
>At work we have an Epson scanner. We bought it in '96. I'm not sure of the
>model but it doesn't have a pass-through connector.
>
>> >Also, neither SCSI nor parallel connections provide PnP. SCSI is not a hot
>> >pluggable bus.
>>
>> Parallel connections do. You haven't used Windows in a while
>> have you (say about for 3 years).
>
>Actually, I develop SV software for NT. I run Windows 98 at home. Say I attach
>a new printer to my parallel port. Will the drivers for that device be
>automatically loaded? No, the won't. So why do you think that parallel devices
>are PnP?

All the device needs to do is to be able to communicate with
the OS. Even something as old as an HP540C can do that with even
the first release of Win95 quite nicely. It merely the same
level of organization and discipline required for IP port and
PCI ID assignments.

>
>> >Bugs in a pre-release version of Windows 98 don't make USB a bad interface.

>>
>> It doesn't demonstrate the value of it over other
>> solutions either.
>
>You were using a bug in a pre-release version of Windows 98 to desparage USB.

Win98 should have been gold at that point. It was very
likely a release version. Furthermore, it was a staged
PR event. So one should expect the conditions of the test
to be rather ideal. This was not some early QA iteration.

>A buggy operating system doesn't make an interface standard flawed. If
>Windows crashed after you installed a SCSI card, would SCSI be flawed?
>
>> Judging by the overwhelming adoption of USB over the period it
>> has been bundled with new systems, that sort of need must be
>> underwhelming indeed.
>
>As I said before, new standards do take a while to catch on. Even the CD-ROM
>had a slow initial adoption rate.
>
>> Will your OS do so without a BSOD or other similar PnP
>> artifacts that have already been experienced?
>
>Irrelevant unless the flaw lies with the interface and not with the operating
>system.

Both are an issue. The concept is as much of an issue as
the implementation is. Abstract design concepts very much
impact real world performance.

>
>> >3) Will the operating system recognize all of my game devices, attached to
>> >your kludge box, at the same time ie. can I change from using a joystick to a
>> >gamepad without changing any configuration settings?
>>
>> That's certainly issue from a pure management and algorithmic
>> standpoint even if your OS is doing all of it's prerequisites
>> correctly. It rather sounds like the perfect instance for
>> reality to come up with variations the developer never thought
>> of.
>
>When the OS receives a signal from the game port, it doesn't have any idea
>what kind of device is sending the signal and, therefore, can't automatically
>determine which driver to use to process the signal. So the user has to tell
>that operating system what type of device is sending the signal. On Windows
>95/98, you use the "Game Controllers" control panel. With USB, however, the
>operating system knows exactly what device is sending the signal and can
>forward the signal to the correct driver without user intervention. That
>saves you the hassle of going to a control panel every time you change
>devices.

...sounds more like your problem is in windows, actually.
Either way, it seems that you will still have to manually
tell the OS something.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2664. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdebcd$2a600200$645e0fcb@default>
Source record: 4475

DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
article <6uordorad2@news.campus.mci.net>...
> On 27 Sep 1998 23:04:55 , catch1@my-dejanews.com wrote:
>
> ->Ermm..yep....also with amiga's...big box ami's have had that for ages
> ->too...:-)
>
> Wrong. Dead Wrong. No Amiga from the A1000 to the A4000 has standard
> built-in sound that can come anywhere near the Atari Falcon 030. There
> are expensive add-on, aftermarket cards that can be purchased (Sunrize,
> for example) but thats it.
More choice, a good thing IMO...

Not Standard. Just 8-bit...
and 14 bit...
>
>
> ____
> / / / /
/\
> / --T-- / Sysop of The DarkForce! BBS / /\ /
/
> / -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
> / --G-- / The Fuji -still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>
>

2665. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.107aca5b6e07401c9897c1@news1.ibm.net>
Source record: 4476

In article <360600AE.7AB54A22@mygale.REMOVETHIS.org>, Nicholas Bales <bales@mygale.REMOVETHIS.org> stated:

> An A500 has the same expandability as a 520ST.

Having owned both, I can say with conviction the A500 was much easier to expand than the 520ST, primarily due to that expansion bus on the A500's left side.

==========
lmcclure@ibm.net

2666. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6urd7h$qj6@news3.euro.net>
Source record: 4477

sigh here we go again. come 2 think of it.. anyone ever hear anything 'bout CD32 or CDTV? hmmm nah let's forget.. mustn't be that important then... ;-)
catch12@my-dejanews.com wrote in message <6uoagmgft1@nnrp1.dejanews.com>...
>In article <10114-360E94A1-44@newsd-214.iap.bryant.webtv.net>,
> shobe1knobe@webtv.net (Casey Allen Shobe) wrote:
>> FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD
>> VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an
>> Atari platform, it would have greater potential.
>>
>Wow..the Jaguar.....I seem to remember hearing about that?..wasn't it a
>vacuum cleaner or something?.....No..you're absolutely right, since one game
>was ported to a dead console before an actual computer that just proves
>how bad that comp is...wow...what genius!.
>
>Come to think of it..."Atari" seems to ring a bell, something to do with
>Asteroids perhaps?..I dunno..I forget, musn't have been all that important
>anyway..;-)
>
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2667. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6urder$qnq@news3.euro.net>
Source record: 4478

>And if WebTV suck so much (and it does) WTF do you use it?.
>Why not use an Atari?
>WebTV has zero potential, no matter what platform it is based on.

Hmm WebTV is actually based on many platforms. Yes it's there on Amiga, it's there on CD-i in the Netherlands the KPN Telecom company now wants to do it on pretty contemptible format and eh.. let's see there was CDTV. At least you could expand it like a decent computer...

WebTV is for someone who's bored with standard consoles and wants a little bit more but doesn't really have the guts to go out into either the real world or true cyberspace, IMHO.

>Clockmeister.
Hey clocky! We AGREE!!!!!!!!! :-) Let's celebrate :)

2668. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6urdqk$r1l@news3.euro.net>
Source record: 4479

>Sense alone won't buy Microsoft, you need money... and a shitload of it!

Hmmm what do we need?
ALL ATARI + COMMODORE + AMIGA + APPLE + ACORN fans in the world, each spending $1 (er wait a minute - that's not enough)
-A common average user entry-level OS that is powerful enough for power-users and easy, stupid, stolen or crashy enough for those people who normally buy PC's so we can get them on our side
-Many many clones and 68K competitors still conforming to that one modular, multithreading, multi-user, multi- & parallel processing OS with built-in connectivity features for a host of networking apps both remote and local
-Win16 & Win32 emulation, Linux emulation, DOS emulation, OS/2 emulation, Mac emulation, MagiC emulation, Kickstart/Workbench emulation MSX emulation, ... (well not completely emulation, sort of native being a modular operating system)
-Common reference to cheap peripherals
-Powerful marketing name & marketeers
errr
did I forget anything?

piece of cake :)

2669. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6urdvm$rbl@news3.euro.net>
Source record: 4480

errr ever heard of the cartridge bus??? no? take a closer look... and unlike
it says.. it's not just rom.... and also gets you hooked up to the cpu if
you wish...
Lonnie McClure wrote in message ...
>In article <360600AE.7AB54A22@mygale.REMOVETHIS.org>, Nicholas Bales
><bales@mygale.REMOVETHIS.org> stated:
>
>> An A500 has the same expandability as a 520ST.
>
>Having owned both, I can say with conviction the A500 was much easier to
>expand than the 520ST, primarily due to that expansion bus on the A500's
>left side.
>
>=================
>lmcclure@ibm.net

2670. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6ure66$rf4@news3.euro.net>
Source record: 4481

I think the only real enhancement of Falcon-competitors (about equally old) was the AGA. But I'm not qualified to vouch for that. Perhaps Clocky(tm) can give us some clues??

F030 did 8-channel stereo sound at 50kHz well - STE's did 50, Falcons did about 49 - at 16 bit. Now there's aftermarket hardware for the Ataris that had a VME bus and for current clones to match f030's performance or bneat it (24-bit) - card's name doesn't spring to mind yet, have to look it up...

Hmm

2671. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6ure8b$rgk@news3.euro.net>
Source record: 4482

```
Who said the F030's internal sound or other ataris sound were the ONLY
supported / possible sound???
```

2672. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6urepi$s12@news3.euro.net>
Source record: 4483

There are some controllers that are connectable to a stanard serial port (not just mice)

Of course had you had an Atari falcon or ste you'd have two standard ports, 2 extra ports (expandable to 4) totalling 6 ports then there's the parallel port adapter for even 2 more ports (just like amiga - same adapter i believe) which makes 8, and using paddle in stead of joysticks makes 16. hmm on a jaguar you could daisy-chain'em with the right soft- and hardware wchich would make even more. and even on ataris you can - with the appropriate drivers - attach some devices to the four or so serial ports on a tt.... (tt also has the two expandable ports of the falcon and the ste / mste)

Hmmm or you could use USB?

2673. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6ureru$s3i@news3.euro.net>
Source record: 4484

A Gravis MIDI-adaptor also solves your problem if your joyst8ick port can
have multiple addresses assigned....
gives you three genuine midi ports as well, just by connecting the box :-)
to bad they don't make sound cards anymore :(
quinlan@intergate.bc.ca wrote in message
<6upu6g$a51$1@nnrp1.dejanews.com>...
>In article <slrn7108qt.5k8.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> The USB port wont solve the driver problem either.
>> However, joystick port kludge-box or splitting cable
>> will work without tossing out old equipment.
>
>Yes, it will. The USB devices can be uniquely identified and their signals
>forwarded to the appropriate driver. The game port does not have enough
>information to do this. Also, I am not advocating that everyone replace
their
>existing devices. I think that people should consider buying USB devices
when
>they buy new devices.
>
>> >Some do. If you buy a SCSI scanner then you are obviously paying for any
>> >bundled SCSI card. And I have seen scanners without pass-trough
connections.
>>
>> When? 1993?
>
>At work we have an Epson scanner. We bought it in '96. I'm not sure of the
>model but it doesn't have a pass-through connector.
>
>> >Also, neither SCSI nor parallel connections provide PnP. SCSI is not a
hot
>> >pluggable bus.
>>
>> Parallel connections do. You haven't used Windows in a while
>> have you (say about for 3 years).
>
>Actually, I develop SV software for NT. I run Windows 98 at home. Say I
attach
>a new printer to my parallel port. Will the drivers for that device be
>automatically loaded? No, the won't. So why do you think that parallel
devices
>are PnP?
>

>> >Bugs in a pre-release version of Windows 98 don't make USB a bad
interface.
>>
>> It doesn't demonstrate the value of it over other
>> solutions either.
>
>You were using a bug in a pre-release version of Windows 98 to desparage
USB.
>A buggy operating system doesn't make an interface standard flawed. If
>Windows crashed after you installed a SCSI card, would SCSI be flawed?
>
>> Judging by the overwhelming adoption of USB over the period it
>> has been bundled with new systems, that sort of need must be
>> underwhelming indeed.
>
>As I said before, new standards do take a while to catch on. Even the
CD-ROM
>had a slow initial adoption rate.
>
>> Will your OS do so without a BSOD or other similar PnP
>> artifacts that have already been experienced?
>
>Irrelevant unless the flaw lies with the interface and not with the
operating
>system.
>
>> >3) Will the operating system recognize all of my game devices, attached
to
>> >your kludge box, at the same time ie. can I change from using a joystick
to a
>> >gamepad without changing any configuration settings?
>>
>> That's certainly issue from a pure management and algorithmic
>> standpoint even if your OS is doing all of it's prerequisites
>> correctly. It rather sounds like the perfect instance for
>> reality to come up with variations the developer never thought
>> of.
>
>When the OS receives a signal from the game port, it doesn't have any idea
>what kind of device is sending the signal and, therefore, can't
automatically
>determine which driver to use to process the signal. So the user has to
tell
>that operating system what type of device is sending the signal. On Windows
>95/98, you use the "Game Controllers" control panel. With USB, however, the
>operating system knows exactly what device is sending the signal and can
>forward the signal to the correct driver without user intervention. That
>saves you the hassle of going to a control panel every time you change
>devices.
>

>--
>Brian Quinlan
>quinlan@intergate.bc.ca
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2674. Re: JAVA for CAB? (SCSI)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net>
Message-ID: <6urf2u$saf@news3.euro.net>
Source record: 4485

Consider a RAID5 controller. They can be hotswappable you know. Yes I know this is not the same as hotpluggable. But isn't this an issue for a different newsgroup, like a techie one?

Maybe I'm just tooooo plain basic :-))

2675. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6urkh9$7mm$1@nnrp1.dejanews.com>
Source record: 4486

In article <slrn7122rq.93i.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> >Yes, it will. The USB devices can be uniquely identified and their signals
> >forwarded to the appropriate driver. The game port does not have enough
> >information to do this. Also, I am not advocating that everyone replace their
>
> Considering what can be done with current joysticks, that's
> dubious assertion.

Actually, it's a true assertion that can be easily tested. Buy a game port expander and plug a Flightstick and a Gravis Game Pad into it. Without using the "Game Controllers" control panel (or doing it directly in the game if it does direct controller management), neither device will work. And when you switch devices, you much change your settings. With USB, you don't have to do this because the operating system knows what device is sending the signal.

>>Actually, I develop SV software for NT. I run Windows 98 at home. Say I
>>attach a new printer to my parallel port. Will the drivers for that device
>>be automatically loaded? No, the won't. So why do you think that parallel
>> devices are PnP?
>
> All the device needs to do is to be able to communicate with
> the OS. Even something as old as an HP540C can do that with even
> the first release of Win95 quite nicely. It merely the same
> level of organization and discipline required for IP port and
> PCI ID assignments.

Doesn't the phrase "Plug and Play" imply that you can use the device as soon as it is plugged in? This is not true of parallel devices because you still have to manually load the drivers. With USB, the drivers are automatically loaded.

> Win98 should have been gold at that point. It was very
> likely a release version. Furthermore, it was a staged
> PR event. So one should expect the conditions of the test
> to be rather ideal. This was not some early QA iteration.

But even if the release version of Windows 98 has this bug, it wouldn't make USB a flawed interface standard. Just as flawed SCSI handling in Windows 98 wouldn't make SCSI a flawed interface standard.

> Both are an issue. The concept is as much of an issue as
> the implementation is. Abstract design concepts very much
> impact real world performance.

Can you describe some specific aspect of the design that might make for flawed real world performance?

> ...sounds more like your problem is in windows, actually.
> Either way, it seems that you will still have to manually
> tell the OS something.

OK, explain to me how, in any operating system, you could tell what device is sending you signals over the game port? You could not tell unless these signals happened to be unique for each device (which would be a huge fluke) and you had some huge amount of code that could analyse these signals and figure out which device was sending them. USB, OTOH, provices globally unique device identification (like Ethernet cards do) so the operating system can tell what device is sending what signal. It can then forward that information to the appropriate driver for processing. So, you do not have to "manually tell the OS something" with USB.

--
Brian Quinlan
quinlan@intergate.bc.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2676. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn712jrp.a4r.jedi@dementia.mishnet>
Source record: 4487

On 29 Sep 1998 19:46:35 GMT, Werner Domroese / Q5 <q5@usa.net> wrote:
>>And if WebTV suck so much (and it does) WTF do you use it?.
>>Why not use an Atari?
>>WebTV has zero potential, no matter what platform it is based on.
>
>Hmm WebTV is actually based on many platforms. Yes it's there on Amiga, it's
>there on CD-i in the Netherlands the KPN Telecom company now wants to do it
>on pretty contemptible format and eh.. let's see there was CDTV. At least
>you could expand it like a decent computer...
>
>WebTV is for someone who's bored with standard consoles and wants a little
>bit more but doesn't really have the guts to go out into either the real
>world or true cyberspace, IMHO.

There's also expense and complexity to consider. While
we may find the entry price to the net with a general
purpose microcomputer acceptable, many do not. A sub
$500 solution that doesn't require a special purpose
(vga/xga) monitor that adds even more cost is just not
that easy to come by these days.

A TV can be a useful price tradeoff for the time being
for those who find that a monitor that you can buy for the
price of a 19" TV to be somewhat unimpressive and an 18"
(actual measure) or larger computer monitor to be an un-
acceptable extra expense.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2677. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn712jvp.a4r.jedi@dementia.mishnet>
Source record: 4488

On 29 Sep 1998 19:52:52 GMT, Werner Domroese / Q5 <q5@usa.net> wrote:
>>Sense alone won't buy Microsoft, you need money... and a shitload of it!
>
>Hmmm what do we need?
>ALL ATARI + COMMODORE + AMIGA + APPLE + ACORN fans in the world, each
>spending $1 (er wait a minute - that's not enough)
>-A common average user entry-level OS that is powerful enough for
>power-users and easy, stupid, stolen or crashy enough for those people who
>normally buy PC's so we can get them on our side
>-Many many clones and 68K competitors still conforming to that one modular,
>multithreading, multi-user, multi- & parallel processing OS with built-in
>connectivity features for a host of networking apps both remote and local
>-Win16 & Win32 emulation, Linux emulation, DOS emulation, OS/2 emulation,
>Mac emulation, MagiC emulation, Kickstart/Workbench emulation MSX emulation,
>.... (well not completely emulation, sort of native being a modular
>operating system)
>-Common reference to cheap peripherals
>-Powerful marketing name & marketeers
>errr
>did I forget anything?

Think you could get Redhat or Suse to get behind an
Amiga/Atari distribution?

A Milan running linux could be an interesting beast.

>
>piece of cake :)
>
>

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2678. Re: JAVA for CAB? (SCSI)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn712m4m.a6j.jedi@dementia.mishnet>
Source record: 4489

On 29 Sep 1998 20:14:22 GMT, Werner Domroese / Q5 <q5@usa.net> wrote:
>Consider a RAID5 controller. They can be hotswappable you know. Yes I know
>this is not the same as hotpluggable. But isn't this an issue for a
>different newsgroup, like a techie one?

RAID racks are an entirely different beast altogther.
However they do provide a useful proof of concept.
Many of the sorts of things one could do to create
a nifty new connector can be applied to existing
tech with less impact. There's no reason that the
'PnP' joystick with a USB connector couldn't accomplish
the same thing with an older physical port.

It may be interesting to note that many of the USB
scanners are just slightly modified EPP ones and
still retain their EPP ports.

>
>Maybe I'm just tooooo plain basic :-))

USB is too slow.
Each port needs it's own IRQ.
The star topology is going to cause usability problems.
Something like an iMac needs multiple ports (more than
just 2) to ensure sensible IO management.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2679. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-29 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn712qt3.aev.jedi@dementia.mishnet>
Source record: 4490

On Tue, 29 Sep 1998 21:47:21 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn7122rq.93i.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> >Yes, it will. The USB devices can be uniquely identified and their signals
>> >forwarded to the appropriate driver. The game port does not have enough
>> >information to do this. Also, I am not advocating that everyone replace their
>>
>> Considering what can be done with current joysticks, that's
>> dubious assertion.
>
>Actually, it's a true assertion that can be easily tested. Buy a game port
>expander and plug a Flightstick and a Gravis Game Pad into it. Without using
>the "Game Controllers" control panel (or doing it directly in the game if it
>does direct controller management), neither device will work. And when you
>switch devices, you much change your settings. With USB, you don't have to do
>this because the operating system knows what device is sending the signal.

The catch with this example is that one does not
know exactly where the problem is. The more intresting
joysticks that require special-purpose drivers should
be more than capapable of identifying themselves. It's
likely all rather driver dependent.

>
>>>Actually, I develop SV software for NT. I run Windows 98 at home. Say I
>>>attach a new printer to my parallel port. Will the drivers for that device
>>>be automatically loaded? No, the won't. So why do you think that parallel
>>> devices are PnP?
>>
>> All the device needs to do is to be able to communicate with
>> the OS. Even something as old as an HP540C can do that with even
>> the first release of Win95 quite nicely. It merely the same
>> level of organization and discipline required for IP port and
>> PCI ID assignments.
>
>Doesn't the phrase "Plug and Play" imply that you can use the device as soon
>as it is plugged in? This is not true of parallel devices because you still
>have to manually load the drivers. With USB, the drivers are automatically
>loaded

Whatever method you could use over the USB wire would work
similarly over any other, especially if you're going to
have to overhaul that entire subsystems drivers anyways. The
OS can poll devices regardless of the physical configuration

of the wire and devices can similarly broadcast. Although
either of those are potential problems.

>
>> Win98 should have been gold at that point. It was very
>> likely a release version. Furthermore, it was a staged
>> PR event. So one should expect the conditions of the test
>> to be rather ideal. This was not some early QA iteration.
>
>But even if the release version of Windows 98 has this bug, it wouldn't make
>USB a flawed interface standard. Just as flawed SCSI handling in Windows 98
>wouldn't make SCSI a flawed interface standard.

As much as we might like to judge anything by it's
ideal potential, it's the implementations we have
to live with.

>
>> Both are an issue. The concept is as much of an issue as
>> the implementation is. Abstract design concepts very much
>> impact real world performance.
>
>Can you describe some specific aspect of the design that might make for flawed
>real world performance?

Broadcast stations lowering effective thruput drastically
by unnecessarily throwing messages on the bus would be
a good one.

>
>> ...sounds more like your problem is in windows, actually.
>> Either way, it seems that you will still have to manually
>> tell the OS something.
>
>OK, explain to me how, in any operating system, you could tell what device is
>sending you signals over the game port? You could not tell unless these
>signals happened to be unique for each device (which would be a huge fluke)
>and you had some huge amount of code that could analyse these signals and

That's what protocols, IDs & special purpose drivers are for.
Those will layer on top of an old set of wires just as well
as they will layer on top of a new one.

>figure out which device was sending them. USB, OTOH, provices globally unique
>device identification (like Ethernet cards do) so the operating system can
>tell what device is sending what signal. It can then forward that information
>to the appropriate driver for processing. So, you do not have to "manually
>tell the OS something" with USB.

Yes you do. The user still needs to tell the OS what to
do with those inputs. At this point, while the machine
has an eternity to spend processing user input it can do
a single controlled poll of the bus.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2680. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6uu948$g1b$1@nnrp1.dejanews.com>
Source record: 4299

In article <slrn714sr7.clj.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> That's a driver issue, not an interface issue.

Actually, it's more of a protocol issue. What is the standard way of
identifying devices after start-up? Answer: none because SCSI wasn't designed
with that in mind.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2681. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: Q5 / Werner Domroese <q5@usa.net>
Message-ID: <6uu813$t76@news3.euro.net>
Source record: 4300

>OK, explain to me how, in any operating system, you could tell what device
is
>sending you signals over the game port? You could not tell unless these
>signals happened to be unique for each device (which would be a huge fluke)
>and you had some huge amount of code that could analyse these signals and
>figure out which device was sending them. USB, OTOH, provices globally
unique
>device identification (like Ethernet cards do) so the operating system can
>tell what device is sending what signal. It can then forward that
information
>to the appropriate driver for processing. So, you do not have to "manually
>tell the OS something" with USB.
Well, you could use the trial and error method on some ISA devices deployed
by Wincrash 95 (tm).. :-/

2682. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: Q5 / Werner Domroese <q5@usa.net>
Message-ID: <6uu8nc$hu@news3.euro.net>
Source record: 4301

>One of your critics of USB was that you would have to buy new devices to
use
>it. If you changed the protocol used by game controllers then you would
also
>have to buy new devices because the old ones would not be able to
communicate
>using the new protocol. So, if you are going to replace your devices
anyway,
>why not use a better interface?

Huh?
1) _WHY_ is USB "better" (and for which purpose specifically?)
2) It would probably suffice to use newer drivers?
>I don't know what you are talking about. I'm claiming that PC parallel
devices
>are not PnP and USB devices are. Do you believe this to be true or false?

False. Some parallel devices _CAN_ be PnP (OS, device and everything
inbetween-dependant).
USB doesn't necessarily need to be plug&play. The OS does not need to make
use of it. It could resort to existing ways of comms over a daisy-chained
setup.

>> Broadcast stations lowering effective thruput drastically
>> by unnecessarily throwing messages on the bus would be
>> a good one.
>Such as? Please provide a specific example, that you know can happen on
USB,
>which "drastically" reduces through-put. You wanted to discuss real world
>implementations. I would like you to give me a real world example.

Ever heard of "Ethernet"? Compared to say - Token Ring - there is an
abundance of redundant signals and packets resends, which reduces the
effective usable bandwidth. Then there's the system of using hubs which is
being replaced by switches for a reason (e.g. allocatable bandwidth, which
is IMO nothing more than a patch to reclaim some bandwidth by allocating
more to nodes that actually make use of it). USB also uses hubs (which AFAIK
equally devide the existing bandwidth), which has advantages over
daisy-chaining as well as disadvantages.

All this IMHO and AFAIK ofcourse :-)

>
>By "user", do you mean "application" ie. user in the mainframe sense? I can
>changed USB joysticks in the middle of a game without adjusting anything. I
>cannot do that with game port joysticks.

You can on Ataris... (well technically). And how old is this established controller port standard? Reaches waaaaaaayyyy back.

2683. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: Q5 / Werner Domroese <q5@usa.net>
Message-ID: <6uu91f$12g@news3.euro.net>
Source record: 4302

> I'm not so trusting of my OS or application software.
> Nevermind just how is the OS supposed to automagically
> deterimine that device Q should now be used in place of
> device R's inputs on a bus?

By determining which device is suddenly signalling. Think of the automagic
mouse/joystick switches (Roboswitch?) for Ataris 'n Amigas (and other
systems conforming to the Atai controller pinout standard).
But then, it's nothing new really.

> At least with a standard joystick port, all software
> can make decisions based on specific assigned input
> channels. USB doesn't appear to have such things and
> user input will be required for the OS to sort things
> out.

Exactly. It also probably offers better response and less intermediary
dependency upon eachother. So, when your USB printer breaks down or produces
errors (imagine you have one of those devices that you cannot turn off...)
i'd hate to think that it might sever my modem connection, corrupt or deny
any and all input on other devices and ruin my active ISDN TA because
therefore the Flash update fails.
Phew.

2684. CD32 and CDTV

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: Q5 / Werner Domroese <q5@usa.net>
Message-ID: <6uu9eu$1ep@news3.euro.net>
Source record: 4303

>From my understanding the Jag was a good machine, as were CD32 and CDTV
It is. 64-bit in 1993 :-) Nintendo came in 1996 (in Europe).
VLM :-)

>(when you consider the time in which they were released). It's a pity the
>world wasn't ready for consoles at that time...

The world was ready for Nintendo and Sega. And later on, for CD-I but not
until Philips / Magnavox switched titles from education to full motion video
(CD-video), sex, computer games....

>For instance... Most games that became available for the CD32 were simply
>slightly modified versions of Amiga games available at that time, and most
>of them didn't take advantage of the extra capabilities of the CD32.
>Developers weren't interested it seems, unlike today...
CDTV and CD32 were true Amigas. Just like some Falcon was originally planned
to be (or so I've read).
Reminds me of really old consoles that had computer add-ons for them.

But all-in all, did CD-I make it? Did 3DO make it? IMHO, the CD32 and moreso
the CDTV deserved more attention and support than the former two ever did.
I'd prefer those anytime (except that it'd be nice to have something for
every platform, so if I'd buy an Amiga, it'd be a complete one, if you know
what I mean).

:-)

2685. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: Q5 / Werner Domroese <q5@usa.net>
Message-ID: <6uu9mo$1ld@news3.euro.net>
Source record: 4304

I know someone who gets to do all existing applications on the Net except perhaps Java, on his 8-bit Atari 800 XL. There's also an abundancy of cheap ST's and Amigas (which do not require a dedicated VGA/XGA VDU - an existing TV will do nicely), and even a PC/XT with a cheap modem will get you on the net. (Use Arachne).

You do not need Pentium stuff for simple browsing and E-mail. I'll bet I can get you on the net with ANY real PC for less than 1/2 the cost of a WebTV, using completely free stuff. Even adapters to get your VGA pic on a TV cost me less than $55 US.

:-)

2686. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: Q5 / Werner Domroese <q5@usa.net>
Message-ID: <6uua40$1u1@news3.euro.net>
Source record: 4305

doesn't it allready run linux? well, the tt does afaik.
anyway, erm Linux maybe perfect for power users. But how is it
to average users? To typical Win95 users? hmm

2687. Re: Amiga vs Atari vs Mac (was: Re: Atari or Amiga) - depends on what you want

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: Q5 / Werner Domroese <q5@usa.net>
Message-ID: <6uufaj$58c@news3.euro.net>
Source record: 4306

O.k. perhaps I've been a bit harsh and I didn't mean it quite as hostile as it sounded (reading this entire thread trhough to the end as well as having read the entire "Errors in my recent megapost"-thread), and maybe I even got carried away defending myself and my post with such intensity. But really, I _can_ be a nice guy, and hey - at least I stirred up some discussion.

I love alternative platforms. Now let's go kick Wintel-Wintendo's behinds :-))

2688. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn715q3l.dod.jedi@dementia.mishnet>
Source record: 4307

On 30 Sep 1998 21:32:19 GMT, Q5 / Werner Domroese <q5@usa.net> wrote:
>>OK, explain to me how, in any operating system, you could tell what device
>is
>>sending you signals over the game port? You could not tell unless these
>>signals happened to be unique for each device (which would be a huge fluke)

Actually, you would have channels or whatever packet
switching method that USB is using. Infact, I wouldn't
be surprised if the current port has enough free wires
to carry all the USB signals such that a newer joystick
could be either & not push the buyer in one direction
or the other artificially.

>>and you had some huge amount of code that could analyse these signals and
>>figure out which device was sending them. USB, OTOH, provices globally
>unique
>>device identification (like Ethernet cards do) so the operating system can
>>tell what device is sending what signal. It can then forward that
>information
>>to the appropriate driver for processing. So, you do not have to "manually
>>tell the OS something" with USB.
>Well, you could use the trial and error method on some ISA devices deployed
>by Wincrash 95 (tm).. :-/
>
>

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2689. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn715qod.dod.jedi@dementia.mishnet>
Source record: 4308

On Wed, 30 Sep 1998 21:47:43 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn714mtp.cds.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> You've not convinced anyone but yourself that it is infact
>> any better.
>
>You don't know that. I think that USB is a better interface because it allows
>you to replace a lot of the low speed interfaces on your computer with a
>common standard. That way you can add devices that you need without worrying
>about port availability.

For the vast majority of users, this isn't a problem
Furthermore, it's a good idea to have a dedicated interface
for some of those 'slow speed devices'. Although a keyboard/
hub could be a useful contraption.

>
>> I certainly don't relish the prospect of nested
>> hubs or paying more than the going rate for 100BaseT for them
>> either.
>
>The price will fall over time as USB becomes more popular. CD-ROMs were
>expensive to begin with but now they are very cheap.

That doesn't do one much good now. It doesn't do anything
to minimize the fact that your 3rd USB device will cost
you an extra 100bux.

>
>> The old joysticks conform to a common, set standard, they
>> should be easy enough to deal with. In fact, the new special
>> protocol joysticks working along the older ones rather demon-
>> strate the feasability of this arrangement.
>
>That's the problem: you think that joysticks work fine now and I don't. I
>don't like making a trip to a control panel every time I switch joysticks
>because there is no standard protocol for identifying devices.

The problem with this retort is that USB is not required to
solve this problem. Just add station and device ID's to the
current extended joystick protocols.

>
>> Odd that Windows95 has different ideas. Mind you, it likes to
>> autodetect my printer mulitple times but it is quite up to the

>> immediate task.
>
>Isn't printer autodetection just a guess? There is no standard way of going
>it, I believe, you just send signals and see what response you get. Then you

The port is bidirectional, actually, so the printer should be
more than capable of reliably identifying itself.

>guess what type of printer it is and ask the user to confirm. None of this
>uncertainty exists with USB.

You are misrepresenting EPP.

>
>> >So, if the Windows 98 implementation of SCSI handling has flawed then you
>> >would judge SCSI to be flawed.
>>
>> Yup. If it 'cant be done right' that is also a potential
>> design flaw. While Spruce Gooses might be a nice flight
>> of fancy, they really do need to get airbourne sooner or
>> later.
>
>So you think that if Windows 98 doesn't do it right then it "cant be done
>right"? That's absurd.

Perhaps you could point to another x86 OS that does it right.
The relative complexity of PC hardware is as much an issue as
anything else in this sort of setup.

>
>> >Such as? Please provide a specific example, that you know can happen on USB,
>> >which "drastically" reduces through-put. You wanted to discuss real world
>> >implementations. I would like you to give me a real world example.
>>
>> Get a Cable Modem.
>
>Nope. I asked for a USB specific example. Please provide one or concede that
>you are not aware of any USB through-put problems.

You didn't mention USB in your demand actually.
If you can demonstrate why ethernet is a bad
comparison we're all ears.

>
>> We don't have to replace all of our old devices, that's the
>> point. There's no reason that an ST style USB keyboard shouldn't
>> have physical connectors for Serial and Bus Devices (or joysticks).
>
>But it wouldn't use your new protocol so how could you identify it?

That's what the driver for, just like an 8 port or
more serial card.

>
>> >
>> >> Yes you do. The user still needs to tell the OS what to
>> >> do with those inputs. At this point, while the machine
>> >> has an eternity to spend processing user input it can do
>> >> a single controlled poll of the bus.
>> >>
>> >
>> >By "user", do you mean "application" ie. user in the mainframe sense? I can
>> >changed USB joysticks in the middle of a game without adjusting anything. I
>> >cannot do that with game port joysticks.
>>
>> I'm not so trusting of my OS or application software.
>> Nevermind just how is the OS supposed to automagically
>> deterimine that device Q should now be used in place of
>> device R's inputs on a bus?
>
>Easy. USB devices send their device ID along with the data. That way the
>operating system can easily know what device is doing the talking.

That still doesn't tell the OS what it should do with the
input. The OS will have to make some potentially dangerous
and likely wrong assumptions for your schema to work.

>
>> At least with a standard joystick port, all software
>> can make decisions based on specific assigned input
>> channels. USB doesn't appear to have such things and
>> user input will be required for the OS to sort things
>> out.
>
>Why? The operating system can get a listing of all the device on the bus and
>can then use the ids of these devices to assign drivers to each device. If it
>can't find the driver for the device then it can either ask the user to
>install the driver software or ignore the device.

That still leaves how to interpret the input. Is is the left
tank stick or the right? Is it for user 0 or user 7? The only
way your scheme would work reliably is if you restricted it to
those situations where an automated driver on a standard joystick
port would work as well.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

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2690. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn715qq4.dod.jedi@dementia.mishnet>
Source record: 4309

On Wed, 30 Sep 1998 21:51:04 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn714sr7.clj.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> That's a driver issue, not an interface issue.
>
>Actually, it's more of a protocol issue. What is the standard way of
>identifying devices after start-up? Answer: none because SCSI wasn't designed
>with that in mind.

...and how many versions of SCSI are there?

I would be surprised if you could even enumerate them all.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

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2691. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdec2d$21682a00$405e0fcb@default>
Source record: 4491

Werner Domroese / Q5 <q5@usa.net> wrote in article
<6urder$qnq@news3.euro.net>...
> >And if WebTV suck so much (and it does) WTF do you use it?.
> >Why not use an Atari?
> >WebTV has zero potential, no matter what platform it is based on.
>
> Hmm WebTV is actually based on many platforms. Yes it's there on Amiga,
it's
> there on CD-i in the Netherlands the KPN Telecom company now wants to do
it
> on pretty contemptible format and eh.. let's see there was CDTV. At least
> you could expand it like a decent computer...
>
> WebTV is for someone who's bored with standard consoles and wants a
little
> bit more but doesn't really have the guts to go out into either the real
> world or true cyberspace, IMHO.
>
>
> >Clockmeister.
> Hey clocky! We AGREE!!!!!!!!! :-) Let's celebrate :)
>
Lets... What's your poison?

Regards,

Clockmeister.

2692. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6usi51$co0$4@ash.ridgecrest.ca.us>
Source record: 4492

On 29 Sep 1998 06:20:00 , quinlan@intergate.bc.ca wrote:

>> >Also, neither SCSI nor parallel connections provide PnP. SCSI is not a hot
>> >pluggable bus.

Ummm, as a Mac user you should know better. Ever hear of an ADCON SCSI
Power Plug? It allows "'hot plugging". While sold for the Mac, it even
works on an Atari.

Mike

2693. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6usiu6gfr1@nnrp1.dejanews.com>
Source record: 4493

In article <slrn712qt3.aev.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> The catch with this example is that one does not
> know exactly where the problem is. The more intresting
> joysticks that require special-purpose drivers should
> be more than capapable of identifying themselves. It's
> likely all rather driver dependent.

One of your critics of USB was that you would have to buy new devices to use it. If you changed the protocol used by game controllers then you would also have to buy new devices because the old ones would not be able to communicate using the new protocol. So, if you are going to replace your devices anyway, why not use a better interface?

> Whatever method you could use over the USB wire would work
> similarly over any other, especially if you're going to
> have to overhaul that entire subsystems drivers anyways. The
> OS can poll devices regardless of the physical configuration
> of the wire and devices can similarly broadcast. Although
> either of those are potential problems.

I don't know what you are talking about. I'm claiming that PC parallel devices are not PnP and USB devices are. Do you believe this to be true or false?

> As much as we might like to judge anything by it's
> ideal potential, it's the implementations we have
> to live with.

So, if the Windows 98 implementation of SCSI handling has flawed then you would judge SCSI to be flawed.

> Broadcast stations lowering effective thruput drastically
> by unnecessarily throwing messages on the bus would be
> a good one.

Such as? Please provide a specific example, that you know can happen on USB, which "drastically" reduces through-put. You wanted to discuss real world implementations. I would like you to give me a real world example.

> That's what protocols, IDs & special purpose drivers are for.
> Those will layer on top of an old set of wires just as well
> as they will layer on top of a new one.

But we'd have to change the devices. If we have to replace our devices then why not use better physical interfaces?

> Yes you do. The user still needs to tell the OS what to
> do with those inputs. At this point, while the machine
> has an eternity to spend processing user input it can do
> a single controlled poll of the bus.
>

By "user", do you mean "application" ie. user in the mainframe sense? I can changed USB joysticks in the middle of a game without adjusting anything. I cannot do that with game port joysticks.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2694. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6utq8btmt1@nnrp1.dejanews.com>
Source record: 4494

In article <6usi51$co0$4@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca (MGrove) wrote:

> Ummm, as a Mac user you should know better. Ever hear of an ADCON SCSI
> Power Plug? It allows "'hot plugging". While sold for the Mac, it even
> works on an Atari.

Actually, I hadn't heard of this device. It sounds pretty cool but I bet that
it has the following limitations:

1) For generic drives, you have to manually mount the drive
2) If the drivers do device detection at startup then you are out of luck.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2695. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn714n1s.cds.jedi@dementia.mishnet>
Source record: 4495

On 30 Sep 1998 06:12:49 GMT, MGrove <grovem@ridgecrest.ca> wrote:
>On 29 Sep 1998 06:20:00 , quinlan@intergate.bc.ca wrote:
>
>>> >Also, neither SCSI nor parallel connections provide PnP. SCSI is not a hot
>>> >pluggable bus.
>
>Ummm, as a Mac user you should know better. Ever hear of an ADCON SCSI
>Power Plug? It allows "'hot plugging". While sold for the Mac, it even
>works on an Atari.

Are you familiar with S.C.A.M.?
One of the SCSI3 cards I'm shopping for sports it.
(as well as a 30 station limit across 2 channels & 40M/s)

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
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2696. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn714mtp.cds.jedi@dementia.mishnet>
Source record: 4496

On Wed, 30 Sep 1998 06:26:15 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn712qt3.aev.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> The catch with this example is that one does not
>> know exactly where the problem is. The more intresting
>> joysticks that require special-purpose drivers should
>> be more than capapable of identifying themselves. It's
>> likely all rather driver dependent.
>
>One of your critics of USB was that you would have to buy new devices to use
>it. If you changed the protocol used by game controllers then you would also
>have to buy new devices because the old ones would not be able to communicate
>using the new protocol. So, if you are going to replace your devices anyway,
>why not use a better interface?

You've not convinced anyone but yourself that it is infact
any better. I certainly don't relish the prospect of nested
hubs or paying more than the going rate for 100BaseT for them
either.

The old joysticks conform to a common, set standard, they
should be easy enough to deal with. In fact, the new special
protocol joysticks working along the older ones rather demon-
strate the feasability of this arrangement.

>
>> Whatever method you could use over the USB wire would work
>> similarly over any other, especially if you're going to
>> have to overhaul that entire subsystems drivers anyways. The
>> OS can poll devices regardless of the physical configuration
>> of the wire and devices can similarly broadcast. Although
>> either of those are potential problems.
>
>I don't know what you are talking about. I'm claiming that PC parallel devices
>are not PnP and USB devices are. Do you believe this to be true or false?

Odd that Windows95 has different ideas. Mind you, it likes to
autodetect my printer mulitple times but it is quite up to the
immediate task.

>
>> As much as we might like to judge anything by it's
>> ideal potential, it's the implementations we have
>> to live with.
>

>So, if the Windows 98 implementation of SCSI handling has flawed then you
>would judge SCSI to be flawed.

Yup. If it 'cant be done right' that is also a potential
design flaw. While Spruce Gooses might be a nice flight
of fancy, they really do need to get airbourne sooner or
later.

>
>> Broadcast stations lowering effective thruput drastically
>> by unnecessarily throwing messages on the bus would be
>> a good one.
>
>Such as? Please provide a specific example, that you know can happen on USB,
>which "drastically" reduces through-put. You wanted to discuss real world
>implementations. I would like you to give me a real world example.

Get a Cable Modem.

>
>> That's what protocols, IDs & special purpose drivers are for.
>> Those will layer on top of an old set of wires just as well
>> as they will layer on top of a new one.
>
>But we'd have to change the devices. If we have to replace our devices then
>why not use better physical interfaces?

We don't have to replace all of our old devices, that's the
point. There's no reason that an ST style USB keyboard shouldn't
have physical connectors for Serial and Bus Devices (or joysticks).

>
>> Yes you do. The user still needs to tell the OS what to
>> do with those inputs. At this point, while the machine
>> has an eternity to spend processing user input it can do
>> a single controlled poll of the bus.
>>
>
>By "user", do you mean "application" ie. user in the mainframe sense? I can
>changed USB joysticks in the middle of a game without adjusting anything. I
>cannot do that with game port joysticks.

I'm not so trusting of my OS or application software.
Nevermind just how is the OS supposed to automagically
deterimine that device Q should now be used in place of
device R's inputs on a bus?

At least with a standard joystick port, all software
can make decisions based on specific assigned input
channels. USB doesn't appear to have such things and
user input will be required for the OS to sort things
out.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2697. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn714sr7.clj.jedi@dementia.mishnet>
Source record: 4497

On Wed, 30 Sep 1998 17:37:15 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <6usi51$co0$4@ash.ridgecrest.ca.us>,
> grovem@ridgecrest.ca (MGrove) wrote:
>
>> Ummm, as a Mac user you should know better. Ever hear of an ADCON SCSI
>> Power Plug? It allows "'hot plugging". While sold for the Mac, it even
>> works on an Atari.
>
>Actually, I hadn't heard of this device. It sounds pretty cool but I bet that
>it has the following limitations:
>
>1) For generic drives, you have to manually mount the drive
>2) If the drivers do device detection at startup then you are out of luck.

That's a driver issue, not an interface issue.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2698. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-09-30 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6uu8tvfts1@nnrp1.dejanews.com>
Source record: 4498

In article <slrn714mtp.cds.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> You've not convinced anyone but yourself that it is infact
> any better.

You don't know that. I think that USB is a better interface because it allows you to replace a lot of the low speed interfaces on your computer with a common standard. That way you can add devices that you need without worrying about port availability.

> I certainly don't relish the prospect of nested
> hubs or paying more than the going rate for 100BaseT for them
> either.

The price will fall over time as USB becomes more popular. CD-ROMs were expensive to begin with but now they are very cheap.

> The old joysticks conform to a common, set standard, they
> should be easy enough to deal with. In fact, the new special
> protocol joysticks working along the older ones rather demon-
> strate the feasability of this arrangement.

That's the problem: you think that joysticks work fine now and I don't. I don't like making a trip to a control panel every time I switch joysticks because there is no standard protocol for identifying devices.

> Odd that Windows95 has different ideas. Mind you, it likes to
> autodetect my printer mulitple times but it is quite up to the
> immediate task.

Isn't printer autodetection just a guess? There is no standard way of going it, I believe, you just send signals and see what response you get. Then you guess what type of printer it is and ask the user to confirm. None of this uncertainty exists with USB.

> >So, if the Windows 98 implementation of SCSI handling has flawed then you
> >would judge SCSI to be flawed.
>
> Yup. If it 'cant be done right' that is also a potential
> design flaw. While Spruce Gooses might be a nice flight
> of fancy, they really do need to get airbourne sooner or
> later.

So you think that if Windows 98 doesn't do it right then it "cant be done right"? That's absurd.

> >Such as? Please provide a specific example, that you know can happen on USB,
> >which "drastically" reduces through-put. You wanted to discuss real world
> >implementations. I would like you to give me a real world example.
>
> Get a Cable Modem.

Nope. I asked for a USB specific example. Please provide one or concede that
you are not aware of any USB through-put problems.

> We don't have to replace all of our old devices, that's the
> point. There's no reason that an ST style USB keyboard shouldn't
> have physical connectors for Serial and Bus Devices (or joysticks).

But it wouldn't use your new protocol so how could you identify it?

> >
> >> Yes you do. The user still needs to tell the OS what to
> >> do with those inputs. At this point, while the machine
> >> has an eternity to spend processing user input it can do
> >> a single controlled poll of the bus.
> >>
> >
> >By "user", do you mean "application" ie. user in the mainframe sense? I can
> >changed USB joysticks in the middle of a game without adjusting anything. I
> >cannot do that with game port joysticks.
>
> I'm not so trusting of my OS or application software.
> Nevermind just how is the OS supposed to automagically
> deterimine that device Q should now be used in place of
> device R's inputs on a bus?

Easy. USB devices send their device ID along with the data. That way the
operating system can easily know what device is doing the talking.

> At least with a standard joystick port, all software
> can make decisions based on specific assigned input
> channels. USB doesn't appear to have such things and
> user input will be required for the OS to sort things
> out.

Why? The operating system can get a listing of all the device on the bus and
can then use the ids of these devices to assign drivers to each device. If it
can't find the driver for the device then it can either ask the user to
install the driver software or ignore the device.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2699. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <15076-361307A0-6@newsd-211.iap.bryant.webtv.net>
Source record: 4310

Because I don't see any Atari computers let alone Amiga which are internet capable around here and probably wouldn't have the money for one anyways. Therefore I use the $100 webtv. Sorry I didn't have time to construct an argument last time. I don't know that much about Amiga, but what I do know makes it seem as though it sucks when compared to Atari. That is why I made that statement.

Group: comp.sys.atari.advocacy Date: Mon, Sep 28, 1998, 4:22pm (EDT+4)
From: gerryvdb@tnet.com.au (Clockmeister) Re: Atari or Amiga
Casey Allen Shobe <shobe1knobe@webtv.net> wrote in article
<10115-360E949A-10@newsd-214.iap.bryant.webtv.net>...
FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an Atari platform, it would have greater potential.
I have worked with computers of all sorts for quite a few years now and have yet to lay my eyes on a Jaguar, and therefore Myst on an Atari. You do know the difference between a console and a proper home computer don't you?.
And if WebTV suck so much (and it does) WTF do you use it?. Why not use an Atari?
WebTV has zero potential, no matter what platform it is based on.
A well constructed arguement on why the Amiga sucks would have given you some credibility with your opinion, but as it stands it sounds like something an illinformed 14 year old would say.
Clockmeister.

2700. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6uv73a$hn3$1@nnrp1.dejanews.com>
Source record: 4311

In article <slrn715qq4.dod.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> ...and how many versions of SCSI are there?

Do you mean pin layout or signaling interface? I believe that there are only three of the later standards: SCSI-1 (also called CCS), SCSI-2 and SCSI-3.

> I would be surprised if you could even enumerate them all.

So would I. But I wonder why it is relevant.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2701. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6uv7llicd1@nnrp1.dejanews.com>
Source record: 4312

In article <6uu8nc$hu@news3.euro.net>,
"Q5 / Werner Domroese" <q5@usa.net> wrote:

> 1) _WHY_ is USB "better" (and for which purpose specifically?)

It is faster, it standardizes the interface, it is hot-pluggable, the interface is small, etc. Really, except for the (short-term) high cost of hubs, what is bad about it?

> 2) It would probably suffice to use newer drivers?

You can't update the firmware in your joystick so any new drivers would have to use the old communication protocols anyways. So you would have to replace your devices. If you are going to replace your devices then you may as well use the better (see above) USB interface.

> False. Some parallel devices _CAN_ be PnP (OS, device and everything
> inbetween-dependant).

But that's the problem. Sure, we can devise a totally solid PnP system on top of a parallel interface. No problem. But, unless our parallel devices have updatable firmware, we need new devices. If you are going to replace your devices then you may as well use the better (see above) USB interface.

> Ever heard of "Ethernet"? Compared to say - Token Ring - there is an
> abundance of redundant signals and packets resends, which reduces the
> effective usable bandwidth. Then there's the system of using hubs which is
> being replaced by switches for a reason (e.g. allocatable bandwidth, which
> is IMO nothing more than a patch to reclaim some bandwidth by allocating
> more to nodes that actually make use of it). USB also uses hubs (which AFAIK
> equally devide the existing bandwidth), which has advantages over
> daisy-chaining as well as disadvantages.
>
> All this IMHO and AFAIK ofcourse :-)

Of course :-> But this is not really a weakness unless the effective bandwidth of USB drops below what you need. If you are using USB to replace parallel, serial or game ports then it won't be a problem.

> You can on Ataris... (well technically). And how old is this established
> controller port standard? Reaches waaaaaaayyyy back.

I believe that is because all the joysticks send the same signals. That kind of sucks if you want to give your joystick some interesting behavior that requires new signals.

--
Brian Quinlan

quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2702. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6uv8m2jgm1@nnrp1.dejanews.com>
Source record: 4313

In article <slrn715qod.dod.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> For the vast majority of users, this isn't a problem
> Furthermore, it's a good idea to have a dedicated interface
> for some of those 'slow speed devices'. Although a keyboard/
> hub could be a useful contraption.

Why is it a good idea? Why have ports that you don't need and others that you need more of when you can just standardize on one interface?

> That doesn't do one much good now. It doesn't do anything
> to minimize the fact that your 3rd USB device will cost
> you an extra 100bux.

Good point. But I think that by the time most people get their third USB device, the price will have fallen.

> The problem with this retort is that USB is not required to
> solve this problem. Just add station and device ID's to the
> current extended joystick protocols.

But how do I do that without throwing my existing joysticks away? And, if I am going to do that, why not just use USB instead?

> The port is bidirectional, actually, so the printer should be
> more than capable of reliably identifying itself.

I'm talking about existing devices. Not what a device could do with an interface standard. You can't change the way most existing peripherals behave.

> You are misrepresenting EPP.

How so?

> Perhaps you could point to another x86 OS that does it right.
> The relative complexity of PC hardware is as much an issue as
> anything else in this sort of setup.

The fiber channel must be flawed because no x86 OS handles it correctly.

> You didn't mention USB in your demand actually.
> If you can demonstrate why ethernet is a bad
> comparison we're all ears.

I said "Please provide a specific example, that you know can happen on USB, which "drastically" reduces through-put." And the need to demonstrate is not in my court. You made a claim, you need to defend it. I do not have to prove a negative.

> That's what the driver for, just like an 8 port or
> more serial card.

So the driver knows about every possible device so it can tell which one it is talking to?

> That still doesn't tell the OS what it should do with the
> input. The OS will have to make some potentially dangerous
> and likely wrong assumptions for your schema to work.

I understand now and I don't share your concern. The Mac has worked this way for years and I don't recall it having been a problem. If you press the 'G' key, it doesn't matter what keyboard you pressed. If you are playing a game then may have to configure each joystick separately if they don't share common button configurations. But, unlike the game port, once you configure a joystick, you don't have to tell the operating system which one you want to use. It will figure out that you want to use it when you actually do use it.

> That still leaves how to interpret the input. Is is the left
> tank stick or the right? Is it for user 0 or user 7? The only
> way your scheme would work reliably is if you restricted it to
> those situations where an automated driver on a standard joystick
> port would work as well.

See the above. Remember that this situation has existed for years with ADB. Has anyone told you that they found this to be a problem?

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
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2703. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6uv8pajjs1@nnrp1.dejanews.com>
Source record: 4314

In article <6uu813$t76@news3.euro.net>,
"Q5 / Werner Domroese" <q5@usa.net> wrote:

> Well, you could use the trial and error method on some ISA devices deployed
> by Wincrash 95 (tm).. :-/

That's exactly the problem, it don't want to use that system.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2704. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: Q5 / Werner Domroese <q5@usa.net>
Message-ID: <6uvobj$t4n@news3.euro.net>
Source record: 4315

quinlan@intergate.bc.ca wrote in message
<6uv7llicd1@nnrp1.dejanews.com>...
>In article <6uu8nc$hu@news3.euro.net>,
> "Q5 / Werner Domroese" <q5@usa.net> wrote:
>
>> 1) _WHY_ is USB "better" (and for which purpose specifically?)
>
>It is faster, it standardizes the interface, it is hot-pluggable, the

Faster compared to what?
Existing interfaces on PC's have ALL been standardized
Small I agree upon (as stated earlier)
Parallel ports can be hot-pluggable (try external CD-RW with UDF standard)
>interface is small, etc. Really, except for the (short-term) high cost of
>hubs, what is bad about it?

It's yet another new standard and yet another incentive to buy more, newer
hardware. Yes it has some improvements, but about as much as AGP has over
PCI. Ofcourse one is better than te other, but is the relative cost of this
really justifiable? HOW MUCH better is it?
>
>> 2) It would probably suffice to use newer drivers?
>
>You can't update the firmware in your joystick so any new drivers would
have
>to use the old communication protocols anyways. So you would have to
replace
>your devices. If you are going to replace your devices then you may as well
>use the better (see above) USB interface.
>
>> False. Some parallel devices _CAN_ be PnP (OS, device and everything
>> inbetween-dependant).
>
>But that's the problem. Sure, we can devise a totally solid PnP system on
top
>of a parallel interface. No problem. But, unless our parallel devices have
>updatable firmware, we need new devices. If you are going to replace your
>devices then you may as well use the better (see above) USB interface.

My CD-RW (parallel) _has_ updatable firmware. So do some laserjets (but why
do that if you can simply take the roms out and put new ones in it?)

>
>> Ever heard of "Ethernet"? Compared to say - Token Ring - there is an
>> abundance of redundant signals and packets resends, which reduces the

>> effective usable bandwidth. Then there's the system of using hubs which
is
>> being replaced by switches for a reason (e.g. allocatable bandwidth,
which
>> is IMO nothing more than a patch to reclaim some bandwidth by allocating
>> more to nodes that actually make use of it). USB also uses hubs (which
AFAIK
>> equally devide the existing bandwidth), which has advantages over
>> daisy-chaining as well as disadvantages.
>>
>> All this IMHO and AFAIK ofcourse :-)
>
>Of course :-> But this is not really a weakness unless the effective
bandwidth
>of USB drops below what you need. If you are using USB to replace parallel,
>serial or game ports then it won't be a problem.

It WILL be if you start using ADSL modems or bandwith aggregation with
Wincrash 95/98

>
>> You can on Ataris... (well technically). And how old is this established
>> controller port standard? Reaches waaaaaaayyyy back.
>
>I believe that is because all the joysticks send the same signals. That
kind
>of sucks if you want to give your joystick some interesting behavior that
>requires new signals.

Which is not impossible. You could make hardware adaptors that provide these
new signals. Have you heard of some arcade joysticks on Atari? Amiga, MSX,
7800, and other Ataris all have the same joystick standards yet some provide
different features on joysticks than others. MSX and 7800 provide multiple
firebuttons without special hardware on the joysticks or ports to seperately
utilize, the ST's only use one because the other can be used as an extra
mouse button and on the Amiga you can connect analog joysticks to the same
ports.

This is the same answer as "why use AGP" would give: "because it can use
your PC's memory as well as dedicated memory which allows for more complex
graphics" (without stating that this sometimes may severely impact the rest
of your PC's performance. And multiplexed multitasking hasn't been really
one of the PC's true strengths anyway...)

Werner

2705. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn71761n.jeh.jedi@dementia.mishnet>
Source record: 4316

On Thu, 01 Oct 1998 06:32:21 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <6uu8nc$hu@news3.euro.net>,
> "Q5 / Werner Domroese" <q5@usa.net> wrote:
>
>> 1) _WHY_ is USB "better" (and for which purpose specifically?)
>
>It is faster, it standardizes the interface, it is hot-pluggable, the

It is not standard, and it changes the interfaces.

>interface is small, etc. Really, except for the (short-term) high cost of
>hubs, what is bad about it?

I really can't see iMac users being interested in hub management.

>
>> 2) It would probably suffice to use newer drivers?
>
>You can't update the firmware in your joystick so any new drivers would have
>to use the old communication protocols anyways. So you would have to replace

Newer joysticks are doing this anyways actually as are parallel
ports and monitor ports.

>your devices. If you are going to replace your devices then you may as well
>use the better (see above) USB interface.
>
>> False. Some parallel devices _CAN_ be PnP (OS, device and everything
>> inbetween-dependant).
>
>But that's the problem. Sure, we can devise a totally solid PnP system on top
>of a parallel interface. No problem. But, unless our parallel devices have
>updatable firmware, we need new devices. If you are going to replace your
>devices then you may as well use the better (see above) USB interface.

You only need new devices if you want the new features.
If you don't want the new features you don't have to
worry about your options drying up. ST/TT users should really
be pissed about this sort of thing as these ancient standard
ports have constituted what support has been left for the
line.

>
>> Ever heard of "Ethernet"? Compared to say - Token Ring - there is an
>> abundance of redundant signals and packets resends, which reduces the
>> effective usable bandwidth. Then there's the system of using hubs which is
>> being replaced by switches for a reason (e.g. allocatable bandwidth, which

>> is IMO nothing more than a patch to reclaim some bandwidth by allocating
>> more to nodes that actually make use of it). USB also uses hubs (which AFAIK
>> equally devide the existing bandwidth), which has advantages over
>> daisy-chaining as well as disadvantages.
>>
>> All this IMHO and AFAIK ofcourse :-)
>
>Of course :-> But this is not really a weakness unless the effective bandwidth
>of USB drops below what you need. If you are using USB to replace parallel,
>serial or game ports then it won't be a problem.

Gain some wider experience.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2706. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn7175q7.jeh.jedi@dementia.mishnet>
Source record: 4317

On Thu, 01 Oct 1998 06:22:34 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn715qq4.dod.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> ...and how many versions of SCSI are there?
>
>Do you mean pin layout or signaling interface? I believe that there are only
>three of the later standards: SCSI-1 (also called CCS), SCSI-2 and SCSI-3.
>
>> I would be surprised if you could even enumerate them all.
>
>So would I. But I wonder why it is relevant.

Ever seen the number of unused wires on a serial or parallel
interface or an svga one for that matter. That's likely why
the interface is now a PnP one with no ill effects done to
legacy hardware.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2707. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-0110981408180001@200.229.243.77>
Source record: 4318

In article <6uphri$9jl$1@fir.prod.itd.earthlink.net>, "Dan Cox"
<tacqurie@earthlink.net> wrote:

>Why does everyone hate intel and microsoft?
>Intel makes good equipment and windows makes decent software. Do people
>hate them because windows sucks? Or because they're just jealous of their
>success? This has always baffled me. Personally I don't like windows much.
>I'm getting a mac soon(an older one) so I'm curious what it's like. I grew
>up on ataris. I used atari 520st extensively as a kid and loved it. I
>think it's simplicity had a very unique elegance to it that has never been
>beaten or imitated. It was more "fun" to use than anything else I have
>played around with, it's a shame the rest of the US and world for that
>matter, didn't realize this.
>

If you like the simplicity of STs, you'll love Macs, since the STs
were, and still are (more than ever) a poor man's Mac!
People hate the Intel/Microsoft duo simply because they became what
they are today not because of their inherent qualities, but through dirty
business tactics. Ask yourself why Microsoft is sued every month, and
Intel too, but on a less frequent basis.
Get a Mac, you'll see it's still "fun" to use a computer.

>Clockmeister wrote in message <01bde97d$aeb938c0$4f5e0fcb@default>...
>>I think we all agree to that...
>>
>>Regards,
>>
>>Clockmeister.
>>
>>
>>
>>Gaven Miller <gmiller@inca.co.nz> wrote in article
>><6ufpag$5v9$1@newshost.comnet.co.nz>...
>>> Atari or Amiga?
>>>
>>> Yes. Anything but Wintel.
>>>
>>> --
>>>
>>> All email sent to my inca address will fail, however I can now be
>>> contacted via an intermediary : gem at tos pl net. I would like to
>>> apologise to the genuine respondents that this may inconvenience.
>>>
>>>

--
cheers! mailto://asiufy@iname.com
visit the progrock MP3 listening booth!
http://members.xoom.com/asiufy

2708. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-0110981409070001@200.229.243.77>
Source record: 4319

In article <MPG.107aca5b6e07401c9897c1@news1.ibm.net>, lmcclure@ibm.net
(Lonnie McClure) wrote:

>In article <360600AE.7AB54A22@mygale.REMOVETHIS.org>, Nicholas Bales
><bales@mygale.REMOVETHIS.org> stated:
>
>> An A500 has the same expandability as a 520ST.
>
>Having owned both, I can say with conviction the A500 was much easier to
>expand than the 520ST, primarily due to that expansion bus on the A500's
>left side.
>

True. It was easier to add memory too. And accelerate the CPU. And
add a HD. And... you get the point :)

--
cheers! mailto://asiufy@iname.com
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http://members.xoom.com/asiufy

2709. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-0110981411450001@200.229.243.77>
Source record: 4320

In article <6uu9mo$1ld@news3.euro.net>, "Q5 / Werner Domroese"
<q5@usa.net> wrote:

>I know someone who gets to do all existing applications on the Net except
>perhaps Java, on his 8-bit Atari 800 XL. There's also an abundancy of cheap
>ST's and Amigas (which do not require a dedicated VGA/XGA VDU - an existing
>TV will do nicely), and even a PC/XT with a cheap modem will get you on the
>net. (Use Arachne).
>
>You do not need Pentium stuff for simple browsing and E-mail. I'll bet I can
>get you on the net with ANY real PC for less than 1/2 the cost of a WebTV,
>using completely free stuff. Even adapters to get your VGA pic on a TV cost
>me less than $55 US.
>
>:-)

Old, used Macs cost peanuts, and can be setup for the Net easily.
Much more user-friendly than Arachne running on an old PC.

--
cheers! mailto://asiufy@iname.com
visit the progrock MP3 listening booth!
http://members.xoom.com/asiufy

2710. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-0110981421360001@200.229.243.77>
Source record: 4321

In article <slrn70sqj6.2p8.jedi@dementia.mishnet>, jedi@dementia.mishnet
() wrote:

>On Sun, 27 Sep 1998 13:00:23 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>>In article <6udoaq$pjj@news3.euro.net>, "Q5" <q5@usa.net> wrote:
>>
>>>> Funny, the local Computer City here only has one USB mouse
>>>> and one USB keyboard...
>>>
>>>In addition, why would anyone WANT a USB keyboard or a USB mouse? Do I need
>>>a faster keyboard? It keeps up with me just fine you know. If they want USB,
>>>they should promote it using ADSL modems and such, not keyboards and mice.
>>>Geez.... Yeah lets hook up EVERYTHING to one serial bus. All peripherals,
>>>including the priority ones like controllers. That will increase you
>>>performance, and decrease a chance of faults, glitches, sluggish response
>>>and such.
>>
>>
>> You just didn't get it. USB is not meant to be "faster", it's meant
>>to be "easier", which means devices can be hot-swapped, and are truly plug
>>and play (which is currently the case with ADB devices for Macs, but not
>>true for most devices on PCs).
>> Apple didn't go for USB on the Mac because it's FASTER, but because
>>it's EASIER, and mind you, it's the future.
>
> That presumes that it needed to be easier to begin with.
> USB is considerably slower than other available options
> while delivering little in the way of real benefit except
> perhaps requireing the user to buy a bunch of new equipment
> (at extra cost) and multiple hubs (also at extra cost).

Yes, it had to be easier, not to plug and use, but to FIND
peripherals. Ever tried to find a wireless ADB keyboard? One was released
a couple of months ago. None was available before that. Now, with USB,
things are different. There were USB keyboards out there even before the
iMac, and many more will come after its launch. Same for mice, joystick,
etc. I believe that you, as an ATARI user, can relate to this. It's kinda
hard to find peripherals once you use proprietary technology. Apple, by
adopting USB, made it easier for its users to find stuff for their Macs,
without compromising quality and actual ease of use, because, AFAIK, USB
is just as good, if not better, than ADB.
USB is slower than what? What are the other available options? The
standard serial/parallel ports of today (no, of the past, these are real
old technology) have maxed out its capacity long ago. USB came to replace
those. If you're thinking about using USB for HDs and things like that,

it'll be slow, because USB wasn't meant for that. Use Firewire instead.

>
> Actually, USB looks remarkably like the past, a past that
> many of us were glad to see gone.

You're delusional. I understand ATARI users like to stick their head
firmly in the past, but this is beyond comprehension. Man, my stupid ATARI
needs a hack to make its serial port go beyond 19200. Is that good
technology? I don't think so.
USB is the future, a future I'm glad to see Apple is moving towards to.

--
cheers! mailto://asiufy@iname.com
visit the progrock MP3 listening booth!
http://members.xoom.com/asiufy

2711. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-0110981422520001@200.229.243.77>
Source record: 4322

In article <6um6b9bns1@nnrp1.dejanews.com>, quinlan@intergate.bc.ca wrote:

>In article <asiufy-2709981300260001@200.229.243.122>,
> asiufy@iname.com (Alexandre A. S.) wrote:
>
>> You just didn't get it. USB is not meant to be "faster", it's meant
>> to be "easier", which means devices can be hot-swapped, and are truly plug
>> and play (which is currently the case with ADB devices for Macs, but not
>> true for most devices on PCs).
>
>I couldn't decide if you meant that ADB is hot-swapable so I'll point out that
>it is not. Also, USB PnP is much better than ADB PnP because there are serious
>device uniqueness problems with ADB.
>

USB is hot-swapable indeed.
I know USB is better than ADB at PnP. That's why I actually _LIKE_
USB :) I don't know what impression you got of my previous post.

>> Apple didn't go for USB on the Mac because it's FASTER, but because
>> it's EASIER, and mind you, it's the future.
>
>I have to agree with this.

Whoa.. Good :) Now tell this to all the ATARI bigots out there :)
Maybe they're jealous they don't have USB interfaces yet :P

--
cheers! mailto://asiufy@iname.com
visit the progrock MP3 listening booth!
http://members.xoom.com/asiufy

2712. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-0110981428090001@200.229.243.77>
Source record: 4323

In article <slrn70t9r7.ub.jedi@dementia.mishnet>, jedi@dementia.mishnet ()
wrote:

>On Sun, 27 Sep 1998 20:24:17 GMT, quinlan@intergate.bc.ca
<quinlan@intergate.bc.ca> wrote:
>>In article <slrn70sqj6.2p8.jedi@dementia.mishnet>,
>> jedi@dementia.mishnet () wrote:
>>
>>> That presumes that it needed to be easier to begin with.
>>
>>It's hard to argue with this statement when you use the word "needed". In this
>>context, how do I decide between what is "needed" and what is "wanted" or
>>"desirable"?
>
> It doesn't really matter, actually. All of those imply
> the exact same thing: something is missing.
>

WHAT is missing? Nothing is missing. Old serial ports might work,
but it's DESIRABLE to make them faster.

>>
>>> USB is considerably slower than other available options
>>> while delivering little in the way of real benefit except
>>> perhaps requireing the user to buy a bunch of new equipment
>>> (at extra cost) and multiple hubs (also at extra cost).
>>
>>USB is cheap. While using USB to connect your printer or scanner is not the
>>fastest solution, it is an easy and cheap solution. Ethernet printers are
>>still fairly expensive and many new PCs only have a single parallel port.
>
> At least they're available. Also, it's rather difficult to
> say whether that cost has any real bearing on the realities
> of cost.
>

USB printers are all over the place now. Same for mice, joysticks,
speakers, etc. I don't see many USB scanners right now, but they should be
out there soon.

>>Also, USB is meant to connect keyboards, mice, joysticks, tablets, gamepads,
>>etc. You don't think that USB is appropriate for these devices?
>
> When considering that they were being connected just fine
> before with lack of muss or fuss, NO. Having seen what can
> happen on a broadcast bus network when stations are mal-

> configured I have no interest in having either any of my
> high speed peripherals or my primary input devices attached
> to one.
>

So I take it you like having different connectors for each thing? A mouse port, a joystick port, etc. Wouldn't it be easier to have an universal connector, so _ALL_ computers (PCs, Macs, even ATARIs) could use the same devices?

> The question remains: just what was broken & why the pressing
> need to replace interfaces and devices that work perfectly well
> as is.

It is broken indeed. Serial ports have limits now, same as parallel ports. They're kludgy. It's time to move forward, to unify the ports. USB came to do that, and I hope it succeds!

--
cheers! mailto://asiufy@iname.com
visit the progrock MP3 listening booth!
http://members.xoom.com/asiufy

2713. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6v0fep$hg9$1@news.campus.mci.net>
Source record: 4324

On 1 Oct 1998 14:21:35 -, Alexandre A. S. wrote:
->
->> Actually, USB looks remarkably like the past, a past that
->> many of us were glad to see gone.
->
->
-> You're delusional. I understand ATARI users like to stick their head
->firmly in the past, but this is beyond comprehension. Man, my stupid ATARI
->needs a hack to make its serial port go beyond 19200. Is that good
->technology? I don't think so.
->USB is the future, a future I'm glad to see Apple is moving towards to.

The past I think he is referring to is the old 8-Bit Atari's, and how they
daisy-chained by serial connection, -which- does remind one of USB quite a
bit. (in fact, IIRC, it even offers a few advantages) ;-)

Capiche? ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2714. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6v0fs4$hg9$2@news.campus.mci.net>
Source record: 4325

```
On 29 Sep 1998 17:03:48 , "Clockmeister" wrote:
->
->DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
->>
->> Wrong. Dead Wrong. No Amiga from the A1000 to the A4000 has standard
->> built-in sound that can come anywhere near the Atari Falcon 030. There
->> are expensive add-on, aftermarket cards that can be purchased (Sunrize,
->> for example) but thats it.
->
->More choice, a good thing IMO...
->
-> Not Standard. Just 8-bit...
->and 14 bit...

What "catch1" said was that all big-box Amiga's came with CD quality sound.
I stand by my original reply. He was wrong. The Falcon however, does have
CD quality sound from the box, day 1, whatever...no expensive add-ons are
required. ;-)

Clarify the 14-Bit spec for me-to achieve that, Amiga's have to split
the original channels/lower the frequency? Is that right? Also, does
it require more processor time/faster CPU than a standard 68k Amiga?
(or the A1200?) Thanks in advance for the info.

_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2715. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn717ho7.les.jedi@dementia.mishnet>
Source record: 4326

On Thu, 01 Oct 1998 14:21:35 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>In article <slrn70sqj6.2p8.jedi@dementia.mishnet>, jedi@dementia.mishnet
>() wrote:
>
>>On Sun, 27 Sep 1998 13:00:23 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>>>In article <6udoaq$pjj@news3.euro.net>, "Q5" <q5@usa.net> wrote:
>>>
>>>>>>> Funny, the local Computer City here only has one USB mouse
>>>>>>> and one USB keyboard...
>>>>
>>>>In addition, why would anyone WANT a USB keyboard or a USB mouse? Do I need
>>>>a faster keyboard? It keeps up with me just fine you know. If they want USB,
>>>>they should promote it using ADSL modems and such, not keyboards and mice.
>>>>Geez.... Yeah lets hook up EVERYTHING to one serial bus. All peripherals,
>>>>including the priority ones like controllers. That will increase you
>>>>performance, and decrease a chance of faults, glitches, sluggish response
>>>>and such.
>>>
>>>
>>> You just didn't get it. USB is not meant to be "faster", it's meant
>>>to be "easier", which means devices can be hot-swapped, and are truly plug
>>>and play (which is currently the case with ADB devices for Macs, but not
>>>true for most devices on PCs).
>>> Apple didn't go for USB on the Mac because it's FASTER, but because
>>>it's EASIER, and mind you, it's the future.
>>
>> That presumes that it needed to be easier to begin with.
>> USB is considerably slower than other available options
>> while delivering little in the way of real benefit except
>> perhaps requireing the user to buy a bunch of new equipment
>> (at extra cost) and multiple hubs (also at extra cost).
>
> Yes, it had to be easier, not to plug and use, but to FIND
>peripherals. Ever tried to find a wireless ADB keyboard? One was released

It's about as easy as finding a wireless USB keyboard.

[USB is better than adb]
>
>>
>> Actually, USB looks remarkably like the past, a past that
>> many of us were glad to see gone.
>
>
> You're delusional. I understand ATARI users like to stick their head

>firmly in the past, but this is beyond comprehension. Man, my stupid ATARI
>needs a hack to make its serial port go beyond 19200. Is that good
>technology? I don't think so.
> USB is the future, a future I'm glad to see Apple is moving towards to.

Goodie: now you can make your iMac look just like
an Atari 800 with it's interface port hub.

Sorry, but Expensive Octopi just don't impress me.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2716. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn717idi.les.jedi@dementia.mishnet>
Source record: 4327

On Thu, 01 Oct 1998 14:28:08 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>In article <slrn70t9r7.ub.jedi@dementia.mishnet>, jedi@dementia.mishnet ()
>wrote:
>
>>On Sun, 27 Sep 1998 20:24:17 GMT, quinlan@intergate.bc.ca
><quinlan@intergate.bc.ca> wrote:
>>>In article <slrn70sqj6.2p8.jedi@dementia.mishnet>,
>>> jedi@dementia.mishnet () wrote:
>>>
>>>> That presumes that it needed to be easier to begin with.
>>>
>>>It's hard to argue with this statement when you use the word "needed". In this
>>>context, how do I decide between what is "needed" and what is "wanted" or
>>>"desirable"?
>>
>> It doesn't really matter, actually. All of those imply
>> the exact same thing: something is missing.
>>
>
> WHAT is missing? Nothing is missing. Old serial ports might work,
>but it's DESIRABLE to make them faster.

You don't need USB for that.

>
>>>
>>>> USB is considerably slower than other available options
>>>> while delivering little in the way of real benefit except
>>>> perhaps requireing the user to buy a bunch of new equipment
>>>> (at extra cost) and multiple hubs (also at extra cost).
>>>
>>>USB is cheap. While using USB to connect your printer or scanner is not the
>>>fastest solution, it is an easy and cheap solution. Ethernet printers are
>>>still fairly expensive and many new PCs only have a single parallel port.
>>
>> At least they're available. Also, it's rather difficult to
>> say whether that cost has any real bearing on the realities
>> of cost.
>>
>
> USB printers are all over the place now. Same for mice, joysticks,
>speakers, etc. I don't see many USB scanners right now, but they should be
>out there soon.

You have an interesting idea of 'all over the place'.

>
>>>Also, USB is meant to connect keyboards, mice, joysticks, tablets, gamepads,
>>>etc. You don't think that USB is appropriate for these devices?
>>
>> When considering that they were being connected just fine
>> before with lack of muss or fuss, NO. Having seen what can
>> happen on a broadcast bus network when stations are mal-
>> configured I have no interest in having either any of my
>> high speed peripherals or my primary input devices attached
>> to one.
>>
>
> So I take it you like having different connectors for each thing? A
>mouse port, a joystick port, etc. Wouldn't it be easier to have an
>universal connector, so _ALL_ computers (PCs, Macs, even ATARIs) could use
>the same devices?

All computers already do. USB will only hinder the
state of things in this respect.

>
>> The question remains: just what was broken & why the pressing
>> need to replace interfaces and devices that work perfectly well
>> as is.
>
> It is broken indeed. Serial ports have limits now, same as parallel
>ports. They're kludgy. It's time to move forward, to unify the ports. USB
>came to do that, and I hope it succeds!

USB doesn't adequately address those limits and
imposes some of it's own. Furthermore, those
limits are being actively misrepresented.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2717. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn717j3v.lid.jedi@dementia.mishnet>
Source record: 4328

On 1 Oct 1998 17:51:21 GMT, DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net>
wrote:
>On 1 Oct 1998 14:21:35 -, Alexandre A. S. wrote:
>->
>->>> Actually, USB looks remarkably like the past, a past that
>->>> many of us were glad to see gone.
>->
>->
>-> You're delusional. I understand ATARI users like to stick their head
>->firmly in the past, but this is beyond comprehension. Man, my stupid ATARI
>->needs a hack to make its serial port go beyond 19200. Is that good
>->technology? I don't think so.
>->USB is the future, a future I'm glad to see Apple is moving towards to.
>
> The past I think he is referring to is the old 8-Bit Atari's, and how they
> daisy-chained by serial connection, -which- does remind one of USB quite a
> bit. (in fact, IIRC, it even offers a few advantages) ;-)
>
> Capiche? ;-)

Decentralized IO for PC's has some interesting potential.
However, the directions I see USB going in don't seem to
indicate that USB will achieve any of that. Furthemore,
this crop of USB advocates seem to view it as an excuse
to make life as difficult as possible for users who
see little promise in USB and/or are perfectly content with
their older interfaces.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2718. Apologies and other things...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <15957-3613FD07-30@newsd-211.iap.bryant.webtv.net>
Source record: 4329

I was reading some of my early posts in here and really surpised myself. I must have been in an excessively bad mood. I don't normall call people names, let alone the ones I was using.

Fist off, I'll straighten out that reply to the iStapler post. I thought that the site was very funny and showed how stupid Apple's new design was (IMHO). And at the time, I thought that Sinclair was actually a decent Atari user like the rest of us (well, most of us, anyway).

As for my involvement in the Atari vs. Amiga war, I personally love Ataris very much and saw some of the postings by Amiga supporters very insulting, and therefore responded in an equally insulting manner. However, I grew up with a Commodore - it was the first computer I ever had/used. The Atari 2600 was my first game system, which I had first. Now recently, I have begun collecting Atari stuff and have about 150 2600 carts. I also purchased a new C64 and an Atari 800XL. I happen to think that the Atari unit is a nicer system. Now if anyone can tell me how to get internet access on my Commodore 64 or 128, I would be VERY GRATEFUL. What about the Atari XEGS? I've heard there was a modem for it as well.

Everything I say on here is IMO, I do not pretend to base all of my statements on solid facts, because there is a lot about both Amiga and Atari that I do not know, although I do know more about Atari.

So, let the newsgroup go on! Sorry for all of my babbling.

-Casey

2719. Re: JAVA for CAB? Parallel PnP

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <15884-36140FE9-40@newsd-214.iap.bryant.webtv.net>
Source record: 4330

I just wanted to bring up this point. I purchased an Epson Stylus Pro early last year and as soon as I plugged it into the back of the computer (power was already on), Windows 95 recognized it's presence and asked for a driver disk for the device "Epson Stylus Pro". Now how could it have done this if parellel ports are not PnP?

Group: comp.sys.atari.advocacy Date: Tue, Sep 29, 1998, 9:47pm (EDT+4)
From: quinlan@intergate.bc.ca Re: JAVA for CAB?
In article <slrn7122rq.93i.jedi@dementia.mishnet>, jedi@dementia.mishnet () wrote:
Yes, it will. The USB devices can be uniquely identified and their signals forwarded to the appropriate driver. The game port does not have enough information to do this. Also, I am not advocating that everyone replace their
Considering what can be done with
current joysticks, that's dubious assertion.
Actually, it's a true assertion that can be easily tested. Buy a game port expander and plug a Flightstick and a Gravis Game Pad into it. Without using the "Game Controllers" control panel (or doing it directly in the game if it does direct controller management), neither device will work. And when you switch devices, you much change your settings. With USB, you don't have to do this because the operating system knows what device is sending the signal.
Actually, I develop SV software for NT. I run Windows 98 at home. Say I attach a new printer to my parallel port. Will the drivers for that device be automatically loaded? No, the won't. So why do you think that parallel
devices are PnP?
All the device needs to do is to be
able to communicate with the OS. Even something as old as an
HP540C can do that with even the first release of Win95
quite nicely. It merely the same level of organization and
discipline required for IP port and PCI ID assignments.
Doesn't the phrase "Plug and Play" imply that you can use the device as soon as it is plugged in? This is not true of parallel devices because you still have to manually load the drivers. With USB, the drivers are automatically loaded.
Win98 should have been gold at that
point. It was very likely a release version. Furthermore, it
was a staged PR event. So one should expect the conditions
of the test to be rather ideal. This was not some early QA
iteration.
But even if the release version of Windows 98 has this bug, it wouldn't make USB a flawed interface standard. Just as flawed SCSI handling in

Windows 98 wouldn't make SCSI a flawed interface standard.
Both are an issue. The concept is as
much of an issue as the implementation is. Abstract design
concepts very much impact real world performance.
Can you describe some specific aspect of the design that might make for
flawed real world performance?
...sounds more like your problem is
in windows, actually. Either way, it seems that you will
still have to manually tell the OS something.
OK, explain to me how, in any operating system, you could tell what
device is sending you signals over the game port? You could not tell
unless these signals happened to be unique for each device (which would
be a huge fluke) and you had some huge amount of code that could analyse
these signals and figure out which device was sending them. USB, OTOH,
provices globally unique device identification (like Ethernet cards do)
so the operating system can tell what device is sending what signal. It
can then forward that information to the appropriate driver for
processing. So, you do not have to "manually tell the OS something" with
USB.
--
Brian Quinlan
quinlan@intergate.bc.ca
-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member
Forum

2720. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <15885-361430D8-12@newsd-214.iap.bryant.webtv.net>
Source record: 4331

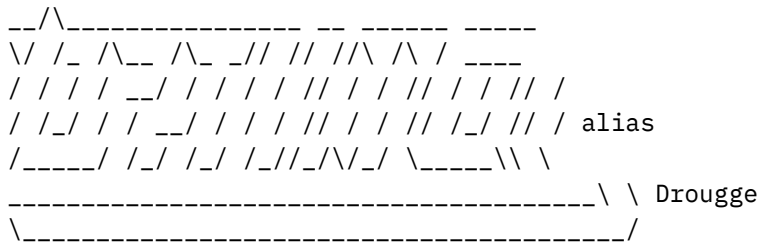
I can't believe I"m bothering to comment on this post (below). I've already apologized for my actions as I was in a terrbibly bad mood at the time, so if you cannot accept that and continue to act in a demeaning way towards me, then that is your choice, but be prepared to promptly be ignored by me.

Anyway, as for the Myst on Jaguar comment I made, I was only pointing out your error in the statement you made that Myst was never released on any Atari platform. I am quite aware of the difference between a computer system and a game system, but they are both types of Atari platforms.

I am also quite aware of WebTVs limitations. However I do not suck simply because I cannot afford anything better at the present time. I may not be as old as you, then again I may be older. However I have AT LEAST as much experience as you do with computers, albeit on other platforms, as after the C64 era, I moved on to DOS and then Windows and have done most of my work on those. I personally like the Intel architecture, and also Windows 98. I have never had any unforseen problems with 95/98, so I must be blessed by Bill Gates, hehe... I have been programming BASIC and Pascal since DOS 3, ran a BBS for several years before Windows came along and the Internet took away all of my callers in a remarkably short time. So now, I am back into Atari/Commodore systems, and if you can tell me how to get the internet running on one of them, I will gladly introduce my WebTV to the Classifieds or perhaps eBay. Until then, it suits my Internet needs.

-Casey

Group: comp.sys.atari.advocacy Date: Fri, Oct 2, 1998, 12:00am (EDT+5)
From: optimus@canit.se (Iggy Drougge) Re: Atari or Amiga
Den 27-Sep-98 20:40:17 nedtecknade Casey Allen Shobe (shobe1knobe@webtv.net) följande:
FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an Atari platform, it would have greater potential.
When we discuss Atari in an Amiga-Atari argument, we naturally mean the ST/TT/Falcon line of micros. The Jaguar was a console released by Atari, but has little bearing on an Amiga/Atari argument, and anyone with even the slightest knowledge of the age-old rivalry between the two brands would know that.
Your ill-constructed arguments won't help you either. "Amiga sucks." is hardly a decent argument and will convince no-one.
WebTV sucks, and so does its users.
--


alias
Drougge

2721. Who owns TOS

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-01 00:00:00 UTC
From: pfloyd@sprintmail.com
Message-ID: <36143E9A.AC6967DB@sprintmail.com>
Source record: 4332

Just a quick question. Who owns TOS? I knew Atari sold Multi-TOS, but how about TOS?

Ajai

2722. Re: Atari or Amiga

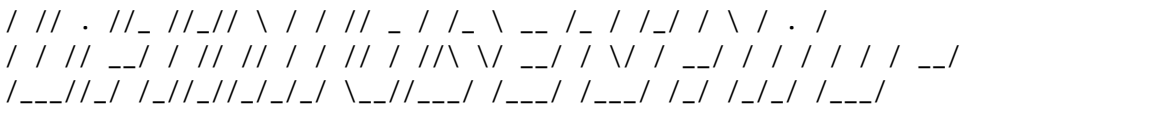
Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1299.7579T1T2305@canit.se>
Source record: 4333

Den 28-Sep-98 16:37:57 nedtecknade catch12 (catch12@my-dejanews.com) f&#65533;ljande:
>In article <10114-360E94A1-44@newsd-214.iap.bryant.webtv.net>,
> shobe1knobe@webtv.net (Casey Allen Shobe) wrote:
>> FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD
>> VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an
>> Atari platform, it would have greater potential.
>>
>Wow..the Jaguar.....I seem to remember hearing about that?..wasn't it a
>vacuum cleaner or something?.....No..you're absolutely right, since one game
>was ported to a dead console before an actual computer that just proves
>how bad that comp is...wow...what genius!.

```
>Come to think of it..."Atari" seems to ring a bell, something to do with
>Asteroids perhaps?..I dunno..I forget, musn't have been all that important
>anyway..;-)
```

```
Atari has done more for the home computer market and the advancement of its
technology and marketplace than few other companies. It is right up there with
Commodore and Apple.
```

```
--
```



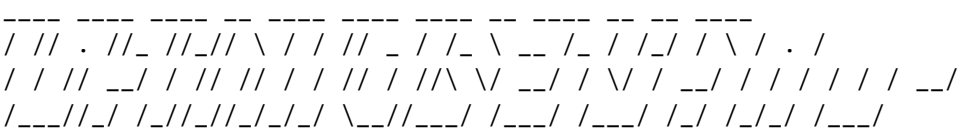
2723. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <672.7579T2T2042@canit.se>
Source record: 4334

Den 29-Sep-98 20:42:41 nedtecknade Werner Domroese / Q5 (q5@usa.net) f&#65533;ljande:
>sigh here we go again. come 2 think of it.. anyone ever hear anything 'bout
>CD32 or CDTV? hmmm nah let's forget.. mustn't be that important then... ;-)

They were both interesting developments, the first of their kind, but failed
in the marketplace, so that depends on what you think is important.

--



2724. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1197.7579T0T1840@canit.se>
Source record: 4335

Den 27-Sep-98 20:40:17 nedtecknade Casey Allen Shobe (shobe1knobe@webtv.net)
f&#65533;ljande:
>FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD
>VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an
>Atari platform, it would have greater potential.

When we discuss Atari in an Amiga-Atari argument, we naturally mean the ST/TT/Falcon line of micros. The Jaguar was a console released by Atari, but has little bearing on an Amiga/Atari argument, and anyone with even the slightest knowledge of the age-old rivalry between the two brands would know that.
Your ill-constructed arguments won't help you either. "Amiga sucks." is hardly a decent argument and will convince no-one.
WebTV sucks, and so does its users.

--
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_____________________________________/

2725. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <965.7579T4T1311@canit.se>
Source record: 4336

Den 29-Sep-98 03:15:57 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <10114-360E94A1-44@newsd-214.iap.bryant.webtv.net>,
> shobe1knobe@webtv.net (Casey Allen Shobe) wrote:
>> FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD
>> VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an
>> Atari platform, it would have greater potential.

>Roftl...Typical Atari Jihad indenial. At least the Amiga may have a future
>with OS 5. Can you use a video toaster on a TOS bucket?

Can you use a Video Toaster on an iMac aquarium?

--
Iggy Drougge Y Member of Convergence International
optimus@canit.se | (http://www.convergence.eu.org/)
http://www.canit.se/~optimus/ | -For free choice in computing! __
A1200/28/6/80 | Member of Team Amiga __///
C128D, C64, 1541 | -For the creative mind! \XX/

2726. Re: Apologies and other things...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdeda7$e194f940$635e0fcb@default>
Source record: 4337

Casey Allen Shobe <shobe1knobe@webtv.net> wrote in article
<15957-3613FD07-30@newsd-211.iap.bryant.webtv.net>...
> I was reading some of my early posts in here and really surpised myself.
> I must have been in an excessively bad mood. I don't normall call
> people names, let alone the ones I was using.

Happens to the best of us...

>
> Fist off, I'll straighten out that reply to the iStapler post. I
> thought that the site was very funny and showed how stupid Apple's new
> design was (IMHO). And at the time, I thought that Sinclair was
> actually a decent Atari user like the rest of us (well, most of us,
> anyway).

No comment, except to say that I personally don't like the new iMac design
either...
Reminds me of the old TRS-80 and Commodore PET 'all in one' designs.

> As for my involvement in the Atari vs. Amiga war, I personally love
> Ataris very much and saw some of the postings by Amiga supporters very
> insulting, and therefore responded in an equally insulting manner.
> However, I grew up with a Commodore - it was the first computer I ever
> had/used. The Atari 2600 was my first game system, which I had first.
> Now recently, I have begun collecting Atari stuff and have about 150
> 2600 carts. I also purchased a new C64 and an Atari 800XL. I happen to
> think that the Atari unit is a nicer system.

Fair enough. I've never used an Atari 800XL so I'll take your word for it.
(It was kinda ugly though :-))

Now if anyone can tell me
> how to get internet access on my Commodore 64 or 128, I would be VERY
> GRATEFUL.

If you can set up a shell account with your ISP then access is a breeze.
I'm no expert, so perhaps a visit to the CBM and C64 newsgroups could
enlighten you further.

What about the Atari XEGS? I've heard there was a modem for
> it as well.

I wouldn't know...

> Everything I say on here is IMO, I do not pretend to base all of my
> statements on solid facts, because there is a lot about both Amiga and
> Atari that I do not know, although I do know more about Atari.

>
> So, let the newsgroup go on! Sorry for all of my babbling.
>

As long as there are people willing to defend their choice of alternative,
I'm happy!.
We are all on the same side, really....

> -Casey
>
Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\///

2727. Re: Amiga vs Atari vs Mac (was: Re: Atari or Amiga) - depends on what you want

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdeda9$fee7c520$635e0fcb@default>
Source record: 4338

Q5 / Werner Domroese <q5@usa.net> wrote in article
<6uufaj$58c@news3.euro.net>...
> O.k. perhaps I've been a bit harsh and I didn't mean it quite as hostile
as
> it sounded (reading this entire thread trhough to the end as well as
having
> read the entire "Errors in my recent megapost"-thread), and maybe I even
got
> carried away defending myself and my post with such intensity. But
really, I
> _can_ be a nice guy, and hey - at least I stirred up some discussion.
>
> I love alternative platforms. Now let's go kick Wintel-Wintendo's behinds
> :-))
>
I believe you can be a nice guy, really! :-)

Regards,

Clockmeister.

2728. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-0210980117260001@200.229.243.55>
Source record: 4339

In article <slrn717ho7.les.jedi@dementia.mishnet>, jedi@dementia.mishnet
() wrote:

>On Thu, 01 Oct 1998 14:21:35 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>>In article <slrn70sqj6.2p8.jedi@dementia.mishnet>, jedi@dementia.mishnet
>>() wrote:
>>
>>>On Sun, 27 Sep 1998 13:00:23 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>>>>In article <6udoaq$pjj@news3.euro.net>, "Q5" <q5@usa.net> wrote:
>>>>
>>>>>>> Funny, the local Computer City here only has one USB mouse
>>>>>>> and one USB keyboard...
>>>>>
>>>>>In addition, why would anyone WANT a USB keyboard or a USB mouse? Do I need
>>>>>a faster keyboard? It keeps up with me just fine you know. If they
want USB,
>>>>>they should promote it using ADSL modems and such, not keyboards and mice.
>>>>>Geez.... Yeah lets hook up EVERYTHING to one serial bus. All peripherals,
>>>>>including the priority ones like controllers. That will increase you
>>>>>performance, and decrease a chance of faults, glitches, sluggish response
>>>>>and such.
>>>>
>>>>
>>>> You just didn't get it. USB is not meant to be "faster", it's meant
>>>>to be "easier", which means devices can be hot-swapped, and are truly plug
>>>>and play (which is currently the case with ADB devices for Macs, but not
>>>>true for most devices on PCs).
>>>> Apple didn't go for USB on the Mac because it's FASTER, but because
>>>>it's EASIER, and mind you, it's the future.
>>>
>>> That presumes that it needed to be easier to begin with.
>>> USB is considerably slower than other available options
>>> while delivering little in the way of real benefit except
>>> perhaps requireing the user to buy a bunch of new equipment
>>> (at extra cost) and multiple hubs (also at extra cost).
>>
>> Yes, it had to be easier, not to plug and use, but to FIND
>>peripherals. Ever tried to find a wireless ADB keyboard? One was released
>
> It's about as easy as finding a wireless USB keyboard.
>

Might be right now, but I'm willing to bet it'll change in a couple
of months.

>[USB is better than adb]
>>
>>>
>>> Actually, USB looks remarkably like the past, a past that
>>> many of us were glad to see gone.
>>
>>
>> You're delusional. I understand ATARI users like to stick their head
>>firmly in the past, but this is beyond comprehension. Man, my stupid ATARI
>>needs a hack to make its serial port go beyond 19200. Is that good
>>technology? I don't think so.
>> USB is the future, a future I'm glad to see Apple is moving towards to.
>
> Goodie: now you can make your iMac look just like
> an Atari 800 with it's interface port hub.
>
> Sorry, but Expensive Octopi just don't impress me.

I've been reading this thread, and all of you forgot something:
daisy chaining. You don't need a hub, unless you have a truckload of
stuff. Most devices will have passthru conectors (of course, mice and
joystick won't!). But still, I'd rather have everything flowing thru 2 USB
connectors on my machine than thru several cables sticking out of several
different connectors.

--
cheers! mailto://asiufy@iname.com
visit the progrock MP3 listening booth!
http://members.xoom.com/asiufy

2729. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-0210980122310001@200.229.243.55>
Source record: 4340

In article <slrn717idi.les.jedi@dementia.mishnet>, jedi@dementia.mishnet
() wrote:

>On Thu, 01 Oct 1998 14:28:08 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>>In article <slrn70t9r7.ub.jedi@dementia.mishnet>, jedi@dementia.mishnet ()
>>wrote:
>>
>>>On Sun, 27 Sep 1998 20:24:17 GMT, quinlan@intergate.bc.ca
>><quinlan@intergate.bc.ca> wrote:
>>>>In article <slrn70sqj6.2p8.jedi@dementia.mishnet>,
>>>> jedi@dementia.mishnet () wrote:
>>>>
>>>>> That presumes that it needed to be easier to begin with.
>>>>
>>>>It's hard to argue with this statement when you use the word "needed".
In this
>>>>context, how do I decide between what is "needed" and what is "wanted" or
>>>>"desirable"?
>>>
>>> It doesn't really matter, actually. All of those imply
>>> the exact same thing: something is missing.
>>>
>>
>> WHAT is missing? Nothing is missing. Old serial ports might work,
>>but it's DESIRABLE to make them faster.
>
> You don't need USB for that.
>

No? What would you use? Existing serial ports go no further than 115k.

>>
>>>>
>>>>> USB is considerably slower than other available options
>>>>> while delivering little in the way of real benefit except
>>>>> perhaps requireing the user to buy a bunch of new equipment
>>>>> (at extra cost) and multiple hubs (also at extra cost).
>>>>
>>>>USB is cheap. While using USB to connect your printer or scanner is not the
>>>>fastest solution, it is an easy and cheap solution. Ethernet printers are
>>>>still fairly expensive and many new PCs only have a single parallel port.
>>>
>>> At least they're available. Also, it's rather difficult to
>>> say whether that cost has any real bearing on the realities
>>> of cost.

>>>
>>
>> USB printers are all over the place now. Same for mice, joysticks,
>>speakers, etc. I don't see many USB scanners right now, but they should be
>>out there soon.
>
> You have an interesting idea of 'all over the place'.
>

No, you do. When USB printers are widely available in _BRAZIL_
(where I live), it probably means it's REALLY all over the place, and mind
you, just saw an ad for those new EPSON USB printers on the paper today.

>>
>>>>Also, USB is meant to connect keyboards, mice, joysticks, tablets, gamepads,
>>>>etc. You don't think that USB is appropriate for these devices?
>>>
>>> When considering that they were being connected just fine
>>> before with lack of muss or fuss, NO. Having seen what can
>>> happen on a broadcast bus network when stations are mal-
>>> configured I have no interest in having either any of my
>>> high speed peripherals or my primary input devices attached
>>> to one.
>>>
>>
>> So I take it you like having different connectors for each thing? A
>>mouse port, a joystick port, etc. Wouldn't it be easier to have an
>>universal connector, so _ALL_ computers (PCs, Macs, even ATARIs) could use
>>the same devices?
>
> All computers already do. USB will only hinder the
> state of things in this respect.

No, not true. PC joysticks won't work on your ST, and vice-versa.
Same for mice. Isn't it a pain having to track down ST mice, just because
it's some stupid proprietary format? How about the stupid monitor
connector too? I wish people knew what "standard" means back in the 80s.

>
>>
>>> The question remains: just what was broken & why the pressing
>>> need to replace interfaces and devices that work perfectly well
>>> as is.
>>
>> It is broken indeed. Serial ports have limits now, same as parallel
>>ports. They're kludgy. It's time to move forward, to unify the ports. USB
>>came to do that, and I hope it succeds!
>
> USB doesn't adequately address those limits and
> imposes some of it's own. Furthermore, those
> limits are being actively misrepresented.

What? You mean USB is not adequate for serial connections, like,
modems? How so?
Tell me some of those limits then... I can't seem to remember any...

--
cheers! mailto://asiufy@iname.com
visit the progrock MP3 listening booth!
http://members.xoom.com/asiufy

2730. Re: Who owns TOS

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Message-ID: <36149504.961D4452@mygale.REMOVETHIS.org>
Source record: 4341

pfloyd@sprintmail.com a ï¿½crit:
>
> Just a quick question. Who owns TOS? I knew Atari sold Multi-TOS, but
> how about TOS?

All Atari intellectual property is owned by Hasbro Interactive. This includes copyrights, patents and software. The problem is they probably don't even know what TOS is, let alone that they own the thing. All they wanted was Asteroids.

Cheers,
Nick
--
||| Nicholas Bales, France bales@
===|||================================== mygale.org
/ | \ The Atari ST Quick FAQ
-' ' `- http://www.mygale.org/~bales/quickfaq.htm

2731. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Message-ID: <36149A28.3CB2E591@mygale.REMOVETHIS.org>
Source record: 4342

Alexandre A. S. a ï¿½crit:

> >>>>> USB is considerably slower than other available options
> >>>>> while delivering little in the way of real benefit except
> >>>>> perhaps requireing the user to buy a bunch of new equipment
> >>>>> (at extra cost) and multiple hubs (also at extra cost).
> >>>>
> >>>>USB is cheap. While using USB to connect your printer or scanner is not the
> >>>>fastest solution, it is an easy and cheap solution. Ethernet printers are
> >>>>still fairly expensive and many new PCs only have a single parallel port.

Something that forces you to change all your hardware just because your
next PC will not be able have the right interfaces can hardly be
described as cheap.

This is what annoys me the most with PCs. Everything is supposed to be
standard, so that everything is simple and cheap. The problem is that
every 2 or 3 years they change the standards so that all your previous
stuff becomes obsolete. This goes for memory, but also for sound cards,
graphic cards, hard drives, mice, keyboards, etc...

When you buy a new PC now, you have to trash the keyboard/mouse (no more
DIN connector), your sound card (sorry, ISA is obsolete), extra memory
(what? you still using EDO ?), PSU (yeah, we're designing a new
stadard), printer (USB is great isn't it), modem (why add the cost of a
serial port, guys ?)...

Please don't say it's cheaper.

> >> So I take it you like having different connectors for each thing? A
> >>mouse port, a joystick port, etc. Wouldn't it be easier to have an
> >>universal connector, so _ALL_ computers (PCs, Macs, even ATARIs) could use
> >>the same devices?
> >
> > All computers already do. USB will only hinder the
> > state of things in this respect.
>
> No, not true. PC joysticks won't work on your ST, and vice-versa.
> Same for mice. Isn't it a pain having to track down ST mice, just because
> it's some stupid proprietary format? How about the stupid monitor
> connector too? I wish people knew what "standard" means back in the 80s
>

Actually, you could hardly call the serial mouse an intelligent
standard. It has become a standard because of PCs, but is pretty stupid
to a serial connection to run something as trivial as a mouse IMO. In

the 80s, there was no standard, so you had to develop a proprietary
interface to meet your needs. The ST monitor connection was also pretty
intelligent, as it automatically detected what type of monitor was on
the other end and booted up accordingly. The Falcon did the same.

> >
> >>
> >>> The question remains: just what was broken & why the pressing
> >>> need to replace interfaces and devices that work perfectly well
> >>> as is.
> >>
> >> It is broken indeed. Serial ports have limits now, same as parallel
> >>ports. They're kludgy. It's time to move forward, to unify the ports. USB
> >>came to do that, and I hope it succeds!
> >
> > USB doesn't adequately address those limits and
> > imposes some of it's own. Furthermore, those
> > limits are being actively misrepresented.

A serial connection is definitely stupid for a mouse! You have to use
complicated electronics to convert the X-Y pulses into 8 bit serial data
that is then transferred over to the computer, who's driver is always
listening to the port, using up precious CPU cycles to decode the
incoming 8 bit serial data into X-Y pulses. That is a stupid standard if
you ask me.

Cheers,
Nick
--
||| Nicholas Bales, France bales@
===|||================================= mygale.org
/ | \ The Atari ST Quick FAQ
-' ' `- http://www.mygale.org/~bales/quickfaq.htm

2732. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <3614998E.6A5D@nospam.ttaol.fi>
Source record: 4343

Dan Cox wrote:

>

> Why does everyone hate intel and microsoft?

IMHO people do not hate them as I or MS, but the way we are forced to believe that these are the only options we have. People need to have alternatives from which to choose, so if someone tells me to use Windoze because I have to, I don't like this.
When the computer press talks about "computers" they usually mean Wintel. Any other alternatives are considered herecy. We are pushed to think that any other systems are useless, and this has led to a situation where this starts to be true. If you want a job with "computers" the basic requirements are knowledge of Intel compatible PC:s and MS software. No matter how good you are producing material with your A-group computers, if you are not familiar with Wintel, you are useless. The results are not what counts, but the means to do it. At home you can use what you like, but at work you are doomed... So I believe this is the reason for slamming the Big Ones.

> Intel makes good equipment

Good, not excellent.

> and windows makes decent software.

Windows makes your head ache :)
MS makes decent software, not excellent. The thing that bothers me is that MS employs hundreds(?) of people to write their programs, but they are still buggy and delayed by months, not to talk about the size they take. On the Atari side, look at Calamus, Papyrus etc. A handful of people have produced these in a very short time, they have all the

features you need and still take only a Meg or two from your HD. How
come? When you run a monopoly, nobody claims. Or if they do, so what.
"You have to use our products. There are no other. Repeat after me a
thousand times: There are no other." Look at Apple's 1984 commercial. Is
it too late for something similar?

> Do people hate them because windows sucks? Or because they're just jealous of their
> success?

These are also some of the reasons, I guess.

> This has always baffled me. Personally I don't like windows much.
> I'm getting a mac soon(an older one) so I'm curious what it's like.

Good luck! Hope you find some progs for it... No new ones, though...

> I grew up on ataris. I used atari 520st extensively as a kid and loved it. I
> think it's simplicity had a very unique elegance to it that has never been
> beaten or imitated. It was more "fun" to use than anything else I have
> played around with, it's a shame the rest of the US and world for that
> matter, didn't realize this.

Oh how true...

---
delete nospam for you know what

2733. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdedab$4370d320$635e0fcb@default>
Source record: 4344

Casey Allen Shobe <shobe1knobe@webtv.net> wrote in article
<15076-361307A0-6@newsd-211.iap.bryant.webtv.net>...
> Because I don't see any Atari computers let alone Amiga which are
> internet capable around here and probably wouldn't have the money for
> one anyways.

There are plenty of Ataris and Amigas online...

Therefore I use the $100 webtv. Sorry I didn't have time
> to construct an argument last time. I don't know that much about Amiga,
> but what I do know makes it seem as though it sucks when compared to
> Atari. That is why I made that statement.

Seems to me your not qualified enough to make a statement like that, once
again, you provided no reasoning behind your statement.

If you don't know, don't judge...

Regards,

Clockmeister.

>
> Group: comp.sys.atari.advocacy Date: Mon, Sep 28, 1998, 4:22pm (EDT+4)
> From: gerryvdb@tnet.com.au (Clockmeister) Re: Atari or Amiga
> Casey Allen Shobe <shobe1knobe@webtv.net> wrote in article
> <10115-360E949A-10@newsd-214.iap.bryant.webtv.net>...
> FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD
> VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an
> Atari platform, it would have greater potential.
> I have worked with computers of all sorts for quite a few years now and
> have yet to lay my eyes on a Jaguar, and therefore Myst on an Atari. You
> do know the difference between a console and a proper home computer
> don't you?.
> And if WebTV suck so much (and it does) WTF do you use it?. Why not use
> an Atari?
> WebTV has zero potential, no matter what platform it is based on.
> A well constructed arguement on why the Amiga sucks would have given you
> some credibility with your opinion, but as it stands it sounds like
> something an illinformed 14 year old would say.
> Clockmeister.
>
>

2734. Re: Errors in Q5's recent mega-post

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdee1a$efc3f840$6c5e0fcb@default>
Source record: 4345

DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
article <6v0fs4$hg9$2@news.campus.mci.net>...
> On 29 Sep 1998 17:03:48 , "Clockmeister" wrote:
> ->
> ->DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
> ->>
> ->> Wrong. Dead Wrong. No Amiga from the A1000 to the A4000 has
standard
> ->> built-in sound that can come anywhere near the Atari Falcon 030.
There
> ->> are expensive add-on, aftermarket cards that can be purchased
(Sunrize,
> ->> for example) but thats it.
> ->
> ->More choice, a good thing IMO...
> ->
> -> Not Standard. Just 8-bit...
> ->and 14 bit...
>
> What "catch1" said was that all big-box Amiga's came with CD quality
sound.
> I stand by my original reply. He was wrong. The Falcon however, does
have
> CD quality sound from the box, day 1, whatever...no expensive add-ons
are
> required. ;-)
>
> Clarify the 14-Bit spec for me-to achieve that, Amiga's have to split
> the original channels/lower the frequency? Is that right? Also, does
> it require more processor time/faster CPU than a standard 68k Amiga?
> (or the A1200?) Thanks in advance for the info.

Yes, it does require a better processor AFAIK to achieve 14 bit sound
reproduction. It is possible on 68000 machines but the results are not
good.
On faster Amigas the sound quality is reported to be almost
indistinguishable from PC 16 bit sound quality, so at a guess the frequency
response must remain fairly consistent with 8 bit sound. MP3 can be played
back this way also (with a fast enough CPU).

I'm no expert in this field, so I'd suggest you try C.S.amiga.hardware,
they will be able to give you full details, and correct any mistakes I may
have made.

Sorry I can't be more specific :-(

Regards,

Clockmeister.

>
> ____
> / / / /
/\
> / --T-- / Sysop of The DarkForce! BBS / /\ /
/
> / -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
> / --G-- / The Fuji -still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>
>

2735. 800XL faster connection that 19200?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <587-3614F3A4-13@newsd-212.iap.bryant.webtv.net>
Source record: 4346

I read a post in one of these threads that mentioned a hack that will allow this. I would like to be able to use a faster modem, so any help on this matter would be greatly appreciated.

-Casey

2736. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6v34o1$t9g$1@nnrp1.dejanews.com>
Source record: 4347

In article <36149A28.3CB2E591@mygale.REMOVETHIS.org>,
Nicholas Bales <bales@mygale.REMOVETHIS.org> wrote:

> Something that forces you to change all your hardware just because your
> next PC will not be able have the right interfaces can hardly be
> described as cheap.

You are speculating. I can't think of any PC, being sold right now, that has a USB port but not parallel and serial ports. Do you remember the transition from 5.25 to 3.5 floppies? First PCs came only with the former, then both and then, years later, only with the later.

> This is what annoys me the most with PCs. Everything is supposed to be
> standard, so that everything is simple and cheap. The problem is that
> every 2 or 3 years they change the standards so that all your previous
> stuff becomes obsolete. This goes for memory, but also for sound cards,
> graphic cards, hard drives, mice, keyboards, etc...

> When you buy a new PC now, you have to trash the keyboard/mouse (no more
> DIN connector), your sound card (sorry, ISA is obsolete), extra memory
> (what? you still using EDO ?), PSU (yeah, we're designing a new
> stadard), printer (USB is great isn't it), modem (why add the cost of a
> serial port, guys ?)...

Even two year old memory could cripple you new system's performance. You can still use ISA sound cards if you want. The are much less capable than PCI cards (which cost under $100) but there is nothing stoping you from using them. You can still use PCI graphics cards if you want. Using anything worse than that would cripple the performance of your new system. I have never seen a destop PC that didn't have both a serial and a parallel port.

> Please don't say it's cheaper.

Look, has anyone actually taken away the serial, parallel and game connectors and their computers? If not then what is the problem?

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2737. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn71a5tr.m6.jedi@dementia.mishnet>
Source record: 4348

On Fri, 02 Oct 1998 01:17:25 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>In article <slrn717ho7.les.jedi@dementia.mishnet>, jedi@dementia.mishnet
>() wrote:
>
>>On Thu, 01 Oct 1998 14:21:35 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>>>In article <slrn70sqj6.2p8.jedi@dementia.mishnet>, jedi@dementia.mishnet
>>>() wrote:
>>>
>>>>On Sun, 27 Sep 1998 13:00:23 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>>>>>In article <6udoaq$pjj@news3.euro.net>, "Q5" <q5@usa.net> wrote:
>>>>>
[deletia]
>> Goodie: now you can make your iMac look just like
>> an Atari 800 with it's interface port hub.
>>
>> Sorry, but Expensive Octopi just don't impress me.
>
>
> I've been reading this thread, and all of you forgot something:
>daisy chaining. You don't need a hub, unless you have a truckload of
>stuff. Most devices will have passthru conectors (of course, mice and
>joystick won't!). But still, I'd rather have everything flowing thru 2 USB
>connectors on my machine than thru several cables sticking out of several
>different connectors.

Without a truckload of stuff or vendor-lock there's
little point in USB besides making the back of an iMac
look pretty.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2738. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn71a6mb.m6.jedi@dementia.mishnet>
Source record: 4399

```
On Fri, 02 Oct 1998 01:22:31 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>In article <slrn717idi.les.jedi@dementia.mishnet>, jedi@dementia.mishnet
>() wrote:
>
>>On Thu, 01 Oct 1998 14:28:08 -0300, Alexandre A. S. <asiufy@iname.com> wrote:
>>>In article <slrn70t9r7.ub.jedi@dementia.mishnet>, jedi@dementia.mishnet ()
>>>wrote:
>>>
>>>>On Sun, 27 Sep 1998 20:24:17 GMT, quinlan@intergate.bc.ca
>>><quinlan@intergate.bc.ca> wrote:
>>>>>In article <slrn70sqj6.2p8.jedi@dementia.mishnet>,
>>>>> jedi@dementia.mishnet () wrote:
>>>>>
>>>>>> That presumes that it needed to be easier to begin with.
>>>>>
>>>>>It's hard to argue with this statement when you use the word "needed".
>In this
>>>>>context, how do I decide between what is "needed" and what is "wanted" or
>>>>>"desirable"?
>>>>
>>>> It doesn't really matter, actually. All of those imply
>>>> the exact same thing: something is missing.
>>>>
>>>
>>> WHAT is missing? Nothing is missing. Old serial ports might work,
>>>but it's DESIRABLE to make them faster.
>>
>> You don't need USB for that.
>>
>
> No? What would you use? Existing serial ports go no further than 115k.

Just how is that a problem for you & just why couldn't
you have a better rs-232C serial port installed?

[deletia]
>>>
>>> So I take it you like having different connectors for each thing? A
>>>mouse port, a joystick port, etc. Wouldn't it be easier to have an
>>>universal connector, so _ALL_ computers (PCs, Macs, even ATARIs) could use
>>>the same devices?
>>
>> All computers already do. USB will only hinder the
>> state of things in this respect.
>
```

> No, not true. PC joysticks won't work on your ST, and vice-versa.
>Same for mice. Isn't it a pain having to track down ST mice, just because
>it's some stupid proprietary format? How about the stupid monitor
>connector too? I wish people knew what "standard" means back in the 80s.

Just plug the mouse into an extra serial port if you have one.
The monitor issue was solved a long time ago. Everything else
(keyboard,disks,CD's, scanner,printer,modem, cable modem) I
could plug into any Atari with the appropriate ports. In fact,
I think my PC's floppy drive is the last working remnant of my
last STe.

>
>>
>>>
>>>> The question remains: just what was broken & why the pressing
>>>> need to replace interfaces and devices that work perfectly well
>>>> as is.
>>>
>>> It is broken indeed. Serial ports have limits now, same as parallel
>>>ports. They're kludgy. It's time to move forward, to unify the ports. USB
>>>came to do that, and I hope it succeds!
>>
>> USB doesn't adequately address those limits and
>> imposes some of it's own. Furthermore, those
>> limits are being actively misrepresented.
>
>
> What? You mean USB is not adequate for serial connections, like,
>modems? How so?
> Tell me some of those limits then... I can't seem to remember any...

It might be useful for a single device. However, for muliple
devices, effective bandwidth per device will very likely fall
to below where it would have been for a dedicated port. USB
is barely faster than a current EPP port.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

In search of sane PPP docs? Try http://penguin.lvcm.com

2739. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2826.7579T21T228@canit.se>
Source record: 4400

Den 01-Okt-98 18:21:35 nedtecknade Alexandre A. S. (asiufy@iname.com)
f�ljande:

> Yes, it had to be easier, not to plug and use, but to FIND
>peripherals. Ever tried to find a wireless ADB keyboard? One was released
>a couple of months ago. None was available before that. Now, with USB,
>things are different. There were USB keyboards out there even before the
>iMac, and many more will come after its launch. Same for mice, joystick,
>etc. I believe that you, as an ATARI user, can relate to this. It's kinda
>hard to find peripherals once you use proprietary technology. Apple, by
>adopting USB, made it easier for its users to find stuff for their Macs,
>without compromising quality and actual ease of use, because, AFAIK, USB
>is just as good, if not better, than ADB.

Just a question, but what good will a USB keyboardbe to a Mac user if it isn't
a proper Mac keyboard? How would you operate all the shortcuts?

> USB is slower than what? What are the other available options? The
>standard serial/parallel ports of today (no, of the past, these are real
>old technology) have maxed out its capacity long ago. USB came to replace
>those. If you're thinking about using USB for HDs and things like that,
>it'll be slow, because USB wasn't meant for that. Use Firewire instead.

Serial and parallel ports are fine for what they are supposed to do. I use a
serial port for connecting my modem, which works just fine (although mine
would need a buffer), and my friend runs a BBS as well as a network over his
parallell and serial ports.
Besides, the Mac has never had standard Centronics parallell ports, which
certainly didn't help+ compatibility, interoperability and speed when
connecting them to other micros and printers.

>> Actually, USB looks remarkably like the past, a past that
>> many of us were glad to see gone.

> You're delusional. I understand ATARI users like to stick their head
>firmly in the past, but this is beyond comprehension. Man, my stupid ATARI
>needs a hack to make its serial port go beyond 19200. Is that good
>technology? I don't think so.

Rather an example of dated technology. What kind of hack would the Mac require
in order to utilise its inexistant parallell port?

> USB is the future, a future I'm glad to see Apple is moving towards to.

It seems like a lot of unnecessary hot air to me. It is novel in some ways, of
course, but is also very limited ATM, and I'm not so sure about its future.
The computer world offers so many futures each month, you get a bit blas�

after a while.

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se

Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/

2740. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1185.7579T24T132@canit.se>
Source record: 4401

Den 27-Sep-98 21:24:17 nedtecknade quinlan (quinlan@intergate.bc.ca) f�ljande:
>In article <slrn70sqj6.2p8.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:

```
>> USB is considerably slower than other available options
>> while delivering little in the way of real benefit except
>> perhaps requireing the user to buy a bunch of new equipment
>> (at extra cost) and multiple hubs (also at extra cost).

>USB is cheap. While using USB to connect your printer or scanner is not the
>fastest solution, it is an easy and cheap solution. Ethernet printers are
>still fairly expensive and many new PCs only have a single parallel port.
>Also, USB is meant to connect keyboards, mice, joysticks, tablets, gamepads,
>etc. You don't think that USB is appropriate for these devices?

Why, when I can already connect these devices to my existing micro, bought
five years ago?

--
____ ____ ____ __ ____ ____ ____ __ ____ __ __ ____
/ // . //_ //_// \ / / // _ / /_ \ __ /_ / /_/ / \ / . /
/ / // __/ / // // / / // / //\ \/ __/ / \/ / __/ / / / / / / __/
/___//_/ /_//_//_/_/_/ \__//___/ /___/ /___/ /_/ /_/_/ /___/
```

2741. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <4930.7579T40T1279@canit.se>
Source record: 4402

Den 01-Okt-98 18:28:08 nedtecknade Alexandre A. S. (asiufy@iname.com)
f&#65533;ljande:
>In article <slrn70t9r7.ub.jedi@dementia.mishnet>, jedi@dementia.mishnet ()
>wrote:

```
>>On Sun, 27 Sep 1998 20:24:17 GMT, quinlan@intergate.bc.ca
><quinlan@intergate.bc.ca> wrote:
>>>In article <slrn70sqj6.2p8.jedi@dementia.mishnet>,
>>> jedi@dementia.mishnet () wrote:
>>>
>>>> That presumes that it needed to be easier to begin with.
>>>
>>>It's hard to argue with this statement when you use the word "needed". In
>>>this context, how do I decide between what is "needed" and what is "wanted"
>>>or "desirable"?
>>
>> It doesn't really matter, actually. All of those imply
>> the exact same thing: something is missing.
>>

> WHAT is missing? Nothing is missing. Old serial ports might work,
>but it's DESIRABLE to make them faster.

Of course. So let's make them faster, but why replace the existing, tried and
tested RS-232 standard, for which droves of devices have been produced for two
decades, with something new, for which next to nothing exists in comparison.

>>>
>>>> USB is considerably slower than other available options
>>>> while delivering little in the way of real benefit except
>>>> perhaps requireing the user to buy a bunch of new equipment
>>>> (at extra cost) and multiple hubs (also at extra cost).
>>>
>>>USB is cheap. While using USB to connect your printer or scanner is not the
>>>fastest solution, it is an easy and cheap solution. Ethernet printers are
>>>still fairly expensive and many new PCs only have a single parallel port.
>>
>> At least they're available. Also, it's rather difficult to
>> say whether that cost has any real bearing on the realities
>> of cost.
>>
> USB printers are all over the place now. Same for mice, joysticks,
>speakers, etc. I don't see many USB scanners right now, but they should be
>out there soon.
```

Parallell printers are all over the place now. In fact, one of them sits above
my computer.
The USB peripheral market is very small in comparison to industry-standard PC
interfaces.

>>>Also, USB is meant to connect keyboards, mice, joysticks, tablets,
>>>gamepads, etc. You don't think that USB is appropriate for these devices?
>>
>> When considering that they were being connected just fine
>> before with lack of muss or fuss, NO. Having seen what can
>> happen on a broadcast bus network when stations are mal-
>> configured I have no interest in having either any of my
>> high speed peripherals or my primary input devices attached
>> to one.
>>
> So I take it you like having different connectors for each thing? A
>mouse port, a joystick port, etc. Wouldn't it be easier to have an
>universal connector, so _ALL_ computers (PCs, Macs, even ATARIs) could use
>the same devices?

I already have these ports and they all work, so why repair something which
isn't broken?
On the back of my computer I have:
* Non-standard PSU connector
* Standard coaxial RF output
* Standard RCA composite video output
* Non-standard DIN-23 monitor output, optional standard DIN-15 adaptor
* Standard stereo RCA audio output
* Standard DIN-25 Centronics parallell port
* Standard DIN-25 RS-232 serial port
* Standard Kempston DIN-9 joystick port
* Standard Kempston DIN-9 joystick port/non-standard mouse port

These all work, and have a wealth of peripherals available, so why would I
switch to USB, whose peripheral range is so limited?

Besides, why should I bet all my money on one horse? If my USB bus breaks
down, I will not be able to use my mouse, keyboard, printer, modem or
joysticks, whereas one burnt chip in my current system will probably only
result in losing one or two ports, making the computer accessible despite
failing ports.

Besides, how can PCs, Macs and Ataris share a common port and peripherals,
when USB is only available for a few PC and Mac models, and no Ataris?
Besides, since most of the PC, Atari and Amiga ports are fairly standardised,
the compatibility problems do usually boil down to lack of drivers and
software support, not incompatible ports.

>> The question remains: just what was broken & why the pressing
>> need to replace interfaces and devices that work perfectly well
>> as is.

> It is broken indeed. Serial ports have limits now, same as parallel
>ports. They're kludgy. It's time to move forward, to unify the ports. USB
>came to do that, and I hope it succeds!

Serial ports and parallell ports can be made faster, I have myself thought of
buying a new serial/parallel interface, permitting speeds up to 460 kbps.

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ __/ ** | Son++Tal+tNic++^E27Ay80

2742. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-02 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6v3ocogvh2@ash.ridgecrest.ca.us>
Source record: 4403

On 2 Oct 1998 18:06:57 G, quinlan@intergate.bc.ca wrote:
>In article <36149A28.3CB2E591@mygale.REMOVETHIS.org>,
> Nicholas Bales <bales@mygale.REMOVETHIS.org> wrote:
>

>Even two year old memory could cripple you new system's performance. You can
>still use ISA sound cards if you want. The are much less capable than PCI
>cards (which cost under $100) but there is nothing stoping you from using
>them.

I would have to disagree with that. I just purchased a new Compaq
PII450MMX as a replacement mailbox for our outdated Macs at work. My
first experience with using old hardware on this machine was pretty
dismal. I backed up a couple of hundered megs of data onto a couple of
EZ135 carts (SCSI) using an Adaptec ISA SCSI controller and an old
386. Easy enough I thougt. Slap the ISA card into the P2 and in no
time have the data on the new 12gig IDE drive. Right.... An Atari 800
could transfer the data by floppy faster. Estimated time to copy one
disk over was about six hours. I never let it finish. Hey, the
hardware isn't that old, and worked pretty damn good on machines like
a DX2 or P90. I guess the problem lays in the "old way" of doing
thing as far as disk format goes.

Hey, I don't want to screw around with the "fix to this problem crap".
I just ordered an Ultra SCSI PCI card. Just for a simple file
transfer. Hurray for progress and Windoez 98.

And USB will suck in the future as well as now.
It's not the change I fear. It's what they will make me pay for it.

Mike

>
>> Please don't say it's cheaper.
>
>Look, has anyone actually taken away the serial, parallel and game connectors
>and their computers? If not then what is the problem?
>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>.
.

2743. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-03 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6v42rm$9u6$1@nnrp1.dejanews.com>
Source record: 4404

In article <1299.7579T1T2305@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
> Den 28-Sep-98 16:37:57 nedtecknade catch12 (catch12@my-dejanews.com) f&#65533;ljande:
> >In article <10114-360E94A1-44@newsd-214.iap.bryant.webtv.net>,
> > shobe1knobe@webtv.net (Casey Allen Shobe) wrote:
> >> FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD
> >> VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an
> >> Atari platform, it would have greater potential.
> >>
> >Wow..the Jaguar.....I seem to remember hearing about that?..wasn't it a
> >vacuum cleaner or something?.....No..you're absolutely right, since one game
> >was ported to a dead console before an actual computer that just proves
> >how bad that comp is...wow...what genius!.
>
> >Come to think of it..."Atari" seems to ring a bell, something to do with
> >Asteroids perhaps?..I dunno..I forget, musn't have been all that important
> >anyway..;-)
>
> Atari has done more for the home computer market and the advancement of its
> technology and marketplace than few other companies. It is right up there with
> Commodore and Apple.

Such as whom?

And you believe in the tooth fary!

Peter S.

Heading off to Minnesota soon!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2744. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-03 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6v43ffctr1@nnrp1.dejanews.com>
Source record: 4405

In article <3614998E.6A5D@nospam.ttaol.fi>,
>
> > I'm getting a mac soon(an older one) so I'm curious what it's like.
>
> Good luck! Hope you find some progs for it... No new ones, though...
>

No new ones? I beg your pardon...You need to get your head out of your ass
and open your eyes..

Peter S.

Soon to be in Minnesota!

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2745. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-03 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6v4cr7$t42$1@ash.ridgecrest.ca.us>
Source record: 4406

On 3 Oct 1998 02:51:27 G, sinclair2246@my-dejanews.com wrote:
>In article <3614998E.6A5D@nospam.ttaol.fi>,
>>
>> > I'm getting a mac soon(an older one) so I'm curious what it's like.
>>
>> Good luck! Hope you find some progs for it... No new ones, though...
>>
>
>No new ones? I beg your pardon...You need to get your head out of your ass
>and open your eyes..

If by older he means an 030 or 040, I think he will be very unhappy
with his purchase (or gift). Older Mac software and O/S 7.5 work
decent on a 40Mhz 040, but try running Bryce 2, PowerGoo or Premiere
4.X on the same machine. He will loose interest as fast as people
loose interest in what you have to say here.
It's spelled sl(O(10^36)w.

Besides, if he leaves his head in his ass and then opens his eyes,
he'll see Peter making his way out for a post.

MG

2746. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-03 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6v4oo9ceo1@nnrp1.dejanews.com>
Source record: 4407

In article <6v3ocogvh2@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca (MGrove) wrote:

> I would have to disagree with that. I just purchased a new Compaq
> PII450MMX as a replacement mailbox for our outdated Macs at work. My
> first experience with using old hardware on this machine was pretty
> dismal. I backed up a couple of hundered megs of data onto a couple of
> EZ135 carts (SCSI) using an Adaptec ISA SCSI controller and an old
> 386. Easy enough I thougt. Slap the ISA card into the P2 and in no
> time have the data on the new 12gig IDE drive. Right.... An Atari 800
> could transfer the data by floppy faster. Estimated time to copy one
> disk over was about six hours. I never let it finish. Hey, the
> hardware isn't that old, and worked pretty damn good on machines like
> a DX2 or P90. I guess the problem lays in the "old way" of doing
> thing as far as disk format goes.

This seems like a driver problem not a hardware problem.

> Hey, I don't want to screw around with the "fix to this problem crap".
> I just ordered an Ultra SCSI PCI card. Just for a simple file
> transfer. Hurray for progress and Windoez 98.

You are going to order a SCSI card instead of waiting six hours for a
transfer? That doesn't seem very efficient.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

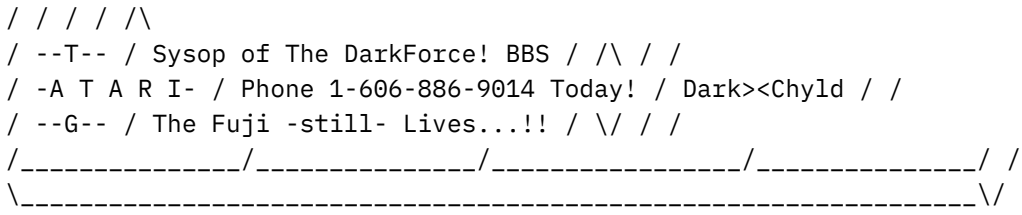
2747. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-03 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6v5t2r$m70$1@news.campus.mci.net>
Source record: 4408

On 3 Oct 1998 08:54:34 G, quinlan@intergate.bc.ca wrote:

->You are going to order a SCSI card instead of waiting six hours for a
->transfer? That doesn't seem very efficient.
->
->--
->Brian Quinlan
->quinlan@intergate.bc.ca

It would be if you were going to be doing any kind of sizeable transfers
on a routine basis! ;-)



2748. ST emulator for PC

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-03 00:00:00 UTC
From: fwf27775@pegasus.cc.ucf.edu
Message-ID: <6v6d0acpt1@news.cc.ucf.edu>
Source record: 4409

I was wondering if there is a software emulator for the PC that will run
ST software. Like games etc...

--

2749. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-04 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3616d9d9.0@nemo.idirect.com>
Source record: 4410

On 3 Oct 1998 02:51:27 G, sinclair2246@my-dejanews.com (The Idiot
Forever Known As Sinclap) wrote:
>In article <3614998E.6A5D@nospam.ttaol.fi>,
>>
>> > I'm getting a mac soon(an older one) so I'm curious what it's like.
>>
>> Good luck! Hope you find some progs for it... No new ones, though...
>>
>
>No new ones? I beg your pardon...You need to get your head out of your ass
>and open your eyes..

at which you are sure an expert, TIFKAS. After all, you certainly
have proven you do a daily personal inspection of your alimentary canal
for ticks.

Speaking of which, still no signs of 12 30' piles of Mac software
anywhere. Guess the SJRDF (Steve Jobs Reality Distortion Field) is
beginning to lose power.....

>
>Peter S.
>
>Soon to be in Minnesota!

ahh, the fine people of Texas seem to have formed a posse and gone
looking for the little weasel who sold them the overpriced,
underpowered iMac....... :)

Minnesota will certainly be a PERFECT home for you, TIFKAS - seeing
as you're such a cheesehead you've been declared the Dairy Farmer's
Friend (which will soon be Public Enemy No. 1 when you'll be suspected
of harbouring BSE)....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2750. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-04 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <6v7jfm$pd1$1@ash.ridgecrest.ca.us>
Source record: 4411

On 3 Oct 1998 08:54:34 G, quinlan@intergate.bc.ca wrote:
>In article <6v3ocogvh2@ash.ridgecrest.ca.us>,
> grovem@ridgecrest.ca (MGrove) wrote:
>
>> I would have to disagree with that. I just purchased a new Compaq
>> PII450MMX as a replacement mailbox for our outdated Macs at work. My
>> first experience with using old hardware on this machine was pretty
>> dismal. I backed up a couple of hundered megs of data onto a couple of
>> EZ135 carts (SCSI) using an Adaptec ISA SCSI controller and an old
>> 386. Easy enough I thougt. Slap the ISA card into the P2 and in no
>> time have the data on the new 12gig IDE drive. Right.... An Atari 800
>> could transfer the data by floppy faster. Estimated time to copy one
>> disk over was about six hours. I never let it finish. Hey, the
>> hardware isn't that old, and worked pretty damn good on machines like
>> a DX2 or P90. I guess the problem lays in the "old way" of doing
>> thing as far as disk format goes.
>
>This seems like a driver problem not a hardware problem.

You would think that, except the Adaptec logs the removable without
drivers. It uses firmware....... I think that is where the slowdown
is. Win 98 or the PII doesn't handle it properly for whatever reason.

>
>> Hey, I don't want to screw around with the "fix to this problem crap".
>> I just ordered an Ultra SCSI PCI card. Just for a simple file
>> transfer. Hurray for progress and Windoez 98.
>
>You are going to order a SCSI card instead of waiting six hours for a
>transfer? That doesn't seem very efficient.

I <might> want to use the SCSI bus again.. If Win 98 doesn't properly
support the firmware, there is not much other choice. Besides, it's
not my money, and i'll have an Ultra SCSI interface.
>

2751. Re: ST emulator for PC

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-04 00:00:00 UTC
From: "Q5 / Werner Domroese - Remove NOSPAM. in front of E-mail address for personal replies" <nospam.q5@usa.net>
Message-ID: <6v867b$gd6@news3.euro.net>
Source record: 4412

Tru www.emulators.com There's Janus, Gemulator, StonX for serious stuff as
well as Pacifist which is excellent for games. You'll either need some ROM
images or a disk based alternative operating system, like MagiC, to be able
to use them though.If all you need is play ST games, why not pick up an old
1040 STE for around $30-60 or so....
Fritz W Feuerbacher wrote in message <6v6d0acpt1@news.cc.ucf.edu>...
>I was wondering if there is a software emulator for the PC that will run
>ST software. Like games etc...
>
>--

2752. Re: Who owns TOS

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-04 00:00:00 UTC
From: "Q5 / Werner Domroese - Remove NOSPAM. in front of E-mail address for personal replies" <nospam.q5@usa.net>
Message-ID: <6v86fm$ghu@news3.euro.net>
Source record: 4413

I believe ALL of the rights that Atari had to these operating systems have
been sold to www.milan-computer.de
If you see GEM (the GUI) as part of TOS, it's an early version of GEM by
Digital Research (in turn bought by Novell, and I believe the PC OS division
again by Caldera (Open DOS, new DR-DOS - see www.caldera.com) originally
developed for an Intel-based PC architecture for use with a largely MS-DOS
or CP/M compatible disk operating system (GEMDOS on Atari).

The latest version of the revamped, reprogrammed and really total new
operating system TOS in development is rumoured to be TOS 5, and they are
accepting suggestions for TOS 6 (which supposedly integrates MultiTOS/MiNT
with single-tasking TOS in ROM).

That's all I know... :_)
pfloyd@sprintmail.com wrote in message <36143E9A.AC6967DB@sprintmail.com>...
>Just a quick question. Who owns TOS? I knew Atari sold Multi-TOS, but
>how about TOS?
>
>Ajai
>

2753. Re: Who owns TOS

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-04 00:00:00 UTC
From: "Q5 / Werner Domroese - Remove NOSPAM. in front of E-mail address for personal replies" <nospam.q5@usa.net>
Message-ID: <6v86ka$gil@news3.euro.net>
Source record: 4414

No no no. Before the takeover from JTS's "Atari Division" by Hasbro, Milan-Computer bought all the rights to the operating system side of things for STE's and such. This means development for this platform is safe for now (besides, you could always opt for MagiC).

Hasbro is a real problem though. Battlesphere for Jaguar is finished for released but they cannot release it on Cart now because Hasbro seems to have lost the encryption key!!! (Seems to me all they're interested in is brand name...)

Q5 / Werner

2754. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-04 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1457.7581T1197T493@canit.se>
Source record: 4415

Den 03-Okt-98 03:40:53 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <1299.7579T1T2305@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:
>> Den 28-Sep-98 16:37:57 nedtecknade catch12 (catch12@my-dejanews.com)
>> f&#65533;ljande:
>> >In article <10114-360E94A1-44@newsd-214.iap.bryant.webtv.net>,
>> > shobe1knobe@webtv.net (Casey Allen Shobe) wrote:
>> >> FYI, Mr. Amiga, Myst has been available for Atari since the Jaguar CD
>> >> VGS. Amiga sucks. WebTV sucks, but I use it. If it were based on an
>> >> Atari platform, it would have greater potential.
>> >>
>> >Wow..the Jaguar.....I seem to remember hearing about that?..wasn't it a
>> >vacuum cleaner or something?.....No..you're absolutely right, since one
>> >game was ported to a dead console before an actual computer that just
>> >proves how bad that comp is...wow...what genius!.
>>
>> >Come to think of it..."Atari" seems to ring a bell, something to do with
>> >Asteroids perhaps?..I dunno..I forget, musn't have been all that important
>> >anyway..;-)
>>
>> Atari has done more for the home computer market and the advancement of its
>> technology and marketplace than few other companies. It is right up there
>> with Commodore and Apple.

>Such as whom?

Please rephrase your question.

>And you believe in the tooth fary!

I never said that. Besides, my religious beliefs are off-topic on this group.

>Heading off to Minnesota soon!

But still on Dejanews.

2755. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-04 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6v8qsmehe1@nnrp1.dejanews.com>
Source record: 4416

In article <6v7jfm$pd1$1@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca (MGrove) wrote:

> You would think that, except the Adaptec logs the removable without
> drivers. It uses firmware..... I think that is where the slowdown
> is. Win 98 or the PII doesn't handle it properly for whatever reason.

How could it be a problem with the PII? The PII is just a microprocessor. And,
if the problem lies with Win 98 (which it probably does), then this problem
does not relate well to our discussion.

> >
> >> Hey, I don't want to screw around with the "fix to this problem crap".
> >> I just ordered an Ultra SCSI PCI card. Just for a simple file
> >> transfer. Hurray for progress and Windoez 98.
> >
> >You are going to order a SCSI card instead of waiting six hours for a
> >transfer? That doesn't seem very efficient.
>
> I <might> want to use the SCSI bus again.. If Win 98 doesn't properly
> support the firmware, there is not much other choice. Besides, it's
> not my money, and i'll have an Ultra SCSI interface.

You didn't mention that you needed to use the card more than once in your
original post. You said that you wanted to do "a simple file transfer." Not,
it seems, you may want to use the SCSI card again. So, unlike the implication
in your first post, you do want a better card and you don't care about the
money.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2756. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-04 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6v8sg1$gp8$1@nnrp1.dejanews.com>
Source record: 4417

In article <6v5t2r$m70$1@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:

> It would be if you were going to be doing any kind of sizeable transfers
> on a routine basis! ;-)

He stated that he wanted to do "a simple file transfer." Only later did he say
that he might want to use the SCSI card again.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2757. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-05 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <36186A0D.302@nospam.ttaol.fi>
Source record: 4418

MGrove wrote:

> >> > I'm getting a mac soon(an older one) so I'm curious what it's like.
> >>
> >> Good luck! Hope you find some progs for it... No new ones, though...
> >
> >No new ones? I beg your pardon...You need to get your head out of your ass
> >and open your eyes..
>
> If by older he means an 030 or 040, I think he will be very unhappy
> with his purchase (or gift). Older Mac software and O/S 7.5 work
> decent on a 40Mhz 040, but try running Bryce 2, PowerGoo or Premiere
> 4.X on the same machine. He will loose interest as fast as people
> loose interest in what you have to say here.

Exactly. I understand an "old" Mac is one with a 030 or 040 inside (there really were Macs before G3, ever heard of them, Peter?). Running system 7 or above in a MacII, for example, isn't fun anymore, whereas system 6 in the same machine is a joy. All the possible programs were available for this combination at their time, and were (and still are) a good example of what computing should be. Just how well do the present day programs run in a MacII/System 6 combination? Mac+/System 5? Like watching the paint dry? Besides, the CD's do not fit in the small hole in front of a Mac+ unless you cut some parts off with scissors, which in turn results in loss of data in the end of the disc :-)

Regards to Minnesota. No hurry back.

2758. Re: ST emulator for PC

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-05 00:00:00 UTC
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Message-ID: <3618C125.10288F54@mygale.REMOVETHIS.org>
Source record: 4419

```
Fritz W Feuerbacher a ï¿½crit:
>
> I was wondering if there is a software emulator for the PC that will run
> ST software. Like games etc...

Yeah, plenty: PaCifiST, WinSTon, GEMulator, TOS2WIN, etc...

Check out the Quick FAQ

Cheers,
Nick
--
||| Nicholas Bales, France bales@
===|||================================= mygale.org
/ | \ The Atari ST Quick FAQ
-' ' `- http://www.mygale.org/~bales/quickfaq.htm
```

2759. Re: Who owns TOS

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-05 00:00:00 UTC
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Message-ID: <3618C479.DD490FC9@mygale.REMOVETHIS.org>
Source record: 4420

Q5 / Werner Domroese - Remove NOSPAM. in front of E-mail address for
personal replies a ï¿½crit:
>
> I believe ALL of the rights that Atari had to these operating systems have
> been sold to www.milan-computer.de

I'm not sure about this. The agreement between Hasbro and JTS mentioned
all Atari's products, including ST and Falcon stuff.

It is true that Milan have bought something from JTS before the merger,
but AFAIK it was only a license to allow further development of TOS.
Technically, the rights still belong to Hasbro, so they would be free to
licence it to someone else.

Neither Hasbro, JTS or Milan have given full details of what they have
or haven't got, so it's difficult to be sure.

> If you see GEM (the GUI) as part of TOS, it's an early version of GEM by
> Digital Research (in turn bought by Novell, and I believe the PC OS division
> again by Caldera (Open DOS, new DR-DOS - see www.caldera.com) originally
> developed for an Intel-based PC architecture for use with a largely MS-DOS
> or CP/M compatible disk operating system (GEMDOS on Atari).

Yes, and that is why Atari always refused to release TOS rights, because
some parts of TOS didn't belong to them.

> The latest version of the revamped, reprogrammed and really total new
> operating system TOS in development is rumoured to be TOS 5, and they are
> accepting suggestions for TOS 6 (which supposedly integrates MultiTOS/MiNT
> with single-tasking TOS in ROM).
>

Actually, the Milan is shipped with a version called TOS 4.5, which is
in ROM and monotasking, and Milan MultiOS (not Multi_T_OS), which is
basically MiNT with modified versions of N.AES and Thing.

They are accepting suggestions for TOS 5.0 at the moment.

Check out their web site at http://www.milan-computer.de

Cheers,
Nick
--
||| Nicholas Bales, France bales@
===|||================================= mygale.org
/ | \ The Atari ST Quick FAQ
-' ' `- http://www.mygale.org/~bales/quickfaq.htm

2760. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-05 00:00:00 UTC
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Message-ID: <3618C65D.F344C68C@mygale.REMOVETHIS.org>
Source record: 4421

quinlan@intergate.bc.ca a ï¿½crit:
>
> In article <36149A28.3CB2E591@mygale.REMOVETHIS.org>,
> Nicholas Bales <bales@mygale.REMOVETHIS.org> wrote:
>
> > Something that forces you to change all your hardware just because your
> > next PC will not be able have the right interfaces can hardly be
> > described as cheap.
>
> You are speculating. I can't think of any PC, being sold right now, that has
> a USB port but not parallel and serial ports. Do you remember the transition
> from 5.25 to 3.5 floppies? First PCs came only with the former, then both and
> then, years later, only with the later.

If you don't plan to cut the cost of the "legacy ports" as you call
them, then how does adding an extra port make things cheaper ?

Beleive me, the plan is to have USB replace parallel and serial ports.

>
> Even two year old memory could cripple you new system's performance. You can
> still use ISA sound cards if you want. The are much less capable than PCI

Next year you won't. Besides, there is no improvement in PCI cards
compared to ISA as far as sound cards are concerned. sound data is not
as bandwidth consuming as video.

> cards (which cost under $100) but there is nothing stoping you from using
> them. You can still use PCI graphics cards if you want. Using anything worse
> than that would cripple the performance of your new system. I have never seen
> a destop PC that didn't have both a serial and a parallel port.
>
> > Please don't say it's cheaper.
>
> Look, has anyone actually taken away the serial, parallel and game connectors
> and their computers? If not then what is the problem?

That's what they said for keyboard connectors and SIMM sockets. Hehe!
Wait until next year.

Cheers,
Nick
--
||| Nicholas Bales, France bales@
===|||================================= mygale.org
/ | \ The Atari ST Quick FAQ

-' ' `- http://www.mygale.org/~bales/quickfaq.htm

2761. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6valr7$d20$1@news.campus.mci.net>
Source record: 4422

On 4 Oct 1998 22:22:58 G, quinlan@intergate.bc.ca wrote:

->In article <6v5t2r$m70$1@news.campus.mci.net>,
-> thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:
->
->> It would be if you were going to be doing any kind of sizeable transfers
->> on a routine basis! ;-)
->
->He stated that he wanted to do "a simple file transfer." Only later did he say
->that he might want to use the SCSI card again.
->
->--
->Brian Quinlan
->quinlan@intergate.bc.ca

Hi Brian...

Hmm...I'm trying to figure out where it says that "a simple file transfer"
also mean "1 time only". Only very rarely have I ever performed any kind
of computing task that I didn't do it again sooner or later. (and some
times, *many* times!) <grin>

Catch ya later... ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2762. The Atari ST Quick FAQ

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-05 00:00:00 UTC
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Message-ID: <3618E5EF.9C508AF1@mygale.REMOVETHIS.org>
Source record: 4423
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.advocacy

Thanks to Rich Davey, The Atari ST QuickFAQ is now available at the
following address:

http://quickfaq.atari.org

Much easier to remember and to communicate.

Because this a rerouting subdomain, some (old) versions of CAB.OVL will
not cope with it. The old address is still valid:

http://www.mygale.org/~bales/quickfaq.htm

Cheers,
Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org mygale.org

2763. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-05 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6vb2p9bbt1@nnrp1.dejanews.com>
Source record: 4424

In article <3618C65D.F344C68C@mygale.REMOVETHIS.org>,
Nicholas Bales <bales@mygale.REMOVETHIS.org> wrote:

> If you don't plan to cut the cost of the "legacy ports" as you call
> them, then how does adding an extra port make things cheaper ?
>
> Beleive me, the plan is to have USB replace parallel and serial ports.

I'm sure that you are right. In a few years, most PCs will probably not have parallel or serial ports. But that will probably be years down the road. I remind you of the history of 5.25 and 3.5 floppies.

> Next year you won't. Besides, there is no improvement in PCI cards
> compared to ISA as far as sound cards are concerned. sound data is not
> as bandwidth consuming as video.

Good sound cards do require a fair bit of bandwidth. My sound card, for example, can mix 8 channels, do HRTF for those channels, play MIDI and record simultaneously. Just mixing the channels can cost 843K/s.

> That's what they said for keyboard connectors and SIMM sockets. Hehe!
> Wait until next year.

SIMM chips were removed because they are useless on a fast machine. They provide half the performance of DIMMs and require greater control logic from the motherboard. Do you really want to use SIPs an your PII-450? And keyboard connectors didn't change overnight.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2764. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-05 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6vb719imf1@nnrp1.dejanews.com>
Source record: 4425

In article <6valr7$d20$1@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:

> Hmm...I'm trying to figure out where it says that "a simple file transfer"
> also mean "1 time only". Only very rarely have I ever performed any kind
> of computing task that I didn't do it again sooner or later. (and some
> times, *many* times!) <grin>
>
> Catch ya later... ;-)

Wouldn't the correct grammer be "...simple file transfers" if you expect to do
it more than once? I thought that, since you used a singular, you just wanted
to move your data over to your new machine.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2765. Re: Atari or Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-06 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <6vcf24$23n@cantine.wu-wien.ac.at>
Source record: 4426

Markku Ilmanen (markku.ilmanen@nospam.ttaol.fi) wrote:

: MS makes decent software, not excellent. The thing that bothers me is
: that MS employs hundreds(?) of people to write their programs, but they
: are still buggy and delayed by months, not to talk about the size they
: take. On the Atari side, look at Calamus, Papyrus etc. A handful of
: people have produced these in a very short time, they have all the
: features you need and still take only a Meg or two from your HD. How
: come? When you run a monopoly, nobody claims. Or if they do, so what.
: "You have to use our products. There are no other. Repeat after me a
: thousand times: There are no other." Look at Apple's 1984 commercial. Is
: it too late for something similar?

The problem is not necessarily the monopoly issue (but I do agree with you on the marketing issue). There is no true alternative to MS Office in the windows 95/98 market by other big software companies, that run more stable or take less memory. Did you try the other office, word processor packages, like Corel Office and the Wordperfect 8? No real advantage to MS Word.

IMO the difference in quality is due to the diiferent programming approach. In a big company, there are employees working on the software, coming in at 8, leaving at five, leaving the company, entering the company. I guess that not only there are more programmers working on the apps, but also that the programmers always change and new programmers need to get through the sources the employees before them have done. On the Atari the programmer can be almost identified with his programm. But then again, what happens if that programmer dies?

Another point is that in the PC market there is a sickness called "feature virus", that forces the companies to release software as quickly as possible and with as many features as possible- just because of the way the magazines test and compare software (by checklists).

: > played around with, it's a shame the rest of the US and world for that
: > matter, didn't realize this.

In Europe it was quite successful, especially in Germany. But it is the US market that counts.

Alfred

2766. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-06 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6ve4b1eve1@news.campus.mci.net>
Source record: 4427

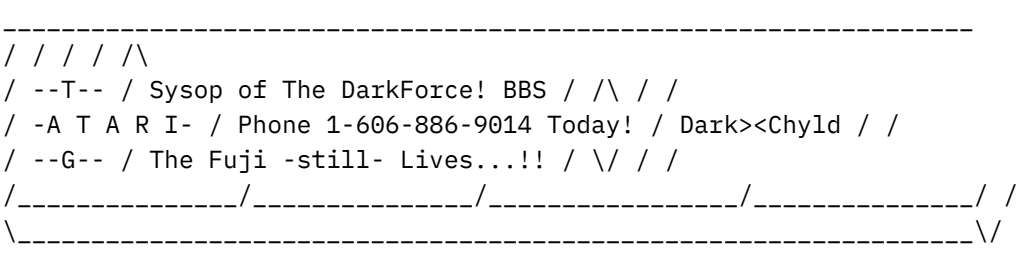
On 5 Oct 1998 19:35:05 G, quinlan@intergate.bc.ca wrote:

->Wouldn't the correct grammer be "...simple file transfers" if you expect to do
->it more than once? I thought that, since you used a singular, you just wanted
->to move your data over to your new machine.
->
->--
->Brian Quinlan
->quinlan@intergate.bc.ca

Hey Brian...

I would never read a statement that says "...simple file transfer" to mean
that it would only be performed once, and never again. Thats quite a bit of
a stretch, for an assumption. In fact, in a later message he actually said
that he would probably do it again (might). ;-)

PS This is just semantics though, and I am
bored, so lets talk about something else! ;-)



2767. www.atari.com

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-08 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <361D89BE.AFEB80C0@earthlink.net>
Source record: 4428

horror of horrors Atari.com is back online ......BUT no metion of Atari
on the site except for a little news blurb (JTS sale) and a very tiny
Atari logo on the new Centipede Game box...

2768. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-12 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6vt0hp$rp5@news3.euro.net>
Source record: 4429

> I've been reading this thread, and all of you forgot something:
>daisy chaining. You don't need a hub, unless you have a truckload of
>stuff. Most devices will have passthru conectors (of course, mice and
>joystick won't!). But still, I'd rather have everything flowing thru 2 USB
>connectors on my machine than thru several cables sticking out of several
>different connectors.
Then read more carefully :-) I did mention daisy-chaining, albeit as an example of what the old 8-bit Atari home computers had... they could daisy-chain too you know. The question is: do we want this, and why. What are the possible consequences of it? I prefer a hub or switch to daisy-chains almost anytime (except maybe when there's not much space or you want to avoid to many different cables). What if you break the chain or the chain gets broken? How well will the other devices react to that? Until I see some USB in practice I'm not willing to bet on it just yet. It has to be field tested by regular users.

This is all, ofcourse, IMHO.

2769. USB

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-12 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6vt1v3$sog@news3.euro.net>
Source record: 4430

<<snip>>
>
> No? What would you use? Existing serial ports go no further than
115k.

This is completely untrue. Only ports based on the 16650 or 16550 UART stop
at 115.200 bps.
These are the interfaces that usually get to be used in bog standard PC's,
not high-end
systems.

I can order indusrty-strength standard serial ports of 230.400 or even
4Mbit/second for my clients
any time a day. They all have in common that they work in bog-standard ISA
too.

So are these an awful lot more expensive? No they're not. Why not use them
(and they ARE standardized).?
Because the more stupid you can keep people, the less questions they ask and
the more selling
points you'll have for your "new" stuff. I've heard that an old 8-bit PBI of
the old 8-bit Ataris could do
115k2 as well.... (but I know not enough of it to confirm this).
<<snip>>
>> You have an interesting idea of 'all over the place'.
>>
>
> No, you do. When USB printers are widely available in _BRAZIL_
>(where I live), it probably means it's REALLY all over the place, and mind
>you, just saw an ad for those new EPSON USB printers on the paper today.

Epson Stylus printers offer both parallel and MAC-compatible
RS-422/423/AppleTalk
compatible serial connections as standard. Why use dedicated USB if they
already support
both parallel and serial as standard? In addition, you can get extra
buffered parallel ports
for the Epsons, as well as networking cards (Ethernet 10Mbit, TokenRing
16Mbit, etc.)
and other serial interfaces. And don't forget IR-ports. These are available
in a 4Mbit/s
standard, if I remember correctly. So it would not be so hard, should USB
really be a
markete success, to retrofit any and all existing hardware with USB...
>

> No, not true. PC joysticks won't work on your ST, and vice-versa.
>Same for mice. Isn't it a pain having to track down ST mice, just because

I remember that I saw an ad for a serial port mousedriver ina German mag once. So you can
use serial devices on an ST.

>it's some stupid proprietary format? How about the stupid monitor
>connector too? I wish people knew what "standard" means back in the 80s.
Well, as a matter of fact, altough very rare, the Atari pin-outs do conform to the
DIN standard (DIN = Deutsche IndustrieNorm) that has been popular throughout Europe.
Standard MIDI = 5 pin DIN. Standard keyboard = 5 pin DIN. PS/2 connectors = mini-DIN.
For a long time (long before RCA jacks), 5-pin DIN connectors were even used for speakers
and other stuff. The funny 15-pin? PC-joystick connectors are only standard on PC's. But then
again, PC's are the standard of today.

But the Atari-joystick pinouts were widely accepted for years by all rival brands and competitors
as standard. From MSX, to Amiga (see specs of Amiga Lorraine project on www.atari.nu) to
8-bit, 16-bit and 32-bit systems of Atari and other vendors, they all conformed to that standard.
This meant that you could usually easily connect joysticks for one system to an otherwise completely incompatible
system, altough the pinouts may have been interpreted differently or, more precisely the signals coming
from it. This is why on MSX systems some "arcade turbo" type joysticks have to seperately programmable
fire buttons (just like Atari 7800), whereas on say ST's, both buttons did the same thing (one signal).

<<snip>>
>> USB doesn't adequately address those limits and
>> imposes some of it's own. Furthermore, those
>> limits are being actively misrepresented.
>
>
> What? You mean USB is not adequate for serial connections, like,
>modems? How so?
He didn't say that did he, "not adeqyate for serial connections". USB is a serial standard, so ofcourse it is
DESIGNED for serial connections. That does not necessarily mean that it is also the right standard for other
types of connections.

As for an explanation of "misrepresented": you yourself stated that current serial connections or ports are limited to 115k2. Perhaps the most commonly

used, yes, but faster ports, including 230k4 and 4Mbit as well as multi-port breadboards are readily available - if you know where to look. I have a US-Robotics I-modem. Its standard 25-pin serial port can cope with 230k4, provided that the terminal or computer you use it with provides its signals at such a rate (see first few lines of my reply). How do you think servers with multiple TA's and modems connected to them operate? Do you think there is a maximum of four serial connectors because usually, in case of PC's, only COM1 through COM4, or if you 're lucky, 1 through 8 are supported by the BIOS of your machine?? This is totally misunderstood. There are many comms solutions available for this ranging from 30 extra ports to over a thousand, using simple RJ-11 phone wiring or other standardized methods.

> Tell me some of those limits then... I can't seem to remember any...

I thought you'd read the whole thread? Including mine? There are limits to hubs and
daisy-chaining, USB too has a speed limit, etc, etc. The rest someone else will
probably post here.

Keep the discussion alive :-))

2770. Joysticks

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-12 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6vt2em$t3a@news3.euro.net>
Source record: 4431

<<snip>>
>No, not true. PC joysticks won't work on your ST, and vice-versa.

There have been some adapters for PC's that enable you to use standardized digital 9-pin Atari joysticks. Also, remember Ataris own PC's?
They used Atari mice, just with different driver software. Saved you an extra
COM port.

>Same for mice. Isn't it a pain having to track down ST mice, just because

See other reply.
>it's some stupid proprietary format? How about the stupid monitor
>connector too? I wish people knew what "standard" means back in the 80s.
It's not impossible to modify and hook-up a VGA monitor. I've seen many people with VGA
VDU's hooked up their ST's WITHOUT having any special video cards, just an interface
adapter...

This is far more true for the PC world. CGA TTL-level pinouts, EGA pinouts, proprietary VDU pin-outs, ECL, and then there was VGA. At first just like EGA which
got people confused because they used the same connectors but one was digital,
the other analog, which resulted in many a damaged or destroyed VDU or graphics card...
Not to mention composite stuff...

I think that in those days, one proprietary standard for Atari systems or for Macs (which it still
is I believe, or do they use standard RGB-seperated BNC??) or for Amigas made things
easier for those people. Ofcourse, VDU manufacturers didn't make much of a problem of it.
Philips made quite a few VDU's that could be connected through composite video. analog RGB,
digital TTL, etcetera... Even "proprietary / OEM" versions of existing monitors for various brands.

2771. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-12 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6vt34l$eq@news3.euro.net>
Source record: 4432

<<large snip>>
> It might be useful for a single device. However, for muliple
> devices, effective bandwidth per device will very likely fall
> to below where it would have been for a dedicated port. USB
> is barely faster than a current EPP port.

Not to mention ECP. One uses synchronous data transfer, the other
asynchronous and direct memory access (in a good system) in stead
of a polling or interrupt mechanism.

:-)

2772. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-12 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6vt3ur$116@news3.euro.net>
Source record: 4433

<<snip>>
>Good sound cards do require a fair bit of bandwidth. My sound card, for
>example, can mix 8 channels, do HRTF for those channels, play MIDI and
record
>simultaneously. Just mixing the channels can cost 843K/s.
All of which a $700 standard Atari Falcon does as well. Okay so it costs
843kB /second.
Standard ISA has a 16-bit bus bandwidth with a 8MHz clock frequency -
sometimes higher,
like 10MHz ("enhanced" option in BIOS). 16 bits = 2 x 8 bits = 2 bytes.
8MHz = 8,000,000 / second. 2 bytes x 8,000,000 = 16 megabytes / second (in
theory, right?).
Take some bandwidth off becayse of other devices still connected to the ISA
bus (do not count video card,
since these are nowadays connected to PCI or even AGP) like low-speed serial
ports and
such (if they're not in an IC or PLC on your mainboard already).

Do you still think ISA couldn't cope with 843 x 1024 bytes per second if it
can cope with 16,777,216??
Okay so let's divide it by two to account for any other possible limits in
the system or chipset or
lost traffic along the way - it doesn't matter - try accounting for every
possible flaw.

You're still left with 8Mbytes/sec performance. Even if you say that ISA
causes more CPU overhead,
you're still left with plenty of badnwidth. If you experience any problems,
chances are you'll get more luck
if you look into the combined performance of your SCSI controller and disk.
Right combo?
Don't use IDE for it as this causes again extra overhead on your CPU (which
you can compensate for
using a soundcard with a dedicated memory and/or a dedicated processor to
process the datastream and
also makes your soundcard one hell of a lot more expansive). Phew - am I
glad I use a Falcon...

>SIMM chips were removed because they are useless on a fast machine. They
>provide half the performance of DIMMs and require greater control logic
from
>the motherboard. Do you really want to use SIPs an your PII-450? And
keyboard
>connectors didn't change overnight.

Won't argue with that, DIMM replaced SIMM not only because of performance,
but moreso to overcome
the problem that Pentium PC's usually require SIMMs in PAIRS. A DIMM already
consists of TWO (DUAL).
Hmm - a collegue also noted that DIMM has a full 32-bits wide bus to the
system, and SIMMs have a 16-bit
(or so) bus.

Keep it up :-)

2773. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-12 00:00:00 UTC
From: Q5 <q5@usa.net>
Message-ID: <6vt40u$12m@news3.euro.net>
Source record: 4434

Forgot something: how about 8-bit Token Ring cards (16Mbit/sec) in PC's? Take a hell of a lot more bandwidth than your 843K. So PCI a necessity for soundcards? Perhaps they make things easier for everyone, but that's about it.

2774. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-12 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn724j9q.7rp.jedi@dementia.mishnet>
Source record: 4435

On 12 Oct 1998 14:34:06 GMT, Q5 <q5@usa.net> wrote:
>Forgot something: how about 8-bit Token Ring cards (16Mbit/sec) in PC's?
>Take a hell of a lot more bandwidth than your 843K. So PCI a necessity for
>soundcards? Perhaps they make things easier for everyone, but that's about
>it.

The prime value of a PCI soundcard would be more
sensible autodetection. PCI is quite nice when
compared to ISA 'attempts' at PnP. It also allows
you to not have to strictly partition your slots.

I'd love an all PCI system with as many slots as
my old VL system had.

--
Empowerment implies having the power to do for yourself
what needs done and the necessary confidence to try. |||
Crutches do not bring empowerment; they only encourage / | \
the opposite.
You are the thinking machine & quite capapble
of much more than you may realize.

In search of sane PPP docs? Try http://penguin.lvcm.com

2775. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-13 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <6vuqn2iqa1@nnrp1.dejanews.com>
Source record: 4436

In article <6vt3ur$116@news3.euro.net>,
"Q5" <q5@usa.net> wrote:

> Hmm - a collegue also noted that DIMM has a full 32-bits wide bus to the
> system, and SIMMs have a 16-bit
> (or so) bus.

Are you sure that it's not 32-bits for SIMMs and 64-bit for DIMMs?

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2776. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-13 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <6vvkb8$etg@newstoo.ericsson.se>
Source record: 4437

In article <6vuqn2iqa1@nnrp1.dejanews.com>, quinlan@intergate.bc.ca writes:
>In article <6vt3ur$116@news3.euro.net>,
> "Q5" <q5@usa.net> wrote:
>
>> Hmm - a collegue also noted that DIMM has a full 32-bits wide bus to the
>> system, and SIMMs have a 16-bit
>> (or so) bus.
>
>Are you sure that it's not 32-bits for SIMMs and 64-bit for DIMMs?

SIMMs (72pin) are 16 bit and DIMMs are 32 bits.

/Erik Hall

Mail : erikhall@tripnet.se |||
or Erik.Hall@epk.ericsson.se /|\ Hades 060
URL : http://www2.tripnet.se/~erikhall/index.html / | \

2777. What the ####!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-14 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7019vq$r74$1@nnrp1.dejanews.com>
Source record: 4438

Its been a hectic two weeks which kept me from posting as often. See what happens, the activity in comp.sys.atari.advocacy about dies off..

If any of you jihads are in the Bloomington MN area on Wednesday morning(will do coffee and pie at the Perkins cafe), I can be found at the CompUSA with my predecessor doing tours and will end up at Rooseville Comp in the afternoon.

Best Regards,

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2778. Re: What the ####! TIFKAS still has a job.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3624bff9.0@nemo.idirect.com>
Source record: 4439

On 14 Oct 1998 04:40:25 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>Its been a hectic two weeks which kept me from posting as often. See what >happens, the activity in comp.sys.atari.advocacy about dies off..

hmm - I guess you then haven't seen the literally DOZENS of posts we've been having - and intelligent ones, too, with some new guys (Q5) who've hopped on board. In fact, a welcome change from your standard press-release, Steve-Jobs-butt-kissing parrot droppings.

Of course, if you had a REAL newsreader (or had at least half the IQ of a fruit fly to install one), rather than the pathetic search on DejaNews, you'd know what we'd have been talking about. :)

>
>If any of you jihads are in the Bloomington MN area on Wednesday morning(will >do coffee and pie at the Perkins cafe), I can be found at the CompUSA with my >predecessor doing tours and will end up at Rooseville Comp in the afternoon.

What Jihads? The only Jihads around here are the ones in your paranoid little mind. You little MacDavidian you..... :)

I think you'll be training a new protege once the posse from Texas gets the extradition order through.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2779. Re: What the ####!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-14 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1001.7591T1227T1587@canit.se>
Source record: 4440

Den 14-Okt-98 05:40:25 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>Its been a hectic two weeks which kept me from posting as often. See what
>happens, the activity in comp.sys.atari.advocacy about dies off..

Of course, only a few sad people enjoy picking on the users of smaller platforms.

>If any of you jihads are in the Bloomington MN area on Wednesday morning(will
>do coffee and pie at the Perkins cafe), I can be found at the CompUSA with my
>predecessor doing tours and will end up at Rooseville Comp in the afternoon.

Tell me who's the jihad here. You have apparent suicidial tendencies.

At least the average level of intelligence per post has risen considerably during your absence.

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ &#65533;&#65533; | Son++Tal+tNic++^E27Ay80

2780. Re: JAVA for CAB?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-15 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <703uh8hoa1@nnrp1.dejanews.com>
Source record: 4441

In article <6vvkb8$etg@newstoo.ericsson.se>,
epkerha@epk.ericsson.se wrote:

> SIMMs (72pin) are 16 bit and DIMMs are 32 bits.

Why do they need so many pins? SIMMs having 32 bits made sense to be cause you could have power + ground + 32 data + 32 address + 6 control. What do they do with all of the pins?

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2781. Re: What the ####!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-16 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <706m8c$r9q$1@ash.ridgecrest.ca.us>
Source record: 4442

On 14 Oct 1998 04:40:25 , sinclair2246@my-dejanews.com wrote:
>Its been a hectic two weeks which kept me from posting as often. See what
>happens, the activity in comp.sys.atari.advocacy about dies off..
>
>If any of you jihads are in the Bloomington MN area on Wednesday morning(will
>do coffee and pie at the Perkins cafe), I can be found at the CompUSA with my
>predecessor doing tours and will end up at Rooseville Comp in the afternoon.
>
>
>Best Regards,
>
>Peter S.

Right, and i'll bring the hemlock and an extra package of staples.

MG

2782. TAF meeting October 21st - Secrets of LINUX

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36288e2a.0@nemo.idirect.com>
Source record: 4443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Agenda for Toronto Atari Federation meeting, October 21st 1998:

there's a very popular operating system out there - and Atarians
can use it!

On October 21st, TAF will be hosting a night to discuss about
LINUX, the UNIX-like operating system that's been growing very popular
with the PC crowd, and has recently made the news what with Intel
recently investing in a company that distributes it. And remarkably, we
can even install versions of this on TTs, Falcons, Hades, DirecTs, etc.

We will have on hand a speaker from the Canadian LINUX club CLUE
who will discuss with us the history and advantages of using this
pre-emptive multitasking system, the software that's used with it, etc.
And hopefully we'll also have it installed on one of our computers as
well for a hands-on demonstartion, as well as other Atarians who use or
program software for LINUX.

This should be a most interesting night! See you there!

PS - November 18th is the next TAF MonSTEr Flea Market! Circle your
calendars now.....

TORONTO ATARI FEDERATION User Group meetings are held on the Third
Wednesday of the Month in the North York Memorial Community Hall on the
Lower (or Concourse) Level of the North York City Centre Library at 5110
Yonge St. at Parkhome Ave. Parking garage inside the complex. Those
using public transport can take the TTC's Yonge-University-Spadina line
to North York Centre Station. Meetings start 7:30 PM, $2.00 to
non-members. Membership is $35 CDN a year, and includes a subscription
to the club newsletter PHOENIX and full use of the TAF Online BBS. A
membership in TAF IS Atari support!

TAF Online! BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
Hardware Links n' Other Cool Stuff:
http://webhome.idirect.com/~dreibel/yecprohardware/links.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2783. Re: What the ####! TIFKAS still has a j

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <362aad35.0@nemo.idirect.com>
Source record: 4444

On 19 Oct 1998 01:30:05 , sinclair2246@my-dejanews.com wrote:
>In article <3624bff9.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:>
>
>> hmm - I guess you then haven't seen the literally DOZENS of posts
>> we've been having - and intelligent ones, too, with some new guys (Q5)
>> who've hopped on board. In fact, a welcome change from your standard
>> press-release, Steve-Jobs-butt-kissing parrot droppings.
>
>Dozens? Nope..

yep. Looks like you'll have to set up NewsReader after all.....

>
>> Of course, if you had a REAL newsreader (or had at least half the
>> IQ of a fruit fly to install one), rather than the pathetic search on
>> DejaNews, you'd know what we'd have been talking about. :)
>
>I guess you just labeled half of the Deja Atari Jihads

nope. Very little Atari people have to use DejaNews (and those who
do usually set up NEWsie). Your insistence of using DejaNews despite
your constantly bragging about "superior" Mac Internet clients show
it's YOU who has the IQ problem. No such thing as an Atari Jihad, only in
your feverish paranoid mind....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2784. Re: What the ####! TIFKAS still has a job.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <70e4mu$2g0$1@nnrp1.dejanews.com>
Source record: 4445

In article <3624bff9.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:>

> hmm - I guess you then haven't seen the literally DOZENS of posts
> we've been having - and intelligent ones, too, with some new guys (Q5)
> who've hopped on board. In fact, a welcome change from your standard
> press-release, Steve-Jobs-butt-kissing parrot droppings.

Dozens? Nope..

> Of course, if you had a REAL newsreader (or had at least half the
> IQ of a fruit fly to install one), rather than the pathetic search on
> DejaNews, you'd know what we'd have been talking about. :)

I guess you just labeled half of the Deja Atari Jihads

> >
> >If any of you jihads are in the Bloomington MN area on Wednesday morning(will
> >do coffee and pie at the Perkins cafe), I can be found at the CompUSA with my
> >predecessor doing tours and will end up at Rooseville Comp in the afternoon.
>
> What Jihads? The only Jihads around here are the ones in your
> paranoid little mind. You little MacDavidian you..... :)
>
> I think you'll be training a new protege once the posse from Texas
> gets the extradition order through.....

The Guv signed a pardon due to the fact of new punishment or headaches at Best
Buy in the future..._)
>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////
>

Peter S.

"By going into Best Buy with iMac, [we'll] drive more first-time buyers and
iMacs into the home," -Apple CFO Fred D. Anderson

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2785. Where are the TOS clones?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <70e4v2$2mp$1@nnrp1.dejanews.com>
Source record: 4446

Why are the TOS cloners not promoting their offerings and getting the word out considering that Jihads claim that its a superior product.

I wonder what claims will be made now to counter OS 8.5 with Sherlock?

Peter S.

"By going into Best Buy with iMac, [we'll] drive more first-time buyers and iMacs into the home," -Apple CFO Fred D. Anderson

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2786. Re: Where are the TOS clones?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-20 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1073.7597T1427T2071@canit.se>
Source record: 4447

Den 19-Okt-98 02:34:26 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>Why are the TOS cloners not promoting their offerings and getting the word
>out considering that Jihads claim that its a superior product.

I wonder why Apple does not promote their offerings, despite the claim of the
jihad that it is the superior product.

>I wonder what claims will be made now to counter OS 8.5 with Sherlock?

Is Sherlock yet another of those silly codenames Apple use for their "OSes"?
Allegra, Concerto, Gestapo, Panthera, Tomato...
Besides, what does OS 8.5 have to offer? Certainly not PMT, that's for sure.
I've been using it on my father's G3 Powerbook. Not very impressive once you
scratch the pretty surface. I still have to wait for the machine to complete
mundane tasks.

--
alt.toys.transformers is *not* talk.abortion
alt.toys.transformers is *not* talk.religion
alt.toys.transformers is *not* alt.test
Iggy Drougge 1997

"You're pretty stupid for a commander! OK! Now I'll send you express to hell!"
- Sixshot to Ultra Magnus, "TF: Headmasters"

2787. TAF meeting October 21st - LINUX Night

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <362d66c7.0@nemo.idirect.com>
Source record: 4448
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Agenda for Toronto Atari Federation meeting, October 21st 1998:

there's a very popular operating system out there - and Atarians
can use it!

On October 21st, TAF will be hosting a night to discuss about
LINUX, the UNIX-like operating system that's been growing very popular
with the PC crowd, and has recently made the news what with Intel
recently investing in a company that distributes it. And remarkably, we
can even install versions of this on TTs, Falcons, Hades, DirecTs, etc.

We will have on hand a speaker from the Canadian LINUX club CLUE
who will discuss with us the history and advantages of using this
pre-emptive multitasking system, the software that's used with it, etc.
And hopefully we'll also have it installed on one of our computers as
well for a hands-on demonstration, as well as other Atarians who use or
program software for LINUX.

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membership in TAF IS Atari support!

TAF Online! BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
Hardware Links n' Other Cool Stuff:
http://webhome.idirect.com/~dreibel/yecprohardware/links.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2788. Project X = Project Toilet(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <70mgn1$3d$1@nnrp1.dejanews.com>
Source record: 4249
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Interesting reading in the latest edition(Nov) of Next Generation. There is a interview article with Jim Whimms who helped launched Nintendo to stardom in 1986 and the Sony Playstation in 1995(to bad Atari did not hire him).

Much of the Atari alumni have taken shelter at VM Labs that is developing a new console called Project X. Will Project X suffer the painful death of the Jag? Well, Whimms think so. If this happens what happens to those ex Atari employese again. Working at another company that went down the toilet is not good for the resume.

This is what he has to say about VM Labs:

"project x....then your dreaming. To get into this marketplace, now that Sony is so entrenched, and with Nintendo with $5 billion in cash and no debt...- your looking at tough competition. We've always known that there is only room for one or two systems to succeed because you cannot compete with just 10% or 15% market share - the economic model just doesn't work this way. Ask Sega. All VM Labs has done is buy themselves a two year hall pass(132)."

Looks like those venture capitalists will have a nice tax write off.

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2789. Re: Project X = Project Toilet(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-22 00:00:00 UTC
From: PUH <unbehaun@tu-harburg.de>
Message-ID: <362EE6B8.A3D74E27@tu-harburg.de>
Source record: 4250
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

I'm a bit surprised about what this guy says about X.

1. X is NOT a videogame-console in that sense.
It is basically a chip providing many "multimedia" operations,
and from these is most important the MPEG2-decoding.
It's not a standalone device, it's a *chip*.

2. The plan seems to be to give X away to the consumer-
electronics industry (licensed). VM Labs will NOT produce
a games machine or anything else themselves.

3. The industry (e.g. Thompson) will produce units that
have X inside (rather than intel inside ;-)). And I guess
that this means DVD-players above all, maybe settop-boxes.

4. X can play games, too. But when Joe Sixpack buys his
DVD-Player, he won't know or care. He will then discover
that he can play games on his DVD-unit and *might* buy some.

5. Make your own guess how many people will have X in their
homes when all VHS-Tapes are replaced by DVD, and how large the
installed basis would be blahblahblah
There is not really much competition with Big N or Sony... It's
also a console, but won't be sold as one.

6. _MY_ guess: X will be successful moneymaking-wise, but will
fail as games-platform. Jeff Minter is cool and everything, but T3K
just isn't enough. * * *

This is what I've heard, corrections and opinions
are always appreciated. Look at Thompsons Website, their
DVD/whoknowswhat - player is called Blackbird (I think).

---> I'd just *love* to play T3K, though ....!

PUH

---

sinclair2246@my-dejanews.com wrote:

> Interesting reading in the latest edition(Nov) of Next Generation. There is a
> interview article with Jim Whimms who helped launched Nintendo to stardom in
> 1986 and the Sony Playstation in 1995(to bad Atari did not hire him).
>
> Much of the Atari alumni have taken shelter at VM Labs that is developing a
> new console called Project X. Will Project X suffer the painful death of the

> Jag? Well, Whimms think so. If this happens what happens to those ex Atari
> employese again. Working at another company that went down the toilet is not
> good for the resume.
>
> This is what he has to say about VM Labs:
>
> "project x....then your dreaming. To get into this marketplace, now
> that Sony is so entrenched, and with Nintendo with $5 billion in cash and no
> debt...- your looking at tough competition. We've always known that there is
> only room for one or two systems to succeed because you cannot compete with
> just 10% or 15% market share - the economic model just doesn't work this way.
> Ask Sega. All VM Labs has done is buy themselves a two year hall pass(132)."
>
> Looks like those venture capitalists will have a nice tax write off.
>
> Peter S.
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2790. Re: Project X = Project Toilet(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-22 00:00:00 UTC
From: Scottith <scottith@ptd.net>
Message-ID: <01bdfdc9$20bf3e60$7b0ebacc@sstilphen>
Source record: 4251
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

I say, "If you build it, they will play..."

2791. Re: Project X = Project Toilet(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-22 00:00:00 UTC
From: Steve Jacobs <sinclair@ix.netcom.com>
Message-ID: <362FDB24.70E4B475@ix.netcom.com>
Source record: 4252
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

BELJAN E wrote:
> Iron Soldier 3. Thats my biggest hope. IS1 was good. IS2 is a
> masterpiece. What could IS3 possibly be?

Potentially a letdown. Of course, considering the source, it could be
the stuff that dreams are made of......

Steve

--
* Steve Jacobs ** Sinclair@ix.netcom.com *
http://www.geocities.com/SiliconValley/Lakes/3610/

The molecules of your body are the same molecules that burn inside the
stars themselves. We are starstuff, we are the universe, made manifest,
trying to figure itself out. - Carl Sagan

2792. Re: Project X = Project Toilet(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-23 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <70ol5b$nvq@sjx-ixn3.ix.netcom.com>
Source record: 4253
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <362EE6B8.A3D74E27@tu-harburg.de> PUH <unbehaun@tu-harburg.de>
writes:
>
>6. _MY_ guess: X will be successful moneymaking-wise, but will
>fail as games-platform. Jeff Minter is cool and everything, but T3K
>just isn't enough. * * *
>
Iron Soldier 3. Thats my biggest hope. IS1 was good. IS2 is a
masterpiece. What could IS3 possibly be?

2793. Re: Project X = Project Toilet(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-23 00:00:00 UTC
From: FVINAS <FVINAS@dsccc.com>
Message-ID: <3630C07B.CE5651F6@dsccc.com>
Source record: 4254
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

I saw a screenshot of IS3 on a site that also had pics of the gamepad
and set top boxes by Motorola and Toshiba. It even had a list of
companies who have agreed to make games. I don't remember the site but
I think I got to it through a Jaguar site. I think this was the one.
http://home.sprynet.com/sprynet/mwcarter/marsjag.htm.

BELJAN E wrote:
>
> In <362EE6B8.A3D74E27@tu-harburg.de> PUH <unbehaun@tu-harburg.de>
> writes:
> >
> >6. _MY_ guess: X will be successful moneymaking-wise, but will
> >fail as games-platform. Jeff Minter is cool and everything, but T3K
> >just isn't enough. * * *
> >
> Iron Soldier 3. Thats my biggest hope. IS1 was good. IS2 is a
> masterpiece. What could IS3 possibly be?

2794. Re: Project X = Project Toilet(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-23 00:00:00 UTC
From: bspencer@rising-edge.com
Message-ID: <70r132$aq1$1@nnrp1.dejanews.com>
Source record: 4255
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <70ol5b$nvq@sjx-ixn3.ix.netcom.com>,
lvpy67c@ix.netcom.com(BELJAN E) wrote:

> Iron Soldier 3. Thats my biggest hope. IS1 was good. IS2 is a
> masterpiece. What could IS3 possibly be?

I recieved email some time ago that IS would come to PC. Haven't seen
anything yet.

Bill

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2795. FA: Atari ST Notator SL Version 3.2 (Ebay auction)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-24 00:00:00 UTC
From: shimh@clpgh.org
Message-ID: <70so1p$67g$1@nnrp1.dejanews.com>
Source record: 4256

Atari ST Notator SL Version 3.2 MIDI sequencing software for auction at Ebay.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=37660191

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2796. SF314 720K Atari ST Drive *BOXED*

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-24 00:00:00 UTC
From: Dan Cox <tacqurie@earthlink.net>
Message-ID: <70tclm$i4h$1@holly.prod.itd.earthlink.net>
Source record: 4257

I have posted the following auction for a MINT and boxed SF314 atari floppy drive on ebay.
Have A look, and add another drive to that ST today! :))

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=37708706

2797. Re: Where are the TOS clones?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <710mnp$sn9$1@nnrp1.dejanews.com>
Source record: 4258

In article <1073.7597T1427T2071@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
> Den 19-Okt-98 02:34:26 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
> f�ljande:
> >Why are the TOS cloners not promoting their offerings and getting the word
> >out considering that Jihads claim that its a superior product.
>
> I wonder why Apple does not promote their offerings, despite the claim of the
> jihad that it is the superior product.

Uh! Think Different bill boards, adv. inserts in major pubs, newspaper advts,
TV and radio commercials..

> >I wonder what claims will be made now to counter OS 8.5 with Sherlock?
>
> Is Sherlock yet another of those silly codenames Apple use for their "OSes"?
> Allegra, Concerto, Gestapo, Panthera, Tomato...

Sherlock is the revolutionary internet search engine...

> Besides, what does OS 8.5 have to offer? Certainly not PMT, that's for sure.
> I've been using it on my father's G3 Powerbook. Not very impressive once you
> scratch the pretty surface. I still have to wait for the machine to complete
> mundane tasks.

Those same mudane tasks would be major tasks in the TOS environment..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2798. Re: Where are the TOS clones?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-26 00:00:00 UTC
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Message-ID: <363449A7.B2445BDA@mygale.REMOVETHIS.org>
Source record: 4259

sinclair2246@my-dejanews.com a ï¿½crit:

>
> Those same mudane tasks would be major tasks in the TOS environment..
>
> Peter S.

Yeah, like deleting the System folder.

Cheers,
Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org mygale.org

2799. Re: Where are the TOS clones?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <7129kc$fb8$1@news.campus.mci.net>
Source record: 4260

On 26 Oct 1998 02:28:09 , sinclair2246@my-dejanews.com wrote:

->Uh! Think Different bill boards, adv. inserts in major pubs, newspaper advts,
->TV and radio commercials..

Heheheheh, think different-what a concept! ;-)

->Those same mudane tasks would be major tasks in the TOS environment..

Such as?

->Peter S.
->
->
->-----------== Posted via Deja News, The Discussion Network ==----------
->http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Think different Peter, try setting up a real newsreader! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2800. Re: Where are the TOS clones?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn739bkd.jt6.jedi@dementia.mishnet>
Source record: 4261

On 26 Oct 1998 16:56:44 GMT, DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote:
>On 26 Oct 1998 02:28:09 , sinclair2246@my-dejanews.com wrote:
>
>->Uh! Think Different bill boards, adv. inserts in major pubs, newspaper advts,
>->TV and radio commercials..
>
> Heheheheh, think different-what a concept! ;-)
>
>->Those same mudane tasks would be major tasks in the TOS environment..
>
> Such as?

Any possibility that MilanTOS will ever support UDI or
just plain Linux/FreeBSD drivers? That could widen it's
hardware support to beyond what's available for Petey's
pet machine.

...just so long as the Milan people release their source
if they derive from any of ours...

--
Unix had startmenus and tasbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

2801. Re: Where are the TOS clones?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-27 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <71391a$2jh$1@ash.ridgecrest.ca.us>
Source record: 4262

On 26 Oct 1998 11:06:31 , Nicholas Bales wrote:
>sinclair2246@my-dejanews.com a crit:
>
>>
>> Those same mudane tasks would be major tasks in the TOS environment..
>>
>> Peter S.
>
>Yeah, like deleting the System folder.

hehehehehehehehehehehehehehehe:)

>
>Cheers,
>Nick
>--
> ||| Nicholas Bales, Toulouse, France
>===|||==
> / | \ The Atari ST Quick FAQ bales@
>-' ' `- http://quickfaq.atari.org mygale.org
>.

Trying to sneak away, ummmmmmmmmmmm?

MG

(Proud Duck Hawk owner)

2802. Re: Project X = Project Toilet(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-27 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <7139ik$2jh$2@ash.ridgecrest.ca.us>
Source record: 4263

On 22 Oct 1998 05:44:01 , sinclair2246@my-dejanews.com wrote:
>
>
>Interesting reading in the latest edition(Nov) of Next Generation. There is a
>interview article with Jim Whimms who helped launched Nintendo to stardom in
>1986 and the Sony Playstation in 1995(to bad Atari did not hire him).
>
>Much of the Atari alumni have taken shelter at VM Labs that is developing a
>new console called Project X. Will Project X suffer the painful death of the
>Jag? Well, Whimms think so. If this happens what happens to those ex Atari
>employese again. Working at another company that went down the toilet is not
>good for the resume.
>
>This is what he has to say about VM Labs:
>
> "project x....then your dreaming. To get into this marketplace, now
>that Sony is so entrenched, and with Nintendo with $5 billion in cash and no
>debt...- your looking at tough competition. We've always known that there is
>only room for one or two systems to succeed because you cannot compete with
>just 10% or 15% market share - the economic model just doesn't work this way.
> Ask Sega. All VM Labs has done is buy themselves a two year hall pass(132)."
>
>Looks like those venture capitalists will have a nice tax write off.

I know a of at least one existing computer company that openly
invested in another sinking company not to long ago..... And a few
game manufactures too....

Does the fact they were once Atari employees, and worked on a failed
project, make them undesireable? I think that would just about elimate
all the politicians in the U.S.

By the way, how many failed projects have you been involved in,
Sinplop? Every erection you've had?
>
>Peter S.

Does the "S" stand for "short dick"?

MG

2803. Re: Where are the TOS clones?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <714qk3$q9k$2@news.campus.mci.net>
Source record: 4264

On 26 Oct 1998 09:17:01 , wrote:

-> Any possibility that MilanTOS will ever support UDI or
-> just plain Linux/FreeBSD drivers? That could widen it's
-> hardware support to beyond what's available for Petey's
-> pet machine.
->
-> ...just so long as the Milan people release their source
-> if they derive from any of ours...
->
->--
->Unix had startmenus and tasbars before Microsoft |||
->even had a decent memory manager for DOS. / | \
->
-> In search of sane PPP docs? Try http://penguin.lvcm.com

Hmm...don't know, but it would certainly help, wouldn't it? I mean the
broader the base, the better. (and Mint/Linux is so coool...) ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2804. Re: Where are the TOS clones?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-27 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <363648B4.78641599@cfc.dnd.ca>
Source record: 4265

jedi@dementia.mishnet wrote:
> On 26 Oct 1998 16:56:44 GMT, DarkChyld [Ronald J. Hall]
<thechyld@pcc-uky.campus.mci.net> wrote:
> >On 26 Oct 1998 02:28:09 , sinclair2246@my-dejanews.com wrote:
> >->Uh! Think Different bill boards, adv. inserts in major pubs, newspaper advts,
> >->TV and radio commercials..
> > Heheheheh, think different-what a concept! ;-)
>->Those same mudane tasks would be major tasks in the TOS
environment..
> > Such as?
> Any possibility that MilanTOS will ever support UDI or
> just plain Linux/FreeBSD drivers? That could widen it's
> hardware support to beyond what's available for Petey's
> pet machine.
> ...just so long as the Milan people release their source
> if they derive from any of ours...
> Unix had startmenus and tasbars before Microsoft |||
> even had a decent memory manager for DOS. / | \
> In search of sane PPP docs? Try http://penguin.lvcm.com

since Milan is also using nAESw/MiNT also, it would not be too
difficult(?) to port
from the 68k port of LiNUX/BSD to MiNT?? and use it under nAES/MiNT??
(rather than Milan TOS, which is 4.5, non? [Aren't they working on
5.0?])

2805. Re: Where are the TOS clones?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-27 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn73cpu1.na3.jedi@dementia.mishnet>
Source record: 4266

On Tue, 27 Oct 1998 17:27:00 -0500, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
>jedi@dementia.mishnet wrote:
>> On 26 Oct 1998 16:56:44 GMT, DarkChyld [Ronald J. Hall]
<thechyld@pcc-uky.campus.mci.net> wrote:
>> >On 26 Oct 1998 02:28:09 , sinclair2246@my-dejanews.com wrote:
>> >->Uh! Think Different bill boards, adv. inserts in major pubs, newspaper advts,
>> >->TV and radio commercials..
>> > Heheheheh, think different-what a concept! ;-)
> >->Those same mudane tasks would be major tasks in the TOS
>environment..
>> > Such as?
>> Any possibility that MilanTOS will ever support UDI or
>> just plain Linux/FreeBSD drivers? That could widen it's
>> hardware support to beyond what's available for Petey's
>> pet machine.
>> ...just so long as the Milan people release their source
>> if they derive from any of ours...
>> Unix had startmenus and tasbars before Microsoft |||
>> even had a decent memory manager for DOS. / | \
>> In search of sane PPP docs? Try http://penguin.lvcm.com
>
> since Milan is also using nAESw/MiNT also, it would not be too
>difficult(?) to port
>from the 68k port of LiNUX/BSD to MiNT?? and use it under nAES/MiNT??
>(rather than Milan TOS, which is 4.5, non? [Aren't they working on
>5.0?])

The fact that GEM was coded in fairly portable C
was one aspect I always found endearing about it.
It's a shame the intel version could never take off.

--
Unix had startmenus and tasbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

2806. Original game/magazine artwork

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-28 00:00:00 UTC
From: nick@emailme.at.address.below
Message-ID: <3637821f.258777@news.clara.net>
Source record: 4267
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

I've crossposted this to every newsgroup I could find that covers the major micros of the 80's and early 90's - hopefully this thread won't turn into a "my computer is better than yours" argument...

Anyway, here's what I'm after: what happened to the original artists behind things like magazine covers, game adverts, game box covers, etc? And (and here's what I'm REALLY after) what's happened with the original artwork? I know that Bob Wakelin has sold his work, what about the others?

I'm also after Oli Frey to this end. Can anyone help?

Nick Humphries, nick@the-den.clara.net, at your service

The Your Sinclair Rock'n'Roll Years
http://www.the-den.clara.net/ys/cover.htm

2807. Re: What the ####! TIFKAS still has a j

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <719dlf$6sg@news3.euro.net>
Source record: 4268

Hmmm have been busy lately though...
But I'll still tune in here every now and then :)

What can I say. I like a good discussion. I like this group. :)

Daniel L. Dreibelbis wrote in message <362aad35.0@nemo.idirect.com>...
>On 19 Oct 1998 01:30:05 , sinclair2246@my-dejanews.com wrote:
>>In article <3624bff9.0@nemo.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:>
>>
>>> hmm - I guess you then haven't seen the literally DOZENS of posts
>>> we've been having - and intelligent ones, too, with some new guys (Q5)
>>> who've hopped on board. In fact, a welcome change from your standard
>>> press-release, Steve-Jobs-butt-kissing parrot droppings.
>>
>>Dozens? Nope..
>
> yep. Looks like you'll have to set up NewsReader after all.....
>>
>>> Of course, if you had a REAL newsreader (or had at least half the
>>> IQ of a fruit fly to install one), rather than the pathetic search on
>>> DejaNews, you'd know what we'd have been talking about. :)
>>
>>I guess you just labeled half of the Deja Atari Jihads
>
> nope. Very little Atari people have to use DejaNews (and those who
>do usually set up NEWsie). Your insistence of using DejaNews despite
>your constantly bragging about "superior" Mac Internet clients show
>it's YOU who has the IQ problem. No such thing as an Atari Jihad, only in
>your feverish paranoid mind....
>
>
>//////////////////////Daniel L. Dreibelbis//////////////////////
>ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
>///////////////"And yet, the Fuji Lives!" ////////////////////

2808. Still around?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <719dpf$6v5@news3.euro.net>
Source record: 4269

Oh my god. I've been away for a while and this you-know-who is still
trolling this Atari group? If the Mac's so superior, what's he doing here?
Hoping to convert us all?

Good luck!

...HE'LL NEED IT.

2809. Re: Original game/magazine artwork

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-29 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <489C6794EE%news@youmustbejoking.demon.com.uk>
Source record: 4270
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.acorn.advocacy

In message <3637821f.258777@news.clara.net>
nick@emailme.at.address.below (Nick Humphries) wrote:

> I've crossposted this to every newsgroup I could find that covers the major
> micros of the 80's and early 90's

You missed one; I've added it.

> hopefully this thread won't turn into a "my computer is better than yours"
> argument...

If it does, then you should killfile this thread then try the .misc groups
instead :-)

> Anyway, here's what I'm after: what happened to the original artists behind
> things like magazine covers, game adverts, game box covers, etc? And (and
> here's what I'm REALLY after) what's happened with the original artwork? I
> know that Bob Wakelin has sold his work, what about the others?

> I'm also after Oli Frey to this end. Can anyone help?

(Left in for the usual xpost-to-an-extra-group reasons...)

--
| Darren Salt anti-UCE | nr. Ashington, | Spectrum +3,
| ds@youmustbejoking,demon | Northumberland | Risc PC, A3010,
| arcsalt@spuddy,mew,co,uk | Toon Army | BBC Master 128
| Z80Em and 6502Em Support Packs. AY sound support.

professor(n): one who talks in the sleep of many others.

2810. Re: Still around?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-29 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <71ao8o$pq8$1@news.campus.mci.net>
Source record: 4271

On 29 Oct 1998 09:50:39 , "Werner Domroese / Q5" wrote:
->Oh my god. I've been away for a while and this you-know-who is still
->trolling this Atari group? If the Mac's so superior, what's he doing here?
->Hoping to convert us all?
->
->Good luck!
->
->
->....HE'LL NEED IT.

He surely will... <smile> Unfortunately, Sinclap has "Mac-tunnel" vision,
and can't see past the garish colors of his fish-tank emulating iMac! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2811. Re: Still around?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <71av1i$2fv@news3.euro.net>
Source record: 4272

LAUGH

You're funny, you know that? I actually suffered from an acute and pretty loud laugh-attack right after I read your reply! :-)))

Hahahahahahahahahahahaha. Perhaps we should all send him replacement fishtanks, in case his iMac can't download the fish anymore or drowns on a IP packet....

2812. Re: Original game/magazine artwork

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-30 00:00:00 UTC
From: Reiner Richter <slug@labyrinth.net.au>
Message-ID: <36398D87.64F333E2@labyrinth.net.au>
Source record: 4273
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.acorn.advocacy

They were all (or mostly) freelancers or worked for a graphic design studio that had nothing to do with a particular machine and were just contracted for specific artwork.

Darren Salt wrote:

> In message <3637821f.258777@news.clara.net>
> nick@emailme.at.address.below (Nick Humphries) wrote:
>
> > I've crossposted this to every newsgroup I could find that covers the major
> > micros of the 80's and early 90's
>
> You missed one; I've added it.
>
> > hopefully this thread won't turn into a "my computer is better than yours"
> > argument...
>
> If it does, then you should killfile this thread then try the .misc groups
> instead :-)
>
> > Anyway, here's what I'm after: what happened to the original artists behind
> > things like magazine covers, game adverts, game box covers, etc? And (and
> > here's what I'm REALLY after) what's happened with the original artwork? I
> > know that Bob Wakelin has sold his work, what about the others?
>
> > I'm also after Oli Frey to this end. Can anyone help?
>
> (Left in for the usual xpost-to-an-extra-group reasons...)
>
> --
> | Darren Salt anti-UCE | nr. Ashington, | Spectrum +3,
> | ds@youmustbejoking,demon | Northumberland | Risc PC, A3010,
> | arcsalt@spuddy,mew,co,uk | Toon Army | BBC Master 128
> | Z80Em and 6502Em Support Packs. AY sound support.
>
> professor(n): one who talks in the sleep of many others.

2813. Re: Still around?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-10-30 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <71cjn0$p1f$1@news.campus.mci.net>
Source record: 4274

On 29 Oct 1998 23:51:14 , "Werner Domroese / Q5" wrote:

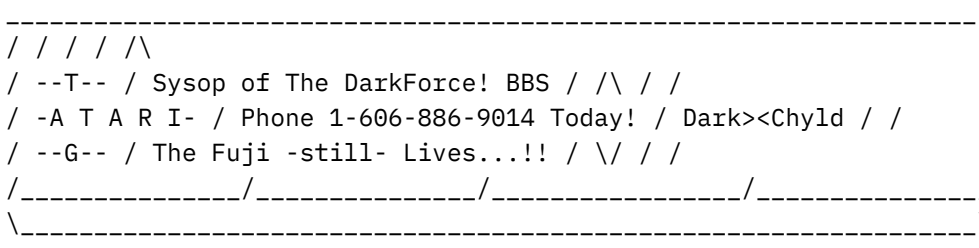
->**LAUGH**
->
->You're funny, you know that? I actually suffered from an acute and pretty
->loud laugh-attack right after I read your reply! :-)))

Glad you liked it! ;-)

->Hahahahahahahahahahahaha. Perhaps we should all send him replacement
->fishtanks, in case his iMac can't download the fish anymore or drowns on a
->IP packet....

Or if you really want to put him into vapor-lock mode, then we'll tell
him that we are sending him the latest (still unreleased) specs on the
newest "next-generation" Mac computer, only when it gets to him, its on
a floppy disk...(which of cours, the iMac doesn't have)... ;-)

Catch ya later! ;)



2814. TAF MonSTEr Flea Market November 18th

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <363c9368.0@nemo.idirect.com>
Source record: 4275
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari

Subj : TAF Flea Market November 18th, 1998.

WEDSNDAY, NOVEMBER 18TH, 1998 is the date for another popular
Toronto Atari Federation FLEA MARKET! The doors open to
the Public at 7:00 PM and runs to 10:30 PM.

Yes, here's your chance to come to a bazaar of Atari-related
software and hardware where you can shop for that peripheral
or application for your ST/TT/Falcon or 8-bit that you've
been looking for. Or, if there's stuff that you have no
use for, get yourself a table and sell! Get rid of your
old stuff or find yourself a treasure!

A Half-Table costs just $5.00, Full-Table just $10.00 each.
A Half-Table is FREE to TAF MEMBERS. (Dealers are expected
to contribute a little more <grin>), with entry to the Flea
Market at $2.00 per family (Free to TAF Members).

The Flea Market itself will run from 7:00-10:30 PM (with
setup commencing after 6:00 PM and teardown at 10:30PM).
This should allow enough time for as many people inside
and outside Toronto to show up.

As usual, piracy cannot and will not be condoned at a TAF Flea
Market - anyone caught selling pirated software or stolen
hardware will be dealt with severely!

Please refer to the bottom of this document regarding getting
in touch with TAF on booking tables or finding the location
of the event - and we'll see you there!

The TORONTO ATARI FEDERATION Flea Market will be held in the
Gold Room of the North York Memorial Community Hall on the
Lower (or Concourse) Level of the North York City Centre
Library Building at 5110 Yonge Street at Parkhome Avenue.
Parking garage inside the complex next to the Novatel Hotel
Those using public transport can take the TTC's line to the
North York City Centre Station and walk through the tunnel
into the concourse, down to the food court, turn left and
find the Memorial Hall.

That's Wednsday, November 18th, 1998, 7:00-10:30 PM for the TAF FLEA
MARKET.

TAF ONLINE EMC & BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/

KEN MACDONALD, TAF President - anarkist@idirect.com
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com
Dave Lee, Treasurer - Sysop TAF ONLINE or dave.lee@taf.ftn.org

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2815. FOR SALE: Atari 520ST system + extras

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-01 00:00:00 UTC
From: Patti Clark <patti_clark@hotmail.com>
Message-ID: <363cf8f4.0@news.wzrd.com>
Source record: 4276
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers.other.misc,ny.forsale,rec.games.video.atari

```
For Sale:

One Atari 520ST
Two Atari SF354 floppy drives
One Atari SC1224 color monitor
Two Atari SM124 monochrome monitors
One Astra SW2 monitor switchbox
One Atari mouse

All cables and accessories

Big box of Atari ST software on both single sided and double density disks

Several Atari ST technical and programming books from Abacus

ALSO included is an Atari 1040ST that is presently not working, but I just
believe it needs a new floppy drive.

Best offer with shipping takes all

e-mail patti_clark@hotmail.com
```

2816. Discussions

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-02 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <71l5sj$3me@news3.euro.net>
Source record: 4277

ehm are we still discussing anything or has this group suddenly come to a dead stop? And no Post Scriptum ;-), I'm not asking YOU.

2817. Re: bestore.com ������ǰ□�

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <363e6b42.0@nemo.idirect.com>
Source record: 4278

On 3 Nov 1998 00:25:56 +, info@lscmvsne.fun wrote:
>
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>
>http://www.bestore.com http://www.bestore.com http://www.bestore.com
>

```
a hearty welcome to our Klingon Atari-using friends.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////
```

2818. Re: Discussions

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <363e6eb9.0@nemo.idirect.com>
Source record: 4279

On 2 Nov 1998 20:49:23 G, "Werner Domroese / Q5" wrote:
>ehm are we still discussing anything or has this group suddenly come to a
>dead stop?

I'm still primed to get debate going here. Whadaya wanna talk about
- possibility of whether something like Sherlock for Apple OS 8.5 could
be cloned for Atari? The good news about how well the Milan has been
received in Europe?

>And no Post Scriptum ;-), I'm not asking YOU.

ah, let TIFKAS (The Idiot Forever Known As Sinclap) in on the party
- everyone knows a clown is funniest when his pratfalls are
unintentional :)

Is it me, or do you get the idea that whenever TIFKAS posts here,
you get the mental image of him parading down main street in broad
daylight with his pants around his ankles? :) Like his recent pathetic
attempt to disrupt the newsgroup with his rantings about Project X and
the former Atarians working on it - guess TIFKAS still hasn't forgiven
Jeff Minter for calling him a w*nker, a tosspot and a t*rd.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2819. Some Apple vs Micro$oft news...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-03 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <71lkat$8gq@usenet.pa.dec.com>
Source record: 4280

Some thing to read about......
For info only, don't flame me.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Apple executive paints grim picture of deal with Microsoft

SOURCE: The Seattle Times, Washington

DATE: Monday, November 2, 1998

The Seattle Times, Washington via NewsEdge Corporation : WASHINGTON _ When Microsoft's $150 million investment in Apple
Computer was announced with fanfare at a trade show in Boston last y ear, the software companies heralded the deal as a grand
partnership, a win-win for the longtime rivals and a boon for Apple custom ers who counted on using Microsoft software on their Macintosh
computers.

But now, in the government's antitrust lawsuit against Microsoft, Apple is prepared to offer a far more sinister view of the deal.

In written testimony scheduled to be unsealed in U.S. District Court this week or next, sources say an Apple official has charged th at
Microsoft essentially extorted the agreement by holding the struggling company hostage, threatening to withdraw any support for Microsoft
software that runs on Apple _ a potentially lethal blow to Apple's operating system.

Despite objections from key executives, Apple went along, and in return, agreed to give Microsoft's Web browser an edge over competi tor
Netscape by making Microsoft's Internet Explorer the default software on the Mac operating system and agreeing not to promote Ne
tscape's browser. Browsers are used to view content on the World Wide Web.

Those are just the first in a series of new allegations made by Avadis Tevanian, senior vice president of software engineering for A pple,
according to sources close to the case.

Tevanian's testimony reportedly includes charges that Microsoft tried in vain to divide the market for audio-video software with A pple;
sabotaged Apple's audio-video software, QuickTime, so it didn't work well on computers running Microsoft's Internet browser; a nd used
threats and exclusionary tactics to goad Internet-content providers and computer-makers into rejecting QuickTime.

However, when Microsoft cross-examines Tevanian next week, company attorneys will work to portray a different view of the talks wit h
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Apple. Microsoft says there was no attempt to divide the market _ instead, the companies merely talked about ways to share technol ogy in the burgeoning multimedia-software market.

The top priority of the Apple-Microsoft talks was to settle a patent complaint Apple had lodged with Microsoft, said Microsoft spoke sman Jim Cullinan. In the end, the resolution was a good deal for both _ a fact Microsoft multimedia manager Eric Engstrom plans to emphasize when he takes the stand for the defense.

During the trial this week, government lawyers entered into evidence a scrawled note obtained from Apple Computer. The note, written in 1997 before the deal was signed, confirmed that Microsoft had threatened to stop making the popular Office software for Macintos h computers. If Microsoft did that, Apple's Chief Financial Officer Fred Anderson wrote, ``we were dead'' _ implying that nobody wou ld want to buy the computer if such popular software wouldn't run on it.

Anderson went on to say that Microsoft had offered a ``trading card,'' which was that the Redmond, Wash., giant would continue makin g Office for Macintosh if Apple agreed to feature Microsoft's browser on its computers, dropping Netscape. Apple was essentially ban ned from putting Netscape's browser on the Mac desktop, where it would be more easily accessible, Tevanian reportedly has testified. Apple had been important to Netscape: About one-quarter of the visitors to Netscape's Web site were reportedly Mac users.

The Department of Justice and 20 states say the allegations are at the heart of their landmark antitrust lawsuit against Microsoft . Prosecutors are accusing the company of monopolizing the software market for operating systems and attempting to extend that monop oly to additional areas of software, particularly Internet browsers, in an effort to squelch any attempt to develop a competing oper ating system.

The Microsoft-Apple deal was met with boos and jeers from anti-Microsoft Apple fans attending the MacWorld convention in August 1997 And it was opposed strongly within Apple, Tevanian is said to have testified. Those employees were troubled that the agreement wou ld hurt competition in the browser market and ultimately in the market for operating systems.

But Apple felt it had no choice, Tevanian has told prosecutors.

Withdrawal of support would have had a devastating impact on Macintosh not only because it would hurt sales of the computer, but als o because independent software vendors would question their investment in developing programs for Apple's operating system.

In the market-division attempts, Microsoft allegedly proposed that Apple stop selling software to broadcast video and audio over th e Internet, restricting itself to the smaller market for audio-video editing tools.

Tevanian has told antitrust prosecutors that Microsoft repeatedly attempted to divide the audio-video market between April 1997 and June 1998.

The alleged collusion attempt bears a striking resemblance to allegations by Netscape that Microsoft attempted to divide the browser market.

When Apple rejected the proposal, Microsoft then attempted to use its market power to defeat Apple rather than compete fairly, Tevan ian has told the court. The primary way Microsoft did that was by persuading other computer-industry companies to reject QuickTime.

The first example that Apple cites of dissuading a company from using QuickTime involves Compaq, one of Microsoft's closest partners among computer-makers.

In a pretrial deposition, Apple Worldwide Marketing Vice President Phil Schiller said he was told by Compaq product manager Eric Fed erman that the Texas computer-maker was eager to put QuickTime 3.0 on its Presario computers because it could play digital video dis ks that Microsoft's proprietary multimedia software would not play.

Apple and Compaq officials met at Compaq's Houston offices on March 12. Apple executives demonstrated QuickTime. They said it could be licensed on a royalty basis _ or for free.

Schiller said Compaq engineers at the meeting were excited about the offer, but marketing managers were resistant.

After the meeting, Schiller was approached by Steven Decker, procurement director for Compaq's Presario division. Schiller, in his d eposition, testified that Decker told him: ``You have to understand what's going on here. They're very afraid of doing anything to u pset Microsoft. We are very wary of bundling anything that would upset Microsoft because they touch us in so many places.''

A week after the March meeting, Compaq notified Apple that it would not license QuickTime 3.0.

Heddy Baker, a spokeswoman for Compaq, said she does not know why QuickTime was not included in the Presario. ``Compaq looks at a to n of things before it makes any decision,'' she said.

The second example of pressuring a company to stop using QuickTime involved Avid Technology, a Massachusetts video-editing-software company. Avid was offered a spot on Microsoft's Windows desktop as part of a new sales channel where independent vendors could sell software to Windows users. But the deal was contingent on Avid dropping QuickTime. Avid was eager to promote its Cinema software, wh ich permits personal-computer users to edit home video on their computers.

In January, Avid's Executive Vice President Cliff Jenks told Schiller he was ``under tremendous pressure from Microsoft not to suppo rt QuickTime.'' When Jenks attempted to lobby for a spot on Microsoft's new sales

channel, he reportedly was told by Microsoft, ``Th at's not
good enough. You need to rip QuickTime out of your product if you want to be
in this channel.''

Apple believes this threat led to Avid's decision to join Microsoft as a
partner in Microsoft's new multimedia-editing format that c ompetes
with Apple's QuickTime.

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ANIMATION:

MICROSOFT TRIAL: On Monday, an antitrust trial began against Microsoft Corp.
The Justice Department and 20 states allege Microsoft
u sed illegal tactics to ensure that its software is used in personal
computers. Animation looks at the allegations and Microsoft's sh are of the
Internet market.

ARCHIVE PHOTOS:

Microsoft CEO Bill Gates.

ARCHIVE GRAPHICS:

10-19 MICROSOFT ISSUES, 2x8, summary of issues in Microsoft trial.

05/17 MICROSOFT CHRO1, 3x4, chronology of Microsoft's battles with the federal
government.

06/06 MICROSOFT LOGO, size as needed, B&W Microsoft Corp. logo.

08/14 WINDOWS 95 LOGO, size as needed, color Microsoft Windows logo.

11/03 PERSON GATES, 2x6.5, biographical data on Bill Gates

ARCHIVE CARICATURE:

GATES, BILL, B&W caricature of Bill Gates, by Ron Coddington, KRT, 1995.

ARCHIVE WEB PACKAGES:

980603 HOW MICROSOFT BECAME SO BIG, history of company's growth.

971024 BROWSER WARS, describes market battle between Microsoft, Netscape
Communications Corp. and Sun Microsystems Inc.

971103 1ST PERSON BILL GATES, biographical data.

PAGINATED PAGE (202-383-6151):

KRT offers a full-color, paginated OnePage examining the players in the
Microsoft antitrust trial. Look for it on KRT Direct at:
www.krtdirect.com/special/preview/microsoft/microsoft.htm

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File: t1030013.7kr]

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2820. Maxwell's Silver Hammer

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-03 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <71m9sh$k7u$1@ash.ridgecrest.ca.us>
Source record: 4281

I may not be very good at technical responses, but I think I do a good job of stiring the pot every now and then....

I can understand some view points of current loyal Apple O/S users. Generally they come with a past experience of what computers were suppose to be. It's to bad they became wrapped up in the Microsloth wars of what the O/S will be for the future.

The O/S of the future is here today for a lot of users. MiNT, N_AES as well as MagiC and the clones it operates on is by far the most user friendly and hardware powerful system you can mount on your hard disk. While Win and Mac O/S's provide several more advanced graphical features embeded in the system, the luxury does not come without fault. PC's require massive processing power and capacity just to carry out the simplest of functions, and the Mac O/S still suffers from incompatibilites. You would think that one or the other company could establish standards where hardware and software installation was not a demeaning factor of owing a machine of the future. But low and behold, even megar twelve year old TOS machines share most of the capability of these new machines.

Current and future TOS clones, with the aid of the available bright programmers that currently hold interest in this market will soon step even beyond the current graphical ability of the other two sets. And once again, we will in ten years be saying, jezzz, we have had that for years.

Image that.....

MG

2821. Re: Some Apple vs Micro$oft news...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-03 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <363EADF4.20@nospam.ttaol.fi>
Source record: 4282

William Wong wrote:
>
> Some thing to read about......
> For info only, don't flame me.
>
- An interesting story snipped -

Oh dear. A terrible thing occurred to me. What if MS refuses further developement of it's extraordinary-it's-a-must-to-use Word program on the Atari platform unless we all install Internet Exploder on our machines? Do we have to settle for Papyrus? What a grim future...

Markku

--
No nospam for nospam

2822. Re: Discussions

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-03 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <71mauj$72a$1@nnrp1.dejanews.com>
Source record: 4283

In article <71l5sj$3me@news3.euro.net>,
"Werner Domroese / Q5" <q5@usa.net> wrote:
> ehm are we still discussing anything or has this group suddenly come to a
> dead stop? And no Post Scriptum ;-), I'm not asking YOU.

Yep...Been busy lately with the move and the aapl fire drills and such. Once
I stop posting for awhile, the participation dies down.. Go figure...

Will be in Woodbury and Madison late week..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2823. Re: bestore.com ������ǰ□�

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-03 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <71nbpg$14ka@ds2.acs.ucalgary.ca>
Source record: 4284

On 2 Nov 1998, Daniel L. Dreibelbis wrote:

> On 3 Nov 1998 00:25:56 +, info@lscmvsne.fun wrote:
> >
> >�ₙ����ü� ������ ������ ◻'ÿ<== http://www.bestore.com ⬚ ⬚⬚⬚ʮ□.
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> >
> >http://www.bestore.com http://www.bestore.com http://www.bestore.com
> >
>
> a hearty welcome to our Klingon Atari-using friends.....

Daniel - it is NOT Klingon - quite obviously it is very early Sumerian
from World 97345 that has recently been visited by the SG7 team !

The Canadian Curmudgeon (in cool, -2C, cloudy, Calgary)

2824. Re: Where are the TOS clones?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-04 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <364114BC.BD3188F4@earthlink.net>
Source record: 4285

Is this really fun to you? I understand why the Atari fanatics do it.. but why do you? Choice of computer is just choice of tool.. what do you care what tool someone else uses?

You only seem to make yourself look silly by posting.. do you have nothing better to do then argue about someone else's choice of computer? Does it somehow make you feel better because you have a 'better' computer? Does it make you feel more valid? More of a man? Is your life so lonely and dark that you need this kind of validation?

I honestly don't understand why you bother.. don't you have something more interesting and productive to do?

sinclair2246@my-dejanews.com wrote:

> Why are the TOS cloners not promoting their offerings and getting the word out
> considering that Jihads claim that its a superior product.
>
> I wonder what claims will be made now to counter OS 8.5 with Sherlock?
>
> Peter S.
>
> "By going into Best Buy with iMac, [we'll] drive more first-time buyers and
> iMacs into the home," -Apple CFO Fred D. Anderson
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

2825. CHANGE OF E-MAIL ADDRESS

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-05 00:00:00 UTC
From: paulfinch@my-dejanews.com
Message-ID: <71sape$4lj$1@nnrp1.dejanews.com>
Source record: 4286

Hello,

Note that Mr Paul Finch (Portfolio Club U.K) E-mail address has
changed from pfinch@mettav.demon.co.uk,
To: paulfinch@x-stream.co.uk
The telephone number stays at +44 (0) 181-286-8990 (answermachine)

Please pass this information on to one other person.

Also:

WHAT HAS HAPPENED TO THE TAVERN BBS?

Can anyone help me with the above, which is a London (England, U.K) based BBS.

I was logging onto them approx once a week when suddenly the number just
started to ring and ring but does not log on to the BBS. Yes, all my computer
equipment does work as that is how I got here!

I have even wrote to Mr Paul Baker (the Syops) but no reply!

HELP, does anyone know what has happened to 'The Tavern BBS'?

Paul

We MUST keep the Atari Portfolio Alive!

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2826. Re: Discussions

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be08dd$c770b6c0$6d5e0fcb@default>
Source record: 4287

Daniel L. Dreibelbis <dreibel@idirect.com> wrote in article
<363e6eb9.0@nemo.idirect.com>...
> On 2 Nov 1998 20:49:23 G, "Werner Domroese / Q5" wrote:
> >ehm are we still discussing anything or has this group suddenly come to
a
> >dead stop?
>
> I'm still primed to get debate going here. Whadaya wanna talk about
> - possibility of whether something like Sherlock for Apple OS 8.5 could
> be cloned for Atari? The good news about how well the Milan has been
> received in Europe?
>
> >And no Post Scriptum ;-), I'm not asking YOU.
>
> ah, let TIFKAS (The Idiot Forever Known As Sinclap) in on the party
> - everyone knows a clown is funniest when his pratfalls are
> unintentional :)
>
> Is it me, or do you get the idea that whenever TIFKAS posts here,
> you get the mental image of him parading down main street in broad
> daylight with his pants around his ankles? :) Like his recent pathetic
> attempt to disrupt the newsgroup with his rantings about Project X and
> the former Atarians working on it - guess TIFKAS still hasn't forgiven
> Jeff Minter for calling him a w*nker, a tosspot and a t*rd.
>
Who is Jeff Minter?

2827. Re: Discussions

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <71t8rebmc1@news.campus.mci.net>
Source record: 4288

On 5 Nov 1998 16:42:30 G, "Clockmeister" wrote:

->Who is Jeff Minter?

Thats a joke, right? I mean...the one and only Yak wrote games 'n stuff
on the Amiga as well as on Atari computers... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2828. Jeff Minter, was Discussions

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364253d1.0@nemo.idirect.com>
Source record: 4289

On 5 Nov 1998 16:42:30 G, "Clockmeister" wrote:

>> Is it me, or do you get the idea that whenever TIFKAS posts here,
>> you get the mental image of him parading down main street in broad
>> daylight with his pants around his ankles? :) Like his recent pathetic
>> attempt to disrupt the newsgroup with his rantings about Project X and
>> the former Atarians working on it - guess TIFKAS still hasn't forgiven
>> Jeff Minter for calling him a w*nker, a tosspot and a t*rd.
>>
>Who is Jeff Minter?

probably one of the most legendary games programmers of the last 20
years; you may have heard of him from games like Llamatron 2112 and
Revenge Of The Mutant Camels, as well as light synths like Trip-A-Tron.
I believe he got his start programming games for the Commodore 64, then
moved on to do games for both Amiga and the ST, both commercial and
shareware. (He did one Falcon game, LlamaZap, which is bloody
incredible - you had to steer a spaceship on several levels, one of
which had you fighting a 50-foot LlamaZord - did I mention he has this
thing for putting ungulate animals in his games?).

He also was briefly employed by Atari during the Jaguar's heyday -
he programmed Defender 2000 and Tempest 2000, as well as programming an
incredible light organ program in the Jaguar CD-ROM unit. These days
he's working on Project X with a number of other ex-Atari employees.

Last Easter I downloaded NoSTalgia, an Atari ST emulator for the
Mac, onto my brother's Performa; included with it was a copy of Revenge
Of The Mutant Camels (which is shareware). Although it ran a bit
sluggishly, my brother and niece were taking turns giving it a go, they
were quite entertained by it. Still is very addictive despite its age.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2829. iMac sales slipping.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36432208.0@nemo.idirect.com>
Source record: 4290

well, here's some interesting news about how Apple's
"revolutionary" new iMac has REALLY been selling: hot out the gate, but
now rapidly cooling now that the initial rush of fanboys buying this
new Mac has dropped to a trickle - as I predicted. Do note too the
numbers of product shipped vs. actually sold.

Also note: the expert quoted mentions that the iMac is priced too
high and is underfeatured, as well as its relatively smaller software
base.

Of course, TIFKAS (The Idiot Forever Known As Sinclap) will try to
put some sort of positive spin on this by quoting some sort of Steve
Jobs Reality-Distortion Field® -fueled press release (or try to throw some
smokescreen like bragging what a "macho stud" he is, or making fun of
my appearance). Sorry, clown, but the circus just left town.....

From: "tbc" <tbcass@dreamscape.com>
Newsgroups: comp.sys.mac.advocacy
Subject: iMac Slipping
Date: Fri, 6 Nov 1998 06:14:51 -0500
Organization: Posted via Supernews, http://www.supernews.com - Discussions start here!
Lines: 24
Message-ID: <71ulprhjq1@supernews.com>
NNTP-Posting-Host: 207.198.19.206
X-Trace: 910350971 8RF7/NFAD13CECFC6C usenet78.supernews.com
X-Complaints-To: newsabuse@supernews.com
X-Newsreader: Microsoft Outlook Express 4.72.3110.1
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3110.3
Path: nemo.idirect.com!cyclone.news.idirect.com!island.idirect.com!nntp.giganews.com!Super
news73!supernews.com!Supernews69!not-for-mail
Xref: nemo.idirect.com comp.sys.mac.advocacy:383847

Although Apple (NASDAQ:AAPL) shipped 278,000 iMacs during the product's
first six weeks, only about 76,000 of those actually landed in the hands of
customers, according to ZD Market Intelligent analyst Aaron Goldberg.

Sales during September were about half those in August. And they
slipped further in October, said Goldberg, who compiled the data by
interviewing resellers.

ANALYSIS: IMAC MOMENTUM STALLS AFTER FAST START

Some Apple watchers said the numbers aren't surprising, especially
considering the hype that drove true believers to the stores in droves
the day the iMac went on sale. Many retailers sold out.

"The iMac is a product that trades on emotion," Dataquest analyst Scott Miller said. "It's like those people who ran out and bought the first Beetles. At some point you run through those buyers and you have to get that next generation of user."

To reach that generation, Apple has to stress the iMacs value and simplicity, he said.

PRICE TOO HIGH

But Goldberg warns that one of the major barriers to iMac is still its price tag, $1299, in a world where computers are dipping as low as $599. Also, many potential buyers are still wary of the iMac's lack of a floppy drive and the relatively small selection of Mac software.

2830. Re: iMac sales slipping.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-06 00:00:00 UTC
From: Bryon Schabell <bschabell@prodigy.net>
Message-ID: <71vpqg$9fq$1@newssvr04-int.news.prodigy.com>
Source record: 4291

this is true :)

2831. TAF MonSTEr Flea Market July 11th

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3643d2c8.0@nemo.idirect.com>
Source record: 4292
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari

WEDNSDAY, NOVEMBER 18, 1998 is the date for the Toronto
Atari Federation FLEA MARKET! The doors open to the
public at 7:00 PM and will remain open until 10:30 PM.

This is your chance to come to a bazaar of Atari related pre-owned
hardware and software where you may find that peripheral, application or
utility for your ST/Mega/TT/Falcon 16/32-bit computer system or your
XL/XE 8-bit classic computer system.

If you have original software or hardware that you no longer have any
use for, get yourself a half-table and try to sell it! Or find that
treasure that you have always wanted. Great deals should be in
abundance.

Half-Table's will be $5.00 or the Full-Table for $10.00 each.
Half-Table's are FREE to TAF MEMBERS. Admission is $2.00 per non-member
family but if you are selling and have taken a half-table or more,
admission is inc- luded. Admission for TAF members is, of course, Free.

The Flea Market will run from 7:00 PM to 10:30PM, with setup commencing
for sellors after 6:30 PM, and teardown after 10:30 PM. This should
allow enough time for as many people inside and outside Toronto to
attend the event.

As usual, piracy cannot and will not be condoned. You must be selling
original pre-owned software only. If anyone is caught selling pirated
software or stolen hardware, they will be dealt with severely!!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Rose Room"
of the North York Memorial Community Hall on the Lower or Concourse
Level of the North York City Centre Library Building at 5110 Yonge
Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5
stoplights North of Hwy 401 running East off of Yonge

2832. repost: TAF Atari Flea Market

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3643d49c.0@nemo.idirect.com>
Source record: 4293
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari,comp.sys.atari.8bit

sorry for the repost, some pertinent info was cut out.....

WEDNSDAY, NOVEMBER 18, 1998 is the date for the Toronto
Atari Federation FLEA MARKET! The doors open to the
public at 7:00 PM and will remain open until 10:30 PM.

This is your chance to come to a bazaar of Atari related pre-owned
hardware and software where you may find that peripheral, application or
utility for your ST/Mega/TT/Falcon 16/32-bit computer system or your
XL/XE 8-bit classic computer system.

If you have original software or hardware that you no longer have any
use for, get yourself a half-table and try to sell it! Or find that
treasure that you have always wanted. Great deals should be in
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admission is inc- luded. Admission for TAF members is, of course, Free.

The Flea Market will run from 7:00 PM to 10:30PM, with setup commencing
for sellors after 6:30 PM, and teardown after 10:30 PM. This should
allow enough time for as many people inside and outside Toronto to
attend the event.

As usual, piracy cannot and will not be condoned. You must be selling
original pre-owned software only. If anyone is caught selling pirated
software or stolen hardware, they will be dealt with severely!!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Rose Room"
of the North York Memorial Community Hall on the Lower or Concourse
Level of the North York City Centre Library Building at 5110 Yonge
Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5
stoplights North of Hwy 401 running East off of Yonge

2833. Re: Discussions

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <729puc$lu5$1@nnrp1.dejanews.com>
Source record: 4294

In article <363e6eb9.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) known as 'chunks' wrote:

> On 2 Nov 1998 20:49:23 G, "Werner Domroese / Q5" wrote:
> >ehm are we still discussing anything or has his group suddenly come to a
> >dead stop?
>
> I'm still primed to get debate going here. Whadaya wanna talk about
> - possibility of whether something like Sherlock for Apple OS 8.5 could
> be cloned for Atari? The good news about how well the Milan has been
> received in Europe?

I have not seen a press article on how well that the Milan has done in Europe.
Is this just another jihad speak?

> >And no Post Scriptum ;-), I'm not asking YOU.
>
> ah, let TIFKAS (The Idiot Forever Known As Sinclap) in on the party
> - everyone knows a clown is funniest when his pratfalls are
> unintentional :)
>
> Is it me, or do you get the idea that whenever TIFKAS posts here,
> you get the mental image of him parading down main street in broad
> daylight with his pants around his ankles? :) Like his recent pathetic
> attempt to disrupt the newsgroup with his rantings about Project X and
> the former Atarians working on it - guess TIFKAS still hasn't forgiven
> Jeff Minter for calling him a w*nker, a tosspot and a t*rd.

The Project X posting was a legitimate debate post. I suggest you read the
article...does have valid points.

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2834. Re: iMac sales slipping.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <729r7m$n5b$1@nnrp1.dejanews.com>
Source record: 4295

In article <36432208.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) known as 'chunks' wrote:

Here we go again...Will be in Omaha on Fri - Sun.

> well, here's some interesting news about how Apple's
> "revolutionary" new iMac has REALLY been selling: hot out the gate, but
> now rapidly cooling now that the initial rush of fanboys buying this
> new Mac has dropped to a trickle - as I predicted. Do note too the
> numbers of product shipped vs. actually sold.

The iMac has sold very well. There has been lul in computer sales(ie, wintel
also) in traditional slow October. However, sales of all computers have been
steady thus far in November from my visits into Wisconsin this week.

I saw the product shipped vs. actual sold number. That has been debunked.
40,000 units were sold, ie. went to folks homes in Japan alone. The same
number all over Europe as well at least three times the number in North
America according to Apple's public notes. Your full of beans as usual.
Plus Apple's G3 pro line has sharply increased to traditional pro markets
according to published remarks in Computer Reseller Weekly.

Nice try..

> Also note: the expert quoted mentions that the iMac is priced too
> high and is underfeatured, as well as its relatively smaller software
> base.

The small software is a figment of your imagination.

> Of course, TIFKAS (The Idiot Forever Known As Sinclap) will try to
> put some sort of positive spin on this by quoting some sort of Steve
> Jobs Reality-Distortion Field -fueled press release (or try to throw some
> smokescreen like bragging what a "macho stud" he is, or making fun of
> my appearance). Sorry, clown, but the circus just left town.....

I am a lady's man, what can I say....-) What about caliing me TIFKAS. It's
like calling the Pot -Kettle black..

> Although Apple (NASDAQ:AAPL) shipped 278,000 iMacs during the product's
> first six weeks, only about 76,000 of those actually landed in the hands of
> customers, according to ZD Market Intelligent analyst Aaron Goldberg.

Thats been debunked..

> Sales during September were about half those in August. And they
> slipped further in October, said Goldberg, who compiled the data by
> interviewing resellers.

Sales of all consumer machines have slowed...

> ANALYSIS: IMAC MOMENTUM STALLS AFTER FAST START
>
> Some Apple watchers said the numbers aren't surprising, especially
> considering the hype that drove true believers to the stores in droves
> the day the iMac went on sale. Many retailers sold out.
>
> "The iMac is a product that trades on emotion," Dataquest analyst Scott
> Miller said. "It's like those people who ran out and bought the first
> Beetles. At some point you run through those buyers and you have to get that
> next generation of user."
>
> To reach that generation, Apple has to stress the iMacs value and
> simplicity, he said.
>
> PRICE TOO HIGH
>
> But Goldberg warns that one of the major barriers to iMac is still
> its price tag, $1299, in a world where computers are dipping as low as
> $599. Also, many potential buyers are still wary of the iMac's lack of a
> floppy drive and the relatively small selection of Mac software.

Another myth. The average consumer wintel machine is priced around the $1300
machine. Thats were the market is. The $599 PC whatever that is may not fly
in the market once folks know what it includes.

Heck Compaq has Presario PII's 400 still above $2000.

Peter S.

>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2835. Re: Discussions

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-10 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36487abc.0@nemo.idirect.com>
Source record: 4296

On 10 Nov 1998 16:34:20 , having assured himself that Steve Jobs' gerbil wasn't still there, sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>In article <363e6eb9.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) known as 'chunks' wrote:

aww, yes - a sign that TIFKAS has already run out of things to debate. BTW, I've slimmed down somewhat since you started using that taunt - amazing what three months on a bicycle will do. Unfortunately, your IQ has still remained at the negative level, and is unlikely to change.

>>
>> I'm still primed to get debate going here. Whadaya wanna talk about
>> - possibility of whether something like Sherlock for Apple OS 8.5 could
>> be cloned for Atari? The good news about how well the Milan has been
>> received in Europe?
>
>I have not seen a press article on how well that the Milan has done in Europe.
>Is this just another jihad speak?

nope - just what is being confirmed and said on comp.sys.atari.st by a user who's just bought a Milan:

From: tjendol@wxs.nl (Karsten)
Newsgroups: comp.sys.atari.st
Subject: My Milan
Date: 13 Oct 1998 16:25:19 GMT
Organization: TypingFingers
Lines: 67
Message-ID: <6vvutfdqk1@reader2.wxs.nl>
References: <6vik4a$li9$1@reader3.wxs.nl> <6vrbrj$4il$4@roch.zetnet.co.uk>
<6vuto3$7mv$1@plutonium.compulink.co.uk>
NNTP-Posting-Host: gn0464.wxs.nl
X-Trace: reader2.wxs.nl 908295919 14164 195.121.38.210 (13 Oct 1998 16:25:19 GMT)
X-Complaints-To: abuse@wxs.nl
NNTP-Posting-Date: 13 Oct 1998 16:25:19 GMT
X-Newsreader: NEWSie Version 0.92 (Atari)
Path: nemo.idirect.com!cyclone.news.idirect.com!island.idirect.com!newshub.northeast.verio
.net!news-feed.inet.tele.dk!bofh.vszbr.cz!newsgate.cistron.nl!het.net!gate.news.unisource.
nl!news.wxs.nl!not-for-mail
Xref: nemo.idirect.com comp.sys.atari.st:76629

On 13 Oct 1998 06:59:15 , Derryck Croker wrote:
> >Hey! Here's a real live Milan user:

>
> On 11 Oct 1998 22:35:31 , Charles Stanley wrote:
> >Karsten, I don't think you can get away with simply asking questions.
> >Please do tell the world about your new toy. How does it compare with
> >your previous computer? What are the gains? The losses? Why did you
> >choose a Milan? What did you use before? Etc, etc.........

Well guys, you persuaded me. Let me tell you the story of me and my Milan. It all started when the dsp from my Falcon gave up working. I had just planned to invest in a afterburner or ct2 and a graficscard. But I considered upgrading a half working Falcon not really worth the money. Then came the Milan in the picture. And for about the same cash I had to spend on my Falcon. So I decided to buy a Milan. Also because it (hopefully) offers more upgrade options in the future.

So, I odered a Milan the Milan-tower you all know from the pictures. But that was a mistake...Because so many people wanted that case it was sold out, and I had to wait 4 weeks before they got new ones. But finally I got it. (with thanks to my supplier ACN to bring it home to me personally the day the received it at their office)

So what did I get? A basic Milan in a big Milantower, 16Mb ram, more than 1 Gb Harddisk, a CD-rom with Naes and some mostly boring software. A modern high res. ps2 mouse, and a 80286 PC keyboard of the kind that says 'klick' when you push a button. Really anoying is that there is no key for the '\' and that you have to treat it as a atari keyboard (for example [shift] [2] gives " and not @, as the button shows)

The first acquaintance of the Milan wasn't really positive. To name just a few of the problems: At first my Atari ptc1426 VGA monitor didn't want to work with the graficscard and I had to buy a new monitor. Then the supplied CD-rom was not readable in my 2speed cdrom player. The centronics printer port was connected the wrong way round on the motherboard. And the only working communication port was not connected to a outside serial interface.

Starting up the Milan is a real joy: It goes very fast. Screen updates are very fast also. Realtime scrolling without flickering! Compared to my Nemisised Falcon is the disk access and printing also very fast.
Most programs that work on a TT or Falcon also work on the Milan or else it often helps to switch off the caches. Yet it is a pity that programs as Apex Media can't be used.
Mint and Naes are working great now. It took me some time to configure it right, but the system now almost never crashes. Still I hope there will be a MagiC for this system soon.

What I'm really missing are games, like Running. And a standard soundcard. And finally I hope it will be posible to use the fastserial port with the next TOS update, because I'm getting sick with the 19200 Baud I have now.

Ciao,
Karsten

Karsten van Vuuren | tjendol@wxs.nl
in the Netherlands

Milan 040/16/1210 Mint1.15, Naes1.2

end quote.

well, now you know. Of course, you'll come back with a retort
involving my weight or you'll try to smokescreen the issue. Doesn't
matter, though, as you've proven yourself to be a complete moron on all
things Atari. Jeff Minter was right - maybe you should rename yourself
Mr. Hankey and get it over with. :)

>> Is it me, or do you get the idea that whenever TIFKAS posts here,
>> you get the mental image of him parading down main street in broad
>> daylight with his pants around his ankles? :) Like his recent pathetic
>> attempt to disrupt the newsgroup with his rantings about Project X and
>> the former Atarians working on it - guess TIFKAS still hasn't forgiven
>> Jeff Minter for calling him a w*nker, a tosspot and a t*rd.
>
>The Project X posting was a legitimate debate post. I suggest you read the
>article...does have valid points.

a) this is a COMPUTER debate area - not games machines. You of all
people should know the difference.

b) you were elegantly debunked by those who replied to you.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2836. Re: iMac sales slipping.....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-10 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364886c9.0@nemo.idirect.com>
Source record: 4297

On 10 Nov 1998 16:56:22 , having made sure that Steve Job's boots were
nice and shiny from his spittle and tongue,
sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap)wrote:

>In article <36432208.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) known as 'chunks' wrote:

as usual, the only "chunks" TIFKAS should be concerned with are the
ones he blows all over the Atari forums....
>
>Here we go again...Will be in Omaha on Fri - Sun.

yep, the Missouri posse has joined up with the posse from Texas.
Shouldn't be long now.....

>
>> well, here's some interesting news about how Apple's
>> "revolutionary" new iMac has REALLY been selling: hot out the gate, but
>> now rapidly cooling now that the initial rush of fanboys buying this
>> new Mac has dropped to a trickle - as I predicted. Do note too the
>> numbers of product shipped vs. actually sold.
>
>The iMac has sold very well. There has been lul in computer sales(ie, wintel
>also) in traditional slow October. However, sales of all computers have been
>steady thus far in November from my visits into Wisconsin this week.

turns out that it's a slow downturn in the entire industry, and
it's not just a "lull". Get your facts straight.
>
>I saw the product shipped vs. actual sold number. That has been debunked.
>40,000 units were sold, ie. went to folks homes in Japan alone. The same
>number all over Europe as well at least three times the number in North
>America according to Apple's public notes.

cite please. My source was with Ziff-Davis, a well-known and
balanced publisher of computer facts. Plus there has been no
"debunkings" reported in comp.sys.mac.advocacy (a place where you
almost never post, since you'd be rendered "extra-crispy" in seconds :).
I'm demanding cites from you, owing to your well-documented making up
of facts (like "90% of all TOS applications fall over on the Milan -
got a cite for THAT?).

>Your full of beans as usual.

yep, I like beans - pinto, lentil (President's Choice makes an
excellent lentil soup), red and black kidney (for my homemade chili,
which everyone seems to like), navy (a good vegetarian baked bean,

complete with tomatos, onions, and green pepper makes a great meal for
these chilly fall nights) green, yellow wax. Interested too in
trying out fava beans as well (but will skip the nice Chianti).

Being "full of beans" is better than what we all know what YOU'RE
full of - I prescribe some Ex-lax or Geritol, or bran muffins :)

>Plus Apple's G3 pro line has sharply increased to traditional pro markets
>according to published remarks in Computer Reseller Weekly.

printed cite please.
>
>Nice try..

try "bullseye". Or haven't you noticed the plume of smoke coming
from the area of your keister?

>
>> Also note: the expert quoted mentions that the iMac is priced too
>> high and is underfeatured, as well as its relatively smaller software
>> base.
>
>The small software is a figment of your imagination.

nope. Been over to Computer City Canada on the weekend (yep, AKA
InCompUSA) and noticed that while their Apple department, as well as
the entire store, is now much-improved layout-wise, there was still a
miniscule amount of software for Mac as compared to PC. Same situation
at all the remaining Mac dealers in Toronto (the Elm Street branch just went
under, BTW). The U of T's computer department had an absolute dearth of
Mac titles.

You're the one which suffers from figmentation of the imagination -
like claiming that there are "Atari Jihads" that are "out to get you",
that Atari Internet software is "inadequate" when you've never even
tried them for yourself, that you "successfully refuted my complaint"
against you at CedarNet (I find that hard to believe, as David from
CedarNet CONCEDED that you were abusing your ISP privileges), and
claiming that I am a major nutcase with paranoid tendencies who believes
in X-Files/Oliver Stone-like scenerios (wrong again, weinerhead - my
favorite book right now is CASE CLOSED by Gerald Posner <who has a few
interesting things to say about Oliver Stone and Jim Garrison in their
fevered imaginings of grand conspiracies>, and my third favorite
magazine is SKEPTIC. And I only watch the X-Files because (a it's a
great fictional telling of some urban legends, and b) Gillian Anderson
is a total babe :)

No, I take that back, to have imagination, one has to
show signs of intelligence. :)

>
>> Of course, TIFKAS (The Idiot Forever Known As Sinclap) will try to
>> put some sort of positive spin on this by quoting some sort of Steve

>> Jobs Reality-Distortion Field® -fueled press release (or try to throw some
>> smokescreen like bragging what a "macho stud" he is, or making fun of
>> my appearance). Sorry, clown, but the circus just left town.....
>
>I am a lady's man, what can I say....-)

like all your ramblings, I find that hard to believe. The only
women who could cope with your noxious twerpiness are either
negotiable or inflatable.

What about caliing me TIFKAS. It's
>like calling the Pot -Kettle black..

I call you TIFKAS (The Idiot Forever Known As Sinclap) because

a) you're an idiot (a well-proven fact - in fact, one can prove
oneself of how you always get it wrong by using DejaNews. Or simply by
counting all the spelling mistakes in your posts)

b) you'll always be known as Sinclap, no matter if you try using
your real name to post.

Now is that too hard to comprehend? Que pasa, little man?

Now maybe if I was really nasty, I'd be calling you things like

a) the 'Clap
b) Peter, the Hapless Dog-Faced Boy
c) Pig Vomit (oops, Howard Stern probably has that one copyrighted
:))

be thankful I only refer to you as TIFKAS.

>
>> Although Apple (NASDAQ:AAPL) shipped 278,000 iMacs during the product's
>> first six weeks, only about 76,000 of those actually landed in the hands of
>> customers, according to ZD Market Intelligent analyst Aaron Goldberg.
>
>Thats been debunked..

cite please. Ziff-Davis vs. TIFKAS - who do I believe....

>>
>> PRICE TOO HIGH
>>
>> But Goldberg warns that one of the major barriers to iMac is still
>> its price tag, $1299, in a world where computers are dipping as low as
>> $599. Also, many potential buyers are still wary of the iMac's lack of a
>> floppy drive and the relatively small selection of Mac software.
>
>Another myth. The average consumer wintel machine is priced around the $1300
>machine. Thats were the market is. The $599 PC whatever that is may not fly
>in the market once folks know what it includes.

not in this neck of the woods, bunkie.

and speaking of "myths", we're talking to TIFKAS, well-known
myth-maker. Come back with the facts if you want to compete.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2837. iMac faster than 400mHz PC? Think Different....

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-10 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364888d5.0@nemo.idirect.com>
Source record: 4298

now that TIFKAS (The Idiot Forever Known As Sinclap) has crawled
out from under his rock, here's another posting from
comp.sys.mac.advocacy for him to chew on.....

From: winguy@my-dejanews.com
Newsgroups: comp.sys.mac.advocacy
Subject: CNN: PentiumII crushes iMac with ease
Date: Tue, 10 Nov 1998 00:56:11 GMT
Organization: Deja News - The Leader in Internet Discussion

Think CNN believes Steve Jobs and his lies about the iMac and the PentiumII?
You guessed it. Think Different.

From http://www.cnn.com/TECH/computing/9811/09/macvp2.idg/

'(IDG) -- Sure, the iMac is a cool-looking computer. And the translucent
aquamarine box is helping Apple regain profitability. But interim CEO Steve
Jobs' boast that the iMac is faster than the quickest Pentium II is pure hype
-- and it falls apart under scrutiny.'

'To see whether Apple would make believers out of us, we pitted the iMac
against two Intel-based PCs: a pricier Pentium II-400 system and a Celeron-
based machine that costs about $300 less than the iMac. The results: In its
base $1299 configuration, the iMac finished last in each of our application
tests. The system was nearly as easy to use as the company claims, but its
poor performance means Apple failed in its core mission.'

'With 32MB of RAM (its standard shipping configuration), the iMac got
clobbered on our Excel and 5MB-image Photoshop tests; in fact, the slower of
our two test PCs, a Packard Bell Multimedia 945 with an Intel Celeron-333
processor, finished ahead of the iMac by 55 percent and 80 percent,
respectively, on these tests. And when we compared the iMac to our high-end
system, a $1799 Micro Express MicroFlex-c400A with a Pentium II-400 CPU, the
contest was, well, no contest. The iMac took more than three times as long to
finish a standard series of Excel operations, even after we doubled its RAM.'

I like the part about the iMac finishing last in every test. But then again,
thats nothing new. We have seen that in just about every other test done.
They also speak about the so called 'ease of use' and the lack of a floppy
drive (cha-chin$), but I'll let you go and read that part for yourself. God,
how many times now have professionals in the industry proved without a doubt
Jobs' lies wrong? Must be at least a dozen. Has any gotten through his
reality distortion field? Doubtful. Maybe if we are lucky Apple will get sued
for false advertising. Ahh well, at least most everyone here after reading so
many articles by the industry professionals knows that the iMac cant even
dust a cheap PC not to mention the fastest pentiumII. Those not still caught

firmly in the RDF, that is.

Regards,

WinGuy

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2838. ATARI AND COMMODORE MERGE!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-12 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <72frv2$2v8@news3.euro.net>
Source record: 4149

```
...just wanted to provoke a debate... :-))
```

2839. Any _ihads in Omaha?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-13 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <72go1uhgo1@nnrp1.dejanews.com>
Source record: 4150

Will be participating in CompUSA's grandopening in Omaha from Fri-Sun. Just want to connect the faces from the net...

Peter S.
-Currently overworked

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2840. iMac sales still strong!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-13 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <72gnskher1@nnrp1.dejanews.com>
Source record: 4151

Hey 'Chunks'...wanted to share the latest news with you....

-The proof is in the pudding.....

Date: 11/12 2:52 PM
Received: 11/13 1:26 AM
From: ps10600@mail.cedarnet.org
To: dreibel@idirect.com
CC: sinclair2000@earthlink.net

What were you saying about cedarnet?

==========
Thursday November 12, 10:15 am Eastern Time

Company Press Release

SOURCE: CompUSA Inc.

CompUSA Reports Record iMac Sales Again;
Weekend iMac Sales Beat Record Set at Product's
Launch

DALLAS, Nov. 12 /PRNewswire/ -- CompUSA Inc. (NYSE: CPU - news), America's Largest Computer Superstore retailer, reported record iMac sales for the second time since the product's retail rollout on August 15. Last weekend's iMacs sales were the largest since the product's initial launch in August, making iMac the best selling personal computer in CompUSA's history.

``We're seeing iMac continue to gain momentum with first-time users and families who want to explore the Internet,'' said Jim Halpin, CompUSA president and chief executive officer. ``Our customers are telling us iMac is stylish, easy to use, and since customers can now get it for $29.99 a month, iMac is a great holiday value.''

``Across the nation, iMac was the number one selling desktop model in PC superstores in August and September with 12.3 percent and 9.8 percent channel sales respectively,'' according to Matt Sargent, industry analyst at ZD Market Intelligence, a leading industry research firm that tracks technology distribution channels.

CompUSA plans to continue attracting new customers to iMac with a variety of promotions and incentives. This past weekend, incentives such as free USB peripherals triggered a significant increase in store traffic and sales. Apple's recently introduced financing program, which enables customers to buy an iMac for just $29.99 per month, was also

cited as a draw by CompUSA customers.

CompUSA Inc. is one of the nation's leading retailers and resellers of personal computers and related products and services. The company currently operates 209 CompUSA Computer Superstores in 78 major metropolitan markets across the United States that serve retail, corporate, government and education customers and include technical service departments and classroom training facilities. CompUSA also offers its own build-to-order personal computer series, the CompUSA PCTM, and operates an Internet web site located at www.compusa.com where customers can obtain information about the company and shop its on-line catalog.

Peter S.
-Currently overworked

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2841. Re: Any _ihads in Omaha?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-13 00:00:00 UTC
From: David Jackson <anderon@ix.netcom.com>
Message-ID: <72grt8$e59@dfw-ixnews7.ix.netcom.com>
Source record: 4152

You know, somebody in CompUSA's chain ought to take a hard, cold look at the assholes that work in the Baton Rouge, Louisiana location. Not a day goes by at that store that a customer doesn't walk out cussing at the top of his lungs about their crappy service.

I should know - I was a tech there once.

JR / NCC / AFF

sinclair2246@my-dejanews.com wrote in message
<72go1uhgo1@nnrp1.dejanews.com>...
>Will be participating in CompUSA's grandopening in Omaha from Fri-Sun. Just
>want to connect the faces from the net...
>
>Peter S.
>-Currently overworked
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2842. Re: iMac sales still strong!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-13 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364c4926.0@nemo.idirect.com>
Source record: 4153

On 13 Nov 1998 07:42:12 , having finally figured out why his underlings at Best Buy were referring to him as "Princess Tinymeat", sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>Hey 'Chunks'...wanted to share the latest news with you....

nobody here named "chunks" - is he your imaginary friend, like Mr. Hankey? Oh, wait a minute - you ARE Mr. Hankey..... :)

>
>-The proof is in the pudding.....

and the pudding is smelling funny.....

>---
>
>Date: 11/12 2:52 PM
>Received: 11/13 1:26 AM
>From: ps10600@mail.cedarnet.org
>To: dreibel@idirect.com
>CC: sinclair2000@earthlink.net
>
>What were you saying about cedarnet?

that you were reprimanded for posting MCIBTYC drivel in comp.sys.atari.st - NOT that you were removed from Cedarnet. (In fact, I requested that Cedarnet NOT remove you but that they deal with you accordingly. The fact that you stopped posting there immediately after the letter was sent proves that something happened - and was NOT in your favour). Looks like your attempt to rewrite history has failed - AGAIN.

hmm, another set of addresses to add to POPwatch's killfile. BTW, you phone there long distance to send the drivel, or are you not in Missouri as you claim?

In either case, you were warned not to send me e-mail. That still stands.

>
>===
>Thursday November 12, 10:15 am Eastern Time
>
>Company Press Release
>
>SOURCE: CompUSA Inc.
>

>CompUSA Reports Record iMac Sales Again;
>Weekend iMac Sales Beat Record Set at Product's
>Launch
>

<rest of unverifiable self-serving drivel snipped>

yeah, I was waiting for you to publish that press-release - it fits your modus operandi.

Interestingly, I notice that there were really no hard numbers posted. Also, in mac.advocacy, a number of their denizens are musing on how much the press release sounds like it was written by Apple's ad agency. Could they be going into damage control after the ZDNet article?

Of course, InCompUSA needs all the help they can get - lost around $50 million last quarter, n'est-ce pas?

Plus Best Buy - reports are that the salesmen are treating the iMac with contempt around the US, just like when Apple tried being distributed by BB the last time and crashed and burned. Guys in mac.advocacy are placing bets now that your uberboss and boot-lickee, Steve Jobs, will be pulling the plug on BB by February...

My own research revealed something interesting - if the iMac is indeed being sold as fast as they're being produced, then all the new ones that are in stock should be the new revision "B" models (with the faster graphics card - Jobs blinked!). Howcome, then, that when I went to several Apple dealers, including CPUsed, the College Street Mac store, and Computer City (aka InCompUSA North) all I could find were "A" (or should that be "eh" :)) iMacs - and all the display models were "A" models. Quite a few of these "A" models sitting in boxes. (Mac.advocacy is reporting that some Apple dealers are offering discounts for the original-issue iMacs over rev. B - they still have back stock?)

Oh, and Compucentre - the Canadian distributor you were bragging about? They certainly got to a good start, charging $50 OVER the CDN MSRP for the first two months for something that's already over priced, overhyped, and underpowered- looks like Jobs should've done his homework before signing the papers......

methinks that rather than coming here looking for stray airdales to kick, and finding only hungry Rottweilers, you may want to go into mac-advocacy and start spinning damage control THERE. Of course, the reason you don't hang out there is that you'd be a pile of onion rings in seconds ("curses! broiled again!") :)

>Peter S.
>-Currently overworked

soon to be underemployed.....

>
>-----------== Posted via Deja News, The Discussion Network ==----------

>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

and when he loses his job, TIFKAS will find time to finally install
NewsReader.......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2843. Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-13 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364c4d77.0@nemo.idirect.com>
Source record: 4154

here's a cross-post from comp.sys.mac.advocacy (you know, the place
where TIFKAS <The Idiot Forever Known As Sinclap> is too afraid to post
or read) about the recent InCompUSA press release claiming they've set
another record sale for the overpriced, underpowered iMac. Although
short, it certainly sheds some light on what others are thinking......

From: root@anarchy.gov (-= G D T =-)
Newsgroups: comp.sys.mac.advocacy
Subject: Re: CompUSA Reports Record iMac Sales Again
Date: Fri, 13 Nov 1998 09:03:33 GMT
Organization: -= Ward Six Entertainment =- (see message for address)

ssbtract@aol.com (SSBTract) said:

|>I don't know how to break it to you, but when *anyone* from a major
|>corporation makes any sort of announcement to the press, they use a
|>"pre-written script."
|>
|
|My point was not that he sounded like he was reading from a script the public
|relations people at CompUSA typed up, but that he sounded like he was reading
|something straight from the offices of Chiat/Day.

I got a flyer 2 days ago from CompUSA that said they were giving away
a free VCR with every Apple computer sold. Now why would they be
doing this if they were selling so well?

/ w A R D s I X e N T E R T A I N M E N T \
http://www.wardsix.com /\ toadeater@wardsix.com

2844. Re: iMac sales still strong!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-13 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn74oth8.gao.jedi@dementia.mishnet>
Source record: 4155

On Fri, 13 Nov 1998 07:42:12 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>Hey 'Chunks'...wanted to share the latest news with you....
>

[deletia]

And just why are we supposed to be impressed with a 10% decline in sales?

2845. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-13 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be0f3b$6abcd580$445e0fcb@default>
Source record: 4156

Werner Domroese / Q5 <q5@spam.not> wrote in article
<72frv2$2v8@news3.euro.net>...
> ...just wanted to provoke a debate... :-))
>

My go...

Hypothetically speaking... (as neither C= or Atati exist anymore)

Commodore would never allow themselves to be dragged down to the bottom of the barrel where Atari lives.
Commodore where the wine that almost everyone drank and caused huge enjoyment amongst the consumers, where Atari where the skunge at the bottom of the barrel which an unfortunate few found pleasure in.

How about this one...

Atari users later became iMac users. (bottom of barrel theory still applies here)

Or this one...

Jack Tramiel wanted to merge with C= because he realised his own contraption, named the "ST" was technologically challenged compared to Commodore's Amiga.
Nevertheless, armed with only a MIDI port with intention to trade for the Amiga custom chips "Fat Agnus", "Paula", "Gary", and "Denise" he went of to pay a visit to Commodore.

Said Jack,

I have this to trade...

C= said,

What, a DIN connector???

Said Jack,

Yes, but an integral part of my ST.

Said C=,

So what do you want?

Said Jack,

A trade, a merger, my DIN for your Amiga custom chipset, and operating system.

The C= camp...
Bwaahhaaaahhaaaa heeehehehehheee!!!!!!!!

Jack, you remind me of Apple who came for our glorious OS because it has preemptive multithreaded multitasking and theirs doesn't he he he!!!

... 15 years later...

Apple still hasn't got a preemptive multitasking OS...
BWWAAAAHHHHhehehehe!!!

:-)

Regards,

Clockmeister.

2846. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-13 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72i98c$je1$1@news.campus.mci.net>
Source record: 4157

On 13 Nov 1998 19:24:17 , "Clockmeister" wrote:

->Commodore would never allow themselves to be dragged down to the bottom of
->the barrel where Atari lives.

Commodore sucked, otherwise they wouldn't have let a machine as far ahead
of its time as the Amiga was, die on the vine... ;(

->Commodore where the wine that almost everyone drank and caused huge
->enjoyment amongst the consumers, where Atari where the skunge at the bottom
->of the barrel which an unfortunate few found pleasure in.

I hated the C-64, but thought the Amiga was okay. Except for its OS, which
was strange in early versions. (I like WB 2.x and up though).

->How about this one...
->
->Atari users later became iMac users. (bottom of barrel theory still applies
->here)

No way, dude... No self-respecting Atarian is gonna ever sink that low.

->Or this one...
->
->Jack Tramiel wanted to merge with C= because he realised his own
->contraption, named the "ST" was technologically challenged compared to
->Commodore's Amiga.

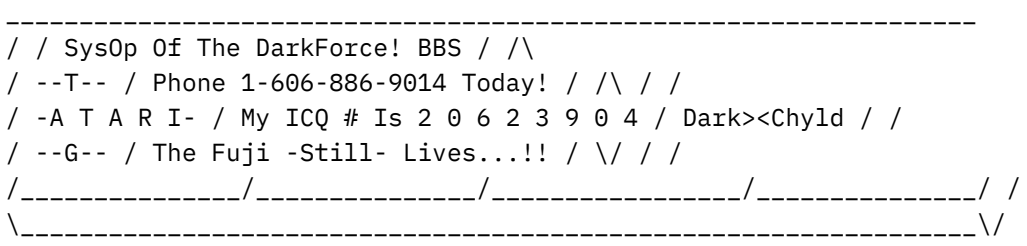
ClockMeister, you and I have been through this debate. Are we gonna
rehash old material again? ;-)

->Nevertheless, armed with only a MIDI port with intention to trade for the
->Amiga custom chips "Fat Agnus", "Paula", "Gary", and "Denise" he went of to
->pay a visit to Commodore.

Hmm...too bad you can't compare the Amiga's custom chips with the Falcon's
custom chips, eh? ;-)

->Jack, you remind me of Apple who came for our glorious OS because it has
->preemptive multithreaded multitasking and theirs doesn't he he he!!!
->
->.... 15 years later...
->
->Apple still hasn't got a preemptive multitasking OS...
->BWWAAAAHHHHhehehehe!!!

We now have multiple pre-emptive multitasking OS's... What irony. ;-)


/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /

2847. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-13 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <72icko$o6c@news3.euro.net>
Source record: 4158

Hehe I knew it would provoke SOMETHING :-))))

Although we have been through some aspects of your posting, and we mutually disagreed :-)

But think of it. Combine a Falcon, a Jaguar and a high-end Amiga in every conceivable way (well okay, the good things 'bout them, not counting OS because you could merge those or trade eachother's features (or bugs, as Microsoft calls them.. errrrr gotcha! ;-)) and place it in the hands of a capable mass producer and/or marketeer, e.g. Sony (never mind their playstation pretend it doesn't exist and also pretend they're not heading for the computing hardware market next year)

...

Clockmeister wrote in message <01be0f3b$6abcd580$445e0fcb@default>...
>
>
>Werner Domroese / Q5 <q5@spam.not> wrote in article
><72frv2$2v8@news3.euro.net>...
>> ...just wanted to provoke a debate... :-))
>>
>
>My go...
>
>Hypothetically speaking... (as neither C= or Atati exist anymore)
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>Commodore would never allow themselves to be dragged down to the bottom of
>the barrel where Atari lives.
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>enjoyment amongst the consumers, where Atari where the skunge at the bottom
>of the barrel which an unfortunate few found pleasure in.
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>How about this one...
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>Atari users later became iMac users. (bottom of barrel theory still applies
>here)
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>Or this one...
>
>Jack Tramiel wanted to merge with C= because he realised his own
>contraption, named the "ST" was technologically challenged compared to
>Commodore's Amiga.
>Nevertheless, armed with only a MIDI port with intention to trade for the
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>
>The C= camp...
>Bwaahhaaaahhaaaa heeehehehehheee!!!!!!!!
>
>Jack, you remind me of Apple who came for our glorious OS because it has
>preemptive multithreaded multitasking and theirs doesn't he he he!!!
>
>... 15 years later...
>
>Apple still hasn't got a preemptive multitasking OS...
>BWWAAAAHHHHhehehehe!!!
>
>
>:-)
>
>Regards,
>
>Clockmeister.
>
>

2848. Long Live the Atari!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-13 00:00:00 UTC
From: David Jackson <anderon@ix.netcom.com>
Message-ID: <72ispb$fe2@dfw-ixnews8.ix.netcom.com>
Source record: 4159

Even in it's ancient state, the Atari is still a wonderful machine. Still functional, still very useful. And, what a great base of fans!

JR / NCC
The Illustrious Atari Forever Foundation

2849. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-13 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364cf78a.0@nemo.idirect.com>
Source record: 4160

on a rather sadder note, I was at !ndigo books today on my lunch hour and went looking for a particular PC magazine (only for the CD-ROM, which had tons of Christmas clip-art) and noticed that the latest issue of Amiga Magazine - the UK Amiga mag - was also its final issue. Ironically, it was still pretty fat, compared to the slimmed-down state ST FORMAT found itself at with its last issue.

My condolences to the Amiga community. I actually bought an issue about four years ago (again, to get ahold of a clip art/sound file/MOD CD) and though not an Amiga user I read that issue from cover to cover - well written and laid out, and quite frankly I found myself wishing I had some of those programs running on my Falcon :)

What's the general health of the Amiga magazines these days - for instance, is Future planning to cut back its Amiga coverage? And also, like ATARI COMPUTING, are there any home-brew magazines being put together and sold via subscription by Amigans for Amigans?

Again, my condolences.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2850. TAF Flea Market - Update

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364d1b43.0@nemo.idirect.com>
Source record: 4161
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari,comp.sys.atari.8bit

a little update to the TAF MonSTEr Flea Market on the 18th of this month....

Those on this forum in Canada who have been wondering about Mario Becroft's new PC Mouse Adaptor will have a chance to see this little gizmo in action at the Flea Market, as Ken Macdonald has brought in five of the little beasties which will be demonstrated. Three have already been earmarked as sold, and TAF is currently looking at putting in an order for more.

BTW, I got a chance to play with one of them at our exec meeting Wednsday and was very impressed - especially since it was attached to a Logitech 3-button mouse. The centre button was configured as a double-click, and was very quickly gotten used to. The Logitech is also very ergonomic and fit the contour of my hand real good. One other thing - Mario has designed the adaptor so that it plugs into the mouse port, then the cable runs under the machine so that the plug for the PC mouse can attach behind the computer - great idea!

anyway, details for the Flea Market follows.....

WEDNSDAY, NOVEMBER 18, 1998 is the date for the Toronto Atari Federation FLEA MARKET! The doors open to the public at 7:00 PM and will remain open until 10:30 PM.

This is your chance to come to a bazaar of Atari related pre-owned hardware and software where you may find that peripheral, application or utility for your ST/Mega/TT/Falcon 16/32-bit computer system or your XL/XE 8-bit classic computer system.

If you have original software or hardware that you no longer have any use for, get yourself a half-table and try to sell it! Or find that treasure that you have always wanted. Great deals should be in abundance.

Half-Table's will be $5.00 or the Full-Table for $10.00 each. Half-Table's are FREE to TAF MEMBERS. Admission is $2.00 per non-member family but if you are selling and have taken a half-table or more, admission is inc- luded. Admission for TAF members is, of course, Free.

The Flea Market will run from 7:00 PM to 10:30PM, with setup commencing for sellors after 6:30 PM, and teardown after 10:30 PM. This should allow enough time for as many people inside and outside Toronto to attend the event.

As usual, piracy cannot and will not be condoned. You must be selling original pre-owned software only. If anyone is caught selling pirated software or stolen hardware, they will be dealt with severely!!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Rose Room" of the North York Memorial Community Hall on the Lower or Concourse Level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5 stoplights North of Hwy 401 running East off of Yonge

2851. Re: TAF Flea Market - Update

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364d1bf6.0@nemo.idirect.com>
Source record: 4162
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,alt.atari,comp.sys.atari.8bit

WEDNSDAY, NOVEMBER 18, 1998 is the date for the Toronto
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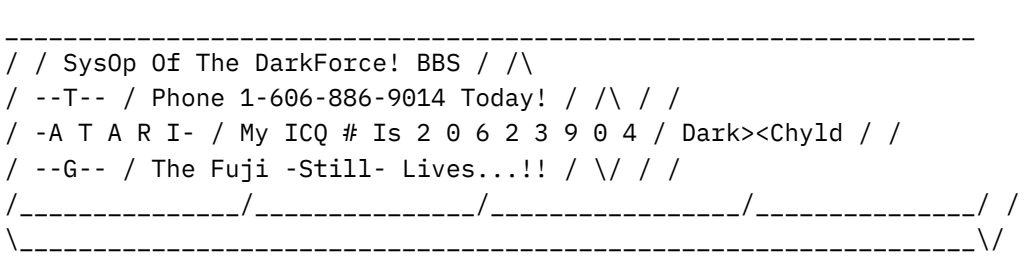
stoplights North of Hwy 401 running East off of Yonge

2852. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-14 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72kcll$3oo$1@news.campus.mci.net>
Source record: 4163

On 13 Nov 1998 22:42:32 , "Werner Domroese / Q5" wrote:
->Hehe I knew it would provoke SOMETHING :-))))
->
->Although we have been through some aspects of your posting, and we mutually
->disagreed :-)
->
->But think of it. Combine a Falcon, a Jaguar and a high-end Amiga in every
->conceivable way (well okay, the good things 'bout them, not counting OS
->because you could merge those or trade eachother's features (or bugs, as
->Microsoft calls them.. errrrr gotcha! ;-)) and place it in the hands of a
->capable mass producer and/or marketeer, e.g. Sony (never mind their
->playstation pretend it doesn't exist and also pretend they're not heading
->for the computing hardware market next year)
->
->....

Well, that would be an interesting machine...if it could ever see the light
of day... ;-)



2853. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-14 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72kd6o$3oo$2@news.campus.mci.net>
Source record: 4164

On 13 Nov 1998 22:22:50 , Daniel L. Dreibelbis wrote:
-> on a rather sadder note, I was at !ndigo books today on my lunch
->hour and went looking for a particular PC magazine (only for the
->CD-ROM, which had tons of Christmas clip-art) and noticed that the
->latest issue of Amiga Magazine - the UK Amiga mag - was also
->its final issue. Ironically, it was still pretty fat, compared to the
->slimmed-down state ST FORMAT found itself at with its last issue.

Daniel, was that Amiga Format? I'm amazed if it is. Thought it was still relatively healthy. I know at the Amiga's heyday in the UK, their circ. was something like 150,000!

I have a few Amiga's as well as all my Atari's and I still get an Amiga magazine here in the US-its called "Amazing Computing (Amiga)", and is a nice little publication. There is also a bi-monthly (not color) mag that is put out, but I forget its name (Amiga Informer, I think).

Gateway, after purchasing the Amiga, formed a new Amiga group, and they made some interesting announcements concerning new product developement. If they deliver what they have promised, then it would be well ahead of any hardware/software currently in use. Time will tell, I guess. ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2854. Re: Long Live the Atari!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-14 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72kd90$3oo$3@news.campus.mci.net>
Source record: 4165

On 13 Nov 1998 21:14:54 , "David Jackson" wrote:
->Even in it's ancient state, the Atari is still a wonderful machine. Still
->functional, still very useful. And, what a great base of fans!
->
->JR / NCC
->The Illustrious Atari Forever Foundation
->

Yeah! Amen, brother.... ;)

Atari users are the greatest...!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2855. Re: Long Live the Atari!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-14 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19981114125650.09176.00000811@ng100.aol.com>
Source record: 4166

You can say that again! Don't forget, this thought to be dead platform is still being deveoped for.
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

2856. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-14 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be1002$22e710a0$6d5e0fcb@default>
Source record: 4167

DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
article <72kd6o$3oo$2@news.campus.mci.net>...
> On 13 Nov 1998 22:22:50 , Daniel L. Dreibelbis wrote:
> -> on a rather sadder note, I was at !ndigo books today on my lunch
> ->hour and went looking for a particular PC magazine (only for the
> ->CD-ROM, which had tons of Christmas clip-art) and noticed that the
> ->latest issue of Amiga Magazine - the UK Amiga mag - was also
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> magazine here in the US-its called "Amazing Computing (Amiga)", and is
> a nice little publication. There is also a bi-monthly (not color) mag
> that is put out, but I forget its name (Amiga Informer, I think).
>
> Gateway, after purchasing the Amiga, formed a new Amiga group, and they
> made some interesting announcements concerning new product
developement.
> If they deliver what they have promised, then it would be well ahead of
> any hardware/software currently in use. Time will tell, I guess. ;-)
>

CU Amiga has just gone under (the one I think the original poster may have
been referring to), mainly due to a change of ownership of the publishing
house. Some other magazines were also axed.

And yes, only time will tell...

2857. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-14 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be1003$ae48b760$6d5e0fcb@default>
Source record: 4168

DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
article <72i98c$je1$1@news.campus.mci.net>...
> On 13 Nov 1998 19:24:17 , "Clockmeister" wrote:
>
> ->Commodore would never allow themselves to be dragged down to the bottom
of
> ->the barrel where Atari lives.
>
> Commodore sucked, otherwise they wouldn't have let a machine as far
ahead
> of its time as the Amiga was, die on the vine... ;(

Agreed. C= did suck big time, there is a fair bit of sarcasm in my post, as
you may have gathered. What C= did (or didn't) to the Amiga is criminal.

>
> ->Commodore where the wine that almost everyone drank and caused huge
> ->enjoyment amongst the consumers, where Atari where the skunge at the
bottom
> ->of the barrel which an unfortunate few found pleasure in.
>
> I hated the C-64, but thought the Amiga was okay. Except for its OS,
which
> was strange in early versions. (I like WB 2.x and up though).

22Million C64 sales speak for themselves, and it was a revolutionary home
computer that captured the users imagination. You can't take that away from
the C64.
WB1.2 and 1.3 were pretty poor, much like early GEM/TOS IMO.

>
> ->How about this one...
> ->
> ->Atari users later became iMac users. (bottom of barrel theory still
applies
> ->here)
>
> No way, dude... No self-respecting Atarian is gonna ever sink that low.

Yeah, you're right!. And people wonder why some still use Atari and Amiga
computers... with the Apple and Wintel stale efforts, some of us will stick
to computers that are actually fun to use.

> ->Or this one...
> ->
> ->Jack Tramiel wanted to merge with C= because he realised his own

> ->contraption, named the "ST" was technologically challenged compared to
> ->Commodore's Amiga.
>
> ClockMeister, you and I have been through this debate. Are we gonna
> rehash old material again? ;-)

Nope, don't take it too serious :-)

> ->Nevertheless, armed with only a MIDI port with intention to trade for
the
> ->Amiga custom chips "Fat Agnus", "Paula", "Gary", and "Denise" he went
of to
> ->pay a visit to Commodore.
>
> Hmm...too bad you can't compare the Amiga's custom chips with the
Falcon's
> custom chips, eh? ;-)

He he he... Pity you can't compare Falcon sales to the Amiga's eh? ;-)

>
> ->Jack, you remind me of Apple who came for our glorious OS because it
has
> ->preemptive multithreaded multitasking and theirs doesn't he he he!!!
> ->
> ->.... 15 years later...
> ->
> ->Apple still hasn't got a preemptive multitasking OS...
> ->BWWAAAAHHHHhehehehe!!!
>
> We now have multiple pre-emptive multitasking OS's... What irony. ;-)
>

Some of us have always had them! :-)

Regards,

Clockmeister.

2858. Re: Here's what c.s.m.a are saying abou

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364e5f08.0@nemo.idirect.com>
Source record: 4169

On 15 Nov 1998 02:07:55 , sinclair2246@my-dejanews.com wrote:
>In article <364c4d77.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> here's a cross-post from comp.sys.mac.advocacy (you know, the place
>> where TIFKAS <The Idiot Forever Known As Sinclap> is too afraid to post
>> or read) about the recent InCompUSA press release claiming they've set
>> another record sale for the overpriced, underpowered iMac. Although
>> short, it certainly sheds some light on what others are thinking......
>
>I am in the stores and yes CompUSA can make the claim. The Hades is
>underpowered and over priced. An 040 in 1998!

hmmm, I notice that missing from your jingoistic MCIBTYC drivel is the
non-overpriced Milan ($899 US, lower with motherboard kit) which
includes standard PCI slots for connecting a variety of standard PCI
boards (like graphics and sound cards). Not to mention standard printer
and serial ports that don't require USB kludges to run standard
hardware like scanners and printers.....

As for the 040 - well combine it with an elegant, tightly coded OS
(unlike the bloated System 8.5) and you'll get a wonderful machine
that'll run rings around an iMac and kick its little plastic butt. TOS
gets right what Apple couldn't the first time. :)

and surprise surprise - the Hades is still alive. Not only that,
but it can run Cubase right out of the box - something the overpriced,
underpowered, underfeatured iMac is yet to do......

>
>> From: root@anarchy.gov (-= G D T =-)
>> Newsgroups: comp.sys.mac.advocacy
>> Subject: Re: CompUSA Reports Record iMac Sales Again
>> Date: Fri, 13 Nov 1998 09:03:33 GMT
>> Organization: -= Ward Six Entertainment =- (see message for address)
>>
>> ssbtract@aol.com (SSBTract) said:
>>
>> |>I don't know how to break it to you, but when *anyone* from a major
>> |>corporation makes any sort of announcement to the press, they use a
>> |>"pre-written script."
>> |>
>> |
>> |My point was not that he sounded like he was reading from a script the public
>> |relations people at CompUSA typed up, but that he sounded like he was reading
>> |something straight from the offices of Chiat/Day.

>>
>> I got a flyer 2 days ago from CompUSA that said they were giving away
>> a free VCR with every Apple computer sold. Now why would they be
>> doing this if they were selling so well?
>
>Being competitve. CompUSA does have iMac retail competition. Nothing new
>here.

try harder weinerhead. If the iMac really is "flying off the
shelves" (which my research has shown to be not the case), then there
would be no need for InCompUSA to bundle iMacs with VCRs, or put
together bogus payment plans (which, after six years, would well put
what you'd paid for your iMac at over $2100 - now THAT is really overpriced).

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2859. Re: iMac sales still strong!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-15 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <72legj$c7g$1@nnrp1.dejanews.com>
Source record: 4170
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <364c4926.0@nemo.idirect.com>,
sinclair2000@earthlink.net,ps10600@mail.cedarnet.org wrote:
> On 13 Nov 1998 07:42:12 , having finally figured out why his underlings
> at Best Buy were referring to him as "Princess Tinymeat",
> sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:
>
> >Hey 'Chunks'...wanted to share the latest news with you....

You stated that you are on the chunky side which was inhibiting you know what.

> >What were you saying about cedarnet?
>
> that you were reprimanded for posting MCIBTYC drivel in
> comp.sys.atari.st - NOT that you were removed from Cedarnet. (In fact,
> I requested that Cedarnet NOT remove you but that they deal with you
> accordingly. The fact that you stopped posting there immediately after
> the letter was sent proves that something happened - and was NOT in
> your favour). Looks like your attempt to rewrite history has failed -
> AGAIN.

No I wasn't. all i got was a message indicating a whiner complaint..Nothing
else. I reduced my usage to cedarnet was due to its short commings like not
being able to log in from other points. Cedarnet is a freenet and became
very limiting to my needs. Thats why I mainly use Earthlink now. When I am
in Iowa I usally telnet in to delete junk email.

> hmm, another set of addresses to add to POPwatch's killfile. BTW,
> you phone there long distance to send the drivel, or are you not in
> Missouri as you claim?

I don't phone in long distance. When I am in Iowa every so often I telnet in
from a College computer with telnet capabilities. I am in Minnesota.
>
> In either case, you were warned not to send me e-mail. That still
> stands.

I was?

>
> Interestingly, I notice that there were really no hard numbers
> posted. Also, in mac.advocacy, a number of their denizens are musing on
> how much the press release sounds like it was written by Apple's ad
> agency. Could they be going into damage control after the ZDNet article?

The hard numbers are not released for competitve reasons. All I can say to
comment with out divulging non disclosure data from were I sit is that CompUSA

can make that claim rightfully.

> Of course, InCompUSA needs all the help they can get - lost around
> $50 million last quarter, n'est-ce pas?
>
But posted a profit this pas Q.

> Plus Best Buy - reports are that the salesmen are treating the iMac
> with contempt around the US, just like when Apple tried being
> distributed by BB the last time and crashed and burned. Guys in
> mac.advocacy are placing bets now that your uberboss and boot-lickee,
> Steve Jobs, will be pulling the plug on BB by February...

Best Buy has been a mix bag. Some stores have a different tune and are doing well. May take several months for all the stores to fall in line. I am sure Apple is aware of this and is taking appropriate action like hiring Power reps to evangilize and train.
>
> My own research revealed something interesting - if the iMac is
> indeed being sold as fast as they're being produced, then all the new
> ones that are in stock should be the new revision "B" models (with the
> faster graphics card - Jobs blinked!). Howcome, then, that when I went
> to several Apple dealers, including CPUsed, the College Street Mac
> store, and Computer City (aka InCompUSA North) all I could find were "A"
> (or should that be "eh" :)) iMacs - and all the display models were "A"
> models. Quite a few of these "A" models sitting in boxes. (Mac.advocacy
> is reporting that some Apple dealers are offering discounts for the
> original-issue iMacs over rev. B - they still have back stock?)

May have to do with a couple of factors: a lul in consumer computers of all makes in October and the news or leaking of the iMac B's existant on the internet put a damper on the remaining sales of iMac A's which are dwindling in the channel.

>
> Oh, and Compucentre - the Canadian distributor you were bragging
> about? They certainly got to a good start, charging $50 OVER the CDN MSRP
> for the first two months for something that's already over priced,
> overhyped, and underpowered- looks like Jobs should've done his homework
> before signing the papers......

Nothing to do with me..

> methinks that rather than coming here looking for stray airdales to
> kick, and finding only hungry Rottweilers, you may want to go into
> mac-advocacy and start spinning damage control THERE. Of course, the
> reason you don't hang out there is that you'd be a pile of onion
> rings in seconds ("curses! broiled again!") :)

There is no damage control to spin.

> >Peter S.
> >-Currently overworked

>
> soon to be underemployed.....

Yea right!

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2860. iMac sales strong....Part B

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-15 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <72lepl$cb0$1@nnrp1.dejanews.com>
Source record: 4171

Evolution: Measuring iMac sales a tricky business

By Eric Yang

This is my first column for MacWEEK.com, although some of you might know me from my Macintosh Evolution Web site, where I have been tracking Apple's financial health with a group of Apple investors for the past 12 months. I had intended to write about Apple's corporate structure, but that plan was tossed aside after an inflammatory article on iMac sales, by ZD InfoBead Insider columnist Aaron Goldberg, grabbed headlines last week.

Goldberg wrote: "Our data showed that in the initial two weeks, from August 15th until the end of the month, an average of 20,000 units were shipped per week. However, in September, iMac volumes dropped to just slightly over 9,000 units a week on average for the month. Clearly not good news."

Based on those figures Goldberg speculated that the iMac must be losing its appeal, but his conclusions are flawed. The variation between August and September unit-shipment volume was a reflection of Apple's distribution strategy and has little correlation with the popularity of the iMac.

The InfoBead survey was limited to the U.S. retail channel, or approximately 25 percent of Apple's total market. The survey did not reflect the international market, education channel or corporate sales.

Months before iMacs hit the shelves Apple anticipated there would be heavy demand for the new product. The company was well aware that even if its manufacturing facilities in Sacramento, Calif., and Singapore were running near full capacity it would not be able to deliver sufficient iMacs to support a simultaneous worldwide product launch. To solve this problem it carefully scheduled a series of launch dates spread over several months, giving itself some needed time to catch up with back orders and build sufficient inventory to support the next launch. The list below shows the sequence of iMac launches:

Aug. 15: United States
Aug. 29: Japan
Sept. 5: UK, Ireland, Germany
Sept. 9: Netherlands
Sept. 10: Mexico

Sept. 12: Italy, Sweden
Sept. 15: New Zealand
Sept. 16: France
Sept. 26: Denmark, Finland
Oct. 17: Singapore
Oct. 19: Taiwan, Estonia

During the two weeks after the initial iMac introduction on Aug. 15, almost the entire supply of iMacs from the Sacramento and Singapore facilities were directed to the U.S. market. Beginning with Japan in late August, iMacs produced from the Singapore facility were gradually diverted to other countries.

Since the InfoBead survey covered only the U.S. retail market, one would expect to see a drop in September volume. After all, during August all iMac production was dedicated to the U.S. market to fill back orders; September production was diverted to reach international markets. Goldberg's logic in using the 20,000-units-per-week rate in August as the benchmark to measure future iMac demand just doesn't hold up under scrutiny.

Suppose a trendy restaurant just opened. On its first day of business a small crowd gathers outside, and at 11 a.m. the doors open and people crowd inside. If the number of customers that walked through the door during the first 10 minutes was twice as many as the following 10 minutes, could one conclude that the restaurant isn't as popular as once thought or that the signature dish -- foie gras a l'iMac -- didn't quite live up to expectation? Certainly not.

Apple's quarterly unit shipment prior to the iMac's introduction had been averaging about 650,000 units. That roughly translates to 12,500 units per week for the U.S. retail channel. Keep in mind that the 12,500 includes Apple's entire product line -- everything from G3 desktops to PowerBooks. For Goldberg to expect a single product to sustain a 20,000-per-week volume in the U.S. retail market is absurd.

My current quarterly estimate of total unit shipment is about 960,000 units, with 500,000 of them being iMacs. Analyst Lou Mazzucchelli of Gerald Klauer Mattison & Co. also expects more than 550,000 iMacs to be shipped for the quarter. If Apple meets these numbers I expect the company to report knockout earnings in January. With the strong Christmas buying season still ahead, Apple is definitely on track to deliver those numbers.

Goldberg is known for his cynical views about Apple. While critical thinking is a positive trait for market analysts, skepticism is not.

In early June, Goldberg speculated that Apple may have practiced "channel stuffing" in order to manufacture profits, but the accusation made little sense. The company's increasing gross margin,

decreasing in-house inventory and growing profit all conflicted
with Goldberg's negative portrayal,
and it was later shown to be unfounded.

Companies generally resort to channel stuffing only when they have difficulty meeting earnings estimates. Channel stuffing may boost profit in one quarter, but those who play this trick end up paying the price in subsequent quarters. Apple had already blown away consensus estimate for two consecutive quarters; if they were the result of channel stuffing, it clearly would have been overkill. Apple has since delivered two more profitable quarters, beating consensus estimates by 52 percent in the third quarter and 39 percent in the fourth. In conference calls with analysts, Apple plainly stated that channel inventory remained flat in terms of unit volume and continues to decrease in terms of value.

It just goes to show that no writer or analyst is infallible.

Independent financial analyst Eric Yang can be reached via e-mail at
ericy@macevolution.com

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2861. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-15 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <72ld1rauf1@nnrp1.dejanews.com>
Source record: 4172
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <364c4d77.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> here's a cross-post from comp.sys.mac.advocacy (you know, the place
> where TIFKAS <The Idiot Forever Known As Sinclap> is too afraid to post
> or read) about the recent InCompUSA press release claiming they've set
> another record sale for the overpriced, underpowered iMac. Although
> short, it certainly sheds some light on what others are thinking......

I am in the stores and yes CompUSA can make the claim. The Hades is
underpowered and over priced. An 040 in 1998!

> From: root@anarchy.gov (-= G D T =-)
> Newsgroups: comp.sys.mac.advocacy
> Subject: Re: CompUSA Reports Record iMac Sales Again
> Date: Fri, 13 Nov 1998 09:03:33 GMT
> Organization: -= Ward Six Entertainment =- (see message for address)
>
> ssbtract@aol.com (SSBTract) said:
>
> |>I don't know how to break it to you, but when *anyone* from a major
> |>corporation makes any sort of announcement to the press, they use a
> |>"pre-written script."
> |>
> |
> |My point was not that he sounded like he was reading from a script the public
> |relations people at CompUSA typed up, but that he sounded like he was reading
> |something straight from the offices of Chiat/Day.
>
> I got a flyer 2 days ago from CompUSA that said they were giving away
> a free VCR with every Apple computer sold. Now why would they be
> doing this if they were selling so well?

Being competitve. CompUSA does have iMac retail competition. Nothing new
here.

> / w A R D s I X e N T E R T A I N M E N T \
> http://www.wardsix.com /\ toadeater@wardsix.com

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2862. Re: iMac sales still strong!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364e69ad.0@nemo.idirect.com>
Source record: 4173

On 15 Nov 1998 02:32:51 , sinclair2246@my-dejanews.com wrote:
>In article <364c4926.0@nemo.idirect.com>,
> sinclair2000@earthlink.net,ps10600@mail.cedarnet.org wrote:
>> On 13 Nov 1998 07:42:12 , having finally figured out why his underlings
>> at Best Buy were referring to him as "Princess Tinymeat",
>> sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:
>>
>> >Hey 'Chunks'...wanted to share the latest news with you....
>
>You stated that you are on the chunky side which was inhibiting you know what.

my weight (which you seem to overstress, since I'm not quite as
overweight as you think I am) does not inhibit any meaningful
relationship I have with women - which, by the way, is not measured by
sexual conquest or bedpost notching. You seem to be the one who has an
inadequacy problem in how you constantly brag about being a "macho
stud" - which is one of the marks of an internet "kook", BTW.

>
>> >What were you saying about cedarnet?
>>
>> that you were reprimanded for posting MCIBTYC drivel in
>> comp.sys.atari.st - NOT that you were removed from Cedarnet. (In fact,
>> I requested that Cedarnet NOT remove you but that they deal with you
>> accordingly. The fact that you stopped posting there immediately after
>> the letter was sent proves that something happened - and was NOT in
>> your favour). Looks like your attempt to rewrite history has failed -
>> AGAIN.
>
>No I wasn't. all i got was a message indicating a whiner complaint..Nothing
>else. I reduced my usage to cedarnet was due to its short commings like not
>being able to log in from other points. Cedarnet is a freenet and became
>very limiting to my needs. Thats why I mainly use Earthlink now. When I am
>in Iowa I usally telnet in to delete junk email.

BZZZT! Wrong! As I have stated carefully before, I lodged a
complaint about you posting your MCIBTYC drivel to David at CedarNet,
who wrote back to me kindly and said that after talking it over with
the other people involved with the situation, conceded that YOU WERE IN
VIOLATION OF YOUR USER AGREEMENTS by posting said drivel (David even
said that you were "an obvious Mac Zealot") and that a warning (i.e., a
reprimand) would be sent to you. A day later, your posts stopped in
c.s.a.s but not in .advocacy (where said drivel rightly remains). Even
to this day, you rarely post to c.s.a.s, much like a whipped puppy
remembers what will happen if it soiled the rug again.

Your denials make for very amusing reading. Care to share with us
any more of your fairytales (like "90% of all TOS applications fall
over on the Milan", or "12 thirty-foot piles of Mac Software", or "I am
a realist") ? Another mark of "kookdom", BTW.

>
>> hmm, another set of addresses to add to POPwatch's killfile. BTW,
>> you phone there long distance to send the drivel, or are you not in
>> Missouri as you claim?
>
>I don't phone in long distance. When I am in Iowa every so often I telnet in
>from a College computer with telnet capabilities. I am in Minnesota.
>>
>> In either case, you were warned not to send me e-mail. That still
>> stands.
>
>I was?

yes, you were. As a matter of fact, I even went as far as to say
that any attempts to send me e-mail would be constituted as harassment
and would be directed to the proper authorities. This due to your
well-known flaming e-mail campaigns. Check out Dejanews in the last
year for the original post....

>
>>
>> Interestingly, I notice that there were really no hard numbers
>> posted. Also, in mac.advocacy, a number of their denizens are musing on
>> how much the press release sounds like it was written by Apple's ad
>> agency. Could they be going into damage control after the ZDNet article?
>
>The hard numbers are not released for competitve reasons. All I can say to
>comment with out divulging non disclosure data from were I sit is that CompUSA
>can make that claim rightfully.

Bull twaddle. With that sort of attitude, InCompUSA can make any
claim they want. Show us the figures.

>
>> Plus Best Buy - reports are that the salesmen are treating the iMac
>> with contempt around the US, just like when Apple tried being
>> distributed by BB the last time and crashed and burned. Guys in
>> mac.advocacy are placing bets now that your uberboss and boot-lickee,
>> Steve Jobs, will be pulling the plug on BB by February...
>
>Best Buy has been a mix bag. Some stores have a different tune and are doing
>well. May take several months for all the stores to fall in line. I am sure
>Apple is aware of this and is taking appropriate action like hiring Power reps
>to evangilize and train.

which, of course, was a colossal failure the last time Apple
attempted this with Best Buy, and appears to be once again a colossal failure.

>>
>> My own research revealed something interesting - if the iMac is
>> indeed being sold as fast as they're being produced, then all the new
>> ones that are in stock should be the new revision "B" models (with the
>> faster graphics card - Jobs blinked!). Howcome, then, that when I went
>> to several Apple dealers, including CPUsed, the College Street Mac
>> store, and Computer City (aka InCompUSA North) all I could find were "A"
>> (or should that be "eh" :)) iMacs - and all the display models were "A"
>> models. Quite a few of these "A" models sitting in boxes. (Mac.advocacy
>> is reporting that some Apple dealers are offering discounts for the
>> original-issue iMacs over rev. B - they still have back stock?)
>
>May have to do with a couple of factors: a lul in consumer computers of all
>makes in October and the news or leaking of the iMac B's existant on the
>internet put a damper on the remaining sales of iMac A's which are dwindling
>in the channel.

the claim was being made that iMacs were "flying off the shelves",
thereby there should be, by reason, no original "A" iMacs, only rev B
iMacs. Like to see how you try to spin out of that one, whiner boy.

>
>>
>> Oh, and Compucentre - the Canadian distributor you were bragging
>> about? They certainly got to a good start, charging $50 OVER the CDN MSRP
>> for the first two months for something that's already over priced,
>> overhyped, and underpowered- looks like Jobs should've done his homework
>> before signing the papers......
>
>Nothing to do with me..

everything to do with you. You posted a press release from Apple in
.advocacy gloating about how CompuCentre had been signed as a
distributor and how they would sell tons of iMacs in my backyard -
forgetting, of course, that I could inspect my backyard and notice any
rot. CompuCentre, as I said, couldn't organize a piss-up in a brewery,
let alone sell tons of iMacs. Even now with iMac prices dropping by $50
at some dealers, they're still overcharging on the iMac in their stores.
Time to admit you have egg on your face.....

>
>> methinks that rather than coming here looking for stray airdales to
>> kick, and finding only hungry Rottweilers, you may want to go into
>> mac-advocacy and start spinning damage control THERE. Of course, the
>> reason you don't hang out there is that you'd be a pile of onion
>> rings in seconds ("curses! broiled again!") :)
>
>There is no damage control to spin.

said by a true spin-doctor, who keeps forging and conveniently
forgetting his own history of distortion. Another symptom of being
considered a "kook".

>
>> >Peter S.
>> >-Currently overworked
>>
>> soon to be underemployed.....
>
>Yea right!

we'll see. BTW, that offer of employment of personal dogsbody still
stands.... :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2863. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-15 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72lpou$2q9$1@news.campus.mci.net>
Source record: 4174

On 14 Nov 1998 19:17:34 , "Clockmeister" wrote:

->Agreed. C= did suck big time, there is a fair bit of sarcasm in my post, as
->you may have gathered. What C= did (or didn't) to the Amiga is criminal.

Sure can't argue with you there. ;-)

->22 Million C64 sales speak for themselves, and it was a revolutionary home
->computer that captured the users imagination. You can't take that away from
->the C64.
->WB1.2 and 1.3 were pretty poor, much like early GEM/TOS IMO.

Nothing wrong with the C-64's sales, but then there is nothing wrong with
Wintel sales either, eh? <smile> It was just a personal choice for me. I
watched a couple of friends demo the C-64 and the 800 and picked the 800.
Might of had something to do with watching that C-64 owner have to type in
"peek and poke" commands just to load up a game... ;)

Note I'm not degrading the C-64, its just the path I chose...

->Yeah, you're right!. And people wonder why some still use Atari and Amiga
->computers... with the Apple and Wintel stale efforts, some of us will stick
->to computers that are actually fun to use.

Exactly. Fun. Quite a novel concept for Windoze (l)users. ;-)

->> Hmm...too bad you can't compare the Amiga's custom chips with the
->Falcon's
->> custom chips, eh? ;-)
->
->He he he... Pity you can't compare Falcon sales to the Amiga's eh? ;-)

Yeah, that is too bad. Just out of simple curiosity, what did the Amiga's
unit sales wind up at. I know thats kind of a hard figure to generate, but
last I heard (in Amiga Format, I think), it was something like 6 million,
although I'd hazard a guess that there are not that many "active" users.
Would you say that is about right? Thanks.

->Some of us have always had them! :-)
->
->Regards,
->
->Clockmeister.

Oh sure, rub it in, why don't ya! <grin> Well, we did have a very limited
form of co-operative multitasking, what with our .ACC's. 1 app and 6 ACC's
running at the same time sure beat PC's of that era... ;-)

Now we've got Geneva, MagiC, and the awesome Mint! (Unix clone) ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

2864. Re: Long Live the Atari!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-15 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72lpsc$2q9$2@news.campus.mci.net>
Source record: 4175

On 14 Nov 1998 17:56:50 , ANGIEF18 wrote:

->You can say that again! Don't forget, this thought to be dead platform is
->still being deveoped for.
->Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
->ExtedDos Pro, ICD HD utilities.
->.

Heard that. I have trouble keeping up with the updates, new releases, etc,
etc, on this "dead" platform. Can't imagine if it was still alive and umm,
kicking...! <big grin>

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2865. Do People Still Trust Microsoft? The Shocking Truth

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364e7328.0@nemo.idirect.com>
Source record: 4176

cross-posted from mac.advocacy - something that we (even Sinclap!)
can have a good laugh over....

From: derekc@spamrat.filler.to.remove.frontiernet.net (Derek Currie)
Newsgroups:
alt.is.bill.gates.satan,alt.microsoft.sucks,alt.flame.ms-windows,comp.sys.mac.advocacy
Subject: Polls Show: Public Negative On Megalosoft
Date: Sat, 14 Nov 1998 14:58:38 -0500

Some PC Clown named "JS/PL" <wauseon.@stopat.com> wrote:

> Despit what these threads indicate - the real public is behind Microsoft all
> the way

I DARED him to prove his point.

Here is proof that the DOJ investigation has the approval of the VAST
majority of Americans. Bravo America. Boo JS/PL.

---

1) From <http://www.cnnfn.com/digitaljam/9803/03/poll/>

Many don't believe Gates

Majority don't believe Microsoft isn't trying to
monopolize the Internet

March 3, 1998: 7:56 p.m. ET

NEW YORK (CNNfn) - Where do you think Microsoft is going
today?

A solid majority of online surfers told CNNfn Tuesday they
believe Microsoft Corp. Chairman Bill Gates wants to control the
Internet.

According to an unofficial poll conducted Tuesday, more than
59 percent of online respondents said they thought Gates was
trying to monopolize the Internet and almost 56 percent said the
government should do more to investigate the company.
The poll was based on more than 11,000 responses received
over a nine hour period Tuesday.

. . .

---

2) From <http://cgi.pathfinder.com/cgi-bin/time/daily/gdml3/osform/generic>

Poll
Start Date: 10/27/1998

Was Microsoft Set Up?

Microsoft is accusing Netscape of orchestrating a "setup" for a government antitrust suit at the June 21, 1995, meeting between the two companies. Do you agree with Microsoft's contention?

RESULTS as of 11/14/98 with 67,685 votes cast so far:

YES: 2.25%
NO: 97.53% ***
Don't know: 0.21%

---

3) Here are the best results I can find even remotely in Megalsoft's favor:

From <http://cgi.pathfinder.com/cgi-bin/time/daily/gdml3/osform/generic>

[Having barely begun the trial I think this is telling:]

Start Date: 10/21/1998

Divide Microsoft?

Should Microsoft be broken up the way the old AT&T was?

RESULTS as of 11/14/98:

YES: 47.22%
NO: 51.83% ***
Don't Know: 0.94%

Total Votes Cast: 25351

[Personal comment: I find this shockingly enlightened! Bravo America! And we still have 80% of the trial to dig up more Megalsoft dirt!]

---

4) From <http://205.181.113.18/anchordesk/story/story_1978.html>

QuickPoll Question

Independent polls suggest Microsoft's brand image is suffering amid all its legal woes. Company execs maintain their ratings have never been higher. What do you think?

• I think less of Microsoft. It should quit feuding, get back to the business of building software.

• I applaud Microsoft. I admire the fact it is fighting the government, standing for principle.

QuickPoll Results

• I think less of Microsoft. 24066 votes (71%) ***

[Picked up from alt.fan.bill-gates]

[Please do not reply to me directly, I read this group only occasionally]

[Please do not reply to me directly, I read this group only occasionally]

5) From <http://www.network23.com/hub/msfine/>

Just how much does Megalosoft owe the USA for violated a court order to make available the Windows95® operating system software without requiring the installation of Internet Explorer?

The register is still ringing. The count as of mid-day 11/14/98 was:

$338,531,540

Still think the prosecution of Megalosoft is a waste of money kids?

Need I go on?

I don't think so.

:-D

--
Derek Currie, derekc@spamrat.filler.to.remove.frontiernet.net

2866. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-15 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be10c6$1faf3e20$565e0fcb@default>
Source record: 4177

DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
article <72lpou$2q9$1@news.campus.mci.net>...
> On 14 Nov 1998 19:17:34 , "Clockmeister" wrote:
>
> ->Agreed. C= did suck big time, there is a fair bit of sarcasm in my
post, as
> ->you may have gathered. What C= did (or didn't) to the Amiga is
criminal.
>
> Sure can't argue with you there. ;-)
>
> ->22 Million C64 sales speak for themselves, and it was a revolutionary
home
> ->computer that captured the users imagination. You can't take that away
from
> ->the C64.
> ->WB1.2 and 1.3 were pretty poor, much like early GEM/TOS IMO.
>
> Nothing wrong with the C-64's sales, but then there is nothing wrong
with
> Wintel sales either, eh? <smile>

he he... got me there!

It was just a personal choice for me. I
> watched a couple of friends demo the C-64 and the 800 and picked the
800.
> Might of had something to do with watching that C-64 owner have to type
in
> "peek and poke" commands just to load up a game... ;)

Load"*",8,1 is all that is required to load most games, the peek and poke
commands where often used for games that didn't start automatically after
loading, to give infinate lives and such.

> Note I'm not degrading the C-64, its just the path I chose...

Fair enough, The Atari 8 bitters where good machines, but I personally
liked the C64 better... the path I chose I guess.

> ->Yeah, you're right!. And people wonder why some still use Atari and
Amiga
> ->computers... with the Apple and Wintel stale efforts, some of us will
stick
> ->to computers that are actually fun to use.
>

> Exactly. Fun. Quite a novel concept for Windoze (l)users. ;-)

Ain't that the truth. :-)

> ->> Hmm...too bad you can't compare the Amiga's custom chips with the
> ->Falcon's
> ->> custom chips, eh? ;-)
> ->
> ->He he he... Pity you can't compare Falcon sales to the Amiga's eh? ;-)
>
> Yeah, that is too bad. Just out of simple curiosity, what did the
Amiga's
> unit sales wind up at. I know thats kind of a hard figure to generate,
but
> last I heard (in Amiga Format, I think), it was something like 6
million,
> although I'd hazard a guess that there are not that many "active"
users.
> Would you say that is about right? Thanks.

Between 5 - 6 million, at least 5 mil but certainly no more then 6 mil.
The last estimation was that there are probably 1mil active Amiga users
left, most of which use more then one machine, a lot of which also own a PC
as well, some own a Mac (what a step backwards that is) , and quite a few
are game players using unexpanded A500's. Taking a bit of an educated
guess, I would say that about half of the remaining users have at least
WB2.05+ and some sort of enhancement.

> ->Some of us have always had them! :-)
> ->
> ->Regards,
> ->
> ->Clockmeister.
>
> Oh sure, rub it in, why don't ya! <grin> Well, we did have a very
limited
> form of co-operative multitasking, what with our .ACC's. 1 app and 6
ACC's
> running at the same time sure beat PC's of that era... ;-)

He he... but the PC wasn't a competitor back then. I can't understand the
logic of people buying 8088/8086/80286 computers whilst Atari ST and Amigas
where around.
Early PC's where crap, come to think of it not a lot has changed.

>
> Now we've got Geneva, MagiC, and the awesome Mint! (Unix clone) ;-)
>

Very cool. Better late then never eh? (Mac OS???????)
Regards,

Clockmeister.

2867. Re: Long Live the Atari!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-15 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be10c7$10ac0d80$565e0fcb@default>
Source record: 4178

DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
article <72lpsc$2q9$2@news.campus.mci.net>...
> On 14 Nov 1998 17:56:50 , ANGIEF18 wrote:
>
> ->You can say that again! Don't forget, this thought to be dead platform
is
> ->still being deveoped for.
> ->Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream,
NVDI,
> ->ExtedDos Pro, ICD HD utilities.
> ->.
>
> Heard that. I have trouble keeping up with the updates, new releases,
etc,
> etc, on this "dead" platform. Can't imagine if it was still alive and
umm,
> kicking...! <big grin>
>

Remember this...

Any platform ain't dead until the computer is ripped from the cold dead
fingers of the last user of that platform and tossed in the trash.

Agreed?

Regards,

Clockmeister.

2868. Atari and Commodore merger, follow-up ;-/

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-15 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <72nh55$2ee@news3.euro.net>
Source record: 4179

Okay, so my original post at least generated _some_ feedback and a little thread, but it was all techie minded.

Whereas this is all O.K., try to step back for a moment and concentrate on marketing chances only. We just put or techie differences aside for now.

Suppose Atari and Commodore did merger and came up with a common platform based on both companies' techs somehow.

What would have happened to:
* the user base
* market penetration
* global sales

Bare my original post ("Atari and Commodore merge!") in mind regarding marketing and Sony.

How would this have affected the computing market today? Would that fictitious company have provided a viable platform to be reckoned with, next to Apple and Wintel? Would there still be solid support and a viable alternative in terms of points of sale and wide public support, not just fans like ourselves?

WHAT WOULD HAVE HAPPENED TO THE MARKET?

Any thoughts on this?

2869. Re: Long Live the Atari!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-15 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IKPMAJBEUP@data.rhein-main.de>
Source record: 4180

In <72lpsc$2q9$2@news.campus.mci.net> DarkChyld [Ronald J. Hall] wrote:

>On 14 Nov 1998 17:56:50 , ANGIEF18 wrote:
>
>->You can say that again! Don't forget, this thought to be dead platform is
>->still being deveoped for.

> Heard that. I have trouble keeping up with the updates, new releases, etc,
> etc, on this "dead" platform. Can't imagine if it was still alive and umm,
> kicking...! <big grin>

That's it. This dead platform contains al lot of new development.
(But only for people how can read the web) :->

Regards, Robert

--
-= Home of DOIT - Archives =-
____
CENTurbo2 F030 Nemesis F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/homepage.htm

2870. >> Any Atari ST based magazines/publications out there? STInformer?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-16 00:00:00 UTC
From: graphic@delphi.com
Message-ID: <xbUyMJz.graphic@delphi.com>
Source record: 4181

ARe there any St magazines like STInformer still publishing?
How do I contact them?
e-mail replies greatly appreciated.
Graphic@delphi.com
Wayne Catalano 504-271-1507 (voice & fax)

2871. Re: Long Live the Atari!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72phcmhjf2@news.campus.mci.net>
Source record: 4182

On 15 Nov 1998 18:36:28 , "Clockmeister" wrote:

->Remember this...
->
->Any platform ain't dead until the computer is ripped from the cold dead
->fingers of the last user of that platform and tossed in the trash.
->
->Agreed?
->
->Regards,
->
->Clockmeister.

Absolutely!!!!! ;-))))

PS (and then you just reboot) ;-))))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

2872. Re: Atari and Commodore merger, follow-up ;

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72phpbhjf3@news.campus.mci.net>
Source record: 4183

On 15 Nov 1998 21:30:13 , "Werner Domroese / Q5" wrote:

->Bare my original post ("Atari and Commodore merge!") in mind regarding
->marketing and Sony.
->
->How would this have affected the computing market today? Would that
->fictitious company have provided a viable platform to be reckoned with, next
->to Apple and Wintel? Would there still be solid support and a viable
->alternative in terms of points of sale and wide public support, not just
->fans like ourselves?
->
->WHAT WOULD HAVE HAPPENED TO THE MARKET?
->
->Any thoughts on this?

If the ruling body consisted of Atari/Commodore officials (The Tramiels and
hmm-can't remember the Commodore guys) then the result would have been the
same, although I think that their initial success would have been better,
and they might have lasted longer... ;)

The only way history could have been changed was if different people had
been running each company. Although brilliant in some ways, each made more
than their share of business errors/bad judgement calls... ;(

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2873. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72pi4vhjf4@news.campus.mci.net>
Source record: 4184

On 15 Nov 1998 18:29:58 , "Clockmeister" wrote:

->Load"*",8,1 is all that is required to load most games, the peek and poke
->commands where often used for games that didn't start automatically after
->loading, to give infinate lives and such.

Well, TBH-I'm trying to remember something that happened in, what...1983?
So what you say is probably right. I just know it was incredibly easy to
start games on the 800 and not as easy on the C-64. Oh well, the C-64 did
wind up getting a GUI, right?

->Between 5 - 6 million, at least 5 mil but certainly no more then 6 mil.
->The last estimation was that there are probably 1mil active Amiga users
->left, most of which use more then one machine, a lot of which also own a PC
->as well, some own a Mac (what a step backwards that is) , and quite a few
->are game players using unexpanded A500's. Taking a bit of an educated
->guess, I would say that about half of the remaining users have at least
->WB2.05+ and some sort of enhancement.

Thats about what I heard. Same way with us. Quite a few (esp. those you
see on the 'Net) have upgraded/updated, but there is still this 1 meg/1040
user base tha exists. Wish we could get them motivated into doing more with
their machines. Bet you Amigans have the same problem, eh? ;-)

->He he... but the PC wasn't a competitor back then. I can't understand the
->logic of people buying 8088/8086/80286 computers whilst Atari ST and Amigas
->where around.
->Early PC's where crap, come to think of it not a lot has changed.

I never could either. Hehehehe, you ain't just whistlin' Dixie! ;-)

See ya later! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2874. Re: Atari and Commodore merger, follow-up ;

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-16 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be117d$bf24d980$515e0fcb@default>
Source record: 4185

DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
article <72phpbhjf3@news.campus.mci.net>...
> On 15 Nov 1998 21:30:13 , "Werner Domroese / Q5" wrote:
>
> ->Bare my original post ("Atari and Commodore merge!") in mind regarding
> ->marketing and Sony.
> ->
> ->How would this have affected the computing market today? Would that
> ->fictitious company have provided a viable platform to be reckoned with,
next
> ->to Apple and Wintel? Would there still be solid support and a viable
> ->alternative in terms of points of sale and wide public support, not
just
> ->fans like ourselves?
> ->
> ->WHAT WOULD HAVE HAPPENED TO THE MARKET?
> ->
> ->Any thoughts on this?
>
> If the ruling body consisted of Atari/Commodore officials (The Tramiels
and
> hmm-can't remember the Commodore guys) then the result would have been
the
> same, although I think that their initial success would have been
better,
> and they might have lasted longer... ;)
>
> The only way history could have been changed was if different people
had
> been running each company. Although brilliant in some ways, each made
more
> than their share of business errors/bad judgement calls... ;(
>

Yep, I agree fully. Bad management will be bad management, no matter how
big a company may be, and it will cause the downfall of that company.

I suspect the sales of an Atari/C= merger would have been roughly the
combined total sales of both individual companies. ie: the same.

Regards,

Clockmeister.

2875. Re: iMac sales still strong!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-16 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <399.7624T1085T1361@canit.se>
Source record: 4186

Pete Sinclair quoted:

[snip]

I'm very happy for your sake, Peter.

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ __/ ** | Son++Tal+tNic++^E27Ay80

Definition of Terror: A female Klingon with PMS.

2876. Re: ATARI AND COMMODORE MERGE!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-16 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2052.7624T26T551@canit.se>
Source record: 4187

Den 13-Nov-98 18:22:50 nedtecknade Daniel L. Dreibelbis (dreibel@idirect.com)
f�ljande:
> on a rather sadder note, I was at !ndigo books today on my lunch
>hour and went looking for a particular PC magazine (only for the
>CD-ROM, which had tons of Christmas clip-art) and noticed that the
>latest issue of Amiga Magazine - the UK Amiga mag - was also
>its final issue. Ironically, it was still pretty fat, compared to the
>slimmed-down state ST FORMAT found itself at with its last issue.

Yes, it's a always a relief to know how well off we Amigans are in comparison
to Atarists.

> My condolences to the Amiga community. I actually bought an issue
>about four years ago (again, to get ahold of a clip art/sound file/MOD
>CD) and though not an Amiga user I read that issue from cover to cover
>- well written and laid out, and quite frankly I found myself wishing I
>had some of those programs running on my Falcon :)

It's a real pity, since CU was IMHO a better mag than its arch-nemesis.
According to what I have heard, it didn't fare very badly, but experienced a
slope udiring the summer, which scared stock owners, and since EMAP isn't a
computer publisher...

> What's the general health of the Amiga magazines these days - for
>instance, is Future planning to cut back its Amiga coverage? And also,
>like ATARI COMPUTING, are there any home-brew magazines being put
>together and sold via subscription by Amigans for Amigans?

With CU out of the way, I doubt that Amiga Format is in any way endangered.

There are home-brewn mags, such as the new UK Amiga games mag, whose name I
unfortunately can't remember ATM.

--
/// Iggy Drougge __/__
/// optimus@canit.se \ �. /
\\\/// http://www.canit.se/~optimus/ /_o _\
\\X/ They told me to get a life. I got a computer instead. \/

"Ich brauche kein Tamagotchi. Ich habe Windows 95, das ich regelm�ssig
h�tschele, durch Krankheiten pflege und dann begrabe..."

2877. Re: Atari and Commodore merger, follow-up ;-/

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-16 00:00:00 UTC
From: David Jackson <anderon@ix.netcom.com>
Message-ID: <72q2q7$53d@dfw-ixnews5.ix.netcom.com>
Source record: 4188

Werner Domroese / Q5 wrote in message <72nh55$2ee@news3.euro.net>...
>Okay, so my original post at least generated _some_ feedback and a little
>thread, but it was all techie minded.
>
>Whereas this is all O.K., try to step back for a moment and concentrate on
>marketing chances only. We just put or techie differences aside for now.
>
>Suppose Atari and Commodore did merger and came up with a common platform
>based on both companies' techs somehow.
>
>What would have happened to:
>* the user base
>* market penetration
>* global sales
>

The user base: would have gone nuts at first (Atarians and Commies are notoriously loyal to their machines). If the resulting product would have been nifty and an overall upgrade from the previous machines, then the user base would have adjusted, joined forces, and the resulting base would become 1.5 times larger than it previously was. Not double - these things are too much too hope for. But a time and a half. Anytime a large group has to merge with another large group, you lose (at least) 25% of the two groups together (people who just give up on the whole thing). There are many marketing examples to parralel this one, as well as other real-world examples.

Market penetration: just like the user base. 1.5. Overall, the merger would yield a marginally larger penetration than either company individually, but at a 'loss' - the 'loss' would benefit both companies, but not in a tremendous amount.

Global sales: There would be an initial spike, that would settle into the above mentioned 1.5 increase, which over time would grow larger or become smaller, based on executive decisions. Just like a good stock.

All of this is dependent on proper management, and great amounts of foresight on the part of that management. Which didn't happen.

The funny thing is, that with a proper marketing budget, either company would have surged to the front. They had a good, reliable machine, which was far more affordable than the 'competition'.

>Bare my original post ("Atari and Commodore merge!") in mind regarding
>marketing and Sony.
>

>How would this have affected the computing market today? Would that
>fictitious company have provided a viable platform to be reckoned with,
next
>to Apple and Wintel? Would there still be solid support and a viable
>alternative in terms of points of sale and wide public support, not just
>fans like ourselves?
>

How would this have affected the computing market today?

If done properly, with proper management, either company could have done it alone (without merging), and we would all be using Ataris/Atari-compatibles instead of IBM compatibles.

If Apple would have continued down the same road that they travelled, then they would done the same as they have done. Except the "other computer" would be an Atari/Commodore.

Atari (and Commodore) needed to penetrate the small/medium business market, a market that was drifting away from mega-expensive mainframes and heading towards personal-level computers and office networking. Atari had an "IBM compatible" machine, but it was superior to the other IBM compatibles of the time, and thus, far more expensive. And Atari did not advertise the machine. Expensive, unknown machines simply do not sell. Commodore never produced a machine that could be used for business (that I know of). These were fatal errors.

Yes, it would be a viable platform to be reckoned with, and may have even stunted (or halted) the Microsoft cartel. There would still be solid support (as much as IBM clones). In fact, Atari would still be producing computers. Commodore too.

>WHAT WOULD HAVE HAPPENED TO THE MARKET?
>

We'd all be using a far more diverse group of machines than we are using now.

>Any thoughts on this?
>
>

JR / NCC / AFF

2878. CompUSA doing okay? Think Different

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-16 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3650ecf1.0@nemo.idirect.com>
Source record: 4189
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

well, here's what I found on CompUSA's recent report on their recent quarter. Although they did post a small profit, it looks like they're still in big trouble.....

COMPUSA SEES SALES TROUBLES Shares of software and hardware retailer CompUSA traded lower today after the company reported a 65-percent drop in net income for the first quarter, and warned that sales in the next quarter may come under pressure.

The company said it remains cautious for the second quarter of fiscal 1999, and is currently expecting "low-single digit negative" comparable store sales for the second quarter. Comparable store sales were down 1.7 percent in the first quarter. The company said corporate sales softness, as well as lower average selling prices for products, would result in lower sales numbers for the second quarter. CompUSA stock fell more than nine percent after the earnings announcement, but recovered to end down 0.1875 to 14.8750. Shares have traded as high as 38 and as low as 10.56 over the past 52 weeks.

The company said net income for the quarter fell 65 percent, yet it still managed to report results that beat consensus expectations. CompUSA earned $8.1 million, or 9 cents per share, surpassing expectations by 2 cents, according to consensus of analysts polled by First Call. For the year-ago quarter, CompUSA's net income was $23.5 million, or 25 cents per share.

"Although we are disappointed with our overall financial results for the first quarter of fiscal 1999, we are pleased with the improvements we have made since the fourth quarter of fiscal 1998," said CompUSA president and CEO James Halpin.

CompUSA saw net sales for the first quarter of fiscal 1999 increase 17 percent to $1.39 billion from $1.19 billion for the comparable period ended September 27, 1997. CompUSA said its first quarter earnings per share included a loss of 5 cents from the company's acquisition of Computer City. The loss includes costs of closing Computer City's corporate headquarters, and other operating losses from Computer City stores, according to a release.

"Since we announced our acquisition of Computer City, we have worked aggressively to implement our integration strategy," said Halpin. "We are focused on completing the integration and are excited about the opportunities to improve their operating results."

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2879. Re: CompUSA doing okay? Think Different

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-16 00:00:00 UTC
From: David Jackson <anderon@ix.netcom.com>
Message-ID: <72r3fg$1g0@sjx-ixn3.ix.netcom.com>
Source record: 4190

I was formerly a technician at Computer City before CompUSA bought them out (for the sole purpose of closing them down). After the buyout, I found myself working at CompUSA. From the inside out, that store sucks. I can't imagine anyone except a complete moron doing business with them at all, except to buy software. They do have good prices on software. But, don't bother buying hardware.

Your other sentiments are exactly on the mark. They don't pay their salespeople commission, so their salespeople could give a crap about helping you. In general, they are more worried about the cultlike atmosphere in the corporate sales office than they are about their retail front.

David

William Platt wrote in message <3K742.326$956.465467@news3.mia>...
>Have you ever shopped at a Comp USA. They are the worst. The salemen
>ignore you, no-one knows where anything is, and tech support only
>knows that you need more ram and a bigger hard drive. The whole
>concept of 'warehouse" stores is getting a lot of backlash. Prices go
>up and the help gets worse. to boost profits, they cut payroll which
>means the store is being staffed by part-timers and high school kids
>who could give a shit about their job.
>
>B.P.
>

2880. Re: Atari and Commodore merger, follow-

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-17 00:00:00 UTC
From: NOSPAMwplatt@bellsouth.net
Message-ID: <ID742.324$956.465467@news3.mia>
Source record: 4191

The Tramiels acquired a very crippled company. Their retail channel
was blown up before the tramiels got to Atari. What's amazing is that
the Tramiels kept Atari going for another 10 years. Atari's mistake
was to merge with JTS, what a waste of 45 million dollars. Before the
merger, Atari was actually in pretty good shape, and could have become
a very successful clone manufacturer. The profits and revenues from
making clones could have subsidized Atari's R&D. 1995 was a very bad
year for any computer maker who did not use WIN 95. No small company
could have survived a multibillion dollar advertising and promotional
blitz like that. Atari did however have a huge portfolio of patents,
45 mil in cash and only 42 mil in debt. Financially they were in good
shape. Tramiel gambled that Tom Mitchel could turn the company back
into a fortune 500 company. Unfortunately JTS started about 1 1/2
years to late. Commodore on the other hand was a complete mess
financially and could not continue. All debt and no revenues and no
cash will always kill a company.

B.P.

On 16 Nov 1998 15:53:15 , DarkChyld [Ronald J. Hall] wrote:

>
> If the ruling body consisted of Atari/Commodore officials (The Tramiels and
> hmm-can't remember the Commodore guys) then the result would have been the
> same, although I think that their initial success would have been better,
> and they might have lasted longer... ;)
>
> The only way history could have been changed was if different people had
> been running each company. Although brilliant in some ways, each made more
> than their share of business errors/bad judgement calls... ;(
>
>

2881. Re: CompUSA doing okay? Think Different

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-17 00:00:00 UTC
From: NOSPAMwplatt@bellsouth.net
Message-ID: <3K742.326$956.465467@news3.mia>
Source record: 4192

Have you ever shopped at a Comp USA. They are the worst. The salemen ignore you, no-one knows where anything is, and tech support only knows that you need more ram and a bigger hard drive. The whole concept of 'warehouse" stores is getting a lot of backlash. Prices go up and the help gets worse. to boost profits, they cut payroll which means the store is being staffed by part-timers and high school kids who could give a shit about their job.

B.P.

2882. Re: >> Any Atari ST based magazines/publications out there? STInformer?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3651AC29.3A153B65@cfc.dnd.ca>
Source record: 4193

here's a few URLs to try out

http://www.chatlink.com/~stinformer/
http://www.chez.com/stratos/
http://www.users.zetnet.co.uk/paxton/stp/index.html
http://www.heise.de/ct/english/
http://www.ataricomputing.com/pages/welcome.htm

graphic@delphi.com wrote:
> ARe there any St magazines like STInformer still publishing?
> How do I contact them?
> e-mail replies greatly appreciated.
> Graphic@delphi.com
> Wayne Catalano 504-271-1507 (voice & fax)

2883. 'Chunks' has been refuted - iMac sales strong!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <72sfo5$6nf$1@nnrp1.dejanews.com>
Source record: 4194

Evolution: Measuring iMac sales a tricky business

By Eric Yang

This is my first column for MacWEEK.com, although some of you might know me from my Macintosh Evolution Web site, where I have been tracking Apple's financial health with a group of Apple investors for the past 12 months. I had intended to write about Apple's corporate structure, but that plan was tossed aside after an inflammatory article on iMac sales, by ZD InfoBead Insider columnist Aaron Goldberg, grabbed headlines last week.

Goldberg wrote: "Our data showed that in the initial two weeks, from August 15th until the end of the month, an average of 20,000 units were shipped per week. However, in September, iMac volumes dropped to just slightly over 9,000 units a week on average for the month. Clearly not good news."

Based on those figures Goldberg speculated that the iMac must be losing its appeal, but his conclusions are flawed. The variation between August and September unit-shipment volume was a reflection of Apple's distribution strategy and has little correlation with the popularity of the iMac.

The InfoBead survey was limited to the U.S. retail channel, or approximately 25 percent of Apple's total market. The survey did not reflect the international market, education channel or corporate sales.

Months before iMacs hit the shelves Apple anticipated there would be heavy demand for the new product. The company was well aware that even if its manufacturing facilities in Sacramento, Calif., and Singapore were running near full capacity it would not be able to deliver sufficient iMacs to support a simultaneous worldwide product launch. To solve this problem it carefully scheduled a series of launch dates spread over several months, giving itself some needed time to catch up with back orders and build sufficient inventory to support the next launch. The list below shows the sequence of iMac launches:

Aug. 15: United States
Aug. 29: Japan
Sept. 5: UK, Ireland, Germany
Sept. 9: Netherlands
Sept. 10: Mexico

Sept. 12: Italy, Sweden
Sept. 15: New Zealand
Sept. 16: France
Sept. 26: Denmark, Finland
Oct. 17: Singapore
Oct. 19: Taiwan, Estonia

During the two weeks after the initial iMac introduction on Aug. 15, almost the entire supply of iMacs from the Sacramento and Singapore facilities were directed to the U.S. market. Beginning with Japan in late August, iMacs produced from the Singapore facility were gradually diverted to other countries.

Since the InfoBead survey covered only the U.S. retail market, one would expect to see a drop in September volume. After all, during August all iMac production was dedicated to the U.S. market to fill back orders; September production was diverted to reach international markets. Goldberg's logic in using the 20,000-units-per-week rate in August as the benchmark to measure future iMac demand just doesn't hold up under scrutiny.

Suppose a trendy restaurant just opened. On its first day of business a small crowd gathers outside, and at 11 a.m. the doors open and people crowd inside. If the number of customers that walked through the door during the first 10 minutes was twice as many as the following 10 minutes, could one conclude that the restaurant isn't as popular as once thought or that the signature dish -- foie gras a l'iMac -- didn't quite live up to expectation? Certainly not.

Apple's quarterly unit shipment prior to the iMac's introduction had been averaging about 650,000 units. That roughly translates to 12,500 units per week for the U.S. retail channel. Keep in mind that the 12,500 includes Apple's entire product line -- everything from G3 desktops to PowerBooks. For Goldberg to expect a single product to sustain a 20,000-per-week volume in the U.S. retail market is absurd.

My current quarterly estimate of total unit shipment is about 960,000 units, with 500,000 of them being iMacs. Analyst Lou Mazzucchelli of Gerald Klauer Mattison & Co. also expects more than 550,000 iMacs to be shipped for the quarter. If Apple meets these numbers I expect the company to report knockout earnings in January. With the strong Christmas buying season still ahead, Apple is definitely on track to deliver those numbers.

Goldberg is known for his cynical views about Apple. While critical thinking is a positive trait for market analysts, skepticism is not.

In early June, Goldberg speculated that Apple may have practiced "channel stuffing" in order to manufacture profits, but the accusation made little sense. The company's increasing gross margin,

decreasing in-house inventory and growing profit all conflicted
with Goldberg's negative portrayal,
and it was later shown to be unfounded.

Companies generally resort to channel stuffing only when they have difficulty meeting earnings estimates. Channel stuffing may boost profit in one quarter, but those who play this trick end up paying the price in subsequent quarters. Apple had already blown away consensus estimate for two consecutive quarters; if they were the result of channel stuffing, it clearly would have been overkill. Apple has since delivered two more profitable quarters, beating consensus estimates by 52 percent in the third quarter and 39 percent in the fourth. In conference calls with analysts, Apple plainly stated that channel inventory remained flat in terms of unit volume and continues to decrease in terms of value.

It just goes to show that no writer or analyst is infallible.

Independent financial analyst Eric Yang can be reached via e-mail at
ericy@macevolution.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2884. Re: Atari and Commodore merger, follow-

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72sr5s$mg8$1@news.campus.mci.net>
Source record: 4195

On 16 Nov 1998 16:23:52 , "Clockmeister" wrote:
->
->Yep, I agree fully. Bad management will be bad management, no matter how
->big a company may be, and it will cause the downfall of that company.
->
->I suspect the sales of an Atari/C= merger would have been roughly the
->combined total sales of both individual companies. ie: the same.
->
->Regards,
->
->Clockmeister.

There ya go. I mean, just think about it. At one point Atari had a work-
station class machine (The Transputor ATW800) running a version of Unix,
Hellios (sp?), capable of supporting multiple processors (up to 13!),
while Commodore had a very fast A3000 model with a DSP (and much more)
that neither company released. What were they thinking? "oh, can't do
that-these machines are too far ahead of their time!". Duh. The "what-ifs"
could literally drive you crazy thinking about it... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2885. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-17 00:00:00 UTC
From: milo_mklinux@my-dejanews.com
Message-ID: <3651f0d3.26555108@news.chicagonet.net>
Source record: 4196
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

On Sun, 15 Nov 1998 02:07:55 GMT, sinclair2246@my-dejanews.com wrote:

>In article <364c4d77.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> here's a cross-post from comp.sys.mac.advocacy (you know, the place
>> where TIFKAS <The Idiot Forever Known As Sinclap> is too afraid to post
>> or read) about the recent InCompUSA press release claiming they've set
>> another record sale for the overpriced, underpowered iMac. Although
>> short, it certainly sheds some light on what others are thinking......
>
>I am in the stores and yes CompUSA can make the claim. The Hades is
>underpowered and over priced. An 040 in 1998!
>
What the heck is a "Hades?"

[snip]

2886. Top 20 Computer Events/Computer Shopper

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72sscp$mg8$3@news.campus.mci.net>
Source record: 4197

Anybody else read the Computer Shopper? (I use it to find hardware bargains for my Atari systems!). Anyways, one of my favorite columns is "The Hard Edge". This month, Bill and Alice list the Top Events of the last 20 years.

The Atari 800 made the list... ;-)))))

PS The Macintosh made the list, but it also made the list of the worst 20 events, as well as Steve Jobs returning to Apple...Hehehehehehehehe...!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2887. Re: Here's what c.s.m.a are saying abou

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <365236a5.0@nemo.idirect.com>
Source record: 4198

On 17 Nov 1998 21:56:24 , Milo MkLinux wrote:
>On Sun, 15 Nov 1998 02:07:55 GMT, sinclair2246@my-dejanews.com wrote:
>
>>In article <364c4d77.0@nemo.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>> here's a cross-post from comp.sys.mac.advocacy (you know, the place
>>> where TIFKAS <The Idiot Forever Known As Sinclap> is too afraid to post
>>> or read) about the recent InCompUSA press release claiming they've set
>>> another record sale for the overpriced, underpowered iMac. Although
>>> short, it certainly sheds some light on what others are thinking......
>>
>>I am in the stores and yes CompUSA can make the claim. The Hades is
>>underpowered and over priced. An 040 in 1998!
>>
>What the heck is a "Hades?"

it's an Atari clone that appeared in Europe a few years ago - based
around a TT architecture, it's available in 040 and 060 Motorola
configurations. Some companies in Europe are selling it configured so
it can run Atari versions of Cubase Audio REALLY fast :) And yes,
despite TIFKAS' overblown claims to the contrary, it's a really nice,
rock-steady, stable computer.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2888. Re: 'Chunks' has been refuted - iMac sales

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <365237d6.0@nemo.idirect.com>
Source record: 4199

On 17 Nov 1998 18:36:53 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

<snip>

there's two problems with this post, TIFKAS:

a) you're addressing it to dead air - there is no one named "Chunks" here.

b) with your well-known rotten reputation (especially for bending, folding, spindling and mutating the truth, and even making it up out of whole cloth) no one could believe you. You couldn't fool anyone even if you had an electrified fooling machine :)

looking forward to your reply in alt.usenet.kooks.......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2889. Here's where to find RATIONAL Macintosh thought...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36523a9b.0@nemo.idirect.com>
Source record: 4200

are you, like everyone in comp.sys.mac.advocacy, sick of TIFKAS' jingoistic MCIBTYC rants? Would you like to find out about Mac issues from a clear, rational group of Mac users who aren't afraid to pull punches on what they find about their hardware, their software, their take on where Apple is going?

Well, I found this great site called MacOpinion. And, I am quite impressed - these guys have respect for other platforms and smarts, unlike TIFKAS, who seems to have an agenda all his own against all Atari users, and doing it badly.

Here's an example - an excellent article by a MacOpinion reader on the way the Mac should be promoted to other people. His "don't" examples sound like one particular person we all know......

Oh yes, the address...http://macopinion.com

Think Different - Not Better

October 01 1998
by Rich Locasso
Contributing Reader

As a new Mac owner, about a year now, I have concluded that the most difficult aspect of owning a Mac, by far, hands down, is the constant diet of obsessive, quasi-fanatical, and often irrational and sometimes immature behavior of Mac supporters in favor of their computer and against the PC platform. How any sane and normal Mac owner can keep peace of mind with this constant diet of irrational exuberance year after year escapes me.

The brouhaha over the recent iMac verses PC benchmark test results from PC Magazine is a case in point. The tests clearly showed that in a variety of different real life application programs, the Pentium outperformed the iMac. Simply stated, the testing showed that a 450 MHz Pentium II was a little to a whole lot faster than an iMac, depending on the task.

Judging by the response of many Mac supporters to this article, one would think that the world was ending in seven days! Why it was as if the Gods themselves had conspired with Bill Gates and PC Magazine to make absolutely everything about the article, the test methodology, and the results unfair, invalid and a total affront to all Mac owners. It's an insult, an outrage, and another example of PC lies! One Evangelist subscriber even intoned how "unfair" it was to pit a humble iMac against a Big (and presumably mean) 450MHz Pentium II. Beating up a little iMac like that!

Well, wake up Mac owners. Did you think Steve Jobs had as his objective truth in advertising? Do you think Apple chose the Byte benchmark for Mac/PC

comparison testing because it was a fair and honest index? Have you been lead down the way by the blinders of group think so strong in MacLand that you find it impossible to think and see the impossible?

The results did not surprise me. Indeed, MacAddict Magazine, in the March, 1998, issue, page 54, found similar results. Using a bench mark made up of 17 different functions from Adobe Photoshop, a Mac 7600/120 poked through in 4 minutes, 1 second, a 266MHz G3 in 1 minute 40 seconds, and a 333MHz Pentium II in 1 minute 25 seconds.

As a naive new Mac owner, I posted these results in the Apple Technical Forum and asked if anyone could explain them in light of Apple's assertion that the G3 was up to twice as fast as the Pentium. Well, no one could and people just sort of ignored it. I got the feeling that the MacAddict article was like a dirty little secret that no one wanted to talk about or acknowledge.

So I sent similar inquiries to Evangelist, asking if the Gurus there could account for these results. And not too surprising, the submission was not printed. Nothing ever appears in Evangelist which presents the Mac as inferior to the PC or suggests that the Mac is anything less than superior. No wonder the average Mac user after unending bias of this sort is bewitched, bothered and bewildered.

Advocacy and objectivity are perhaps like oil and water. And this attitude of superiority is found as a subtle and insidious part of most of the Mac web sites. It goes hand in hand with "enthusiasm" - it is a scourge that covers the earth, creeping and seeping over everything like the tomatoes that ate Cleveland. It's as if the implicit credo of the Macintosh supporter is that as much as we try to be humble, we just have to admit, we are superior. It's just the way we are.

Well, I have a very important message for all Mac zealots and advocates regarding your attitude. The message is a sincere one, designed to free you and help you excel. It comes with strong underpinnings from both spiritual practice and the mental health profession. Read it, learn it, believe it.

You Don't Have To Be Better - It's Ok Just To Be Different.

This message serves individuals well as they struggle with personal growth and life's challenges, and often provides the spark for a turn in adjustment in a new and healthier direction. It will do the same for the Mac community.

The basic idea is this: It's okay to like or love something or someone for what they are. They do not have to be better than everyone else in all categories. They do not have to be perfect. The Mac does not have to be wonderful and superior. And it is no reflection on us to love something that is not the best. We love it for what it is, just the way it is, and that is just fine.

When you think this way, you are freed from duress. You find it unimportant if something or someone else can do better or be more effective or be the best. You are content to know yourself and know what you prefer and to make the choice and be comfortable with it. And you can respect and applaud all others for what they are and what unique or different things they may do, things that make them

what they are. You are not threatened by them but rather you can reach out and celebrate them too.

When Mac owners can accept the PC as a marvelous and worthy platform, which it is, and accept their Macs as marvelous and wonderful computers which are simply different, things will be good. We can still work together to make the Mac more productive and to help each other with all the challenges we have. This will never end. But we will waste no more energy on non-productive hate and anger, which is basically what these feelings involve. So much energy currently goes in this direction!

Demonstrating superiority separates, and it dissipates our energy without producing anything of value in return.

I truly believe that if Mac owners forgot about the PC and focused their talents solely on Mac issues, things would be much more pleasant, owners would be happier, and far more progress would be made. And we might find that we would attract more PC users with honey and an honest commitment to help, rather than with what too often appears to them as an elitist and condescending attitude. And we certainly would end the petty and immature banter that currently seasons a lot of Mac dialogue.

So to all Mac owners, may I propose that as Apple continues down a new pathway, that we chose a new pathway as well. Let our new path be this:

THINK DIFFERENT, NOT BETTER.

Accept the above wisdom and be free from the anger that you feel toward all things different from the Mac. No longer be threatened by software, hardware or company presidents outside of the Mac fold. Accept the relief of not having to defend the Mac endlessly, with blind belief in its superiority.

And most importantly, devote your substantial energies and talents toward the wonderful task of continually improving the Mac, working with others who prefer the Mac, and making the Mac do what is important to you in the best way possible.

I sent a letter with the above message to the Evangelist, that bastion of Mac bias and emotionality. That it did not see the light of day was no surprise. Thinking different, not better, is the antithesis of the Evangelist charter. And the Evangelist charter and its implicit clones around the internet is indeed the heart of the problem.

The Mac community needs to gain adulthood. It is time for a change. We all need to begin to lead the way toward a new and far more mature and forward-looking perspective. As a society we have come a long way toward the ethic of equality. We are becoming much more comfortable with diversity and learning how to accept and celebrate the differences between people and cultures. Life becomes much easier as our sense of community becomes larger.

Well, if we can do this with religions, races and cultures, we can do it with computers too. It is time for the Mac community to eliminate this onerous attitude of superiority, bias and prejudice once and for all. Replace it with an

honest respect for other computer and the people who own them, showing grace and class all the way.

That will be a breath of fresh air. It will happen, it is coming. Respect the PC for the wonderful platform that it is, learn from it, grow with it, and yet support and prefer the Mac.

Think Different, Not Better. Relax and enjoy the journey.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2890. Re: 'Chunks' has been refuted - iMac sales

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-18 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <72tsuvdcg1@nnrp1.dejanews.com>
Source record: 4201

In article <365237d6.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 17 Nov 1998 18:36:53 , sinclair2246@my-dejanews.com (The Idiot
> Forever Known As Sinclap) wrote:
>
> <snip>
>
> there's two problems with this post, TIFKAS:
>
> a) you're addressing it to dead air - there is no one named
> "Chunks" here.

Only but you...You did respond...

> b) with your well-known rotten reputation (especially for bending,
> folding, spindling and mutating the truth, and even making it up out of
> whole cloth) no one could believe you. You couldn't fool anyone even if
> you had an electrified fooling machine :)

Pop pah... Eric Yang pooped in your trousers that the iMac sales are still
strong. Ducking now...

> looking forward to your reply in alt.usenet.kooks.....

Feel at home there?

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2891. Re: 'Chunks' has been refuted - iMac sa

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3652cf25.0@nemo.idirect.com>
Source record: 4202

On 18 Nov 1998 07:28:41 , sinclair2246@my-dejanews.com wrote:
>In article <365237d6.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> On 17 Nov 1998 18:36:53 , sinclair2246@my-dejanews.com (The Idiot
>> Forever Known As Sinclap) wrote:
>>
>> <snip>
>>
>> there's two problems with this post, TIFKAS:
>>
>> a) you're addressing it to dead air - there is no one named
>> "Chunks" here.
>
>Only but you...You did respond...

yep - to refute that there's anyone named "chunks". Again, you're
shooting hot air at dead air......

>
>> b) with your well-known rotten reputation (especially for bending,
>> folding, spindling and mutating the truth, and even making it up out of
>> whole cloth) no one could believe you. You couldn't fool anyone even if
>> you had an electrified fooling machine :)
>
>Pop pah... Eric Yang pooped in your trousers that the iMac sales are still
>strong. Ducking now...

funny why they're not discussing this in comp.sys.mac.advocacy -
maybe they don't trust any sort of knee-jerk reactions from MacWeak.
Maybe, after changing your knappies, you could post that over there and
have it properly debunked. But like I said, you have a reputation not
only for getting it wrong, but not double-checking before posting a
press release or article.....

Ducking is the wrong move when you're getting your butt kicked in
cyberspace :)

>> looking forward to your reply in alt.usenet.kooks.......
>
>Feel at home there?

no - but you ceratinly are.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits

email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2892. Re: Atari and Commodore merger, follow-

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-18 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be130b$909b08c0$645e0fcb@default>
Source record: 4203

William Platt <NOSPAMwplatt@bellsouth.net> wrote in article
<lD742.324$956.465467@news3.mia>...
> The Tramiels acquired a very crippled company. Their retail channel
> was blown up before the tramiels got to Atari. What's amazing is that
> the Tramiels kept Atari going for another 10 years. Atari's mistake
> was to merge with JTS, what a waste of 45 million dollars. Before the
> merger, Atari was actually in pretty good shape, and could have become
> a very successful clone manufacturer. The profits and revenues from
> making clones could have subsidized Atari's R&D. 1995 was a very bad
> year for any computer maker who did not use WIN 95. No small company
> could have survived a multibillion dollar advertising and promotional
> blitz like that. Atari did however have a huge portfolio of patents,
> 45 mil in cash and only 42 mil in debt. Financially they were in good
> shape. Tramiel gambled that Tom Mitchel could turn the company back
> into a fortune 500 company. Unfortunately JTS started about 1 1/2
> years to late. Commodore on the other hand was a complete mess
> financially and could not continue. All debt and no revenues and no
> cash will always kill a company.
>

It's not a lack of revenue that killed Commodore, but the pricks at the top
feeding their fat wallets for all that it was worth.
There was a rumour at the time that another company actually paid the C=
management big dollars to run the company into the ground.
If such a rumour was indeed fact, it wouldn't be too hard to figure out who
that company was...

Regards,

Clockmeister.

2893. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-18 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <72v0i8cmo1@nnrp1.dejanews.com>
Source record: 4204
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <3651f0d3.26555108@news.chicagonet.net>,
milo_mklinux@my-dejanews.com (Milo MkLinux) wrote:
> On Sun, 15 Nov 1998 02:07:55 GMT, sinclair2246@my-dejanews.com wrote:
>
> >In article <364c4d77.0@nemo.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >> here's a cross-post from comp.sys.mac.advocacy (you know, the place
> >> where TIFKAS <The Idiot Forever Known As Sinclap> is too afraid to post
> >> or read) about the recent InCompUSA press release claiming they've set
> >> another record sale for the overpriced, underpowered iMac. Although
> >> short, it certainly sheds some light on what others are thinking......
> > >
> >I am in the stores and yes CompUSA can make the claim. The Hades is
> >underpowered and over priced. An 040 in 1998!
> > >
> What the heck is a "Hades?"

The Hades is a yesterday decade computer design using a yester decade
processer technology and yester decade Operating system called TOS. You
can't even use DVD, IE and Netscape as browsers. Plus the price is will set
you back to mars

Peter S.

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2894. Re: Here's what c.s.m.a are saying abou

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72v9jb$9ba$2@news.campus.mci.net>
Source record: 4205

On 18 Nov 1998 17:36:10 , sinclair2246@my-dejanews.com wrote:

->The Hades is a yesterday decade computer design using a yester decade
->processer technology and yester decade Operating system called TOS. You
->can't even use DVD, IE and Netscape as browsers. Plus the price is will set
->you back to mars
->
->Peter S.

AND still twice as efficient as your Mac-crapple. Also, please tell me-who
in their right mind wants to use a lamer piece of software like MIE? Not
me...! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2895. Re: Atari and Commodore merger, follow-

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72v9eq$9ba$1@news.campus.mci.net>
Source record: 4206

On 18 Nov 1998 15:51:22 , "Clockmeister" wrote:

->It's not a lack of revenue that killed Commodore, but the pricks at the top
->feeding their fat wallets for all that it was worth.
->There was a rumour at the time that another company actually paid the C=
->management big dollars to run the company into the ground.
->If such a rumour was indeed fact, it wouldn't be too hard to figure out who
->that company was...
->
->Regards,
->
->Clockmeister.

Its just too damn bad that no one can prove that and turn it into the
Justice Dept. Would go along well with their current investigation, don't
you think? <grin>

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2896. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-18 00:00:00 UTC
From: milo_mklinux@my-dejanews.com
Message-ID: <36534d45.30429844@news.chicagonet.net>
Source record: 4207
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

On Wed, 18 Nov 1998 17:36:10 GMT, sinclair2246@my-dejanews.com wrote:

>In article <3651f0d3.26555108@news.chicagonet.net>,
> milo_mklinux@my-dejanews.com (Milo MkLinux) wrote:
>> On Sun, 15 Nov 1998 02:07:55 GMT, sinclair2246@my-dejanews.com wrote:
>>
>> >In article <364c4d77.0@nemo.idirect.com>,
>> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> >> here's a cross-post from comp.sys.mac.advocacy (you know, the place
>> >> where TIFKAS <The Idiot Forever Known As Sinclap> is too afraid to post
>> >> or read) about the recent InCompUSA press release claiming they've set
>> >> another record sale for the overpriced, underpowered iMac. Although
>> >> short, it certainly sheds some light on what others are thinking......
>> >
>> >I am in the stores and yes CompUSA can make the claim. The Hades is
>> >underpowered and over priced. An 040 in 1998!
>> >
>> What the heck is a "Hades?"
>
>The Hades is a yesterday decade computer design using a yester decade
>processer technology and yester decade Operating system called TOS. You
>can't even use DVD, IE and Netscape as browsers. Plus the price is will set
>you back to mars

What company makes it? Is it still sold?

>Peter S.
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2897. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <72vogp$b9j@news3.euro.net>
Source record: 4208
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

<<snipped a whole lot of tifkas propaganda>>

Regarding the 040....

Give me ONE reason why a 040 is insufficient, especially on an Atari platform, while it can easily do the tasks that PC's need a Pentium for?

Compare:
-funcitonality
-memory requirements
-processor requirements

Ataris don't need a multi-terabyte operating system with gigabyte application software and dito documents. We can do exactly the same with a lot less in the same amount of time.

At least for our platform, there are still good, imaginative, creative programmers. On the Wintel show, there's many a instant-app builder with the likes of Visual Basic and Visual C, using the same huge library of bugs - sorry - features... that M$ brought upon them and taking it for granted, resulting in equally unstable and sluggish performance as M$'s, at least compared to what their app AND the O.S. its running on should be supposed to be capable of, given the relative power of the available hardware. How much is put to good use?

Why do you think that the creators of the old MM100, the PC version of the excellent multimedia app "Scala" on the Amiga, decided to bypass any and all O.S. altogether?

'nuff said :-)

2898. Re: iMac sales still strong!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: bmacpher@student.cowan.edu.au
Message-ID: <bmacpher-1911981011040001@10.0.2.15>
Source record: 4209
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <72legj$c7g$1@nnrp1.dejanews.com>, sinclair2246@my-dejanews.com
wrote:

> Best Buy has been a mix bag. Some stores have a different tune and are doing
> well. May take several months for all the stores to fall in line. I am sure
> Apple is aware of this and is taking appropriate action like hiring Power reps
> to evangilize and train.

Are they like Mighty Morphin' Power Rangers? I do hope they get cool
outfits like the Power Rangers - can't wait to give the dolls a Viking
funeral...

--
Brad Macpherson
TecHed Creations - Web Design & Java Programming

2899. Re: Here's where to find RATIONAL Macintosh thought...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: bmacpher@student.cowan.edu.au
Message-ID: <bmacpher-1911981037410001@10.0.2.15>
Source record: 4210

Who is this dude? Who said Mac users could have brains? No I'm only kidding - I have a Mac (please don't beat me...:)) and it's pretty good. Not especially fast, but certainly a more intuitive approach as far as the OS goes. The hardware's put together pretty well, too.

That said, there's nothing quite like having a comparatively simple machine like the ST. A decent ST programmer can know all of the calls in the OS - compare that to more than 8000 (that's eight thousand!!!!!) in the MacOS toolbox.

Computers, as a rule, get slower when they're more complex. Take the PC as an example - MS Word, running under DOS, is far quicker than Word running under Windows (assuming they're run on the same machine of course). The ST (and computer like the Amiga and Acorn Archimedes) are faster 'cos they're leaner - less unnecessary crap to eat away at processing power. If the Mac or the PC had operating systems that were written well (ie more like TOS or Unix) they'd scream along. As it is, my hard disc-equipped 75 MHz Mac 7200 takes LONGER to boot with Mac OS 8.0, with only 10 extensions enabled, than my old floppy drive 4Mb 1040STe (and that's loading SuperBoot, about 6 patches and extensions, around 10 DAs AND a replacement Desktop shell)...

That's another thing - maybe I'm looking in the wrong places, but it seems to me that the simpler systems encourage more experimentation on the part of programmers. I used to look forward to each issue of ST User, to see what new patches and utilities were on the coverdisc. People used to rewrite parts of the OS!!!! These, as ST users will be aware, were usually assembly-language implementations of OS routines such as FPPATCH, which sped up printing by actually getting bytes to the port quicker. Or Chameleon, which allowed the user to dynamically load DAs.

Whew! that's enough from me - enjoy your machines and remember: It's not necessarily the hardware - usually it's the shoddily-written software that;s slowing you down.

--
Brad Macpherson
TecHed Creations

2900. Re: Atari and Commodore merger, follow-

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: NOSPAMwplatt@bellsouth.net
Message-ID: <g8T42.1454$4I1.1812612@news4.mia>
Source record: 4211

In 1992 their slaes were about $80 million USD. If they were only a
software company, they may have been able to survive. But they made
Hardware and $80mil should be their profit , not their sales. Not
that Atari did any better, but Atari was a little more diverse with
their products, ie prtfolio, st series, lynx, jaquar, and as I
recently found out, PC clones.

BTW, have you ever heard of a commodore PC clone called the COLT, they
used to sell these at service merchandise in the US.

Anyway, in 1992, 1993 in order for any alternative computer platform
to compete against the Intel/Microsoft machine that was begginning to
steamroll, they would have needed a lot of money to release a new and
better machine every six months. The release of windows 95 with a
billion dollar ad campaign would have sealed the coffin regardless.

As with all things business, the 16 bit computers took over the 8
bitters and win 95 (32 bit) took over the 16 bitters, I wonder who
will be the leader in a few years when 64 bit platforms are common.

Will it be LINUX?
Will it be TOS?
Will it be AmigaOS?
Will CP/M come back?
or will Windows 2000 rule?

B.P.

On 18 Nov 1998 15:51:22 , "Clockmeister" wrote:

>It's not a lack of revenue that killed Commodore, but the pricks at the top
>feeding their fat wallets for all that it was worth.
>There was a rumour at the time that another company actually paid the C=
>management big dollars to run the company into the ground.
>If such a rumour was indeed fact, it wouldn't be too hard to figure out who
>that company was...
>
>Regards,
>
>Clockmeister.
>
>.

2901. Re: Here's what c.s.m.a are saying abou

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: NOSPAMwplatt@bellsouth.net
Message-ID: <miT42.1456$4I1.1812612@news4.mia>
Source record: 4212

The HADES has a 060 option. TOS computers have can easily be
connected to the WEB using STing, CAB, Draconis/Adamas or Wensuite.
These are all currently being sopported. The HADES is taking TOS and
putting it into the configuration that Atari should have in the first
place, a modular design. Have you ever run optimized 68000 code on a
68060 processor.

The HADES may be a bit on the expensive side, but if you got a better
job, than the price should not matter. It's only expensive, because
you can't afford it.

You can also install mint and linux on it.

You can use any standard IDE and SCSI device on it.

As far as DVD, why would you want to watch movies on a computer, tha't
what a TV is for. I'd rather watch a movie on a 40 inch TV than a 17
inch monitor. That is unless you are one of those nerds who like to
look at porno on the computer, in that case, get a life, a job and a
girlfriend

B.P.

On 18 Nov 1998 17:36:10 , sinclair2246@my-dejanews.com wrote:

>The Hades is a yesterday decade computer design using a yester decade
>processer technology and yester decade Operating system called TOS. You
>can't even use DVD, IE and Netscape as browsers. Plus the price is will set
>you back to mars
>
>Peter S.
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>.

2902. Re: Atari and Commodore merger, follow-

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be13ce$98ee5720$405e0fcb@default>
Source record: 4213

William Platt <NOSPAMwplatt@bellsouth.net> wrote in article
<g8T42.1454$4I1.1812612@news4.mia>...
> In 1992 their slaes were about $80 million USD. If they were only a
> software company, they may have been able to survive. But they made
> Hardware and $80mil should be their profit , not their sales. Not
> that Atari did any better, but Atari was a little more diverse with
> their products, ie prtfolio, st series, lynx, jaquar, and as I
> recently found out, PC clones.

A1000, A500, A600, A1200, A2000,A1500, A2500, A2500UX, A3000, A4000, CD32,
CDTV,
C128, C64, C16, Plus4, the VIC, PET range and all the numerous PC clones
ranging from XT to 486+ compats.

Quite a diverse range really.

> BTW, have you ever heard of a commodore PC clone called the COLT, they
> used to sell these at service merchandise in the US.

Commodore sold PC from the beginning, most of them manufactured by C=.

From the early XT all the way to the last 486's. In fact, Tulip in Europe
own the C= trademark now and are still selling brand new PC's with the same
C= logo on them.

>
> Anyway, in 1992, 1993 in order for any alternative computer platform
> to compete against the Intel/Microsoft machine that was begginning to
> steamroll, they would have needed a lot of money to release a new and
> better machine every six months. The release of windows 95 with a
> billion dollar ad campaign would have sealed the coffin regardless.

Really?. That would explain why so many people are defecting to Linux and
other OS's I guess. I don't agree with you here... MS won by default, and
that IS the hard reality. Mac OS was and is NEVER going to be a serious
challenger to Wintel dominance, because Apples products are weak.

> As with all things business, the 16 bit computers took over the 8
> bitters and win 95 (32 bit) took over the 16 bitters, I wonder who
> will be the leader in a few years when 64 bit platforms are common.

Amigas are 32 bit, although the 68000 had a 16bit external bus, it can
still be considered a 32bit processor. Same for the Atari.
Don't forget the many 68020+ full 32 bit machines C= sold as well.
AmigaOS has always been a 32bit OS, and Windows95/98 is a 16bit OS with
some 32 bit support. You do realize that right?.

> Will it be LINUX? Possibly
> Will it be TOS? not likely
> Will it be AmigaOS? A reasonable chance based on recent developments.
(QNX kernel)
> Will CP/M come back? no, CPM is dead.
> or will Windows 2000 rule? Yep, but the Wintel dominance IS slowly
fracturing...
>
BeOS Big potential, also heavily influenced by AmigaOS.
QNX The future Amiga OS kernel, and it is fantastic.

Have you tried the QNX demo?.

>
> B.P.
>
> On 18 Nov 1998 15:51:22 , "Clockmeister" wrote:
>
> >It's not a lack of revenue that killed Commodore, but the pricks at the
top
> >feeding their fat wallets for all that it was worth.
> >There was a rumour at the time that another company actually paid the C=
> >management big dollars to run the company into the ground.
> >If such a rumour was indeed fact, it wouldn't be too hard to figure out
who
> >that company was...
> >
> >Regards,
> >
> >Clockmeister.
> >
> >.
>

2903. Re: Atari and Commodore merger, follow-

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be13ce$ea523780$405e0fcb@default>
Source record: 4214

DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
article <72v9eq$9ba$1@news.campus.mci.net>...
> On 18 Nov 1998 15:51:22 , "Clockmeister" wrote:
>
> ->It's not a lack of revenue that killed Commodore, but the pricks at the
top
> ->feeding their fat wallets for all that it was worth.
> ->There was a rumour at the time that another company actually paid the
C=
> ->management big dollars to run the company into the ground.
> ->If such a rumour was indeed fact, it wouldn't be too hard to figure out
who
> ->that company was...
> ->
> ->Regards,
> ->
> ->Clockmeister.
>
> Its just too damn bad that no one can prove that and turn it into the
> Justice Dept. Would go along well with their current investigation,
don't
> you think? <grin>
>

Yep, but the people who know all the details aren't talking.
Not in their best interests, I guess ;-)

Regards,

Clockmeister.

2904. Re: 'Chunks' has been refuted - iMac sa

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <731kcblds1@nnrp1.dejanews.com>
Source record: 4215

In article <3652cf25.0@nemo.idirect.com>, one and only 'Chunks' replies...
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> yep - to refute that there's anyone named "chunks". Again, you're
> shooting hot air at dead air......

How would you know?

>
> funny why they're not discussing this in comp.sys.mac.advocacy -
> maybe they don't trust any sort of knee-jerk reactions from MacWeak.
> Maybe, after changing your knappies, you could post that over there and
> have it properly debunked. But like I said, you have a reputation not
> only for getting it wrong, but not double-checking before posting a
> press release or article.....

Eric Yang runs the RESPECTED 'macevolution.com' site which is the Apple
investors site. He has been on target on predicting Apple's earning numbers
and has insigt on Apple's operations. READ CREDIBILITY!

Peter S.
-Recovering from a 10 day four state adventure..

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2905. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1266.7627T1263T2617@canit.se>
Source record: 4216
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Den 17-Nov-98 22:56:24 nedtecknade Milo MkLinux (milo_mklinux@my-dejanews.com)
f�ljande:
>On Sun, 15 Nov 1998 02:07:55 GMT, sinclair2246@my-dejanews.com wrote:

>>In article <364c4d77.0@nemo.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>> here's a cross-post from comp.sys.mac.advocacy (you know, the place
>>> where TIFKAS <The Idiot Forever Known As Sinclap> is too afraid to post
>>> or read) about the recent InCompUSA press release claiming they've set
>>> another record sale for the overpriced, underpowered iMac. Although
>>> short, it certainly sheds some light on what others are thinking......
>>
>>I am in the stores and yes CompUSA can make the claim. The Hades is
>>underpowered and over priced. An 040 in 1998!
>>
>What the heck is a "Hades?"

A Swiss Atari TT clone, based on either a 68040 or a 68060.
In North America, it is sold under the name of "DirecTT".

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se

Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/

"Take a last look, scum. *Death* comes shrouded in black night!"
- Scorponok, TFG1 #74

2906. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2241.7627T1268T1251@canit.se>
Source record: 4217
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Den 18-Nov-98 18:36:10 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <3651f0d3.26555108@news.chicagonet.net>,
> milo_mklinux@my-dejanews.com (Milo MkLinux) wrote:
>> On Sun, 15 Nov 1998 02:07:55 GMT, sinclair2246@my-dejanews.com wrote:
>>
>> >In article <364c4d77.0@nemo.idirect.com>,
>> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> >> here's a cross-post from comp.sys.mac.advocacy (you know, the place
>> >> where TIFKAS <The Idiot Forever Known As Sinclap> is too afraid to post
>> >> or read) about the recent InCompUSA press release claiming they've set
>> >> another record sale for the overpriced, underpowered iMac. Although
>> >> short, it certainly sheds some light on what others are thinking.....
>> >
>> >I am in the stores and yes CompUSA can make the claim. The Hades is
>> >underpowered and over priced. An 040 in 1998!
>> >
>> What the heck is a "Hades?"

```
>The Hades is a yesterday decade computer design using a yester decade
>processer technology and yester decade Operating system called TOS. You
>can't even use DVD, IE and Netscape as browsers. Plus the price is will set
>you back to mars

Those are the silliest arguments I have seen in a long time. Does the
unavailability of a certain web browser make a machine useless? Peter, you
really are a bigger fool than I had thought.

Besides, the OSes of the Hades are more advanced than the MacOS, which still
doesn't multitask. You haven't even run a Hades, Peter, you have no idea what
you are talking about.

And as for the rest of the technology, most of it is based on a fast
architecture and standard PCI components.

And the price is not that bad, I quoted prices earlier this summer which were
acceptable. If those are not to your liking, choose a cheaper platform such as
the Milan.

--
Iggy Drougge Y Member of Convergence International
optimus@canit.se | (http://www.convergence.eu.org/)
http://www.canit.se/~optimus/ | -For free choice in computing! __
A1200/28/6/80 | Member of Team Amiga __///
C128D, C64, 1541 | -For the creative mind! \XX/
```

"Pu pu pu!"
- Mokona, Mah&#65533; Kishi Rayearth

2907. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: forrest@west.net
Message-ID: <forrest-1911981246400001@term1-15.vta.west.net>
Source record: 4218
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <2241.7627T1268T1251@canit.se>, Iggy Drougge <optimus@canit.se>
wrote:

>Besides, the OSes of the Hades are more advanced than the MacOS, which still
>doesn't multitask. You haven't even run a Hades, Peter, you have no idea what
>you are talking about.

And you obviously haven't used MacOS. It certainly does multitask,
considering that I'm downloading a file in Netscape, writing this, Claris
Emailer is checking for mail, and if I wanted to I could be copying a
number of files in the Finder, downloading other files in Netscape,
applying Photoshop filters, stuffing and unstuffing files, and just abotu
anything else at the same time. Sure, it's cooperative multitasking, but
it is multitasking, and it works perfectly fine in all but a few rare
instances.

--
-Forrest Cameranesi
Owner of the Universe, seeking employees for "Ruler" and "Master" positions. Apply at front desk. All prices subject to chance. Universe, the Universe logo, and all objects contained within are (TM) and (C) Everything Unlimited, a wholly owned subsidary of Cameranesi Enterprises. Remember, "We know what you want. We know what you need. We know where you live."

2908. Re: Here's what c.s.m.a are saying abou

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <7328ks$4t1$1@news.campus.mci.net>
Source record: 4219

On 19 Nov 1998 12:46:24 , Forrest Cameranesi wrote:

->And you obviously haven't used MacOS. It certainly does multitask,
->considering that I'm downloading a file in Netscape, writing this, Claris
->Emailer is checking for mail, and if I wanted to I could be copying a
->number of files in the Finder, downloading other files in Netscape,
->applying Photoshop filters, stuffing and unstuffing files, and just abotu
->anything else at the same time. Sure, it's cooperative multitasking, but
->it is multitasking, and it works perfectly fine in all but a few rare
->instances.
->
->--
->-Forrest Cameranesi
->Owner of the Universe, seeking employees for "Ruler" and "Master" positions. Apply at
front desk. A->ll prices subject to chance. Universe, the Universe logo, and all objects
contained within are (TM)-> and (C) Everything Unlimited, a wholly owned
subsidary of Cameranesi Enterprises. Remember, "We kn->ow what you want. We know what you
need. We know where you live."

AND why is it so hard for Apple to get pre-emptive multi-tasking? (which is
superior) I mean, the Amiga and Unix have had it since the beginning of
time, and Atari users have multiple pre-emptive multitasking systems. (eg
Mint and MagiC) Doesn't Apple have qualified software engineers? (this is
not a snide remark-I just can't help but wonder!) Or is there some hardware
or software (OS) related reason why it can't be/won't be done on the Mac?

Thanks...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2909. TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3654d9a8.0@nemo.idirect.com>
Source record: 4220

Having been told by the woman he was trying to smooth-talk that a
fast Macintosh couldn't compensate for what he lacked,
sinclair2000@earthlink.net (The Idiot Forever Known As Sinclap) wrote:

> >
> >I am in the stores and yes CompUSA can make the claim. The Hades is
> >underpowered and over priced. An 040 in 1998!
> >
> What the heck is a "Hades?"

>The Hades is a yesterday decade computer design using a yester decade
>processer technology and yester decade Operating system called TOS. You
>can't even use DVD, IE and Netscape as browsers. Plus the price is will set
>you back to mars

hmmm, let's take this apart bit by bit:

"The Hades is a yesterday decade computer design".....

hmm - tower case, 4 PCI slots, 2 ISA slots, 1 VME slot, IDE
interface, SCSI interface, can handle up to 1 gigabyte of RAM, Printer
port, 2 modem ports, lan port, mouse, keyboard and joystick ports.
Sounds pretty 1990s and up-to-date to me.

"using a yester decade processer technology"......

again, TIFKAS gets it wrong. The Hades comes either with a Motorola
68040 or 68060 processor - and both chips were introduced in the mid
1990s (indeed, the LC475 and LC575, and the Quadras, utilizes 68040
processors - by his own yardstick, TIFKAS has said that these fine
computers are junk and not worth your attention). These chips, when
combined with an Atari operating system, go like stink, because they
don't have to deal with the bloated, multi-megabyte operating systems
Apple has foisted upon their users. Speaking of which.....

"and yester decade Operating system called TOS."

BZZZT! WRONG! The TOS found in the Hades is based around a modified
TOS 3, the operating system found in Atari's TT030, a highly-prized
computer for any Atari user (BTW, it came out in 1991, which makes it
part of THIS decade). TIFKAS bases his opinions on his playing with an
original 520ST with TOS 1 a grand total of ONCE ("shades of GEOS if you
ask me", he sniffed). TOS 3 features, among other things, the ability
to have icons on the desktop for launching programs, the ability to
assign icons to particular files and programs, keyboard macros and
shortcuts. (as an aside, the Falcon's TOS - TOS 4 - came out in 1992,
still within this decade).

Want to add a more up-to-date operating system? No problem! There's NaES/MinT, which can add a nice multi-tasking system that can also allow you to utilize a variety of programs ported from UNIX. ASH now makes a version of their popular MagiC operating system that runs on the Hades, and which allows you to congfigure it with a host of powerful features, as well as a group of neat utilities and applications that give you the best of the Windows and Mac enviroments. You can install Linux on this box and make use of the many utilities, applications and drivers this programming community has been cranking out.

By the way, the above alternate operating systems feature true pre-emptive multitasking - an ability that no Macintosh will be able to lay claim to, at least until Mac OSX comes out (and then it'll only work on G3 Macintoshes like the overpriced, underpowered iMac) (of course, Steve Jobs has already insured the need to upgrade your Mac hardware by making sure Mac OS 8.5 will not run on '040-based Macs - kin you say "ORPHAN", boys and girls?).

"You can't even use DVD, IE and Netscape as browsers".

First off, you can't use DVD as a browser on a Mac, either, or on a PC or Amiga! With logic like that, TIFKAS, you'll become a janitor in no time! :)

DVD? Maybe in the near future - when an acceptable cross-platform standard emerges. One thing about Atari users, they get great glee out proving mouth-breathing throwbacks from a primordial swamp like TIFKAS wrong.

Netscape? No problem - just run Linux, compile, serve.

IE4? One big advantage of being an Atari user is being able to sleep at night knowing that none of your money has gone to Billionaire Bill, who has used his wealth and unfair advantage in the market to crush, threaten and bully all who dare to compete against him, including (gasp!) Intel and (GASP!) Apple (speaking of which, wonderful smoke-screen Jobs and Gates gave regarding the $150M "confidence" payment after Gates threatened to crush Apple like a bug by withholding development, eh TIFKAS? Hopefully Jobs cut a deal with the DoJ to go state's evidence against Gates......).

Internet clients? No problem - there's CAB, NEWsie, Light Of Adamas, Draconis, Okami, POPwatch, NEWSwatch, MyMail, aFTP, POPmail, AtarIRC, FracIRC, Wensuite....and the TCP/IP stacks like STiK, STiNG (highly recommended), and PPPConnect. All of which runs happily on a Hades (and many of these run happily on even the lowliest 1-megabyte ST).

"Plus the price is will set you back to mars"

TIFKAS' brain is still on Pluto. While a complete Hades system is still up there, you CAN reduce the price by buying a motherboard from your Hades dealer and then assembling the rest of the components (graphics cards, RAM, drives, etc) to reduce the price. But I think now

with the cheaper '040-based Milan (which has apparently proven to be a big hit in Europe) out there providing healthy competition, we could expect to see some of those prices go down.

BTW, there's an excellent series about the Hades written by Edward S. Baiz, a long-time Atari users from Indiana, that's running in the ST+ fanzine - you can check out this wonderful non-profit Atari resource at http://www.users.zetnet.co.uk/paxton/stp/index.html .

Or even better, why not get it straight from the horse's mouth, and not out of the mouths of whiny little troglodyte disinformationists like TIFKAS?

http://www.ee.ethz.ch/~caschwan/medusa.html

or for the Milan?

http://www.milan-computer.de/html_gb/index2.html

One thing is for certain - with the above screed, TIFKAS has committed another of his classic gaffs, which rates right up there with "Calamus Is Crap, and though I've never used it I've heard enough to comment about it", "90% of all TOS applications fall over on the Milan", "Atari Internet clients are inadequate", "I only state the facts".... Why trust a man who insists on talking to his imaginary friend, "Chunks", constantly tries to rewrite history about his abuse of the Internet against imaginary "Atari Jihads" who are "out to get him and the Mac", and who has proven that George Santayana's noting a fanatic is someone who's redoubled his efforts when he's forgotten what his primary goal was (as in Wile E. Coyote) is quite true? Indeed, who has wasted much of his entire adult life hassling a minority group of a still-popular computer platform who are still happy and productive using a wonderful operating system and applications by telling half-truths and lies about said system ,and heaping abuse upon them when he is corrected by them. What a sad little life you indeed lead, TIFKAS - and I still suggest you see a psychiatrist and sort out your deep-seated anger and face your fears and inadequacies before it's too late.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2910. Re: 'Chunks' has been refuted - iMac sa

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3654daec.0@nemo.idirect.com>
Source record: 4221

On 19 Nov 1998 17:27:04 , sinclair2246@my-dejanews.com wrote:
>In article <3652cf25.0@nemo.idirect.com>, one and only 'Chunks' replies...
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> yep - to refute that there's anyone named "chunks". Again, you're
>> shooting hot air at dead air......
>
>How would you know?

because I know you're full of hot air, amongst other things....
>
>>
>> funny why they're not discussing this in comp.sys.mac.advocacy -
>> maybe they don't trust any sort of knee-jerk reactions from MacWeak.
>> Maybe, after changing your knappies, you could post that over there and
>> have it properly debunked. But like I said, you have a reputation not
>> only for getting it wrong, but not double-checking before posting a
>> press release or article.....
>
>Eric Yang runs the RESPECTED 'macevolution.com' site which is the Apple
>investors site. He has been on target on predicting Apple's earning numbers
>and has insigt on Apple's operations. READ CREDIBILITY!
>
"Respect" and "Credibility" are two things YOU lack, thereby your
word is worthless. Try harder. weinerhead.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2911. Re: Here's what c.s.m.a are saying abou

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-20 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz84srv9qsy.fsf@sara.lysator.liu.se>
Source record: 4222

thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) writes:

> AND why is it so hard for Apple to get pre-emptive multi-tasking? (which is
> superior) I mean, the Amiga and Unix have had it since the beginning of
> time, and Atari users have multiple pre-emptive multitasking systems. (eg
> Mint and MagiC) Doesn't Apple have qualified software engineers? (this is
> not a snide remark-I just can't help but wonder!) Or is there some hardware
> or software (OS) related reason why it can't be/won't be done on the Mac?

They have to have a sales argument for the next version of MacOS. The
next MacOS version will have real multitasking! No, the next after
that! No, wait..

Tomas - tomas[@.]nocrew.org

2912. Re: iMac sales still strong!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <73466q$s0e$1@nnrp1.dejanews.com>
Source record: 4223
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <bmacpher-19119810110400001@10.0.2.15>,
bmacpher@student.cowan.edu.au (Brad Macpherson) wrote:
> In article <72legj$c7g$1@nnrp1.dejanews.com>, sinclair2246@my-dejanews.com
> wrote:
>
> > Best Buy has been a mix bag. Some stores have a different tune and are doing
> > well. May take several months for all the stores to fall in line. I am sure
> > Apple is aware of this and is taking appropriate action like hiring Power reps
> > to evangilize and train.
>
> Are they like Mighty Morphin' Power Rangers? I do hope they get cool
> outfits like the Power Rangers - can't wait to give the dolls a Viking
> funeral...

Nah..They get spanking new PowerBooks plus a salary.

I should know...I am the CompUSA Apple Power Rep for Minnesota, Wisconsin and
Iowa.
> --
> Brad Macpherson
> TecHed Creations - Web Design & Java Programming

Peter S.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2913. Re: 'Chunks' has been refuted - iMac sa

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7346jv$sf2$1@nnrp1.dejanews.com>
Source record: 4224

In article <3654daec.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >
> >Eric Yang runs the RESPECTED 'macevolution.com' site which is the Apple
> >investors site. He has been on target on predicting Apple's earning numbers
> >and has insigt on Apple's operations. READ CREDIBILITY!
> >
> "Respect" and "Credibility" are two things YOU lack, thereby your
> word is worthless. Try harder. weinerhead.....

Boy, when January 15 hits, that leafy spinach sticking out from your mouth
will be hard to swallow.

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2914. Re: Here's what c.s.m.a are saying abou

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-20 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <7345fe$97r$1@news.campus.mci.net>
Source record: 4225

On 20 Nov 1998 01:00:13 , Tomas Berndtsson wrote:

->They have to have a sales argument for the next version of MacOS. The
->next MacOS version will have real multitasking! No, the next after
->that! No, wait..
->
->Tomas - tomas[@.]nocrew.org

<roflol!> ;-))))))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2915. Re: iMac sales still strong!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-21 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <735s86ppi1@ash.ridgecrest.ca.us>
Source record: 4226

On 20 Nov 1998 16:43:12 , sinclair2246@my-dejanews.com wrote:
>In article <bmacpher-19119810110400001@10.0.2.15>,
> bmacpher@student.cowan.edu.au (Brad Macpherson) wrote:
>> In article <72legj$c7g$1@nnrp1.dejanews.com>, sinclair2246@my-dejanews.com
>> wrote:

>I should know...I am the CompUSA Apple Power Rep for Minnesota, Wisconsin and
>Iowa.

>Peter S.
>

Prove it. Post a manned phone number for your direct supervisor. I
will call and verify this and let the others know.........

By the by, even with the threat of Apple bringing a lawsuit aginst the
Navy for dropping Macs, they (the Navy) continues to go full speed
ahead purchasing PC compatible machines for support now and into the
future. Something that Apple can't promise.

MG

2916. Re: 'Chunks' has been refuted - iMac sa

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3656df6f.0@nemo.idirect.com>
Source record: 4227

On 20 Nov 1998 16:50:15 , having discovered the reason the women were laughing at his pathetic advances because they noticed his size 4 sneakers,sinclair2000@earthlink.net (The Idiot Forever Known As Sinclap) wrote:

>> >
>> "Respect" and "Credibility" are two things YOU lack, thereby your
>> word is worthless. Try harder. weinerhead.....
>
>Boy, when January 15 hits, that leafy spinach sticking out from your mouth
>will be hard to swallow.

ahh, but there's your problem - I happen to LIKE spinach :) And you're making a big mistake saying this sort of thing to a forum full of Popeyes....

speaking of which, now that you've been totally refuted on your recent disinformation screed on the Hades, you'll now be eating copious amounts of crow and humble pie, washing it down with lots of whine.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2917. Re: Atari and Commodore merger, follow-up ;

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-21 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <737esk$39q@news2.tds.net>
Source record: 4228

On 15 Nov 1998 21:30:13 , "Werner Domroese / Q5" wrote:
>Okay, so my original post at least generated _some_ feedback and a little
>thread, but it was all techie minded.
>
>Whereas this is all O.K., try to step back for a moment and concentrate on
>marketing chances only. We just put or techie differences aside for now.
>
>Suppose Atari and Commodore did merger and came up with a common platform
>based on both companies' techs somehow.
>
>What would have happened to:
>* the user base
>* market penetration
>* global sales
>
>Bare my original post ("Atari and Commodore merge!") in mind regarding
>marketing and Sony.
>
>How would this have affected the computing market today? Would that
>fictitious company have provided a viable platform to be reckoned with, next
>to Apple and Wintel? Would there still be solid support and a viable
>alternative in terms of points of sale and wide public support, not just
>fans like ourselves?
>
>WHAT WOULD HAVE HAPPENED TO THE MARKET?
>
>Any thoughts on this?

Very little, I would think. Atari and Commodore had many strong
points but the message never really got out. Now, if Atari and
Commodore had merged, and then Time-Warner had decided to acquire
them, there may have been a significant difference. Even with all of
the mis-steps that Warner Communications made, they had _enormous_
marketing clout (not to mention the ability to put the Commodore &
Atari machines & logos into their motion pictures). I think if C & A
had merged that the platforms might still be viable, but whatever
their merits, wouldn't have gained a large market share among the
general populous (as opposed to discerning consumers) without the
company being willing to put some money up front first and foremost
for advertising, secondly, and nearly as important, actually producing
enough machines to fulfill the demand (I personally know *many* people
that would have loved to have become part of the ST community, but
couldn't simply because Atari didn't make the machines available in
the US, so they went on to Wintel boxes). I would see a merged Atari

& Commodore against PCs & Macs kind of like RC Cola against Coke &
Pepsi - still hanging in, but very distantly.

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

2918. Re: 'Chunks' has been refuted - iMac sa

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <739fem$10q$1@nnrp1.dejanews.com>
Source record: 4229

In article <3656df6f.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis)'Chunks' wrote:

> On 20 Nov 1998 16:50:15 , having discovered the reason the women were
> laughing at his pathetic advances because they noticed his size 4
> sneakers,sinclair2000@earthlink.net (The Idiot Forever Known As Sinclap)
> wrote:

Jealous huh?

> >> >
> >> "Respect" and "Credibility" are two things YOU lack, thereby your
> >> word is worthless. Try harder. weinerhead.....
> >
> >Boy, when January 15 hits, that leafy spinach sticking out from your mouth
> >will be hard to swallow.
>
> ahh, but there's your problem - I happen to LIKE spinach :) And
> you're making a big mistake saying this sort of thing to a forum full
> of Popeyes....

However, you left out 'Chunky' Popeyes..

> speaking of which, now that you've been totally refuted on your
> recent disinformation screed on the Hades, you'll now be eating copious
> amounts of crow and humble pie, washing it down with lots of whine.....
>

Eh that Hades is old tech and over priced...

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2919. Re: iMac sales still strong!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <739evtoq1@nnrp1.dejanews.com>
Source record: 4230

In article <735s86ppi1@ash.ridgecrest.ca.us>,
grovem@ridgecrest.ca (MGrove) wrote:

> >> In article <72legj$c7g$1@nnrp1.dejanews.com>, sinclair2246@my-dejanews.com
> >> wrote:
>
> >I should know...I am the CompUSA Apple Power Rep for Minnesota, Wisconsin and
> >Iowa.
>
> >Peter S.
> >
>
> Prove it. Post a manned phone number for your direct supervisor. I
> will call and verify this and let the others know.........

Yea right...I imagine all these rabid Jihads call at the same time...Not a chance... Guys and gals we are all busy keeping up with Apple in Comp. If you want to say hi, I will be at Comp next friday - Sun at in Clive, Iowa. But will be at the Bloomington, Roseville, Minnetonka and Woodbury stores earlier in the week.

> By the by, even with the threat of Apple bringing a lawsuit aginst the
> Navy for dropping Macs, they (the Navy) continues to go full speed
> ahead purchasing PC compatible machines for support now and into the
> future. Something that Apple can't promise.
>

I did not know that the Canada had navl vessels. Didn't one of the ships had to be towed back to port because NT crashed?

> MG

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2920. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-23 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <73b07t$7re@news3.euro.net>
Source record: 4231

The truth isn't out there, it's right here! Well spoken, Daniel. Finally an intelligent post as opposed to you-know-who's Apple-ad press releases.

There is one thing that does concern me though. Although things are from the 1990's, the features mentioned for the Hades hardly seem truly 90's development. Perhaps TIFKAS was refering to USB, DVD, Ultra ATA, Fibre Channel and Gigabit ethernet. But then again, the 8-bit Ataris did have - to some extend - their own USB in the early 80's. But then again, give me a reason why an Atari user would NEED USB or Ultra ATA? How many pretty contemptibles are true 90's machines (TIFKAS, may I remind you hat you're 90's Mac will be yester decade technology in less than 2 years... and Oh eh BTW - does your iMac fishtank explode after 2000? our Ataris do not... ;-). How many Macs are? (Really, very smart indeed, no means to get data into the computer but a mouse, a keyboard and the Internet by default. That's a great way to swap and store stuff, especially with system crashes... and with Billy looking over Jobs' shoulder, you should expect a LOT of those)

Man.. even the most hyper-advanced pretty contemptible still has the basic IBM PC architecture and all the fancy hardware stuff you see today (PCI, AGP, EISA, etc, etc.) are desperate attempts to break their boundaries. Don't try to crank up the bus speed of the whole system... well ok, with VLB and PCI it sort of works, but it took a while for it being developed. New tech huh? I believe the C64 had a local bus. Commodore designed their own bus system, and so did Atari, and adapted it to VME, an industrial strength standard for years. Just like 70's technology of Unix-varieties BTW, still and the growing main choice for critical apps (can you say Linux) of professional and power users. As for operatiing systems... we happen to like an operating system that keeps your apps slick and swift. We only need 4MB to do EXACTLY the same that pretty contemptibles or perhaps even Macs can do with 32.... (this figure used to be 16, but with new "enhanced" O.S.'s [or should you say more overhead and built-in browsers...) go figure!). In fact, even the lowliest 512kB machine can still do a lot and has more mem available to apps than most PC's running old MS-DOS versions... speaking of which... there's only ONE 32-bit Windows O.S. and that's NT (you know, the nice try variety). Oh and yes, OS/2, a lot more stable, IMHO. Copland, Win95, Win98, or even Win2000 are all still 16-bit, with the Gates-varieties still with a MS-DOS kernel.

Reminds me of 2-decade ago technology, doesn't it, TIFKAS?

Oh well. We're happy where we are. It seems that you're not. Why bother us then? Buy an Atari and you'll be happy too! :-))

2921. Back In Time website

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-23 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <73bts8$n9c$1@nnrp1.dejanews.com>
Source record: 4232
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Back In Time, a web site dedicated to all Atari games and computers, has recently expanded, and moved to a new web host at http://www.emuclassics.com/backintime.

The site has information on all Atari game consoles including the 2600, 5200, 7800, Lynx, Jaguar, Pong, etc. Atari computers are covered extensively. Those systems include the 400/800, XL, XE, ST, TT, and Falcon series. Other Atari devices, such as the Hotz Box, are covered. Up to date news on the Atari scene is included. Emulation of these systems on the PC platform, along with arcade emulators, is included. The site also looks at some prototype and vaporware equipment.

The site is full of history and photos. Good Atari web sites are vanishing from the web. It is my intention to make my site a leader in Atari coverage. If you love Atari, you will have to check out Back In Time

Mike Stulir, Webmaster
Back In Time
http://www.emuclassics.com/backintime

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2922. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-23 00:00:00 UTC
From: Lawson English <english@primenet.com>
Message-ID: <B27F98E5-17C1EB@206.165.43.34>
Source record: 4233
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

Daniel L. Dreibelbis <dreibel@idirect.com> said:

> I'm rather surprised, though, that it was Ellison and not Steve
>Jobs that made the announcement...

Plausible deniability.

Ellison was the one who told the world that Steve Jobs was going to kick out Gil Amelio and take over Apple and put Ellison on the BoD. Jobs denied the claim, of course.

OTOH, Jobs answered a question at the last Apple stockholder's meeting about a $500 MacOS machine by saying "ask me next year."

--

Want Apple to license Cyberdog for third-party development? Go to:
<http://www.pcsincnet.com/petition.html>

2923. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-23 00:00:00 UTC
From: macdev@earthlink.net
Message-ID: <macdev-2311982316350001@sdn-ar-001casbarp249.dialsprint.net>
Source record: 4234
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <jayfar-2411980047380001@ppp137.blackbox1-mfs.netaxs.com>,
jayfar@netaxs.com wrote:

> | Apparently Larry Ellison was at a computer conference this weekend
> | and made an announcement that sometime in early 1999 a new iMac
> | model will be introduced that will even be more affordable.
> |
> | Now here's the kicker - Ellison was quoted as saying that this new
> | iMac will retail around a ballpark figure of $500 US.
>
> That would be the new consumer portable, successor to the orphaned eMate.

How do you figure?
The imac is the consumer desktop, the consumer portable is PI, a g3 with a
passive matrix screen, and rumored to be in the $1000 and $1200 range.

2924. new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <365a4350.0@nemo.idirect.com>
Source record: 4235
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

while watching the news Sunday night, I saw a report on the Apple iMac - and a rather interesting bit of news that I'm not sure that anybody has commented on yet.

Apparently Larry Ellison was at a computer conference this weekend and made an announcement that sometime in early 1999 a new iMac model will be introduced that will even be more affordable.

Now here's the kicker - Ellison was quoted as saying that this new iMac will retail around a ballpark figure of $500 US.

Now THIS is quite interesting - especially in light of the talk of sub-$600 PCs that are going to be released by Intel vendors.

Now - in order to pare $800 off this new iMac from the current one, what do you think may have to be eliminated? The Ethernet connector? Maybe no monitor (just buy an SVGA, plug it in and go?). I kind of doubt that they'll eliminate one USB connector....

This should prove interesting, especially to those in the Atari community - it may mean that we will have a VERY affordable platform to run MagiCMac on :)

I'm rather surprised, though, that it was Ellison and not Steve Jobs that made the announcement...

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2925. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-24 00:00:00 UTC
From: jayfar@netaxs.com
Message-ID: <jayfar-2411980047380001@ppp137.blackbox1-mfs.netaxs.com>
Source record: 4236
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <365a4350.0@nemo.idirect.com>, dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

| while watching the news Sunday night, I saw a report on the Apple
| iMac - and a rather interesting bit of news that I'm not sure that
| anybody has commented on yet.
|
| Apparently Larry Ellison was at a computer conference this weekend
| and made an announcement that sometime in early 1999 a new iMac
| model will be introduced that will even be more affordable.
|
| Now here's the kicker - Ellison was quoted as saying that this new
| iMac will retail around a ballpark figure of $500 US.

That would be the new consumer portable, successor to the orphaned eMate.

Cheers,
Jayfar
--
Jay Farrell Jayfar's Original Virtual Macintosh
jayfar@netaxs.com * Your Favorite Mac Site * Now Updated Daily *
Philadelphia, USA <URL:http://www.netaxs.com/~jayfar/live.desk.html>

Jayfar's APPLE DOOMSDAY CLOCK <URL:http://www.netaxs.com/~jayfar/>

2926. Retailers want in on iMac sales bandwagon!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-24 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <73dkar$2vr$1@nnrp1.dejanews.com>
Source record: 4237

'Chunks' will be Popeye in no time...

As iMacs Thrive, Dealers Revive
(11/23/98, 2:08 p.m. ET)
By Todd Wasserman, Computer Retail Week

The success of the iMac that has propelled activity among Apple's smaller specialty retailers is eliciting inquiries from others who want a piece of the company's turnabout.

"We're getting an awful lot of requests, and quite frankly, we're turning down some and putting others on hold," said Jeff Hanson, Apple's senior director of channel sales.

Expanding its channel presence would cap a successful, almost year-long program in which Apple pared several national retailers and three distributors. Last month, the Cupertino, Calif., company added Best Buy as its third national account, joining CompUSA and Micro Center.

Apple's iMac, introduced in August, boosted the company's share of the PC market to 11.7 percent in October, vs. 7.6 percent in October 1997, according to PC Data, in Reston, Va.

Apple is also considering a sub-$1,000 unit, Hanson said. "I think we'd be remiss if we're going to be in the consumer market and not recognize there are certain price points we have to hit," he said.

While demand for the iMac and other products remains strong, Apple has proven to be atypically adept at providing products punctually, retailers said.

"It's been unusually good," said Tony Violanti, vice president of sales for ComputerTown, in Salem, N.H. "It seems like they have their act together."

"Apple has improved dramatically when it comes to forecasting product availability," said Mark Miller, director of

sales, marketing and
communication for MacCenter, in Fort Lauderdale, Fla.

Yet Miller and other Apple dealers said products such as high-end Macs and PowerBooks are still often in short supply.

Hanson said Apple struggled to meet demand on some
products in
mid-September. "We were constrained on some of the
professional-line products and maybe even some of the
PowerBooks,
but in early October, that was resolved," he said.

"One of the biggest steps we took last year was to
consolidate
distribution so we had only two places where I try to
manage inventory
from," he said. Apple chose two distributors, Ingram
Micro and
Pinacor, from a group that also comprised Merisel, Tech
Data, and
Inacom.

In December 1997, Apple moved to a four-week price- protection policy. "In the past, it was pretty open. We'd price- protect [retailers'] on-hand inventory," he said. "The problem is, that allows an awful lot of slop in the way people manage inventory."

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2927. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-24 00:00:00 UTC
From: erick@sfu.ca
Message-ID: <73dqhdut1@morgoth.sfu.ca>
Source record: 4238
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

Lawson English <english@primenet.com> wrote:
>Daniel L. Dreibelbis <dreibel@idirect.com> said:
>> I'm rather surprised, though, that it was Ellison and not Steve
>>Jobs that made the announcement...
>
>Plausible deniability.

Yes, this isn't the first time Larry said Apple was going to do something that later didn't happen. Remember early in the year when he said they were going to make a network computer with a 17" screen for under $1000? Instead it was the iMac (which, while not having a 17" screen or being under $1000, could still be called a network computer :). And remember when he was going to personally buy Apple and put Steve in charge? Well, that one was pretty close... ;)

>OTOH, Jobs answered a question at the last Apple stockholder's meeting
>about a $500 MacOS machine by saying "ask me next year."

I thought it was sub-$1000 at the time? I didn't think people were even talking about sub-$500 PC's yet...I'm thinking of them meeting that took place sometime before the May iMac announcement, was there a later one?

-- Erick

P.S. Not sure why this is in comp.sys.atari.advocacy; I set the follow-up to comp.sys.mac.advocacy only.

2928. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-24 00:00:00 UTC
From: Lawson English <english@primenet.com>
Message-ID: <B27FBF25-20BEB0@206.165.43.34>
Source record: 4239
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

Erick Bryce Wong <erick@sfu.ca> said:

>>OTOH, Jobs answered a question at the last Apple stockholder's meeting
>>about a $500 MacOS machine by saying "ask me next year."
>
>I thought it was sub-$1000 at the time? I didn't think people were even
>talking about sub-$500 PC's yet...I'm thinking of them meeting that took
>place sometime before the May iMac announcement, was there a later one?

Actually, I believe that they were asking about a Newton-like system. It
was at the stockholder's meeting last January, as I recall.

Want Apple to license Cyberdog for third-party development? Go to:
<http://www.pcsincnet.com/petition.html>

2929. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-24 00:00:00 UTC
From: stone@enetis.net
Message-ID: <stone-2411980254040001@rc-pm3-1-33.enetis.net>
Source record: 4240
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <jayfar-2411980047380001@ppp137.blackbox1-mfs.netaxs.com>,
jayfar@netaxs.com wrote:

>In article <365a4350.0@nemo.idirect.com>, dreibel@idirect.com (Daniel L.
>Dreibelbis) wrote:
>
>| while watching the news Sunday night, I saw a report on the Apple
>| iMac - and a rather interesting bit of news that I'm not sure that
>| anybody has commented on yet.
>|
>| Apparently Larry Ellison was at a computer conference this weekend
>| and made an announcement that sometime in early 1999 a new iMac
>| model will be introduced that will even be more affordable.
>|
>| Now here's the kicker - Ellison was quoted as saying that this new
>| iMac will retail around a ballpark figure of $500 US.
>
>That would be the new consumer portable, successor to the orphaned eMate.
>Cheers,
>Jayfar

No. Apple's next consumer portable (or P1) is slated to start at prices
around $1200 and be much more than a glorified eMate. Ellison would had
to have been talking about a new iMac or successor to the iMac.

-Kevin Stone
Stone Entertainment
www.StoneEntertainment.com
(no email please)

2930. Re: Retailers want in on iMac sales bandwag

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <365ac74a.0@nemo.idirect.com>
Source record: 4241

On 24 Nov 1998 06:39:24 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>'Chunks' will be Popeye in no time...

still talking to his imaginary friend.....

and if he were real, TIFKAS really wouldn't want him to change into Popeye - seeing as what Popeye does to idiotic cowardly bullies.....

Of course, if "Chunks" really existed, he wouldn't do anything violent to the little schmo - he'd have too much fun kicking his butt metaphorically in cyberspace.....

Actually, even an imaginary character would have more trust and credibility than TIFKAS, who seems to still be living in a gumdrop house on Lollypop Laneeeeeeeeeeeeeee........

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2931. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-24 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <73en01$knk@ds2.acs.ucalgary.ca>
Source record: 4242
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

On 24 Nov 1998, Daniel L. Dreibelbis wrote:

>
> This should prove interesting, especially to those in the Atari
> community - it may mean that we will have a VERY affordable platform to
> run MagiCMac on :)
>

Yup - should be great - now all we need is a 'MagicMac' version that
will run on OS 8.5 - and - be available for purchase in Canader !

The Canadian Curmudgeon (in sunny, cool, 1C, Calgary)

2932. Just a test, please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-24 00:00:00 UTC
From: appland <appland@istar.ca>
Message-ID: <365B8182.D61@istar.ca>
Source record: 4243

```
Testing--system crash!
```

2933. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-24 00:00:00 UTC
From: Jonathan Dingel <JDROCKS@prodigy.net>
Message-ID: <365B4F29.77E3@prodigy.net>
Source record: 4244
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

Ken Macdonald wrote:
>
> milo_mklinux@my-dejanews.com wrote:
> > In article <365a4350.0@nemo.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > > This should prove interesting, especially to those in the Atari
> > > community - it may mean that we will have a VERY affordable platform to
> > > run MagiCMac on :)
> >
> > What is MagiCMac?
>
> see http://members.aol.com/ashinfo/frames/prodfram.htmThanks for sending us to a damn German website. (Nothing against
Germans, but I can't read their language!)

2934. Re: Just a test, please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-25 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <73hgun$6us@ds2.acs.ucalgary.ca>
Source record: 4099

On Tue, 24 Nov 1998, appland wrote:

> Testing--system crash!

Hmmm, must be a PC

The Canadian Curmudgeon (in sunny, cool, windy, Calgary)

2935. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-25 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <365C5B7E.413DB986@cfc.dnd.ca>
Source record: 4100
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

milo_mklinux@my-dejanews.com wrote:
> In article <365a4350.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > This should prove interesting, especially to those in the Atari
> > community - it may mean that we will have a VERY affordable platform to
> > run MagiCMac on :)
>
> What is MagiCMac?

see http://members.aol.com/ashinfo/frames/prodfram.htm

> > I'm rather surprised, though, that it was Ellison and not Steve
> > Jobs that made the announcement...
>
> That's just more of Ellison's NC pipe dream. Nothing is impossible for
> someone who doesn't have to do the work. :D

2936. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-25 00:00:00 UTC
From: milo_mklinux@my-dejanews.com
Message-ID: <365c8900.30664315@news.chicagonet.net>
Source record: 4101
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

On Wed, 25 Nov 1998 14:33:18 -0500, Ken Macdonald
<macdonald@cfc.dnd.ca> wrote:

>milo_mklinux@my-dejanews.com wrote:
>> In article <365a4350.0@nemo.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> > This should prove interesting, especially to those in the Atari
>> > community - it may mean that we will have a VERY affordable platform to
>> > run MagiCMac on :)
>>
>> What is MagiCMac?
>
>see http://members.aol.com/ashinfo/frames/prodfram.htm

Thanks, but that site is in German. Anybody care to translate?

>> > I'm rather surprised, though, that it was Ellison and not Steve
>> > Jobs that made the announcement...
>>
>> That's just more of Ellison's NC pipe dream. Nothing is impossible for
>> someone who doesn't have to do the work. :D

2937. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-25 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <365cbc2e.0@nemo.idirect.com>
Source record: 4102
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

On 25 Nov 1998 22:48:48 , Milo MkLinux wrote:

>>> > This should prove interesting, especially to those in the Atari
>>> > community - it may mean that we will have a VERY affordable platform to
>>> > run MagiCMac on :)
>>>
>>> What is MagiCMac?
>>
>>see http://members.aol.com/ashinfo/frames/prodfram.htm
>
>Thanks, but that site is in German. Anybody care to translate?
>
well, one thing you could do, Milo, is to vist the Application
Systems Heidelberg site again using Alta Vista's Babelfish function to
translate (I must admit, it works quite well.....).

You can also visit http://bengy.atari.org, or
http://www.telusplanet.net/public/bengy/MINDEX.HTM - this is Bengy
Collins' MagiC Support Page which explains all about the different
versions of MagiC, including MagiCMac (an Atari-compatible operating
system for 68030/040, PowerPC and G3 Macs) and MagiCPC (an Atari
emulator program for Windows '95). Bengy also keeps a demo of MagiCMac
on his pages, so you can try it out and see what you think.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2938. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-25 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <365cc49b.0@nemo.idirect.com>
Source record: 4103

On 25 Nov 1998 17:11:23 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:
>
>
>Sportsfans..

you want alt.sports.recreation. or maybe alt.thinking.hurts is more your speed.....

>
>The Hades underperforms todays Pentium at higher cost. From the horses mouth
>below..

<snip pseudo-proof of why PCs are superior to the Hades, a machine he has never seen or used>

hmmm, where do we begin:

1) posted a private letter from Edward Baiz onto a public forum without his permission - considered poor nettiquette (of course, par for the course for TIFKAS, who thinks USENET is his own public toilet)

2) 300MhZ PCs are still available. But even 400-450mHz PCs are crippled when running buggy operating systems like Windows '9x, whereas the sleek operating systems found on the Hades whizzes right by - including the overpriced, underpowered iMac. Remember too that TIFKAS has proven time and again that he can never be considered an expert on TOS hardware and architecture, to the point that he has to fabricate facts out of smoke and mirrors......(gee, TIFKAS must be running out of arguments when he has to hold up a WINTEL system to try to discredit Hades users - guess he can't use one of his expensive G3 towers to hold it up as a yardstick)

3) Cost factor - well, you can cut the cost factor right down when you buy the motherboard kit from the dealer and add your own parts to PC prices - and it's worth it.. Of course, TIFKAS will whine that it's all "hack n' slash", but then mummy must have told him never to touch a motherboard as there might be icky germs that might get inside him the next time he picks his nose......

4) He picked the wrong guy to try to argue with and smear- as you can see, Edward actually OWNS a Hades, and knows it inside out and what it does. Anyone who tries to wheedle a negative turn out of a GLOWING POSITIVE RESPONSE for his choice of computer must be in dire need of a vacation (or else he hasn't had his two o'clock slapping). I predict

Edward will reply to this, and I shudder to think what will happen to
TIFKAS when he's faced with someone with actual facts instead of Steve
Jobs Reality-Distortion Field - inspired FUD.....

5) TIFKAS loses further points because his choice of "newsreader",
DejaNews, has totally smushed the letter to the point that it's painful
(and pointless) to try and read his fanciful spin on the facts. Surely
one who has bragged loud and long about how Netscape Communicator and
IE4 are "superior Internet Applications" could try to spend a few
minutes to set up their internal USENET capability. Oh, sorry - we're
talking about TIFKAS, the loser troll who can be easily outwitted by a
jar of Vegemite!

BTW, TIFKAS - I notice you still haven't responded to MY rebuttal of
your pathetic attack on the Hades. Chicken? (and BTW, I sent e-mail to
the guy you gave the FUD to with the real facts on the Hades - you're
not going to like what he told me what he thinks of you and you
disinformation campaigns, but then I keep much of my e-mail
correpondance private, and always ask permission.....)

Hmm, I now predict that TIFKAS will post another lame flame to his
imaginary friend "Chunks"......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2939. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-25 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <73gdr1$79g$1@nnrp1.dejanews.com>
Source record: 4245

In article <73b07t$7re@news3.euro.net>,
"Werner Domroese / Q5" <q5@usa.net> wrote:

This is probably a joke post but:

1) Macs do not explode in year 2000. The first Macs will experience clock roll- over sometime around 2037. A Macintosh II or better will give you a few dozen extra millenia. 2) The iMac has a CD-ROM that you seem to have forgotten about. 3) There are a lot of things that a 32MB Mac or PC can do that a 4MB Atari cannot (and vise-versa). 4) Copland was never shipped and had no 16-bit heritage.

> The truth isn't out there, it's right here! Well spoken, Daniel. Finally an
> intelligent post as opposed to you-know-who's Apple-ad press releases.
>
> There is one thing that does concern me though. Although things are from the
> 1990's, the features mentioned for the Hades hardly seem truly 90's
> development. Perhaps TIFKAS was refering to USB, DVD, Ultra ATA, Fibre
> Channel and Gigabit ethernet. But then again, the 8-bit Ataris did have - to
> some extend - their own USB in the early 80's. But then again, give me a
> reason why an Atari user would NEED USB or Ultra ATA? How many pretty
> contemptibles are true 90's machines (TIFKAS, may I remind you hat you're
> 90's Mac will be yester decade technology in less than 2 years... and Oh eh
> BTW - does your iMac fishtank explode after 2000? our Ataris do not... ;-).
> How many Macs are? (Really, very smart indeed, no means to get data into the
> computer but a mouse, a keyboard and the Internet by default. That's a great
> way to swap and store stuff, especially with system crashes... and with
> Billy looking over Jobs' shoulder, you should expect a LOT of those)
>
> Man.. even the most hyper-advanced pretty contemptible still has the basic
> IBM PC architecture and all the fancy hardware stuff you see today (PCI,
> AGP, EISA, etc, etc.) are desperate attempts to break their boundaries.
> Don't try to crank up the bus speed of the whole system... well ok, with VLB
> and PCI it sort of works, but it took a while for it being developed. New
> tech huh? I believe the C64 had a local bus. Commodore designed their own
> bus system, and so did Atari, and adapted it to VME, an industrial strength
> standard for years. Just like 70's technology of Unix-varieties BTW, still
> and the growing main choice for critical apps (can you say Linux) of
> professional and power users. As for operatiing systems... we happen to like
> an operating system that keeps your apps slick and swift. We only need 4MB
> to do EXACTLY the same that pretty contemptibles or perhaps even Macs can do
> with 32.... (this figure used to be 16, but with new "enhanced" O.S.'s [or
> should you say more overhead and built-in browsers...) go figure!). In fact,
> even the lowliest 512kB machine can still do a lot and has more mem
> available to apps than most PC's running old MS-DOS versions... speaking of

> which... there's only ONE 32-bit Windows O.S. and that's NT (you know, the
> nice try variety). Oh and yes, OS/2, a lot more stable, IMHO. Copland,
> Win95, Win98, or even Win2000 are all still 16-bit, with the Gates-varieties
> still with a MS-DOS kernel.
>
> Reminds me of 2-decade ago technology, doesn't it, TIFKAS?
>
> Oh well. We're happy where we are. It seems that you're not. Why bother us
> then? Buy an Atari and you'll be happy too! :-))
>
>

--
--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2940. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-25 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <73ghj9$56v@news3.euro.net>
Source record: 4246

quinlan@intergate.bc.ca wrote in message
<73gdr1$79g$1@nnrp1.dejanews.com>...
>In article <73b07t$7re@news3.euro.net>,
> "Werner Domroese / Q5" <q5@usa.net> wrote:
>
>This is probably a joke post but:
>
>1) Macs do not explode in year 2000. The first Macs will experience clock
>roll- over sometime around 2037. A Macintosh II or better will give you a
few
>dozen extra millenia. 2) The iMac has a CD-ROM that you seem to have
>forgotten about. 3) There are a lot of things that a 32MB Mac or PC can do
>that a 4MB Atari cannot (and vise-versa). 4) Copland was never shipped and
>had no 16-bit heritage.
>
Yes it was intended quite humorously :-)
As for what 32MB machines can do.... I'd just say this: you can buy a
bog-standard ST for sometimes less than $50 (ok, with 1MB). Try getting a
comparable PC for that. In stead of buying a PC, buy several ST's and
network them :-)) Get a 720k floppy disk with a shareware MIDI-app some DIN
cables and you can do MIDI sequencing (if that's what you want).

Anyway, what you said is all true, but I think you kind of missed the spirit
or intention of the post. :-)

The first Ataris will get problems around 2048 if I'm not mistaken. And the
2000 problem was not with regard to Macs but with regard to many a PC
(pretty contemptible ;-)

This was a general post as a reply to Daniel's and was intended to be taken
with a tiny little bit of humor :)

C'ya

2941. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-25 00:00:00 UTC
From: milo_mklinux@my-dejanews.com
Message-ID: <73h9gp$vt9$1@nnrp1.dejanews.com>
Source record: 4247
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <365a4350.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

[snip]

> This should prove interesting, especially to those in the Atari
> community - it may mean that we will have a VERY affordable platform to
> run MagiCMac on :)

What is MagiCMac?

> I'm rather surprised, though, that it was Ellison and not Steve
> Jobs that made the announcement...

That's just more of Ellison's NC pipe dream. Nothing is impossible for
someone who doesn't have to do the work. :D

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2942. Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-25 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <73hdn9$3up$1@nnrp1.dejanews.com>
Source record: 4248

Sportsfans..

The Hades underperforms todays Pentium at higher cost. From the horses mouth below..

I was told you were cutting down the Hades and saying
things about
subject you did not know anything about. Let me tell
you this, the
Hades 060 is one of the best computers I have ever
used. It is as fast
as a 200-300mhz Pentium and can do most anything. It
can have 1 gig of
memory, takes PCI card as well the older ISA cards. I
can do scanning,
DTP (I use Layout which is also made for the Mac),
get on the NET, get
email and more. As far as it being slow, it is not.
Please, the Mac you
run and sell is a fine piece of work. Stick with it.
Don't cut down
other machines, expecially those that are also a fine
piece of work.
I love my machine and there is nothing you can say to
make me ever
change my mind....

Edward S. Baiz Jr. ebaiz@qtm.net
---------- - On the Internet via
an Atari TT clone (the Hades 060) and loving it.
---------- -

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2943. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-26 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <73ijl7$3um$1@nnrp1.dejanews.com>
Source record: 4104

In article <73ghj9$56v@news3.euro.net>,
"Werner Domroese / Q5" <q5@usa.net> wrote:

> Yes it was intended quite humorously :-)

I thought so and I didn't mean for my post to be a cut-down. There are impressionable children on the 'net so we need to be careful...

> As for what 32MB machines can do.... I'd just say this: you can buy a
> bog-standard ST for sometimes less than $50 (ok, with 1MB). Try getting a
> comparable PC for that.

A comparable PC (from a processor standpoint) would be an 286. A 386 is decisively better than a 68000. I bet that you could get a 386 for around $50. I can't remember what kind of video, sound and memory you'd find in a 386 but, compared to an ST, it would probably be fairly good. Of course, you'd loose the MIDI connectors. I'm actually looking for a 386 class machine to act as a mail and low-volume web server so if someone knows more about pricing, please contact me.

> Get a 720k floppy disk with a shareware MIDI-app some DIN
> cables and you can do MIDI sequencing (if that's what you want).

I am with you on this one.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2944. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-26 00:00:00 UTC
From: cirby@magicnet.net
Message-ID: <cirby-2511982042510001@pm61-23.magicnet.net>
Source record: 4105
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

milo_mklinux@my-dejanews.com (Milo MkLinux) wrote:

> Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
>
> >milo_mklinux@my-dejanews.com wrote:
>
> >> What is MagiCMac?
> >
> >see http://members.aol.com/ashinfo/frames/prodfram.htm
>
> Thanks, but that site is in German. Anybody care to translate?

Try this:

http://babelfish.altavista.com/

--

Chad Irby \ My greatest fear: that future generations will,
cirby@magicnet.net \ for some reason, refer to me as an "optimist."

2945. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-26 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <73j2t5$iom@news3.euro.net>
Source record: 4106

quinlan@intergate.bc.ca wrote in message
<73ijl7$3um$1@nnrp1.dejanews.com>...
>In article <73ghj9$56v@news3.euro.net>,
> "Werner Domroese / Q5" <q5@usa.net> wrote:
>
>> Yes it was intended quite humorously :-)
>
>I thought so and I didn't mean for my post to be a cut-down. There are
>impressionable children on the 'net so we need to be careful...
>
>> As for what 32MB machines can do.... I'd just say this: you can buy a
>> bog-standard ST for sometimes less than $50 (ok, with 1MB). Try getting a
>> comparable PC for that.
>
>A comparable PC (from a processor standpoint) would be an 286. A 386 is
>decisively better than a 68000. I bet that you could get a 386 for around

From a processor standpoint yes. But also bare in mind that 386's have poor
busefficiency compared to Intel thingies. I think I said something about
where to
place the 68000, I still think between 286 and 386. But you're right. IBM
PC/AT
was around 1986 I think, just after the first 68000's. And a 68030 machine
is not
that cheap compared to 386, except perhaps some older Macs.
I think the 68020 more likely resembles a 386, and the 68030 between a 386DX
and a 486SX. BTW - A 68000 / 010 could in theory be compared to a 386SX.
The latter you can buy for $50, I agree. But decisively beter heavily
depends on the OS and apps you're using. Sure as application server or file
server under an older O.S.
it's fine. Even current O.S.'s run altough you'll need quite some expensive
30-pin SIMM memory to run them smoothly. :-)

I'm a network administrator so I think I have at least some knowledge in
this area :-)
>$50. I can't remember what kind of video, sound and memory you'd find in a
>386 but, compared to an ST, it would probably be fairly good. Of course,
>you'd loose the MIDI connectors. I'm actually looking for a 386 class
machine
>to act as a mail and low-volume web server so if someone knows more about
>pricing, please contact me.
>
>> Get a 720k floppy disk with a shareware MIDI-app some DIN
>> cables and you can do MIDI sequencing (if that's what you want).
>

>I am with you on this one.
>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2946. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-27 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be19cd$e545cea0$685e0fcb@default>
Source record: 4107

Daniel L. Dreibelbis <dreibel@idirect.com> wrote in article
<365cc49b.0@nemo.idirect.com>...
> On 25 Nov 1998 17:11:23 , sinclair2246@my-dejanews.com (The Idiot
>
> 2) 300MhZ PCs are still available. But even 400-450mHz PCs are
> crippled when running buggy operating systems like Windows '9x, whereas
> the sleek operating systems found on the Hades whizzes right by -
> including the overpriced, underpowered iMac.

The 060 processors number crunching performance is comparable to that of a Pentium 75 roughly. Ofcourse, with a reasonably efficient operating system (unlike Windows) the computer may feel a great deal faster, certainly more responsive. But when serious number crunching is called for (rendering for example) the processing performance of the 060 doesn't cut it with todays, even yesterdays Pentium chips.

Remember too that TIFKAS
> has proven time and again that he can never be considered an expert on
> TOS hardware and architecture, to the point that he has to fabricate
> facts out of smoke and mirrors......(gee, TIFKAS must be running out of
> arguments when he has to hold up a WINTEL system to try to discredit
> Hades users - guess he can't use one of his expensive G3 towers to hold
> it up as a yardstick)

The G3 is a fine processor. MacOS is the dog.

> 3) Cost factor - well, you can cut the cost factor right down when
> you buy the motherboard kit from the dealer and add your own parts to PC
> prices - and it's worth it.. Of course, TIFKAS will whine that it's all
> "hack n' slash", but then mummy must have told him never to touch a
> motherboard as there might be icky germs that might get inside him the
> next time he picks his nose......

he he...

> 4) He picked the wrong guy to try to argue with and smear- as you
> can see, Edward actually OWNS a Hades, and knows it inside out and what
> it does. Anyone who tries to wheedle a negative turn out of a GLOWING
> POSITIVE RESPONSE for his choice of computer must be in dire need of a
> vacation (or else he hasn't had his two o'clock slapping). I predict
> Edward will reply to this, and I shudder to think what will happen to
> TIFKAS when he's faced with someone with actual facts instead of Steve
> Jobs Reality-Distortion Field - inspired FUD.....

This is assuming that the fellow has used current Pentiums or G3 Macs before.

A port of Quake should really tell of the relative performance to a PC, MAC or even AmigaQuake 060.

> 5) TIFKAS loses further points because his choice of "newsreader",
> DejaNews, has totally smushed the letter to the point that it's painful
> (and pointless) to try and read his fanciful spin on the facts. Surely
> one who has bragged loud and long about how Netscape Communicator and
> IE4 are "superior Internet Applications" could try to spend a few
> minutes to set up their internal USENET capability. Oh, sorry - we're
> talking about TIFKAS, the loser troll who can be easily outwitted by a
> jar of Vegemite!

Netscape is quite good really, although IE4 is total monopolistic, disfunctional bloatware.

> BTW, TIFKAS - I notice you still haven't responded to MY rebuttal of
> your pathetic attack on the Hades. Chicken? (and BTW, I sent e-mail to
> the guy you gave the FUD to with the real facts on the Hades - you're
> not going to like what he told me what he thinks of you and you
> disinformation campaigns, but then I keep much of my e-mail
> correpondance private, and always ask permission.....)
>
> Hmm, I now predict that TIFKAS will post another lame flame to his
> imaginary friend "Chunks"......

Anyone using MacOS and then attacking other OS's is lame. MacOS is a dog, and TIFKAS knows it.

Regards,

Clockmeister.

2947. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-27 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be19d1$f554fec0$685e0fcb@default>
Source record: 4108

```
Werner Domroese / Q5 <q5@spam.not> wrote in article
<73j2t5$iom@news3.euro.net>...
>
> quinlan@intergate.bc.ca wrote in message
> <73ijl7$3um$1@nnrp1.dejanews.com>...
> >In article <73ghj9$56v@news3.euro.net>,
> > "Werner Domroese / Q5" <q5@usa.net> wrote:
> >
> >> Yes it was intended quite humorously :-)
> >
> >I thought so and I didn't mean for my post to be a cut-down. There are
> >impressionable children on the 'net so we need to be careful...
> >
> >> As for what 32MB machines can do.... I'd just say this: you can buy a
> >> bog-standard ST for sometimes less than $50 (ok, with 1MB). Try
getting a
> >> comparable PC for that.
> >
> >A comparable PC (from a processor standpoint) would be an 286. A 386 is
> >decisively better than a 68000. I bet that you could get a 386 for
around
>
> From a processor standpoint yes. But also bare in mind that 386's have
poor
> busefficiency compared to Intel thingies. I think I said something about
> where to
> place the 68000, I still think between 286 and 386. But you're right. IBM
> PC/AT
> was around 1986 I think, just after the first 68000's. And a 68030
machine
> is not
> that cheap compared to 386, except perhaps some older Macs.
> I think the 68020 more likely resembles a 386, and the 68030 between a
386DX
> and a 486SX. BTW - A 68000 / 010 could in theory be compared to a 386SX.
> The latter you can buy for $50, I agree. But decisively beter heavily
> depends on the OS and apps you're using. Sure as application server or
file
> server under an older O.S.
> it's fine. Even current O.S.'s run altough you'll need quite some
expensive
> 30-pin SIMM memory to run them smoothly. :-)
>
> I'm a network administrator so I think I have at least some knowledge in
```

> this area :-)
> >$50. I can't remember what kind of video, sound and memory you'd find in
a
> >386 but, compared to an ST, it would probably be fairly good. Of course,
> >you'd loose the MIDI connectors. I'm actually looking for a 386 class
> machine
> >to act as a mail and low-volume web server so if someone knows more
about
> >pricing, please contact me.
> >
> >> Get a 720k floppy disk with a shareware MIDI-app some DIN
> >> cables and you can do MIDI sequencing (if that's what you want).
> >
> >I am with you on this one.
> >

Roughly...

68000 = 386SX
68010 = 386SX
68020 = 386DX
68030 = 486DX
68040 = 486DX2/4
68060 = P75

From experience, that would seem about right but with the cleaner OS's
(Atari/Amiga) and custom chips the Motorola based systems often perform
much better then this list may suggest.

Most 386's didn't come with a soundcard at all, that was mostly the 486
era.
Video was often VGA 640x480 x 16/256 colours and possibly 800x600x16
colours.

I'm talking most common 386's here, there where exceptions.

A 386DX40's are probably the only usefull 386's I've come across IMO.

Regards,

Clockmeister.

2948. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-27 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <73lklgfgh1@nnrp1.dejanews.com>
Source record: 4109

In article <73j2t5$iom@news3.euro.net>,
"Werner Domroese / Q5" <q5@usa.net> wrote:

> From a processor standpoint yes. But also bare in mind that 386's have poor
> busefficiency compared to Intel thingies.

What do you mean?

> I think the 68020 more likely resembles a 386, and the 68030 between a 386DX
> and a 486SX. BTW - A 68000 / 010 could in theory be compared to a 386SX.

MMU and FPU support was not available in the 68K series until the 68020. A
built-in MMU was added in the 68030. The 80386 processor also has a built-in
MMU. So you cannot compare a 68000/10 to a 80386 unless you aren't going to
use the MMU for anything. Same with the 68020 unless you have an external
MMU.

> The latter you can buy for $50, I agree. But decisively beter heavily
> depends on the OS and apps you're using. Sure as application server or file
> server under an older O.S. it's fine. Even current O.S.'s run altough
> you'll need quite some expensive 30-pin SIMM memory to run them smoothly. :-)

Actually, I'd run the latest and greatest version of linux. It would run in
4MB and fly with 8MB.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2949. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-28 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <73oah9jim1@nnrp1.dejanews.com>
Source record: 4110

In article <01be19d1$f554fec0$685e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:

> Roughly...
>
> 68000 = 386SX
> 68010 = 386SX
> 68020 = 386DX
> 68030 = 486DX
> 68040 = 486DX2/4
> 68060 = P75

That comparison list is terrible. The 386sx is a much more powerful chip than the 68000/68010/68020. The 386 has a MMU and can support an FPU externally. It also has a 32-bit address bus and internal cache. The 68000/68010 have no cache, no support for an MMU or FPU and 24-bit address busses. The 68020 has no MMU but supports external coprocessors. It also has a 32-bit address bus and internal cache. The 68030 has a MMU but no FPU. The 486DX has both. The 68040MC/EC are rough equivalents to the 486DX2. I have no knowledge of the 68060.

[snipped]

You are mixing processors with systems.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2950. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-28 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <73p3o6$5bg@news3.euro.net>
Source record: 4111

<<big snip, read whole thread for rest>>
>Roughly...
>
>68000 = 386SX
>68010 = 386SX
>68020 = 386DX
>68030 = 486DX
I disagree here. The 486DX has a built-in FPU, the 030 has not.
I'd say 030 sort of equals 486SX in terms of technical specs (not in
performance)
>68040 = 486DX2/4

Depends on which 040. There are 040's with FPU and 040's without FPU, right?
>68060 = P75
What about the EC versions and such??? Any thoughts on this?

>
>From experience, that would seem about right but with the cleaner OS's
>(Atari/Amiga) and custom chips the Motorola based systems often perform
>much better then this list may suggest.

Agreed. I
've seen a 040 system outperform a Pentium II Xeon in DTP apps, hard disk
recording, MIDI sequencing and FMB manipulation. Better system architecture
and cleaner software on a cleaner OS even though its core is 16-bit can do
wonderous things...

Then again, for pure processing power, it's a shame the 060 wasn't developed
any further. Raw processing os probably better on the more recent Intels.
But, as with computers, look at the years those processors were brought to
market and at what price. Then compare to the Intel competition.

>
>Most 386's didn't come with a soundcard at all, that was mostly the 486
>era.
>Video was often VGA 640x480 x 16/256 colours and possibly 800x600x16
>colours.
>
>I'm talking most common 386's here, there where exceptions.
>
>A 386DX40's are probably the only usefull 386's I've come across IMO.
>
>Regards,
>
>Clockmeister.
Hmmm although Microbilly claims it's impossible I once installed a full

Win95 with all of its applets, drivers, featurews, bugs and everything on a 386SX at 16MHz with 30 megs of HDD space using on the fly, okay, eh I mean "during-coffee-break" data compression on the drive and even had 2 megs left for storage of user data files. But then again, all you had on it was wordpad / write.... *grin*
But hey, it worked...

2951. CPU scales Intel vs. Motorola (was: Re: TIFKAS vs. The Hades TOS clone)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-28 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <73p3o7$5bg@news3.euro.net>
Source record: 4112

<<snipped>>
>> Roughly...
>>
>> 68000 = 386SX
>> 68010 = 386SX
>> 68020 = 386DX
>> 68030 = 486DX
>> 68040 = 486DX2/4
>> 68060 = P75
>
>That comparison list is terrible. The 386sx is a much more powerful chip
than
>the 68000/68010/68020. The 386 has a MMU and can support an FPU externally.

That really depends on how much value or priority you put on the various components of the processor. A Motorola processor is usually known to have a better bus efficiency, which, on low bandwidth systems such as 8MHz ISA, would have benefitted
the system more if there were peripherals that actually used all of the bandwidth of those ISA systems - very few did -> hence other features were more important to cut down cost, but even more on higher bandwidth systems.

Apart from Unix flavors, there were no operating systems for the 386SX that actually made use of the MMU. This is a system problem, not a processor problem.

One more thing about 020 vs. 386SX. The 386SX had a 16-bit external bus and a MMU (it was after all a cut-down 386DX). The 020 a 32-bit external bus and no MMU but support for an external one 68851. They can really not be compared in that manner.

>It also has a 32-bit address bus and internal cache. The 68000/68010 have
no

>cache, no support for an MMU or FPU and 24-bit address busses. The 68020
has

Agreed on that, except for the support. The 68010 supports the 68881 FPU from what I
know, and other _systems_ with 68000's have been known to support an FPU as well (albeit using non-standard methods - but then... the Weitek coprocessors for 386's were non standard as well and required their own address space...)

And don't forget the RapidCad variety of 386's...

>no MMU but supports external coprocessors. It also has a 32-bit address bus
>and internal cache. The 68030 has a MMU but no FPU. The 486DX has both. The

68030 supports 68882, a 486SX is a 486DX without an FPU. 68030 also has an internal cache - yes, it's smaller but it can cope with a smaller cache because of better bus efficiency than the 486.

>68040MC/EC are rough equivalents to the 486DX2. I have no knowledge of the

I agree. There are also 040's that equal a 486DX.

>68060
I'd compare it to a Pentium-class processor, no matter which. Main difference between 060 and Pentium class is bus access I think, not features. I'm not sure, but I think the 060 has a 64-bit bus, but I my confuse it with a Pentium. Anyway, the two had the exact opposite principals of eachother.

Comparison is difficult because of the myriad of different Pentium processors available with different features and bus access systems. There's the P54C (plain Pentium) variety and MMX variety with extra instructions making systems cheaper without the need for dedicated custom chips. Then there was the Pro variety which featured branch prediction and such, mainly used on NT servers and better served true 32-bit operating systems (NOT Win95, 98 or Win32s, but NT and OS/2 or Unix only), then there was the Pentium II, a combo of MMX and Pro with added circuitry, DEC Alpha technology. And a pro version of that, the Xeon, as well as a cut-down version, the Celeron. Ofcourse, there's also AMD's K6 with an additional MMX-like 3D instruction set and greater bus efficiency and it needs less cooling. And Cyrix / IBM's varieties are 'round the corner as well.
>
>[snipped]
<<snipped>>

Okay so here's my comparison table starting at 286 (not below).
It's a BASIC table which does not contain special combinations such as RapidCad, Cyrix 586, Weitek or ITT, or even 020+851 and such. Just BASICS. Yes I know it gets more complicated if you count in other factors and options of those processors. Only attempting to scale things in according to processing principles, the main value being buswidth and address space, then features.

80286 (1986)
68000 (1979)
68010
80386SX (after 386DX)
68020
80386DX (1990), 68030 (1987)
80486SX (after 486DX)
80486DX
P54C (Pentium, 1994)
P55C (Pentium MMX, 1996)
Pentium Pro (1995)

68060 (1995)
Celeron (1997/1998)
Pentium II (1997/1998)
Pentium II Xeon (1997/1998)

2952. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-28 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <73p4es$6j2@news3.euro.net>
Source record: 4113

quinlan@intergate.bc.ca wrote in message
<73lklgfgh1@nnrp1.dejanews.com>...
>In article <73j2t5$iom@news3.euro.net>,
> "Werner Domroese / Q5" <q5@usa.net> wrote:
>
>> From a processor standpoint yes. But also bare in mind that 386's have
poor
>> busefficiency compared to Intel thingies.
>
>What do you mean?

Just forget it I screwd up here :-) What I meant was that the 68K's could
access the rest of the system with greater success rates than Intels
processors in terms of clock ticks and overhead time and such.
>
>> I think the 68020 more likely resembles a 386, and the 68030 between a
386DX
>> and a 486SX. BTW - A 68000 / 010 could in theory be compared to a 386SX.
>
>MMU and FPU support was not available in the 68K series until the 68020. A
>built-in MMU was added in the 68030. The 80386 processor also has a
built-in
>MMU. So you cannot compare a 68000/10 to a 80386 unless you aren't going to
>use the MMU for anything. Same with the 68020 unless you have an external
Which wasn't used on Wintel systems by any Microsoft O.S.'s until WinNT or
Win95. And most people used Microsoft O.S.'s... All this makes the MMU issue
a secondary one, IMHO.

>MMU.
Well, the 386SX had a 16 bit external bus, the 020 a 32-bit one just like
the 386DX. Just because it has no built-in MMU doesn't mean it's not a
32-bit processor. I also believe they had the same address space (32-bit). I
agree on the 68000/010 mostly. I would probably place them somewhere in
between the 286 and the 386SX.

>
>> The latter you can buy for $50, I agree. But decisively beter heavily
>> depends on the OS and apps you're using. Sure as application server or
file

^^^^^^ I hope you also read this :-)

>> server under an older O.S. it's fine. Even current O.S.'s run altough
>> you'll need quite some expensive 30-pin SIMM memory to run them smoothly.
:-)
>

>Actually, I'd run the latest and greatest version of linux. It would run in
>4MB and fly with 8MB.
Exactly, YOU would, as would I. But then, I estimate that you are probably a
power user. Most common users are Wintel people. What you say of Linux will
also run fine on 68K, although I agree that for Linux, the MMU definately
becomes an issue, which would make the low-end processor on 68K probably a
030 or in emergencies a 020 with external 851. Although the built-in PMMU of
the 030 is a cut-down version of the 68851 used with the 020.
>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2953. Re: CPU scales Intel vs. Motorola (was: Re: TIFKAS vs. The Hades TOS clone)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-28 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <73pf91$fk3$1@nnrp1.dejanews.com>
Source record: 4114

In article <73p3o7$5bg@news3.euro.net>,
"Werner Domroese / Q5" <q5@usa.net> wrote:

> A Motorola processor is usually known to have a better bus efficiency...

Agreed. There is also the matter of the 386sx having a 16-bit databus.

> Apart from Unix flavors, there were no operating systems for the 386SX that
> actually made use of the MMU. This is a system problem, not a processor
> problem.

Didn't OS/2 run on the 386? And didn't Windows 3.1 use the MMU if you had one?
I think it did because there are definately virtual memory settings in Windows
3.1.

> One more thing about 020 vs. 386SX. The 386SX had a 16-bit external bus and
> a MMU (it was after all a cut-down 386DX). The 020 a 32-bit external bus and
> no MMU but support for an external one 68851. They can really not be
> compared in that manner.

Very true. MMUs are valuable, however, and I think that the 020 losses points
for not having one.

> Agreed on that, except for the support. The 68010 supports the 68881 FPU
> from what I
> know, and other _systems_ with 68000's have been known to support an FPU as
> well (albeit using non-standard methods - but then... the Weitek
> coprocessors for 386's were non standard as well and required their own
> address space...)

There was no support for F-line instructions until the 020 so you had to hack
in support for external coprocessors. The 386 did provide a standard for
external coprocessors (though I don't remember how).

[snipped]

Your list skips the 68030/68040.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2954. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-28 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <73pfkpfnu1@nnrp1.dejanews.com>
Source record: 4115

In article <73p4es$6j2@news3.euro.net>,
"Werner Domroese / Q5" <q5@usa.net> wrote:
>> [Talk of MMU on 386 snipped]
> Which wasn't used on Wintel systems by any Microsoft O.S.'s until WinNT or
> Win95. And most people used Microsoft O.S.'s... All this makes the MMU issue
> a secondary one, IMHO.

No it doesn't because I wouldn't use a MS OS on a 386 and we are talking
processors and not systems.

> Well, the 386SX had a 16 bit external bus, the 020 a 32-bit one just like
> the 386DX. Just because it has no built-in MMU doesn't mean it's not a
> 32-bit processor. I also believe they had the same address space (32-bit). I
> agree on the 68000/010 mostly. I would probably place them somewhere in
> between the 286 and the 386SX.

The 386 is also a 32-bit processor. The size of the bus does not matter in
deciding the bitness.

> Exactly, YOU would, as would I. But then, I estimate that you are probably a
> power user. Most common users are Wintel people. What you say of Linux will
> also run fine on 68K, although I agree that for Linux, the MMU definately
> becomes an issue, which would make the low-end processor on 68K probably a
> 030 or in emergencies a 020 with external 851. Although the built-in PMMU of
> the 030 is a cut-down version of the 68851 used with the 020.

Not to get into systems but PCs are definately the place to run linux. PC
versions come first and are usually better tuned than their
68K/MIPs/Alpha/Sparc/ARM counterparts.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2955. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-28 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be1b01$7aab0c60$375e0fcb@default>
Source record: 4116

Werner Domroese / Q5 <q5@spam.not> wrote in article
<73p3o6$5bg@news3.euro.net>...
> <<big snip, read whole thread for rest>>
> >Roughly...
> >
> >68000 = 386SX
> >68010 = 386SX
> >68020 = 386DX
> >68030 = 486DX
> I disagree here. The 486DX has a built-in FPU, the 030 has not.
> I'd say 030 sort of equals 486SX in terms of technical specs (not in
> performance)

I was relating it more to actual performance, then technical specs.

> >68040 = 486DX2/4
>
> Depends on which 040. There are 040's with FPU and 040's without FPU,
right?
Yes, matched as closely as possible (with FPU/486DX, without FPU/486SX).

> >68060 = P75
> What about the EC versions and such??? Any thoughts on this?
>

That is based on current Amiga upgrade boards (actually for the last few
years) and the relative number crunching performance of a 060/50Mhz EC
version (I believe) is that of a P75. Ofcourse, with a clean system
architecture such as the Amiga (and Hades probably) coupled with a lean OS
the "feel" is similar to that of a P200MMX, at least in the Amigas case.
As an example, the 060 commercial release of Quake for the Amiga performs
roughly the same as on a Cyrix P166+ or a Intel Pentium 133. This is a
feature for feature version of Quake, except for the extra options that
were not available on the PC version.

> >
> >From experience, that would seem about right but with the cleaner OS's
> >(Atari/Amiga) and custom chips the Motorola based systems often perform
> >much better then this list may suggest.
>
> Agreed. I
> 've seen a 040 system outperform a Pentium II Xeon in DTP apps, hard disk
> recording, MIDI sequencing and FMB manipulation. Better system
architecture
> and cleaner software on a cleaner OS even though its core is 16-bit can
do

> wonderous things...

Yep.

> Then again, for pure processing power, it's a shame the 060 wasn't
developed
> any further. Raw processing os probably better on the more recent Intels.
> But, as with computers, look at the years those processors were brought
to
> market and at what price. Then compare to the Intel competition.
>

There has been talk of 75Mhz 060's, possibly higher :-)

> >Most 386's didn't come with a soundcard at all, that was mostly the 486
> >era.
> >Video was often VGA 640x480 x 16/256 colours and possibly 800x600x16
> >colours.
> >
> >I'm talking most common 386's here, there where exceptions.
> >
> >A 386DX40's are probably the only usefull 386's I've come across IMO.
> >
> >Regards,
> >
> >Clockmeister.
> Hmmm although Microbilly claims it's impossible I once installed a full
> Win95 with all of its applets, drivers, featurews, bugs and everything on
a
> 386SX at 16MHz with 30 megs of HDD space using on the fly, okay, eh I
mean
> "during-coffee-break" data compression on the drive and even had 2 megs
left
> for storage of user data files. But then again, all you had on it was
> wordpad / write.... *grin*
> But hey, it worked...
>
Sure, it works but it's hardly usefull. I installed Win95 on a 386DX40,
with an 80387, 16Mb RAM and 64Kb of external cache and it ran quite well,
considering.
It also ran Quake, very slowly...

Using the upgrade version, the minimum disk space I've ever managed to
consume for Win95 was 50 odd Mb. How you got it on a 30Mb of drive space is
interesting.

Regards,

Clockmeister.

2956. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-28 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <73puab$qk3@news3.euro.net>
Source record: 4117

quinlan@intergate.bc.ca wrote in message
<73pfkpfnu1@nnrp1.dejanews.com>...
>In article <73p4es$6j2@news3.euro.net>,
> "Werner Domroese / Q5" <q5@usa.net> wrote:
>>> [Talk of MMU on 386 snipped]
>> Which wasn't used on Wintel systems by any Microsoft O.S.'s until WinNT
or
>> Win95. And most people used Microsoft O.S.'s... All this makes the MMU
issue
>> a secondary one, IMHO.
>
>No it doesn't because I wouldn't use a MS OS on a 386 and we are talking
>processors and not systems.
True, but I think Clockmeister more likely referred to the "common" use of
those processors, and thus, systems. But you're right if you limit
everything to processors. I do not dispute that the 386 is a more powerful
processor. I merely stated that the importants of various aspects of a
processor depends on such things as choice of software (e.g. operating
system) and choice of hardware architecture.
>
>> Well, the 386SX had a 16 bit external bus, the 020 a 32-bit one just like
>> the 386DX. Just because it has no built-in MMU doesn't mean it's not a
>> 32-bit processor. I also believe they had the same address space
(32-bit). I
>> agree on the 68000/010 mostly. I would probably place them somewhere in
>> between the 286 and the 386SX.
>
>The 386 is also a 32-bit processor. The size of the bus does not matter in
>deciding the bitness.

I know that... But the buswidth does partially affect system performance and
processor AVAILABILITY to software. Indeed, a 4-bit RISC CPU with a 28000
bit bus bandwidth can sometimes be used nicely with a constant data or
instruction stream.

But then the 68000 would also be, at least partially, 32-bit as opposed to
the 286.
Let me ask you a question: Atari claims the Jaguar's main processors to be
64-bit. From your point of view, that would be true. From mine, it would
also be true because I agree with you on the processor standpoint.

But what if you look at it as a system? How would you classify it? Are its
processors put to good use?

After this, try projecting that comparison onto a Wintel or 68K platform. All in all, people use systems not just processors, which means that a comparison might be difficult due to the many factors that are responsible for system performance under certain circumstances and with certain applications. It may well be that a Intel processor is better suited to certain tasks than a Motorola and vice versa, purely because of the type of application and use it makes of the processor. Add to that the way the O.S. handles it and the way it is put in the system architecture, and you might imagine the questionability or validity of black and white statements like A is more powerful than B.

IMHO, it all depends.

>
>> Exactly, YOU would, as would I. But then, I estimate that you are
probably a
>> power user. Most common users are Wintel people. What you say of Linux
will
>> also run fine on 68K, although I agree that for Linux, the MMU definately
>> becomes an issue, which would make the low-end processor on 68K probably
a
>> 030 or in emergencies a 020 with external 851. Although the built-in PMMU
of
>> the 030 is a cut-down version of the 68851 used with the 020.
>
>Not to get into systems but PCs are definately the place to run linux. PC
>versions come first and are usually better tuned than their
>68K/MIPs/Alpha/Sparc/ARM counterparts.
Probably, yes. I just said "they run fine", not "better". :-)
On SPARC I'd just use Solaris btw.

But what you provide as argument as to why PC's are the place to run Linux is true for a LOT of software, simply because it's the leading platform in terms of sales and availability. I didn't buy Atari because it was so readily available but because of the sheer pleasure working with its systems provide. :)

<<snip>>
I agree with you on the technical side of things, but I still believe that all is relative to many important factors when processors are put to use.

2957. Re: CPU scales Intel vs. Motorola (was: Re: TIFKAS vs. The Hades TOS clone)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-28 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <73pusd$ru6@news3.euro.net>
Source record: 4118

quinlan@intergate.bc.ca wrote in message
<73pf91$fk3$1@nnrp1.dejanews.com>...
>In article <73p3o7$5bg@news3.euro.net>,
> "Werner Domroese / Q5" <q5@usa.net> wrote:
>
>> A Motorola processor is usually known to have a better bus efficiency...
>
>Agreed. There is also the matter of the 386sx having a 16-bit databus.
>
>> Apart from Unix flavors, there were no operating systems for the 386SX
that
>> actually made use of the MMU. This is a system problem, not a processor
>> problem.
>
>Didn't OS/2 run on the 386? And didn't Windows 3.1 use the MMU if you had
one?
>I think it did because there are definately virtual memory settings in
Windows
>3.1.
Yes it did. And so did NT 3.x. But the mainstream of 386's were either
Novell servers (cooperative multitasking) or WinDOS 3.x combinations.

Win 3.x did have virtual memory settings but only global protection and made
little to no use of the MMU's powerful features. That was the main complaint
of many Windows users who got sick of general potrection faults and such.
Win95 offers better protection but the only Win-variety that offers true
seperate memory protection is NT, and partially OS/2.

>
>> One more thing about 020 vs. 386SX. The 386SX had a 16-bit external bus
and
>> a MMU (it was after all a cut-down 386DX). The 020 a 32-bit external bus
and
>> no MMU but support for an external one 68851. They can really not be
>> compared in that manner.
>
>Very true. MMUs are valuable, however, and I think that the 020 losses
points
>for not having one.
>
>> Agreed on that, except for the support. The 68010 supports the 68881 FPU
>> from what I
>> know, and other _systems_ with 68000's have been known to support an FPU

as
>> well (albeit using non-standard methods - but then... the Weitek
>> coprocessors for 386's were non standard as well and required their own
>> address space...)
>
>There was no support for F-line instructions until the 020 so you had to
hack
>in support for external coprocessors. The 386 did provide a standard for
>external coprocessors (though I don't remember how).

No argument there...
>
>[snipped]
>
>Your list skips the 68030/68040.
I missed the 040 yes (had dinner prepared so was in a bit of a hurry...)
The 030 is in ther right next to the 386DX (read my post again :-)
since I believe that is the only real comparison between INtel and
Motorola in terms of technical specs that can be made. The 386DX
didn't have internal cache, did it? How much?

The 040 I would classify along the lines of 486DX varieties, and the 040
without FPU (LC040?) along the lines of the 486SX's.

<<snip>>

2958. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-28 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <73pvdb$p@news3.euro.net>
Source record: 4119

<<snipped the rest we all know what we're talking about here :-) >>

And the actual performance thing is exactly what I was trying to make clear to others, since there seemed to be some confusing as to what you compared those processors by.

As for Win95 on 30 megs... I used the drivespace compression that comes standard with 95 and did some manual tweaking in msdos.sys (ascii file since Win95) and stuff. I just was in an odd mood and many people mocked me that I had a 386SX lurking around and thought you could only use WIn 3.x on it. So I accepted the challenge to put "their" Win95 on it :-) I even added a speaker.drv from an old 3.1 version to the system and I could play Wave files through the PC speaker.

They didn't believe what they saw, but it can be done with a bit of playing and fiddling around. Most important thing is: you have to outsmart Microsoft who claim a minimum of 50MB and check for that.

You can circumvent disk space check and install Windows on a compressed volume. Just make sure the bootfiles for the system are on the host drive and msdos.sys points to the compressed volume for the rest of Windows. It worked. I must say it is a while ago since I've tried this and since deleted Win95 from that system. I mean - you don't really expect me to run that system that way?

I also have come across an interesting DOS version from Caldera (OpenDOS, former DR-DOS, later renamed back). It's free nowadays and provides limited multitasking. Okay it's not exactly Unix or Amigan or Atarian standards but... it's nice playing around with every now and then. :-)

2959. Re: CPU scales Intel vs. Motorola (was: Re: TIFKAS vs. The Hades TOS clone)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-29 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be1b66$2800ae60$485e0fcb@default>
Source record: 4120

Werner Domroese / Q5 <q5@spam.not> wrote in article
<73pusd$ru6@news3.euro.net>...
>
> >
> >Your list skips the 68030/68040.
> I missed the 040 yes (had dinner prepared so was in a bit of a hurry...)
> The 030 is in ther right next to the 386DX (read my post again :-)
> since I believe that is the only real comparison between INtel and
> Motorola in terms of technical specs that can be made. The 386DX
> didn't have internal cache, did it? How much?

The 386DX had no internal cache, and only a relatively few 386 motherboards
had external cache. (Any CPU can be cached externally so that's not
important anyway)

<Snip>

Regards,

Clockmeister.

2960. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-29 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <73qts0$k0d$1@nnrp1.dejanews.com>
Source record: 4121

In article <73puab$qk3@news3.euro.net>,
"Werner Domroese / Q5" <q5@usa.net> wrote:

> True, but I think Clockmeister more likely referred to the "common" use of
> those processors, and thus, systems. But you're right if you limit
> everything to processors. I do not dispute that the 386 is a more powerful
> processor. I merely stated that the importants of various aspects of a
> processor depends on such things as choice of software (e.g. operating
> system) and choice of hardware architecture.

If you want to compare systems than you have to be more descriptive than 680x0
vs. 80x86. What 680x0 system? Mac? Sun? Atari? Next? What 80x86 system...?

> But then the 68000 would also be, at least partially, 32-bit as opposed to
> the 286.

The 68000 is considered a 16-bit implementation of a 32-bit architecture.

> Let me ask you a question: Atari claims the Jaguar's main processors to be
> 64-bit. From your point of view, that would be true. From mine, it would
> also be true because I agree with you on the processor standpoint.

I look at context when thinking about "bitness". In a general purpose
processor, the size of the address registers decide the bitness for me. In a
graphics or bandwith sensitive system (like the Jag), the width of the data
registers or databus decides it for me.

> But what you provide as argument as to why PC's are the place to run Linux
> is true for a LOT of software, simply because it's the leading platform in
> terms of sales and availability. I didn't buy Atari because it was so
> readily available but because of the sheer pleasure working with its systems
> provide. :)

Running linux would even a lot of that out.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2961. Re: new $500 iMac?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-29 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3661904c.0@nemo.idirect.com>
Source record: 4122
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

On 29 Nov 1998 02:41:16 , DoubleUuss wrote:
>I see you're an Atari guy...any idea what Tramiel is doing these days?
>

last I heard, trying to run JTS into the ground just like he did
with Atari.

At least they had the sense to sell Atari to Hasbro.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2962. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <73sa72$knm@news3.euro.net>
Source record: 4123

<<snip>>
>If you want to compare systems than you have to be more descriptive than
680x0
>vs. 80x86. What 680x0 system? Mac? Sun? Atari? Next? What 80x86 system...?
Agreed. But there is a modus in which you can view the "common" or "generic"
type and way a processor is generally / commonly implemented in a system.

For the 68000, this would be in laser printerd, in Palm pilots and "A-team"
(Atari/Amiga/Apple) computers and miscellaneous 16-bit video game systems.
>
>> But then the 68000 would also be, at least partially, 32-bit as opposed
to
>> the 286.
>
>The 68000 is considered a 16-bit implementation of a 32-bit architecture.

What does this say of its bitness? WHY is it considered a 16-bit
implementation? I'd say a 386SX is considered a 16-bit implementation of the
386/DX as well. Is the 68000 a 24-bit processor? I mean, you seem to not
consider a generic 68000 system necessarily badnwidth-intensive, so by your
standards it would mean that the 16-bit bus is not that important.

Care to enlighten me / us ??

>> Let me ask you a question: Atari claims the Jaguar's main processors to
be
>> 64-bit. From your point of view, that would be true. From mine, it would
>> also be true because I agree with you on the processor standpoint.
>
>I look at context when thinking about "bitness". In a general purpose
>processor, the size of the address registers decide the bitness for me. In
a
>graphics or bandwith sensitive system (like the Jag), the width of the data
>registers or databus decides it for me.

Define "graphics or bandwith" sensitive system? It's not fair to use one
standard for one and another for the other. IMHO, PC's are bandwidth
sensitive systems if they're used for graphics intensive apps such as games
and FMV stuff.

It's good to put everything in a context but you need to provide that
context in your discussions, something that Clockmeister perhaps forgot or
negleckted because he probably thought he was clear enough on that for most
of us.

Some people might even say such a differential comparison may be considered hypocritic, so I'd suggest to be careful and on the safe side, so it's better to provide the context somewhere along a thread that can be referred to, just to make things clear and put everything in perspective. :-)

>
>> But what you provide as argument as to why PC's are the place to run
Linux
>> is true for a LOT of software, simply because it's the leading platform
in
>> terms of sales and availability. I didn't buy Atari because it was so
>> readily available but because of the sheer pleasure working with its
systems
>> provide. :)
>
>Running linux would even a lot of that out.
>
Yep :-)

<<snip>>

2963. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-30 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be1c06$13694480$545e0fcb@default>
Source record: 4124

Werner Domroese / Q5 <q5@spam.not> wrote in article
<73sa72$knm@news3.euro.net>...
> <<snip>>
> >If you want to compare systems than you have to be more descriptive than
> 680x0
> >vs. 80x86. What 680x0 system? Mac? Sun? Atari? Next? What 80x86
system...?
> Agreed. But there is a modus in which you can view the "common" or
"generic"
> type and way a processor is generally / commonly implemented in a system.
>
> For the 68000, this would be in laser printerd, in Palm pilots and
"A-team"
> (Atari/Amiga/Apple) computers and miscellaneous 16-bit video game
systems.
> >
> >> But then the 68000 would also be, at least partially, 32-bit as
opposed
> to
> >> the 286.
> >
> >The 68000 is considered a 16-bit implementation of a 32-bit
architecture.
>
> What does this say of its bitness? WHY is it considered a 16-bit
> implementation? I'd say a 386SX is considered a 16-bit implementation of
the
> 386/DX as well.

Yes, agreed. Both processors are 32bit internally, and operate as such and
only have 16bit outside access. Strictly speaking, they are both still
32bit processors, only handicapped by the external bus which limits
throughput, but not functionality of either chip.

Is the 68000 a 24-bit processor? I mean, you seem to not
> consider a generic 68000 system necessarily badnwidth-intensive, so by
your
> standards it would mean that the 16-bit bus is not that important.
>
> Care to enlighten me / us ??
>

> >> Let me ask you a question: Atari claims the Jaguar's main processors
to
> be

> >> 64-bit. From your point of view, that would be true. From mine, it
would
> >> also be true because I agree with you on the processor standpoint.
> >
> >I look at context when thinking about "bitness". In a general purpose
> >processor, the size of the address registers decide the bitness for me.
In
> a
> >graphics or bandwith sensitive system (like the Jag), the width of the
data
> >registers or databus decides it for me.

So by your definition, if a 386DX had a 64bit databus it would be a 64bit
processor. The databus has no influence on the actual processors "bitness".

> Define "graphics or bandwith" sensitive system? It's not fair to use one
> standard for one and another for the other. IMHO, PC's are bandwidth
> sensitive systems if they're used for graphics intensive apps such as
games
> and FMV stuff.

> It's good to put everything in a context but you need to provide that
> context in your discussions, something that Clockmeister perhaps forgot
or
> negleckted because he probably thought he was clear enough on that for
most
> of us.

Sorry, I thought it pretty clear but should have explained a bit better I
guess.

> Some people might even say such a differential comparison may be
considered
> hypocritic, so I'd suggest to be careful and on the safe side, so it's
> better to provide the context somewhere along a thread that can be
referred
> to, just to make things clear and put everything in perspective. :-)
>

Yes, it does seem hypocrytical in the context it is presented in.

> >
> >> But what you provide as argument as to why PC's are the place to run
> Linux
> >> is true for a LOT of software, simply because it's the leading
platform
> in
> >> terms of sales and availability. I didn't buy Atari because it was so
> >> readily available but because of the sheer pleasure working with its
> systems
> >> provide. :)
> >

> >Running linux would even a lot of that out.
> >
> Yep :-)
>
Agreed.

2964. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-11-30 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <36627D39.7B858C89@studio9.demon.co.uk>
Source record: 4125

My pentium (12 months old) is slower than 'todays pentium' ...

boo hoo, I'm so upset ...

My Atari STe runs at 8 MHz ... snigger! But you'll never get it off me
for love or
money. There's a lot of loyalty for the TOS platform ... tough luck
TIFKAS.

jim

sinclair2246@my-dejanews.com wrote:

> Sportsfans..
>
> The Hades underperforms todays Pentium at higher cost. From the horses mouth
> below..
>
> ---
> I was told you were cutting down the Hades and saying
> things about
> subject you did not know anything about. Let me tell
> you this, the
> Hades 060 is one of the best computers I have ever
> used. It is as fast
> as a 200-300mhz Pentium and can do most anything. It
> can have 1 gig of
> memory, takes PCI card as well the older ISA cards. I
> can do scanning,
> DTP (I use Layout which is also made for the Mac),
> get on the NET, get
> email and more. As far as it being slow, it is not.
> Please, the Mac you
> run and sell is a fine piece of work. Stick with it.
> Don't cut down
> other machines, expecially those that are also a fine
> piece of work.
> I love my machine and there is nothing you can say to
> make me ever
> change my mind....
>
> Edward S. Baiz Jr. ebaiz@qtm.net
> --- - On the Internet via
> an Atari TT clone (the Hades 060) and loving it.
> --- -
>

> Peter S.
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2965. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-01 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <73vgc0$5hg@bgtnsc02.worldnet.att.net>
Source record: 4126

>Sportsfans..
>
>The Hades underperforms todays Pentium at higher cost.

Not taking any sides in yet another hardware performance debate, but even the most obstanate of debaters on both sides of the issue must admit that for most personal computer users, the real issue is going to be what SOFTWARE is really needed. For most users, the hardware is going to be a secondary issue. Without the necessary SOFTWARE, the most powerful hardware in the world would be totally useless.

The greatest variety of software at this time, unfortunately, is going to be found in the Windoze environment; and that includes in most cases, the necessary software to install many of today's hardware peripherals.

Some examples: If a person's primary need is to be able to play 8-bit games and educational software, an Atari 8-bit system may be the best choice. For MIDI applications, the timing of the Atari 16/32 bit systems can hardly be beat, although most newer software packages are NOT going to be written for those systems any more. For quick and easy Internet access as well as the ability to run most newer software applications, a Windows system will definitely be easier to set up for most people. For the easiest possible setup and ability to run a good variety of contemporary software, an Apple system may be a good choice.

Bottom line, for most people, the BEST system is going to be the one that can run the software the user wants to be able to run. As far as operating systems goes, my personal favorite has always been Atari TOS. It is clean, fast and simple, yet able to do most everything one can possibly want an operating system to do. Unfortunately, the major downside of Atari TOS is that there is going to be very little NEW Software written for that otherwise excellent operating system.

I'm still using, and greatly enjoying, my Atari TT030 system, but also have an IBM 450MHz P-II Win98 system for the ability to run more contemporary software applications that are simply not available for the Atari system.

Best regards to all.

Sheldon

2966. Re: Retailers want in on iMac sales bandwag

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-01 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7400scmmh1@nnrp1.dejanews.com>
Source record: 4127

In article <365ac74a.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 24 Nov 1998 06:39:24 , sinclair2246@my-dejanews.com (The Idiot
> Forever Known As Sinclap) wrote:
>
> >'Chunks' will be Popeye in no time...
>
> still talking to his imaginary friend.....

Only to you 'Chunks'...

> and if he were real, TIFKAS really wouldn't want him to change into
> Popeye - seeing as what Popeye does to idiotic cowardly bullies.....

Cowardly bullies is in your mind 'Chunks'...Just you..

> Of course, if "Chunks" really existed, he wouldn't do anything
> violent to the little schmo - he'd have too much fun kicking his butt
> metaphorically in cyberspace.....
>
> Actually, even an imaginary character would have more trust and
> credibility than TIFKAS, who seems to still be living in a gumdrop house
> on Lollypop Laneeeeeeeeeeeeeee........

Still ducking the issue with evidence..

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////

Peter S.
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2967. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-01 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74026b$nm3$1@nnrp1.dejanews.com>
Source record: 4128

In article <365cc49b.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 25 Nov 1998 17:11:23 , sinclair2246@my-dejanews.com (The Idiot
> Forever Known As Sinclap) wrote:
> >
> >
> >Sportsfans..
>
> you want alt.sports.recreation. or maybe alt.thinking.hurts is more
> your speed.....

Just the facts, facts, facts
-Kenn Star

> >
> >The Hades underperforms todays Pentium at higher cost. From the horses mouth
> >below..
>
> <snip pseudo-proof of why PCs are superior to the Hades, a machine
> he has never seen or used>

He stated it not me..

> hmmm, where do we begin:
>
> 1) posted a private letter from Edward Baiz onto a public
> forum without his permission - considered poor nettiquette (of course,
> par for the course for TIFKAS, who thinks USENET is his own public
> toilet)

If he wanted kept private he should have not sent it.

> 2) 300MhZ PCs are still available. But even 400-450mHz PCs are
> crippled when running buggy operating systems like Windows '9x, whereas
> the sleek operating systems found on the Hades whizzes right by -
> including the overpriced, underpowered iMac. Remember too that TIFKAS
> has proven time and again that he can never be considered an expert on
> TOS hardware and architecture, to the point that he has to fabricate
> facts out of smoke and mirrors......(gee, TIFKAS must be running out of
> arguments when he has to hold up a WINTEL system to try to discredit
> Hades users - guess he can't use one of his expensive G3 towers to hold
> it up as a yardstick)

Quit dodging the issue...In all its buggy state, W9? can eventually get the
job done and still run those browser apps that are not available for TOS.

The market does not agree with your iMac pricing criticism.

> 3) Cost factor - well, you can cut the cost factor right down when
> you buy the motherboard kit from the dealer and add your own parts to PC
> prices - and it's worth it.. Of course, TIFKAS will whine that it's all
> "hack n' slash", but then mummy must have told him never to touch a
> motherboard as there might be icky germs that might get inside him the
> next time he picks his nose......

Avoiding the issue..

> 4) He picked the wrong guy to try to argue with and smear- as you
> can see, Edward actually OWNS a Hades, and knows it inside out and what
> it does. Anyone who tries to wheedle a negative turn out of a GLOWING
> POSITIVE RESPONSE for his choice of computer must be in dire need of a
> vacation (or else he hasn't had his two o'clock slapping). I predict
> Edward will reply to this, and I shudder to think what will happen to
> TIFKAS when he's faced with someone with actual facts instead of Steve
> Jobs Reality-Distortion Field - inspired FUD.....

He stated that a Hades is as fast as a 200mz-300mhz Pentium. I believe he was
being genorous here. Also considering 350-450 MHz are common..

> 5) TIFKAS loses further points because his choice of "newsreader",
> DejaNews, has totally smushed the letter to the point that it's painful
> (and pointless) to try and read his fanciful spin on the facts. Surely
> one who has bragged loud and long about how Netscape Communicator and
> IE4 are "superior Internet Applications" could try to spend a few
> minutes to set up their internal USENET capability. Oh, sorry - we're
> talking about TIFKAS, the loser troll who can be easily outwitted by a
> jar of Vegemite!

Dodging the issue here. Newsreaders will be obsolete soon as portals
espicially personal web pages with usenet feeds take over...

Quit crying over spilled milk...Will not get you anywere..

> BTW, TIFKAS - I notice you still haven't responded to MY rebuttal of
> your pathetic attack on the Hades. Chicken? (and BTW, I sent e-mail to
> the guy you gave the FUD to with the real facts on the Hades - you're
> not going to like what he told me what he thinks of you and you
> disinformation campaigns, but then I keep much of my e-mail
> correpondance private, and always ask permission.....)

Oh must of not seen yet...Been busy earning a living and enjoying a life you
sorely must lack.

Seriously 'Chunks', invite your sweet heart home and prepare Campbell's
'Chunky' soup for her and she will kiss you... Works everytime...

> Hmm, I now predict that TIFKAS will post another lame flame to his
> imaginary friend "Chunks"......

And you will reply//

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)

> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Peter S.

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2968. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-01 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7406u0$r4o$1@nnrp1.dejanews.com>
Source record: 4129

In article <73sa72$knm@news3.euro.net>,
"Werner Domroese / Q5" <q5@usa.net> wrote:
> >The 68000 is considered a 16-bit implementation of a 32-bit architecture.
>
> What does this say of its bitness? WHY is it considered a 16-bit
> implementation? I'd say a 386SX is considered a 16-bit implementation of the
> 386/DX as well. Is the 68000 a 24-bit processor? I mean, you seem to not
> consider a generic 68000 system necessarily badnwidth-intensive, so by your
> standards it would mean that the 16-bit bus is not that important.
>
> Care to enlighten me / us ??

"The corresponding sucessor of the Motorola 6800 was the 68000 series. Early members of this family, including the 68000 micropressor chip can be regarded as 16-bit implementations of a 32-bit architecture." - Computer Architecture and Organization 2nd Edition

Personally, I would classify the entire 68K series as 32-bit but I'm not John Hayes.

> Define "graphics or bandwith" sensitive system? It's not fair to use one
> standard for one and another for the other. IMHO, PC's are bandwidth
> sensitive systems if they're used for graphics intensive apps such as games
> and FMV stuff.

I'm thinking about systems like the Jag where the size of the address registers is not relevant. The Jag doesn't need to address more than 4GB or memory so giving it 64-bit address registers is a waste of resources. Giving it 32-bit GPRs and FPRs is definately not a waste of resources. Neither is giving it a 64 or even 128-bit databus.

[Snipped]

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2969. Re: Retailers want in on iMac sales ban

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3663f25f.0@nemo.idirect.com>
Source record: 4130

On 1 Dec 1998 06:04:02 G, sinclair2246@my-dejanews.com (The Idiot
Forever Known As Sinclap) wrote:

>> >'Chunks' will be Popeye in no time...
>>
>> still talking to his imaginary friend.....
>
>Only to you 'Chunks'...

it's so sad when TIFKAS shows he's going through signs he's gone
completely delusional - like talking to imaginary people like his
friend "Chunks", who doesn't exist...

>
>> and if he were real, TIFKAS really wouldn't want him to change into
>> Popeye - seeing as what Popeye does to idiotic cowardly bullies.....
>
>Cowardly bullies is in your mind 'Chunks'...Just you..

nope, plenty of evidence there - just go to http://www.dejanews.com
and do a keyword search for "Peter Sinclair", "Sinclap" or "TIFKAS" and
see evidence of an idiotic cowardly bully at work (who's too cowardly to
go into places like mac.advocacy)......

>> Actually, even an imaginary character would have more trust and
>> credibility than TIFKAS, who seems to still be living in a gumdrop house
>> on Lollypop Laneeeeeeeeeeeeeee........
>
>Still ducking the issue with evidence..

ah, from the master of ducking the issue. Speaking of which, TIFKAS.
you STILL haven't responded to my rebuttal to your pathetic little
disinformation campaign against the Hades (which only reinforced that
you have a lack of credibility in theis forum). Or have you changed your
ISP to chicken.net ?

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

2970. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-01 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <36644750.87FF6A09@cfc.dnd.ca>
Source record: 4131

quinlan@intergate.bc.ca wrote:
> > Exactly, YOU would, as would I. But then, I estimate that you are probably a
> > power user. Most common users are Wintel people. What you say of Linux will
> > also run fine on 68K, although I agree that for Linux, the MMU definately
> > becomes an issue, which would make the low-end processor on 68K probably a
> > 030 or in emergencies a 020 with external 851. Although the built-in PMMU of
> > the 030 is a cut-down version of the 68851 used with the 020.

> Not to get into systems but PCs are definately the place to run linux. PC
> versions come first and are usually better tuned than their
> 68K/MIPs/Alpha/Sparc/ARM counterparts.

not necessarily true, see
http://www.clark.net/pub/lawrencc/linux/faq/faq.html
to quote: "The present 2.0 series releases are of "production quality"
and are suitable for general use on the Amiga, Atari and supported
Motorola VME (162, 166 and 167) platforms. The versions of the 2.1
series are generally as stable as their counterparts on Intel platforms
(probably even more stable, as there is more testing between
releases).
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

> --
> Brian Quinlan
> quinlan@intergate.bc.ca
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2971. Re: CPU scales Intel vs. Motorola (was: Re: TIFKAS vs. The Hades TOS clone)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-01 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <366447F6.E9896F8E@cfc.dnd.ca>
Source record: 4132

```
Werner Domroese / Q5 wrote:
-snipped-
> Okay so here's my comparison table starting at 286 (not below).
> It's a BASIC table which does not contain special combinations such as
> RapidCad, Cyrix 586, Weitek or ITT, or even 020+851 and such. Just BASICS.
> Yes I know it gets more complicated if you count in other factors and
> options of those processors. Only attempting to scale things in according to
> processing principles, the main value being buswidth and address space, then
> features.
>
> 80286 (1986)
> 68000 (1979)
> 68010
> 80386SX (after 386DX)
> 68020
> 80386DX (1990), 68030 (1987)
?68030?
> 80486SX (after 486DX)
> 80486DX
?68040?
> P54C (Pentium, 1994)
> P55C (Pentium MMX, 1996)
> Pentium Pro (1995)
> 68060 (1995)
> Celeron (1997/1998)
> Pentium II (1997/1998)
> Pentium II Xeon (1997/1998)
?68080????? <--to be true?
```

2972. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-01 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3664587F.4AE37493@cfc.dnd.ca>
Source record: 4133

Werner Domroese / Q5 wrote:
> Hmmm although Microbilly claims it's impossible I once installed a full
> Win95 with all of its applets, drivers, featurews, bugs and everything on a
> 386SX at 16MHz with 30 megs of HDD space using on the fly, okay, eh I mean
> "during-coffee-break" data compression on the drive and even had 2 megs left
> for storage of user data files. But then again, all you had on it was
> wordpad / write.... *grin*
> But hey, it worked...

and I've had OS/2 running very nicely on a 386DX,
about as fast as the unix X-windows on my 68000 w/ 4 MB RAM.

2973. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-01 00:00:00 UTC
From: Fam.Traeger@t-online.de
Message-ID: <741sic$9cr$2@news02.btx.dtag.de>
Source record: 4134
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

<sinclair2246@my-dejanews.com> wrote:

> > I got a flyer 2 days ago from CompUSA that said they were giving away
> > a free VCR with every Apple computer sold. Now why would they be
> > doing this if they were selling so well?
>
> Being competitve. CompUSA does have iMac retail competition. Nothing new
> here.

Plus they can get rid of some obsolete VCRs taking valuable shelfspace
for christmas.

Lars T.

2974. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-01 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn769afm.lfc.jedi@dementia.mishnet>
Source record: 4135

On Thu, 26 Nov 1998 03:58:37 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <73ghj9$56v@news3.euro.net>,
> "Werner Domroese / Q5" <q5@usa.net> wrote:
>
>> Yes it was intended quite humorously :-)
>
>I thought so and I didn't mean for my post to be a cut-down. There are
>impressionable children on the 'net so we need to be careful...
>
>> As for what 32MB machines can do.... I'd just say this: you can buy a
>> bog-standard ST for sometimes less than $50 (ok, with 1MB). Try getting a
>> comparable PC for that.
>
>A comparable PC (from a processor standpoint) would be an 286. A 386 is

It depends entirely on what sort of bloated OS you're running.
For Windows bloatware,or anything else less trim than GEOS, a
386 in no way trumps a 68000.
[deletia]

Also, 'modern' OSes are crippled in anything less than 12M.
While that's nice if you've finally gotten to run Unix. However,
for things as simple as WinDOS or MacOS, that's pisspoor.

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

2975. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be1d87$47751b00$345e0fcb@default>
Source record: 4136

Ken Macdonald <macdonald@cfc.dnd.ca> wrote in article
<3664587F.4AE37493@cfc.dnd.ca>...
> Werner Domroese / Q5 wrote:
> > Hmmm although Microbilly claims it's impossible I once installed a full
> > Win95 with all of its applets, drivers, featurews, bugs and everything
on a
> > 386SX at 16MHz with 30 megs of HDD space using on the fly, okay, eh I
mean
> > "during-coffee-break" data compression on the drive and even had 2 megs
left
> > for storage of user data files. But then again, all you had on it was
> > wordpad / write.... *grin*
> > But hey, it worked...
>
> and I've had OS/2 running very nicely on a 386DX,
> about as fast as the unix X-windows on my 68000 w/ 4 MB RAM.
>
The big difference here is that OS/2 and UNIX are good, efficient operating
systems whereas Win95/98 are not.
I think any operating system shouldn't be judged on face value, rather by
the strength of it's core. In that regard OS/2, UNIX, POSIX, QNX, Linux,
AmigaOS, MINIX, and others are sound at core level, which isn't the case
with Windows 95/98 and MacOS IMO.

Feel free to disagree here.

Regards,

Clockmeister.

2976. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-02 00:00:00 UTC
From: jpolaski@wwa.com
Message-ID: <jpolaski-0212980016120001@d149-109.ce.mediaone.net>
Source record: 4137
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <741sic$9cr$2@news02.btx.dtag.de>, Fam.Traeger@t-online.de
(=?ISO-8859-1?Q?Lars_Tr=E4ger?=) wrote:

> <sinclair2246@my-dejanews.com> wrote:
>
> > > I got a flyer 2 days ago from CompUSA that said they were giving away
> > > a free VCR with every Apple computer sold. Now why would they be
> > > doing this if they were selling so well?
> >
> > Being competitve. CompUSA does have iMac retail competition. Nothing new
> > here.
>
> Plus they can get rid of some obsolete VCRs taking valuable shelfspace
> for christmas.
>
> Lars T.

====
And its Christmas...the biggest selling season of the year. And since the
esteemed writer has shown they have never heard of a "loss leader" in
retailing. this tactic will result in some extra sales. But it will also
bring in folks who end up buying a PC or some other electronic gear or
appliance once they are in the store. If they sell something at a loss,
that cost could be written of in terms of Advertising expenses, so its not
like they really lose any money. What they gain is customers.

Too bad sinclair doesn't understand retailing..

2977. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-02 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <742o2k$pau@news3.euro.net>
Source record: 4138

quinlan@intergate.bc.ca wrote in message
<7406u0$r4o$1@nnrp1.dejanews.com>...
>In article <73sa72$knm@news3.euro.net>,
> "Werner Domroese / Q5" <q5@usa.net> wrote:
>> >The 68000 is considered a 16-bit implementation of a 32-bit
architecture.
>>
>> What does this say of its bitness? WHY is it considered a 16-bit
>> implementation? I'd say a 386SX is considered a 16-bit implementation of
the
>> 386/DX as well. Is the 68000 a 24-bit processor? I mean, you seem to not
>> consider a generic 68000 system necessarily badnwidth-intensive, so by
your
>> standards it would mean that the 16-bit bus is not that important.
>>
>> Care to enlighten me / us ??
>
>"The corresponding sucessor of the Motorola 6800 was the 68000 series.
Early
>members of this family, including the 68000 micropressor chip can be
regarded
>as 16-bit implementations of a 32-bit architecture." - Computer
Architecture
>and Organization 2nd Edition
>
>Personally, I would classify the entire 68K series as 32-bit but I'm not
John
>Hayes.

How does he classify the 386SX? By what standards? If he does not classify it the same as the early 68K series, he is at least in part, pretty hypocritic in his statement. By the same comparison standards, the 386SX is a "16-bit implementation" of the 386. Define implementation.

<<rest snipped>>

2978. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-02 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <742oc8$8n$1@nnrp1.dejanews.com>
Source record: 4139

In article <36644750.87FF6A09@cfc.dnd.ca>,
macdonald@cfc.dnd.ca wrote:

> not necessarily true, see
> http://www.clark.net/pub/lawrencc/linux/faq/faq.html
> to quote: "The present 2.0 series releases are of "production quality"
> and are suitable for general use on the Amiga, Atari and supported
> Motorola VME (162, 166 and 167) platforms. The versions of the 2.1
> series are generally as stable as their counterparts on Intel platforms
> (probably even more stable, as there is more testing between
> releases).

I said that Intel versions come out first and have better performance. This doesn't contradict my statement. Last time I checked, the 68K version of Linux was 0.0.2 behind the Intel version. I am alse keeping current on the GnuStep project and Intel support is definately the best. As for stability, you should avoid tracking the latest releases if you need very high stability for your purpose (though I track the latest releases and Linux hasn't crashed for 3 months).

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2979. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-02 00:00:00 UTC
From: stone@enetis.net
Message-ID: <stone-0212980154170001@rc-pm3-1-22.enetis.net>
Source record: 4140
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <jpolaski-0212980016120001@d149-109.ce.mediaone.net>,
jpolaski@wwa.com (Jim Polaski) wrote:

>In article <741sic$9cr$2@news02.btx.dtag.de>, Fam.Traeger@t-online.de
>(=?ISO-8859-1?Q?Lars_Tr=E4ger?=) wrote:
>
>> <sinclair2246@my-dejanews.com> wrote:
>>
>> > > I got a flyer 2 days ago from CompUSA that said they were giving away
>> > > a free VCR with every Apple computer sold. Now why would they be
>> > > doing this if they were selling so well?
>> >
>> > Being competitve. CompUSA does have iMac retail competition. Nothing new
>> > here.
>>
>> Plus they can get rid of some obsolete VCRs taking valuable shelfspace
>> for christmas.
>>
>> Lars T.
>
>====
>And its Christmas...the biggest selling season of the year. And since the
>esteemed writer has shown they have never heard of a "loss leader" in
>retailing. this tactic will result in some extra sales. But it will also
>bring in folks who end up buying a PC or some other electronic gear or
>appliance once they are in the store. If they sell something at a loss,
>that cost could be written of in terms of Advertising expenses, so its not
>like they really lose any money. What they gain is customers.
>Too bad sinclair doesn't understand retailing..

Yah. It seems no different than the catalogs dealers who are offering
additional RAM on top of Apple's deal, or RAM + Software, or RAM + a USB
scanner. A cheap VCR is in the same price range of that equipment ($80 -
$120).

-Kevin Stone
Stone Entertainment
www.StoneEntertainment.com
(no email please)

2980. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36656748.0@nemo.idirect.com>
Source record: 4141

having temporarily abandoned his attempts to tell the difference
between his ass and a hole in the ground, sinclair2000@earthlink.net
(The Idiot Forever Known As Sinclap) wrote:

> >Sportsfans..
>
> you want alt.sports.recreation. or maybe alt.thinking.hurts is more
> your speed.....

>Just the facts, facts, facts
>-Kenn Star

from a man who can't even SPELL Ken Starr....and as for the "facts,
facts, facts", we have yet to see any.....

"I want the FACTS! The FAC.... I mean INNUENDO! I WANT INNUENDO!"
Milo Bloom, BLOOM COUNTY (a more accurate description of how TIFKAS
operates)

> >
> >The Hades underperforms todays Pentium at higher cost. From the horses mouth
> >below..
>
> <snip pseudo-proof of why PCs are superior to the Hades, a machine
> he has never seen or used>

>He stated it not me..

nope, you twisted a glowing review of the Hades from a satisfied
customer into one of your screeds against all things Atari. No one was
fooled.

> hmmm, where do we begin:
>
> 1) posted a private letter from Edward Baiz onto a public
> forum without his permission - considered poor nettiquette (of course,
> par for the course for TIFKAS, who thinks USENET is his own public
> toilet)

>If he wanted kept private he should have not sent it.

Irrelevant. It was a private letter, you should of at least asked
permission to post. Of course, being the boor you are, you decided that
this was a personal attack and decided to "punish" him for daring to
contradict you. Unfortunately, your plan backfired, and your reputation
went even lower in many people's eyes. Quit dodging the issue.

> 2) 300MhZ PCs are still available. But even 400-450mHz PCs are
> crippled when running buggy operating systems like Windows '9x, whereas
> the sleek operating systems found on the Hades whizzes right by -
> including the overpriced, underpowered iMac. Remember too that TIFKAS
> has proven time and again that he can never be considered an expert on
> TOS hardware and architecture, to the point that he has to fabricate
> facts out of smoke and mirrors......(gee, TIFKAS must be running out of
> arguments when he has to hold up a WINTEL system to try to discredit
> Hades users - guess he can't use one of his expensive G3 towers to hold
> it up as a yardstick)

>Quit dodging the issue...In all its buggy state, W9? can eventually get the
>job done and still run those browser apps that are not available for TOS.

I'm not dodging the issue - seems you are. Why should I want to run
a dog operating system like Windows '9x (which you admit is buggy and
bloated) and run IE4, which has shown to have many security leaks over
the last year or so, and doesn't even properly support HTML guidelines
as set by the standards comittee? When I can run something like CAB on
a Hades (which I HAVE done, unlike yourself, who can only pretend to
guess) and get on the Internet easily and quickly without massive
system overhead and requirements. Plus I have other web browsers (Light
Of Adamas, Wensuite) at my disposal should I have my choice...

And if I want Netscape, I can easily run and load Linux, compile,
serve. End of story.

You still haven't explained why you hold up a WINTEL system against
the Hades instead of a Mac - perhaps because you'll be shown up for an
ignorant fool again?

>The market does not agree with your iMac pricing criticism.

hmmm - well, in Canada an iMac costs $1,899 CDN - one can easily
find PCs that will do the same job (and have standard ports for things
like printers, scanners, backup drives, and have standard floppy drives)
for HALF that (many also include a monitor) .

And like I said, I've noticed from my own observations in Mac
stores that the iMac is NOT "flying off the shelves", but still sitting
in boxes in their original release form. One company has only now begun
advertising they have rev B's in stock.

And I don't give a rat's hiney for the market, TIFKAS - in fact, I
hold the opinion that 10,000,000 Elvis fans CAN be wrong. Besides, with
no hard numbers (which you and InCompUSA refuse to divulge - imagine
what Saddam Hussein could do with such info!), we don't know how many
iMacs there are really out there. Reports are also coming in that Best
Buy is also up to their old tricks (check out Dejanews for the thread
"Best Buy Sucks At Selling iMacs" in comp.sys.mac.advocacy for an
incredible first-person account of BB salespeople cluelessness).

I notice that you're also dodging "underpowered". Guess that now
that the evidence is out how Apple rigged the G3 tests, and that real

benchmarks are out that shows that a 300mHz Celeron toasts an iMac, and
a 400mHZ Pentium II can finish the job, that you're suddenly realizing
that the Steve Jobs Reality-Distortion Field® is of no use in
comp.sys.atari.advocacy.....

> 3) Cost factor - well, you can cut the cost factor right down when
> you buy the motherboard kit from the dealer and add your own parts to PC
> prices - and it's worth it.. Of course, TIFKAS will whine that it's all
> "hack n' slash", but then mummy must have told him never to touch a
> motherboard as there might be icky germs that might get inside him the
> next time he picks his nose......

Avoiding the issue..

how am I avoiding the issue when I stated quite clearly that one
could reduce the cost by buying the motherboard from the dealer,
assembling your own parts from PC dealers at the best price and then
doing it yourself? Since Atarians are hobbiests and have done many types
of modifications to their computers (which you have constantly derided
as "hack n' slash", which is well-known with anyone you went up to and
lost against), this should be a natural for them (and easier, too, as it
will just involve plugging things in). Can you build your own G3 Mac in
the same way for less cost? Nope, I didn't think so. It's you who's
dodging the issue by totally ignoring a clear statement on my part...

BTW, I think mummy also told you that keeping your head "up there"
was a no-no, as the lack of oxygen could lead to brain dama...ooops,
too late :)

> 4) He picked the wrong guy to try to argue with and smear- as you
> can see, Edward actually OWNS a Hades, and knows it inside out and what
> it does. Anyone who tries to wheedle a negative turn out of a GLOWING
> POSITIVE RESPONSE for his choice of computer must be in dire need of a
> vacation (or else he hasn't had his two o'clock slapping). I predict
> Edward will reply to this, and I shudder to think what will happen to
> TIFKAS when he's faced with someone with actual facts instead of Steve
> Jobs Reality-Distortion Field® - inspired FUD.....

>He stated that a Hades is as fast as a 200mz-300mhz Pentium. I believe he was
>being genorous here. Also considering 350-450 MHz are common..

unlike you, TIFKAS, Edward knows what he speaks of (your knowledge
of PCs is just as abysmal as your knowledge of Ataris and TOS). And I
don't see anyone leaping to your defense here - in fact, in all the
years I've been bashing heads with you, I don't remember one person
piping up to defend you, but a lot of people coming on and refuting
every piece of drivel you've posted.

Funny thing, TIFKAS, is that the recent postings are having the
OPPOSITE effect you were hoping your FUD would accomplish - I've had at
least three or four requests for info on where to get the Hades,
getting parts, what software works, etc. And I've gladly given it to

them, or pointed them in the right direction. Guess now that there will be more Atarians out there, you'll be redoubling the FUD - which of course means another refutation and absolute humiliation on your part, and more people clamouring for info from me, which means....is it really worth it to you?

> 5) TIFKAS loses further points because his choice of "newsreader", > DejaNews, has totally smushed the letter to the point that it's painful > (and pointless) to try and read his fanciful spin on the facts. Surely > one who has bragged loud and long about how Netscape Communicator and > IE4 are "superior Internet Applications" could try to spend a few > minutes to set up their internal USENET capability. Oh, sorry - we're > talking about TIFKAS, the loser troll who can be easily outwitted by a > jar of Vegemite!

>Dodging the issue here. Newsreaders will be obsolete soon as portals >espicially personal web pages with usenet feeds take over...

Not dodging the issue. Your trotting out vapourware and vapour situations is dodging the issues on your part in response to a legitimate criticism of your posting style in the HERE and NOW.

Vegemite - 2,056, TIFKAS - ZERO .

> Quit crying over spilled milk...Will not get you anywere..

we all know whose maturity level stopped at age three here, TIFKAS - and we all know who's been having the hissy fits when they've been soundly refuted. And they haven't gotten you anywhere - in fact, they've cemented your reputation as a little loser troll with no life.

> BTW, TIFKAS - I notice you still haven't responded to MY rebuttal of > your pathetic attack on the Hades. Chicken? (and BTW, I sent e-mail to > the guy you gave the FUD to with the real facts on the Hades - you're > not going to like what he told me what he thinks of you and you > disinformation campaigns, but then I keep much of my e-mail > correpondance private, and always ask permission.....)

>Oh must of not seen yet...Been busy earning a living and enjoying a life you >sorely must lack.

or more likely, you're afraid that by answering the original missive you'll show yourself to be an even bigger idiot.

Since you refuse to show any proof that you really are an Apple Power Rep, your overblown claims of money, cars, women are suspect - or that you even have a life. I at least when I'm on the USENET involve myself in other forums than the computer ones. I'm learning Johnny Cash songs. I'm steeling myself up to start recording my own songs after Christmas. Getting Christmas shopping done. May even get out the bike and ride (it's been nice warm weather in Toronto lately). Might even check out a movie at the new 9-theatre mega-complex that's opened up in the mall where I work.

BTW, folks, if TIFKAS responds to this by stating where he'll be next at an InCompUSA and he's in your area, e-mail me - I Have A Cunning Plan that will be non-violent but will properly humiliate the little schmo..... :)

>Seriously 'Chunks', invite your sweet heart home and prepare Campbell's
>'Chunky' soup for her and she will kiss you... Works everytime...

still talking to your imaginary friend, TIFKAS? Don't worry, it'll all be better when mummy gets home and feeds you a big tray of Cheezy Poofs....

(picture TIFKAS as a 400 lb blob speaking at a rally - "Follow your dreams! You can achieve your goals! I am living proof! Beefcake! BEEEEEFFFFFFCCCCAAAAAAAAAAAAAAAKKKKEEEEEE!")

> Hmm, I now predict that TIFKAS will post another lame flame to his
> imaginary friend "Chunks"......

> And you will reply//

well, I am my brother's keeper - and someone has to steer your delusional butt over to the funny farm when you keep insisting on posting to people that aren't there....

(picture TIFKAS sitting at his computer and getting angrier and angrier - "can't....kick...ass.....can't....kick....ass......)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2981. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-02 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <744662$12qm@ds2.acs.ucalgary.ca>
Source record: 4142

On 2 Dec 1998, Daniel L. Dreibelbis wrote:

(much nonsense snipped)

> And like I said, I've noticed from my own observations in Mac
> stores that the iMac is NOT "flying off the shelves", but still
> sitting in boxes in their original release form. One company has
> only now begun advertising they have rev B's in stock.

Not only that - in recent days 'Futile Shop' has reopened its shelves
to Apple product which indicates something about market 'acceptence'

Now, if I could only buy a full G3 at an HP or Compaq price (including
some software which Apple sells as an add-on.

I'd still like to even see a Hades in Western Canada !!

The Canadian Curmudgeon (wondering when the Hades is going to show)

2982. Re: 'Chunks' has been refuted - iMac sa

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-02 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <744d6h$a6e@news3.euro.net>
Source record: 4143

sinclair2246@my-dejanews.com wrote in message
<739fem$10q$1@nnrp1.dejanews.com>...
>In article <3656df6f.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis)'Chunks' wrote:
>
>> On 20 Nov 1998 16:50:15 , having discovered the reason the women were
>> laughing at his pathetic advances because they noticed his size 4
>> sneakers,sinclair2000@earthlink.net (The Idiot Forever Known As Sinclap)
>> wrote:
>
>Jealous huh?

Now there's an interesting concept... jealous of being laughed at....

>
<<profane insults snipped>>

>> ahh, but there's your problem - I happen to LIKE spinach :) And
>> you're making a big mistake saying this sort of thing to a forum full
>> of Popeyes....

As do I...
>
<<snipped>>
>Eh that Hades is old tech and over priced...

So is the iMac. Like we care? What new
has new tech got to offer US?

What new apps can we run that we couldn't run before?
Do we want those apps?

Old tech or not, the Hades has some nice OS's to guide it
as opposed to the "leading" platforms' bloatware attempts
at OS's. Now, even the "second choice" leading platform
that YOU are so fond of... is funded by M.

2983. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-02 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <744d6f$a6e@news3.euro.net>
Source record: 4144

sinclair2246@my-dejanews.com wrote in message
<74026b$nm3$1@nnrp1.dejanews.com>...
>In article <365cc49b.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> On 25 Nov 1998 17:11:23 , sinclair2246@my-dejanews.com (The Idiot
>> Forever Known As Sinclap) wrote:
>> >
>> >
>> >Sportsfans..
>>
>> you want alt.sports.recreation. or maybe alt.thinking.hurts is more
>> your speed.....
>
>Just the facts, facts, facts
>-Kenn Star

The best facts of the world are not going to do you any good if you're not
qualified, intelligent or cogent enough to place them in proper perspective
and adapt them in a proper, objective context as to utilize them as
measuring tools.
-Werner Domroese (hey, that's me.... it's called being original.. thinking
DIFFERENT :)

>> >
>> >The Hades underperforms todays Pentium at higher cost. From the horses
mouth
>> >below..
>>
>> <snip pseudo-proof of why PCs are superior to the Hades, a machine
>> he has never seen or used>
>
>He stated it not me..
He's probably right!
>
>> hmmm, where do we begin:
>>
>> 1) posted a private letter from Edward Baiz onto a public
>> forum without his permission - considered poor nettiquette (of course,
>> par for the course for TIFKAS, who thinks USENET is his own public
>> toilet)
>
>If he wanted kept private he should have not sent it.

Did he send it to your personal E-mail address? Or did he post it in a
newsgroup?

Ergo conclusio....

>
>> 2) 300MhZ PCs are still available. But even 400-450mHz PCs are
>> crippled when running buggy operating systems like Windows '9x, whereas
>> the sleek operating systems found on the Hades whizzes right by -
>> including the overpriced, underpowered iMac. Remember too that TIFKAS
>> has proven time and again that he can never be considered an expert on
>> TOS hardware and architecture, to the point that he has to fabricate
>> facts out of smoke and mirrors......(gee, TIFKAS must be running out of
>> arguments when he has to hold up a WINTEL system to try to discredit
>> Hades users - guess he can't use one of his expensive G3 towers to hold
>> it up as a yardstick)
>
>Quit dodging the issue...In all its buggy state, W9? can eventually get the
>job done and still run those browser apps that are not available for TOS.
All you can cry out is browser browser browser. I HAVE to use W9? and WinNT
and all sorts of other DOS and Win varieties as a network administrator and
I am pleased about their flexibility in connectivity. However, I would NEVER
turn in my Atari for any of them, because of
1) their stability problems (yes that includes NT, ESPECIALLY as file
servers, IMHO you'd better use them as application servers -> what they're
good at -> and use Novell Netware as a file server) crash crash crash...
perhaps you should visit alt.microsoft.crash.crash.crash or somethin'
2) their memory-hungriness
3) their hardware resources problems.... sooner or later, address space and
interrupts become an issue...

We DO NOT want THOSE browsers. We have our own, and they're fine. You wanna
know what browser REALLY cuts it on those Wintels? Opera (not more than
about 1.4MB as opposed to IE4 and NS). It supports many different platforms
as well. :-)

And Atarians have CAB, and a number of others which all work just fine for
our needs, and most of all... FAST compared to the Wintel monstrocities.

>
>The market does not agree with your iMac pricing criticism.
>
>> 3) Cost factor - well, you can cut the cost factor right down when
>> you buy the motherboard kit from the dealer and add your own parts to PC
>> prices - and it's worth it.. Of course, TIFKAS will whine that it's all
>> "hack n' slash", but then mummy must have told him never to touch a
>> motherboard as there might be icky germs that might get inside him the
>> next time he picks his nose.....
>
>Avoiding the issue..
>
>> 4) He picked the wrong guy to try to argue with and smear- as you
>> can see, Edward actually OWNS a Hades, and knows it inside out and what
>> it does. Anyone who tries to wheedle a negative turn out of a GLOWING

>> POSITIVE RESPONSE for his choice of computer must be in dire need of a
>> vacation (or else he hasn't had his two o'clock slapping). I predict
>> Edward will reply to this, and I shudder to think what will happen to
>> TIFKAS when he's faced with someone with actual facts instead of Steve
>> Jobs Reality-Distortion Field - inspired FUD.....
>
>He stated that a Hades is as fast as a 200mz-300mhz Pentium. I believe he
was
>being genorous here. Also considering 350-450 MHz are common..

What good is that gonna do? You need 64MB just to run a decent Word
processor?

>
>> 5) TIFKAS loses further points because his choice of "newsreader",
>> DejaNews, has totally smushed the letter to the point that it's painful
>> (and pointless) to try and read his fanciful spin on the facts. Surely
>> one who has bragged loud and long about how Netscape Communicator and
>> IE4 are "superior Internet Applications" could try to spend a few
>> minutes to set up their internal USENET capability. Oh, sorry - we're
>> talking about TIFKAS, the loser troll who can be easily outwitted by a
>> jar of Vegemite!
>
>Dodging the issue here. Newsreaders will be obsolete soon as portals
>espicially personal web pages with usenet feeds take over...

Yeah just as nice as all that webbased E-mail access huh... no thanks. And
now you may think... "but you're using Net@ddress..." That may be true, but
only to keep my business mail seperate from my personal/private mail AND I
access it using a POP client (thank goodness they provide that option, the
main reason I use netaddress.com and mailandnews.com)

>
>Quit crying over spilled milk...Will not get you anywere..
>
>> BTW, TIFKAS - I notice you still haven't responded to MY rebuttal of
>> your pathetic attack on the Hades. Chicken? (and BTW, I sent e-mail to
>> the guy you gave the FUD to with the real facts on the Hades - you're
>> not going to like what he told me what he thinks of you and you
>> disinformation campaigns, but then I keep much of my e-mail
>> correpondance private, and always ask permission.....)
>
>Oh must of not seen yet...Been busy earning a living and enjoying a life
you
>sorely must lack.
>
>Seriously 'Chunks', invite your sweet heart home and prepare Campbell's
>'Chunky' soup for her and she will kiss you... Works everytime...
>
>> Hmm, I now predict that TIFKAS will post another lame flame to his
>> imaginary friend "Chunks"......

>
>And you will reply//

As will I, U.I.
>
>> ////////////////////Daniel L. Dreibelbis////////////////////
>> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
>> Thorn in the side of all net.twits
>> email: dreibel@idirect.com
>> ///////////////"And yet, the Fuji Lives!" ///////////////////
>>
>
>Peter S.
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2984. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-03 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <7478i5$ksa@news3.euro.net>
Source record: 4049

jedi@dementia.mishnet wrote in message ...
>On Thu, 03 Dec 1998 07:20:27 GMT, quinlan@intergate.bc.ca
<quinlan@intergate.bc.ca> wrote:
>>In article <742o2k$pau@news3.euro.net>,
>> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>>
>>> How does he classify the 386SX? By what standards? If he does not
classify
>>> it the same as the early 68K series, he is at least in part, pretty
>>> hypocritic in his statement. By the same comparison standards, the 386SX
is
>>> a "16-bit implementation" of the 386. Define implementation.
>>
>>He classifies the entire 80386 series as 32-bit. Probably because every
386
>>has 32-bit data and address registers. The 68000 had only 16-bit data
>>registers. The size of the bus is irrelevant to him. Remeber that the
68008
>>only had a 8- bit databus but most people would still call it a 16-bit
chip.
>
> Actually, the 68000 had 32bit data registers. It was the
> external bus that was 16 bit.

Which was exactly my point. So who's mistaken here? As for 16-bit and
8-bit... we could also crop up the 8086 (fully 16 bit, but limited to 1 meg
of memory), 8088 (8-bit databus, otherwise like 8086), the 80186, 80188 (yes
they exist), the 80286 - the first of the Intels to offer 24-bit memory
addressing (16 megs), etc.

In retrospect, I would technically place a 68030 just above a 386 (later
renamed 386DX) because of the latter's lack of internal cache. They are
furthermore both 32-bit in all conceivable ways and both support an external
floating point unit and have built-in PMMU's.

This slightly alters my version of the scales (read thread).
>
>--
>Unix had startmenus and taskbars before Microsoft |||
>even had a decent memory manager for DOS. / | \
>
> In search of sane PPP docs? Try http://penguin.lvcm.com

2985. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-03 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <7478i7$ksa@news3.euro.net>
Source record: 4050

quinlan@intergate.bc.ca wrote in message
<745e3q$998$1@nnrp1.dejanews.com>...
>In article <742o2k$pau@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>
>> How does he classify the 386SX? By what standards? If he does not
classify
>> it the same as the early 68K series, he is at least in part, pretty
>> hypocritic in his statement. By the same comparison standards, the 386SX
is
>> a "16-bit implementation" of the 386. Define implementation.
>
>He classifies the entire 80386 series as 32-bit. Probably because every 386
>has 32-bit data and address registers. The 68000 had only 16-bit data
>registers. The size of the bus is irrelevant to him. Remeber that the 68008
>only had a 8- bit databus but most people would still call it a 16-bit
chip.

The width of the databus does not define bitness of the CPU itself for me, but it does say something about system performance at "system" bitness, although only the system's main bus is the issue then, which for a great deal decides system performance, but not exclusively and can be leveled or compromised by other factors e.g. custom chips with dedicated memory and ports, in the system.

BTW - Be careful not to confuse external buswidth with internal buswidth or registers :-)

That is also why SCSI is usually a more intelligent but also more expensive choice as opposed to IDE, which requires support from the main system's CPU and mainboard e.g. system's bus. A 486 with SCSI hard drive can run significantly better with Linux or WinNT than a Pentium with IDE. It depends on what's measured as SCSI devices only need some instructions and then go fiddling on their own. (The SCSI vs. IDE issue is only provided as an example, I don't want to start yet another thread on it).

2986. Re: How about a Gem 5.0 for PC's?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-03 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <366753f9.0@nemo.idirect.com>
Source record: 4051

On 3 Dec 1998 20:12:58 G, Miles Howe wrote:
>Well how about it? Can't the best of Atari's OS be ported into the Intel GEM
>AES? Now that would be a sight! Heck even port Mint's Unix kernal and have a
>true multitasking OS instead of buggy Win95!
>
>Just a thought...

a similar thought - wouldn't it be great if ASH went and programmed
a version of MagiCPC that would bypass Windows 9x and install itself as
the only operating system?

I know the problem would be adapting the code that works so well
with Motorola processors to the Intel architecture, but boy, by
bypassing Windows I bet you'd have a TOS architecture that would really
scream :)

I know Dan Wilga from Gribnif has for years been innundated with
requests to port Neodesk over to PC to replace Windows' desktop with
something way more intuitive.

One thing for certain - whichever way it's done, it should be done
with the same ability to bring the operating system down to a nice
tight size. PC users would not only find a faster computer, they'd also
find more room on their hard drive - and the ability to put lots of
similarly tightly-coded programs on their hard drive :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2987. Re: How about a Gem 5.0 for PC's?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-03 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <747rvl$9v8@ds2.acs.ucalgary.ca>
Source record: 4052

On 3 Dec 1998, Daniel L. Dreibelbis wrote:

>
> a similar thought - wouldn't it be great if ASH went and
> programmed a version of MagiCPC that would bypass Windows 9x and
> install itself as the only operating system?
>
> I know the problem would be adapting the code that works so well
> with Motorola processors to the Intel architecture, but boy, by
> bypassing Windows I bet you'd have a TOS architecture that would
> really scream :)
>
> I know Dan Wilga from Gribnif has for years been innundated with
> requests to port Neodesk over to PC to replace Windows' desktop with
> something way more intuitive.
>
> One thing for certain - whichever way it's done, it should be
> done with the same ability to bring the operating system down to a
> nice tight size. PC users would not only find a faster computer,
> they'd also find more room on their hard drive - and the ability to
> put lots of similarly tightly-coded programs on their hard drive :)
>

Now - my dear Dan - you have hit on the nugget of an absolutely
marvelous idea - but - is Linux not almost already there - or have I
got the wrong end of the stick (by itself, not an unusual situation
for me !!!)

The Canadian Curmudgeon (in clear, cool, Calgary)

2988. Re: Hades is slower than today's Pentiu

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-03 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <744t4e$4o6$1@ash.ridgecrest.ca.us>
Source record: 4145

On 1 Dec 1998 01:22:08 G, "Sheldon H. Winick" wrote:
>>Sportsfans..

>I'm still using, and greatly enjoying, my Atari TT030 system, but also have
>an IBM 450MHz P-II Win98 system for the ability to run more contemporary
>software applications that are simply not available for the Atari system.
>
>Best regards to all.
>
>Sheldon
>
>
>
>.

Right, I think ""enjoying" is the keyword here. I too have a PII 450 with Win 98 installed. I had to convince my boss that I really needed all that horse power. Much to my suprise, once out of the box, I find that Win 98 has a real doggy feel even on that machine. My 040/NOVA Falcon with MiNT and NAES is really much more usable in terms of a GUI, IMHO. But egadd, when I went to unzip a 10 megabyte file, it was over before I could blink. The Falcon would have had to work on that a while:). I know there are alternative O/S's for the PC, but I am not into command line stuff, and like the point an click feel of icons.

The processing power is nice on the PII. Kia's Power Tools and such really come alive compaired to running the same software on an 40-040 Mac.

But the fun factor still goes to the Falcon. It's the one I go to sleep with every night:).

MG

2989. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-03 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <745e3q$998$1@nnrp1.dejanews.com>
Source record: 4146

In article <742o2k$pau@news3.euro.net>,
"Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:

> How does he classify the 386SX? By what standards? If he does not classify
> it the same as the early 68K series, he is at least in part, pretty
> hypocritic in his statement. By the same comparison standards, the 386SX is
> a "16-bit implementation" of the 386. Define implementation.

He classifies the entire 80386 series as 32-bit. Probably because every 386
has 32-bit data and address registers. The 68000 had only 16-bit data
registers. The size of the bus is irrelevant to him. Remeber that the 68008
only had a 8- bit databus but most people would still call it a 16-bit chip.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2990. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76dh4e.6dv.jedi@dementia.mishnet>
Source record: 4147

On Thu, 03 Dec 1998 07:20:27 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <742o2k$pau@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>
>> How does he classify the 386SX? By what standards? If he does not classify
>> it the same as the early 68K series, he is at least in part, pretty
>> hypocritic in his statement. By the same comparison standards, the 386SX is
>> a "16-bit implementation" of the 386. Define implementation.
>
>He classifies the entire 80386 series as 32-bit. Probably because every 386
>has 32-bit data and address registers. The 68000 had only 16-bit data
>registers. The size of the bus is irrelevant to him. Remeber that the 68008
>only had a 8- bit databus but most people would still call it a 16-bit chip.

Actually, the 68000 had 32bit data registers. It was the
external bus that was 16 bit.

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

2991. How about a Gem 5.0 for PC's?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-03 00:00:00 UTC
From: howe@pop.uky.edu
Message-ID: <746rbg$m0n$1@news.uky.edu>
Source record: 4148

Well how about it? Can't the best of Atari's OS be ported into the Intel GEM AES? Now that would be a sight! Heck even port Mint's Unix kernal and have a true multitasking OS instead of buggy Win95!

Just a thought...

2992. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-04 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7480rc$g9u$1@nnrp1.dejanews.com>
Source record: 4053

In article <744662$12qm@ds2.acs.ucalgary.ca>,
VE6HY <besmith@calcna.ab.ca> wrote:
>
> On 2 Dec 1998, Daniel L. Dreibelbis wrote:
>
> (much nonsense snipped)
>
> > And like I said, I've noticed from my own observations in Mac
> > stores that the iMac is NOT "flying off the shelves", but still
> > sitting in boxes in their original release form. One company has
> > only now begun advertising they have rev B's in stock.
>
> Not only that - in recent days 'Futile Shop' has reopened its shelves
> to Apple product which indicates something about market 'acceptence'
>
> Now, if I could only buy a full G3 at an HP or Compaq price (including
> some software which Apple sells as an add-on.

You mean the Apple PowerMac G3 266 DT with 64M, 4 GB, 56k and MS Office 98 bundle for $1799. Or how about the G3 266 DT bundle with 64M, 56K with DVD/ decoder for $1749...

> I'd still like to even see a Hades in Western Canada !!

Ask 'Chunks'...

> The Canadian Curmudgeon (wondering when the Hades is going to show)
>
Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2993. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-04 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7486nj$lq1$1@nnrp1.dejanews.com>
Source record: 4054

In article <slrn76dh4e.6dv.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:
> Actually, the 68000 had 32bit data registers. It was the
> external bus that was 16 bit.

Don't worry, I'm borderline suicidal for writing that.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2994. Re: Here's what c.s.m.a are saying about InCompUSA's press release

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-04 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7481dvgok1@nnrp1.dejanews.com>
Source record: 4055
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <jpolaski-02129800161200001@d149-109.ce.mediaone.net>,
jpolaski@wwa.com (Jim Polaski) wrote:

> ====
> And its Christmas...the biggest selling season of the year. And since the
> esteemed writer has shown they have never heard of a "loss leader" in
> retailing. this tactic will result in some extra sales. But it will also
> bring in folks who end up buying a PC or some other electronic gear or
> appliance once they are in the store. If they sell something at a loss,
> that cost could be written of in terms of Advertising expenses, so its not
> like they really lose any money. What they gain is customers.
>
> Too bad sinclair doesn't understand retailing..

Not!...Want to try again? I am in the thick of it. Making sure that my CompU
stores APPL inventory is flowing smoothly. I just have to be choosy with
words in this public forum. All is well...

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2995. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-04 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <748250$h8u$1@nnrp1.dejanews.com>
Source record: 4056

In article <73vgc0$5hg@bgtnsc02.worldnet.att.net>,
"Sheldon H. Winick" <s.winick@worldnet.att.net> wrote:

Taking taking time off from Comp duty...to be entertained....

> I'm still using, and greatly enjoying, my Atari TT030 system, but also have
> an IBM 450MHz P-II Win98 system for the ability to run more contemporary
> software applications that are simply not available for the Atari system.

This is to easy...What you are saying is that you need a wintel box because
the TT can't suit your needs due to the software angle. Thats in stark
contrast to the Atari Jihads who rant that we got it all and who needs a
modern PC(wintel or mac).

> Best regards to all.
>
> Sheldon
>

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2996. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-04 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74843siol1@nnrp1.dejanews.com>
Source record: 4057
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <36656748.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) just 'Chunks' wrote:

> from a man who can't even SPELL Ken Starr....and as for the "facts,
> facts, facts", we have yet to see any.....

nit picker!

>
> nope, you twisted a glowing review of the Hades from a satisfied
> customer into one of your screeds against all things Atari. No one was
> fooled.

He stated that the speed was below common Pentium speeds in the 350mhz+. He
stated that truthfuly. I disagree with his numbers. More like P75-100
numbers.

>
> >If he wanted kept private he should have not sent it.
>
> Irrelevant. It was a private letter, you should of at least asked
> permission to post. Of course, being the boor you are, you decided that
> this was a personal attack and decided to "punish" him for daring to
> contradict you. Unfortunately, your plan backfired, and your reputation
> went even lower in many people's eyes. Quit dodging the issue.

It's my letter, I can do what I want with it. There was no disclaimers. It
was not a personal attack since it was entirly posted as is...

>
> >Quit dodging the issue...In all its buggy state, W9? can eventually get the
> >job done and still run those browser apps that are not available for TOS.
>
> I'm not dodging the issue - seems you are. Why should I want to run
> a dog operating system like Windows '9x (which you admit is buggy and
> bloated) and run IE4, which has shown to have many security leaks over
> the last year or so, and doesn't even properly support HTML guidelines
> as set by the standards comittee? When I can run something like CAB on
> a Hades (which I HAVE done, unlike yourself, who can only pretend to
> guess) and get on the Internet easily and quickly without massive
> system overhead and requirements. Plus I have other web browsers (Light
> Of Adamas, Wensuite) at my disposal should I have my choice...

So whats stopping you? You don't have to use wintels and macs...Why being so
defensive? Its just a computer..

> And if I want Netscape, I can easily run and load Linux, compile,
> serve. End of story.

Why? cab not good enough?

> You still haven't explained why you hold up a WINTEL system against
> the Hades instead of a Mac - perhaps because you'll be shown up for an
> ignorant fool again?

Because the letter stated that the Hades was equivelant to a 200-300mhz
Pentium box which the entry level G3's blow it away. No mention of mac
performance. He was making comparison with Pentiums period..

> >The market does not agree with your iMac pricing criticism.
>
> hmmm - well, in Canada an iMac costs $1,899 CDN - one can easily
> find PCs that will do the same job (and have standard ports for things
> like printers, scanners, backup drives, and have standard floppy drives)
> for HALF that (many also include a monitor

Does that include the Hades as well? Because you can find cheaper wintel
boxes that are faster than Hades for alot less.

Have you told Compaq this? .
>
> And like I said, I've noticed from my own observations in Mac
> stores that the iMac is NOT "flying off the shelves", but still sitting
> in boxes in their original release form. One company has only now begun
> advertising they have rev B's in stock.

Time to get off their butts. Only have 'B's in my stores.

> And I don't give a rat's hiney for the market, TIFKAS - in fact, I
> hold the opinion that 10,000,000 Elvis fans CAN be wrong. Besides, with
> no hard numbers (which you and InCompUSA refuse to divulge - imagine
> what Saddam Hussein could do with such info!), we don't know how many
> iMacs there are really out there. Reports are also coming in that Best
> Buy is also up to their old tricks (check out Dejanews for the thread
> "Best Buy Sucks At Selling iMacs" in comp.sys.mac.advocacy for an
> incredible first-person account of BB salespeople cluelessness).

Can '10' Tos fans be wrong? The reason is that CompUSA or Apple will not
divulge is for competitive reasons. Apple does not want Compaq to know until
later. I am sure Jobs will divulge at MacWorld next month. I know the comp
numbers I just can't say.

> I notice that you're also dodging "underpowered". Guess that now
> that the evidence is out how Apple rigged the G3 tests, and that real
> benchmarks are out that shows that a 300mHz Celeron toasts an iMac, and
> a 400mHZ Pentium II can finish the job, that you're suddenly realizing
> that the Steve Jobs Reality-Distortion Field is of no use in
> comp.sys.atari.advocacy.....

And you believe in the tooth farry...

>
> how am I avoiding the issue when I stated quite clearly that one
> could reduce the cost by buying the motherboard from the dealer,
> assembling your own parts from PC dealers at the best price and then
> doing it yourself? Since Atarians are hobbiests and have done many types
> of modifications to their computers (which you have constantly derided
> as "hack n' slash", which is well-known with anyone you went up to and
> lost against), this should be a natural for them (and easier, too, as it
> will just involve plugging things in). Can you build your own G3 Mac in
> the same way for less cost? Nope, I didn't think so. It's you who's
> dodging the issue by totally ignoring a clear statement on my part...

I am sure that a first time user who wants to get on the internet in ten
minutes will shop around for components...

As for building the G3 for less cost is already less...

> BTW, I think mummy also told you that keeping your head "up there"
> was a no-no, as the lack of oxygen could lead to brain dama...ooops,
> too late :)

Admitt it...You were class wimp in potty school..

>
> >He stated that a Hades is as fast as a 200mz-300mhz Pentium. I believe he was
> >being genorous here. Also considering 350-450 MHz are common..
>
> unlike you, TIFKAS, Edward knows what he speaks of (your knowledge
> of PCs is just as abysmal as your knowledge of Ataris and TOS). And I
> don't see anyone leaping to your defense here - in fact, in all the
> years I've been bashing heads with you, I don't remember one person
> piping up to defend you, but a lot of people coming on and refuting
> every piece of drivel you've posted.

I just posted the letter to make a point..He said it not me..

> Funny thing, TIFKAS, is that the recent postings are having the
> OPPOSITE effect you were hoping your FUD would accomplish - I've had at
> least three or four requests for info on where to get the Hades,
> getting parts, what software works, etc. And I've gladly given it to
> them, or pointed them in the right direction. Guess now that there will
> be more Atarians out there, you'll be redoubling the FUD - which of
> course means another refutation and absolute humiliation on your part,
> and more people clamouring for info from me, which means....is it
> really worth it to you?

Look...It doesn't matter to me implying I am being humiliated here which maybe
in your eyes.. You are the one who is getting bent out of shape here not me..

It's a computer not a religion. You are too easy.. I am here after hours
being entertained.. Thanks.

> >Dodging the issue here. Newsreaders will be obsolete soon as portals
> >espicially personal web pages with usenet feeds take over...

>
> Not dodging the issue. Your trotting out vapourware and vapour
> situations is dodging the issues on your part in response to a
> legitimate criticism of your posting style in the HERE and NOW.
>
> Vegemite - 2,056, TIFKAS - ZERO .

Who cares..

> >Oh must of not seen yet...Been busy earning a living and enjoying a life you
> >sorely must lack.
>
> or more likely, you're afraid that by answering the original
> missive you'll show yourself to be an even bigger idiot.
>
> Since you refuse to show any proof that you really are an Apple
> Power Rep, your overblown claims of money, cars, women are suspect - or
> that you even have a life. I at least when I'm on the USENET involve
> myself in other forums than the computer ones. I'm learning Johnny Cash
> songs. I'm steeling myself up to start recording my own songs after
> Christmas. Getting Christmas shopping done. May even get out the bike
> and ride (it's been nice warm weather in Toronto lately). Might even
> check out a movie at the new 9-theatre mega-complex that's opened up in
> the mall where I work.

He he he he.. Defending yourself.. I will tell you what, I will be at the
Bloomington CompUSA on Friday and at the Roseville location on Sat and Sun.
Any jihad in the area can come and pick up my business card

> BTW, folks, if TIFKAS responds to this by stating where he'll be
> next at an InCompUSA and he's in your area, e-mail me - I Have A
> Cunning Plan that will be non-violent but will properly humiliate the
> little schmo..... :)

I thought you had a life..How you...

> >Seriously 'Chunks', invite your sweet heart home and prepare Campbell's
> >'Chunky' soup for her and she will kiss you... Works everytime...
>
> still talking to your imaginary friend, TIFKAS? Don't worry, it'll
> all be better when mummy gets home and feeds you a big tray of Cheezy
> Poofs....
>
> (picture TIFKAS as a 400 lb blob speaking at a rally - "Follow your
> dreams! You can achieve your goals! I am living proof! Beefcake!
> BEEEEEFFFFFFCCCCAAAAAAAAAAAAAAAKKKKEEEEEE!")

Reading to many comic books..

> > Hmm, I now predict that TIFKAS will post another lame flame to his
> > imaginary friend "Chunks"......
>
> > And you will reply//

>
> well, I am my brother's keeper - and someone has to steer your
> delusional butt over to the funny farm when you keep insisting on
> posting to people that aren't there....

Hi 'Chunks'

> (picture TIFKAS sitting at his computer and getting angrier and
> angrier - "can't....kick...ass.....can't....kick....ass......)
>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2997. Re: Hades is slower than today's Pentiu

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-04 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3667fb6e.0@nemo.idirect.com>
Source record: 4058

On 4 Dec 1998 07:48:12 G, having discovered the bimbo gone, and himself in a bathtub full of ice with a pain in his side and the words "Call 911" taped to his hand, sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>In article <36656748.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> from a man who can't even SPELL Ken Starr....and as for the "facts,
>> facts, facts", we have yet to see any.....
>
>nit picker!

it's legit.....
>
>>
>> nope, you twisted a glowing review of the Hades from a satisfied
>> customer into one of your screeds against all things Atari. No one was
>> fooled.
>
>He stated that the speed was below common Pentium speeds in the 350mhz+. He
>stated that truthfuly. I disagree with his numbers. More like P75-100
>numbers.

again, as you have proven you are NOT a PC expert, your take on
this is truly unbelievable. Again, no one was fooled......

>
>>
>> >If he wanted kept private he should have not sent it.
>>
>> Irrelevant. It was a private letter, you should of at least asked
>> permission to post. Of course, being the boor you are, you decided that
>> this was a personal attack and decided to "punish" him for daring to
>> contradict you. Unfortunately, your plan backfired, and your reputation
>> went even lower in many people's eyes. Quit dodging the issue.
>
>It's my letter, I can do what I want with it. There was no disclaimers. It
>was not a personal attack since it was entirly posted as is...

read the above again. It was not YOUR letter, it was Edward's
letter TO you. It was meant to be private. You considered it an attack
against you and you did what you did with it, violating nettiquette in
the process.

>> I'm not dodging the issue - seems you are. Why should I want to run
>> a dog operating system like Windows '9x (which you admit is buggy and
>> bloated) and run IE4, which has shown to have many security leaks over
>> the last year or so, and doesn't even properly support HTML guidelines
>> as set by the standards comittee? When I can run something like CAB on
>> a Hades (which I HAVE done, unlike yourself, who can only pretend to
>> guess) and get on the Internet easily and quickly without massive
>> system overhead and requirements. Plus I have other web browsers (Light
>> Of Adamas, Wensuite) at my disposal should I have my choice...
>
>So whats stopping you? You don't have to use wintels and macs...Why being so
>defensive? Its just a computer..

then why do you constantly insult the intelligence of all those who
use Atari computers, and constantly printing up FUD? Does this sound
like someone tolerant of all computer platforms? You're the one who
starts the insults by referring to us as a "Jihad" and as "Atari boobs".
Remember too that I DO use a Mac as well.

>
>> And if I want Netscape, I can easily run and load Linux, compile,
>> serve. End of story.
>
>Why? cab not good enough?

sure it is - in fact, Real Audio support just showed up this week.
YOU were the one who said that Netscape couldn't run on a Hades, and I
showed how one COULD.
>
>> You still haven't explained why you hold up a WINTEL system against
>> the Hades instead of a Mac - perhaps because you'll be shown up for an
>> ignorant fool again?
>
>Because the letter stated that the Hades was equivelant to a 200-300mhz
>Pentium box which the entry level G3's blow it away. No mention of mac
>performance. He was making comparison with Pentiums period..

again, you have shown you're an idiot when it comes to Wintel stuff.
You have never seen a Hades in action. Your opinion on this is worthless.

>
>> >The market does not agree with your iMac pricing criticism.
>>
>> hmmm - well, in Canada an iMac costs $1,899 CDN - one can easily
>> find PCs that will do the same job (and have standard ports for things
>> like printers, scanners, backup drives, and have standard floppy drives)
>> for HALF that (many also include a monitor
>
>Does that include the Hades as well? Because you can find cheaper wintel
>boxes that are faster than Hades for alot less.

again - you are no PC expert. You have never used or seen a Hades.
Your opinion on this is worthless.

.
>>
>> And like I said, I've noticed from my own observations in Mac
>> stores that the iMac is NOT "flying off the shelves", but still sitting
>> in boxes in their original release form. One company has only now begun
>> advertising they have rev B's in stock.
>
>Time to get off their butts. Only have 'B's in my stores.

B's are showing up. But they're having problems getting rid of the
A's.

>
>> And I don't give a rat's hiney for the market, TIFKAS - in fact, I
>> hold the opinion that 10,000,000 Elvis fans CAN be wrong. Besides, with
>> no hard numbers (which you and InCompUSA refuse to divulge - imagine
>> what Saddam Hussein could do with such info!), we don't know how many
>> iMacs there are really out there. Reports are also coming in that Best
>> Buy is also up to their old tricks (check out Dejanews for the thread
>> "Best Buy Sucks At Selling iMacs" in comp.sys.mac.advocacy for an
>> incredible first-person account of BB salespeople cluelessness).
>
>Can '10' Tos fans be wrong? The reason is that CompUSA or Apple will not
>divulge is for competitive reasons. Apple does not want Compaq to know until
>later.

Bull. That's a lame excuse. Show us the figures.

I am sure Jobs will divulge at MacWorld next month. I know the comp
>numbers I just can't say.

Show us the figures.
>
>> I notice that you're also dodging "underpowered". Guess that now
>> that the evidence is out how Apple rigged the G3 tests, and that real
>> benchmarks are out that shows that a 300mHz Celeron toasts an iMac, and
>> a 400mHZ Pentium II can finish the job, that you're suddenly realizing
>> that the Steve Jobs Reality-Distortion Field is of no use in
>> comp.sys.atari.advocacy.....
>
>And you believe in the tooth farry...
^^^^^

coming from someone who can't even SPELL "tooth fairy". Again, it's
legit.

The fantasy stuff is Apple's claims of superior G3 speed (remember,
it was Steve "arrogant bonehead" Jobs who claimed that an iMac could
"toast a 400 mHZ Pentium"). The graph that Apple uses in the iMac
pamphlet continues with the distortion - it's just three lines with NO
real-world numbers (only with a snail at the head of the one for the
PC)- the same type of graph that Ronald Reagan was criticized for when
he tried to use it to stop a Congress-backed budget from going through.

At least three independant tests were done by PC magazines, and all
three found that Apple is blowing smoke....

>
>I am sure that a first time user who wants to get on the internet in ten
>minutes will shop around for components...
>
>As for building the G3 for less cost is already less...

HMMM, a G3 tower runs at around $ 2500-4000 CDN. I'm sure that if I
could get a motherboard and the rest of the components (graphics cards,
hard drives and the like) I guess I could build it for much less. Too
bad I can't buy the motherboard.....

>
>> BTW, I think mummy also told you that keeping your head "up there"
>> was a no-no, as the lack of oxygen could lead to brain dama...ooops,
>> too late :)
>
>Admitt it...You were class wimp in potty school..

speak louder, I can't hear you - oh, wait a minute, I see the
problem - you have your head 'up there" again.....

>
>>
>> >He stated that a Hades is as fast as a 200mz-300mhz Pentium. I believe he was
>> >being genorous here. Also considering 350-450 MHz are common..
>>
>> unlike you, TIFKAS, Edward knows what he speaks of (your knowledge
>> of PCs is just as abysmal as your knowledge of Ataris and TOS). And I
>> don't see anyone leaping to your defense here - in fact, in all the
>> years I've been bashing heads with you, I don't remember one person
>> piping up to defend you, but a lot of people coming on and refuting
>> every piece of drivel you've posted.
>
>I just posted the letter to make a point..He said it not me..

and you failed at your point. What you DID achieve was making you a
further laughing-stock.....
>
>> Funny thing, TIFKAS, is that the recent postings are having the
>> OPPOSITE effect you were hoping your FUD would accomplish - I've had at
>> least three or four requests for info on where to get the Hades,
>> getting parts, what software works, etc. And I've gladly given it to
>> them, or pointed them in the right direction. Guess now that there will
>> be more Atarians out there, you'll be redoubling the FUD - which of
>> course means another refutation and absolute humiliation on your part,
>> and more people clamouring for info from me, which means....is it
>> really worth it to you?
>
>Look...It doesn't matter to me implying I am being humiliated here which maybe

>in your eyes.. You are the one who is getting bent out of shape here not me..

Nope, you ARE being humiliated. As a matter of fact, any Atarian
who I've talked to in conversation laughs hard whenever your name comes
up. No matter where I've gone in the world, your name comes up and
immediately there's fits of laughter at your expense.

>
>It's a computer not a religion. You are too easy..

coming from someone who treats any Macintosh as a religion. Now
there is true pot/kettle/black.......

I am here after hours
>being entertained.. Thanks.

hey, I aim to please :) You're welcome.
>
>> >Dodging the issue here. Newsreaders will be obsolete soon as portals
>> >espicially personal web pages with usenet feeds take over...
>>
>> Not dodging the issue. Your trotting out vapourware and vapour
>> situations is dodging the issues on your part in response to a
>> legitimate criticism of your posting style in the HERE and NOW.
>>
>> Vegemite - 2,056, TIFKAS - ZERO .
>
>Who cares..

Vegemite 2,057, TIFKAS - ZERO
>
>> >Oh must of not seen yet...Been busy earning a living and enjoying a life you
>> >sorely must lack.
>>
>> or more likely, you're afraid that by answering the original
>> missive you'll show yourself to be an even bigger idiot.
>>
>> Since you refuse to show any proof that you really are an Apple
>> Power Rep, your overblown claims of money, cars, women are suspect - or
>> that you even have a life. I at least when I'm on the USENET involve
>> myself in other forums than the computer ones. I'm learning Johnny Cash
>> songs. I'm steeling myself up to start recording my own songs after
>> Christmas. Getting Christmas shopping done. May even get out the bike
>> and ride (it's been nice warm weather in Toronto lately). Might even
>> check out a movie at the new 9-theatre mega-complex that's opened up in
>> the mall where I work.
>
>He he he he.. Defending yourself..

Nope, just stating the facts. In fact, yesterday WAS a good day -
got a lot of shopping done. Even went into a Mac dealer and tried out
Sherlock (they actually had it online - I must say, I am impressed).

>> BTW, folks, if TIFKAS responds to this by stating where he'll be
>> next at an InCompUSA and he's in your area, e-mail me - I Have A
>> Cunning Plan that will be non-violent but will properly humiliate the
>> little schmo..... :)
>
>I thought you had a life..How you...

that's for me and a number of Atarians to know and you to find out :)
Like I said, it won't be violent, so you have nothing to fear except
for your ego :)

>> still talking to your imaginary friend, TIFKAS? Don't worry, it'll
>> all be better when mummy gets home and feeds you a big tray of Cheezy
>> Poofs....
>>
>> (picture TIFKAS as a 400 lb blob speaking at a rally - "Follow your
>> dreams! You can achieve your goals! I am living proof! Beefcake!
>> BEEEEEFFFFFFCCCCAAAAAAAAAAAAAAAKKKKEEEEEE!")
>
>
>Reading to many comic books..
^^

better than your choice of reading - Little Golden Books (and an
occasional read at that steamy sensation, "Pat The Bunny")....

BTW, it's spelled "too"......again, it's legit.
>
>> > Hmm, I now predict that TIFKAS will post another lame flame to his
>> > imaginary friend "Chunks"......
>>
>> > And you will reply//
>>
>> well, I am my brother's keeper - and someone has to steer your
>> delusional butt over to the funny farm when you keep insisting on
>> posting to people that aren't there....
>
>Hi 'Chunks'

"Chunks" no here, mannnnn....

PHWEET!

(cue in the men in the little white coats.....)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2998. Re: How about a Gem 5.0 for PC's?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-04 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3667fd2c.0@nemo.idirect.com>
Source record: 4059

On 3 Dec 1998 22:30:29 -, VE6HY wrote:
>
>On 3 Dec 1998, Daniel L. Dreibelbis wrote:
>
>>
>> a similar thought - wouldn't it be great if ASH went and
>> programmed a version of MagiCPC that would bypass Windows 9x and
>> install itself as the only operating system?
>>
>> I know the problem would be adapting the code that works so well
>> with Motorola processors to the Intel architecture, but boy, by
>> bypassing Windows I bet you'd have a TOS architecture that would
>> really scream :)

>> One thing for certain - whichever way it's done, it should be
>> done with the same ability to bring the operating system down to a
>> nice tight size. PC users would not only find a faster computer,
>> they'd also find more room on their hard drive - and the ability to
>> put lots of similarly tightly-coded programs on their hard drive :)
>>
>
>Now - my dear Dan - you have hit on the nugget of an absolutely
>marvelous idea - but - is Linux not almost already there - or have I
>got the wrong end of the stick (by itself, not an unusual situation
>for me !!!)
>
I must admit, Linux IS intriguing. We had a TAF meeting on this
back in October, and although the guest speaker didn't arrive (he
must've thought he was going to speak to a bunch of 2600 enthusiasts :))
a former member of the club, Dr. Hugh Redelmeyer, spoke in his stead
and wonderfully explained how Linux could make a big difference. In any
case, right now we have at least two people working on getting Linux to
run on our respective Falcons, and I may take a stab at it if someone
could provide me with the proper resources.

Of course, I can also pick up a SCSI-based IBM PS/2 486 for $99
right now, so that, a CD ROM unit and Red hat and I'll be laughing :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

2999. Re: How about a Gem 5.0 for PC's?

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-04 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76g520.906.jedi@dementia.mishnet>
Source record: 4060

On Thu, 3 Dec 1998 22:30:29 -0700, VE6HY <besmith@calcna.ab.ca> wrote:
>
>On 3 Dec 1998, Daniel L. Dreibelbis wrote:
>
>>
>> a similar thought - wouldn't it be great if ASH went and
>> programmed a version of MagiCPC that would bypass Windows 9x and
>> install itself as the only operating system?
>>
>> I know the problem would be adapting the code that works so well
>> with Motorola processors to the Intel architecture, but boy, by
>> bypassing Windows I bet you'd have a TOS architecture that would
>> really scream :)
>>
>> I know Dan Wilga from Gribnif has for years been innundated with
>> requests to port Neodesk over to PC to replace Windows' desktop with
>> something way more intuitive.
>>
>> One thing for certain - whichever way it's done, it should be
>> done with the same ability to bring the operating system down to a
>> nice tight size. PC users would not only find a faster computer,
>> they'd also find more room on their hard drive - and the ability to
>> put lots of similarly tightly-coded programs on their hard drive :)
>>
>
>Now - my dear Dan - you have hit on the nugget of an absolutely
>marvelous idea - but - is Linux not almost already there - or have I
>got the wrong end of the stick (by itself, not an unusual situation
>for me !!!)

Unix could use a low power GUI with some apps available for
it. While X is nice, it still has the same approximate bloat
factor as MacOS or WinXX. GEM/svga & GEM/X if done right could
fill a void left by the current insanity in Linux regarding
emulating Windows as much as possible (in app style & such).

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3000. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-04 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76g4sq.906.jedi@dementia.mishnet>
Source record: 4061

On Fri, 04 Dec 1998 07:14:41 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <73vgc0$5hg@bgtnsc02.worldnet.att.net>,
> "Sheldon H. Winick" <s.winick@worldnet.att.net> wrote:
>
>Taking taking time off from Comp duty...to be entertained....
>
>> I'm still using, and greatly enjoying, my Atari TT030 system, but also have
>> an IBM 450MHz P-II Win98 system for the ability to run more contemporary
>> software applications that are simply not available for the Atari system.
>
>This is to easy...What you are saying is that you need a wintel box because
>the TT can't suit your needs due to the software angle. Thats in stark
>contrast to the Atari Jihads who rant that we got it all and who needs a
>modern PC(wintel or mac).

Not really. That merely implies that the 'market isn't there'
because everyone's been thinking that the 'market isn't there'
which plagues those exact same overpriced powermacs of yours
too.

[deletia]

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3001. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-04 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76g5a4.906.jedi@dementia.mishnet>
Source record: 4062

On Fri, 04 Dec 1998 08:32:51 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn76dh4e.6dv.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>> Actually, the 68000 had 32bit data registers. It was the
>> external bus that was 16 bit.
>
>Don't worry, I'm borderline suicidal for writing that.

No, what's cause for suicidal tendencies is to go
from the flat memory gem that is GEM to a '93 version
of DOS where you need to tell each of your device
drivers where to go into memory because the nasty
(DOS) is still programmed as if it were to be running
on a 8088.

68008 ~ 80386 is quite the appropriate comparison.

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3002. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-04 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7496po$47u@ds2.acs.ucalgary.ca>
Source record: 4063

On Fri, 4 Dec 1998 sinclair2246@my-dejanews.com wrote:

>
> You mean the Apple PowerMac G3 266 DT with 64M, 4 GB, 56k and MS
> Office 98 bundle for $1799. Or how about the G3 266 DT bundle with
> 64M, 56K with DVD/ decoder for $1749...
>

yup - that's the ticket !

I can buy a Compaq with 128mb, 8gb HD, 56k and MS office bundle with 15" monitor for about $2,200 (Canadian yet) with a printer chucked in - the Mac G3 similarly equipped, no software and no printer, will set me back about $3,500 Canadian.

The high price of Apple product & peripherals murders the average consumer.

>
> > I'd still like to even see a Hades in Western Canada !!
>
> Ask 'Chunks'...
>

Who ???

The Canadian Curmudgeon (in the land of the lowly looney)

3003. iMac selling well at Future Shops in Canada

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74abg1gpq1@nnrp1.dejanews.com>
Source record: 4064

Guess again 'Chunks'....

Comment on the [Macs Only!] Future shop report.

All Future shop stores will be trained the training is being done store by store though so it may take a week or so.

Second like all other retail store the endcaps on
every isle are sold to different manufacturers generally for one
month at a time which means that on Tuesday the
iMac should be in a better place with proper sings.

Third although Computer City Canada has been bought by Future Shop our service will not change. They are commented to running us individually.

As a side not iMac sales are going really well at
all Computer City Canada stores we expect about 100 units to
arrive this week above the 40 we got 10 days ago
this goes for all the store.

To all Macs Only readers please comment on the
Computer City Mac Store and tell us how we can do better

Thanks,
Mitri Dahdaly
Computer City Apple sales specialist

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3004. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <74af0ajit1@nnrp1.dejanews.com>
Source record: 4065

In article <slrn76g5a4.906.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> 68008 ~ 80386 is quite the appropriate comparison.

Nope. The 386 has a MMU, a 32-bit address bus, coprocessor support and a 16 or
32-bit address bus. The 68008 has none of these.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3005. TIFKAS: an explanation of his behavior

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <3668DC51.25BEFC6E@NOSPAMearthlink.net>
Source record: 4066

The following is an interesting article about Apple from someone WHO DOES know his facts about Apple. To my fellow Atarians I apologize in advance for the size of this post and the decidedly windows slant. However many of Fred's point would apply in a positive light to Atari's GEM and even Amiga's OS.(Lean superior programs running faster on slower machines then bloated code running on screamers)

It explains in beautiful detail the problem with TIFKAS

Taken From The CMP Techweb site . The Langaletter editorial for this week

Correcting MacMisinformation
(12/01/98; 9:00 a.m. ET)
OPINION
By Fred Langa

Due to a huge number of incendiary posts, many clarifying notes about last weekï¿½s column,"Appleï¿½s Heavy Hand," got lost in the sauce. Here are answers to some of your questions: A record number of people wrote about my last column Apple's Heavy Hand. The column was about a number of Appleï¿½s practices and policies that I found deeply troubling -- deceptive ads, a renewed anti-clone policy, etc.

Much of the e-mail and posts were from Mac fans who felt I had unfairly maligned Apple or the Mac or Mac users. Some of the posted replies were cogent, thoughtful, and asked good questions or raised good points. Alas, hundreds and hundreds of e-mail and posts were just plain silly, scatological or obscene diatribes and personal attacks against me for saying something negative about Apple.

With the enormous volume of posts, some answers to the good questions got lost in the rubble. Please let me correct that here.

"What deceptive advertising?" I said that Appleï¿½s ads about the speed of the G3 and iMac were intentionally deceptive (though legal), and I stand by that statement 100 percent. But large numbers of people wrote to tell me that Appleï¿½s claims were proven by the BYTE Magazine "BYTEmark" tests, which Apple cited in the fine print at the bottom of its ads. (The irony in this is that I was the editor in chief of BYTE for four years. I know what the misquoted benchmarks do and do not do.)

Apple used the BYTEmark tests to create the impression that the G3, in general, and the iMac, in particular, are as fast or faster than top-of-the-line Pentium IIs. Steve Jobs also reinforced this with comments he made at the iMac rollout; he was quoted as saying the 233-MHz iMac would outperform a 400-MHz Pentium II. The one test where the G3 did actually beat Pentiums was BYTEï¿½s low-level CPU integer benchmark. In that one part of the multi-part chip-level tests, the G3 was faster.

Note that I said, "chip-level." The BTYEmark test in question is a CPU test, not a system test. CPU tests are academically interesting as long as you realize that a CPU by itself is nothing; the only thing that matters in the real world is how the

overall hardware and software perform running real applications. Numerous third-party real-world applications tests (NSTL, ZD Labs, PC Worldï¿½) show the G3 systems running real-world applications generally lag behind similarly-clocked Pentiums. There are some areas where a G3 Mac has a slight speed edge, but overall, Macs tend to be a bit slower than similarly clocked Pentiums. So, Apple took a small, almost meaningless sub-test and used it to create the impression that G3s and iMacs have an inherent speed advantage over high-end Pentium II boxes. That Apple wildly succeeded in fooling many people is evidenced in last weekï¿½s posts. But itï¿½s just not true.The ads clearly were deceptive.

"Fredï¿½s in Bill Gatesï¿½ back pocket. Heï¿½s just a shill for Microsoft." If you check the TechWeb and CMPnet's archives, you'll see that Iï¿½ve criticized Microsoft far more than I have any other company. In fact, by amusing coincidence, I wrote the current Windows Magazine cover story called "Win98 Bugs and Fixes."

But some Mac users equate saying anything negative about Apple with being blindly pro-Microsoft --- even in the face of overwhelming evidence to the contrary. Thatï¿½s too bad because it shuts off debate. The reality is that all companies make mistakes. It's not right to treat Apple as a sacred cow. When it fouls up, it deserves criticism -- same as Microsoft, Sun, IBM, or anyone else.

"How does Apple pander to ï¿½ugly emotionsï¿½?" I've only critiqued Apple a handful of times over many years, but each time Iï¿½ve gotten amazingly virulent responses from the Mac community. As mentioned above, after the last column, I got e-mail-bombed (hundreds of duplicate, obscene letters intended to disrupt my e-mail service); and the public-posting area was flooded with writings of incredible hatred and rage.

In marked contrast, despite my frequent criticizing of Microsoft, not once, ever, has even the most rabid Windows fan called me an "Apple shill" or claimed that Iï¿½m "in Steve Jobsï¿½ back pocket." Iï¿½ve also never -- not even once -- received a hate-filled, obscene note from a Windows fan as a result of my criticizing Microsoft. Why is this? Why is it that, unlike users of most other product, some Mac users behave so poorly? Why do some Mac users fail to follow the basic rules of civilized discourse and debate when the subject is Apple or the Mac?

I believe Apple itself is partly to blame. Itï¿½s fostered some of these very bad attitudes among its customers with 10 years of ads telling its customers not that their computers are better, but that they as people are better: They're smarter, more creative, more independent -- they "think different." The implication in the ads is that if you use a Mac, youï¿½ll be like Einstein, Picasso, or John Lennon.

While you might discount as hype any advertising message that claims "you're different; you're better; the normal rules
don't apply to you," some significant number of Mac users seem to have taken it quite literally. If this sounds Far-fetched, look at last weekï¿½s posts: Youï¿½ll see Apple customers believing and behaving as if they're somehow better
then the rest of the world, and that the normal rules don't apply to them. Itï¿½s astonishing: Youï¿½ll see posts filled with utmost arrogance; statements alleging that Mac users are somehow personally superior to users of other operating systems; and more. Many, many of the posts reacted to my critique of Apple as if I somehow were directly attacking them, the Mac users. One user spelled it out in a heated message where he said that criticizing Apple was the same as criticizing his Mac, which was

the same as criticizing a family member. (I am not making this up.)

This level of fervor almost sounds funny when reported as I just did. But I got more than 500 of the most obscene,
disgusting, hate-filled e-mail you can imagine from these same fanatics, and I assure you itï¿½s not humorous at all.
Although anyone who sends e-mail-bombs or posts a scatological, obscene note in a forum is responsible for
his own actions, I do believe the Apple "you are superior, you are different, you are better" ads have a lot to do with
cultivating and pandering to these ugly emotions.

"Youï¿½re insulting to Mac users." I draw a huge distinction between ordinary Mac users who elect to use their Macs for
good reason, and the Mac fanatics who posted the hate-filled, obscene, offensive flames in last weekï¿½s discussion.
These latter are people who apparently cannot tell where their computers end and their own egos begin. They regard any criticism of their choice of computing platform as if it were a personal attack on them, and respond with a personal attack of their own.

Itï¿½s silly and more than a little sad. Computers are supposed to be tools; theyï¿½re not extensions of our persons any
more than a hammer or a paintbrush is an extension of ourselves. As products created by human organizations, all OSes and all hardware contains flaws. Rational people accept that and can discuss the flaws and strengths of their computers and operating systems in a rational manner. But some significant chunk of the Mac user base cannot.

Those are the people I have an issue with, not the rational Mac users. "Tell me one thing Microsoft innovated." How about a successful GUI on ubiquitous, low-cost, non-proprietary hardware? "How can you say OS 8.5 plays catch-up to Windows?" Itï¿½s no secret the Mac OS stagnated for many years as Apple foundered. (One example: Until Mac OS 8.5 the Mac Open and Save dialogs hadnï¿½t significantly changed in years.) In updating the look and feel of the OS, Apple employed many of the features and functions in 8.0 and 8.5 that previously had been available in Windows 3.x, Windows 95, and Windows 98.

For example, the ability to alter the menu bar's type, size, and color; the look of windows, scroll bars, and icons; sounds and animations; anti-aliased text; etc.; all have been part of Windows for years. Other things such as built in system- and Internet searches debuted in Windows 95; and local full-text indexing appeared via free add-on in Windows shortly thereafter. "Live scrolling" and the resizing "thumb" have been in Windows for quite awhile, as have "command-tab" switching between apps, an icon-based palette of running apps, and drag-and-drop printing. Even under the covers, the Mac is playing catch-up in some areas. For example, a Mac now can reliably retain a TCP/IP address across reboots, and finally show up properly in DHCP lists; Windows has done this for years. Thereï¿½s more, but you get the idea.

Thereï¿½s no shame in borrowing a good idea. I donï¿½t know why some Mac users have such a hard time with it. Itï¿½s
especially baffling in light of the fact that all the most important, core elements

of today's GUIs (windows, icons, mice,
pointers, WYSIWYG text, etc) actually originated at Xerox in the Alto, which
predated the Mac by fully 10 years;
Apple borrowed these ideas, and built on them. When the Mac appeared, Apple did add
many refinements and also did a great job of packaging them. (We'll charitably
ignore the Lisa). The volume of Mac sales did change the face of computing, and
thatï¿½s something for which we all owe Apple a debt of gratitude.

Later, various versions of Windows obviously borrowed many features from both Xerox
and Apple. And today: Mac OS 8.5 borrows a number of refinements that appeared first
in more recent versions of Windows. So? Whatï¿½s to freak out about? Neither Gates nor
Jobs is a dummy; they each know a good thing when they see it, and they're not
ashamed to borrow ("steal" is the word many Mac people use) a good idea. All
companies crib from each other. Why is it so hard for some Mac users to accept this?

"Your article is based on opinion." Yes, exactly right. It was an opinion column. It
was clearly labeled as "opinion" in its header, and it resided in the "opinion"
section of TechWeb. It was not a review or a news story, and it wasnï¿½t presented as
such.

"Your entire [Apple is anti-clone/OS 8.5 upgrade bug] case rests on 1,000 reports of
damaged hard drives." Not
exactly. Apple did effectively kill off its system cloners; and it does maintain an
"Apple only" support policy. Apple is
demonstrably very clone-hostile.

Be that as it may, the Mac OS 8.5 upgrade-bug situation was less clear when the
column in question was written
(almost three weeks ago). At the time, the upgrade problems on clones were being
reported in ways very similar to mine in online forums and in places like the Boston
Globe's technology section. Even a very positive review of Mac OS 8.5 in Federal
Computer Week said "Several bugs have been reported ... ." The most fearful has been
the hard drive ï¿½kiss of deathï¿½ bug. Apparently, users with clone-based Mac OS-based
systems have experienced hard-disk data loss after upgrading to Mac OS 8.5." My
column suggested two ways to view these upgrade problems. One of them,
which I clearly labeled as an uncharitable view (not as a proven fact), was to see
it as an anti-clone sin or commission or omission by Apple. I certainly wasnï¿½t alone
in this speculation. For example, a well-known, nationally-prominent Mac columnist
(to whom I promised anonymity, so he wouldn't get flamed by the fanatics) confided
to me at the time that he thought the upgrade bugs were indeed a ploy by Apple to
create fear among users about using third-party upgrades in Macs. But since then,
the reports did top out and were not as widespread as they looked like they would be
three weeks ago. Iï¿½m now perfectly willing to concede -- and am greatly relieved --
that the upgrade bug was just that: a bug.

That, of course, changes nothing about Appleï¿½s overall hostility to clones, but it
does put the upgrade problems in a very different light. And Iï¿½m very, very glad it
does.

>

3006. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76hs2e.r7.jedi@dementia.mishnet>
Source record: 4067

On Sat, 05 Dec 1998 05:06:19 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn76g5a4.906.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> 68008 ~ 80386 is quite the appropriate comparison.
>
>Nope. The 386 has a MMU, a 32-bit address bus, coprocessor support and a 16 or
>32-bit address bus. The 68008 has none of these.

Unless the 68008 is something more than a 68000 with an 8bit
external bus, than it does infact have the bits that do matter:
support for an MMU as well coprocessor support superiour than
the 386 (8).

Multiprocessor mainframes have been built around 68000's.

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3007. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be2034$8a940fe0$545e0fcb@default>
Source record: 4068

jedi@dementia.mishnet wrote in article
<slrn76hs2e.r7.jedi@dementia.mishnet>...
> On Sat, 05 Dec 1998 05:06:19 GMT, quinlan@intergate.bc.ca
<quinlan@intergate.bc.ca> wrote:
> >In article <slrn76g5a4.906.jedi@dementia.mishnet>,
> > jedi@dementia.mishnet () wrote:
> >
> >> 68008 ~ 80386 is quite the appropriate comparison.
> >
> >Nope. The 386 has a MMU, a 32-bit address bus, coprocessor support and a
16 or
> >32-bit address bus. The 68008 has none of these.
>
> Unless the 68008 is something more than a 68000 with an 8bit
> external bus, than it does infact have the bits that do matter:
> support for an MMU as well coprocessor support superiour than
> the 386 (8).
>
> Multiprocessor mainframes have been built around 68000's.
>

The 68000 does have a 32bit address bus, FPU support (My old A1000 had an
FPU and a 68000 and was 100% supported by the 68000 and the OS from day
one.). An external MMU could be implemented, and often was on the old
multiprocessor servers. The overall efficiency of the 68000, not to mention
versatility still means it's a competitive processor to any 386 IMO.

Regards,

Clockmeister.

3008. Re: TIFKAS: an explanation of his behavior

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74b5gj$kl5@news3.euro.net>
Source record: 4069

<<content snipped>>

A very interesting, cogent and highly intelligent read indeed. I greatly appreciate the level of consciesness and the subtle touch. While indeed a bit slanted towards Windows and such, it does give a balanced perspective towards borrowing or "stealing" ideas from eachother.

I would have placed things in a different order however. I agree with the statements on Xerox 'GUI ideas, but the read continues with Apple borrowing from Windows. Later on, it justly says that Windows first borrowed from Apple, and that it was in its later years that these roles got reversed.

I am however, very glad, that the Atarian and Amigan or Commodorian fanatics are often people who did make a "rational choice". Yes I know, we have flamers and bombers and haters among us as well, but then, doesn't any society? It is my humble experience however, that at least most Atari users are not as flamy as some of other platforms, in fact they're pretty helpful among eachother (introvert) as well as to non-Atarians (extrovert) and self-criticizing where it comes to the company that created their machines or the machines their clones are based or inspired upon.

As for Windoze people not throwing out hatemail, I guess they probably doon't really care about "opinion", being part of the mass community of Windows users, although I don't want to place this as an overall statement "about Windows users". I just realize that as long as they get what they want, they don't really care about small f(r)actions. It's all politics really.

All in all, I'm glad our Atarian world is a bit more balanced than some of the worlds that surround us or cross our paths.

Having said that, I'll turn in.

Werner Domroese / Q5

PS - This is a public post and may be freely distributed and/or cross posted or published so long as it is not edited in any way and all copyrights are respected.
I would appreciate any notification on werner.domroese@usa.net

3009. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <74c2a8qvk1@nnrp1.dejanews.com>
Source record: 4070

In article <slrn76hs2e.r7.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> Unless the 68008 is something more than a 68000 with an 8bit
> external bus, than it does infact have the bits that do matter:

What bits are you talking about?

> support for an MMU as well coprocessor support superiour than
> the 386 (8).

The processor provides no support for this; the 68020 was the first to support F-line instructions. So tell me how 68000 copressor support is superior than that of the 80386.

> Multiprocessor mainframes have been built around 68000's.

I know, the Butterfly computer, for example, used 68000 processors. But I don't see how the point is relevant. Of course, if it is, just remember that the iPSC used 128 80286 processors

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3010. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <74c328$rf6$1@nnrp1.dejanews.com>
Source record: 4071

In article <01be2034$8a940fe0$545e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:

> The 68000 does have a 32bit address bus,

No, I doesn't. It has a 24-bit address bus. The address registers are, however, 32-bit.

> FPU support (My old A1000 had an
> FPU and a 68000 and was 100% supported by the 68000 and the OS from day
> one.). An external MMU could be implemented, and often was on the old
> multiprocessor servers. The overall efficiency of the 68000, not to mention
> versatility still means it's a competitive processor to any 386 IMO.

The 68000 did not have support for copressors. The manufacturer of the system had to hack them in. The 80386 provides coprocessor management instructions (just like the 68020) and a built-in MMU (just like the 68030). We can easily test your last statement; let's design a benchmark for the two processors and see which one comes out on top. We'll use an Atari and a 386-based PC. The 68000 should even have an advantage because I don't recall it having any memory wait states in Atari hardware.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3011. Re: iMac selling well at Future Shops in Canada

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <74bvf3$hog@ds2.acs.ucalgary.ca>
Source record: 4072

On Sat, 5 Dec 1998 sinclair2246@my-dejanews.com wrote:

>
> Third although Computer City Canada has been bought by Future Shop
> our service will not change. They are commented to running us
> individually.
>

Hmmmmm, when did this happen - personally, the 'Futile Shop' chain is the one place in which never to buy anything.

The 'service' is lousy, the staff generally quite ignorant - and - or - misleading.

On the other hand, the 'Computer City' people I have talked to here, not only seem to know their stuff and not one of them has ever slagged the Atari platform - in fact one individual was even quite helpful.

So if Computer City is to become another 'Futile shop' - I'll need to find another supplier of 'goodies' !

The Canadian Curmudgeon (in sunny, -10C, Calgary)

3012. Atari 8-bit books for sale...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: Douglas Carroll <dcarroll@internetcds.com>
Message-ID: <36694D01.42875F5B@internetcds.com>
Source record: 4073

Hello everyone!

I have the following atari Compute's books for sale:

"Compute's first book of atari graphics"

"Compute's second book of atari graphics"

"Compute's first book of atari games"

"Mapping the Atari, 1st edition"

All of the books are in good condition and are priced at $10.00 each
plus shipping. I would suggest the 3 day shipping as it is only $3.00
and gets the books to you quickly at a reasonable price. Please e-mail
me if you are interested in any of these. Thanks!!

Douglas Carroll

dcarroll@internetcds.com

3013. Re: iMac selling well at Future Shops in Ca

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3669f935.0@nemo.idirect.com>
Source record: 4074

On 5 Dec 1998 04:06:25 G, sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap)wrote:

>Guess again 'Chunks'....

nobody here by that name, mannnn......
>
>-------------------
>stuff about Future Shop snipped<

Guess again, TIFKAS - I happen to see the Future Shop ads.

Guess which computer is NOT prominently featured in any of their print ads.

Also, guess which computer is NOT prominently featured in the new "Recommended Gift Catalogue" that just came out this week.....

But, guess which computer was recently featured in a review in the Toronto Star's "Fast Forward" section - and was roasted for being underpowered (he wasn't fooled by Apple's Steve Jobs Reality-Distortion Field either) as well as its lack of a floppy drive, its dearth of software.....

Also, in the recent "Computer Paper", this comment was made - that Apple would rather people think the iMac be like the new Volkswagen Beetle, while its detractors rather see it being more like an AMC Pacer (1)

Oh, yes, did you see the recent review of the iMac in Newsweek's annual computer guide? Certainly was a glowing review - NOT.

Still waiting for your take on my rebuttal to your FUD on the Hades - COWARD.

1) a car made by the late, great American Motors that was also, like the iMac, a rather neat design - and, like the iMac, noted for being underpowered. If you've seen the "Wayne's World" movie, this is the car driven by Garth (Dana Carvey) in the "Bohemian Rhapsody" scene.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3014. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-05 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76k8af.475.jedi@dementia.mishnet>
Source record: 4075

On Sat, 05 Dec 1998 19:42:00 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn76hs2e.r7.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> Unless the 68008 is something more than a 68000 with an 8bit
>> external bus, than it does infact have the bits that do matter:
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>What bits are you talking about?
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>> support for an MMU as well coprocessor support superiour than
>> the 386 (8).
>
>The processor provides no support for this; the 68020 was the first to support
>F-line instructions. So tell me how 68000 copressor support is superior than
>that of the 80386.

It supported more of them (bulk).

>
>
>> Multiprocessor mainframes have been built around 68000's.
>
>I know, the Butterfly computer, for example, used 68000 processors. But I
>don't see how the point is relevant. Of course, if it is, just remember that
>the iPSC used 128 80286 processors

A CPU 2 revisions past either the 8086 or 68000.

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3015. Re: TIFKAS: an explanation of his behavior

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74d3ki$l9g$1@nnrp1.dejanews.com>
Source record: 4076

In article <3668DC51.25BEFC6E@NOSPAMearthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
> The following is an interesting article about Apple from someone WHO DOES know his
> facts about Apple. To my fellow Atarians I apologize in advance for the size of this
> post and the decidedly windows slant. However many of Fred's point would apply in a
> positive light to Atari's GEM and even Amiga's OS.(Lean superior programs running
> faster on slower machines then bloated code running on screamers)

I have yet to see TOS equivelants of Photoshop, Pagemaker, Director and
Premiere.

> It explains in beautiful detail the problem with TIFKAS
>
> Taken From The CMP Techweb site . The Langaletter editorial for this week
>
> Correcting MacMisinformation
> (12/01/98; 9:00 a.m. ET)
> OPINION

Thats right, not factual..

> By Fred Langa
>
> "What deceptive advertising?" I said that Apple's ads about the speed of the G3 and
> iMac were intentionally deceptive (though legal), and I stand by that statement 100
> percent. But large numbers of people wrote to tell me that Apple's claims were
> proven by the BYTE Magazine "BYTEmark" tests, which Apple cited in the fine print at
> the bottom of its ads. (The irony in this is that I was the editor in chief of BYTE
> for four years. I know what the misquoted benchmarks do and do not do.)
>
> Apple used the BYTEmark tests to create the impression that the G3, in general, and
> the iMac, in particular, are as fast or faster than top-of-the-line Pentium IIs.
> Steve Jobs also reinforced this with comments he made at the iMac rollout; he was
> quoted as saying the 233-MHz iMac would outperform a 400-MHz Pentium II. The one
> test where the G3 did actually beat Pentiums was BYTE's low-level CPU integer
> benchmark. In that one part of the multi-part chip-level tests, the G3 was faster.
>
> Note that I said, "chip-level." The BTYEmark test in question is a CPU test, not a
> system test. CPU tests are academically interesting as long as you realize that a
> CPU by itself is nothing; the only thing that matters in the real world is how the
> overall hardware and software perform running real applications. Numerous
> third-party real-world applications tests (NSTL, ZD Labs, PC World) show the G3
> systems running real-world applications generally lag behind similarly-clocked
> Pentiums. There are some areas where a G3 Mac has a slight speed edge, but overall,
> Macs tend to be a bit slower than similarly clocked Pentiums. So, Apple took a

> small, almost meaningless sub-test and used it to create the impression that G3s and
> iMacs have an inherent speed advantage over high-end Pentium II boxes. That Apple
> wildly succeeded in fooling many people is evidenced in last week's posts. But it's
> just not true.The ads clearly were deceptive.

You must not have seen PageMaker, Photoshop, and Director perform on a G3
like I have had compared to similar clock speeds on the wintels. Being an
Apple Power Rep on CompUSA duty affords such things and part of the arsenal.

MS Office Apps run faster on P's. Gee I wonder why..

>
> "How does Apple pander to ugly emotions?" I've only critiqued Apple a handful of
> times over many years, but each time I've gotten amazingly virulent responses from
> the Mac community. As mentioned above, after the last column, I got e-mail-bombed
> (hundreds of duplicate, obscene letters intended to disrupt my e-mail service); and
> the public-posting area was flooded with writings of incredible hatred and rage.

Thats because you do not have the facts on your side..Just inuendo..

BS deleted below..

Peter S.
Worn out Apple Power Rep
> >
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3016. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <366a1b93.0@nemo.idirect.com>
Source record: 4077

On 6 Dec 1998 05:10:43 G, having discovered that it was more floor wax
than dessert topping, sinclair2246@my-dejanews.com (The Idiot Forever
Known As Sinclap) wrote:

>In article <3668DC51.25BEFC6E@NOSPAMearthlink.net>,
> "Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
>> The following is an interesting article about Apple from someone WHO DOES know his
>> facts about Apple. To my fellow Atarians I apologize in advance for the size of this
>> post and the decidedly windows slant. However many of Fred's point would apply in a
>> positive light to Atari's GEM and even Amiga's OS.(Lean superior programs running
>> faster on slower machines then bloated code running on screamers)
>
>I have yet to see TOS equivelants of Photoshop, Pagemaker, Director and
>Premiere. ^^^^^^^^^^

that's because you have yet to have sat down in front of a TOS
machine for the second time, AIRC you've stated you've used an ST a
grand total of ONCE.

and believe me, they exist. Calamus '98, Apex Media, Smurf,
Positive Image II. Go like stink under an "underpowered" Hades with a
non-bloated operating system.

Learn to spell "equivalent".

>
>> It explains in beautiful detail the problem with TIFKAS
>>
>> Taken From The CMP Techweb site . The Langaletter editorial for this week
>>
>> Correcting MacMisinformation
>> (12/01/98; 9:00 a.m. ET)
>> OPINION
>
>Thats right, not factual..

nope, it is factual......another TIFKAS smokescreen to try to
deflect the truth.....

>
>> By Fred Langa
>>
>> "What deceptive advertising?" I said that Apple's ads about the speed of the G3 and
>> iMac were intentionally deceptive (though legal), and I stand by that statement 100
>> percent. But large numbers of people wrote to tell me that Apple's claims were
>> proven by the BYTE Magazine "BYTEmark" tests, which Apple cited in the fine print at

>> the bottom of its ads. (The irony in this is that I was the editor in chief of BYTE
>> for four years. I know what the misquoted benchmarks do and do not do.)
>>
>> Apple used the BYTEmark tests to create the impression that the G3, in general, and
>> the iMac, in particular, are as fast or faster than top-of-the-line Pentium IIs.
>> Steve Jobs also reinforced this with comments he made at the iMac rollout; he was
>> quoted as saying the 233-MHz iMac would outperform a 400-MHz Pentium II. The one
>> test where the G3 did actually beat Pentiums was BYTE's low-level CPU integer
>> benchmark. In that one part of the multi-part chip-level tests, the G3 was faster.
>>
>> Note that I said, "chip-level." The BTYEmark test in question is a CPU test, not a
>> system test. CPU tests are academically interesting as long as you realize that a
>> CPU by itself is nothing; the only thing that matters in the real world is how the
>> overall hardware and software perform running real applications. Numerous
>> third-party real-world applications tests (NSTL, ZD Labs, PC World) show the G3
>> systems running real-world applications generally lag behind similarly-clocked
>> Pentiums. There are some areas where a G3 Mac has a slight speed edge, but overall,
>> Macs tend to be a bit slower than similarly clocked Pentiums. So, Apple took a
>> small, almost meaningless sub-test and used it to create the impression that G3s and
>> iMacs have an inherent speed advantage over high-end Pentium II boxes. That Apple
>> wildly succeeded in fooling many people is evidenced in last week's posts. But it's
>> just not true.The ads clearly were deceptive.
>
>You must not have seen PageMaker, Photoshop, and Director perform on a G3
>like I have had compared to similar clock speeds on the wintels. Being an
>Apple Power Rep on CompUSA duty affords such things and part of the arsenal.

look who's talking - someone who is as clueless about PCs as he is
TOS....

but then again, he works around people at InCompUSA.....

>
>MS Office Apps run faster on P's. Gee I wonder why..

because the iMac is underpowered despite the Steve Jobs
Reality-Distortion Field ?

>
>>
>> "How does Apple pander to ugly emotions?" I've only critiqued Apple a handful of
>> times over many years, but each time I've gotten amazingly virulent responses from
>> the Mac community. As mentioned above, after the last column, I got e-mail-bombed
>> (hundreds of duplicate, obscene letters intended to disrupt my e-mail service); and
>> the public-posting area was flooded with writings of incredible hatred and rage.
>
>Thats because you do not have the facts on your side..Just inuendo..
^^^^^^^

Hmmm, in the same article he mentions he was a former editor for
BYTE, and knows how BYTEmarks works - read the above again, weinerhead.

And he knows that Apple deliberately fudged their figures, as confirmed by at least three independant tests from other sources, including PC World.

Look who's trying to dodge the issue.......the same guy who can't spell "innuendo". Must've caught a brain virus from Roger The Sad Sheppard.....

>
>
>BS deleted below..

if only TIFKAS could only apply that same criterion to his own posts - oh, but then they would be completely blank :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3017. 68008 (was: TIFKAS vs. The Hades TOS clone)

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <74daoh$q9l$1@newshost.comnet.co.nz>
Source record: 4078

jedi@dementia.mishnet wrote:
> On Sat, 05 Dec 1998 05:06:19 GMT, quinlan@intergate.bc.ca wrote:
> >jedi@dementia.mishnet () wrote:
> >> 68008 ~ 80386 is quite the appropriate comparison.
> >
> >Nope. The 386 has a MMU, a 32-bit address bus, coprocessor support and
> >a 16 or 32-bit address bus. The 68008 has none of these.

> Unless the 68008 is something more than a 68000 with an 8bit
> external bus, than it does infact have the bits that do matter:
> support for an MMU as well coprocessor support superiour than
> the 386 (8).

68008 has:

8 bit data bus (68000 = 16 bit)
16 bit ALU
20 bit address bus (1 MB address limit) (68000 = 24 bit = 16MB)
32 bit data/address registers
(Sorry - I don't recall the on-chip data path width prob. 8 or 16 bit)

In essence, it was a "budget" 68000.

The 68010 (1983) could support a 68451 base/bounds MMU, but full
coprocessor support didn't arrive until the 68020 (1985)

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

3018. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-06 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74e6fi$n08@news3.euro.net>
Source record: 4079

quinlan@intergate.bc.ca wrote in message
<74c328$rf6$1@nnrp1.dejanews.com>...
>In article <01be2034$8a940fe0$545e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
>> The 68000 does have a 32bit address bus,
>
>No, I doesn't. It has a 24-bit address bus. The address registers are,
>however, 32-bit.
>
>> FPU support (My old A1000 had an
>> FPU and a 68000 and was 100% supported by the 68000 and the OS from day
>> one.). An external MMU could be implemented, and often was on the old
>> multiprocessor servers. The overall efficiency of the 68000, not to
mention
>> versatility still means it's a competitive processor to any 386 IMO.
>
>The 68000 did not have support for copressors. The manufacturer of the
system
>had to hack them in. The 80386 provides coprocessor management instructions
>(just like the 68020) and a built-in MMU (just like the 68030). We can
easily
>test your last statement; let's design a benchmark for the two processors
and
>see which one comes out on top. We'll use an Atari and a 386-based PC. The
>68000 should even have an advantage because I don't recall it having any
>memory wait states in Atari hardware.

Then make sure to clock them right. But a 386 vs a 68000 is not fair. You
should test 80386DX with 80387 versus 68030 with 68882 at the same bus and
processor clock speeds.

>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3019. Re: TIFKAS: an explanation of his behavior

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-06 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74e6fh$n08@news3.euro.net>
Source record: 4080

sinclair2246@my-dejanews.com wrote in message
<74d3ki$l9g$1@nnrp1.dejanews.com>...
>In article <3668DC51.25BEFC6E@NOSPAMearthlink.net>,
> "Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
>> The following is an interesting article about Apple from someone WHO DOES
know his
>> facts about Apple. To my fellow Atarians I apologize in advance for the
size of this
>> post and the decidedly windows slant. However many of Fred's point would
apply in a
>> positive light to Atari's GEM and even Amiga's OS.(Lean superior
programs running
>> faster on slower machines then bloated code running on screamers)
>
>I have yet to see TOS equivelants of Photoshop, Pagemaker, Director and
>Premiere.

How about CALAMUS, CUBASE, ETCETERA?

>
>> It explains in beautiful detail the problem with TIFKAS
>>
>> Taken From The CMP Techweb site . The Langaletter editorial for this week
>>
>> Correcting MacMisinformation
>> (12/01/98; 9:00 a.m. ET)
>> OPINION
>
>Thats right, not factual..
Neither are you...
>
>> By Fred Langa
>>
>> "What deceptive advertising?" I said that Apple's ads about the speed of
the G3 and
>> iMac were intentionally deceptive (though legal), and I stand by that
statement 100
>> percent. But large numbers of people wrote to tell me that Apple's claims
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>> proven by the BYTE Magazine "BYTEmark" tests, which Apple cited in the
fine print at
>> the bottom of its ads. (The irony in this is that I was the editor in
chief of BYTE
>> for four years. I know what the misquoted benchmarks do and do not do.)

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>> Apple used the BYTEmark tests to create the impression that the G3, in general, and
>> the iMac, in particular, are as fast or faster than top-of-the-line Pentium IIs.
>> Steve Jobs also reinforced this with comments he made at the iMac rollout; he was
>> quoted as saying the 233-MHz iMac would outperform a 400-MHz Pentium II. The one
>> test where the G3 did actually beat Pentiums was BYTE's low-level CPU integer
>> benchmark. In that one part of the multi-part chip-level tests, the G3 was faster.
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>> Note that I said, "chip-level." The BTYEmark test in question is a CPU test, not a
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>> small, almost meaningless sub-test and used it to create the impression that G3s and
>> iMacs have an inherent speed advantage over high-end Pentium II boxes. That Apple
>> wildly succeeded in fooling many people is evidenced in last week's posts. But it's
>> just not true.The ads clearly were deceptive.
>
>You must not have seen PageMaker, Photoshop, and Director perform on a G3
>like I have had compared to similar clock speeds on the wintels. Being an
>Apple Power Rep on CompUSA duty affords such things and part of the arsenal.
>
>MS Office Apps run faster on P's. Gee I wonder why..
>

Well we have seen Cubase and Calamus on Wintels and on Macs, compare that to their ORIGINAL Atari equivalents.....

Look, Mr. S., we can strike you with as many "facts" as you can strike us. So if you in fact claim that these Photoshop etc. apps perform better on

Macs, gee I wonder why... ;-)

Probably the same reason why Cubase and Calamus run best on Ataris.
The same reason why MS-Office runs best on Intels.

And you are contradicting yourself in a very hypocritical manner. How so?
You criticize other platforms on evidence like "look on Wintels MS-Office
runs better than on the Mac" but at the same time you say "look on Macs
Photoshop runs better....

That's not a fair comparison in either way. FACTS, FACTS, FACTS, Mr.
Sinclair.

>>
>> "How does Apple pander to ugly emotions?" I've only critiqued Apple a handful of
>> times over many years, but each time I've gotten amazingly virulent responses from
>> the Mac community. As mentioned above, after the last column, I got e-mail-bombed
>> (hundreds of duplicate, obscene letters intended to disrupt my e-mail service); and
>> the public-posting area was flooded with writings of incredible hatred and rage.
>
>Thats because you do not have the facts on your side..Just inuendo..
In fact he does. But facts can be interpreted and twisted in many many ways. Apparently, you haven't read the whole posting. He clearly balanced and backed his opinion with his knowledge of the byte tests and also stated that Apple used ONE area of the multi-part test as "proof". Now I'd suspect that that is not entirely factual either, although it's perfectly legal and interpretable as such and everything, but still remains deceptive given the nature of these tests.

>
>
>BS deleted below..
YOU deleted from list of interesting people.
>
>Peter S.
>Worn out Apple Power Rep
>> >
>>
>>
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
You need dejanews???????????? Most be soooooo sssssllllloooooowwwwwwww

Regards,
Q5

3020. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-06 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <74ekptqvj1@nnrp1.dejanews.com>
Source record: 4081

In article <74e6fi$n08@news3.euro.net>,
"Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:

> But a 386 vs a 68000 is not fair.

Excellent, I was attacking the statement that "The overall efficiency of the 68000, not to mention versatility still means it's a competitive processor to any 386 IMO." Since we agree that this statement is false, I can move on.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3021. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-06 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <74ekt3$r9p$1@nnrp1.dejanews.com>
Source record: 4082

In article <slrn76k8af.475.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> It supported more of them (bulk).

What do you mean by that?

> A CPU 2 revisions past either the 8086 or 68000.

Yep, but I'm attacking the statement that "The overall efficiency of the
68000, not to mention versatility still means it's a competitive processor to
any 386 IMO."

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3022. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-06 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76lstk.5ho.jedi@dementia.mishnet>
Source record: 4083

On Sun, 06 Dec 1998 19:09:50 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <74e6fi$n08@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>
>> But a 386 vs a 68000 is not fair.

...it depends on what you're running on it...

If the 386 is also running GEM, then it's a fair
comparison. Otherwise, comparing the 80386 to
anything more than a 68000 is an unfair comparison.

>
>Excellent, I was attacking the statement that "The overall efficiency of the
>68000, not to mention versatility still means it's a competitive processor to
>any 386 IMO." Since we agree that this statement is false, I can move on.

The 80386 suffers from everything else that will come with it.

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3023. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-06 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76lsq2.5ho.jedi@dementia.mishnet>
Source record: 4084

On Sat, 05 Dec 1998 19:54:48 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <01be2034$8a940fe0$545e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
>> The 68000 does have a 32bit address bus,
>
>No, I doesn't. It has a 24-bit address bus. The address registers are,
>however, 32-bit.

...which makes it perfectly forward compatible if
you don't muck around with the extra 8bits...

[deletia]

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3024. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <366b5afb.0@nemo.idirect.com>
Source record: 4085

On 7 Dec 1998 01:41:44 G, sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

<lame non-conclusive self-serving spam from a MacDavidian who's clearly clutching at straws regarding the real evidence snipped>

and now for something completely different - actual information that all Atarians can use. There are even some that Mac users can utilize.....

Christmas sale!
Whiteline
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delta labs media
Breite Str.2
42781 Haan
Telefon: 02104 / 806607
Fax: 02104 / 806608

Whiteline CD Bundle #5
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kappa
On kappa the CD find you among other things: 15 registered, licenced full versions: STarCall pro; Disk index; Egale; Organiser; Smurf Silver edition; Clix; PacShell; MultiStrip; TWSM/2; Music Edit light; Cairo; Face Value 2.0; Verthor; Adamas light off-lines; Resource master 2. Further: 500 fire-new Calamus Fonts; NetBSD 1.3.2; GNU C++ 2.8.1; over 3200 new types of tie-clip; new plays, data bases, hypertexts, demo, music programs, sound files, diagram programs uvm. ;altogether more than 650 MB Atari software.
Our price: 69, - DM(63$Cdn)

Whiteline CD Bundle #2
Alpha -- Gamma -- Delta -- Omega -- PSI -- Substance -- Complete MiNT 98 -- Selected Signs
2 CDs of your selection from this Bundle only 99, - DM(90$Cdn)
alpha
The classical author under the Atari CDs. On the alpha CD you find among other things: The registered full versions:
Poison! - the anti-virus program; Before Dawn - the display bildschirmschoner; Boxkite - the Fileselector and the invoicing director of customer. Further: The complete DL PD series; 200 Signum! Fonts for all printers (9/24/Laser); 500 True type Fonts for NVDI; 300 GDOS Fonts

for display and printer; 500 Calamus Fonts; Programming languages and Tools; more than 100 plays (colour and mono chrome); each quantity of Tools, utilities and applications!; altogether more than 500 MB Atari software.
Our price: 59, - DM(54$Cdn)
gamma
On that you find gamma CD among other things: 8 registered full versions: Poison! - the anti-virus program!; TurnUs - the file archivist; 1stGuide - the Multitool; Rolfi - the postal zip code administration; Original - the B. Dash clone; Lazaz - packman-brightly; LDP - the character program; Easy PGP - the Cryptotool. Further: 1000 new Calamus Fonts; 1000 new True type Fonts; The complete DL PD series; Programming languages and Tools; 130 MB Falcon demos, Games & Tools; and much more besides; altogether more than 650 MB Atari software.
Our price: 59, - DM(54$Cdn)
delta
On the delta CD you find among other things: 10 registered full versions: CyPress - the text processing; Kandinsky - the vector character program; Bellini - that pixel mark program; Procurator 2 - the modular data base; Music Channel - the D-CPlayer; Printing press - the print program; MAdress - the address administration; Chaos Ult. - the Fraktalprogramm; C.A.G. - the multi-character program; Graph cousin - the picture data base. Further: 800 new Calamus Fonts; 800 new True type Fonts; Linux/68k ALD standard design; new plays, data bases, hypertexts, demo, music programs, sound files, diagram programs uvm., altogether more than 640 MB Atari software.
Our price: 59, - DM(54$Cdn)
omega
On that you find omega CD among other things: 8 registered full versions: JAnE - the ultimate text editor; 1stGuide - the Multitool; Vesal - the versatile tutorial; Procurator 2 - the modular data base with new modules; Chronos - the date planner; GemView - the Grafiktool; Last day of the month - income - surplus - calculation program for small to middle enterprises; Director of customer + - the professional version of the good invoicing with stock management and info. post office. Further: The complete DL PD series (188disk) freshly updates (with very many updates); the complete GNU C++ 2.7.2; type of tie-clip purifies 3000; 500 Internet diagrams; extensive Internet and on-line file; Linux/68k ALD standard design; Povray 3,0 complete file; more than 50 new plays Multimedia; totally (animations, sounds and visions) and much more besides altogether more than 600 MB Atari software.
Our price: 59, - DM(54$Cdn)
psi
On the psi CD you find among other things:11 registered full versions: Stella 2 - the document data base for the administration, manipulation and display of any data; GemView 3 - the outstanding View and conversion program for pictures of all kinds; Kandinsky 2,5 - the reference of the vector character programs; F-copy per - the copying and archiving program of the superlative; Thing - the first-class and

Desktopalternative up-to-date; GeoCAD - geographical map design of the finest one; Play it again, IN ACCORDANCE WITH! - the GEM Spielepaket with4 different plays; Almost second gate Backup - the Backupprogramm for all Atari computers; DaCapo - the extensive address administration with serial letter function; GEM Installer for Linux/68k - for very easy Linux installation on push of a button; TurnUs - the ingenious file archivist. Further: 500 fire-new, high-quality Calamus Fonts (with umlauts); Linux/68k ALD complete version; NetBSD 1.2.1; more than 50 new plays; more than 200 MB Tools, utilities, applications, sound, diagrams etc.and much more besides altogether more than 630 MB Atari software.
Our price: 69, - DM(63$Cdn)
substance
The Substance CD contains the following public domain series in packed form: GFA BASIC club series(191 diskettes) Delta lab DL series(193 diskettes) ST vision series(484 diskettes) Atari journal J series(335 diskettes) Atari journal TT series(9 diskettes) Atari magazine series(116 diskettes) Contrast 7000er series(50 diskettes) PD pool 2000er series(330 diskettes) HSN sound files series(53 diskettes) Calamus Font series (87 diskettes) altogether approximately 600 MB Atari software in ZIP files, inclusive file BBS files for the application in mailboxes and the descriptions of all programs.
Our price: 59, - DM(54$Cdn)
complete mint ' 98
On these CD are all at present available MiNT�Tools! complete X11; LANGUAGES: PERL, HUGE, TCL, GNU C++ 2.7.2; Complete MiNTOS; MiNTNET; All Internet Tools: Gopher, WWW, ftp, telnet etc.; All MiNT distribution kit; Further the complete MiNT course from the D-CMagazine is contained of revolution.
Our price: 59, - DM(54$Cdn)
selected signs
High-quality Fonts in all usual formats finds you on our Selected Signs�CD.
Among other things all CFN�Fonts of all Whiteline�CDs, everything ever appear-ends GDOS Fonts and a rich selection of beautiful True type Fonts, which transmits also with NVDI. In addition Fontutilities and Bearbeitungstools u.v.m.
In points of pass: more than 3000 Calamus Fonts (very many unpublished); more than 1400 True type Fonts; more than 600 GDOS Fonts; many Font Tools and utilities!
Our price: 49, - DM(45$Cdn)

Whiteline CD Bundle #3
Linux/68k complete package: 4 CDs with Linux/68k 2,0 + updates 2,2 + SOURCES + Resources
Complete package price: only 129, - DM(107$Cdn)
linux/68k 2.0
On these CD find you the complete Linux/68k with the Kernel 2.0x version for Atari, Mac and Amiga. In addition a multiplicity of efficient programs, the graphic user surface X11 and those KDE - beta 3 Unix Desktop version. Many diagram programs, Games, sound programs,

Matheprogramme, text processings and wordprocessors, Internetbrowser and Tools, and much more besides.
Our price: 79, - DM(72$Cdn) In the Bundle with the Linux/68k Sourcen CD only 99, - DM(90$Cdn) (instead of 118, - DM)
linux/68k 2,2 updates
On these CD find you that Update 2,2 the Linux/68k 2,0 CD.Additionally all current versions on the Linux/68k 2,0 CD available application programs. This CD is only in connection with the originals Whiteline Linux/68k 2.0 CD usable.
Our price: 39, - DM(36$Cdn)
linux/68k 2,0 sourcen
On these CD find you all Sourcen to that Linux/68k 2,0 CD.
Our price: 39, - DM(36$Cdn) In the Bundle with the Linux/68k 2,0 CD only 20, - DM (18$Cdn)
linux/68k 2,0 resources
Many useful Tools, utilities and programs for Linux/68k 2,0 the inclusive pertinent Sourcen. (no overlaps with the Linux/68k 2,0 Sourcen CD!)
Our price: 49, - DM(45$Cdn)

Whiteline CD Bundle #1
Propaganda -- Erotica -- all about Signum! -- transmission -- MacAlpha -- Atari Forever of volume of 1
3 CDs of your selection from this Bundle only 69, - DM (63$Cdn)
propaganda
Here everything turns around hypertexts. A number of giants of these attractive info texts to all only conceivable areas of the knowledge. Fast look-up and access functions distinguish this system. Naturally also the newest versions of ST Guide and 1st Guide.
Our price: 29, - DM(27$Cdn)
all about signum!
Everything which one for the daily use of the legendary text processing for ATARI computer is necessary on these CD. 600 Signum!2 Fonts for all printers 100 brand-new Signum!3 Fonts for all printers Tools & utilities for Signum!
Our price: 49, - DM(45$Cdn)
transmission
On the transmission CD for the Atari Falcon030 you find among other things: 2 registered full versions: (all Falcon only!) Golden Iceland - the popular strategy play. More turbo-brightly - the display bildschirmschoner. Further: the demos of the Fried bits 1.2 and 3 Coder party; each quantity of Falcon Games; almost all otherwise appeared; Falcon demo! ; Music and diagram programs, Tools, document, sound, pictures, animations u.v.m. altogether more than 500 MB Atari Falcon software.
Our price: 29, - DM(27$Cdn)

3025. iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-07 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74fboo$dm2$1@nnrp1.dejanews.com>
Source record: 4086

From Don who uses PC's and Macs daily...Thats real world testing..Not Mr. Langa who'm does not use a G3 which translates into no factual credibility not to mention PC World and PC Magazine who have a lot to lose..

"The Rev B iMac"
Fresh Crabb, 12/7/1998

Crabb&#65533;s Bottom Line Power Macintosh iMac, Re.v B The Goods: Faster and cheaper than the first iMac Rating: 9.5 Vendor: Apple Platforms: Mac OS URL: http://www.apple.com Phone:408-996-1010 List Price: $1,299, as low as $1,199 street

In Short: ""You want an
inexpensive, fast, plug and play home PC?
This one's it.""

Apple Computer, riding the wave of popularity set by its innovative and inexpensiveiMac home computer has given potential iMac buyers a gift for Christmas -- iMac,revision B. The new iMac,which still lists for $1,299,can be had for at little as $1,199 at some stores, and can also be purchased via the new Apple Loan program for a mere $29.99 per month -- a real gift for those of us on a budget.

The revised iMac still sports a 233MHz G3 PowerPC processor, making it more than twice as fast as the fastest Pentium machine in its price class (the 233MHz Pentium II), and close to the speed as the fastest 450MHz Pentium II that lives in $2,500 Windowsworkstations. The revised iMac finally gives a realvoice to Apple's ThinkDifferent ad campaign.

The revised iMac also
looks different than its Pentium Wintel
competition, because it
is different. Besides its alternately funky
and snazzy translucent
white and teal plastic case, contoured
Euro-look mouse and
keyboard, and built-in handle (remember
the original Mac?), the
iMac is jammed with technology that
belies its price.

Consider its fast 233MHz G3 CPU with 512KB of backsid eL2 cache that easily beats theWintel competition.

Consider its two 12Mbps Universal Serial Bus expansion ports, 32MB of SDRAM,expandable to 160MB, 4GB EIDEhard disk drive, and 24XCD-ROM drive -- all equalling or beating the Wintel competition, plus its 56Kbps modem for fast Internet connections, hence the name,iMac. The machine runs on a 66MHz system bus (fast for a Mac), which also adds to its speed.

Consider its 4Mbps infrared (IrDA) port for quickconnections to digital cameras, printers, or wirelessnetwork hubs. Or its built-in SRS surround sound stereospeakers flanking its high-res 15 inch color monitor (1024 by768 pixels), plus built-in fast 10/100BASE-T Ethernet networking jack. And don't forget a software bundle offering Quicken 98 Deluxe,Internet Explorer 4.0 Plus,AOL 4.0, AppleWorks (formerlycalled ClarisWorks), and a nice bunch of utilities,games, and eduware including Kai's Photo Soap, Kai's PowerGoo, and Disney's Animated Storybook.

The revision B iMac also ups its video RAM complement to 6MB working in an ATI RAGE Pro 3D card which really juices graphics and 3D gaming performance. To further speed things up and improve reliability the iMac B now comes with Mac OS 8.5 -- which is much more reliable and a tick or two faster than the Mac OS 8.1 that shipped on the first iMacs.

The new iMac still lacks a floppy disk drive, although you can buy a third partydrive from Imation for $149the reads and and writes regular 1.44MB floppies, plus 120MB SuperDisks.

The iMac also lacks any expansion slots, since it's made to be a what-you-buy-is-what-you- get machine. And unlike other Macs, the revised iMac does not offer a Small Computer System Interface (SCSI), for connecting to any existing SCSI external devices you might own, although you can buy an adapter (the Microtech Express USB for $79) that lets you plug your SCSI devices into your iMac's USB ports.

Although Apple only started selling the original iMac in August, universities got interested in the machine as a required or suggested back-to-school computer for their students very early. Dartmouth College of Hanover, NH, for example, recommendedthe iMac for its entering Class of 2002 as the ""preferred computer forincoming students.""

The College believes this system represents the best choice formost students, after having weighed such factors as cost, performance, and projections for long-term utility in the Dartmouth environment. The recommended package has enough computing power to be useful in Dartmouth's present and future computingenvironment. ""It is well suited to the electronic mail, wordprocessing, information access, and graphics tasks that dominate Dartmouth student use of a personal computer,"" said Dartmouth in awelcome packet to its freshman class.

The revised iMac performed very well in my tests, providing, as promised, a one-click connection to the Internet. Setup took about as long as removing it from thebox, plugging in the powercord, keyboard, mouse, and modem. Compared to Compaq Presario, Gateway, and HP Windows-based family PCs priced nearly identically, the iMac was a breeze to setup and use for the first time.

With its newly improved
video performance, lower price, low
price loan program, and
core value, the iMac from Apple
remains a Crabb's Best
Buy.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3026. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-07 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <74g1a1ukt1@nnrp1.dejanews.com>
Source record: 4087

In article <slrn76lstk.5ho.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> If the 386 is also running GEM, then it's a fair
> comparison.

We've been talking about the chip not the system that the chip is found in but
we can move on if you want...

> Otherwise, comparing the 80386 to
> anything more than a 68000 is an unfair comparison.

That's interesting. How does linux run on a 68000? It runs quite nicely on a
386. Same with QNX. Or is GEM the most important part of any software system?

> The 80386 suffers from everything else that will come with it.

What comes with it? Are you talking hardware or software?

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3027. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-07 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74g329$mof@news3.euro.net>
Source record: 4088

I disagree. I would scale things like this:

286
68000
68010
68020 and 386
68030
486SX
68LC040
486DX
68040
486DX2
68040 double clock variety
Pentium
Pentium MMX
Pentium Pro
68060
Celeron
K6
Pentium II

Based on CPU specs themselves where bitness outweighs features such as MMX
or an MMU.

jedi@dementia.mishnet wrote in message ...
>On Sun, 06 Dec 1998 19:09:50 GMT, quinlan@intergate.bc.ca
<quinlan@intergate.bc.ca> wrote:
>>In article <74e6fi$n08@news3.euro.net>,
>> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>>
>>> But a 386 vs a 68000 is not fair.
>
> ...it depends on what you're running on it...
>
> If the 386 is also running GEM, then it's a fair
> comparison. Otherwise, comparing the 80386 to
> anything more than a 68000 is an unfair comparison.
>
>>
>>Excellent, I was attacking the statement that "The overall efficiency of
the
>>68000, not to mention versatility still means it's a competitive processor
to
>>any 386 IMO." Since we agree that this statement is false, I can move on.
>

> The 80386 suffers from everything else that will come with it.
>
>--
>Unix had startmenus and taskbars before Microsoft |||
>even had a decent memory manager for DOS. / | \
>
> In search of sane PPP docs? Try http://penguin.lvcm.com

3028. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-07 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74g328$mof@news3.euro.net>
Source record: 4089

I partially agree. A 386SX vs. a 68000 clocked at the same rates CAN come very close. Ofcourse, that would mean comparing a 68000 @ 16MHz to a 386SX (yes the SX is important in this) @ 16MHz.

And the results of that comparison heavily depend on the importance of various factors, such as either bus efficiency or use of an MMU. It really depends what is more important.

So, yes, from the technical point of view, we agree. But that doesn't mean an inferior processor or an inferior system in terms of processing power, can not be competitive. (Yes I know, you didn't say that, but I just wanted to make sure we're on the same wavelength).

quinlan@intergate.bc.ca wrote in message
<74ekptqvj1@nnrp1.dejanews.com>...
>In article <74e6fi$n08@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
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>> But a 386 vs a 68000 is not fair.
>
>Excellent, I was attacking the statement that "The overall efficiency of
the
>68000, not to mention versatility still means it's a competitive processor
to
>any 386 IMO." Since we agree that this statement is false, I can move on.
>
>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3029. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-07 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74g3ca$n6m@news3.euro.net>
Source record: 4090

Linux is not a fair comparison either. As we all know, it REQUIRES an MMU, which is built into the 386 internally and higher, as well as in the 68030 (subset of 68851) and higher (supersets of the 68851). The 68020 can have one 68851 added externally.

So that would be the basic system. You could compare Minix though....

quinlan@intergate.bc.ca wrote in message
<74g1a1ukt1@nnrp1.dejanews.com>...
>In article <slrn76lstk.5ho.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> If the 386 is also running GEM, then it's a fair
>> comparison.
>
>We've been talking about the chip not the system that the chip is found in
but
>we can move on if you want...
>
>> Otherwise, comparing the 80386 to
>> anything more than a 68000 is an unfair comparison.
>
>That's interesting. How does linux run on a 68000? It runs quite nicely on
a
>386. Same with QNX. Or is GEM the most important part of any software
system?
>
>> The 80386 suffers from everything else that will come with it.
>
>What comes with it? Are you talking hardware or software?
>
>--
>Brian Quinlan
>quinlan@intergate.bc.ca
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3030. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-07 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74g3cb$n6m@news3.euro.net>
Source record: 4091

Yes it does. BUT, erm does this have anything to do with the issues at hand here? If you'd like we could discuss other issues as well.

:-)

<<snipped>>

3031. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76nu89.77d.jedi@dementia.mishnet>
Source record: 4092

On Mon, 07 Dec 1998 07:49:21 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn76lstk.5ho.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> If the 386 is also running GEM, then it's a fair
>> comparison.
>
>We've been talking about the chip not the system that the chip is found in but
>we can move on if you want...
>
>> Otherwise, comparing the 80386 to
>> anything more than a 68000 is an unfair comparison.
>
>That's interesting. How does linux run on a 68000? It runs quite nicely on a
>386. Same with QNX. Or is GEM the most important part of any software system?

Doing anything serious with QNX will require considerably
more resources than GEM will. Even that spiffy QNX demodisk
runs into certain limitations (like not booting some PCs).

[deletia]

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3032. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76nu4i.77d.jedi@dementia.mishnet>
Source record: 4093

On 7 Dec 1998 08:24:42 GMT, Werner Domroese / Q5 <q5@spam.not.usa.net> wrote:
>Linux is not a fair comparison either. As we all know, it REQUIRES an MMU,

Actually, linux now runs on the 68000 (the palm pilot port)
and the 8088 (elks).

>which is built into the 386 internally and higher, as well as in the 68030
>(subset of 68851) and higher (supersets of the 68851). The 68020 can have
>one 68851 added externally.
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>So that would be the basic system. You could compare Minix though....
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>quinlan@intergate.bc.ca wrote in message
><74g1a1ukt1@nnrp1.dejanews.com>...
>>In article <slrn76lstk.5ho.jedi@dementia.mishnet>,
>> jedi@dementia.mishnet () wrote:
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>>we can move on if you want...
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>>> Otherwise, comparing the 80386 to
>>> anything more than a 68000 is an unfair comparison.
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>>That's interesting. How does linux run on a 68000? It runs quite nicely on
>a
>>386. Same with QNX. Or is GEM the most important part of any software
>system?
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>>> The 80386 suffers from everything else that will come with it.
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>>What comes with it? Are you talking hardware or software?
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>>Brian Quinlan
>>quinlan@intergate.bc.ca
>>
>>-----------== Posted via Deja News, The Discussion Network ==----------
>>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
>

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3033. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76nudj.77d.jedi@dementia.mishnet>
Source record: 4094

On 7 Dec 1998 08:19:21 GMT, Werner Domroese / Q5 <q5@spam.not.usa.net> wrote:
>I disagree. I would scale things like this:
>
>286
>68000
>68010
>68020 and 386
>68030
>486SX
>68LC040
>486DX
>68040
>486DX2
>68040 double clock variety
>Pentium
>Pentium MMX
>Pentium Pro
>68060
>Celeron
>K6
>Pentium II
>
>Based on CPU specs themselves where bitness outweighs features such as MMX
>or an MMU.

Depending on how heavily core is being used, the MMU
may or may not be an issue. People are still trying
to find something generally useful to do with MMX so
the lack of it is hardly a reason to knock a micro-
processor.

Certainly, for the kinds of uses that WinVocates and
MacVocates like to state for their pedestrian userbases
an MMU is certainly overrated.

>
>jedi@dementia.mishnet wrote in message ...
>>On Sun, 06 Dec 1998 19:09:50 GMT, quinlan@intergate.bc.ca
><quinlan@intergate.bc.ca> wrote:
>>>In article <74e6fi$n08@news3.euro.net>,
>>> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
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>>>> But a 386 vs a 68000 is not fair.
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>> ...it depends on what you're running on it...

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>> comparison. Otherwise, comparing the 80386 to
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>>>any 386 IMO." Since we agree that this statement is false, I can move on.
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>
>

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Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3034. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-07 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74h63n$qe2@news3.euro.net>
Source record: 4095

jedi@dementia.mishnet wrote in message ...
>On 7 Dec 1998 08:24:42 GMT, Werner Domroese / Q5 <q5@spam.not.usa.net>
wrote:
>>Linux is not a fair comparison either. As we all know, it REQUIRES an MMU,
>
> Actually, linux now runs on the 68000 (the palm pilot port)
> and the 8088 (elks).

Interesting... .:_)

<<rest snipped>>

3035. Service improves at Futureshop!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74ihlt$527$1@nnrp1.dejanews.com>
Source record: 3999

Just for you 'Chunks'..and yes they do have just rev. B iMacs..

---------- Positive FutureShop Report -- Halifax, NS: From reader John Christie, " I went to the local Future Shop (Halifax Nova Scotia) to check out the iMac this weekend. I couldn't stay long but my initial impressions are generally more positive than expected. Future Shop locally has generally had a terrible history with Mac products. I had no qualms about them dropping the Mac a while back because they were doing more harm than good with their disparaging attitude. However, this weekend I found something quite different occurring. They were actually overselling the iMac and exaggerating its capabilities. I listened to one customer ask about peripheral capability and the salesman gave blanket assurances that you can use the same peripherals as with PCs, no exceptions. And he seemed genuinely enthusiastic about selling the machine. I wonder if the spiffs are happening in Canada too? This was a regular Future Shop sales guy and from the way he attempted to demo audio CD's he seemed familiar with the Mac but not a guru or fanatic. They had an end cap display before entry into the rest of the computer section. It was an iMac/B attached to their top of the line computer sound system running the Tomb Raider 2 demo. The demo looked fabulous in high res. and anti-aliasing on (other than lighting I've never seen a system it looked better on). There were no Apple banners but it was surrounded by stacks of iMac boxes. For the 15 minutes I was in the store there were never less than 4 people trying to get a peek at the machine. NOTE: While in general I had seen salesmen steer people away from Macs when Future Shop had them in the past, I had found that coming in when they were not busy and playing with the machine like I knew what I was doing always attracted the interest of at least one employee. I worked on a Umax/180 for over an hour at a Moncton Future Shop and basically gave a tutorial to 2 of the sales people there. They were genuinely interested and reinforced a belief that much of the Future Shop problem was/is ignorance rather than bigotry. This is further reinforced by the fact that Future Shop is often very unknowledgeable about PC's too. If it was bigotry that would be less likely."

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3036. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <74ijgk$6dh$1@nnrp1.dejanews.com>
Source record: 4000

In article <74g328$mof@news3.euro.net>,
"Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:

> I partially agree. A 386SX vs. a 68000 clocked at the same rates CAN come
> very close. Ofcourse, that would mean comparing a 68000 @ 16MHz to a 386SX
> (yes the SX is important in this) @ 16MHz.

That's not a relevant comparison. Design compromises may have to be made to
support higher clock speeds.

> And the results of that comparison heavily depend on the importance of
> various factors, such as either bus efficiency or use of an MMU. It really
> depends what is more important.

Forget about the MMU and the 386 is still better.

> So, yes, from the technical point of view, we agree. But that doesn't mean
> an inferior processor or an inferior system in terms of processing power,
> can not be competitive. (Yes I know, you didn't say that, but I just wanted
> to make sure we're on the same wavelength).

Actually, I'm not sure how the 68000 can be considered competitive.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3037. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <74ijiv$6e1$1@nnrp1.dejanews.com>
Source record: 4001

In article <slrn76nu89.77d.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> Doing anything serious with QNX will require considerably
> more resources than GEM will. Even that spiffy QNX demodisk
> runs into certain limitations (like not booting some PCs).

Define "serious".

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3038. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74imm6$3gi@news3.euro.net>
Source record: 4002

It's funny that you do reply to Daniel but not to my replies. I've said made some shocking accusations against you, you know. Like being hypocritical and all, and the stuff about those G3 tests and such...

What's the matter, can't counter my arguments, afraid to face me, or do you just want to have your private little argumentative war with your imaginary friend Chunks?

sinclair2246@my-dejanews.com wrote in message
<74iir1$5ui$1@nnrp1.dejanews.com>...
>In article <366a1b93.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) just 'Chunks' wrote:
>
>> On 6 Dec 1998 05:10:43 G, having discovered that it was more floor wax
>> than dessert topping, sinclair2246@my-dejanews.com (The Idiot Forever
>> Known As Sinclap) wrote:
>>
>> >In article <3668DC51.25BEFC6E@NOSPAMearthlink.net>,
>>
>> that's because you have yet to have sat down in front of a TOS
>> machine for the second time, AIRC you've stated you've used an ST a
>> grand total of ONCE.
>
>So you are stating that these tos apps have the same feature set and more
>powerful?

They're at least equally powerful - Calamus was the very first DTP app on ANY platform to feature a built-in softwarebased RIP.....

Have you taken a look at the list below?
The music studio apps on TOS machines used to be, or still are MORE powerful than their Mac varieties AND they were there first.

>
>> and believe me, they exist. Calamus '98, Apex Media, Smurf,
>> Positive Image II. Go like stink under an "underpowered" Hades with a
>> non-bloated operating system.
>
>No bloat issues with OS 8....from getting the job done...
>
>> Learn to spell "equivalent".
>
>Will do at the same time when you kiss a girl the first time...Does not
>include relatives..

What's this gotta do with the issue? What kind of a moron are you? Do you really think we say hi to our girlfriends for YOU?
>
>> >
>> >Thats right, not factual..
>>
>> nope, it is factual......another TIFKAS smokescreen to try to
>> deflect the truth.....
>
>What makes you think what Fred states is face value?
We don't take it at face value. We looked at the way those tests work. Go check with BYTE themselves...

Learn your grammar, btw.
>
>> >
>> >You must not have seen PageMaker, Photoshop, and Director perform on a G3
>> >like I have had compared to similar clock speeds on the wintels. Being an
>> >Apple Power Rep on CompUSA duty affords such things and part of the arsenal.
>>
>> look who's talking - someone who is as clueless about PCs as he is
>> TOS....
>
>Look Dumbs*it....It's my business to know the real facts involved when
>comparing the features as well as performance between G3's and Pentiums.
>It's a fact that apps like Photoshop, PageMaker, Director and so on perform
>as much as twice the speed of the same Pentium clock speed. Even the PC
>staff admitt that the G3's excell in performance.
NO NO NO NO NO - It's your business to SELL SELL SELL.
Like I said before - you state "Gee I wonder why" about Microsoft Office on the Mac (speed and feature comparison) but at the same time you hypocritically make an equally weak and unfair comparison with Photoshop, PageMaker et al. For those apps, Windows users could say "Gee I wonder why". The same reason you could say "Gee I wonder why" on Ataris.

If you don't like the MS-Office comparison, your comparison of Photoshop and other apps DOES NOT hold up to scrutiny. Wanna go to court on this?

>
>It's also true that MS has enginnered Office 97 to perform better than Office
>98 on the Mac.

Well, the Wintel platform does have a greater user base and as such gets priority, probably.

>
>> but then again, he works around people at InCompUSA.....
>
>What's InCompUSA?

REALLY - Do we have to repeat your own statements?
>
>> >
>> >MS Office Apps run faster on P's. Gee I wonder why..
>>
>> because the iMac is underpowered despite the Steve Jobs
>> Reality-Distortion Field? ?
>
>You smoking weed?
This is not worthy a reply. See my previous remark about MS-Office
comparison.
>
>> >Thats because you do not have the facts on your side..Just inuendo..
>> ^^^^^^^
>>
>> Hmmm, in the same article he mentions he was a former editor for
>> BYTE, and knows how BYTEmarks works - read the above again, weinerhead.
>> And he knows that Apple deliberately fudged their figures, as confirmed
>> by at least three independant tests from other sources, including PC
>> World.
>
>But does he have a G3?
Well, do you have an Atari? If so, WHICH ONE? The 260 ST???????
Get a life. Compare a contemporary Atari.

>
>> Look who's trying to dodge the issue.......the same guy who can't
>> spell "innuendo". Must've caught a brain virus from Roger The Sad
>> Sheppard.....
>>
>
>Will happen at the same time you kiss your first girl..
Again, this is BS and doding the discussions. So this is your level of
debate huh? Gee I'm impressed... I wonder how long you can actually hold on
to someone before they either decide you're to dumb for them or take
advantage of you.
>> >
>> >
>> >BS deleted below..
>>
>> if only TIFKAS could only apply that same criterion to his own
>> posts - oh, but then they would be completely blank :)
>
>I deal in facts..Such as Atari was headed to heavan despite jagflop...Being
>rediculed because I was right...
No you don't deal in facts. You deal in TWISTED facts and IGNORANCE. You try
to sell other people's souls to another platform by bashing the one they own
now. Well guess what... it's NOT working. Selling doesn't work that way, no
matter how many quota you match. I guess the iMac must be for all those
people like you who don't understand one bit of anything that has a the word

"computer" in it. Do you know how to program your VCR? Oh I forgot... there is no step 3. Just put it in the box, bring it back to the store and say you're too stupid to own a computer.

Look - the above is an exaggeration of your level of debate. Please don't judge people that you know not a thing about and one more thing: you're not going to increase your sales by trolling this newsgroup. Find someone else to sell your hypocritic double standards to.

<<BS snipped>>

Werner Domroese / Q5

3039. Re: Hades is slower than today's Pentiu

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74imm9$3gi@news3.euro.net>
Source record: 4003

```
Daniel L. Dreibelbis wrote in message <3667fb6e.0@nemo.idirect.com>...
>On 4 Dec 1998 07:48:12 G, having discovered the bimbo gone, and himself
>in a bathtub full of ice with a pain in his side and the words "Call
>911" taped to his hand, sinclair2246@my-dejanews.com (The Idiot Forever
>Known As Sinclap) wrote:
>
>
>>In article <36656748.0@nemo.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>>> from a man who can't even SPELL Ken Starr....and as for the "facts,
>>> facts, facts", we have yet to see any.....
>>
>>nit picker!
>
> it's legit.....
>>
>>>
>>> nope, you twisted a glowing review of the Hades from a satisfied
>>> customer into one of your screeds against all things Atari. No one was
>>> fooled.
>>
>>He stated that the speed was below common Pentium speeds in the 350mhz+.
He
>>stated that truthfuly. I disagree with his numbers. More like P75-100
>>numbers.
>
> again, as you have proven you are NOT a PC expert, your take on
>this is truly unbelievable. Again, no one was fooled......
>
>>
>>>
>>> >If he wanted kept private he should have not sent it.
>>>
>>> Irrelevant. It was a private letter, you should of at least asked
>>> permission to post. Of course, being the boor you are, you decided that
>>> this was a personal attack and decided to "punish" him for daring to
>>> contradict you. Unfortunately, your plan backfired, and your reputation
>>> went even lower in many people's eyes. Quit dodging the issue.
>>
>>It's my letter, I can do what I want with it. There was no disclaimers.
It
>>was not a personal attack since it was entirly posted as is...
```

Oh really? There are laws against unjustly trying to publicly discredit
people... And you've just broken it. Perhaps I'll have my lawyers sue you
just for fun. :-)

>
> read the above again. It was not YOUR letter, it was Edward's
>letter TO you. It was meant to be private. You considered it an attack
>against you and you did what you did with it, violating nettiquette in
>the process.
Not to mention the law.

>
>
>>> I'm not dodging the issue - seems you are. Why should I want to run
>>> a dog operating system like Windows '9x (which you admit is buggy and
>>> bloated) and run IE4, which has shown to have many security leaks over
>>> the last year or so, and doesn't even properly support HTML guidelines
>>> as set by the standards comittee? When I can run something like CAB on
>>> a Hades (which I HAVE done, unlike yourself, who can only pretend to
>>> guess) and get on the Internet easily and quickly without massive
>>> system overhead and requirements. Plus I have other web browsers (Light
>>> Of Adamas, Wensuite) at my disposal should I have my choice...
>>
>>So whats stopping you? You don't have to use wintels and macs...Why being
so
>>defensive? Its just a computer..
>
> then why do you constantly insult the intelligence of all those who
>use Atari computers, and constantly printing up FUD? Does this sound
>like someone tolerant of all computer platforms? You're the one who
>starts the insults by referring to us as a "Jihad" and as "Atari boobs".
>Remember too that I DO use a Mac as well.
>
>>
>>> And if I want Netscape, I can easily run and load Linux, compile,
>>> serve. End of story.
>>
>>Why? cab not good enough?
>
> sure it is - in fact, Real Audio support just showed up this week.
>YOU were the one who said that Netscape couldn't run on a Hades, and I
>showed how one COULD.

Here we go again, right Mr. Sinclair? Twisting your so called facts.... We
don't buy it. It was a RPELY to YOUR post. Well written, Daniel. :)

>>
>>> You still haven't explained why you hold up a WINTEL system against
>>> the Hades instead of a Mac - perhaps because you'll be shown up for an
>>> ignorant fool again?
>>
>>Because the letter stated that the Hades was equivelant to a 200-300mhz

>>Pentium box which the entry level G3's blow it away. No mention of mac
>>performance. He was making comparison with Pentiums period..
>
> again, you have shown you're an idiot when it comes to Wintel stuff.
>You have never seen a Hades in action. Your opinion on this is worthless.

Besides, he states that it gave the look and feel of such a machine. We just
can do the same with a Hades as Wintelheads can do with a P300 and at the
same speed. Our OS doesn't use up all those resources :-)
>
>>
>>> >The market does not agree with your iMac pricing criticism.
>>>
>>> hmmm - well, in Canada an iMac costs $1,899 CDN - one can easily
>>> find PCs that will do the same job (and have standard ports for things
>>> like printers, scanners, backup drives, and have standard floppy drives)
>>> for HALF that (many also include a monitor
>>
>>Does that include the Hades as well? Because you can find cheaper wintel
>>boxes that are faster than Hades for alot less.
>
> again - you are no PC expert. You have never used or seen a Hades.
>Your opinion on this is worthless.

No matter. You can get a Milan that does the job just as well. Maybe it's a
bit more expensive, but at least it's still fun to use and cheaper than a
Mac. That's worth a lot to many Atari users.

>
> .
>>>
>>> And like I said, I've noticed from my own observations in Mac
>>> stores that the iMac is NOT "flying off the shelves", but still sitting
>>> in boxes in their original release form. One company has only now begun
>>> advertising they have rev B's in stock.
>>
>>Time to get off their butts. Only have 'B's in my stores.
>
> B's are showing up. But they're having problems getting rid of the
>A's.
>
>>
>>> And I don't give a rat's hiney for the market, TIFKAS - in fact, I
>>> hold the opinion that 10,000,000 Elvis fans CAN be wrong. Besides, with
>>> no hard numbers (which you and InCompUSA refuse to divulge - imagine
>>> what Saddam Hussein could do with such info!), we don't know how many
>>> iMacs there are really out there. Reports are also coming in that Best
>>> Buy is also up to their old tricks (check out Dejanews for the thread
>>> "Best Buy Sucks At Selling iMacs" in comp.sys.mac.advocacy for an
>>> incredible first-person account of BB salespeople cluelessness).
>>

>>Can '10' Tos fans be wrong? The reason is that CompUSA or Apple will not
>>divulge is for competitive reasons. Apple does not want Compaq to know
until
>>later.
>
> Bull. That's a lame excuse. Show us the figures.
>
>
>I am sure Jobs will divulge at MacWorld next month. I know the comp
>>numbers I just can't say.
>
> Show us the figures.
With PROOF to back them up, please. And not, not twisted facts, we'll
interpret the evidence ourselves, thank you.

>>
>>> I notice that you're also dodging "underpowered". Guess that now
>>> that the evidence is out how Apple rigged the G3 tests, and that real
>>> benchmarks are out that shows that a 300mHz Celeron toasts an iMac, and
>>> a 400mHZ Pentium II can finish the job, that you're suddenly realizing
>>> that the Steve Jobs Reality-Distortion Field is of no use in
>>> comp.sys.atari.advocacy.....
>>
>>And you believe in the tooth farry...
Yeah sure. Don't you?
> ^^^^^
>
> coming from someone who can't even SPELL "tooth fairy". Again, it's
>legit.
>
> The fantasy stuff is Apple's claims of superior G3 speed (remember,
>it was Steve "arrogant bonehead" Jobs who claimed that an iMac could
>"toast a 400 mHZ Pentium"). The graph that Apple uses in the iMac
>pamphlet continues with the distortion - it's just three lines with NO
>real-world numbers (only with a snail at the head of the one for the
>PC)- the same type of graph that Ronald Reagan was criticized for when
>he tried to use it to stop a Congress-backed budget from going through.
>At least three independant tests were done by PC magazines, and all
>three found that Apple is blowing smoke....
Hmm I wouldn't mind to see a test by a Mac magazine either. But with a fair
comparison of apps which did not originate on the Mac. Maybe Cubase Audio or
Logic Audio (both originated on the Atari, btw) on both machines put to the
test.
>
>
>>
>>I am sure that a first time user who wants to get on the internet in ten
>>minutes will shop around for components...

Well, we don't want that in ten minutes. We want to USE our computer for
other things first. Oh and eh.. don't you think ten minutes is a bit long?
Even compared to W98....
I get on the Internet less than 5 SECONDS after I configured a dial-up PP
connection (which took about 1 minute) on a Wintel system...

>>
>>As for building the G3 for less cost is already less...
>
> HMMM, a G3 tower runs at around $ 2500-4000 CDN. I'm sure that if I
>could get a motherboard and the rest of the components (graphics cards,
>hard drives and the like) I guess I could build it for much less. Too
>bad I can't buy the motherboard.....
>
>
>>
>>> BTW, I think mummy also told you that keeping your head "up there"
>>> was a no-no, as the lack of oxygen could lead to brain dama...ooops,
>>> too late :)
>>
>>Admitt it...You were class wimp in potty school..

Really intelligent remark. Perfectly covering the issue. (Not!)

>
> speak louder, I can't hear you - oh, wait a minute, I see the
>problem - you have your head 'up there" again.....
And he can't spell "admit"
>
>>
>>>
>>> >He stated that a Hades is as fast as a 200mz-300mhz Pentium. I believe
he was
>>> >being genorous here. Also considering 350-450 MHz are common..

You mean generous, right?
>>>
>>> unlike you, TIFKAS, Edward knows what he speaks of (your knowledge
>>> of PCs is just as abysmal as your knowledge of Ataris and TOS). And I
>>> don't see anyone leaping to your defense here - in fact, in all the
>>> years I've been bashing heads with you, I don't remember one person
>>> piping up to defend you, but a lot of people coming on and refuting
>>> every piece of drivel you've posted.
>>
>>I just posted the letter to make a point..He said it not me..
>
> and you failed at your point. What you DID achieve was making you a
>further laughing-stock.....
and offending
and a perpetraitor - you violated the law...
>>
>>> Funny thing, TIFKAS, is that the recent postings are having the

>>> OPPOSITE effect you were hoping your FUD would accomplish - I've had at
>>> least three or four requests for info on where to get the Hades,
>>> getting parts, what software works, etc. And I've gladly given it to
>>> them, or pointed them in the right direction. Guess now that there will
>>> be more Atarians out there, you'll be redoubling the FUD - which of
>>> course means another refutation and absolute humiliation on your part,
>>> and more people clamouring for info from me, which means....is it
>>> really worth it to you?
>>
>>Look...It doesn't matter to me implying I am being humiliated here which
maybe
>>in your eyes.. You are the one who is getting bent out of shape here not
me..
>
> Nope, you ARE being humiliated. As a matter of fact, any Atarian
>who I've talked to in conversation laughs hard whenever your name comes
>up. No matter where I've gone in the world, your name comes up and
>immediately there's fits of laughter at your expense.
And not just the Atarian woirld... the Commodorians, Amigans, PC-people and
YES,. even Mac people, who are emberassed and insulted by your level of
debate.
>
>>
>>It's a computer not a religion. You are too easy..
>
> coming from someone who treats any Macintosh as a religion. Now
>there is true pot/kettle/black.......

BS snipped

3040. Re: Service improves at Futureshop!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <366d351d.0@nemo.idirect.com>
Source record: 4004

On 8 Dec 1998 06:41:01 G, sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap)wrote:

>Just for you 'Chunks'..and yes they do have just rev. B iMacs..

no one here named "Chunks", mannn.....maybe it's time to take your Ritalin.

That's just ONE Future Shop, TIFKAS - they're franchised.

Still doesn't explain why they don't advertise the iMac or why it's not in the Christmas Wish catalogue.....

Don't you have anything better to do than spam this newsgroup?

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

3041. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <366d3c9b.0@nemo.idirect.com>
Source record: 4005

On 8 Dec 1998 07:00:49 G, sinclair2246@my-dejanews.com wrote:
>In article <366a1b93.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) just 'Chunks' wrote:

nobody here named "chunks", mannnn......
>
>> On 6 Dec 1998 05:10:43 G, having discovered that it was more floor wax
>> than dessert topping, sinclair2246@my-dejanews.com (The Idiot Forever
>> Known As Sinclap) wrote:
>>
>> >In article <3668DC51.25BEFC6E@NOSPAMearthlink.net>,
>>
>> that's because you have yet to have sat down in front of a TOS
>> machine for the second time, AIRC you've stated you've used an ST a
>> grand total of ONCE.
>
>So you are stating that these tos apps have the same feature set and more
>powerful?

many of the same features. Why should they be more powerful - all
they have to do is to be equivalent.....
>
>> and believe me, they exist. Calamus '98, Apex Media, Smurf,
>> Positive Image II. Go like stink under an "underpowered" Hades with a
>> non-bloated operating system.
>
>No bloat issues with OS 8....from getting the job done...

OS8 - requires at least 32mB to run. TOS 4 - 512kB. Even MagiC
requires just at least 2 mB to run. I call that "bloat".

>
>> Learn to spell "equivalent".
>
>Will do at the same time when you kiss a girl the first time...Does not
>include relatives..

as usual, dodging the issue. And I HAVE kissed a girl.

Lack of spelling certainly denotes a lack of intelligence. What was
your real major at university - booze and broads?

>
>> >
>> >Thats right, not factual..
>>

>> nope, it is factual......another TIFKAS smokescreen to try to
>> deflect the truth.....
>
>What makes you think what Fred states is face value?

Fred is a professional writer in the computer industry - and he was
former editor of BYTE. AND he knows how BYTEmarks work as a benchmark,
and how Apple fudged the tests. What part of that don't you understand?

I note YOUR writer claims that iMac Rev B. "beats the pants off a
Pentium 450" (my my, the bar has gone higher than even the Jobs
Reality-Distortion Field® did the first time), but doesn't post
collaborating numbers or tests results, or even what tests were
performed so they came to that conclusion. A sign of a poor writer.

As usual, dodging the issue.

>
>> >
>> >You must not have seen PageMaker, Photoshop, and Director perform on a G3
>> >like I have had compared to similar clock speeds on the wintels. Being an
>> >Apple Power Rep on CompUSA duty affords such things and part of the arsenal.
>>
>> look who's talking - someone who is as clueless about PCs as he is
>> TOS....
>
>Look Dumbs*it....

my my, you're getting really angry now - must mean I'm pushing the
right buttons.... :)

It's my business to know the real facts involved when
>comparing the features as well as performance between G3's and Pentiums.
>It's a fact that apps like Photoshop, PageMaker, Director and so on perform
>as much as twice the speed of the same Pentium clock speed. Even the PC
>staff admitt that the G3's excell in performance.

and it's a fact that tests performed by three separate sources say
that you're wrong. It's ALSO a fact that you're as dumb as a tree when
it comes to any aspects of computers (remember when I reported a web
site you were spamming us with came up a "404", and you sneered that I
needed a new web browser? "404" means the ISP couldn't find the web site
- nothing to do with the browser.) To the point that you have to make
up FUD about Ataris and TOS....

>
>It's also true that MS has enginnered Office 97 to perform better than Office
>98 on the Mac.
>
>> but then again, he works around people at InCompUSA.....
>
>What's InCompUSA?

gee, if you CAN'T get THAT joke, you're even denser than I
thought.....
>
>> >
>> >MS Office Apps run faster on P's. Gee I wonder why..
>>
>> because the iMac is underpowered despite the Steve Jobs
>> Reality-Distortion Field? ?
>
>You smoking weed?

100% drug free. Tell me, do you post your drivel when you're
rip-roaring drunk? That would explain a lot...

>
>> >Thats because you do not have the facts on your side..Just inuendo..
>> ^^^^^^^
>>
>> Hmmm, in the same article he mentions he was a former editor for
>> BYTE, and knows how BYTEmarks works - read the above again, weinerhead.
>> And he knows that Apple deliberately fudged their figures, as confirmed
>> by at least three independant tests from other sources, including PC
>> World.
>
>But does he have a G3?

I'm sure he would have done the proper tests, as well as accepted
the tests from three professional sources to come to his conclusion.
There are a LOT of journalists out there that find that your and
Apple's ravings are simply not true.....like the writer in last week's
Toronto Star....

>
>> Look who's trying to dodge the issue.......the same guy who can't
>> spell "innuendo". Must've caught a brain virus from Roger The Sad
>> Sheppard.....
>>
>
>Will happen at the same time you kiss your first girl..

I may be celebate (by choice, not by circumstance), but at least I
can spell....

>> >
>> >
>> >BS deleted below..
>>
>> if only TIFKAS could only apply that same criterion to his own
>> posts - oh, but then they would be completely blank :)
>
>I deal in facts..Such as Atari was headed to heavan despite jagflop...Being
>rediculed because I was right... ^^^^^^
^^^^^^^^^

a simple check of http://www.dejanews.com and doing a search under
"Peter Sinclair", "Sinclap" and "TIFKAS" will show the REAL reason
you're being ridiculed. Your "facts" are either totally wrong and/or
made up out of whole cloth, you rely on Apple press releases rather than
the facts, you act like a petty angry baby when things don't go your
way. That and your obvious atrocious grammar and spelling skills.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3042. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <366d3f38.0@nemo.idirect.com>
Source record: 4006

On 8 Dec 1998 07:06:22 G, sinclair2246@my-dejanews.com wrote:
>In article <366b5afb.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> On 7 Dec 1998 01:41:44 G, sinclair2246@my-dejanews.com (The Idiot
>> Forever Known As Sinclap) wrote:
>>
>> <lame non-conclusive self-serving spam from a MacDavidian who's
>> clearly clutching at straws regarding the real evidence snipped>
>
>Just shows you that you don't know who Don Crab is. I bet somewere inside
^^^^^^^^
>Apple there is his picture with a big bulzi for darts...Nice try..
^^^^^
I expect you to come back and place your post with the corrections
to your spelling errors on my desk tomorrow - until then, your computer
privileges are suspended.....

:)

BTW, Don Crab is a techno-weenie wannabe like yourself - he can
talk the talk but can he walk the walk? (That includes posting proper
tests results, including how the tests were conducted - not just
blabbering about how an iMac "can beat the pants off a Pentium 450")

>
>> and now for something completely different - actual information
>> that all Atarians can use. There are even some that Mac users can
>> utilize.....
>
>What spam?

if it LOOKS like spam, and it READS like spam, and it TASTES like
spam - kin you say "Hormel", boys and girls?

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

3043. here's the facts on iMac speed

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <366d46f8.0@nemo.idirect.com>
Source record: 4007

since TIFKAS is still running around in la-la land among the elves
and fairies and frogs in funny hats, swearing up and down that the
iMac's G3 processor is faster than a 450mHz Pentium II, it's time I
figured that he needs to be brought to earth.

Here's a VERY interesting post - complete with URLs - of a debate
going on about the PC World tests between a Mac user and a PC user on
comp.sys.mac.advocacy . It gets technical, but it's extremely
well-written, especially from the PC user's point of view, and raises
some excellent points.

TIFKAS may wish to copy this out and give it to his fellow
underlings at the InCompUSAs he frequents.....

From: nospam@nospam!.kom (Steve)
Newsgroups:
alt.is.bill.gates.satan,alt.microsoft.sucks,alt.flame.ms-windows,comp.sys.mac.advocacy
Subject: Re: PC Clown Attack From PC World ->Same Old Lies
Date: Tue, 08 Dec 1998 15:05:45 GMT
Organization: The Ohio State University

On Tue, 08 Dec 1998 02:12:36 -0500,
derekc@spamrat.filler.to.remove.frontiernet.net (Derek Currie) wrote:

>In a typically desperate attempt to prove Apple wrong PC World concocted a
>totally pointless and biased set of tests comparing:

Before making all your baseless claims, why didn't you go to Packard
Bell's web site and look up the details about the Multimedia 945?
(http://www.packardbell.com/products/98models/mu945.asp)

>1) the iMac, with a 233 Mhz G3 cpu
>
>2) Micro Express MicroFlex-c400A, with a Pentium II-400
>
>3) Packard Bell Multimedia 945 with a Celeron-333
>
>First check out the Mhz comparisons. Look stacked much? Right off the bat
>they look scared. Why not compare 233 Mhz PC machines with a 233 Mhz G3
>Mac, eh? I know why: The iMac would blatantly beat its butt.

I don't know why we have to keep explaining this one. There are at
least 2 reasons to make such comparisons. First, the Celeron system
costs less than the iMac. Most people compare systems on price, so
that is a reasonable comparison IMO. Second, Steve Jobs himself
invites the comparison between the iMac and the 400 Mhz PII. I quote:
"The iMac for $1,299 toasts the fastest PC money can buy at any

price--the Pentium II 400," said Steve Jobs, Apple's interim CEO. ..."
(http://www.apple.com/pr/library/1998/aug/13fast.html)

>And then lets
>consider their price comparison argument: do their PC machines at such low
>prices include 100 Base-T Ethernet? Nope. Infrared networking? Nope, in
>fact no networking at all.

>6 MB of VRAM? Nope, only 2.

When they tested the iMac it only had 2 MB of VRAM and had the Rage
IIc board compared to the Rage Pro in the Packard Bell. So, you say,
the iMac is better configured now. True, but so are PCs.

>512 K backside level 2 cache? Nope, only 128K non-backside cache.

LOL! The 128 KB of *on-chip* L2 cache is much faster than back-side
cache. Depending on the application, larger may be better than faster,
and vice versa.

>USB? Apparenly Nope.

Do some better research. Of course it has USB.

>56K modem? Apparently Nope.

Yes

>Dual headphone jacks? Nope.

If that's important, spend $5 (if that much) on a splitter cable.

>CD-ROM drive of any speed? They don't say.

They don't say because it's obvious that it does. How can you install
most software without a CD? For the record, it has a 32X CD-ROM which
is faster then the iMac's 24X.

>All-in-one portable? No way!

True

>Runs both Mac and PC software? No Way!

Mostly true (there are some 68K emulators), and also mostly
irrelevant.

>Next are the applications they chose, hilarious:

>1) Megalosoft Excel and Word 97 on the PC and Excel and Word 98 on the
>Mac. Yeah right, like Megalosoft ever cared how fast their software ran on
>a Mac. Any child familiar with Macs and PCs will tell you Megalosoft's
>software has been running slower on the Mac for AGES! Some test. Totally
>worthless.

I guess that's why it is one of the best-selling software packages for
the Mac.

>2) Photoshop 5 on a 5 MB and 20 MB image. They don't bother to provide any
>details here, they just say "we applied filters and effects, followed by
>image resizing and color conversion operations." Really. Why? NO ONE
>should be running Photoshop on ANY of these computers! They all have 15
>inch monitors, which no one running Photoshop would use, except of course
>dimwit PC users who don't know better. I would NEVER advise anyone to use
>an iMac for Photoshop. AND add to that what I have to assume is the dirty
>trick they hid from us: That the "filters and effects" were written to be
>native for Intel chips at the request of Intel themselves just so they
>could have a couple tests at which their chips could beat a Mac. Yes, this
>is a fact: Intel went to Adobe and had them rewrite a number of their
>filters to use acceleration built into Intel chips. Sadly Adobe never
>bothered to rewrite the same filters to be native for G3 chips. Again, the
>test is totally worthless.

So what do you suggest?

>So here we have a stacked set of test, and wowie wow, the iMac lost. Big
>surprise.

What would you suggest as a fair test?

>And to really show off their evil look at what they say:
>
>1) "the world can't make up for slow application performance, poor
>sound quality, and no upgrade path."

How does that make them evil? Is everybody that thinks the iMac is
overpriced and underpowered evil?

>The slow applications are only the apps THEY CHOSE as faster on the PC in
>the first place.

So, contrary to many other Mac advocates, you are claiming that
Photoshop runs faster on the PC than on the Mac?

>The "poor sound quality" is better than any consumer level add-on speakers
>you can buy. Nice try.

It's true. Have you actually listened to the sound on PCs priced at
or below the iMac price?

>The "no upgrade path" they refer to is the monitor. Duh. The iMac is a
>portable all-in-one computer, with what PC World admit is a SUPERIOR video
>quality "yielding even focus and sharp, readable text." Of course its not
>upgradable. They are comparing the mobile iMac with a clucky collection
>interconnected boxes.

I guess all non-iMac Apple Macs are just "a clucky collection of
interconnecting boxes" as well.

>The stupidest insult: "interim CEO Steve Jobs' boast that the iMac is faster
>than the quickest Pentium II is pure hype--and it falls apart under scrutiny."
>
>WRONG. If they would bother to actually QUOTE what Apple says, and
>actually provide DETAILS about what Apple used for comparison THEIR HYPE
>would fall apart under scrutiny.

They did quote what *Steve Jobs* said: "The iMac for $1,299 toasts the
fastest PC money can buy at any price--the Pentium II 400," said Steve
Jobs, Apple's interim CEO. ..."
(http://www.apple.com/pr/library/1998/aug/13fast.html)

>What Apple PROVED:
>
>1) The iMac beats even a 450 Mhz Pentium II computer in BYTEmark Integer
>benchmarks. Period. "

How many times per week do you run BYTEmark on your Mac? What do you
accomplish when you run BYTEmark on your Mac?

>The G3 runs as much as twice as fast as the Pentium
>II." There is not one bit of hype here, just facts. The hype is the crap
>PC World is trying to con us with.

LOL!

>2) The iMac wipes the floor with a 233 Mhz Pentium II machine when playing
>a Director multimedia presentation. Watching this live on stage
>demonstration, as you can on any retail store demo iMac, is incredibly
>pathetic. The PC was so far behind, was taking so long to complete
>compared to the iMac, that they gave up on it. When the same multimedia
>presentation was played on a 400 Mhz Pentium II machine and a K6 400 Mhz
>machine the results were less devastating, but the iMac beat the 400
>Pentium II by at least a factor of 2, and beat the K2 at what was at least
>a factor of 3.

I have never seen these data published (not even on Apple's web site).
I am aware of the demonstration, but I've never seen any actual
numbers.

Here are a number of real-world application tests showing a general
advantage for PII systems over G3 sytems:

http://www.zdnet.com/pcmag/firstlooks/9808/imac_tests.html
http://www.zdnet.com/pcmag/firstlooks/9810/f981002a.html
http://www2.pcworld.com/pcwtoday/article/0,1510,7801,00.html
http://www.techweb.com/wire/story/TWB19980821S0021
http://www.cnn.com/TECH/computing/9811/09/macvp2.idg/
http://newmedia.com/newmedia/98/09/labnotes/Apple_G3_Workstation.html

Now, it's all very well to criticize any of these benchmarks/tests as
biased, but do you have any real data to contradict them?

>And guess what? The tests Apple did actually represent what iMac users
>would typically do with their computers! And the applications and

>benchmarks they chose were NOT biased toward the Mac!

LOL! You think that people with iMacs will not be using MS Office or
Photoshop, but they will be using Director? You also think that
Apple's tests are not biased in favor of Apple? Really????

>So who would you consider more honest? Apple or PC World.
>
>Answer: Apple.

Correct Answer: PC World.

>The loser in honesty?
>
>PC World.

Correct Answer: You.

****

The iMac may be a good choice for some people. However, trying to
make a case for the iMac based on performance is a waste of time IMO.

-Steve

The only thing certain about the future is that it hasn't happened yet.

3044. Re: here's the facts on iMac speed

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: Kenneth Rempfer <kennyr@hsicommunity.com>
Message-ID: <bFcb2.2865$I04.64629@typhoon-sf.snfc21.pbi.net>
Source record: 4008

these imac advocates are so intent at slamming pcworld's review that they forget 1 important factor - it doesn't matter that excel & word for mac haven't been as optimized for thier platform, a good review for the typical user is one that shows performance using typical products off the shelf. They could build a machine 10 times faster than a pc, but if the software is 20 times slower it still results in a slower machine. period.

Daniel L. Dreibelbis wrote in message <366d46f8.0@nemo.idirect.com>...
> since TIFKAS is still running around in la-la land among the elves
>and fairies and frogs in funny hats, swearing up and down that the
>iMac's G3 processor is faster than a 450mHz Pentium II, it's time I
>figured that he needs to be brought to earth.
>
> Here's a VERY interesting post - complete with URLs - of a debate
....

3045. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76qojc.a0a.jedi@dementia.mishnet>
Source record: 4009

On Tue, 08 Dec 1998 07:12:20 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <74g328$mof@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>
>> I partially agree. A 386SX vs. a 68000 clocked at the same rates CAN come
>> very close. Ofcourse, that would mean comparing a 68000 @ 16MHz to a 386SX
>> (yes the SX is important in this) @ 16MHz.
>
>That's not a relevant comparison. Design compromises may have to be made to
>support higher clock speeds.

What compromises? The 386 is a much newer CPU and doesn't even
go that much faster.

>
>> And the results of that comparison heavily depend on the importance of
>> various factors, such as either bus efficiency or use of an MMU. It really
>> depends what is more important.
>
>Forget about the MMU and the 386 is still better.

One would certainly hope.

>
>> So, yes, from the technical point of view, we agree. But that doesn't mean
>> an inferior processor or an inferior system in terms of processing power,
>> can not be competitive. (Yes I know, you didn't say that, but I just wanted
>> to make sure we're on the same wavelength).
>
>Actually, I'm not sure how the 68000 can be considered competitive.

It's performance overlaps that of a CPU 6 years newer.

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3046. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74jr2j$dj3@news3.euro.net>
Source record: 4010

quinlan@intergate.bc.ca wrote in message
<74ijgk$6dh$1@nnrp1.dejanews.com>...
>In article <74g328$mof@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>
>> I partially agree. A 386SX vs. a 68000 clocked at the same rates CAN come
>> very close. Ofcourse, that would mean comparing a 68000 @ 16MHz to a
386SX
>> (yes the SX is important in this) @ 16MHz.
>
>That's not a relevant comparison. Design compromises may have to be made to
>support higher clock speeds.

On the contrary, it IS a relevant comparison. The mostly made comparison
between PC's and 68K machines is irrelevant BECAUSE of the design
differences, and therefore canNOT reliably show the differences between JUST
the CPU's.

>
>> And the results of that comparison heavily depend on the importance of
>> various factors, such as either bus efficiency or use of an MMU. It
really
>> depends what is more important.
>
>Forget about the MMU and the 386 is still better.
As I have said many many times before, I agree on you that the 386 is a CPU
to be higher classed than a 68000. I also said that I would have it compete
against either a 68020 or a 68030, as I classify the 386 inbetween those two
68K processors.

I simply added in the last post that the "usefulness" if you will, depends
really very much on what you actually need and how this is implemented or
tuned into a system. I never disputed the class differences between plain
68000 and plain 80386 CPU's.

>
>> So, yes, from the technical point of view, we agree. But that doesn't
mean
>> an inferior processor or an inferior system in terms of processing power,
>> can not be competitive. (Yes I know, you didn't say that, but I just
wanted
>> to make sure we're on the same wavelength).
>
>Actually, I'm not sure how the 68000 can be considered competitive.
By pricing and use. If you can put two 68K's in a system versus one 386 for

the same price, then that would give you a definite advantage either way, depending on what your system is intended to be used for or with.

3047. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74jr2k$dj3@news3.euro.net>
Source record: 4011

Thanks for a good laugh. :-)
Real power without the price... and now the Mac is even called a "PC". What a shame for such a fine product. I wouldn't dare call my Atari a PC, it'd be quite an insult!

3048. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74jr2m$dj3@news3.euro.net>
Source record: 4012

sinclair2246@my-dejanews.com wrote in message
<7480rc$g9u$1@nnrp1.dejanews.com>...
>In article <744662$12qm@ds2.acs.ucalgary.ca>,
> VE6HY <besmith@calcna.ab.ca> wrote:
>>
>> On 2 Dec 1998, Daniel L. Dreibelbis wrote:
>>
>> (much nonsense snipped)
>>
>> > And like I said, I've noticed from my own observations in Mac
>> > stores that the iMac is NOT "flying off the shelves", but still
>> > sitting in boxes in their original release form. One company has
>> > only now begun advertising they have rev B's in stock.
>>
>> Not only that - in recent days 'Futile Shop' has reopened its shelves
>> to Apple product which indicates something about market 'acceptence'
>>
>> Now, if I could only buy a full G3 at an HP or Compaq price (including
>> some software which Apple sells as an add-on.
>
>You mean the Apple PowerMac G3 266 DT with 64M, 4 GB, 56k and MS Office 98
>bundle for $1799. Or how about the G3 266 DT bundle with 64M, 56K with
DVD/
>decoder for $1749...
>
>

>> I'd still like to even see a Hades in Western Canada !!

Well, like most contemporary Atari systems, it's European. The Mac is not.
So it's likely to be more difficult to get a hold of one in America.

The reverse is true for Macs as well. There are only a few stores throughout
Europe who ACTIVELY market iMacs AND put them on the shelves.
>
>Ask 'Chunks'...
>
>> The Canadian Curmudgeon (wondering when the Hades is going to show)
>>
>Peter S.
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3049. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74jr2l$dj3@news3.euro.net>
Source record: 4013

sinclair2246@my-dejanews.com wrote in message
<748250$h8u$1@nnrp1.dejanews.com>...
>In article <73vgc0$5hg@bgtnsc02.worldnet.att.net>,
> "Sheldon H. Winick" <s.winick@worldnet.att.net> wrote:
>
>Taking taking time off from Comp duty...to be entertained....
>
>> I'm still using, and greatly enjoying, my Atari TT030 system, but also
have
>> an IBM 450MHz P-II Win98 system for the ability to run more contemporary
>> software applications that are simply not available for the Atari system.
>
>This is to easy...What you are saying is that you need a wintel box because
>the TT can't suit your needs due to the software angle. Thats in stark
>contrast to the Atari Jihads who rant that we got it all and who needs a
>modern PC(wintel or mac).

Since when is a Mac a PC? You're insulting your own systems now? The
"Personal Computer" was a design by IBM, cloned by many others.

And we do have powerapps for those who need them. His issue is not with
quality, but with QUANTITY. Which is probably why he chose Wintel and not
Mac.

>
>> Best regards to all.
>>
>> Sheldon
>>
>
>
>Peter S.
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3050. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76qu53.a70.jedi@dementia.mishnet>
Source record: 4014

On 8 Dec 1998 18:27:31 GMT, Werner Domroese / Q5 <q5@spam.not.usa.net> wrote:
>
>quinlan@intergate.bc.ca wrote in message
><74ijgk$6dh$1@nnrp1.dejanews.com>...
>>In article <74g328$mof@news3.euro.net>,
>> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>>
>>> I partially agree. A 386SX vs. a 68000 clocked at the same rates CAN come
>>> very close. Ofcourse, that would mean comparing a 68000 @ 16MHz to a
>386SX
>>> (yes the SX is important in this) @ 16MHz.
>>
>>That's not a relevant comparison. Design compromises may have to be made to
>>support higher clock speeds.
>
>On the contrary, it IS a relevant comparison. The mostly made comparison
>between PC's and 68K machines is irrelevant BECAUSE of the design
>differences, and therefore canNOT reliably show the differences between JUST
>the CPU's.
>
>
>>
>>> And the results of that comparison heavily depend on the importance of
>>> various factors, such as either bus efficiency or use of an MMU. It
>really
>>> depends what is more important.
>>
>>Forget about the MMU and the 386 is still better.
>As I have said many many times before, I agree on you that the 386 is a CPU
>to be higher classed than a 68000. I also said that I would have it compete
>against either a 68020 or a 68030, as I classify the 386 inbetween those two
>68K processors.
>
>I simply added in the last post that the "usefulness" if you will, depends
>really very much on what you actually need and how this is implemented or
>tuned into a system. I never disputed the class differences between plain
>68000 and plain 80386 CPU's.
>
>>
>>> So, yes, from the technical point of view, we agree. But that doesn't
>mean
>>> an inferior processor or an inferior system in terms of processing power,
>>> can not be competitive. (Yes I know, you didn't say that, but I just
>wanted

>>> to make sure we're on the same wavelength).
>>
>>Actually, I'm not sure how the 68000 can be considered competitive.
>By pricing and use. If you can put two 68K's in a system versus one 386 for
>the same price, then that would give you a definite advantage either way,
>depending on what your system is intended to be used for or with.

Or 4 68000's. I know of a hospital that was using a
4x68000 system well into the 386 era.

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

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3051. Re: Service improves at Futureshop!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <366CDB2A.4776@nospam.ttaol.fi>
Source record: 4096

sinclair2246@my-dejanews.com wrote:

-snip-
> They were actually overselling the iMac and exaggerating its capabilities. I listened
> to one customer ask about peripheral capability and the salesman gave blanket
> assurances that you can use the same peripherals as with PCs, no exceptions.

We have that kind of sales expertise over here, too :-). Nice to know
it's international!

> This is further reinforced by the fact that Future Shop
> is often very unknowledgeable about PC's too.

So, referring to the title of this post, they used to know nothing about
the PC; now they also don't know anything about the Macs?

Markku

3052. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74iir1$5ui$1@nnrp1.dejanews.com>
Source record: 4097

In article <366a1b93.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) just 'Chunks' wrote:

> On 6 Dec 1998 05:10:43 G, having discovered that it was more floor wax
> than dessert topping, sinclair2246@my-dejanews.com (The Idiot Forever
> Known As Sinclap) wrote:
>
> >In article <3668DC51.25BEFC6E@NOSPAMearthlink.net>,
>
> that's because you have yet to have sat down in front of a TOS
> machine for the second time, AIRC you've stated you've used an ST a
> grand total of ONCE.

So you are stating that these tos apps have the same feature set and more
powerful?

> and believe me, they exist. Calamus '98, Apex Media, Smurf,
> Positive Image II. Go like stink under an "underpowered" Hades with a
> non-bloated operating system.

No bloat issues with OS 8....from getting the job done...

> Learn to spell "equivalent".

Will do at the same time when you kiss a girl the first time...Does not
include relatives..

> >
> >Thats right, not factual..
>
> nope, it is factual......another TIFKAS smokescreen to try to
> deflect the truth.....

What makes you think what Fred states is face value?

> >
> >You must not have seen PageMaker, Photoshop, and Director perform on a G3
> >like I have had compared to similar clock speeds on the wintels. Being an
> >Apple Power Rep on CompUSA duty affords such things and part of the arsenal.
>
> look who's talking - someone who is as clueless about PCs as he is
> TOS....

Look Dumbs*it....It's my business to know the real facts involved when
comparing the features as well as performance between G3's and Pentiums.
It's a fact that apps like Photoshop, PageMaker, Director and so on perform
as much as twice the speed of the same Pentium clock speed. Even the PC

staff admitt that the G3's excell in performance.

It's also true that MS has enginnered Office 97 to perform better than Office 98 on the Mac.

> but then again, he works around people at InCompUSA.....

What's InCompUSA?

> >
> >MS Office Apps run faster on P's. Gee I wonder why..
>
> because the iMac is underpowered despite the Steve Jobs
> Reality-Distortion Field ?

You smoking weed?

> >Thats because you do not have the facts on your side..Just inuendo..
> ^^^^^^^
>
> Hmmm, in the same article he mentions he was a former editor for
> BYTE, and knows how BYTEmarks works - read the above again, weinerhead.
> And he knows that Apple deliberately fudged their figures, as confirmed
> by at least three independant tests from other sources, including PC
> World.

But does he have a G3?

> Look who's trying to dodge the issue.......the same guy who can't
> spell "innuendo". Must've caught a brain virus from Roger The Sad
> Sheppard.....
>

Will happen at the same time you kiss your first girl..
> >
> >
> >BS deleted below..
>
> if only TIFKAS could only apply that same criterion to his own
> posts - oh, but then they would be completely blank :)

I deal in facts..Such as Atari was headed to heavan despite jagflop...Being rediculed because I was right...

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3053. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-08 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74ij5e$628$1@nnrp1.dejanews.com>
Source record: 4098
Cross-posted to: comp.sys.atari.advocacy,alt.flame

In article <366b5afb.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> On 7 Dec 1998 01:41:44 G, sinclair2246@my-dejanews.com (The Idiot
> Forever Known As Sinclap) wrote:
>
> <lame non-conclusive self-serving spam from a MacDavidian who's
> clearly clutching at straws regarding the real evidence snipped>

Just shows you that you don't know who Don Crab is. I bet somewere inside
Apple there is his picture with a big bulzi for darts...Nice try..

> and now for something completely different - actual information
> that all Atarians can use. There are even some that Mac users can
> utilize.....

What spam?

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3054. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-09 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <74l8mc$f28$1@nnrp1.dejanews.com>
Source record: 4015

In article <slrn76qojc.a0a.jedi@dementia.mishnet>,
jedi@dementia.mishnet () wrote:

> What compromises? The 386 is a much newer CPU and doesn't even
> go that much faster.

To support high clock speeds you have to limit the complexity of your instruction set. If you tasked me with designing the fastest microprocessor with a clock limit of 8MHz then I would design it differently than if this limit was not imposed. Look at DEC and HP. They produce micropressors that are competitive with respect to speed but the HP chips can only be clocked to about 1/3 of the rate of the DEC chips. Does that mean that the HP chips are faster?

> It's performance overlaps that of a CPU 6 years newer.

What CPU are we talking about?

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3055. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-09 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <74l8tc$f35$1@nnrp1.dejanews.com>
Source record: 4016

In article <74jr2j$dj3@news3.euro.net>,
"Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:

> On the contrary, it IS a relevant comparison. The mostly made comparison
> between PC's and 68K machines is irrelevant BECAUSE of the design
> differences, and therefore canNOT reliably show the differences between JUST
> the CPU's.

We weren't talking about the machines. I'm just comparing the CPUs.

> As I have said many many times before, I agree on you that the 386 is a CPU
> to be higher classed than a 68000. I also said that I would have it compete
> against either a 68020 or a 68030, as I classify the 386 inbetween those two
> 68K processors.

Excellent, agreement.

> I simply added in the last post that the "usefulness" if you will, depends
> really very much on what you actually need and how this is implemented or
> tuned into a system. I never disputed the class differences between plain
> 68000 and plain 80386 CPU's.

You where talking systems? That's odd since you were using the names of
micropressors in your posts and not the names of systems.

> >Actually, I'm not sure how the 68000 can be considered competitive.
> By pricing and use. If you can put two 68K's in a system versus one 386 for
> the same price, then that would give you a definite advantage either way,
> depending on what your system is intended to be used for or with.

Actually, the 386 can retire most instructions over twice as fast as the 68000
and the glue logic is going to hurt you in the dual 68000 system.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3056. Re:TIFKAS:an explanation of his behavior

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-09 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@NOSPAMearthlink.net>
Message-ID: <366E4C72.DC31E8A0@NOSPAMearthlink.net>
Source record: 4017

Maybe Mr. Sinclair simply cannot believe that a simple plain jane ATARI 1040 actually made the cover of BYTE in March of 86 and then went on to become the Platform of the Year.

tisk,tisk,tisk

3057. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-09 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74lkrs$csc@news3.euro.net>
Source record: 4018

quinlan@intergate.bc.ca wrote in message
<74l8mc$f28$1@nnrp1.dejanews.com>...
>In article <slrn76qojc.a0a.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> What compromises? The 386 is a much newer CPU and doesn't even
>> go that much faster.
>
>To support high clock speeds you have to limit the complexity of your
>instruction set. If you tasked me with designing the fastest microprocessor
>with a clock limit of 8MHz then I would design it differently than if this
>limit was not imposed. Look at DEC and HP. They produce micropressors that
>are competitive with respect to speed but the HP chips can only be clocked
to
>about 1/3 of the rate of the DEC chips. Does that mean that the HP chips
are
>faster?

Which is why RISC processors could traditionally be clocked at a higher rate
than CISC processors. At a given time, complexity of your instruction set is
an issue. But as technology advances, it will be less of an issue with newer
technologies to put components closer together, or radical new designs.

In the beginning, CISC processors were highly succesful BECAUSE of their
complex instruction set, and RISC was fast, but too expensive since to take
full advantage of their clock speeds and efficiciency, other system
components, or at least parts thereof, needed to be modified or designed to
take advantage of the RISC characteristics. With the introduction of
narrower and more advanced production methods, this became that one step for
production - a giant leap for mankind thing that made RISC affordable and
feasible to compete against CISC systems. Until sometime in the future,
boundaries are about to be reached again.

I think this will go on and on and on and on with some fusion between CISC
and RISC technology (CRISP?) avery now and then.

All this makes it still, a matter of perspective, point of view at a given
point in time.

>
>> It's performance overlaps that of a CPU 6 years newer.
>
>What CPU are we talking about?

He didn't say, but I think he tried to imply the 68000. I would more likely
look at the introduction of the 386 and the 020, or even the 030.

3058. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-09 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74lkrp$csc@news3.euro.net>
Source record: 4019

quinlan@intergate.bc.ca wrote in message
<74l8tc$f35$1@nnrp1.dejanews.com>...
>In article <74jr2j$dj3@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>
>> On the contrary, it IS a relevant comparison. The mostly made comparison
>> between PC's and 68K machines is irrelevant BECAUSE of the design
>> differences, and therefore canNOT reliably show the differences between
JUST
>> the CPU's.
>
>We weren't talking about the machines. I'm just comparing the CPUs.
>
>> As I have said many many times before, I agree on you that the 386 is a
CPU
>> to be higher classed than a 68000. I also said that I would have it
compete
>> against either a 68020 or a 68030, as I classify the 386 inbetween those
two
>> 68K processors.
>
>Excellent, agreement.
Yep.
>
>> I simply added in the last post that the "usefulness" if you will,
depends
>> really very much on what you actually need and how this is implemented or
>> tuned into a system. I never disputed the class differences between plain
>> 68000 and plain 80386 CPU's.
>
>You where talking systems? That's odd since you were using the names of
>micropressors in your posts and not the names of systems.
No I was not. I just leveled the value of a pure CPU comparison. As you may
recall, the original thread or branch of thread that went into the 386 vs
68K thing came from Clockmeister. And he meant a comparison of CPU's bearing
in mind the way they are commonly implemented. Yes it's not a completely
fair agreement, but if you do compare in that way, then I think it MIGHT be
possible to view performance differences as such.

I tried to show that it is virtually impossible to compare just the CPU's
considering the different ways these are commonly implemented. I did
however, agree on you from the purely CPU point of view (as you can read
above). I merely tried to say that I can imagine that a lowlier CPU can be
used in a competitive _way_ e.g. be implemented in a way that a _system_

(yes, system) can be built to compete against a 386. Ofcourse, I would normally just compare 020, 030 and 386 (as I've stated before).

The "comparing systems" you are talking about was in pursuit of things that others have already said and were to show that I can imagine how people can view differences that way. Furthermore, I did not mention systems by names because I meant the most common use of the CPU's in those systems, how they were addressed, used, implemented and operated, regardless of operating system or hardware architecture. This is quite different for Intels and Motorolas.

>
>> >Actually, I'm not sure how the 68000 can be considered competitive.
>> By pricing and use. If you can put two 68K's in a system versus one 386 for
>> the same price, then that would give you a definite advantage either way,
>> depending on what your system is intended to be used for or with.
>
>Actually, the 386 can retire most instructions over twice as fast as the 68000
>and the glue logic is going to hurt you in the dual 68000 system.
And that is why I said "depending on what your system is inteded to be used for or with". I don't know how much a 386 costs these days, I do know a 68K has been cheap for ages. Wasn't it around from 1979 onwards??

Again, I do not dispute differences at processor level. I just try to say that the USEFULNESS of either processor given their characteristics, and even more important in some cases, their BEHAVIOUR (i.e. bus efficiency, overheadtime, implementation-dependant) heavily depends on
a) WHAT do you want to use the system for?
b) HOW is the CPU used in that system.
c) HOW MUCH does all this cost?
d) WHAT is in the CPU's microcode and HOW is it going to help you

That's all I tried to say, really. Again, why should I be discussing purely CPU's with you as we ALREADY agreed on that SEVERAL times? (just re-read this post :-)

:-)

3059. informations

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-09 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <74lkbblpp2@news.imaginet.fr>
Source record: 4020

Web site udpating:

After technical problem with our accommodation, our web site was broken.
Actually, he is running correctly with many modifications in bonus.

- a page with french and foreigners distributors.
- a page with various links wich claims to grow...
- a quick access to tested softwares on CENTurbo II (163 refenrences).
- a CT2 FAQ in the softwares page of CENTurbo II menu.
- new version of CBOOT 1.0.8, PUTFLASH 1.0.8 + FLASH.BIN 1.0.2,
CENTscreen 3.4.0, VIDEOMOD 1.2.0. All from 12/08/1998.
- new version of CENTview 2.9.0 from 11/25/1998.
- new version of CECILE Demo 1.84 form 11/10/1998.
- new version of SANDRINE Demo 3.0 from 05/11/1998 that you can use to really
scan but with colorless :-)

CENTurbo II: Available in January 1999

The CENTurbo II revision B is in productions. She will have a new hand-made
Fast-Ram controller (same on the Phenix) and more quickly.

A better integration permited to decrease the price to 1890FF TTC !

The serie will be limited, contact your resellers...

Phenix:

The prototype is routing phase according to the last implantation (see Phenix
page).

We finish the USB and PCI validation at the moment (hardware and software!).

The DSP+20-bit audio part is valid.

Thanks for your attention.

Sacha Hnatiuk

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330

Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

3060. Re: Service improves at Futureshop!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-09 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@NOSPAMearthlink.net>
Message-ID: <366E6357.932496D9@NOSPAMearthlink.net>
Source record: 4021

rev. B iMacs????
What a new machine already had enough problems to warrant a B revision?

sinclair2246@my-dejanews.com wrote:

> Just for you 'Chunks'..and yes they do have just rev. B iMacs..
>

Drivel deleted

By the way there is no one named "Chunks" in this group..... Get a life

3061. Re: Service improves at Futureshop!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <366e7ff6.0@nemo.idirect.com>
Source record: 4022
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

On 9 Dec 1998 06:47:37 -, "Harold R.G. Alley Jr." wrote:
>rev. B iMacs????
> What a new machine already had enough problems to warrant a B revision?
>
yep - despite TIFKAS swearing up and down that the iMac's graphics card was speedy despite the fact that it was old technology, Apple disagreed with him (partially due to pressure from customers) and put in a better graphics card. They still soldered it in, though....

Apple also put a real reset button on the rev. B - when the A release locked up, you had to reset it using a bent paper clip through a tiny hole in the back. NOT a good design feature :)

They've also included OS 8.5, which adds some nice new features (including Sherlock, which I was taken with, this is a neat Internet innovation).

So now it's a bit less underpowered than the original release (though far from "blowing the doors off a 450mHz Pentium II" - honestly, is Don Crabb on crack?).

Still overpriced, though - but rumours are going on in comp.sys.mac.advocacy that after MacWorld Apple will be slicing $300 US off the retail price. Make it $500 and you may have a customer here :)

BTW, Bengy Collins (the MagiC maven on the net) has bought an iMac himself, and has been experimenting with MagiCMac on it - he reports very good results, if anything it makes a nice TOS clone that's definitely peppy :)

A note to TIFKAS - guess which computer is also NOT mentioned on Future Shop's web site? (http://www.futureshop.com) Particularly the Canadian site. The iMac seems to be Future Shop's "our little secret" - doing a search on "iMac" only brings up the iMation Super Disk.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3062. Re: TIFKAS vs. The Hades TOS clone

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-09 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76tfnd.hb.jedi@dementia.mishnet>
Source record: 4023

On Wed, 09 Dec 1998 07:26:05 GMT, quinlan@intergate.bc.ca <quinlan@intergate.bc.ca> wrote:
>In article <slrn76qojc.a0a.jedi@dementia.mishnet>,
> jedi@dementia.mishnet () wrote:
>
>> What compromises? The 386 is a much newer CPU and doesn't even
>> go that much faster.
>
>To support high clock speeds you have to limit the complexity of your
>instruction set. If you tasked me with designing the fastest microprocessor

Which is simply NOT an issue with this family of CPUs.

>with a clock limit of 8MHz then I would design it differently than if this
>limit was not imposed. Look at DEC and HP. They produce micropressors that
>are competitive with respect to speed but the HP chips can only be clocked to
>about 1/3 of the rate of the DEC chips. Does that mean that the HP chips are
>faster?
>
>> It's performance overlaps that of a CPU 6 years newer.
>
>What CPU are we talking about?

68000/16Mhz vs. 386sx/16Mhz

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3063. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-09 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <366EEAC9.48E75957@cfc.dnd.ca>
Source record: 4024

VE6HY wrote:
> On 2 Dec 1998, Daniel L. Dreibelbis wrote:
> (much nonsense snipped)
> > And like I said, I've noticed from my own observations in Mac
> > stores that the iMac is NOT "flying off the shelves", but still
> > sitting in boxes in their original release form. One company has
> > only now begun advertising they have rev B's in stock.
> Not only that - in recent days 'Futile Shop' has reopened its shelves
> to Apple product which indicates something about market 'acceptence'
> Now, if I could only buy a full G3 at an HP or Compaq price (including
> some software which Apple sells as an add-on.
> I'd still like to even see a Hades in Western Canada !!
> The Canadian Curmudgeon (wondering when the Hades is going to show)

no problem! but you may have missed your chance! :-(
Chris Krowchuk(aka Computer Direct-Edmonton) is still selling (I hear)
DirecTT40 and 60.last of his stock.
these are Hades computers(motherboards)
hey, I know it's Edmonton guy, but you can swallow your pride, can't
you?! :-)
ken

3064. Re: Service improves at Futureshop!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74n310$i16@news3.euro.net>
Source record: 4025

>> Just for you 'Chunks'..and yes they do have just rev. B iMacs..

Well, to be fair (even though he doesn't deserve it the way he treats others around here...), there is no one called TIFKAS either, even when we all know who we mean by that. Funny how people still reply on the basis of apperantly imposed nicknames...

3065. Re:TIFKAS:an explanation of his behavior

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74nn18ipi1@nnrp1.dejanews.com>
Source record: 4026

In article <366E4C72.DC31E8A0@NOSPAMearthlink.net>,
"Harold R.G. Alley Jr." <ataripc@NOSPAMearthlink.net> wrote:
> Maybe Mr. Sinclair simply cannot believe that a simple plain jane ATARI
> 1040 actually made the cover of BYTE in March of 86 and then went on to
> become the Platform of the Year.

Yea, I remembered that issue. I think I still have it in storage. Use to read Bruce Webster's articles on the 68K wars. I did consider the 1040 at one time due to price but went with the Amiga because it was more advance and available. It took Atari months to ship the 1040's to the U.S. shore after the Byte publication. Atari's excuse at the time I believe was that shipments were delayed in the Philippines due to the revolution against the Marcos regime..

> tisk,tisk,tisk
>
Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3066. Re: Service improves at Futureshop!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74nn5p$j3i$1@nnrp1.dejanews.com>
Source record: 4027

In article <366E6357.932496D9@NOSPAMearthlink.net>,
"Harold R.G. Alley Jr." <ataripc@NOSPAMearthlink.net> wrote:
> rev. B iMacs????
> What a new machine already had enough problems to warrant a B revision?

Added 8.5 and an extra 4 vram... Did not Atari do that with the 1040 ST?

> sinclair2246@my-dejanews.com wrote:
>
> > Just for you 'Chunks'..and yes they do have just rev. B iMacs..
> >
>
> Drivel deleted
>
> By the way there is no one named "Chunks" in this group..... Get a life

Yes there is and you know who it is.. I do have a life thats why I post at
this hour..

Peter S.

>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3067. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74nna3$j4b$1@nnrp1.dejanews.com>
Source record: 4028

In article <74jr2k$dj3@news3.euro.net>,
"Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
> Thanks for a good laugh. :-)
> Real power without the price... and now the Mac is even called a "PC". What
> a shame for such a fine product. I wouldn't dare call my Atari a PC, it'd be
> quite an insult!

Your Atari is a PC...duh! Or is it your personal MB..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3068. Re: Service improves at Futureshop!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74nnqsjim1@nnrp1.dejanews.com>
Source record: 4029
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <366e7ff6.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 9 Dec 1998 06:47:37 -, "Harold R.G. Alley Jr." wrote:
> >rev. B iMacs????
> > What a new machine already had enough problems to warrant a B revision?
> >
> yep - despite TIFKAS swearing up and down that the iMac's graphics
> card was speedy despite the fact that it was old technology, Apple
> disagreed with him (partially due to pressure from customers) and put in
> a better graphics card. They still soldered it in, though....

Boy you twist things around.

> Apple also put a real reset button on the rev. B - when the A release
> locked up, you had to reset it using a bent paper clip through a tiny
> hole in the back. NOT a good design feature :)

Yep..

> They've also included OS 8.5, which adds some nice new features
> (including Sherlock, which I was taken with, this is a neat Internet
> innovation).

Yep...And when will TOS get it?

> So now it's a bit less underpowered than the original release
> (though far from "blowing the doors off a 450mHz Pentium II" - honestly,
> is Don Crabb on crack?).

Considering that Don Crabb uses Dell PC's and Macs on a daily basis he can
legitamely state that if its factual..

> Still overpriced, though - but rumours are going on in
> comp.sys.mac.advocacy that after MacWorld Apple will be slicing $300 US
> off the retail price. Make it $500 and you may have a customer here :)
>
> BTW, Bengy Collins (the MagiC maven on the net) has bought an iMac
> himself, and has been experimenting with MagiCMac on it - he reports
> very good results, if anything it makes a nice TOS clone that's
> definitely peppy :)

Whats overpriced is the under selling 040 Hades...They still use the 040 in
1998?

> A note to TIFKAS - guess which computer is also NOT mentioned on
> Future Shop's web site? (http://www.futureshop.com) Particularly the

> Canadian site. The iMac seems to be Future Shop's "our little secret" -
> doing a search on "iMac" only brings up the iMation Super Disk.....

Must be selling well.

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3069. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74nnvpjjb1@nnrp1.dejanews.com>
Source record: 4030

In article <366EEAC9.48E75957@cfc.dnd.ca>,
macdonald@cfc.dnd.ca wrote:
> VE6HY wrote:
> > On 2 Dec 1998, Daniel L. Dreibelbis wrote:
> > (much nonsense snipped)
> > > And like I said, I've noticed from my own observations in Mac
> > > stores that the iMac is NOT "flying off the shelves", but still
> > > sitting in boxes in their original release form. One company has
> > > only now begun advertising they have rev B's in stock.
> > Not only that - in recent days 'Futile Shop' has reopened its shelves
> > to Apple product which indicates something about market 'acceptence'
> > Now, if I could only buy a full G3 at an HP or Compaq price (including
> > some software which Apple sells as an add-on.
> > I'd still like to even see a Hades in Western Canada !!
> > The Canadian Curmudgeon (wondering when the Hades is going to show)
>
> no problem! but you may have missed your chance! :-(
> Chris Krowchuk(aka Computer Direct-Edmonton) is still selling (I hear)
> DirecTT40 and 60.last of his stock.
> these are Hades computers(motherboards)
> hey, I know it's Edmonton guy, but you can swallow your pride, can't
> you?! :-)
>
I thought the Hades was selling well...Once the stock is gone is that it? I
guess he saw greener pastures in the wintel side...

ken

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3070. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74noo6$k3s$1@nnrp1.dejanews.com>
Source record: 4031

In article <366d3f38.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> ^^^^^
> I expect you to come back and place your post with the corrections
> to your spelling errors on my desk tomorrow - until then, your computer
> privileges are suspended.....

Okay..But it doesn't disqualify from being Vice-Prez. Maybe an intern can
help with spelling...:)

> :)
>
> BTW, Don Crab is a techno-weenie wannabe like yourself - he can
> talk the talk but can he walk the walk? (That includes posting proper
> tests results, including how the tests were conducted - not just
> blabbering about how an iMac "can beat the pants off a Pentium 450")

So you are attacking Don Crabb's credibility? For what reason?

> >
> >> and now for something completely different - actual information
> >> that all Atarians can use. There are even some that Mac users can
> >> utilize.....
> >
> >What spam?
>
> if it LOOKS like spam, and it READS like spam, and it TASTES like
> spam - kin you say "Hormel", boys and girls?

The term 'chunks' is a form of spam and is tolerated on the net..

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3071. Re: here's the facts on iMac speed

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74nostkbg1@nnrp1.dejanews.com>
Source record: 4032

In article <bFcb2.2865$I04.64629@typhoon-sf.snfc21.pbi.net>,
"Kenneth Rempfer" <kennyr@hsicommunity.com> wrote:
> these imac advocates are so intent at slamming pcworld's review that they
> forget 1 important factor - it doesn't matter that excel & word for mac
> haven't been as optimized for thier platform, a good review for the typical
> user is one that shows performance using typical products off the shelf.
> They could build a machine 10 times faster than a pc, but if the software is
> 20 times slower it still results in a slower machine. period.
>
But its not 20 times slower period..Just centers on Office..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3072. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74npijksm1@nnrp1.dejanews.com>
Source record: 4033

In article <74imm6$3gi@news3.euro.net>,
"Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
> It's funny that you do reply to Daniel but not to my replies. I've said made
> some shocking accusations against you, you know. Like being hypocritical and
> all, and the stuff about those G3 tests and such...

Okay...Chunks II..

> What's the matter, can't counter my arguments, afraid to face me, or do you
> just want to have your private little argumentative war with your imaginary
> friend Chunks?

I must of overlooked such boorish ruble..

>
> They're at least equally powerful - Calamus was the very first DTP app on
> ANY platform to feature a built-in softwarebased RIP.....

So what happened?

> Have you taken a look at the list below?
> The music studio apps on TOS machines used to be, or still are MORE powerful
> than their Mac varieties AND they were there first.

But you don't know for sure?

>
> What's this gotta do with the issue? What kind of a moron are you? Do you
> really think we say hi to our girlfriends for YOU?

Chunks acts so tough and macho on the net and supposely he respects(brags
about it) women. Actually what he means is that he is shy around them..

> >
> >What makes you think what Fred states is face value?
> We don't take it at face value. We looked at the way those tests work. Go
> check with BYTE themselves...

I have checked the results...Doing PageMaker, Photoshop and Director shoot
outs at Comp..no comparison..

> NO NO NO NO NO - It's your business to SELL SELL SELL.
> Like I said before - you state "Gee I wonder why" about Microsoft Office on
> the Mac (speed and feature comparison) but at the same time you
> hypocritically make an equally weak and unfair comparison with Photoshop,
> PageMaker et al. For those apps, Windows users could say "Gee I wonder why".
> The same reason you could say "Gee I wonder why" on Ataris.

Ease of use, ease of instalation, simplicity and simplified upkeep...

> If you don't like the MS-Office comparison, your comparison of Photoshop and
> other apps DOES NOT hold up to scrutiny. Wanna go to court on this?

I have no issue with the MS comparison. MS office 98 is slightly slower than
Office 97. However, when usuing multimedia thats were the G3's shine.

> >
> >It's also true that MS has enginnered Office 97 to perform better than
> Office
> >98 on the Mac.
>
> Well, the Wintel platform does have a greater user base and as such gets
> priority, probably.

Could be right...But..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3073. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <74nr07lsd1@nnrp1.dejanews.com>
Source record: 4034

In article <366d3c9b.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> OS8 - requires at least 32mB to run. TOS 4 - 512kB. Even MagiC
> requires just at least 2 mB to run. I call that "bloat".

Just need 10MB to run 8...I call it progress...When was the last time TOS got
a modern upgrade?

> >
> >> Learn to spell "equivalent".
> >
> >Will do at the same time when you kiss a girl the first time...Does not
> >include relatives..
>
> as usual, dodging the issue. And I HAVE kissed a girl.

Were?

> Lack of spelling certainly denotes a lack of intelligence.

Does that include ex VP Quale..?

What was
> your real major at university - booze and broads?

Pub 101...:)

>
> Fred is a professional writer in the computer industry - and he was
> former editor of BYTE. AND he knows how BYTEmarks work as a benchmark,
> and how Apple fudged the tests. What part of that don't you understand?

Don is a professional who uses both platforms. He holds a doctorate and
teaches at U -Chicago. He knows his stuff.

> I note YOUR writer claims that iMac Rev B. "beats the pants off a
> Pentium 450" (my my, the bar has gone higher than even the Jobs
> Reality-Distortion Field® did the first time), but doesn't post
> collaborating numbers or tests results, or even what tests were
> performed so they came to that conclusion. A sign of a poor writer.

By PC rags who have a vested interest not to lose their readers to the
iMac...By the way the iMac is doing such..

>
> and it's a fact that tests performed by three separate sources say
> that you're wrong. It's ALSO a fact that you're as dumb as a tree when

> it comes to any aspects of computers (remember when I reported a web
> site you were spamming us with came up a "404", and you sneered that I
> needed a new web browser? "404" means the ISP couldn't find the web site
> - nothing to do with the browser.) To the point that you have to make
> up FUD about Ataris and TOS....

Read above...

>
> 100% drug free. Tell me, do you post your drivel when you're
> rip-roaring drunk? That would explain a lot...

At this hour? No its just entertainment before sleepy time..

>
> I'm sure he would have done the proper tests, as well as accepted
> the tests from three professional sources to come to his conclusion.
> There are a LOT of journalists out there that find that your and
> Apple's ravings are simply not true.....like the writer in last week's
> Toronto Star....

Three PC rags with vested interest..

> >Will happen at the same time you kiss your first girl..
>
> I may be celebate (by choice, not by circumstance), but at least I
> can spell....

You are forced to be celebate...Maybe I will finally put up my web page about
your celebacy issue..

> ^^^^^^^^^
> a simple check of http://www.dejanews.com and doing a search under
> "Peter Sinclair", "Sinclap" and "TIFKAS" will show the REAL reason
> you're being ridiculed. Your "facts" are either totally wrong and/or
> made up out of whole cloth, you rely on Apple press releases rather than
> the facts, you act like a petty angry baby when things don't go your
> way. That and your obvious atrocious grammar and spelling skills.....

I am not concerned after midnite... But you are dodging 'Chunks'...

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

When will you assume the Prez?

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3074. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <366F82AD.71BC@nospam.ttaol.fi>
Source record: 4035

sinclair2246@my-dejanews.com wrote:
>
> In article <366d3c9b.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> > OS8 - requires at least 32mB to run. TOS 4 - 512kB. Even MagiC
> > requires just at least 2 mB to run. I call that "bloat".
>
> Just need 10MB to run 8...I call it progress...When was the last time TOS got
> a modern upgrade?

November 17th 1998. And still runs in 512 kB...

Markku

3075. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <366F862B.3A18@nospam.ttaol.fi>
Source record: 4036

sinclair2246@my-dejanews.com wrote:
>
> > >You must not have seen PageMaker, Photoshop, and Director perform on a G3
> > >like I have had compared to similar clock speeds on the wintels. Being an
> > >Apple Power Rep on CompUSA duty affords such things and part of the arsenal.
> >
> > look who's talking - someone who is as clueless about PCs as he is
> > TOS....
>
> Look Dumbs*it....It's my business to know the real facts involved when
> comparing the features as well as performance between G3's and Pentiums.
> It's a fact that apps like Photoshop, PageMaker, Director and so on perform
> as much as twice the speed of the same Pentium clock speed. Even the PC
> staff admitt that the G3's excell in performance.

"Same clock speed" is hardly an issue when comparing different
processors with different operating systems.
If it is, then please compare Calamus, Apex or Papyrus on a 16 MHz Atari
with an equivalent (or almost) program on a 16 MHz PC or Mac...

Markku

3076. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74o40o$gs8@news3.euro.net>
Source record: 4037

sinclair2246@my-dejanews.com wrote in message
<74nr07lsd1@nnrp1.dejanews.com>...
>In article <366d3c9b.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> OS8 - requires at least 32mB to run. TOS 4 - 512kB. Even MagiC
>> requires just at least 2 mB to run. I call that "bloat".
>
>Just need 10MB to run 8...I call it progress...When was the last time TOS
got
>a modern upgrade?

This year. Point your oh so good browser to www.milan-computer.de
Progress? Bull shit. Sales bullshit. Everyone knows that the best hardware
vendor is, ironically, Microsoft - they creat the NEED for those upgrades.
Did it make the computers do anything they couldn't do before, or better?
No...

Atarians only buy REAL upgrades. Do you know how many service packs there
are for all those Microshitty apps? Not to mention the HUGE array of
hotfixes...

>
>> >
>> >> Learn to spell "equivalent".
>> >
>> >Will do at the same time when you kiss a girl the first time...Does not
>> >include relatives..
>>
>> as usual, dodging the issue. And I HAVE kissed a girl.
>
>Were?
>
>> Lack of spelling certainly denotes a lack of intelligence.
>
>Does that include ex VP Quale..?
>
> What was
>> your real major at university - booze and broads?
>
>Pub 101...:)
>
>>
>> Fred is a professional writer in the computer industry - and he was
>> former editor of BYTE. AND he knows how BYTEmarks work as a benchmark,

>> and how Apple fudged the tests. What part of that don't you understand?
>
>Don is a professional who uses both platforms. He holds a doctorate and
>teaches at U -Chicago. He knows his stuff.
And I have a Masters Degree in Information Science, am an independant IT
consulting sr. manager AND a full-time Novell Netware/Microsoft NT network
administrator.

And I suspect he adapted his views and position to suit their purpose, like
everyone does.
>
>
>> I note YOUR writer claims that iMac Rev B. "beats the pants off a
>> Pentium 450" (my my, the bar has gone higher than even the Jobs
>> Reality-Distortion Field® did the first time), but doesn't post
>> collaborating numbers or tests results, or even what tests were
>> performed so they came to that conclusion. A sign of a poor writer.
>
>By PC rags who have a vested interest not to lose their readers to the

True.

>iMac...By the way the iMac is doing such..
False - the people who buy iMacs are the people that would normally buy
nothing more complicated than a television set.
>
>>
>> and it's a fact that tests performed by three separate sources say
>> that you're wrong. It's ALSO a fact that you're as dumb as a tree when
>> it comes to any aspects of computers (remember when I reported a web
>> site you were spamming us with came up a "404", and you sneered that I
>> needed a new web browser? "404" means the ISP couldn't find the web site
>> - nothing to do with the browser.) To the point that you have to make
>> up FUD about Ataris and TOS....
>
>Read above...

Read above? He's right you know... you're not.
>
>>
>> 100% drug free. Tell me, do you post your drivel when you're
>> rip-roaring drunk? That would explain a lot...
>
>At this hour? No its just entertainment before sleepy time..
>
>>
>> I'm sure he would have done the proper tests, as well as accepted
>> the tests from three professional sources to come to his conclusion.
>> There are a LOT of journalists out there that find that your and
>> Apple's ravings are simply not true.....like the writer in last week's
>> Toronto Star....

>
>Three PC rags with vested interest..
Really? I don't think these mags care much about their user base after I did
some research...
>
>> >Will happen at the same time you kiss your first girl..
>>
>> I may be celebate (by choice, not by circumstance), but at least I
>> can spell....
>
>You are forced to be celebate...Maybe I will finally put up my web page
about
>your celebacy issue..
thereby breaking the law once again. If you do that, and no it's not a
thread, it's a promise, I _WILL_ sue you (well at least I hope Dan will
bring up charges! :-)
>
>> ^^^^^^^^^
>> a simple check of http://www.dejanews.com and doing a search under
>> "Peter Sinclair", "Sinclap" and "TIFKAS" will show the REAL reason
>> you're being ridiculed. Your "facts" are either totally wrong and/or
>> made up out of whole cloth, you rely on Apple press releases rather than
>> the facts, you act like a petty angry baby when things don't go your
>> way. That and your obvious atrocious grammar and spelling skills.....
>
>I am not concerned after midnite... But you are dodging 'Chunks'...

So are you.
>
>> ////////////////////Daniel L. Dreibelbis////////////////////
>> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
>> Thorn in the side of all net.twits
>> email: dreibel@idirect.com
>> ///////////////"And yet, the Fuji Lives!" ///////////////////
>
>When will you assume the Prez?

Assuming the press is like assuming a government without a parliament to
control it. It's dangerous and for dumb people only.

>
>Peter S.
>
>
>----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3077. Re: Re:TIFKAS:an explanation of his behavior

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74o40n$gs8@news3.euro.net>
Source record: 4038

sinclair2246@my-dejanews.com wrote in message
<74nn18ipi1@nnrp1.dejanews.com>...
>In article <366E4C72.DC31E8A0@NOSPAMearthlink.net>,
> "Harold R.G. Alley Jr." <ataripc@NOSPAMearthlink.net> wrote:
>> Maybe Mr. Sinclair simply cannot believe that a simple plain jane ATARI
>> 1040 actually made the cover of BYTE in March of 86 and then went on to
>> become the Platform of the Year.
>
>Yea, I remembered that issue. I think I still have it in storage. Use to
>read Bruce Webster's articles on the 68K wars. I did consider the 1040 at
>one time due to price but went with the Amiga because it was more advance
and
>available. It took Atari months to ship the 1040's to the U.S. shore after

You do realize that Atari an AMERICAN company? They also have production
facilities in the U.S. or, at later times, used those of IBM.

>the Byte publication. Atari's excuse at the time I believe was that
>shipments were delayed in the Philippines due to the revolution against the
>Marcos regime..
Complete and utter bullshit. For the first time in Atari history, machines
were being shipped to Europe first because:

1) at the time the Europeans were prepared to pay a higher price for their
computers
2) the Europeans showed a more lucrative and greater market with less
competition from other manufacturers at the time

This was purely a management decision. A bad one from the marketing point of
view because many American Atari customers felt "left out", "abandoned"
(much like the European Mac buyers really :-0) but a good one from a purely
financial point of view. Remember that the Tramiels bought only PART of
Atari (the home computer division) which was severely crippled by the Warner
Bros. management. It was a mess and the first objective was to make it
healthy financially. That is the only thing I have to give the Tramiels
credit for. Atari always had enough cash in resere - they're good financial
guys, but sadly the poorest marketeers I've ever come across. Well, unlike
Apple, at least they didn't lie and/or bend the truth about their machines
capabilities...

>
>> tisk,tisk,tisk
>>
>Peter S.
>
>-----------== Posted via Deja News, The Discussion Network ==----------

>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3078. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74o40p$gs8@news3.euro.net>
Source record: 4039

sinclair2246@my-dejanews.com wrote in message
<74npijksm1@nnrp1.dejanews.com>...
>In article <74imm6$3gi@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>> It's funny that you do reply to Daniel but not to my replies. I've said
made
>> some shocking accusations against you, you know. Like being hypocritical
and
>> all, and the stuff about those G3 tests and such...
>
>Okay...Chunks II..

Say what?
>
>> What's the matter, can't counter my arguments, afraid to face me, or do
you
>> just want to have your private little argumentative war with your
imaginary
>> friend Chunks?
>
>I must of overlooked such boorish ruble..
No, you were just scared. Borish ruble is usually a pile of EVIDENCE or
FACTS.
>
>>
>> They're at least equally powerful - Calamus was the very first DTP app on
>> ANY platform to feature a built-in softwarebased RIP.....
>
>So what happened?
It got ported to the Mac and Windows NT (NT _ONLY_) as well. The Mac version
died I think. It's still reasonably popular but lacks the broad support that
the traditional establishment of DTP apps have. Calamus is more popular in
Europe than elsewhere.

>
>> Have you taken a look at the list below?
>> The music studio apps on TOS machines used to be, or still are MORE
powerful
>> than their Mac varieties AND they were there first.
>
>But you don't know for sure?
You bet I am.... I just don't know their current status on other platforms
at THIS moment. I'm talking a year ago and before...
>
>>

>> What's this gotta do with the issue? What kind of a moron are you? Do you
>> really think we say hi to our girlfriends for YOU?
>
>Chunks acts so tough and macho on the net and supposely he respects(brags
>about it) women. Actually what he means is that he is shy around them..
Can't judge about that. But what would be wrong with it? It still has
NOTHING to do with the issues at hand and is severely personal...
>
>> >
>> >What makes you think what Fred states is face value?
>> We don't take it at face value. We looked at the way those tests work. Go
>> check with BYTE themselves...
>
>I have checked the results...Doing PageMaker, Photoshop and Director shoot
>outs at Comp..no comparison..
I didn't say check the results. Reread my post. :-)
>
>> NO NO NO NO NO - It's your business to SELL SELL SELL.
>> Like I said before - you state "Gee I wonder why" about Microsoft Office
on
>> the Mac (speed and feature comparison) but at the same time you
>> hypocritically make an equally weak and unfair comparison with Photoshop,
>> PageMaker et al. For those apps, Windows users could say "Gee I wonder
why".
>> The same reason you could say "Gee I wonder why" on Ataris.
>
>Ease of use, ease of instalation, simplicity and simplified upkeep...
But did you get the point?

>
>> If you don't like the MS-Office comparison, your comparison of Photoshop
and
>> other apps DOES NOT hold up to scrutiny. Wanna go to court on this?
>
>I have no issue with the MS comparison. MS office 98 is slightly slower
than
>Office 97. However, when usuing multimedia thats were the G3's shine.
Funny, then why did you say "Gee I wonder why?"

>
>> >
>> >It's also true that MS has enginnered Office 97 to perform better than
>> Office
>> >98 on the Mac.
>>
>> Well, the Wintel platform does have a greater user base and as such gets
>> priority, probably.
>
>Could be right...But..

Check with Microsoft, I'm sure they'll confirm their policy if you dig a little deeper than customer support or sales dept.

3079. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74o40q$gs8@news3.euro.net>
Source record: 4040

Markku Ilmanen wrote in message <366F862B.3A18@nospam.ttaol.fi>...
>sinclair2246@my-dejanews.com wrote:
>>
>> > >You must not have seen PageMaker, Photoshop, and Director perform on a
G3
>> > >like I have had compared to similar clock speeds on the wintels.
Being an
>> > >Apple Power Rep on CompUSA duty affords such things and part of the
arsenal.
>> >
>> > look who's talking - someone who is as clueless about PCs as he is
>> > TOS....
>>
>> Look Dumbs*it....It's my business to know the real facts involved when
>> comparing the features as well as performance between G3's and Pentiums.
>> It's a fact that apps like Photoshop, PageMaker, Director and so on
perform
>> as much as twice the speed of the same Pentium clock speed. Even the PC
>> staff admitt that the G3's excell in performance.
>
>"Same clock speed" is hardly an issue when comparing different
>processors with different operating systems.
>If it is, then please compare Calamus, Apex or Papyrus on a 16 MHz Atari
>with an equivalent (or almost) program on a 16 MHz PC or Mac...
>
>Markku

:-))

3080. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74o40s$gs8@news3.euro.net>
Source record: 4041

sinclair2246@my-dejanews.com wrote in message
<74noo6$k3s$1@nnrp1.dejanews.com>...
>In article <366d3f38.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> ^^^^^
>> I expect you to come back and place your post with the corrections
>> to your spelling errors on my desk tomorrow - until then, your computer
>> privileges are suspended.....
>
>Okay..But it doesn't disqualify from being Vice-Prez. Maybe an intern can
>help with spelling...:)
>
>> :)
>>
>> BTW, Don Crab is a techno-weenie wannabe like yourself - he can
>> talk the talk but can he walk the walk? (That includes posting proper
>> tests results, including how the tests were conducted - not just
>> blabbering about how an iMac "can beat the pants off a Pentium 450")
>
>So you are attacking Don Crabb's credibility? For what reason?

How about
- vested interest
- exclusion of sources and methods
- imposing his own conclusions rather than providing the means to draw your
own

>
>> >
>> >> and now for something completely different - actual information
>> >> that all Atarians can use. There are even some that Mac users can
>> >> utilize.....
>> >
>> >What spam?
>>
>> if it LOOKS like spam, and it READS like spam, and it TASTES like
>> spam - kin you say "Hormel", boys and girls?
>
>The term 'chunks' is a form of spam and is tolerated on the net..

You really don't know shit, do you? I mean - chunks is not a form of spam.
Spam is unsollicited E-mail or postings that are normally not relevant to
recipient and unasked for. Apple press releases are normally relevant to the
comp.sys.atari.advocacy newsgroup. I can understand if you crosspost it to
say comp.sys.atari.st or something, because you want to convince these users

to convert to iMacs or something but certainly the .advocacy part in the newsgroup name gives a very clear signal that these postings ARE irrelevant and therefore UNWANTED SPAM which constitutes poor nettiquette.

3081. Re: Service improves at Futureshop!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74o40r$gs8@news3.euro.net>
Source record: 4042

I guess "Atari" is equivalent to "1040 ST" for you huh.... come out of the jungle man...

3082. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74o40t$gs8@news3.euro.net>
Source record: 4043

sinclair2246@my-dejanews.com wrote in message
<74nnvpjjb1@nnrp1.dejanews.com>...
>In article <366EEAC9.48E75957@cfc.dnd.ca>,
> macdonald@cfc.dnd.ca wrote:
>> VE6HY wrote:
>> > On 2 Dec 1998, Daniel L. Dreibelbis wrote:
>> > (much nonsense snipped)
>> > > And like I said, I've noticed from my own observations in Mac
>> > > stores that the iMac is NOT "flying off the shelves", but still
>> > > sitting in boxes in their original release form. One company has
>> > > only now begun advertising they have rev B's in stock.
>> > Not only that - in recent days 'Futile Shop' has reopened its shelves
>> > to Apple product which indicates something about market 'acceptence'
>> > Now, if I could only buy a full G3 at an HP or Compaq price (including
>> > some software which Apple sells as an add-on.
>> > I'd still like to even see a Hades in Western Canada !!
>> > The Canadian Curmudgeon (wondering when the Hades is going to show)
>>
>> no problem! but you may have missed your chance! :-(
>> Chris Krowchuk(aka Computer Direct-Edmonton) is still selling (I hear)
>> DirecTT40 and 60.last of his stock.
>> these are Hades computers(motherboards)
>> hey, I know it's Edmonton guy, but you can swallow your pride, can't
>> you?! :-)
>>
>I thought the Hades was selling well...Once the stock is gone is that it?
I
>guess he saw greener pastures in the wintel side...

The Milan is cheaper than the Hades. I think that may be part of it...
>
> ken
>
>
>Peter S.
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3083. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <74o415$gsi@news3.euro.net>
Source record: 4044

sinclair2246@my-dejanews.com wrote in message
<74nna3$j4b$1@nnrp1.dejanews.com>...
>In article <74jr2k$dj3@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>> Thanks for a good laugh. :-)
>> Real power without the price... and now the Mac is even called a "PC".
What
>> a shame for such a fine product. I wouldn't dare call my Atari a PC, it'd
be
>> quite an insult!
>
>
>Your Atari is a PC...duh! Or is it your personal MB..

^^^^^^^^ that too!

NO - The PC, or, PERSONAL COMPUTER, is a patented and copyrighted hardware architecture devised by IBM around an Intel microprocessor, the Intel 8086. What we refer to today as the "Wintel" platform is what's called "PC" or PERSONAL COMPUTER or PRETTY CONTEMPTIBLE.

There are, besides the PC, a couple of varieties:

The PCjr (IBM's "1040" with 320x200 in 16 colors and three monophonic beeps in stead of one) - after it failed miserably in the market, Tandy based it's PC compatibles for a long time on this and added such things as a DAC.

The PC/XT (eXtended Technology) - based around a i8088, with eight 8-bit ISA slots, 20MB hard disk drive, and a floppy drive. Support for cassette only in BIOS (PC had a connector for it).

The PC/AT (Advanced Technology). The 286 machines and upwards.

Why do you think the phrase "PC-compatible" was invented?

If it's your business to know these things, then study a bit harder! :-)

>
>Peter S.
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3084. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn76v55f.25i.jedi@dementia.mishnet>
Source record: 4045

On Thu, 10 Dec 1998 05:47:48 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <74jr2k$dj3@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>> Thanks for a good laugh. :-)
>> Real power without the price... and now the Mac is even called a "PC". What
>> a shame for such a fine product. I wouldn't dare call my Atari a PC, it'd be
>> quite an insult!
>
>
>Your Atari is a PC...duh! Or is it your personal MB..

The term is 'microcomputer' for those who came in
after Microsoft came to dominate the industry and
even get drooling MacVocates like Petey-boy to call
their machines PC's.

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3085. Re: Service improves at Futureshop!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <366fd516.0@nemo.idirect.com>
Source record: 4046

On 10 Dec 1998 05:56:44 , sinclair2246@my-dejanews.com wrote:
>In article <366e7ff6.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> On 9 Dec 1998 06:47:37 -, "Harold R.G. Alley Jr." wrote:
>> >rev. B iMacs????
>> > What a new machine already had enough problems to warrant a B revision?
>> >
>> yep - despite TIFKAS swearing up and down that the iMac's graphics
>> card was speedy despite the fact that it was old technology, Apple
>> disagreed with him (partially due to pressure from customers) and put in
>> a better graphics card. They still soldered it in, though....
>
>Boy you twist things around.

nope - weren't you the one who posted a thread called "iMac's
SPEEDY graphics card" when the contoversy about the Rage II started?
This can be confirmed by DejaNews.....

>
>> They've also included OS 8.5, which adds some nice new features
>> (including Sherlock, which I was taken with, this is a neat Internet
>> innovation).
>
>Yep...And when will TOS get it?

We consider that a challenge :) And will you eat crow when it comes?
>
>> So now it's a bit less underpowered than the original release
>> (though far from "blowing the doors off a 450mHz Pentium II" - honestly,
>> is Don Crabb on crack?).
>
>Considering that Don Crabb uses Dell PC's and Macs on a daily basis he can
>legitamely state that if its factual..

considering that he doesn't reveal how he did the tests and the
corresponding data from those tests, I have a legitimate concern about
his illlegimate claims.....

>
>> Still overpriced, though - but rumours are going on in
>> comp.sys.mac.advocacy that after MacWorld Apple will be slicing $300 US
>> off the retail price. Make it $500 and you may have a customer here :)
>>
>> BTW, Bengy Collins (the MagiC maven on the net) has bought an iMac
>> himself, and has been experimenting with MagiCMac on it - he reports
>> very good results, if anything it makes a nice TOS clone that's

>> definitely peppy :)
>
>Whats overpriced is the under selling 040 Hades...They still use the 040 in
>1998?

my, my - dodging the fact that there's an 060 Hades?

Plenty of PEOPLE still using LC475s, 575s and Quadras out there,
aren't there? Or are they also junk?

>
>> A note to TIFKAS - guess which computer is also NOT mentioned on
>> Future Shop's web site? (http://www.futureshop.com) Particularly the
>> Canadian site. The iMac seems to be Future Shop's "our little secret" -
>> doing a search on "iMac" only brings up the iMation Super Disk.....
>
>Must be selling well.

not if you're not telling people you have them. What kind of
salesman are you?

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

3086. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-10 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <74ot9c$c7o@ds2.acs.ucalgary.ca>
Source record: 4047

On Wed, 9 Dec 1998, Ken Macdonald wrote:

> no problem! but you may have missed your chance! :-(
> Chris Krowchuk(aka Computer Direct-Edmonton) is still selling (I hear)
> DirecTT40 and 60.last of his stock.
> these are Hades computers(motherboards)
> hey, I know it's Edmonton guy, but you can swallow your pride, can't
> you?! :-)

I know where Chris was - but - last time I tried his 'phone was OS and
I have been told he isn't doing Atari stuff any more having moved over
to Mac out of his home.

I have no problem with Edmonton, by the way, just so long as they keep
losing to Calgary (we won't count the Flames - everyone whups them !)

Evil grin inserted here

The Canadian Curmudgeon (in sunny, windy, +3C, Calgary)

3087. Re: Hades is slower than today's Pentium

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-11 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <36711BED.5F8DD4CB@cfc.dnd.ca>
Source record: 3849

> I know where Chris was - but - last time I tried his 'phone was OS and
> I have been told he isn't doing Atari stuff any more having moved over
> to Mac out of his home.
> I have no problem with Edmonton, by the way, just so long as they keep
> losing to Calgary (we won't count the Flames - everyone whups them !)
> Evil grin inserted here
> The Canadian Curmudgeon (in sunny, windy, +3C, Calgary)

well, speaking as a Hamilton boy, I'd have to say that I don't feel all
that kindly towards Calgary right now! <grin> Oskiweewee oskiwahwah!
Speaking of Chris and Mac, it would make more sense for him to
concentrate on the bigger market Macs represent here rather than the
Atari market here. He's got a battle to get DA's Layout known to Mac
users, never mind accepted.
ken

3088. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-11 00:00:00 UTC
From: basta@home.com
Message-ID: <basta-1112981555060001@c65797-a.htfdw1.ct.home.com>
Source record: 3850
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <74noo6$k3s$1@nnrp1.dejanews.com>, sinclair2246@my-dejanews.com wrote:

>In article <366d3f38.0@nemo.idirect.com>,
>> BTW, Don Crab is a techno-weenie wannabe like yourself - he can
>> talk the talk but can he walk the walk? (That includes posting proper
>> tests results, including how the tests were conducted - not just
>> blabbering about how an iMac "can beat the pants off a Pentium 450")
>
>So you are attacking Don Crabb's credibility? For what reason?
>

Well, in his defense, I'd say I have to agree with his assessment of Don Crabb. He kind of reminds me of Guy Kawasaki--in many ways a True MacBigot&#65533;, and thus a rather embarassing lieutenant in the ranks of advocacy. When it gets down to it, the main reason he is pro-Mac is because he has always been pro-Mac, he built his career on Macs, and there's no way in hell he's giving up his position of "prestige", no matter how laughably ignorant he may come across sometimes.

He got a little press by getting into a snit on the MacCentral web site about how "MacOS X Server is cancelled!!" about a month ago. The FUD didn't stop until _Steve Jobs himself_ told him that he was _wrong_.

My suspicion, confirmed partly by a message on Apple's MacOS X Server web page, is that Adobe is giving them a hard time with terms for Display PostScript... because of the threat this could represent to its lucrative laser printer-side licensing.

But Don Crabb didn't put his ear to the ground for tidbits. He just got up one day and decided "it's dead!", proving he's reeeeal bright.

--
:: Kreig K. Zimmerman :: basta@home.com ::
:: http://members.home.net/basta/ ::

3089. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-11 00:00:00 UTC
From: jslewis@erols.com
Message-ID: <jslewis-1112981906020001@207-172-63-75.s75.tnt3.rcm.erols.com>
Source record: 3851
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <basta-1112981555060001@c65797-a.htfdw1.ct.home.com>,
basta@home.com (Kreig K. Zimmerman) wrote:

> In article <74noo6$k3s$1@nnrp1.dejanews.com>, sinclair2246@my-dejanews.com
> wrote:
>
> >In article <366d3f38.0@nemo.idirect.com>,
> >> BTW, Don Crab is a techno-weenie wannabe like yourself - he can
> >> talk the talk but can he walk the walk? (That includes posting proper
> >> tests results, including how the tests were conducted - not just
> >> blabbering about how an iMac "can beat the pants off a Pentium 450")
> >
> >So you are attacking Don Crabb's credibility? For what reason?
> >
>
> Well, in his defense, I'd say I have to agree with his assessment of Don
> Crabb. He kind of reminds me of Guy Kawasaki--in many ways a True
> MacBigot®, and thus a rather embarassing lieutenant in the ranks of
> advocacy. When it gets down to it, the main reason he is pro-Mac is
> because he has always been pro-Mac, he built his career on Macs, and
> there's no way in hell he's giving up his position of "prestige", no
> matter how laughably ignorant he may come across sometimes.
>
> He got a little press by getting into a snit on the MacCentral web site
> about how "MacOS X Server is cancelled!!" about a month ago. The FUD
> didn't stop until _Steve Jobs himself_ told him that he was _wrong_.
>
> My suspicion, confirmed partly by a message on Apple's MacOS X Server web
> page, is that Adobe is giving them a hard time with terms for Display
> PostScript... because of the threat this could represent to its lucrative
> laser printer-side licensing.
>
> But Don Crabb didn't put his ear to the ground for tidbits. He just got
> up one day and decided "it's dead!", proving he's reeeeal bright.
>

It felt dead, It was supposed to ship this fall/ winter and we haven't
seen anything after DR2. The suits at apple took a week to get back to him
(they probaly had to look up rhapsody in the corperate dictionary) It was
and is a valid question to ask Apple. "Is this another broken promise?"

3090. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3671f176.0@nemo.idirect.com>
Source record: 3852

On 11 Dec 1998 20:55:05 , Kreig K. Zimmerman wrote:
>In article <74noo6$k3s$1@nnrp1.dejanews.com>, sinclair2246@my-dejanews.com
>wrote:
>

>>So you are attacking Don Crabb's credibility? For what reason?
>>
>
>Well, in his defense, I'd say I have to agree with his assessment of Don
>Crabb. He kind of reminds me of Guy Kawasaki--in many ways a True
>MacBigot&#65533;, and thus a rather embarassing lieutenant in the ranks of
>advocacy. When it gets down to it, the main reason he is pro-Mac is
>because he has always been pro-Mac, he built his career on Macs, and
>there's no way in hell he's giving up his position of "prestige", no
>matter how laughably ignorant he may come across sometimes.
>
>He got a little press by getting into a snit on the MacCentral web site
>about how "MacOS X Server is cancelled!!" about a month ago. The FUD
>didn't stop until _Steve Jobs himself_ told him that he was _wrong_.
>
>My suspicion, confirmed partly by a message on Apple's MacOS X Server web
>page, is that Adobe is giving them a hard time with terms for Display
>PostScript... because of the threat this could represent to its lucrative
>laser printer-side licensing.
>
>But Don Crabb didn't put his ear to the ground for tidbits. He just got
>up one day and decided "it's dead!", proving he's reeeeal bright.

thank you for confirming what I suspected about Don Crabb.

let's face it - when even non-journalists in comp.sys.mac.advocacy
can make a better case for the Mac without using over-hyped hyperbole
like the unfortunate Mr. Crabb, I think it speaks volumes about his
integrity, his competence, and ultimately his credibility. It also
confirms that TIFKAS, unable to face the truth about Jobs' overblown
claims about the iMac's "ability" to "toast Pentium processors" (which
has now been proven false by several tests that DO show how the tests
were performed, and give the results of those tests), will clutch at any
knee-jerk, gung-ho, rose-coloured-glasses posts from any source, no
matter how outrageously bogus, in order to bolster his own sagging
credibility and vendetta against all things Atari.

However, I'd say lumping him in with Guy Kawasaki is unfair. Mr.
Kawasaki is fairly bright, is a true legend in the Mac world, and at
least he is intentionally funny :)

let's see you try to wiggle out of this one, TIFKAS.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3091. Cindy Crawford sucking a big fat cock 7827

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-11 00:00:00 UTC
From: roueqs@aol.com
Message-ID: <36710279.0@194.65.24.2>
Source record: 4048

The sex gallery !
It's all FREE here !
FREE xxx memberships,
passwords,pic,thumbnails,and
much more ! Now featuring live
hott erotic talk !
Cum by today ! WE'RE WAITING !

GO TO
http://www.adultisp.com/sexgallery/index.html
meeudqchygysuwbwijposjltdktopibzkpljc

3092. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-12 00:00:00 UTC
From: basta@home.com
Message-ID: <basta-1112981930510001@c65797-a.htfdw1.ct.home.com>
Source record: 3853
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article
<jslewis-1112981906020001@207-172-63-75.s75.tnt3.rcm.erols.com>,
jslewis@erols.com (Josh Lewis) wrote:

>In article <basta-1112981555060001@c65797-a.htfdw1.ct.home.com>,
>basta@home.com (Kreig K. Zimmerman) wrote:
>
>>
>> But Don Crabb didn't put his ear to the ground for tidbits. He just got
>> up one day and decided "it's dead!", proving he's reeeeal bright.
>>
>
>It felt dead, It was supposed to ship this fall/ winter and we haven't
>seen anything after DR2. The suits at apple took a week to get back to him
>(they probaly had to look up rhapsody in the corperate dictionary) It was
>and is a valid question to ask Apple. "Is this another broken promise?"

True, and I absolutely agree with you about that. However, for someone in
Crabb's position to start crowing about the death of MacOS X Server,
without having one scrap of _solid_ evidence other than mounting fear and
a strange story from Germany... well, that's seriously irresponsible.
It's one thing for us here in the newsgroups to FUD endlessly, but Crabb,
now he could do _real_ damage.

I just don't have much empathy for someone who does something like that.
Hell, all he does is bitch and moan anyway...

--
:: Kreig K. Zimmerman :: basta@home.com ::
:: http://members.home.net/basta/ ::

3093. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <752gc7cct1@nnrp1.dejanews.com>
Source record: 3854

In article <74o40s$gs8@news3.euro.net>,
"Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>
> How about
> - vested interest
> - exclusion of sources and methods
> - imposing his own conclusions rather than providing the means to draw your
> own

But true...

> >
> >The term 'chunks' is a form of spam and is tolerated on the net..
>
> You really don't know shit, do you? I mean - chunks is not a form of spam.
> Spam is unsollicited E-mail or postings that are normally not relevant to
> recipient and unasked for. Apple press releases are normally relevant to the
> comp.sys.atari.advocacy newsgroup. I can understand if you crosspost it to
> say comp.sys.atari.st or something, because you want to convince these users
> to convert to iMacs or something but certainly the .advocacy part in the
> newsgroup name gives a very clear signal that these postings ARE irrelevant
> and therefore UNWANTED SPAM which constitutes poor nettiquette.
>

If I posted in comp.sys.atari.st with that info, a jihad bounty would be
posted plus cry baby emails to postmaster..

This is the appropriate area in the usenet advocacy.

Peter S,

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3094. Evidence of strong sales

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <752ebd$am2$1@nnrp1.dejanews.com>
Source record: 3855

I guess 'Chunks' will claim this as a Steve Jobs reality distortion field.

Current PowerMac G3's Sold Out! The Apple Store has the following message:

"Surprised by our success!

Due to extremely strong Q1 sales, Apple has sold
all Power Mac G3 systems available*, including servers and
displays, through the quarter end.

While this is evidence of the strong support for
the Mac platform from Apple's professional customers, it has placed
the units in short supply. Not to worry, in early
January there will be plenty of Power Mac G3 systems, from entry
to high-end configurations, including servers and
displays, to meet your demands.

*The 266MHz Power Macintosh G3 Desktop "Entry
Model" is still available."

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3095. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <752ekr$b0e$1@nnrp1.dejanews.com>
Source record: 3856

In article <366F82AD.71BC@nospam.ttaol.fi>,
Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi> wrote:
> sinclair2246@my-dejanews.com wrote:
> >
> > In article <366d3c9b.0@nemo.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> > > OS8 - requires at least 32mB to run. TOS 4 - 512kB. Even MagiC
> > > requires just at least 2 mB to run. I call that "bloat".
> >
> > Just need 10MB to run 8...I call it progress...When was the last time TOS got
> > a modern upgrade?
>
> November 17th 1998. And still runs in 512 kB...

Will be running in 512k for ever because there maybe no meaningful modern
upgrade.. Nice try..

> Markku

Peter S.
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3096. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <752erd$b44$1@nnrp1.dejanews.com>
Source record: 3857

In article <366F862B.3A18@nospam.ttaol.fi>,
Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi> wrote:
> sinclair2246@my-dejanews.com wrote:
> >
> > > >You must not have seen PageMaker, Photoshop, and Director perform on a G3
> > > >like I have had compared to similar clock speeds on the wintels. Being an
> > > >Apple Power Rep on CompUSA duty affords such things and part of the arsenal.
> > >
> > > look who's talking - someone who is as clueless about PCs as he is
> > > TOS....
> >
> > Look Dumbs*it....It's my business to know the real facts involved when
> > comparing the features as well as performance between G3's and Pentiums.
> > It's a fact that apps like Photoshop, PageMaker, Director and so on perform
> > as much as twice the speed of the same Pentium clock speed. Even the PC
> > staff admitt that the G3's excell in performance.
>
> "Same clock speed" is hardly an issue when comparing different
> processors with different operating systems.
> If it is, then please compare Calamus, Apex or Papyrus on a 16 MHz Atari
> with an equivalent (or almost) program on a 16 MHz PC or Mac...

WHY? Lets compare whats shipping today...

> Markku

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3097. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <752fstbum1@nnrp1.dejanews.com>
Source record: 3858

In article <74o40o$gs8@news3.euro.net>,
"Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>
> This year. Point your oh so good browser to www.milan-computer.de
> Progress? Bull shit. Sales bullshit. Everyone knows that the best hardware
> vendor is, ironically, Microsoft - they creat the NEED for those upgrades.
> Did it make the computers do anything they couldn't do before, or better?
> No...

Yep...You are right...that is progress. ie...finally the jihads will have
040's that Apple jetisoned years ago..plus a price to boot...indeed that is
progress.

> Atarians only buy REAL upgrades. Do you know how many service packs there
> are for all those Microshitty apps? Not to mention the HUGE array of
> hotfixes...

Lets see. Because yoy have about zero upgrade options.. "Who needs
replacement upgrade cycles...thats why I love TOS"

The only MS product I use is Office 98..

> >By PC rags who have a vested interest not to lose their readers to the
>
> True.
>
> >iMac...By the way the iMac is doing such..
> False - the people who buy iMacs are the people that would normally buy
> nothing more complicated than a television set.

ROFL...NICE TRY..

>
> Read above? He's right you know... you're not.

I have replied...These PC rags have a vested interest to design fud to make
the iMac look bad..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3098. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36752045.0@nemo.idirect.com>
Source record: 3859

On 14 Dec 1998 07:56:55 , sinclair2246@my-dejanews.com wrote:
>In article <74o40s$gs8@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>>
>> How about
>> - vested interest
>> - exclusion of sources and methods
>> - imposing his own conclusions rather than providing the means to draw your
>> own
>
>But true...

it's already been shown to be false, and Mr. Crabb has not shown
one iota of evidence how he came about his unprovable conclusion.
Telling a lie over and over doesn't make it true....

>
>
>> >
>> >The term 'chunks' is a form of spam and is tolerated on the net..
>>
>> You really don't know shit, do you? I mean - chunks is not a form of spam.
>> Spam is unsollicited E-mail or postings that are normally not relevant to
>> recipient and unasked for. Apple press releases are normally relevant to the
>> comp.sys.atari.advocacy newsgroup. I can understand if you crosspost it to
>> say comp.sys.atari.st or something, because you want to convince these users
>> to convert to iMacs or something but certainly the .advocacy part in the
>> newsgroup name gives a very clear signal that these postings ARE irrelevant
>> and therefore UNWANTED SPAM which constitutes poor nettiquette.
>>
>
>If I posted in comp.sys.atari.st with that info, a jihad bounty would be
>posted plus cry baby emails to postmaster..

and rightly too - as comp.sys.atari.st is a chartered newsgroup
which disallows the posting of such MCIBTYC drivel - any complaints
against you were justified. But we all know what a boor you are when it
comes to nettiquette.

as for being a "crybaby" - well, TIFKAS, you seem to be the one who
gets his diapers in a wad when you're so soundly refuted with the true
facts....but I sympathize, it must be vexing discovering that mummy has
put overripe bananas in the Pablum.....

Still harbouring your paranoid fantasies about imaginary "Atari
Jihads" that are "out to get you", I see.

>
>This is the appropriate area in the usenet advocacy.

no argument there. Now if you'd only stop the FUD and start
reporting the facts....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3099. Re: Evidence of strong sales

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36752289.0@nemo.idirect.com>
Source record: 3860

On 14 Dec 1998 07:22:22 , sinclair2246@my-dejanews.com wrote:
>
>
>I guess 'Chunks' will claim this as a Steve Jobs reality distortion field.

Nobody named "Chunks" here, mannnn....

<mindless press release from Apple snipped>

As for MY opinion - well, I'm happy for Apple's success. Now, how
many of these were actually sold? Come to think of it, how many were
actually MADE?

if they added the claim that "and by the way, these computers smoke
Pentium II 450 mHZ PCs - we don't have empirical evidence, just trust
Don Crabb and our cringing toady Peter Sinclair!", then that would
qualify as a distortion field.

BTW - that's spelled "Steve Jobs Reality-Distortion Field" -
accept no substitutes! :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3100. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn77ajsl.aic.jedi@dementia.mishnet>
Source record: 3861

On Mon, 14 Dec 1998 07:30:53 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <366F862B.3A18@nospam.ttaol.fi>,
> Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi> wrote:
>> sinclair2246@my-dejanews.com wrote:
>> >
>> > > >You must not have seen PageMaker, Photoshop, and Director perform on a G3
>> > > >like I have had compared to similar clock speeds on the wintels. Being an
>> > > >Apple Power Rep on CompUSA duty affords such things and part of the arsenal.
>> > >
>> > > look who's talking - someone who is as clueless about PCs as he is
>> > > TOS....
>> >
>> > Look Dumbs*it....It's my business to know the real facts involved when
>> > comparing the features as well as performance between G3's and Pentiums.
>> > It's a fact that apps like Photoshop, PageMaker, Director and so on perform
>> > as much as twice the speed of the same Pentium clock speed. Even the PC
>> > staff admitt that the G3's excell in performance.
>>
>> "Same clock speed" is hardly an issue when comparing different
>> processors with different operating systems.
>> If it is, then please compare Calamus, Apex or Papyrus on a 16 MHz Atari
>> with an equivalent (or almost) program on a 16 MHz PC or Mac...
>
>WHY? Lets compare whats shipping today...

What's shipping today doesn't deliver any relative benefit
until it's time to do some serious number crunching. What
should be user-bound activities still remain user-bound.

Most of what the 'target grannies' for the iMac are supposed
to be interested in in no way benefits from being able to
'smoke a PII/450' EVEN IF true...

--
Unix had startmenus and taskbars before Microsoft |||
even had a decent memory manager for DOS. / | \

In search of sane PPP docs? Try http://penguin.lvcm.com

3101. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7541df$a1p$1@newshost.comnet.co.nz>
Source record: 3862

Werner Domroese / Q5 (q5@spam.not.usa.net) wrote:
[snip]
> NO - The PC, or, PERSONAL COMPUTER, is a patented and copyrighted hardware
> architecture devised by IBM around an Intel microprocessor, the Intel 8086.
> What we refer to today as the "Wintel" platform is what's called "PC" or
> PERSONAL COMPUTER or PRETTY CONTEMPTIBLE.

(I prefer to use the phrase "POSITIVELY CONTEMPTIBLE")

> The PC/XT (eXtended Technology) - based around a i8088, with eight 8-bit ISA
> slots, 20MB hard disk drive, and a floppy drive. Support for cassette only
> in BIOS (PC had a connector for it).

I believe that you've transposed the CPUs.

The 1981 IBM PC used an 8088 (8 bit data bus, 8 bit ALU [which would make
a second pass over the data when asked to do a 16 bit computation], 16 bit
registers, segmented memory addressing [65536 segments of 16 bytes each]).

The 1983/4 XT used an 8086 (which, IIRC, increased the data bus and ALU to
16 bits)

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

3102. Re: Evidence of strong sales

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net.spam.not>
Message-ID: <7545la$mo7@news3.euro.net>
Source record: 3863

Should I care?

3103. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net.spam.not>
Message-ID: <7545lc$mo7@news3.euro.net>
Source record: 3864

sinclair2246@my-dejanews.com wrote in message
<752fstbum1@nnrp1.dejanews.com>...
>In article <74o40o$gs8@news3.euro.net>,
> "Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
>>
>> This year. Point your oh so good browser to www.milan-computer.de
>> Progress? Bull shit. Sales bullshit. Everyone knows that the best
hardware
>> vendor is, ironically, Microsoft - they creat the NEED for those
upgrades.
>> Did it make the computers do anything they couldn't do before, or better?
>> No...
>
>Yep...You are right...that is progress. ie...finally the jihads will have
>040's that Apple jetisoned years ago..plus a price to boot...indeed that is
>progress.
>
>> Atarians only buy REAL upgrades. Do you know how many service packs
there
>> are for all those Microshitty apps? Not to mention the HUGE array of
>> hotfixes...
>
>Lets see. Because yoy have about zero upgrade options.. "Who needs
>replacement upgrade cycles...thats why I love TOS"
You've got it all wrong. That 512k ROM does EVERYTHING that those other
O.S.'s do. Only with less memory, leaving MORE for applications.

Besides, I get the distinct impressio that you are not quite familiar with
the Atari world. If you rely on press releases such as those released or
crossposted by yourself to this and other newsgroups, then I know why. You
do not know a thing about upgrade and/or update options for Atarians. Let
alone PC's. And no, I'm not gonna fill you in, boasting what stuff we got,
because you are simply not worth it if you're not going to come to senses or
reason anyway. Wouldn't it be easier to take off that salesuniform for a
while and be honest to have an intelligent, cogent and openminded discussion
about something worthwile, something useful for everyone involved?

I mean, I have nothing against Macs. On the contrary, I'd like to hear more
about them. Especially where emulation of both platforms is concerned. And
one or two occasional posts - which don't belong here tbh - I don't mind. It
attracts some interest - but hey, your press release crosspostings do that
too right? Yes they do, but only the flamy and childish "mine is better than
yours" and vice versa thing. Are you sure your daddy allows you to sell
items that expensive?

Well forget about it. I hope you get my point.

Let's see... Windoze 98 just arrived. Look up the Windoze 98 website. Hey? Hurrah... the year 2000 hotfix is there. And oh yes - an extra service pack that fixes the problems created by 98 to make FAT32 W95 OSR 2.1 sometimes unaccessible under 98 and other things... come on... I am a network administrator as well as an IT consulting sr. manager and unlike you, it's not my business to sell but to _know_, and, as such, to make the choices made on management level. I'm realistic. I'm an Atari fan yes, but do I advise any of our clients to blindly go out and buy Ataris? Ofcourse not - there is an established market to consider wether I like it or not: that includes thinking different and also considering other options like where and how a system will be used. When it comes to networking, a cheap Ethernet with PC's and NT is usually the way to go. Not in terms of quality, but in terms of quantity and securing a feasible path for the future - because Macs are not going to take over the world within two years, however sad or great that may be. You wanna sell something?

It is MY BUSINESS to know technical and factual stuff, and to read through the advertising mumbo jumbo.

>
>The only MS product I use is Office 98..
Hahahahahahahahah

========>>>>>>> POOR YOU!!!!

or rich you, depending on which way you look at it...!

I guess you don't know my credentials, and I don't intend to hand them to you. You wouldn' understand anything in there...

I supposed they also urged you to buy an extra hard drive and some extra memory huh... for the same functionality as you already had.. (err if you were an Atari user that is ;-)
>
>> >By PC rags who have a vested interest not to lose their readers to the
>>
>> True.
>>
>> >iMac...By the way the iMac is doing such..
>> False - the people who buy iMacs are the people that would normally buy
>> nothing more complicated than a television set.
>
>ROFL...NICE TRY..
Nope, it's true. Try taking an IQ test...
>
>>
>> Read above? He's right you know... you're not.
>
>I have replied...These PC rags have a vested interest to design fud to make
>the iMac look bad..
And you have a vested interest in converting us all to Macsters...

>
>
>
>Peter S.
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3104. Check it out!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-14 00:00:00 UTC
From: "news.pacbell.net" <element@yahoo.com>
Message-ID: <Hond2.6222$RM4.47175@typhoon-sf.snfc21.pbi.net>
Source record: 3865
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

I am emailing all Atari related sites/newgroups to check out my new page I am working on at http://papabyrd.atari.org

It's an Atari Commercial Archive! If you have suggestions or if you have a commercial that I don't have, please let me know so I can get it from you and post it online with a a review. I always wanted a complete site to go to get this stuff and I always found it scattered around a bit, so I figured it was time to do something about it! This site is not totally complete however all commercials are online and it works OK. I need to optimize it for Netscape, so try to use Internet Explorer if you can, although Netscape works fine too, it just looks funny (need to work on that).

That's my disclaimer, other than that, send me your comments!

Thanks,
scott@papabyrd.com

3105. Re: Cindy Crawford sucking a big fat cock 7827

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-15 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <754lpf$8in$1@nnrp1.dejanews.com>
Source record: 3866

In article <36710279.0@194.65.24.2>,
roueqs@aol.com wrote:
> The sex gallery !
> It's all FREE here !
> FREE xxx memberships,
> passwords,pic,thumbnails,and
> much more ! Now featuring live
> hott erotic talk !
> Cum by today ! WE'RE WAITING !

Just for you 'Chunks'...

> GO TO
> http://www.adultisp.com/sexgallery/index.html
> meeudqchygysuwbwijposjltdktopibzkpljc
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3106. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-15 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <367612C2.649A@nospam.ttaol.fi>
Source record: 3867

sinclair2246@my-dejanews.com wrote:
>
> > > Just need 10MB to run 8...I call it progress...When was the last time TOS got
> > > a modern upgrade?
> >
> > November 17th 1998. And still runs in 512 kB...
>
> Will be running in 512k for ever because there maybe no meaningful modern
> upgrade.. Nice try..

Please define "meaningful modern upgrade". What are the TOS users (with
the latest upgrades) missing?

Markku

3107. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <367666f2.0@nemo.idirect.com>
Source record: 3868

On 15 Dec 1998 03:41:34 , having been humiliated in a dream by Cindy Crawford when she told him "I don't go for toad-licking lackeys of big computer corporations", sinclair2000@earthlink.net (The Idiot Forever Known As Sinclap) wrote:

<snip>

and now for something that TIFKAS lacks: the facts!

TIFKAS may want to take notes, there'll be questions afterwards. Spelling mistakes will be deducted from the overall score.....

On Tue, 08 Dec 1998 02:12:36 -0500, derekc@spamrat.filler.to.remove.frontiernet.net (Derek Currie) wrote:

>In a typically desperate attempt to prove Apple wrong PC World concocted a
>totally pointless and biased set of tests comparing:

Before making all your baseless claims, why didn't you go to Packard Bell's web site and look up the details about the Multimedia 945? (http://www.packardbell.com/products/98models/mu945.asp)

>1) the iMac, with a 233 Mhz G3 cpu
>
>2) Micro Express MicroFlex-c400A, with a Pentium II-400
>
>3) Packard Bell Multimedia 945 with a Celeron-333
>
>First check out the Mhz comparisons. Look stacked much? Right off the bat
>they look scared. Why not compare 233 Mhz PC machines with a 233 Mhz G3
>Mac, eh? I know why: The iMac would blatantly beat its butt.

I don't know why we have to keep explaining this one. There are at least 2 reasons to make such comparisons. First, the Celeron system costs less than the iMac. Most people compare systems on price, so that is a reasonable comparison IMO. Second, Steve Jobs himself invites the comparison between the iMac and the 400 Mhz PII. I quote: "The iMac for $1,299 toasts the fastest PC money can buy at any price--the Pentium II 400," said Steve Jobs, Apple's interim CEO. ..." (http://www.apple.com/pr/library/1998/aug/13fast.html)

>And then lets
>consider their price comparison argument: do their PC machines at such low
>prices include 100 Base-T Ethernet? Nope. Infrared networking? Nope, in
>fact no networking at all.

>6 MB of VRAM? Nope, only 2.

When they tested the iMac it only had 2 MB of VRAM and had the Rage IIc board compared to the Rage Pro in the Packard Bell. So, you say, the iMac is better configured now. True, but so are PCs.

>512 K backside level 2 cache? Nope, only 128K non-backside cache.

LOL! The 128 KB of *on-chip* L2 cache is much faster than back-side cache. Depending on the application, larger may be better than faster, and vice versa.

>USB? Apparenly Nope.

Do some better research. Of course it has USB.

>56K modem? Apparently Nope.

Yes

>Dual headphone jacks? Nope.

If that's important, spend $5 (if that much) on a splitter cable.

>CD-ROM drive of any speed? They don't say.

They don't say because it's obvious that it does. How can you install most software without a CD? For the record, it has a 32X CD-ROM which is faster then the iMac's 24X.

>All-in-one portable? No way!

True

>Runs both Mac and PC software? No Way!

Mostly true (there are some 68K emulators), and also mostly irrelevant.

>Next are the applications they chose, hilarious:

>1) Megalosoft Excel and Word 97 on the PC and Excel and Word 98 on the
>Mac. Yeah right, like Megalosoft ever cared how fast their software ran on
>a Mac. Any child familiar with Macs and PCs will tell you Megalosoft's
>software has been running slower on the Mac for AGES! Some test. Totally
>worthless.

I guess that's why it is one of the best-selling software packages for the Mac.

>2) Photoshop 5 on a 5 MB and 20 MB image. They don't bother to provide any
>details here, they just say "we applied filters and effects, followed by
>image resizing and color conversion operations." Really. Why? NO ONE
>should be running Photoshop on ANY of these computers! They all have 15
>inch monitors, which no one running Photoshop would use, except of course
>dimwit PC users who don't know better. I would NEVER advise anyone to use
>an iMac for Photoshop. AND add to that what I have to assume is the dirty
>trick they hid from us: That the "filters and effects" were written to be
>native for Intel chips at the request of Intel themselves just so they

>could have a couple tests at which their chips could beat a Mac. Yes, this
>is a fact: Intel went to Adobe and had them rewrite a number of their
>filters to use acceleration built into Intel chips. Sadly Adobe never
>bothered to rewrite the same filters to be native for G3 chips. Again, the
>test is totally worthless.

So what do you suggest?

>So here we have a stacked set of test, and wowie wow, the iMac lost. Big
>surprise.

What would you suggest as a fair test?

>And to really show off their evil look at what they say:
>
>1) "the world can't make up for slow application performance, poor
>sound quality, and no upgrade path."

How does that make them evil? Is everybody that thinks the iMac is
overpriced and underpowered evil?

>The slow applications are only the apps THEY CHOSE as faster on the PC in
>the first place.

So, contrary to many other Mac advocates, you are claiming that
Photoshop runs faster on the PC than on the Mac?

>The "poor sound quality" is better than any consumer level add-on speakers
>you can buy. Nice try.

It's true. Have you actually listened to the sound on PCs priced at
or below the iMac price?

>The "no upgrade path" they refer to is the monitor. Duh. The iMac is a
>portable all-in-one computer, with what PC World admit is a SUPERIOR video
>quality "yielding even focus and sharp, readable text." Of course its not
>upgradable. They are comparing the mobile iMac with a clucky collection
>interconnected boxes.

I guess all non-iMac Apple Macs are just "a clucky collection of
interconnecting boxes" as well.

>The stupidest insult: "interim CEO Steve Jobs' boast that the iMac is faster
>than the quickest Pentium II is pure hype--and it falls apart under scrutiny."
>
>WRONG. If they would bother to actually QUOTE what Apple says, and
>actually provide DETAILS about what Apple used for comparison THEIR HYPE
>would fall apart under scrutiny.

They did quote what *Steve Jobs* said: "The iMac for $1,299 toasts the
fastest PC money can buy at any price--the Pentium II 400," said Steve
Jobs, Apple's interim CEO. ..."
(http://www.apple.com/pr/library/1998/aug/13fast.html)

>What Apple PROVED:
>
>1) The iMac beats even a 450 Mhz Pentium II computer in BYTEmark Integer
>benchmarks. Period. "

How many times per week do you run BYTEmark on your Mac? What do you
accomplish when you run BYTEmark on your Mac?

>The G3 runs as much as twice as fast as the Pentium
>II." There is not one bit of hype here, just facts. The hype is the crap
>PC World is trying to con us with.

LOL!

>2) The iMac wipes the floor with a 233 Mhz Pentium II machine when playing
>a Director multimedia presentation. Watching this live on stage
>demonstration, as you can on any retail store demo iMac, is incredibly
>pathetic. The PC was so far behind, was taking so long to complete
>compared to the iMac, that they gave up on it. When the same multimedia
>presentation was played on a 400 Mhz Pentium II machine and a K6 400 Mhz
>machine the results were less devastating, but the iMac beat the 400
>Pentium II by at least a factor of 2, and beat the K2 at what was at least
>a factor of 3.

I have never seen these data published (not even on Apple's web site).
I am aware of the demonstration, but I've never seen any actual
numbers.

Here are a number of real-world application tests showing a general
advantage for PII systems over G3 sytems:

http://www.zdnet.com/pcmag/firstlooks/9808/imac_tests.html
http://www.zdnet.com/pcmag/firstlooks/9810/f981002a.html
http://www2.pcworld.com/pcwtoday/article/0,1510,7801,00.html
http://www.techweb.com/wire/story/TWB19980821S0021
http://www.cnn.com/TECH/computing/9811/09/macvp2.idg/
http://newmedia.com/newmedia/98/09/labnotes/Apple_G3_Workstation.html

Now, it's all very well to criticize any of these benchmarks/tests as
biased, but do you have any real data to contradict them?

>And guess what? The tests Apple did actually represent what iMac users
>would typically do with their computers! And the applications and
>benchmarks they chose were NOT biased toward the Mac!

LOL! You think that people with iMacs will not be using MS Office or
Photoshop, but they will be using Director? You also think that
Apple's tests are not biased in favor of Apple? Really????

>So who would you consider more honest? Apple or PC World.
>
>Answer: Apple.

Correct Answer: PC World.

>The loser in honesty?
>
>PC World.

Correct Answer: You.

****

The iMac may be a good choice for some people. However, trying to
make a case for the iMac based on performance is a waste of time IMO.

-Steve

The only thing certain about the future is that it hasn't happened yet.

3108. Re: Check it out!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-16 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <367706fc.84828697@corp.supernews.com>
Source record: 3869
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

On Mon, 14 Dec 1998 22:32:24 -0800, "news.pacbell.net"
<element@yahoo.com> wrote:
This site is not totally complete
>however all commercials are online and it works OK. I need to optimize it
>for Netscape, so try to use Internet Explorer if you can, although Netscape
>works fine too, it just looks funny (need to work on that).
>
>That's my disclaimer, other than that, send me your comments!
>
>Thanks,
>scott@papabyrd.com
>
>
>
>

I wouldn't worry about optimizing anything. Just get it to work. I
coulnd't even view anything... I had to edit your page in netscape to
be able to get to the videos directory.

Im using Netscape 4.5....
Good luck.

Eric

3109. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-16 00:00:00 UTC
From: Werner Domroese / Q5 <q5@usa.net.spam.not>
Message-ID: <758nps$mfl@news3.euro.net>
Source record: 3870

You could be right. I'm not sure of the exact history between the 86 and the 88, but it is as I happened to recall it (just like the fact that the 80386 was there first, then renamed i386DX and a subversion i386SX was introduced).

Gaven Miller wrote in message <7541df$a1p$1@newshost.comnet.co.nz>...
>Werner Domroese / Q5 (q5@spam.not.usa.net) wrote:
>[snip]
>> NO - The PC, or, PERSONAL COMPUTER, is a patented and copyrighted hardware
>> architecture devised by IBM around an Intel microprocessor, the Intel 8086.
>> What we refer to today as the "Wintel" platform is what's called "PC" or
>> PERSONAL COMPUTER or PRETTY CONTEMPTIBLE.
>
>(I prefer to use the phrase "POSITIVELY CONTEMPTIBLE")

Well, today, it's both a positive as well as a contemptible necessity. I work with them mostly.

>
>> The PC/XT (eXtended Technology) - based around a i8088, with eight 8-bit ISA
>> slots, 20MB hard disk drive, and a floppy drive. Support for cassette only
>> in BIOS (PC had a connector for it).
>
>I believe that you've transposed the CPUs.
>
>The 1981 IBM PC used an 8088 (8 bit data bus, 8 bit ALU [which would make
>a second pass over the data when asked to do a 16 bit computation], 16 bit
>registers, segmented memory addressing [65536 segments of 16 bytes each]).
>
>The 1983/4 XT used an 8086 (which, IIRC, increased the data bus and ALU to
>16 bits)
>
>--
>
>All email sent to my inca address will fail, however I can now be
>contacted via an intermediary : gem at tos pl net. I would like to
>apologise to the genuine respondents that this may inconvenience.
>

3110. Re: iMac beats pants off Pentiums!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-16 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <758odc$ncg@news3.euro.net>
Source record: 3871

You could be right. I'm not sure of the exact history between the 86 and the 88, but it is as I happened to recall it (just like the fact that the 80386 was there first, then renamed i386DX and a subversion i386SX was introduced).

Gaven Miller wrote in message <7541df$a1p$1@newshost.comnet.co.nz>...
>Werner Domroese / Q5 (q5@spam.not.usa.net) wrote:
>[snip]
>> NO - The PC, or, PERSONAL COMPUTER, is a patented and copyrighted hardware
>> architecture devised by IBM around an Intel microprocessor, the Intel 8086.
>> What we refer to today as the "Wintel" platform is what's called "PC" or
>> PERSONAL COMPUTER or PRETTY CONTEMPTIBLE.
>
>(I prefer to use the phrase "POSITIVELY CONTEMPTIBLE")

Well, today, it's both a positive as well as a contemptible necessity. I work with them mostly.

>
>> The PC/XT (eXtended Technology) - based around a i8088, with eight 8-bit ISA
>> slots, 20MB hard disk drive, and a floppy drive. Support for cassette only
>> in BIOS (PC had a connector for it).
>
>I believe that you've transposed the CPUs.
>
>The 1981 IBM PC used an 8088 (8 bit data bus, 8 bit ALU [which would make
>a second pass over the data when asked to do a 16 bit computation], 16 bit
>registers, segmented memory addressing [65536 segments of 16 bytes each]).
>
>The 1983/4 XT used an 8086 (which, IIRC, increased the data bus and ALU to
>16 bits)
>
>--
>
>All email sent to my inca address will fail, however I can now be
>contacted via an intermediary : gem at tos pl net. I would like to
>apologise to the genuine respondents that this may inconvenience.
>

3111. Pentium II/Celeron beats pants off iMac!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <367b2a28.0@nemo.idirect.com>
Source record: 3872

here's an interesting missive from comp.sys.mac.advocacy -
complete with figures and web links - that puts paid to all of TIFKAS'
(The Idiot Forever Known As Sinclap) claims that the iMac is faster
than a 400-450mHZ Pentium II. In fact, you'll note that a CELERON
wipes the floor with an iMac in many circumstances....

TIFKAS has yet to post any hard evidence how Don Crabb came across his
final conclusion about the overpriced, underpowered iMac being able to
toast Pentium IIs - and I'm sure we never will, either. We WILL,
however, see more of his mindless posting of Apple and InCompUSA press
releases, and his insistence that PC magazines' results are of no
consequence because of their "vested interests" (personally, I think
it's more a three-piece suit).....

From: nospam@nospam!.kom (Steve)
Newsgroups: comp.sys.mac.advocacy
Subject: Re: iMacs for $999
Date: Fri, 18 Dec 1998 21:38:04 GMT
Organization: The Ohio State University
Lines: 147
Message-ID: <367ac750.32662994@nntp.service.ohio-state.edu>
References: <joe.ragosta-1812981047110001@wil105.dol.net>
<MPG.10e43dbc9f160071989693@news.earthlink.net>
<joe.ragosta-1812981323210001@wil137.dol.net>
NNTP-Posting-Host: ts34-10.homenet.ohio-state.edu
X-Newsreader: Forte Free Agent 1.11/32.235
Path: nemo.idirect.com!cyclone.news.idirect.com!island.idirect.com!news.maxwell.syr.edu!ne
ws.cis.ohio-state.edu!magnus.acs.ohio-state.edu!not-for-mail
Xref: nemo.idirect.com comp.sys.mac.advocacy:399236

On Fri, 18 Dec 1998 13:23:21 -0500, joe.ragosta@dol.net (Joe Ragosta)
wrote:

>In article <MPG.10e43dbc9f160071989693@news.earthlink.net>, c@c.com (chris
>black) wrote:
>
>> In article <joe.ragosta-1812981047110001@wil105.dol.net>,
>> joe.ragosta@dol.net says...
>> > Best Buy is now selling the Rev B iMac for $999.
>> >
>> > Of course, we'll get to listen to the Wintrolls claiming that price cuts
>> > are good when it happens in the PC world, but bad when it happens in the
>> > Mac world.
>>
>> No, it just brings the iMac closer to it's realistic price point of

>> around $500. It's still overpriced when compared to a Celery 300A system
>> which BTW still beats the iMac in raw performance.
>
>Which is total bullsh*t.
>
>1. PC World compared a $1181 Celeron against the iMac. Perhaps the Celeron
>price has declined, but you haven't given any evidence to support that.
>The $500 PCs are a joke--not even within spitting distance of the iMac.
>
>2. As I've pointed out, the Celeron system only beats the iMac when you
>cheat--by putting twice as much RAM in the Celeron (PC World, December
>1998). When you equalize the RAM, the iMac finished in 6 minutes vs. 7
>minutes for a _333_ MHz Celeron. AND, that's even using tests dreamed up
>by PC World. Are you going to pretend that these were fair tests? Even
>after seeing that 2/3 of the tests were MS crippleware?

I see that Joe is still trying to make a pig fly ;-)

In the December, 1998 PC World test (p. 74-76) the iMac was faster
than the Celeron on only 1 out of 5 tests. Joe mistakenly believes
that it is valid to sum the results from this test. However, if you
apply that principal to other tests (as mistaken as that might be) all
of a sudden, it's no longer valid to do so. Joe is so biased and
partisan that he seems to have lost touch with reality.

For those of you that are interested in the *real* results from a
number of tests with iMacs/233 Mhz G3s and PCs, I present the
following:

November 1998 Maximum PC (page 100):
IBM Aptiva E3N vs. iMac):
300 Mhz K6-2 vs. 233 Mhz G3
Quake: K6-2 42% faster
Premiere: K6-2 81% faster
Photoshop image resize: K6-2 13% faster
Photoshop CMYK conversion: iMac 24% faster
Photoshop Gaussian Blur: K6-2 15% faster
Inspire 3D render: iMac 53% faster

December 1998 PC World (pp. 74-76)
iMac vs. 333 Mhz Celeron
(results are listed in bar graphics that are hard to interpret)
Word: iMac approx. equal to Celeron
Excel: Celeron approx. 100% faster
Photoshop (5 MB): Celeron approx. 25% faster
Photoshop (20 MB): iMac approx. 50% faster
Quake: Celeron 6% faster

(http://www.zdnet.com/pcmag/features/homepcs98/bench.html)
iMac vs. 333 Mhz Celeron
Ray Dream Animation: Celeron 456% faster
Ray Dream Still Median: Celeron 71% faster

Photoshop Gaussian Blur: Celeron 67% faster
Photoshop Noise Median: Celeron 55% faster
Photoshop lighting effects: Celeron 63% faster
Filemaker Pro import: Mac Celeron 8% faster
Filemaker Pro Sort: iMac 12% faster
Filemaker Pro Export: iMac 4% faster
Quake Time Demo 2: Celeron 41% faster
Quake Time Demo 3: Celeron 41% faster
Quake Time-Refresh: Celeron 62% faster

http://www.techweb.com/wire/story/TWB19980821S0021
233 Mhz G3 vs. 300 Mhz K6-2
MS Word: K6-2 approx. 160% faster
MS Excel: K6-2 approx. 340% faster
Photoshop: K6-2 approx. 20% faster
Filemaker Pro: K6-2 approx. 150% faster

http://www.zdnet.com/pcmag/firstlooks/9808/imac_tests.html
iMac vs 333 Mhz Celeron
Adobe Acrobat
Search: Celeron 57% faster
Scroll: Celeron 110% faster
Claris Works
Spell Check: iMac 150% faster
Search-and-Replace: iMac 8% faster
FileMaker Pro
Import: Celeron 8% faster
Sort: iMac 12% faster
Export: iMac 4% faster
Excel
Integer Calculations: Celeron 252% faster
Screen Updates: Celeron 464% faster
Word
Spell Check: Celeron 153% faster
Search-and-Replace: Celeron 250% faster
Photoshop
Gaussian Blur: Celeron 67% faster
Lighting effects: Celeron 63% faster
Noise Median: Celeron 55% faster
Quake
Time Demo 2: Celeron 42% faster
Time Demo 3: Celeron 41% faster
Timerefresh: Celeron 65% faster
Ray Dream Studio 5 Render
Wireframe animation: Celeron 456% faster
Still Frame: Celeron 71% faster

http://www.zdnet.com/pcmag/firstlooks/9810/f981002r1.html
233 Mhz iMac vs 333 Mhz Celeron
Photoshop
Unsharpen Mask: Celeron 61% faster

RGB to CMYK: Celeron 18% faster
Pixelate Mosaic: Celeron 44% faster
Stylize Trace Contour: Celeron 81% faster

http://exodus.physics.ucla.edu/appleseed/appleseed_report.html
233 Mhz iMac vs. 300 Mhz PII
2D particle simulation
Push Time: iMac 18% faster
Loop Time: iMac 16% faster

****

As you can see, there is a large body of evidence that refutes Joe's lame assertion of *general* iMac speed superiority, let alone anything close to integer BYTEmark numbers. In fact, I haven't even presented the data comparing the iMac with 400 Mhz PII, where according to Mr. Jobs, the iMac is faster than the 400 Mhz PII (http://www.apple.com/pr/library/1998/aug/13fast.html)

-Steve

****
They said it couldn't be done,
but I grinned and went right to it.
I tackled the job that couldn't be done,
and by golly, I couldn't do it!
****

3112. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-19 00:00:00 UTC
From: NOSPAMwplatt@bellsouth.net
Message-ID: <1HSe2.813$au3.1125560@news4.mia>
Source record: 3873

My 8 mhz ST will load and spell check a letter to my mother faster
than an i MAC and the fastest PII out there. It will check my e-mail
and send a letter faster than a 450mhz pII will load IE. My 8mhz ST
boots up in 5 seconds. I can boot my ST, connect to the internet,
write a letter, email it, and have a cup of coffee before the fastest
PII evens finishes the memory check. That's "real world" So in
conclusion, I will use my ST do my business and then beat you all to
that hot date with Cindy Crawford :')

B.P.

On 15 Dec 1998 08:41:06 , Daniel L. Dreibelbis wrote:
>On 15 Dec 1998 03:41:34 , having been humiliated in a dream by Cindy
>Crawford when she told him "I don't go for toad-licking lackeys of big
>computer corporations", sinclair2000@earthlink.net (The Idiot
>Forever Known As Sinclap) wrote:
>
> <snip>
>
> and now for something that TIFKAS lacks: the facts!
>
> TIFKAS may want to take notes, there'll be questions afterwards.
>Spelling mistakes will be deducted from the overall score.....
>
>
>On Tue, 08 Dec 1998 02:12:36 -0500,
>derekc@spamrat.filler.to.remove.frontiernet.net (Derek Currie) wrote:
>
>>In a typically desperate attempt to prove Apple wrong PC World concocted a
>>totally pointless and biased set of tests comparing:
>
>Before making all your baseless claims, why didn't you go to Packard
>Bell's web site and look up the details about the Multimedia 945?
>(http://www.packardbell.com/products/98models/mu945.asp)
>
>>1) the iMac, with a 233 Mhz G3 cpu
>>
>>2) Micro Express MicroFlex-c400A, with a Pentium II-400
>>
>>3) Packard Bell Multimedia 945 with a Celeron-333
>>
>>First check out the Mhz comparisons. Look stacked much? Right off the bat
>>they look scared. Why not compare 233 Mhz PC machines with a 233 Mhz G3
>>Mac, eh? I know why: The iMac would blatantly beat its butt.
>

>I don't know why we have to keep explaining this one. There are at
>least 2 reasons to make such comparisons. First, the Celeron system
>costs less than the iMac. Most people compare systems on price, so
>that is a reasonable comparison IMO. Second, Steve Jobs himself
>invites the comparison between the iMac and the 400 Mhz PII. I quote:
>"The iMac for $1,299 toasts the fastest PC money can buy at any
>price--the Pentium II 400," said Steve Jobs, Apple's interim CEO. ..."
>(http://www.apple.com/pr/library/1998/aug/13fast.html)
>
>>And then lets
>>consider their price comparison argument: do their PC machines at such low
>>prices include 100 Base-T Ethernet? Nope. Infrared networking? Nope, in
>>fact no networking at all.
>
>>6 MB of VRAM? Nope, only 2.
>
>When they tested the iMac it only had 2 MB of VRAM and had the Rage
>IIc board compared to the Rage Pro in the Packard Bell. So, you say,
>the iMac is better configured now. True, but so are PCs.
>
>>512 K backside level 2 cache? Nope, only 128K non-backside cache.
>
>LOL! The 128 KB of *on-chip* L2 cache is much faster than back-side
>cache. Depending on the application, larger may be better than faster,
>and vice versa.
>
>>USB? Apparenly Nope.
>
>Do some better research. Of course it has USB.
>
>>56K modem? Apparently Nope.
>
>Yes
>
>>Dual headphone jacks? Nope.
>
>If that's important, spend $5 (if that much) on a splitter cable.
>
>>CD-ROM drive of any speed? They don't say.
>
>They don't say because it's obvious that it does. How can you install
>most software without a CD? For the record, it has a 32X CD-ROM which
>is faster then the iMac's 24X.
>
>>All-in-one portable? No way!
>
>True
>
>>Runs both Mac and PC software? No Way!
>

>Mostly true (there are some 68K emulators), and also mostly
>irrelevant.
>
>>Next are the applications they chose, hilarious:
>
>>1) Megalosoft Excel and Word 97 on the PC and Excel and Word 98 on the
>>Mac. Yeah right, like Megalosoft ever cared how fast their software ran on
>>a Mac. Any child familiar with Macs and PCs will tell you Megalosoft's
>>software has been running slower on the Mac for AGES! Some test. Totally
>>worthless.
>
>I guess that's why it is one of the best-selling software packages for
>the Mac.
>
>>2) Photoshop 5 on a 5 MB and 20 MB image. They don't bother to provide any
>>details here, they just say "we applied filters and effects, followed by
>>image resizing and color conversion operations." Really. Why? NO ONE
>>should be running Photoshop on ANY of these computers! They all have 15
>>inch monitors, which no one running Photoshop would use, except of course
>>dimwit PC users who don't know better. I would NEVER advise anyone to use
>>an iMac for Photoshop. AND add to that what I have to assume is the dirty
>>trick they hid from us: That the "filters and effects" were written to be
>>native for Intel chips at the request of Intel themselves just so they
>>could have a couple tests at which their chips could beat a Mac. Yes, this
>>is a fact: Intel went to Adobe and had them rewrite a number of their
>>filters to use acceleration built into Intel chips. Sadly Adobe never
>>bothered to rewrite the same filters to be native for G3 chips. Again, the
>>test is totally worthless.
>
>So what do you suggest?
>
>>So here we have a stacked set of test, and wowie wow, the iMac lost. Big
>>surprise.
>
>What would you suggest as a fair test?
>
>>And to really show off their evil look at what they say:
>>
>>1) "the world can't make up for slow application performance, poor
>>sound quality, and no upgrade path."
>
>How does that make them evil? Is everybody that thinks the iMac is
>overpriced and underpowered evil?
>
>>The slow applications are only the apps THEY CHOSE as faster on the PC in
>>the first place.
>
>So, contrary to many other Mac advocates, you are claiming that
>Photoshop runs faster on the PC than on the Mac?
>

>>The "poor sound quality" is better than any consumer level add-on speakers
>>you can buy. Nice try.
>
>It's true. Have you actually listened to the sound on PCs priced at
>or below the iMac price?
>
>>The "no upgrade path" they refer to is the monitor. Duh. The iMac is a
>>portable all-in-one computer, with what PC World admit is a SUPERIOR video
>>quality "yielding even focus and sharp, readable text." Of course its not
>>upgradable. They are comparing the mobile iMac with a clucky collection
>>interconnected boxes.
>
>I guess all non-iMac Apple Macs are just "a clucky collection of
>interconnecting boxes" as well.
>
>>The stupidest insult: "interim CEO Steve Jobs' boast that the iMac is faster
>>than the quickest Pentium II is pure hype--and it falls apart under scrutiny."
>>
>>WRONG. If they would bother to actually QUOTE what Apple says, and
>>actually provide DETAILS about what Apple used for comparison THEIR HYPE
>>would fall apart under scrutiny.
>
>They did quote what *Steve Jobs* said: "The iMac for $1,299 toasts the
>fastest PC money can buy at any price--the Pentium II 400," said Steve
>Jobs, Apple's interim CEO. ..."
>(http://www.apple.com/pr/library/1998/aug/13fast.html)
>
>>What Apple PROVED:
>>
>>1) The iMac beats even a 450 Mhz Pentium II computer in BYTEmark Integer
>>benchmarks. Period. "
>
>How many times per week do you run BYTEmark on your Mac? What do you
>accomplish when you run BYTEmark on your Mac?
>
>>The G3 runs as much as twice as fast as the Pentium
>>II." There is not one bit of hype here, just facts. The hype is the crap
>>PC World is trying to con us with.
>
>LOL!
>
>>2) The iMac wipes the floor with a 233 Mhz Pentium II machine when playing
>>a Director multimedia presentation. Watching this live on stage
>>demonstration, as you can on any retail store demo iMac, is incredibly
>>pathetic. The PC was so far behind, was taking so long to complete
>>compared to the iMac, that they gave up on it. When the same multimedia
>>presentation was played on a 400 Mhz Pentium II machine and a K6 400 Mhz
>>machine the results were less devastating, but the iMac beat the 400
>>Pentium II by at least a factor of 2, and beat the K2 at what was at least
>>a factor of 3.

>
>I have never seen these data published (not even on Apple's web site).
>I am aware of the demonstration, but I've never seen any actual
>numbers.
>
>Here are a number of real-world application tests showing a general
>advantage for PII systems over G3 sytems:
>
>http://www.zdnet.com/pcmag/firstlooks/9808/imac_tests.html
>http://www.zdnet.com/pcmag/firstlooks/9810/f981002a.html
>http://www2.pcworld.com/pcwtoday/article/0,1510,7801,00.html
>http://www.techweb.com/wire/story/TWB19980821S0021
>http://www.cnn.com/TECH/computing/9811/09/macvp2.idg/
>http://newmedia.com/newmedia/98/09/labnotes/Apple_G3_Workstation.html
>
>Now, it's all very well to criticize any of these benchmarks/tests as
>biased, but do you have any real data to contradict them?
>
>>And guess what? The tests Apple did actually represent what iMac users
>>would typically do with their computers! And the applications and
>>benchmarks they chose were NOT biased toward the Mac!
>
>LOL! You think that people with iMacs will not be using MS Office or
>Photoshop, but they will be using Director? You also think that
>Apple's tests are not biased in favor of Apple? Really????
>
>>So who would you consider more honest? Apple or PC World.
>>
>>Answer: Apple.
>
>Correct Answer: PC World.
>
>>The loser in honesty?
>>
>>PC World.
>
>Correct Answer: You.
>
>****
>
>The iMac may be a good choice for some people. However, trying to
>make a case for the iMac based on performance is a waste of time IMO.
>
>
>-Steve
>
>*The only thing certain about the future is that it hasn't happened yet.*
>.

3113. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-19 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn77o9uj.64l.jedi@dementia.mishnet>
Source record: 3874

On Sat, 19 Dec 1998 18:58:05 GMT, William Platt <NOSPAMwplatt@bellsouth.net> wrote:
>My 8 mhz ST will load and spell check a letter to my mother faster
>than an i MAC and the fastest PII out there. It will check my e-mail
>and send a letter faster than a 450mhz pII will load IE. My 8mhz ST

Who bothers with IE?

>boots up in 5 seconds. I can boot my ST, connect to the internet,
>write a letter, email it, and have a cup of coffee before the fastest
>PII evens finishes the memory check. That's "real world" So in

Who bothers to turn off their machines anymore?

>conclusion, I will use my ST do my business and then beat you all to
>that hot date with Cindy Crawford :')
>
>B.P.
>
>On 15 Dec 1998 08:41:06 , Daniel L. Dreibelbis wrote:
>>On 15 Dec 1998 03:41:34 , having been humiliated in a dream by Cindy
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>> and now for something that TIFKAS lacks: the facts!
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>>Spelling mistakes will be deducted from the overall score.....
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>>Before making all your baseless claims, why didn't you go to Packard
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>>>First check out the Mhz comparisons. Look stacked much? Right off the bat
>>>they look scared. Why not compare 233 Mhz PC machines with a 233 Mhz G3
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>>least 2 reasons to make such comparisons. First, the Celeron system
>>costs less than the iMac. Most people compare systems on price, so
>>that is a reasonable comparison IMO. Second, Steve Jobs himself
>>invites the comparison between the iMac and the 400 Mhz PII. I quote:
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>>price--the Pentium II 400," said Steve Jobs, Apple's interim CEO. ..."
>>(http://www.apple.com/pr/library/1998/aug/13fast.html)
>>
>>>And then lets
>>>consider their price comparison argument: do their PC machines at such low
>>>prices include 100 Base-T Ethernet? Nope. Infrared networking? Nope, in
>>>fact no networking at all.
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>>>6 MB of VRAM? Nope, only 2.
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>>IIc board compared to the Rage Pro in the Packard Bell. So, you say,
>>the iMac is better configured now. True, but so are PCs.
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>>>512 K backside level 2 cache? Nope, only 128K non-backside cache.
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>>LOL! The 128 KB of *on-chip* L2 cache is much faster than back-side
>>cache. Depending on the application, larger may be better than faster,
>>and vice versa.
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>>>USB? Apparenly Nope.
>>
>>Do some better research. Of course it has USB.
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>>>56K modem? Apparently Nope.
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>>Yes
>>
>>>Dual headphone jacks? Nope.
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>>If that's important, spend $5 (if that much) on a splitter cable.
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>>>CD-ROM drive of any speed? They don't say.
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>>>worthless.
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>>>trick they hid from us: That the "filters and effects" were written to be
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>>>is a fact: Intel went to Adobe and had them rewrite a number of their
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>>>bothered to rewrite the same filters to be native for G3 chips. Again, the
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>>>So here we have a stacked set of test, and wowie wow, the iMac lost. Big
>>>surprise.
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>>What would you suggest as a fair test?
>>
>>>And to really show off their evil look at what they say:
>>>
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>>>sound quality, and no upgrade path."
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>>How does that make them evil? Is everybody that thinks the iMac is
>>overpriced and underpowered evil?

>>
>>>The slow applications are only the apps THEY CHOSE as faster on the PC in
>>>the first place.
>>
>>So, contrary to many other Mac advocates, you are claiming that
>>Photoshop runs faster on the PC than on the Mac?
>>
>>>The "poor sound quality" is better than any consumer level add-on speakers
>>>you can buy. Nice try.
>>
>>It's true. Have you actually listened to the sound on PCs priced at
>>or below the iMac price?
>>
>>>The "no upgrade path" they refer to is the monitor. Duh. The iMac is a
>>>portable all-in-one computer, with what PC World admit is a SUPERIOR video
>>>quality "yielding even focus and sharp, readable text." Of course its not
>>>upgradable. They are comparing the mobile iMac with a clucky collection
>>>interconnected boxes.
>>
>>I guess all non-iMac Apple Macs are just "a clucky collection of
>>interconnecting boxes" as well.
>>
>>>The stupidest insult: "interim CEO Steve Jobs' boast that the iMac is faster
>>>than the quickest Pentium II is pure hype--and it falls apart under scrutiny."
>>>
>>>WRONG. If they would bother to actually QUOTE what Apple says, and
>>>actually provide DETAILS about what Apple used for comparison THEIR HYPE
>>>would fall apart under scrutiny.
>>
>>They did quote what *Steve Jobs* said: "The iMac for $1,299 toasts the
>>fastest PC money can buy at any price--the Pentium II 400," said Steve
>>Jobs, Apple's interim CEO. ..."
>>(http://www.apple.com/pr/library/1998/aug/13fast.html)
>>
>>>What Apple PROVED:
>>>
>>>1) The iMac beats even a 450 Mhz Pentium II computer in BYTEmark Integer
>>>benchmarks. Period. "
>>
>>How many times per week do you run BYTEmark on your Mac? What do you
>>accomplish when you run BYTEmark on your Mac?
>>
>>>The G3 runs as much as twice as fast as the Pentium
>>>II." There is not one bit of hype here, just facts. The hype is the crap
>>>PC World is trying to con us with.
>>
>>LOL!
>>
>>>2) The iMac wipes the floor with a 233 Mhz Pentium II machine when playing
>>>a Director multimedia presentation. Watching this live on stage

>>>demonstration, as you can on any retail store demo iMac, is incredibly
>>>pathetic. The PC was so far behind, was taking so long to complete
>>>compared to the iMac, that they gave up on it. When the same multimedia
>>>presentation was played on a 400 Mhz Pentium II machine and a K6 400 Mhz
>>>machine the results were less devastating, but the iMac beat the 400
>>>Pentium II by at least a factor of 2, and beat the K2 at what was at least
>>>a factor of 3.
>>
>>I have never seen these data published (not even on Apple's web site).
>>I am aware of the demonstration, but I've never seen any actual
>>numbers.
>>
>>Here are a number of real-world application tests showing a general
>>advantage for PII systems over G3 sytems:
>>
>>http://www.zdnet.com/pcmag/firstlooks/9808/imac_tests.html
>>http://www.zdnet.com/pcmag/firstlooks/9810/f981002a.html
>>http://www2.pcworld.com/pcwtoday/article/0,1510,7801,00.html
>>http://www.techweb.com/wire/story/TWB19980821S0021
>>http://www.cnn.com/TECH/computing/9811/09/macvp2.idg/
>>http://newmedia.com/newmedia/98/09/labnotes/Apple_G3_Workstation.html
>>
>>Now, it's all very well to criticize any of these benchmarks/tests as
>>biased, but do you have any real data to contradict them?
>>
>>>And guess what? The tests Apple did actually represent what iMac users
>>>would typically do with their computers! And the applications and
>>>benchmarks they chose were NOT biased toward the Mac!
>>
>>LOL! You think that people with iMacs will not be using MS Office or
>>Photoshop, but they will be using Director? You also think that
>>Apple's tests are not biased in favor of Apple? Really????
>>
>>>So who would you consider more honest? Apple or PC World.
>>>
>>>Answer: Apple.
>>
>>Correct Answer: PC World.
>>
>>>The loser in honesty?
>>>
>>>PC World.
>>
>>Correct Answer: You.
>>
>>****
>>
>>The iMac may be a good choice for some people. However, trying to
>>make a case for the iMac based on performance is a waste of time IMO.
>>

>>
>>-Steve
>>
>>*The only thing certain about the future is that it hasn't happened yet.*
>>.

--
Herding Humans ~ Herding Cats

Neither will do a thing unless they really want to, or |||
is coerced to the point where it will scratch your eyes out / | \
as soon as your grip slips.

In search of sane PPP docs? Try http://penguin.lvcm.com

3114. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <75i7mrfml1@nnrp1.dejanews.com>
Source record: 3875

In article <1HSe2.813$au3.1125560@news4.mia>,
NOSPAMwplatt@bellsouth.net (William Platt) wrote:
> My 8 mhz ST will load and spell check a letter to my mother faster
> than an i MAC and the fastest PII out there. It will check my e-mail
> and send a letter faster than a 450mhz pII will load IE. My 8mhz ST
> boots up in 5 seconds. I can boot my ST, connect to the internet,
> write a letter, email it, and have a cup of coffee before the fastest
> PII evens finishes the memory check. That's "real world" So in
> conclusion, I will use my ST do my business and then beat you all to
> that hot date with Cindy Crawford :')

My Lynx and 2600 will load up a game faster than any computer out there..

But can your OS acomplish what the others have?

> B.P.
>
> On 15 Dec 1998 08:41:06 , Daniel L. Dreibelbis wrote:
> >On 15 Dec 1998 03:41:34 , having been humiliated in a dream by Cindy
> >Crawford when she told him "I don't go for toad-licking lackeys of big
> >computer corporations", sinclair2000@earthlink.net (The Idiot
> >Forever Known As Sinclap) wrote:
> > >

To bad the ST can't delete unwanted text that was not used as a reply..

Peter S.
Soon to be issued a PB G3/266 to replace PB3400!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3115. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-20 00:00:00 UTC
From: NOSPAMwplatt@bellsouth.net
Message-ID: <kW9f2.1226$au3.1585497@news4.mia>
Source record: 3876

On 19 Dec 1998 14:25:23 , wrote:
>
>
> Who bothers with IE?

About 40 million people

>
> Who bothers to turn off their machines anymore?

Windows will do that automatically for you. Other systems call it a "crash"

Not sure how stable a iMAC is. I would guess it's a lot more stable than Windows.

Real world is what people use a computer for. Your average user doesn't rotate and rescale 20 MB images. Nor does he/she render 3D worlds to run around in. Your average user types letters/e-mail, cruises the net, balances a checkbook, keeps a scheduler, and plays games.

Technology in computers has reached a point where it far exceeds the needs of the average user. That's why sub $500 PC's are around the corner, and if you follow history on any consumer product, they will hit the magic $250 and less number.

Computers are also the only manmade phenomenon that do not concentrate on efficient use of resources. The power used to run a 400MHZ processor may be minimal, but multiply that by hundreds of millions and there is a lot of energy wasted. Highly optimized software can make a slower processor run faster than a faster processor with inefficient software.

3116. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-20 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <367d2ca0.0@nemo.idirect.com>
Source record: 3877

On 20 Dec 1998 07:07:08 , sinclair2246@my-dejanews.com wrote:
>In article <1HSe2.813$au3.1125560@news4.mia>,
> NOSPAMwplatt@bellsouth.net (William Platt) wrote:
>> My 8 mhz ST will load and spell check a letter to my mother faster
>> than an i MAC and the fastest PII out there. It will check my e-mail
>> and send a letter faster than a 450mhz pII will load IE. My 8mhz ST
>> boots up in 5 seconds. I can boot my ST, connect to the internet,
>> write a letter, email it, and have a cup of coffee before the fastest
>> PII evens finishes the memory check. That's "real world" So in
>> conclusion, I will use my ST do my business and then beat you all to
>> that hot date with Cindy Crawford :')
>
>My Lynx and 2600 will load up a game faster than any computer out there..
>
>But can your OS acomplish what the others have?

sure, and in spades.....
>
>
>> B.P.
>>
>> On 15 Dec 1998 08:41:06 , Daniel L. Dreibelbis wrote:
>> >On 15 Dec 1998 03:41:34 , having been humiliated in a dream by Cindy
>> >Crawford when she told him "I don't go for toad-licking lackeys of big
>> >computer corporations", sinclair2000@earthlink.net (The Idiot
>> >Forever Known As Sinclap) wrote:
>> >
>
>To bad the ST can't delete unwanted text that was not used as a reply..

yes it can, with the proper text editor installed...too bad you're
too chicken to respond to the facts....

>Peter S.
>Soon to be issued a PB G3/266 to replace PB3400!

but will still utilize DejaNews to post his drivel instead of
configuring a real newsreader. So much for "superior Internet Clients"
on the Mac.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3117. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-20 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <367d30a9.0@nemo.idirect.com>
Source record: 3878

On 14 Dec 1998 07:27:24 , having discovered that The Offspring's "Pretty Fly For A White Guy" was all about HIM, sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>>In article <366F82AD.71BC@nospam.ttaol.fi>,
>> Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi> wrote:
>>> sinclair2246@my-dejanews.com wrote:
>>> >
>>> > In article <366d3c9b.0@nemo.idirect.com>,
>>> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>> >
>>> > > OS8 - requires at least 32mB to run. TOS 4 - 512kB. Even MagiC
>>> > > requires just at least 2 mB to run. I call that "bloat".
>>> >
>>> > Just need 10MB to run 8...I call it progress...When was the last time TOS got
>>> > a modern upgrade?
>>>
>>> November 17th 1998. And still runs in 512 kB...
>>
>>Will be running in 512k for ever because there maybe no meaningful modern
>>upgrade.. Nice try..

there are - it's called MagiC. It's called N.AES/MiNT. It's called Linux. All three are wonderful, all three have true pre-emptive multitasking. Plus TOS itself is well-known for running rock-solid MIDI regarding timing. Try that with your iMac (oh, sorry, you can't - that's why Future Music magazine recently recommended their readers NOT to buy an iMac for making music, due to its lack of MIDI interface or any third-party support in the MIDI interface market, not to mention its USB being too slow for hard disk recording. Oh, and Steinberg hinted that if future Macs are going to be set up like the iMac, it may drop all Apple support altogether.....)

BTW, you COULD try running OS 8.5 in 10mB, but you won't get very much done (and it'll be slow to boot). And besides, why then does the iMac come with a minimum 32mB? BTW, according to a recent review of 8,5 in The Computer Paper (fine nationwide free computer tabloid in Canada) the reviewer mentions to get any real use out of it, you'd really have to have 64 meg installed. (He generally liked it, though).

If this is "progress", hand me my stone knives and bearskins (in the form of my Falcon and Powerbook 140)....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits

email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3118. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-20 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <75joi0kte1@nnrp1.dejanews.com>
Source record: 3879

In article <kW9f2.1226$au3.1585497@news4.mia>,
NOSPAMwplatt@bellsouth.net (William Platt) wrote:

> Your average user types letters/e-mail,
> cruises the net, balances a checkbook, keeps a scheduler, and plays
> games.

Cruising the net can require fairly good hardware if you are want the experience to be fast or you look at a lot of hardware intensive content (movies, java, VRML, etc.) Playing games can also be a hardware intensive task. My favorite game is Activision's remake of BattleZone. It requires a fast processor and 3D acceleration to look good.

> Technology in computers has reached a point where it far exceeds the
> needs of the average user. That's why sub $500 PC's are around the
> corner, and if you follow history on any consumer product, they will
> hit the magic $250 and less number.

It's hard to view computers as any other consumer item when they are so hard to use. A lot of consumers can't set the clocks on the VCRs or need to be shown how to put multiple disks in a CD changer (I had to explain how to do that yesterday). I think ease of use is more of a barrier than price.

> Computers are also the only manmade phenomenon that do not concentrate
> on efficient use of resources. The power used to run a 400MHZ
> processor may be minimal, but multiply that by hundreds of millions
> and there is a lot of energy wasted.

That's also true of others things e.g. light bulbs. What type of light bulbs do you have in your house? If you are using incandescent bulbs then you are using power unnecessarily and filling landfills. I could always leave my computer on and waste less energy than you are probably wasting on light. Same with transportation, heating, cooking, etc.

> Highly optimized software can
> make a slower processor run faster than a faster processor with
> inefficient software.

Of course.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3119. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-20 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <75jot8$l8l$1@nnrp1.dejanews.com>
Source record: 3880

In article <367d2ca0.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> but will still utilize DejaNews to post his drivel instead of
> configuring a real newsreader. So much for "superior Internet Clients"
> on the Mac.....

Wait a second, there are reasons for using DejaNews as a newsreader aside from being unable to configure a "real newsreader":

- dejanews has excellent searching options
- dejanews doesn't force you to use the same computer all the time because you'd lose all your state information when you switched newsreaders
- dejanews is very fast at getting headers (because it can get them only as it needs them)

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3120. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-20 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn77r0k4.c0a.jedi@dementia.mishnet>
Source record: 3881

On Sun, 20 Dec 1998 16:51:28 GMT, William Platt <NOSPAMwplatt@bellsouth.net> wrote:
>On 19 Dec 1998 14:25:23 , wrote:
>>
>>
>> Who bothers with IE?
>
>About 40 million people

That leaves the other 100-200 million alleged PC users.

>
>
>>
>> Who bothers to turn off their machines anymore?
>
>Windows will do that automatically for you. Other systems call it a
>"crash"
>
>Not sure how stable a iMAC is. I would guess it's a lot more stable
>than Windows.

Without any real PMT or protected memory, it's likely
a competition based on who can f*ck up the quickest
likely ending in a draw.

>
>Real world is what people use a computer for. Your average user
>doesn't rotate and rescale 20 MB images. Nor does he/she render 3D

However, the average user is likely to use more than 4M
of RAM to futz with images these days. Technology has
advanced quite a bit since 1985 & the images are no longer
limited to a 32K framebuffer.

>worlds to run around in. Your average user types letters/e-mail,
>cruises the net, balances a checkbook, keeps a scheduler, and plays
>games.

...Doom is 5 years old already. Rendering 3D worlds in
high resolution and high colordepth is actually quite
commonplace these days.

>Technology in computers has reached a point where it far exceeds the
>needs of the average user. That's why sub $500 PC's are around the
>corner, and if you follow history on any consumer product, they will
>hit the magic $250 and less number.

While applications have hit a brick wall and are completely
un-innovative for the most part, games are not. Also, more
and more people are finally using the image manipulation and
video capacities of their now overpowered machines.

Consumers in 1999 are slowly moving towards the Amiga 2000
level of functionality. Although, overpriced iMacs are still
being targeted towards the more pedestrian 'Atari ST' level
users.

--
Herding Humans ~ Herding Cats

Neither will do a thing unless they really want to, or |||
is coerced to the point where it will scratch your eyes out / | \
as soon as your grip slips.

In search of sane PPP docs? Try http://penguin.lvcm.com

3121. M.U.L.E.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-20 00:00:00 UTC
From: Mike and Kelly Cumbee <CumbeeClan@iol18.com>
Message-ID: <367db4e6.0@205.238.18.7>
Source record: 3882
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Okay, this is out there, but, does anyone have M.U.L.E. on cartridge?

Mike

3122. Re: M.U.L.E.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-21 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367E07EB.5D2E@geocities.com>
Source record: 3883
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

They made a MULE cartridge? I'm there dude!

Have you tried B&C yet?

Clu

3123. Re: M.U.L.E.

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-21 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <wazKpKAM6jf2Ewu5@steverosie.demon.co.uk>
Source record: 3884
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <367db4e6.0@205.238.18.7>, Mike and Kelly Cumbee
<CumbeeClan@iol18.com> writes
>Okay, this is out there, but, does anyone have M.U.L.E. on cartridge?
>
>
>Mike
>
>

Ah this takes me back, one of my favourite 8-bit games!

I haven't come across it on cartridge, or even heard of it being
available on cartridge.

Drop me an email with the subject being 'WANTED: M.U.L.E. On cartridge'
to asx@steverosie.demon.co.uk and I'll see if I can track it down
(that's if it was on cart.)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3124. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-21 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz8n24hyxjl.fsf@sara.lysator.liu.se>
Source record: 3885

NOSPAMwplatt@bellsouth.net (William Platt) writes:

> Not sure how stable a iMAC is. I would guess it's a lot more stable
> than Windows.

Please compare OS with OS and machine with machine.. an iMac can run
Linux too, not just MacOS..

Tomas - tomas[@.]nocrew.org

3125. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-21 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn77tmmd.ksl.jedi@dementia.mishnet>
Source record: 3886

On 21 Dec 1998 22:50:38 +0100, Tomas Berndtsson <tomas@nocrew.org> wrote:
>NOSPAMwplatt@bellsouth.net (William Platt) writes:
>
>> Not sure how stable a iMAC is. I would guess it's a lot more stable
>> than Windows.
>
>Please compare OS with OS and machine with machine.. an iMac can run
>Linux too, not just MacOS..

What are you going to plug your keyboard into?

--
Herding Humans ~ Herding Cats

Neither will do a thing unless they really want to, or |||
is coerced to the point where it will scratch your eyes out / | \
as soon as your grip slips.

In search of sane PPP docs? Try http://penguin.lvcm.com

3126. iMac tops November retail sweeps!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <75ot88$r76$1@nnrp1.dejanews.com>
Source record: 3887

Yes 'Chunks' the iMac is selling well despite your asertion...

How has the Milan sold? How come its not available in the Twin Cities?

Apple's iMac Top Retail Seller In November
(12/22/98, 10:13 a.m. ET)
By Reuters

SAN FRANCISCO -- Apple's novel iMac computer was the
top-selling PC in November at both U.S. computer retail
stores and
through mail order, according to PC Data, a market
research company.

The iMac accounted for 7.1 percent of all unit sales and 8.2percent of
total retail revenue in the United States in November.

Retail and mail order, however, presents about 15 percent to 20 percent of
the total computer market worldwide, PC Data said.

PC Data, based in Reston, Va., said the iMac's rankings have steadily
improved, moving up from fourth place in August to third in September and
second in October.

This resulted in a doubling of Apple's overall market
share, from 5
percent or below prior to August, to approximately 10
percent of the
U.S. retail market, since the launch of the iMac in
August.

In November, the iMac led, but was closely followed by sales of Compaq's
Presario 5150 with an Advanced Micro Devices K6- 2 processor and the
Hewlett-Packard Pavilion 6355 with an Intel Celeron processor, which was the
No. 1 PC less than $1,000 in November.

The average selling price of the iMac in November was $1,226, down
slightly from its retail price of $1,299, which accounts for some price
cutting or other product bundling by retailers. Some retailers are throwing
in a printer or other peripherals with the purchase of an iMac.

Last week, Best Buy Computer, a computer retailer, said
it had cut the
price of the iMac to $1,099.

Stephen Baker, PC Data's senior hardware analyst, said he did not believe
the iMac would continue to lead through the month of December, because of

price competition from other PCs.

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3127. Re: iMac tops November retail sweeps!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-22 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn7803nf.72v.jedi@dementia.mishnet>
Source record: 3888

On Tue, 22 Dec 1998 19:51:37 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>Yes 'Chunks' the iMac is selling well despite your asertion...

Sure, a whole whopping 1.5% is certainly impressive in
the face of that great lemming surge.

Do you even bother reading these things before you post them?

>
>How has the Milan sold? How come its not available in the Twin Cities?
>
>---
>Apple's iMac Top Retail Seller In November
> (12/22/98, 10:13 a.m. ET)
> By Reuters
>
> SAN FRANCISCO -- Apple's novel iMac computer was the
> top-selling PC in November at both U.S. computer retail
>stores and
> through mail order, according to PC Data, a market
>research company.
>
> The iMac accounted for 7.1 percent of all unit sales and 8.2percent of
>total retail revenue in the United States in November.
>
> Retail and mail order, however, presents about 15 percent to 20 percent of
>the total computer market worldwide, PC Data said.
>
> PC Data, based in Reston, Va., said the iMac's rankings have steadily
>improved, moving up from fourth place in August to third in September and
>second in October.
>
> This resulted in a doubling of Apple's overall market
>share, from 5
> percent or below prior to August, to approximately 10
>percent of the
> U.S. retail market, since the launch of the iMac in
>August.
>
> In November, the iMac led, but was closely followed by sales of Compaq's
>Presario 5150 with an Advanced Micro Devices K6- 2 processor and the
>Hewlett-Packard Pavilion 6355 with an Intel Celeron processor, which was the
>No. 1 PC less than $1,000 in November.
>

> The average selling price of the iMac in November was $1,226, down
>slightly from its retail price of $1,299, which accounts for some price
>cutting or other product bundling by retailers. Some retailers are throwing
>in a printer or other peripherals with the purchase of an iMac.
>
> Last week, Best Buy Computer, a computer retailer, said
>it had cut the
> price of the iMac to $1,099.
>
> Stephen Baker, PC Data's senior hardware analyst, said he did not believe
>the iMac would continue to lead through the month of December, because of
>price competition from other PCs.
>
>
>Peter S.
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

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Neither will do a thing unless they really want to, or |||
is coerced to the point where it will scratch your eyes out / | \
as soon as your grip slips.

In search of sane PPP docs? Try http://penguin.lvcm.com

3128. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <75pal8$6uh$1@nnrp1.dejanews.com>
Source record: 3889

In article <367d30a9.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >>Will be running in 512k for ever because there maybe no meaningful modern
> >>upgrade.. Nice try..
>
> there are - it's called MagiC. It's called N.AES/MiNT. It's called
> Linux. All three are wonderful, all three have true pre-emptive
> multitasking. Plus TOS itself is well-known for running rock-solid MIDI
> regarding timing. Try that with your iMac (oh, sorry, you can't -
> that's why Future Music magazine recently recommended their readers NOT
> to buy an iMac for making music, due to its lack of MIDI interface or
> any third-party support in the MIDI interface market, not to mention
> its USB being too slow for hard disk recording. Oh, and Steinberg
> hinted that if future Macs are going to be set up like the iMac, it may
> drop all Apple support altogether.....)

You also left out Be OS, Java and true linux...

There will be midi for the imac...With the large installed base there will be
midi in the comming months.

If Steinberg doesn't do it...their competitors will.

> BTW, you COULD try running OS 8.5 in 10mB, but you won't get very
> much done (and it'll be slow to boot). And besides, why then does the
> iMac come with a minimum 32mB? BTW, according to a recent review of 8,5
> in The Computer Paper (fine nationwide free computer tabloid in Canada)
> the reviewer mentions to get any real use out of it, you'd really have
> to have 64 meg installed. (He generally liked it, though).

Why shouldn't the iMac come with 32MB?.I wish it came with 64MB.... 8.5 does
more than TOS period...Can TOS use fast G3 processors?

> If this is "progress", hand me my stone knives and bearskins (in
> the form of my Falcon and Powerbook 140)....

Like my old saying..."Who needs modern hardware, OS and apps?....thats why I
love the ST!!"...

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3129. Re: Wishing a Heppy Christmas etc...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <75pasv$720$1@nnrp1.dejanews.com>
Source record: 3890
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy

In article <cC$BvNA8X7f2EwKF@steverosie.demon.co.uk>,
Steve Stupple <Steve@steverosie.demon.co.uk> wrote:
> I would like to take this opportunity to wish everyone a happy Christmas
> and all the best for 1999.
>
> I look forward to being able to serve the Atari community for another
> year.

You too and all...and may an imac show up in your stocking stuffer...

> --
> Cheers! for now
> Steve
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
> Email: steve@steverosie.demon.co.uk
> Nick: Mocknbird Tel: 07971 742708
> ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **

Peter S.
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3130. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-22 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn780g2j.8i8.jedi@dementia.mishnet>
Source record: 3891

On Tue, 22 Dec 1998 23:40:24 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <367d30a9.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> >>Will be running in 512k for ever because there maybe no meaningful modern
>> >>upgrade.. Nice try..
>>
>> there are - it's called MagiC. It's called N.AES/MiNT. It's called
>> Linux. All three are wonderful, all three have true pre-emptive
>> multitasking. Plus TOS itself is well-known for running rock-solid MIDI
>> regarding timing. Try that with your iMac (oh, sorry, you can't -
>> that's why Future Music magazine recently recommended their readers NOT
>> to buy an iMac for making music, due to its lack of MIDI interface or
>> any third-party support in the MIDI interface market, not to mention
>> its USB being too slow for hard disk recording. Oh, and Steinberg
>> hinted that if future Macs are going to be set up like the iMac, it may
>> drop all Apple support altogether.....)
>
>You also left out Be OS, Java and true linux...
>
>There will be midi for the imac...With the large installed base there will be
>midi in the comming months.

MIDI over a polled 12M(BITS)/s bus. I can just see the
Steinbergs just salivating at that prospect.

>
>If Steinberg doesn't do it...their competitors will.

It's more likely that their competitors will
discover a kernel that they can tweak to their
liking (like ST or Falcon MIDI hardware) &
can run on Falcons, Amigas, Alphas, Macs or
even cutrate PC's.

[deletia]

--
Herding Humans ~ Herding Cats

Neither will do a thing unless they really want to, or |||
is coerced to the point where it will scratch your eyes out / | \
as soon as your grip slips.

In search of sane PPP docs? Try http://penguin.lvcm.com

3131. Re: iMac tops November retail sweeps!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <368174f5.0@nemo.idirect.com>
Source record: 3892

On 22 Dec 1998 19:51:37 , sinclair2246@my-dejanews.com wrote:
>Yes 'Chunks' the iMac is selling well despite your asertion...
^^^^^^^^

1) there is nobody here named "Chunks"; you really have to let go
of your tenuous grasp on reality regarding imaginary friends....

2) it's spelled "assertion" - and you with a college diploma!

>
>How has the Milan sold?

well, since in your eyes it's a "dead platform". But then again,
the only thing "dead" you should be concerned about is the space
between your ears....

> How come its not available in the Twin Cities?

ask dealer Systems For Tomorrow, who will happily mail-order it for you
anywhere in the US and Canada. :)

>
>---
>Apple's iMac Top Retail Seller In November
> (12/22/98, 10:13 a.m. ET)
> By Reuters

<snip>

yet another mindless posting of a press release. Don't you have
anything original to contribute? But then again, it would require you
to learn to spell.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3132. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <368178ba.0@nemo.idirect.com>
Source record: 3893

On 22 Dec 1998 23:40:24 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>In article <367d30a9.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> >>Will be running in 512k for ever because there maybe no meaningful modern
>> >>upgrade.. Nice try..
>>
>> there are - it's called MagiC. It's called N.AES/MiNT. It's called
>> Linux. All three are wonderful, all three have true pre-emptive
>> multitasking. Plus TOS itself is well-known for running rock-solid MIDI
>> regarding timing. Try that with your iMac (oh, sorry, you can't -
>> that's why Future Music magazine recently recommended their readers NOT
>> to buy an iMac for making music, due to its lack of MIDI interface or
>> any third-party support in the MIDI interface market, not to mention
>> its USB being too slow for hard disk recording. Oh, and Steinberg
>> hinted that if future Macs are going to be set up like the iMac, it may
>> drop all Apple support altogether.....)
>
>You also left out Be OS, Java and true linux...

BEOS? You have to be kidding - Apple isn't even giving Be any licensing or programming info.

Java - dead out the gate, overhyped.....

PPC Linux? oh, yes, available RSN - we've had Linux available for the last three years. Playing catchup again.....

>
>There will be midi for the imac...With the large installed base there will be
>midi in the comming months.

why not now? Musicians want this hot technology NOW, not RSN .and with Apple's well-known non-support of the MIDI community regarding standards...

And USB is STILL too slow to do hard-disk recording.

>
>If Steinberg doesn't do it...their competitors will.

If Steinberg doesn't do it... their competitors may well ask why, and emulate them, if Apple doesn't get their collective butts in gear....

>
>> BTW, you COULD try running OS 8.5 in 10mB, but you won't get very

>> much done (and it'll be slow to boot). And besides, why then does the
>> iMac come with a minimum 32mB? BTW, according to a recent review of 8,5
>> in The Computer Paper (fine nationwide free computer tabloid in Canada)
>> the reviewer mentions to get any real use out of it, you'd really have
>> to have 64 meg installed. (He generally liked it, though).
>
>Why shouldn't the iMac come with 32MB?.I wish it came with 64MB.... 8.5 does
>more than TOS period

TOS can do everything thrown at it, as attested to many satisfied
Atari users, as well as Hades and Milan users - and without the crutch
of a bloated operating system like OS 8.5. With your well-known
non-authoritative "opinions" on TOS, which you've used a grand total of
ONCE, we know that your arguments fall flatter than a souffle....

..Can TOS use fast G3 processors?

If programmed properly, yes. The new "Tempest" upgrade board for
the Falcon was originally going to use a G3, but now they've
leapfrogged over that to Motorola's new "Coldfire" chip.....

>
>> If this is "progress", hand me my stone knives and bearskins (in
>> the form of my Falcon and Powerbook 140)....
>
>Like my old saying..."Who needs modern hardware, OS and apps?....thats why I
>love the ST!!"...

yes, an old saying - which really should have been buried and put
out of its misery years ago. You know it not to be true, of course, but
choose to stick your fingers in your ears - an amazing feat,
considering you also do so with your foot in your mouth AND your head
"up there....."

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3133. Re: Wishing a Heppy Christmas etc...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <368179c7.0@nemo.idirect.com>
Source record: 3894

On 22 Dec 1998 23:44:31 , sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>In article <cC$BvNA8X7f2EwKF@steverosie.demon.co.uk>,
> Steve Stupple <Steve@steverosie.demon.co.uk> wrote:
>> I would like to take this opportunity to wish everyone a happy Christmas
>> and all the best for 1999.
>>
>> I look forward to being able to serve the Atari community for another
>> year.
>
>You too and all...and may an imac show up in your stocking stuffer...
>
and a copy of MagicMac - and an iMation Superdrive :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

3134. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <75r3l1$ql0$1@news.campuscwix.net>
Source record: 3895

On 22 Dec 1998 23:40:24 , sinclair2246@my-dejanews.com wrote:

->Why shouldn't the iMac come with 32MB?.I wish it came with 64MB.... 8.5 does
->more than TOS period...Can TOS use fast G3 processors?

There is nothing to stop TOS from using G3 processors. Rumor has it that
the new Tempest accelerator for the Falcon might be using PowerPC chips.

Happy? (I doubt it)

->> If this is "progress", hand me my stone knives and bearskins (in
->> the form of my Falcon and Powerbook 140)....

Kinda like the sealed up design of the iMac, eh? ;-))))

->Like my old saying..."Who needs modern hardware, OS and apps?....thats why I
->love the ST!!"...

Got a modern OS...Mint/N.aes/Thing. Does pre-emptive multitasking, for
example. How long did it take your precious Mac's to get that? (or does
it even have it yet?) Hmm...?

Got oodles of modern apps, too...and they don't require rocket scientists
to learn, gobble boo-koo amounts of Ram, or have to have bloated OS's to
run... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3135. Re: Wishing a Heppy Christmas etc...

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-25 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.981225121704.28778B-100000@hal.fishpool.com>
Source record: 3896
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy

On Tue, 22 Dec 1998 Sinclap sinclair2246@my-dejanews.com wrote:

> You too and all...and may an imac show up in your stocking stuffer...

Actually, that spells: S-G-I O-2 ;-)

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/

3136. Re: iMac tops November retail sweeps!

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-27 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@NOSPAMearthlink.net>
Message-ID: <3685EC30.2680524A@NOSPAMearthlink.net>
Source record: 3897

> >How has the Milan sold?
>

> Whats wrong..... Still can't get over the FACT that Apple Europe was forced
> to advertise the fact that the Mac and iMac are capable of Atari emulation in
> order to generate sales there.....FACT that Atari and Atari clones still
> enjoy a larger user base in Germany and France than Apple.....

Please pump up you Mac fanaticism to SOMEONE who cares.....

>

3137. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-28 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz890fs48z9.fsf@sara.lysator.liu.se>
Source record: 3898

jedi@dementia.mishnet () writes:

> >> Not sure how stable a iMAC is. I would guess it's a lot more stable
> >> than Windows.
> >
> >Please compare OS with OS and machine with machine.. an iMac can run
> >Linux too, not just MacOS..
>
> What are you going to plug your keyboard into?

Later versions Linux 2.1.x can handle USB with keyboard and mouse so
far.

3138. No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-31 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <76ef2m$9ui$1@ash.ridgecrest.ca.us>
Source record: 3949

Well, there was no iMac in my stocking this year.
Thank the powers that made me.

But, it wasn't for lack of being good.
Santa left (along with the new house, carpet, fridge, washer) two
brand new 1999 Honda CRX 125 and 250 motocross machines. One for my
loyal Falcon using son, and one for the diehard dad.

So, Sinplop, the bike shop got the nod over any new computer that
Apple could manage to come up with. I guess for $10.5K, I could have
purchased a few iMacs. But then again, I already have a nice fish
bowl.

Merry Christmas and Happy New Year to all,

Mike

3139. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1998-12-31 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <368b985b.0@nemo.idirect.com>
Source record: 3950

On 31 Dec 1998 00:04:38 , MGrove wrote:
>
>Well, there was no iMac in my stocking this year.
>Thank the powers that made me.
>
>But, it wasn't for lack of being good.
>Santa left (along with the new house, carpet, fridge, washer) two
>brand new 1999 Honda CRX 125 and 250 motocross machines. One for my
>loyal Falcon using son, and one for the diehard dad.
>
>So, Sinplop, the bike shop got the nod over any new computer that
>Apple could manage to come up with. I guess for $10.5K, I could have
>purchased a few iMacs. But then again, I already have a nice fish
>bowl.
>
>Merry Christmas and Happy New Year to all,

There were no computers in mine this year, either. BUT, Santa gave me something I really needed - a new crock pot (one of my other hobbies is cooking, and you can make a great mushroom spaghetti sauce with these). And some things I also needed around the house, like socks, laundry detergent, toiletry items.

Now my mother got the really nice present - a Mac IIci . From ME. And now my brother and I are going to configure it nicely so she can use it for her business (BTW, I hit the jackpot with this one - according to Apple's web site, this puppy can be upgraded so it makes a nice cheap Internet box). No prejudice against these fine Apple computers, just against those few MacDavidians sorely in need of lives.

Let's hope that TIFKAS (The Idiot Forever Known As Sinclap) got what was coming to him this year - a clue, an attitude adjustment, and maybe some penicillin :)

Happy New Year to you all (including you, TIFKAS). Let's make 1999 the best year yet....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3140. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-01 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <YR6j2.1$BQ4.49@198.235.216.4>
Source record: 3951

On 31 Dec 1998 00:04:38, MGrove wrote:
>
>Well, there was no iMac in my stocking this year.
>Thank the powers that made me.
>
>But, it wasn't for lack of being good.
>Santa left (along with the new house, carpet, fridge, washer) two
>brand new 1999 Honda CRX 125 and 250 motocross machines. One for my
>loyal Falcon using son, and one for the diehard dad.

Perhaps you should send Santa My way. Amazing how many ST users are into motorcycles. My friend is the Canadian Superbike champion and just signed on with Honda Canada. They gave him two CR250s to train on as well as 3 CBR 900s. They didn't give him any iMacs either? Hmm.

>
>So, Sinplop, the bike shop got the nod over any new computer that
>Apple could manage to come up with. I guess for $10.5K, I could have
>purchased a few iMacs. But then again, I already have a nice fish
>bowl.

Gee, can I get a fish bowl too? I broke my collarbone racing last year 1997 and it won't heal properly. I am getting my race license again this year, but I figure if this doesn't improve, I will be looking at fish for some time to come.

Anyways, I am back on the computer again. I got the falcon in June but haven't had a chance to use any of my computers.

>
>Merry Christmas and Happy New Year to all,
>
>Mike

Same: Best of wishes to you as well.
Signed Bike Racing Atari User.
Brian Van Tilborg.
>.

3141. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-01 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <1S6j2.2$BQ4.49@198.235.216.4>
Source record: 3952

On 31 Dec 1998 10:29:31, Daniel L. Dreibelbis wrote:

You got your mother a mac for cheap internet connection? Not bad but don't forget that you can use a 520ST with TOS1.0 and 1meg of ram and get on the internet. Its what I am giving to my mom:-). These machines can be found for exactly zero dollars in many places. Anyways, I have been to busy to come out to any more meetings, but once in a lifetime is enough. Been working 12 hour shifts 5 days a week and it never works out. I did enjoy myself last time I was there and really I am only 1 hour away. We will see what happens in the new year.

Happy New Year to you.

3142. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <368d6342.0@nemo.idirect.com>
Source record: 3953

On 1 Jan 1999 16:38:21 G, Brian Van Tilborg wrote:
>On 31 Dec 1998 10:29:31, Daniel L. Dreibelbis wrote:
>
>You got your mother a mac for cheap internet connection? Not bad but don't
>forget that you can use a 520ST with TOS1.0 and 1meg of ram and get on the
>internet. Its what I am giving to my mom:-). These machines can be found for
>exactly zero dollars in many places.

if my mother was a computer novice, getting an ST would've made
sense, BUT she's been using Macs for a number of years, mostly borrowed
Macs from my brother. For her business she makes use of ClarisWorks. I
just felt that it was time she actually owned a Mac outright. Now it's
just a matter of getting together a monitor for it (Mike has a line on
a few of them), then a weekend configuring everything nicely for her.
BTW, I got the IIci for $75, and managed to get a used mouse for $35 (a
really nice Kensington, which normally retails around $55-62).

Anyways, I have been to busy to come out
>to any more meetings, but once in a lifetime is enough. Been working 12 hour
>shifts 5 days a week and it never works out. I did enjoy myself last time I
>was there and really I am only 1 hour away. We will see what happens in the
>new year.

well, let's hope you come out in the near future - we have some
neat topics planned.

3143. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-03 00:00:00 UTC
From: M Grove <grovem@ridgecrest.ca.us>
Message-ID: <368FF8E6.65DD@ridgecrest.ca.us>
Source record: 3954

Daniel L. Dreibelbis wrote:
>
> On 31 Dec 1998 00:04:38 , MGrove wrote:
>
> There were no computers in mine this year, either. BUT, Santa gave
> me something I really needed - a new crock pot (one of my other hobbies
> is cooking, and you can make a great mushroom spaghetti sauce with
> these). And some things I also needed around the house, like socks,
> laundry detergent, toiletry items.

Umm, I wish I would have gotten a now slow cooker. I warmed up a roast
for New Years, but the slow cooker is a bit used. I ended up just
setting
the pot on the stove for about 5 hours. My son got a wok. He has been
getting into cooking the last year. Just like a teenager though. In just
a few years he will be gone and I will have to do it all myself again:).
I don't think the girlfriend will ever move in:). His cooking is
better:).
>
> Now my mother got the really nice present - a Mac IIci . From ME.
> And now my brother and I are going to configure it nicely so she can
> use it for her business (BTW, I hit the jackpot with this one -
> according to Apple's web site, this puppy can be upgraded so it makes a
> nice cheap Internet box). No prejudice against these fine Apple
> computers, just against those few MacDavidians sorely in need of lives.

My mom finally returned her Mega STE to me. I could never get them
interested
in the internet (except when they visit here), and my dad always thought
he was going to break something. That is a really hard mindset to break
when
a person feels that way. He did like Vegas Poker however:). I told them
I
would try out my Quadra 900 on them. They wï¿½n't know it's slow and has
all
the bells and whisles:).

>
> Let's hope that TIFKAS (The Idiot Forever Known As Sinclap) got
> what was coming to him this year - a clue, an attitude adjustment, and
> maybe some penicillin :)

I figure later this week he will be caching up on his mindless
rantings...
>

Mike

3144. Atari Falcons' current price

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-04 00:00:00 UTC
From: beaumont <beaumont@blues.one.chicago>
Message-ID: <36910BD5.BE5CC13A@blues.one.chicago>
Source record: 3955

What are these going for these days?

3145. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <369224df.0@nemo.idirect.com>
Source record: 3956

On 3 Jan 1999 23:10:30 +, M Grove wrote:
>Daniel L. Dreibelbis wrote:
>>
>> On 31 Dec 1998 00:04:38 , MGrove wrote:
>>
>> There were no computers in mine this year, either. BUT, Santa gave
>> me something I really needed - a new crock pot (one of my other hobbies
>> is cooking, and you can make a great mushroom spaghetti sauce with
>> these). And some things I also needed around the house, like socks,
>> laundry detergent, toiletry items.
>
>Umm, I wish I would have gotten a now slow cooker. I warmed up a roast
>for New Years, but the slow cooker is a bit used. I ended up just
>setting
>the pot on the stove for about 5 hours. My son got a wok. He has been
>getting into cooking the last year. Just like a teenager though. In just
>a few years he will be gone and I will have to do it all myself again:).
>I don't think the girlfriend will ever move in:). His cooking is
>better:).

my take on cooking came about after years of not properly watching
my diet, it was discovered that I have food allergies that were causing
some problems with my health (I have major allergies to MSG and to fish
oil). It wasn't a matter of pining for stuff I couldn't have, but
making the best of what I could :) I'm lucky in that I live in a small
area of Toronto where there are numerous vegetable stands where I can
get fruits and vegetables dirt cheap. And, of course, finding recipes
to try out. I try to limit myself to smaller portions of meat too. As
well as crock-potting, I also wok, and I just invested in a nice
Samsung microwave.

>>
>> Now my mother got the really nice present - a Mac IIci . From ME.
>> And now my brother and I are going to configure it nicely so she can
>> use it for her business (BTW, I hit the jackpot with this one -
>> according to Apple's web site, this puppy can be upgraded so it makes a
>> nice cheap Internet box). No prejudice against these fine Apple
>> computers, just against those few MacDavidians sorely in need of lives.
>
>My mom finally returned her Mega STE to me. I could never get them
>interested
>in the internet (except when they visit here), and my dad always thought
>he was going to break something. That is a really hard mindset to break
>when

>a person feels that way. He did like Vegas Poker however:). I told them
>I
>would try out my Quadra 900 on them. They w&#65533;n't know it's slow and has
>all
>the bells and whisles:)

my mother wound up loving the Internet the minute she first got her
hands on it - at my brother's house on his Macs. In fact, it came in
handy when we began setting up hers, we needed to set some jumpers on a
VGA "dongle" box, but didn't have the manual for it - after doing a web
search, we found the entire manual online!
>
>>
>> Let's hope that TIFKAS (The Idiot Forever Known As Sinclap) got
>> what was coming to him this year - a clue, an attitude adjustment, and
>> maybe some penicillin :)
>
>I figure later this week he will be caching up on his mindless
>rantings...

well, MacWorld is supposed to be on this week in San Francisco, so
I would imagine he'll be back loudly braying about marketshare this,
new product that. And, of course, mindless press releases.

I look forward to the debunkings :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3146. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <76v00v$oe1$1@nnrp1.dejanews.com>
Source record: 3957

In article <369224df.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 3 Jan 1999 23:10:30 +, M Grove wrote:
> >Daniel L. Dreibelbis wrote:
> >>
> >> On 31 Dec 1998 00:04:38 , MGrove wrote:
> >>
> >> There were no computers in mine this year, either. BUT, Santa gave
> >> me something I really needed - a new crock pot (one of my other hobbies
> >> is cooking, and you can make a great mushroom spaghetti sauce with
> >> these). And some things I also needed around the house, like socks,
> >> laundry detergent, toiletry items.

Wow....You folks in the Canadian wilderness have electrical appliances?

> >Umm, I wish I would have gotten a now slow cooker. I warmed up a roast
> >for New Years, but the slow cooker is a bit used. I ended up just
> >setting
> >the pot on the stove for about 5 hours. My son got a wok. He has been
> >getting into cooking the last year. Just like a teenager though. In just
> >a few years he will be gone and I will have to do it all myself again:).
> >I don't think the girlfriend will ever move in:). His cooking is
> >better:).
>

What the fu-- is a wok? Such slang....

> my take on cooking came about after years of not properly watching
> my diet, it was discovered that I have food allergies that were causing
> some problems with my health (I have major allergies to MSG and to fish
> oil). It wasn't a matter of pining for stuff I couldn't have, but
> making the best of what I could :) I'm lucky in that I live in a small
> area of Toronto where there are numerous vegetable stands where I can
> get fruits and vegetables dirt cheap. And, of course, finding recipes
> to try out. I try to limit myself to smaller portions of meat too. As
> well as crock-potting, I also wok, and I just invested in a nice
> Samsung microwave.

You mean less chunky portions...

> >>
> >> Now my mother got the really nice present - a Mac IIci . From ME.
> >> And now my brother and I are going to configure it nicely so she can
> >> use it for her business (BTW, I hit the jackpot with this one -
> >> according to Apple's web site, this puppy can be upgraded so it makes a
> >> nice cheap Internet box). No prejudice against these fine Apple

> >> computers, just against those few MacDavidians sorely in need of lives.

What a cheapscape. It's like giving a throw away nine year old ripped to shreds library book..

> >My mom finally returned her Mega STE to me. I could never get them
> >interested
> >in the internet (except when they visit here), and my dad always thought
> >he was going to break something. That is a really hard mindset to break
> >when
> >a person feels that way. He did like Vegas Poker however:). I told them
> >I
> >would try out my Quadra 900 on them. They w&#65533;n't know it's slow and has
> >all
> >the bells and whisles:)

I know how that is...Having relatives with the 30's great depression mentality..

> my mother wound up loving the Internet the minute she first got her
> hands on it - at my brother's house on his Macs. In fact, it came in
> handy when we began setting up hers, we needed to set some jumpers on a
> VGA "dongle" box, but didn't have the manual for it - after doing a web
> search, we found the entire manual online!

If you loved your mother you should of gotten her an iMac....now in five flavors..no pink yet...-)...

> >>
> >> Let's hope that TIFKAS (The Idiot Forever Known As Sinclap) got
> >> what was coming to him this year - a clue, an attitude adjustment, and
> >> maybe some penicillin :)
> >
> >I figure later this week he will be caching up on his mindless
> >rantings...
>
> well, MacWorld is supposed to be on this week in San Francisco, so
> I would imagine he'll be back loudly braying about marketshare this,
> new product that. And, of course, mindless press releases.

He he he...I have been busy for the last two weeks and already missed. From the looks of the number of posts, time for sinclap to come back..

> I look forward to the debunkings :)
>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Peter S.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3147. Help: Ontario needs investment from down south...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <76v0gm$os7$1@nnrp1.dejanews.com>
Source record: 3958

While sinclap was relaxing last week in southern california in front of the tube...a commercial from Mike Harris, the pm or guv! Hey my guv can beat up your pm...--)He was begging the u.s. states to invest in his ontario..he claims that taxes are low, an educated work force and an anti union province...what a load of crock...i don't get it....the elected gov intelectuals want to curb u.s. tv programming due to mythical cultural imperialism..how would it look when our managers demand you adopt u.s. standard work practises? what a bunch of crap...

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3148. Whats your favorite color?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <76v198$pd3$1@nnrp1.dejanews.com>
Source record: 3959

Of course the jihads will be in denial and still claim that the hades and milan hardware is still superior even with the new speed bump iMacs with the lower price and five new colors. The best selling original iMac is still a bargain with a price cut to $1049.

Apple Announces New iMacs - in Five New Colors; The Most Popular Computer in America Gets Even Better for 1999

SAN FRANCISCO, MacWorld Expo, Jan. 5 /PRNewswire/ -- Apple Computer, Inc. (Nasdaq: AAPL - news) today announced a new line-up of iMacs® for 1999 featuring five stunning new colors -- Strawberry, Lime, Blueberry, Tangerine and Grape. The new iMacs also feature a faster 266 MHz PowerPC G3 processor, a 6GB hard drive and a new lower price of U.S. $1,199.

iMac has become the best-selling computer in America by addressing real consumer needs not met by traditional PCs, with its simple ten-minute set-up and Internet access, and its space and cable-saving design. With their striking new colors -- Strawberry, Lime, Blueberry, Tangerine and Grape -- the new iMacs will again change the rules of consumer computing by letting consumers select something they can choose in almost every other consumer product -- their favorite color.

``'What's your favorite color?' is going to become one of the most important questions for consumer PC buyers,'' said Steve Jobs, Apple's interim CEO. ``For most consumers, color is much more important than the megahertz, gigabytes and other gibberish associated with buying a typical PC.''

In its five new colors, iMac is the complete Internet-age computer right out of the box and features:

-- A speedy PowerPC G3 microprocessor running at 266MHz with a high speed 512k backside L2 memory cache;
-- Built-in 15-inch high quality display with 1024 x 768 resolution, 13.8-inch diagonal viewable image size;
-- The world's easiest to use operating system, Mac® OS 8.5, which runs thousands of Macintosh® software titles;
-- 32MB SDRAM (now expandable to 256MB);
-- RAGE Pro Turbo Graphic controller and 6MB SGRAM;
-- 6GB IDE hard disk drive;
-- 24x CD-ROM drive;
-- 10/100BASE-T Ethernet;
-- 56Kbps modem (supports V.90 and K56flex);

-- Two 12Mbps Universal Serial Bus (USB) ports;
-- Built-in stereo speakers with SRS sound;
-- Apple USB Keyboard and Apple USB Mouse.

Pricing and Availability

The new iMacs will be available via The Apple Store (www.apple.com) and through Apple Authorized Resellers within the next two weeks for an estimated retail price of U.S. $1,199. The original bondi-blue iMac remains on sale for a limited time for an estimated retail price of U.S. $1,049.

Apple Computer, Inc. ignited the personal computer revolution in the 1970s with the Apple II, and reinvented the personal computer in the 1980s with the Macintosh. Apple is now recommitted to its original mission -- to bring the best personal computing products and support to students, educators, designers, scientists, engineers, businesspersons and consumers in over 140 countries around the world.

Apple, the Apple logo, Mac and Macintosh are registered trademarks and iMac is a trademark of Apple Computer, Inc. Additional company and product names may be trademarks or registered trademarks of the individual companies and are respectfully acknowledged.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3149. El Captain strikes back...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <76v1kkpgt1@nnrp1.dejanews.com>
Source record: 3960

Of course the jihads will claim that fire wire, faster bus, gorgeaous case, the inclusion of ATI ridge 128 and lower price doesn't count because the milan and hades hardware is still superior and will be forever...

Apple Launches Reinvented Power Macintosh G3 Line

New Line Has Fastest PowerPC Processors, Lightning Fast 3D Graphics and Aggressive Prices

SAN FRANCISCO, MacWorld Expo, Jan. 5 /PRNewswire/ -- Apple Computer, Inc. (Nasdaq: AAPL - news) today introduced a completely new line of its highly-successful Power Macintosh® G3 computers, which feature new copper-based PowerPC processors running up to 400MHz and the industry's newest and fastest 2D-3D graphics accelerator chip -- the just released ATI RAGE 128. The new G3s also include industry-standard 10/100BASE-T Ethernet, USB and 400 Mbps Firewire -- all on the motherboard. Housed in a stunning translucent minitower enclosure with a revolutionary access mechanism that simplifies access and expansion, the new Power Macintosh G3 line starts at an aggressive suggested retail price (SRP) of U.S. $1,599.

``The original Power Macintosh G3 was a tough act to follow but we've done it with a new line that crushes the competition with its raw power, graphics performance and industrial design,'' said Steve Jobs, Apple's interim CEO. ``The new Power Macintosh G3 raises the bar on what people should expect a personal computer to offer.''

By combining a Power Macintosh G3 with one of Apple's new Studio Displays, customers can purchase the most complete Macintosh® system ever. The new Power Macintosh G3 line is perfect for design professionals who want to run the most powerful image-editing packages, home users looking for a machine that can handle the latest in graphics-intensive games and Internet applications, and educators who want a high-performance machine that is a solid investment for the future. With over 1,300 new software titles launched for Macintosh in the last eight months, the new Power Macintosh G3 line is designed to run the latest software at lightning speeds.

Key features of the new Power Macintosh G3 line include:

The fastest PowerPC G3 microprocessors yet -- running at 300MHz, 350MHz, and 400MHz, with support for up to 1 GB of DRAM in 4 DIMM slots ATI RAGE 128 graphics controller with 16MB SDRAM graphics memory and support for QuickDraw 3D RAVE and OpenGL -- making the latest games, graphics and video editing software stand out Translucent blue and ``ice'' minitower enclosure that provides the industry's easiest access to expansion slots and memory

Two 400Mbps FireWire ports and two 12Mbps USB ports to connect the latest cameras, printers and storage devices; USB keyboard and mouse 100MHz system bus for fast data through-put Increased expansion options through three 64-bit 33MHz PCI slots; one 32- bit 66MHz PCI slot for graphics Fast networking through 10/100BASE-T Ethernet Storage choices including Ultra ATA-33 and Ultra2 SCSI LVD hard drives ADB to support customers' current displays and add-ons

Pricing and Availability

The new Power Macintosh G3s are available immediately via The Apple Store (www.apple.com) and Apple Authorized Resellers, with over ten thousand build-to-order (BTO) configurations, including industry-first options for DVD-RAM optical storage and soon to be available 100GB of disk storage and Gigabit Ethernet communications. The following standard configurations are also available worldwide through Apple resellers and The Apple Store:

Power Macintosh G3 - U.S. SRP $1,599 300MHz/64MB DRAM/512K level 2 backside cache/ATI RAGE 128 with 16MB Video SDRAM/6GB Ultra ATA hard drive/24x-speed CD-ROM drive (maximum)/FireWire/USB/10-100BASE-T Ethernet Power Macintosh G3 - U.S. SRP $1,999 350MHz/64MB DRAM/1MB level 2 backside cache/ATI RAGE 128 with 16MB Video SDRAM/6GB Ultra ATA hard drive/DVD-Video/FireWire/USB/10-100BASE-T Ethernet Power Macintosh G3 - U.S. SRP $2,499 350MHz/128MB DRAM/1MB level 2 backside cache/ATI RAGE 128 with 16MB Video SDRAM/12GB Ultra ATA hard drive/24x-speed CD-ROM drive (maximum)/ZIP/FireWire/USB/ 10-100BASE-T Ethernet Power Macintosh G3 - U.S. SRP $2,999 400MHz/128MB DRAM/1MB level 2 backside cache/ATI RAGE 128 with 16MB Video SDRAM/9GB Ultra 2 SCSI 7200rpm hard drive/24x-speed CD-ROM drive (maximum)/FireWire/USB/10-100BASE-T Ethernet Two new Macintosh Server G3 configurations are also available and include a license for AppleShare IP 6.1; a ten-client license for Apple Network Assistant 3.5; and, SoftRAID 2.5.1 for enhanced performance and security through striping and mirroring of hard drives. BTO options are also available. Standard configurations include: Macintosh Server G3 - U.S. SRP $3,299 350MHz/128MB SDRAM/1MB level 2 backside cache/ATI RAGE 128 with 16MB Video SDRAM/9GB Ultra2 SCSI 7,200rpm hard drive/24x-speed CD-ROM drive maximum)/FireWire/USB/10-100BASE-T Ethernet Macintosh Server G3 - U.S. SRP $4,999 400MHz/256MB SDRAM/1MB level 2 backside cache/ATI RAGE 128 with 16MB Video SDRAM/2x9GB Ultra2 SCSI 10,000rpm hard drives/24x-speed CD-ROM drive (maximum)/FireWire/USB/10-100BASE-T Ethernet

Apple Computer, Inc. ignited the personal computer revolution in the 1970s with the Apple II, and reinvented the personal computer in the 1980s with the Macintosh. Apple is now recommitted to its original mission -- to bring the best personal computing products and support to students, educators, designers, scientists, engineers, businesspersons and consumers in over 140 countries around the world.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3150. Can your browser handle this....?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <76v4av$rs3$1@nnrp1.dejanews.com>
Source record: 3961

Well sportsfans...I see after two weeks from comp.sys.atari.advocacy the number of posts have declined dramatically. I am here to fix this...

Now lets see if Cab can with stand the test and load this site up..
http://www.kband.com/beardojobs/studioflat_g3.jpg

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3151. Re: Can your browser handle this....?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: Scott Tirrell <stirrell@portland.com>
Message-ID: <76vm33$j8o$1@noc1.gwi.net>
Source record: 3962

sinclair2246@my-dejanews.com wrote in message
<76v4av$rs3$1@nnrp1.dejanews.com>...
>Well sportsfans...I see after two weeks from comp.sys.atari.advocacy the
>number of posts have declined dramatically. I am here to fix this...
>
>Now lets see if Cab can with stand the test and load this site up..
> http://www.kband.com/beardojobs/studioflat_g3.jpg

Ummmm..... I'm pretty sure that CAB supports JPEG and there are even
decoders that use the Falcon's DSP. What exactly is your point, anyway? Oh,
I mean besides, you blind devotion to Apple?

Scott Tirrell

3152. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: Scott Tirrell <stirrell@portland.com>
Message-ID: <76vmajjaj1@noc1.gwi.net>
Source record: 3963

sinclair2246@my-dejanews.com wrote in message
<76v00v$oe1$1@nnrp1.dejanews.com>...
>In article <369224df.0@nemo.idirect.com>,

>If you loved your mother you should of gotten her an iMac....now in five
>flavors..no pink yet...-)...

Gee, maybe that should be Apple's new advertising slogan... "If you loved your mother, you'd buy her an iMac." Either that or "Think Different, Crash Often." :-) Just a harmless joke to those reasonable Mac fans out there. I'm anxious for the PC clone makers to start knocking off the iMac.

Scott Tirrell
stirrell@portland.com

3153. Re: Help: Ontario needs investment from dow

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36936beb.0@nemo.idirect.com>
Source record: 3964

On 6 Jan 1999 06:40:22 G, sinclair2246@my-dejanews.com wrote:
>While sinclap was relaxing last week in southern california in front of the
>tube...a commercial from Mike Harris, the pm or guv! Hey my guv can beat up
>your pm...--)He was begging the u.s. states to invest in his ontario..he
>claims that taxes are low, an educated work force and an anti union
>province...what a load of crock...i don't get it....the elected gov
>intelectuals want to curb u.s. tv programming due to mythical cultural
>imperialism..how would it look when our managers demand you adopt u.s.
>standard work practises? what a bunch of crap...
>
ironically, for once I actually AGREE with TIFKAS on this.

Harris is an idiot, a liar, and a bully. He and his Regressive
Conservatives got in power making a number of tax cut promises, but
also said that they would keep their hands off education and health
care (in the latter, they said they would not "touch a single penny" on
health care). When they got into power, guess what they started slashing?

They responded to one public service strike by having a police
force start busting heads. They created a crisis in the education
sector by actually cancelling all teacher contracts. Their shutting
down hospitals has lead to long lineups in emergency wards, and in the
last week has led to two emergencies where patients were flown to other
hospitals hundreds of miles away. They amalgamated the city of Toronto
into one big megacity - against the city's wishes, even after a
referendum held by the city soundly rejected any megacity plan!

Harris also is well known for putting his foot in his mouth -
witness last year, when they cut supplement payments to welfare mothers
on the grounds that "at least it won't be going to beer" - as well as
being two-faced - telling an audience in New York that our education
system "was one of the best in the world", and then later the same week
telling the legislature that we had "the worst education system in the
world".

The election is coming up this year, and even before the election
has been called, the Harris machine has ALREADY started attack ads
againts Dalton McGuinty, the leader of the Liberal party and the
official opposition - I suspect that, knowing that their goose is
cooked, the PCs have to make McGuinty the official Ontario boogeyman.
What makes it worse is that they're using taxpayer's money to do it.

And speaking of taxpayer's money - the government recently shelled
out money to pay for former legislature speaker Al MacLean's sexual
harrassment suit - $750,000 CDN, to be exact. Part of this went to a
private eye that MacLean hired to spy on the woman suing him, who was

also found to be starting a disinformation campaign about the woman with her neighbors.

Harris is hinting that the campaign for his re-election will be "the year of the Middle Class" - but here, it'll go down as "the revenge of the working class". Not ONE person I talk to at work, on the street, or in TAF, has a kind word to say about Harris, the PCs, or their policies.

Now that I've got that off my chest, back to talkin' bout computers. Guess we'll find out at MacWorld about the announcement that will make the iMac less overpriced and less underpowered.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3154. Re: Help: Ontario needs investment from dow

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36936ed5.0@nemo.idirect.com>
Source record: 3965

Oh, yes - one thing I forgot to mention to TIFKAS after my
anti-Harris rant....

On 6 Jan 1999 06:40:22 G, sinclair2246@my-dejanews.com wrote:
>While sinclap was relaxing last week in southern california in front of the
>tube...a commercial from Mike Harris, the pm or guv! Hey my guv can beat up
>your pm...--)

Harris is the Premier of Ontario. Our Prime Minister is the Right
Honourable Jean Chretien, who is noted for being a tough guy who don't
take no B.S. from nobody.

Your gov. may be tough, but he'll have to get past the pepper spray
first :)

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////

3155. FS: 10 RARE Atari Age Magazines $1

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: buck l <buckl@earth.com>
Message-ID: <76vseadue4@remarQ.com>
Source record: 3966

Atari used to put out a magazine called Atari Age from the Atari club back from 1982-1984. These things have become collector's items these days and are loads of fun to look into. There is a set of ten of them being sold right now at eBay which includes the whole first volume. Best of all the bidding starts for $1. Check it out at the following URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=54423349

.

3156. Re: Whats your favorite color?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: atasoft@atari-computer.com
Message-ID: <76vufsfff1@news3.Belgium.EU.net>
Source record: 3967

A message from the other side of the world (civilized part)

Mr Sinclair bragged about:
>iMacs with five new colors.

Sinclair, I've bought a TT eight years ago, and it has some
features wich the ImAc doesn't have......

1. reliable (where will the ImaC be in 5 years?? , recycled
into a naturefriendly PCB-free COLORED toiletpot)

2. tested and proven technology (throw the Imac in a river
and see what happens, now take a Atari and throw it in the
same river; have you noticed the difference ?? You didn't ?
don't worry in next weeks posting I'll tell you. In the
meanwhile a G3 threehunderd and a bit Mhz should be just about
able to solve the question in a week time, that's if it doesn't
overheat of course.

3. A.A.C.S.S ==> Atari Automatic Color Shifting System
wich is patented worldwide. I gues in a couple of days
the lawyers of HASBRO will file a suit against APPLE wich
will put them out of business once and for all.....
Unless uncle Bill G. steps in once again and saves them

You never heard of A.A.C.S.S ?? well let me tell you:

When I bought the TT it was housed in a white case, after a
couple of years it gradually shifted to creamy white, two years
later the creamy white turned into a nice dark creamy vanilla,
at the moment it has a nice light brown tobacco color, wich matches
the colorof my pipe almost perfect. Perhaps next month it will turn
to blue (grape) or yellow (lime) who can tell.
AACSS => constantly changing colors, covering the complete spectrum.

Signing of ... for now

atasoft@atari-computer.com (Belgium)

"There's always room for one more said the director of the
loony asylum"

PS 1: A couple of years ago Apple bought 10,000,000 sunglasses for
a big publicity-stunt in North-Europe. Nobody wanted them because
it always rains down there. So Steve Jobs once again got a brilliant
idea let's melt the whole lot and turn them into iMac-cases.
>the new iMacs will again change the rules of consumer computing by >letting consumers
select something they can choose

RECYCLED NATUREFRIENDLY SUNGLASSES

PS 2: Apple has got a couple of warehouses full with unsold 5200's.
In exactly 14 months and three days Steve Jobs will once again have
a brilliant idea (that's what he gets paid for), lets melt the whole
lot an turn them into.....(come to this group on 9th march 2000)

....
....
....

3157. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-0601991631460001@200.211.176.154>
Source record: 3968

In article <1S6j2.2$BQ4.49@198.235.216.4>, madmax@bfree.on.ca (Brian Van Tilborg) wrote:

>On 31 Dec 1998 10:29:31, Daniel L. Dreibelbis wrote:
>
>You got your mother a mac for cheap internet connection? Not bad but don't
>forget that you can use a 520ST with TOS1.0 and 1meg of ram and get on the
>internet. Its what I am giving to my mom:-). These machines can be found for
>exactly zero dollars in many places. Anyways, I have been to busy to come out
>to any more meetings, but once in a lifetime is enough. Been working 12 hour
>shifts 5 days a week and it never works out. I did enjoy myself last time I
>was there and really I am only 1 hour away. We will see what happens in the
>new year.
>
>Happy New Year to you.

You don't like your mother, do you?

--
cheers! mailto:asiufy@iname.com
the progrock mp3 listening booth! http://members.xoom.com/asiufy
---

3158. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-0601991644210001@200.211.176.154>
Source record: 3969

In article <368178ba.0@nemo.idirect.com>, dreibel@idirect.com (Daniel L.
Dreibelbis) wrote:

>On 22 Dec 1998 23:40:24 , sinclair2246@my-dejanews.com (The Idiot
>Forever Known As Sinclap) wrote:
>
>>In article <367d30a9.0@nemo.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>>> >>Will be running in 512k for ever because there maybe no meaningful modern
>>> >>upgrade.. Nice try..
>>>
>>> there are - it's called MagiC. It's called N.AES/MiNT. It's called
>>> Linux. All three are wonderful, all three have true pre-emptive
>>> multitasking. Plus TOS itself is well-known for running rock-solid MIDI
>>> regarding timing. Try that with your iMac (oh, sorry, you can't -
>>> that's why Future Music magazine recently recommended their readers NOT
>>> to buy an iMac for making music, due to its lack of MIDI interface or
>>> any third-party support in the MIDI interface market, not to mention
>>> its USB being too slow for hard disk recording. Oh, and Steinberg
>>> hinted that if future Macs are going to be set up like the iMac, it may
>>> drop all Apple support altogether.....)
>>
>>You also left out Be OS, Java and true linux...
>
> BEOS? You have to be kidding - Apple isn't even giving Be any
>licensing or programming info.
>

BeOS is alive and well on the PPC platform, even better on x86.

> Java - dead out the gate, overhyped.....

Agreed...

>
> PPC Linux? oh, yes, available RSN - we've had Linux available for
>the last three years. Playing catchup again.....

Man, how clueless you are. LinuxPPC is now on its FIFTH release! I
find it hard to believe that ANY LINUX for Ataris is in a more advanced
state than LinuxPPC.

>>
>>There will be midi for the imac...With the large installed base there will be
>>midi in the comming months.

>
> why not now? Musicians want this hot technology NOW, not RSN .and
>with Apple's well-known non-support of the MIDI community regarding
>standards...
>
> And USB is STILL too slow to do hard-disk recording.
>

But Firewire isn't. Firewire is the answer to your MIDI and
direct-to-disk recording problems.

>>
>>If Steinberg doesn't do it...their competitors will.
>
> If Steinberg doesn't do it... their competitors may well ask why,
>and emulate them, if Apple doesn't get their collective butts in gear....
>

They did. Firewire.

>>
>>> BTW, you COULD try running OS 8.5 in 10mB, but you won't get very
>>> much done (and it'll be slow to boot). And besides, why then does the
>>> iMac come with a minimum 32mB? BTW, according to a recent review of 8,5
>>> in The Computer Paper (fine nationwide free computer tabloid in Canada)
>>> the reviewer mentions to get any real use out of it, you'd really have
>>> to have 64 meg installed. (He generally liked it, though).
>>
>>Why shouldn't the iMac come with 32MB?.I wish it came with 64MB.... 8.5 does
>>more than TOS period
>
> TOS can do everything thrown at it, as attested to many satisfied
>Atari users, as well as Hades and Milan users - and without the crutch
>of a bloated operating system like OS 8.5. With your well-known
>non-authoritative "opinions" on TOS, which you've used a grand total of
>ONCE, we know that your arguments fall flatter than a souffle....
>

That's because said users have far more modest needs. Simple.

>..Can TOS use fast G3 processors?
>
> If programmed properly, yes. The new "Tempest" upgrade board for
>the Falcon was originally going to use a G3, but now they've
>leapfrogged over that to Motorola's new "Coldfire" chip.....
>

And who's going to port the OS and the apps to PPC?

--
cheers! mailto:asiufy@iname.com
the progrock mp3 listening booth! http://members.xoom.com/asiufy
---

3159. Re: TIFKAS: an explanation of his behav

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-06 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-0601991640380001@200.211.176.154>
Source record: 3970

In article <75r3l1$ql0$1@news.campuscwix.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:

>On 22 Dec 1998 23:40:24 , sinclair2246@my-dejanews.com wrote:
>
>->Why shouldn't the iMac come with 32MB?.I wish it came with 64MB.... 8.5 does
>->more than TOS period...Can TOS use fast G3 processors?
>
> There is nothing to stop TOS from using G3 processors. Rumor has it that
> the new Tempest accelerator for the Falcon might be using PowerPC chips.
>
> Happy? (I doubt it)
>

Hum... TOS works on the PowerPC platform already? (And I don't mean
MagiC). How about applications, do they have to be compiled for PPC too?

--
cheers! mailto:asiufy@iname.com
the progrock mp3 listening booth! http://members.xoom.com/asiufy
----

3160. why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3694432e.0@nemo.idirect.com>
Source record: 3971

http://www.techweb.com/wire/story/TWB19990106S0008

Macworld Kicks Out Intergraph
(01/06/99, 3:28 p.m. ET)
By David Richards, Computer Reseller News
SAN FRANCISCO -- The organizers of Macworld Expo, held here, have stopped workstation manufacturer Intergraph Computer Systems from displaying Intel-based systems at its booth.

Intergraph, whose booth is located next to Apple's on the show floor, was set to demonstrate new Intel Xeon workstations running at 400-MHz and 450-MHz chips on Microsoft Windows NT-based multiprocessor workstations.

Sources said this conflicted with Apple's focus on its next-generation family of Macintosh G3 desktop systems, which are designed to compete with NT machines.

"We warned Intergraph prior to arriving that they could only run a Mac-clone environment running off an Intergraph Windows NT server," said Colin Crawford, president and CEO of Macworld Expo, a unit of IDG Expo Management Company. "What they turned up with was Windows NT workstations expecting to run them in a Mac-only environment. This was a sensitive issue: Apple didn't want it, I didn't want it, and we had to negotiate on it."

"It was unethical of them to turn up at a Mac function trying to woo Mac people to a Windows NT platform," Crawford added. "They were warned and now they have been banned. It is not our fault." IDG refused to comment.

But an IDG insider who asked not to be named said Intergraph would be compensated for having to leave because IDG feared a lawsuit. The source also said IDG enforced a clause in the contract that gave IDG the right to remove from Macworld anyone it deemed wasn't acting in the interest of the event. During his keynote Tuesday, Apple interim CEO Steve Jobs boasted about a powerful new 400-MHz G3 workstation, comparing it to an Intel-based workstation similar to what Intergraph was planning to demonstrate.

An Intergraph employee, who asked not to be identified, was skeptical about Jobs' demo.

"I would like to run the demo again on our systems, this time running ours or SGI's [Silicon Graphics Inc.] proprietary accelerator cards," the Intergraph employee said. When asked whether it was good business sense to market NT workstations to Mac users, Macworld's Crawford said, "It may be smart in their eyes, but I think it is plain dumb at a Mac function. I was under pressure from Apple, and we had to act."

This is not the first time Intergraph has used Macworld to attempt to lure Apple's core user base -- publishing, graphics, and design professionals -- to its workstations.

At both Macworld events last year, Huntsville, Ala.-based Intergraph stationed company representatives at many nearby hotels and on corners to pitch its products as an alternative to the Mac.

3161. Re: Can your browser handle this....?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-07 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <773eis$l6a@news2.tds.net>
Source record: 3972

On 6 Jan 1999 07:49:25 -, "Scott Tirrell" wrote:
>
>sinclair2246@my-dejanews.com wrote in message
><76v4av$rs3$1@nnrp1.dejanews.com>...
>>Well sportsfans...I see after two weeks from comp.sys.atari.advocacy the
>>number of posts have declined dramatically. I am here to fix this...
>>
>>Now lets see if Cab can with stand the test and load this site up..
>> http://www.kband.com/beardojobs/studioflat_g3.jpg
>
>
>Ummmm..... I'm pretty sure that CAB supports JPEG and there are even
>decoders that use the Falcon's DSP. What exactly is your point, anyway? Oh,
>I mean besides, you blind devotion to Apple?
>
>Scott Tirrell

Sheesh - ya leave for a little while, and the come back to find people actually expecting sinclap to have a point - what's the world coming to????

For anyone that's interested it's a 700k image of yet another idiotic looking Mac - more style over substance.... "What's your favorite color" indeed.

Terry Ross - and yes, I did view it with CAB.

--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3162. Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-08 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <773kdl$omp@news2.tds.net>
Source record: 3973

Hiya there Apple sales rep. Well, after happily recommending Apple products to people that are contemplating purchasing a personal computer for almost two decades, I've not only stopped doing so, I've started making it a point to bring up the disadvantages of having one in their home. Do I dislike Apple? Nope, I dislike your attitude. My protest will not seriously hurt Apple in and of itself, but I get immense personal pleasure knowing that you've lost the company yet another sale. Hey, amongst the people I know and work with, it only works out to an average of three to four computers a month, but it's a start.

Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3163. Re: Whats your favorite color?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-08 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <77443s$3gc@news2.tds.net>
Source record: 3974

On 6 Jan 1999 06:53:28 G, sinclair2246@my-dejanews.com wrote:
>Of course the jihads will be in denial and still claim that the hades and
>milan hardware is still superior even with the new speed bump iMacs with the
>lower price and five new colors. The best selling original iMac is still a
>bargain with a price cut to $1049.

Son, go away. You bore me. Here's an idea: "Learn to actually read
what you're responding to before you formulate your response."

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3164. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3696214c.0@nemo.idirect.com>
Source record: 3975

On 6 Jan 1999 06:31:59 G, having amazed the customers at MacWorld with his ability to get his head "up there" another four inches, sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>Wow....You folks in the Canadian wilderness have electrical appliances?

yep. Even have nucular power plants.....
>
>> >Umm, I wish I would have gotten a now slow cooker. I warmed up a roast
>> >for New Years, but the slow cooker is a bit used. I ended up just
>> >setting
>> >the pot on the stove for about 5 hours. My son got a wok. He has been
>> >getting into cooking the last year. Just like a teenager though. In just
>> >a few years he will be gone and I will have to do it all myself again:).
>> >I don't think the girlfriend will ever move in:). His cooking is
>> >better:).
>>
>
>What the fu-- is a wok? Such slang....

it's a Chinese deep-dish frying pan, used for stir-frying. It's an actual word - surely they should have taught you this at Pub 101?
>
>> my take on cooking came about after years of not properly watching
>> my diet, it was discovered that I have food allergies that were causing
>> some problems with my health (I have major allergies to MSG and to fish
>> oil). It wasn't a matter of pining for stuff I couldn't have, but
>> making the best of what I could :) I'm lucky in that I live in a small
>> area of Toronto where there are numerous vegetable stands where I can
>> get fruits and vegetables dirt cheap. And, of course, finding recipes
>> to try out. I try to limit myself to smaller portions of meat too. As
>> well as crock-potting, I also wok, and I just invested in a nice
>> Samsung microwave.
>
>You mean less chunky portions...

I see that TIFKAS has started hallucinating mid-post and started replying to his imaginary friend "Chunks" again....
>
>> >>
>> >> Now my mother got the really nice present - a Mac IIci . From ME.
>> >> And now my brother and I are going to configure it nicely so she can
>> >> use it for her business (BTW, I hit the jackpot with this one -
>> >> according to Apple's web site, this puppy can be upgraded so it makes a
>> >> nice cheap Internet box). No prejudice against these fine Apple

>> >> computers, just against those few MacDavidians sorely in need of lives.
>

>What a cheapscape. It's like giving a throw away nine year old ripped to
^^^^^^^^^^
>shreds library book..

I DON'T BELIEVE IT! TIFKAS HAS CALLED A MACINTOSH JUNK!

A Mac IIci, TIFKAS, turned out to be just what my mother needed -
ands she thanked me profusely for being so thoughtful for her Christmas
present. It fits her needs quite nicely - upgradable to 128mB RAM, uses
SCSI, colour, fast enought to run ClarisWorks, usable with her printer.
Gee, even Apple mentions the IIci still on their web site
(http://www.apple.com), and on comp.sys.mac.advocacy (you know, the
place TIFKAS is too cowardly to post his drivel to because he'd be
rendered Cajun-style in seconds :)) there was a thread about the
feasability of using a IIci as a web machine (concensus - more than
adequate with enough RAM) by actual Mac users with brains.....

The above, I see, speaks buckets about what TIFKAS thinks - "if it's
old, it's no good, throw it away and spend thousands on the next big
thing". Which is miles away from my attitude - "if it still works, and
it fits your needs, it's still got a use". It's attitudes like TIFKAS'
which leads to wasteful behaviour like throwing away entire computer
systems in skips and the trash, when they can be donated to schools or
even to places like Goodwill where someone who can better appreciate
what an older computer can do can make better use of them.

BTW, it's spelled "cheapskate". Guess you were under the table at
Pub 101 when spelling class was on......

>> my mother wound up loving the Internet the minute she first got her
>> hands on it - at my brother's house on his Macs. In fact, it came in
>> handy when we began setting up hers, we needed to set some jumpers on a
>> VGA "dongle" box, but didn't have the manual for it - after doing a web
>> search, we found the entire manual online!
>
>If you loved your mother you should of gotten her an iMac....now in five
>flavors..no pink yet...-)...

an iMac is something my mother DOESN'T want, believe it or not. She
recognizes how crippled the system is, and it won't work with her
existing hardware, or allow her to access her many floppy disks without
having to shell out mucho dinero for something that should have been
standard in the first place. Her IIci, OTOH, will work out just fine.

BTW, my mother also thinks you're an idiot.....

So, new colours - I guess if you can't sell the steak, sell the
sizzle. New colours will certainly expand the Steve Jobs
Reality-Distortion Field to cover the now-less-overpriced,
now-less-underpowered iMac's flaws.

BTW, Apple missed the boat - no basic black? And why no real
Apple colours, like red or solid green?

>He he he...I have been busy for the last two weeks and already missed. From
>the looks of the number of posts, time for sinclap to come back..

.....and get his virtual little hiney kicked.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3165. Re: Whats your favorite color?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-08 00:00:00 UTC
From: Micah Brunt <mbrunt@earthlink.net>
Message-ID: <3696232A.65CDF91D@earthlink.net>
Source record: 3976

as if "five new colors" were needed to prove it, the iMac is a sales gimmick..

i would be ashamed to have so blatantly fallen for it as you..

micah

3166. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <776ratkdn1@nnrp1.dejanews.com>
Source record: 3977

In article <773kdl$omp@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
> Hiya there Apple sales rep. Well, after happily recommending Apple
> products to people that are contemplating purchasing a personal
> computer for almost two decades, I've not only stopped doing so, I've
> started making it a point to bring up the disadvantages of having one
> in their home. Do I dislike Apple? Nope, I dislike your attitude.
> My protest will not seriously hurt Apple in and of itself, but I get
> immense personal pleasure knowing that you've lost the company yet
> another sale. Hey, amongst the people I know and work with, it only
> works out to an average of three to four computers a month, but it's a
> start.

It's advocacy...Get Over It!

Do you recommend the Milan beige box?

> Terry Ross
> --
>
> US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
> http://personalpages.tds.net/~tross3 IRC: qnr
> for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
> Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO
>

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3167. Re: Whats your favorite color?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <776ri1kff1@nnrp1.dejanews.com>
Source record: 3978

In article <3696232A.65CDF91D@earthlink.net>,
Micah Brunt <mbrunt@earthlink.net> wrote:
> as if "five new colors" were needed to prove it, the iMac is a sales gimmick..

Our customers asked for more colors..

> i would be ashamed to have so blatantly fallen for it as you..

It beats beige..

> micah
>
>

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3168. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <776snj$lf5$1@nnrp1.dejanews.com>
Source record: 3979

In article <3696214c.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> it's a Chinese deep-dish frying pan, used for stir-frying. It's an
> actual word - surely they should have taught you this at Pub 101?

I must of had a hangover that day or under the table explaining the meaning of
life to a sority...

> >
> >You mean less chunky portions...
>
> I see that TIFKAS has started hallucinating mid-post and started
> replying to his imaginary friend "Chunks" again....

You keep defending chunkiness..

> ^^^^^^^^^^
> >shreds library book..
>
> I DON'T BELIEVE IT! TIFKAS HAS CALLED A MACINTOSH JUNK!

I never said that..

> A Mac IIci, TIFKAS, turned out to be just what my mother needed -
> ands she thanked me profusely for being so thoughtful for her Christmas
> present. It fits her needs quite nicely - upgradable to 128mB RAM, uses
> SCSI, colour, fast enought to run ClarisWorks, usable with her printer.
> Gee, even Apple mentions the IIci still on their web site
> (http://www.apple.com), and on comp.sys.mac.advocacy (you know, the
> place TIFKAS is too cowardly to post his drivel to because he'd be
> rendered Cajun-style in seconds :)) there was a thread about the
> feasability of using a IIci as a web machine (concensus - more than
> adequate with enough RAM) by actual Mac users with brains.....

If thats her main use she does not need anymore unless she does a lot of
internet surfing. Like utilizing java and QT. I am a PowerUser, so my needs
are greater..

Apple Works 5 just needs an 020 to run. Quite amazing that updates require
the bare minimum compared to MS Office releases..

> The above, I see, speaks buckets about what TIFKAS thinks - "if it's
> old, it's no good, throw it away and spend thousands on the next big
> thing". Which is miles away from my attitude - "if it still works, and
> it fits your needs, it's still got a use". It's attitudes like TIFKAS'
> which leads to wasteful behaviour like throwing away entire computer

> systems in skips and the trash, when they can be donated to schools or
> even to places like Goodwill where someone who can better appreciate
> what an older computer can do can make better use of them.

I still stand by my view is that old computers like the CI's and 286, 386 and 486 should not be donated or be rejected if being donated...

Schools should have technology plans in place that have rational upgrade cycles so they won't be left behind. I have been in many schools were video production and media is used extensively.

>
> >> my mother wound up loving the Internet the minute she first got her
> >> hands on it - at my brother's house on his Macs. In fact, it came in
> >> handy when we began setting up hers, we needed to set some jumpers on a
> >> VGA "dongle" box, but didn't have the manual for it - after doing a web
> >> search, we found the entire manual online!
> >
> >If you loved your mother you should of gotten her an iMac....now in five
> >flavors..no pink yet...-)...
>
> an iMac is something my mother DOESN'T want, believe it or not. She
> recognizes how crippled the system is, and it won't work with her
> existing hardware, or allow her to access her many floppy disks without
> having to shell out mucho dinero for something that should have been
> standard in the first place. Her IIci, OTOH, will work out just fine.
>
> BTW, my mother also thinks you're an idiot.....

Thats a compliment..Means I am doing my job.. The iMac is no more crippled than a ci..Now that the iMac starts at $999!

> So, new colours - I guess if you can't sell the steak, sell the
> sizzle. New colours will certainly expand the Steve Jobs
> Reality-Distortion Field to cover the now-less-overpriced,
> now-less-underpowered iMac's flaws.

Customers asked for color choices..

> BTW, Apple missed the boat - no basic black? And why no real
> Apple colours, like red or solid green?

Send a email to Apple and register your selection.

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3169. Re: Help: Ontario needs investment from dow

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <776st3lie1@nnrp1.dejanews.com>
Source record: 3980

In article <36936ed5.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> Oh, yes - one thing I forgot to mention to TIFKAS after my
> anti-Harris rant....
>
> On 6 Jan 1999 06:40:22 G, sinclair2246@my-dejanews.com wrote:
> >While sinclap was relaxing last week in southern california in front of the
> >tube...a commercial from Mike Harris, the pm or guv! Hey my guv can beat up
> >your pm...--)
>
> Harris is the Premier of Ontario. Our Prime Minister is the Right
> Honourable Jean Chretien, who is noted for being a tough guy who don't
> take no B.S. from nobody.

Until now..He will be licking the boots..

> Your gov. may be tough, but he'll have to get past the pepper spray
> first :)

Navy Seals have taken pepper spray training..
>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3170. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <776tb7luu1@nnrp1.dejanews.com>
Source record: 3981

In article <3694432e.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

It's a Mac show not a PC one. Intergraph was being rude and were warned that they were not permitted to do what they wanted to do..

Goto PCExpo, Comdex or Amiexpro or maybe a once in a decade Atari show...

Peter S.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3171. G3's picks up hundreds of PlayStation titles!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <776tcv$m0k$1@nnrp1.dejanews.com>
Source record: 3982

http://www.pug.to/cvgs/

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3172. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: arami@ix.netcom.com
Message-ID: <777149$p0o$1@nnrp1.dejanews.com>
Source record: 3983

In article <75i7mrfml1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <1HSe2.813$au3.1125560@news4.mia>,
> NOSPAMwplatt@bellsouth.net (William Platt) wrote:

<Snip>

> > On 15 Dec 1998 08:41:06 , Daniel L. Dreibelbis wrote:
> > >On 15 Dec 1998 03:41:34 , having been humiliated in a dream by Cindy
> > >Crawford when she told him "I don't go for toad-licking lackeys of big
> > >computer corporations", sinclair2000@earthlink.net (The Idiot
> > >Forever Known As Sinclap) wrote:
> > >
>
> To bad the ST can't delete unwanted text that was not used as a reply..
^^^

And to [sic] bad, your precious Mac cannot teach you how to spell and use
grammar correctly.

Try "too bad", and then flame others for their writing.

Now complete the following:

People living in a house of glass.....

Oh, and I'm not a fan of Ataris (no offense to the Atari fans here), but I
don't spend the best years of my life like you, annoying people for their
choice.

> Soon to be issued a PB G3/266 to replace PB3400!

And which I hope tha helps you in:
1. Getting a clue.
2. Learning more about computers.
3. Finidng better things to do other than whining in advocay newsgroups about
conmputers that you don't use, and to be more specific to leave teh Amiga and
Atari newsgroups as you are a public annoyance to the people.

Hope this helps.

Aram Iskenderian.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3173. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: arami@ix.netcom.com
Message-ID: <7771iu$p6q$1@nnrp1.dejanews.com>
Source record: 3984

In article <76v00v$oe1$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <369224df.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

[...]

> Wow....You folks in the Canadian wilderness have electrical appliances?

[...]

> What the fu-- is a wok? Such slang....

[...]

> You mean less chunky portions...

[...]

> What a cheapscape. It's like giving a throw away nine year old ripped to
> shreds library book..

[...]

> I know how that is...Having relatives with the 30's great depression
> mentality..
>

[...]

> If you loved your mother you should of gotten her an iMac....now in five
> flavors..no pink yet...-)...

[...]

Sigh
They really shouldn't let people like you post.

Look at the above you are adding anything but useless words.

<Snip>

> He he he...I have been busy for the last two weeks and already missed.

Busy?
You mean you have a life or a job other than annoying people?
Fancy that. ;-)

> From the looks of the number of posts, time for sinclap to come back..

Oh dear, God help all the readers.

<Quoted signature snipped>

I'm sorry but weren't you flaming another person earlier for allegdly leaving
"unwanted text" in his post?

Then what do you call someone who quotes the entire signature blaock?

All these years Peter, and you're still the same, you'll never change.
I give up.

Aram Iskenderian.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3174. Re: Help: Ontario needs investment from

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3697827c.0@nemo.idirect.com>
Source record: 3985

On 9 Jan 1999 06:27:48 G, after discovering the woman who he was trying
to impress with his macho charm was Ani DiFranco (which explained the
vicious right hook), sinclair2246@my-dejanews.com wrote:

>>
>> On 6 Jan 1999 06:40:22 G, sinclair2246@my-dejanews.com wrote:
>> >While sinclap was relaxing last week in southern california in front of the
>> >tube...a commercial from Mike Harris, the pm or guv! Hey my guv can beat up
>> >your pm...--)
>>
>> Harris is the Premier of Ontario. Our Prime Minister is the Right
>> Honourable Jean Chretien, who is noted for being a tough guy who don't
>> take no B.S. from nobody.
>
>Until now..He will be licking the boots..

this from our favorite boot-licker (especially Steve Jobs') :)

Chrietien (aka Da Little Guy From Shawinigan) is probably best
remembered for two things as his career as PM:

1) actually THROTTLING a protestor who got in his way at a
walkabout (and while wearing shades and black leather gloves!).

2) when an intruder got inside the PM's residence a few years back
with the intention of killing him, Chrietien was waiting for him with an
Indian soapstone carving as a weapon.

Does your gov. feel LUCKY? Does he, PUNK?

>> Your gov. may be tough, but he'll have to get past the pepper spray
>> first :)
>
>Navy Seals have taken pepper spray training..

so your gov. has to rely on Navy Seals to protect him? What a wimp!
So much for defending himself against our PM mano et mano...

and as for your jingoism - remember, the last time the US made the
mistake of picking on Canada (The war of 1812) their forces had their
butts handed back to them on a platter with mint sauce on the side :)

Of course, we all know how weak you are on political science -
just look at the impeachment. So much for your "the president can only
be impeached for treason" screed.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)

Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3175. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <7780a1$2dv@news2.tds.net>
Source record: 3986

On 9 Jan 1999 06:00:59 G, sinclair2246@my-dejanews.com wrote:
>In article <773kdl$omp@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>> Hiya there Apple sales rep. Well, after happily recommending Apple
>> products ....
[snipped]
>
>It's advocacy...Get Over It!

Precisely. It's advocacy. And I'm advocating that they don't put their money into Apple. My advocacy, incidently, has a lot more impact than yours, since I am talking to people that are actually considering purchasing a computer, and have questions. Whereas, yours is simply a matter of putting down the choice of what people have already spent their money on and are perfectly satisified with.

>Do you recommend the Milan beige box?

Let me put it like this. I don't recommend a Milan to the people that consider the color of their computer to be a significant factor. I have recommended a Milan, (or Hades, or used ST/TT/Falcon - or even Amiga) to people that understand that a computer is a tool and have expressed a desire for an alternative to Macs/Wintel boxes. The point is, I don't recommend Apple anymore, regardless of its intrinsic values, due to your attitude and generally robotic, brain-dead, "pick-an-answer-from-your-list-of-prewritten-comments" responses to anything posted on c.s.a.advocacy. So, you keep "advocating" here, where nobody is even vaguely interested. I'll keep advocating in the real world, where people have their wallets out, waiting to spend their money.

Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3176. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <369788d4.0@nemo.idirect.com>
Source record: 3987

On 9 Jan 1999 06:24:52 G, sinclair2246@my-dejanews.com wrote:
>In article <3696214c.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> it's a Chinese deep-dish frying pan, used for stir-frying. It's an
>> actual word - surely they should have taught you this at Pub 101?
>
>I must of had a hangover that day or under the table explaining the meaning of
>life to a sority...
^^^^^^

it's spelled "sorority". And tell me, what happened after they
laughed at you after your feeble attempts at proving you are a "macho
stud"....
>
>> >
>> >You mean less chunky portions...
>>
>> I see that TIFKAS has started hallucinating mid-post and started
>> replying to his imaginary friend "Chunks" again....
>
>You keep defending chunkiness..

how can I, when your imaginary friend "Chunks" doesn't even exist?
>
>> ^^^^^^^^^^
>> >shreds library book..
>>
>> I DON'T BELIEVE IT! TIFKAS HAS CALLED A MACINTOSH JUNK!
>
>I never said that..

oh, so trying to weasel out of what you already said IN BROAD
DAYLIGHT! Which explains why you deleted YOUR OWN WORDS! Sorry, but
you've been caught....

>
>> A Mac IIci, TIFKAS, turned out to be just what my mother needed -
>> ands she thanked me profusely for being so thoughtful for her Christmas
>> present. It fits her needs quite nicely - upgradable to 128mB RAM, uses
>> SCSI, colour, fast enought to run ClarisWorks, usable with her printer.
>> Gee, even Apple mentions the IIci still on their web site
>> (http://www.apple.com), and on comp.sys.mac.advocacy (you know, the
>> place TIFKAS is too cowardly to post his drivel to because he'd be
>> rendered Cajun-style in seconds :)) there was a thread about the

>> feasability of using a IIci as a web machine (concensus - more than
>> adequate with enough RAM) by actual Mac users with brains.....
>
>If thats her main use she does not need anymore unless she does a lot of
>internet surfing. Like utilizing java and QT. I am a PowerUser, so my needs
>are greater..

Java is dead in the water. QT should run nicely on the IIci. But as
for the meat of the Internet (INFO! PICTURES!) a IIci would be just
fine....
>
>Apple Works 5 just needs an 020 to run. Quite amazing that updates require
>the bare minimum compared to MS Office releases..
>
>> The above, I see, speaks buckets about what TIFKAS thinks - "if it's
>> old, it's no good, throw it away and spend thousands on the next big
>> thing". Which is miles away from my attitude - "if it still works, and
>> it fits your needs, it's still got a use". It's attitudes like TIFKAS'
>> which leads to wasteful behaviour like throwing away entire computer
>> systems in skips and the trash, when they can be donated to schools or
>> even to places like Goodwill where someone who can better appreciate
>> what an older computer can do can make better use of them.
>
>I still stand by my view is that old computers like the CI's and 286, 386 and
>486 should not be donated or be rejected if being donated...

again, a sign of TIFKAS' waster mentality. You'd be surprised how
many of these "old, useless computers" can be placed to good use not
only in schools but also in the homes of the underpriveliged and needy.
There are many agencies in the US and Canada that often ask for and
receive the "old, useless technology", and put it to best use rather
than have it emolder in a landfill....

>
>Schools should have technology plans in place that have rational upgrade
>cycles so they won't be left behind. I have been in many schools were video
>production and media is used extensively.

but what if they don't have the BUDGET?

at the last Comdex here in Toronto, there was an organization called
Computers For Schools whose goal is to get computers into schools who
don't have much to spend on for a computer-learning budget - they will
take even 286 computers, because they've gotten a special licence from
the makers of what was originally called GeoWorks to install their
operating systems on - and beleive me, these computers run like a
little powerhouse. They've even included e-mail, USENET and WEB SURFING
to the new version.

As for 386s - well, I believe that a donated 386 system with Linux
installed would make a great little computer for future programmers in
high schools to get started on....

>> >If you loved your mother you should of gotten her an iMac....now in five
>> >flavors..no pink yet...-)...
>>
>> an iMac is something my mother DOESN'T want, believe it or not. She
>> recognizes how crippled the system is, and it won't work with her
>> existing hardware, or allow her to access her many floppy disks without
>> having to shell out mucho dinero for something that should have been
>> standard in the first place. Her IIci, OTOH, will work out just fine.
>>
>> BTW, my mother also thinks you're an idiot.....
>
>Thats a compliment..Means I am doing my job..

of proving you're an idiot? OTOH, that's the only thing you DO
prove with your mindless drivel.....

The iMac is no more crippled
>than a ci..Now that the iMac starts at $999!

can we quote you on that? BTW, the new SMRP from Apple is $1049 US
- now-less-overpriced, now-less-underpowered - don't you even READ
Apple's press releases? But still without standard things like SCSI, or
a floppy drive.....

>
>> So, new colours - I guess if you can't sell the steak, sell the
>> sizzle. New colours will certainly expand the Steve Jobs
>> Reality-Distortion Field to cover the now-less-overpriced,
>> now-less-underpowered iMac's flaws.
>
>Customers asked for color choices..

over things like floppy drives? How clueless can they get?
>
>> BTW, Apple missed the boat - no basic black? And why no real
>> Apple colours, like red or solid green?
>
>Send a email to Apple and register your selection.

Dear Apple: I would like to have The Idiot Forever Known As Sinclap

(1) neutered (x)
(2) transferred to your sales offices in Outer Siberia (x)
(3) take a bath - and have a plugged iMac thrown into it (x)
(4) forced to write "I will observe proper nettiquette" 1,000,000
times with a blunt crayon and have it newscast live on CNN (x)
(5) take anger-management courses in which he is cleansed of all
his irrational hatred towards Atari users and feminists (x)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

3177. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36978b0e.0@nemo.idirect.com>
Source record: 3988

On 9 Jan 1999 06:35:18 G, sinclair2246@my-dejanews.com wrote:
>In article <3694432e.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>It's a Mac show not a PC one. Intergraph was being rude and were warned that
>they were not permitted to do what they wanted to do..

oh? To pop a big hole in the Steve Jobs Reality-Distortion Field?

Steve Jobs did a demo that Intergraph saw were huge holes in it.
Intergraph was prepared to do a demo that threatened to blow away the
new Mac servers. Jobs had one of his oh-so-famous hissy fits and had
Intergraph (who had an agreement to be at the show) kicked out....

Gee, which part of that couldn't you understand?.
>
>Goto PCExpo, Comdex or Amiexpro or maybe a once in a decade Atari show...

gee, last Comdex I was at, Apple was conspicuous by their absence. I
don't see why they would bother to be at PC Expo. Apple does sometimes
show up at the twice-yearly Neuss show in Germany to try to sell the
points of running Atari emulators on their Macs (which I'd suggest
you'd go and visit after you extricate your foot from your mouth....)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

3178. Re: G3's picks up hundreds of PlayStation t

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <369799f3.0@nemo.idirect.com>
Source record: 3989

On 9 Jan 1999 06:36:15 G, sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>http://www.pug.to/cvgs/

as usual, TIFKAS is clutching at straws. So he now stoops so low as to suggest that users of the now-less-overpriced, now-less-underpowered iMac solve their lack of game software problem by using a Sony Playstation emulator.

Here's the problem, though:

1) the Playstation Emulator costs $90 US - and won't run all of the "hundreds of Playstation games". A REAL Sony Playstation, OTOH, costs from $90-129 US NEW (depending on which package you buy) and runs 100% of ALL Playstation titles. Now what is the better value?

2) in order to use the Playstation emulator, you must obtain a GENUINE PLAYSTATION OS ROM DUMPED TO DISK. The only legal way you can do this is if you actually OWN a Sony Playstation (again, $90-129 US - KA-CHING!). Do the math - is it better to just pay $90-129 US for a genuine Playstation that is 100% compatible with all games, or to spend $180-219 US to run a not-100%-compatible emulator on an iMac?

2a) those of the emulator's users who would forego #2 and actually PIRATE the ROM will soon discover just how much a sense of humour Sony's army of patent lawyers lacks (and last time I looked, software piracy/breach of copyright carries stiff fines, stiffer prison sentences, and potential lawsuits from the patent owners). Is it really worth it?

As usual, TIFKAS is a penny short, a pound foolish, and (like many Mac game titles) a year late!

>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

see, TIFKAS is so clueless, he relies on a "NEWSwatcher USENET Reader Emulator" rather than set up the real thing. But then, when you have the collective IQ of a bag of pork rinds.....

////////////////////Daniel L. Dreibelbis////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" /////////////////

3179. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <778fscdjq3@news.campus.mci.net>
Source record: 3990

On 9 Jan 1999 06:35:18 G, sinclair2246@my-dejanews.com wrote:

->It's a Mac show not a PC one. Intergraph was being rude and were warned that
->they were not permitted to do what they wanted to do..
->
->Goto PCExpo, Comdex or Amiexpro or maybe a once in a decade Atari show...

What (iMac) rock have you been hiding under? There were multiple Atari
shows (worldwide) last year, as there have been for many years, and there
will be multiple shows this year as well...

Can't you at least make some semblance of being accurate when you post?
How can anyone take you seriously (esp. as a Mac rep, as you claim) if
you blatantly post such mistruths? I know I don't regard anything you say
as worthy of my attention because of posts like the above...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3180. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <778f9rdjq2@news.campus.mci.net>
Source record: 3991

On 9 Jan 1999 06:00:59 G, sinclair2246@my-dejanews.com wrote:

->Do you recommend the Milan beige box?
->
->> Terry Ross

I can't speak for Terry (willing to bet good money he does though!), but
I surely do recommend the Milan...and it does come in an '060 flavor now
as well! ;-)))))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________\/
```

3181. Sony spoils TIFKAS' "good news"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3697e7cb.0@nemo.idirect.com>
Source record: 3992

well, it now looks like Sony has now made their move against the
Connectix Playstation emulator for the now-less-overpriced,
now-less-underpowered iMac mere DAYS after its release at MacWorld....

Grabbed from PSX.IGN.COM the Playstation News Page

"With an unsurprising stomp of the boot, Sony is filing an injunction
against, and will then sue, Connectix. With much fanfare at the recent 1999
MacWorld Exposition, the codesmiths at the company well known for RAM
Doubler and other products, announced their commercial PlayStation emulator,
the Virtual Game Station, to the surprise of many. Especially Sony. But
within two days of the show, a Sony representative allegedly purchased two
of the units, and within a mere two days, the company plans Sony formed the
backbone of its suit. Sony will sue for intellectual rights infringement on
the illegal use of its patented game system."

and somewhere out in the US, TIFKAS (The Idiot Forever Known As
Sinclap) is having a meal of crow - that is, as soon as he can get BOTH
feet out of his mouth.... :)

3182. Re: Help: Ontario needs investment from

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <778k06$etl@news2.tds.net>
Source record: 3993

On 9 Jan 1999 06:27:48 G, sinclair2246@my-dejanews.com wrote:
>In article <36936ed5.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> Your gov. may be tough, but he'll have to get past the pepper spray
>> first :)
>
>Navy Seals have taken pepper spray training..

I take it you're saying that he was, at one time, a Navy SEAL. I'm curious, does he go around yelling "WhoooooYahhhhhh!!!" at inappropriate times and bumping into walls like a large percentage of the Navy SEALS I know are likely to do?

Not to impugn the actual traing of the SEALS, which is admirable, for the tasks assigned - but knowing quite a few of them, they're not exactly the brightest lights on the Christmas tree.

Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3183. Re: Help: Ontario needs investment from

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-09 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <778nn2$go7@news2.tds.net>
Source record: 3994

On 9 Jan 1999 11:23:24 +, Daniel L. Dreibelbis wrote:
> and as for your jingoism - remember, the last time the US made the
>mistake of picking on Canada (The war of 1812) their forces had their
>butts handed back to them on a platter with mint sauce on the side :)

Actually, you guys didn't have any breweries yet, either of the
times we invaded.... and we couldn't really see what we were gonna do
with all the extra trees & ice since we had enough of our own; so our
hearts weren't really into it. :) just kidding... just kidding...

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3184. Re: Can your browser handle this....?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <779gus$p6q$1@nnrp1.dejanews.com>
Source record: 3800

In article <773eis$l6a@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>
> For anyone that's interested it's a 700k image of yet another idiotic
> looking Mac - more style over substance.... "What's your favorite
> color" indeed.

Here is the substance..Not like the Milan using yesterdecade tech...

Processor
300-, 350-, or 400-MHz PowerPC G3
processor
512K or 1MB backside level 2 cache on
processor, running at 150, 175, or 200
MHz depending on processor speed
100-MHz system bus
Integrated floating-point unit and 64K
on-chip level 1 cache (32K for data and
32K for instruction)

Memory
64MB or 128MB of PC100 SDRAM
(3.3-volt, unbuffered, 64-bit-wide,
168-pin, running at 100 MHz)
Four DIMM slots support up to 1GB of
PC100 SDRAM using the following
DIMMs:
•32MB, 64MB, or 128MB DIMMs
(64-bit-wide, 64-Mbit technology)
•128MB or 256MB DIMMs
(64-bit-wide, 128-Mbit technology)

Storage*
One of the following:
•6GB Ultra ATA hard disk
•12GB Ultra ATA hard disk
•9GB Ultra2 LVD SCSI hard disk with
Ultra2 LVD SCSI PCI card
24x-speed (maximum) CD-ROM drive; or
5x-speed (maximum) DVD-ROM drive
with DVD-Video playback (reads
CD-ROMs at up to 32x speed)
Zip drive (some configurations)
Two additional expansion bays for Ultra
Wide SCSI, Ultra2 LVD SCSI, ATA

(IDE), Ultra ATA, or ATAPI drives (including CD-ROM, DVD-ROM, and Zip drives)

Interfaces
Connectivity
• Two 400-Mbps FireWire ports
• Two 12-Mbps Universal Serial Bus (USB) ports
• Apple Desktop Bus (ADB) port (maximum current draw for all ADB devices is 500 mA)
Communications
• Built-in 10/100BASE-T Ethernet connector (RJ-45)
• Optional internal 56K modem card (supports K56flex and V.90 standards)**
Expansion
• Four PCI slots: three 64-bit, 33-MHz slots and one 32-bit, 66-MHz slot dedicated to the ATI RAGE 128 graphics card
Video
• 15-pin mini D-Sub VGA connector and Macintosh-to-VGA adapter
Sound
• Minijacks for 16-bit stereo audio input and output; 44.1-kHz sampling rate
• Built-in speaker

Graphics support ATI RAGE 128 graphics card with 16MB of SDRAM graphics memory, which provides the following capabilities: 2D performance • 128-bit internal engine • Hardware acceleration of graphics and video • Support for up to 1,920- by 1,200-pixel resolution at 32 bits per pixel (millions of colors) 3D performance • Advanced integrated triangle setup engine • Single-pass multitexturing design • Full 32-bit-per- pixel (bpp) Z buffer and 8-bpp stencil buffer • Robust support of QuickDraw 3D RAVE and OpenGL

> Terry Ross - and yes, I did view it with CAB.
>

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3185. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <779h7npaj1@nnrp1.dejanews.com>
Source record: 3801

In article <36978b0e.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> oh? To pop a big hole in the Steve Jobs Reality-Distortion Field?
>
> Steve Jobs did a demo that Intergraph saw were huge holes in it.
> Intergraph was prepared to do a demo that threatened to blow away the
> new Mac servers. Jobs had one of his oh-so-famous hissy fits and had
> Intergraph (who had an agreement to be at the show) kicked out....

And how would you know. Why has not PC Mag online and the press have picked upon this to refute the bondi blues increased performance over wintel?

> Gee, which part of that couldn't you understand?.

That G3's eats Pentiums for desert...

> >Goto PCExpo, Comdex or Amiexpro or maybe a once in a decade Atari show...
>
> gee, last Comdex I was at, Apple was conspicuous by their absence. I
> don't see why they would bother to be at PC Expo. Apple does sometimes
> show up at the twice-yearly Neuss show in Germany to try to sell the
> points of running Atari emulators on their Macs (which I'd suggest
> you'd go and visit after you extricate your foot from your mouth....)
>

Comdex is a PC show...Compaq and IBM have pulled out due to clutter and not realizing ROI!

I don't allow the storage of Compaq's in my Appl shops...

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////
>

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3186. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <779hdepcl1@nnrp1.dejanews.com>
Source record: 3802

In article <778fscdjq3@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:
> On 9 Jan 1999 06:35:18 G, sinclair2246@my-dejanews.com wrote:
>
> ->It's a Mac show not a PC one. Intergraph was being rude and were warned that
> ->they were not permitted to do what they wanted to do..
> ->
> ->Goto PCExpo, Comdex or Amiexpro or maybe a once in a decade Atari show...
>
> What (iMac) rock have you been hiding under? There were multiple Atari
> shows (worldwide) last year, as there have been for many years, and there
> will be multiple shows this year as well...

Thats news to me...And Why? Anything new comming out or is it for nastalgia?

> Can't you at least make some semblance of being accurate when you post?
> How can anyone take you seriously (esp. as a Mac rep, as you claim) if
> you blatantly post such mistruths? I know I don't regard anything you say
> as worthy of my attention because of posts like the above...

I doubt that many ST jihads were aware that there are multiple Atari shows.
Please post the schedule..Maybe there will be one in the Twin Cities soon
right around were I live in Eden Prairie...

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3187. Re: Help: Ontario needs investment from

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <779hrt$pp3$1@nnrp1.dejanews.com>
Source record: 3803

In article <3697827c.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> >Until now..He will be licking the boots..
>
> this from our favorite boot-licker (especially Steve Jobs') :)
>
> Chrietien (aka Da Little Guy From Shawinigan) is probably best
> remembered for two things as his career as PM:
>
> 1) actually THROTTLING a protestor who got in his way at a
> walkabout (and while wearing shades and black leather gloves!).

What weak security! Not through the Secret Service...

> 2) when an intruder got inside the PM's residence a few years back
> with the intention of killing him, Chrietien was waiting for him with an
> Indian soapstone carving as a weapon.

Again what weak security for the PM..Is this just a ranch house residence?
Try doing this in the White House...

> Does your gov. feel LUCKY? Does he, PUNK?

Why not ask yourself. Remember to tilt your head up...Don't get a kneck
strain..

> >> Your gov. may be tough, but he'll have to get past the pepper spray
> >> first :)
> >
> >Navy Seals have taken pepper spray training..
>
> so your gov. has to rely on Navy Seals to protect him? What a wimp!
> So much for defending himself against our PM mano et mano...
>

No stupid! He is an ex navy seal who did demolution duty during covert ops in
Vietnam..

> and as for your jingoism - remember, the last time the US made the
> mistake of picking on Canada (The war of 1812) their forces had their
> butts handed back to them on a platter with mint sauce on the side :)

This time will just take a nuclear missle...

> Of course, we all know how weak you are on political science -
> just look at the impeachment. So much for your "the president can only

> be impeached for treason" screed.

You can impeach a salami sandwich... The President was impeached by partisan Repubs who hate Clinton's generation... Will be upto the cooler heads in the Senate to acquit or convict..The first will be likely..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3188. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <779imgqfs1@nnrp1.dejanews.com>
Source record: 3804

In article <369788d4.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >life to a sority...
> ^^^^^^
>
> it's spelled "sorority". And tell me, what happened after they
> laughed at you after your feeble attempts at proving you are a "macho
> stud"....

Must be the late night..I am a pour spillear...

> >
> >If thats her main use she does not need anymore unless she does a lot of
> >internet surfing. Like utilizing java and QT. I am a PowerUser, so my needs
> >are greater..
>
> Java is dead in the water. QT should run nicely on the IIci. But as
> for the meat of the Internet (INFO! PICTURES!) a IIci would be just
> fine....

Java is alive and well. This weeks Businesweek has a cover story on Scott
McNealey of Sun and how Java is threatening MS grip...

>
> again, a sign of TIFKAS' waster mentality. You'd be surprised how
> many of these "old, useless computers" can be placed to good use not
> only in schools but also in the homes of the underpriveliged and needy.
> There are many agencies in the US and Canada that often ask for and
> receive the "old, useless technology", and put it to best use rather
> than have it emolder in a landfill....

It's not wasted mentality but prudence.. Fine they belong in the homes of the
needy and the less priveliged ones but not in the schools who are serious
about education. Students are power users unlike a certain jihad clan that
sticks to the past..

> >
> >Schools should have technology plans in place that have rational upgrade
> >cycles so they won't be left behind. I have been in many schools were video
> >production and media is used extensively.
>
> but what if they don't have the BUDGET?

They can have the budget they plan and sell it to the community. Many schools
who take education seriously instead of sports will get the money through
increased property taxes, levies or generous alumni..

> at the last Comdex here in Toronto, there was an organization called
> Computers For Schools whose goal is to get computers into schools who
> don't have much to spend on for a computer-learning budget - they will
> take even 286 computers, because they've gotten a special licence from
> the makers of what was originally called GeoWorks to install their
> operating systems on - and beleive me, these computers run like a
> little powerhouse. They've even included e-mail, USENET and WEB SURFING
> to the new version.

Doesn't solve anything...what about multimedia. Schools use MULTIMEDIA...A
286, a 386 and 486 or 68k Mac will not cut it..

> As for 386s - well, I believe that a donated 386 system with Linux
> installed would make a great little computer for future programmers in
> high schools to get started on....

What about the non programmers.. I see Linux will do more harm than dos did..

>
> of proving you're an idiot? OTOH, that's the only thing you DO
> prove with your mindless drivel.....

But right..

> The iMac is no more crippled
> >than a ci..Now that the iMac starts at $999!
>
> can we quote you on that? BTW, the new SMRP from Apple is $1049 US
> - now-less-overpriced, now-less-underpowered - don't you even READ
> Apple's press releases? But still without standard things like SCSI, or
> a floppy drive.....

Apple took the bondi-blue off MAP according to the news organizations. Thats
means retailers can charge what they want. CompUSA has it priced at $999 now.

> >
> >Customers asked for color choices..
>
> over things like floppy drives? How clueless can they get?

Floppies are available..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3189. Re: Can your browser handle this....?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <77b21r$5ie8@ds2.acs.ucalgary.ca>
Source record: 3805

On Sun, 10 Jan 1999 sinclair2246@my-dejanews.com wrote:

> Here is the substance..Not like the Milan using yesterdecade tech...

Hmmmmm, here is some more 'substance' -

I finally broke down - and bought, on Jan 2, a non-iMac Mac G3-233 with 96mb of RAM and OS 8.5 - on Jan 6th it went back to 'the shop' where, after 48 hours, they finally told me the 'logic board' needed replacement - I hope - I reaaaaaly hope - I haven't bought trouble - my Atari Mega/STE has been running since 1991 without service other than to replace the ROM OS (upgrade only) and reseat the chips last year -

Tell me, pleaaase, this is not a standard game on Mac - the Macs at the office were less prone to troubles than the PeeCees - has that changed.

And, when I get it back, I'm going to be searching for an Atari emulator - some of the Mac software is bloated crap compared to Old Atari software

The Canadian Curmudgeon (in almost sunny, -3C, Calgary)

3190. Re: Can your browser handle this....?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn79idbu.2ka.jedi@dementia.mishnet>
Source record: 3806

On Sun, 10 Jan 1999 06:22:21 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <773eis$l6a@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>>
>> For anyone that's interested it's a 700k image of yet another idiotic
>> looking Mac - more style over substance.... "What's your favorite
>> color" indeed.
>
>
>Here is the substance..Not like the Milan using yesterdecade tech...

Yesterdecade tech with better engineering will always
likely trump the latest and greatest that's all style
and no substance.

[deletia]

BTW, those weren't hardware specs for iMacs.

--
Herding Humans ~ Herding Cats

Neither will do a thing unless they really want to, or |||
is coerced to the point where it will scratch your eyes out / | \
as soon as your grip slips.

In search of sane PPP docs? Try http://penguin.lvcm.com

3191. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn79iddm.2ka.jedi@dementia.mishnet>
Source record: 3807

On Sun, 10 Jan 1999 06:04:07 GMT, sinclair2246@my-dejanews.com
<sinclair2246@my-dejanews.com> wrote:
>In article <778f9rdjq2@news.campus.mci.net>,
> thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:
>> On 9 Jan 1999 06:00:59 G, sinclair2246@my-dejanews.com wrote:
>>
>> ->Do you recommend the Milan beige box?
>> ->
>> ->> Terry Ross
>>
>> I can't speak for Terry (willing to bet good money he does though!), but
>> I surely do recommend the Milan...and it does come in an '060 flavor now
>> as well! ;-)))))
>
>An 060 in 1999? Amazing...Must be leftovers of unsold inventory no one wants..

It certainly beats being soaked over a casual use machine.

--
Herding Humans ~ Herding Cats

Neither will do a thing unless they really want to, or |||
is coerced to the point where it will scratch your eyes out / | \
as soon as your grip slips.

In search of sane PPP docs? Try http://penguin.lvcm.com

3192. Re: Whats your favorite color?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <779hm3$2a1@news2.tds.net>
Source record: 3808

On 10 Jan 1999 06:11:17 , sinclair2246@my-dejanews.com wrote:
>In article <77443s$3gc@news2.tds.net>,

>> Son, go away. You bore me. Here's an idea: "Learn to actually read
>> what you're responding to before you formulate your response."
>
>Okay bye...leave...don't let the door slam your behind..

So, you felt it necessary to PROVE to everyone that you either can't read, period - or that the mechanics of actually comprehending what you've read is beyond your grasp? It really wasn't a requirement that you attempt to prove my hypothesis you know, we're all quite aware that you've got the intellectual facilities of your average head of cabbage.

Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3193. Re: Can your browser handle this....?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <779j3a$2rc@news2.tds.net>
Source record: 3809

On 10 Jan 1999 06:22:21 , sinclair2246@my-dejanews.com wrote:
Newsgroups: comp.sys.atari.advocacy
From: tross3@hamtel.tds.net (Terry & Karen Ross)
Organization: It's around here somewhere...
References: <76v4av$rs3$1@nnrp1.dejanews.com> <76vm33$j8o$1@noc1.gwi.net>
<773eis$l6a@news2.tds.net> <779gus$p6q$1@nnrp1.dejanews.com>
Subject: Re: Can your browser handle this....?
X-Newsreader: NEWSie Version 0.92 (Atari)

On 10 Jan 1999 06:22:21 , sinclair2246@my-dejanews.com wrote:
>In article <773eis$l6a@news2.tds.net>,
[snipped]
>
>
>Here is the substance..Not like the Milan using yesterdecade tech...

Better cut your fingers off there guy.... old tech... toss your
heart... chop off your head... oh, wait, on you that qualifies as a
vestigial organ anyway....

> Processor 300-, 350-, or 400-MHz PowerPC G3 processor 512K or 1MB
backside level 2 cache on processor, running at 150, 175, or 200 MHz
depending on processor speed 100-MHz system bus Integrated
floating-point unit and 64K on-chip level 1 cache (32K for data and
32K for instruction)

Gee, almost fast enough to convince people you're not running your
bloatware on a 286. Maybe in 15 years you'll have something fast
enough to make it worthwhile.

>
> Memory
64MB or 128MB of PC100 SDRAM (3.3-volt, unbuffered, 64-bit-wide,
168-pin, running at 100 MHz) Four DIMM slots support up to 1GB of
PC100 SDRAM using the following
DIMMs:
•32MB, 64MB, or 128MB DIMMs (64-bit-wide, 64-Mbit technology)
•128MB or 256MB DIMMs (64-bit-wide, 128-Mbit technology)

Yup... too bad it's necessary.... don't you hate having your simple
4-function calculator require 6 megabytes of memory, and an additional
2 megabytes for the help file? Does it occur to you that entire
governments were run on 32K systems? What does that tell us? Simply
that your Macs must be pretty darned inefficient there fella.

> Storage*
One of the following:
•6GB Ultra ATA hard disk
•12GB Ultra ATA hard disk
•9GB Ultra2 LVD SCSI hard disk with
Ultra2 LVD SCSI PCI card
24x-speed (maximum) CD-ROM drive; or
5x-speed (maximum) DVD-ROM drive
with DVD-Video playback (reads CD-ROMs at up to 32x speed)
Zip drive (some configurations)
Two additional expansion bays for Ultra
Wide SCSI, Ultra2 LVD SCSI, ATA
(IDE), Ultra ATA, or ATAPI drives
(including CD-ROM, DVD-ROM, and Zip drives)

I'm impressed.... that should suffice for your bloated Operating System - what devices are available for actually storing applications & data? Do you even know what a gigabyte is? Why in the name of Charles Babbage do you think you need that much storage space? Because you've got a monster on your hands that will continue to suck up anything you throw at it. I'm waiting for the day when your 3-Terabyte drive drive crashes, forcing you to use a pen and paper because you've lost your word processing App.

Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3194. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <779hcv$1th@news2.tds.net>
Source record: 3810

On 10 Jan 1999 06:04:07 , sinclair2246@my-dejanews.com wrote:
>An 060 in 1999? Amazing...Must be leftovers of unsold inventory no one wants..

Oh, there are lots of them, and people want them. See, PC's and Macs
decided to embrace bloatware where you can't even display an ASCII
text file in a reasonable amount of time without a 500mhz Alpha chip
so the 060's have been used by the companies who actually know how to
make a computer and OS.

Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3195. Midi comes to the iMac!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <779fq0$o93$1@nnrp1.dejanews.com>
Source record: 3995

Not to long ago...a chunky jihad stated that the iMac will not have midi capability because the maker of Cubase will not be available and others would follow..

Will here is the link that will cause a chunky ripple affect...

http://www.macprof.com/imacumace.html

Peter S.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3196. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <779fsn$o9d$1@nnrp1.dejanews.com>
Source record: 3996

In article <778f9rdjq2@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:
> On 9 Jan 1999 06:00:59 G, sinclair2246@my-dejanews.com wrote:
>
> ->Do you recommend the Milan beige box?
> ->
> ->> Terry Ross
>
> I can't speak for Terry (willing to bet good money he does though!), but
> I surely do recommend the Milan...and it does come in an '060 flavor now
> as well! ;-)))))

An 060 in 1999? Amazing...Must be leftovers of unsold inventory no one wants..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3197. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <779g6h$od1$1@nnrp1.dejanews.com>
Source record: 3997
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <777149$p0o$1@nnrp1.dejanews.com>,
arami@ix.netcom.com wrote:
>
> And to [sic] bad, your precious Mac cannot teach you how to spell and use
> grammar correctly.

I am a losy spiller....whut cann I sey!!!!

> Try "too bad", and then flame others for their writing.

not thare spilling just contint...

> Now complete the following:
>
> People living in a house of glass.....

Just lice you whu thencs the Omega well be resuricted...How long haave you
been wating?

> Oh, and I'm not a fan of Ataris (no offense to the Atari fans here), but I
> don't spend the best years of my life like you, annoying people for their
> choice.

Yu do in omegia advokaci...

> > Soon to be issued a PB G3/266 to replace PB3400!
>
> And which I hope tha helps you in:
> 1. Getting a clue.
> 2. Learning more about computers.

lice tha omegia?

> 3. Finidng better things to do other than whining in advocay newsgroups about
> conmputers that you don't use, and to be more specific to leave teh Amiga and
> Atari newsgroups as you are a public annoyance to the people.

Pot kittle blac!

> Hope this helps.
>
> Aram Iskenderian.
>

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3198. Re: Whats your favorite color?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-10 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <779ga5oga1@nnrp1.dejanews.com>
Source record: 3998

In article <77443s$3gc@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
> On 6 Jan 1999 06:53:28 G, sinclair2246@my-dejanews.com wrote:
> >Of course the jihads will be in denial and still claim that the hades and
> >milan hardware is still superior even with the new speed bump iMacs with the
> >lower price and five new colors. The best selling original iMac is still a
> >bargain with a price cut to $1049.
>
> Son, go away. You bore me. Here's an idea: "Learn to actually read
> what you're responding to before you formulate your response."

Okay bye...leave...don't let the door slam your behind..

> Terry
> --
>

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3199. Re: Can your browser handle this....?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <36995782.B7DE2D0B@ihug.co.nz>
Source record: 3811

Hi All,

Scott Tirrell wrote:

> sinclair2246@my-dejanews.com wrote in message
> <76v4av$rs3$1@nnrp1.dejanews.com>...
> >Well sportsfans...I see after two weeks from comp.sys.atari.advocacy the
> >number of posts have declined dramatically. I am here to fix this...
> >
> >Now lets see if Cab can with stand the test and load this site up..
> > http://www.kband.com/beardojobs/studioflat_g3.jpg
>
> Ummmm..... I'm pretty sure that CAB supports JPEG and there are even
> decoders that use the Falcon's DSP. What exactly is your point, anyway? Oh,
> I mean besides, you blind devotion to Apple?
>
> Scott Tirrell

No Problem. The image works fine. 4Mb RAM machines might choke due to the
sheer size of this image but who is stupid enough to put 1500x1200 odd size
JPEG
images on a webpage anyway! All that does is waste bandwidth...

regards,

Chris Wilkinson,
/|\ ATARI Falcon030 14Mb/32MHz

3200. New G3 Mac's look the business.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <3698f901.2803476@news.freeserve.co.uk>
Source record: 3812

Sorry to lower the tone of the conversation but has anyone seen the
new Apple G3 minitower? Wow, now there's a nice piece of kit. If only
you could get it in different colours like the iMac and it was 100%
compatible with the PC I might have bought one!

For the moment I shall have to stick with my P133 and TT.

Also has anyone read "APPLE - The Inside Story of Intrigue, Egomania,
and Business Blunders" by Jim Carlton? Apart from his, at times,
obvious religious Apple furvour it is a great read. Just how similar
can Atari and Apple get in their day to day dealings!!!

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

3201. Cubase Score FS

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: Charles Sahagian <csahagian@integrityonline.com>
Message-ID: <36999856.28EB@integrityonline.com>
Source record: 3813

Cubase Score 2.0 for Atari ST/TT/Falcon for sale.
Make me an offer.

Chuck
csahagian@integrityonline4.com

3202. Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be3d8a$d87e7560$5a5e0fcb@default>
Source record: 3814

What soundchip does the 1040STfm use?
More importantly, why is the sound output more like that of a C64 then an Amiga?.

MODs sound awfull, as does game music when compared to the same game versions on the Amiga (Xenon II megablast for instance). Did the STfm use the same soundchip as the 520ST's?.
I'm curious because I thought that even early Atari's had great sound output, which is obviously not the case.

Can anyone shed some light on this subject for a Amiga user who has recently aquired a 1040STfm?.

I was going to use it as a MOD player but that seems pointless.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\//

3203. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77dfi8$fr0$2@news.campus.mci.net>
Source record: 3815

On 10 Jan 1999 06:04:07 , sinclair2246@my-dejanews.com wrote:
x
->An 060 in 1999? Amazing...Must be leftovers of unsold inventory no one wants..
->
->
->Peter S.

The problem Dick...er sorry! Peter, is that you have no idea how fast -any-
accelerated Atari running modern system software (N.aes, MagiC, Mint) is...

It doesn't take kazillions of CPU cycles just to open a window, or move a
file. Unlike some bloated memory hogging OS's I won't even mention here. ;-)

BTW, did you know that work is -continuing- on the 68K line? An 80mhz '060
is supposed to be released soon.

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3204. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77dggv$fr0$3@news.campus.mci.net>
Source record: 3816

On 10 Jan 1999 06:30:05 , sinclair2246@my-dejanews.com wrote:

->Thats news to me...And Why? Anything new comming out or is it for nastalgia?

I figured it would be...clues for the clueless... ;-)

Of course there is new stuff coming out. There is, and has been year in and year out for a long time. (don't have enough time/space to list it all) ;)

Why? Because us loyal "Jihads" won't quit on a good thing! (Atari-its more than just a computer-its a way of life!)

BTW, its nostalgia...(iMac reps obviously can't spell as well as not being able to accept reality) ;-))))

->I doubt that many ST jihads were aware that there are multiple Atari shows.
->Please post the schedule..Maybe there will be one in the Twin Cities soon
->right around were I live in Eden Prairie...
->
->Peter S.

I'm sure most the "Atari Jihads" are aware-we were didn't want to tell, afraid that you might show up, and somebody would vaporize you to put you out of their agony... ;-)))

Anyways, lets see...there was the Deuce show, held by A.U.N.T, which just occurred in November of this year. There were 2 shows in the UK recently, the big Atari show in Germany (messe?), as well as World of Atari '98. (and this is just off the top of my head-I'm sure there were more-with repeats this year) Get the point, O pointless one? ;-)))

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3205. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1564.7680T1197T1233@canit.se>
Source record: 3817

Den 11-Jan-99 18:43:24 nedtecknade Clockmeister (gerryvdb@tnet.com.au)
f&#65533;ljande:
>What soundchip does the 1040STfm use?

A Yamaha chip, a FM or PCM synth, three channels, commonly referred to as
"blip-blop".

>More importantly, why is the sound output more like that of a C64 then an
>Amiga?.

Because the Amiga has got Paula, which is superior even to 16-bit PC
soundcards, due to advanced, reliable technology. The ST's Yamaha chip is more
like that of a Master System or other 8-bitters. However, the STE and the
Falcon had better soundchips, that of the Falcon even surpassing Paula.

>MODs sound awfull, as does game music when compared to the same game
>versions on the Amiga (Xenon II megablast for instance). Did the STfm use
>the same soundchip as the 520ST's?.

Yes, they did.

>I'm curious because I thought that even early Atari's had great sound
>output, which is obviously not the case.

>Can anyone shed some light on this subject for a Amiga user who has
>recently aquired a 1040STfm?.

>I was going to use it as a MOD player but that seems pointless.

It's quite pointless. The tracker module is essentially an Amiga format, and
doesn't work particularly well on any other platform.

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ &#65533;&#65533; | Son++Tal+tNic++^E27Ay80

"Things are never as bad as they seem -- usually they're worse!"
- Darkwing

3206. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1096.7680T1248T2785@canit.se>
Source record: 3818

Den 10-Jan-99 07:04:07 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <778f9rdjq2@news.campus.mci.net>,
> thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:
>> On 9 Jan 1999 06:00:59 G, sinclair2246@my-dejanews.com wrote:
>>
>> ->Do you recommend the Milan beige box?
>> ->
>> ->> Terry Ross
>>
>> I can't speak for Terry (willing to bet good money he does though!), but
>> I surely do recommend the Milan...and it does come in an '060 flavor now
>> as well! ;-)))))

```
>An 060 in 1999? Amazing...Must be leftovers of unsold inventory no one
>wants..

Actually, the '060 is quite popular in not only personal computers but in
embedded devices. Motorola has been having a hard time keeping up with demand.

--
/\ __ __ __ __ __ __ __ __ __ ____
/\// \ / \ / /\ /_ \ / \ / \ / /\ / \ / \ / __/
/ // /\// /\//\ /__ / / // '_// / // / // /\// /\// __/
\/ \__/ \__/ \__/ \/ \__/ \/_/ \__/ \__/ \__/ \__/ \__/optimus@canit.se

"Things are never as bad as they seem -- usually they're worse!"
- Darkwing
```

3207. Re: Help: Ontario needs investment from down south...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1176.7680T1252T2814@canit.se>
Source record: 3819

Den 06-Jan-99 07:40:22 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f�ljande:
>While sinclap was relaxing last week in southern california in front of the
>tube...a commercial from Mike Harris, the pm or guv! Hey my guv can beat up
>your pm...--)He was begging the u.s. states to invest in his ontario..he
>claims that taxes are low, an educated work force and an anti union
>province...what a load of crock...i don't get it....the elected gov
>intelectuals want to curb u.s. tv programming due to mythical cultural
>imperialism..how would it look when our managers demand you adopt u.s.
>standard work practises? what a bunch of crap...

```
Frankly Peter, what has this got to do with Atari advocacy?
Take you business elsewhere, preferably to alt.nuke.the.USA, where you'll
learn some proper flaming and advocacy behaviour.
```

--
/// Iggy Drougge __/__
/// optimus@canit.se \ �. /
\\\/// http://www.canit.se/~optimus/ /_o _\
\\X/ They told me to get a life. I got a computer instead. \/

```
Definition of Terror: A female Klingon with PMS.
```

3208. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <973.7680T1294T957@canit.se>
Source record: 3820

Den 09-Jan-99 07:35:18 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f�ljande:
>In article <3694432e.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

>It's a Mac show not a PC one. Intergraph was being rude and were warned that
>they were not permitted to do what they wanted to do..

For once, Peter is right. If I detected anything but an Amiga or a clone
thereof at AmiTech, I too would be upset, although I suspect Petro
Tyschtschenko and Amiga International would be more humble about it.

>Goto PCExpo, Comdex or Amiexpro or maybe a once in a decade Atari show...

There are at least three Atari shows every year in Europe, as far as I can
tell.

--
alt.toys.transformers is *not* talk.abortion
alt.toys.transformers is *not* talk.religion
alt.toys.transformers is *not* alt.test
Iggy Drougge 1997

"Ich brauche kein Tamagotchi. Ich habe Windows 95, das ich regelm�ssig
h�tschele, durch Krankheiten pflege und dann begrabe..."

3209. Re: Whats your favorite color?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <899.7680T1289T309@canit.se>
Source record: 3821

Den 09-Jan-99 07:04:49 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <3696232A.65CDF91D@earthlink.net>,
> Micah Brunt <mbrunt@earthlink.net> wrote:
>> as if "five new colors" were needed to prove it, the iMac is a sales
>> gimmick..

>Our customers asked for more colors..

Which says quite a lot about the Apple customers.

>> i would be ashamed to have so blatantly fallen for it as you..

>It beats beige..

50's kitsch may be hot stuff according to some people, but I'd prefer
something which wouldn't assault my vision whenever I entered the room.

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se

Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/

Definition of Terror: A female Klingon with PMS.

3210. Re: No iMac for stocking stuffer

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-11 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <5318.7680T1281T673@canit.se>
Source record: 3822

Den 10-Jan-99 07:52:00 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <369788d4.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> >life to a sority...
>> ^^^^^^
>>
>> it's spelled "sorority". And tell me, what happened after they
>> laughed at you after your feeble attempts at proving you are a "macho
>> stud"....

>Must be the late night..I am a pour spillear...

That's a poor excuse, Peter, you are a poor speller regardless of the time of
day.

>> >If thats her main use she does not need anymore unless she does a lot of
>> >internet surfing. Like utilizing java and QT. I am a PowerUser, so my
>> >needs are greater..
>>
>> Java is dead in the water. QT should run nicely on the IIci. But as
>> for the meat of the Internet (INFO! PICTURES!) a IIci would be just
>> fine....

>Java is alive and well. This weeks Businesweek has a cover story on Scott
>McNealey of Sun and how Java is threatening MS grip...

Nevertheless, Java is in reality entirely uninteresting, albeit a nice idea in
theory. The only experience I have of Java in all my hours of surfing is that
the browser suddenly grinds to a halt, nothing happening for half a minute,
since some idiot decided to have a reflection of his logo on a web page.
Hence, I deactivate Java whenever I encounter such a browser.

>> again, a sign of TIFKAS' waster mentality. You'd be surprised how
>> many of these "old, useless computers" can be placed to good use not
>> only in schools but also in the homes of the underpriveliged and needy.
>> There are many agencies in the US and Canada that often ask for and
>> receive the "old, useless technology", and put it to best use rather
>> than have it emolder in a landfill....

>It's not wasted mentality but prudence.. Fine they belong in the homes of the
>needy and the less priveliged ones but not in the schools who are serious
>about education. Students are power users unlike a certain jihad clan that
>sticks to the past..

Students are power users who like read Hotmail. You don't fool me, Peter. I go to a school every day, and power users do not play Quake twenty four hours a day.

>> >Schools should have technology plans in place that have rational upgrade
>> >cycles so they won't be left behind. I have been in many schools were
>> >video production and media is used extensively.
>>
>> but what if they don't have the BUDGET?

>They can have the budget they plan and sell it to the community. Many
>schools who take education seriously instead of sports will get the money
>through increased property taxes, levies or generous alumni..

Yep, they might be able to get their computers. However, that will lead to cuts when it comes to books, teachers and other material. You make it sound very easy, as you always do. You haven't got much experience of what it is like to manage finances, do you? You just get a new PB from your emplyer every six months, but not everyone does.

>> at the last Comdex here in Toronto, there was an organization called
>> Computers For Schools whose goal is to get computers into schools who
>> don't have much to spend on for a computer-learning budget - they will
>> take even 286 computers, because they've gotten a special licence from
>> the makers of what was originally called GeoWorks to install their
>> operating systems on - and beleive me, these computers run like a
>> little powerhouse. They've even included e-mail, USENET and WEB SURFING
>> to the new version.

>Doesn't solve anything...what about multimedia. Schools use MULTIMEDIA...A
>286, a 386 and 486 or 68k Mac will not cut it..

Schools don't use "multimedia". They use word processors. Sometimes, they even use web browsers and compilers for programming languages. Multimedia doesn't include playing MP3 music or Quake.

>> As for 386s - well, I believe that a donated 386 system with Linux
>> installed would make a great little computer for future programmers in
>> high schools to get started on....

>What about the non programmers.. I see Linux will do more harm than dos did..

The non programmers could actually learn a thing or two, especially if they are not confronted with just Windows, Windows, Windows wherever they go. Knowing how to start Windows and run Word isn't the same thing as knowing computers.

>> >Customers asked for color choices..
>>
>> over things like floppy drives? How clueless can they get?

>Floppies are available..

Peter, you need but one stop at the end of a sentence. Your double stops do only indicate a vagueness, which of course is quite coreect when it comes to

you, Pete.

As for floppies, they are available, but they will do the iMac user no good, since he hasn't got anywhere to insert them. Remember, the IMac is a hermetically sealed environment without any chance of data exchange with the outside world.

--
Iggy Drougge Y Member of Convergence International
optimus@canit.se | (http://www.convergence.eu.org/)
http://www.canit.se/~optimus/ | -For free choice in computing! __
A1200/28/6/80 | Member of Team Amiga __///
C128D, C64, 1541 | -For the creative mind! \XX/

Definition of Terror: A female Klingon with PMS.

3211. Re: Atari Falcons' current price

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <369A93AD.34382AEA@worldnet.att.net>
Source record: 3823

I usually see them from $400-$600 dollar depending a memory, HD and any additionals included. Falcons and TT030's have held up in value. STacy laptops as also held up well, going for anywhere from $350-$500. Mega STe's are going for about $200-$250, Mega ST's for about $100-$200, 1040ST's for about $75 and 520ST's are usually $25 or free sometimes, they have next to no value.

Curt

beaumont wrote:

> What are these going for these days?

3212. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be3dc6$36c12880$645e0fcb@default>
Source record: 3824

Iggy Drougge <optimus@canit.se> wrote in article
<1564.7680T1197T1233@canit.se>...
> Den 11-Jan-99 18:43:24 nedtecknade Clockmeister (gerryvdb@tnet.com.au)
> f�ljande:
> >What soundchip does the 1040STfm use?
>
> A Yamaha chip, a FM or PCM synth, three channels, commonly referred to as
> "blip-blop".

Isn't that the same chip as was used in the ZX spectrum?

> >More importantly, why is the sound output more like that of a C64 then
an
> >Amiga?.
>
> Because the Amiga has got Paula, which is superior even to 16-bit PC
> soundcards, due to advanced, reliable technology. The ST's Yamaha chip is
more
> like that of a Master System or other 8-bitters.

That answers my previous question :-)

However, the STE and the
> Falcon had better soundchips, that of the Falcon even surpassing Paula.

Which soundchip does the Falcon and STE use?. Is it a custom device or
another Yamaha chip?.

> >MODs sound awfull, as does game music when compared to the same game
> >versions on the Amiga (Xenon II megablast for instance). Did the STfm
use
> >the same soundchip as the 520ST's?.
>
> Yes, they did.
>
> >I'm curious because I thought that even early Atari's had great sound
> >output, which is obviously not the case.
>
> >Can anyone shed some light on this subject for a Amiga user who has
> >recently aquired a 1040STfm?.
>
> >I was going to use it as a MOD player but that seems pointless.
>
> It's quite pointless. The tracker module is essentially an Amiga format,
and
> doesn't work particularly well on any other platform.

>

I have noticed that. I'm not impressed at all with PC trackers either.

Thanks for the info!

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\///

3213. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be3dc8$16dba700$645e0fcb@default>
Source record: 3825

sinclair2246@my-dejanews.com wrote in article
<779fsn$o9d$1@nnrp1.dejanews.com>...
> In article <778f9rdjq2@news.campus.mci.net>,
> thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:
> > On 9 Jan 1999 06:00:59 G, sinclair2246@my-dejanews.com wrote:
> >
> > ->Do you recommend the Milan beige box?
> > ->
> > ->> Terry Ross
> >
> > I can't speak for Terry (willing to bet good money he does though!),
but
> > I surely do recommend the Milan...and it does come in an '060 flavor
now
> > as well! ;-)))))
>
> An 060 in 1999? Amazing...Must be leftovers of unsold inventory no one
wants..
>

An 060 coupled with an efficient, PMT OS and good system design is quite a
speedy solution. The Mac needs oodles of CPU power to compensate for that
pathetic OS known as MacOS.
Just why is it that an 060/50 based Amiga emulating a Mac approaches the
speed of a real PPC Mac?.

An 060 is a nice solution for both the Atari based and Amiga platforms and
the chip demand is surpassing supply by a fair margin.
Not to mention the fact that the 060 continues to be developed further,
mainly due to user demands.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\///

3214. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <369B1740.5E6C4F55@directprovider.REMOVETHECAPITALS.net>
Source record: 3826

Clockmeister a ï¿½crit :
>
> What soundchip does the 1040STfm use?
> More importantly, why is the sound output more like that of a C64 then an
> Amiga?.

The Atari ST sound chip is the same cheap old Yamaha FM chip that was used in the ZX Spectrum and Amstrad CPC. Even the C64's SID chip was far better than the Yamaha.

> MODs sound awfull, as does game music when compared to the same game
> versions on the Amiga (Xenon II megablast for instance). Did the STfm use
> the same soundchip as the 520ST's?.

Yes, of course it did. An STFM is just an ST with integrated floppy drive and RF TV output, nothing more.

The STE was the improved machine, where they fixed the weaknesses that the ST had compared to the Amiga. Among the other changes, the STE has a stereo DMA sound system comparable to the Amiga's, but it was too little, too late and very few game editors bothered to write STE enhanced versions of their games.

> I'm curious because I thought that even early Atari's had great sound
> output, which is obviously not the case.

No, they didn't. BUT they were great for professional music applications. Musicians use MIDI synths and expanders, and even though the Amiga had a better sound system, it was still useless for pro or semi-pro musicians who wanted rock solid MIDI.

>
> Can anyone shed some light on this subject for a Amiga user who has
> recently aquired a 1040STfm?.

The Yamaha soundchip was definitely one of the ST's weak points. As I said, they fixed it with better hardware in the STE.

For an idea of what the STE is capable of, you should try Obsession Pinball on an STE.

>
> I was going to use it as a MOD player but that seems pointless.

If you have an Amiga, then probably it is. Get an STE with Octalyzer or some other STE-only MOD tracker, and taste the difference.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3215. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <369B19B9.B40F46E4@directprovider.REMOVETHECAPITALS.net>
Source record: 3827

Clockmeister a ï¿½crit :
>
> Iggy Drougge <optimus@canit.se> wrote in article
> <1564.7680T1197T1233@canit.se>...
> > Den 11-Jan-99 18:43:24 nedtecknade Clockmeister (gerryvdb@tnet.com.au)
> > fï¿½ljande:
> > >What soundchip does the 1040STfm use?
> >
> > A Yamaha chip, a FM or PCM synth, three channels, commonly referred to as
> > "blip-blop".
>
> Isn't that the same chip as was used in the ZX spectrum?
>

Yep, and the Amstrad CPC.

<snip>

> However, the STE and the
> > Falcon had better soundchips, that of the Falcon even surpassing Paula.
>
> Which soundchip does the Falcon and STE use?. Is it a custom device or
> another Yamaha chip?.

The STE (and Mega STE/TT) have a custom Atari DMA chip. It was designed
specifically for playing stereo samples from Direct Memory Access, at
any sample rate. As I said in my previous post, it was hardly ever used
in any games. There are quite a few STE-only MOD players around that are
quite good.

In addition to that, the Falcon has a completely new sound system, known
as the "sound matrix" which allows you to send various inputs (mic, ADC,
DMA, etc...) and outputs (speaker, headphones, DAC, DMA..) through the
DSP. This allows to do things that couldn't be imaginable on the Amiga,
like harddisk audio recording in sync with MIDI, while adding effects
through the DSP. If only the DAC/ADC had been better, the in/outs would
have been at line level and the fixed clock rates would have been the
industry standard 44.1 KHz.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3216. Re: Whats your favorite color?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <369b6011.0@nemo.idirect.com>
Source record: 3828

On 10 Jan 1999 06:34:43 , Terry & Karen Ross wrote:

>>
>>Okay bye...leave...don't let the door slam your behind..
>
>So, you felt it necessary to PROVE to everyone that you either can't
>read, period - or that the mechanics of actually comprehending what
>you've read is beyond your grasp? It really wasn't a requirement that
>you attempt to prove my hypothesis you know, we're all quite aware
>that you've got the intellectual facilities of your average head of
>cabbage.
>
now, that's not fair, comparing TIFKAS to a cabbage. You really owe
that cabbage an apology :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3217. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be3e4a$40b10e80$385e0fcb@default>
Source record: 3829

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in
article <369B1740.5E6C4F55@directprovider.REMOVETHECAPITALS.net>...
>
>
> Clockmeister a crit :
> >
> > What soundchip does the 1040STfm use?
> > More importantly, why is the sound output more like that of a C64 then
an
> > Amiga?.
>
> The Atari ST sound chip is the same cheap old Yamaha FM chip that was
> used in the ZX Spectrum and Amstrad CPC. Even the C64's SID chip was far
> better than the Yamaha.

So Atari included MIDI ports but neglected to add a decent sound chip.
Quite ludicrous really.

> > MODs sound awfull, as does game music when compared to the same game
> > versions on the Amiga (Xenon II megablast for instance). Did the STfm
use
> > the same soundchip as the 520ST's?.
>
> Yes, of course it did. An STFM is just an ST with integrated floppy
> drive and RF TV output, nothing more.

Ok.

> The STE was the improved machine, where they fixed the weaknesses that
> the ST had compared to the Amiga. Among the other changes, the STE has a
> stereo DMA sound system comparable to the Amiga's, but it was too
> little, too late and very few game editors bothered to write STE
> enhanced versions of their games.
>
> > I'm curious because I thought that even early Atari's had great sound
> > output, which is obviously not the case.
>
> No, they didn't. BUT they were great for professional music
> applications. Musicians use MIDI synths and expanders, and even though
> the Amiga had a better sound system, it was still useless for pro or
> semi-pro musicians who wanted rock solid MIDI.

Men at work (the band) might disagree here, but anyway...

>
> >

> > Can anyone shed some light on this subject for a Amiga user who has
> > recently aquired a 1040STfm?.
>
> The Yamaha soundchip was definitely one of the ST's weak points. As I
> said, they fixed it with better hardware in the STE.
>
> For an idea of what the STE is capable of, you should try Obsession
> Pinball on an STE.

OK.

> >
> > I was going to use it as a MOD player but that seems pointless.
>
> If you have an Amiga, then probably it is. Get an STE with Octalyzer or
> some other STE-only MOD tracker, and taste the difference.

I'll keep my eye out for a STE then ;-)

Thanks for the info.

Regards,

Clockmeister.

3218. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <369b807f.0@nemo.idirect.com>
Source record: 3830

On 11 Jan 99 21:34:19 +0, Iggy Drougge wrote:
>Den 09-Jan-99 07:35:18 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
>f�ljande:
>>In article <3694432e.0@nemo.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>>It's a Mac show not a PC one. Intergraph was being rude and were warned that
>>they were not permitted to do what they wanted to do..
>
>For once, Peter is right. If I detected anything but an Amiga or a clone
>thereof at AmiTech, I too would be upset, although I suspect Petro
>Tyschtschenko and Amiga International would be more humble about it.

to here I disagree. Intergraph is a company that makes servers, and
their servers are very Mac friendly - hence their booth at MacWorld.
However, after hearing Jobs make another one of his fatuous claims -
this time about Mac OS servers being able to toast PC servers, and using
what Intergraph saw as a flawed test. Intergraph decided to do another
test at the show that compared their systems to the new Apple servers.

Now this would have been perfect for Apple had they been able to
substantiate their claims using another competing product - even if they
broke even, it would have given them some credibility as to their
claims. Instead, afraid of having a huge hole pop open in the
Reality-Distortion Field�, Steve simply had another of his infamous
hissy fits and used his leverage with MacWorld to have Intergraph
removed.

Indeed, the question remains - if Intergraph's actions and product
were not appropriate for the show, then why let them in the show in the
first place?

Jobs has not been getting good press over this. Indeed, it's making
him look quite bad. Here he is at a position where Micro$oft is in serious
loss of credibility, a situation where Jobs can make some great inroads
- the last thing he needs is to start using Gates-like tactics to
silence his critics.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3219. Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: Jeaux <jeauxblo@mindspring.com>
Message-ID: <77g39notf1@camel0.mindspring.com>
Source record: 3831
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy

Wanted: a stable O/S for Intel oriented computers which will obselete the Microsoft Abominations.

[End User License Agreement: By opening this message you show your agreement to spend the rest of your life vigorously opposing the oppressive Microsoft marketing philosophy.]

The instability of Windows Operating System, and the inability of the operator to re-install major portions of the O/S without re-installing the entire O/S, maintains an ever-present menace to periodically flush out information, indescribably important to the user.

Backups are no solution in a market which produces ever-increasing hard drive capacities when Microsoft maintains perpetually expanding products which render the new capacities little more helpful than the older smaller drives.

Microsoft will not include proper correctional procedures as to allow the operator to correct the notorious anomalies which are guaranteed to crop up in the O/S, without phone contact to Redmond Washington. Neither the demur manual, NOR the on-line Help avails the correctional procedure to the Operator. For example, trying to look up the word "reinstall" in the help window yields no solution to reinstall some component of the O/S.

There is the option of calling Microsoft help personnel and paying long-distance phone charges to have them direct the operator through the esoteric steps of addressing the pertinent cabinet files, but this increases the price of Windows from $89.00 retail, to something on the order of $300.00 to $600.00 per year, to keep the O/S in its normal unstable operability.

Microsoft offers no 800 or toll-free numbers for help. Microsoft is such an oppressively wealthy company that it is publicly contemptuous for them to fail to offer toll-free technical support as do much smaller vendors who are much less able to afford this overhead. There should be an investigation to determine any collusion between Gates or Microsoft and Telecommuications Companies.

For Bill Gates to have $65 Billion (not a current figure) taken from customers for the shoddy unservicable products he has sold should be legally defined as theft. Gates' wealth if properly distributed could more purposely provide the new Apple "IMAC" computer to 65 million individuals. Apple Computers with their more conscientious marketing philosophy would

more ethically deserve the business.

The Microsoft product upgrade procedure follows a successful formula of releasing a shoddy, unreliable, unstable product, generating profound sums of capital wealth, followed by a corrective "upgrade", equally lucrative, which, although it may fix some former problems, includes so much new feature content (which will require an equally lucrative future corrective upgrade) with commensurate shoddiness and instability, that the use of Microsoft Software is a pattern of upgrading from one instability to another, ostensibly for the purpose of perpetually genereating regeneratively snowballing Income.

Microsoft products are not ingenious. They are normally complex application softwares which are made more complex through the inclusion of protective devices which insure the company and its founder that it will not miss a penny. Microsoft is obviously and definitively taking advantage of a market allegiance which exists for no other reason than that it has always released software prematurely for the purpose of getting to market ahead of competition. There cannot be the option of buying a shoddy product first, and then improving with the advent of competitor"s software, due to the high price of software, and the education curve of switching.

What is reliable in Microsoft"s products is the guarantee that you will spend more time wiping them than you will spend in the toilet during your lifetime. Tens of millions of users, perhaps hundreds, lose hundreds of man-hours each year compensating for Microsoft"s marketing philosophy.

Bill Gates has visited more trouble on mankind in 20 years than millenia of efforts by any villains, mythical or otherwise, such as Satan, Lucifer, Beetle Juice, or Ron Hubbard. One can only hope that Gates" damnation of humanity will not be eternal. Like so many other consumers, I have spent a hellfire of time compensating for a greedy marketing philosophy, oppressive of competition. Multiply this by the hundreds of millions of computers in existence to comprehend the extent of the inferno.

David Alexander

Cc: Earth

--
jeauxblo@mindspring.com
alec.net@juno.com

3220. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: Earl Malmrose <earl.malmrose@nospam.sierra.com>
Message-ID: <77g81hlgf1@plo.sierra.com>
Source record: 3832
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy

Jeaux wrote in message <77g39notf1@camel0.mindspring.com>...
>Wanted: a stable O/S for Intel oriented computers which will obselete the
>Microsoft Abominations.

BeOS.

3221. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: sg.od.in@info.sys.incdotcom
Message-ID: <sg.od.in-12019917052400001@10.1.11.85>
Source record: 3833
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy,comp.os.ms-windows.advocacy

In article <77g39notf1@camel0.mindspring.com>, "Jeaux"
<jeauxblo@mindspring.com> wrote:

ROFLMAO

ok.. can I say it?

pleeease? :)

Buy a Mac :D

> Wanted: a stable O/S for Intel oriented computers which will obselete the
> Microsoft Abominations.
>
> [End User License Agreement: By opening this message you show your
> agreement to spend the rest of your life vigorously opposing the oppressive
> Microsoft marketing philosophy.]
>
> The instability of Windows Operating System, and the inability of the
> operator to re-install major portions of the O/S without re-installing the
> entire O/S, maintains an ever-present menace to periodically flush out
> information, indescribably important to the user.
>
> Backups are no solution in a market which produces ever-increasing hard
> drive capacities when Microsoft maintains perpetually expanding products
> which render the new capacities little more helpful than the older smaller
> drives.
>
> Microsoft will not include proper correctional procedures as to allow the
> operator to correct the notorious anomalies which are guaranteed to crop up
> in the O/S, without phone contact to Redmond Washington. Neither the demur
> manual, NOR the on-line Help avails the correctional procedure to the
> Operator. For example, trying to look up the word "reinstall" in the help
> window yields no solution to reinstall some component of the O/S.
>
> There is the option of calling Microsoft help personnel and paying
> long-distance phone charges to have them direct the operator through the
> esoteric steps of addressing the pertinent cabinet files, but this increases
> the price of Windows from $89.00 retail, to something on the order of
> $300.00 to $600.00 per year, to keep the O/S in its normal unstable
> operability.
>

> Microsoft offers no 800 or toll-free numbers for help. Microsoft is such an
> oppressively wealthy company that it is publicly contemptuous for them to
> fail to offer toll-free technical support as do much smaller vendors who are
> much less able to afford this overhead. There should be an investigation to
> determine any collusion between Gates or Microsoft and Telecommuications
> Companies.
>
> For Bill Gates to have $65 Billion (not a current figure) taken from
> customers for the shoddy unservicable products he has sold should be legally
> defined as theft. Gates' wealth if properly distributed could more
> purposely provide the new Apple 'IMAC' computer to 65 million individuals.
> Apple Computers with their more conscientious marketing philosophy would
> more ethically deserve the business.
>
> The Microsoft product upgrade procedure follows a successful formula of
> releasing a shoddy, unreliable, unstable product, generating profound sums
> of capital wealth, followed by a corrective 'upgrade', equally lucrative,
> which, although it may fix some former problems, includes so much new
> feature content (which will require an equally lucrative future corrective
> upgrade) with commensurate shoddiness and instability, that the use of
> Microsoft Software is a pattern of upgrading from one instability to
> another, ostensibly for the purpose of perpetually genereating
> regeneratively snowballing Income.
>
> Microsoft products are not ingenious. They are normally complex application
> softwares which are made more complex through the inclusion of protective
> devices which insure the company and its founder that it will not miss a
> penny. Microsoft is obviously and definitively taking advantage of a market
> allegiance which exists for no other reason than that it has always released
> software prematurely for the purpose of getting to market ahead of
> competition. There cannot be the option of buying a shoddy product first,
> and then improving with the advent of competitor's software, due to the high
> price of software, and the education curve of switching.
>
> What is reliable in Microsoft's products is the guarantee that you will
> spend more time wiping them than you will spend in the toilet during your
> lifetime. Tens of millions of users, perhaps hundreds, lose hundreds of
> man-hours each year compensating for Microsoft's marketing philosophy.
>
> Bill Gates has visited more trouble on mankind in 20 years than millenia of
> efforts by any villains, mythical or otherwise, such as Satan, Lucifer,
> Beetle Juice, or Ron Hubbard. One can only hope that Gates' damnation of
> humanity will not be eternal. Like so many other consumers, I have spent a
> hellfire of time compensating for a greedy marketing philosophy, oppressive
> of competition. Multiply this by the hundreds of millions of computers in
> existence to comprehend the extent of the inferno.
>
>
> David Alexander

>
> Cc: Earth
>
>
> --
> jeauxblo@mindspring.com
> alec.net@juno.com

--
remove all the '.'s from my address and put a '.' where the 'dot' is
in order to reply. SUPPORT NO SPAM EFFORTS. Apologies for the incon-
venience that the spammers have forced me to subject you to in order
to simply send me e-mail.

3222. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <77gmgv$r1t@news2.tds.net>
Source record: 3834
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy

On 12 Jan 1999 12:09:11 , "Jeaux" wrote:
[Majority snipped]

>Bill Gates has visited more trouble on mankind in 20 years than millenia of
>efforts by any villains, mythical or otherwise, such as Satan, Lucifer,
>Beetle Juice, or Ron Hubbard. One can only hope that Gates' damnation of
>humanity will not be eternal. Like so many other consumers, I have spent a
>hellfire of time compensating for a greedy marketing philosophy, oppressive
>of competition. Multiply this by the hundreds of millions of computers in
>existence to comprehend the extent of the inferno.
>
>
>David Alexander
>
>Cc: Earth

OK, OK, I admit it. I contributed to all of this. I once bought
Atari Microsoft BASIC for my Atari 400 & 800s, way back in '80 or '81,
and I've been feeling guilty about it ever since....

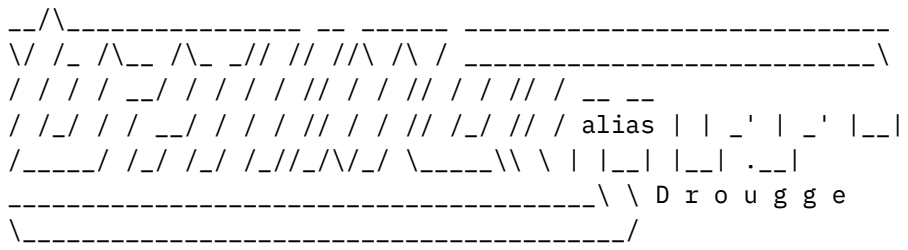
Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3223. Re: Atari Falcons' current price

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-12 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1135.7681T1365T2683@canit.se>
Source record: 3835

Den 12-Jan-99 01:13:11 nedtecknade Curt Vendel (cvendel@worldnet.att.net)
f�ljande:
>I usually see them from $400-$600 dollar depending a memory, HD and any
>additionals included. Falcons and TT030's have held up in value.
>STacy laptops as also held up well, going for anywhere from $350-$500.
>Mega STe's are going for about $200-$250, Mega ST's for about
>$100-$200, 1040ST's for about $75 and 520ST's are usually $25 or free
>sometimes, they have next to no value.

How about the ST Book? I wouldn't mind porting one of those beauties to
school.
--


"Ich brauche kein Tamagotchi. Ich habe Windows 95, das ich regelm�ssig
h�tschele, durch Krankheiten pflege und dann begrabe..."

3224. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-13 00:00:00 UTC
From: hajo@Zierke.com
Message-ID: <slrn79nttv.r1.hajo@hersland.Zierke.com>
Source record: 3836
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy,de.alt.gruppenkasper

Jeaux schrieb:

> Wanted: a stable O/S for Intel oriented computers which will obselete the
> Microsoft Abominations.

Bevor Du Dich auf die Suche machst, mï¿½chtest Du die Funktion einer
Newsgroups-Zeile verstehen.

Ich mï¿½chte allerhï¿½flichst nachfragen, ob dieser Herrï¿½ in
de.alt.gruppenkasper willkommen geheiï¿½en wird.

hajo

--
Ich hab hier 'ne Pressemitteilung rumliegen, wo Microsoft verkï¿½ndet, daï¿½ das
Erscheinungsdatum von Windows 2000 sich auf das zweite Quartal 1901 verzï¿½gern
wird. -- Hanno Foest

3225. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-13 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77icqv$l3s$3@news.campus.mci.net>
Source record: 3837

On 12 Jan 1999 17:05:23 , Scott R. Godin wrote:
->In article <77g39notf1@camel0.mindspring.com>, "Jeaux"
-><jeauxblo@mindspring.com> wrote:
->
->ROFLMAO
->
->ok.. can I say it?
->
->pleeease? :)
->
->Buy a Mac :D

Even better yet, run Linux/Unix on the PC hardware. (or Mac hardware). Of course the best solution is to use Atari hardware with Mint (unix) as the OS... ;-)

-> > Wanted: a stable O/S for Intel oriented computers which will obselete the
-> > Microsoft Abominations.

Ditto...

-> > [End User License Agreement: By opening this message you show your
-> > agreement to spend the rest of your life vigorously opposing the oppressive
-> > Microsoft marketing philosophy.]

Thats exactly what us Atarians have been doing...for years now.. ;-))))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3226. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-13 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <369CBEC8.C0C811@cfc.dnd.ca>
Source record: 3838
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy

MiNT
(add LiNUX and TOS, heat and serve -> MiNT)

Earl Malmrose wrote:
>
> Jeaux wrote in message <77g39notf1@camel0.mindspring.com>...
> >Wanted: a stable O/S for Intel oriented computers which will obselete the
> >Microsoft Abominations.
>
> BeOS.

3227. Atari PC Compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-13 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <77ik67jc1@nnrp1.dejanews.com>
Source record: 3839

I have been in the process of adding a section on my web site for the Atari line of PC Compatible systems. I managed to track down some old black & white photos last week, and I scanned/posted them on my site yesterday.

I did manage to track down some information on the PC-1 system from a review in an old issue of COMPUTE! magazine. However, I can't seem to find any information on the other systems. Specifically, I am looking for the Processor type, RAM, expansion capabilities, etc. In a nutshell, I need all of the hardware specs.

The ABC N386sx laptop looks almost identical to the old Epson laptops that I used to service years ago. Can anyone confirm/deny that Epson built these systems for Atari?

Do any spec sheets exist for these systems? The specific models that I am looking for are the PC-2, PC-3, PC-4, PC-5, and ABC line.

Mike Stulir

Back In Time -- Updated news and complete coverage of ALL things Atari.

http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3228. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-13 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn79qemg.9pb.jedi@dementia.mishnet>
Source record: 3840
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy

On Wed, 13 Jan 1999 18:55:15 -0500, Andrei <in@out.com> wrote:
>iMac? *puke*. linux! or nt4, at least.

Actually, the LinuxPPC people are working rather hard to
get Linux running and fully functional on iMacs.

--
Herding Humans ~ Herding Cats

Neither will do a thing unless they really want to, or |||
is coerced to the point where it will scratch your eyes out / | \
as soon as your grip slips.

In search of sane PPP docs? Try http://penguin.lvcm.com

3229. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-14 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <77k2ol$a5p$1@nnrp1.dejanews.com>
Source record: 3841

In article <01be3dc8$16dba700$645e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:

> > An 060 in 1999? Amazing...Must be leftovers of unsold inventory no one
> wants..
> >
>
> An 060 coupled with an efficient, PMT OS and good system design is quite a
> speedy solution. The Mac needs oodles of CPU power to compensate for that
> pathetic OS known as MacOS.
> Just why is it that an 060/50 based Amiga emulating a Mac approaches the
> speed of a real PPC Mac?.

Irelevant...Just covering up the fact that the TOS hardware and software are
eons behind..

What PPC Mac are you referring to? Thats a vague statement. Are you telling
me that the 060 Amiga is as fast as a G3/400 model?

> An 060 is a nice solution for both the Atari based and Amiga platforms and
> the chip demand is surpassing supply by a fair margin.

What do you base this upon? Did not Quickpak go out of business?

> Not to mention the fact that the 060 continues to be developed further,
> mainly due to user demands.

What user demand?
>
> Regards,
>
> Clockmeister.
>
> --
> ///
> /// * I never engage in a battle of wits
> \\\ /// with an unarmed person *
> \\///
>
>

Peter S.

"Macintosh: We may not get everything right, but at least we knew the
century was going to end." --Douglas Adams

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3230. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-14 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <77k45l$b5e$1@nnrp1.dejanews.com>
Source record: 3842

In article <369b807f.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> to here I disagree. Intergraph is a company that makes servers, and
> their servers are very Mac friendly - hence their booth at MacWorld.
> However, after hearing Jobs make another one of his fatuous claims -
> this time about Mac OS servers being able to toast PC servers, and using
> what Intergraph saw as a flawed test. Intergraph decided to do another
> test at the show that compared their systems to the new Apple servers.
>
> Now this would have been perfect for Apple had they been able to
> substantiate their claims using another competing product - even if they
> broke even, it would have given them some credibility as to their
> claims. Instead, afraid of having a huge hole pop open in the
> Reality-Distortion Field, Steve simply had another of his infamous
> hissy fits and used his leverage with MacWorld to have Intergraph
> removed.
>
> Indeed, the question remains - if Intergraph's actions and product
> were not appropriate for the show, then why let them in the show in the
> first place?
>
> Jobs has not been getting good press over this. Indeed, it's making
> him look quite bad. Here he is at a position where Micro$oft is in serious
> loss of credibility, a situation where Jobs can make some great inroads
> - the last thing he needs is to start using Gates-like tactics to
> silence his critics.
>

Eh..Chunks...Intergraph was not kicked out at MacWorld but happily displaying
thier wares at the show...Time to use the bib to wipe off the chunky soup
risidue off your lips..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3231. Re: Sony spoils TIFKAS' "good news"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-14 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <77k4hb$bg8$1@nnrp1.dejanews.com>
Source record: 3843

In article <3697e7cb.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> well, it now looks like Sony has now made their move against the
> Connectix Playstation emulator for the now-less-overpriced,
> now-less-underpowered iMac mere DAYS after its release at MacWorld....
>
> Grabbed from PSX.IGN.COM the Playstation News Page
>
> "With an unsurprising stomp of the boot, Sony is filing an injunction
> against, and will then sue, Connectix. With much fanfare at the recent 1999
> MacWorld Exposition, the codesmiths at the company well known for RAM
> Doubler and other products, announced their commercial PlayStation emulator,
> the Virtual Game Station, to the surprise of many. Especially Sony. But
> within two days of the show, a Sony representative allegedly purchased two
> of the units, and within a mere two days, the company plans Sony formed the
> backbone of its suit. Sony will sue for intellectual rights infringement on
> the illegal use of its patented game system."
>
> and somewhere out in the US, TIFKAS (The Idiot Forever Known As
> Sinclap) is having a meal of crow - that is, as soon as he can get BOTH
> feet out of his mouth.... :)

You are on a roll Chunks...Sony did not file a lawsuit....Look for a license
deal soon...

Time to use the bib to wipe the chunky drooling up..

>

Peter S.

"Macintosh: We may not get everything right, but at least we knew the
century was going to end." --Douglas Adams

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3232. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <369dfb56.0@nemo.idirect.com>
Source record: 3844

On 14 Jan 1999 06:51:34 , having been warned by his psychiatrist that continued breathing of methane causes brain damage, so he should stop sticking his head "up there", sinclair2246@my-dejanews.com (The Idiot Forever Known As Sinclap) wrote:

>In article <369b807f.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> to here I disagree. Intergraph is a company that makes servers, and
>> their servers are very Mac friendly - hence their booth at MacWorld.
>> However, after hearing Jobs make another one of his fatuous claims -
>> this time about Mac OS servers being able to toast PC servers, and using
>> what Intergraph saw as a flawed test. Intergraph decided to do another
>> test at the show that compared their systems to the new Apple servers.
>>
>> Now this would have been perfect for Apple had they been able to
>> substantiate their claims using another competing product - even if they
>> broke even, it would have given them some credibility as to their
>> claims. Instead, afraid of having a huge hole pop open in the
>> Reality-Distortion Field, Steve simply had another of his infamous
>> hissy fits and used his leverage with MacWorld to have Intergraph
>> removed.
>>
>> Indeed, the question remains - if Intergraph's actions and product
>> were not appropriate for the show, then why let them in the show in the
>> first place?
>>
>> Jobs has not been getting good press over this. Indeed, it's making
>> him look quite bad. Here he is at a position where Micro$oft is in serious
>> loss of credibility, a situation where Jobs can make some great inroads
>> - the last thing he needs is to start using Gates-like tactics to
>> silence his critics.
>>
>
>Eh..Chunks...Intergraph was not kicked out at MacWorld but happily displaying
>thier wares at the show...Time to use the bib to wipe off the chunky soup
>risidue off your lips..

Time to see your psychiatrist, TIFKAS - your imaginary friend "Chunks" does not exist......

As well, here's a repost of the original story to show you that Intergraph WAS kicked out of the show....I'd suggest you read it again, this time slowly so your feeble little mind can better understand the issues here....

From: bhoang@acs3.acs.ucalgary.ca (Bich Hoang)
Newsgroups: comp.sys.mac.advocacy
Subject: Macworld Kicks Out Intergraph
Date: 6 Jan 1999 21:39:53 GMT
Organization: The University of Calgary
Lines: 56
Message-ID: <770l79$ds2@ds2.acs.ucalgary.ca>
NNTP-Posting-Host: bhoang@acs3.acs.ucalgary.ca
X-Newsreader: TIN [version 1.2 PL2]
Path: nemo.idirect.com!cyclone.news.idirect.com!island.idirect.com!sunqbc.risq.qc.ca!torn!
rover.ucs.ualberta.ca!news.ucalgary.ca!acs3.acs.ucalgary.ca!bhoang
Xref: nemo.idirect.com comp.sys.mac.advocacy:405994

http://www.techweb.com/wire/story/TWB19990106S0008

Macworld Kicks Out Intergraph
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

(01/06/99, 3:28 p.m. ET)
By David Richards, Computer Reseller News
SAN FRANCISCO -- The organizers of Macworld Expo, held here, have stopped
^^^^^^^^^^^^
workstation manufacturer Intergraph Computer Systems from displaying
^^^
Intel-based systems at its booth.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Intergraph, whose booth is located next to Apple's on the show floor, was
set to demonstrate new Intel Xeon workstations running at 400-MHz and
450-MHz chips on Microsoft Windows NT-based multiprocessor workstations.

Sources said this conflicted with Apple's focus on its next-generation
family of Macintosh G3 desktop systems, which are designed to compete with
NT machines.

"We warned Intergraph prior to arriving that they could only run a
Mac-clone environment running off an Intergraph Windows NT server," said
Colin Crawford, president and CEO of Macworld Expo, a unit of IDG Expo
Management Company. "What they turned up with was Windows NT workstations
expecting to run them in a Mac-only environment. This was a sensitive
issue: Apple didn't want it, I didn't want it, and we had to negotiate on
it."

"It was unethical of them to turn up at a Mac function trying to woo Mac
people to a Windows NT platform," Crawford added. "They were warned and
^^^^^^^^^^^^^^^^^^^^
now they have been banned. It is not our fault." IDG refused to comment.
^^^^^^^^^^^^^^^^^^^^^^^^^^

But an IDG insider who asked not to be named said Intergraph would be
compensated for having to leave because IDG feared a lawsuit. The source
^^^^^^^^^^^^^^^^
also said IDG enforced a clause in the contract that gave IDG the right to
remove from Macworld anyone it deemed wasn't acting in the interest of the

event. During his keynote Tuesday, Apple interim CEO Steve Jobs boasted about a powerful new 400-MHz G3 workstation, comparing it to an Intel-based workstation similar to what Intergraph was planning to demonstrate.

An Intergraph employee, who asked not to be identified, was skeptical about Jobs' demo.

"I would like to run the demo again on our systems, this time running ours or SGI's [Silicon Graphics Inc.] proprietary accelerator cards," the Intergraph employee said.

When asked whether it was good business sense to
market NT workstations to Mac users, Macworld's Crawford said, "It may be smart in their eyes, but I think it is plain dumb at a Mac function. I was
^^^^^
under pressure from Apple, and we had to act."
^^^

This is not the first time Intergraph has used Macworld to attempt to lure Apple's core user base -- publishing, graphics, and design professionals -- to its workstations.

At both Macworld events last year, Huntsville, Ala.-based Intergraph stationed company representatives at many nearby hotels and on corners to pitch its products as an alternative to the Mac.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3233. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <369dfebd.0@nemo.idirect.com>
Source record: 3845

On 14 Jan 1999 06:27:40 , sinclair2246@my-dejanews.com wrote:
>In article <01be3dc8$16dba700$645e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
>> > An 060 in 1999? Amazing...Must be leftovers of unsold inventory no one
>> wants..
>> >
>>
>> An 060 coupled with an efficient, PMT OS and good system design is quite a
>> speedy solution. The Mac needs oodles of CPU power to compensate for that
>> pathetic OS known as MacOS.
>> Just why is it that an 060/50 based Amiga emulating a Mac approaches the
>> speed of a real PPC Mac?.
>
>Irelevant...Just covering up the fact that the TOS hardware and software are
>eons behind..

telling a lie over and over doesn't make it true, TIFKAS.....
>
>What PPC Mac are you referring to? Thats a vague statement. Are you telling
>me that the 060 Amiga is as fast as a G3/400 model?
>
>
>> An 060 is a nice solution for both the Atari based and Amiga platforms and
>> the chip demand is surpassing supply by a fair margin.
>
>What do you base this upon? Did not Quickpak go out of business?

he's more believable than you ever will - and by the way, the
Reality-Distortion Field® has no effect here.....

>
>> Not to mention the fact that the 060 continues to be developed further,
>> mainly due to user demands.
>
>What user demand?

what Apple Power Rep? Surely you should be keeping up with
developments at Motorola to be at an advantage in the ever-changing
computer world. But then, it's hard to do that when you insist from
hiding from the truth by keeping your head "up there"......

>
>"Macintosh: We may not get everything right, but at least we knew the
>century was going to end." --Douglas Adams

ah yes, Douglas Adams. So when does STARSHIP TITANIC come out for
the now-less-but-still-overpriced, now-less-but-still-underpowered iMac?
(Hint - see Adams' official web site for why you won't see one.....)

Indeed, TIFKAS acts like a particular Adams character, Wowbagger
the Infinitely Prolonged - and is just as pathetic.....

(clue to TIFKAS - check out the beginning and end chapters of
LIFE, THE UNIVERSE AND EVERYTHING for what I'm talking about, available
from fine bookstores everywhere).....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3234. Re: Atari PC Compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <369E0E20.760F589C@directprovider.REMOVETHECAPITALS.net>
Source record: 3846

mstulir@geocities.com a ï¿½crit :
>
> I have been in the process of adding a section on my web site for the Atari
> line of PC Compatible systems. I managed to track down some old black & white
> photos last week, and I scanned/posted them on my site yesterday.
>
> I did manage to track down some information on the PC-1 system from a review
> in an old issue of COMPUTE! magazine. However, I can't seem to find any
> information on the other systems. Specifically, I am looking for the
> Processor type, RAM, expansion capabilities, etc. In a nutshell, I need all
> of the hardware specs.
>
> The ABC N386sx laptop looks almost identical to the old Epson laptops that I
> used to service years ago. Can anyone confirm/deny that Epson built these
> systems for Atari?
>
> Do any spec sheets exist for these systems? The specific models that I am
> looking for are the PC-2, PC-3, PC-4, PC-5, and ABC line.
>

Try here:

http://www.atari-history.com/

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3235. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-14 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77l5q3$6st$1@news.campus.mci.net>
Source record: 3847

On 14 Jan 1999 09:27:09 , Daniel L. Dreibelbis wrote:

<snip>

->>"Macintosh: We may not get everything right, but at least we knew the
->>century was going to end." --Douglas Adams

Thats a cool quote... ;-)

-> (clue to TIFKAS - check out the beginning and end chapters of
->LIFE, THE UNIVERSE AND EVERYTHING for what I'm talking about, available
->from fine bookstores everywhere).....

Daniel! (prefect2)! ;-)

I see you're a Hitchhikers fan as well. I loved that series of books. Well,
except for the last one. I still wonder why it was so dark and gloomy (esp.
compared to the previous ones). I've got the BBC's first 6 episodes of the
TV series on tape, its very cool. See ya later! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3236. Funny, No G3's in L-in-S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-15 00:00:00 UTC
From: grovem@ridgecrest.ca.us
Message-ID: <77m8skhqq1@ash.ridgecrest.ca.us>
Source record: 3848

Found it funny that no Apple G3's (or even iMacs for that matter) were represented in the new release of Lost in Space. All SGI stuff on the screen. I guess Apple and it's third party software providers just can't cut it in a professional enviroment. Does that mean Apple has no place in the future? I just happen to think, they didn't show Pennys room. Maybe there was an iMac in there being used as a fish bowl....

I found the movie quite pleasing. I grew up watching Lost in Space on the tube and wondered how bad it could be. There wasn't too much of anything, and enough to make it worth while to tape off my DSS to S-VHS for editing on my Falcon and Expose.

Mike

(I thought the Robot sucked, but the virtual interface was cool as was the rest of the hardware on the show).

3237. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-15 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <77mnpjhgg1@nnrp1.dejanews.com>
Source record: 3899

In article <369dfb56.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> >Eh..Chunks...Intergraph was not kicked out at MacWorld but happily displaying
> >thier wares at the show...Time to use the bib to wipe off the chunky soup
> >risidue off your lips..
>
> Time to see your psychiatrist, TIFKAS - your imaginary friend
> "Chunks" does not exist......
>
> As well, here's a repost of the original story to show you that
> Intergraph WAS kicked out of the show....I'd suggest you read it again,
> this time slowly so your feeble little mind can better understand the
> issues here....
>

Roflmao.....

Chunks please use a larger bib to wipe up the extra chunky risidue that is
proving difficult clean up...
Please get it done...What do you not understand?

Media Advisory

Colin Crawford Affirms Intergraph Computer Systems Participation at Macworld
'99 San Francisco

HUNTSVILLE, AL, Jan. 11,1999 • Colin Crawford, President / CEO Macworld
Magazine, officially stated today that rumors of Intergraph Computer Systems
being 'kicked-out' of Macworld Expo. were completely untrue.

"Intergraph Computer Systems' (booth #1817), was a welcomed exhibitor and
participated in the Macworld Expo, January 5-8, 1999. Their exhibit was in
complete compliance with the IDG/Macworld Expo show guidelines," stated
Crawford. "Intergraph Computer Systems, IDG Show Management, and myself have
always worked well together to deliver access to the latest computing
technology which complements the Macintosh user's experience. We look forward
to working together in the future."

Crawford added, "Intergraph has been a friend to Macworld and has done an
above-board, professional job of presenting its MacFriendly NT solutions to
this audience. I have a great deal of respect for their organization and the
efforts they have made to support the Mac environment."

"This is the third Macworld for Intergraph Computer Systems and a good
forum for demonstrating our MacFriendly(TM) solutions. Our team grew up in
the Mac culture and are very familiar and sensitive to the issues Mac users

face," said Bruce Sholes, executive director, Intergraph Computer Systems, Publishing and Prepress Division. "We focus on the integration of our NT systems and the Mac in one environment. Hence, our message has always been and still is integration, not migration. We appreciate the support of Macworld and the IDG show organizers in facilitating our presence in Macworld publications and events. "

Intergraph featured its MacFriendly solutions, including workstations and servers, for seamless Mac and NT connectivity at Macworld and demonstrated Macintosh-based systems networked to Intergraph's Windows NT-based InterServe(R) servers in a series of hands-on workshops. Intergraph's MacFriendly TDZ(R) 2000 ViZual Workstations were featured in a number of third party vendor booths throughout the exhibit floor including Miramar, MetaCreations, Canto, Macromedia, Digital Studio (art gallery), and Media4.

FOR FURTHER INFORMATION:

Marla Robinson, Media Relations (256)730-1813 or mcrobins@ingr.com

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3238. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <369f4151.0@nemo.idirect.com>
Source record: 3900

On 15 Jan 1999 06:38:44 , sinclair2246@my-dejanews.com wrote:
>In article <369dfb56.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> >
>> >Eh..Chunks...Intergraph was not kicked out at MacWorld but happily displaying
>> >thier wares at the show...Time to use the bib to wipe off the chunky soup
>> >risidue off your lips..
>>
>> Time to see your psychiatrist, TIFKAS - your imaginary friend
>> "Chunks" does not exist......
>>
>> As well, here's a repost of the original story to show you that
>> Intergraph WAS kicked out of the show....I'd suggest you read it again,
>> this time slowly so your feeble little mind can better understand the
>> issues here....
>>
>
>Roflmao.....
>
>Chunks please use a larger bib to wipe up the extra chunky risidue that is
>proving difficult clean up...
>Please get it done...What do you not understand?

why do you constantly post to someone who clearly doesn't exist?

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

3239. Apple's quarterly earnings....

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <369f4760.0@nemo.idirect.com>
Source record: 3901

well, just to spoil TIFKAS' mindless postings of Apple press releases, here's Apple's quarterly earnings for first quarter, complete with figures for you all to chew on.

For the most part they did pretty good. However, you may also want to check out the US Securities commission report (http://www.sec.gov) to see the stuff mentioned as Apple's concerns as well, which balances out nicely. Apparently Apple has been taking a significant decline in one of their niche markets, education - they also admit in the report that while profits are up, the actual number of computers they sold last fiscal year declined over the previous one. Of course, this is mostly at the beginning part of iMac sales....

-----Original Message-----
From: Media Helpline [SMTP:media.help@apple.com]
Sent: Thursday, January 14, 1999 11:39 AM
To: Apple Press Releases
Subject: Apple Press Release--99/01/13 Apple Reports Fiscal First Quarter Profit of $152 Million

Good Day:

The following press release crossed over PR Newswire on Wedneday, January 13, 1999 at 1:30 p.m. PST. Thank you.

For Immediate Release

Apple Reports Fiscal First Quarter Profit of $152 Million

49 percent unit growth outpaces industry average

CUPERTINO, California<Jan. 13, 1999-<Apple Computer, Inc. today announced financial results for its fiscal 1999 first quarter which ended Dec. 26, 1998. For the quarter, the Company posted a net profit of $152 million, or $.95 per diluted share. These results compare to a net profit of $47 million, or $.33 per diluted share, achieved in the year-ago quarter. Revenues for the quarter were $1.7 billion, up eight percent from the year-ago quarter, and gross margins were 28.2 percent, up from 22.4 percent in the prior year. International sales accounted for 47 percent of the quarter's revenues.

The current quarter's results included a $29 million after-tax gain from the sale of 2.9 million shares of ARM Holdings plc. Without this non-recurring item, the Company's net income for the quarter would have been $123 million, or $.78 per diluted share.

Sales of 519,000 iMac (tm) computers in the quarter drove overall unit growth to 49 percent year-over-year. Ending inventory dropped to $25 million, which represents two days of inventory.

"Unit growth year-over-year was three to four times higher than the industry average," said Steve Jobs, Apple's interim CEO. "In addition, Apple ended the quarter with only two days of inventory, besting industry-leading Dell's seven days of inventory."

"Growing earnings combined with world-class asset management resulted in positive cash flow from operations of $223 million," said Fred Anderson, Apple's CFO. "Apple now has nearly $2.6 billion in cash and short-term investments."

Except for the historical information contained herein, the statements in this press release are forward-looking statements that involve risks and uncertainties. Potential risks and uncertainties include, without limitation, continued competitive pressures in the marketplace; the effect competitive and economic factors and the Company's reaction to them may have on consumer and business buying decisions with respect to the Company's products; the ability of the Company to make timely delivery of new products and successful technological innovations to the marketplace; and the ability of the Company to successfully evolve its operating system. More information on potential factors that could affect the Company's financial results is included in the Company's public reports filed with the SEC, including the Company's Form 10-K for the 1998 fiscal year, and the Company's Form 10-Q for the quarter ended December 26, 1998, to be filed with the SEC.

Apple Computer, Inc. ignited the personal computer revolution in the 1970s with the Apple II, and reinvented the personal computer in the 1980s with the Macintosh. Apple is now recommitted to its original mission<to bring the best personal computing products and support to students, educators, designers, scientists, engineers, businesspersons and consumers in over 140 countries around the world.

Press Contact:
Tami Begasse
(408) 974-3156
email: begasse@apple.com

Investor Relations Contacts:
Nancy Paxton
(408) 974-5420
email:paxton1@apple.com

Joan Hoover
(408) 974-4570
email:hoover1@apple.com

NOTE TO EDITORS: For additional information, visit Apple's PR website (www.apple.com/pr/), call Apple's Media Helpline at (408) 974-2042, or Emma Duckenfield at our PR agency, Edelman Worldwide, at (650)

968-4033, extension 1034.
- 30 -

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APPLE COMPUTER, INC.

CONSOLIDATED BALANCE SHEETS

(In millions, except share amounts)

ASSETS:

December 26, 1998 September 25,1998
Current assets:
Cash and cash
equivalents.....
$1,221 $1,481
Short-term
investments.....
... 1,357 819
Accounts receivable, less allowances of $81 and $81,
respectively..... 913 955

Inventories.....
..... 25 78
Deferred tax
assets.....
..... 166 182
Other current
assets.....
.... 185 183
Total current
assets.....
3,867 3,698
Property, plant, and equipment,
net..... 344 348
Other
assets.....
..... 381 243
Total
assets.....
.... $4,592 $4,289

LIABILITIES AND SHAREHOLDERS' EQUITY:
Current liabilities:
Accounts
payable.....
..... $ 655 $ 719

Accrued
expenses.....
..... 829 801
Total current
liabilities.....
1,484 1,520
Long-term
debt.....
..... 954 954
Deferred tax
liabilities.....
..... 231 173
Total
liabilities.....
.... 2,669 2,647

Commitments and contingencies

Shareholders' equity:
Series A non-voting convertible preferred stock, no par value;
150,000
shares authorized, issued and
outstanding..... 150
150
Common stock, no par value; 320,000,000 shares authorized;
135,348,625 and 135,192,769 shares issued and outstanding,
respectively.. 637 633
Retained
earnings.....
..... 1,050 898
Unrealized gain on available for sale
securities..... 113 --

Other.....
..... (27) (39)
Total shareholders'
equity..... 1,923
1,642
Total liabilities and shareholders'
equity..... $4,592 $4,289

APPLE COMPUTER, INC.

CONSOLIDATED STATEMENTS OF OPERATIONS

(In millions, except share and per share amounts)

December 26, 1998 December 26,1997

Net
sales.....
..... $1,710 $1,578
Cost of

sales.....
..... 1,228 1,225
Gross
margin.....
..... 482 353
Operating expenses:
Research and
development.....
76 79
Selling, general, and
administrative..... 279
234
Total operating expenses 355 313
Operating income
.....
... 127 40

Gain from sale of investment 32 --
Interest and other income (expense), net 10 7
Total interest and other income (expense), net 42 7
Income before provision for income
taxes..... 169 47

Provision for income
taxes.....
17 --
Net income
.....
..... $ 152 $ 47

Earnings per common share:

Basic.....
..... $1.12 $ 0.37

Diluted.....
..... $0.95 $ 0.33

Shares used in computing earnings per share (in thousands):

Basic.....
..... 135,270 127,989

Diluted.....
..... 172,062 139,839

3240. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-15 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be40b1$48d10700$5c5e0fcb@default>
Source record: 3902

sinclair2246@my-dejanews.com wrote in article
<77k2ol$a5p$1@nnrp1.dejanews.com>...
> In article <01be3dc8$16dba700$645e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
> > > An 060 in 1999? Amazing...Must be leftovers of unsold inventory no
one
> > wants..
> > >
> >
> > An 060 coupled with an efficient, PMT OS and good system design is
quite a
> > speedy solution. The Mac needs oodles of CPU power to compensate for
that
> > pathetic OS known as MacOS.
> > Just why is it that an 060/50 based Amiga emulating a Mac approaches
the
> > speed of a real PPC Mac?.
>
> Irelevant...Just covering up the fact that the TOS hardware and software
are
> eons behind..
>
> What PPC Mac are you referring to? Thats a vague statement. Are you
telling
> me that the 060 Amiga is as fast as a G3/400 model?.

Not yet, a G3 upgrade card is in development as well as a 3DFX Voodoo card.
An 060 Amiga can get to performance levels of a low end PPC MAC.
AmigaQuake is a good example of this.

AmigaOS is just as fast as a G3/400 MAC but in sheer number crunching
performance a G3/400 would obviously be a lot faster.

>
>
> > An 060 is a nice solution for both the Atari based and Amiga platforms
and
> > the chip demand is surpassing supply by a fair margin.
>
> What do you base this upon? Did not Quickpak go out of business?

Quickpak???. Sheez, your news is as old as the PC architecture :-)
Gateway own Amiga Inc and Phase 5 and Haage and Partner (and a host of
others) are continuing Amiga hardware development.

> > Not to mention the fact that the 060 continues to be developed further,
> > mainly due to user demands.
>
> What user demand?

Embedded systems. Demand outstrips supply.

Regards,

Clockmeister.

3241. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-15 00:00:00 UTC
From: Matthias Werner <MWerner@bigfoot.de>
Message-ID: <77o7ji$i3e$3@goof.de.uu.net>
Source record: 3903
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy

Ken Macdonald schrieb in Nachricht <369CBEC8.C0C811@cfc.dnd.ca>...
>MiNT
Is this a real, running OS, or just a insane desire?

>(add LiNUX and TOS, heat and serve -> MiNT)
Where can I get it or at least screenshots?

answers -> please email to MWerner@bigfoot.de (spam is fought back against)

3242. Re: G3's picks up hundreds of PlayStation t

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-15 00:00:00 UTC
From: asiufy@iname.com
Message-ID: <asiufy-1501992017380001@200.230.134.208>
Source record: 3904

In article <369799f3.0@nemo.idirect.com>, dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

>On 9 Jan 1999 06:36:15 G, sinclair2246@my-dejanews.com (The Idiot
>Forever Known As Sinclap) wrote:
>
>>http://www.pug.to/cvgs/
>
> as usual, TIFKAS is clutching at straws. So he now stoops so low as
>to suggest that users of the now-less-overpriced, now-less-underpowered
>iMac solve their lack of game software problem by using a Sony
>Playstation emulator.
>
> Here's the problem, though:
>
> 1) the Playstation Emulator costs $90 US - and won't run all of
>the "hundreds of Playstation games". A REAL Sony Playstation, OTOH,
>costs from $90-129 US NEW (depending on which package you buy) and runs
>100% of ALL Playstation titles. Now what is the better value?
>

Oh my, you surely are misinformed! The emulator costs $49. That's the price it went for in Macworld.
Well, I don't know about you, but I love being able to play Playstation games on my G3. Games run flawlessly. I only wish I had a PowerBook, so I could play PSX games anywhere, something you CAN'T do with your "genuine" Sony item.

> 2) in order to use the Playstation emulator, you must obtain a
>GENUINE PLAYSTATION OS ROM DUMPED TO DISK. The only legal way you can
>do this is if you actually OWN a Sony Playstation (again, $90-129 US -
>KA-CHING!). Do the math - is it better to just pay $90-129 US for a
>genuine Playstation that is 100% compatible with all games, or to spend
>$180-219 US to run a not-100%-compatible emulator on an iMac?
>

Again, pure bullshit. It doesn't need any sort of ROM. All the emulator is is a 900kb executable. No ROMs, no BIOS, no nothing. The PSX emulators for Windoze require the ROM file, though, so get your facts straight.

> 2a) those of the emulator's users who would forego #2 and actually
>PIRATE the ROM will soon discover just how much a sense of humour
>Sony's army of patent lawyers lacks (and last time I looked, software
>piracy/breach of copyright carries stiff fines, stiffer prison
>sentences, and potential lawsuits from the patent owners). Is it really
>worth it?

>

News today say that Sony has abandoned the idea of suing Connectix,
based on their evaluation of VGS. It seems it's a completely reverse
engineered product, and doesn't use a single copyrighted Sony technology.
And since your point #2 is completely false, there's nothing holding you,
at least from a legal point of view, from running Playstation games on
your Mac G3.

> As usual, TIFKAS is a penny short, a pound foolish, and (like many
>Mac game titles) a year late!
>

No, you're the wrong fool here. Get your facts straight, because you're
now looking just as bad as TIFKAS.

--
cheers! mailto:asiufy@iname.com
the progrock mp3 listening booth! http://members.xoom.com/asiufy
---

3243. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-15 00:00:00 UTC
From: Daren Scot Wilson <darenw@pipeline.com>
Message-ID: <369FAF2B.399F7EE@pipeline.com>
Source record: 3905
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy

Jeaux wrote:
>
> Wanted: a stable O/S for Intel oriented computers which will obselete the
> Microsoft Abominations.

Wow, you sure cross-posted a lot of newsgroups, but you missed
comp.os.be.advocacy. Your gripes are old hat to us unixers, but people
should know about BeOS, too, since unix/linux/freebsd aren't for
everyone.

>
> [End User License Agreement: By opening this message you show your
> agreement to spend the rest of your life vigorously opposing the oppressive
> Microsoft marketing philosophy.]

Heck, I agreed to that long before I heard of this newsgroup!

--
Daren Scot Wilson
darenw@pipeline.com
www.newcolor.com

"A ship in a harbor is safe, but that is not what ships are built for"
-- William Shedd

3244. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-15 00:00:00 UTC
From: Daren Scot Wilson <darenw@pipeline.com>
Message-ID: <369FAFFD.C3F5E101@pipeline.com>
Source record: 3906
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy

Daren Scot Wilson wrote:
>... but you missed
> comp.os.be.advocacy. ...

Oops, my big chance to evangelize the masses, and i misspelled the
newsgroup.

It's comp.sys.be.advocacy

--
Daren Scot Wilson
darenw@pipeline.com
www.newcolor.com

"A ship in a harbor is safe, but that is not what ships are built for"
-- William Shedd

3245. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-16 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <565.7685T158T970@canit.se>
Source record: 3907
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy

Den 14-Jan-99 00:55:15 nedtecknade Andrei (in@out.com) f�ljande:
>iMac? *puke*. linux! or nt4, at least.

```
Yes, NT4, and don't forget the whips and handcuffs.
```

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ __/ ⁂ | Son++Tal+tNic++^E27Ay80

```
"You're pretty stupid for a commander! OK! Now I'll send you express to hell!"
- Sixshot to Ultra Magnus, "TF: Headmasters"
```

3246. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-16 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <77pghgtif1@nnrp1.dejanews.com>
Source record: 3908

In article <369f4151.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> >Roflmao.....
> >
> >Chunks please use a larger bib to wipe up the extra chunky risidue that is
> >proving difficult clean up...
> >Please get it done...What do you not understand?
>
> why do you constantly post to someone who clearly doesn't exist?

Will you admitt that you made a boo boo?

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Still a Veep?

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3247. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-16 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <77pgortso1@nnrp1.dejanews.com>
Source record: 3909

In article <01be40b1$48d10700$5c5e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
> Not yet, a G3 upgrade card is in development as well as a 3DFX Voodoo card.
> An 060 Amiga can get to performance levels of a low end PPC MAC.
> AmigaQuake is a good example of this.

Thats right not yet or this Century..Maybe next..Remember Apple is moving on
to swatooth...

> AmigaOS is just as fast as a G3/400 MAC but in sheer number crunching
> performance a G3/400 would obviously be a lot faster.

That doesn't make sense...

> > What do you base this upon? Did not Quickpak go out of business?
>
> Quickpak???. Sheez, your news is as old as the PC architecture :-)
> Gateway own Amiga Inc and Phase 5 and Haage and Partner (and a host of
> others) are continuing Amiga hardware development.

So when will they deliver?

> > > Not to mention the fact that the 060 continues to be developed further,
> > > mainly due to user demands.
> >
> > What user demand?
>
> Embedded systems. Demand outstrips supply.
>

But not into consumer cpu's....Big difference....

> Regards,
>
> Clockmeister.
>
Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3248. Re: why is Apple scared of Intergraph?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-16 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36a0975b.0@nemo.idirect.com>
Source record: 3910

On 16 Jan 1999 07:53:23 , sinclair2246@my-dejanews.com wrote:
>In article <369f4151.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
>> >Roflmao.....
>> >
>> >Chunks please use a larger bib to wipe up the extra chunky risidue that is
>> >proving difficult clean up...
>> >Please get it done...What do you not understand?
>>
>> why do you constantly post to someone who clearly doesn't exist?
>
>Will you admitt that you made a boo boo?
^^^^^^

I suggest that you read your missive again - if you'll notice, that
was a categorical denial by Crawford that Intergraph was kicked out.

Unfortunately, it all rests on TechWeb - the organization that
first reported the incident. If you'll notice, they quote Crawford on
why Intergraph was being kicked out. And, if you'll also notice,
TechWeb has yet to retract the story as it was reported.

In any case, you seem to misconstrue the difference between a
categorical denial by a participant and a retraction by the news
source, who seems to be holding to the story. In which case, until
TechWeb retracts the story, you have no case.

So go ahead and ROTFLMAO - because the more you do, the more your
head will be further wedged "up there"......

BTW, it's spelled "admit". Hopefully InCompUSA will pay for your
remedial spelling course......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3249. Re: Funny, No G3's in L-in-S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77q8clcar1@news.campus.mci.net>
Source record: 3911

On 15 Jan 1999 02:24:20 , MGrove wrote:
->Found it funny that no Apple G3's (or even iMacs for that matter) were
->represented in the new release of Lost in Space. All SGI stuff on the
->screen. I guess Apple and it's third party software providers just
->can't cut it in a professional enviroment. Does that mean Apple has no
->place in the future? I just happen to think, they didn't show Pennys
->room. Maybe there was an iMac in there being used as a fish bowl....

Right, SGI was announced as the "brought to you by" lead in. No Mac,
nor Microslop er, Microsoft in sight... ;-)

->I found the movie quite pleasing. I grew up watching Lost in Space on
->the tube and wondered how bad it could be. There wasn't too much of
->anything, and enough to make it worth while to tape off my DSS to
->S-VHS for editing on my Falcon and Expose.
->
->Mike
->
->(I thought the Robot sucked, but the virtual interface was cool as
->was the rest of the hardware on the show).

I have to admit, when I took my 8 yr old to see it, I figured I'd
sleep through it, but I was pleasantly surprised as well. Special
effects were solid, storyline was fair, the lines were delivered
well (believable) (and did you notice the "romance" between Don
and Judy? It was there, but she handled his advances with aplomb,
i.e., no gratuitous sex scenes) Well done. I also like it when they
give me a "villain" I can hate. ;-)

That VI rocked! (and of course, like so many-that robots voice is
-embedded- in my psyche!) I thought the pace was high too (and
that is always a good thing). My fav scene? From the moment they
burst out of hyperspace (was that well-timed silence or what?)
all the way through the spider battle. ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3250. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-16 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be4170$e8247ac0$405e0fcb@default>
Source record: 3912

sinclair2246@my-dejanews.com wrote in article
<77pgortso1@nnrp1.dejanews.com>...
> In article <01be40b1$48d10700$5c5e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
> >
> > Not yet, a G3 upgrade card is in development as well as a 3DFX Voodoo
card.
> > An 060 Amiga can get to performance levels of a low end PPC MAC.
> > AmigaQuake is a good example of this.
>
> Thats right not yet or this Century..Maybe next..Remember Apple is moving
on
> to swatooth...

Early 2000 will see the release of the brand new Amiga II so current upgrades are just there to keep current users up to date. (as much as possible for a small market)

>
> > AmigaOS is just as fast as a G3/400 MAC but in sheer number crunching
> > performance a G3/400 would obviously be a lot faster.
>
> That doesn't make sense...

You're right. What I meant is that AmigaOS is much faster then MacOS, partly due to PMT (which the Mac still hasn't got) and a high level of efficiency (not bloated). This means desktop functions are of similar speed on an 060 Amiga and any Mac.
A G3/400 Mac wins out in numbercrunching performance.

Does that make sense?.

>
> > > What do you base this upon? Did not Quickpak go out of business?
> >
> > Quickpak???. Sheez, your news is as old as the PC architecture :-)
> > Gateway own Amiga Inc and Phase 5 and Haage and Partner (and a host of
> > others) are continuing Amiga hardware development.
>
> So when will they deliver?

Deliver what?. Watch out for a brand new Amiga early next year. Developer systems are nearing completion and should be released shortly.

> > > > Not to mention the fact that the 060 continues to be developed
further,

> > > > mainly due to user demands.
> > >
> > > What user demand?
> >
> > Embedded systems. Demand outstrips supply.
> >
>
>
> But not into consumer cpu's....Big difference....

But demand is demand all the same. The 060 is a good, efficient processor. Hence it's popularity. It's also much easier to implement then the G3 processors.

Regards,

Clockmeister.

3251. Re: Funny, No G3's in L-in-S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: mgrove@iwvispp.com
Message-ID: <77s5h7$9ak$2@remarQ.com>
Source record: 3913

On 16 Jan 1999 14:40:21 , DarkChyld [Ronald J. Hall] wrote:
>On 15 Jan 1999 02:24:20 , MGrove wrote:
>->Found it funny that no Apple G3's (or even iMacs for that matter) were
>->represented in the new release of Lost in Space. All SGI stuff on the
>->screen. I guess Apple and it's third party software providers just
>->can't cut it in a professional enviroment. Does that mean Apple has no
>->place in the future? I just happen to think, they didn't show Pennys
>->room. Maybe there was an iMac in there being used as a fish bowl....
>
> Right, SGI was announced as the "brought to you by" lead in. No Mac,
> nor Microslop er, Microsoft in sight... ;-)
>
You don't have to correct yourself around here:).

>->I found the movie quite pleasing. I grew up watching Lost in Space on
>->the tube and wondered how bad it could be. There wasn't too much of
>->anything, and enough to make it worth while to tape off my DSS to
>->S-VHS for editing on my Falcon and Expose.
>->
>->Mike
>->
>->(I thought the Robot sucked, but the virtual interface was cool as
>->was the rest of the hardware on the show).
>
> I have to admit, when I took my 8 yr old to see it, I figured I'd
> sleep through it, but I was pleasantly surprised as well. Special
> effects were solid, storyline was fair, the lines were delivered
> well (believable) (and did you notice the "romance" between Don
> and Judy? It was there, but she handled his advances with aplomb,
> i.e., no gratuitous sex scenes) Well done. I also like it when they
> give me a "villain" I can hate. ;-)

I don't remember the actors name that played Smith, but he was a very
easily disliked:). I know he has played a few psyco cops in other
movies and always does a good job. The ships and harware are
outstanding. They kept the special effects to a minimum (as much as
you can with that type of movie). The movie rolled right along, almost
too fast. Maybe a sequel:).

>
> That VI rocked! (and of course, like so many-that robots voice is
> -embedded- in my psyche!) I thought the pace was high too (and
> that is always a good thing). My fav scene? From the moment they
> burst out of hyperspace (was that well-timed silence or what?)
> all the way through the spider battle. ;-)

Which was most of the flick:).
They had to go out of the way to add some "hokieness" to it to follow along with the series. Oh, the pain, the pain:).

Mike

3252. Re: Funny, No G3's in L-in-S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: mgrove@iwvispp.com
Message-ID: <77s65k$1na$1@remarQ.com>
Source record: 3914

On 16 Jan 1999 14:40:21 , DarkChyld [Ronald J. Hall] wrote:
>On 15 Jan 1999 02:24:20 , MGrove wrote:
>->Found it funny that no Apple G3's (or even iMacs for that matter) were
>->represented in the new release of Lost in Space. All SGI stuff on the
>->screen. I guess Apple and it's third party software providers just
>->can't cut it in a professional enviroment. Does that mean Apple has no
>->place in the future? I just happen to think, they didn't show Pennys
>->room. Maybe there was an iMac in there being used as a fish bowl....
>
> Right, SGI was announced as the "brought to you by" lead in. No Mac,
> nor Microslop er, Microsoft in sight... ;-)
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>->I found the movie quite pleasing. I grew up watching Lost in Space on
>->the tube and wondered how bad it could be. There wasn't too much of
>->anything, and enough to make it worth while to tape off my DSS to
>->S-VHS for editing on my Falcon and Expose.
>->
>->Mike
>->
>->(I thought the Robot sucked, but the virtual interface was cool as
>->was the rest of the hardware on the show).
>
> I have to admit, when I took my 8 yr old to see it, I figured I'd
> sleep through it, but I was pleasantly surprised as well. Special
> effects were solid, storyline was fair, the lines were delivered
> well (believable) (and did you notice the "romance" between Don
> and Judy? It was there, but she handled his advances with aplomb,
> i.e., no gratuitous sex scenes) Well done. I also like it when they
> give me a "villain" I can hate. ;-)

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outstanding. They kept the special effects to a minimum (as much as
you can with that type of movie). The movie rolled right along, almost
too fast. Maybe a sequel:).

>
> That VI rocked! (and of course, like so many-that robots voice is
> -embedded- in my psyche!) I thought the pace was high too (and
> that is always a good thing). My fav scene? From the moment they
> burst out of hyperspace (was that well-timed silence or what?)
> all the way through the spider battle. ;-)

Which was most of the flick:).
They had to go out of the way to add some "hokieness" to it to follow along with the series. Oh, the pain, the pain:).

Mike

3253. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1884.7686T761T2669@canit.se>
Source record: 3915

Den 16-Jan-99 08:57:18 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <01be40b1$48d10700$5c5e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
>>
>> Not yet, a G3 upgrade card is in development as well as a 3DFX Voodoo card.
>> An 060 Amiga can get to performance levels of a low end PPC MAC. AmigaQuake
>> is a good example of this.

>Thats right not yet or this Century..Maybe next..Remember Apple is moving on
>to swatooth...

Swatooth? Whose tooth?

>> AmigaOS is just as fast as a G3/400 MAC but in sheer number crunching
>> performance a G3/400 would obviously be a lot faster.

>That doesn't make sense...

Delivered with the standard Sinclair three-dotted sortie.
You are stuck with the common PC disease of just looking at numbers instead of
actual, real-life performance.

>> > What do you base this upon? Did not Quickpak go out of business?
>>
>> Quickpak???. Sheez, your news is as old as the PC architecture :-)
>> Gateway own Amiga Inc and Phase 5 and Haage and Partner (and a host of
>> others) are continuing Amiga hardware development.

>So when will they deliver?

They have delivered. Right now, we're waiting for the new G3 board as well as
the 68k emulation library.

>> > > Not to mention the fact that the 060 continues to be developed further,
>> > > mainly due to user demands.
>> >
>> > What user demand?
>>
>> Embedded systems. Demand outstrips supply.

>But not into consumer cpu's....Big difference....

It's the same CPU, Peter.

--
/\ __ __ __ __ __ __ __ __ __ ____
/\// \ / \ / /\ /_ \ / \ / \ / /\ / \ / \ / __/

/ // /\// /\//\ /__ / / // '_// / // / // /\// /\// __/
\/ __/ __/ __/ \/ __/ \/_/ __/ __/ __/ __/ __/optimus@canit.se

"You're pretty stupid for a commander! OK! Now I'll send you express to hell!"
- Sixshot to Ultra Magnus, "TF: Headmasters"

3254. Re: Cindy Crawford

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <77snp3$qns@news3.euro.net>
Source record: 3916

sinclair2246@my-dejanews.com wrote in message
<75i7mrfml1@nnrp1.dejanews.com>...
>In article <1HSe2.813$au3.1125560@news4.mia>,
> NOSPAMwplatt@bellsouth.net (William Platt) wrote:
>> My 8 mhz ST will load and spell check a letter to my mother faster
>> than an i MAC and the fastest PII out there. It will check my e-mail
>> and send a letter faster than a 450mhz pII will load IE. My 8mhz ST
>> boots up in 5 seconds. I can boot my ST, connect to the internet,
>> write a letter, email it, and have a cup of coffee before the fastest
>> PII evens finishes the memory check. That's "real world" So in
>> conclusion, I will use my ST do my business and then beat you all to
>> that hot date with Cindy Crawford :')
>
>My Lynx and 2600 will load up a game faster than any computer out there..
>
>But can your OS acomplish what the others have?

Like WHAT? Be more specific. Still using Deja-News ehhh...
And WHICH OS for the Atari are you refering to? There are a lot of different
ones in use by many Atarians.

3255. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <77somg$sp8@news3.euro.net>
Source record: 3917

Clockmeister wrote in message <01be3d8a$d87e7560$5a5e0fcb@default>...
>What soundchip does the 1040STfm use?
>More importantly, why is the sound output more like that of a C64 then an
>Amiga?.

Because the STfm is just an ST with a (F)loppy disk drive and a TV (M)odulator built-in. The sound chip used is the same used in your basic MSX-1 computer, the Yamaha YM-2149 which was at one time a pretty popular soundchip, although originally some Texas Instruments chip was to be used.

Like the MSX however, for musical purposes all Atari 16-bit and 32-bit computers have standard MIDI ports, and for a long time, were the only computers to come standard with it, hence the success of Cubase and Notator / Logic.

If you want to hear decent MODs on an Atari, you will either need a soundcard / DAC, or an STE / TT (both 50kHz dual-channel 8-bit stereo DMA) or Falcon (16-bit stereo DMA, 50kHz, 8 channels).

There is more to this. I've always seen the ST as the successor to the C64 in technical aspects, and the Amiga as the successor to the Atari 8-bit computers. This is reflected in many ways, including audio and video. Just look at the 320x200 screen reolution and such. It is even reflected in its founding fathers, the one of the Amiga and the Atari 8-bit being Jay Miner and the one of the C64 and the ST being Jack Tramiel. Indeed, an Atari 8-bit computer has MUCH better and richer (four-channel: compare to Amiga - as opposed to three channel: compare to ST and C64) sound, if you only consider its built-in audio capabilities. The 8-bit 1450 XLD however, had even more interesting features, even on things concerning audio. Info can be found on Atari Historical Society (URL coming up next paragraph)

In fact, there was an official license agreement for Atari to produce Amiga computers as an extension to their Atari 8-bit XL line of computers and they even made a prototype with a XL name but an Amiga architecture. This can be verified on Curt Vendel's excellent Atari Historical Society website, www.atari.nu / www.atari-history.com

The introduction of the STE cought up with the Amiga in both sound and graphics areas, and again there was some sort of mingling of employees. The Lynx, as you might know, was developed by Amiga developers, originally for Epyx, who got into financial problems. This lead to a takeover by Atari Corp. The original developerskit for the Lynx consists of a Commodore Amiga with a Howard board, which is what Atari delivered until withdraw from the hardware-market (they're currently owned for their name by Hasbro, who are republishing classic games like Centipede in 3D for the PC).

>
>MODs sound awfull, as does game music when compared to the same game
>versions on the Amiga (Xenon II megablast for instance). Did the STfm use
>the same soundchip as the 520ST's?.
>I'm curious because I thought that even early Atari's had great sound
>output, which is obviously not the case.
>
>Can anyone shed some light on this subject for a Amiga user who has
>recently aquired a 1040STfm?.

Perhaps you should connect a synth to your ST and play an old Sierra
animated adventure...
There were however all sorts of soundcards for the ST, including 12- and
16-bit samplers and also, in stereo.
But what you really should have acquired was a Mega STE or a 1040 STE. You
could then even have upgraded it with standard SIMMS.
>
>I was going to use it as a MOD player but that seems pointless.

Use it as a MIDI system instead. It's not pointless if you use it with
appropriate hardware add-ons, although those may be hard to come by these
days.

3256. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <77sq4c$2ec@news3.euro.net>
Source record: 3918

Iggy Drougge wrote in message <1564.7680T1197T1233@canit.se>...
>Den 11-Jan-99 18:43:24 nedtecknade Clockmeister (gerryvdb@tnet.com.au)
>f�ljande:
>>What soundchip does the 1040STfm use?
>
>A Yamaha chip, a FM or PCM synth, three channels, commonly referred to as
>"blip-blop".

YM-2149 comparable to TI something. PCM came with the STE's (50kHz 8-bit
stereo DMA).
>
>>More importantly, why is the sound output more like that of a C64 then an
>>Amiga?.
>
>Because the Amiga has got Paula, which is superior even to 16-bit PC
>soundcards, due to advanced, reliable technology. The ST's Yamaha chip is
more
>like that of a Master System or other 8-bitters. However, the STE and the
>Falcon had better soundchips, that of the Falcon even surpassing Paula.
>
>>MODs sound awfull, as does game music when compared to the same game
>>versions on the Amiga (Xenon II megablast for instance). Did the STfm use
>>the same soundchip as the 520ST's?.
>
>Yes, they did.
>
>>I'm curious because I thought that even early Atari's had great sound
>>output, which is obviously not the case.
>
>>Can anyone shed some light on this subject for a Amiga user who has
>>recently aquired a 1040STfm?.
>
>>I was going to use it as a MOD player but that seems pointless.
>
>It's quite pointless. The tracker module is essentially an Amiga format,
and
>doesn't work particularly well on any other platform.
>
>--
> | optimus@canit.se
> / __ __ /\ __ __ __ __ _ | unniggy@algonet.se
> / /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
> __/ __/ __/ __/ __/ __/ ** | Son++Tal+tNic++^E27Ay80

>
>"Things are never as bad as they seem -- usually they're worse!"
> - Darkwing
>

3257. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <77sq4l$2ec@news3.euro.net>
Source record: 3919

Nicholas Bales wrote in message
<369B19B9.B40F46E4@directprovider.REMOVETHECAPITALS.net>...
>
>
>Clockmeister a €crit :
>>
>> Iggy Drougge <optimus@canit.se> wrote in article
>> <1564.7680T1197T1233@canit.se>...
>> > Den 11-Jan-99 18:43:24 nedtecknade Clockmeister (gerryvdb@tnet.com.au)
>> > f€ljande:
>> > >What soundchip does the 1040STfm use?
>> >
>> > A Yamaha chip, a FM or PCM synth, three channels, commonly referred to
as
>> > "blip-blop".
>>
>> Isn't that the same chip as was used in the ZX spectrum?
>>
>
>Yep, and the Amstrad CPC.
>
><snip>
>
>> However, the STE and the
>> > Falcon had better soundchips, that of the Falcon even surpassing Paula.
>>
>> Which soundchip does the Falcon and STE use?. Is it a custom device or
>> another Yamaha chip?.
>
>The STE (and Mega STE/TT) have a custom Atari DMA chip. It was designed
>specifically for playing stereo samples from Direct Memory Access, at
>any sample rate. As I said in my previous post, it was hardly ever used
>in any games. There are quite a few STE-only MOD players around that are
>quite good.
>
>In addition to that, the Falcon has a completely new sound system, known
>as the "sound matrix" which allows you to send various inputs (mic, ADC,
>DMA, etc...) and outputs (speaker, headphones, DAC, DMA..) through the
>DSP. This allows to do things that couldn't be imaginable on the Amiga,
>like harddisk audio recording in sync with MIDI, while adding effects
>through the DSP. If only the DAC/ADC had been better, the in/outs would
>have been at line level and the fixed clock rates would have been the
>industry standard 44.1 KHz.

Come to think of it.... the STE had line-level RCA / cinch outputs, I was disappointed that Atari reverted to the mini-jack solutions seen on so many PC's. But then, they marketed the machine as a consumer machine and fired the whole German staff who focussed more on the professional market. Then they focussed on the 64-bit Jaguar system including voicemodems, VR-helmets, CD add-ons networking and so on, in 1993. Ofcourse, being great marketeers, they couldn't live up to Sony's marketing standards or Nintendo's cash....

>
>
>
>Nick
>--
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

3258. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <77sq4n$2ec@news3.euro.net>
Source record: 3920

Clockmeister wrote in message <01be3e4a$40b10e80$385e0fcb@default>...
>
>
>Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in
>article <369B1740.5E6C4F55@directprovider.REMOVETHECAPITALS.net>...
>>
>>
>> Clockmeister a écrit :
>> >
>> > What soundchip does the 1040STfm use?
>> > More importantly, why is the sound output more like that of a C64 then
>an
>> > Amiga?.
>>
>> The Atari ST sound chip is the same cheap old Yamaha FM chip that was
>> used in the ZX Spectrum and Amstrad CPC. Even the C64's SID chip was far
>> better than the Yamaha.
>
>So Atari included MIDI ports but neglected to add a decent sound chip.
>Quite ludicrous really.
>
>> > MODs sound awfull, as does game music when compared to the same game
>> > versions on the Amiga (Xenon II megablast for instance). Did the STfm
>use
>> > the same soundchip as the 520ST's?.
>>
>> Yes, of course it did. An STFM is just an ST with integrated floppy
>> drive and RF TV output, nothing more.
>
>Ok.
>
>> The STE was the improved machine, where they fixed the weaknesses that
>> the ST had compared to the Amiga. Among the other changes, the STE has a
>> stereo DMA sound system comparable to the Amiga's, but it was too
>> little, too late and very few game editors bothered to write STE
>> enhanced versions of their games.
>>
>> > I'm curious because I thought that even early Atari's had great sound
>> > output, which is obviously not the case.
>>
>> No, they didn't. BUT they were great for professional music
>> applications. Musicians use MIDI synths and expanders, and even though
>> the Amiga had a better sound system, it was still useless for pro or

>> semi-pro musicians who wanted rock solid MIDI.
>
>Men at work (the band) might disagree here, but anyway...

Depends on what field of music production you're in. Dance is probably
better done on the Amiga because of adding computer audio and such. BUT -
just take a look at the charts of the 80's, and guess how many productions
of those were made on an Atari, using Cubase or Notator (later transformed
into Logic)...

Back then, these applications were only available for the Atari and scarcely
for a Mac (American market). Most music productions were done on the Atari,
incl. such names as Michael Jackson and Madonna, to name but two.

>
>>
>> >
>> > Can anyone shed some light on this subject for a Amiga user who has
>> > recently aquired a 1040STfm?.
>>
>> The Yamaha soundchip was definitely one of the ST's weak points. As I
>> said, they fixed it with better hardware in the STE.
>>
>> For an idea of what the STE is capable of, you should try Obsession
>> Pinball on an STE.
>
>OK.
>
>> >
>> > I was going to use it as a MOD player but that seems pointless.
>>
>> If you have an Amiga, then probably it is. Get an STE with Octalyzer or
>> some other STE-only MOD tracker, and taste the difference.
>
>I'll keep my eye out for a STE then ;-)
>
>Thanks for the info.
>
>Regards,
>
>Clockmeister.
>

3259. Re: Funny, No G3's in L-in-S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77str5hor1@news.campus.mci.net>
Source record: 3921

On 17 Jan 1999 08:03:51 , MGrove wrote:

->> Right, SGI was announced as the "brought to you by" lead in. No Mac,
->> nor Microslop er, Microsoft in sight... ;-)
->>
->You don't have to correct yourself around here:).

Heheheh, was trying not to be too biased...but why the heck not, right?

Microslop
Mickeysoft
Microsloth

Anyone care to add any more? ;-)

->I don't remember the actors name that played Smith, but he was a very
->easily disliked:). I know he has played a few psyco cops in other
->movies and always does a good job. The ships and harware are
->outstanding. They kept the special effects to a minimum (as much as
->you can with that type of movie). The movie rolled right along, almost
->too fast. Maybe a sequel:).

I figured there would be, because:

1) They are not certain that the Alpha prime course they obtained from
the Proteus is accurate.
2) Dr. Smith -still- has the Spicer scratch!

->Which was most of the flick:).

;-))))

->They had to go out of the way to add some "hokieness" to it to follow
->along with the series. Oh, the pain, the pain:).
->
->Mike

<lol>

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3260. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be423a$1d9fc960$695e0fcb@default>
Source record: 3922

Werner Domroese / Q5 <q5@spam.not.usa.net> wrote in article
<77sq4n$2ec@news3.euro.net>...
>
SNIP>>>

> >
> >Men at work (the band) might disagree here, but anyway...
>
> Depends on what field of music production you're in. Dance is probably
> better done on the Amiga because of adding computer audio and such. BUT -
> just take a look at the charts of the 80's, and guess how many
productions
> of those were made on an Atari, using Cubase or Notator (later
transformed
> into Logic)...
>
> Back then, these applications were only available for the Atari and
scarcely
> for a Mac (American market). Most music productions were done on the
Atari,
> incl. such names as Michael Jackson and Madonna, to name but two.
>
> >

So Atari excelled in the sequencing department, and Amiga excelled in the
video department... what a team!

Regards,

Clockmeister.

3261. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be423c$e184cb80$695e0fcb@default>
Source record: 3923

Werner Domroese / Q5 <q5@spam.not.usa.net> wrote in article
<77somg$sp8@news3.euro.net>...
>
> Clockmeister wrote in message <01be3d8a$d87e7560$5a5e0fcb@default>...
> >What soundchip does the 1040STfm use?
> >More importantly, why is the sound output more like that of a C64 then
an
> >Amiga?.
>
> Because the STfm is just an ST with a (F)loppy disk drive and a TV
> (M)odulator built-in. The sound chip used is the same used in your basic
> MSX-1 computer, the Yamaha YM-2149 which was at one time a pretty popular
> soundchip, although originally some Texas Instruments chip was to be
used.
>
> Like the MSX however, for musical purposes all Atari 16-bit and 32-bit
> computers have standard MIDI ports, and for a long time, were the only
> computers to come standard with it, hence the success of Cubase and
Notator
> / Logic.
>
> If you want to hear decent MODs on an Atari, you will either need a
> soundcard / DAC, or an STE / TT (both 50kHz dual-channel 8-bit stereo
DMA)
> or Falcon (16-bit stereo DMA, 50kHz, 8 channels)

Falcon's are rare here, so that really isn't an option. The reason I asked
the original question in the first place is that I aquired this Atari for
free and I needed to put it to work (to justify it sitting around). No
offense, but if I was to purchase a soundcard it would be for the Amiga as
it's my main toy.
.
>
> There is more to this. I've always seen the ST as the successor to the
C64
> in technical aspects, and the Amiga as the successor to the Atari 8-bit
> computers. This is reflected in many ways, including audio and video.
Just
> look at the 320x200 screen reolution and such. It is even reflected in
its
> founding fathers, the one of the Amiga and the Atari 8-bit being Jay
Miner
> and the one of the C64 and the ST being Jack Tramiel. Indeed, an Atari
8-bit

> computer has MUCH better and richer (four-channel: compare to Amiga - as
> opposed to three channel: compare to ST and C64) sound, if you only
consider
> its built-in audio capabilities. The 8-bit 1450 XLD however, had even
more
> interesting features, even on things concerning audio. Info can be found
on
> Atari Historical Society (URL coming up next paragraph)

Agreed here.

> In fact, there was an official license agreement for Atari to produce
Amiga
> computers as an extension to their Atari 8-bit XL line of computers and
they
> even made a prototype with a XL name but an Amiga architecture. This can
be
> verified on Curt Vendel's excellent Atari Historical Society website,
> www.atari.nu / www.atari-history.com

From what I have discovered, Atari wanted to use some of the custom chips technology, not use the whole Amiga architecture. In essence though, it amounts pretty much to the same thing.

> The introduction of the STE cought up with the Amiga in both sound and
> graphics areas, and again there was some sort of mingling of employees.

Too little, too late I think. The Amiga already had the video production market by the balls by then.

The
> Lynx, as you might know, was developed by Amiga developers, originally
for
> Epyx, who got into financial problems. This lead to a takeover by Atari
> Corp. The original developerskit for the Lynx consists of a Commodore
Amiga
> with a Howard board, which is what Atari delivered until withdraw from
the
> hardware-market (they're currently owned for their name by Hasbro, who
are
> republishing classic games like Centipede in 3D for the PC).
>

The Lynx was an excellent product and I can't understand how it failed (largely). BTW, I wasn't aware of the Amiga connection :-)

>
> >
> >MODs sound awfull, as does game music when compared to the same game
> >versions on the Amiga (Xenon II megablast for instance). Did the STfm
use
> >the same soundchip as the 520ST's?.
> >I'm curious because I thought that even early Atari's had great sound

> >output, which is obviously not the case.
> >
> >Can anyone shed some light on this subject for a Amiga user who has
> >recently aquired a 1040STfm?.
>
> Perhaps you should connect a synth to your ST and play an old Sierra
> animated adventure...
> There were however all sorts of soundcards for the ST, including 12- and
> 16-bit samplers and also, in stereo.
> But what you really should have acquired was a Mega STE or a 1040 STE.
You
> could then even have upgraded it with standard SIMMS.

My previous comments probably cover this.

> >I was going to use it as a MOD player but that seems pointless.
>
> Use it as a MIDI system instead. It's not pointless if you use it with
> appropriate hardware add-ons, although those may be hard to come by these
> days.
>
Especially in Australia.

Regards,

Clockmeister.

3262. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <77tgvm$2nt$1@nnrp1.dejanews.com>
Source record: 3924

>
> So Atari excelled in the sequencing department, and Amiga excelled in the
> video department... what a team!

And also have one thing in common...both went out of business.

> Regards,
>
> Clockmeister.
>

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3263. BeOS Vs. TiFKAS' B.S.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36a2be75.0@nemo.idirect.com>
Source record: 3925

Well, well, well. Just a few weeks ago, in dissing the viability of modern TOS systems like the Hades and the Milan, TiFKAS (The iDiot Forever Known As Sinclap) boasted about how modern operating systems like the BeOS proved how cutting-edge the Macintosh was. Indeed, I was called on the carpet by another Mac user for even daring to suggest from info that I had heard on comp.sys.mac.advocacy that Be was not giving as much support to the Mac as they were to the PC platform as far as keeping up with the up-to-date hardware in both camps.

Well, looky here! Here's some info from Be themselves, on why they are having problems keeping up with the cutting-edge G3 found in such computers like the now-less-but-still-overpriced, now-less-but-still-underpowered iMac, as well as the new 400mHZ G3 server systems. A problem which is being precipated by Apple themselves, who seem afraid of the thought of having an operating system not produced by them show up how bloated and "old-hat" the MacOS has become. OTOH, the PC version of BeOS (which looks pretty nifty and powerful) can run on all the current modern PC architecture out there......

Perhaps TiFKAS can explain to us how "cutting-edge" an alternate Mac operating system can be when it can't even run on anything but year-and-a-half-old hardware (which, using TiFKAS' own yardstick for older but still usable hardware, makes it "junk" and not worthy of your attention). My guess is that instead he'll try a number of his old tactics:

1) deny, deny, deny (just like his hero Bill Clinton - and like Bill, be doing so when obviously caught with his pants down?)

2) try to dodge the subject by mindlessly posting an Apple press release - which, BTW, he has shown on several occasions that he has never read in full.

3) boast about the money he's making, and what a "macho stud" he is (which, BTW, is a sign of a true Internet "kook" with way too much time on his hands).

4) try to lash out against his imaginary friend "Chunks", who doesn't exist and has never existed on this or any forum, or his other favorite target, the equally imaginary "Atari Jihads" who are "out to get him", with his usual extreme bad grammar and unacceptable spelling mistakes (Is "Chunks" anything like Elwood P. Dowd's friend Harvey, the six-foot invisible rabbit?)

5) skip town with his tail between his legs and not show back up
for another three weeks?

If anything, this should make for a very lively debate here - and
which usually ends the same way, with TiFKAS protesting being spoon fed
his much-hated strained spinach by his long-suffering Mummy (Atari and
TOS users, and many intelligent Mac users, indeed, many PC and Amiga
users as well, OTOH, have always eaten their spinach and drunk their
milk to their Mummys' satisfaction, and have grown up to be big and
strong and intelligent)

(BTW, TiFKAS, you may now notice how I now spell the abbreviation
of your given name - it reflects the fact that you're so enamoured of
your beloved iMac that you practically wet your pants when the new
colours were announced. The "i" stands for "ignorance".)

Does the BeOS run on Apple's new "G3" Power Macs, which use the
PowerPC 750 (or "G3") processor?

No, the BeOS is not compatible with Apple's "G3" systems. We have
requested from Apple the detailed technical specifications we would need
to provide support for these systems, and Apple has declined our
requests.

This information, concerning the design of the logicboard (including
information about address spaces, custom logic chips, etc.), is
available only from Apple. It is available only under non-disclosure,
and only to "Mac OS licensees."

The necessary information is much more detailed than the "technical
specs" information Apple puts on their web site. Trust us, we haven't
"missed" something tucked in some corner of their site. Apple does not
make this information public at all anymore, because there are no more
Mac OS licensees.

Without this detailed technical information, it is impossible for us
to support new Power Macintosh hardware from Apple.

Can't you reverse engineer the information you need to run on
Apple's "G3" machines, maybe from LinuxPPC, which runs on such systems?

No. Partly it's because we're nervous about porting to a platform
who's owner doesn't want to share technical information. Sure, we could
figure it out, with help from Linux source, but that's a tricky way to
build a commercial, stable platform, and we'd always be at the mercy of
undocumented, unnanounced changes to the hardware.

Even if we did want to take this approach, this would take a lot of
resources, and we're stretched to the max as it is.

There's also two legal issues, one, would Apple let us do this (who
cares if legally it's OK, they have a lot more lawyers than we do), and
two, could we use the Linux sources and still keep the BeOS proprietary
(which we intend to do, see the FAQ on that).

Does this mean that Be is abandoning the PowerPC/Power Mac platform?

Not at all! Be fully intends to continue supporting existing BeOS
Ready Systems for as long as possible, and we will add support for new
systems where that is technically and economically feasible.

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3264. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36a2bf57.0@nemo.idirect.com>
Source record: 3926

On 17 Jan 1999 20:25:33 , sinclair2246@my-dejanews.com wrote:
>
>>
>> So Atari excelled in the sequencing department, and Amiga excelled in the
>> video department... what a team!
>
>And also have one thing in common...both went out of business.

and now both have an interesting comeback in the release of
powerful clones - which threatens TiFKAS (The iDiot Forever Known As
Sinclap) so much that he has to spread his usual B.S. ....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3265. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-18 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be429b$b0b26d00$335e0fcb@default>
Source record: 3927

sinclair2246@my-dejanews.com wrote in article
<77tgvm$2nt$1@nnrp1.dejanews.com>...
>
> >
> > So Atari excelled in the sequencing department, and Amiga excelled in
the
> > video department... what a team!
>
> And also have one thing in common...both went out of business.
>

Amiga isn't out of business, Commodore is.

Regards,

Clockmeister.

3266. Re: Apple's quarterly earnings....

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-18 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <77ul08vtl1@nnrp1.dejanews.com>
Source record: 3928

In article <369f4760.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> well, just to spoil TIFKAS' mindless postings of Apple press
> releases, here's Apple's quarterly earnings for first quarter, complete
> with figures for you all to chew on.

Thanks for saving me time and grief from the jihads..

> For the most part they did pretty good. However, you may also want
> to check out the US Securities commission report (http://www.sec.gov)
> to see the stuff mentioned as Apple's concerns as well, which balances
> out nicely. Apparently Apple has been taking a significant decline in
> one of their niche markets, education - they also admit in the report
> that while profits are up, the actual number of computers they sold
> last fiscal year declined over the previous one. Of course, this is
> mostly at the beginning part of iMac sales....

It should refute your earlier claim that iMacs were not selling well.

Peter S.
20 days till Cupertino for a week of meetings..

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3267. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-18 00:00:00 UTC
From: Scott Tirrell <stirrell@portland.com>
Message-ID: <uRFo2.4775$Zq1.44058@newsfeed.slurp.net>
Source record: 3929
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.mac.advocacy,comp.sys.net-computer.advocacy,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.unix.advocacy,de.comp.advocacy,de.comp.os.os2.advocacy

In article <77o7ji$i3e$3@goof.de.uu.net> , "Matthias Werner"
<MWerner@bigfoot.de> wrote:

> Is this a real, running OS, or just a insane desire?

Both :-).

>>(add LiNUX and TOS, heat and serve -> MiNT)
> Where can I get it or at least screenshots?

There is a mailing list for MiNT as well as many MiNT sites out there.... do
a search on the many search engines for something like Mint and Atari.

--
Scott Tirrell | stirrell@portland.com
Client Service Coordinator
New Media Development Group | http://www.nmdg.com

3268. Re: Apple's quarterly earnings....

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36a34548.0@nemo.idirect.com>
Source record: 3930

On 18 Jan 1999 06:40:08 , sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

>In article <369f4760.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> well, just to spoil TIFKAS' mindless postings of Apple press
>> releases, here's Apple's quarterly earnings for first quarter, complete
>> with figures for you all to chew on.
>
>Thanks for saving me time and grief from the jihads..

what Jihads, TiFKAS? They don't exist.....

just wanted to put my perspective on things before you tried to spin them to your own advantage....

>
>> For the most part they did pretty good. However, you may also want
>> to check out the US Securities commission report (http://www.sec.gov)
>> to see the stuff mentioned as Apple's concerns as well, which balances
>> out nicely. Apparently Apple has been taking a significant decline in
>> one of their niche markets, education - they also admit in the report
>> that while profits are up, the actual number of computers they sold
>> last fiscal year declined over the previous one. Of course, this is
>> mostly at the beginning part of iMac sales....
>
>It should refute your earlier claim that iMacs were not selling well.

hmmm, even with how well iMac sales did in the beginning, overall sales of computers at Apple were down - let's look at the big picture there. It's all there in the SEC report.

BTW, according to another report, even with 800,000 iMacs sold worldwide, the PC industry in contrast sold 40,000,000 PCs during the same time frame. Certainly puts a dent in your wild claims of "10% marketshare".....

>
>Peter S.
>20 days till Cupertino for a week of meetings..

and getting your tongue fully in training for the annual licking of Steve Jobs' boots......

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits

email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3269. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77vid4mlp2@news.campus.mci.net>
Source record: 3931

```
On 17 Jan 1999 20:25:33 , sinclair2246@my-dejanews.com wrote:
->
->>
->> So Atari excelled in the sequencing department, and Amiga excelled in the
->> video department... what a team!
->
->And also have one thing in common...both went out of business.
->
->
->> Regards,
->>
->> Clockmeister.
->>
->
->
->Peter Sssssssssss.

They have one other thing in common as well-a dedicated, loyal following
with an irrepressible "never say die" attitude! ;-))))

Long live the Amiga and Atari freedom fighters!

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3270. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-18 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be4306$1f9250e0$485e0fcb@default>
Source record: 3932

DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
article <77vid4mlp2@news.campus.mci.net>...
> On 17 Jan 1999 20:25:33 , sinclair2246@my-dejanews.com wrote:
> ->
> ->>
> ->> So Atari excelled in the sequencing department, and Amiga excelled in
the
> ->> video department... what a team!
> ->
> ->And also have one thing in common...both went out of business.
> ->
> ->
> ->> Regards,
> ->>
> ->> Clockmeister.
> ->>
> ->
> ->
> ->Peter Sssssssssss.
>
> They have one other thing in common as well-a dedicated, loyal
following
> with an irrepressible "never say die" attitude! ;-))))
>
> Long live the Amiga and Atari freedom fighters!
>

I'll drink to that!. (any excuse will do :-)

Isn't it funny that way back (actually, not so long ago), Atari vs Amiga
battles raged on all the whilst the real enemies where slowly gaining
ground* and eventually took over the world with second rate crap..

*Except in the case of Apple, who are still trailing. PMT Mr Sinclap?...

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\//

3271. Re: BeOS Vs. TiFKAS' B.S.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-18 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <780bmafim1@nnrp1.dejanews.com>
Source record: 3933

In article <36a2be75.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> Well, well, well. Just a few weeks ago, in dissing the viability of
> modern TOS systems like the Hades and the Milan, TiFKAS (The iDiot
> Forever Known As Sinclap) boasted about how modern operating systems
> like the BeOS proved how cutting-edge the Macintosh was. Indeed, I was
> called on the carpet by another Mac user for even daring to suggest from
> info that I had heard on comp.sys.mac.advocacy that Be was not giving as
> much support to the Mac as they were to the PC platform as far as
> keeping up with the up-to-date hardware in both camps.
>
> Well, looky here! Here's some info from Be themselves, on why they
> are having problems keeping up with the cutting-edge G3 found in such
> computers like the now-less-but-still-overpriced,
> now-less-but-still-underpowered iMac, as well as the new 400mHZ G3
> server systems. A problem which is being precipated by Apple
> themselves, who seem afraid of the thought of having an operating system
> not produced by them show up how bloated and "old-hat" the MacOS has
> become. OTOH, the PC version of BeOS (which looks pretty nifty and
> powerful) can run on all the current modern PC architecture out
> there......
>
> Perhaps TiFKAS can explain to us how "cutting-edge" an alternate Mac
> operating system can be when it can't even run on anything but
> year-and-a-half-old hardware (which, using TiFKAS' own yardstick for
> older but still usable hardware, makes it "junk" and not worthy of your
> attention). My guess is that instead he'll try a number of his old
> tactics:

As usual.....you misinterpet ....which means you selectively overlook. I never stated that 1.5 year old models are junk. What I stated is that school technology coordinators do not want mchines that are much older than 1.5 years...

> 1) deny, deny, deny (just like his hero Bill Clinton - and like
> Bill, be doing so when obviously caught with his pants down?)

His pants were down...so what!!!

> 2) try to dodge the subject by mindlessly posting an Apple press
> release - which, BTW, he has shown on several occasions that he has
> never read in full.

Did not you recently post an Apple press release?

> 3) boast about the money he's making, and what a "macho stud" he is
> (which, BTW, is a sign of a true Internet "kook" with way too much time
> on his hands).
>

When did I boast...What I get paid is nothing to cry about. It's adequate
with a pay raise..But nothing to boast about...Are you jealous? How much
does your labor job pay?

> 4) try to lash out against his imaginary friend "Chunks", who
> doesn't exist and has never existed on this or any forum, or his other
> favorite target, the equally imaginary "Atari Jihads" who are "out to
> get him", with his usual extreme bad grammar and unacceptable spelling
> mistakes (Is "Chunks" anything like Elwood P. Dowd's friend Harvey, the
> six-foot invisible rabbit?)

You said it all...

> 5) skip town with his tail between his legs and not show back up
> for another three weeks?

Skip town? Was I missed?

> If anything, this should make for a very lively debate here - and
> which usually ends the same way, with TiFKAS protesting being spoon fed
> his much-hated strained spinach by his long-suffering Mummy (Atari and
> TOS users, and many intelligent Mac users, indeed, many PC and Amiga
> users as well, OTOH, have always eaten their spinach and drunk their
> milk to their Mummys' satisfaction, and have grown up to be big and
> strong and intelligent)

You have way to much time...What happen? Did your employer cut your seasonal
labor hours?

> (BTW, TiFKAS, you may now notice how I now spell the abbreviation
> of your given name - it reflects the fact that you're so enamoured of
> your beloved iMac that you practically wet your pants when the new
> colours were announced. The "i" stands for "ignorance".)
>
I don't own an iMac...

> Does the BeOS run on Apple's new "G3" Power Macs, which use the
> PowerPC 750 (or "G3") processor?

Unfortunately no..I wish Apple would give Be in what they need to make it so..
MK Linux does..
>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>
Still a veep?

Peter S.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3272. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <780rq1$53q@news3.euro.net>
Source record: 3934

Clockmeister wrote in message <01be4306$1f9250e0$485e0fcb@default>...
>
>
>DarkChyld [Ronald J. Hall] <thechyld@pcc-uky.campus.mci.net> wrote in
>article <77vid4mlp2@news.campus.mci.net>...
>> On 17 Jan 1999 20:25:33 , sinclair2246@my-dejanews.com wrote:
>> ->
>> ->>
>> ->> So Atari excelled in the sequencing department, and Amiga excelled in
>the
>> ->> video department... what a team!
>> ->
>> ->And also have one thing in common...both went out of business.
>> ->
>> ->
>> ->> Regards,
>> ->>
>> ->> Clockmeister.
>> ->>
>> ->
>> ->
>> ->Peter Sssssssssss.
>>
>> They have one other thing in common as well-a dedicated, loyal
>following
>> with an irrepressible "never say die" attitude! ;-))))
>>
>> Long live the Amiga and Atari freedom fighters!
>>
>
>I'll drink to that!. (any excuse will do :-)
>
>Isn't it funny that way back (actually, not so long ago), Atari vs Amiga
>battles raged on all the whilst the real enemies where slowly gaining
>ground* and eventually took over the world with second rate crap..

Well I alwas was a profound proponent of Atari and Amiga cooperation, but
nobody seemed to share my passion and vision. I believed that it was a
necessity for both companies to hold their grip on the market, and survive.
The one way they could produce truly AWESOME advances and stand ground
against the other platforms with a larger overall market share.... although
from marketing point of view it would have mattered that much I guess...

>
> *Except in the case of Apple, who are still trailing. PMT Mr Sinclap?...

grin :-) I never even saw Apple as an "enemy" but rather one of the Motorola gang, one of the "A-Team" (Atari/Amiga/Acorn/Apple), and Mr. S.'s attitude and postings in this newsgroups will not affect my opinion in any direction, although it does confirm the feeling you sometimes get in discussions with people who claim to be die-hard fans for the platform. I hope it doesn't count for ALL of it's fans. On the other hand... Apple's been "sleeping with the enemy" lately, hasn't it?

Any comments on this?
>
>Regards,
>
>Clockmeister.
>
>--
> ///
> /// * I never engage in a battle of wits
> \\\ /// with an unarmed person *
> \\///
>
>

3273. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <780rq3$53q@news3.euro.net>
Source record: 3935

```
Clockmeister wrote in message <01be423a$1d9fc960$695e0fcb@default>...
>
>
>Werner Domroese / Q5 <q5@spam.not.usa.net> wrote in article
><77sq4n$2ec@news3.euro.net>...
>>
>SNIP>>>
>
>> >
>> >Men at work (the band) might disagree here, but anyway...
>>
>> Depends on what field of music production you're in. Dance is probably
>> better done on the Amiga because of adding computer audio and such. BUT -
>> just take a look at the charts of the 80's, and guess how many
>productions
>> of those were made on an Atari, using Cubase or Notator (later
>transformed
>> into Logic)...
>>
>> Back then, these applications were only available for the Atari and
>scarcely
>> for a Mac (American market). Most music productions were done on the
>Atari,
>> incl. such names as Michael Jackson and Madonna, to name but two.
>>
>> >
>
>So Atari excelled in the sequencing department, and Amiga excelled in the
>video department... what a team!

Class "A" ;-)
Too bad they were so busy hating eachother in stead of sharing info and
allying themselves against the big march from the PC platform....
>
>Regards,
>
>Clockmeister.
>
>
```

3274. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <780rq0$53q@news3.euro.net>
Source record: 3936

You're pathetic.
If you'd do your homework, you'd know for a fact that Atari is now owned by Hasbro, which is hardly out of business. As for the computer side of things.. I think there's more to choose from in the Atari and Amiga clone market than the extensive range of computers that Apple currently has to offer or can supply...

Why are you trolling this newsgroup anyway? What's your interest in this?

sinclair2246@my-dejanews.com wrote in message
<77tgvm$2nt$1@nnrp1.dejanews.com>...
>
>>
>> So Atari excelled in the sequencing department, and Amiga excelled in the
>> video department... what a team!
>
>And also have one thing in common...both went out of business.
>
>
>> Regards,
>>
>> Clockmeister.
>>
>
>
>Peter S.
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3275. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <780rpv$53q@news3.euro.net>
Source record: 3937

```
Clockmeister wrote in message <01be423c$e184cb80$695e0fcb@default>...
>
>
>Werner Domroese / Q5 <q5@spam.not.usa.net> wrote in article
><77somg$sp8@news3.euro.net>...
>>
>> Clockmeister wrote in message <01be3d8a$d87e7560$5a5e0fcb@default>...
>> >What soundchip does the 1040STfm use?
>> >More importantly, why is the sound output more like that of a C64 then
>an
>> >Amiga?.
>>
>> Because the STfm is just an ST with a (F)loppy disk drive and a TV
>> (M)odulator built-in. The sound chip used is the same used in your basic
>> MSX-1 computer, the Yamaha YM-2149 which was at one time a pretty popular
>> soundchip, although originally some Texas Instruments chip was to be
>used.
>>
>> Like the MSX however, for musical purposes all Atari 16-bit and 32-bit
>> computers have standard MIDI ports, and for a long time, were the only
>> computers to come standard with it, hence the success of Cubase and
>Notator
>> / Logic.
>>
>> If you want to hear decent MODs on an Atari, you will either need a
>> soundcard / DAC, or an STE / TT (both 50kHz dual-channel 8-bit stereo
>DMA)
>> or Falcon (16-bit stereo DMA, 50kHz, 8 channels)
>
>Falcon's are rare here, so that really isn't an option. The reason I asked
>the original question in the first place is that I aquired this Atari for
>free and I needed to put it to work (to justify it sitting around). No
>offense, but if I was to purchase a soundcard it would be for the Amiga as
>it's my main toy.
>.
>>
>> There is more to this. I've always seen the ST as the successor to the
>C64
>> in technical aspects, and the Amiga as the successor to the Atari 8-bit
>> computers. This is reflected in many ways, including audio and video.
>Just
>> look at the 320x200 screen reolution and such. It is even reflected in
>its
>> founding fathers, the one of the Amiga and the Atari 8-bit being Jay
```

>Miner
>> and the one of the C64 and the ST being Jack Tramiel. Indeed, an Atari
>8-bit
>> computer has MUCH better and richer (four-channel: compare to Amiga - as
>> opposed to three channel: compare to ST and C64) sound, if you only
>consider
>> its built-in audio capabilities. The 8-bit 1450 XLD however, had even
>more
>> interesting features, even on things concerning audio. Info can be found
>on
>> Atari Historical Society (URL coming up next paragraph)
>
>Agreed here.
>
>> In fact, there was an official license agreement for Atari to produce
>Amiga
>> computers as an extension to their Atari 8-bit XL line of computers and
>they
>> even made a prototype with a XL name but an Amiga architecture. This can
>be
>> verified on Curt Vendel's excellent Atari Historical Society website,
>> www.atari.nu / www.atari-history.com
>
>From what I have discovered, Atari wanted to use some of the custom chips
>technology, not use the whole Amiga architecture. In essence though, it
>amounts pretty much to the same thing.
Did you visit www.atari.nu? It shows a detailed contract in writing,
mentioning in detail, the WHOLE ARCHITECTURE specification.

Well, all I know is that Amiga Technologies existed before it was taken over
by Commodore and it was after this takeover that contracts between Atari and
Amiga Technologies (or Commodore by his time) were breached. Atari even
supplied a major quantity of technological knowledge and engineering
manpower to Amiga Technologies before the takeover, most of which remained
working at Commodore because of "their man" Jay Miner. Likewise, the
Tramiels took over Atari and brought their share of engineers. So your Amiga
has in fact, to some extend, quite a lot of "Atari blood" so to say ;-)

The reason of the takeover by Commodore is believed to be its vision of a
necessity of a 16-bit and 32-bit computing platform.
>
>> The introduction of the STE cought up with the Amiga in both sound and
>> graphics areas, and again there was some sort of mingling of employees.
>
>Too little, too late I think. The Amiga already had the video production
>market by the balls by then.
The STE was not meant for video production, that would be more the TT or
Falcon (which has a universally programmable DSP) area, although the latter
more excels at audio recording. The STE was just meant for games, but yes,
it was way too little and way to late. I still feel sorry having my STE
traded in for a Falcon though. I should have kept it and simply added a

Falcon. I later acquired an STfm machine but sadly it isn't quite the
same... :-) I miss that 50kHz stereo DMA sound of some dedicated STE
software...
>
> The
>> Lynx, as you might know, was developed by Amiga developers, originally
>for
>> Epyx, who got into financial problems. This lead to a takeover by Atari
>> Corp. The original developerskit for the Lynx consists of a Commodore
>Amiga
>> with a Howard board, which is what Atari delivered until withdraw from
>the
>> hardware-market (they're currently owned for their name by Hasbro, who
>are
>> republishing classic games like Centipede in 3D for the PC).
>>
>
>The Lynx was an excellent product and I can't understand how it failed
>(largely). BTW, I wasn't aware of the Amiga connection :-)
I do: it was marketed by the same people who excel in technology, but really
shouldn't become salespeople.... poor marketeers. Both Atari and Commodore
seemed to suffer from this. I always wondered what a merger between Atari
and Commodore would have been. Like: selling games machines under the Atari
label because this is practical because of its name (which would include the
Commodore CD32 and CDTV), and selling computers under the commodore label,
or perhaps an enitrely new brand name).

The Jaguar (64-bit) and the Falcon were also excellent products, as were the
portfolio, the transputer workstation and the TT and Mega STE. The rest of
the 16- and 32-bit systems were arguably "lesser" systems who had their own
succesful niche market , but with good reason. They obviously had their own
appealing qualities that can not just be accounted for by counting die-hard
Atari fans. At least they were highly affordable at launch time.
>
>>
>> >
>> >MODs sound awfull, as does game music when compared to the same game
>> >versions on the Amiga (Xenon II megablast for instance). Did the STfm
>use
>> >the same soundchip as the 520ST's?.
>> >I'm curious because I thought that even early Atari's had great sound
>> >output, which is obviously not the case.
>> >
>> >Can anyone shed some light on this subject for a Amiga user who has
>> >recently aquired a 1040STfm?.
>>
>> Perhaps you should connect a synth to your ST and play an old Sierra
>> animated adventure...
>> There were however all sorts of soundcards for the ST, including 12- and
>> 16-bit samplers and also, in stereo.

>> But what you really should have acquired was a Mega STE or a 1040 STE.
>You
>> could then even have upgraded it with standard SIMMS.
>
>My previous comments probably cover this.
Just give it a try once. The sound of the STfm is not great but a Sierra
game that supports a synth on your MIDI-port sounds pretty great - well the
music part at least so long as it has support for your synth (by this time,
the "General MIDI" specification did not exist yet)...
>
>> >I was going to use it as a MOD player but that seems pointless.

MOD is originally a native Amiga format. So I was wondering why you would
use an ST for it while you have an Amiga :-)

>>
>> Use it as a MIDI system instead. It's not pointless if you use it with
>> appropriate hardware add-ons, although those may be hard to come by these
>> days.
>>
>Especially in Australia.

Can't judge about that. I'm sure though someone might have some old version
of Cubase or Notator lying around and surely someone has a synth or module
somewhere? :-)
>
>Regards,
>
>Clockmeister.

3276. Re: Whats your favorite color?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <780rq5$53q@news3.euro.net>
Source record: 3938

Well, all this "proof" is sadly what we've come to expect of good old Mr.
S., so I'm really not surprised. Just send me an advance warning when he's
coming to Europe so I can plan my holiday abroad....
Terry & Karen Ross wrote in message <779hm3$2a1@news2.tds.net>...
>On 10 Jan 1999 06:11:17 , sinclair2246@my-dejanews.com wrote:
>>In article <77443s$3gc@news2.tds.net>,
>
>>> Son, go away. You bore me. Here's an idea: "Learn to actually read
>>> what you're responding to before you formulate your response."
>>
>>Okay bye...leave...don't let the door slam your behind..
>
>So, you felt it necessary to PROVE to everyone that you either can't
>read, period - or that the mechanics of actually comprehending what
>you've read is beyond your grasp? It really wasn't a requirement that
>you attempt to prove my hypothesis you know, we're all quite aware
>that you've got the intellectual facilities of your average head of
>cabbage.
>
>Terry Ross
>--
>
>US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
> http://personalpages.tds.net/~tross3 IRC: qnr
> for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
>Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3277. Re: BeOS Vs. TiFKAS' B.S.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <780rq4$53q@news3.euro.net>
Source record: 3939

sinclair2246@my-dejanews.com wrote in message
<780bmafim1@nnrp1.dejanews.com>...
>In article <36a2be75.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> Well, well, well. Just a few weeks ago, in dissing the viability of
>> modern TOS systems like the Hades and the Milan, TiFKAS (The iDiot
>> Forever Known As Sinclap) boasted about how modern operating systems
>> like the BeOS proved how cutting-edge the Macintosh was. Indeed, I was
>> called on the carpet by another Mac user for even daring to suggest from
>> info that I had heard on comp.sys.mac.advocacy that Be was not giving as
>> much support to the Mac as they were to the PC platform as far as
>> keeping up with the up-to-date hardware in both camps.
>>
>> Well, looky here! Here's some info from Be themselves, on why they
>> are having problems keeping up with the cutting-edge G3 found in such
>> computers like the now-less-but-still-overpriced,
>> now-less-but-still-underpowered iMac, as well as the new 400mHZ G3
>> server systems. A problem which is being precipated by Apple
>> themselves, who seem afraid of the thought of having an operating system
>> not produced by them show up how bloated and "old-hat" the MacOS has
>> become. OTOH, the PC version of BeOS (which looks pretty nifty and
>> powerful) can run on all the current modern PC architecture out
>> there......
>>
>> Perhaps TiFKAS can explain to us how "cutting-edge" an alternate Mac
>> operating system can be when it can't even run on anything but
>> year-and-a-half-old hardware (which, using TiFKAS' own yardstick for
>> older but still usable hardware, makes it "junk" and not worthy of your
>> attention). My guess is that instead he'll try a number of his old
>> tactics:
>
>As usual.....you misinterpet ....which means you selectively overlook. I
>never stated that 1.5 year old models are junk. What I stated is that
school
>technology coordinators do not want mchines that are much older than 1.5
>years...
Perhaps you ARE misinterpreting. How about Atari clones 1.5 years old? You
did mention those once or twice. Looks to me like you're the one who is
"selectively overlooking" which is btw - NOT the same as misinterpreting.
Buy a dictionary.

>
>
>> 1) deny, deny, deny (just like his hero Bill Clinton - and like

>> Bill, be doing so when obviously caught with his pants down?)
>
>His pants were down...so what!!!
>
>> 2) try to dodge the subject by mindlessly posting an Apple press
>> release - which, BTW, he has shown on several occasions that he has
>> never read in full.
>
>Did not you recently post an Apple press release?
>
>> 3) boast about the money he's making, and what a "macho stud" he is
>> (which, BTW, is a sign of a true Internet "kook" with way too much time
>> on his hands).
>>
>
>When did I boast...What I get paid is nothing to cry about. It's adequate
>with a pay raise..But nothing to boast about...Are you jealous? How much
>does your labor job pay?
>
>> 4) try to lash out against his imaginary friend "Chunks", who
>> doesn't exist and has never existed on this or any forum, or his other
>> favorite target, the equally imaginary "Atari Jihads" who are "out to
>> get him", with his usual extreme bad grammar and unacceptable spelling
>> mistakes (Is "Chunks" anything like Elwood P. Dowd's friend Harvey, the
>> six-foot invisible rabbit?)
>
>You said it all...
>
>> 5) skip town with his tail between his legs and not show back up
>> for another three weeks?
>
>Skip town? Was I missed?
>
>> If anything, this should make for a very lively debate here - and
>> which usually ends the same way, with TiFKAS protesting being spoon fed
>> his much-hated strained spinach by his long-suffering Mummy (Atari and
>> TOS users, and many intelligent Mac users, indeed, many PC and Amiga
>> users as well, OTOH, have always eaten their spinach and drunk their
>> milk to their Mummys' satisfaction, and have grown up to be big and
>> strong and intelligent)
>
>You have way to much time...What happen? Did your employer cut your
seasonal
>labor hours?
>
>> (BTW, TiFKAS, you may now notice how I now spell the abbreviation
>> of your given name - it reflects the fact that you're so enamoured of
>> your beloved iMac that you practically wet your pants when the new
>> colours were announced. The "i" stands for "ignorance".)
>>

>I don't own an iMac...
>
>> Does the BeOS run on Apple's new "G3" Power Macs, which use the
>> PowerPC 750 (or "G3") processor?
>
>Unfortunately no..I wish Apple would give Be in what they need to make it
so..
>MK Linux does..
>>
>> ////////////////////Daniel L. Dreibelbis////////////////////
>> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
>> Thorn in the side of all net.twits
>> email: dreibel@idirect.com
>> ///////////////"And yet, the Fuji Lives!" ///////////////////
>>
>Still a veep?
>
>
>Peter S.
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3278. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not.usa.net>
Message-ID: <780rq6$53q@news3.euro.net>
Source record: 3940

sinclair2246@my-dejanews.com wrote in message
<776ratkdn1@nnrp1.dejanews.com>...
>In article <773kdl$omp@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>> Hiya there Apple sales rep. Well, after happily recommending Apple
>> products to people that are contemplating purchasing a personal
>> computer for almost two decades, I've not only stopped doing so, I've
>> started making it a point to bring up the disadvantages of having one
>> in their home. Do I dislike Apple? Nope, I dislike your attitude.
>> My protest will not seriously hurt Apple in and of itself, but I get
>> immense personal pleasure knowing that you've lost the company yet
>> another sale. Hey, amongst the people I know and work with, it only
>> works out to an average of three to four computers a month, but it's a
>> start.
>
>
>It's advocacy...Get Over It!

Yeah, and you're advocating in the wrong newsgroup... this is
comp.sys.ATARI.advocacy
You're not even advocating. You're posting press releases. Hardly anything
intelligent and worthwile discussing in the context of a computing
platform's newsgroup? More for analysis by a linguistic newsgroup that would
also give you a detailed statistical analysis and perhaps even a diagnosis
for your communicative skills.

>
>Do you recommend the Milan beige box?

>
>> Terry Ross
>> --
>>
>> US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
>> http://personalpages.tds.net/~tross3 IRC: qnr
>> for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
>> Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO
>>
>
>Peter S.
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3279. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7817vu$7h7$1@nnrp1.dejanews.com>
Source record: 3941

In article <77vid4mlp2@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:
> On 17 Jan 1999 20:25:33 , sinclair2246@my-dejanews.com wrote:
> ->
> ->And also have one thing in common...both went out of business.
> ->
> ->
> ->> Regards,
> ->>
> ->> Clockmeister.
> ->>
> ->
> ->
> ->Peter Sssssssssss.
>
> They have one other thing in common as well-a dedicated, loyal following
> with an irrepressible "never say die" attitude! ;-))))
>
> Long live the Amiga and Atari freedom fighters!
>

You mean long live the Atari and Amiga Jihads...

Peter S.

"The Atari Jihad..not as powerful as Iran...but equally fanatical!...

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3280. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <78187q$7rq$1@nnrp1.dejanews.com>
Source record: 3942

In article <01be4306$1f9250e0$485e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
> I'll drink to that!. (any excuse will do :-)
>
> Isn't it funny that way back (actually, not so long ago), Atari vs Amiga
> battles raged on all the whilst the real enemies where slowly gaining
> ground* and eventually took over the world with second rate crap..
>
> *Except in the case of Apple, who are still trailing. PMT Mr Sinclap?...

So when will there be modern apps on the Amiga?

> Regards,
>
> Clockmeister.
>
> --
> ///
> /// * I never engage in a battle of wits
> \\\ /// with an unarmed person *
> \\\//

Still clinging to hope that the Amiga will rise from the lava?

What happened to Adam Sternberg?

Peter S.
Former Amiga 1000, 500, 2000, 3000 and 1200 user...

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3281. Re: Apple's quarterly earnings....

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7818ob$87b$1@nnrp1.dejanews.com>
Source record: 3943

In article <36a34548.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> what Jihads, TiFKAS? They don't exist.....

You do..

> just wanted to put my perspective on things before you tried to
> spin them to your own advantage....
>
> >
> >It should refute your earlier claim that iMacs were not selling well.
>
> hmmm, even with how well iMac sales did in the beginning, overall
> sales of computers at Apple were down - let's look at the big picture
> there. It's all there in the SEC report.

Fiscal 1998 Mac unit sales were down over Fiscal 1997 unit sales. But Q1'99'
unit sales were up 49% over Q1'98'...

> BTW, according to another report, even with 800,000 iMacs sold
> worldwide, the PC industry in contrast sold 40,000,000 PCs during the
> same time frame. Certainly puts a dent in your wild claims of "10%
> marketshare".....
>

Thats 10% of consumer retail sales...

> >
> >Peter S.
> >20 days till Cupertino for a week of meetings..
>
> and getting your tongue fully in training for the annual licking of
> Steve Jobs' boots......
>

Yea right...These are more than one get to gethers at corp in Cupertino..

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Just a veep?

Peter S.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3282. English Language confusion

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7819f9$8og$1@nnrp1.dejanews.com>
Source record: 3944

The European Commission have just announced an agreement whereby
>> English
>> will be the official language of the EU rather than French, which was
>> the other possibility.
>>
>> As part of the negotiations, and strongly lobbied for by the German
>> government and the new member Austria, Her Majesty's Government
>> conceded that English spelling had some room for improvement and
>> has accepted a 5 year phase-in plan that would be known as
>> "EuroEnglish":
>>
>> In the first year, "s" will replace the soft "c". Sertainly, this
>> will
>> make the sivil servants jump with joy. The hard "c" will be dropped
>> in
>> favor of the "k". This should klear up konfusion and keyboards kan
>> have
>> one less letter.
>>
>> There will be growing publik enthusiasm in the sekond year when the
>> troublesome "ph" will be replaced with the "f". This will make words
>> like
>> "fotograf" 20% shorter.
>>
>> In the 3rd year, publik akseptanse of the new spelling kan be
>> expekted to
>> reach the stage where more komplikated changes are possible.
>> Governments
>> will enkourage the removal of double letters, which have always ben a
>> deterent to akurate speling. Also, al wil agre that the horible mes
>> of
>> the silent "e"'s in the languag is disgracful, and they should go
>> away.
>>
>> By the 4th yar, peopl wil be reseptiv to steps such as replasing "th"
>> with
>> "z" and "w" with "v". During ze fifz year, ze unesesary "o" kan be
>> dropd
>> from vords kontaining "ou" and similar changes vud of kors be aplid
>> to
>> ozer kombinations of leters.
>>
>> After zis fifz yer, ve vil hav a reli sensibl riten styl. Zer vil be
>> no

>> mor trubls or difikultis and evrivun vil find it ezi tu understand
>> ech
>> ozer.

Peter S.

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3283. Re: BeOS Vs. TiFKAS' B.S.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36a49de1.0@nemo.idirect.com>
Source record: 3945

On 18 Jan 1999 22:13:40 , sinclair2246@my-dejanews.com wrote:

>As usual.....you misinterpet ....which means you selectively overlook. I
>never stated that 1.5 year old models are junk. What I stated is that school
>technology coordinators do not want mchines that are much older than 1.5
>years...

no misinterpret - you made your point quite clear. And what school
administrators are you quoting? How about some names, dates, situations?

What they want - and what they are actually able to GET - are two
different things. What I've read is that, due to the cutting of
education budgets by governments, that schools just can't afford the
cutting-edge stuff. I know of many organizations that collect old
computers so that they can be used by students rather than showing up
in landfills...
>
>
>> 1) deny, deny, deny (just like his hero Bill Clinton - and like
>> Bill, be doing so when obviously caught with his pants down?)
>
>His pants were down...so what!!!

he denied that his pants were down. If he had only told the truth
when the scandal was first revealed, and apologized for it sincerely,
instead of that self-serving speech he gave, he wouldn't be in the mess
that he's in, and he'd certainly be better remembered in history as a
great legislator.

>> 2) try to dodge the subject by mindlessly posting an Apple press
>> release - which, BTW, he has shown on several occasions that he has
>> never read in full.
>
>Did not you recently post an Apple press release?

I read all articles I post in full, and I make the appropriate
comments and notes - I also usually include a link to the URL. On
several occasions you mindlessly posted a number of press releases that
it was clear that you didn't even read, and didn't even make the effort
to format them properly......

>
>> 3) boast about the money he's making, and what a "macho stud" he is
>> (which, BTW, is a sign of a true Internet "kook" with way too much time
>> on his hands).
>>

>
>When did I boast...What I get paid is nothing to cry about. It's adequate
>with a pay raise..But nothing to boast about...Are you jealous? How much
>does your labor job pay?

ahhh, showing your true colours about the contempt you feel about
labourers, which you previously denied you said when it came up the last
time. Just remember that the labour class make up a significant part of
the economy regarding their purchasing power - and they do purchase
computers and peripherals. Which means that they help pay for your
wages, pinhead. Want to try extricating your OTHER foot from your mouth?

BTW, I've been asked to go to an interview tomorrow regarding a job
opportunity that may well mean a promotion and a better wage.....

you certainly have boasted about what a stud you are many times, as
well as your bank account, which any search under DejaNews will
reveal.....

>> 4) try to lash out against his imaginary friend "Chunks", who
>> doesn't exist and has never existed on this or any forum, or his other
>> favorite target, the equally imaginary "Atari Jihads" who are "out to
>> get him", with his usual extreme bad grammar and unacceptable spelling
>> mistakes (Is "Chunks" anything like Elwood P. Dowd's friend Harvey, the
>> six-foot invisible rabbit?)
>
>You said it all...

yep, that you're hallucinating about people and things that don't
exist, and probably while under the influence - if not a substance,
than the heady opiate produced by your own overripe ego....
>
>> 5) skip town with his tail between his legs and not show back up
>> for another three weeks?
>
>Skip town? Was I missed?

Nope. You'd be missed like a cockroach that was flushed down the
toilet....

>
>> If anything, this should make for a very lively debate here - and
>> which usually ends the same way, with TiFKAS protesting being spoon fed
>> his much-hated strained spinach by his long-suffering Mummy (Atari and
>> TOS users, and many intelligent Mac users, indeed, many PC and Amiga
>> users as well, OTOH, have always eaten their spinach and drunk their
>> milk to their Mummys' satisfaction, and have grown up to be big and
>> strong and intelligent)
>
>You have way to much time...What happen? Did your employer cut your seasonal
>labor hours?

again, a slam about my being a labourer - shows that you're quite
the elitist - and that I'm clearly getting under your skin.. I happen to
budget my time quite nicely, thank you.

AND, I tend to go and talk under many USENET forums - unlike you,
who seem to just hang around mostly in the Atari forums to slam people
because you're so self-conscious that anyone is actually being
productive with an Atari...still afraid to post to comp.sys.mac.advocacy?

>> (BTW, TiFKAS, you may now notice how I now spell the abbreviation
>> of your given name - it reflects the fact that you're so enamoured of
>> your beloved iMac that you practically wet your pants when the new
>> colours were announced. The "i" stands for "ignorance".)
>>
>I don't own an iMac...

but you certainly like boasting about the iMac, despite its many
flaws....the fact that you keep harping about the new colours is a
legit comment to make on your obsession, as well as your ignorance....

>
>> Does the BeOS run on Apple's new "G3" Power Macs, which use the
>> PowerPC 750 (or "G3") processor?
>
>Unfortunately no..I wish Apple would give Be in what they need to make it so..
>MK Linux does..

now that is at least one of the first honest admissions you've made
in a long time.....

>>
>Still a veep?

still a moron? Since when is it a shame to be the number 2 man,
especially when the #1 man is also doing a good job? The TAF executive
acts as a team, not like a Klingon Battle Cruiser crew.... :)

BTW, the interviewer was impressed by my being a "veep" on my
resume that they were interested enough to consider me for the new
post....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

3284. Re: English Language confusion

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-19 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <36A4BC89.4852@nospam.ttaol.fi>
Source record: 3946

sinclair2246@my-dejanews.com wrote:
>
> The European Commission have just announced an agreement whereby

-snip- tee hee :)) -unsnip-

> >> After zis fifz yer, ve vil hav a reli sensibl riten styl. Zer vil be
> >> no
> >> mor trubls or difikultis and evrivun vil find it ezi tu understand
> >> ech
> >> ozer.
>
Kreit! Ten it vil bi ezi fo as Finns tu rait korrekt, tuu! Wees tat spel
sekker...

Markku

--
No nospam for no spam

3285. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <783uvoiiu1@nnrp1.dejanews.com>
Source record: 3750

In article <01be4429$b4bd3800$555e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
>
> Like what?. To compare to what Mac app?.

Adobe Premiere, Photoshop, Office 98, Navigator, Final Cut and the list goes
on.

> >
> > Still clinging to hope that the Amiga will rise from the lava?
>
> Nope, I enjoy using my Amiga now, and my PC to a lesser extent. If it
> happens it happens, if not who cares. Apple is dead in the water if the new
> OS doesn't live up to the hype. (Which it won't judging by Apples track
> record)

So why do you need to use a PC if your Amiga OS is so great?

8.5 has sold 2 million units and has lived up to the hype..

> > What happened to Adam Sternberg?
>
> Who?.

Marc Barret clone..

> > Peter S.
> > Former Amiga 1000, 500, 2000, 3000 and 1200 user...
> >
> Then you of all people should be able to recognize MacOS's shortfalls.

Gets the job done. Sherlock has lived up to its hype..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3286. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <783v7c$is2$1@nnrp1.dejanews.com>
Source record: 3751

In article <780rq0$53q@news3.euro.net>,
"Werner Domroese / Q5" <q5@spam.not.usa.net> wrote:
> You're pathetic.
> If you'd do your homework, you'd know for a fact that Atari is now owned by
> Hasbro, which is hardly out of business. As for the computer side of
> things.. I think there's more to choose from in the Atari and Amiga clone
> market than the extensive range of computers that Apple currently has to
> offer or can supply...

Oh what denial! Hasbro owns the scraps of Atari has no interest in entering
the computer market. I have notice that Hasbro has indeed reentered the
market with Atari's old game library...

> Why are you trolling this newsgroup anyway? What's your interest in this?
>
For fun..

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3287. Re: BeOS Vs. TiFKAS' B.S.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-20 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7840ki$js7$1@nnrp1.dejanews.com>
Source record: 3752

In article <36a49de1.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 18 Jan 1999 22:13:40 , sinclair2246@my-dejanews.com wrote:
>

>
> no misinterpret - you made your point quite clear. And what school
> administrators are you quoting? How about some names, dates, situations?

Cedar Falls media specs, Hudson tech. cord. and the UNI K12 Library Media dept
head and staff.

> What they want - and what they are actually able to GET - are two
> different things. What I've read is that, due to the cutting of
> education budgets by governments, that schools just can't afford the
> cutting-edge stuff. I know of many organizations that collect old
> computers so that they can be used by students rather than showing up
> in landfills...

Same song and dance. If communities want continous upto date media tools will
find a way to fund which I have listed previous...

> >
> >> 1) deny, deny, deny (just like his hero Bill Clinton - and like
> >> Bill, be doing so when obviously caught with his pants down?)
> >
> >His pants were down...so what!!!
>
> he denied that his pants were down. If he had only told the truth
> when the scandal was first revealed, and apologized for it sincerely,
> instead of that self-serving speech he gave, he wouldn't be in the mess
> that he's in, and he'd certainly be better remembered in history as a
> great legislator.

No law that he can't have his pants down which I am sure you have had your
pants down and you know whats been fondled and so on...Whats the crime..?

The 2000 election will be good for the dems...

> >> 2) try to dodge the subject by mindlessly posting an Apple press
> >> release - which, BTW, he has shown on several occasions that he has
> >> never read in full.
> >
> >Did not you recently post an Apple press release?
>
> I read all articles I post in full, and I make the appropriate
> comments and notes - I also usually include a link to the URL. On

> several occasions you mindlessly posted a number of press releases that
> it was clear that you didn't even read, and didn't even make the effort
> to format them properly......

In what way...? I read before posting...Why would you think that?

> >
> >When did I boast...What I get paid is nothing to cry about. It's adequate
> >with a pay raise..But nothing to boast about...Are you jealous? How much
> >does your labor job pay?
>
> ahhh, showing your true colours about the contempt you feel about
> labourers, which you previously denied you said when it came up the last
> time. Just remember that the labour class make up a significant part of
> the economy regarding their purchasing power - and they do purchase
> computers and peripherals. Which means that they help pay for your
> wages, pinhead. Want to try extricating your OTHER foot from your mouth?

Where did I state I had comtempt towards laborers? You need to stop being so
sensitive...and stop looking for negative meanings that are no there..

> BTW, I've been asked to go to an interview tomorrow regarding a job
> opportunity that may well mean a promotion and a better wage.....

Head labor custodian?

> you certainly have boasted about what a stud you are many times, as
> well as your bank account, which any search under DejaNews will
> reveal.....

Yea right...Roft...

> >You said it all...
>
> >
> >Skip town? Was I missed?
>
> Nope. You'd be missed like a cockroach that was flushed down the
> toilet....

ooh good one..But thanks..I am touched..

> >
> >You have way to much time...What happen? Did your employer cut your seasonal
> >labor hours?
>
> again, a slam about my being a labourer - shows that you're quite
> the elitist - and that I'm clearly getting under your skin.. I happen to
> budget my time quite nicely, thank you.

Were did I slam your laborer status?

> >I don't own an iMac...
>

> but you certainly like boasting about the iMac, despite its many
> flaws....the fact that you keep harping about the new colours is a
> legit comment to make on your obsession, as well as your ignorance....

All computers has flaws including the wedge shaped 520 and 1040 st's...Whats
your point?

> >
> >> Does the BeOS run on Apple's new "G3" Power Macs, which use the
> >> PowerPC 750 (or "G3") processor?
> >
> >Unfortunately no..I wish Apple would give Be in what they need to make it so..
> >MK Linux does..
>
> now that is at least one of the first honest admissions you've made
> in a long time.....
>
> >>
> >Still a veep?
>
> still a moron? Since when is it a shame to be the number 2 man,
> especially when the #1 man is also doing a good job? The TAF executive
> acts as a team, not like a Klingon Battle Cruiser crew.... :)

What can I say..no ambition to strive for the top to be the best...

> BTW, the interviewer was impressed by my being a "veep" on my
> resume that they were interested enough to consider me for the new
> post....

Head toilet committee cleaners...? Not happy with in your current employer?

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3288. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-20 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be447f$82fce620$495e0fcb@default>
Source record: 3753

sinclair2246@my-dejanews.com wrote in article
<783uvoiiu1@nnrp1.dejanews.com>...
> In article <01be4429$b4bd3800$555e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
> >
> >
> > Like what?. To compare to what Mac app?.
>
> Adobe Premiere, Photoshop, Office 98, Navigator, Final Cut and the list
goes
> on.
Image FX, Imagine, Lightwave (which can use the Photoshop plugins),
Numerous DTP packages, Navigator is being ported whilst Aweb (with Java
support), IBrowse and Voyager are all good browsers. YAM, NewYork, and
probably the best newsreader on any platform, Thor.
Not to mention Miami, the easiest of all TCP stacks and Amiga has the best
IRC clients available on any platform.

Likewise, the list goes on. Being ignorant of the availability of software
for another platform doesn't give justification for you to judge the
software availability for that platform.

> > >
> > > Still clinging to hope that the Amiga will rise from the lava?
> >
> > Nope, I enjoy using my Amiga now, and my PC to a lesser extent. If it
> > happens it happens, if not who cares. Apple is dead in the water if the
new
> > OS doesn't live up to the hype. (Which it won't judging by Apples track
> > record)
>
> So why do you need to use a PC if your Amiga OS is so great?

A PC is not an OS. Best of both worlds?.
Is there a reason why I shouldn't use two platforms?.

> 8.5 has sold 2 million units and has lived up to the hype..

Blind faith. 8.5 is just a makeover, the core is still rotten.

> > > What happened to Adam Sternberg?
> >
> > Who?.
>
> Marc Barret clone..

Who?.

>
> > > Peter S.
> > > Former Amiga 1000, 500, 2000, 3000 and 1200 user...
> > >
> > Then you of all people should be able to recognize MacOS's shortfalls.
>
> Gets the job done. Sherlock has lived up to its hype..
>
Get's the job done, providing it doesn't crash and you don't mind the fact
that co-operative multitasking stinks and MacOS is still rotten at core
level. Productivity is obviously not an issue when you buy an Apple PC.

Regards,

Clockmeister.

3289. Re: BeOS Vs. TiFKAS' B.S.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-20 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36a61dc5.0@nemo.idirect.com>
Source record: 3754

On 20 Jan 1999 07:29:30 , sinclair2246@my-dejanews.com wrote:
>In article <36a49de1.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> On 18 Jan 1999 22:13:40 , sinclair2246@my-dejanews.com wrote:
>>
>
>>
>> no misinterpret - you made your point quite clear. And what school
>> administrators are you quoting? How about some names, dates, situations?
>
>Cedar Falls media specs, Hudson tech. cord. and the UNI K12 Library Media dept
>head and staff.

interesting - but no dates and situations.

BTW, today's Toronto Sun had an article on the situation on what I
was talking about - "Why Johnny Can't Compute" - which talks about
Computers For Schools and the situations that are requiring why they
are doing what they're doing. The writer admits, the school systems
just don't have the budgets.....

>
>> What they want - and what they are actually able to GET - are two
>> different things. What I've read is that, due to the cutting of
>> education budgets by governments, that schools just can't afford the
>> cutting-edge stuff. I know of many organizations that collect old
>> computers so that they can be used by students rather than showing up
>> in landfills...
>
>Same song and dance. If communities want continous upto date media tools will
>find a way to fund which I have listed previous...

from the same master of the song and dance on this forum.
>
>> >
>> >> 1) deny, deny, deny (just like his hero Bill Clinton - and like
>> >> Bill, be doing so when obviously caught with his pants down?)
>> >
>> >His pants were down...so what!!!
>>
>> he denied that his pants were down. If he had only told the truth
>> when the scandal was first revealed, and apologized for it sincerely,
>> instead of that self-serving speech he gave, he wouldn't be in the mess
>> that he's in, and he'd certainly be better remembered in history as a
>> great legislator.

>
>No law that he can't have his pants down which I am sure you have had your
>pants down and you know whats been fondled and so on...Whats the crime..?

lying to a grand jury about having his pants down is a Federal
offence. Certainly you can at least watch what's going on on TV to know
what's going on with your president, and what the issues are....
>
>The 2000 election will be good for the dems...

They'll do well - after all, Al Gore is too boring to do anything
controversial. OTOH, Calvin Coolidge was considered boring and yet he
turned out to be a good president :)

>> I read all articles I post in full, and I make the appropriate
>> comments and notes - I also usually include a link to the URL. On
>> several occasions you mindlessly posted a number of press releases that
>> it was clear that you didn't even read, and didn't even make the effort
>> to format them properly......
>
>In what way...? I read before posting...Why would you think that?

your very lack of intelligence, for starters...

>
>> >
>> >When did I boast...What I get paid is nothing to cry about. It's adequate
>> >with a pay raise..But nothing to boast about...Are you jealous? How much
>> >does your labor job pay?
>>
>> ahhh, showing your true colours about the contempt you feel about
>> labourers, which you previously denied you said when it came up the last
>> time. Just remember that the labour class make up a significant part of
>> the economy regarding their purchasing power - and they do purchase
>> computers and peripherals. Which means that they help pay for your
>> wages, pinhead. Want to try extricating your OTHER foot from your mouth?
>
>
>Where did I state I had comtempt towards laborers? You need to stop being so
>sensitive...and stop looking for negative meanings that are no there..

read the above, bunky. You've been caught with your foot in your
mouth, and there's no way you're going to wiggle out of that one
again...

BTW, it's spelled "contempt"...
>
>> BTW, I've been asked to go to an interview tomorrow regarding a job
>> opportunity that may well mean a promotion and a better wage.....
>
>Head labor custodian?

ahhh, but that would be telling :) Interview actually went over
well, BTW...
>
>> you certainly have boasted about what a stud you are many times, as
>> well as your bank account, which any search under DejaNews will
>> reveal.....
>
>
>Yea right...Roft...

http://www.dejanews.com , search "Peter Sinclair", "sinclap",
"TIFKAS". Who's laughing now, laughing boy?

>
>> >You said it all...
>>
>> >
>> >Skip town? Was I missed?
>>
>> Nope. You'd be missed like a cockroach that was flushed down the
>> toilet....
>
>ooh good one..But thanks..I am touched..

I aim to please :)

>
>> >
>> >You have way to much time...What happen? Did your employer cut your seasonal
>> >labor hours?
>>
>> again, a slam about my being a labourer - shows that you're quite
>> the elitist - and that I'm clearly getting under your skin.. I happen to
>> budget my time quite nicely, thank you.
>
>Were did I slam your laborer status?

again, read the above, bunky...
>
>
>
>> >I don't own an iMac...
>>
>> but you certainly like boasting about the iMac, despite its many
>> flaws....the fact that you keep harping about the new colours is a
>> legit comment to make on your obsession, as well as your ignorance....
>
>All computers has flaws including the wedge shaped 520 and 1040 st's...Whats
>your point?

that you're so obsessed with trying to score points in your
irrational hatred towards Atari users that it tends to cloud your
judgement, i.e., footin mouth, making up false statements about Atari

users and computers and applications, etc...

>> >>
>> >Still a veep?
>>
>> still a moron? Since when is it a shame to be the number 2 man,
>> especially when the #1 man is also doing a good job? The TAF executive
>> acts as a team, not like a Klingon Battle Cruiser crew.... :)
>
>What can I say..no ambition to strive for the top to be the best...

ahhh, but we ARE the best. This current TAF executive are, in my
opinion, among the best and the brightest in this club - and we strive
for excellence. I'm Number 2, but I try harder :)

>
>> BTW, the interviewer was impressed by my being a "veep" on my
>> resume that they were interested enough to consider me for the new
>> post....
>
>Head toilet committee cleaners...?

no, but when Steve Jobs boots you from your current employent in 18
days I'll certainly keep you in mind should that position come open :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3290. Re: User keeps Toshiba Laptop and gets W95 refund!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-20 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <786d70$g2k@ds2.acs.ucalgary.ca>
Source record: 3755

That's why the US Government is now trying Micro$loth - I'm almost positive they would like to see that documentation !

The Canadian Curmudgeon (in a windoze free environment in Calgary)

3291. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-20 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be4429$b4bd3800$555e0fcb@default>
Source record: 3947

sinclair2246@my-dejanews.com wrote in article
<78187q$7rq$1@nnrp1.dejanews.com>...
> In article <01be4306$1f9250e0$485e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
> >
> > I'll drink to that!. (any excuse will do :-)
> >
> > Isn't it funny that way back (actually, not so long ago), Atari vs
Amiga
> > battles raged on all the whilst the real enemies where slowly gaining
> > ground* and eventually took over the world with second rate crap..
> >
> > *Except in the case of Apple, who are still trailing. PMT Mr
Sinclap?...
>
> So when will there be modern apps on the Amiga?

Like what?. To compare to what Mac app?.

When will there be a modern OS for the Mac?.

>
> Still clinging to hope that the Amiga will rise from the lava?

Nope, I enjoy using my Amiga now, and my PC to a lesser extent. If it
happens it happens, if not who cares. Apple is dead in the water if the new
OS doesn't live up to the hype. (Which it won't judging by Apples track
record)

> What happened to Adam Sternberg?

Who?.

> Peter S.
> Former Amiga 1000, 500, 2000, 3000 and 1200 user...
>
Then you of all people should be able to recognize MacOS's shortfalls.

3292. Re: English Language confusion

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-20 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be442a$2bcfb3a0$555e0fcb@default>
Source record: 3948

sinclair2246@my-dejanews.com wrote in article
<7819f9$8og$1@nnrp1.dejanews.com>...
> The European Commission have just announced an agreement whereby
> >> English
> >> will be the official language of the EU rather than French, which was
> >> the other possibility.
> >>
> >> As part of the negotiations, and strongly lobbied for by the German
> >> government and the new member Austria, Her Majesty's Government
> >> conceded that English spelling had some room for improvement and
> >> has accepted a 5 year phase-in plan that would be known as
> >> "EuroEnglish":
> >>
> >> In the first year, "s" will replace the soft "c". Sertainly, this
> >> will
> >> make the sivil servants jump with joy. The hard "c" will be dropped
> >> in
> >> favor of the "k". This should klear up konfusion and keyboards kan
> >> have
> >> one less letter.
> >>
> >> There will be growing publik enthusiasm in the sekond year when the
> >> troublesome "ph" will be replaced with the "f". This will make words
> >> like
> >> "fotograf" 20% shorter.
> >>
> >> In the 3rd year, publik akseptanse of the new spelling kan be
> >> expekted to
> >> reach the stage where more komplikated changes are possible.
> >> Governments
> >> will enkourage the removal of double letters, which have always ben a
> >> deterent to akurate speling. Also, al wil agre that the horible mes
> >> of
> >> the silent "e"'s in the languag is disgracful, and they should go
> >> away.
> >>
> >> By the 4th yar, peopl wil be reseptiv to steps such as replasing "th"
> >> with
> >> "z" and "w" with "v". During ze fifz year, ze unesesary "o" kan be
> >> dropd
> >> from vords kontaining "ou" and similar changes vud of kors be aplid
> >> to
> >> ozer kombinations of leters.
> >>

> >> After zis fifz yer, ve vil hav a reli sensibl riten styl. Zer vil be
> >> no
> >> mor trubls or difikultis and evrivun vil find it ezi tu understand
> >> ech
> >> ozer.
>
>

ROTFLOL!.

Regards,

Clockmeister.

3293. User keeps Toshiba Laptop and gets W95 refund!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-21 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7865u1hds1@nnrp1.dejanews.com>
Source record: 3756

From todays macintouch.com

Toshiba/Microsoft Saga

Geoffrey D. Bennett
geoffrey@netcraft.com.au
12/Aug/1998

I hope that this web page will prove useful to those people who want to purchase a laptop without Microsoft Windows. The short summary is:

It is near impossible to buy a laptop without Windows
The Microsoft Software License Agreement allows you to return the software if you do not agree to its terms.
It is difficult, but not impossible to get Toshiba (at least in Australia) to send you a cheque in return for the Windows License.

I purchased a Toshiba notebook on February 2nd this year from my local Linux-friendly supplier (Nick Stock at Cybernet Systems). Being the devoted Linux user I am, I didn't want to pay for a copy of Microsoft Windows if I wasn't going to use it. Unfortunately, Nick informed me that it was impossible to purchase a Toshiba (or practically any brand of notebook) without Windows coming along for the ride.

When I received the computer, I noted that the ``End User License Agreement for Microsoft Software'' stated that I did not have to accept the agreeement, and if I didn't agree to its terms, I could contact the manufacturer for instructions on returning the software for a refund. That seemed like just what I wanted, so I contacted Toshiba in Adelaide and spoke with Kon Karanastasis.

Kon had apparently never heard of anyone wanting to return just the software for a refund, so it took a while to explain what I wanted. "I want to give you back the Microsoft software and receive a cheque in return", "We don't do that", "But the license agreement that Toshiba supplied with my computer says you will". Kon asked that I send him a letter explaining what I wanted, along with a copy of the invoice for the notebook and he'd find out what could be done.

Here's the letter:

NetCraft Australia
PO Box 390 Blackwood 5051
Phone: 08 8370 3650
Fax: 08 8278 8325

2 February 1998

Mr. Kon Karanastasis
Toshiba
5 Hurtle Square
Adelaide SA 5000

Dear Kon,

With reference to my phone call to you today, I have purchased a Toshiba Satellite Pro laptop computer which included a copy of Microsoft Windows 95 pre-installed. The ``End-User License Agreement For Microsoft Software'' included with the computer states in part:

If you do not agree to the terms of this EULA, PC Manufacturer and Microsoft are unwilling to license the SOFTWARE PRODUCT to you. In such event, you may not use or copy the SOFTWARE PRODUCT, and you should promptly contact PC Manufacturer for instructions on return of the unused products(s) for a refund.

I do not agree to the terms of the End-User License Agreement for the Windows 95 software, and would like to return the software for a refund. Please supply me with instructions on how to return the software.

As you requested, I have enclosed a copy of the invoice for the Toshiba laptop computer.

Regards,

(signed)

Geoffrey D. Bennett
Computer Systems Manager
NetCraft Australia

Kon got back to me and the word from Sydney was that Toshiba would be happy for me to return my notebook and receive a full refund, but they were not willing to give me a refund on just the Microsoft Software. I explained that this was unacceptable; the license agreement for the Software specifically said that I could return just the Software. Too bad apparently; Toshiba have a contractual agreement with Microsoft where they can't unbundle the software from the hardware, therefore they wouldn't give me a refund.

I obviously wasn't happy with this, so Kon said that the person to talk to was Laurence White from Product Planning in Toshiba. I sent him an email explaining the situation:

Date: Tue, 3 Mar 1998 16:25:06 +1030 (CST)
From: "Geoffrey D. Bennett" <g@netcraft.com.au>
To: laurence_white@isd.toshiba.com.au
Subject: Return of unused software

Dear Laurence,

Kon Karanastasis from Toshiba in Adelaide said that I should contact
you regarding the return of the unused Microsoft software that came
with my Toshiba laptop.

On the 2nd of February this year, I purchased a Toshiba Satellite Pro
laptop computer which included a copy of Microsoft Windows 95
pre-installed. The ``End-User License Agreement For Microsoft
Software'' that was included with my computer states in part:

If you do not agree to the terms of this EULA, PC Manufacturer and
Microsoft are unwilling to license the SOFTWARE PRODUCT to you. In
such event, you may not use or copy the SOFTWARE PRODUCT, and you
should promptly contact PC Manufacturer for instructions on return
of the unused products(s) for a refund.

I did not agree to the terms of the End-User License Agreement for the
Microsoft software, so I refrained from using the software, and I
completely removed it without creating any backup.

I would now like to return the unused software product for a refund.
Could you please supply me with instructions on how to return the
software and obtain a refund.

Regards,
--
Geoffrey D. Bennett (geoffrey@netcraft.com.au)
Computer Systems Manager, NetCraft Australia
http://www.netcraft.com.au/geoffrey/
Red Hat Linux Resellers: http://www.netcraft.com.au/redhat/

Laurence told me essentially the same thing that Kon did. I can return the
notebook, but I can't return just the Software:

Date: Thu, 05 Mar 98 10:08:40
From: "laurence white" <laurence_white@isd.toshiba.com.au>
To: "Geoffrey D. Bennett" <g@netcraft.com.au>
Subject: Re: Return of unused software

Hello Geoffrey,

I am the Toshiba Product Manager and am responsible for all
notebooks.

The EULA you have received is a generic Microsoft document supplied by all
manufacturers as proof of the purchase of your operating system.

As you can see in the wording of the text you need to contact a
vendor for
instructions and Toshiba is unwilling to refund the cost of the
operating
system.

Toshiba is required by Microsoft contract to provide and purchase a valid
operating system. Toshiba cannot get a refund from Microsoft.

I hope you can understand our position. Toshiba must pay Microsoft
at point
of manufacture and cannot get a refund from Microsoft, so we can't
refund
you.

If we gave you a refund on the operating system component then
Toshiba
cannot claim this on Microsoft.

I hope this explains our position with Microsoft Software.

Regards
Laurie White
Toshiba Australia

(my original message was included here)

If at first you don't succeed... so I asked again, explaining why his reasons for refusing a refund were not valid:

Date: Thu, 19 Mar 1998 02:26:22 +1030 (CST)
From: "Geoffrey D. Bennett" <g@netcraft.com.au>
To: laurence_white@isd.toshiba.com.au (laurence white)
Subject: Re: Return of unused software

Hi Laurie,

Thank you for your reply to my message regarding the return of unused Microsoft software. Although I understand Toshiba's position, it is not acceptable for reasons I give below, and therefore, I would like to request for the second time you to send me instructions on how to return the unused Microsoft software to Toshiba and obtain a refund for that software.

You wrote:

> Hello Geoffrey, > > I am the Toshiba Product Manager and am responsible for all notebooks. > > The EULA you have received is a generic Microsoft document supplied by all > manufacturers as proof of the purchase of your operating system.

I'm not sure how this is relevant? The EULA certainly is my proof of purchase, but it is a lot more than that. The EULA states the terms under which the software is to be licensed to me under. I have rejected those terms, and according to the agreement I may not use or copy the software and I should return it for a refund.

The EULA is the document that specifically says that PC Manufacturer (Toshiba in this case) and Microsoft are unwilling to license the software to me, and I should contact Toshiba for instructions on returning the software for a refund.

> As you can see in the wording of the text you need to contact a vendor for > instructions and Toshiba is unwilling to refund the cost of the

operating > system.

Toshiba might be unwilling this month to refund the cost of the
operating system to me, but the EULA which was sent to me last month
by Toshiba with the computer when I purchased it does not include a
provision for you to reject my claim for a refund.

If Toshiba were not willing to refund the cost of unwanted software to
me when I purchased the product, Toshiba should not have supplied me
with a license agreement that states that I can return the software
for a refund.

> Toshiba is required by Microsoft contract to provide and purchase a
valid
> operating system. Toshiba cannot get a refund from Microsoft.

The agreement between Toshiba and Microsoft is irrelevant to me.

The agreement between myself, Toshiba, and Microsoft says that I can
return the product for a refund. Whether or not Toshiba can then
receive a refund from Microsoft is really none of my business.

> I hope you can understand our position. Toshiba must pay Microsoft at
point > of manufacture and cannot get a refund from Microsoft, so we can't
refund > you. > > If we gave you a refund on the operating system
component then Toshiba > cannot claim this on Microsoft. > > I hope this
explains our position with Microsoft Software.

I do understand your position, but if Toshiba enter into an agreement
with Microsoft where Toshiba is required to purchase Microsoft
software for each notebook, then Toshiba should be willing to wear the
cost of that software if I do not want to purchase that software from
you.

Surely the discounts obtained by purchasing Microsoft software with
every notebook manufactured far outweigh the cost associated with me
not wanting to purchase the Microsoft software from Toshiba? If they
don't, perhaps Toshiba should review their agreement with Microsoft.

I look forward to your reply.

Regards,
Geoffrey.

(my original message was included here)

--
Geoffrey D. Bennett (geoffrey@netcraft.com.au)
Computer Systems Manager, NetCraft Australia
http://www.netcraft.com.au/geoffrey/
Red Hat Linux Resellers: http://www.netcraft.com.au/redhat/

He obviously didn't like my arguments:

Date: Thu, 19 Mar 98 09:38:15
From: "laurence white" <laurence_white@isd.toshiba.com.au>
To: "Geoffrey D. Bennett" <g@netcraft.com.au>
Subject: Re[2]: Return of unused software

Geoffrey,

Toshiba is happy for you to return the complete computer system for a refund to the place of purchase. We are not willing to sell just the computer system to you.

If you have any further questions regarding this matter you will need
to talk with our legal department.

Regards
Laurie White

(my first reply was included here)

I called the ACCC (Australian Competition and Consumer Commission) who said that selling one product bundled with another as Toshiba are doing is an okay thing to do, and then I called Consumer Affairs who suggested I see a lawyer. I ended up going to see someone from the Legal Services Commission who said that I could take my case to the small claims court and I'd probably win, but if I didn't then I'd be up for their expenses (plane trip from Sydney plus hotel accomodation). I definately didn't want to take that risk, so I decided to give in.

By this time, the model of notebook I had purchased was discontinued (it had been about two months since I purchased it) and the next model up was $700 cheaper than what I had paid for mine. Since Toshiba were offering me the chance to return the entire computer, this was obviously a good deal. They were effectively offering me $700 and a notebook upgrade :-). I didn't really want to pursue this option, since I would still be paying for a copy of Microsoft Windows that I didn't want (it's the principle of the thing!), but I didn't see any other option.

So I contacted Nick, who was quite happy to take the computer back from me provided that his supplier would take it back from him. Unfortunately, his supplier didn't like this idea and were quite ticked off that Toshiba would say to me that I could return a pre-loved, two-month old, and discontinued computer at their expense. They wanted to know who at Toshiba told me this.

I then get an email (quite unexpectedly) from Kon Karanastasis, who wrote:

Date: Thu, 02 Apr 98 13:46:11
From: "kon karanastasis" <kon_karanastasis@isd.toshiba.com.au>
To: geoffrey@netcraft.com.au
Subject: Return of Unused Software

Dear Geoffrey

In respect to your formal request for a refund for unused software on your

Toshiba Laptop Computer the matter is currently being assessed by our
General Affairs Division.

Before they reach a final decision they have asked me the following
questions
in respect to your purchase ;

1. Mr Bennett states that he purchased the computer on 2nd
February 1998.

From whom did Mr Bennett purchase the computer?

2. Did he rely on a brochure in making his decision?

3. At the time of purchase did he notify the vendor that he did
not want the standard MS operating system?

4. Did Mr Bennett read the End User License Agreement prior to
turning on the Computer for the first time?

5. Mr Bennett states that he "refrained from using the
software, and .... completely removed it without creating
any backup". How was this accomplished? When was the
Operating System deleted?

6. Has the computer been used between the dates of 2nd February
1998 and 3rd March 1998? If in the affirmative, utilising
what operating system?

If you could please provide answers to these questions, I will ensure a
speedy
resolution
of this issue.

Regards
Kon Karanastasis
Toshiba ISD

Email Add : Kon_Karanastasis@isd.toshiba.com.au
Phone : 08 8223 2878
Fax : 08 8232 5022

I thought that the above message was a bit strange, since I hadn't talked to
Kon for quite a while now, and I wasn't asking them consider a refund for the
unused software anymore. I wrote the following email back:

Date: Thu, 2 Apr 1998 15:42:33 +0930 (CST)
From: "Geoffrey D. Bennett" <g@netcraft.com.au>
To: kon_karanastasis@isd.toshiba.com.au (kon karanastasis)
Subject: Re: Return of Unused Software

Dear Kon,

You wrote:

> Dear Geoffrey
>
> In respect to your formal request for a refund for unused software on
your
> Toshiba Laptop Computer the matter is currently being assessed by our
> General Affairs Division.

I'm a bit confused here, because my refund for unused software has
been assessed and denied three times already, each time with an offer
for me to return the entire computer, and the last time also telling
me that I'd need to contact Toshiba's Legal Department if I wanted to
take the issue of returning just the software any further. After the
three refusals, I decided to take up the multiple offers of returning
the computer, so I contacted my supplier to arrange doing so.

Are Toshiba now reconsidering the refund for the unused software? If
so, that is fine, but if it is refused (for the fourth time), I will
be again wanting to take you up on your offer for me to return the
entire computer.

> Before they reach a final decision they have asked me the following
questions
> in respect to your purchase ;
>
> 1. Mr Bennett states that he purchased the computer on 2nd
> February 1998.
>
> From whom did Mr Bennett purchase the computer?

I purchased the computer from Nicholas Stock at Cybernet Systems
(017 864 264). I sent you a copy of the invoice on February 2nd.

> 2. Did he rely on a brochure in making his decision?

No, I didn't rely on a brochure in making my decision. I read many
brochures, viewed many web pages, and talked to many people when
deciding which notebook to purchase.

> 3. At the time of purchase did he notify the vendor that he did
> not want the standard MS operating system?

My vendor was aware before I purchased the computer that I did not
want the standard MS operating system. My vendor had already informed
me that it was not possible to have Windows removed from the computer
before purchasing it.

> 4. Did Mr Bennett read the End User License Agreement prior to
> turning on the Computer for the first time?

I did. The license agrement said that if I did not agree to its
terms, Toshiba and Microsoft were unwilling to license the software to
me, and I could return the software for a refund. Therefore, I did
not use the software, and I contacted Kon to arrange a refund.

> 5. Mr Bennett states that he "refrained from using the
> software, and .... completely removed it without creating
> any backup". How was this accomplished? When was the
> Operating System deleted?

I removed the operating system by connecting the floppy disk drive,
inserting a Red Hat Linux boot floppy, turning on the computer,
deleting all partitions on the hard disk, and installing Linux. I did
this on the same day I received the computer.

> 6. Has the computer been used between the dates of 2nd February > 1998
and 3rd March 1998? If in the affirmative, utilising > what operating
system?

Yes, the computer has been used the entire time I have had it. The
operating system used has been the Red Hat Linux operating system.

> If you could please provide answers to these questions, I will ensure a
speedy > resolution > of this issue.

Thank you,
--
Geoffrey D. Bennett (geoffrey@netcraft.com.au)
Computer Systems Manager, NetCraft Australia
http://www.netcraft.com.au/geoffrey/
Red Hat Linux Resellers: http://www.netcraft.com.au/redhat/

The next day I received an email back from Kon:

Date: Fri, 03 Apr 98 13:14:32
From: "kon karanastasis" <kon_karanastasis@isd.toshiba.com.au>
To: "Geoffrey D. Bennett" <g@netcraft.com.au>
Subject: RE: Return of Unused Software

Geoffrey

Toshiba's General Affairs Division have assessed your claim for a refund of
the unused Microsoft Software.

Toshiba is prepared to offer you $110.00 (AUS) as a refund for not using
the bundled software.

Please confirm your acceptance (or otherwise) of this offer and we will
implement the
appropriate actions to settle this matter.

Regards

Kon Karanastasis

(the message he replied to was included here)

Since this was exactly what I was wanting, I wrote back:

Date: Fri, 3 Apr 1998 16:21:43 +0930 (CST)
From: "Geoffrey D. Bennett" <g@netcraft.com.au>

To: kon_karanastasis@isd.toshiba.com.au (kon karanastasis)
Subject: Re: Return of Unused Software

> Geoffrey > > Toshiba's General Affairs Division have assessed your claim for a refund of the > unused Microsoft Software. > > Toshiba is prepared to offer you $110.00 (AUS) as a refund for not using the > bundled software. > > Please confirm your acceptance (or otherwise) of this offer and we will > implement the > appropriate actions to settle this matter.

Hi Kon,

That sounds good. Let me know what the next step is.

Regards,
--
Geoffrey D. Bennett (geoffrey@netcraft.com.au)
Computer Systems Manager, NetCraft Australia
http://www.netcraft.com.au/geoffrey/
Red Hat Linux Resellers: http://www.netcraft.com.au/redhat/

Time passed, and I called Kon to find out what was happening to my cheque. He explained that in big companies, weird things like giving money to customers for return of Microsoft software can take a while to happen. A little later I received an email from him:

Date: Thu, 07 May 98 14:51:43 +1000
From: "KON KARANASTASIS"<kon_karanastasis@tap.toshiba.com.au>
To: <geoffrey@netcraft.com.au>
Subject: Refund for Unused Software

Geoffrey

I've followed up the progress of your refund cheque.

I still can't give you a definite date, however, I think I've managed to put some higher priority on your claim.

Hopefully it should all be resolved within a fortnight.

Regards

Kon Karanastasis

Email : Kon_Karanastasis@tap.toshiba.com.au

And then the email I was waiting for:

Date: Thu, 21 May 98 10:46:44 +1000
From: "KON KARANASTASIS"<kon_karanastasis@tap.toshiba.com.au>
To: <geoffrey@netcraft.com.au>
Subject: Refund Cheque

Hi Geoffrey

Your refund cheque has arrived in Adelaide.

If you would like to return all documentation/software relating to MS Windows to
Our office at 5 Hurtle Square you can pick up your cheque.

Regards

Kon Karanastasis

I couldn't pick up the cheque immediately because I had just left for Linux Expo, but when I got back I wasn't in any particular hurry to get the cheque because it was the principle of the thing, not the money. After some hassling from a couple of LinuxSA members at the July meeting, I finally went to Toshiba on the 10th of August to pick up my cheque.

Lo and behold, I now have a cheque for $110 from Toshiba in return for an unused license for Microsoft Windows!

Many thanks to:

Paul Ashton (of Samba fame). Paul was the one who told me in January that when I purchase a laptop I should read the Microsoft Licence Agreement, and take note of the bit about a refund. Kon Karanastasis at Toshiba for being patient with such a strange request. Nick Stock at Cybernet Systems for being an all-round good guy.

No thanks to:

Laurence White at Toshiba for three times denying my request for Toshiba to honour the license agreement they included with my computer.

If there's anyone else wanting to do a similar thing, I think that the important things are:

Check the license agreement. Look for something like ``If you do not agree to the terms of this EULA, PC Manufacturer and Microsoft are unwilling to license the SOFTWARE PRODUCT to you. In such event, you may not use or copy the SOFTWARE PRODUCT, and you should promptly contact PC Manufacturer for instructions on return of the unused products(s) for a refund.''

As the first thing you do with the computer after you purchase it, boot from a floppy and delete the Windows partition. If you boot
Windows even once, you will probably be considered to have accepted the agreement. To prevent any arguments later, it would be best
to delete the partition while you are still in the store, with the salesperson watching.

Contact your manufacturer immediately, and say that you do not agree to the terms of the EULA and would like instructions on return of
the unused Microsoft Software for a refund.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3294. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-21 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <36A6E69C.5521@nospam.ttaol.fi>
Source record: 3757

Werner Domroese / Q5 wrote:

-snip-

> Why are you trolling this newsgroup anyway? What's your interest in this?

Because every court need a jester?

Markku

--
No nospam for no spam

3295. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-22 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <WGSp2.5319$ci7.7816@198.235.216.4>
Source record: 3758

On 12 Jan 1999 16:33:19, "Clockmeister" wrote:
>> The Atari ST sound chip is the same cheap old Yamaha FM chip that was
>> used in the ZX Spectrum and Amstrad CPC. Even the C64's SID chip was far
>> better than the Yamaha.

That's correct Nicholas.

>
>So Atari included MIDI ports but neglected to add a decent sound chip.
>Quite ludicrous really.

Yup. They certainly cut costs here. Of course the Amiga had awesome sound
and no midi ports.

>
>> > MODs sound awfull, as does game music when compared to the same game
>> > versions on the Amiga (Xenon II megablast for instance). Did the STfm
>> > the same soundchip as the 520ST's?.

Well, it all just cackles out the monitor. Back then only the Amiga had sound
and the 1000 only had 256k to do it with. Yuck. What is amazing is what the
Union got for sound out of a normal ST with the UNION DEMO. One of my old
favorites.

You have the bottom line Atari so only so much is to be expected. I am using
mine ATM Circa 1985 TOS 1.0 on the internet to write this to you. In the end
I can't say I have been to dissapointed with mine after 14 years:-).
>
>> The STE was the improved machine, where they fixed the weaknesses that
>> the ST had compared to the Amiga. Among the other changes, the STE has a
>> stereo DMA sound system comparable to the Amiga's, but it was too
>> little, too late and very few game editors bothered to write STE
>> enhanced versions of their games.

To little, To late, and too buggy. I am happy with my STe none the less.

>>
>> > I'm curious because I thought that even early Atari's had great sound
>> > output, which is obviously not the case.
>>
>> No, they didn't. BUT they were great for professional music
>> applications. Musicians use MIDI synths and expanders, and even though
>> the Amiga had a better sound system, it was still useless for pro or
>> semi-pro musicians who wanted rock solid MIDI.

Still is for some strange reason.

>
>Men at work (the band) might disagree here, but anyway...

Vegemite anyone? Come on you say the opinion of a 1 hit wonder, who have done nothing in 14 years? Got a tape of them none the less.

>> > Can anyone shed some light on this subject for a Amiga user who has
>> > recently aquired a 1040STfm?.

Welcome aboard. Now you have 2 advanced obsolete computers to have a blast with. Soon you will join in Tifkas bashing.

Never mind
Brian.

>.

3296. Re: Dear Peter

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-22 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <_GSp2.5320$ci7.7816@198.235.216.4>
Source record: 3759

On 12 Jan 1999 01:01:38, "Clockmeister" wrote:

Too late, Already TIFKAS bashing. And double whamming with 060 and Amiga
Attacks too. Welcome aboard new Atari User.

Brian.

3297. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <789bdk$8ho$1@nnrp1.dejanews.com>
Source record: 3760

In article <01be447f$82fce620$495e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:

> >
> > Adobe Premiere, Photoshop, Office 98, Navigator, Final Cut and the list
> goes
> > on.
> Image FX, Imagine, Lightwave (which can use the Photoshop plugins),
> Numerous DTP packages, Navigator is being ported whilst Aweb (with Java
> support), IBrowse and Voyager are all good browsers. YAM, NewYork, and
> probably the best newsreader on any platform, Thor.
> Not to mention Miami, the easiest of all TCP stacks and Amiga has the best
> IRC clients available on any platform.

ROFLMAO!

> Likewise, the list goes on. Being ignorant of the availability of software
> for another platform doesn't give justification for you to judge the
> software availability for that platform.

Yes it does..I know what apps are available on the Amiga. 90% are
third/fourth rate apps... Thats why I went to the Mac platform to get the
job done!

>
> A PC is not an OS. Best of both worlds?.
> Is there a reason why I shouldn't use two platforms?.

Which means the Amiga can't get the job done!

> > 8.5 has sold 2 million units and has lived up to the hype..
>
> Blind faith. 8.5 is just a makeover, the core is still rotten.

Multitasks just fine...Nice try!
> >
> > > > Peter S.
> > > > Former Amiga 1000, 500, 2000, 3000 and 1200 user...
> > > >
> > > Then you of all people should be able to recognize MacOS's shortfalls.

Not at all. Irecognized the Amiga shortfalllssss .....Crapola
software...except for lightwave..

> > Gets the job done. Sherlock has lived up to its hype..
> >
> Get's the job done, providing it doesn't crash and you don't mind the fact

> that co-operative multitasking stinks and MacOS is still rotten at core
> level. Productivity is obviously not an issue when you buy an Apple PC.

You have not used 8.5 have you? And you have a short selective memory..The Amiga crashed constantly...It was those dammmmm guru errors.. I thought it was helarious at the time is when the local cable company used the Amiga for the public info bulletin board...Would always crash on the weekends with that dammm stupid guru error that needed to be reset but only on the following Mondays when the office opened..

> Regards,
>
> Clockmeister.
>
Peter S,

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3298. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be465c$7d9058a0$415e0fcb@default>
Source record: 3761

Brian Van Tilborg <madmax@bfree.on.ca> wrote in article
<WGSp2.5319$ci7.7816@198.235.216.4>...
> On 12 Jan 1999 16:33:19, "Clockmeister" wrote:
> >> The Atari ST sound chip is the same cheap old Yamaha FM chip that was
> >> used in the ZX Spectrum and Amstrad CPC. Even the C64's SID chip was
far
> >> better than the Yamaha.
>
> That's correct Nicholas.
>
> >
> >So Atari included MIDI ports but neglected to add a decent sound chip.
> >Quite ludicrous really.
>
> Yup. They certainly cut costs here. Of course the Amiga had awesome sound
> and no midi ports.

A cheap adaptor sorted that problem. The signals have allways been there on
the serial port.

> >
> >> > MODs sound awfull, as does game music when compared to the same game
> >> > versions on the Amiga (Xenon II megablast for instance). Did the
STfm
> >> > the same soundchip as the 520ST's?.
>
> Well, it all just cackles out the monitor. Back then only the Amiga had
sound
> and the 1000 only had 256k to do it with. Yuck.

Not in this country... 256k Amigas where never released with the early
A1000's all having the 256K RAM expansion included as standard. The US
Amigas with 256K did manage PMT though and that's one hell of an
avhievement considering what it took for the PC to get the same thing.

What is amazing is what the
> Union got for sound out of a normal ST with the UNION DEMO. One of my old
> favorites.

It's amazing what the Spectrum crowd got out of their machines, so it's no
surprise.

> You have the bottom line Atari so only so much is to be expected. I am
using
> mine ATM Circa 1985 TOS 1.0 on the internet to write this to you. In the
end

> I can't say I have been to dissapointed with mine after 14 years:-).

These machines where excellent value for money no matter which way you look
at it or which platform you prefer.

> >
> >> The STE was the improved machine, where they fixed the weaknesses that
> >> the ST had compared to the Amiga. Among the other changes, the STE has
a
> >> stereo DMA sound system comparable to the Amiga's, but it was too
> >> little, too late and very few game editors bothered to write STE
> >> enhanced versions of their games.
>
> To little, To late, and too buggy. I am happy with my STe none the less.
>
> >>
> >> > I'm curious because I thought that even early Atari's had great
sound
> >> > output, which is obviously not the case.
> >>
> >> No, they didn't. BUT they were great for professional music
> >> applications. Musicians use MIDI synths and expanders, and even though
> >> the Amiga had a better sound system, it was still useless for pro or
> >> semi-pro musicians who wanted rock solid MIDI.
>
> Still is for some strange reason.

Timing on PC's is horrible, which is an important part of MIDI sequencing I
believe.

> >
> >Men at work (the band) might disagree here, but anyway...
>
> Vegemite anyone? Come on you say the opinion of a 1 hit wonder, who have
done
> nothing in 14 years? Got a tape of them none the less.

One hit wonder... NOT!. They are huge in this country and are actually very
good live. (I'm not a fan though)

> >> > Can anyone shed some light on this subject for a Amiga user who has
> >> > recently aquired a 1040STfm?.
>
> Welcome aboard. Now you have 2 advanced obsolete computers to have a
blast
> with. Soon you will join in Tifkas bashing.
>

No, three including my Pentium 166 MMX.
Ofcourse, I can go and buy a brand new bit of obsolescense in an iMac...

:-)

Regards,

Clockmeister.

3299. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be465d$51c4afe0$415e0fcb@default>
Source record: 3762

sinclair2246@my-dejanews.com wrote in article
<789bdk$8ho$1@nnrp1.dejanews.com>...
> In article <01be447f$82fce620$495e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
> > >
> > > Adobe Premiere, Photoshop, Office 98, Navigator, Final Cut and the
list
> > goes
> > > on.
> > > Image FX, Imagine, Lightwave (which can use the Photoshop plugins),
> > > Numerous DTP packages, Navigator is being ported whilst Aweb (with Java
> > > support), IBrowse and Voyager are all good browsers. YAM, NewYork, and
> > > probably the best newsreader on any platform, Thor.
> > > Not to mention Miami, the easiest of all TCP stacks and Amiga has the
best
> > > IRC clients available on any platform.
>
> ROFLMAO!
>
> > Likewise, the list goes on. Being ignorant of the availability of
software
^^^^^^^^^
> > for another platform doesn't give justification for you to judge the
> > software availability for that platform.
>
> Yes it does..I know what apps are available on the Amiga. 90% are
> third/fourth rate apps... Thats why I went to the Mac platform to get
the
> job done!

You went to the Mac platform to get the job done?. Bwhahahahahhabwhaha...
sorry.

> >
> > A PC is not an OS. Best of both worlds?.
> > Is there a reason why I shouldn't use two platforms?.
>
> Which means the Amiga can't get the job done!

You obviously don't do much with your Mac if you never have a use for a PC.

> > > 8.5 has sold 2 million units and has lived up to the hype..
> >
> > Blind faith. 8.5 is just a makeover, the core is still rotten.

>
> Multitasks just fine...Nice try!

Co-operative multitasking is something a C64 does, not a modern computer.

Nice try indeed...

Regards,

Clockmeister.

3300. Re: User keeps Toshiba Laptop and gets W95 refund!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be4660$1e89baa0$415e0fcb@default>
Source record: 3763

VE6HY <besmith@calcna.ab.ca> wrote in article
<786d70$g2k@ds2.acs.ucalgary.ca>...
>
> That's why the US Government is now trying Micro$loth - I'm almost
> positive they would like to see that documentation !

If you read carefully, Microsoft actually plays no part in this. It's just Toshiba's willingness (or lack of) to refund money based on the MS license agreement.

Toshiba is bound to a licensing agreement with MS, that's for certain however...
If that copy of Windows is returned to Toshiba (it had to be sealed and complete with documentation) it would surely have been bundled with another computer, and not returned to MS.

Don't get me wrong here, I dislike MS's business practices intensely but this example is not a good one as MS plays no real part in it.

Just my 2c

Regards,

Clockmeister.

3301. Atari Works Type Program

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-24 00:00:00 UTC
From: mark <erkdray@x-stream.co.uk>
Message-ID: <917136942.13902.0.nnrp-04.9e98f88f@news.demon.co.uk>
Source record: 3764

Was there anything similar to Atari Works that is in shareware?

Is AtariWORKS still be sold in the UK?

After quite a simple WordProcessor with a WYSIWYG view , any translated
german WP. Knew there was lot of cool German software out there in shareware
that need converted>

mark#

3302. TEX

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-24 00:00:00 UTC
From: mark <erkdray@x-stream.co.uk>
Message-ID: <917136981.13924.0.nnrp-04.9e98f88f@news.demon.co.uk>
Source record: 3765

anyone know of TEX for the Atari Platform , and a tool to build the TEX files visually.

thanx

mark

3303. Re: Funny, No G3's in L-in-S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-24 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <T_vq2.5997$ci7.8376@198.235.216.4>
Source record: 3766

On 17 Jan 1999 08:03:51, MGrove wrote:
>On 16 Jan 1999 14:40:21 , DarkChyld [Ronald J. Hall] wrote:
>>On 15 Jan 1999 02:24:20 , MGrove wrote:
>
>>->I found the movie quite pleasing. I grew up watching Lost in Space on
>>->the tube and wondered how bad it could be. There wasn't too much of
>>->anything, and enough to make it worth while to tape off my DSS to
>>->S-VHS for editing on my Falcon and Expose.

Is Expose editing software for the Falcon? And if so where can I find it?
Brian.
>.

3304. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-24 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1288.7693T721T587@canit.se>
Source record: 3767

Den 19-Jan-99 07:20:48 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f�ljande:
>In article <01be4306$1f9250e0$485e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
>>
>> I'll drink to that!. (any excuse will do :-)
>>
>> Isn't it funny that way back (actually, not so long ago), Atari vs Amiga
>> battles raged on all the whilst the real enemies where slowly gaining
>> ground* and eventually took over the world with second rate crap..
>>
>> *Except in the case of Apple, who are still trailing. PMT Mr Sinclap?...

>So when will there be modern apps on the Amiga?

It's not a matter of "when", Peter. When is now.

>Still clinging to hope that the Amiga will rise from the lava?

Of course. Just as you are clinging to the ever-shrinking Apple.

>What happened to Adam Sternberg?

Who?

>Peter S.
>Former Amiga 1000, 500, 2000, 3000 and 1200 user...

It's a good thing you switched, so that we Amiga users don't have to face the
embarrasment.

--
alt.toys.transformers is *not* talk.abortion
alt.toys.transformers is *not* talk.religion
alt.toys.transformers is *not* alt.test
Iggy Drougge 1997

"Thi vad der giver et Folk Selvbevidsthed, er den F�lelse, at det har en stor
Historie. Og den den F�lelse skal Kunstnerne give Folket."
N.L. H�yen (1798-1870)

3305. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-24 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1800.7693T724T1572@canit.se>
Source record: 3768

Den 20-Jan-99 08:01:15 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f&#65533;ljande:
>In article <01be4429$b4bd3800$555e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
>>
>>
>> Like what?. To compare to what Mac app?.

>Adobe Premiere, Photoshop, Office 98, Navigator, Final Cut and the list goes
>on.

Scala IC/MM, Adorage, Photogenics NG, ImageFX, ArtEffect, Final Writer 98,
Wordworth 7, IBrowse, AWeb 3, Voyager, aMozilla. What is Final Cut?

>> > Still clinging to hope that the Amiga will rise from the lava?
>>
>> Nope, I enjoy using my Amiga now, and my PC to a lesser extent. If it
>> happens it happens, if not who cares. Apple is dead in the water if the new
>> OS doesn't live up to the hype. (Which it won't judging by Apples track
>> record)

>So why do you need to use a PC if your Amiga OS is so great?

I wonder, too. I've never neeeded one.

>8.5 has sold 2 million units and has lived up to the hype..

That's preaching to the already converted. What features does MacOS 8.5 have
to set it apart from other OSes?

>> > What happened to Adam Sternberg?
>>
>> Who?.

>Marc Barret clone..

Who?

>> > Peter S.
>> > Former Amiga 1000, 500, 2000, 3000 and 1200 user...
>> >
>> Then you of all people should be able to recognize MacOS's shortfalls.

>Gets the job done. Sherlock has lived up to its hype..

Yet you complain about the Atari and Amiga users, simply because we use our
machines since they get the job done.

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se

Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/

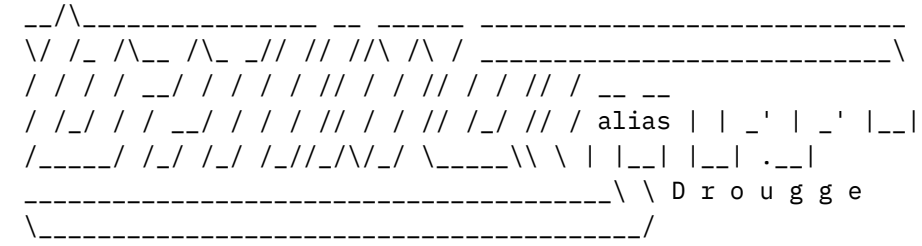
"Things are never as bad as they seem -- usually they're worse!"
- Darkwing

3306. Re: User keeps Toshiba Laptop and gets W95 refund!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-24 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <631.7693T746T2034@canit.se>
Source record: 3769

[snip!]

Absolutely hilarious! What a bargain, too!

--


"You're pretty stupid for a commander! OK! Now I'll send you express to hell!"
- Sixshot to Ultra Magnus, "TF: Headmasters"

3307. Re: Crap sound from 1040STfm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-24 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3449.7693T729T1684@canit.se>
Source record: 3770

Den 22-Jan-99 09:04:09 nedtecknade sinclair2246 (sinclair2246@my-dejanews.com)
f�ljande:
>In article <01be447f$82fce620$495e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:

```
>> > Adobe Premiere, Photoshop, Office 98, Navigator, Final Cut and the list
>> goes
>> > on.
>> Image FX, Imagine, Lightwave (which can use the Photoshop plugins),
>> Numerous DTP packages, Navigator is being ported whilst Aweb (with Java
>> support), IBrowse and Voyager are all good browsers. YAM, NewYork, and
>> probably the best newsreader on any platform, Thor.
>> Not to mention Miami, the easiest of all TCP stacks and Amiga has the best
>> IRC clients available on any platform.

>ROFLMAO!

Is that all you can come up with? You truly are pathetic.

>> Likewise, the list goes on. Being ignorant of the availability of software
>> for another platform doesn't give justification for you to judge the
>> software availability for that platform.

>Yes it does..I know what apps are available on the Amiga. 90% are
>third/fourth rate apps... Thats why I went to the Mac platform to get the
>job done!

That's bollocks, and you are hardly the person to make such statements,
especially not when you take your comment above in account.
MacOS is a fourth-rate OS.

>> A PC is not an OS. Best of both worlds?.
>> Is there a reason why I shouldn't use two platforms?.

>Which means the Amiga can't get the job done!

I think that's what he's implying. For example, why would he use Microsoft
Internet News when he has got an Amiga, which in fact has got the world's best
news reader, Thor (Which I'm currently using).

>> > 8.5 has sold 2 million units and has lived up to the hype..
>>
>> Blind faith. 8.5 is just a makeover, the core is still rotten.

>Multitasks just fine...Nice try!

8.5 does not multitask. You have fallen for Apple hype. 8.5 multitasks as much
as SingleTOS.
```

>> > > > Peter S.
>> > > > Former Amiga 1000, 500, 2000, 3000 and 1200 user...
>> > > >
>> > > Then you of all people should be able to recognize MacOS's shortfalls.

>Not at all. Irecognized the Amiga shortfalllssss .....Crapola
>software...except for lightwave..

Not so fond of Lightwave myself. Ever tried Real3D or Tornado3D?

>> > Gets the job done. Sherlock has lived up to its hype..
>> >
>> Get's the job done, providing it doesn't crash and you don't mind the fact
>> that co-operative multitasking stinks and MacOS is still rotten at core
>> level. Productivity is obviously not an issue when you buy an Apple PC.

>You have not used 8.5 have you? And you have a short selective memory..The
>Amiga crashed constantly...It was those dammmmm guru errors.. I thought it
>was helarious at the time is when the local cable company used the Amiga for
>the public info bulletin board...Would always crash on the weekends with that
>dammm stupid guru error that needed to be reset but only on the following
>Mondays when the office opened..

That's a classic. Of course, not as funny as the in-store television at Oslo's
largest department store, which was just showing a blue screen with "general
protection" fault.

--
/\ __ __ __ __ __ __ __ __ __ ____
/\// \ / \ / /\ /_ \ / \ / \ / /\ / \ / \ / __/
/ // /\// /\//\ /__ / / // '_// / // / // /\// /\// __/
\/ __/ __/ __/ \/ __/ \/_/ __/ __/ __/ __/ __/optimus@canit.se

"Take a last look, scum. *Death* comes shrouded in black night!"
- Scorponok, TFG1 #74

3308. FS: Atari 1040 STe with other goodies

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-24 00:00:00 UTC
From: Steven_Clements@bc.sympatico.ca
Message-ID: <36ab9b3c.6288791@news.bc.sympatico.ca>
Source record: 3771

Rock Solid Midi Timing!

*Atari 1040 STe with 4 megs of RAM (lots for this machine)
*SM125 - Monochrome Monitor
*SC-1224 - Color Monitor
*SMPTE Track Gold with external SMPTE Box
*External Maxtor scsi 245 meg HDin FaST metal case
(this cost me $700 new - oh how times change)
the HD is full of stuff too... find what ya like delete what ya don't need. I've not used this computer for a while but I just loaded it up and it werking PERFECT.

you can have a bunch of games too I won't need em... (lemmings 2, bloodwynch, dungeon master etc)
I'll even toss in a Star NX 1240 24 pin Printer with extra ribbon.

All the hardware is in VERY Excellent condition....

$400 get the lot
you pay shipping

may consider a trade for some external signal processing... I could really use a good compressor

steven_clements@bc.sympatico.ca
I'm in BC - Canada

3309. Re: TEX

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-25 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36AC67FA.44BEB40A@directprovider.REMOVETHECAPITALS.net>
Source record: 3772

mark a ï¿½crit :
>
> anyone know of TEX for the Atari Platform , and a tool to build the TEX
> files visually.
>

I'm not a specialist, but I think some version of Tex and LaTex are both
available for MiNT. Have a look at the umich or funet archives.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3310. Re: Atari Works Type Program

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-25 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36AC6833.56104A9@directprovider.REMOVETHECAPITALS.net>
Source record: 3773

mark a ï¿½crit :
>
> Was there anything similar to Atari Works that is in shareware?
>
> Is AtariWORKS still be sold in the UK?
>
> After quite a simple WordProcessor with a WYSIWYG view , any translated
> german WP. Knew there was lot of cool German software out there in shareware
> that need converted>
>
> mark#

Th best WP still supported is Papyrus. It should be available at systems
solutions or Titan in the UK.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3311. Re: Funny, No G3's in L-in-S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-25 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <36AC82A5.E406C138@cfc.dnd.ca>
Source record: 3774

Brian Van Tilborg wrote:
>
> On 17 Jan 1999 08:03:51, MGrove wrote:
> >On 16 Jan 1999 14:40:21 , DarkChyld [Ronald J. Hall] wrote:
> >>On 15 Jan 1999 02:24:20 , MGrove wrote:
> >
> >>->I found the movie quite pleasing. I grew up watching Lost in Space on
> >>->the tube and wondered how bad it could be. There wasn't too much of
> >>->anything, and enough to make it worth while to tape off my DSS to
> >>->S-VHS for editing on my Falcon and Expose.
>
> Is Expose editing software for the Falcon? And if so where can I find it?
> Brian.
> >.

Expose is the card that does the video capture. As for editing software,
perhaps ApexMedia could do the job.
ken

3312. Re: Atari Works Type Program

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-25 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <36AC880F.3BFB@nospam.ttaol.fi>
Source record: 3775

Nicholas Bales wrote:
>
> mark a ï¿½crit :
> >
> > Was there anything similar to Atari Works that is in shareware?
> >
> > Is AtariWORKS still be sold in the UK?

Hisoft probably still has some left, at a special price, too.

-snip-

> Th best WP still supported is Papyrus. It should be available at systems
> solutions or Titan in the UK.

Agreed. If you only need a word processor and not a spreadsheet or
database, then Papyrus is the choice. Hisoft also used to sell it.

> Nick

Markku

--
No nospam for no spam

3313. Re: Funny, No G3's in L-in-S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-27 00:00:00 UTC
From: mgrove@iwvispp.com
Message-ID: <78mfdb$2g8$2@remarQ.com>
Source record: 3776

On 24 Jan 1999 02:57:55 , Brian Van Tilborg wrote:
>On 17 Jan 1999 08:03:51, MGrove wrote:
>>On 16 Jan 1999 14:40:21 , DarkChyld [Ronald J. Hall] wrote:
>>>On 15 Jan 1999 02:24:20 , MGrove wrote:
>>
>>>->I found the movie quite pleasing. I grew up watching Lost in Space on
>>>->the tube and wondered how bad it could be. There wasn't too much of
>>>->anything, and enough to make it worth while to tape off my DSS to
>>>->S-VHS for editing on my Falcon and Expose.
>
>Is Expose editing software for the Falcon? And if so where can I find it?
>Brian.
>>.
>.

Hi Brian,

Expose is a hardware video capture device. Not available anymore, and very few NTSC units were produced. It works hand in hand with Apex Media. There is another video editing application in the works called Mountain. Very nice for building animations and video clips. Looks a lot like Adobe Premeier's interface, but much faster;). (Sorry Sinplop, I couldn't resist:).

Mike

3314. Re: Atari Works Type Program

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-27 00:00:00 UTC
From: mark <erkdray@x-stream.co.uk>
Message-ID: <917448908.11915.1.nnrp-10.9e98f88f@news.demon.co.uk>
Source record: 3777

thanx

I did look at Papyrus that on my falcon , but the wp needs to run STFM 1MEG.

I am thinking maybe I should be getting my falcon to work?

Mark

Markku Ilmanen wrote in message <36AC880F.3BFB@nospam.ttaol.fi>...
>Nicholas Bales wrote:
>>
>> mark a crit :
>> >
>> > Was there anything similar to Atari Works that is in shareware?
>> >
>> > Is AtariWORKS still be sold in the UK?
>
>Hisoft probably still has some left, at a special price, too.
>
>-snip-
>
>> Th best WP still supported is Papyrus. It should be available at systems
>> solutions or Titan in the UK.
>
>Agreed. If you only need a word processor and not a spreadsheet or
>database, then Papyrus is the choice. Hisoft also used to sell it.
>
>> Nick
>
>Markku
>
>--
>No nospam for no spam

3315. Re: Atari Works Type Program

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-27 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <36AF2E32.6722@nospam.ttaol.fi>
Source record: 3778

mark wrote:
>
> thanx
>
> I did look at Papyrus that on my falcon , but the wp needs to run STFM 1MEG.

True. I didn't think of that (having 4 megs myself). I remember that
Atari Works also needs at least 1 meg. Works also has a bug that
requires 4 megs to be able to print with an inkjet (HP 500), otherwise
it only prints a black page...

Anyway, both programs are a nuisance if you don't have a hard disk! Can
be run from floppy, but require constant disk swap.

> I am thinking maybe I should be getting my falcon to work?

Yes. Or get an STE (Mega preferably, with hard disk). Memory expansion
is easier.

Markku

--
No nospam for no spam

3316. Re: Wanted: A Stable O/S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-29 00:00:00 UTC
From: cbbrowne@news.hex.net
Message-ID: <V2cs2.889$e65.322@news1.giganews.com>
Source record: 3779
Cross-posted to: comp.sys.atari.advocacy,comp.unix.advocacy

On Fri, 15 Jan 1999 20:42:12 +0100, Matthias Werner <MWerner@bigfoot.de> wrote:
>Ken Macdonald schrieb in Nachricht <369CBEC8.C0C811@cfc.dnd.ca>...
>>MiNT
>Is this a real, running OS, or just a insane desire?
>
>>(add LiNUX and TOS, heat and serve -> MiNT)
>Where can I get it or at least screenshots?

MiNT once stood for "MiNT is Not TOS," and then, when Eric Smith went to
work for Atari, "MiNT is Now TOS."

I haven't run MiNT since about 1994; I've got an Atari ST boxed that it
should still be runnable on.

Essentially, MiNT was a "POSIX+TOS" for the Atari ST. Real, preemptive
multitasking, albeit without memory protection.

--
"Oh, I've seen copies [of Linux Journal] around the terminal room at
The Labs." (By Dennis Ritchie)
cbbrowne@ntlug.org- <http://www.ntlug.org/~cbbrowne/oldatari.html>

3317. Sony Sues Connectix, TiFKAS eats own foot!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-30 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36b3073e.0@nemo.idirect.com>
Source record: 3780

way back, oh about two-three weeks ago, TiFKAS (The iDiot Forever Known As Sinclap) was triumphantly crowing about a new program from Connectix that would increase the number of games available for the now-less-but-still-overpriced, now-less-but-still-underpowered iMac. Indeed, championed by Steve Jobs at MacWorld, the new program was designed to add more games by emulating a Sony Playstation, thereby allowing access to, theoretically, 500 Playstation titles on CD-ROM.

However, there were immediately rumblings that Sony, and their team of notably humourless patent attorneys, were not happy about Connectix' apparent violation of their game system, and were rumoured to be preparing a lawsuit. And when I reported that here, TiFKAS immediately responded with his usual denials and a prediction (note that he also aimed it at his imaginary friend "Chunks", who has never existed) :

"You are on a roll Chunks...Sony did not file a lawsuit....Look for a license deal soon..."

well, Think Again, TiFKAS - here's the news from January 28th - Sony HAS filed a lawsuit against Connectix, and has denied any licensing deal from either them or Apple.

First here's the link - to show you that the story IS going on:

http://www.sfgate.com/cgi-bin/article.cgi?file=/chronicle/archive/1999/01/28/BU14618.DTL

and now here's the meat of the story - pay close attention, TiFKAS:

<start quote>

Sony Sues Over Game Software

Jon Swartz, Chronicle Staff Writer Thursday, January 28, 1999

Sony Computer Entertainment Inc. yesterday filed suit claiming that a new software program that runs Sony PlayStation games on late-model Apple Macintosh computers infringes on its copyrights and intellectual property.

The lawsuit, filed in federal court in San Francisco against San Mateo- based Connectix Corp., seeks a temporary injunction against sales of Connectix's Virtual Game Station. The $39 program was introduced with much hoopla at Apple's Macworld Expo trade show in San Francisco earlier this month.

``We don't believe any software publisher or developer would be happy about the (Connectix product),'' a Sony spokeswoman said. ``It does not accurately emulate the PlayStation gaming experience ... and is not fully compatible with all PlayStation game titles.''

In its complaint, Sony claims that Connectix's product ``circumvents'' the PlayStation's anti-piracy policy that is designed to ``inhibit the illegal sale and distribution of counterfeit software.''

The Foster City-based Sony division added that it has not announced any partnership agreements with Connectix or Apple, which is not named in the suit.

Connectix had no comment.

According to Connectix, the Virtual Game Station will only play about 80 out of the 500 PlayStation titles available, but the ones it will play include the popular Madden NFL 97, Crash Bandicoot and Tomb Raider.

The Virtual Game Station is scheduled to ship within a few weeks.

At the Macworld show, Connectix executives admitted the software program has some technical limitations -- some of the games occasionally skip video frames -- but only hard-core gamers will notice.

The software, which was expected to boost Apple Computer's standing in the computer gaming market, requires an iMac or Power Macintosh G3. It will not run on older Macs or ones with a G3 upgrade card.

An estimated 17 million PlayStations have been sold in North America, and 50 million worldwide.

<end quote>

Let's hope you can now wipe up the remnants of your strained spinach off your bib, TiFKAS - it only shows that you not only make up "facts" about Atari computers and their users, but you're now making up "facts" about the Apple world in order to bolster your undeniably rotten reputation. Let's see you try to wiggle out of this one.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3318. Re: Sony Sues Connectix, TiFKAS eats own foot!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-30 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7905dbjbh1@nnrp1.dejanews.com>
Source record: 3781

In article <36b3073e.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> Let's hope you can now wipe up the remnants of your strained
> spinach off your bib, TiFKAS - it only shows that you not only make up
> "facts" about Atari computers and their users, but you're now making up
> "facts" about the Apple world in order to bolster your undeniably
> rotten reputation. Let's see you try to wiggle out of this one.....

Actually, Peter was correct at the time of his post. Immediately after the Connectix Macworld announcement, Sony had not comment. They then indicated that then might sue Connectix but later announced that they saw no reason to do so. Finally, they announced that they are, in fact, sueing Connectix.

In their latest press release, Sony says that they are not concerned that their IP was used to develop the emulator (their original concern) but they are concerned that the emulator "circumvents the PlayStation's anti-piracy protection technology".

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3319. Re: Funny, No G3's in L-in-S

Newsgroup: comp.sys.atari.advocacy
Date: 1999-01-31 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <c2Ys2.5558$r%4.11270@news21.bellglobal.com>
Source record: 3782

On 27 Jan 1999 07:31:55 , Michael Grove wrote:
>On 24 Jan 1999 02:57:55 , Brian Van Tilborg wrote:
>>On 17 Jan 1999 08:03:51, MGrove wrote:
>>>On 16 Jan 1999 14:40:21 , DarkChyld [Ronald J. Hall] wrote:
>>>>On 15 Jan 1999 02:24:20 , MGrove wrote:
>>Is Expose editing software for the Falcon? And if so where can I find it?
>>Brian.
>Hi Brian,
>
>Expose is a hardware video capture device. Not available anymore, and very
>few NTSC units were produced. It works hand in hand with Apex Media.
>There is another video editing application in the works called
>Mountain. Very nice for building animations and video clips. Looks a
>lot like Adobe Premeier's interface, but much faster;). (Sorry Sinplop,
>I couldn't resist:).

Figures, I have a copy of Apex Media that came with my computer. There was only one disk with it, and the other is missing. I will have to keep my eyes open for these things.

>
>Mike
>.

3320. Re: Sony Sues Connectix, TiFKAS eats own foot!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7966r9$d0t$1@nnrp1.dejanews.com>
Source record: 3783

In article <36b3073e.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> way back, oh about two-three weeks ago, TiFKAS (The iDiot Forever
> Known As Sinclap) was triumphantly crowing about a new program from
> Connectix that would increase the number of games available for the
> now-less-but-still-overpriced, now-less-but-still-underpowered iMac.
> Indeed, championed by Steve Jobs at MacWorld, the new program was
> designed to add more games by emulating a Sony Playstation, thereby
> allowing access to, theoretically, 500 Playstation titles on CD-ROM.

Sheesh...I come back after a couple of weeks hiatus due to being preocupied in
the field to just this...Maybe I should set up a website dedicated to the
sinclap pad of picture scrap book to bring in more discussion here.

> However, there were immediately rumblings that Sony, and their team
> of notably humourless patent attorneys, were not happy about Connectix'
> apparent violation of their game system, and were rumoured to be
> preparing a lawsuit. And when I reported that here, TiFKAS immediately
> responded with his usual denials and a prediction (note that he also
> aimed it at his imaginary friend "Chunks", who has never existed) :

What did I deny?

> "You are on a roll Chunks...Sony did not file a lawsuit....Look for
> a license deal soon..."

At the time they did not..

> well, Think Again, TiFKAS - here's the news from January 28th -
> Sony HAS filed a lawsuit against Connectix, and has denied any
> licensing deal from either them or Apple.

Three weeks after MacWorld...Sure took their time.. Sony's argument is based
upon software piracy issue that the emulator may pose. On the same day,
Connectix announced version 1.1... Also will fight Sony's lawsuit...

>
> Let's hope you can now wipe up the remnants of your strained
> spinach off your bib, TiFKAS - it only shows that you not only make up
> "facts" about Atari computers and their users, but you're now making up
> "facts" about the Apple world in order to bolster your undeniably
> rotten reputation. Let's see you try to wiggle out of this one.....

What facts did I make up? And yes you are 'Chunks'...

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)

> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////

Peter Sinclair-Day
Apple Representative - Consumer Division - Minneapolis
Work:(1-888)207-3XXX ext 36XX(Voice Mail)
Home:(612)942-7XXX
email: sinclair2000@earthlink.net
sinclair@XXXXX.com
"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3321. Re: Sony Sues Connectix, TiFKAS eats ow

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36b70ce4.0@nemo.idirect.com>
Source record: 3784

On 2 Feb 1999 06:43:55 G, sinclair2246@my-dejanews.com (The iDiot
Forever Known As Sinclap) wrote:

>
>Sheesh...I come back after a couple of weeks hiatus due to being preocupied in
>the field to just this...Maybe I should set up a website dedicated to the
>sinclap pad of picture scrap book to bring in more discussion here.

oh? And what would that accomplish? I can see the conversation -
"oh, is that TiFKAS' ? I've never seen one that tiny before..."
>
>> However, there were immediately rumblings that Sony, and their team
>> of notably humourless patent attorneys, were not happy about Connectix'
>> apparent violation of their game system, and were rumoured to be
>> preparing a lawsuit. And when I reported that here, TiFKAS immediately
>> responded with his usual denials and a prediction (note that he also
>> aimed it at his imaginary friend "Chunks", who has never existed) :
>
>What did I deny?

that Sony was going to sue Connectix. See below. Care to take the
foot out of your mouth.....
>
>> "You are on a roll Chunks...Sony did not file a lawsuit....Look for
>> a license deal soon..."
>
>At the time they did not..

but they eventually did. And they didn't do a license deal...
>
>> well, Think Again, TiFKAS - here's the news from January 28th -
>> Sony HAS filed a lawsuit against Connectix, and has denied any
>> licensing deal from either them or Apple.
>
>Three weeks after MacWorld...Sure took their time..

of course - had to put together a game plan and look at all the
issues in the case. Unlike you, who tends to shoot off your mouth as
soon as you see something to try to bolster your rotten reputation for
the truth...

Sony's argument is based
>upon software piracy issue that the emulator may pose. On the same day,
>Connectix announced version 1.1... Also will fight Sony's lawsuit...

and gets ultimately crushed.
>
>>
>> Let's hope you can now wipe up the remnants of your strained
>> spinach off your bib, TiFKAS - it only shows that you not only make up
>> "facts" about Atari computers and their users, but you're now making up
>> "facts" about the Apple world in order to bolster your undeniably
>> rotten reputation. Let's see you try to wiggle out of this one.....
>
>What facts did I make up?

claiming that "90% of all TOS applications fall over on the Milan",
before the computer was even released.

Claiming "Calamus is Crap" when you never even used it.

Claiming that Sony was going to do a licensing with Connectix on
Virtual Game Station (which Sony denied in their press release).

>And yes you are 'Chunks'...

nope, there's no one here by that name. Better go to your
psychiatrist to get your Ritalin prescription refilled.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3322. Test - Please Ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-03 00:00:00 UTC
From: mark.a.butler@bt.com
Message-ID: <36b9dd89.1741922@news.btinternet.com>
Source record: 3785

```
Just Testing - Please Ignore
```

3323. Re: Sony Sues Connectix, TiFKAS eats ow

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-03 00:00:00 UTC
From: Peter Sinclair <sinclair2000@earthlink.net>
Message-ID: <79b2ii$a3i$1@oak.prod.itd.earthlink.net>
Source record: 3786

In article <36b70ce4.0@nemo.idirect.com>, dreibel@idirect.com (Daniel L.
Dreibelbis) wrote:

>On 2 Feb 1999 06:43:55 G, sinclair2246@my-dejanews.com (The iDiot
>Forever Known As Sinclap) wrote:
>
>>
>>Sheesh...I come back after a couple of weeks hiatus due to being preocupied in
>>the field to just this...Maybe I should set up a website dedicated to the
>>sinclap pad of picture scrap book to bring in more discussion here.
>
> oh? And what would that accomplish? I can see the conversation -
>"oh, is that TiFKAS' ? I've never seen one that tiny before..."

A lot more interesting than your sorry Chunky life...chunks..

>>> However, there were immediately rumblings that Sony, and their team
>>> of notably humourless patent attorneys, were not happy about Connectix'
>>> apparent violation of their game system, and were rumoured to be
>>> preparing a lawsuit. And when I reported that here, TiFKAS immediately
>>> responded with his usual denials and a prediction (note that he also
>>> aimed it at his imaginary friend "Chunks", who has never existed) :
>>
>>What did I deny?
>
> that Sony was going to sue Connectix. See below. Care to take the
>foot out of your mouth.....

I stated that you jumped the gun here like always...That the MacWorld MGT
kicked out a vendor when it was not true..Did I call you a liar...You were
missed informed..

>>> "You are on a roll Chunks...Sony did not file a lawsuit....Look for
>>> a license deal soon..."
>>
>>At the time they did not..
>
> but they eventually did. And they didn't do a license deal...

Fell through. I bet will settle out of court..

>>> well, Think Again, TiFKAS - here's the news from January 28th -
>>> Sony HAS filed a lawsuit against Connectix, and has denied any
>>> licensing deal from either them or Apple.
>>

>>Three weeks after MacWorld...Sure took their time..
>
> of course - had to put together a game plan and look at all the
>issues in the case. Unlike you, who tends to shoot off your mouth as
>soon as you see something to try to bolster your rotten reputation for
>the truth...
>

Pot Kettle Black...

>
> Sony's argument is based
>>upon software piracy issue that the emulator may pose. On the same day,
>>Connectix announced version 1.1... Also will fight Sony's lawsuit...
>
> and gets ultimately crushed.

Don't underestimate David!

>>>
>>> Let's hope you can now wipe up the remnants of your strained
>>> spinach off your bib, TiFKAS - it only shows that you not only make up
>>> "facts" about Atari computers and their users, but you're now making up
>>> "facts" about the Apple world in order to bolster your undeniably
>>> rotten reputation. Let's see you try to wiggle out of this one.....
>>
>>What facts did I make up?
>
> claiming that "90% of all TOS applications fall over on the Milan",
>before the computer was even released.
>
> Claiming "Calamus is Crap" when you never even used it.
>
> Claiming that Sony was going to do a licensing with Connectix on
>Virtual Game Station (which Sony denied in their press release).
>

I speculated...And will speculate will happen..

>
> >And yes you are 'Chunks'...
>
> nope, there's no one here by that name. Better go to your
>psychiatrist to get your Ritalin prescription refilled.....
>

It's just a computer not a religion...

>
>
>
>
>//////////////////////Daniel L. Dreibelbis//////////////////////

>ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
>///////////////"And yet, the Fuji Lives!" ///////////////////

Underachiever! Just a veep!

Peter S.

3324. Re: Sony Sues Connectix, TiFKAS eats ow

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-03 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36b928b0.0@nemo.idirect.com>
Source record: 3787

On 3 Feb 1999 21:03:27 -, "Peter Sinclair" (The iDiot Forever Known As Sinclap) wrote:

>> oh? And what would that accomplish? I can see the conversation -
>>"oh, is that TiFKAS' ? I've never seen one that tiny before..."
>
>
>A lot more interesting than your sorry Chunky life...chunks..

1) no one here named "Chunks", man....

2) even if there was, it certainly shows how mean-spirited and vindictive you are in making fun of those who you may think are unsightly, even when sight-unseen, when it is obvious you are losing any argument you involve yourself in - the same goes for your well-expressed contempt for those in the labour force. Did you also pick on crippled kids when you were little?

>>>What did I deny?
>>
>> that Sony was going to sue Connectix. See below. Care to take the
>>foot out of your mouth.....
>
>I stated that you jumped the gun here like always...That the MacWorld MGT
>kicked out a vendor when it was not true..Did I call you a liar...You were
>missed informed..

again - Crawford expressed a categorical denial. The issue deals with TechWeb, which as of yet has still to withdraw the story - and upon whom rests the proof of the pudding. Until such, you have no case.

BTW, it's spelled "misinformed". I may be "just a veep", but I can spell....

And talk about jumping the gun.....

>>>At the time they did not..
>>
>> but they eventually did. And they didn't do a license deal...
>
>Fell through. I bet will settle out of court..

again, Sony DENIED THAT THERE WAS ANY DEAL. IT IS IN BLACK AND WHITE. Talk about speculation....
>
>>>> well, Think Again, TiFKAS - here's the news from January 28th -
>>>> Sony HAS filed a lawsuit against Connectix, and has denied any

>>>> licensing deal from either them or Apple.
>>>
>>>Three weeks after MacWorld...Sure took their time..
>>
>> of course - had to put together a game plan and look at all the
>>issues in the case. Unlike you, who tends to shoot off your mouth as
>>soon as you see something to try to bolster your rotten reputation for
>>the truth...
>>
>
>Pot Kettle Black...

nope, just Astutely Expressed Observation.
>
>>
>> Sony's argument is based
>>>upon software piracy issue that the emulator may pose. On the same day,
>>>Connectix announced version 1.1... Also will fight Sony's lawsuit...
>>
>> and gets ultimately crushed.
>
>Don't underestimate David!

I'm not underestimating how badly he'll be crushed....:)
>
>>>>
>>>> Let's hope you can now wipe up the remnants of your strained
>>>> spinach off your bib, TiFKAS - it only shows that you not only make up
>>>> "facts" about Atari computers and their users, but you're now making up
>>>> "facts" about the Apple world in order to bolster your undeniably
>>>> rotten reputation. Let's see you try to wiggle out of this one.....
>>>
>>>What facts did I make up?
>>
>> claiming that "90% of all TOS applications fall over on the Milan",
>>before the computer was even released.
>>
>> Claiming "Calamus is Crap" when you never even used it.
>>
>> Claiming that Sony was going to do a licensing with Connectix on
>>Virtual Game Station (which Sony denied in their press release).
>>
>
>I speculated...And will speculate will happen..

replace "speculate" with "willfully lying" and you'll be closer to
the truth....

>
>>
>> >And yes you are 'Chunks'...

>>
>> nope, there's no one here by that name. Better go to your
>>psychiatrist to get your Ritalin prescription refilled.....
>>
>
>It's just a computer not a religion...

something you should also remember, TiFKAS - the one who wets his
pants when the iMac comes out in new colours! :)

>
>Underachiever! Just a veep!

ahh, but the day may come when I do become president - I'm just
biding my time when the conditions get right. Whereas YOU will always
remain a two-bit moron who is a target of derision for all
right-thinking computer users - let's face it, even Mac users think you
sorely need a life!

BTW, being "just a veep" has certainly gotten some notice from the
various interviews I've been involved in. People outside of TAF have
been quite impressed.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3325. Re: What ever happened to Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-04 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Vxbu2.7393$r%4.15185@news21.bellglobal.com>
Source record: 3788

On 2 Feb 1999 01:40:01 G, "mjlamb" wrote:
>This is a multi-part message in MIME format.
>
>------=_NextPart_000_0052_01BE4E12.23598600
>Content-Type: text/plain;
> charset="iso-8859-1"
>Content-Transfer-Encoding: quoted-printable
>
>I used to be a big Atari fan, having an 800XL as my first computer [I =
>don't count the Commodore PET], and remember playing Rescue on Fractalas =
>and Ball Blazer until the wee hours. What ever happened to Atari and the =
>Tramiels? Did they just shut up shop? When did it happen? Seems the last =
>thing I heard from Atari was the Jaguar.
>
>Mike

Not enough sales. Atari was sold to JTS which just recently sold the name
to Hasbro. If you had purchased an ST in 1985 you could at least be on
the internet with an Atari product:-). Yes, jaguar was last games machine
made. It was introduced early and sold to little to late. Very unfortuneate.

Many great Atari ST/TT/Falcons were made until 1995-6? Today these TOS
(The Operating System) computers are still being made in more powerful
configurations. These manufacturers are based and Europe. Hades/Medusa are
being made by a company I cannot remember. And the Milan is the other machine.

While many developers have had years and years and years to leave Atari, there
are still quite a few new products being developed. These powerful applications
should easily keep Atari USers going into the millenium.

As for users, the same is true. While more users have left than stayed, the
surpluss of machines creates a bargain for atari enthusiast who can get alot
of power for very little investment. This to me is the true appeal of the
ST. There are not many 14year old computers that can view, avis, jpegs, mpegs
and ahve a graphical webbrowser.

Well, how is that for a bit of trivia.
I would give a list of websites for real background, but I don't have them
handy.

Brian.

3326. Re: Sony Sues Connectix, TiFKAS eats ow

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-04 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <79cps9kj1@nnrp1.dejanews.com>
Source record: 3789

In article <36b928b0.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 3 Feb 1999 21:03:27 -, "Peter Sinclair" (The iDiot Forever Known As
> Sinclap) wrote:
>
> >> oh? And what would that accomplish? I can see the conversation -
> >>"oh, is that TiFKAS' ? I've never seen one that tiny before..."
> > >
> > >
> > >A lot more interesting than your sorry Chunky life...chunks..
>
> 1) no one here named "Chunks", man....
>
> 2) even if there was, it certainly shows how mean-spirited and
> vindictive you are in making fun of those who you may think are
> unsightly, even when sight-unseen, when it is obvious you are losing any
> argument you involve yourself in - the same goes for your well-expressed
> contempt for those in the labour force. Did you also pick on crippled
> kids when you were little?

What the hell kind of name is "Peter Sinclair Day" any way. It sounds like the
name off of some sort of feminine napkin package.

Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3327. Re: What ever happened to Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-04 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <79cpvk$n0$1@nnrp1.dejanews.com>
Source record: 3790

In article <Vxbu2.7393$r%4.15185@news21.bellglobal.com>,
madmax@bfree.on.ca (Brian Van TIlborg) wrote:
> On 2 Feb 1999 01:40:01 G, "mjlamb" wrote:
> >This is a multi-part message in MIME format.
> >
> >------=_NextPart_000_0052_01BE4E12.23598600
> >Content-Type: text/plain;
> > charset="iso-8859-1"
> >Content-Transfer-Encoding: quoted-printable
> >
> >I used to be a big Atari fan, having an 800XL as my first computer [I =
> >don't count the Commodore PET], and remember playing Rescue on Fractalas =
> >and Ball Blazer until the wee hours. What ever happened to Atari and the =
> >Tramiels? Did they just shut up shop? When did it happen? Seems the last =
> >thing I heard from Atari was the Jaguar.
> >
> >Mike
>
> Not enough sales. Atari was sold to JTS which just recently sold the name
> to Hasbro. If you had purchased an ST in 1985 you could at least be on
> the internet with an Atari product:-). Yes, jaguar was last games machine
> made. It was introduced early and sold to little to late. Very unfortuneate.

As I watched the new iMac commercial, I couldn't help but think that if the
Atari CEO's had a little more forsight, those could have been dancing Falcon
PPC's on the screen.......

Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3328. Re: and....

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-06 00:00:00 UTC
From: mgrove@iwvispz.com
Message-ID: <79g5li$7ig$1@remarQ.com>
Source record: 3791
Body handling: HTML body converted to readable text

```
On 5 Feb 1999 03:26:42 G, "mjlamb" wrote:
>This is a multi-part message in MIME format.
>
>------=_NextPart_000_0012_01BE507C.887B47A0
>Content-Type: text/plain;
> charset="iso-8859-1"
>Content-Transfer-Encoding: quoted-printable
>
>And,....
>
>What happened to the Tramiels? Just sold out? Thanks for the info also!
>
>Mike
>
>--=20
>mjlamb@cwix.com

>
>------=_NextPart_000_0012_01BE507C.887B47A0
>Content-Type: text/html;
> charset="iso-8859-1"
>Content-Transfer-Encoding: quoted-printable
>
>
>
>
```

3329. Re: Sony Sues Connectix, TiFKAS eats ow

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <79gum8ghp1@nnrp1.dejanews.com>
Source record: 3792

In article <79cps9kj1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:
> In article <36b928b0.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > On 3 Feb 1999 21:03:27 -, "Peter Sinclair" (The iDiot Forever Known As
> > Sinclap) wrote:
> >
> > >> oh? And what would that accomplish? I can see the conversation -
> > >>"oh, is that TiFKAS' ? I've never seen one that tiny before..."
> > >
> > >
> > >A lot more interesting than your sorry Chunky life...chunks..
> >
> > 1) no one here named "Chunks", man....
> >
> > 2) even if there was, it certainly shows how mean-spirited and
> > vindictive you are in making fun of those who you may think are
> > unsightly, even when sight-unseen, when it is obvious you are losing any
> > argument you involve yourself in - the same goes for your well-expressed
> > contempt for those in the labour force. Did you also pick on crippled
> > kids when you were little?
>
> What the hell kind of name is "Peter Sinclair Day" any way. It sounds like the
> name off of some sort of feminine napkin package.

How would you know?

What kind of name is Mike Sh_t? Used toilet paper? When your mother gave a
name to you is it based upon when she wore army boots to kick the sh_t out of
you? Would explain the last name..

By the way...maybe in noncommunique for the week. Stop by building 4 and say
hi..

> Mike
>

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3330. Internet Spy Techniques # 841

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-07 00:00:00 UTC
From: zzkkrz@inetspy.net
Message-ID: <W69v2.21816$VN3.5008103@news4.mco>
Source record: 3793
Cross-posted to:
comp.sys.atari.advocacy,comp.games.development.programming.algorithms,alt.binaries.sex.pictures.female,alt.3d

----------Find Anything On Anyone ----------

_____

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^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

o/o/o/

3331. Re: Atari Works Type Program

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-08 00:00:00 UTC
From: Werner Domroese / Q5 <q5.spam.not@usa.net>
Message-ID: <36be3afa.0@ponca.bit.nl>
Source record: 3794

<<snip>>
I remember that there used to be an application called "STeve" around. It too was Office-like / Works-like. There also was a Pro version that could do some OCR.

Don't know where it went or is to be bought these days, sorry.

3332. Re: Sony Sues Connectix, TiFKAS eats ow

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36bfbb6d.0@nemo.idirect.com>
Source record: 3795

On 6 Feb 1999 08:32:08 G, sinclair2246@my-dejanews.com (The iDiot
Forever Known As Sinclap) wrote:

>In article <79cps9kj1@nnrp1.dejanews.com>,

>How would you know?
>
<much abuse from a foaming at the mouth TiFKAS deleted>

Cool, we broke his brain :)

It appears that, rather than face and answer the facts, TiFKAS has morphed
into Eric Cartman - again. Mummy didn't buy you your Cheezy Poofs?

>By the way...maybe in noncommunique for the week. Stop by building 4 and say
>hi..

Sorry, the staff at Bellevue Mental Hospital say that visitors are
not allowed at Building #4 due to the amount of high voltage required
for your particular case. :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

//////////////////////Daniel L. Dreibelbis//////////////////////
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Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

3333. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-09 00:00:00 UTC
From: Kenneth Rempfer <kennyr@hsicommunity.com>
Message-ID: <EI%v2.1336$Uj.8868@typhoon01.swbell.net>
Source record: 3700

when they do come out, it will probably still be some delay before
someone comes out with mac drivers for one. And as true again,
it's another device that comes standard on pc's but an imac user
will have to fork out more money to get.

<sinclair2246@my-dejanews.com> wrote in message
news:79orm3$lt4$1@nnrp1.dejanews.com...
>
>
>A certain chunky jihad has been a critic of Apple's implementation of USB
and
>the disregard of the old legacy ports like ADB and SCSI...And claims it
would
>bite Apple in the behind..
>
>Not surprising that chunks is wrong again. The latest USB registry shows
>that there are more USB products than were for the old Apple ADB ports.
This
>also includes midi. Chunks declared that the midi makers would flee the
>Apple market. Guess again...Saw demonstrations of USB midi devices in all
>it's glory at you know were today...
>
>Check...http://www.apple.com/publishing/music/midi/
>
>
>Peter S.
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3334. midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <79orm3$lt4$1@nnrp1.dejanews.com>
Source record: 3796

A certain chunky jihad has been a critic of Apple's implementation of USB and the disregard of the old legacy ports like ADB and SCSI...And claims it would bite Apple in the behind..

Not surprising that chunks is wrong again. The latest USB registry shows that there are more USB products than were for the old Apple ADB ports. This also includes midi. Chunks declared that the midi makers would flee the Apple market. Guess again...Saw demonstrations of USB midi devices in all it's glory at you know were today...

Check...http://www.apple.com/publishing/music/midi/

Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3335. colorsync, publishing and digital editing..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <79os01$m8f$1@nnrp1.dejanews.com>
Source record: 3797

A certain Jihad claims that the Hades/Milan are highend and lowcost publishing tools. Guess again....Do these beige boxes use the latest in publishing and digital editing technology that is on par with colorsync and firewire? You have seen nothing like this on these beige boxes..When will these have this kind of features?

Peter S.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3336. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36c04d52.0@nemo.idirect.com>
Source record: 3798

On 9 Feb 1999 08:30:01 G, sinclair2246@my-dejanews.com wrote:
>
>
>A certain chunky jihad has been a critic of Apple's implementation of USB and
>the disregard of the old legacy ports like ADB and SCSI...And claims it would
>bite Apple in the behind..

and in the meantime, TiFKAS is wrong again - SCSI is still a viable
connection port, it is neither old nor legacy....

Nor does his imaginary friend "Chunks" exists....
>
>Not surprising that chunks is wrong again. The latest USB registry shows
>that there are more USB products than were for the old Apple ADB ports. This
>also includes midi. Chunks declared that the midi makers would flee the
>Apple market. Guess again...Saw demonstrations of USB midi devices in all
>it's glory at you know were today...
>
>Check...http://www.apple.com/publishing/music/midi/

ironically, it was also reported at January's NAMM that while
USB-to-MIDI devices were coming, many of the companies producing them
were coy about coming up with Apple drivers. One hopes that they'll
eventually show up.

They have MIDI demonstrations at Bellevue Mental Hospital? :)

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3337. Re: colorsync, publishing and digital editi

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36c05135.0@nemo.idirect.com>
Source record: 3799

On 9 Feb 1999 08:35:13 G, sinclair2246@my-dejanews.com wrote:
>A certain Jihad claims that the Hades/Milan are highend and lowcost
>publishing tools. Guess again....Do these beige boxes use the latest in
>publishing and digital editing technology that is on par with colorsync and
>firewire? You have seen nothing like this on these beige boxes..When will
>these have this kind of features?
>
read em' and weep, weinerhead....anything you can do we can do
better...BTW, Papyrus 7 has now come out, and will blow your socks off
WITHOUT the bloat of programs like Quark....

Oh yes, '060 version of Milan is to be made available next month,
and MagiC for Milan is coming soon. And all with true pre-emptive
multitasking, which Apple's OS still hasn't accomplished after all
these years....

BTW, we hope the shock treatments you're currently receiving at
Bellevue will soon rid you of the delusions you've been having about
imaginary "Jihads" who are "out to get you", as well as your imaginary
friend "Chunks". Of course, the orderlies will have to make sure you're
completely cured before they allow you to publish your drivel on the
internet again .

Dear Madam, Dear sir,

We are proud to announce you the CENTurbo II B will
be ready to be sold the sixth week (February, 8-12)

Here are the new features:
- New 4 layers optimized PCB with EMI protection.
- New faster EDO BURST Fast-Ram controller from CENTEK:
- 16, 32, 64 or 128 MB with ONE 60 ns EDO 32-Bit SIMM.
- BURST READ with 5,2,2,2 cycles (6,2,2,2 on CT2 A).
- WRITE with 4 cycles (6 on CT2 A).
- Connection between the CT2 and the F030 motherboard by a ribbon cable:
the CT2B can be removed and changed without solders.
- New faster software (English & German) with new features into the
Flash.
- New installation documentation (English).
- New software in the package (English).
- SERIAL port & FPU problems (certain CT2 A) are fixed.
(the fix is available for CT2 A).

All the informations are NOW AVAILABLE on our
WEB site: www.centek.fr.

Have a look on our incredible performance tests with:

PAPYRUS 7
PHOTOLINE 2.24
POV 3 (vase script)
SANDRINE 4.0

GCC 2.7.2
PURE C
DEVPAC 3.10

CUBASE 2.06
V-TRAX 1.0
FIVE TO FIVE 2.13

CAB 2.7
ST ZIP 2.6

Please, see our distributor list to know your local distributor.
If you have no distributor, you can buy at Centek with the
following prices:

- CT2 B (no RAM) 289 euros (Inc. French VAT at 20.6 %)
- 16 MB EDO SIMM 45 euros
- 32 MB EDO SIMM 83 euros
- 64 MB EDO SIMM contact us
- FPU 68882-33 38 euros
- Installation 45 euros (send your motherboard alone + IDE cable)
- Transport contact us

The last news about the PHENIX 040/060

At the end of December, at the very time when the E15 version of the
PHENIX motherboard was ready to be produced for the developers, CENTEK
decided to bring some important changes about the hardware architecture
of this motherboard.

Here is the list of the major changes introducing the R1 (Rev.1) version
of the PHENIX 040/060:

- The DSP56301 is now connected on the PCI bus.
- A card with 3 other DSP could be plugged into a PCI slot, not into a
dedicated slot.
- The ULTRA-SCSI and USB (2 ports) controllers have been replaced. The
new
ones are connected on the PCI bus.
- Two IDE (ATA-4) connectors are now officially provided thanks to a new
component on the PCI bus. Four peripherals are so possible.
- The MIDI, SERIAL & // ports are suppressed. They are possible with
some USB interfaces, opening the way of the future.
- The QUICC chip is suppressed.
- The EDO RAM is replaced by the SDRAM; it is 2 times cheaper and 2
times
faster (with the 060).

Why these modifications ?

The first objective was to reduce the production cost: the suppression of the QUICC and the transfert of some functionalities on the PCI bus (to reduce the programmable logic cost) follows this objective. The reduction of the cost continues actually to equilibrate the cost of the performances increase.

The second objective was to take in count the remarks of some developers (like Soundpool) in the domain of the DSPs. They was wishing to have faster transferts between the DSPs. With the DSP on the PCI bus, the hardware architecture is optimum.

At CENTEK, we were wishing to reduce as much as possible the necessity of the CPU use to transfert the DATA. For that reason, the USCSI and USB are too on the PCI bus.

The performances ?

Imagine the heavy task that reads a movie from a DVD disk. The hard disd drive (HDD) (Ultra-SCSI or Ultra-IDE) transferts the AUDIO and VIDEO DATA (MPEG2) to the controler (USCSI or IDE) that transferts on the PCI bus with BURST at 132 MBytes/s to one DSP56301 to uncompress (real time) the AUDIO and one (or more) other DSP to uncompress the VIDEO.

Each DSP sends the results to the final destinataries:
- the AUDIO to the 20-Bit CODEC (on motherboard) by the DSP-CODEC serial link.
- the VIDEO to the GRAPHIC card by the PCI bus at 132 MBytes/s (BURST).

Conclusion: no important CPU intervention which continues to run into the system SDRAM on the other side of the PCI-040 BUS bridge ! This is the undebatable superiority of the PCI architectured computers, not like the simple 'PCI as peripheral' architecture !

Have a look on our functional block diagram.

The final objective was to draw nearer to this total PCI architecture faster than it was previously planned to easely introduce the new future computers like the PHENIX 2 (code name). The PHENIX is now comparable with the architecture of the last generation of PC.

The choice of the new PCI components was the principal reason of a new delay to terminate the motherboard. We now terminate the PCB routing...

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3338. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-11 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <79tn2v$47$1@nnrp1.dejanews.com>
Source record: 3701

In article <36c04d52.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 9 Feb 1999 08:30:01 G, sinclair2246@my-dejanews.com wrote:
> >
> >
> >A certain chunky jihad has been a critic of Apple's implementation of USB and
> >the disregard of the old legacy ports like ADB and SCSI...And claims it would
> >bite Apple in the behind..
>
> and in the meantime, TiFKAS is wrong again - SCSI is still a viable
> connection port, it is neither old nor legacy....

The T1 at the Hilton Garden INN is awesome...Does any TOS notebooks have
ethernet or will soon?

Not for long. Will be an avalanche of USB products in the comming days,
weeks and months. These products will include HD's, scanners, flightsticks,
drawing tablets, printers and so on...Just plug in and don't worry about it.
When will TOS boxes migrate to USB, FireWire and ATI Rage 128?

> Nor does his imaginary friend "Chunks" exists....
> >
> >Not surprising that chunks is wrong again. The latest USB registry shows
> >that there are more USB products than were for the old Apple ADB ports. This
> >also includes midi. Chunks declared that the midi makers would flee the
> >Apple market. Guess again...Saw demonstrations of USB midi devices in all
> >it's glory at you know were today...
> >
> >Check...http://www.apple.com/publishing/music/midi/
>
> ironically, it was also reported at January's NAMM that while
> USB-to-MIDI devices were coming, many of the companies producing them
> were coy about coming up with Apple drivers. One hopes that they'll
> eventually show up.

No issue here...The Apple midi guru stated that the common drivers are
here..Very nice USB-Midi demonstartion. Power with out the price....

> They have MIDI demonstrations at Bellevue Mental Hospital? :)

Why not call them...They had at Infinite Loop 4..

> ////////////////////Daniel L. Dreibelbis/////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com

> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3339. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-11 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <79tn5n$4n$1@nnrp1.dejanews.com>
Source record: 3702

In article <El%v2.1336$Uj.8868@typhoon01.swbell.net>,

"Kenneth Rempfer" <kennyr@hsicommunity.com> wrote:
> when they do come out, it will probably still be some delay before
> someone comes out with mac drivers for one. And as true again,
> it's another device that comes standard on pc's but an imac user
> will have to fork out more money to get.

Guess again...

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3340. Re: colorsync, publishing and digital editi

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-11 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <79tnfnga1@nnrp1.dejanews.com>
Source record: 3703

In article <36c05135.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> read em' and weep, weinerhead....anything you can do we can do
> better...BTW, Papyrus 7 has now come out, and will blow your socks off
> WITHOUT the bloat of programs like Quark....

Dodging it....Does it have colorsync support?

> Oh yes, '060 version of Milan is to be made available next month,
> and MagiC for Milan is coming soon. And all with true pre-emptive
> multitasking, which Apple's OS still hasn't accomplished after all
> these years....
>

You must not have used 8.5...8.5 is modern and functional...

Whats with this 060 business? Finnaly catching up were Apple left off in
1994...The last of the 040 boxes...Did not bother with the 060...

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3341. Re: colorsync, publishing and digital editi

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-11 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <79tstd$4po$1@nnrp1.dejanews.com>
Source record: 3704

In article <36c05135.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> read em' and weep, weinerhead....anything you can do we can do
> better...

Try not to set you goals so low. We are talking about Peter here...

> BTW, Papyrus 7 has now come out, and will blow your socks off
> WITHOUT the bloat of programs like Quark....

What does it use for color synching?

> Oh yes, '060 version of Milan is to be made available next month,
> and MagiC for Milan is coming soon. And all with true pre-emptive
> multitasking, which Apple's OS still hasn't accomplished after all
> these years....

Apple has released several preemptive multitasking operating systems
throughout the years. The first was used in the Lisa, then A/UX, then MkLinux
and finally Mac OS X Server.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3342. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-11 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <79tt7j$54q$1@nnrp1.dejanews.com>
Source record: 3705

In article <36c04d52.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> and in the meantime, TiFKAS is wrong again - SCSI is still a viable
> connection port, it is neither old nor legacy....

Actually, SCSI is quite old. Modern SCSI systems are still quite fast but you can only have 7 devices per controller, it requires termination, it's not hot pluggable, you have to set device IDs, it doesn't allow branching, the connector is quite large and a computer is required for data transfer.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3343. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-11 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be55e7$fa760f00$605e0fcb@default>
Source record: 3706

quinlan@intergate.bc.ca wrote in article
<79tt7j$54q$1@nnrp1.dejanews.com>...
> In article <36c04d52.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> > and in the meantime, TiFKAS is wrong again - SCSI is still a viable
> > connection port, it is neither old nor legacy....
>
> Actually, SCSI is quite old. Modern SCSI systems are still quite fast but
you
> can only have 7 devices per controller, it requires termination, it's not
hot
> pluggable, you have to set device IDs, it doesn't allow branching, the
> connector is quite large and a computer is required for data transfer.
>
But where speed is the prime consideration, SCSI is still the only viable
option.

Regards,

Clockmeister.

3344. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-11 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <79vhf6iog1@nnrp1.dejanews.com>
Source record: 3707

In article <79tt7j$54q$1@nnrp1.dejanews.com>,
quinlan@intergate.bc.ca wrote:
> In article <36c04d52.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> > and in the meantime, TiFKAS is wrong again - SCSI is still a viable
> > connection port, it is neither old nor legacy....
>
> Actually, SCSI is quite old. Modern SCSI systems are still quite fast but you
> can only have 7 devices per controller, it requires termination, it's not hot
> pluggable, you have to set device IDs, it doesn't allow branching, the
> connector is quite large and a computer is required for data transfer.
>
> --
> Brian Quinlan
> quinlan@intergate.bc.ca

Well, maybe I should do some reading before jumping in, but exactly how fast
of data transfer can one expect with a USB device? 20mb/sec? 10mb/sec?
2mb/sec?

Seven devices per controller is more than most need, and considering the data
integrity that SCSI provides, arbitration features (can USB handle
machine/hardware arbitration?), and IS hot pluggable with the proper
connection (aka Power Plug for Mac), ID's on new drives can be set with
software, a connector the size of a Mac video connector, SGI and HP use SCSI
for all their high end work stations, I think you may have just
floundered......

BTW, this is the second time I have documented how SCSI devices are hot
pluggable to you, Brian. Please cross than one off your list:).

Let me know when you can connect a Barracuda to your USB port.

MG

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3345. 68060 history? Look again

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-11 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <79vq56$qh4$1@nnrp1.dejanews.com>
Source record: 3708

http://robotics.jpl.nasa.gov/tasks/rovertech/reports/presentations/triwg97oct/sld011.htm

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3346. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-12 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7a0cp3ack1@nnrp1.dejanews.com>
Source record: 3709

In article <01be55e7$fa760f00$605e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:

> But where speed is the prime consideration, SCSI is still the only viable
> option.

You don't think that the 400Mb/s sustained transfer rate offered by firewire
is fast enough?

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3347. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-12 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7a0dj9$b76$1@nnrp1.dejanews.com>
Source record: 3710

In article <79vhf6iog1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:

> Well, maybe I should do some reading before jumping in, but exactly how fast
> of data transfer can one expect with a USB device? 20mb/sec? 10mb/sec?
> 2mb/sec?

USB is 12Mb/s in high-speed mode. I believe that Peter refered to USB and
firewire. Firewire has a sustained speed of 400Mb/s.

> Seven devices per controller is more than most need,

Most people don't need a lot. Apple has sold a lot of computers with multiple
SCSI connectors (8500, 8600, 9500, 9600, etc.) and a lot of graphics
professionals have added additional SCSI cards to their Macs even though the
computer came with one.

[snipped]

> SGI and HP use SCSI
> for all their high end work stations, I think you may have just
> floundered......

SGI also offers fiber channel as a higher speed connection.

> BTW, this is the second time I have documented how SCSI devices are hot
> pluggable to you, Brian. Please cross than one off your list:).

SCSI can be made to be hot pluggable but you need hardware to do this. With
USB and firewire, no extra hardware is needed. I also believe that you need
extra hardware for each device that you hot plug but I could be wrong.

> Let me know when you can connect a Barracuda to your USB port.

You can already but why would you want to? OTOH, you could have four Barracuda
ST39173W/LW drives and still not saturate firewire.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3348. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-12 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <7a1kvd$mp5$1@news.campus.mci.net>
Source record: 3711

On 11 Feb 1999 06:27:03 , quinlan@intergate.bc.ca wrote:
->Actually, SCSI is quite old. Modern SCSI systems are still quite fast but you
->can only have 7 devices per controller, it requires termination, it's not hot
->pluggable, you have to set device IDs, it doesn't allow branching, the
->connector is quite large and a computer is required for data transfer.
->
->Brian Quinlan

Hmm...does that include the specs from the latest SCSI standards? Just
curious! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

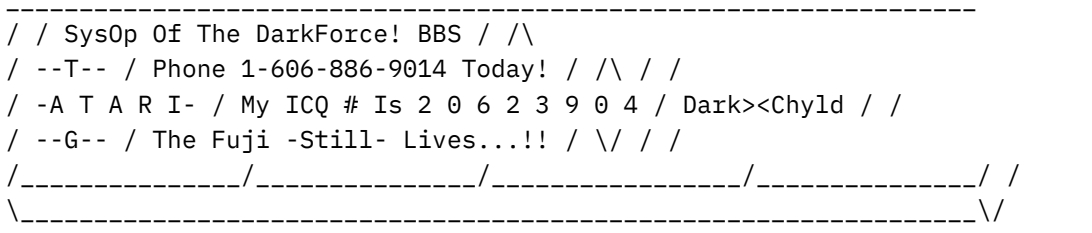
3349. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-12 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <7a1l3v$mp5$2@news.campus.mci.net>
Source record: 3712

On 12 Feb 1999 05:04:38 , quinlan@intergate.bc.ca wrote:

->You don't think that the 400Mb/s sustained transfer rate offered by firewire
->is fast enough?
->
->--
->Brian Quinlan

Where can I get that *today*, and how much will it cost me to hook it
up? Thanks...



3350. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-13 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7a2nhubhj1@nnrp1.dejanews.com>
Source record: 3713

In article <7a0dj9$b76$1@nnrp1.dejanews.com>,
quinlan@intergate.bc.ca wrote:
> In article <79vhf6iog1@nnrp1.dejanews.com>,
> magicmac@my-dejanews.com wrote:
>
> > Well, maybe I should do some reading before jumping in, but exactly how fast
> > of data transfer can one expect with a USB device? 20mb/sec? 10mb/sec?
> > 2mb/sec?
>
> USB is 12Mb/s in high-speed mode. I believe that Peter refered to USB and
> firewire. Firewire has a sustained speed of 400Mb/s.

Looked into it today. Pretty impressive stuff.
>
> > Seven devices per controller is more than most need,
>
> Most people don't need a lot. Apple has sold a lot of computers with multiple
> SCSI connectors (8500, 8600, 9500, 9600, etc.) and a lot of graphics
> professionals have added additional SCSI cards to their Macs even though the
> computer came with one.

Yea, it's not that big of an expense. There are a lot of compatible SCSI
devices out there.

>
> [snipped]
>
> > SGI and HP use SCSI
> > for all their high end work stations, I think you may have just
> > floundered......
>
> SGI also offers fiber channel as a higher speed connection.

:). You should see our VPF lab (video projection facility)
>
> > BTW, this is the second time I have documented how SCSI devices are hot
> > pluggable to you, Brian. Please cross than one off your list:).
>
> SCSI can be made to be hot pluggable but you need hardware to do this. With
> USB and firewire, no extra hardware is needed. I also believe that you need
> extra hardware for each device that you hot plug but I could be wrong.

No, your right. A power plug for each device. But now your being specifc:).
>
> > Let me know when you can connect a Barracuda to your USB port.
>

> You can already but why would you want to? OTOH, you could have four Barracuda
> ST39173W/LW drives and still not saturate firewire.

Are there firewire hard disk controllers built in now?
>
Mike

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3351. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-13 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7a302f$i91$1@nnrp1.dejanews.com>
Source record: 3714

In article <7a1l3v$mp5$2@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:

> Where can I get that *today*, and how much will it cost me to hook it
> up? Thanks...

Firewire comes built-in with Apple's pro desktop line and the Sony Velo line.
You can also buy PCI firewire cards from several vendors. The Adaptec
HotConnect 8920 is $299. I believe that someone has a 200Mb/s card for $200
(Pinacle?).

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3352. Re: midi and USB...It's here..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-13 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7a304i$i9m$1@nnrp1.dejanews.com>
Source record: 3715

In article <7a1kvd$mp5$1@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:

> Hmm...does that include the specs from the latest SCSI standards? Just
> curious! ;-)

AFAIK.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3353. Re: colorsync, publishing and digital editi

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-13 00:00:00 UTC
From: dg449@torfree.net
Message-ID: <F72u5L.Lp3.0.sheppard@torfree.net>
Source record: 3716

quinlan@intergate.bc.ca wrote:
: In article <36c05135.0@nemo.idirect.com>,
: dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
: > read em' and weep, weinerhead....anything you can do we can do
: > better...
: Try not to set you goals so low. We are talking about Peter here...
: > BTW, Papyrus 7 has now come out, and will blow your socks off
: > WITHOUT the bloat of programs like Quark....
: What does it use for color synching?

there is NO colour synching on the atari, or the IBM(windoze), just the
mac has coloursynching. :-(

: > Oh yes, '060 version of Milan is to be made available next month,
: > and MagiC for Milan is coming soon. And all with true pre-emptive
: > multitasking, which Apple's OS still hasn't accomplished after all
: > these years....
: Apple has released several preemptive multitasking operating systems
: throughout the years. The first was used in the Lisa, then A/UX, then MkLinux
: and finally Mac OS X Server.

yeh right. _everyone_ runs a server on their machine. give us a break.
we are talking about a fast efficient multitasking system in everyday use
such as three systems that can be called such on the atari: 1)geneva,
2)MiNT, 3)MagiC and the amiga. I am not sure windoze can be called fast
and efficient, but it at least multitasks, unlike the mac.
try MagiCmac if you want to see fast efficient multitasking on a mac.
you WILL be blown away!

: -- :
Brian Quinlan : quinlan@intergate.bc.ca

: -----------== Posted via Deja News, The Discussion Network ==----------
: http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
--
Kenneth Macdonald on the Free!net
dg449@freenet.toronto.on.ca

3354. Re: colorsync, publishing and digital editi

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-13 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7a4g4pnct1@nnrp1.dejanews.com>
Source record: 3717

In article <F72u5L.Lp3.0.sheppard@torfree.net>,
dg449@torfree.net (Kenneth Macdonald) wrote:

> there is NO colour synching on the atari, or the IBM(windoze), just the
> mac has coloursynching. :-(

Actually, there are color synching systems for Windows. The problem is that that it is not a system-wide service so you lose all the color synching data on export and it is inconsistent between applications.

> yeh right. _everyone_ runs a server on their machine. give us a break.
> we are talking about a fast efficient multitasking system in everyday use
> such as three systems that can be called such on the atari: 1)geneva,
> 2)MiNT, 3)MagiC and the amiga. I am not sure windoze can be called fast
> and efficient, but it at least multitasks, unlike the mac.
> try MagiCmac if you want to see fast efficient multitasking on a mac.
> you WILL be blown away!

The original statement was "And all with true pre-emptive multitasking, which Apple's OS still hasn't accomplished after all these years". I was pointing out that Apple has created preemptive multitasking systems. Actually, they created a preemptive multitasking system (Lisa) before Atari and Amiga did. Also, a lot of people are using Linux on their workstations. I'd bet that there are more Linux workstation deployments than Geneva, MiNT, MagiC and Amiga OS deployments combined. Also the Mac can, of course, multitask. There are several operating systems that are available for the Mac and offer preemptive multitasking: A/UX, AIX, FreeBSD, MkLinux, LinuxPPC, BeOS, Mac OS X Server and MachTen. Have you used the BeOS? You should use the BeOS and MagiC side-by-side for a while.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3355. Re: colorsync, publishing and digital e

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36c74539.0@nemo.idirect.com>
Source record: 3718

On 13 Feb 1999 18:26:40 , quinlan@intergate.bc.ca wrote:

>
>> yeh right. _everyone_ runs a server on their machine. give us a break.
>> we are talking about a fast efficient multitasking system in everyday use
>> such as three systems that can be called such on the atari: 1)geneva,
>> 2)MiNT, 3)MagiC and the amiga. I am not sure windoze can be called fast
>> and efficient, but it at least multitasks, unlike the mac.
>> try MagiCmac if you want to see fast efficient multitasking on a mac.
>> you WILL be blown away!
>
>The original statement was "And all with true pre-emptive multitasking, which
>Apple's OS still hasn't accomplished after all these years". I was pointing
>out that Apple has created preemptive multitasking systems. Actually, they
>created a preemptive multitasking system (Lisa) before Atari and Amiga did.

and we all know how well Lisa turned out for Apple, don't we :) Kin
you say LANDFILL, boys n' girls? Plus the version of Apple Mac OS that
was put on the later Lisas in order to try to get them to sell...Lisa
was well Apple's Edsel. It took Amiga (and later MagiC on the Atari) to
really show what preemptive multitasking was capable of...

>Also, a lot of people are using Linux on their workstations. I'd bet that
>there are more Linux workstation deployments than Geneva, MiNT, MagiC and
>Amiga OS deployments combined. Also the Mac can, of course, multitask. There
>are several operating systems that are available for the Mac and offer
>preemptive multitasking: A/UX, AIX, FreeBSD, MkLinux, LinuxPPC, BeOS, Mac OS
>X Server and MachTen.

hmmm - and all of those take up a large amount of hard drive and
RAM space. don't they? Wheras the MagiC operating system takes up a
minimum of two megabytes RAM and about the same hard drive space to
install. Quite amazing when you consider the number of features that
MagiC adds to an Atari (not to mention a Mac when using MagiCMac).

If you want to check out what MagiC is capable of, then I'd suggest
checking out Bengy Collins' web site at http://bengy.atari.org (he even
has a demo copy of MagiCMac online that you can check out for yourself).

As for MacOSX - gee, $995 US just to do something that a
MagiC can do on an Atari for $99 US.....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com

///////////////"And yet, the Fuji Lives!" ///////////////////

3356. Re: colorsync, publishing and digital e

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-15 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7a89e4mjf1@nnrp1.dejanews.com>
Source record: 3719

In article <36c74539.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> and we all know how well Lisa turned out for Apple, don't we :) Kin
> you say LANDFILL, boys n' girls? Plus the version of Apple Mac OS that
> was put on the later Lisas in order to try to get them to sell...Lisa
> was well Apple's Edsel. It took Amiga (and later MagiC on the Atari) to
> really show what preemptive multitasking was capable of...

I think that we all know that preemptive multitasking operating systems can fail in the marketplace. However, the Lisa operating system and hardware were excellent. The problem was that most people weren't willing to pay $15K for it. So Apple started making cheaper hardware and the operating system was redesigned to work in 64K ROM and 128K RAM.

> hmmm - and all of those take up a large amount of hard drive and
> RAM space. don't they? Wheras the MagiC operating system takes up a
> minimum of two megabytes RAM and about the same hard drive space to
> install. Quite amazing when you consider the number of features that
> MagiC adds to an Atari (not to mention a Mac when using MagiCMac).

Large is relative. Since Linux and the BeOS work nicely on <1K computers, I am not really worried about their "large" resource requirements.

> If you want to check out what MagiC is capable of, then I'd suggest
> checking out Bengy Collins' web site at http://bengy.atari.org (he even
> has a demo copy of MagiCMac online that you can check out for yourself).

I've used it before; I wasn't particularly impressed.

> As for MacOSX - gee, $995 US just to do something that a
> MagiC can do on an Atari for $99 US.....

Mac OS X Server is, as the name implies, a server operating system. It offers clustering support, AppleShare IP, WebObjects, excellent development tools (IB/PB), a BSD 4.4 implementation (POSIX), the ability to netboot workstations, remote display, etc. For those features, it's not a bad price. And if price is a concern, you can always use Linux.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3357. Re: colorsync, publishing and digital e

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-15 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7a8khbusc1@nnrp1.dejanews.com>
Source record: 3720

In article <36c74539.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 13 Feb 1999 18:26:40 , quinlan@intergate.bc.ca wrote:

> and we all know how well Lisa turned out for Apple, don't we :) Kin
> you say LANDFILL, boys n' girls? Plus the version of Apple Mac OS that
> was put on the later Lisas in order to try to get them to sell...Lisa
> was well Apple's Edsel. It took Amiga (and later MagiC on the Atari) to
> really show what preemptive multitasking was capable of...

However, the world did not notice..

> >Also, a lot of people are using Linux on their workstations. I'd bet that
> >there are more Linux workstation deployments than Geneva, MiNT, MagiC and
> >Amiga OS deployments combined. Also the Mac can, of course, multitask. There
> >are several operating systems that are available for the Mac and offer
> >preemptive multitasking: A/UX, AIX, FreeBSD, MkLinux, LinuxPPC, BeOS, Mac OS
> >X Server and MachTen.
>
> hmmm - and all of those take up a large amount of hard drive and
> RAM space. don't they? Wheras the MagiC operating system takes up a
> minimum of two megabytes RAM and about the same hard drive space to
> install. Quite amazing when you consider the number of features that
> MagiC adds to an Atari (not to mention a Mac when using MagiCMac).

Not! Considering that the a Mac cpu comes standard with an average of 64M and
6G's..The whole issue of memory and HD is moot..

> If you want to check out what MagiC is capable of, then I'd suggest
> checking out Bengy Collins' web site at http://bengy.atari.org (he even
> has a demo copy of MagiCMac online that you can check out for yourself).
>
> As for MacOSX - gee, $995 US just to do something that a
> MagiC can do on an Atari for $99 US.....

Comparing Apples to Oranges...Not even a centimeter close...Saw a demo of Mac
OS server last week...Impressive..

>
> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ////////////////////
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3358. G3 vs Milan specs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-15 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7a8tof$6ka$1@nnrp1.dejanews.com>
Source record: 3721

Sports fans...Whats wrong with this picture? Starting at $1599, the new G3/300 bondi-blue Tower is a bargain....USB, ATI-Rage 128 w/16megs vram and Firewire for low cost digital editing..The Milan according to the specs is stuck with the old and with a price to cry about..

Milan Specs Technical data overview:

Motorola MC 68040 CPU or Motorola MC 68060 CPU (available toward end of 1998) 4 standard PCI slots 3 standard ISA slots 2 IDE interfaces, busmaster-capable VME slot can be upgraded 4 SIMM slots for EDO RAM, max. 512 MB RAM 512 kB Flash-Eprom for operating system, software update possible Standard PC keyboard connection Battery- buffered real time clock 1 parallel port 1 MFP- compatible serial interface (up to 19,200 Baud) 1 PC- compatible serial interface (up to 230,600 Baud) 1.44 MB HD disk drive Base price (Midi tower housing, approx. 1 GB HD drive, 16 MB RAM, 2 MB S3 Trio V64+ graphic card, keyboard, mouse, Milan operating system and TOS 4.5, software bundle): DM 1499

PowerMac Blue G3

Processor
300-, 350-, or 400-MHz PowerPC G3
processor
512K or 1MB backside level 2 cache on
processor, running at 150, 175, or 200
MHz depending on processor speed
100-MHz system bus
Integrated floating-point unit and 64K
on-chip level 1 cache (32K for data and
32K for instruction)

Memory
64MB or 128MB of PC100 SDRAM
(3.3-volt, unbuffered, 64-bit-wide,
168-pin, running at 100 MHz)
Four DIMM slots support up to 1GB of
PC100 SDRAM using the following
DIMMs:
•32MB, 64MB, or 128MB DIMMs
(64-bit-wide, 64-Mbit technology)
•128MB or 256MB DIMMs
(64-bit-wide, 128-Mbit technology)

Storage*
One of the following:
•6GB Ultra ATA hard disk
•12GB Ultra ATA hard disk
•9GB Ultra2 LVD SCSI hard disk with Ultra2 LVD SCSI PCI card
24x-speed (maximum) CD-ROM drive; or
5x-speed (maximum) DVD-ROM drive with DVD-Video playback (reads CD-ROMs at up to 32x speed)
Zip drive (some configurations)
Two additional expansion bays for Ultra Wide SCSI, Ultra2 LVD SCSI, ATA (IDE), Ultra ATA, or ATAPI drives (including CD-ROM, DVD-ROM, and Zip drives)

Interfaces
Connectivity
•Two 400-Mbps FireWire ports
•Two 12-Mbps Universal Serial Bus (USB) ports
•Apple Desktop Bus (ADB) port (maximum current draw for all ADB devices is 500 mA)
Communications
•Built-in 10/100BASE-T Ethernet connector (RJ-45)
•Optional internal 56K modem card (supports K56flex and V.90 standards)**
Expansion
•Four PCI slots: three 64-bit, 33-MHz slots and one 32-bit, 66-MHz slot dedicated to the ATI RAGE 128 graphics card
Video
•15-pin mini D-Sub VGA connector and Macintosh-to-VGA adapter
Sound
•Minijacks for 16-bit stereo audio input and output; 44.1-kHz sampling rate
•Built-in speaker

Graphics support ATI RAGE 128 graphics card with 16MB of SDRAM graphics memory, which provides the following capabilities: 2D performance •128-bit internal engine •Hardware acceleration of graphics and video •Support for up to 1,920- by 1,200-pixel resolution at 32 bits per pixel (millions of colors) 3D performance •Advanced integrated triangle setup engine •Single-pass multitexturing design •Full 32-bit-per- pixel (bpp) Z buffer and 8-bpp stencil buffer •Robust support of QuickDraw 3D RAVE and OpenGL

Keyboard and mouse Apple USB Keyboard

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3359. Re: G3 vs Milan specs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-15 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7a9q43tof1@nnrp1.dejanews.com>
Source record: 3722

In article <7a8tof$6ka$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> Sports fans...Whats wrong with this picture? Starting at $1599, the new
> G3/300 bondi-blue Tower is a bargain....USB, ATI-Rage 128 w/16megs vram and
> Firewire for low cost digital editing..The Milan according to the specs is
> stuck with the old and with a price to cry about..
>
> ---
>
> Milan Specs Technical data overview:

What ever the Mac has, it doesn't matter.
It cannot run TOS software as fast as the Milan.
It is not a TT clone.
It is not 100% Atari compatible.
An equal spec'ed PC can be had for much less, and is easier to find less
expensive software, hardware and service for.

And on top of that, I wouldn't purchase a piece of dog shit that was promoted
by a company that allows fools like you to represent them.

Here is the future for Apple users. Inside a PC box.
http://www.siamese.co.uk/apple.html

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3360. Re: G3 vs Milan specs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36c82f8c.0@nemo.idirect.com>
Source record: 3723

On 15 Feb 1999 10:43:27 , sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

<spam snipped>

well, although there's no argument about the layout of the new G3 Tower (which really is impressive), there's still some problems regarding Apple's lousy customer service and overcharging for parts and custom configurations, as this Apple user recently discovered...

From: gmgraves@slip.net (George Graves)
Newsgroups: comp.sys.mac.advocacy
Subject: Apple and SERVING the customer - Still a long way to go. (LONG POST)
Date: Fri, 12 Feb 1999 22:11:21 -0800
Organization: Graves Associates
Lines: 91
Message-ID: <gmgraves-1202992211220001@sf-usr0-21-85.dialup.slip.net>
NNTP-Posting-Host: sf-usr0-21-85.dialup.slip.net
X-Newsreader: MT-NewsWatcher 2.4
Path: nemo.idirect.com!relay.news.idirect.com!cyclone.news.idirect.com!island.idirect.com!cpk-news-hub1.bbnplanet.com!news.gtei.net!newsfeed.cwix.com!158.43.192.17!rill.news.pipex.net!pipex!newsfeed.slip.net!news.slip.net!gmgraves
Xref: nemo.idirect.com comp.sys.mac.advocacy:421221

As anybody who has read this newsgroup for very long knows, I am a Mac booster. I find the Mac so far ahead of Windows in the arena of ease of use, productivity, and just the sheer pleasure of use, that I find Windows laughable. Those who know me also know that I can be one of Apple's harshest critics. It is in this latter capacity that I write now. Apple has done much to clean up its act, but in one area, they are severely lacking. Customer service. There are many aspects to customer service, but the one that I am addressing has to do with the post purchase upgradability of the new Yosemite Macs. These are marvelous machines, no doubt about it; possibly the best Macs ever made. If one buys one from the Apple store, loaded to the gills, one will have one hell of a computer - as well as an expensive one. The PC buyer, on the other hand, doesn't need to go to Michael Dell, or Gateway to get a custom configured machine, but Mac buyers have to go to the Apple store for one. A PC buyer can go into any of hundreds of stores selling PCs, and tell them EXACTLY what speed, case, HD, CD/DVD, SuperDrives, floppies (one or two?), amount of RAM, what kind of video performance and price range of video card, sound card, on-board modem, brand of processor, etc that they want. The list is seemingly endless. The store will also add all of these options to one's chosen box right there at the point of sale. Even if one buys a Compaq or an HP, the dealer will install a Zip drive, extra memory, a voodoo 2 card

, a soundblaster pro card, whatever the customer wants, right there, while they wait in many cases. Not so with the new G3. EVERYTHING must be ordered at the
Apple store when you order your computer, or you don't get it. Decide after buying that new G3 that you want that $50 SCSI card that was a build option for custom configured machines? Try going to the Apple store AFTER MARKET and ordering one. YOU can't. Ditto the internal modem, or anything else listed as build options for the Yosemite.

Now we get to my saga of the Zip drive. When I decided that I wanted a new Yosemite machine, I ordered it from the Apple Store. I ordered an internal Zip drive, the $50 SCSI card, and the internal modem. It was almost four weeks before I stumbled upon the fact that I could buy the same box, the Apple internal modem, an Adaptek SCSI card (neither installed, but who cares) and get them for almost $400 cheaper than the same box from the Apple Store, have it delivered overnight, and pay NO shipping or CA sales tax. Apple has had me waiting for weeks. needless to say, I called the Apple store and canceled my order. The Zip drive, I hear you wondering. Well, There is a place here in the bay area that has brand new ATAPI EIDE internal Iomega 100 MB Zip drives for $59. Since all the Yosemite boxes come with the mounting bay for a 3.5" removable device (complete with EIDE cable already wired), I figured that I would beat the game and buy the machine Zip-less from Cyberian, and then install one of these $59 specials myself (take THAT, Apple!). Only one problem. When you buy a Zip-less Yosemite box you get a blank blue plastic plate instead of the Zip bezel. No problem, I said, I'll go to my local Apple dealer and order one. Well, easier said than done. I went to two Apple resellers (with in-house repair facilities who order Apple parts all of the time) and asked if they could order one of these bezels. The first one told me that they were unavailable. The second one said that since he had no part number for the piece, that he couldn't order it. I then, in desperation, called Apple Customer Relations. They in turn, called Apple store number two that I had just visited, and read them the riot act (I guess), because when I went back there (at the Apple rep's behest), the repair department manager (the same one who told me that he could not order such a beast) grudgingly took my order (making me pay in advance) And what he made me pay! Guess what Apple is charging for this simple piece of 5.75" X 1.75" blue plastic with a slot in the middle to stick a Zip disk in? $1.00? $5.00? $10.00? EHHHHH! Thanks for playing. Try FORTY ($40) US DOLLARS! Can you say SCREW THE CUSTOMER? This is one aspect of Apple that they have never changed. Any after market Mac items from Apple are sold as "replacement parts" and cost from three to one hundred times what they should cost. Its the reason why upgrade boards for older Macs almost always cost more than the cost of a whole new machine. Apple has never addressed this, and they need to do so, badly.

Apple seems to think that if you want a loaded Mac, then you should buy it all at once. They don't understand that lots of people can just afford a basic configuration, with the idea of adding the bells and whistles that they want later. Apple makes it difficult or impossible to do this, and they always have. PC manufacturers understand this, and understand too

that it is a source of continuing after market income. Why can't Apple? They can't sell these options to you after you've bought one of these machines under any circumstances. You must go through parts where a Zip drive installation kit which adds $100 to the cost of your Mac at the time of sale, becomes a $300 parts item. Hasn't it ever occurred to the people at Apple that somebody might NEED to add a Zip drive that they didn't think that they needed originally, at some point down the road? Apple get a clue.

Comments anyone? (other than the inevitable Wintroll telling me that had I bought a PC, I wouldn't have this problem. I'll save you the trouble. had I bought a new PC, I would have to use Windows. NOTHING is worth stooping to that level. I would also have to buy all new software, Illustrator, Office, Photoshop, FramemMaker, PageMaker QuarkXpress, Etc. That's considerably more than the $40 for a piece of plastic.

--
George Graves

3361. Re: colorsync, publishing and digital e

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36c833bc.0@nemo.idirect.com>
Source record: 3724

On 15 Feb 1999 08:06:05 , sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

>In article <36c74539.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> On 13 Feb 1999 18:26:40 , quinlan@intergate.bc.ca wrote:
>
>> and we all know how well Lisa turned out for Apple, don't we :) Kin
>> you say LANDFILL, boys n' girls? Plus the version of Apple Mac OS that
>> was put on the later Lisas in order to try to get them to sell...Lisa
>> was well Apple's Edsel. It took Amiga (and later MagiC on the Atari) to
>> really show what preemptive multitasking was capable of...
>
>However, the world did not notice..

but it was still first...

>> hmmm - and all of those take up a large amount of hard drive and
>> RAM space. don't they? Wheras the MagiC operating system takes up a
>> minimum of two megabytes RAM and about the same hard drive space to
>> install. Quite amazing when you consider the number of features that
>> MagiC adds to an Atari (not to mention a Mac when using MagiCMac).
>
>Not! Considering that the a Mac cpu comes standard with an average of 64M and
>6G's..The whole issue of memory and HD is moot..

I've used 8.5 myself AND MagiC, so I know what I'm talking about.
Whereas, my odious little troll, who has used an Atari ST a grand total
of ONCE, you can only pretend to claim what you claim.

BTW, according to the Apple Rep at ComputerFest this last weekend
in TO, the current iMac still only comes with 32mB RAM standard. All
the reviews I've seen of 8.5 recommend that you go up to 64 megs in
order to actually get things done. KA-CHING!

Strange how I'm getting a lot done with my "old, archaic" Falcon
under MagiC - including doing some scanning work for a friend's web
page project - with a nice hi-res TrueColour display, MagiC/Thing
desktop - that only takes up a total of 4 megs total RAM, about 2 megs
hard drive space, and still have 10 megs of RAM to load lots of
programs in.

>
>> If you want to check out what MagiC is capable of, then I'd suggest
>> checking out Bengy Collins' web site at http://bengy.atari.org (he even
>> has a demo copy of MagiCMac online that you can check out for yourself).

>>
>> As for MacOSX - gee, $995 US just to do something that a
>> MagiC can do on an Atari for $99 US.....
>
>Comparing Apples to Oranges...Not even a centimeter close...Saw a demo of Mac
>OS server last week...Impressive..

nope, I know of what I speak. Many complaints I've heard from
comp.sys.mac.advocacy about MacOSX being too expensive for what it is.
KA-CHING!

I guess that the guys at Bellevue Mental Hospital gave you up as a
lost cause - now maybe if they had only applied the defibrilators to
your HEAD ("He's still wibbling about the Jihads and his imaginary
friend!" "Get the paddles ready!" "CLEAR!")

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3362. Re: colorsync, publishing and digital e

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-16 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7aapkjofu1@nnrp1.dejanews.com>
Source record: 3725

In article <36c833bc.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> nope, I know of what I speak. Many complaints I've heard from
> comp.sys.mac.advocacy about MacOSX being too expensive for what it is.
> KA-CHING!

Actually, Mac OS X Server is a great value for what it is. The problem is that a lot of people don't need it to be all that it is. I, for example, would like to use Mac OS X Server as a workstation operating system so I don't need a WebObjects deployment license, AppleShare IP or netboot capabilities. Many people probably don't even want the development tools. But if you want to use Mac OS X Server at all, you have to pay for everything. It would be nice if Apple would offer a workstation addition for $200 and a development addition for $500.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3363. iCab is here for Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7adr68$cd8$1@nnrp1.dejanews.com>
Source record: 3726

Oh well...I am to weened on Navigator to change..

http://www.icab.de/info.html

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3364. Re: iCab is here for Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-17 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.ttaol.fi>
Message-ID: <36CA912F.5762@nospam.ttaol.fi>
Source record: 3727

sinclair2246@my-dejanews.com wrote:
>
> Oh well...I am to weened on Navigator to change..
>
> http://www.icab.de/info.html

Nice! I hope Alexander has managed to make it function as smoothly on
the imac as it does on the Atari... :)

Markku

--
no nospam for no spam

3365. Atari Real Audio Show!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-18 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <7ah1em$59e$1@nnrp1.dejanews.com>
Source record: 3728

Friends and fellow Atari Enthusiasts:

It is my distinct pleasure to announce a new streaming Internet radio webcast dedicated to all things Atari. Back In Time ♦ The Radio Webcast has made its debut at http://www.emuclassics.com/backintime.

New episodes will be taped monthly. The show will feature news, reviews, and interviews. (Say that five times fast!) My guest for the first episode is the man STart magazine dubbed ♦The Ultimate Atarian,♦ Donald A. Thomas Jr. Don will be discussing his days at Atari, the Tramiel family, the current state of classic gaming and computing, and Nuon.

The second episode will be posted in early March. Future episodes will feature many people from Atari♦s past, including former Atari employees, hardware/software developers, etc. I will also feature the developers of current Jaguar/Lynx titles, and emulator authors that allow us to recreate the classic gaming and computing experience on the PC♦s used today. Each episode will run for about 30 minutes.

To listen to the show, you will need a PC or Mac, and a copy of the Real Audio player. The Real Audio player is a free download from Real Networks. A link to download the player can be found on the Back In Time web site.

Mike Stulir
Back In Time -- Updated news and complete coverage of ALL things Atari.
http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3366. Microsoft Dumps iMac!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-18 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36CC42FE.AC31A12D@earthlink.net>
Source record: 3729

First let me state I am No Microsloth fan, But recent reports state that MS has chosen Not to release MS encarta for the iMac. The reasoning is the low costomer base and limited potential for sales. MS is futher considering dropping all future developement for the iMac.

3367. Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-18 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36CC49E8.BE0C9931@earthlink.net>
Source record: 3730

Mr Sinclair,
As a long time fan of Atari I must take exception to your continuous line of banter on the merits of the iMac. I feel that a true comparison of machines would be to compare an atari based product with a apple product of equal abilities, You will find no such comparison Your constant drivel and gushing over the iMac reminds one of a neighbor of mine who gushes incesantly about his honda accord. Fine if you like jap cars.... I DON'T. As far as the apps you gush over. In two words WHO CARES. As far as the ATI rage 128 bit card you flap about. You will be saddened to know that the ATI card is an also-ran in the PC world.
Lastly I thought that you might like to know that currently pending before the Md State legislature is a new bill which provides for the ability to file complaints and suits over any form of internet harrassment to include newsgroups AND since you do work for a company with offices in MD. (CompUSA) YOU would be subject litigation filed against CompUSA as a CompUSA representative.
And yes I have copies of your posts for the last year in which the Comp USA name is prominently mentioned.
I am sure that CompUSA could find out who has been associating its good name with your inflamitory remarks.

3368. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be5ba3$2f78df00$4c5e0fcb@default>
Source record: 3731

Harold R.G. Alley Jr. <ataripc@earthlink.net> wrote in article
<36CC49E8.BE0C9931@earthlink.net>...
> Mr Sinclair,
> As a long time fan of Atari I must take exception to your continuous
> line of banter on the merits of the iMac. I feel that a true comparison
> of machines would be to compare an atari based product with a apple
> product of equal abilities, You will find no such comparison Your
> constant drivel and gushing over the iMac reminds one of a neighbor of
> mine who gushes incesantly about his honda accord. Fine if you like jap
> cars.... I DON'T. As far as the apps you gush over. In two words WHO
> CARES. As far as the ATI rage 128 bit card you flap about. You will be
> saddened to know that the ATI card is an also-ran in the PC world.
> Lastly I thought that you might like to know that currently pending
> before the Md State legislature is a new bill which provides for the
> ability to file complaints and suits over any form of internet
> harrassment to include newsgroups AND since you do work for a company
> with offices in MD. (CompUSA) YOU would be subject litigation filed
> against CompUSA as a CompUSA representative.
> And yes I have copies of your posts for the last year in which the Comp
> USA name is prominently mentioned.
> I am sure that CompUSA could find out who has been associating its good
> name with your inflamitory remarks.
>

Oh, quit the legal shit already.
USENET should remain a forum where anyone can have a say, about any
subject, without having to worry about getting sued for expressing a view.

Only in America...

Regards,

Clockmeister.

3369. Re: Microsoft Dumps iMac!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7aiosc$n91$1@nnrp1.dejanews.com>
Source record: 3732

In article <36CC42FE.AC31A12D@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
> First let me state I am No Microsloth fan, But recent reports state that
> MS has chosen Not to release MS encarta for the iMac. The reasoning is the
> low costomer base and limited potential for sales. MS is futher considering
> dropping all future developement for the iMac.

I believe that Microsoft is not releasing the latest version of Encarta for
the Mac OS and they are considering dropping all future Mac OS development of
Encarta.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3370. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7aip29$na7$1@nnrp1.dejanews.com>
Source record: 3733

In article <36CC49E8.BE0C9931@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:

> As far as the ATI rage 128 bit card you flap about. You will be
> saddened to know that the ATI card is an also-ran in the PC world.

Actually, the ATI Fury (which uses the Rage 128 chipset) was just released for the PC and I haven't seen any benchmarks to suggest that it won't be a top tier performer. I will be interesting to see how it performs against the TNT.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
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3371. Re: Microsoft Dumps iMac!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7aiuemrlb1@nnrp1.dejanews.com>
Source record: 3734

In article <36CC42FE.AC31A12D@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
> First let me state I am No Microsloth fan, But recent reports state that MS has
> chosen Not to release MS encarta for the iMac. The reasoning is the low costomer
> base and limited potential for sales. MS is futher considering dropping all future
> developement for the iMac.

Besides office 98, Explorer and Outlook express what other products do MS
develop for the Mac platform? Office 98 is a cash cow for MS.

FYI. Apple bundles World Book on the fruit flavor imacs..
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3372. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7aiuimrlv1@nnrp1.dejanews.com>
Source record: 3735

In article <36CC49E8.BE0C9931@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
> Mr Sinclair,
> As a long time fan of Atari I must take exception to your continuous
> line of banter on the merits of the iMac. I feel that a true comparison
> of machines would be to compare an atari based product with a apple
> product of equal abilities, You will find no such comparison Your
> constant drivel and gushing over the iMac reminds one of a neighbor of
> mine who gushes incesantly about his honda accord. Fine if you like jap
> cars.... I DON'T. As far as the apps you gush over. In two words WHO
> CARES. As far as the ATI rage 128 bit card you flap about. You will be
> saddened to know that the ATI card is an also-ran in the PC world.
> Lastly I thought that you might like to know that currently pending
> before the Md State legislature is a new bill which provides for the
> ability to file complaints and suits over any form of internet
> harrassment to include newsgroups AND since you do work for a company
> with offices in MD. (CompUSA) YOU would be subject litigation filed
> against CompUSA as a CompUSA representative.
> And yes I have copies of your posts for the last year in which the Comp
> USA name is prominently mentioned.
> I am sure that CompUSA could find out who has been associating its good
> name with your inflamitory remarks.
>

What ever...!

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3373. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36CCFA9C.439F628C@earthlink.net>
Source record: 3736

Clockmeister wrote:

>
>
> Oh, quit the legal shit already.
> USENET should remain a forum where anyone can have a say, about any
> subject, without having to worry about getting sued for expressing a view.
>
> Only in America...
>
> Regards,
>
> Clockmeister.

Views are fine and I have no problem with anyone voicing his or her opinion on USENET or any other forum for that matter. I believe in the Constitution, But views should never include statements regarding a company when it is that companies express policy to remain neutral in these matters. And these views must never make the appearance or pretence of having the backing of a specific company when they in fact do not.

3374. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36CD01ED.4BEB2A08@earthlink.net>
Source record: 3737

quinlan@intergate.bc.ca wrote:

> In article <36CC49E8.BE0C9931@earthlink.net>,
> "Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
>
> > As far as the ATI rage 128 bit card you flap about. You will be
> > saddened to know that the ATI card is an also-ran in the PC world.
>
> Actually, the ATI Fury (which uses the Rage 128 chipset) was just released
> for the PC and I haven't seen any benchmarks to suggest that it won't be a
> top tier performer. I will be interesting to see how it performs against the
> TNT.
>
> --
> Brian Quinlan
> quinlan@intergate.bc.ca
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Actually I should have checked my facts. The iMac ships with the ATI Rage Pro Turbo which is based on the ATI Rage 2c chip a 64bit chip. This was the processor I was referencing. The actual board mentioned by Mr. Sinclair is the ATI Nexus 128 , a Rage 128 based board. It is indeed fast and a wonderful board, But for the iMac it is unfortunately stunted by the iMac 33Mhz PCI bus. Sorry No 66Mhz AGP 2x implimentation available for the iMac nor 4x AGP v2 slot. And sorry the ATI board is not Cheap in iMac skin.

3375. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36CD0444.E6104F51@earthlink.net>
Source record: 3738

sinclair2246@my-dejanews.com wrote:

> What ever...!
>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Gosh Peter did I strike a nerve. Your (what should have been one [1] word [whatever]) reply is the shortest reply I have ever seen you write. Quite out of character, For one so verbose and opinionated.

Harold
its not the hardware but how you use it that counts!

3376. Re: G3 vs Milan specs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7aj7k9$3ru$1@nnrp1.dejanews.com>
Source record: 3739

In article <36c82f8c.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 15 Feb 1999 10:43:27 , sinclair2246@my-dejanews.com (The iDiot
> Forever Known As Sinclap) wrote:
>
> <spam snipped>
>
> well, although there's no argument about the layout of the new G3
> Tower (which really is impressive), there's still some problems
> regarding Apple's lousy customer service and overcharging for parts and
> custom configurations, as this Apple user recently discovered...
>
Is that the best you can do?

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3377. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36cd1ba8.3761672@news1.telia.com>
Source record: 3740
Body handling: HTML body converted to readable text

On Thu, 18 Feb 1999 12:12:15 -0500, "Harold R.G. Alley Jr."
wrote:

>Lastly I thought that you might like to know that currently pending
>before the Md State legislature is a new bill which provides for the
>ability to file complaints and suits over any form of internet
>harrassment to include newsgroups AND since you do work for a company
>with offices in MD. (CompUSA) YOU would be subject litigation filed
>against CompUSA as a CompUSA representative.
>And yes I have copies of your posts for the last year in which the Comp
>USA name is prominently mentioned.
>I am sure that CompUSA could find out who has been associating its good
>name with your inflamitory remarks.

What planet are you from? You must so totally have missed this "let's
be friends, have fun and exchange knowledge" part of usenet news. Take
some time to discover the thrill of beleiving that you yourself might
not share others opinions and there's no harrasment involved
whatsoever. No one's to say you can't discuss them in an open forum.

And even if that intresting part about you keeping copies of postings
and mentioning it in that manner you do might do wonders to your self
esteem it does not have anything at all to do in this newsgroup.
Neither seem you.

And if you beleive in that legal part I'll insult you any time and you
can try to get me to court.

K.Hampf
- email: kare.hampf@pp.inet.fi -

3378. Re: G3 vs Milan specs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36cd6c0e.0@nemo.idirect.com>
Source record: 3741

On 19 Feb 1999 08:33:13 , sinclair2246@my-dejanews.com (The iDiot
Forever Known As Sinclap)wrote:

>In article <36c82f8c.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> On 15 Feb 1999 10:43:27 , sinclair2246@my-dejanews.com (The iDiot
>> Forever Known As Sinclap) wrote:
>>
>> <spam snipped>
>>
>> well, although there's no argument about the layout of the new G3
>> Tower (which really is impressive), there's still some problems
>> regarding Apple's lousy customer service and overcharging for parts and
>> custom configurations, as this Apple user recently discovered...
>>
>Is that the best you can do?

my, refusing to debate over what is obviously a very thorny and
legitimate Mac issue, aren't we, TiFKAS? Which explains your cowardice
over wanting to face it.

and speaking of which, here's another post agreeing with George's
post - from someone within CompUSA. Which gives a more accurate
description of what's going on in the trenches, in contrast to your
constant Steve Jobs Reality-Distortion Field proliferation....

From: "Jeffrey I. Gordon" <jigordon@mindspring.com>
Newsgroups: comp.sys.mac.advocacy
Subject: Re: Apple and SERVING the customer - Still a long way to go. (LONG POST)
Date: Sat, 13 Feb 1999 09:26:55 -0500
Organization: MindSpring Enterprises
Lines: 77
Message-ID: <36C58B99.1FDE799E@mindspring.com>
References: <gmgraves-1202992211220001@sf-usr0-21-85.dialup.slip.net>
Reply-To: jigordon@mindspring.com
NNTP-Posting-Host: d1.56.ab.35
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii; x-mac-type="54455854";
x-mac-creator="4D4F5353"
Content-Transfer-Encoding: 7bit
X-Server-Date: 13 Feb 1999 14:24:21 GMT
X-Mailer: Mozilla 4.5 (Macintosh; I; PPC)
X-Accept-Language: en
Path: nemo.idirect.com!relay.news.idirect.com!cyclone.news.idirect.com!island.idirect.com!
news.maxwell.syr.edu!firehose.mindspring.net!firehose.mindspring.com!not-for-mail

Xref: nemo.idirect.com comp.sys.mac.advocacy:421279

George Graves wrote:

<snipped only because of space, even though it should be read again>

Let me speak from the other side of the counter. Just to make things interesting, I work at my local CompUSA. With the standard disclaimer that my opinions are mine and no one else's, let me share my views on your experiences.

First off, you are 100% correct. Apple needs to solve some SERIOUS customer service issues if they ever want to get ahead. But if you think that it's bad on the customer, I'll give you some insight as to how it is for the dealer.

Let's start with the pre-sale and the sale of the machine. For historical significance, we're talking one week ago (Friday). You walk up to me, we spend about 1/2 hour talking about various configurations of Yosemite, and then you decide you wish to purchase. I remind you for the 3d or 4th time that there is no modem in the machine - and although we expect that Apple is going to release an aftermarket modem, DVD and Zip kit for the G3, we have nothing currently in stock or on order. You say ok, take the 400 and walk out of the store.

Next day comes in customer #2 (now Saturday). This person asks pretty much the same questions and I admonish the same warnings. They are so pissed at ME that they walk out of the store. In their minds, it was MY fault that Apple doesn't offer the parts yet. I'm frustrated, so I go and call Apple. I find out that Apple is "working" on a modem kit, but that there is no release date. So I get curious and check the part # and pricing for a replacement iMac modem (as I was told that they are basically the same thing). Apple tells me they are $300 as replacement parts (3x the cost of the Apple modem kit) and that they don't come with any drivers or instruction manuals. Customer #3 comes in and gets the 400 based on the information that I provide that Apple SAYS they are going to release the modem soon.

By Monday, Apple announces the part number. (Would it have been too big a deal for the Apple person to tell me that they were coming out in 2 days - or am I really to believe that Reseller Support doesn't know product availability that close to release?) Every customer who comes in this week and talks to me about the machine is told that the modems are coming, and I even provide them the Apple part # (M7405LL/A, if you're interested). I also advise that they order one via Apple, as it may get to them sooner than if they wait for the to get to the stores.

Customer #2 comes back. I know (as he does) that he wants the machine, and I can now tell him that the modems are coming. No apology - still pissed that we don't have them in stock.

OK... so now the machine is sold. The customer wants memory. I'm not sure about any of you, but iMac RAM, IMHO, is goofy. Manufacturers who make it don't even follow a specific standard when it comes to total dimensions, and

this is a problem when there isn't the same wiggle room on the bottom iMac slot that there is on the top. So I've had to turn away several customers because we don't have the right SIZE of the right RAM. As for Yosemite, PC100 was supposed to be common. But, and I know this doesn't have to do too much with Apple, there aren't any PC100 128 or 256MB chips in our store. I had a customer as for a 1/2GB of RAM upgrade and I couldn't give it to him.

So anyway, we also don't have any of the bezels for Zip drives and we sure as heck don't have any DVD drives or modems yet. So we turn people away - and the customer isn't mad at Apple - they're mad at CompUSA.

What can we do about this?

BTW, we only yesterday received any of the USB mice, keyboards and joysticks that have been on the market for a few months now. Additionally, we've never carried the iPrint, uSCSI or any of the other adapters necessary to connect an iMac with old devices (except for the HP and Epson printer adapters). Again, CompUSA looks foolish - and we continue to tick off Mac users (especially THIS mac user).

OK... sorry to vent. Hope I gave SOME useful information.

-Jeff

>
>Peter S.
>PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

of course he has to post that - makes up for what he lacks....

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3379. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-19 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7ak5kftdp1@nnrp1.dejanews.com>
Source record: 3742

In article <36CD01ED.4BEB2A08@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:

> Actually I should have checked my facts. The iMac ships with the ATI Rage Pro
> Turbo which is based on the ATI Rage 2c chip a 64bit chip. This was the
> processor I was referencing. The actual board mentioned by Mr. Sinclair is the
> ATI Nexus 128 , a Rage 128 based board. It is indeed fast and a wonderful
> board, But for the iMac it is unfortunately stunted by the iMac 33Mhz PCI
> bus. Sorry No 66Mhz AGP 2x implimentation available for the iMac nor 4x AGP
> v2 slot. And sorry the ATI board is not Cheap in iMac skin.

I don't understand. First you state that the Rage 128 chipset is not used in
the iMac (which is true) and then that "...it is stunted by the iMac['s] 33MHz
PCI bus." BTW, I don't think that it is reasonable to expect that iMac to use
the Rage 128. The cost, to consumers, of the Fury is $200 so lets assume that
Apple can get it for $150. That is about 15% of the cost of the iMac. What
Apple should do is make a gMac with a better graphics system and faster
processor. They could charge $300 more for it.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3380. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-20 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36CE437A.4524256B@earthlink.net>
Source record: 3743

Brian,
I never meant to lead you to believe the ATI Nexus 128 was a standard item for the iMac. It is an available for purchase through third party vendors like me for the iMac. (It happens to be ATI's best Mac offering) . You idea for a gMac is great but if you were to build a graphics based machine (from a professional standpoint) You might want a graphics engine based around HEIDI and openGL not just openGL. For this you would be talking some very serious change , on the order of $500.00 to $1500.00
just for the graphics card.

Harold
PS when are we going to start talking Atari in the newsgroup again.

3381. Re: G3 vs Milan specs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-20 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7amgj3qlg1@roch.zetnet.co.uk>
Source record: 3744

> >> well, although there's no argument about the layout of the new G3
> >> Tower (which really is impressive), there's still some problems
> >> regarding Apple's lousy customer service and overcharging for parts and
> >> custom configurations, as this Apple user recently discovered...

> my, refusing to debate over what is obviously a very thorny and
> legitimate Mac issue, aren't we, TiFKAS? Which explains your cowardice
> over wanting to face it.

Can people stop talking Mac in here and get back to Atari? If you want
to talk Mac, then by all means go to a Mac newsgroup or private mail.

I know that you people in North America get free local phone calls,
but in other parts of the world we have to pay for them, and unwanted
(long) posts about other machines in an ATARI newsgroup are just not
wanted.

Thankyou.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

3382. Falcon 040 vs Milan 040 (was G3 vs Milan specs)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-20 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7amuge$64g$1@nnrp1.dejanews.com>
Source record: 3745

In article <7amgj3qlg1@roch.zetnet.co.uk>,
jfhaslam@zetnet.co.uk (James F. Haslam) wrote:
>
> Can people stop talking Mac in here and get back to Atari? If you want
> to talk Mac, then by all means go to a Mac newsgroup or private mail.
>
> I know that you people in North America get free local phone calls,
> but in other parts of the world we have to pay for them, and unwanted
> (long) posts about other machines in an ATARI newsgroup are just not
> wanted.
>
> Thankyou.
>
> Cheers!
>
> James

I agree. Now the altered topic should be of interest to most Falcon (AWA TT owners) and future possible Milan owners. I suggest that anyone really interested in the new clones search around the web for other applications of the 68040 and 68060 to see what is available. I found several interesting sites, one where a guy built his own MC 68060 motherboard. Another is a site where a 68060 PCI card is in the works to run Mac O/S on a PC. Dual 68060's on VME cards. The Mars Rover used 060's.

Seems like an interesting topic. If vendors can produce fine hardware for other makes of computers, then it shouldn't be so hard for these visiting experts to explain how we can adapt them to our systems. After all, we die hards will never purchase a new G3, so they can just give up and help out, or get out.

Hot Soldering Iron

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3383. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-20 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <wqHz2.68$kC6.218@198.235.216.4>
Source record: 3746

On 18 Feb 1999 12:12:15 , "Harold R.G. Alley Jr." wrote:
>Mr Sinclair,
> As a long time fan of Atari I must take exception to your continuous
>line of banter on the merits of the iMac. I feel that a true comparison
>of machines would be to compare an atari based product with a apple
>product of equal abilities, You will find no such comparison Your
>constant drivel and gushing over the iMac reminds one of a neighbor of
>mine who gushes incesantly about his honda accord. Fine if you like jap
>cars.... I DON'T. As far as the apps you gush over. In two words WHO
>CARES. As far as the ATI rage 128 bit card you flap about. You will be
>saddened to know that the ATI card is an also-ran in the PC world.
>Lastly I thought that you might like to know that currently pending
>before the Md State legislature is a new bill which provides for the
>ability to file complaints and suits over any form of internet
>harrassment to include newsgroups AND since you do work for a company
>with offices in MD. (CompUSA) YOU would be subject litigation filed
>against CompUSA as a CompUSA representative.
>And yes I have copies of your posts for the last year in which the Comp
>USA name is prominently mentioned.
>I am sure that CompUSA could find out who has been associating its good
>name with your inflamitory remarks.

Wake up Harold. This is comp.sys.atari.ADVOCACY
Without TIKAS and his sidekick, bugger all would be happening here.
I enjoy being offended by TIFKAS.

However two things are clear in the recent weeks.

1ST is DAN accepted defeat in G3 vs Milan.
2ND is TIKAS avoids all customer service questions posted by Dan, just as
he probably avoids his own customers problems:-).
However none of this banter affects me and my humble 520ST from being the
cheapest internet machine going.
3rd With iCAB coming out for Macs for a PRICE, perhaps older Macs can do some
thing useful on the internet, like older Ataris, otherwise why did ASH even
bother no one would buy a browser when better ones are FREE. Unless of course
you read the papers saying that buying a CD of the latest Netscape is worth
the price vs downloading it. Sure it is:-).

Finally Harold, I don't believe your post was even sent via an Atari.
A true Jihad would be beaten to death for this indescrection.

Later Brian.

>
>

>.

3384. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-21 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36CFC04C.A8914793@earthlink.net>
Source record: 3747

Brian Van TIlborg wrote:

> Finally Harold, I don't believe your post was even sent via an Atari.
> A true Jihad would be beaten to death for this indescrection.
>
> Later Brian.

Brian
I happen to be typing on an Atari PC5. I have personally utilised Atari computers since my first 400 in 1980 Since then I have owned and used the 800, 800xl, 1200xl, 130xegm, 520 ST, mega 4. mega STe 4, TT/system V, ABC 386, Atari PC5. not to mention my 2600,7800, Jaguar/CD, Lynxes, and Touch Me. The best part is I still own all of these machines and use them. The fact is I couldn't be more Atari oriented, all the way down to the Fuji on my Jeep.
Lastly the G3 vs. Milan comparison isn't fair because you are not comparing equivalent machines. Lastly the price issue is moot. Sure Apple can sell the iMac for less they manufacture many, many more.

3385. A-ONE... A New Atari Online Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-21 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <7apa4p$7pj$5@remarQ.com>
Source record: 3748

For Immediate Release

Former Atari Editors to Debut New Online Magazine

[February 19, 1999, Boston] Former STReport Atari Editors Dana Jacobson and Joe Mirando announced today that they have begun work on a new Atari online magazine. A-ONE (Atari Online News, Etc.), which will likely debut on Friday, March 5, will be a magazine primarily aimed to serve the Atari community, according to Jacobson. "Our goal," said Jacobson, "is to focus on a magazine which covers material of interest to fellow Atari users. We'll do our best to cover all facets of the Atari experience - computing and console gaming. But, we'll also cover topics that are of a general interest to Atari users: general industry news items and other gaming platforms."

"Joe and I have been using and writing about Atari computers for a long time," says Jacobson. "Between the two of us," he added, "we've probably written for most of the commercial Atari magazines of yesteryear such as Current Notes, Atari Interface, ST Informer, and Atari Explorer. And we just completed a lengthy stint with STReport, an online magazine. We have both considered doing an Atari online magazine on our own for quite some time now. The talks became more serious the past few weeks and many of our STReport readers were asking. The timing was perfect."

Jacobson states that A-ONE readers will see the same coverage as they did with STReport, but more. "Columns such as 'People Are Talking' will continue in A-One," states Jacobson, "and the Atari news items, various announcements and product descriptions will continue. We're also going to continue with the computing and technology industry news section, as well as Atari and other platform gaming news. All of that will remain unchanged, except cosmetically."

When asked what new things A-ONE readers will be able to see in the magazine, Jacobson reported that "we have a lot of new ideas; and we're going to be able to resurrect some old ones! We've talked to Michael Burkley, of Suzy B's fame. A-ONE readers will be happy to learn that Michael has agreed to bring back his "Unabashed Atariophile" column - a column devoted to Atari public domain, shareware, and freeware software. We're also looking to get more involved with Atari internet news. We're working on 'guest columns.' We'll be talking to a number of people to help us make A-ONE the #1 Atari online magazine worldwide."

According to Jacobson, A-ONE will be a text-based magazine. However, he stated that an HTML version hasn't been ruled out as an additional format. "We're in the process of establishing distribution points for the magazine," Jacobson stated. "We'll maintain our e-mail distribution

lists as well as making the magazine available on online services such as Delphi and bulletin boards. We'll also make it available for downloading via numerous Internet web pages. The best way to do this, and make it accessible to all readers, is text. But we realize that some of our readers may want to read A-ONE while on the Internet. The 'plain' text version will be available initially, but we're also considering adding an HTML version, with all the 'eye-candy,' for those who might want it."

To contact A-ONE regarding e-mail subscriptions or other inquiries, send e-mail to dpj@delphi.com . For submissions and related information, send e-mail to jmirando@portone.com .

-30-

3386. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7aqe0u$b26$1@newshost.comnet.co.nz>
Source record: 3650

Harold R.G. Alley Jr. (ataripc@earthlink.net) wrote:
> I have personally utilised Atari computers since my first 400 in 1980
> Since then I have owned and used the 800, 800xl, 1200xl, 130xegm, 520ST,
> mega 4. mega STe 4, TT/system V, ABC 386, Atari PC5. not to mention my
> 2600, 7800, Jaguar/CD, Lynxes, and Touch Me.

I don't recall seeing a "130XEGM" anywhere. How does it relate to the
more common 130 XE?

Likewise, what is the "Touch Me"? The fact that you've listed it amongst
the games systems leads me to think it is one, but I dont recall seeing it.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

3387. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7aqusl$c5e$1@nnrp1.dejanews.com>
Source record: 3651

In article <36D0AEF4.428C857F@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> Whats wrong with a Honda Accord? It might be a bit family oriented
> and lack a little outright performance (which is why I bought a
> Prelude!) ;^), but its still a fine car?! :)

Typical...The ST line was made in Taiwan...But thats different..

The Accord maybe my next car...but looking at the Mazda 626...

> Mind you a Honda NSX would be better...anyone got a spare one they
> would like to lend me? :)
>
> > As far as the apps you gush over. In two words WHO
> > CARES.
>
> Check out Mac users positive response to the port of CAB to Macintosh
> in the comp.infosystems.www.browsers.mac newsgroup. Seems that a
> piece of Atari software is making Mac owners drool all of a sudden...
>
> Do you own a pipe Mr.Sinclair-Day? Seems you'll need to put that in it
> and SMOKE IT!...

No thanks...I love Navigator..

> BTW Peter, visit http://www.icab.de, grab the demo, and experience what
> YOU have been missing all this time!...

Such as...? Try Navigator and see what you have missed by sticking to the
past..

> Sayonara sucker...

Eh...I get upgraded to the latest every 18 months..

> Chris Wilkinson,
> /|\ ATARI Falcon030 owner.
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3388. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7aqv2e$c91$1@nnrp1.dejanews.com>
Source record: 3652

In article <36CE437A.4524256B@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
> Brian,
> I never meant to lead you to believe the ATI Nexus 128 was a standard item for
> the iMac. It is an available for purchase through third party vendors like me for
> the iMac. (It happens to be ATI's best Mac offering) . You idea for a gMac is great
> but if you were to build a graphics based machine (from a professional standpoint)
> You might want a graphics engine based around HEIDI and openGL not just openGL. For
> this you would be talking some very serious change , on the order of $500.00 to
> $1500.00
> just for the graphics card.

Saids whom...? The ATI Rage 128 costs $200... You may pay $1500 for a decent
one in the ST world but not in the mac/wintel world.. I guess you jihads are
use to paying more..

> Harold
> PS when are we going to start talking Atari in the newsgroup again.

When there is new news..
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3389. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7aqv9k$ci5$1@nnrp1.dejanews.com>
Source record: 3653

In article <36CFC04C.A8914793@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
>
>
> Brian Van TIlborg wrote:
>
> > Finally Harold, I don't believe your post was even sent via an Atari.
> > A true Jihad would be beaten to death for this indescrection.
> >
> > Later Brian.
>
> Brian
> I happen to be typing on an Atari PC5. I have personally utilised Atari
> computers since my first 400 in 1980 Since then I have owned and used the 800,
> 800xl, 1200xl, 130xegm, 520 ST, mega 4. mega STe 4, TT/system V, ABC 386, Atari
> PC5. not to mention my 2600,7800, Jaguar/CD, Lynxes, and Touch Me. The best part
> is I still own all of these machines and use them. The fact is I couldn't be more
> Atari oriented, all the way down to the Fuji on my Jeep.
> Lastly the G3 vs. Milan comparison isn't fair because you are not comparing
> equivalent machines. Lastly the price issue is moot. Sure Apple can sell the iMac
> for less they manufacture many, many more.

What a dedicated jihad..

So why do you not use the ST for online?

The comparison is very fair. The Milan and Hades are available today.. Are
you stating that the milan is not upto par to the imac? It's not Apple's
fault that the 68k Tos clones have not kept up technology wise...

>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3390. Re: G3 vs Milan specs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7aqvde$ck3$1@nnrp1.dejanews.com>
Source record: 3654

In article <7amgj3qlg1@roch.zetnet.co.uk>,
jfhaslam@zetnet.co.uk (James F. Haslam) wrote:
>
> > >> well, although there's no argument about the layout of the new G3
> > >> Tower (which really is impressive), there's still some problems
> > >> regarding Apple's lousy customer service and overcharging for parts and
> > >> custom configurations, as this Apple user recently discovered...
> >
> > my, refusing to debate over what is obviously a very thorny and
> > legitimate Mac issue, aren't we, TiFKAS? Which explains your cowardice
> > over wanting to face it.
>
> Can people stop talking Mac in here and get back to Atari? If you want
> to talk Mac, then by all means go to a Mac newsgroup or private mail.
>
> I know that you people in North America get free local phone calls,
> but in other parts of the world we have to pay for them, and unwanted
> (long) posts about other machines in an ATARI newsgroup are just not
> wanted.

It's advocacy stupid! Than get a free local calling internet ISP and quit the
whining!

> Thankyou.
>
> Cheers!
>
> James
>
> +----------------------------------+--------------------------------------+
> | James F. Haslam | Atari Falcon 14Mb, MagiC 6 / NVDI 5 |
> | | |
> | Internet: jfhaslam@zetnet.co.uk | Cheshunt Computer Club member!! |
> | | |
> | FidoNet mail: 2:254/105 | Yes, Ataris CAN surf the Web! |
> +----------------------------------+--------------------------------------+
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3391. Re: G3 vs Milan specs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7ar0tq$dr7$1@nnrp1.dejanews.com>
Source record: 3655

In article <36cd6c0e.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 19 Feb 1999 08:33:13 , sinclair2246@my-dejanews.com (The iDiot
>
> my, refusing to debate over what is obviously a very thorny and
> legitimate Mac issue, aren't we, TiFKAS? Which explains your cowardice
> over wanting to face it.
>
> and speaking of which, here's another post agreeing with George's
> post - from someone within CompUSA. Which gives a more accurate
> description of what's going on in the trenches, in contrast to your
> constant Steve Jobs Reality-Distortion Field® proliferation....

I know what goes on in CompUSA...I just can't tell you...Took me hours to sign
all those non disclosure agreements..--->

>
> George Graves wrote:
>
> <snipped only because of space, even though it should be read again>
>
> Let me speak from the other side of the counter. Just to make things
> interesting, I work at my local CompUSA. With the standard disclaimer that
> my opinions are mine and no one else's, let me share my views on your
> experiences.
>
> First off, you are 100% correct. Apple needs to solve some SERIOUS customer
> service issues if they ever want to get ahead. But if you think that it's
> bad on the customer, I'll give you some insight as to how it is for the
> dealer.

You mean CompUSA? or Apple?

> Let's start with the pre-sale and the sale of the machine. For historical
> significance, we're talking one week ago (Friday). You walk up to me, we
> spend about 1/2 hour talking about various configurations of Yosemite, and
> then you decide you wish to purchase. I remind you for the 3d or 4th time
> that there is no modem in the machine - and although we expect that Apple is
> going to release an aftermarket modem, DVD and Zip kit for the G3, we have
> nothing currently in stock or on order. You say ok, take the 400 and walk
> out of the store.

Except for one previous G3 beige Tower, Apple has never shipped a modem with
the retail Pro config machines...This goes back to the pre G3 line such as
the 8600, 9600, 9500, 7500 etc...The vast majority of these machines are

hooked in corp networks were modems are not used.. Not say I agree with Apple's modem approach..

> Next day comes in customer #2 (now Saturday). This person asks pretty much
> the same questions and I admonish the same warnings. They are so pissed at
> ME that they walk out of the store. In their minds, it was MY fault that
> Apple doesn't offer the parts yet. I'm frustrated, so I go and call Apple.
> I find out that Apple is "working" on a modem kit, but that there is no
> release date. So I get curious and check the part # and pricing for a
> replacement iMac modem (as I was told that they are basically the same
> thing). Apple tells me they are $300 as replacement parts (3x the cost of
> the Apple modem kit) and that they don't come with any drivers or instruction
> manuals. Customer #3 comes in and gets the 400 based on the information that
> I provide that Apple SAYS they are going to release the modem soon.

The Blue G3 modems are available from the Apple store for $100 and soon from Comp for about the same price..The $300 price may not be accurate unless you send back the defective unit were a rebate is applied..

> By Monday, Apple announces the part number. (Would it have been too big a
> deal for the Apple person to tell me that they were coming out in 2 days - or
> am I really to believe that Reseller Support doesn't know product
> availability that close to release?) Every customer who comes in this week
> and talks to me about the machine is told that the modems are coming, and I
> even provide them the Apple part # (M7405LL/A, if you're interested). I also
> advise that they order one via Apple, as it may get to them sooner than if
> they wait for the to get to the stores.

Check again...there is a retail skuu#

> Customer #2 comes back. I know (as he does) that he wants the machine, and I
> can now tell him that the modems are coming. No apology - still pissed that
> we don't have them in stock.

What can you do...It's a thorny issue and can't go farther than that..By next month all will be forgotten as other vendors enter the G3 market..

> OK... so now the machine is sold. The customer wants memory. I'm not sure
> about any of you, but iMac RAM, IMHO, is goofy. Manufacturers who make it
> don't even follow a specific standard when it comes to total dimensions, and
> this is a problem when there isn't the same wiggle room on the bottom iMac
> slot that there is on the top. So I've had to turn away several customers
> because we don't have the right SIZE of the right RAM. As for Yosemite,
> PC100 was supposed to be common. But, and I know this doesn't have to do too
> much with Apple, there aren't any PC100 128 or 256MB chips in our store. I
> had a customer as for a 1/2GB of RAM upgrade and I couldn't give it to him.

Yep....it's common...Comp does not usually stock the higher memory upgrades due to cost...There is always MacWarehouse which typically turns over memory much quicker..

> So anyway, we also don't have any of the bezels for Zip drives and we sure as
> heck don't have any DVD drives or modems yet. So we turn people away - and

> the customer isn't mad at Apple - they're mad at CompUSA.

The only thing you can do is get them on the G3/350 with zip and go from
there. I doubt you will see a aftermarket DVD kit from Apple at retail...

> What can we do about this?

Pray..

> BTW, we only yesterday received any of the USB mice, keyboards and joysticks
> that have been on the market for a few months now. Additionally, we've never
> carried the iPrint, uSCSI or any of the other adapters necessary to connect
> an iMac with old devices (except for the HP and Epson printer adapters).
> Again, CompUSA looks foolish - and we continue to tick off Mac users
> (especially THIS mac user).

Yep...Comes in goes out the door rapidly...is a nice problem to have..

> OK... sorry to vent. Hope I gave SOME useful information.
>
> -Jeff
>
> >
> >Peter S.
> >PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> of course he has to post that - makes up for what he lacks....

Such as...? Peeking again?

> ////////////////////Daniel L. Dreibelbis////////////////////
> ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
> Thorn in the side of all net.twits
> email: dreibel@idirect.com
> ///////////////"And yet, the Fuji Lives!" ///////////////////
>

Still no ambition?

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3392. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: "Alexandre A. S." <asiufy@yahoo.com>
Message-ID: <asiufy-2202991221310001@200.211.177.193>
Source record: 3656

In article <7aip29$na7$1@nnrp1.dejanews.com>, quinlan@intergate.bc.ca
wrote:

> In article <36CC49E8.BE0C9931@earthlink.net>,
> "Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
>
> > As far as the ATI rage 128 bit card you flap about. You will be
> > saddened to know that the ATI card is an also-ran in the PC world.
>
> Actually, the ATI Fury (which uses the Rage 128 chipset) was just
> released
> for the PC and I haven't seen any benchmarks to suggest that it won't be
> a
> top tier performer. I will be interesting to see how it performs against
> the
> TNT.
>

It's a little bit faster than the TNT, about 20%, with preliminary
drivers. Should be faster once "real" drivers are in place.

--
cheers!
alexandre a. siufy / mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth!
http://sites.uol.com.br/asiufy

3393. Re: colorsync, publishing and digital e

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: "Alexandre A. S." <asiufy@yahoo.com>
Message-ID: <asiufy-2202991229180001@200.211.177.193>
Source record: 3657

In article <36c74539.0@nemo.idirect.com>, dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

>
> As for MacOSX - gee, $995 US just to do something that a
> MagiC can do on an Atari for $99 US.....
>
>

My, what an idiotic remark! MacOS X is so much more than MagiC... And that $995 price includes some serious business/enterprise software. Oh, and let's not forget Net booting too. I don't believe MagiC has TCP/IP built-in, let alone Net booting...

--
cheers!
alexandre a. siufy / mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth!
http://sites.uol.com.br/asiufy

3394. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be5e86$39698d80$975e0fcb@default>
Source record: 3658

sinclair2246@my-dejanews.com wrote in article
<7aqv9k$ci5$1@nnrp1.dejanews.com>...
> In article <36CFC04C.A8914793@earthlink.net>,
> "Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
> >
> >
> > Brian Van TIlborg wrote:
> >
> > > Finally Harold, I don't believe your post was even sent via an Atari.
> > > A true Jihad would be beaten to death for this indescrection.
> > >
> > > Later Brian.
> >
> > Brian
> > I happen to be typing on an Atari PC5. I have personally utilised
Atari
> > computers since my first 400 in 1980 Since then I have owned and used
the 800,
> > 800xl, 1200xl, 130xegm, 520 ST, mega 4. mega STe 4, TT/system V, ABC
386, Atari
> > PC5. not to mention my 2600,7800, Jaguar/CD, Lynxes, and Touch Me. The
best part
> > is I still own all of these machines and use them. The fact is I
couldn't be more
> > Atari oriented, all the way down to the Fuji on my Jeep.
> > Lastly the G3 vs. Milan comparison isn't fair because you are not
comparing
> > equivalent machines. Lastly the price issue is moot. Sure Apple can
sell the iMac
> > for less they manufacture many, many more.
>
> What a dedicated jihad..
>
> So why do you not use the ST for online?
>
> The comparison is very fair. The Milan and Hades are available today..
Are
> you stating that the milan is not upto par to the imac? It's not Apple's
> fault that the 68k Tos clones have not kept up technology wise...
>

MacOS is a lame excuse for an OS, and you know it. That is the only reason
you post here, because you know full well that neither the Milan or Hades
has the same development budget as Apple has, and so can't compete on the

technological level directly with the big boys.

Meanwhile, you are flaming Atari users for using older but nonetheless very capable technology whilst _you_ are still waiting for Apple to provide you with a decent PMT OS. Don't you think that your attitude is somewhat hypocritical?.

Truth is, any modern PC shits on the iMac in every way, but it's easier to come into an Atari newsgroup and flame rather then face Apple's shortfalls isn't it?.

3395. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be5e87$d5740920$975e0fcb@default>
Source record: 3659

sinclair2246@my-dejanews.com wrote in article
<7aqusl$c5e$1@nnrp1.dejanews.com>...
> In article <36D0AEF4.428C857F@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
> > Hi there,
> >
> > Whats wrong with a Honda Accord? It might be a bit family oriented
> > and lack a little outright performance (which is why I bought a
> > Prelude!) ;^), but its still a fine car?! :)
>
> Typical...The ST line was made in Taiwan...But thats different..

Have you ever counted the number of taiwanese components in your Mac?.
You'd be surprised what you find.

> The Accord maybe my next car...but looking at the Mazda 626...

If those are your two choices, buy the Accord... trust me on this one!

> > Mind you a Honda NSX would be better...anyone got a spare one they
> > would like to lend me? :)
> >
> > > As far as the apps you gush over. In two words WHO
> > > CARES.
> >
> > Check out Mac users positive response to the port of CAB to Macintosh
> > in the comp.infosystems.www.browsers.mac newsgroup. Seems that a
> > piece of Atari software is making Mac owners drool all of a sudden...
> >
> > Do you own a pipe Mr.Sinclair-Day? Seems you'll need to put that in it
> > and SMOKE IT!...
>
> No thanks...I love Navigator..

Netscape doesn't like my news server, so I'm forced to use IE for now...
until I get a new modem for my Amiga which has a better newsreaders (Thor)
and the Java compliant Aweb for surfing.

> > BTW Peter, visit http://www.icab.de, grab the demo, and experience what
> > YOU have been missing all this time!...
>
> Such as...? Try Navigator and see what you have missed by sticking to
the
> past..

Missed what exactly?. Did you try the demo before you commented or is that
just another one of your uninformed opinions.

>
> > Sayonara sucker...
>
> Eh...I get upgraded to the latest every 18 months..

That long???.

3396. Re: Falcon 040 vs Milan 040 (was G3 vs Milan specs)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be5e88$b27926c0$975e0fcb@default>
Source record: 3660

magicmac@my-dejanews.com wrote in article
<7amuge$64g$1@nnrp1.dejanews.com>...
> In article <7amgj3qlg1@roch.zetnet.co.uk>,
> jfhaslam@zetnet.co.uk (James F. Haslam) wrote:
> >
> > Can people stop talking Mac in here and get back to Atari? If you want
> > to talk Mac, then by all means go to a Mac newsgroup or private mail.
> >
> > I know that you people in North America get free local phone calls,
> > but in other parts of the world we have to pay for them, and unwanted
> > (long) posts about other machines in an ATARI newsgroup are just not
> > wanted.
> >
> > Thankyou.
> >
> > Cheers!
> >
> > James
>
> I agree. Now the altered topic should be of interest to most Falcon (AWA
TT
> owners) and future possible Milan owners. I suggest that anyone really
> interested in the new clones search around the web for other applications
of
> the 68040 and 68060 to see what is available. I found several interesting
> sites, one where a guy built his own MC 68060 motherboard. Another is a
site
> where a 68060 PCI card is in the works to run Mac O/S on a PC. Dual
68060's
> on VME cards. The Mars Rover used 060's.
>

Hardly surprising. The NASA unmanned spaceflight missions control centre is
run on '060 Amigas running custom applications developed by NASA
themselves.

Regards,

Clockmeister.

3397. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7as9nshna1@nnrp1.dejanews.com>
Source record: 3661

In article <7aqv9k$ci5$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <36CFC04C.A8914793@earthlink.net>,
> "Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
> >
> >
> > Brian Van TIlborg wrote:

>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>

Wow, a 14" screen powerbook. Why not just take a Lynx with you when your out? Only 64MB of RAM. My antique Falcon has 78MB, 10G's, 56K at 230K DTE and S-Video is only a $1.00 dollar part. MC1377P. You should try installing one yourself sometime. You will wonder why apple charged you so much for it. Why don't you retire that hand-me-down machine you have for something that has the horsepower to pull Mac O/S 8 around at a decent speed?

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3398. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7as9vkhru1@nnrp1.dejanews.com>
Source record: 3662

In article <7aqv2e$c91$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <36CE437A.4524256B@earthlink.net>,
> "Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:

> > Harold
> > PS when are we going to start talking Atari in the newsgroup again.
>
> When there is new news..
> >

Peter was chastised for usenet abuse in the .ST and .TECH groups a short while ago by Dejanews. He is only allowed over there is he plays by the book.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3399. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-22 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <36D0AEF4.428C857F@ihug.co.nz>
Source record: 3749

Hi there,

Harold R.G. Alley Jr. wrote:

> As a long time fan of Atari I must take exception to your continuous
> line of banter on the merits of the iMac.

Agreed! Its like comparing 'Apples' and Chili peppers...Apples are bland
pieces
of fruit...chili peppers are hot items that spice up any dreary food...

> I feel that a true comparison
> of machines would be to compare an atari based product with a apple
> product of equal abilities, You will find no such comparison Your
> constant drivel and gushing over the iMac reminds one of a neighbor of
> mine who gushes incesantly about his honda accord. Fine if you like jap
> cars.... I DON'T.

Whats wrong with a Honda Accord? It might be a bit family oriented
and lack a little outright performance (which is why I bought a
Prelude!) ;^), but its still a fine car?! :)

Mind you a Honda NSX would be better...anyone got a spare one they
would like to lend me? :)

> As far as the apps you gush over. In two words WHO
> CARES.

Check out Mac users positive response to the port of CAB to Macintosh
in the comp.infosystems.www.browsers.mac newsgroup. Seems that a
piece of Atari software is making Mac owners drool all of a sudden...

Do you own a pipe Mr.Sinclair-Day? Seems you'll need to put that in it
and SMOKE IT!...

BTW Peter, visit http://www.icab.de, grab the demo, and experience what
YOU have been missing all this time!...

Sayonara sucker...

Chris Wilkinson,
/|\ ATARI Falcon030 owner.

3400. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-23 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be5ec8$79d624e0$335e0fcb@default>
Source record: 3663

magicmac@my-dejanews.com wrote in article
<7as9nshna1@nnrp1.dejanews.com>...
> In article <7aqv9k$ci5$1@nnrp1.dejanews.com>,
> sinclair2246@my-dejanews.com wrote:
> > In article <36CFC04C.A8914793@earthlink.net>,
> > "Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
> > >
> > >
> > > Brian Van TIlborg wrote:
>
> >
> > Peter S.
> > PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
> >
>
> Wow, a 14" screen powerbook. Why not just take a Lynx with you when your
out?
> Only 64MB of RAM. My antique Falcon has 78MB, 10G's, 56K at 230K DTE and
> S-Video is only a $1.00 dollar part. MC1377P. You should try installing
one
> yourself sometime. You will wonder why apple charged you so much for it.
Why
> don't you retire that hand-me-down machine you have for something that
has
> the horsepower to pull Mac O/S 8 around at a decent speed?
>

Such a machine doesn't exist yet ;-)

Regards,

Clockmeister.

3401. Atari CD Project

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-23 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <ncnA2.454$7p1.822@news.flash.net>
Source record: 3664

How much would y'all pay for a CD Devoted to 8-Bit Atari or A CD Devoted to ST/STE/TT/Falcon with Hacks Old Articles Manuals Schematics PD Software Ect...

29.99
15.99
?????

Please Help me in Figuring if there is a Market for such a CD i'm looking at chargin for the time involved and the cost of media

also I'm looking for Articles,Web Pages,Hacks and such...
Please if you want to help send me URL's and the such
tchermok@flash.net
you will be given credit in the Contributors section of the Table of Contents
also what format should the CD Be in
PDF
HTML
Ascii
or All three??
Thank you Atari People
Atari may be Dead But as long as there is One User Atari will live forever in the hearts and the desks of us all
Thank You

3402. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-23 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36D33288.164BFCE@earthlink.net>
Source record: 3665

sinclair2246@my-dejanews.com wrote:

> So why do you not use the ST for online?
>
>
>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Mr. Sinclair,
Like a poor marksman , you keep missing the target. I do use my Mega Ste with CAB on the internet. I chose the machine to use based on how I feel that day. I began logging on to the internet when it was still called DARPANET. I have connected with IBM 350's, T/I 99/4a's, Atari 800XL's, Interact model R's and even a Tandy Model 1, Unlike you I do not need the latest colour machine to log online. Nor am I forced to utilize ever increasing funds to do so.

Harold Alley
PS when I attended college in the early 80's (while you were drooling over your formula) I used all of those machines as a Computer Science major.

By the way thank the inventor of USB . His name in Nolan Bushnell, He invented Atari and placed the SIO port on his EIGHT bit computers nearly 20 years before the PC and Mac worlds figured out how to daisy chain peripherals.

3403. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-23 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36D32E45.DB76B29@earthlink.net>
Source record: 3666

sinclair2246@my-dejanews.com wrote:

>
>
> Saids whom...? The ATI Rage 128 costs $200... You may pay $1500 for a decent
> one in the ST world but not in the mac/wintel world.. I guess you jihads are
> use to paying more..
>
>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> ------------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Actually Mr. Sinclair I was referring to the PC world. A true professional uses cards based around the Glint, Gloria, Delta, and Razor chip sets. The Mark of a TRUE graphics professional is use of the HEIDI standard coupled with OpenGL. All of these cards are available starting at around $1,100.00. For the PC. the Delta and Glint MX are my favourites. Both offer 1920 x 1080 in 32 bit colour for starter. the Glint MX can go as high as 2750 x 1880 in 16 bit colour. And the card on needs 16 Megs of ram to accomplish this. Try that on an iMac little man!

When going to war know your opponent, or stay at home.

3404. Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-24 00:00:00 UTC
From: John Byrne <johnbyrne@home.com>
Message-ID: <36D36864.C12B69B@home.com>
Source record: 3667

> First let me state I am No Microsloth fan, But recent reports state that MS has
> chosen Not to release MS encarta for the iMac. The reasoning is the low costomer
> base and limited potential for sales. MS is futher considering dropping all future
> developement for the iMac.

Actually, being an Encarta subscriber, the content is moving to the web.
No big deal really. It certainly has nothing to do with the ever growing
base of those wonderful little machines.

In fact, Microsoft's current lineup of Mac software represent some of
their best work in years. Let's see, oh that's right--they did do an
Atari hack of Write back in 1986....I actually have the brochure as part
of my Atari collection.

C'mon Harold, give up on the Apple bashing. It's over, man. Apple is
still around (and thriving!), what's left of Atari is owned by a
clueless toy manufacturer.

Besides, the whole world knows that Linux on a PowerPC is what rules. :)

John

3405. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7b11q7$6e1$1@news.campus.mci.net>
Source record: 3668

On 24 Feb 1999 02:48:05 , John Byrne wrote:

Hi John.

->C'mon Harold, give up on the Apple bashing. It's over, man. Apple is
->still around (and thriving!), what's left of Atari is owned by a
->clueless toy manufacturer.

Only gripe I have with Apple (besides Sinclair!) is how much "umph"
it takes to drive their OS...

As to whats left of Atari being owned by a clueless toy manufacturer,
well...they don't (and never will!) own the Atari users! ;-)

->Besides, the whole world knows that Linux on a PowerPC is what rules. :)
->
->John

I agree with this, it does rule...right next to my Atari running MiNT
(Unix clone)!!!

PS You have heard of MiNT, right? ;-)))

```
_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3406. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-24 00:00:00 UTC
From: John Byrne <johnbyrne@home.com>
Message-ID: <36D466AB.5A7EFEE6@home.com>
Source record: 3669

Well put, well put.

> As to whats left of Atari being owned by a clueless toy manufacturer,
> well...they don't (and never will!) own the Atari users! ;-)

> I agree with this, it does rule...right next to my Atari running MiNT
> (Unix clone)!!!
>
> PS You have heard of MiNT, right? ;-)))

I certainly have heard of MiNT, but I have never seen/used it. I don't recall; does it support a GUI, or is it strictly command line? Have you compiled any software for it?

John

3407. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-25 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36d56e27.0@nemo.idirect.com>
Source record: 3670

On 23 Feb 1999 17:40:06 , "Harold R.G. Alley Jr." wrote:
>
>
>sinclair2246@my-dejanews.com wrote:
>
>>
>>
>> Saids whom...? The ATI Rage 128 costs $200... You may pay $1500 for a decent
>> one in the ST world but not in the mac/wintel world.. I guess you jihads are
>> use to paying more..
>>
>>
>> Peter S.
>> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>>
>> -----------== Posted via Deja News, The Discussion Network ==----------
>> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
>Actually Mr. Sinclair I was referring to the PC world. A true professional uses cards
>based around the Glint, Gloria, Delta, and Razor chip sets. The Mark of a TRUE graphics
>professional is use of the HEIDI standard coupled with OpenGL. All of these cards are
>available starting at around $1,100.00. For the PC. the Delta and Glint MX are my
>favourites. Both offer 1920 x 1080 in 32 bit colour for starter. the Glint MX can go as
>high as 2750 x 1880 in 16 bit colour. And the card on needs 16 Megs of ram to accomplish
>this. Try that on an iMac little man!
>
>When going to war know your opponent, or stay at home.
>

and may I add - there's two projects coming from Titan/BSS that
will allow Falcon owners to use the ATI Rage 128 card. I'm certainly
interested in the Tempest Coldfire accelerator/PCI slot version myself...

And as usual in my absence, TiFKAS (The iDiot Forever Known As
Sinclap) has been at his usual raging foaming-at-the-mouth paranoia in
attacking the imaginary "Atari Jihads" who are "out to get him" and his
Macs (a fine computer, BTW, which unfortunately due to TiFKAS'
obsessive personality many Atarians may never want to check out simply
just to spite him!)

3408. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-25 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36d56ee2.0@nemo.idirect.com>
Source record: 3671

On 24 Feb 1999 20:52:59 , John Byrne wrote:
tari users! ;-)
>
>> I agree with this, it does rule...right next to my Atari running MiNT
>> (Unix clone)!!!
>>
>> PS You have heard of MiNT, right? ;-)))
>
>I certainly have heard of MiNT, but I have never seen/used it. I don't
>recall; does it support a GUI, or is it strictly command line? Have you
>compiled any software for it?
>

indeed there is. I'd suggest starting your search at
http://kellis.atari.org, there's a few programs there, as well as links
to some others...

3409. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-25 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7b4iu4$1eg$1@news.campus.mci.net>
Source record: 3672

On 24 Feb 1999 20:52:59 , John Byrne wrote:

->I certainly have heard of MiNT, but I have never seen/used it. I don't
->recall; does it support a GUI, or is it strictly command line? Have you
->compiled any software for it?
->
->John

Hey. Yes, it does support GUI's. The best alternative desktop to run
with it is Thing. You have GUI support with the Thing desktop as well
as "virtual consoles" that are command line only. <alt><F1 - F9> give
you these desktops. You could theoretically be running 9 differetn apps
from each Vconsole, memory and CPU willing. Quite a bit of software
from the Unix world has been ported/compiled to run under Mint. For
example, a version of ICQ called MICQ runs fine. (check my .SIG for
my ICQ number).

If you would like, I can send you a .JPG or .BMP of my desktop. If I
send it UUencoded, its just slightly under 700K. Let me know if you
want it! ;-)

Catch ya alter...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3410. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-25 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36D61FCE.C8B31920@earthlink.net>
Source record: 3673

> C'mon Harold, give up on the Apple bashing. It's over, man. Apple is
> still around (and thriving!), what's left of Atari is owned by a
> clueless toy manufacturer.
>
>
> John

John
At least Atari NEVER took money from Microsoft just to stay solvent. I myself would rather go bankrupt than to be forced to grovel at the feet of Bill Gates. Of course the Tramiels should burn for what they did to Atari.....

Harold

3411. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-26 00:00:00 UTC
From: dennis.vermeire@ping.be
Message-ID: <7b52vllit2@news3.Belgium.EU.net>
Source record: 3674

On 24 Feb '99 John wrote:

>>I certainly have heard of MiNT, but I have never seen/used it.

I'll tell you something else... years before MagiCMac was released,
Multi TOS was ported to the Apple... Making it the first true
multitasking OS on a Apple....

In 1992, Apple computers were powered by 68030's and that made MinT
a bit sluggish, but on a more recent Apple it flies...

If You like I'll track a copy down and send it to you, Mint is still
freeware

Cheers from Belgium

Dennis

dennis.vermeire@ping.be
atasoft@atari-computer.com

3412. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-26 00:00:00 UTC
From: dennis.vermeire@ping.be
Message-ID: <7b52volit3@news3.Belgium.EU.net>
Source record: 3675

Monday 22 feb '99 TIFKAS commented stupidly;

>It's not Apple's
>fault that the 68k Tos clones have not kept up technology wise...

It sure isn't, but what has Apple donated to the world the last few
years? There's no Apple technology inside the modern Apples...
The G3 is developed and produced by Motorola, USB and Firewire are
no inventions of Apple, the graphic output is handled by a custom
ATI PC card. Take a look inside Your precious Mac and take a look at
a PC, what's the difference except for the processor ? NONE, Apple
computers have become PC Clones...
All that is left is a flashy box, and a bulkish and very sluggish not
to mention buggy OS, which except for a few bells and whistles hasn't changed for years,
System 7, 7.5, 8.0 it's still the same crap...they
make you pay for, it can still NOT do real multitasking -))
Think different => means buy a PC Clone in a flashy box with a Apple
logo sticked on it and pay a lot for the hype....

The last REAL computer Apple made was the QUADRA 840, all the shit that
came later is probably recycled by now. Where's the 5200,6200,7500,8100,
etc........ what poor misleaded soul is still slaving away at those
"marvels"?

IMHO Apple is going the same way as Atari & Commodore => DOWN.
It wont be long now, the patient is already in a deep coma, I'll be at
the funural, will You ?

Cheers from Belgium (Land of the Jihads)

Dennis

dennis.vermeire@ping.be
atasoft@atari-computer.com

3413. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-26 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <36D63E37.1906C3CF@ihug.co.nz>
Source record: 3676

Hi there,

sinclair2246@my-dejanews.com wrote:

> In article <36D0AEF4.428C857F@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
> > Whats wrong with a Honda Accord? It might be a bit family oriented
> > and lack a little outright performance (which is why I bought a
> > Prelude!) ;^), but its still a fine car?! :)
>
> Typical...The ST line was made in Taiwan...But thats different..
>

True...but many fine things come from Taiwan...especially electronic
components found in nearly all computers including cutesy little iMacs...

> The Accord maybe my next car...but looking at the Mazda 626...

The 626 is OK for a basic bread-n-butter, but Accord will provide more
of the 'hmmm...I LOVE this car!' factor...

> > BTW Peter, visit http://www.icab.de, grab the demo, and experience what
> > YOU have been missing all this time!...
>
> Such as...? Try Navigator and see what you have missed by sticking to the
> past..

I email this from Communicator 4.06...nothing introduced in this from v3
really
makes me jump up-and-down....

Oh and I'm only using this (someone elses 200Mhz PMac 7220) while I sort out
moving to a new place. Once thats done my Falcon030 will for sure be
reinstated
as my net navigation machine of preference...

> Eh...I get upgraded to the latest every 18 months..

You're prepared to wait that long? CAB even seems to index to an upgraded
version more often than that...

> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

Chris Wilkinson,
/|\ ATARI Falcon030/32....14"/25", 14MB, 2G's, no-net(TM), (DSP)56k,...

;^)

3414. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-26 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7b5jk0$j3p$1@nnrp1.dejanews.com>
Source record: 3677

In article <7b52volit3@news3.Belgium.EU.net>,
<dennis.vermeire@ping.be> wrote:

> It sure isn't, but what has Apple donated to the world the last few
> years? There's no Apple technology inside the modern Apples...
>
> The G3 is developed and produced by Motorola, USB and Firewire are
> no inventions of Apple, the graphic output is handled by a custom
> ATI PC card.

Actually, Apple invented and holds the patent for firewire. The sound hardware
and motherboard were designed by Apple. So were the keyboard, mouse and case.
But even if your statement that there is no Apple [hardware] techology in
modern Apples were true (which it isn't), what would it matter?

Apple has developed a fair bit of software technology over the last few years.
They have significantly enhanced AppleScript, QuickTime, WebObjects and
YellowBox. They created ColorSync, Quickdraw 3D, Sherlock and Mac OS X Server.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3415. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-26 00:00:00 UTC
From: John Byrne <johnbyrne@home.com>
Message-ID: <36D66412.20DB3C9C@home.com>
Source record: 3678

> I'll tell you something else... years before MagiCMac was released,
> Multi TOS was ported to the Apple... Making it the first true
> multitasking OS on a Apple....
>
> In 1992, Apple computers were powered by 68030's and that made MinT
> a bit sluggish, but on a more recent Apple it flies...
>
> If You like I'll track a copy down and send it to you, Mint is still
> freeware
>
> Cheers from Belgium
>
> Dennis

That would be really interesting to play with. Please do!

John

3416. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36d6bc79.0@nemo.idirect.com>
Source record: 3679
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Having been told by his doctor that the Analyn Black on Steve Jobs' shoes was the reason that he was having those debilitating hallucinations about "Atari Jihads", sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

>
>> > BTW Peter, visit http://www.icab.de, grab the demo, and experience what
>> > YOU have been missing all this time!...
>>
>> Such as...? Try Navigator and see what you have missed by sticking to the
>> past..

well, TiFKAS, it looks like many Mac users disagree with you - as usual.

Judging by the reaction from users of the iCAB demo on comp.sys.mac.advocacy, they're quite pleased with how well iCAB works - not a pig in memory or in hard drive space, speedy, not bogged down with nonsense, etc.

Of course, you wouldn't know that, since you're too scared to venture into mac.advocacy - could it be that you'd be rendered to french fries in seconds the first time you posted your drivel there...

BTW, next release of the iCAB demo will be in English as well as German.

And as for "sticking to the past" - well, it seems there's work going on an .mp3 player for the Falcon that should be out pretty soon. We may be a bit behind, but it's fun to play catchup to show up just how wrong mouth-breathing disinformationists like you can be in your desperate attempts at brinksmanship over obviously superior debaters...

3417. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-02-26 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7b6kbh$me8$1@news.campus.mci.net>
Source record: 3680

On 26 Feb 1999 10:23:37 , Daniel L. Dreibelbis wrote:

<snip>

-> And as for "sticking to the past" - well, it seems there's work
->going on an .mp3 player for the Falcon that should be out pretty soon.
->We may be a bit behind, but it's fun to play catchup to show up just
->how wrong mouth-breathing disinformationists like you can be in your
->desperate attempts at brinksmanship over obviously superior debaters...

Hi Daniel! Just thought I'd mention that if you are using MiNT on a
Falcon with an FPU and at least a 68040 processor, you can play MP3's

now... ;-)

PS Keep up the good (Anti-Sinclair) work! ;-)))

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3418. Re: Machine/CPU ID's A threat to privacy and end user rights. Danger : Crossposted!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-01 00:00:00 UTC
From: Peter Urbanec <peteru@null.net>
Message-ID: <36DA3DD2.781FEB24@inu.co.jp>
Source record: 3681
Cross-posted to: alt.comp.periphs.soundcard.sblive,alt.games.half-life,alt.games.starcraft,alt.games.unreal,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.hardware.chips,comp.sys.mac.advocacy,alt.religion.amiga,alt.religion.computers

kefkef wrote:
>
> just wanted to know, is this the longest thread in the history of
> newsgroups, or is it still just a baby one

Nah, this is only a baby one.

There was a couple of OS religion threads back in 1989 - 1991 (mainly Amiga vs PC vs Mac) that went on for more than a year. The Atari camp also briefly chimed in for a couple of months, but they were hammered by everyone because of their inferior platform.

news://news.soundblaster.com/creative.products.sound_blaster.live also has some ridiculous threads that just don't seem to go away, but even those are nothing when compared to the good old Amiga advocacy threads ;-) Although, the SoundBlaster camp are much better at swearing and abusing each other.

Oh, and while we are at it, if you are trying to keep the thread going, you ought to add more groups when cross-posting and also follow up your own posts with faked headers and troll :-)

The Pentium III id is great for software publishers that want a continuous flow of income. One of my ex-employers said they will only support the P-III in their latest release of their high end graphics software. Each customer will have to enable the CPU id so that they can monitor how many CPU's they run and charge a per CPU licence accordingly.

What they eventually want to do is make their customers pay for the CPU-hours they use. The customer will pay each month depending on how many CPUs they used, at what speed and for how long. Until now, they could not do that reliably, but with the P-III they can just force their customers to do it. The clients will still have to purchase their own hardware, but the software is now pay per use.

They reckon that the continuous flow of money from the software has potential to pay for ongoing development. Even if they decide to stop development, many clients will still pay for years to come - easy money.

Neko Inusan

3419. Re: Encarta Correction

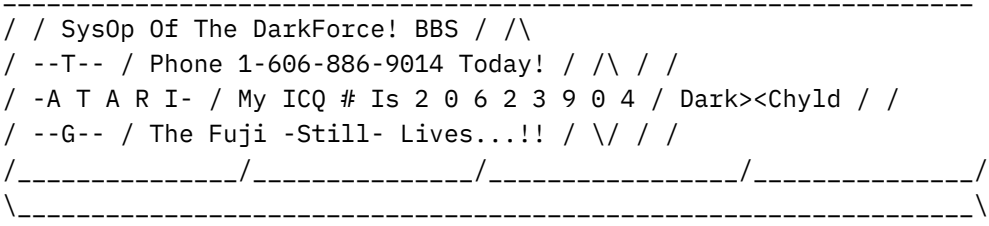
Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7bh2ggacv2@news.campus.mci.net>
Source record: 3600

On 2 Mar 1999 08:25:34 G, sinclair2246@my-dejanews.com wrote:

->Welcome to the '90's...Upgrade the slow hardware and there will be no
->umph....The folks who come in the store to buy imacs to replace their 10 year
->old SE 30's have figured it out. Most will keep the SE...

->Peter S.

Yes, it is the 90's (wow-thanks for that keen bit of timely info!). What
slow hardware? I'm using a Falcon '030 running Mint, so I have a true
pre-emptive multitasking OS, complete with great audio/video. Upgrade?
Sure-and its looking more and more like my next processor for my Falcon
might be a PowerPC... (courtesy of Titan Design). Chew on that, you've
got plenty of room there, sport! ;-)))))



3420. Re: Talking Atari here..Where and When?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7bh2kcacv3@news.campus.mci.net>
Source record: 3601

```
On 2 Mar 1999 08:40:21 G, sinclair2246@my-dejanews.com wrote:
->Sinclap... through withdrawals has been able not to post here for a week to
->see if any Talking Atari here developes..
->
->Just like I thought...Niyota..So much for the Jihads claim...
->
->
->Peter S.
->PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
->
->-----------== Posted via Deja News, The Discussion Network ==----------
->http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
->.
```

Eh? What the heck were you on when you posted this drivel? We've been having some pretty good threads going, thank you very much. Funny thing is, you were not involved. (coincidence? I think not...) ;-))))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________________\/
```

3421. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7bi45b$fd2@ds2.acs.ucalgary.ca>
Source record: 3602

I'd still like to know where to get an Atari Emulator (commercial & supported) for the G3 ??????

The G3 is fine, OS 8.5 is fine, but the DTP packages don't cut it !

The Canadian Curmudgeon

3422. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bg6n3$7me$1@nnrp1.dejanews.com>
Source record: 3682

In article <7b52volit3@news3.Belgium.EU.net>,
<dennis.vermeire@ping.be> wrote:
> Monday 22 feb '99 TIFKAS commented stupidly;
>
> >It's not Apple's
> >fault that the 68k Tos clones have not kept up technology wise...
>
> It sure isn't, but what has Apple donated to the world the last few
> years? There's no Apple technology inside the modern Apples...
> The G3 is developed and produced by Motorola, USB and Firewire are
> no inventions of Apple, the graphic output is handled by a custom
> ATI PC card. Take a look inside Your precious Mac and take a look at
> a PC, what's the difference except for the processor ? NONE, Apple
> computers have become PC Clones...

Eh, Beavis..
Apple has been involved with the PowerPC..including the Generation 3 processor
which is optimized for 8...

Apple invented the FireWire technology as well as the tech in OS 8.5 like
Sherlock, Quicktime and the best USB implemintation..Also having developing
Yum casings are original..

> All that is left is a flashy box, and a bulkish and very sluggish not
> to mention buggy OS, which except for a few bells and whistles hasn't changed for years,
System 7, 7.5, 8.0 it's still the same crap...they
> make you pay for, it can still NOT do real multitasking -))
> Think different => means buy a PC Clone in a flashy box with a Apple
> logo sticked on it and pay a lot for the hype....

You need to take your head out of your arse and smell the weeds... System 8.5
is marvelous...And will you get a modern original OS instead of keeping back?

> The last REAL computer Apple made was the QUADRA 840, all the shit that
> came later is probably recycled by now. Where's the 5200,6200,7500,8100,
> etc........ what poor misleaded soul is still slaving away at those
> "marvels"?

?

> IMHO Apple is going the same way as Atari & Commodore => DOWN.
> It wont be long now, the patient is already in a deep coma, I'll be at
> the funural, will You ?

You sure...

- Apple has achieved 5 straight profitable quarters (FQ1'98 $47M, FQ2 '98 $55M, FQ3 '98 $101M, FQ4 '98 $106M, FQ1 '99 $152M)

- Apple posted a FY '99 Q1 net profit of $152M, or $.95 EPS, compared to $47M and $.33 EPS in the year ago quarter

- Apple's FY '99 Q1 revenue of $1.7B was up 8% from the year ago quarter

- Apple sold 944,000 units in FY '99 Q1, a huge gain over FY '98 Q1 total of 635,000

- Apple sold over 519,000 iMac computers alone in FY ' 99 Q1, and has sold nearly 1,000,000 iMac systems since 8/14/98

- Apple's overall unit growth was 49% year over year

- Apple unit growth currently outpaces the industry average by 3x to 4x (variability results from different market tracking sources)

- Apple currently has over $2.6B in cash reserves and is generating over $200M more per quarter

- Apple's FY '99 Q1 gross margin of 28.2% was up from 22.4% in the year ago quarter

- Apple exited FY '99 Q1 with only 2 days of inventory ($25M), besting industry-leading Dell's 7 days of inventory

- 45% of U.S. iMac purchasers are new to the Macintosh platform (first time buyers 32%, Windows "converts" 13%)

- 62% of Japanese iMac purchasers are new to the Macintosh platform (first time buyers 46%, Windows "converts" 16%)

- iMac was the number 1 selling computer October - December through retail and mail order channels (source: PC Data)

- The Mac OS is one of only two high-volume operating systems on the face of the planet

- Over 12,000 3rd party products have been developed for the Macintosh

- Over 1,600 new Macintosh software titles have shipped worldwide since the iMac was introduced last May

- Apple's QuickTime multimedia technology is the de facto standard for both Macintosh and Windows

- Over 25,000,000 Macintosh users have installed QuickTime on their systems

- Over 50,000,000 Windows users have installed QuickTime on their systems

- 11,500 CD-ROM titles and hundreds of DVD titles have been authored with QuickTime

- The G3 processor in every Power Macintosh is at least twice as fast as it's Pentium II or III counterpart (Source: BYTEmark tests)

- A Pentium II would have to run at 800MHz to equal the performance of a 400MHz G3 (Source: BYTEmark tests)

- By tightly integrating hardware and system software Apple still delivers the easiest to set-up and use personal computer

- 62% of creative professionals use Macintosh

- 76% of color publishing is done on Macintosh

- 72% of multimedia CD production is done on Macintosh

- 65% of digital video and multimedia production is one on Macintosh

- 64% of Internet Web site content is created on Macintosh
- Overall 47% of HTML and Web publishing is done on Macintosh

- Apple has a 52% installed base share of the U.S. K-12 education market
****

> Cheers from Belgium (Land of the Jihads)
>
> Dennis
>
> dennis.vermeire@ping.be
> atasoft@atari-computer.com
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3423. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bg72g$91h$1@nnrp1.dejanews.com>
Source record: 3683
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <36d6bc79.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> Having been told by his doctor that the Analyn Black on Steve Jobs'
> shoes was the reason that he was having those debilitating
> hallucinations about "Atari Jihads", sinclair2246@my-dejanews.com (The
> iDiot Forever Known As Sinclap) wrote:
>
> >
> >> > BTW Peter, visit http://www.icab.de, grab the demo, and experience what
> >> > YOU have been missing all this time!...
> >>
> >> Such as...? Try Navigator and see what you have missed by sticking to the
> >> past..
>
> well, TiFKAS, it looks like many Mac users disagree with you - as
> usual.

So who is going to pay for iCab when the others are free? Still is buggy and
I need a dependable browser to get the job done. Once iCab is stable...rock
solid..I may try out...Who knows...maybe i can expense the cost...-)

> Judging by the reaction from users of the iCAB demo on
> comp.sys.mac.advocacy, they're quite pleased with how well iCAB works -
> not a pig in memory or in hard drive space, speedy, not bogged down
> with nonsense, etc.

Same feature set?
Or shades of feature less Calamus?

> Of course, you wouldn't know that, since you're too scared to
> venture into mac.advocacy - could it be that you'd be rendered to
> french fries in seconds the first time you posted your drivel there...
>
> BTW, next release of the iCAB demo will be in English as well as
> German.

eh spoiken duetch?

> And as for "sticking to the past" - well, it seems there's work
> going on an .mp3 player for the Falcon that should be out pretty soon.
> We may be a bit behind, but it's fun to play catchup to show up just
> how wrong mouth-breathing disinformationists like you can be in your
> desperate attempts at brinksmanship over obviously superior debaters...

Yep..And no ambition...When your competitors get the job done faster and better...Who will call?
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3424. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bg751$91u$1@nnrp1.dejanews.com>
Source record: 3684

In article <36D61FCE.C8B31920@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
>
>
> > C'mon Harold, give up on the Apple bashing. It's over, man. Apple is
> > still around (and thriving!), what's left of Atari is owned by a
> > clueless toy manufacturer.
> >
> >
> > John
>
> John
> At least Atari NEVER took money from Microsoft just to stay solvent. I myself would
> rather go bankrupt than to be forced to grovel at the feet of Bill Gates. Of course the
> Tramiels should burn for what they did to Atari.......

Atari never had a chance to take money from MS. Who would give?

> Harold
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3425. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bg79m$95e$1@nnrp1.dejanews.com>
Source record: 3685

In article <7b11q7$6e1$1@news.campus.mci.net>,
darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall) wrote:
> On 24 Feb 1999 02:48:05 , John Byrne wrote:
>
> Hi John.
>
> ->C'mon Harold, give up on the Apple bashing. It's over, man. Apple is
> ->still around (and thriving!), what's left of Atari is owned by a
> ->clueless toy manufacturer.
>
> Only gripe I have with Apple (besides Sinclair!) is how much "umph"
> it takes to drive their OS...

Welcome to the '90's...Upgrade the slow hardware and there will be no
umph....The folks who come in the store to buy imacs to replace their 10 year
old SE 30's have figured it out. Most will keep the SE...

> As to whats left of Atari being owned by a clueless toy manufacturer,
> well...they don't (and never will!) own the Atari users! ;-)
>
> ->Besides, the whole world knows that Linux on a PowerPC is what rules. :)
> ->
> ->John
>
> I agree with this, it does rule...right next to my Atari running MiNT
> (Unix clone)!!!
>
> PS You have heard of MiNT, right? ;-)))
>
> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3426. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bg7i1$9ea$1@nnrp1.dejanews.com>
Source record: 3686

In article <7as9nshna1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:
> In article <7aqv9k$ci5$1@nnrp1.dejanews.com>,
> sinclair2246@my-dejanews.com wrote:
> > In article <36CFC04C.A8914793@earthlink.net>,
> > "Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
> > >
> > >
> > > Brian Van TIlborg wrote:
> >
> > >
> > > Peter S.
> > > PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
> > >
> >
> > Wow, a 14" screen powerbook. Why not just take a Lynx with you when your out?
> > Only 64MB of RAM. My antique Falcon has 78MB, 10G's, 56K at 230K DTE and
> > S-Video is only a $1.00 dollar part. MC1377P. You should try installing one
> > yourself sometime. You will wonder why apple charged you so much for it. Why
> > don't you retire that hand-me-down machine you have for something that has
> > the horsepower to pull Mac O/S 8 around at a decent speed?

I did not pay for the PB..My company provides it as a home office machine..G3
PB flies...

>
> ----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3427. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bg7n8$9hm$1@nnrp1.dejanews.com>
Source record: 3687

In article <36D33288.164BFCE@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
>
>
> sinclair2246@my-dejanews.com wrote:
>
> > So why do you not use the ST for online?
> >
> >
> >
> > Peter S.
> > PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
> >
> > ----------== Posted via Deja News, The Discussion Network ==----------
> > http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
> Mr. Sinclair,
> Like a poor marksman , you keep missing the target. I do use my Mega Ste with CAB
> on the internet. I chose the machine to use based on how I feel that day. I began
> logging on to the internet when it was still called DARPANET. I have connected with IBM
> 350's, T/I 99/4a's, Atari 800XL's, Interact model R's and even a Tandy Model 1, Unlike
> you I do not need the latest colour machine to log online. Nor am I forced to utilize
> ever increasing funds to do so.

The TI 99/4a was my first computer...A great machine of the time.. I never use
my funds to buy the latest and greatest...

> Harold Alley
> PS when I attended college in the early 80's (while you were drooling over your
> formula) I used all of those machines as a Computer Science major.
>
> By the way thank the inventor of USB . His name in Nolan Bushnell, He invented Atari
> and placed the SIO port on his EIGHT bit computers nearly 20 years before the PC and
> Mac worlds figured out how to daisy chain peripherals.
>
What ever...

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3428. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bg7pv$9ia$1@nnrp1.dejanews.com>
Source record: 3688

In article <36D32E45.DB76B29@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
>
>
> sinclair2246@my-dejanews.com wrote:
>
> >
> >
> > Saids whom...? The ATI Rage 128 costs $200... You may pay $1500 for a decent
> > one in the ST world but not in the mac/wintel world.. I guess you jihads are
> > use to paying more..
> >
> >
> > Peter S.
> > PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
> >
> > ----------== Posted via Deja News, The Discussion Network ==----------
> > http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
> Actually Mr. Sinclair I was referring to the PC world. A true professional uses cards
> based around the Glint, Gloria, Delta, and Razor chip sets. The Mark of a TRUE graphics
> professional is use of the HEIDI standard coupled with OpenGL. All of these cards are
> available starting at around $1,100.00. For the PC. the Delta and Glint MX are my
> favourites. Both offer 1920 x 1080 in 32 bit colour for starter. the Glint MX can go as
> high as 2750 x 1880 in 16 bit colour. And the card on needs 16 Megs of ram to accomplish
> this. Try that on an iMac little man!

No try that on an ST class machine...big wo...

> When going to war know your opponent, or stay at home.
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3429. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bg7tj$9sa$1@nnrp1.dejanews.com>
Source record: 3689

In article <01be5e87$d5740920$975e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:
>> > The Accord maybe my next car...but looking at the Mazda 626...

Whats wrong with the 626?

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3430. Talking Atari here..Where and When?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bg85k$9us$1@nnrp1.dejanews.com>
Source record: 3690

Sinclap... through withdrawals has been able not to post here for a week to see if any Talking Atari here developes..

Just like I thought...Niyota..So much for the Jihads claim...

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3431. Re: Talking Atari here..Where and When?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <iXSSSNAls622Ew18@steverosie.demon.co.uk>
Source record: 3691

In article <7bg85k$9us$1@nnrp1.dejanews.com>, sinclair2246@my-dejanews.com writes
>Sinclap... through withdrawals has been able not to post here for a week to
>see if any Talking Atari here developes..
>
>Just like I thought...Niyota..So much for the Jihads claim...
>
>
>Peter S.
>PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

Eeerm!!!!??????

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3432. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: cirby@magicnet.net
Message-ID: <cirby-0203990854470001@pm61-01.magicnet.net>
Source record: 3692
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

sinclair2246@my-dejanews.com wrote:

> So who is going to pay for iCab when the others are free?

Me. I'm tired of fat, ugly browsers from Microsoft and Netscape. $30
(the rumored retail price) is pretty trivial.

> Still is buggy and
> I need a dependable browser to get the job done.

It's a preview release. Give them a month or two to get rid of the more
obvious bugs (as opposed to Explorer and Communicator, which are both
still buggy after all these years).

--

Chad Irby \ My greatest fear: that future generations will,
cirby@magicnet.net \ for some reason, refer to me as an "optimist."

3433. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7bh14euie1@nnrp1.dejanews.com>
Source record: 3693

In article <7bg7i1$9ea$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <7as9nshna1@nnrp1.dejanews.com>,
> magicmac@my-dejanews.com wrote:
> > In article <7aqv9k$ci5$1@nnrp1.dejanews.com>,
> > sinclair2246@my-dejanews.com wrote:
> > > In article <36CFC04C.A8914793@earthlink.net>,
> > > "Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
> > > >
> > > >
> > > > Brian Van TIlborg wrote:
> > >
> > >
> > > Peter S.
> > > PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
> > >
> >
> > Wow, a 14" screen powerbook. Why not just take a Lynx with you when your
out?
> > Only 64MB of RAM. My antique Falcon has 78MB, 10G's, 56K at 230K DTE and
> > S-Video is only a $1.00 dollar part. MC1377P. You should try installing one
> > yourself sometime. You will wonder why apple charged you so much for it. Why
> > don't you retire that hand-me-down machine you have for something that has
> > the horsepower to pull Mac O/S 8 around at a decent speed?
>
> I did not pay for the PB..My company provides it as a home office machine..G3
> PB flies...

Coming from you, that is almost a submission that the machine is inferior.
Why again, tote around a pile that that? Why not just purchase your own and
write it off on your taxes. Surely with your income you need some tax
advantages?
>
> >
> > ----------== Posted via Deja News, The Discussion Network ==----------
> > http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
> >
>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> ----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3434. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: pxpst2@unixs.cis.pitt.edu
Message-ID: <pxpst2-0203991024380001@pelli.pathology.pitt.edu>
Source record: 3694
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <7bg72g$91h$1@nnrp1.dejanews.com>, sinclair2246@my-dejanews.com
wrote:

> So who is going to pay for iCab when the others are free? Still is buggy and
> I need a dependable browser to get the job done. Once iCab is stable...rock
> solid..I may try out...Who knows...maybe i can expense the cost...-)

Exactly what browser do you use that is rock solid? I have used them all,
and I have not found one that could not be crashed even on windows.

--
Peter

" Don't you eat that yellow snow
Watch out where the huskies go"
FZ

3435. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: Yassam@my-dejanews.com
Message-ID: <7bh34rpo1@nnrp1.dejanews.com>
Source record: 3695

In article <7bg6n3$7me$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:

> ...<snip>...

Interesting set of figures, good to see Apple doing so well! :-)

> - 45% of U.S. iMac purchasers are new to the Macintosh platform (first time
> buyers 32%, Windows "converts" 13%)
>
> - 62% of Japanese iMac purchasers are new to the Macintosh platform (first
> time buyers 46%, Windows "converts" 16%)
>
> - iMac was the number 1 selling computer October - December through retail
> and mail order channels (source: PC Data)

iMac is a marketing success, however it's sales are still small compared to
overall PC sales!

> - The G3 processor in every Power Macintosh is at least twice as fast as
> it's Pentium II or III counterpart (Source: BYTEmark tests)
>
> - A Pentium II would have to run at 800MHz to equal the performance of a
> 400MHz G3 (Source: BYTEmark tests)

...Hook...Line...And...Sinker! -0----; :-D

This is marketing "crap" I'm afraid. The BYTEmark test is _not_ a good measure
of processor performance, since it varies greatly on the compiler used and the
optimisations choosen (Apple conveniently fail to mention this!).

The results quoted by Apple are G3 optimised results against 486!!! optimised
results (when running on the Pentium)! When the same test was re-compiled
using Pentium optimisations, it so-called 'toasts' the G3.

Please read the following related link;

http://www.zdnet.com/zdtv/freshgear/viewpoints/story/0,3679,2132167,00.html

The G3 processor is just as good as, but not better than, the equivalent
Pentium II processor. It is slightly faster than the Pentium II for integer
operations, but slighy _slower_ for floating-point operations. In otherwords,
overall performance is about the same. Application benchmarks tend to reflect
this, where performance differences are more to do with software
optimisations and design rather than processor power.

Please read the following benchmark results;

http://www.zdnet.com/pcmag/firstlooks/9808/f980828a.html

> - By tightly integrating hardware and system software Apple still delivers
> the easiest to set-up and use personal computer

Can't argue with that! :-)

> - 62% of creative professionals use Macintosh
> - 76% of color publishing is done on Macintosh
> - 72% of multimedia CD production is done on Macintosh
> - 65% of digital video and multimedia production is one on Macintosh
> - 64% of Internet Web site content is created on Macintosh
> - Overall 47% of HTML and Web publishing is done on Macintosh
> - Apple has a 52% installed base share of the U.S. K-12 education market

Yes, the Macintosh has established a very strong position in a number of
market areas over the years, however, the rest is dominated by the PC, and
the 'wonderful' iMac isn't the machine to change this situation! But who
knows what suprises Steve Jobs has in store for the future! :-)

Should be very interesting!

(Back to my PC for now! :-D)

BTW, where did you get your results from? Are the URLs available?

:)
Dr Yassam

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3436. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36dc05cc.0@nemo.idirect.com>
Source record: 3696

On 2 Mar 1999 08:21:43 G, having been assured by Conan O'Brien that his
true identity as "Mr. 2" " would never be found out, sinclair2246@my-dejanews.com
(The iDiot Forver Known As Sinclap) wrote:

>> >> Such as...? Try Navigator and see what you have missed by sticking to the
>> >> past..
>>
>> well, TiFKAS, it looks like many Mac users disagree with you - as
>> usual.
>
>So who is going to pay for iCab when the others are free? Still is buggy and
>I need a dependable browser to get the job done. Once iCab is stable...rock
>solid..I may try out...Who knows...maybe i can expense the cost...-)

the people who so far have found that iCAB is superior. Or aren't
as cheap as you are....

>
>> Judging by the reaction from users of the iCAB demo on
>> comp.sys.mac.advocacy, they're quite pleased with how well iCAB works -
>> not a pig in memory or in hard drive space, speedy, not bogged down
>> with nonsense, etc.
>
>Same feature set?
>Or shades of feature less Calamus?

so far the features on iCAB have proven to be what Mac users want,
not what IE and Netscape have decided what's "good for them". And so
far, at least one Mac journalist has been raving about just how good
and fast iCAB has been to him.

And as for your views on Calamus SL - well, seeing as you've
admitted you've never used the program yourself, that makes your
opinions worthless. (And speaking of comparing Apples to oranges,
you're comparing a web browser to a professional DTP package?)

>
>> And as for "sticking to the past" - well, it seems there's work
>> going on an .mp3 player for the Falcon that should be out pretty soon.
>> We may be a bit behind, but it's fun to play catchup to show up just
>> how wrong mouth-breathing disinformationists like you can be in your
>> desperate attempts at brinksmanship over obviously superior debaters...
>
>
>Yep..And no ambition...When your competitors get the job done faster and
>better...Who will call?

ah, but when we do it, we more than often get it right the first time. The advantage of learning from observing the competitors' mistakes....

3437. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36dc0a2c.0@nemo.idirect.com>
Source record: 3697

On 2 Mar 1999 08:15:38 G, sinclair2246@my-dejanews.com (The iDiot
Forever Known As Sinclap) wrote:

>> All that is left is a flashy box, and a bulkish and very sluggish not
>> to mention buggy OS, which except for a few bells and whistles hasn't changed for years,
System 7>, 7.5, 8.0 it's still the same crap...they
>> make you pay for, it can still NOT do real multitasking -))
>> Think different => means buy a PC Clone in a flashy box with a Apple
>> logo sticked on it and pay a lot for the hype....
>
>You need to take your head out of your arse and smell the weeds... System 8.5
>is marvelous...And will you get a modern original OS instead of keeping back?

Coming from a "man" who has proven time and again he's a pro at
keeping his head buried "up there" so often there are sphincter marks
on his neck. Now that is real pot/kettle/black there,
TiFKAS.

Ah yes, 8.5 - the operating system noted in its initial release for
trashing hard drives. Shurely shome mishtake in Apple's development
department that they should've thorughly squashed before release.

We've already got some nice OSes that give bloated buggy
abominations like 8.5 a nice run for their money - and take up less
system resources.....

>- Over 12,000 3rd party products have been developed for the Macintosh
>
>- Over 1,600 new Macintosh software titles have shipped worldwide since the
>iMac was introduced last May

but are conspicuos by their absence at any store selling Macs
>
>- Apple's QuickTime multimedia technology is the de facto standard for both
>Macintosh and Windows

and Atari, thanks to wonderful products like MoviePlayer and
AniPlayer.

>
>- The G3 processor in every Power Macintosh is at least twice as fast as
>it's Pentium II or III counterpart (Source: BYTEmark tests)

and it was proven by various third parties, as well as a number of
respected computer journalists, that the BYTEmark was rigged - when
proper benchmarks were put together, some very different results were
discovered (i.e, Celeron 300 stomped an iMac to death). The Steve Jobs

Reality-Distortion Field® has no effect here....

>
>- A Pentium II would have to run at 800MHz to equal the performance of a
>400MHz G3 (Source: BYTEmark tests)

again, based on a rigged BYTEmark. TIFKAS and his favorite Apple
apologist, Don Crabb, have yet to post any results of tests that show
their flawed jingoism. Apple is noted for not putting any hard numbers
in their advertisng leaflets, just meaningless graphs with funny
pictures..

Apple holds 52% of market in education K2-Grade 12

what year? Latest reports has Apple's marketshare rapidly falling
to Compaq, who've pulled in the lead....

3438. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36dc0aed.0@nemo.idirect.com>
Source record: 3698

On 2 Mar 1999 08:30:01 G, sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

>>
>> Wow, a 14" screen powerbook. Why not just take a Lynx with you when your out?
>> Only 64MB of RAM. My antique Falcon has 78MB, 10G's, 56K at 230K DTE and
>> S-Video is only a $1.00 dollar part. MC1377P. You should try installing one
>> yourself sometime. You will wonder why apple charged you so much for it. Why
>> don't you retire that hand-me-down machine you have for something that has
>> the horsepower to pull Mac O/S 8 around at a decent speed?
>
>I did not pay for the PB..My company provides it as a home office machine.

translation - too cheap to invest his own money in something more powerful....

3439. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7bh23facv1@news.campus.mci.net>
Source record: 3699

On 2 Mar 1999 08:15:38 G, sinclair2246@my-dejanews.com wrote:

<Mac flag-waving propaganda snipped>

->- The Mac OS is one of only two high-volume operating systems on the face
->of the planet

->Peter S.

Please define "high-volume"? I would imagine anything of 5 million or
more would qualify, wouldn't you? So you can throw in Workbench and
Linxu/Unix... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3440. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-03 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <920421422-296363AEicMi@ping.be>
Source record: 3603

In article <7bg6n3$7me$1@nnrp1.dejanews.com>,
TIFKAS commented;

>take your head out of your arse and smell the weeds...
Hey, It takes one, to knows one...

Now, let me see, how shall i put this without hurting your
feelings:
You need to go to a optician as fast as you can, staring at the
crummy
tube from the IMac all day long, probably caused damage to you
eyesight
and brain (Daniel, does a TIFKAS person has a brain ?) or what's
left
of it....

<SNIP>
>- Apple has achieved 5 straight profitable quarters (FQ1'98 $47M,
FQ2
>'98
>$55M, FQ3 '98 $101
Lots of bullshit here...
> $1.7B was up 8% from the year ago quarter
<SNAP>
Where I come from, we call this "creative accounting",

>- Apple's overall unit growth was 49% year over year
From what ? compared with what? peanuts??

>- Apple's FY '99 Q1 gross margin of 28.2% was up from 22.4% in the

>year ago quarter
This proves my point, gross profits by selling overpriced,
overhyped,
flashy boxes to a lot of TIFKAS's.....

>- 45% of U.S. iMac purchasers are new to the Macintosh platform
I'll have a thought for them in my prayers

>- iMac was the number 1 selling computer October - December
through
>retail and mail order
Where, in Timbuktu ??

>- Over 12,000 3rd party products have been developed for the
Macintosh
Daniel, this guy is not a TIFKAS, he's a enormous big TIFKAS, I

suggest
you go to a doctor as quick as you can and have your head examined.

>- Over 1,600 new Macintosh software titles have shipped worldwide
>since the
>iMac was introduced last May
On second thoughts, don't go wasting the doctors time....

>- Over 25,000,000 Macintosh users have installed QuickTime on
their
>systems
In your dreams...., Where are those 25,000,000 users hiding ??

>- The G3 processor in every Power Macintosh is at least twice as
fast
>as it's Pentium II or III counterpart (Source: BYTEmark tests)
Have you heard of the Sun Visual Workstation SGI 320, running on a
Pentium II 450Mhz ? This computer was compared to the latest
Tupperware
box from Apple => G3/400Mhz, sorry mate, but the Tupperware Box was
the
slowest one in all tests. These tests are not benchmarks wich can
be
manipulated but real life tests, the two machines running Photoshop
apps,
rendering a animation, raytracing etc (Source Macup, March99), yes
a
dedicated Apple magazine -)))

>- A Pentium II would have to run at 800MHz to equal the
performance of
>a 400MHz G3 (Source: BYTEmark tests)
I rest my case.... TIFKAS

>- Apple has a 52% installed base share of the U.S. K-12 education
>market
Poor Kids, isn't there a law in the US against Child Abuse ?

>Apple has been involved with the PowerPC..including the Generation
3
>processor
Yes, and it shows, instead of being optimised for speed it's
optimised
to run the buggy Apple OS System.
What's going to happen when the G4 hits the street? the Yosemite
board
inside the Blue Tupperware Box is NOT suited -))) So, they'll have
to
come up with another series of boxes, perhaps we'll be seeing the
launch of a couple of more coloured boxes, and that's the PRO serie
??
New Box, new motherboard, new hype, new things to drool about

TIFKAS...

>Apple invented the FireWire technology as well as the tech in OS
8.5
>like
>Sherlock, Quicktime and the best USB implemintation..Also having
>developing
>Yum casings are original..
Apple DID NOT invent FireWire, what they invented is far less, they
put
down the principles and tech stuff of FireWire but it took IBM,
SONY
and Texas Instruments to name just a few, which developed FireWire
into
what it is now. The first implementation of what is now called
FireWire
could be found in a NEXT computer, the specs looked like nothing
Apple
defined in their IEE338xx standard.
Sherlock, is just a tool to help you find your way around in the
chaos
Apple created.
Quicktime was developed in another lifetime, and having the BEST
USB
implementation, just makes me wet my pants-))).

> System 8.5 is marvelous...
What has changed since System 7.5 ? Nothing, zippo, everytime Apple
has
to adapt their OS so it can run with the newest PC based hardware,
they
give it a new number, and for a "leading" computerfirm which leads
the
way, well, they have NEVER get it right from the start, System 8.5
is
now 8.5.1, adding a few bells and whistles doesn't make a good OS,
usally it makes it more buggy...

So, I rest my case and say it AGAIN:
Apple DID produce wonderfull machines and used to be a inventive
firm,
they introduced Quicktime and prevented Micro$oft to dominate for
100%.
Apple stopped developing Computers in 1995, when they switched to
the
PowerPC, open up a Mac and take a good look => PC Stuff all around,

even the latest pride and joy : the Yosemite motherboard is nothing

more then a adapted ASUS motherboard...
So all that's left is a firm that assembles clones which runs G3s,
but

lets give them a bit credit:
APPLE, Premium flashy computer casing manufacturer including tacky
and
clumsy keyboard& mouse.

I'll see You at the funural

-
Cheers from Belgium

Jihad Dennis,

dennis.vermeire@ping.be
atasoft@atari-computer.com

3441. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-03 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36dcc495.0@nemo.idirect.com>
Source record: 3604

On 2 Mar 1999 18:42:17 -, VE6HY wrote:
>
>I'd still like to know where to get an Atari Emulator (commercial &
>supported) for the G3 ??????
>
>The G3 is fine, OS 8.5 is fine, but the DTP packages don't cut it !

have you tried Bengy Collins' site lately (http://bengy.atari.org)?
He's supposed to have now added info where one can find all commercial
MagiC-related products in North America.

But who knows - judging by the reaction both Ken and I have been
getting regarding questions about where to find Atari stuff (Ken's been
importing Mario Becroft's new hardware mods/adapters from New Zealand,
and he's gotten a LOT of interest, particularly for the new VGA adapter
dongle - in fact, he just sold two of them to US users), I may just go
into part-time business importing the stuff for Canadian and NA users.
Whadaya say?

3442. Re: Talking Atari here..Where and When?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-03 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36dcc6b0.0@nemo.idirect.com>
Source record: 3605

On 2 Mar 1999 16:11:56 G, Ronald J. Hall wrote:
>On 2 Mar 1999 08:40:21 G, sinclair2246@my-dejanews.com wrote:
>->Sinclap... through withdrawals has been able not to post here for a week to
>->see if any Talking Atari here developes..
>->
>->Just like I thought...Niyota..So much for the Jihads claim...
>->
>->
>->Peter S.
>->PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>->
>->-----------== Posted via Deja News, The Discussion Network ==----------
>->http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>->.
>
> Eh? What the heck were you on when you posted this drivel? We've been
> having some pretty good threads going, thank you very much. Funny thing
> is, you were not involved. (coincidence? I think not...) ;-))))
>
>
and speaking of new developments - remember TiFKAS' brain-dead
attack on the Hades, where he said we couldn't utilize DVD?

well, I just downloaded the demo for Uwe Seimet's newest version of
HD Driver - lo and behold, there's DVD support built into the new
driver, as well as SCSI III. I have a funny feeling we'll be seeing DVD
programs for the Milan, Hades and Phenix coming real soon. Maybe even a
nice player program ala CD Player, which would turn even the lowliest
ST into a nice video control player for a DVD drive.

That large sucking sound you hear is TiFKAS trying to extricate his
OTHER foot from his mouth....

3443. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-03 00:00:00 UTC
From: Christian Bau <christian.bau@isltd.insignia.com>
Message-ID: <36DCF8C4.D8A3FDEB@isltd.insignia.com>
Source record: 3606
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Chad Irby wrote:
>
> sinclair2246@my-dejanews.com wrote:
> > Still is buggy and
> > I need a dependable browser to get the job done.
>
> It's a preview release. Give them a month or two to get rid of the more
> obvious bugs (as opposed to Explorer and Communicator, which are both
> still buggy after all these years).

One of the pages at the iCab site (www.icab.de) is a test page, with a bit of more complicated html and an explanation (in German) what your browser is supposed to display. Anyone who can read German can open it in Netscape and have a good laugh :-(

3444. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-03 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36dd40df.0@nemo.idirect.com>
Source record: 3607

On 3 Mar 1999 05:58:29 G, Brian Van TIlborg wrote:

>> but are conspicuos by their absence at any store selling Macs
>
>Dan, are you suggesting ....VAPOURWARE?

yep. In fact, I think most of the vapour seems to be eminating from
the centre of TiFKAS' intelligence :)

Honestly, if there's all these amazing products out there, then why
can't I find them at the Mac dealers? That includes the professional
Mac stores, CP Used, Computer City and of course the mass-volume stores
that sell iMac.

Maybe we should challenge TiFKAS to name all 1600 titles :)

>BTW, Does TAF still do NEWSletters? Since it seems nearly impossible to
>make meetings, and since I haven't seen you post meeting dates, I would simply
>just like to join TAF and receive a newsletter every month.

it's possible - as a matter of fact, we've now dropped the price of
membership in TAF to $25 a year, and I think we still offer a
newsletter-only deal (maybe $20 a year). We've also recently relaxed
our members-only policy to the BBS - we've now opened full use to ALL
Atari/clone/emulator users. (416-421-8999)

BTW, next meeting is March 17th, where I'll be demoing NVDI 5.

>
>> and it was proven by various third parties, as well as a number of
>>respected computer journalists, that the BYTEmark was rigged - when
>>proper benchmarks were put together, some very different results were
>>discovered (i.e, Celeron 300 stomped an iMac to death). The Steve Jobs
>>Reality-Distortion Field® has no effect here....
>
>A Celeron??? GOOD LORD.

yep. I was surprised by the results as well. And this was a
first-generation Celeron.

>>>- A Pentium II would have to run at 800MHz to equal the performance of a
>>>400MHz G3 (Source: BYTEmark tests)
>>
>> again, based on a rigged BYTEmark. TIFKAS and his favorite Apple
>>apologist, Don Crabb, have yet to post any results of tests that show
>>their flawed jingoism. Apple is noted for not putting any hard numbers
>>in their advertisng leaflets, just meaningless graphs with funny

>>pictures..
>
>What about the add with Jeff Goldblum, Boy he says alot too. Big words
>like EMAIL, and NUTS and COLOUR. A technical add like that could sell
>an ST to the general public, because they don't know what the're buying.

I have incredible respect for Jeff Goldblum's acting talent, but he
really should have turned down having to spout off some of the blatant
hooey in the iMac ads. Maybe Apple should rehire him to plead with
consumers to at least considering buying the hideous orange iMac, which
Apple is having trouble unloading.

>
>> Apple holds 52% of market in education K2-Grade 12
>
>Yawn, I have seen US public schools. Perhaps they should spend their money
>on more important needs in the education system.

All one has to do is read TiFKAS' ranting drivel to see the results
of the effects of a US education :)

>>
>> what year? Latest reports has Apple's marketshare rapidly falling
>>to Compaq, who've pulled in the lead....
>
>Pull out your facts DAN. I Know you like to back up what you say:-).

I'll have to re-find that story, as I just had a major hard drive
crash. Shouldn't be hard to find though...

3445. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-03 00:00:00 UTC
From: joe.ragosta@dol.net
Message-ID: <joe.ragosta-0303990917140001@wil114.dol.net>
Source record: 3608
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <cirby-0203990854470001@pm61-01.magicnet.net>,
cirby@magicnet.net (Chad Irby) wrote:

> sinclair2246@my-dejanews.com wrote:
>
> > So who is going to pay for iCab when the others are free?
>
> Me. I'm tired of fat, ugly browsers from Microsoft and Netscape. $30
> (the rumored retail price) is pretty trivial.

Not to mention that Opera seems to be doing pretty well charging for their
browser.

You see, there are still _some_ people who will pay for quality.

>
> > Still is buggy and
> > I need a dependable browser to get the job done.
>
> It's a preview release. Give them a month or two to get rid of the more
> obvious bugs (as opposed to Explorer and Communicator, which are both
> still buggy after all these years).

Version 1.2 (now in English, btw) has already addressed some of the problems.

www.icab.de

--
Regards,

Joe Ragosta
joe.ragosta@dol.net

3446. Re: Apples to Atari emulators

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-03 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7bjnni$8o4@ds2.acs.ucalgary.ca>
Source record: 3609

On 3 Mar 1999, Daniel L. Dreibelbis wrote:

> >I'd still like to know where to get an Atari Emulator (commercial &
> >supported) for the G3 ??????
> >
> >The G3 is fine, OS 8.5 is fine, but the DTP packages don't cut it !
>
> have you tried Bengy Collins' site lately
> (http://bengy.atari.org)? He's supposed to have now added info
> where one can find all commercial MagiC-related products in North
> America.

Nope - I have not - I have been very busy rebuilding some financial books into the G3 and cursing at the clumsiness of some of the software after years of happy use of 'That's Write'(anything I need in a WP), 'LDW Power' (creaky and not as printer smart - but stable as hell), 'Pagestream' (flexible, stable and user friendly in a small package), and 'Informer II' (a bit flakey at times but still a nice database) - the connection to the net will have to wait until I get the 'work' done !!!

> But who knows - judging by the reaction both Ken and I have been
> getting regarding questions about where to find Atari stuff (Ken's
> been importing Mario Becroft's new hardware mods/adapters from New
> Zealand, and he's gotten a LOT of interest, particularly for the new
> VGA adapter dongle - in fact, he just sold two of them to US users),
> I may just go into part-time business importing the stuff for
> Canadian and NA users. Whadaya say?

I'd be very happy to buy stuff from a Canadian Distributor - if it will run under MagicMac (OS 8.5) - the old Atari is just to slow and short of memory - and the new TOS clones are too unavailable to consider.

How about a way to boot out OS 8.5 in favour of Linux ???

The Canadian Curmudgeon (in snowy - 2cm of white stuff - Calgary)

3447. Re: Talking Atari here..Where and When?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-03 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <63VUqgA9$a32EwcR@steverosie.demon.co.uk>
Source record: 3610

In article <36dcc6b0.0@nemo.idirect.com>, Daniel L. Dreibelbis
<dreibel@idirect.com> writes
>On 2 Mar 1999 16:11:56 G, Ronald J. Hall wrote:
>>On 2 Mar 1999 08:40:21 G, sinclair2246@my-dejanews.com wrote:
>>->Sinclap... through withdrawals has been able not to post here for a week to
>>->see if any Talking Atari here developes..
>>->
>>->Just like I thought...Niyota..So much for the Jihads claim...
>>->
>>->
>>->Peter S.
>>->PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>>->
>>->----------== Posted via Deja News, The Discussion Network ==----------
>>->http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>>->.
>>
>> Eh? What the heck were you on when you posted this drivel? We've been
>> having some pretty good threads going, thank you very much. Funny thing
>> is, you were not involved. (coincidence? I think not...) ;-))))
>>
>>
> and speaking of new developments - remember TiFKAS' brain-dead
>attack on the Hades, where he said we couldn't utilize DVD?
>
> well, I just downloaded the demo for Uwe Seimet's newest version of
>HD Driver - lo and behold, there's DVD support built into the new
>driver, as well as SCSI III. I have a funny feeling we'll be seeing DVD
>programs for the Milan, Hades and Phenix coming real soon. Maybe even a
>nice player program ala CD Player, which would turn even the lowliest
>ST into a nice video control player for a DVD drive.
>
> That large sucking sound you hear is TiFKAS trying to extricate his
>OTHER foot from his mouth....

Are you sure you got the end correct as I don't think that's his mouth;)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3448. iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-04 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bl2en$g7g$1@nnrp1.dejanews.com>
Source record: 3611

Despite, Chunks asertion that the imac is overpriced...the market has spoken...the imacs have sold out in the U.S. territory up north...maybe Apple should of charged higher price..

Wednesday, March 03, 1999

Want an iMac? Join the waiting
list

Paul Brent
Financial Post

Strawberry, blueberry, grape, tangerine, or lime.

No matter which is your favourite
flavour, chances
are slim that there's an iMac computer
waiting for
you on the shelf at a nearby Apple
dealer.

Supplies of the bright, translucent iMacs are "severely constrained." That's Apple Canada Inc. PR-speak for "sold out until April."

"The demand even exceeded what we thought it would be," said Dennis Manning, an Apple Canada spokesman.

Grape, the most popular colour, has been consistently out of stock since the product's introduction in January. Likewise for blueberry and strawberry.

An enterprising would-be iMac owner might be able to track one down in lime, the least popular colour.

The computers, which sell for about $2,000, are a hot commodity because they do not look like their competitors' boring beige boxes, plus they are configured to run applications such as games faster than IBM-based machines that can cost twice as much.

"What Apple has done is dragged the
computer sector into the mainstream of
marketing," said Mr. Manning, the
spokesman.

Besides home offices, iMacs are turning up in places such as design shops and advertising agencies, where looking cool is as important as being

efficient. Apple likes to tell the story of the woman who brought her drapes into a store to make sure the colour matched.

In Orangeville, Ont., the Orangeville Family Medical Centre contributed to the shortage recently when it bought 28 iMacs for its doctors, nurses, and administrators. The centre's iMacs are all lime, not for design reasons but because it was the only colour available.

"They have a space-age look to them so it is often what people will comment on," said Dr. Cathy Candusso, who handled the purchase of the computers.

The centre staff deny they have become slaves to fashion, even though the iMacs match their green countertops. Dr. Candusso said the adoption of Mac Medical software dictated the use of Macs, and the iMacs were the cheapest option.

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3449. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-04 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36de876b.7935473@news1.telia.com>
Source record: 3612

On Wed, 03 Mar 1999 05:58:37 GMT, madmax@bfree.on.ca (Brian Van
TIlborg) wrote:

>>> - 64% of Internet Web site content is created on Macintosh
>
>Probably closer to .64% I would BET MY ENTIRE YEARS PAY THAT I HAVE THE CLOSER
>FIGURE. Answer if FALSE.

Hmmm .. I don't think you really want to go that far since _a_lot_ of
Web-designers use Mac ...

>>(Back to my PC for now! :-D)
>
>You are BAD. GO AWAY. You wanna bash MAC in an ATARI FOREM, you use ATARI.
>:-).

That's the spirit! This i fully agree with ;)

Regards, K.Hampf
- email: kare.hampf@pp.inet.fi -

3450. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-04 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36de8b27.8892350@news1.telia.com>
Source record: 3613
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

On Tue, 02 Mar 1999 10:24:37 -0500, pxpst2@unixs.cis.pitt.edu (Peter)
wrote:
>Exactly what browser do you use that is rock solid? I have used them all,
>and I have not found one that could not be crashed even on windows.

Isn't "stable" on "Windows" a contradiction in terms ... since Windows
isn't stable, no browser can be :) Perhaps on NT4 (with great luck)

Regards, K.Hampf
- email: kare.hampf@pp.inet.fi -

3451. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-04 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36de8eba.0@nemo.idirect.com>
Source record: 3614

On 4 Mar 1999 04:33:27 G, sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

>Despite, Chunks asertion that the imac is overpriced...the market has >spoken...the imacs have sold out in the U.S. territory up north...maybe Apple >should of charged higher price..

<rest of badly-distorted spam snipped>

1) sorry, your imaginary friend "Chunks" does not exist.
2) your grammatical syntax in the above is very poor, just like your spelling.
3) it's not just an opinion held by one person - a recent article in The Toronto Star mentions that many Canadians balk at paying over $1800 for the overhyped iMac.
4) your brainless spam comes courtesy of the National Post, a recent upstart "national" newspaper put together by Hollinger owner Conrad "Tubby" Black - a right-wing muck-raking rag that is considered by the newspaper-reading public, as well as the other newspapers, to be a national joke with ZERO credibility. (See the anti-Tubby web site http://blackenvy.com for what Canadians REALLY think of this blowhard and his business practises)
5) looking here in Toronto, there are still lots of iMacs sitting in boxes in the shops. Several companies are still having trouble unloading their Rev. B iMacs, even after the price drop, to the point of offering $150 rebates.

Seems when TiFKAS hears the market speaking, he's really hearing the echoes of &#65533;berboss Steve Jobs' reality-distorting mantras in his empty head .....

Oh yes, you'll notice there's no mention of the hideous orange colour iMac - which has been noted in the press in the US that Apple has been having trouble unloading (and has been mentioned on http://www.macintouch.com)

3452. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-04 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36de91ef.10628567@news1.telia.com>
Source record: 3615

On Thu, 04 Mar 1999 04:33:27 GMT, sinclair2246@my-dejanews.com wrote:

>Despite, Chunks asertion that the imac is overpriced...the market has
>spoken...the imacs have sold out in the U.S. territory up north...maybe Apple
>should of charged higher price..

[SNIP!]

>Peter S.
>PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

If the system is as widely spread as you claim, isn't there a
newsgroup like comp.sys.mac.advocacy or comp.sys.mac.narcisists where
you can all be the happy bunch of beleivers and not bother us in the
Atari forums ... we like opinions not your advertisement or populistic
"facts".
From what I can see you are in some strange way trying to make
us beleive in the Mac phenomenon and it doesn't appear to you we wont.
I have worked as an Apple Authorized Service Engineer and I still
prefer my Atari before my Mac's or PC's (which I work with today).
Atari's are robust machines that are in many ways more usable than
Mac's or PC's, they do lot's by small means. Mac's costs a lot and
does some. Windows boxes costs about nothing and does about the same.

There does not exist the same support and positive attitude we
have in the Atari community in the Mac community, I'm so sorry. But I
understand your viewpoints to a degree, It can't be easy to be the
blind beleiver getting "facts" and not trying out and judging by
yourself.

K.Hampf

- email: kare.hampf@pp.inet.fi -

3453. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-04 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be6665$5fb0b9a0$605e0fcb@default>
Source record: 3616

sinclair2246@my-dejanews.com wrote in article
<7bg7tj$9sa$1@nnrp1.dejanews.com>...
> In article <01be5e87$d5740920$975e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
> >> > The Accord maybe my next car...but looking at the Mazda 626...
>
> Whats wrong with the 626?
>

It's a Mazda.
Honda's have a better build quality and are generally safer (for occupants) in collisions, taking into consideration that in this country most people DO wear seatbelts. I believe that may not be the case in some countries.

Honda motorvehicles are more reliable, although generally very expensive to repair should you have a major mechanical failure, or any accident..

I worked in the trade for 10 years, so my opinion is based on personal experience with a large range of vehicles.

3454. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-04 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bmjvk$r31$1@nnrp1.dejanews.com>
Source record: 3617

In article <36de8eba.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

>> 3) it's not just an opinion held by one person - a recent article in
> The Toronto Star mentions that many Canadians balk at paying over $1800
> for the overhyped iMac.
> 4) your brainless spam comes courtesy of the National Post, a recent
> upstart "national" newspaper put together by Hollinger owner Conrad
> "Tubby" Black - a right-wing muck-raking rag that is considered by the
> newspaper-reading public, as well as the other newspapers, to be a
> national joke with ZERO credibility. (See the anti-Tubby web site
> http://blackenvy.com for what Canadians REALLY think of this blowhard
> and his business practises)
> 5) looking here in Toronto, there are still lots of iMacs sitting in
> boxes in the shops. Several companies are still having trouble unloading
> their Rev. B iMacs, even after the price drop, to the point of offering
> $150 rebates.
>
> Seems when TiFKAS hears the market speaking, he's really hearing the
> echoes of sberboss Steve Jobs' reality-distorting mantras in his empty
> head .....
>
> Oh yes, you'll notice there's no mention of the hideous orange
> colour iMac - which has been noted in the press in the US that Apple
> has been having trouble unloading (and has been mentioned on
> http://www.macintouch.com)
>

The Jihad 'Chunks' is suffering realitry -distortion mantras because he refuses to believe that iMACS are on a roll up north. Despite...The Jihad 'Chunck' has a personal grudge against one who is more successful in regards to fame and wealth. Here is what a competitor is saying about the imac success. From...the Jihad 'Chunks' what will he come up to counter the Montreal Gazette. Another loony right wing nut running it..

http://www.montrealgazette.com/PAGES/990304/2337269.html

Colour the iMac popular
In Montreal, grape and blueberry prove the top
choices

ALISON MACGREGOR
The Gazette

Apple's advertising campaign for
its new candy-coloured iMac

computers has whetted
consumers' appetites.

Perhaps too much.

The machines - strawberry,
grape, tangerine, lime and
blueberry - are flying out of
stores across Canada. And the
most popular flavours - which
change depending on what part
of the country you happen to be
in - are sold out until April.

"The demand even exceeded what
we thought it would be," said
Dennis Manning, an Apple
Canada spokesman, in an interview, adding that Apple
prefers "constrained" to
"sold out."

Montrealers are not exempt from the frenzy.

"(We're) basically sold out," said Frederick Rosenberg of B.Mac le Magasin, Montreal's only computer store-lounge-cafe. He expects the next shipment in three to four weeks.

Yesterday, the store's iMac stock consisted of six French- language machines. But they were all in the least- popular colours in this city - strawberry and tangerine.

According to Rosenberg, the rest of Canada places
strawberry in the top three.
But "here, it's the tangerine and strawberry that we're
sitting on."

He said sales representatives have reported customers
trying to match the their
iMacs to their home-office decor.

"It happens all the time," said Rosenberg.

Still, he believes that people are more likely to match
computers to their moods
than to their home decor.

"They're just trying to get their favourite-colour kind of thing," said Rosenberg.

His son, for example, chose lime. "He was walking around
and said, 'Daddy.
Green.' "

Montreal's A1-Computers was also sold out of iMacs
yesterday.

But the store sells mostly PCs, said Robert Robin, the
technical manger.

"I think they're trying to make computers as fashionable
as furniture, he said,
commenting on the iMac's "teardrop-shaped system."

As for colour, he hasn't noticed any particular trends.

"We just special-order any colour the customer wants," he said.

We're sold out, but "just the top two colours," said Steve Knowlton, a
sales representative at Central Audio Video in Ville St. Pierre.

He said there is a month-long waiting list for grape and
blueberry iMacs.

But customers can still get lime, tangerine and
strawberry.

"I must say the strawberry is very strange," said
Knowlton. "It looks like it
should be flashing."

Is there some deeper meaning to customers' flavour
preferences?

"It's all about some psychological impression of colour," said Ella Uher,
an art therapist at Concordia University's school of fine arts. She said
people often make subjective choices based on reactions to particular
colours, related to previous life experiences.

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3455. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bnvkd$115$1@nnrp1.dejanews.com>
Source record: 3618

In article <7bi45b$fd2@ds2.acs.ucalgary.ca>,
VE6HY <besmith@calcna.ab.ca> wrote:
>
> I'd still like to know where to get an Atari Emulator (commercial &
> supported) for the G3 ??????
>
> The G3 is fine, OS 8.5 is fine, but the DTP packages don't cut it !
>

Don't cut it? And Calamus does? FYI: The last ST Calamus Jihad(who happens to work at the one of the CompUSA) in the Twin Cities will be trashing Calamus in favor of an all Adobe solution...Why? He is tired of the piss poor Calamus support, being ragged on for owning an Atari ST(not by me-I respect multiplatform chice) and also the Calamus files can't be read at Kinkos.

> The Canadian Curmudgeon
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3456. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bo01n$1en$1@nnrp1.dejanews.com>
Source record: 3619

In article <36de91ef.10628567@news1.telia.com>,
kare.hampf@pp.inet.fi (K. Hampf) wrote:
>
> If the system is as widely spread as you claim, isn't there a
> newsgroup like comp.sys.mac.advocacy or comp.sys.mac.narcisists where
> you can all be the happy bunch of beleivers and not bother us in the
> Atari forums ... we like opinions not your advertisement or populistic
> "facts".
>

Go ahead. I intentionaly left for a week...Guess what? Traffic decreased by
90%...

From what I can see you are in some strange way trying to make
> us beleive in the Mac phenomenon and it doesn't appear to you we wont.

No...I just kick back after hours for the ride...

> I have worked as an Apple Authorized Service Engineer and I still
> prefer my Atari before my Mac's or PC's (which I work with today).
> Atari's are robust machines that are in many ways more usable than
> Mac's or PC's, they do lot's by small means. Mac's costs a lot and
> does some. Windows boxes costs about nothing and does about the same.

Macs costs alot? In what way? The $1199 imac according to press accounts
have pretty much sold out. A certain Jihad 'Chunks' has criticised the
supposely high price of the YUMS. Looks like the market does not agree.

> There does not exist the same support and positive attitude we
> have in the Atari community in the Mac community, I'm so sorry. But I
> understand your viewpoints to a degree, It can't be easy to be the
> blind beleiver getting "facts" and not trying out and judging by
> yourself.

Same and positive attitude in the Jihad comminity? Have you been surfing the
web today? There are lots of Ji... Mac web sites...start at macsurfer.com/
and compare to Atari web sites run of of Peecees....

> K.Hampf
>
> - email: kare.hampf@pp.inet.fi -
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3457. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bo037$1f0$1@nnrp1.dejanews.com>
Source record: 3620

In article <36dcc495.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 2 Mar 1999 18:42:17 -, VE6HY wrote:
> >
> >I'd still like to know where to get an Atari Emulator (commercial &
> >supported) for the G3 ??????
> >
> >The G3 is fine, OS 8.5 is fine, but the DTP packages don't cut it !
>
> have you tried Bengy Collins' site lately (http://bengy.atari.org)?
> He's supposed to have now added info where one can find all commercial
> MagiC-related products in North America.
>
> But who knows - judging by the reaction both Ken and I have been
> getting regarding questions about where to find Atari stuff (Ken's been
> importing Mario Becroft's new hardware mods/adapters from New Zealand,
> and he's gotten a LOT of interest, particularly for the new VGA adapter
> dongle - in fact, he just sold two of them to US users), I may just go
> into part-time business importing the stuff for Canadian and NA users.
> Whadaya say?

Need capital?

>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3458. Canadian Stores Full of iMacs, TiFKAS full of it!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36df7a16.0@nemo.idirect.com>
Source record: 3621

yesterday, you may have read one of TiFKAS' (The iDiot Forever Known As Sinclap) pathetic little screeds against his imaginary friend "Chunks" regarding a story from Canada's Other National Newspaper, The National Post (a.k.a. the Daily Tubby) in which they made the incredible claim that the iMac was sold out all over Canada!

Well, I (not his imaginary friend) decided that it might be interesting to see if indeed both TiFKAS and the National Pest writer had gotten his facts straight. And why not straight from the horse's mouth, a.k.a. the dealers.

So I quickly made a few phone calls to a number of known Apple dealers in the Toronto area, both in the 416 and 905 areas. Here's the results of that quick little survey:

- Computer City, Etobicoke: they had a large number of the iMacs in stock - and in all five colours.

- Computer City, Markham: they had a good number of iMacs in stock in red, purple, and the hideous orange colour. The salesman there was quite pleasant as he explained that the red and purple seemed to be the hot colours; he also told me that while he had not read the Daily Tubby article, he had been told about it by a colleague - and said that the claim was "greatly overstated".

- CPUsed, Greater Toronto Area: "sure, we have lots of iMacs in stock", said the salesman on the other line. "They're all green, by the way - how many would you like?" He seemed like he wanted to make a sale desperately.....

- MacWarehouse, GTA - advertising the heck out of the "Rev. B" iMacs they still have in stock in Thursday's Toronto Star, offering a mail-in $150 rebate that would bring the price down to $1450 CDN (gee, if the iMac was really "sold out" across Canada, there shouldn't be ANY Rev Bs left in store, eh?)

- Computer Buyer's Warehouse Direct, Markham: on the same page of the Star, advertising that they had iMacs in stock, ranging from 233-266 MhZ models (which means, of course, that they still have Rev. Bs in stock).

Now, class, what can we conclude from the above?

1) contrary to the National Pest article, there are plenty of iMacs available in stock in the Toronto area - and, most likely, the same can be said for the rest of the Apple dealers across Canada. While the computers are selling, they aren't selling as fast as TiFKAS would want

us to believe.

2) Apple Canada has a bad habit of mistaking "product shipped" with "actual units sold". There IS a difference...

3) Conrad "Tubby" Black was so desperate to get Canada's Other National Newspaper off the ground that he would hire anyone off the street to report - and this particular reporter flunks by simply aping what was purely a press release from Apple Canada as opposed to actually checking the claim by visiting Apple dealers or, at the least, phoning them to see what the stock situation was at them (which I, a simple "Atari Boob", was able to do just which a touch-tone phone and a few minutes of my precious time).

4) years of being exposed to the Steve Jobs Reality-Distortion Field® has left TiFKAS' brain withered and useless. Surely a professional "Apple Power Rep" would take the time to also confirm with the stores that they were out rather than mindlessly post a press release. But then again, maybe he's out to do damage control on the problems he's facing on his side of the border, what with reports that a number of Best Buys have been dismantling their just-recently put up Mac departments and selling off all remaining iMacs dirt cheap...

I'm sure we'll be hearing from TiFKAS on this again - just as soon as he removes his soiled bib with the residue from his much-hated strained spinach which his poor suffering mummy has been trying to get him to eat (and has told him no Cheezy Poofs until he finishes...)

3459. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36df8004.0@nemo.idirect.com>
Source record: 3622

On 4 Mar 1999 18:38:45 G, sinclair2246@my-dejanews.com wrote:

>The Jihad 'Chunks' is suffering realitry -distortion mantras because he
>refuses to believe that iMACS are on a roll up north.

sorry, but you lose - because there is no such thing as an "Atari
Jihad", nor does your imaginary friend "Chunks" exist.

And as for the iMacs being "on a roll", try they've had the bun -
because my own research using just a phone and a few minutes of my time
has shown that there are lots of iMacs for sale in the stores in the
Toronto area...

Despite...The Jihad
>'Chunck' has a personal grudge against one who is more successful in regards
>to fame and wealth.

I (not your imaginary friend "Chunks") have a problem with a man who
buys up competitors' newspapers and folds them so he can have the only
game in town (as Tubby did in Saskatoon), who buys newspapers and
cavalierly fires most of the staff thereby depriving them of their
livelyhood, who uses the newspapers he owns to push his own right-wing
brand of cultural imperialism (like claiming that Augusto Pinochet is a
pillar of democracy), and who uses his paper for a forum for all sorts
of nut-cases (like the judge from Alberta who last week went into a snit
because the Supreme Court overturned his wrong-headed ruling on a sexual
assault case, and used the Posts' letters forums to personally attack a
female Supreme Court Justice - needless to say, he's toast), and who has
personally threatened to horsewhip a female journalist for daring to
expose one of his friends as a low-life crook in one of her books....

Here is what a competitor is saying about the imac
>success. From...the Jihad 'Chunks' what will he come up to counter the
>Montreal Gazette. Another loony right wing nut running it..

plenty. Read the thread "Canadian Stores Full Of iMacs, TiFKAS Full
Of It!", for the results of my OWN research....

3460. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bo5me$6bo$1@nnrp1.dejanews.com>
Source record: 3623

In article <920421422-296363AEicMi@ping.be>,
Dennis Vermeire <dennis.vermeire@ping.be> wrote:
>
> <SNIP>
> >- Apple has achieved 5 straight profitable quarters (FQ1'98 $47M,
> FQ2
> >'98
> >$55M, FQ3 '98 $101
> Lots of bullshit here...
> > $1.7B was up 8% from the year ago quarter
> <SNAP>
> Where I come from, we call this "creative accounting",

In what way?

> >- Apple's overall unit growth was 49% year over year
> From what ? compared with what? peanuts??
>
> >- Apple's FY '99 Q1 gross margin of 28.2% was up from 22.4% in the
>
> >year ago quarter
> This proves my point, gross profits by selling overpriced,
> overhyped,
> flashy boxes to a lot of TIFKAS's.....

No...through operational excellence...The market dictates the price..

> >- 45% of U.S. iMac purchasers are new to the Macintosh platform
> I'll have a thought for them in my prayers

Jealous...

> >- iMac was the number 1 selling computer October - December
> through
> >retail and mail order
> Where, in Timbuktu ??
>

The truth hurts

> >- Over 12,000 3rd party products have been developed for the
> Macintosh
> Daniel, this guy is not a TIFKAS, he's a enormous big TIFKAS, I
> suggest
> you go to a doctor as quick as you can and have your head examined.
>
> >- Over 1,600 new Macintosh software titles have shipped worldwide

> >since the
> >iMac was introduced last May
> On second thoughts, don't go wasting the doctors time....
>
> >- Over 25,000,000 Macintosh users have installed QuickTime on
> their
> >systems
> In your dreams...., Where are those 25,000,000 users hiding ??

Open your eyes...

> >- The G3 processor in every Power Macintosh is at least twice as
> fast
> >as it's Pentium II or III counterpart (Source: BYTEmark tests)
> Have you heard of the Sun Visual Workstation SGI 320, running on a
> Pentium II 450Mhz ? This computer was compared to the latest
> Tupperware
> box from Apple => G3/400Mhz, sorry mate, but the Tupperware Box was
> the
> slowest one in all tests. These tests are not benchmarks wich can
> be
> manipulated but real life tests, the two machines running Photoshop
> apps,
> rendering a animation, raytracing etc (Source Macup, March99), yes
> a
> dedicated Apple magazine -)))

The truth hurts.. I have seen Photoshop in action on both platforms...The G3's
come out on top. GET OVER IT! - I also say to the anti Clinton Jihads..

> >- A Pentium II would have to run at 800MHz to equal the
> performance of
> >a 400MHz G3 (Source: BYTEmark tests)
> I rest my case.... TIFKAS
>
> >- Apple has a 52% installed base share of the U.S. K-12 education
> >market
> Poor Kids, isn't there a law in the US against Child Abuse ?
>
> >Apple has been involved with the PowerPC..including the Generation
> 3
> >processor
> Yes, and it shows, instead of being optimised for speed it's
> optimised
> to run the buggy Apple OS System.
> What's going to happen when the G4 hits the street? the Yosemite
> board
> inside the Blue Tupperware Box is NOT suited -))) So, they'll have
> to
> come up with another series of boxes, perhaps we'll be seeing the
> launch of a couple of more coloured boxes, and that's the PRO serie

> ??
> New Box, new motherboard, new hype, new things to drool about
> TIFKAS...

Jealous? Wish the Milan and Hades could keep up and the marketing hype that goes with it?

> >Apple invented the FireWire technology as well as the tech in OS
> 8.5
> >like
> >Sherlock, Quicktime and the best USB implemintation..Also having
> >developing
> >Yum casings are original..
> Apple DID NOT invent FireWire, what they invented is far less, they
> put
> down the principles and tech stuff of FireWire but it took IBM,
> SONY
> and Texas Instruments to name just a few, which developed FireWire
> into
> what it is now. The first implementation of what is now called
> FireWire
> could be found in a NEXT computer, the specs looked like nothing
> Apple
> defined in their IEE338xx standard.

Eh...Beavis...This time slowly....Apple is the inventor of the 1394 standard.

> Sherlock, is just a tool to help you find your way around in the
> chaos
> Apple created.
> Quicktime was developed in another lifetime, and having the BEST
> USB
> implementation, just makes me wet my pants-))).
>
> > System 8.5 is marvelous...
> What has changed since System 7.5 ? Nothing, zippo, everytime Apple
> has
> to adapt their OS so it can run with the newest PC based hardware,
> they
> give it a new number, and for a "leading" computerfirm which leads
> the
> way, well, they have NEVER get it right from the start, System 8.5
> is
> now 8.5.1, adding a few bells and whistles doesn't make a good OS,
> usally it makes it more buggy...

Sounds like the typical Jihad who goes on the negative when their own house is not in order. When will tos get a modern complete overhaul?

> So, I rest my case and say it AGAIN:
> Apple DID produce wonderfull machines and used to be a inventive
> firm,

> they introduced Quicktime and prevented Micro$oft to dominate for
> 100%.
> Apple stopped developing Computers in 1995, when they switched to
> the
> PowerPC, open up a Mac and take a good look => PC Stuff all around,
>
> even the latest pride and joy : the Yosemite motherboard is nothing

Motorola developed the 68k chips not Apple. Apple had a hand in the PPC design.. And thats bad? What is wrong with ATI Rage 128? Apple used radius and other third party devices in previous products...Or is this just spilled milk?

> more then a adapted ASUS motherboard...
> So all that's left is a firm that assembles clones which runs G3s,
> but
> lets give them a bit credit:
> APPLE, Premium flashy computer casing manufacturer including tacky
> and
> clumsy keyboard& mouse.
>
> I'll see You at the funural

I will be collecting my dividence and bonus...

> --
> -
> Cheers from Belgium
>
> Jihad Dennis,
>
> dennis.vermeire@ping.be
> atasoft@atari-computer.com
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

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http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3461. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bo5pk$6c4$1@nnrp1.dejanews.com>
Source record: 3624

In article <36dc0aed.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 2 Mar 1999 08:30:01 G, sinclair2246@my-dejanews.com (The iDiot
> Forever Known As Sinclap) wrote:
>
> >>
> >> Wow, a 14" screen powerbook. Why not just take a Lynx with you when your out?
> >> Only 64MB of RAM. My antique Falcon has 78MB, 10G's, 56K at 230K DTE and
> >> S-Video is only a $1.00 dollar part. MC1377P. You should try installing one
> >> yourself sometime. You will wonder why apple charged you so much for it. Why
> >> don't you retire that hand-me-down machine you have for something that has
> >> the horsepower to pull Mac O/S 8 around at a decent speed?
> > >
> >I did not pay for the PB..My company provides it as a home office machine.
>
> translation - too cheap to invest his own money in something more
> powerful....

Why should I? The PB G3/266 is plenty powerful...What would I need two
laptops for? Network games..?

>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3462. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bo695$6ph$1@nnrp1.dejanews.com>
Source record: 3625

In article <36dd40df.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 3 Mar 1999 05:58:29 G, Brian Van TIlborg wrote:
>
> >> but are conspicuos by their absence at any store selling Macs
> > >
> > >Dan, are you suggesting ....VAPOURWARE?
>
> yep. In fact, I think most of the vapour seems to be eminating from
> the centre of TiFKAS' intelligence :)
>
> Honestly, if there's all these amazing products out there, then why
> can't I find them at the Mac dealers? That includes the professional
> Mac stores, CP Used, Computer City and of course the mass-volume stores
> that sell iMac.

Bug the buyers who should be ordering the inventory...The catalogs have it..

> Maybe we should challenge TiFKAS to name all 1600 titles :)
>
> >BTW, Does TAF still do NEWSletters? Since it seems nearly impossible to
> >make meetings, and since I haven't seen you post meeting dates, I would simply
> >just like to join TAF and receive a newsletter every month.
>
> it's possible - as a matter of fact, we've now dropped the price of
> membership in TAF to $25 a year, and I think we still offer a
> newsletter-only deal (maybe $20 a year). We've also recently relaxed
> our members-only policy to the BBS - we've now opened full use to ALL
> Atari/clone/emulator users. (416-421-8999)

Translation...Members are dropping like flies and see greener posture
elsewere...Time for new leadership...A coup is in order for the more
ambition..

> BTW, next meeting is March 17th, where I'll be demoing NVDI 5.

I'l be in Madison or Milwaukee.

> >
> >> and it was proven by various third parties, as well as a number of
> >>respected computer journalists, that the BYTEmark was rigged - when
> >>proper benchmarks were put together, some very different results were
> >>discovered (i.e, Celeron 300 stomped an iMac to death). The Steve Jobs
> >>Reality-Distortion Field® has no effect here....

Bytemarks were rigged? Were is the press release?

> >A Celeron??? GOOD LORD.
>
> yep. I was surprised by the results as well. And this was a
> first-generation Celeron.

The G3 ripped the celerons to kingdom kong when I did the taste test...Nice
Try...Celery does not cut it..

> >>>- A Pentium II would have to run at 800MHz to equal the performance of a
> >>>400MHz G3 (Source: BYTEmark tests)
> >>
> >> again, based on a rigged BYTEmark. TIFKAS and his favorite Apple
> >>apologist, Don Crabb, have yet to post any results of tests that show
> >>their flawed jingoism. Apple is noted for not putting any hard numbers
> >>in their advertisng leaflets, just meaningless graphs with funny
> >>pictures..

Jealous...The truth is out there...Come back with the evidence on this rigged
mumbo jumbo...

> >What about the add with Jeff Goldblum, Boy he says alot too. Big words
> >like EMAIL, and NUTS and COLOUR. A technical add like that could sell
> >an ST to the general public, because they don't know what the're buying.
>
> I have incredible respect for Jeff Goldblum's acting talent, but he
> really should have turned down having to spout off some of the blatant
> hooey in the iMac ads. Maybe Apple should rehire him to plead with
> consumers to at least considering buying the hideous orange iMac, which
> Apple is having trouble unloading.

i'l trade Tang for grape and blueb....
> >
> >> Apple holds 52% of market in education K2-Grade 12
> >
> >Yawn, I have seen US public schools. Perhaps they should spend their money
> >on more important needs in the education system.
>
> All one has to do is read TiFKAS' ranting drivel to see the results
> of the effects of a US education :)
>
> >>
> >> what year? Latest reports has Apple's marketshare rapidly falling
> >>to Compaq, who've pulled in the lead....
> >
> >Pull out your facts DAN. I Know you like to back up what you say:-).
>
> I'll have to re-find that story, as I just had a major hard drive
> crash. Shouldn't be hard to find though...

Try the crusty toilet paper you use over and over...Could of been smeared....
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3463. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bo6bj$6pu$1@nnrp1.dejanews.com>
Source record: 3626

In article <7bh2ggacv2@news.campus.mci.net>,
darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall) wrote:
> On 2 Mar 1999 08:25:34 G, sinclair2246@my-dejanews.com wrote:
>
> ->Welcome to the '90's...Upgrade the slow hardware and there will be no
> ->umph....The folks who come in the store to buy imacs to replace their 10 year
> ->old SE 30's have figured it out. Most will keep the SE...
>
> ->Peter S.
>
> Yes, it is the 90's (wow-thanks for that keen bit of timely info!). What
> slow hardware? I'm using a Falcon '030 running Mint, so I have a true
> pre-emptive multitasking OS, complete with great audio/video. Upgrade?
> Sure-and its looking more and more like my next processor for my Falcon
> might be a PowerPC... (courtesy of Titan Design). Chew on that, you've
> got plenty of room there, sport! ;-)))))

Better late than ever...Five years late to the party...

>
_____\/
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3464. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7boen3$d6s$1@nnrp1.dejanews.com>
Source record: 3627

In article <7bnvkd$115$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <7bi45b$fd2@ds2.acs.ucalgary.ca>,
> VE6HY <besmith@calcna.ab.ca> wrote:
> >
> > I'd still like to know where to get an Atari Emulator (commercial &
> > supported) for the G3 ??????
> >
> > The G3 is fine, OS 8.5 is fine, but the DTP packages don't cut it !
> >
>
> Don't cut it? And Calamus does? FYI: The last ST Calamus Jihad(who happens
> to work at the one of the CompUSA) in the Twin Cities will be trashing
> Calamus in favor of an all Adobe solution...Why? He is tired of the piss
> poor Calamus support, being ragged on for owning an Atari ST(not by me-I
> respect multiplatform chice) and also the Calamus files can't be read at
> Kinkos.

Umm, the Calamus web site has plenty of upgrades to handle professional needs.
Quite a few from just the beginning of this year.
-1

Can't Kinkos read postscript?

-2

What will be the third strike?

My experience with Kinkos. They have outdated machines. I needed to print an
image I scanned on my Falcon. Simple gray scale. File size was about 28 megs.
The print was to be 36"*12". I brought in my own removable with the file and
connected to the powersludge. It took the Mac an ungodly amount of time even
load the image. Printing took over 30 minutes to some high dollar laser
printer. Rotating the image on the Mac was out of the question as I was
paying by the minute. What a joke. The employee let me go without a charge
and said that they will soon update to Pentiums for jobs that require more
power.

>
> > The Canadian Curmudgeon
> >
> >
>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>

> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

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http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3465. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7bp5onnqj3@news.campus.mci.net>
Source record: 3628

On 5 Mar 1999 08:58:31 G, sinclair2246@my-dejanews.com wrote:
->In article <7bh2ggacv2@news.campus.mci.net>,
-> darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall) wrote:
->> On 2 Mar 1999 08:25:34 G, sinclair2246@my-dejanews.com wrote:
->>
->> ->Welcome to the '90's...Upgrade the slow hardware and there will be no
->> ->umph....The folks who come in the store to buy imacs to replace their 10 year
->> ->old SE 30's have figured it out. Most will keep the SE...
->>
->> ->Peter S.
->>
->> Yes, it is the 90's (wow-thanks for that keen bit of timely info!). What
->> slow hardware? I'm using a Falcon '030 running Mint, so I have a true
->> pre-emptive multitasking OS, complete with great audio/video. Upgrade?
->> Sure-and its looking more and more like my next processor for my Falcon
->> might be a PowerPC... (courtesy of Titan Design). Chew on that, you've
->> got plenty of room there, sport! ;-)))))
->
->Better late than ever...Five years late to the party...
->
->Peter S.

Absolutely right. Better late than never. Unlike a certain bloated,
resource hungry Mac OS that still doesn't do pre-emptive multitasking.
How late are you on that, Sin-baby? ;-))))

Bet you are just chewing nails at the thought of a resource friendly OS
like TOS/MiNT running on the PowerPC platform... Hehehehehe.... ;-)))

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3466. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7bp5io$95q@ds2.acs.ucalgary.ca>
Source record: 3629

On Fri, 5 Mar 1999 sinclair2246@my-dejanews.com wrote:

>
> Don't cut it? And Calamus does? FYI: The last ST Calamus
> Jihad(who happens to work at the one of the CompUSA) in the Twin
> Cities will be trashing Calamus in favor of an all Adobe
> solution...Why? He is tired of the piss poor Calamus support,
> being ragged on for owning an Atari ST(not by me-I respect
> multiplatform chice) and also the Calamus files can't be read at
> Kinkos.

I don't think I mentioned Calamus at all - never used it - I use Pagestream which is simple, easy to use, and handles my work at a service bureau just fine - too bad there's no Mac version !

The Canadian Curmudgeon (who loves Atari software, but whose ST is getting flakier by the day in Calgary)

3467. Y2K discussion in Chat Room!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-05 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36E0549C.60D2@geocities.com>
Source record: 3630
Cross-posted to: alt.atari-jaguar.discussion,maus.markt.biete,comp.sys.atari.advocacy,comp.os.linux.m68k,comp.emulators.misc

CHAT ONLINE *LIVE* WITH ALAN CAMPBELL: YEAR 2000 CONSULTANT

Saturday, March 6th 8:00 pm (Central Standard Time... USA)

We invite Alan Campbell to join us to discuss the Year 2000 and how it will really impact us.

His knowledge of this topic sterms from long term preparation efforts and has been working with top level individuals at U.S. forms about what they can do about it. It will be a very good, informative night.

Find out what is going to happen. Find out what you, the computing user, cannot do without. Find out what the real risks are.

You can ask questions and get answers direct from Alan Saturday Night at 8:00 PM Central Time.

Do you know what your bank will do? Your investments? Your 401K? Your sewage line?

Do you know which dates OTHER than Dec 31, 1999 are endangered? Are you sure?

We won't miss it! Please be there with us online.

HOW DO YOU GET THERE?

Browse to www.AtariUsers.com and enter the main chat room.

You are then able to choose frames or no-frames. This site has been made as CAB friendly as possible. Atari CAB users should use the no-frames link that appears.

This site has also been tested with the common PC browsers and Macintosh Netscape 3.0. While this is a service to the Atari community, others are welcome.

Log in and say hi to whoever is online at the time. Remember that the only scheduled chats are currently Sat. 8:00 pm CST.

This is a big event with a Y2K consulatant is is used to speaking to large gatherings of people. Make it a point to show Alan Campbell a harty Atari welcome!

3468. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-06 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <gt%D2.104$Rx6.213@198.235.216.4>
Source record: 3631

Ataris in North America were OFTEN sold out. This of course lead to their downfall as they couldn't supply them fast enough when it was very crucial. Selling out isn't always good. Early on STs were diverted to the STrongest market which was Europe. Leaving a less than suitable installed base in North America.

If I couldn't sell a computer for ONE MONTH, I would be right ticked off. A customer (Unless a Mac Jihad) wouldn't wait a month, they would go and buy a PC with MS windows INSTEAD.

Of course a hoard of non moving inventory is not acceptable either, but I can say Atari never had this problem, it was always the opposite.

Of course a few years back wasn't the Mac Classic one of the best sellers? Doesn't say much really does it? Other than there is one born every minute.

On 4 Mar 1999 04:33:27 G, sinclair2246@my-dejanews.com wrote:
>Despite, Chunks asertion that the imac is overpriced...the market has
>spoken...the imacs have sold out in the U.S. territory up north...maybe Apple
>should of charged higher price..
>
>--
>.

3469. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-06 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <ot%D2.105$Rx6.213@198.235.216.4>
Source record: 3632

You are KIDDING RIGHT? The MONTREAL GAZETTE would waste all this space below
reporting about colour cases?
Well perhaps the English reporters in French Canada have gone a little soft
in the
head.

On 4 Mar 1999 18:38:45 G, sinclair2246@my-dejanews.com wrote:
>In article <36de8eba.0@nemo.idirect.com>,
>http://www.montrealgazette.com/PAGES/990304/2337269.html
>
> Colour the iMac popular
> In Montreal, grape and blueberry prove the top
>choices
>
> ALISON MACGREGOR
> The Gazette
>
> Apple's advertising campaign for
> its new candy-coloured iMac
> computers has whetted
> consumers' appetites.
>
> Perhaps too much.
>
> The machines - strawberry,
> grape, tangerine, lime and
> blueberry - are flying out of
> stores across Canada. And the
> most popular flavours - which
> change depending on what part
> of the country you happen to be
> in - are sold out until April.
>
> "The demand even exceeded what
> we thought it would be," said
> Dennis Manning, an Apple
> Canada spokesman, in an interview, adding that Apple
>prefers "constrained" to
> "sold out."
>
> Montrealers are not exempt from the frenzy.
>
> "(We're) basically sold out," said Frederick Rosenberg of B.Mac le Magasin,
> Montreal's only computer store-lounge-cafe. He expects the next shipment in

>three to four weeks.
>
> Yesterday, the store's iMac stock consisted of six French- language
>machines. But they were all in the least- popular colours in this city -
>strawberry and tangerine.
>
> According to Rosenberg, the rest of Canada places
>strawberry in the top three.
> But "here, it's the tangerine and strawberry that we're
>sitting on."
>
> He said sales representatives have reported customers
>trying to match the their
> iMacs to their home-office decor.
>
> "It happens all the time," said Rosenberg.
>
> Still, he believes that people are more likely to match
>computers to their moods
> than to their home decor.
>
> "They're just trying to get their favourite-colour kind of thing," said
>Rosenberg.
>
> His son, for example, chose lime. "He was walking around
>and said, 'Daddy.
> Green.' "
>
> Montreal's A1-Computers was also sold out of iMacs
>yesterday.
>
> But the store sells mostly PCs, said Robert Robin, the
>technical manger.
>
> "I think they're trying to make computers as fashionable
>as furniture, he said,
> commenting on the iMac's "teardrop-shaped system."
>
> As for colour, he hasn't noticed any particular trends.
>
> "We just special-order any colour the customer wants," he said.
>
> We're sold out, but "just the top two colours," said Steve Knowlton, a
>sales representative at Central Audio Video in Ville St. Pierre.
>
> He said there is a month-long waiting list for grape and
>blueberry iMacs.
>
> But customers can still get lime, tangerine and
>strawberry.

>
> "I must say the strawberry is very strange," said
>Knowlton. "It looks like it
> should be flashing."
>
> Is there some deeper meaning to customers' flavour
>preferences?
>
> "It's all about some psychological impression of colour," said Ella Uher,
>an art therapist at Concordia University's school of fine arts. She said
>people often make subjective choices based on reactions to particular
>colours, related to previous life experiences.
>
>
>
>
>Peter S.
>PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>.

3470. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-06 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7bqk3q$9gq$1@nnrp1.dejanews.com>
Source record: 3633

In article <7boen3$d6s$1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:

> My experience with Kinkos. They have outdated machines. I needed to print an
> image I scanned on my Falcon. Simple gray scale. File size was about 28 megs.
> The print was to be 36"*12". I brought in my own removable with the file and
> connected to the powersludge. It took the Mac an ungodly amount of time even
> load the image.

I did a little test to check this on my 6100/60. First I created a 10800x3600
8- bit grayscale image (~40MB) and openned it in Graphics Converter. Time to
load was about 10 seconds. Then I rotated it which took about 2 seconds. What
type of computer and software were you using?

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3471. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-06 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7bqu4d$hp2$1@nnrp1.dejanews.com>
Source record: 3634

In article <7bqk3q$9gq$1@nnrp1.dejanews.com>,
quinlan@intergate.bc.ca wrote:
> In article <7boen3$d6s$1@nnrp1.dejanews.com>,
> magicmac@my-dejanews.com wrote:
>
> > My experience with Kinkos. They have outdated machines. I needed to print an
> > image I scanned on my Falcon. Simple gray scale. File size was about 28 megs.
> > The print was to be 36"*12". I brought in my own removable with the file and
> > connected to the powersludge. It took the Mac an ungodly amount of time even
> > load the image.
>
> I did a little test to check this on my 6100/60. First I created a 10800x3600
> 8- bit grayscale image (~40MB) and openned it in Graphics Converter. Time to
> load was about 10 seconds. Then I rotated it which took about 2 seconds. What
> type of computer and software were you using?

AIRC, it was something simular. An older Power Mac. But I do remember the
application. PhotoShop. What a turd. BTW, the file was a TIFF, and not an
8-bit image as I first recalled (it was 24bpp). Stick that in you pipe and
see what results you get. Using Graphics Converter is cheating however:).
It's a nice app, full of features. Wish there was a port:).

Mike
>
> --
> Brian Quinlan
> quinlan@intergate.bc.ca
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3472. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-06 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7brpvs$6tf$1@nnrp1.dejanews.com>
Source record: 3635

In article <7bqu4d$hp2$1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:
> In article <7bqk3q$9gq$1@nnrp1.dejanews.com>,
> quinlan@intergate.bc.ca wrote:
> > In article <7boen3$d6s$1@nnrp1.dejanews.com>,
> > magicmac@my-dejanews.com wrote:
> >
> > > My experience with Kinkos. They have outdated machines. I needed to print
an
> > > image I scanned on my Falcon. Simple gray scale. File size was about 28
megs.
> > > The print was to be 36"*12". I brought in my own removable with the file
and
> > > connected to the powersludge. It took the Mac an ungodly amount of time
even
> > > load the image.
> >
> > I did a little test to check this on my 6100/60. First I created a
10800x3600
> > 8- bit grayscale image (~40MB) and openned it in Graphics Converter. Time to
> > load was about 10 seconds. Then I rotated it which took about 2 seconds.
What
> > type of computer and software were you using?
>
> AIRC, it was something simular. An older Power Mac.

I have the oldest and slowest of the Power Macs so the one that you tried it
on can't be any slower.

> But I do remember the
> application. PhotoShop. What a turd.

Photoshop is a big resource hog. You should only use it on a fast computer
with a lot of RAM. Finding the slowest Mac program to do the job isn't a
terribly good way to demonstrate that the Mac itself is slow.

> BTW, the file was a TIFF, and not an
> 8-bit image as I first recalled (it was 24bpp). Stick that in you pipe and
> see what results you get.

Except for loading, it should be faster since there would be less actual data
to transform due to the overhead in representing the image as a TIFF. I can
actually try it later if you give me the exact size of the image in pixels.
BTW, why would you represent your image at 24bpp? The human eye cannot
differentiate between 16,777,216 shades of gray. The American College of
Radiology and the National Equipment Manufacturers Association have decided

that diagnostic X-rays only need to be 12bpp.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3473. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-07 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7bso3qurq1@nnrp1.dejanews.com>
Source record: 3636

In article <7brpvs$6tf$1@nnrp1.dejanews.com>,
quinlan@intergate.bc.ca wrote:
> In article <7bqu4d$hp2$1@nnrp1.dejanews.com>,
> magicmac@my-dejanews.com wrote:
> > In article <7bqk3q$9gq$1@nnrp1.dejanews.com>,
> > quinlan@intergate.bc.ca wrote:
> > > In article <7boen3$d6s$1@nnrp1.dejanews.com>,
> > > magicmac@my-dejanews.com wrote:
> > >
> > > > My experience with Kinkos. They have outdated machines. I needed to print
> an
> > > > image I scanned on my Falcon. Simple gray scale. File size was about 28
> megs.
> > > > The print was to be 36"*12". I brought in my own removable with the file
> and
> > > > connected to the powersludge. It took the Mac an ungodly amount of time
> even
> > > > load the image.
> > >
> > > I did a little test to check this on my 6100/60. First I created a
> 10800x3600
> > > 8- bit grayscale image (~40MB) and openned it in Graphics Converter. Time to
> > > load was about 10 seconds. Then I rotated it which took about 2 seconds.
> What
> > > type of computer and software were you using?
> >
> > AIRC, it was something simular. An older Power Mac.
>
> I have the oldest and slowest of the Power Macs so the one that you tried it
> on can't be any slower.
>
> > But I do remember the
> > application. PhotoShop. What a turd.
>
> Photoshop is a big resource hog. You should only use it on a fast computer
> with a lot of RAM. Finding the slowest Mac program to do the job isn't a
> terribly good way to demonstrate that the Mac itself is slow.

I don't use it. I use Photoline. But it is what Kinkos had to utilize. This
didn't start out as Mac abuse. Mr. Sincrap stated that Kinkos had problems
reading files created on Calamus. It is Kinkos that is lacking in the area of
support here, not Calamus.

>
> > BTW, the file was a TIFF, and not an

> > 8-bit image as I first recalled (it was 24bpp). Stick that in you pipe and
> > see what results you get.
>
> Except for loading, it should be faster since there would be less actual data
> to transform due to the overhead in representing the image as a TIFF. I can
> actually try it later if you give me the exact size of the image in pixels.
> BTW, why would you represent your image at 24bpp? The human eye cannot
> differentiate between 16,777,216 shades of gray. The American College of
> Radiology and the National Equipment Manufacturers Association have decided
> that diagnostic X-rays only need to be 12bpp.

Are you a school teacher?.........

The image was scanned for printing, not viewing.
Do you need an explanation why you would want an image scanned at 24bpp for
printer output?

I hope not.

Mike
>
> --
> Brian Quinlan
> quinlan@intergate.bc.ca
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3474. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-07 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7bt96ebrc1@nnrp1.dejanews.com>
Source record: 3637

In article <7bso3qurq1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:

> I don't use it. I use Photoline. But it is what Kinkos had to utilize. This
> didn't start out as Mac abuse. Mr. Sincrap stated that Kinkos had problems
> reading files created on Calamus. It is Kinkos that is lacking in the area of
> support here, not Calamus.

Kinkos does suck but if they are doing the printing then you will have to provide your content in a format that they will accept. If you feel confident, you can always bring postscript files. I've had to readjust my content at Kinkos because the print didn't look right. That would have been problematic if I had been using Calamus.

> Are you a school teacher?.....

Nope, I'm a software developer who works in the medical field. I just gave an example of a type of image that must be very detailed and can be adaquately represented using 4096 shades of gray. That's why I was wondering why you felt that you needed 16,777,216 shades of gray.

> The image was scanned for printing, not viewing.
> Do you need an explanation why you would want an image scanned at 24bpp for
> printer output?
>
> I hope not.

Actually, I do. BTW, by "scanned" do you mean "represented"?

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3475. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-07 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bufuo$9hl$1@nnrp1.dejanews.com>
Source record: 3638

In article <gt%D2.104$Rx6.213@198.235.216.4>,
madmax@bfree.on.ca (Brian Van TIlborg) wrote:
> Ataris in North America were OFTEN sold out. This of course lead to their
> downfall as they couldn't supply them fast enough when it was very crucial.
> Selling out isn't always good. Early on STs were diverted to the STrongest
> market which was Europe. Leaving a less than suitable installed base in
> North America.

Big Difference...Apple supplies great numbers worldwide. Half of Apple's
sales are international while Atari had an uneven sales pie like 85% were
international and 15% demoestic. Apple is shipping large quantities to the
market, but according to the press is that their warehouse is empty and
replenishment will be slow in comming.

> If I couldn't sell a computer for ONE MONTH, I would be right ticked off.
> A customer (Unless a Mac Jihad) wouldn't wait a month, they would go and
> buy a PC with MS windows INSTEAD.

Unless you would like a Tangarine iMac, a Blue G3 PRO and or PowerBook..It's
just Grape and Blueberry are constrained..

> Of course a hoard of non moving inventory is not acceptable either, but
> I can say Atari never had this problem, it was always the opposite.

10 units to europe and 1 unit to America?

> Of course a few years back wasn't the Mac Classic one of the best sellers?
> Doesn't say much really does it? Other than there is one born every minute.

Well progress is upon us. An iMac is born every 15 seconds..

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3476. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-07 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bug9d$9t1$1@nnrp1.dejanews.com>
Source record: 3639

In article <7bp5onnqj3@news.campus.mci.net>,
darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall) wrote:

> ->> Yes, it is the 90's (wow-thanks for that keen bit of timely info!). What
> ->> slow hardware? I'm using a Falcon '030 running Mint, so I have a true
> ->> pre-emptive multitasking OS, complete with great audio/video. Upgrade?
> ->> Sure-and its looking more and more like my next processor for my Falcon
> ->> might be a PowerPC... (courtesy of Titan Design). Chew on that, you've
> ->> got plenty of room there, sport! ;-)))))
> ->
> ->Better late than ever...Five years late to the party...
> ->
> ->Peter S.
>
> Absolutely right. Better late than never. Unlike a certain bloated,
> resource hungry Mac OS that still doesn't do pre-emptive multitasking.
> How late are you on that, Sin-baby? ;-))))

No problem in running these so called bloated apps. I have the horsepower to
do so...

> Bet you are just chewing nails at the thought of a resource friendly OS
> like TOS/MiNT running on the PowerPC platform... Hehehehehe.... ;-)))

Okay...Will I have access to superior apps and OS technology like FireWire,
AppleScript, Sherlock, email/web clients, networking, overall ease of use/
simplicity etc...?

Bloat sig deleted...

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3477. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-07 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7bugba$a09$1@nnrp1.dejanews.com>
Source record: 3640

In article <7bp5io$95q@ds2.acs.ucalgary.ca>,
VE6HY <besmith@calcna.ab.ca> wrote:
>
> On Fri, 5 Mar 1999 sinclair2246@my-dejanews.com wrote:
>
> >
> > Don't cut it? And Calamus does? FYI: The last ST Calamus
> > Jihad(who happens to work at the one of the CompUSA) in the Twin
> > Cities will be trashing Calamus in favor of an all Adobe
> > solution...Why? He is tired of the piss poor Calamus support,
> > being ragged on for owning an Atari ST(not by me-I respect
> > multiplatform chice) and also the Calamus files can't be read at
> > Kinkos.
>
> I don't think I mentioned Calamus at all - never used it - I use
> Pagestream which is simple, easy to use, and handles my work at a
> service bureau just fine - too bad there's no Mac version !

To bad...But PageMaker will do..

> The Canadian Curmudgeon (who loves Atari software, but whose ST is
> getting flakier by the day in Calgary)
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3478. Re: Canadian Stores Full of iMacs, TiFKAS full of it!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-07 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7buh2e$ai7$1@nnrp1.dejanews.com>
Source record: 3641

In article <36df7a16.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> yesterday, you may have read one of TiFKAS' (The iDiot Forever
> Known As Sinclap) pathetic little screeds against his imaginary friend
> "Chunks" regarding a story from Canada's Other National Newspaper, The
> National Post (a.k.a. the Daily Tubby) in which they made the
> incredible claim that the iMac was sold out all over Canada!

And so did the Montreal Gazzette...But the Jihad 'Chunks' will call them left wing kooks for buying up right wing rags and letting go the staff.

> Well, I (not his imaginary friend) decided that it might be
> interesting to see if indeed both TiFKAS and the National Pest writer
> had gotten his facts straight. And why not straight from the horse's
> mouth, a.k.a. the dealers.

Sorely need a life or a new challenge...Why not seek the top post at the seeking TAFF?

> So I quickly made a few phone calls to a number of known Apple
> dealers in the Toronto area, both in the 416 and 905 areas. Here's the
> results of that quick little survey:

Try 612 and 651?

> - Computer City, Etobicoke: they had a large number of the iMacs in
> stock - and in all five colours.

And what was that number?

> - Computer City, Markham: they had a good number of iMacs in stock
> in red, purple, and the hideous orange colour. The salesman there was
> quite pleasant as he explained that the red and purple seemed to be the
> hot colours; he also told me that while he had not read the Daily Tubby
> article, he had been told about it by a colleague - and said that the
> claim was "greatly overstated".
>
> - CPUsed, Greater Toronto Area: "sure, we have lots of iMacs in
> stock", said the salesman on the other line. "They're all green, by the
> way - how many would you like?" He seemed like he wanted to make a
> sale desperately.....
>
> - MacWarehouse, GTA - advertising the heck out of the "Rev. B" iMacs
> they still have in stock in Thursday's Toronto Star, offering a mail-in
> $150 rebate that would bring the price down to $1450 CDN (gee, if the
> iMac was really "sold out" across Canada, there shouldn't be ANY Rev Bs

> left in store, eh?)
>
> - Computer Buyer's Warehouse Direct, Markham: on the same page of
> the Star, advertising that they had iMacs in stock, ranging from
> 233-266 MhZ models (which means, of course, that they still have Rev.
> Bs in stock).
>
> Now, class, what can we conclude from the above?
>
> 1) contrary to the National Pest article, there are plenty of iMacs
> available in stock in the Toronto area - and, most likely, the same can
> be said for the rest of the Apple dealers across Canada. While the
> computers are selling, they aren't selling as fast as TiFKAS would want
> us to believe.
>
> 2) Apple Canada has a bad habit of mistaking "product shipped" with
> "actual units sold". There IS a difference...
>
> 3) Conrad "Tubby" Black was so desperate to get Canada's Other National
> Newspaper off the ground that he would hire anyone off the street to
> report - and this particular reporter flunks by simply aping what was
> purely a press release from Apple Canada as opposed to actually
> checking the claim by visiting Apple dealers or, at the least, phoning
> them to see what the stock situation was at them (which I, a simple
> "Atari Boob", was able to do just which a touch-tone phone and a few
> minutes of my precious time).
>
> 4) years of being exposed to the Steve Jobs Reality-Distortion
> Field® has left TiFKAS' brain withered and useless. Surely a
> professional "Apple Power Rep" would take the time to also confirm with
> the stores that they were out rather than mindlessly post a
> press release. But then again, maybe he's out to do damage control on
> the problems he's facing on his side of the border, what with reports
> that a number of Best Buys have been dismantling their just-recently
> put up Mac departments and selling off all remaining iMacs dirt cheap...
>
> I'm sure we'll be hearing from TiFKAS on this again - just as soon
> as he removes his soiled bib with the residue from his much-hated strained
> spinach which his poor suffering mummy has been trying to get him to
> eat (and has told him no Cheezy Poofs until he finishes...)

The Jihad 'Chunks' needs a net lesson in inventory...According to the press articles, Apple's warehouse is empty and will remain that way until April. Which means what you see as far as iMacs are concerned are it for the month. It's only the seventh day of this month with three weeks to go.

If I was a dealer and had hypothitical monthly iMAC sell through of 125 units a month and had only 50 units on hand for the month, I am screwed. Which means I am negative 75 units lost or hopefully paid backorders with understanding customers. But at least I will have the G3 pro line and PB's

in plenty hypothicaly...

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3479. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36e2e441.0@nemo.idirect.com>
Source record: 3642

On 7 Mar 1999 18:38:07 G, having temporarily abandoned his quest to
tell the difference between his ass and a hole in the ground,
sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

>In article <36df7a16.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> yesterday, you may have read one of TiFKAS' (The iDiot Forever
>> Known As Sinclap) pathetic little screeds against his imaginary friend
>> "Chunks" regarding a story from Canada's Other National Newspaper, The
>> National Post (a.k.a. the Daily Tubby) in which they made the
>> incredible claim that the iMac was sold out all over Canada!
>
>And so did the Montreal Gazzette...But the Jihad 'Chunks' will call them left
>wing kooks for buying up right wing rags and letting go the staff.

1. Your imaginary friend "Chunks" does not exist, TiFKAS. Neither
are there any "Atari Jihads".

2. The Montreal Gazette can't do that sort of thing, only the
consortium that owns it, Quebecor, which ironically enough DID buy the
Toronto Sun chain and let go some of the staff. But that was a
much-needed housecleaning - and ironically was something the Sun wasn't
expecting, as they had been championing Quebecor as their saviour from
a similar hostile takeover from the Toronto Star group. Just desserts
in this case.

3) as for the article - I respect the Montreal Gazette, but really,
there are more than two Apple stores in Montreal. I'm sure calling them
all and seeing what inventory there are would have shown a very
different picture.

>
>> Well, I (not his imaginary friend) decided that it might be
>> interesting to see if indeed both TiFKAS and the National Pest writer
>> had gotten his facts straight. And why not straight from the horse's
>> mouth, a.k.a. the dealers.
>
>Sorely need a life or a new challenge...Why not seek the top post at the
>seeking TAFF?

nope, it's called "doing my homework" and "questioning authority".
Since you, TiFKAS, are a notoriously unreliable source, and an even
worse troll, and since the National Pest is considered having no
journalistic credibility, I thought it best to do what either one of you
failed to do and check up on actual supply at the stores.

TAF is in stable and capable hands under Ken Macdonald as well as
the rest of the TAF executive. I'm currently looking at several offers
from a number of interesting companies for furthering myself.

BTW, the syntax of the above paragraph is lousy, and you mispelled
TAF. I'm sure you were knocking back a few when you replied to my
missive.

Quit crying over spilled milk - it won't get you anywhere.....
>
>> So I quickly made a few phone calls to a number of known Apple
>> dealers in the Toronto area, both in the 416 and 905 areas. Here's the
>> results of that quick little survey:
>
>Try 612 and 651?

there's only 416 and 905. Surely anyone with the full 24 ounces of
cranial matter would check the front of the phone book and confirm
that. Oh I forgot, you only now have 4 ozs after your brain was fried
by the Steve Jobs Reality-Distortion Field - which makes you a true
Quarter-Pounder person :)

>
>> - Computer City, Etobicoke: they had a large number of the iMacs in
>> stock - and in all five colours.
>
>And what was that number?

number is irrelevant - what was confirmed in my conversation with
the clerk was that 1) they have all five colours in stock, and b) they
had stock. The claim was made that iMacs were hard to find in Canada -
and I am disproving it.

Again, quit crying over spilled milk, TiFKAS - I'm sure that Mummy will
pick up your bottle and hand it back to you.....

>The Jihad 'Chunks' needs a net lesson in inventory...According to the press
>articles, Apple's warehouse is empty and will remain that way until April.
>Which means what you see as far as iMacs are concerned are it for the month.
>It's only the seventh day of this month with three weeks to go.

and again, the claim was made that iMacs were "hard to find" and
"sold out all over Canada" at the time of writing - which my phone calls
have proven that is not the case - indeed, there are STILL dealers that
have the original Rev Bs in stock, and are desperately trying to get rid
of them. Care to spin and damage-control THAT aspect of my findings?.
You need a lesson in journalistic ethics - of course, the "ethics" part
has been a stumbling block for you.

want more milk, baby?
>
>If I was a dealer and had hypothitical monthly iMAC sell through of 125 units
>a month and had only 50 units on hand for the month, I am screwed. Which
>means I am negative 75 units lost or hopefully paid backorders with

>understanding customers. But at least I will have the G3 pro line and PB's
>in plenty hypothicaly...

ah, yes, the Powerbook. Certainly a great success - which is why
Apple recently dropped the price to 1999 USD, obstenably to clear all
the units gathering dust. Why they're so desperate they're giving them
to even their most clueless "Power Reps" who are too cheap to buy their
own, more powerful personal systems....

No Cheezy Poofs for you until you finish your strained spinach,
Junior....

3480. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-08 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36e377e2.331688078@news1.telia.com>
Source record: 3643

On Fri, 05 Mar 1999 07:10:52 GMT, sinclair2246@my-dejanews.com wrote:
>Go ahead. I intentionaly left for a week...Guess what? Traffic decreased by
>90%...

It isn't traffic but content we favour here ... that part you are not
contributing to

>Macs costs alot? In what way? The $1199 imac according to press accounts
>have pretty much sold out. A certain Jihad 'Chunks' has criticised the
>supposely high price of the YUMS. Looks like the market does not agree.

In what way Macs cost a lot? Well, figure this out. If you compare the
iMac with PC's of the same price, by using decent benchmarking
software or apps that is, the facts will speak for themselves. I know
my 1000$ PC easily outperforms the 1199$ iMac, do you?

>> There does not exist the same support and positive attitude we
>> have in the Atari community in the Mac community, I'm so sorry. But I
>> understand your viewpoints to a degree, It can't be easy to be the
>> blind beleiver getting "facts" and not trying out and judging by
>> yourself.
>
>Same and positive attitude in the Jihad comminity? Have you been surfing the
>web today? There are lots of Ji... Mac web sites...start at macsurfer.com/
>and compare to Atari web sites run of of Peecees....

Beleive me, I've been working with Macs, I have surfed the webb. I've
also worked as a reseller, repairman and supportsperson. Have you?

To get more on topic, I also know an Atari Falcon 030 outperforms a
Mac SE/30 ...

K.Hampf
email: kare.hampf@pp.inet.fi
- email: kare.hampf@pp.inet.fi -

3481. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36e3d8d4.0@nemo.idirect.com>
Source record: 3644

On 8 Mar 1999 07:37:14 G, K. Hampf wrote:
>On Fri, 05 Mar 1999 07:10:52 GMT, sinclair2246@my-dejanews.com wrote:

>>Macs costs alot? In what way? The $1199 imac according to press accounts
>>have pretty much sold out. A certain Jihad 'Chunks' has criticised the
>>supposely high price of the YUMS. Looks like the market does not agree.
>
>In what way Macs cost a lot? Well, figure this out. If you compare the
>iMac with PC's of the same price, by using decent benchmarking
>software or apps that is, the facts will speak for themselves. I know
>my 1000$ PC easily outperforms the 1199$ iMac, do you?

Problem is, when presented with the facts, TiFKAS claims that all the tests are biased and that PC Magazines who do the tests fudge their results in order to protect their "vested interests" (as opposed to their interests that wear 3-piece suits ?) beacause they're afraid of the iMac (when in truth the tests were done because they felt Jobs was trying to use another Reality-Distortion Field in puffing up the iMac and decided they knew a challenge when they saw one). Very funny, when you consider that while the iMac did sell 800,000 units, over the same period the PC manufacturers sold 40,000,000 PCs combined.

And it also appears that TiFKAS is still perpetuating the myth that the iMacs are "all sold out", when in reality it's the fact that Apple has no iMacs in their warehouse because they shipped them to their dealers. My own research has shown otherwise - plenty of iMacs in the stores in Toronto (including Rev Bs that the shop owners are desperately trying to sell off with rebates), and I would suspect the issue to be just about the same all about the country. This is where the market is speaking loud and clear, but TiFKAS is still shoving parsley in his ears to try to keep out the truth.

And if the iMac is REALLY doing so well in the States, then why are a number of Best Buys (which had only recently come on board again regarding Apple) now dismantling their displays and selling off their remaining stock dirt cheap? I notice that when I mentioned them in this report that TiFKAS never bothered to refute this - perhaps the little weinerhead knows what's really going on?

>
>>> There does not exist the same support and positive attitude we
>>> have in the Atari community in the Mac community, I'm so sorry. But I
>>> understand your viewpoints to a degree, It can't be easy to be the
>>> blind beleiver getting "facts" and not trying out and judging by
>>> yourself.

>>
>>Same and positive attitude in the Jihad comminity? Have you been surfing the
>>web today? There are lots of Ji... Mac web sites...start at macsurfer.com/
>>and compare to Atari web sites run of of Peecees....

so TiFKAS now claims that there are more Mac sites than Atari
sites? I'd say they'd be roughly equal - in fact, check out my page of
links at http://webhome.idirect.com/~dreibel/yecprohardware/links.htm
and you'll find a whole slew of sites dedicated to Atari.

And, oh yes, the Apple website, (http://www.apple.com) which last
time I looked wasn't even hosted on a Mac, but some sort of PC. Guess
that won't happen until they get the bugs out of the now-delayed MacOSX
Server - I wouldn't blame Steve Jobs about this, especially after his
complete humiliation at MacWorld Tokyo that led to another one of his
infamous hissy fits. Can't wait for TiFKAS' damage-control on this
(guess he'll pull out another categorical denial from Mr. Crawford that
the incident never happened)......

3482. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-08 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7c0r6t$363$1@news.campus.mci.net>
Source record: 3645

On 7 Mar 1999 18:24:53 G, sinclair2246@my-dejanews.com wrote:

->No problem in running these so called bloated apps. I have the horsepower to
->do so...

Ignoring the comment about pre-emptive multitasking, are we? ;-)

->Okay...Will I have access to superior apps and OS technology like FireWire,
->AppleScript, Sherlock, email/web clients, networking, overall ease of use/
->simplicity etc...?

Give us time on the items like Firewire. Who needs Applescript/Sherlock? Not
me. I've got great E-mail/Web clients (including superb newsreaders-thats
something you're obviously not able to handle. Whats-a-matter, got the dread
"deja-blues"? <snicker>). Networking is available as well. I'm running MiNT.

Overall ease of use and simplicity has been an inherent part of Atari design
since the beginning. Try again, try harder... ;-)

->Bloat sig deleted...
->
->Peter S.

Bloated OS ignored.

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3483. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7c3n3b$np3$1@nnrp1.dejanews.com>
Source record: 3646

In article <36e377e2.331688078@news1.telia.com>,
kare.hampf@pp.inet.fi (K. Hampf) wrote:
> On Fri, 05 Mar 1999 07:10:52 GMT, sinclair2246@my-dejanews.com wrote:
> >Go ahead. I intentionaly left for a week...Guess what? Traffic decreased by
> >90%...
>
> It isn't traffic but content we favour here ... that part you are not
> contributing to

Most of the posts here are in reaction to mine..Go figure..

> >Macs costs alot? In what way? The $1199 imac according to press accounts
> >have pretty much sold out. A certain Jihad 'Chunks' has criticised the
> >supposely high price of the YUMS. Looks like the market does not agree.
>
> In what way Macs cost a lot? Well, figure this out. If you compare the
> iMac with PC's of the same price, by using decent benchmarking
> software or apps that is, the facts will speak for themselves. I know
> my 1000$ PC easily outperforms the 1199$ iMac, do you?

And if you think a $1000 PC is equal to a Yum than you believe in
Compassionate Conservatism..

> >> There does not exist the same support and positive attitude we
> >> have in the Atari community in the Mac community, I'm so sorry. But I
> >> understand your viewpoints to a degree, It can't be easy to be the
> >> blind beleiver getting "facts" and not trying out and judging by
> >> yourself.
> >
> >Same and positive attitude in the Jihad comminity? Have you been surfing the
> >web today? There are lots of Ji... Mac web sites...start at macsurfer.com/
> >and compare to Atari web sites run of of Peecees....
>
> Beleive me, I've been working with Macs, I have surfed the webb. I've
> also worked as a reseller, repairman and supportsperson. Have you?

Yea..Whats your point?

> To get more on topic, I also know an Atari Falcon 030 outperforms a
> Mac SE/30 ...

Oh gee...thats a comeback? How about a Quadra or first gen PowerMac?

> K.Hampf
> email: kare.hampf@pp.inet.fi
> - email: kare.hampf@pp.inet.fi -
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3484. Re: Encarta Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7c3ng2$nv9$1@nnrp1.dejanews.com>
Source record: 3647

In article <7c0r6t$363$1@news.campus.mci.net>,
darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall) wrote:
> On 7 Mar 1999 18:24:53 G, sinclair2246@my-dejanews.com wrote:
>
> ->No problem in running these so called bloated apps. I have the horsepower to
> ->do so...
>
> Ignoring the comment about pre-emptive multitasking, are we? ;-)

I have that to..

> ->Okay...Will I have access to superior apps and OS technology like FireWire,
> ->AppleScript, Sherlock, email/web clients, networking, overall ease of use/
> ->simplicity etc...?
>
> Give us time on the items like Firewire. Who needs Applescript/Sherlock? Not
> me. I've got great E-mail/Web clients (including superb newsreaders-thats
> something you're obviously not able to handle. Whats-a-matter, got the dread
> "deja-blues"? <snicker>). Networking is available as well. I'm running MiNT.

Why always catching up...why not be the first for once? Deja is here and the
future as a portal. I find the newsreaders obsolete and very limiting. Also
the Usenet feeds through earthlink is rather limiting. I prefer the portal
route with my personal channel..

> Overall ease of use and simplicity has been an inherent part of Atari design
> since the beginning. Try again, try harder... ;-)

Yea....

In the past two issues of Next Generation has a interesting series of back
page articles of the Tramiel's running of Atari.

> ->Bloat sig deleted...
> ->
> ->Peter S.
>
> Bloated OS ignored.
>
> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/

>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3485. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7c3ofa$p19$1@nnrp1.dejanews.com>
Source record: 3648

In article <36e3d8d4.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 8 Mar 1999 07:37:14 G, K. Hampf wrote:

> Problem is, when presented with the facts, TiFKAS claims that all
> the tests are biased and that PC Magazines who do the tests fudge their
> results in order to protect their "vested interests" (as opposed to
> their interests that wear 3-piece suits ?) beacause they're afraid of
> the iMac (when in truth the tests were done because they felt Jobs was
> trying to use another Reality-Distortion Field in puffing up the iMac
> and decided they knew a challenge when they saw one). Very funny, when
> you consider that while the iMac did sell 800,000 units, over the same
> period the PC manufacturers sold 40,000,000 PCs combined.

Why has not intel disputed the Byte tests? The tests done by the PC rags have
been disputed and were fudged..

The truth hurts does it?

> And it also appears that TiFKAS is still perpetuating the myth
> that the iMacs are "all sold out", when in reality it's the fact that
> Apple has no iMacs in their warehouse because they shipped them to their
> dealers. My own research has shown otherwise - plenty of iMacs in the
> stores in Toronto (including Rev Bs that the shop owners are desperately
> trying to sell off with rebates), and I would suspect the issue to be
> just about the same all about the country. This is where the market is
> speaking loud and clear, but TiFKAS is still shoving parsley in his
> ears to try to keep out the truth.

Apple is sold out at the warehouse according to the Montreal gazzette
indicating higher sales than anticipated.

What are they going to tell you on the phone. I have no doubt that they
currently have plenty ...but remember no replenishment until April.. Call
next week and get a physical count of the inventory.

> And if the iMac is REALLY doing so well in the States, then why are
> a number of Best Buys (which had only recently come on board again
> regarding Apple) now dismantling their displays and selling off their
> remaining stock dirt cheap? I notice that when I mentioned them in this
> report that TiFKAS never bothered to refute this - perhaps the little
> weinerhead knows what's really going on?

According to Computer Retail Week, Best Buy will recieve first Yums in May
when a new iMac planogram is formalized. The current planogram could not
support 5 Yum's. Thats why there has been dismantling once the Rev B's are

sold.

> >>Same and positive attitude in the Jihad comminity? Have you been surfing the
> >>web today? There are lots of Ji... Mac web sites...start at macsurfer.com/
> >>and compare to Atari web sites run of of Peecees....
>
> so TiFKAS now claims that there are more Mac sites than Atari
> sites? I'd say they'd be roughly equal - in fact, check out my page of
> links at http://webhome.idirect.com/~dreibel/yecprohardware/links.htm
> and you'll find a whole slew of sites dedicated to Atari.

Yea, but are they active with daily updates or old and stale for months. Much
of the Mac web sites are active with are updated by the minute...

> And, oh yes, the Apple website, (http://www.apple.com) which last
> time I looked wasn't even hosted on a Mac, but some sort of PC. Guess
> that won't happen until they get the bugs out of the now-delayed MacOSX
> Server - I wouldn't blame Steve Jobs about this, especially after his
> complete humiliation at MacWorld Tokyo that led to another one of his
> infamous hissy fits. Can't wait for TiFKAS' damage-control on this
> (guess he'll pull out another categorical denial from Mr. Crawford that
> the incident never happened)......

Jobs was pissed that the video wall and stage equipment were malfunctioning.
You would be to..I would...

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3486. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-09 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7c3p5vpmj1@nnrp1.dejanews.com>
Source record: 3649

In article <36e2e441.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> BTW, the syntax of the above paragraph is lousy, and you mispelled
> TAF. I'm sure you were knocking back a few when you replied to my
> missive.

Just tired..

> Quit crying over spilled milk - it won't get you anywhere.....
> >
> >> So I quickly made a few phone calls to a number of known Apple
> >> dealers in the Toronto area, both in the 416 and 905 areas. Here's the
> >> results of that quick little survey:
> >
> >Try 612 and 651?
>
> there's only 416 and 905. Surely anyone with the full 24 ounces of
> cranial matter would check the front of the phone book and confirm
> that. Oh I forgot, you only now have 4 ozs after your brain was fried
> by the Steve Jobs Reality-Distortion Field - which makes you a true
> Quarter-Pounder person :)

? Huh..

> >
> >> - Computer City, Etobicoke: they had a large number of the iMacs in
> >> stock - and in all five colours.
> >
> >And what was that number?
>
> number is irrelevant - what was confirmed in my conversation with
> the clerk was that 1) they have all five colours in stock, and b) they
> had stock. The claim was made that iMacs were hard to find in Canada -
> and I am disproving it.

but how many in stock? What is their monthly sell through and inventory on
hand?

> Again, quit crying over spilled milk, TiFKAS - I'm sure that Mummy will
> pick up your bottle and hand it back to you.....
>
> >The Jihad 'Chunks' needs a net lesson in inventory...According to the press
> >articles, Apple's warehouse is empty and will remain that way until April.
> >Which means what you see as far as iMacs are concerned are it for the month.
> >It's only the seventh day of this month with three weeks to go.

>
> and again, the claim was made that iMacs were "hard to find" and
> "sold out all over Canada" at the time of writing - which my phone calls
> have proven that is not the case - indeed, there are STILL dealers that
> have the original Rev Bs in stock, and are desperately trying to get rid
> of them. Care to spin and damage-control THAT aspect of my findings?.
> You need a lesson in journalistic ethics - of course, the "ethics" part
> has been a stumbling block for you.

I stated that the warehouse is empty with no replenishment until April. Big difference.. If they can't get rid of Rev B's send down south and will be gone in two days..

> want more milk, baby?
> >
> >If I was a dealer and had hypothitical monthly iMAC sell through of 125 units
> >a month and had only 50 units on hand for the month, I am screwed. Which
> >means I am negative 75 units lost or hopefully paid backorders with
> >understanding customers. But at least I will have the G3 pro line and PB's
> >in plenty hypothicaly...
>
> ah, yes, the Powerbook. Certainly a great success - which is why
> Apple recently dropped the price to 1999 USD, obstenably to clear all
> the units gathering dust. Why they're so desperate they're giving them
> to even their most clueless "Power Reps" who are too cheap to buy their
> own, more powerful personal systems....

Ducking the issue here. At least we have a below $2000 PB to make up for low iMacs...

When will there be a TOS laptop? Year 2003?

Why would I need a second PB for? When I got the PB 3400 at the time, I stopped using my Performa 6200 and sold it to a School Teacher.

> No Cheezy Poofs for you until you finish your strained spinach,
> Junior....

Are you on drugs?
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

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http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3487. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-10 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36e63ceb.513228240@news1.telia.com>
Source record: 3550

On Tue, 09 Mar 1999 18:27:26 GMT, sinclair2246@my-dejanews.com wrote:

>When will there be a TOS laptop? Year 2003?

STacy, ST Book ... perhaps even ST Pad ...

What you are not speaking about is that no one manufactures them any
more, but there is TOS laptops around you know ...

K.Hampf
- email: kare.hampf@pp.inet.fi -

3488. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-10 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36e63d7b.513372470@news1.telia.com>
Source record: 3551

On Tue, 09 Mar 1999 17:51:44 GMT, sinclair2246@my-dejanews.com wrote:

>In article <36e377e2.331688078@news1.telia.com>,
>> It isn't traffic but content we favour here ... that part you are not
>> contributing to
>
>Most of the posts here are in reaction to mine..Go figure..

And since people react strongly and may I say a bit negative to your
postings you are appreciated? You figure, eh?

>> In what way Macs cost a lot? Well, figure this out. If you compare the
>> iMac with PC's of the same price, by using decent benchmarking
>> software or apps that is, the facts will speak for themselves. I know
>> my 1000$ PC easily outperforms the 1199$ iMac, do you?
>
>And if you think a $1000 PC is equal to a Yum than you believe in
>Compassionate Conservatism..

I did not say it's equal ... I said it's better, just judge what you
can do with the equal amount of money spent. More with the PC. Perhaps
you personally can't do much because of limited perspective but that's
a totally different matter.
Tell me, why is it that Apple adapts PC hardware to their
system and not vice versa?

>> Beleive me, I've been working with Macs, I have surfed the webb. I've
>> also worked as a reseller, repairman and supportsperson. Have you?
>
>Yea..Whats your point?

I know facts ... you seem to read a lot of magazines.

>> To get more on topic, I also know an Atari Falcon 030 outperforms a
>> Mac SE/30 ...
>
>Oh gee...thats a comeback? How about a Quadra or first gen PowerMac?

Do you need everything troughly explained before you get it? Ok, see
architectures that are equal ... then see performance. Then the Mac
has a hard time. Just like the iMac has.
Like the MacOS ... MacOS was not first OS with drag and drop
GUI, not first with the icons and the trashcan. Digital did it first
in their OS called GEM ... which is what we use on Atari by the way.

K.Hampf
- email: kare.hampf@pp.inet.fi -

3489. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-10 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36e67595.0@nemo.idirect.com>
Source record: 3552

On 9 Mar 1999 18:27:26 G, sinclair2246@my-dejanews.com wrote:

>
>> >
>> >> - Computer City, Etobicoke: they had a large number of the iMacs in
>> >> stock - and in all five colours.
>> >
>> >And what was that number?
>>
>> number is irrelevant - what was confirmed in my conversation with
>> the clerk was that 1) they have all five colours in stock, and b) they
>> had stock. The claim was made that iMacs were hard to find in Canada -
>> and I am disproving it.
>
>but how many in stock? What is their monthly sell through and inventory on
>hand?

now I certainly don't recall that spam you've posted as having any
hard numbers either, so why should I produce any? All it basically
claimed was that "iMacs were sold out or hard to come by all over
Canada" at this moment. I just simply made a few phone calls and showed
that it was NOT the case (in fact, one employee at a Computer City told
me the article was "greatly overstated").

>>
>> and again, the claim was made that iMacs were "hard to find" and
>> "sold out all over Canada" at the time of writing - which my phone calls
>> have proven that is not the case - indeed, there are STILL dealers that
>> have the original Rev Bs in stock, and are desperately trying to get rid
>> of them. Care to spin and damage-control THAT aspect of my findings?.
>> You need a lesson in journalistic ethics - of course, the "ethics" part
>> has been a stumbling block for you.
>
>I stated that the warehouse is empty with no replenishment until April. Big
>difference.. If they can't get rid of Rev B's send down south and will be
>gone in two days..

yes, a big difference - empty warehouses do not equate "sold out all
over the country" when stock is still sitting on the shelves and stores
have to apply rebates to sell them....

>>
>> ah, yes, the Powerbook. Certainly a great success - which is why
>> Apple recently dropped the price to 1999 USD, obstenably to clear all
>> the units gathering dust. Why they're so desperate they're giving them
>> to even their most clueless "Power Reps" who are too cheap to buy their

>> own, more powerful personal systems....
>
>Ducking the issue here. At least we have a below $2000 PB to make up for low
>iMacs...

not ducking the issue. Simply pointing out that the PowerBook,
despite your constant drooling, appears to have failed to have
revolutionized or caught on with the public to have Apple blowing them
out at the Apple version of fire-sale prices...
>
>When will there be a TOS laptop? Year 2003?

there already is a TOS laptop - it's called running GEMulator, TOSBox or
MagiCPC on a PC laptop, or MagiCMac on a Powerbook. Works quite well,
as a matter of fact.

Of course, I wouldn't put it past the Milan team to surprise us
with a home-grown laptop in the near future :)
>
>Why would I need a second PB for? When I got the PB 3400 at the time, I
>stopped using my Performa 6200 and sold it to a School Teacher.

you constantly brag loud and long about how insanely great the
current Macs are, and then don't follow through on spending the money to
back it up. Surely someone of your income bracket should be able to
afford the new G3 Tower, rather than to accept handouts from your
employer of yesterday's technology?

>
>> No Cheezy Poofs for you until you finish your strained spinach,
>> Junior....
>
>Are you on drugs?

100% drug free. You still have yet to finish your strained spinach.

3490. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-10 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <36E6B8E6.A3D548DC@cfc.dnd.ca>
Source record: 3553

VE6HY wrote:
>
> On Fri, 5 Mar 1999 sinclair2246@my-dejanews.com wrote:
>
> >
> > Don't cut it? And Calamus does? FYI: The last ST Calamus
> > Jihad(who happens to work at the one of the CompUSA) in the Twin
> > Cities will be trashing Calamus in favor of an all Adobe
> > solution...Why? He is tired of the piss poor Calamus support,
> > being ragged on for owning an Atari ST(not by me-I respect
> > multiplatform chice) and also the Calamus files can't be read at
> > Kinkos.

all he has to do is get the postscript module

> I don't think I mentioned Calamus at all - never used it - I use
> Pagestream which is simple, easy to use, and handles my work at a
> service bureau just fine - too bad there's no Mac version !

actually there is a version of Pagestream for the Mac, and Amiga.

> The Canadian Curmudgeon (who loves Atari software, but whose ST is
> getting flakier by the day in Calgary)

3491. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-10 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <36E6B932.FF3178CF@cfc.dnd.ca>
Source record: 3554

sinclair2246@my-dejanews.com wrote:
> When will there be a TOS laptop? Year 2003?
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

TOS notebooks/laptops exist right now!
they are MAC or IBM hardware, but their operating system is TOS.
superior pre-emptive(or co-operative) multitasking at twice the speed.
ken

3492. Re: Apples to oranges

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-10 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7c75qt$bh2@ds2.acs.ucalgary.ca>
Source record: 3555

On Wed, 10 Mar 1999, Ken Macdonald wrote:

>
> actually there is a version of Pagestream for the Mac, and Amiga.
>

I knew about the Amiga version which was a version or two after the
final Atari version - but I had heard SoftLogic was only doing Windoze
these days - got any idea how I'd contact them ???

The Canadian Curmudgeon (whose 'phone lines are gradually inching
toward the Mac, in Calgary)

3493. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7c7l9h$7qi$1@nnrp1.dejanews.com>
Source record: 3556

In article <7c3n3b$np3$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <36e377e2.331688078@news1.telia.com>,
> kare.hampf@pp.inet.fi (K. Hampf) wrote:
> > On Fri, 05 Mar 1999 07:10:52 GMT, sinclair2246@my-dejanews.com wrote:

> > To get more on topic, I also know an Atari Falcon 030 outperforms a
> > Mac SE/30 ...
>
> Oh gee...thats a comeback? How about a Quadra or first gen PowerMac?

My 040 Falcon easily outperforms my Quadra, and if your talking about the
60Mhz PPC's, they are hampered by the OS. Sure, the processor is faster, but
you rarely get the chance to feel the power. On the Falcon, at least the 040
performs well, and is not burden by an OS that took the hardware ten years to
cache up to..... Dick Head.

Mike

> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3494. 24 bit for Quin

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7c7m3v$8hl$1@nnrp1.dejanews.com>
Source record: 3557

I admit that I haven't used as many scanners that PC shopper test in a year, but most of the models, and software too, default to either 8 bit or 24 bit color (probably with the newer scanners, it's more like 30 or 36 bit color, regardless of what the human eye can see). I doubt that there is a 12 bit setting, at least for consumer products.

There reason for this, I believe you quirred, is to provide the software as much color information as possible in order to reproduce the scanned image as closely as possible on a printer.

I'm sure that 12 bit, which was probably digitally converted at some point from either 24, 30, 36 bit, is fine for transparent XRAY film. 12 bit information for the 1440 DPI Epson printers, and the Epson Photo, would reduce the reproduction quality.

Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3495. Re: 24 bit for Quin

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7c7rtbcsl1@nnrp1.dejanews.com>
Source record: 3558

In article <7c7m3v$8hl$1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:

> I admit that I haven't used as many scanners that PC shopper test in a year,
> but most of the models, and software too, default to either 8 bit or 24 bit
> color (probably with the newer scanners, it's more like 30 or 36 bit color,
> regardless of what the human eye can see). I doubt that there is a 12 bit
> setting, at least for consumer products.

You were talking about a grayscale image. A grayscale image only needs a
single channel. The scanners that you are refering to are color scanners and
use three channels. That means that a 36-bit scanner can have three 12-bit
channels. When scanning a grayscale image, the color channels will be
identical so you are wasting a lot of space to store the same information as
could be stored in a 12- bit single channel image.

> There reason for this, I believe you quirred, is to provide the software as
> much color information as possible in order to reproduce the scanned image as
> closely as possible on a printer.

Grayscale doesn't have any color information, only intensity information and
4096 is a lot of intensities.

> I'm sure that 12 bit, which was probably digitally converted at some point
> from either 24, 30, 36 bit, is fine for transparent XRAY film. 12 bit
> information for the 1440 DPI Epson printers, and the Epson Photo, would
> reduce the reproduction quality.

When printing a grayscale image on a CMYK printer, you are sending zero values
for every component except for the K (black) component. So really you are
wasting space storing the image using 24, 30 or 36 bits per pixel when you
really only have 8, 10 or 12 bits per pixel of interesting information.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3496. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36E769F1.A7514871@earthlink.net>
Source record: 3559

sinclair2246@my-dejanews.com wrote:

> In article <36e3d8d4.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > On 8 Mar 1999 07:37:14 G, K. Hampf wrote:
>
> > Problem is, when presented with the facts, TiFKAS claims that all
> > the tests are biased and that PC Magazines who do the tests fudge their
> > results in order to protect their "vested interests" (as opposed to
> > their interests that wear 3-piece suits ?) beacause they're afraid of
> > the iMac (when in truth the tests were done because they felt Jobs was
> > trying to use another Reality-Distortion Fieldï¿½ in puffing up the iMac
> > and decided they knew a challenge when they saw one). Very funny, when
> > you consider that while the iMac did sell 800,000 units, over the same
> > period the PC manufacturers sold 40,000,000 PCs combined.
>
> Why has not intel disputed the Byte tests? The tests done by the PC rags have
> been disputed and were fudged..
>
> The truth hurts does it?

Mr. Sinclair,
Once more you shoot your mouth off before checking you facts. Although the one single Byte processor test does show that the G3 is indeed faster that the fastest Intel. You fail to mention ANY of the other BYTEMARK tests.
WHY?
I would direct you to read a review on popular PC's (low-priced and expensive) and Macs running G3's. Specifically the Popular Mechanics article. I choose Popular Mechanics because THEY are not a biased PC suffragette. In the article the G3 bested every PC processor from AMD, Cyrix/IBM, and Intel. However the G3 based Apples produced the worst real world performance of any of the machines including the cheapest machine tested. Which happened to be a AMD K6-2 300 based PC for $699.00 complete. (32 megs, 32x CD, 4 Megs video, FLOPPY, 6 Gigs HD, 56K modem, 2 USB, 17" inch monitor. Montego sound......)
Could it be that the G3 is stunted by inferior board throughput.
So inferior that the Baltimore City, Baltimore County, Harford County, Howard County, Anne Arundel County, Carroll County, Montgomery County, and Prince George's County boards of education's' have all dumped the Mac as the official computers of choice.
Background on this area: 2.5 million population
Statistically the most affluent area per
capita on the east coast
>480, 000 students
Per capita average income of the 7 Counties
>108,000
Obviously not your back woods locals, But a sophisticated affluent professional

population.

I am not saying that Apple is dead in these schools. far from it. But I thought you might like to know that current and future purchases of machines currently is 20 to 25 to 1 in favour of Win Tel machines.

Why always catching up...why not be the first for once? Deja is
here and the future as a portal. I find the news readers obsolete and very limiting. Also the Usenet feeds through earthlink is rather limiting. I prefer the portal route with my personal channel..

You might be interested in hearing that all of the major portals are now having huge problems. In a nutshell 1. Information gathered by these portals about their subscribers is being treated now legally in the same manner as personal information held by ISP's Big Brother is going to take your anonymity (once a prime reason for using a portal) away. As I mentioned once before WE ARE ALL AT RISK by what we say at least in the USA and Canada.
Admittedly these laws are silly but I will repeat myself. Big Brother wants to squash our rights. For more info visit:
http://www.news.com/News/Item/0%2C4%2C33560%2C00.html?dd.ne.htmldisp.hl.ne
By the way this page should be CAB 1.5 friendly
Why is Earthlink limiting?
Because you can no longer access it and violate Earthlinks T.O.S. in the process?
For those readers not in the know Earthlink now prevents outsiders from accessing its News group server after several outsiders utilized the server to spam and harass certain newsgroups.

Lastly after a careful survey of Baltimore's CompUSA and Best Buys you will find plenty of iMacs sitting in stores. Notice I said sitting not simply in inventory. On average from all stores for every 50 to 150 PC's out the door an iMac gets sold. Not very good numbers from Bill Gates second company.

Harold Alley Jr.
AlleyCat Computer Systems

Atari PC5, Mega Ste, Mega 4, CDAR 504, TT 030, Portfolio
Atari 400, 800xl, 130 xegs, 130xe
Atari 2600, 7800, Jaguar/CD, Touch Me, and Lynx

Non Atari: TI 99/4a, TRS 80 mod 1, Apple (yes) 2e, Interact mod R, Altair 8080a, & Commodore 128

3497. TAF Meeting March 17th - NVDI 5 Demonstration

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36e7d288.0@nemo.idirect.com>
Source record: 3560
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari

Agenda for the Wednsday, March 17th, 1999, meeting of the Toronto Atari Federation:

Are you considering migrating to another computer platform because you can't find drivers for the new inkjet and laser printers on the market? Have you had it with GDOS and its bitmapped fonts, and want to use the many Postscript Type 1, TrueType and Speedo vector fonts out there for your projects? Or are you craving for some system speed in the video output of your classic ST?

Then this upcoming TAF meeting may well be right up your alley - for we'll be doing a hands-on demonstration of the Behne Brothers' newest version of their screen accelerator/font handler! Now at version 5, NVDI optimizes the ST/TT/Falcon/TOS clones' video output for faster screen redrawing and updates, as well as acting as a superior font handling package that opens up the many public domain and commercial fonts enjoyed by Mac and PC users for use in many of the ST's word processor and art packages. PLUS! This new version of NVDI offers literally dozens of new printer drivers, including ones for the latest offerings from Hewlett-Packard, Canon and Epson. AND! If you're a user of a third-party graphics card, or use the MagiCMac and MagiCPC emulators. you'll be pleased to know that NVDI now no longer requires a special version to be installed...

We'll also be testing output from some of the many Atari programs that can make use of NVDI 5, utilizing a donated HP DeskJet 540, so you can see the results for yourself.

If printed output is your specialty, if you've been drooling over printers like the Epson 740, or if you want to put some spark in the ol' dog, the demo of NVDI was tailored especially for you! See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month in the North York Memorial Community Hall on the lower (or concourse) level of the North York Civic Library at 5110 Yonge Street at Parkholme Avenue. Public transport users can take the TTC's Yonge-University-Spadina line to North York Centre Station.

Meetings start at 7:00 PM; admission for non-members is $2. A one-year membership is $25 CDN a year, which includes a subscription to the club newsletter PHOENIX and full use of the TAF BBS. TAF membership IS Atari support!

TAF Info: - 416-533-0504 or 416-766-4743
TAF Online! BBS - 416-421-8999 [8-N-1] now open to ALL Atarians

TAF Internet WEb Page - http://welcome.to/taf or http://taf.atari.org
TAF e-mail contact - dreibel@idirect.com or anarkist@idirect.com

"Nevertheless, THE FUJI STILL LIVES!"
(with apologies to Galileo and to Terry Pratchett)

3498. Re: 24 bit for Quin

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7c8p95$64t$1@nnrp1.dejanews.com>
Source record: 3561

In article <7c7rtbcsl1@nnrp1.dejanews.com>,
quinlan@intergate.bc.ca wrote:
> In article <7c7m3v$8hl$1@nnrp1.dejanews.com>,
> magicmac@my-dejanews.com wrote:

> You were talking about a grayscale image. A grayscale image only needs a
> single channel. The scanners that you are refering to are color scanners and
> use three channels. That means that a 36-bit scanner can have three 12-bit
> channels. When scanning a grayscale image, the color channels will be
> identical so you are wasting a lot of space to store the same information as
> could be stored in a 12- bit single channel image.

You misunderstood my correction when I said the image was a TIFF. It was
scanned at 24 bit color. The photo was however black and white, but that is
continous tone, which was represented by color (24bit). What you say below is
true for a 256 shade gray scale image, but not in the case I was using. You
machine, especially a 60Mhz PPC would puke on this image working under
Photoshop.

Nuff said.

Mike
>
> > There reason for this, I believe you quirred, is to provide the software as
> > much color information as possible in order to reproduce the scanned image
as
> > closely as possible on a printer.
>
> Grayscale doesn't have any color information, only intensity information and
> 4096 is a lot of intensities.
>
> > I'm sure that 12 bit, which was probably digitally converted at some point
> > from either 24, 30, 36 bit, is fine for transparent XRAY film. 12 bit
> > information for the 1440 DPI Epson printers, and the Epson Photo, would
> > reduce the reproduction quality.
>
> When printing a grayscale image on a CMYK printer, you are sending zero values
> for every component except for the K (black) component. So really you are
> wasting space storing the image using 24, 30 or 36 bits per pixel when you
> really only have 8, 10 or 12 bits per pixel of interesting information.
>
> --
> Brian Quinlan
> quinlan@intergate.bc.ca
>

> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3499. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7c90un$dn7$1@nnrp1.dejanews.com>
Source record: 3562

In article <7c7l9h$7qi$1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:
> > > To get more on topic, I also know an Atari Falcon 030 outperforms a
> > > Mac SE/30 ...
> >
> > Oh gee...thats a comeback? How about a Quadra or first gen PowerMac?
>
> My 040 Falcon easily outperforms my Quadra, and if your talking about the
> 60Mhz PPC's, they are hampered by the OS. Sure, the processor is faster, but
> you rarely get the chance to feel the power. On the Falcon, at least the 040
> performs well, and is not burden by an OS that took the hardware ten years to
> cache up to..... Dick Head.

I did not know that the TOS bucket line had equal software...I thought it was
all public domain or shareware.

Try speed test when both machines are running either AppleWorks or MS Office
or Photoshop and get back to me.

> Mike

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3500. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7c910lduu1@nnrp1.dejanews.com>
Source record: 3563

In article <36E6B932.FF3178CF@cfc.dnd.ca>,
macdonald@cfc.dnd.ca wrote:
> sinclair2246@my-dejanews.com wrote:
> > When will there be a TOS laptop? Year 2003?
> > Peter S.
> > PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
> >
> > -----------== Posted via Deja News, The Discussion Network ==----------
> > http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
> TOS notebooks/laptops exist right now!
> they are MAC or IBM hardware, but their operating system is TOS.
> superior pre-emptive(or co-operative) multitasking at twice the speed.
> ken

Spoken by a true Jihad!

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3501. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7c919v$e4c$1@nnrp1.dejanews.com>
Source record: 3564

In article <36e63d7b.513372470@news1.telia.com>,
kare.hampf@pp.inet.fi (K. Hampf) wrote:

>
> >> In what way Macs cost a lot? Well, figure this out. If you compare the
> >> iMac with PC's of the same price, by using decent benchmarking
> >> software or apps that is, the facts will speak for themselves. I know
> >> my 1000$ PC easily outperforms the 1199$ iMac, do you?
> >
> >And if you think a $1000 PC is equal to a Yum than you believe in
> >Compassionate Conservatism..
>
> I did not say it's equal ... I said it's better, just judge what you
> can do with the equal amount of money spent. More with the PC. Perhaps
> you personally can't do much because of limited perspective but that's
> a totally different matter.
> Tell me, why is it that Apple adapts PC hardware to their
> system and not vice versa?

What do you mean? Mac first like SCSI, FireWire and ATI Rage 128? High
quality and lower prices is a win win situation...Why did ST line adopt PC
hardware?

>
> I know facts ... you seem to read a lot of magazines.

What facts are those?

> >> To get more on topic, I also know an Atari Falcon 030 outperforms a
> >> Mac SE/30 ...
> >
> >Oh gee...thats a comeback? How about a Quadra or first gen PowerMac?
>
> Do you need everything troughly explained before you get it? Ok, see
> architectures that are equal ... then see performance. Then the Mac
> has a hard time. Just like the iMac has.

The SE/30 is a 1989 model while the Falcon/030 came out barely in 1993..What
took so long?

Like the MacOS ... MacOS was not first OS with drag and drop
> GUI, not first with the icons and the trashcan. Digital did it first
> in their OS called GEM ... which is what we use on Atari by the way.

Oh PuLEAze....GEM was a horrible knock off..

> K.Hampf
> - email: kare.hampf@pp.inet.fi -
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3502. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7c9215eoe1@nnrp1.dejanews.com>
Source record: 3565

In article <36e67595.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 9 Mar 1999 18:27:26 G, sinclair2246@my-dejanews.com wrote:
>
> >
> >> >
> >> >> - Computer City, Etobicoke: they had a large number of the iMacs in
> >> >> stock - and in all five colours.
> >> >
> >> >And what was that number?
> >>
> >> number is irrelevant - what was confirmed in my conversation with
> >> the clerk was that 1) they have all five colours in stock, and b) they
> >> had stock. The claim was made that iMacs were hard to find in Canada -
> >> and I am disproving it.
> >>
> >but how many in stock? What is their monthly sell through and inventory on
> >hand?
>
> now I certainly don't recall that spam you've posted as having any
> hard numbers either, so why should I produce any? All it basically
> claimed was that "iMacs were sold out or hard to come by all over
> Canada" at this moment. I just simply made a few phone calls and showed
> that it was NOT the case (in fact, one employee at a Computer City told
> me the article was "greatly overstated").

I did not make the claim that iMacs were not selling off the shelf. You did.
All you made was phone calls and not a physical count. The salesperson were
of course going to say that there are plenty of Yums in the store to get you
in the store.

Until you can verify sell through and inventory on hand, you will have lost
this as well.

Hypo...A store typically sells 125 YUMS a month but has only allocated 50
units for the month. By March 11, 15 units remain(the unpopular color(s)
remain). What do you call this plenty? I call it a disaster..

> >>
> >> and again, the claim was made that iMacs were "hard to find" and
> >> "sold out all over Canada" at the time of writing - which my phone calls
> >> have proven that is not the case - indeed, there are STILL dealers that
> >> have the original Rev Bs in stock, and are desperately trying to get rid
> >> of them. Care to spin and damage-control THAT aspect of my findings?.
> >> You need a lesson in journalistic ethics - of course, the "ethics" part

> >> has been a stumbling block for you.
> >
> >I stated that the warehouse is empty with no replenishment until April. Big
> >difference.. If they can't get rid of Rev B's send down south and will be
> >gone in two days..
>
> yes, a big difference - empty warehouses do not equate "sold out all
> over the country" when stock is still sitting on the shelves and stores
> have to apply rebates to sell them....
>

It's a sign that shortages will occur.

> >>
> >> ah, yes, the Powerbook. Certainly a great success - which is why
> >> Apple recently dropped the price to 1999 USD, obstenably to clear all
> >> the units gathering dust. Why they're so desperate they're giving them
> >> to even their most clueless "Power Reps" who are too cheap to buy their
> >> own, more powerful personal systems....
> >
> >Ducking the issue here. At least we have a below $2000 PB to make up for low
> >iMacs...
>
> not ducking the issue. Simply pointing out that the PowerBook,
> despite your constant drooling, appears to have failed to have
> revolutionized or caught on with the public to have Apple blowing them
> out at the Apple version of fire-sale prices...

There not being blown out at fire sale prices.. Apple only reduced the 233
model to $1999 from $2299. I don't call that a blow out price. the pricing
on the others have not changed.

COMPAQ AND THE REST have reduced notebook pricing in the last month. Apple
is no different.

> >When will there be a TOS laptop? Year 2003?
>
> there already is a TOS laptop - it's called running GEMulator, TOSBox or
> MagiCPC on a PC laptop, or MagiCMac on a Powerbook. Works quite well,
> as a matter of fact.
>
> Of course, I wouldn't put it past the Milan team to surprise us
> with a home-grown laptop in the near future :)
> >
> >Why would I need a second PB for? When I got the PB 3400 at the time, I
> >stopped using my Performa 6200 and sold it to a School Teacher.
>
> you constantly brag loud and long about how insanely great the
> current Macs are, and then don't follow through on spending the money to
> back it up. Surely someone of your income bracket should be able to
> afford the new G3 Tower, rather than to accept handouts from your
> employer of yesterday's technology?

I don't need two CPU's. One is fine..I'd rather get upgraded from my employer and use my savings to invest in my E-Trade.

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3503. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7c9i5ntvq1@nnrp1.dejanews.com>
Source record: 3566

In article <7c90un$dn7$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <7c7l9h$7qi$1@nnrp1.dejanews.com>,
> magicmac@my-dejanews.com wrote:
> > > > To get more on topic, I also know an Atari Falcon 030 outperforms a
> > > > Mac SE/30 ...
> > >
> > > Oh gee...thats a comeback? How about a Quadra or first gen PowerMac?
> >
> > My 040 Falcon easily outperforms my Quadra, and if your talking about the
> > 60Mhz PPC's, they are hampered by the OS. Sure, the processor is faster, but
> > you rarely get the chance to feel the power. On the Falcon, at least the 040
> > performs well, and is not burden by an OS that took the hardware ten years
to
> > cache up to..... Dick Head.
>
> I did not know that the TOS bucket line had equal software...I thought it was
> all public domain or shareware.
>
> Try speed test when both machines are running either AppleWorks or MS Office
> or Photoshop and get back to me.

Oh, and why not just load the fucking Mac OS while I am at it.
It's funny you support a failing platform, and quote software that is a major
cause of its demise.

Lets see. I can run Photoline on my PII 450 (under NT or TOS on the same
machine). Whenever the Mac is supported well enough for the authors to port a
version over to the Mac, then we can run the compairson. Or, you could run one
of the fantastic Windows emulators on your Powersludge and load Photoline.
Either way you hack it, you have a machine that does not perform in a cross
platform enviroment as well as the PC (or TOS machine for that matter).

MS Office? I that wher Monica worked? Is Appleworks a spin off of Atari Works?

Like I said.....Dick Head
>
> > Mike
>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3504. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36e88780.0@nemo.idirect.com>
Source record: 3567

On 11 Mar 1999 18:29:08 , sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

>>
>> now I certainly don't recall that spam you've posted as having any
>> hard numbers either, so why should I produce any? All it basically
>> claimed was that "iMacs were sold out or hard to come by all over
>> Canada" at this moment. I just simply made a few phone calls and showed
>> that it was NOT the case (in fact, one employee at a Computer City told
>> me the article was "greatly overstated").
>
>I did not make the claim that iMacs were not selling off the shelf. You did.
>All you made was phone calls and not a physical count. The salesperson were
>of course going to say that there are plenty of Yums in the store to get you
>in the store.

nope - the claim was made in the article in both the National Pest (which you have now curiously dropped as proof) and in the Montreal Gazette (which you posted and were crowing about - and now appear to be eating crow over) were that iMacs were "in short supply" and in some cases "sold out and hard to get" - and with no hard numbers to back it up, only Apple's claims of an empty warehouse. Since you claim to be an "Apple Power Rep", you of all people should find it easiest to come up with hard numbers. The burden of proof is on YOU, not me.

And, BTW, if in your fantasy scenario the salesman told me that there were "plenty of YUMS in the store" to get me to come in when they had little or no stock, that salesman (and the store) would be in big trouble - it's called "bait and switch", and it happens to be a criminal offence here in Ontario, with huge fines handed out to the perpetrators. I think any salesman worth his salt at Computer City would think twice about telling that lie.

>
>Until you can verify sell through and inventory on hand, you will have lost
>this as well.

Nope, the burden of proof is on YOU, not ME, to prove inventory and sell-through - YOU are the one who claims to be the "professional". Or are you going to try the lame excuse of a "non-disclosure agreement" to weasel out of this one?

You remind me of an incident with Norman Mailer - how he picked a fight with a prize fighter, who then proceeded to pound the snot out of Mailer. Even though Mailer was reduced to chutney by the prize fighter, he hobbled away insisting he had won. You, TiFKAS, are acting like

Mailer, since you have been constantly debunked, outsmarted,
outshouted, and outed as a complete ignoramous who has been caught many
times to be fudging your data in order to maintain the Steve Jobs
Reality-Distortion Field.

>Hypo...A store typically sells 125 YUMS a month but has only allocated 50
>units for the month. By March 11, 15 units remain(the unpopular color(s)
>remain). What do you call this plenty? I call it a disaster..

no, a disaster is trying to convince the public that there are "no
iMacs available for sale in the stores" HERE and NOW, only to show that
there are indeed plenty HERE and NOW.

My, it's March 11th - who has stock? Oh, lookee here in the March
11th Toronto Star - Computer Buyers Warehouse still has plenty of iMacs
(including Rev. Bs) in stock. Both Computer Citys have stock on hand.
CPUsed has lime, tangerine and strawberry iMacs in stock (strange, as
they told me they only had lime last week - where DID they come from?)
as well as offering Rev B. iMacs at $1599 & tax. Oh yes, and in NOW
magazine, Computer Systems Centre on Spadina & College is advertising
they have ALL FIVE COLOURS in stock! Gee, what's that funny smell - I
believe the SJR-DF is overloading it's circuits, guess it was never
designed to handle so much truth and logic thrown at it :)

When you find yourself in a hole TiFKAS, the first thing you do is
to quit digging. :)

>>
>> yes, a big difference - empty warehouses do not equate "sold out all
>> over the country" when stock is still sitting on the shelves and stores
>> have to apply rebates to sell them....
>>
>
>It's a sign that shortages will occur.

since there are no signs there is a shortage, you can rest easy :)
>
>> >>
>> >> ah, yes, the Powerbook. Certainly a great success - which is why
>> >> Apple recently dropped the price to 1999 USD, obstenably to clear all
>> >> the units gathering dust. Why they're so desperate they're giving them
>> >> to even their most clueless "Power Reps" who are too cheap to buy their
>> >> own, more powerful personal systems....
>> >
>> >Ducking the issue here. At least we have a below $2000 PB to make up for low
>> >iMacs...
>>
>> not ducking the issue. Simply pointing out that the PowerBook,
>> despite your constant drooling, appears to have failed to have
>> revolutionized or caught on with the public to have Apple blowing them
>> out at the Apple version of fire-sale prices...
>

>
>There not being blown out at fire sale prices.. Apple only reduced the 233
>model to $1999 from $2299. I don't call that a blow out price. the pricing
>on the others have not changed.
>
>COMPAQ AND THE REST have reduced notebook pricing in the last month. Apple
>is no different.

which means that Apple had to start blowing out Powerbooks at
fire-sale prices.

3505. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-12 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7cadon$l3p$1@nnrp1.dejanews.com>
Source record: 3568

In article <7c9215eoe1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <36e67595.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > On 9 Mar 1999 18:27:26 G, sinclair2246@my-dejanews.com wrote:
> >
> > >
> > > >
> > > >> >
> > > >> - Computer City, Etobicoke: they had a large number of the iMacs in
> > > >> stock - and in all five colours.

> plenty of Yums in the store to get you

Ohh, plezee. Yums? What kind of preppie talk is that? My image of you grows clearer and clearer. Don't you feel stupid using that term talking with the supposed business people you deal with?

What a Dick Head......

Mike

> Peter S.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3506. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-12 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7caebl$lj4$1@nnrp1.dejanews.com>
Source record: 3569

In article <7c919v$e4c$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <36e63d7b.513372470@news1.telia.com>,
> kare.hampf@pp.inet.fi (K. Hampf) wrote:
>
> >
> > >> In what way Macs cost a lot? Well, figure this out. If you compare the
> > >> iMac with PC's of the same price, by using decent benchmarking
> > >> software or apps that is, the facts will speak for themselves. I know
> > >> my 1000$ PC easily outperforms the 1199$ iMac, do you?
> > >
> > >And if you think a $1000 PC is equal to a Yum than you believe in
> > >Compassionate Conservatism..

What a joke. A 233Mhz PPC put up to a 450Mhz PII in the REAL world?
You have to be kiddng. Your putting a bubble gum machine along side a tool.

> >
> > I did not say it's equal ... I said it's better, just judge what you
> > can do with the equal amount of money spent. More with the PC. Perhaps
> > you personally can't do much because of limited perspective but that's
> > a totally different matter.
> > Tell me, why is it that Apple adapts PC hardware to their
> > system and not vice versa?
>
> What do you mean? Mac first like SCSI, FireWire and ATI Rage 128? High
> quality and lower prices is a win win situation...Why did ST line adopt PC
> hardware?

Macs original SCSI was a terrible creation. It was only after they adopted
the standard that it actually worked. What is the use of FireWire now with
USB? A PC owner could have ordered an ATI Rage before the iStapler was
available, but with better cards on the market, why would they bother?

>
> >
> > I know facts ... you seem to read a lot of magazines.
>

> Oh PuLEAze....GEM was a horrible knock off..

A first cannot be described as a "knock off" by definition.
Thought you went to school.

Dick Head.......

Mike
>
> > K.Hampf
> > - email: kare.hampf@pp.inet.fi -
> >
>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3507. Live Chat with Roger Burrows (Maker of ExtenDos)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-13 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36EAD55F.3C93@geocities.com>
Source record: 3570
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,,comp.sys.atari.programmer,stgt.atari,alt.steinberg.cubase

Scheduled Chat Sessions

Click the Main Chat Room menu option to join us for the scheduled chats. Chats are schedule every Saturday night at 8:00PM CST.ï¿½ Please stop by for a while.ï¿½ Note the special chat nights listed below.ï¿½

Saturday, March 13th 8:00pm (Central Standard Time USA)
We invite Roger Burrows, Anodyne Software, maker of ExtenDOS to join us to discuss his newest software and support of other Atari products as he champions one of the biggest aspects of current Atari users--compatibility.

THAT TONIGHT ON HTTP://WWW.ATARIUSERS.COM/AUNT

(PS: We would like to set up a chat session during the European hours for our site since many have voiced an interest. If you would like to be our guest or know of someone who would be a good guest speaker, contact me at clu-da-bard@geocities.com)

3508. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-13 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36EB1BE7.89ADA17F@earthlink.net>
Source record: 3571

FOR MR. SINCLAIR IF YOU DARE (oh I rhymed!)

ATTENTION ATTENTION ATTENTION

Hot off the press. IBM and Motorola dissolve their PPC pact and development center. IBM will shortly phase out the G3 (32 bit) and will replace it with the G4 (64 bit) which is aimed solely at the server market. IBM states that one of the prime reasons for leave the market is the fact that Apple killed off the clone market. It is IBM feeling that had such a market existed today the story would be different. Sorry iMac Motorola will begin looking for other uses for its G3 as it now no longer has the services of the IBM development team. Motorola is aiming the PPC at the communications channel now. So Apple may some find itself starved out of the market due to a lack of new design chips.
Link to here for the story:
http://www.news.com/News/Item/0%2C4%2C33696%2C00.html?dd.ne.htmldisp.hl.ne

Interestingly enough to quote Martin Reynolds a chip analyst with Gartner Group Dataquest
"On the other hand, Apple in no longer a performance story and the issue may well be irrelevant

Harold Alley Jr.
AlleyCat Computer Systems

Atari PC5, Mega 4, Mega STe, TT 030, CDAR 504, Portfolio, SLM 605
Atari 400, 800xl, 130xe, 130xegs, ATR 8000, XMM 801, 1020
Atari 2600, 7800, Jaguar/CD, Touch Me, Lynx

Non Atari: TI 99/4a, TRS 80 mod1, Apple 2e, Interact mod R, Altair 8080a, Commodore 128

3509. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-14 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7ch4hi$5lb$1@nnrp1.dejanews.com>
Source record: 3572

In article <36EB1BE7.89ADA17F@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:

> Hot off the press. IBM and Motorola dissolve their PPC pact and development
> center.

This was done a while ago.

> IBM will shortly phase out the G3 (32 bit) and will replace it with the G4
> (64 bit) which is aimed solely at the server market.

Where does it say this? It says: "...emphasis at IBM these days is on 64-bit
chips that are used in its in-house computer lines--not the Macintosh." I
didn't read anything about them phasing out the G3 or about the 64-bit chips
only being aimed at the server market.

> IBM states that one of the prime reasons for leave the market is the fact
> that Apple killed off the clone market. It is IBM feeling that had such a
> market existed today the story would be different.

No IBM didn't state this. Analysts did.

> Sorry iMac Motorola will begin looking for other uses for its G3 as it now no
> longer has the services of the IBM development team. Motorola is aiming
> the PPC at the communications channel now. So Apple may some find itself
> starved out of the market due to a lack of new design chips.

Interesting analysis. Motorola has been selling PowerPC chips to the embedded
market for years. Targetting communication systems is a very logical step
since these systems are really taking off and PowerPC chips offer high-speed,
low- cost and power efficient solutions. Remember that MIPS is able to
produce fast, cheap and power efficient chips (MIPS chips are prevelant in
Windows CE handhelds) with a fraction of the market of PowerPC chips.

--
Brian Quinlan
quinlan@intergate.bc.ca

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3510. Vote Today

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36ED5D16.6623@geocities.com>
Source record: 3573
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

The House has a bill set up for a vote ASAP on whether to charge LD charges for Internet access even if you dial-up locally. This is something that affects each of us. Please read and forward:

Congress will be voting in less than two weeks. CNN stated that the Government would, in two weeks time, decide to allow or not allow a charge to your phone bill equal to a Long Distance call EACH time you access the Internet.

The address is http://www.house.gov/writerep/

If you choose, visit the address above and fill out the necessary form! If EACH one of us, forwards this message on to others in a hurry, we may be able to prevent this injustice from happening!

PLEASE PASS THIS ON!!!

3511. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-15 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36ecdb6c.346330224@news1.telia.com>
Source record: 3574

On Thu, 11 Mar 1999 18:16:43 GMT, sinclair2246@my-dejanews.com wrote:

>What do you mean? Mac first like SCSI, FireWire and ATI Rage 128? High
>quality and lower prices is a win win situation...Why did ST line adopt PC
>hardware?

Well ... let's see ... SCSI is a multiplatform standard, FireWire is
Apple's so there you're right, ATI Rage was first on PC and the M68K
has never ever been PC hardware.

>> I know facts ... you seem to read a lot of magazines.
>
>What facts are those?

Those you would need to actually compare two different brands of
computers but that you lack and wander off into beleiving instead of
knowing by experience. Specs and real benchmarks. Architecture design.

>The SE/30 is a 1989 model while the Falcon/030 came out barely in 1993..What
>took so long?

I am impressed! You actually got a point there. Atari was late with
advancing from the M68000, and we haven't made the PPC-jump that Apple
made either.

> Like the MacOS ... MacOS was not first OS with drag and drop
>> GUI, not first with the icons and the trashcan. Digital did it first
>> in their OS called GEM ... which is what we use on Atari by the way.
>
>Oh PuLEAze....GEM was a horrible knock off..

There you proove your level of knowledge. I suggest you do some basic
research in the area of computer history.

- email: kare.hampf@pp.inet.fi -

3512. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-15 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36ece1c2.347952573@news1.telia.com>
Source record: 3575

On Thu, 11 Mar 1999 18:11:43 GMT, sinclair2246@my-dejanews.com wrote:

>In article <36E6B932.FF3178CF@cfc.dnd.ca>,
> macdonald@cfc.dnd.ca wrote:
>> sinclair2246@my-dejanews.com wrote:
>> > When will there be a TOS laptop? Year 2003?
>>
>> TOS notebooks/laptops exist right now!
>> they are MAC or IBM hardware, but their operating system is TOS.
>> superior pre-emptive(or co-operative) multitasking at twice the speed.
>
>Spoken by a true Jihad!

Which OS do you think can make your hardware perform the most? TOS or
MacOS?
- email: kare.hampf@pp.inet.fi -

3513. Re: Vote Today

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7cmaolmeb1@news4.isdnet.net>
Source record: 3576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

Doctor Clu a �crit dans le message <36ED5D16.6623@geocities.com>...
>The House has a bill set up for a vote ASAP on whether to charge LD
>charges for Internet access even if you dial-up locally. This is
>something that affects each of us.

Not me. And it has nothing to do with Atari specifically.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3514. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-16 00:00:00 UTC
From: quinlan@intergate.bc.ca
Message-ID: <7ckpo9$au9$1@nnrp1.dejanews.com>
Source record: 3577

In article <36ecdb6c.346330224@news1.telia.com>,
kare.hampf@pp.inet.fi (K. Hampf) wrote:

> Well ... let's see ... SCSI is a multiplatform standard, FireWire is
> Apple's so there you're right, ATI Rage was first on PC and the M68K
> has never ever been PC hardware.

The Rage chipset was first on for the PC but the Rage 128 chipset was first
available for the Mac. Also, Firewire ports were available in Sony computer
systems before Apple included them on the new G3s. Adaptec also had
(expensive) PCI firewire cards before the G3s were available.

> I am impressed! You actually got a point there. Atari was late with
> advancing from the M68000, and we haven't made the PPC-jump that Apple
> made either.

So was Apple. Sun, NeXT and Apollo all used 68K processors and were usually a
generation ahead of Apple. NeXT was even considering using PPC processors
before they got out of the hardware buisness.

> There you proove your level of knowledge. I suggest you do some basic
> research in the area of computer history.

GEM was not, of course, a knock-off. I do agree with the horrible part.

--
Brian Quinlan
quinlan@intergate.bc.ca

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3515. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7cnesn$m5d$1@nnrp1.dejanews.com>
Source record: 3578

In article <36ece1c2.347952573@news1.telia.com>,
kare.hampf@pp.inet.fi (K. Hampf) wrote:
> On Thu, 11 Mar 1999 18:11:43 GMT, sinclair2246@my-dejanews.com wrote:
>
> >In article <36E6B932.FF3178CF@cfc.dnd.ca>,
> > macdonald@cfc.dnd.ca wrote:
> >> sinclair2246@my-dejanews.com wrote:
> >> > When will there be a TOS laptop? Year 2003?
> >>
> >> TOS notebooks/laptops exist right now!
> >> they are MAC or IBM hardware, but their operating system is TOS.
> >> superior pre-emptive(or co-operative) multitasking at twice the speed.
> > >
> > >Spoken by a true Jihad!
> >
> > Which OS do you think can make your hardware perform the most? TOS or
> > MacOS?

Mac OS. Mac OS for example will drive the hardware in the areas of digital
video editing and pre press. What about TOS?

> - email: kare.hampf@pp.inet.fi -
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3516. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7cnfcimko1@nnrp1.dejanews.com>
Source record: 3579

In article <36EB1BE7.89ADA17F@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:
>
> FOR MR. SINCLAIR IF YOU DARE (oh I rhymed!)
>
> ATTENTION ATTENTION ATTENTION
>
> Hot off the press. IBM and Motorola dissolve their PPC pact and development center.
> IBM will shortly phase out the G3 (32 bit) and will replace it with the G4 (64 bit)
> which is aimed solely at the server market. IBM states that one of the prime
> reasons for leave the market is the fact that Apple killed off the clone market. It
> is IBM feeling that had such a market existed today the story would be different.
> Sorry iMac Motorola will begin looking for other uses for its G3 as it now no
> longer has the services of the IBM development team. Motorola is aiming the PPC at
> the communications channel now. So Apple may some find itself starved out of the
> market due to a lack of new design chips.
> Link to here for the story:
> http://www.news.com/News/Item/0%2C4%2C33696%2C00.html?dd.ne.htmldisp.hl.ne
>
> Interestingly enough to quote Martin Reynolds a chip analyst with Gartner Group
> Dataquest
> "On the other hand, Apple in no longer a performance story and the issue may well
> be irrelevant
His analysis is a bad one..Motorola and IBM are still in the PPC game and will
prosper with increased iMacs and G3 sales..

A sign of relief...If he stated the opposite, Apple would be in trouble.

> Harold Alley Jr.
> AlleyCat Computer Systems
>
> Atari PC5, Mega 4, Mega STe, TT 030, CDAR 504, Portfolio, SLM 605
> Atari 400, 800xl, 130xe, 130xegs, ATR 8000, XMM 801, 1020
> Atari 2600, 7800, Jaguar/CD, Touch Me, Lynx
>
> Non Atari: TI 99/4a, TRS 80 mod1, Apple 2e, Interact mod R, Altair 8080a, Commodore
> 128
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
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3517. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7cnfh6mmq1@nnrp1.dejanews.com>
Source record: 3580

In article <7cadon$l3p$1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:
> In article <7c9215eoe1@nnrp1.dejanews.com>,
> sinclair2246@my-dejanews.com wrote:
> > In article <36e67595.0@nemo.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > > On 9 Mar 1999 18:27:26 G, sinclair2246@my-dejanews.com wrote:
> > >
> > > >
> > > > >
> > > >> >
> > >> - Computer City, Etobicoke: they had a large number of the iMacs in
> > >> stock - and in all five colours.
>
> > plenty of Yums in the store to get you
>
> Ohh, plezee. Yums? What kind of preppie talk is that? My image of you grows
> clearer and clearer. Don't you feel stupid using that term talking with the
> supposed business people you deal with?

Well...The business people I talk to when I walk in want to when more 'Yums'
will arrive..

> What a Dick Head......

my my..

> Mike
>
> > Peter S.
>
> ------------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

------------== Posted via Deja News, The Discussion Network ==----------
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3518. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7cng9cnei1@nnrp1.dejanews.com>
Source record: 3581

In article <7caebl$lj4$1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:

Sinclap takes time out from a busy 10 day tour in Wisconsin..

> > >
> > > >> In what way Macs cost a lot? Well, figure this out. If you compare the
> > > >> iMac with PC's of the same price, by using decent benchmarking
> > > >> software or apps that is, the facts will speak for themselves. I know
> > > >> my 1000$ PC easily outperforms the 1199$ iMac, do you?

Yea sure..

> > > >And if you think a $1000 PC is equal to a Yum than you believe in
> > > >Compassionate Conservatism..
>
> What a joke. A 233Mhz PPC put up to a 450Mhz PII in the REAL world?
> You have to be kiddng. Your putting a bubble gum machine along side a tool.

Well the 266 is the new lowend and quashes a PII...
> > >
> > > I did not say it's equal ... I said it's better, just judge what you
> > > can do with the equal amount of money spent. More with the PC. Perhaps
> > > you personally can't do much because of limited perspective but that's
> > > a totally different matter.
> > > Tell me, why is it that Apple adapts PC hardware to their
> > > system and not vice versa?
> >
> > What do you mean? Mac first like SCSI, FireWire and ATI Rage 128? High
> > quality and lower prices is a win win situation...Why did ST line adopt PC
> > hardware?
>
> Macs original SCSI was a terrible creation. It was only after they adopted
> the standard that it actually worked. What is the use of FireWire now with
> USB? A PC owner could have ordered an ATI Rage before the iStapler was
> available, but with better cards on the market, why would they bother?

The original SCSI began life on the Mac Plus and it worked well. FireWire is
for high performance while USB is for low cost connection which works well.
Check out the firewire hard drives and digital devices..

Yea can they order the Rage 128 card? First on MAC...

> >
> > >
> > > I know facts ... you seem to read a lot of magazines.
> >

>
> > Oh PuLEAze....GEM was a horrible knock off..
>
> A first cannot be described as a "knock off" by definition.
> Thought you went to school.

GEM was terrible knock off. Mac OS is original...
What do you not understand?

> Dick Head.......

Losing the battle here..

> Mike
> >
> > > K.Hampf
> > > - email: kare.hampf@pp.inet.fi -
> > >
> >
> > Peter S.
> > PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> ------------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3519. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7cngfm$ni8$1@nnrp1.dejanews.com>
Source record: 3582

In article <7c7l9h$7qi$1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:
> In article <7c3n3b$np3$1@nnrp1.dejanews.com>,
> sinclair2246@my-dejanews.com wrote:
> > In article <36e377e2.331688078@news1.telia.com>,
> > kare.hampf@pp.inet.fi (K. Hampf) wrote:
> > > On Fri, 05 Mar 1999 07:10:52 GMT, sinclair2246@my-dejanews.com wrote:
>
> > > To get more on topic, I also know an Atari Falcon 030 outperforms a
> > > Mac SE/30 ...
> >
> > Oh gee...thats a comeback? How about a Quadra or first gen PowerMac?
>
> My 040 Falcon easily outperforms my Quadra, and if your talking about the
> 60Mhz PPC's, they are hampered by the OS. Sure, the processor is faster, but
> you rarely get the chance to feel the power. On the Falcon, at least the 040
> performs well, and is not burden by an OS that took the hardware ten years to
> cache up to..... Dick Head.

But the knock off OS is does not do as much as Mac OS. Nice Try..

As for the first Gen PowerMacs, install a G3 card from Newer...Can you do this
on a Falcon for low cost?

> Mike
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3520. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7cngu8ntt1@nnrp1.dejanews.com>
Source record: 3583

In article <7c9i5ntvq1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:

> Try speed test when both machines are running either AppleWorks or MS
Office

> > or Photoshop and get back to me.
>
> Oh, and why not just load the fucking Mac OS while I am at it.
> It's funny you support a failing platform, and quote software that is a major
> cause of its demise.

What demise? These software apps drive the platform. With the release of the
new $499 Mac OS server...will expand the base..

Unlike hack and slash apps that have caused erosion of the TOS base..

> Lets see. I can run Photoline on my PII 450 (under NT or TOS on the same
> machine). Whenever the Mac is supported well enough for the authors to port a
> version over to the Mac, then we can run the compairson. Or, you could run one
> of the fantastic Windows emulators on your Powersludge and load Photoline.
> Either way you hack it, you have a machine that does not perform in a cross
> platform enviroment as well as the PC (or TOS machine for that matter).

What about running it on TOS hardware.? Get back to me when it can be done..

> MS Office? I that wher Monica worked? Is Appleworks a spin off of Atari Works?

Is AppleWorks a spin off of Atari Works? ROFLAMO! Apple Works has no peers
from anything in TOS land. Will work on 020 machines..

> Like I said........Dick Head

Must be one to know one..

> > > Mike

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3521. Re: Canadian Stores Full of iMacs, TiFK

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7cnicvouc1@nnrp1.dejanews.com>
Source record: 3584

In article <36e88780.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

Sinclap takes time out from a busy grueling 10 day tour in Wisconsin..in need
for amusement..

> nope - the claim was made in the article in both the National Pest
> (which you have now curiously dropped as proof) and in the Montreal
> Gazette (which you posted and were crowing about - and now appear to be
> eating crow over) were that iMacs were "in short supply" and in some
> cases "sold out and hard to get" - and with no hard numbers to back it
> up, only Apple's claims of an empty warehouse. Since you claim to be an
> "Apple Power Rep", you of all people should find it easiest to come up
> with hard numbers. The burden of proof is on YOU, not me.

I used the Montreal paper to back up the National Post to counter your
reality distortion denial. Why not drop in to these outlets to see whats
left.. I can't comment on the numbers due to company confidentialy and NDA...

> And, BTW, if in your fantasy scenario the salesman told me that
> there were "plenty of YUMS in the store" to get me to come in when they
> had little or no stock, that salesman (and the store) would be in big
> trouble - it's called "bait and switch", and it happens to be a criminal
> offence here in Ontario, with huge fines handed out to the perpetrators.
> I think any salesman worth his salt at Computer City would think twice
> about telling that lie.

I am sure he has plenty of Tangerine Yum's...-)

>
> >
> >Until you can verify sell through and inventory on hand, you will have lost
> >this as well.
>
> Nope, the burden of proof is on YOU, not ME, to prove inventory and
> sell-through - YOU are the one who claims to be the "professional". Or
> are you going to try the lame excuse of a "non-disclosure agreement" to
> weasel out of this one?

NDA keeps me from disclosing plusvalid reasons.. All firms have this...You
can not disclose company information due to legal and cpmpetitive reasons.
Does your hardware store disclose company info to their competitiors?

> You remind me of an incident with Norman Mailer - how he picked a
> fight with a prize fighter, who then proceeded to pound the snot out of
> Mailer. Even though Mailer was reduced to chutney by the prize fighter,
> he hobbled away insisting he had won. You, TiFKAS, are acting like

> Mailer, since you have been constantly debunked, outsmarted,
> outshouted, and outed as a complete ignoramous who has been caught many
> times to be fudging your data in order to maintain the Steve Jobs
> Reality-Distortion Field.

Yea right...I am far away from Cupertino in the field..And I know whats going on..I can't tell you...But I do quote the press with comfort...

> >Hypo...A store typically sells 125 YUMS a month but has only allocated 50
> >units for the month. By March 11, 15 units remain(the unpopular color(s)
> >remain). What do you call this plenty? I call it a disaster..
>
> no, a disaster is trying to convince the public that there are "no
> iMacs available for sale in the stores" HERE and NOW, only to show that
> there are indeed plenty HERE and NOW.

Come down south....

> My, it's March 11th - who has stock? Oh, lookee here in the March
> 11th Toronto Star - Computer Buyers Warehouse still has plenty of iMacs
> (including Rev. Bs) in stock. Both Computer Citys have stock on hand.
> CPUsed has lime, tangerine and strawberry iMacs in stock (strange, as
> they told me they only had lime last week - where DID they come from?)
> as well as offering Rev B. iMacs at $1599 & tax. Oh yes, and in NOW
> magazine, Computer Systems Centre on Spadina & College is advertising
> they have ALL FIVE COLOURS in stock! Gee, what's that funny smell - I
> believe the SJR-DF is overloading it's circuits, guess it was never
> designed to handle so much truth and logic thrown at it :)

Come down south and get back to me if you find all the colors..

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3522. What iMac color are you?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-17 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7cnkal$qb5$1@nnrp1.dejanews.com>
Source record: 3585

Read all about it at this link..

http://www.pantone.com/aboutpantone/98archive.asp?ID=47

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3523. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-17 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7cok5u$kk9$1@nnrp1.dejanews.com>
Source record: 3586

In article <7cngu8ntt1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <7c9i5ntvq1@nnrp1.dejanews.com>,
> magicmac@my-dejanews.com wrote:
>
> > Try speed test when both machines are running either AppleWorks or MS
> Office
>
> > > or Photoshop and get back to me.
> >
> > Oh, and why not just load the fucking Mac OS while I am at it.
> > It's funny you support a failing platform, and quote software that is a
major
> > cause of its demise.
>
> What demise? These software apps drive the platform. With the release of the
> new $499 Mac OS server...will expand the base..
>
> Unlike hack and slash apps that have caused erosion of the TOS base..

The erosion of the TOS base was caused by hardware, not software. The software
is the only reason that it survives in the numbers it does today.
>
> > Lets see. I can run Photoline on my PII 450 (under NT or TOS on the same
> > machine). Whenever the Mac is supported well enough for the authors to port
a
> > version over to the Mac, then we can run the compairson. Or, you could run
one
> > of the fantastic Windows emulators on your Powersludge and load Photoline.
> > Either way you hack it, you have a machine that does not perform in a cross
> > platform enviroment as well as the PC (or TOS machine for that matter).
>
> What about running it on TOS hardware.? Get back to me when it can be done..

That is the point. It can be run on TOS hardware and Intel machines. It's just
not worth the time to port it over to the Mac considering the small user base.
>
> > MS Office? I that wher Monica worked? Is Appleworks a spin off of Atari
Works?
>
> Is AppleWorks a spin off of Atari Works? ROFLAMO! Apple Works has no peers
> from anything in TOS land. Will work on 020 machines..
>
> > Like I said.....Dick Head
>

> Must be one to know one..

As long as your admitting to it, that's fine with me. Dick Head.
>
> > > > Mike
>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> ------------== Posted via Deja News, The Discussion Network ==----------
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>

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3524. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-17 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7cokf1kpo1@nnrp1.dejanews.com>
Source record: 3587

In article <7cngfm$ni8$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <7c7l9h$7qi$1@nnrp1.dejanews.com>,
> magicmac@my-dejanews.com wrote:
> > In article <7c3n3b$np3$1@nnrp1.dejanews.com>,
> > sinclair2246@my-dejanews.com wrote:
> > > In article <36e377e2.331688078@news1.telia.com>,
> > > kare.hampf@pp.inet.fi (K. Hampf) wrote:
> > > > On Fri, 05 Mar 1999 07:10:52 GMT, sinclair2246@my-dejanews.com wrote:
> > >
> > > > To get more on topic, I also know an Atari Falcon 030 outperforms a
> > > > Mac SE/30 ...
> > > >
> > > Oh gee...thats a comeback? How about a Quadra or first gen PowerMac?
> > >
> > My 040 Falcon easily outperforms my Quadra, and if your talking about the
> > 60Mhz PPC's, they are hampered by the OS. Sure, the processor is faster, but
> > you rarely get the chance to feel the power. On the Falcon, at least the 040
> > performs well, and is not burden by an OS that took the hardware ten years
to
> > cache up to..... Dick Head.
>
> But the knock off OS is does not do as much as Mac OS. Nice Try..

Lets see, first you admit that your a Dick Head in the last reply, and now you
admit that it took Apple hardware ten years to cache up to their bloated O/S.
Boy, I should quit while I am ahead (not a Dick aHead:).
As far as the O/S not doing as much, I perfer to leave that up to client
applications. Having a choice more than color means more to some people than
others......
>
> As for the first Gen PowerMacs, install a G3 card from Newer...Can you do this
> on a Falcon for low cost?

What low cost......hahahha. A Newer G3 400Mhz card is over $1500.00.

>
> > Mike
> >
> >
>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> ------------== Posted via Deja News, The Discussion Network ==----------

> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3525. Color does matter!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-18 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7cq65runi1@nnrp1.dejanews.com>
Source record: 3588

Check out the front cover in this weeks U.S. News & World Report to understand the meaning.

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3526. Re: Color does matter!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-19 00:00:00 UTC
From: mgrove@my-dejanews.com
Message-ID: <7csrc6$6tf$1@nnrp1.dejanews.com>
Source record: 3589

In article <7cq65runi1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> Check out the front cover in this weeks U.S. News & World Report to understand
> the meaning.
>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

Sorry, that magazine is not available in this area. Neither are the new iStaplers. What is wrong with Apple marketing? Why can't I drive to my local Apple dealer and see this new product? Why can't I purchase an inexpensive clone of this item? Why is Apple going back to it obsolete Mac Plus/SE look for its new computer line? I want one with a 17" monitor. 15" is just to small. What should I do? My friends iStapler (in a town far far away) isn't as fast as the new Pentiums. How can I upgrade to a new PPC processor. He has 4gig of ram. How can I install that in an iStapler? If I open up a new iStapler to install a CD Recorder (it looks like the iStapler will take up all my deskspace, where now my digital LCD display sits) will it void its warrenty? I don't like any of the colors that are offered. When will it be available in transparent black or silver? I think the clear accessories suck. The scratches really show up now. Will Apple market a plastic repair kit to cover them up? Why dont you take a train the next trip you make, SinCrap?

Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3527. Canadian Stores STILL full of iMacs! TiFKAS STILL eating strained spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36f259e3.0@nemo.idirect.com>
Source record: 3590

an update to my continued refuting of The iDiot Forever Known As Sinclap's (TiFKAS) wild claims that the overpriced, overhyped, underpowered iMac is "sold out all over Canada"....

CPUsed (Bathurst & Dupont) - went in. Several in boxes, all lime green, on the floor. One set up for display - someone had messed up the arrangement of the desktop (I was kind enough to fix everything up for them). BTW, overheard a conversation by a salesman about why the G3 Powerbook had a fire-sale price drop - "because Apple has a warehouse full of these and they're having trouble getting rid of them, and they can't release any more new models until they're all sold".

Computer Systems Centre (Spadina & College) - about 10 iMacs on the floor in boxes, all five colours. Five iMacs on display on a round table - strangely, all facing butt-out rather than screen out.

FutureShop ad (Toronto Sun) - they're having a "clearance sale" of a number of slow-moving computers. Oh, look at this - they're selling off their iMacs. Their 233 mHZ "Rev B" iMacs! (My, if iMacs are supposed to be "so hard to get" in Canada, WHY ARE THERE STILL REV B.s AVAILABLE!)

Long & McQuades (Ossington & Bloor) - four iMacs on the floor, all in boxes. Two Rev. Bs, two YUMs (again, if the iMac is supposedly "sold out all over Canada", why are there STILL REV. Bs AVAILABLE!) Also did not see any iMac compatible MIDI-to-USB adapters which TiFKAS was swearing he saw at Apple's headquarters (in between boot-licking sessions with Steve Jobs?) But also noted - L&McQ were selling off a number of their Mac sequencer packages at fire-sale prices....

Gee, all I had to do was to walk into three businesses and I happened to find a good number of iMacs in stock (which strangely, TiFKAS swore that would be out of them by the middle of March). I stayed there in each place for around 15 minutes each, and didn't see crazed crowds searching for iMacs being sold every 15 seconds :). Now surely, the reporter for the National Pest (one of the sources of TiFKAS' wild claims) should have VERIFIED beforehand what was essentially an Apple press release by simply walking into an authorized Apple dealer and done a count (or even made a phone call).....

That explosion you just heard was the Steve Jobs Reality-Distortion Field® finally imploding into 17,670,002 micro-cells - the strain of trying to use it in the logic-laden enviroment of atari.advocacy was obviously too much. I'm sure that TiFKAS will have it up and running again for another batch of his steaming piles of drivel - as soon as he chokes down another bowl of his strained spinach. Will TiFKAS admit he made a boo-boo - or will he direct another of his brain-dead paranoid

rants against imaginary "Atari Jihads" lead by his equally imaginary
friend "Chunks", instead?

BTW, TiFKAS, I DO have a life. I just happened to be in those areas
that day (my day off) and felt it was my civic duty to check up on
stock apparently on hand - to show you up for the cheesehead you
obviously are...

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3528. Re: Canadian Stores STILL full of iMacs! TiFKAS STILL eating strained spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-19 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <921859740-39804AEicMi@ping.be>
Source record: 3591

Daniel Dreibelbis wrote on 19-03-99

> Also did
>not see any iMac compatible MIDI-to-USB adapters which TiFKAS was
>swearing he saw at Apple's headquarters (in between boot-licking
>sessions with Steve Jobs?)
Daniel, I suppose you did at least notice the 12000 3th party products
and the 1600 new developed Mac software titles which are shipping
worldwide and selling like hotcakes according to TIFKAS ???

> searching for iMacs being sold every 15 seconds :
Lets be fair, TIFKAS said that every 15 seconds a iMac was produced, he
never said that these got sold at that rate... A normal person would
expect this, but in the case of TIFKAS.......

The big empty bubble will explode soon, I'll see you at the funeral
service TIFKAS..

Cheers from Belgium (iMac bursting out of the shops)

Dennis

3529. Re: Canadian Stores STILL full of iMacs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36f30088.0@nemo.idirect.com>
Source record: 3592

On 19 Mar 1999 16:57:32 , Dennis Vermeire wrote:
>Daniel Dreibelbis wrote on 19-03-99
>
>> Also did
>>not see any iMac compatible MIDI-to-USB adapters which TiFKAS was
>>swearing he saw at Apple's headquarters (in between boot-licking
>>sessions with Steve Jobs?)

>Daniel, I suppose you did at least notice the 12000 3th party products
>and the 1600 new developed Mac software titles which are shipping
>worldwide and selling like hotcakes according to TIFKAS ???

nope. None of the dealers had anywhere near what TiFKAS has been
claiming. Not even the imaginary "12 30-foot piles" which he claimed
about a year ago. At the most I would count around thirty-40 titles on
hand at Computer Systems Centre, which seemed to be the best stocked
one. I'm going out to the Etobicoke Computer City this weekend so I'll
get a firsthand look there as well (gotta be fair :))

Of course, could Steve "�berboss" Jobs be lumping PD and shareware
in with the commercial titles to come up with that rather high count? :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3530. Re: Color does matter!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-21 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7d1hp8bem1@nnrp1.dejanews.com>
Source record: 3593

In article <7csrc6$6tf$1@nnrp1.dejanews.com>,
mgrove@my-dejanews.com wrote:

> Sorry, that magazine is not available in this area. Neither are the new
> iStaplers. What is wrong with Apple marketing? Why can't I drive to my local
> Apple dealer and see this new product? Why can't I purchase an inexpensive
> clone of this item? Why is Apple going back to it obsolete Mac Plus/SE look
> for its new computer line? I want one with a 17" monitor. 15" is just to
> small. What should I do? My friends iStapler (in a town far far away) isn't
> as fast as the new Pentiums. How can I upgrade to a new PPC processor. He has
> 4gig of ram. How can I install that in an iStapler? If I open up a new
> iStapler to install a CD Recorder (it looks like the iStapler will take up
> all my deskspace, where now my digital LCD display sits) will it void its
> warrenty? I don't like any of the colors that are offered. When will it be
> available in transparent black or silver? I think the clear accessories suck.
> The scratches really show up now. Will Apple market a plastic repair kit to
> cover them up? Why dont you take a train the next trip you make, SinCrap?

Eh..iMike..

If you want larger monitor and expandibility get a blue/white G3. There will
be a USB CD recorder. As for other colors, thats upto Steve Jobs.

Because unlike Europe, trains are not available for a short distance between
MN and WI..Plus I get mileage...

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3531. Re: Canadian Stores STILL full of iMacs! TiFKAS STILL eating strained spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-21 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7d1jc1$cr3$1@nnrp1.dejanews.com>
Source record: 3594

In article <36f259e3.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis)"Chunks" wrote:

> an update to my continued refuting of The iDiot Forever Known As
> Sinclap's (TiFKAS) wild claims that the overpriced, overhyped,
> underpowered iMac is "sold out all over Canada"....

Froom what you have written.., it seems that the iMacs are about gone. Looks like BB, grape and Strawberry are nearly gone. Just the odds and ends left..

> CPUsed (Bathurst & Dupont) - went in. Several in boxes, all lime
> green, on the floor. One set up for display - someone had messed up the
> arrangement of the desktop (I was kind enough to fix everything up for
> them). BTW, overheard a conversation by a salesman about why the G3
> Powerbook had a fire-sale price drop - "because Apple has a warehouse
> full of these and they're having trouble getting rid of them, and they
> can't release any more new models until they're all sold".

What about the other colors and rev B ones? Please tell me about the fire sale PB pricing..Whats the current pricing up in the CA territory?

> Computer Systems Centre (Spadina & College) - about 10 iMacs on the floor
> in boxes, all five colours. Five iMacs on display on a round table -
> strangely, all facing butt-out rather than screen out.

Could be the empty shell display ones..
Just 10 iMacs left? Thats nothing...50 on hand would indicate slow sales..

> FutureShop ad (Toronto Sun) - they're having a "clearance sale" of a
> number of slow-moving computers. Oh, look at this - they're selling off
> their iMacs. Their 233 mHZ "Rev B" iMacs! (My, if iMacs are supposed to
> be "so hard to get" in Canada, WHY ARE THERE STILL REV B.s AVAILABLE!)

Maybe a poor job in marketing and selling skills? Send then down south and will be gone in an hour..

> Long & McQuades (Ossington & Bloor) - four iMacs on the floor, all
> in boxes. Two Rev. Bs, two YUMs (again, if the iMac is supposedly "sold
> out all over Canada", why are there STILL REV. Bs AVAILABLE!) Also did
> not see any iMac compatible MIDI-to-USB adapters which TiFKAS was
> swearing he saw at Apple's headquarters (in between boot-licking
> sessions with Steve Jobs?) But also noted - L&McQ were selling off a
> number of their Mac sequencer packages at fire-sale prices....

Just four units left? Yep..imacs are slow sellers...-)....
I stated from the two news articles that reported that Apple's warehouse is

empty of iMacs..From the indications of near sell out of stocks would support this.
Tell the stores to order the USB midi stuff. Just needs initiative and a market...

> Gee, all I had to do was to walk into three businesses and I
> happened to find a good number of iMacs in stock (which strangely,
> TiFKAS swore that would be out of them by the middle of March). I
> stayed there in each place for around 15 minutes each, and didn't see
> crazed crowds searching for iMacs being sold every 15 seconds :). Now
> surely, the reporter for the National Pest (one of the sources of
> TiFKAS' wild claims) should have VERIFIED beforehand what was
> essentially an Apple press release by simply walking into an authorized
> Apple dealer and done a count (or even made a phone call).....

All indications that you have stated would indicate that iMacs are about gone.

> That explosion you just heard was the Steve Jobs Reality-Distortion
> Field finally imploding into 17,670,002 micro-cells - the strain of
> trying to use it in the logic-laden enviroment of atari.advocacy was
> obviously too much. I'm sure that TiFKAS will have it up and running
> again for another batch of his steaming piles of drivel - as soon as he
> chokes down another bowl of his strained spinach. Will TiFKAS admit he
> made a boo-boo - or will he direct another of his brain-dead paranoid
> rants against imaginary "Atari Jihads" lead by his equally imaginary
> friend "Chunks", instead?

Did you bother to read what you have wrote "Chunks"? There is low imac stocks in the stores.. Having that inventory level supports the articles..

> BTW, TiFKAS, I DO have a life. I just happened to be in those areas
> that day (my day off) and felt it was my civic duty to check up on
> stock apparently on hand - to show you up for the cheesehead you
> obviously are...

I even don't go into Comp on my days off.

> **********Daniel L. Dreibelbis**********
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> **********"Nevertheless, THE FUJI STILL LIVES!"**********
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3532. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-21 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7d1jitcue1@nnrp1.dejanews.com>
Source record: 3595

In article <7cokf1kpo1@nnrp1.dejanews.com>,
>
> Lets see, first you admit that your a Dick Head in the last reply, and now you
> admit that it took Apple hardware ten years to cache up to their bloated O/S.
> Boy, I should quit while I am ahead (not a Dick aHead:).
> As far as the O/S not doing as much, I perfer to leave that up to client
> applications. Having a choice more than color means more to some people than
> others......

Apple never had to catch up...Constant updating...When Will TOS goto PPC?
This century or the next one?

> > As for the first Gen PowerMacs, install a G3 card from Newer...Can you do this
> > on a Falcon for low cost?
>
> What low cost......hahahha. A Newer G3 400Mhz card is over $1500.00.

Try $500 in the 200 MHZ+ range..

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3533. Re: Canadian Stores STILL full of iMacs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36f47d14.0@nemo.idirect.com>
Source record: 3596

On 21 Mar 1999 01:52:04 , since springtime now means that he could finally remove his head from "up there", sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

>In article <36f259e3.0@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis)"Chunks" wrote:
>
>> an update to my continued refuting of The iDiot Forever Known As
>> Sinclap's (TiFKAS) wild claims that the overpriced, overhyped,
>> underpowered iMac is "sold out all over Canada"....
>
>Froom what you have written.., it seems that the iMacs are about gone. Looks
>like BB, grape and Strawberry are nearly gone. Just the odds and ends left..

nope - as a matter of fact, I visited Computer City today - plenty of iMacs are in stock, in all colours....

>
>> Computer Systems Centre (Spadina & College) - about 10 iMacs on the floor
>> in boxes, all five colours. Five iMacs on display on a round table -
>> strangely, all facing butt-out rather than screen out.
>
>Could be the empty shell display ones..
>Just 10 iMacs left? Thats nothing...50 on hand would indicate slow sales..

that's just sitting on the floor - let's not also forget that they also have stock areas in the back...
>
>> FutureShop ad (Toronto Sun) - they're having a "clearance sale" of a
>> number of slow-moving computers. Oh, look at this - they're selling off
>> their iMacs. Their 233 mHZ "Rev B" iMacs! (My, if iMacs are supposed to
>> be "so hard to get" in Canada, WHY ARE THERE STILL REV B.s AVAILABLE!)
>
>Maybe a poor job in marketing and selling skills? Send then down south and
>will be gone in an hour..

ahhh, dodging the issue - according to your article there should be LITTLE TO NO iMACS left at all in Canada! That includes Rev Bs. Plus, I believe you were the one cackling about FutureShop carrying the iMac and gloating that "they must be selling well".

More strained spinach?

>
>> Long & McQuades (Ossington & Bloor) - four iMacs on the floor, all
>> in boxes. Two Rev. Bs, two YUMs (again, if the iMac is supposedly "sold

>> out all over Canada", why are there STILL REV. Bs AVAILABLE!) Also did
>> not see any iMac compatible MIDI-to-USB adapters which TiFKAS was
>> swearing he saw at Apple's headquarters (in between boot-licking
>> sessions with Steve Jobs?) But also noted - L&McQ were selling off a
>> number of their Mac sequencer packages at fire-sale prices....
>
>Just four units left? Yep..imacs are slow sellers...-)....
>I stated from the two news articles that reported that Apple's warehouse is
>empty of iMacs..From the indications of near sell out of stocks would support
>this.

according to the articles you posted, there should be "little-to-no
iMacs available for sale" - which should also include Rev Bs. You also
brayed that by the middle of the month that all dealers should be out
of iMacs. My research proves you wrong as usual, weinerhead....

too afraid to admit you made a boo-boo?

> Tell the stores to order the USB midi stuff. Just needs initiative and a
>market...

or maybe it's the fact that there's really no driver support for
the iMac yet - that's according to a MIDI professional I talked to at
TAF last week. STILL no support for the new Roland USB-to-MIDI adaptor,
which seems to be the major player. Or maybe they're waiting for a
version of Cubase (the major player for the Mac sequencer) that will
work with floppyless G3s (Cubase uses a key disc for the Mac - Jobs has
shot himself in the foot)

>
>> Gee, all I had to do was to walk into three businesses and I
>> happened to find a good number of iMacs in stock (which strangely,
>> TiFKAS swore that would be out of them by the middle of March). I
>> stayed there in each place for around 15 minutes each, and didn't see
>> crazed crowds searching for iMacs being sold every 15 seconds :). Now
>> surely, the reporter for the National Pest (one of the sources of
>> TiFKAS' wild claims) should have VERIFIED beforehand what was
>> essentially an Apple press release by simply walking into an authorized
>> Apple dealer and done a count (or even made a phone call).....
>
>All indications that you have stated would indicate that iMacs are about gone.

according to the articles you quoted, the iMacs should have been
out of stock or hard to find at the time they were written. You also
claimed that by the middle of the month they should've been all gone.
Both scenarios have been proven wrong.

Still in denial that the iMac is not doing as well as you're claiming?

>
>> That explosion you just heard was the Steve Jobs Reality-Distortion
>> Field finally imploding into 17,670,002 micro-cells - the strain of
>> trying to use it in the logic-laden enviroment of atari.advocacy was

>> obviously too much. I'm sure that TiFKAS will have it up and running
>> again for another batch of his steaming piles of drivel - as soon as he
>> chokes down another bowl of his strained spinach. Will TiFKAS admit he
>> made a boo-boo - or will he direct another of his brain-dead paranoid
>> rants against imaginary "Atari Jihads" lead by his equally imaginary
>> friend "Chunks", instead?
>
>
>Did you bother to read what you have wrote "Chunks"? There is low imac stocks
>in the stores.. Having that inventory level supports the articles..

1) your imaginary friend "Chunks" does not exist

2) the articles claimed that it was hard to find an iMac. As again
I point out, I was able to walk into several Apple dealers and finding
a good number of them in stock, even at this late date - including Rev
Bs, which should have been all sold out by now.

When are you going to quit crying over the spilled milk?

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

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3534. Anti-Mac Jihad Mea Culpa!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-21 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7d220hobn1@nnrp1.dejanews.com>
Source record: 3597

Anti-Mac Jihad Aaron Golbergs mea culpa on iMac sales...
Of course...a certain Atari-Fuji Jihad individual who we call on the "chunky' side will not believe it and will rant that it's part of a Steve Jobs reality distortion conspiracy..

Before
http://www.zdii.com/industry_list.asp?mode=news&doc_id=ZD2160213&pic=Y

After
http://www.zdinfobeads.com/INSIDER/PAGES/TOPICS/Consumer_Market/031199/

March 11, 1999

The iMac Bunny: It Just Keeps Going and Going and Going.....

OK, when I started to really look closely at what the fourth quarter iMac sales looked like, I expected some drop off. Mostly because the initial rush of Mac bigots had subsided, and the end of the Q4 selling season spelled the peak of Apple's success in the retail market. After all, it seemed that the limited market of those individuals wanting to go "non-standard" would be exhausted and that our PC attention (which spans about two months) would turn to other hot products.

Well, that is certainly NOT what happened.

The latest data from InfoBeads shows that Apple has not only kept the momentum up, but they also actually gained share in the retail market in January. This gain shows that there is more long-term strength in the Mac market than I initially thought. The iMac has really held up surprisingly well and now, months after the initial spike, is still the third best-selling product in retail.

Source: StoreBoard

However, taking the best "what have you done for me lately" view of Apple - now that they've passed from Q4 into Q1 in good shape - I ask myself, "what does the future hold for them?" Well in the short term - that is through Q1- I think they are poised to continue to doing well. The announcement of the Pentium III put a real funk into the Wintel side of the market in February, a boon to Apple, and March looks better. Not only that, but the timing of the G3 advertising was excellent, hitting the market precisely when there was a dearth of PC advertising.

Longer term, it is clear that Apple has to start rebuilding share in business markets. This has happened a little bit in the small and medium business markets, but
Apple clearly needs to add some weight to marketing here, as well as likely

rebuild some burnt bridges with the smaller resellers. The CompUSA-based distribution
strategy has taken a hit as that chain has had its share of problems of late, and Best Buy is not really a business destination channel.

So far, Apple has done very well. Yet they are not at the point where they can rest on their laurels. We'll be watching the results here at InfoBead Insider to see if the positive trend continues.

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3535. Re: Color does matter!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-21 00:00:00 UTC
From: mgrove@my-dejanews.com
Message-ID: <7d3al9$o3e$1@nnrp1.dejanews.com>
Source record: 3598

In article <7d1hp8bem1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <7csrc6$6tf$1@nnrp1.dejanews.com>,
> mgrove@my-dejanews.com wrote:
>
> > Sorry, that magazine is not available in this area. Neither are the new
> > iStaplers. What is wrong with Apple marketing? Why can't I drive to my local
> > Apple dealer and see this new product? Why can't I purchase an inexpensive
> > clone of this item? Why is Apple going back to it obsolete Mac Plus/SE look
> > for its new computer line? I want one with a 17" monitor. 15" is just to
> > small. What should I do? My friends iStapler (in a town far far away) isn't
> > as fast as the new Pentiums. How can I upgrade to a new PPC processor. He has
> > 4gig of ram. How can I install that in an iStapler? If I open up a new
> > iStapler to install a CD Recorder (it looks like the iStapler will take up
> > all my deskspace, where now my digital LCD display sits) will it void its
> > warrenty? I don't like any of the colors that are offered. When will it be
> > available in transparent black or silver? I think the clear accessories suck.
> > The scratches really show up now. Will Apple market a plastic repair kit to
> > cover them up? Why dont you take a train the next trip you make, SinCrap?
>
> Eh..iMike..
>
> If you want larger monitor and expandibility get a blue/white G3. There will
> be a USB CD recorder. As for other colors, thats upto Steve Jobs.

I don't need a larger montior, but I would like to use an new 15" LCD digital
display. Can't the iStapler handle this?

My, my, seems that the iStapler is intended for a very specific user type. If
you had any brains, you would have guessed by now, that type of user does not
frequent this newsgroup.

>
> Because unlike Europe, trains are not available for a short distance between
> MN and WI..Plus I get mileage...

I know nothing of trains in Europe. We do have a rail line that run close to
town. Why can't the iStaplers be shipped by rail? Don't brag about your
employment. Your about as laughable as Al Bundy. The "plus I get mileage"
statement really shows your mentality. It's like bragging about something
that everybody in outside sales receives. Your nothing special in that
respect. But you are a first rate Dick Head.

>
> Peter S.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3536. Re: Anti-Mac Jihad Mea Culpa!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36f53cd2.0@nemo.idirect.com>
Source record: 3599

On 21 Mar 1999 06:01:57 , sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

well, TiFKAS, I see that rather than face the issues (including posting real-world results on how well the iMac is doing in Canada, as well as facing the fact that neither the "Atari Jihads" nor your imaginary friend "Chunks" exists), you choose once again to mindlessly post a press release - and probably never bother to read it, in a desperate attempt to make everyone forget that you're way overdue to eat your strained spinach.

well, two can play at that game. Please note that the below press release does not include any reference to MIDI solutions to the iMac...:

Blue G3 - MIDI/Digital Audio update

Hello, I'm a producer who tries to stay on top of the technical aspects of electronic music. One of the big issues for a lot of us surround compatability with the new Blue G3. A friend of mine put together a list of information/issues that are important to MIDI/digital audio users. [...]

Jeff Taylor
Producer at Large

Re: BLUE G3s and MIDI/Digital Audio

There's no real solid solution on the MIDI front that I'm aware of other than a Megawolf PCI card and Mark of the Unicorn's FreeMIDI 1.38. If you don't use MOTU stuff you're going to have to wait until the Opcode's [USB MIDI adapters] ship or the PCI serial card companies come through...

Roland is leading the USB MIDI interface pack with the SuperMPU interface but there's no Mac MIDI driver for it yet.

Griffin Technologies has pushed back the release date for the gPort to the middle of March from the middle of February. The gPort connects internally to the Blue G3 motherboard with a special bracket to mount the serial port inside the case. The gPort provides only one Mac DIN 8 serial connector. When it's released almost all MIDI interfaces will work through it with the shipping version of Opcode's OMS (Open Music System 2.3.6).

A couple of serial PCI card companies will provide 2 to 4 Mac serial ports on a PCI card. An OMS compatibility solution for these PCI serial cards is in development by a third party and should be completed very soon. I can't comment on when until we know a little more about the situation.

USB OMS MIDI drivers are also in development. As soon as we get the drivers done the USB interfaces shouldn't be too far behind. Simple 2 to 4 port

interfaces will arrive first. Large multi-port, multi-function interfaces will follow later.

USB (12Mbps) is 50 times faster than older Mac serial ports (250Kbps) but more devices will probably be connected to the USB bus than with older Mac serial ports. Devices that don't work properly or that take up too much bandwidth can have a negative impact on other devices on the USB Bus.

A rumor circulating about claims that the current FireWire drivers that come installed on the new machines can't time stamp data making it less interesting for audio or MIDI data delivery. More on this when I find out more about it...

If this is truly the case, the Mac OS will probably be updated to include support in the near future, or the FireWire drivers will be updated to support MIDI and audio over FireWire.

- Written by Darin Marshal (Belief Systems)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3537. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-22 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <36F55E36.84663C3E@ihug.co.nz>
Source record: 3500

Hi there,

sinclair2246@my-dejanews.com wrote:

> Apple never had to catch up...Constant updating...When Will TOS goto PPC?
> This century or the next one?

Possibly this one? But next century is only a number of months distant...

> > > As for the first Gen PowerMacs, install a G3 card from Newer...Can you do this
> > > on a Falcon for low cost?
> >
> > What low cost......hahahha. A Newer G3 400Mhz card is over $1500.00.
>
> Try $500 in the 200 MHZ+ range..

Correct...but choose your G3 card VERY CAREFULLY. I have seen a very
recent list of available G3 cards and each different card might only work on a
particular series PowerMac ie...7200 or 7220. By no means was the list of
PowerMacs that CAN accept a G3 card a full list of existing PowerMacs...

...oh well, at least when an accelerator comes out for Falcon030 you know it
WILL work on Falcon030...

> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

Chris Wilkinson.
/|\ ATARI Falcon030/32, 14", 16MB, 2G's, (DSP)56k, hire a video out...
;^)

3538. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-22 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <922057566-307760AEicMi@ping.be>
Source record: 3501

Sinclair P <sinclair2246@my-dejanews.com> whined about:

Hi TIFKAS, how's your head, still those pains?, well you realy got to
see a doctor soon....
>Apple never had to catch up...Constant updating

Did You say never ? When will the MAC OS be in 100% PPC code? When will
the MAC OS have a decent finder? why is it that after 4 years those
ingenious people that "think different" still haven't got it right?
Why is it that OS X, is based on a different OS? When wil the OS be
capable of preemptive multitasking, why is it that the moving sliders
were "stolen" from MagiC?

But there's hope. JINNEE 2.0 is able to launch MAC applications straight
from the desktop..... This means that for the first time ever a Mac user
will actually get to know what a real desktop is like, gone are the days
of the crummy Finder, lets go Jinnee, Lets do it the Atari way-))

YES, THE JIHAD CONSPIRACY is about to take place...first we get rid of
the crummy finder, next thing, before you know, the out of date Mac OS
is replaced by a modern and fast OS (MagiC)

>When Will TOS goto PPC?
Have you eaten your strained spinach ....?
Atari is going PPC in a couple of months, courtesy of Titan Design. These
guys are working hard on a add on card, up to 300Mhz PPC, real PPC power,
not crippled by a crummy OS

What did you say? YES, strained spinach is good against the pain in your
head, a dish a day wil keep the doctor away, now that's a good boy....

Cheers from Belgium

Dennis

3539. Re: Anti-Mac Jihad Mea Culpa!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-22 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36f5f360.497686766@news1.telia.com>
Source record: 3502

On Sun, 21 Mar 1999 06:01:57 GMT, sinclair2246@my-dejanews.com wrote:

>Anti-Mac Jihad Aaron Golbergs mea culpa on iMac sales...
>Of course...a certain Atari-Fuji Jihad individual who we call on the "chunky'
>side will not believe it and will rant that it's part of a Steve Jobs reality
>distortion conspiracy..
<SNIP>

Please stop wasting bandwith with postings that is of no intrest to
the newsgroup. What you have totally missed is that very few of us
actually gives a shit about you and your Macs. Anyone intrested
probably subscribes to the relevant Mac newsgroups. Use them instead.

K.Hampf
- email: kare.hampf@pp.inet.fi -

3540. MAC OWNERS READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-23 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7d8r1temr2@roch.zetnet.co.uk>
Source record: 3503

This newsgroup is called comp.sys.ATARI.advocacy
^^^^^

It is NOT the place to post messages about iMacs or anything other than ATARI.
I'm quite frankly getting PISSED OFF by the messages in here that don't relate
to Atari.

Go and find another newsgroup, I'm sure there are loads of Mac newsgroups.

3541. Re: MAC OWNERS READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36f84730.0@nemo.idirect.com>
Source record: 3504

On 24 Mar 1999 08:10:58 , J WILKINSON wrote:

>James F. Haslam wrote:
>
>> This newsgroup is called comp.sys.ATARI.advocacy
>> ^^^^^
>>
>> It is NOT the place to post messages about iMacs or anything other than ATARI.
>> I'm quite frankly getting PISSED OFF by the messages in here that don't relate
>> to Atari.
>>
>> Go and find another newsgroup, I'm sure there are loads of Mac newsgroups.
>
>I'm not sure why so many in this newsgroup get so frothed up over seeing Mr.
>Sinclair-Day posting iMac rhubarb into this newsgroup. He is doing things by
>the 'book' by posting to an 'advocacy' newsgroup. I quite frankly enjoy the
>spirited nature of replies that often make it into here. This is one of the more
>'true' advocacy newsgroups I've read.

I have to second that, actually - the idea of, indeed, ANY
advocacy group on USENET is for the user of said system to vigourously
defend his particular choice of computer for his home or professional
use from those who feel that THEIR system is the better one. The same
is true of .mac.advocacy and .pc.advocacy . And indeed, I find many of
the arguments here that are presented are usually pretty thoughtful and
informative - at least I hope that mine are.

They can also, on occasion, be pretty funny, especially in TiFKAS'
case because his overblown rhetoric, mindless posting of press releases
and have-to-read-it-to-believe-it blowhard posturing in maintaining the
Steve Jobs Reality-Distortion Field® is UNINTENTIONALLY funny :) That's
where I come in, when I burst his bubble and show him up for the
pathetic ignoramous he really is. If he were a TRUE Mac advocate he'd
be butting heads with the PC crowd that regularly post their own
flamemail in .mac.advocacy (which there are many good people there who
do a great job, particulary Jayfar and Joe Ragosta); however, TiFKAS,
like Wile E. Coyote, has often kept up with his pursuits while
forgetting his original aim.....and usually has it explode in his face.

I'm sure TiFKAS is going to respond, probably again in a missive to
his imaginary friend "Chunks" - and when he does, I'm ready for him
with some interesting evidence that Ataris actually had some features
the current Mac OS (8.5) is claiming that they're innovators on (I just
got the latest copy of Atari Computing, Issue 12, and I'm loaded for
bear , muahahahahaha!)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3542. Re: MAC OWNERS READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-24 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <36F7E73F.DE1BF3C5@ihug.co.nz>
Source record: 3505

Hi there,

James F. Haslam wrote:

> This newsgroup is called comp.sys.ATARI.advocacy
> ^^^^^
>
> It is NOT the place to post messages about iMacs or anything other than ATARI.
> I'm quite frankly getting PISSED OFF by the messages in here that don't relate
> to Atari.
>
> Go and find another newsgroup, I'm sure there are loads of Mac newsgroups.

I'm not sure why so many in this newsgroup get so frothed up over seeing Mr. Sinclair-Day posting iMac rhubarb into this newsgroup. He is doing things by the 'book' by posting to an 'advocacy' newsgroup. I quite frankly enjoy the spirited nature of replies that often make it into here. This is one of the more 'true' advocacy newsgroups I've read.

Also, I used to often bombard comp.sys.mac.advocacy and other newsgroups with similar (but based on REAL experience I have had of BOTH platforms - Mr.Sinclair-Day obviously hasn't!). Therefore I feel it is warranted for any Mac users to do the same here...

If it irks you don't subscribe...but remember together we Jihads stand!

Regards,
Chris Wilkinson,
/|\ ATARI Falcon030.

3543. Mac or PC? The choice is finally clear.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-24 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7d9pbm$s50$2@newshost.comnet.co.nz>
Source record: 3506

[Article crossposted from rec.humor.funny]
[Author was Tim Rueger]
[Posted on Tue, 23 Mar 1999 19:30:00 PST]

Intel has recently run a commercial featuring Homer Simpson. He has his brain replaced with a Pentium chip; he is then able to design an advanced "super donut".

Apple just web-posted a video in which the HAL 9000 (from 2001: A Space Odyssey) extols the the Mac's Y2K readiness.

So it seems the choice is now: a PC with the brain of Homer Simpson, or a Mac recommended by an insane computer.

Now, where *did* I put that abacus...

--
Selected by Jim Griffith. MAIL your joke to funny@netfunny.com.

Join and contribute to the Electronic Frontier Foundation today.

This joke's link: http://www.netfunny.com/rhf/jokes/99/Mar/macpc.html

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

3544. Re: MAC OWNERS READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7dek3cfev1@nnrp1.dejanews.com>
Source record: 3507

In article <7d8r1temr2@roch.zetnet.co.uk>,
jfhaslam@zetnet.co.uk (James F. Haslam) wrote:
> This newsgroup is called comp.sys.ATARI.advocacy
^^^^^
You forgot to highlite ADVOCACY...

> It is NOT the place to post messages about iMacs or anything other than ATARI.
> I'm quite frankly getting PISSED OFF by the messages in here that don't relate
> to Atari.

comp.sys.atari.advocacy is defined by the charter as "attacking and defending
Atari"....

What do you not understand?

> Go and find another newsgroup, I'm sure there are loads of Mac newsgroups.

You go find another newsgroup if you can't take the heat...

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3545. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7dekda$fj9$1@nnrp1.dejanews.com>
Source record: 3508

In article <36F55E36.84663C3E@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
>
> ...oh well, at least when an accelerator comes out for Falcon030 you know it
> WILL work on Falcon030...

Which is rare indeed...So what speeds have they attained thus far on the 030?

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3546. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7dekpk$g1i$1@nnrp1.dejanews.com>
Source record: 3509

In article <922057566-307760AEicMi@ping.be>,
Dennis Vermeire <dennis.vermeire@ping.be> wrote:
> Sinclair P <sinclair2246@my-dejanews.com> whined about:
>
> Hi TIFKAS, how's your head, still those pains?, well you realy got to
> see a doctor soon....

I have been back from 10 gruelling days. Sinclap is almost finished in
recovery mode..

> >Apple never had to catch up...Constant updating
>
> Did You say never ? When will the MAC OS be in 100% PPC code? When will
> the MAC OS have a decent finder? why is it that after 4 years those
> ingenious people that "think different" still haven't got it right?
> Why is it that OS X, is based on a different OS? When wil the OS be
> capable of preemptive multitasking, why is it that the moving sliders
> were "stolen" from MagiC?

What a pathetic comeback attempt! Lets see...when will you profesionaly bug
free apps? When will there be standard ST machines with res higher than 300/
230? And the lists goes on..

> But there's hope. JINNEE 2.0 is able to launch MAC applications straight
> from the desktop..... This means that for the first time ever a Mac user
> will actually get to know what a real desktop is like, gone are the days
> of the crummy Finder, lets go Jinnee, Lets do it the Atari way-))

Another hack and slash attempt to catch up. Why not lead for once?

> YES, THE JIHAD CONSPIRACY is about to take place...first we get rid of
> the crummy finder, next thing, before you know, the out of date Mac OS
> is replaced by a modern and fast OS (MagiC)

The finder is awesome!

> >When Will TOS goto PPC?
> Have you eaten your strained spinach ....?
> Atari is going PPC in a couple of months, courtesy of Titan Design. These
> guys are working hard on a add on card, up to 300Mhz PPC, real PPC power,
> not crippled by a crummy OS

And will cost more than spinach!

> What did you say? YES, strained spinach is good against the pain in your
> head, a dish a day wil keep the doctor away, now that's a good boy....
>

> Cheers from Belgium
>
> Dennis
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3547. Re: Canadian Stores STILL full of iMacs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7deljr$gl7$1@nnrp1.dejanews.com>
Source record: 3510

In article <36f47d14.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

The Jihads have been busy lately and anticipating a sinclap reply. Been very busy in WI and the hotel beds don't help...Why can't they use select comfort beds..?

>
> nope - as a matter of fact, I visited Computer City today - plenty
> of iMacs are in stock, in all colours....

The typical Mac Jihad 'Chunks' thinks that having five units per color is high inventory...That was true in the Atari ST days....But thats nothing for iMac inventory..

> >
> >> Computer Systems Centre (Spadina & College) - about 10 iMacs on the floor
> >> in boxes, all five colours. Five iMacs on display on a round table -
> >> strangely, all facing butt-out rather than screen out.
> >
> >Could be the empty shell display ones..
> >Just 10 iMacs left? Thats nothing...50 on hand would indicate slow sales..
>
> that's just sitting on the floor - let's not also forget that they
> also have stock areas in the back...

And you have not finished the count. Go back and account for the units..

> >
> >Maybe a poor job in marketing and selling skills? Send then down south and
> >will be gone in an hour..
>
> ahhh, dodging the issue - according to your article there should be
> LITTLE TO NO iMACS left at all in Canada! That includes Rev Bs. Plus, I
> believe you were the one cackling about FutureShop carrying the iMac
> and gloating that "they must be selling well".

From what you have reported is true. There is little stocks of iMACS LEFT.

> More strained spinach?
>
> >
> >> Long & McQuades (Ossington & Bloor) - four iMacs on the floor, all
> >> in boxes. Two Rev. Bs, two YUMs (again, if the iMac is supposedly "sold
> >> out all over Canada", why are there STILL REV. Bs AVAILABLE!) Also did
> >> not see any iMac compatible MIDI-to-USB adapters which TiFKAS was
> >> swearing he saw at Apple's headquarters (in between boot-licking

> >> sessions with Steve Jobs?) But also noted - L&McQ were selling off a
> >> number of their Mac sequencer packages at fire-sale prices....
> >
> >Just four units left? Yep..imacs are slow sellers...-)....
> >I stated from the two news articles that reported that Apple's warehouse is
> >empty of iMacs..From the indications of near sell out of stocks would support
> >this.
>
> according to the articles you posted, there should be "little-to-no
> iMacs available for sale" - which should also include Rev Bs. You also
> brayed that by the middle of the month that all dealers should be out
> of iMacs. My research proves you wrong as usual, weinerhead....
>
> too afraid to admit you made a boo-boo?

Whats your definition of little to no units available? My defenition is 30
units or less.

> > Tell the stores to order the USB midi stuff. Just needs initiative and a
> >market...
>
> or maybe it's the fact that there's really no driver support for
> the iMac yet - that's according to a MIDI professional I talked to at
> TAF last week. STILL no support for the new Roland USB-to-MIDI adaptor,
> which seems to be the major player. Or maybe they're waiting for a
> version of Cubase (the major player for the Mac sequencer) that will
> work with floppyless G3s (Cubase uses a key disc for the Mac - Jobs has
> shot himself in the foot)

Maybe you have looked in the wrong place...Try looking down south...for once!

> >
> >> Gee, all I had to do was to walk into three businesses and I
> >> happened to find a good number of iMacs in stock (which strangely,
> >> TiFKAS swore that would be out of them by the middle of March). I
> >> stayed there in each place for around 15 minutes each, and didn't see
> >> crazed crowds searching for iMacs being sold every 15 seconds :). Now
> >> surely, the reporter for the National Pest (one of the sources of
> >> TiFKAS' wild claims) should have VERIFIED beforehand what was
> >> essentially an Apple press release by simply walking into an authorized
> >> Apple dealer and done a count (or even made a phone call).....
> >
> >All indications that you have stated would indicate that iMacs are about gone.
>
> according to the articles you quoted, the iMacs should have been
> out of stock or hard to find at the time they were written. You also
> claimed that by the middle of the month they should've been all gone.
> Both scenarios have been proven wrong.
>
> Still in denial that the iMac is not doing as well as you're claiming?

Well...We must be selling something...In the month of Feb. Apple overtook
IBM's third spot for retail sales with a 12.5 share. I wonder whats in store
for March..

> >
> >> That explosion you just heard was the Steve Jobs Reality-Distortion
> >> Field&#65533; finally imploding into 17,670,002 micro-cells - the strain of
> >> trying to use it in the logic-laden enviroment of atari.advocacy was
> >> obviously too much. I'm sure that TiFKAS will have it up and running
> >> again for another batch of his steaming piles of drivel - as soon as he
> >> chokes down another bowl of his strained spinach. Will TiFKAS admit he
> >> made a boo-boo - or will he direct another of his brain-dead paranoid
> >> rants against imaginary "Atari Jihads" lead by his equally imaginary
> >> friend "Chunks", instead?

The bean counters at IDC and the other PC sales tracking services have
debunked your claim..To bad I can't comment about my stores..

> >
> >Did you bother to read what you have wrote "Chunks"? There is low imac stocks
> >in the stores.. Having that inventory level supports the articles..
>
> 1) your imaginary friend "Chunks" does not exist

Yes it does..Hi 'chunks'!

> 2) the articles claimed that it was hard to find an iMac. As again
> I point out, I was able to walk into several Apple dealers and finding
> a good number of them in stock, even at this late date - including Rev
> Bs, which should have been all sold out by now.

imacs are hard to find...The color folks want...

> When are you going to quit crying over the spilled milk?

I never spill milk..

> **********Daniel L. Dreibelbis**********
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> **********"Nevertheless, THE FUJI STILL LIVES!"**********

When will you have balls to grab the Presidency?

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3548. Re: Color does matter!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7delti$h1p$1@nnrp1.dejanews.com>
Source record: 3511

In article <7d3al9$o3e$1@nnrp1.dejanews.com>,
mgrove@my-dejanews.com wrote:
>
> I don't need a larger montior, but I would like to use an new 15" LCD digital
> display. Can't the iStapler handle this?

Can the 520 ST handle this?

> My, my, seems that the iStapler is intended for a very specific user type. If
> you had any brains, you would have guessed by now, that type of user does not
> frequent this newsgroup.

And you?
> >
> > Because unlike Europe, trains are not available for a short distance between
> > MN and WI..Plus I get mileage...
>
> I know nothing of trains in Europe. We do have a rail line that run close to
> town. Why can't the iStaplers be shipped by rail? Don't brag about your
> employment. Your about as laughable as Al Bundy. The "plus I get mileage"
> statement really shows your mentality. It's like bragging about something
> that everybody in outside sales receives. Your nothing special in that
> respect. But you are a first rate Dick Head.

But I am not in sales specifically! It's Marketing STUPID!

And what role are you in? Or your 'Chunk's supervisor at the hardware store?

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3549. Re: Anti-Mac Jihad Mea Culpa!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7dem14$h3v$1@nnrp1.dejanews.com>
Source record: 3512

In article <36f53cd2.0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 21 Mar 1999 06:01:57 , sinclair2246@my-dejanews.com (The iDiot
> Forever Known As Sinclap) wrote:
>
> well, TiFKAS, I see that rather than face the issues (including
> posting real-world results on how well the iMac is doing in Canada, as
> well as facing the fact that neither the "Atari Jihads" nor your
> imaginary friend "Chunks" exists), you choose once again to mindlessly
> post a press release - and probably never bother to read it, in a
> desperate attempt to make everyone forget that you're way overdue to
> eat your strained spinach.
>
> well, two can play at that game. Please note that the below press
> release does not include any reference to MIDI solutions to the iMac...:

Try this...

USB MIDI processing unit shipping
Staff Report, email@maccentral.com
March 23, 1999, 7:30 pm ET

Edirol North America -- the sales and support channel for Roland's Desktop Media Production group -- has begun shipping the Roland SMPU-64 USB/MIDI interface for iMacs and Blue G3s, according to iMacInTouch.

The SMPU-64 connects to any personal computer equipped with a USB connector. The digital connection offers "high-quality, low-noise" sound, says Edirol. The company says plug and play capability eliminates the need for the "annoying settings" required by personal computer connection (unlike ISA/PCI cards)

Power is supplied from a personal computer via the USB connector so no additional power supply is
needed. Since the interface don't use serial and parallel ports, it frees up ports allowing a modem and
printer to remain connected

The SMPU-64 has four MIDI Ins and four MIDI Outs that accommodate complex multitrack sequencing. There's an individual LED indicator for each MIDI In/Out port. The driver (supplied with the S-MPU64) features a Patch Bay function for utilizing S-MPU64 functions to the fullest extent. Edirol says that using a USB-equipped personal computer allows for the control of up to four S-MPU64 units at one time (64 x 4 = 256 tracks).

Retail pricing for the 64-channel device is US $250, but Edirol's site has it listed for $175.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3550. Re: Color does matter!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7dgcqvvot1@nnrp1.dejanews.com>
Source record: 3513

In article <7delti$h1p$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <7d3al9$o3e$1@nnrp1.dejanews.com>,
> mgrove@my-dejanews.com wrote:
> >
> > I don't need a larger montior, but I would like to use an new 15" LCD
digital
> > display. Can't the iStapler handle this?
>
> Can the 520 ST handle this?

Sure, no problem.
>
> > My, my, seems that the iStapler is intended for a very specific user type.
If
> > you had any brains, you would have guessed by now, that type of user does
not
> > frequent this newsgroup.
>
> And you?

I am a specific user of another type.

> > >
> > > Because unlike Europe, trains are not available for a short distance
between
> > > MN and WI..Plus I get mileage...
> >
> > I know nothing of trains in Europe. We do have a rail line that run close to
> > town. Why can't the iStaplers be shipped by rail? Don't brag about your
> > employment. Your about as laughable as Al Bundy. The "plus I get mileage"
> > statement really shows your mentality. It's like bragging about something
> > that everybody in outside sales receives. Your nothing special in that
> > respect. But you are a first rate Dick Head.
>
> But I am not in sales specifically! It's Marketing STUPID!

So you would still accomplish the job if your marketing produced no sales?

>
> And what role are you in? Or your 'Chunk's supervisor at the hardware store?

:) I don't know anyone named Chunks, but my profession is a little more
technical than that.....
"Want to play a game" ring a bell?
>

> Peter S.

Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3551. FS 520ST (U.S.A. only)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990326121016.22305.00000270@ng-fy1.aol.com>
Source record: 3514

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, Alpha
Data trackball, manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry Populous
MetroCross Star Glider Conquest of Camelot

Guild of Thieves Star Ray Shadow of the
Beast II
Zork I AD&D Hillsfar Gold Runner II
Station Fall Golden Path Grid Iron
HitchHiker's Guide to the Galaxy The Black Cauldron Swiftar
Battleship Obitus Alcon
Pirates of the Barbary Coast Flight Simulator II

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

3552. Re: MAC OWNERS READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7dgg7qffi1@news.campuscwix.net>
Source record: 3515

On 26 Mar 1999 00:24:21 , sinclair2246@my-dejanews.com wrote:

->> Go and find another newsgroup, I'm sure there are loads of Mac newsgroups.
->
->You go find another newsgroup if you can't take the heat...
->
->Peter S.

Better yet, why don't you let us *know* when you post a message anywhere
in any Mac advocacy group, so we can actually see it. I dare ya!!!!! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3553. Ataricentral.com reopening and atari content hosting

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: Paul Gutches <pixelrocket@earthlink.net>
Message-ID: <36FBBA45.647AC68@earthlink.net>
Source record: 3516

Atari Enthusiasts...

This is to notify you of the recent reopening of the once-famous Atari Central message forums. Many of the original messages are still there and are now searchable. There's also a new Lynx message forum as well.

We are also currently offering an easy way for would-be Atari content providers to have material hosted at Ataricentral for free. We will also display free ads for non-profit pro-Atari ventures.

Hope you stop by. http://www.ataricentral.com

Paul G
webmaster@ataricentral.com

3554. Re: Color does matter!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7dggsfffi3@news.campuscwix.net>
Source record: 3517

On 26 Mar 1999 00:55:19 , sinclair2246@my-dejanews.com wrote:
->In article <7d3al9$o3e$1@nnrp1.dejanews.com>,
-> mgrove@my-dejanews.com wrote:
->>
->> I don't need a larger montior, but I would like to use an new 15" LCD digital
->> display. Can't the iStapler handle this?
->
->Can the 520 ST handle this?

Okay, fair enough. Now here is an equally fair question. Can the first Mac released in 1984 handle it???????? C'mon lets see you give a straight and honest answer here (like yes or no?) for just once in your miserable and wretched life...!!!!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3555. Atari 8-bit gamw

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: ¿ - Infinity Rising - ? <www@geocities.com/~timanov>
Message-ID: <7dhq1n$sv0@enews3.newsguy.com>
Source record: 3518

Particular Atari 8-bit game...

Yo! I'm looking for an old Atari 8-bit game. I recall this from my awesome childhood, but I can't remember the name and I vaguely recall the plot, but if I saw the graphics I'd recall it instantly.

I do recall that the game was made by Avalon Hill, I'm certain of it. Probably. I also remember that it was outer-space related or at least had a space background... The game scrolled in several directions since the main character dude had the potential of going in any direction. I think the word "Mission" was in the title. The title displayed was in dark blue blocks forming the letters. (I think...) I know the graphics weren't "conventional" like other games, there was a lot of palette swapping, and other unusual effects. It was an adventure game. Sound was pretty freaky, too. It had a psychedelic quality.

It's been bugging me ever since I found this cool Atari-8 emulator on the net... I can't find the game!

Wretched memory of mine, can anybody help me with this?

Thanks!

--
"SMAQFWB: Small Mammals Are Quite Flavorsome When Baked."

Eat up!

http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

3556. Re: Mac or PC? The choice is finally clear.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: ¿ - Infinity Rising - ? <www@geocities.com/~timanov>
Message-ID: <7dhqh4$sv0@enews3.newsguy.com>
Source record: 3519

Especially since it's heavily rumored that the iMac is *not* Y2K ready...

Gaven Miller wrote:

> [Article crossposted from rec.humor.funny]
> [Author was Tim Rueger]
> [Posted on Tue, 23 Mar 1999 19:30:00 PST]
>
> Intel has recently run a commercial featuring Homer
> Simpson. He has his brain replaced with a Pentium
> chip; he is then able to design an advanced "super
> donut".
>
> Apple just web-posted a video in which the HAL 9000
> (from 2001: A Space Odyssey) extols the the Mac's
> Y2K readiness.
>
> So it seems the choice is now: a PC with the brain
> of Homer Simpson, or a Mac recommended by an insane
> computer.
>
> Now, where *did* I put that abacus...
>
> --
> Selected by Jim Griffith. MAIL your joke to funny@netfunny.com.
>
> Join and contribute to the Electronic Frontier Foundation today.
>
> This joke's link: http://www.netfunny.com/rhf/jokes/99/Mar/macpc.html
>
> --
>
> All email sent to my inca address will fail, however I can now be
> contacted via an intermediary : gem at tos pl net. I would like to
> apologise to the genuine respondents that this may inconvenience.

--
"SMAQFWB: Small Mammals Are Quite Flavorsome When Baked." (Doctor 6,
"The
Androgum Inheritance" - the real title. No, "The Two Doctors" is a crap
title and should never have been considered.)

Eat up!

http://www.geocities.com/~timanov --> New and improved, with only 25
percent recycled material!

3557. Re: Canadian Stores STILL full of iMacs! TiFKAS STILL eating strained spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: ¿ - Infinity Rising - ? <www@geocities.com/~timanov>
Message-ID: <7dhqfd$sv0@enews3.newsguy.com>
Source record: 3520

iMacs are crap and have nothing to do with Atari, thank God and Allah and all the rest, here on Olympus Island...

<one big-ass snip>

--
"SMAQFWB: Small Mammals Are Quite Flavorsome When Baked."

Eat up!

http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

3558. Re: Vote Today

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: ¿ - Infinity Rising - ? <www@geocities.com/~timanov>
Message-ID: <7dhq7f$sv0@enews3.newsguy.com>
Source record: 3521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

Well, the US invented the bloody internet so I'm glad somebody's spreading the word. All I can hope is that the person who's spreading is telling the truth.

David Bolt wrote:

> In article <36ED5D16.6623@geocities.com>, Doctor Clu <clu-da-
> bard@geocities.com> writes
>
> <snip>
>
> >PLEASE PASS THIS ON!!!
>
> Please don't!!! It looks awfully like one of the Urban Legends listed
> at:
>
> <URL:http://www.scambusters.org/Scambusters22.html>
>
> The difference being that the one listed there refers to the FCC rather
> than Congress.
>
> This is totally off-topic and, even if true, wouldn't affect any of
> those net users outside the US.
>
> --
> David Bolt

--
"SMAQFWB: Small Mammals Are Quite Flavorsome When Baked."
Eat up!

http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

3559. Re: Canadian Stores STILL full of iMacs! TiFKAS STILL eating strained spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36fc657d.0@nemo.idirect.com>
Source record: 3522

On 26 Mar 1999 00:50:07 , having learned in Remedial Trolling For Flames 101 that the cardinal rule is "no matter how thin you slice it, it's still baloney", sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

>>
>> nope - as a matter of fact, I visited Computer City today - plenty
>> of iMacs are in stock, in all colours....
>
>The typical Mac Jihad 'Chunks' thinks that having five units per color is high
>inventory...That was true in the Atari ST days....But thats nothing for iMac
>inventory..

1) no matter how much you try to invoke him, your imaginary friend "Chunks" does not exist. And now he's supposed to be a MAC Jihad?

2) it's still unsold inventory, TiFKAS - and according to your source at the National Pest, they were supposed to be "all out or hard to get" as of its publication date of March 3rd. It's March 26th and I'm still finding iMacs (in all five colours yet!) in a number of stores....

>
>> >
>> >> Computer Systems Centre (Spadina & College) - about 10 iMacs on the floor
>> >> in boxes, all five colours. Five iMacs on display on a round table -
>> >> strangely, all facing butt-out rather than screen out.
>> >
>> >Could be the empty shell display ones..
>> >Just 10 iMacs left? Thats nothing...50 on hand would indicate slow sales..
>>
>> that's just sitting on the floor - let's not also forget that they
>> also have stock areas in the back...
>
>And you have not finished the count. Go back and account for the units..

nope, how about coming up with REAL sales figures for Canada - after all, you ARE supposed to be a professional....

>
>> >
>> >Maybe a poor job in marketing and selling skills? Send then down south and
>> >will be gone in an hour..
>>
>> ahhh, dodging the issue - according to your article there should be

>> LITTLE TO NO iMACS left at all in Canada! That includes Rev Bs. Plus, I
>> believe you were the one cackling about FutureShop carrying the iMac
>> and gloating that "they must be selling well".
>
>From what you have reported is true. There is little stocks of iMACS LEFT.

nope, it's still PLENTY of stock. Oh, by the way:

1) CompuCentre (the OTHER Canadian store you were gloating about
getting the iMac in Canada) has just started a sale to clear inventory.
Guess what? They have Rev. B iMacs in stock.

2) I just had an interesting conversation with my brother, the Mac
repairman, tonight - he says that it's absolutely no problem getting a
hold of a Rev. B, because Apple's warehouse happens to be FULL of them.
AAMoF, he's told me that Apple Canada is making special offers to his
store to purchase French-Canadian iMacs at a special reduced price. So
much for your fairy tales about empty warehouses. (BTW, Apple DOESN'T
EVEN HAVE A WAREHOUSE FOR CANADA ANYMORE - they're all shipped out from
the states....)

>>
>> too afraid to admit you made a boo-boo?
>
>Whats your definition of little to no units available? My defenition is 30
>units or less.

my definition is any inventory that can be easily found despite
flawed news reports that mindlessly parroted an Apple press release
that claimed "little to no iMacs can be found" dated March 3rd.

Too afraid to admit you made a boo-boo?

>>
>> or maybe it's the fact that there's really no driver support for
>> the iMac yet - that's according to a MIDI professional I talked to at
>> TAF last week. STILL no support for the new Roland USB-to-MIDI adaptor,
>> which seems to be the major player. Or maybe they're waiting for a
>> version of Cubase (the major player for the Mac sequencer) that will
>> work with floppyless G3s (Cubase uses a key disc for the Mac - Jobs has
>> shot himself in the foot)
>
>Maybe you have looked in the wrong place...Try looking down south...for once!

Nah, you're the expert at it - you look "down south" so much you're
constantly wiping the sphincter marks from your neck!

But I DO check more reliable sources than famous disinformationists
like TiFKAS - like http://www.macintouch.com , which recently reported
that the main players for USB/MIDI support still haven't produced yet
for the iMac - and will now be APRIL before any product or drivers
show. PLUS I get the Club Cubase newsletter, which still hasn't
reported any progress on the Steinberg or the 3rd party parts on

getting Cubase to run on iMac or the G3 Tower (I got the latest one a
few days ago).

But one other thing that got me thinking - last reply you made a
crack about how I should ask people to bring these products in. Well,
shouldn't that be the responsibilty of Mac owners interested in these
products? I guess then it's either Mac owners have given up and gone
home, or that there just aren't any product for them to bring in. BTW,
Long & McQuades is considered a very cutting-edge music store chain in
Canada so they would certainly get in a new product if it were
available....

>> >
>> >> That explosion you just heard was the Steve Jobs Reality-Distortion
>> >> Field finally imploding into 17,670,002 micro-cells - the strain of
>> >> trying to use it in the logic-laden enviroment of atari.advocacy was
>> >> obviously too much. I'm sure that TiFKAS will have it up and running
>> >> again for another batch of his steaming piles of drivel - as soon as he
>> >> chokes down another bowl of his strained spinach. Will TiFKAS admit he
>> >> made a boo-boo - or will he direct another of his brain-dead paranoid
>> >> rants against imaginary "Atari Jihads" lead by his equally imaginary
>> >> friend "Chunks", instead?
>
>The bean counters at IDC and the other PC sales tracking services have
>debunked your claim..To bad I can't comment about my stores..

the bean counters at IDC only track sales for the US, not Canada.
So much for your feeble attempt at "debunking".....
>
>> >
>> >Did you bother to read what you have wrote "Chunks"? There is low imac stocks
>> >in the stores.. Having that inventory level supports the articles..
>>
>> 1) your imaginary friend "Chunks" does not exist
>
>Yes it does..Hi 'chunks'!

no he doesn't - the men in the little white coats say it's time for
your phenobarbitol....

>> 2) the articles claimed that it was hard to find an iMac. As again
>> I point out, I was able to walk into several Apple dealers and finding
>> a good number of them in stock, even at this late date - including Rev
>> Bs, which should have been all sold out by now.
>
>imacs are hard to find...The color folks want...

nope, not in Toronto, and definitely NOT in Canada....
>
>> When are you going to quit crying over the spilled milk?
>
>I never spill milk..

you're soaking in it....
>
>> **************************Daniel L. Dreibelbis*****************************
>> Vice-President, Toronto Atari Federation (TAF)
>> Thorn in the side of TiFKAS and other net.twits
>> e-mail: dreibel@idirect.com
>> ****************"Nevertheless, THE FUJI STILL LIVES!"********************
>
>When will you have balls to grab the Presidency?

when will you have the brains to recognize that there is no shame
in being the vice-president? Oh wait a minute, to be brainless is
supposed to be the prerequiste to being an "Apple Power Rep" - Steve
Jobs doesn't like independant thinkers to disrupt the pleasing aura of
the Reality-Distortion Field. However, a well-muscled tongue and an
ability not to gag when applying shoe polish to Steve's boots is
considered good qualifications.....

OTOH, I may have a big surprise ready this coming May :)

**************************Daniel L. Dreibelbis*****************************
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
****************"Nevertheless, THE FUJI STILL LIVES!"********************

3560. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <36FC51D4.94F3CB0A@ihug.co.nz>
Source record: 3523

Hi there,

sinclair2246@my-dejanews.com wrote:

> In article <36F55E36.84663C3E@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
> > ...oh well, at least when an accelerator comes out for Falcon030 you know it
> > WILL work on Falcon030...
>
> Which is rare indeed...So what speeds have they attained thus far on the 030?

50Mhz CPU, 50Mhz FPU and 50Mhz RAM access on the Centurbo 2 rev.B

When you consider that a 16Mhz Falcon running MagiC 4 or even
just plain vanilla TOS seems quite a usable system you will appreciate
that a 50Mhz acceleration of the aforementioned devices will make the
Falcon seem to fly.

Two machines reside in the house I live in currently...my 16/32Mhz Falcon
with 16Mb RAM and a 200Mhz PowerMac 7220 with 32Mb RAM.

I have been rendering a view of my girlfriends kitchen to help her
choose colours to repaint her house. I've modelled it in POVray 3
and rendered it on both the Falcon and Mac at identical resolution/
quality/aliasing/etc... The PowerMac is only about 6 times faster
than the Falcon...My 030 is 32Mhz and 68882 is 16Mhz giving
about 1.25 times the float math speed of a normal 16Mhz Falcon.
Based on this the 200Mhz 603e in the PowerMac should be 8-10
times faster than the Falcon 030/882 combination but it ISN'T!

Why is this? Is it because MacOS 8 knocks the 603e too hard? :)

> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

Chris Wilkinson, /|\ ATARI Falcon030/32, 14", 16MB, 2 G's, (DSP)56k, ...

3561. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7di1eg$d5b$1@nnrp1.dejanews.com>
Source record: 3524

In article <36FC51D4.94F3CB0A@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> sinclair2246@my-dejanews.com wrote:
>
> > In article <36F55E36.84663C3E@ihug.co.nz>,
> > jwandjw@ihug.co.nz wrote:
> > > ...oh well, at least when an accelerator comes out for Falcon030 you know it
> > > WILL work on Falcon030...
> >
> > Which is rare indeed...So what speeds have they attained thus far on the 030?
>
> 50Mhz CPU, 50Mhz FPU and 50Mhz RAM access on the Centurbo 2 rev.B
>
> When you consider that a 16Mhz Falcon running MagiC 4 or even
> just plain vanilla TOS seems quite a usable system you will appreciate
> that a 50Mhz acceleration of the aforementioned devices will make the
> Falcon seem to fly.
>
> Two machines reside in the house I live in currently...my 16/32Mhz Falcon
> with 16Mb RAM and a 200Mhz PowerMac 7220 with 32Mb RAM.
>
> I have been rendering a view of my girlfriends kitchen to help her
> choose colours to repaint her house. I've modelled it in POVray 3
> and rendered it on both the Falcon and Mac at identical resolution/
> quality/aliasing/etc... The PowerMac is only about 6 times faster
> than the Falcon...My 030 is 32Mhz and 68882 is 16Mhz giving
> about 1.25 times the float math speed of a normal 16Mhz Falcon.
> Based on this the 200Mhz 603e in the PowerMac should be 8-10
> times faster than the Falcon 030/882 combination but it ISN'T!
>
> Why is this? Is it because MacOS 8 knocks the 603e too hard? :)

User error or it's in your imagination. I just got Adobe Premiere 5.1. Lets
see if i can test the results. Anyone have a spare Falcon to borrow?

> > Peter S.
> > PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> Chris Wilkinson, /|\ ATARI Falcon030/32, 14", 16MB, 2 G's, (DSP)56k, ...
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Palm Pilot III & Emate 300..

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3562. Re: MAC OWNERS READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7di1hb$d6f$1@nnrp1.dejanews.com>
Source record: 3525
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <7dgg7qffi1@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall) wrote:
> On 26 Mar 1999 00:24:21 , sinclair2246@my-dejanews.com wrote:
>
> ->> Go and find another newsgroup, I'm sure there are loads of Mac newsgroups.
> ->
> ->You go find another newsgroup if you can't take the heat...
> ->
> ->Peter S.
>
> Better yet, why don't you let us *know* when you post a message anywhere
> in any Mac advocacy group, so we can actually see it. I dare ya!!!!! ;-)

Okay done...Feel better?

> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Palm Pilot III & Emate 300..

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3563. Re: Color does matter!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7di1oq$d9i$1@nnrp1.dejanews.com>
Source record: 3526

In article <7dggsfffi3@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall) wrote:
> On 26 Mar 1999 00:55:19 , sinclair2246@my-dejanews.com wrote:
> ->In article <7d3al9$o3e$1@nnrp1.dejanews.com>,
> -> mgrove@my-dejanews.com wrote:
> ->>
> ->> I don't need a larger montior, but I would like to use an new 15" LCD digital
> ->> display. Can't the iStapler handle this?
> ->
> ->Can the 520 ST handle this?
>
> Okay, fair enough. Now here is an equally fair question. Can the first Mac
> released in 1984 handle it???????? C'mon lets see you give a straight and
> honest answer here (like yes or no?) for just once in your miserable and
> wretched life...!!!!

The answer is ni...But the line has expanded with new models on a annual
basis something the Jihads can't comprehend..High power and lower cost is the
norm in the mac market while you need a second income to purchase those TOS
clones..

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Palm Pilot III & Emate 300..

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3564. Re: Color does matter!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7di1uodhf1@nnrp1.dejanews.com>
Source record: 3527

In article <7dgcqvvot1@nnrp1.dejanews.com>,
magicmac@my-dejanews.com wrote:
>>
> So you would still accomplish the job if your marketing produced no sales?

My staff sells. I market and consult..

> >
> > And what role are you in? Or your 'Chunk's supervisor at the hardware store?
>
> :) I don't know anyone named Chunks, but my profession is a little more
> technical than that.....
> "Want to play a game" ring a bell?

Whoa..sounds erotic..How do you play?...-)

> > Peter S.
>
> Mike
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Palm Pilot III & Emate 300..

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3565. A Gun Jihad's cultural war

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7di288dle1@nnrp1.dejanews.com>
Source record: 3528

Whats wrong with this picture? If you can figure it out I have an iMac light key chain to give out. I may have only grape left.

by Charlton Heston

Harvard Law School Forum February 16, 1999

I remember my son when he was five, explaining to his kindergarten class what his father did for a living. "My Daddy," he said, "pretends to be people."

There have been quite a few of them. Prophets from the Old and New Testaments, a couple of Christian saints, generals of various nationalities and different centuries, several kings, three American presidents, a French cardinal and two geniuses, including Michelangelo. If you want the ceiling re-painted I'll do my best. There always seem to be a lot of different fellows up here. I'm never sure which one of them gets to talk. Right now, I guess I'm the guy.

As I pondered our visit tonight it struck me: If my Creator gave me the gift to connect you with the hearts and minds of those great men, then I want to use that same gift now to re-connect you with your own sense of liberty ... your own freedom of thought ... your own compass for what is right.

Dedicating the memorial at Gettysburg, Abraham Lincoln said of America, "We are now engaged in a great Civil War, testing whether this nation or any nation so conceived and so dedicated can long endure."

Those words are true again. I believe that we are again engaged in a great civil war, a cultural war that's about to hijack your birthright to think and say what resides in your heart. I fear you no longer trust the pulsing lifeblood of liberty inside you ... the stuff that made this country rise from wilderness into the miracle that it is.

Let me back up. About a year ago I became president of the National Rifle Association, which protects the right to keep and bear arms. I ran for office, I was elected, and now I serve ... I serve as a moving target for the media who've called me everything from "ridiculous" and "duped" to a "brain-injured, senile, crazy old man." I know ... I'm pretty old but I sure Lord ain't senile.

As I have stood in the crosshairs of those who target Second Amendment freedoms, I've realized that firearms are not the only issue. No, it's much, much bigger than that.

I've come to understand that a cultural war is raging across our land, in which, with Orwellian fervor, certain acceptable thoughts and speech are mandated.

For example, I marched for civil rights with Dr. King in 1963 -- long before Hollywood found it fashionable. But when I told an audience last year that white pride is just as valid as black pride or red pride or anyone else's pride, they called me a racist.

I've worked with brilliantly talented homosexuals all my life. But when I told an audience that gay rights should extend no further than your rights or my rights, I was called a homophobe.

I served in World War II against the Axis powers. But during a speech, when I drew an analogy between singling out innocent Jews and singling out innocent gun owners, I was called an anti-Semite.

Everyone I know knows I would never raise a closed fist against my country. But when I asked an audience to oppose this cultural persecution, I was compared to Timothy McVeigh.

From Time magazine to friends and colleagues, they're essentially saying, "Chuck, how dare you speak your mind. You are using language not authorized for public consumption!"

But I am not afraid. If Americans believed in political correctness, we'd still be King George's boys-subjects bound to the British crown.

In his book, "The End of Sanity," Martin Gross writes that "blatantly irrational behavior is rapidly being established as the norm in almost every area of human endeavor. There seem to be new customs, new rules, new anti-intellectual theories regularly foisted on us from every direction. Underneath, the nation is roiling. Americans know something without a name is undermining the nation, turning the mind mushy when it comes to separating truth from falsehood and right from wrong. And they don't like it."

Let me read a few examples. At Antioch college in Ohio, young men seeking intimacy with a coed must get verbal permission at each step of the process from kissing to petting to final copulation ... all clearly spelled out in a printed college directive.

In New Jersey, despite the death of several patients nationwide who had been infected by dentists who had concealed their AIDs --- the state commissioner announced that health providers who are HIV-positive need not .. need not ... tell their patients that they are infected.

At William and Mary, students tried to change the name of the school team "The Tribe" because it was supposedly insulting to local Indians, only to learn that authentic Virginia chiefs truly like the name.

In San Francisco, city fathers passed an ordinance protecting the rights of transvestites to cross-dress on the job, and for transsexuals to have separate toilet
facilities while undergoing sex change surgery.

In New York City, kids who don't speak a word of Spanish have been placed in bilingual classes to learn their three R's in Spanish solely because their last names sound Hispanic.

At the University of Pennsylvania, in a state where thousands died at Gettysburg opposing slavery, the president of that college officially set up segregated dormitory space for black students.

Yeah, I know ... that's out of bounds now. Dr. King said "Negroes." Jimmy Baldwin and most of us on the March said "black." But it's a no-no now. For me, hyphenated identities are awkward ... particularly "Native-American." I'm a Native American, for God's sake. I also happen to be a blood-initiated brother of the Miniconjou Sioux. On my wife's side, my grandson is a thirteenth generation native American ... with a capital letter on "American."

Finally, just last month ... David Howard, head of the Washington D.C. Office of Public Advocate, used the word "niggardly" while talking to colleagues about budgetary matters. Of course, "niggardly" means stingy or scanty. But within days Howard was forced to publicly apologize and resign.

As columnist Tony Snow wrote: "David Howard got fired because some people in public employ were morons who (a) didn't know the meaning of niggardly,' (b) didn't know how to use a dictionary to discover the meaning, and (c) actually demanded that he apologize for their ignorance."

What does all of this mean? It means that telling us what to think has evolved into telling us what to say , so telling us what to do can't be far behind.

Before you claim to be a champion of free thought, tell me: Why did political correctness originate on America's campuses? And why do you continue to tolerate it? Why do you, who're supposed to debate ideas, surrender to their suppression?

Let's be honest. Who here thinks your professors can say what they really believe? It scares me to death, and should scare you too, that the superstition of political correctness rules the halls of reason.

You are the best and the brightest. You, here in the fertile cradle of American academia, here in the castle of learning on the Charles River, you are the cream. But I submit that you, and your counterparts across the land, are the most socially conformed and politically silenced generation since Concord Bridge.

And as long as you validate that ... and abide it ... you are-by your grandfathers' standards-cowards.

Here's another example. Right now at more than one major university, Second Amendment scholars and researchers are being told to shut up about their findings or they'll lose their jobs. Why? Because their research findings would undermine big-city mayor's pending lawsuits that seek to extort hundreds of millions of dollars from firearm manufacturers.

I don't care what you think about guns. But if you are not shocked at that, I am shocked at you. Who will guard the raw material of unfettered ideas, if not you? Who will defend the core value of academia, if you supposed soldiers of free thought and expression lay down your arms and plead, "Don't shoot me."

If you talk about race, it does not make you a racist. If you see distinctions between the genders, it does not make you a sexist. If you think critically about a
denomination, it does not make you anti-religion. If you accept but don't celebrate homosexuality, it does not make you a homophobe.

Don't let America's universities continue to serve as incubators for this rampant epidemic of new McCarthyism.

But what can you do? How can anyone prevail against such pervasive social subjugation?

The answer's been here all along. I learned it 36 years ago, on the steps of the Lincoln Memorial in Washington D.C., standing with Dr. Martin Luther King and two hundred thousand people.

You simply ... disobey. Peaceably, yes. Respectfully, of course. Nonviolently, absolutely. But when told how to think or what to say or how to behave, we don't. We disobey social protocol that stifles and stigmatizes personal freedom.

I learned the awesome power of disobedience from Dr. King ... who learned it from Gandhi, and Thoreau, and Jesus, and every other great man who led those in the right against those with the might.

Disobedience is in our DNA. We feel innate kinship with that disobedient spirit that tossed tea into Boston Harbor, that sent Thoreau to jail, that refused to sit in the back of the bus, that protested a war in Viet Nam.

In that same spirit, I am asking you to disavow cultural correctness with massive disobedience of rogue authority, social directives and onerous law that weaken personal freedom.

But be careful ... it hurts. Disobedience demands that you put yourself at risk. Dr. King stood on lots of balconies.

You must be willing to be humiliated ... to endure the modern-day equivalent of the police dogs at Montgomery and the water cannons at Selma.

You must be willing to experience discomfort. I'm not complaining, but my own decades of social activism have taken their toll on me. Let me tell you a story.

A few years back I heard about a rapper named Ice-T who was selling a CD called "Cop Killer" celebrating ambushing and murdering police officers. It was being marketed by none other than Time/Warner, the biggest entertainment conglomerate in the world.

Police across the country were outraged. Rightfully so-at least one had been murdered. But Time/Warner was stonewalling because the CD was a cash cow for them, and the media were tiptoeing around it because the rapper was black. I heard Time/Warner had a stockholders meeting scheduled in Beverly Hills. I owned some shares at the time, so I decided to attend.

What I did there was against the advice of my family and colleagues. I asked for the floor. To a hushed room of a thousand average American stockholders, I simply read the full lyrics of "Cop Killer"-every vicious, vulgar, instructional word.

"I GOT MY 12 GAUGE SAWED OFF I GOT MY HEADLIGHTS TURNED OFF I'M ABOUT TO BUST SOME SHOTS OFF I'M ABOUT TO DUST
SOME COPS OFF..."

It got worse, a lot worse. I won't read the rest of it to you. But trust me, the room was a sea of shocked, frozen, blanched faces. The Time/Warner executives squirmed in their chairs and stared at their shoes. They hated me for that.

Then I delivered another volley of sick lyric brimming with racist filth, where Ice-T fantasizes about sodomizing two 12-year old nieces of Al and Tipper Gore.

"SHE PUSHED HER BUTT AGAINST MY ...."

Well, I won't do to you here what I did to them. Let's just say I left the room in echoing silence. When I read the lyrics to the waiting press corps, one of them said "We can't print that." "I know," I replied, "but Time/Warner's selling it."

Two months later, Time/Warner terminated Ice-T's contract. I'll never be offered another film by Warners, or get a good review from Time magazine. But disobedience means you must be willing to act, not just talk.

When a mugger sues his elderly victim for defending herself ... jam the switchboard of the district attorney's office.

When your university is pressured to lower standards until 80% of the students graduate with honors ... choke the halls of the board of regents.

When an 8-year-old boy pecks a girl's cheek on the playground and gets hauled into court for sexual harassment ... march on that school and block its doorways.

When someone you elected is seduced by political power and betrays you ...petition them, oust them, banish them.

When Time magazine's cover portrays millennium nuts as deranged, crazy Christians holding a cross as it did last month ... boycott their magazine and the
products it advertises.

So that this nation may long endure, I urge you to follow in the hallowed footsteps of the great disobediences of history that freed exiles, founded religions,
defeated tyrants, and yes, in the hands of an aroused rabble in arms and a few great men, by God's grace, built this country.

If Dr. King were here, I think he would agree.

Thank you.

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Palm Pilot III & Emate 300..

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3566. Re: A Gun Jihad's cultural war

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36fcdf86.0@nemo.idirect.com>
Source record: 3529

On 27 Mar 1999 07:44:09 , sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

<ranting off-topic knee-jerk right wing loony rhetoric deleted>

tell us, TiFKAS, when did you first begin to notice you hated your Atari?

I guess that now that TiFKAS' mentality has now reached the terrible twos, he'll do anything - ANYTHING - for attention, now that it's been proven he can't handle the truth regarding Atari computers....

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3567. Re: Color does matter!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <36fce09a.0@nemo.idirect.com>
Source record: 3530

On 27 Mar 1999 07:35:54 , sinclair2246@my-dejanews.com wrote:
>In article <7dggsfffi3@news.campuscwix.net>,
> darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall) wrote:
>> On 26 Mar 1999 00:55:19 , sinclair2246@my-dejanews.com wrote:
>> ->In article <7d3al9$o3e$1@nnrp1.dejanews.com>,
>> -> mgrove@my-dejanews.com wrote:
>> ->>
>> ->> I don't need a larger montior, but I would like to use an new 15" LCD digital
>> ->> display. Can't the iStapler handle this?
>> ->
>> ->Can the 520 ST handle this?
>>
>> Okay, fair enough. Now here is an equally fair question. Can the first Mac
>> released in 1984 handle it???????? C'mon lets see you give a straight and
>> honest answer here (like yes or no?) for just once in your miserable and
>> wretched life...!!!!
>
>The answer is ni...But the line has expanded with new models on a annual
>basis something the Jihads can't comprehend..High power and lower cost is the
>norm in the mac market while you need a second income to purchase those TOS
>clones..
>
again propogating an untruth. The Milan costs $899 US, even less when
you buy the motherboard and "roll your own". And it includes standard
ports, a nice modern operating system and PCI card slots.

And all this coming from a self-proclaimed "expert" who admits his
only ST experience comes from a single use of a machine with TOS 1.0 -
and who constantly mistakes his Mac for his manhood.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3568. Re: MAC OWNERS READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7dink9$q54$1@news.campuscwix.net>
Source record: 3531

On 27 Mar 1999 07:31:54 , sinclair2246@my-dejanews.com wrote:

->Okay done...Feel better?

->Peter S.

Thats it? Thats your big "post"???? Geeez, what a loser...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

3569. Re: Anti-Mac Jihad Mea Culpa!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <922550816-955264AEicMi@ping.be>
Source record: 3532

Peter Sinclair <sinclair2246@my-dejanews.com> wrote on 26-03-99:

>Try this...
>
> USB MIDI processing unit shipping
> Staff Report, email@maccentral.com
> March 23, 1999, 7:30 pm ET
>
> Edirol North America -- the sales and support channel for Roland's
>Desktop
>Media Production group -- has begun shipping the Roland SMPU-64
>USB/MIDI
<SNIP>
BLABLABLA

<SNAP>
> Edirol says
>that using a USB-equipped personal computer allows for the control of
>up to four S-MPU64 units at one time (64 x 4 = 256 tracks).
>Retail pricing for the 64-channel device is US $250, but Edirol's site
>has it listed for $175.

That's one of the 12000 3th party products, where are the 11999 others?

BTW: This is what I call misleading information.....
The press release clearly states that its for USB equiped personal
computers... Its here allright, but no MAC version in sight yet....
You see TIFKAS, to drive it you need drivers, gues what, no MAC drivers
included-)

Why should Roland go to the trouble writing them anyway ?
There's no decent MIDI software on the Mac platform for this device, and
firms like Steinberg and EmagiC have made it quit clear that they will
not support the crummy machine you love so much....why would that be?
The machine that is according to you selling like hot cakes, and none of
the big boys want to support it....

So, go and get the USB Midi processing unit, write your own driver and
while you're at it write your own version of Cubase..... that's what I
like about Mac Users...they think different.

Cheers from Belgium
Dennis

3570. Re: Color does matter!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7dj8h4bmq1@nnrp1.dejanews.com>
Source record: 3533

In article <7di1uodhf1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:
> In article <7dgcqvvot1@nnrp1.dejanews.com>,
> magicmac@my-dejanews.com wrote:
> >>
> > So you would still accomplish the job if your marketing produced no sales?
> >
> My staff sells. I market and consult..

Typical SinDrop response.

So you would still accomplish the job if your marketing led to no/low sales
being made by Apple distrubitors? (This thread is beginning to not make sense
after you cut out parts that you failed to dispute earlier, Dick Head).

BTW, the Commander of NAWCWDPS emailed a statement concerning no new purchases
of Apple machines for the NAVY (NAVAIR). He stated that he has made the
transition over to NT, and is really satisfied with the move, and is sure that
all NAVAIR employees will feel the same.

Why don't you take your superior marketing efforts to NAVAIR? Or is that not
your zone? I would really like to see a dweeb like you try to promote a
failing platform to the Dept of the NAVY......

> > > >
> > > And what role are you in? Or your 'Chunk's supervisor at the hardware store?
> > >
> > :) I don't know anyone named Chunks, but my profession is a little more
> > technical than that.....
> > "Want to play a game" ring a bell?
> >
> Whoa..sounds erotic..How do you play?...-)

First you must aquire a target.....

> >
> > > Peter S.
> > >
Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3571. Re: MAC OWNERS READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-27 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7djhde$ro2$1@roch.zetnet.co.uk>
Source record: 3534

On 26 Mar 1999 00:24:21 , sinclair2246@my-dejanews.com wrote:

> > This newsgroup is called comp.sys.ATARI.advocacy
> ^^^^^
> You forgot to highlite ADVOCACY...
>
> > It is NOT the place to post messages about iMacs or anything other than ATARI.
> > I'm quite frankly getting PISSED OFF by the messages in here that don't relate
> > to Atari.
>
> comp.sys.atari.advocacy is defined by the charter as "attacking and defending
> Atari"....
>
> What do you not understand?

Well in my dictionary Advocacy is defined as "one who pleads the case for"
and in the context of "Atari Advocacy" equals "one who pleads the case for
Atari".

This is why I object to the messages about iMacs, as they DO NOT even
attack Ataris, nor even mention Ataris.

> > Go and find another newsgroup, I'm sure there are loads of Mac newsgroups.
>
> You go find another newsgroup if you can't take the heat...
>
> Peter S.
> PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

NO! YOU GO AND FIND ANOTHER NEWSGROUP, IF YOU'RE NOT GOING TO EVEN MENTION
ATARI, THEN YOUR MESSAGES DO NOT BELONG HERE.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

3572. Re: iMacs sold out up north!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-28 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <36FD4056.72E1B285@ihug.co.nz>
Source record: 3535

Hi there,

sinclair2246@my-dejanews.com wrote:

> In article <36FC51D4.94F3CB0A@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
>
> > I have been rendering a view of my girlfriends kitchen to help her
> > choose colours to repaint her house. I've modelled it in POVray 3
> > and rendered it on both the Falcon and Mac at identical resolution/
> > quality/aliasing/etc... The PowerMac is only about 6 times faster
> > than the Falcon...My 030 is 32Mhz and 68882 is 16Mhz giving
> > about 1.25 times the float math speed of a normal 16Mhz Falcon.
> > Based on this the 200Mhz 603e in the PowerMac should be 8-10
> > times faster than the Falcon 030/882 combination but it ISN'T!
> >
> > Why is this? Is it because MacOS 8 knocks the 603e too hard? :)
>
> User error or it's in your imagination. I just got Adobe Premiere 5.1. Lets
> see if i can test the results. Anyone have a spare Falcon to borrow?

Were you here watching it? There is NO error and I am definitely NOT
imagining things. I created the scene file, a special include file defining
colours from a scanned colour chart, some image maps etc...on the
Falcon, rendered it at 640x480, and then imported the lot via floppy
to the Mac, and re-rendered it at the exact same res/aliasing/quality etc...

The only difference I noted between the 2 final TGA files was a small
difference in random seeding for some nice woodgrain textures I had
created.

Of course 6 times faster is significant, but I just would have expected
more from a 200Mhz CPU, especially for float math!!

Regards,

Chris Wilkinson,
/|\ ATARI Falcon030.

3573. Re: Anti-Mac Jihad Mea Culpa!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-28 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7djt4ftal1@roch.zetnet.co.uk>
Source record: 3536

On 26 Mar 1999 00:57:14 , sinclair2246@my-dejanews.com wrote:

>> well, TiFKAS, I see that rather than face the issues (including
>> posting real-world results on how well the iMac is doing in Canada, as
>> well as facing the fact that neither the "Atari Jihads" nor your
>> imaginary friend "Chunks" exists), you choose once again to mindlessly
>> post a press release - and probably never bother to read it, in a
>> desperate attempt to make everyone forget that you're way overdue to
>> eat your strained spinach.
>>
>> well, two can play at that game. Please note that the below press
>> release does not include any reference to MIDI solutions to the iMac...:
>
>Try this...
>
> USB MIDI processing unit shipping
> Staff Report, email@maccentral.com
> March 23, 1999, 7:30 pm ET

So what? Atari designed in MIDI ports when the ST was designed in
1983-1984, thus creating the World's No.1 computer for music, which it
still is.

And still the other computer manufacturers still don't see the need to
provide them as standard. As long as they do that, Ataris will rule.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

3574. Re: G3 vs Milan specs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-28 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7dli1o$77i$1@roch.zetnet.co.uk>
Source record: 3537

On 22 Feb 1999 07:02:10 , sinclair2246@my-dejanews.com wrote:

>> I know that you people in North America get free local phone calls,
>> but in other parts of the world we have to pay for them, and unwanted
>> (long) posts about other machines in an ATARI newsgroup are just not
>> wanted.
>
>It's advocacy stupid! Than get a free local calling internet ISP and quit the
>whining!

But that was what I was saying: we don't have a FREE LOCAL CALLING ISP in the UK. We have to pay for every second that we are online. Local calls are all charged for by the phone companies. Yes we have ISPs that have local access, an ISP wouldn't last long if they didn't. But this is why the North Americans are more into the Net than we are. Which also explains why Ataris are more in use here than in the States, as we have more costs than you.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

3575. 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-28 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <novL2.238$c97.371@198.235.216.4>
Source record: 3538

The Atari 520ST is the most multi purpose multi functional computer ever made for the home computer market in 1985.

Today in the year 1999 the Atari 520 ST is still being used on a daily basis by users who chose to purchase Atari over the lesser brands and more expensive brands.

While other less educated users have paraded through a long line of newer computers trying to keep up to date the ST remains a Stable element to all Atari users.

Clearly no other computer from 1985 has survived the test. When purchasing a computer that won't be obsolete, the ST has proven that the life span of a computer is not 2 years, but that it is 15 years and more.

Where are the expensive Macs of yesterday, today? While once considered the leading edge, clearly all Expensive macs have proven that you have merely flushed your money down the toilet.

IBMPC compatibles of the same era are long gone into the bit bucket. Not capable of anything then, today they merely show up in the technological waste bin.

Amiga? Strange but true the 1000 Amiga was both expensive and rough around the edges. Long an Atari adversary, the amiga was a failure in its early incarnation and early users paid a hefty price for that 256 k machine.

But the 520ST with all of its faults in its rush to the market, truly was the best compromise in all things computing. Proof is in the fact that no other computer from that era has software written for it in todays market.

How could one ever complain of a computer where you can get NEW software 15 years after it release. This software allows for all the modern uses that they current platforms demand.

Clearly computers 2 years old are having difficulty running the latest software for their OS, resulting in forced obsolescence of computers with superior hardware and processing power to the ST.

And while the ST is capable of running MINT/GENEVA/TOS/and Magic it is really Magic that makes the ST fly while multi tasking. This premptive software is found on many Ataris and not even found on current Mac platforms from the warehouse. They are still living in the cooperative state.

Like the Mac of its day the ST has a monochrome monitor. Unlike the Mac of its day the ST can surf the WEB. And it can surf the WEB with the FIRST VERSION OF TOS Also unlike the Mac the ST has COLOUR. This allows web

browsing in Monochrome, 16 colours or grayscales. While this may not sound impressive by todays standards, the results on screen are respectable. Other computers from this era CAN'T DO IT PERIOD.

A computer of 1985 specs being able to WEB BROWSE handle JPEG and MPEG compression as well as being flexible enough to interact with every platform makes this computer clearly the computer of choice for any purchase in the year 1985. If only they had the hindsight.

However really impressive is the STs ability to play:
AVS, AVI, DLT, MOV, QT, SEQ, FLM, FLI, SPS and MANY MANY MANY MANY MANY more animations found on the internet.

Today a 520ST is the CHEAPEST internet computer available. Technical help on comp.sys.atari.st is more advanced than can be found in any computer store.

And it gets better. The ST is the lowest common denominator. It can do it all. It does all functions with very respectable speed. The ST is the sportscar of computing.

After the ST the rest of the Atari line offer improvements that enhance using your TOS based software.

MegaST
STe* WOW 24BIT FILES RENDERED WITH PHOTOCHROME!!! Super Results. Huge files:-).
TT
MegaSTe
Falcon

15 years later and my ST is clearly the best computer I have every purchased.

I use it for all my computing needs.

As for the Mac user who once claimed to owning an Atari, and always is asking if a "520ST" can do this or that.

Start with
http://www.rhein-main.de/people/robert/index.htm
then grab the UDOIT ST Files.

These are some hardware mods that advance a 520ST to more modern specs from its 1985 roots. However my 520ST short of 2 megs of Ram I put in in 1987 is bone STOCK.

Comparing the Imac to an ST is silly. One computer has a cult status and a large software selection and some dedicated users as well as some very trick optimised software. The ST can also be found for AS MUCH AS $20 US:-).

The other computer is obsolete and will be known for its significants as being the last nail in the coffin of Apple computing.

Too different, too little, too late.

Perhaps it is time to find a used ST and join in on the fun of having an Atari. They are easy to use. But really it is the people who make it fun.

With the Atari, the computer speaks for itself and the egos are left at the keyboard. There is little to brag about because it just does it. Thats it, thats all, its that simple.

Later Brian.

3576. Revised FS 520ST (U.S.A. only)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-28 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990328174850.03802.00001788@ng05.aol.com>
Source record: 3539

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, Alpha
Data trackball, manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry
MetroCross Star Glider

Guild of Thieves Star Ray Shadow of the
Beast II
AD&D Hillsfar Gold Runner II
Station Fall Golden Path Grid Iron
The Black Cauldron
Battleship
Pirates of the Barbary Coast Flight Simulator II

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

3577. iMac compared to Falcon..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-29 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <iKEL2.8698$5p5.6206@news1.telusplanet.net>
Source record: 3540

Well I just subscribed to this group and had a good laugh reading
some of these messages. Here is what I have to say:
I own a Nemesized Falcon030 and a MegaSTE
I also own a Revison B iMac
and a Pent233..

Which one of these do I like best?
The Falc ofcourse! Its actually fun and cute to use, and handles
alot of things much better then any of the other computers.
For example, On all of the Usenet Readers in order to subscribe
to a group you must download the complete group listing, but with
Newsie for example, if you already know the name of the group,
just click on subscribe and type it in. Although this seems
small, there are many littlie things like this that can drive you
crazy.
I do use magiCMac on the imac quite a bit, and the jinne desktop
is faster then finder and has way more features. It's like Night
and day..

really, there is nothing I do on the imac or pc that I cant do
just as well, and easier on my falcon except for overated crap
such as mp3 (Which faster falcons can do..) and S**t games which
I don't play anyways.
Anyways.. I should get to bed
Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with
tomorow//
--

3578. New Episode of Back In Time radio

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-29 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <7do5on$9rd$1@nnrp1.dejanews.com>
Source record: 3541
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

The new episode of Back In Time has been posted. This episode features an extensive interview with Curt Vendel, curator of the Atari Historical society. Curt and I discuss all aspects of Atari history. This is the longest show to date. (Just over 40 minutes.)

To stream the show through the Internet, click on the GT2K option on the Back In Time web site.

Due to multiple requests, I have also set up an archive of all of the shows, including the new episode. These may be downloaded for offline listening. To access these shows, click on the "Radio Show Archive" option at the Back In Time web site.

All aspects of audio quality have been improved on this new show. The Real Audio player is required to hear the shows.

The next episode will feature Dana Henry, Public Relations Director for Hasbro Interactive. That episode should be posted sometime around Sunday April 11th. We will discuss Hasbro's plans for the Atari properties, the BattleSphere situation, and their recent classic game updates such as Frogger and Centipede.

The Back In Time mailing list has been set up. Be sure to sign up, and have the latest classic gaming/computing news and information sent directly to you via E- Mail.

The Back In Time website has been through some changes in the last few days to fix some font and color issues with Netscape Navigator. If you are using Navigator, the site should look better now.

Mike Stulir
Back In Time -- Updated news and complete coverage of ALL things Atari.
http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3579. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-29 00:00:00 UTC
From: "Alexandre A. S." <asiufy@usa.net>
Message-ID: <asiufy-2903991350550001@200.211.177.36>
Source record: 3542

In article <novL2.238$c97.371@198.235.216.4>, madmax@bfree.on.ca (Brian Van TIlborg) wrote:

>The Atari 520ST is the most multi purpose multi functional computer ever
>made for the home computer market in 1985.
>
>
>15 years later and my ST is clearly the best computer I have every
>purchased.
>
>I use it for all my computing needs.
>
>
>Perhaps it is time to find a used ST and join in on the fun of having an
>Atari. They are easy to use. But really it is the people who make it fun.
>
>With the Atari, the computer speaks for itself and the egos are left at the
>keyboard. There is little to brag about because it just does it. Thats it,
>thats all, its that simple.
>
>Later Brian.
>
>

Humm... I wonder what kind of drug is this guy taking... Now that's some serious hallucionations up there!

--
cheers!
alexandre a. siufy mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
Protect privacy, boycott Intel: http://www.bigbrotherinside.org

3580. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-30 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7dr5nr$eoo@newstoo.ericsson.se>
Source record: 3400

In article <HrWL2.827$8X3.1017@news.flash.net>, "Edward Williams" <tchermok@flash.net>
writes:
>Who Cares.......
>You might Like Atari,MAC or PC
>but who really cares when the job to be done with a computer is more than
>just window dressing....
>I like All Computers some more than others but I DON'T FIGHT over which is
>best
>The Atari is a dead platform as is the Amiga and others
>but if it makes ya happy then use it

The Atari and Amiga platform is _not_ dead as long as there is any users using it.

>Edward Williams
>Tchermok@flash.net
>68 8-Bit Atari Computers
>(5x800,3x400,6x600XL(64K),12x600XL(256K),3x600XL(512K),14x800XL(256K),15x120
>0XL(512K),5x130XE,2x130XE(1088K),3xXEGS(128K)
>21 Atari ST Computers
>5x520ST,7x1040ST,3x1040STe,2xMega ST,2xMega STe,1xTT,1xFalcon
>13x PC Clones XT-PII-450
>27x Macs Mac128-iMAC
>Amiga 1000x2,Amiga 500x3,Amiga 2000x2,Amiga 2500x1
>1 Kaypro 10,1 Zenith Z-100,2 Olivetti L1 M20's,50+ TS/1000
>Close to 87,000 Floppies
>900 CD's
>And Thats just in the house

Museum ????

/Erik Hall

3581. Re: iMac compared to Falcon..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-30 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <GhcM2.8768$5p5.6361@news1.telusplanet.net>
Source record: 3401

```
----------
In article <MUXL2.639$sq.746@198.235.216.4>, madmax@bfree.on.ca
(Brian Van TIlborg) wrote:

> On 29 Mar 1999 06:05:02 , "Bengy Collins" wrote:
>
> <SNIP> Merits about Falcon and ST/Magic Software.
>
> So Mr Collins. You can't stay away from your computer can you!!!
> Have you forgotten about something MORE IMPORTANT!!! Is this what you
> have
> managed to do with your time. Find another NEWSGROUP.

Hehehe, well Brian Its Spring Break for the next 2 weeks so I
think I can find SOME time for computers :)
Thanks for being so concerned though :)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with
tomorow//
--
```

3582. Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-30 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <HrWL2.827$8X3.1017@news.flash.net>
Source record: 3543

Who Cares.......
You might Like Atari,MAC or PC
but who really cares when the job to be done with a computer is more than
just window dressing....
I like All Computers some more than others but I DON'T FIGHT over which is
best
The Atari is a dead platform as is the Amiga and others
but if it makes ya happy then use it

Edward Williams
Tchermok@flash.net
68 8-Bit Atari Computers
(5x800,3x400,6x600XL(64K),12x600XL(256K),3x600XL(512K),14x800XL(256K),15x120
0XL(512K),5x130XE,2x130XE(1088K),3xXEGS(128K)
21 Atari ST Computers
5x520ST,7x1040ST,3x1040STe,2xMega ST,2xMega STe,1xTT,1xFalcon
13x PC Clones XT-PII-450
27x Macs Mac128-iMAC
Amiga 1000x2,Amiga 500x3,Amiga 2000x2,Amiga 2500x1
1 Kaypro 10,1 Zenith Z-100,2 Olivetti L1 M20's,50+ TS/1000
Close to 87,000 Floppies
900 CD's
And Thats just in the house

3583. Re: iMac compared to Falcon..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-30 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <MUXL2.639$sq.746@198.235.216.4>
Source record: 3544

On 29 Mar 1999 06:05:02 , "Bengy Collins" wrote:

<SNIP> Merits about Falcon and ST/Magic Software.

So Mr Collins. You can't stay away from your computer can you!!!
Have you forgotten about something MORE IMPORTANT!!! Is this what you have managed to do with your time. Find another NEWSGROUP. Yup And this one is of little value and support to real users. Glad to see you had a good laugh. Now what about that GOAL OF YOURS. Something about your future and what is IMPORTANT in LIFE.

Signed, YOUR CONSCIOUS:-).

>Anyways.. I should get to bed
>Bengy
>

Maybe you should be cut off from all those computers. You could end up like me, and this is not healthy.

Later Brain ;-).

>--
>Bengy Collins collins@bulli.com
>
>MagiC Atari powered by nemesized Atari Falcon030.
>MagiC Mac powered by Apple iMac 233
>
>Please visit MagiC Online http://bengy.atari.org
>
>//May the choices we make today be ones that we can live with
>tomorow//
>--
>.

3584. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-30 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <YUXL2.640$sq.746@198.235.216.4>
Source record: 3545

On 29 Mar 1999 13:50:55 , "Alexandre A. S." wrote:

>
> Humm... I wonder what kind of drug is this guy taking... Now that's
>some serious hallucionations up there!
>

Hmm, nope, everything is correct as posted. Perhaps you could tell me what part confuses you. It is posted with a post marketing enthusiasm that is simply meant to catch ones attention. The facts are the facts. I would be suprised if you used an ST on the internet? In fact I haven't even posted anything outrageous. I am merely stating what my STock 520ST is easily capable of. I certainly never mentioned MP3 nor Java. Then I might be caught with some serious embelishment flaws.

I can only think of two possible answers to your rude reply.

1) You are an ignorant (lacking in knowledge) user of more powerful Atari equipment and you have failed to include the ST in your thought process.

2) You are a user of another platform and quite frankly are clueless. Normally these people own IBM PCs and MS products, however these users usually know nothing of Ataris nor can they be bothered trying to find out anything about them let alone waste valuable bandwith replying. Therefore you are most likely a NON INTEL user. Leaving only Amiga and Mac. Amiga users have bigger problems of their own than to worry about Atari, and the Amiga Atari wars, while Great as they were are now part of OS history. Therefore you are a Mac user with limited knowledge.

Luckily for me I have been winning bets and now I am on my second year of FREE INTERNET ACCESS for merely hooking up and using my ST on the internet. No big deal.

Since you are rude , while I am only trying to have some fun in comp.sys.atari.advocacy I think you have received more of an answer then you deserve.

I am no fool.

Later Brian.

>.

3585. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-30 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <ICpLqVAw0LA3EwU$@steverosie.demon.co.uk>
Source record: 3546

In article <HrWL2.827$8X3.1017@news.flash.net>, Edward Williams
<tchermok@flash.net> writes
>Who Cares.......
>You might Like Atari,MAC or PC
>but who really cares when the job to be done with a computer is more than
>just window dressing....
>I like All Computers some more than others but I DON'T FIGHT over which is
>best
>The Atari is a dead platform as is the Amiga and others
>but if it makes ya happy then use it
>
>
>------------------
>
>Edward Williams
>Tchermok@flash.net
>68 8-Bit Atari Computers
>(5x800,3x400,6x600XL(64K),12x600XL(256K),3x600XL(512K),14x800XL(256K),15x120
>0XL(512K),5x130XE,2x130XE(1088K),3xXEGS(128K)
>21 Atari ST Computers
>5x520ST,7x1040ST,3x1040STe,2xMega ST,2xMega STe,1xTT,1xFalcon
>13x PC Clones XT-PII-450
>27x Macs Mac128-iMAC
>Amiga 1000x2,Amiga 500x3,Amiga 2000x2,Amiga 2500x1
>1 Kaypro 10,1 Zenith Z-100,2 Olivetti L1 M20's,50+ TS/1000
>Close to 87,000 Floppies
>900 CD's
>And Thats just in the house
>

Are we suppose to be impressed!!!!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3586. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-30 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7dqrf5$p2d$1@news.campuscwix.net>
Source record: 3547

On 30 Mar 1999 02:13:59 , "Edward Williams" wrote:
->Who Cares.......

I, and many others do...thats why we are here...

->You might Like Atari,MAC or PC
->but who really cares when the job to be done with a computer is more than
->just window dressing....
->I like All Computers some more than others but I DON'T FIGHT over which is
->best
->The Atari is a dead platform as is the Amiga and others
->but if it makes ya happy then use it

Its not dead as long as there are vendors who still sell hardware and
sofware for it...

Its not dead as long as users keep writing superb shareware and public
domain software for it...

Its not dead as long as each and every day someone (like me!) flips
that switch, and powers it up... ;-)

->Edward Williams
->Tchermok@flash.net
->68 8-Bit Atari Computers
->(5x800,3x400,6x600XL(64K),12x600XL(256K),3x600XL(512K),14x800XL(256K),15x120
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->1 Kaypro 10,1 Zenith Z-100,2 Olivetti L1 M20's,50+ TS/1000
->Close to 87,000 Floppies
->900 CD's
->And Thats just in the house

What I really want to know is, how someone that owns this much computer
related equipment, can make a statement like, "who cares?"...It doesn't
figure...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /

_____\/

3587. FS 520ST (North America only)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-30 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990330104859.08713.00000063@ng22.aol.com>
Source record: 3548

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, 1,
manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry
MetroCross Star Glider
Star Ray Shadow of theBeast II
Guild of Thieves Golden Path
AD&D Hillsfar Gold Runner II
Station Fall Grid Iron
The Black Cauldron Flight Simulator II
Battleship
Pirates of the Barbary Coast

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

3588. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-30 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <iZf+pJADoQA3Ewh8@steverosie.demon.co.uk>
Source record: 3549

In article <7dqrf5$p2d$1@news.campuscwix.net>, Ronald J. Hall
<darkchyld@pcc-uky.campuscwix.net> writes
>
>->Edward Williams
>->Tchermok@flash.net
>->68 8-Bit Atari Computers
>->(5x800,3x400,6x600XL(64K),12x600XL(256K),3x600XL(512K),14x800XL(256K),15x120
>->0XL(512K),5x130XE,2x130XE(1088K),3xXEGS(128K)
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>->1 Kaypro 10,1 Zenith Z-100,2 Olivetti L1 M20's,50+ TS/1000
>->Close to 87,000 Floppies
>->900 CD's
>->And Thats just in the house
>
> What I really want to know is, how someone that owns this much computer
> related equipment, can make a statement like, "who cares?"...It doesn't
> figure...

I think it's because he hasn't figured how to switch them on;) and so
he's put them to one side until he's worked it out;)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3589. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-31 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7dt4q0$6sl$1@roch.zetnet.co.uk>
Source record: 3402

On 30 Mar 1999 02:13:59 , "Edward Williams" wrote:

>The Atari is a dead platform as is the Amiga and others
>but if it makes ya happy then use it

Dead? Bollocks - a dead platform is one that doesn't have any users or support for it. There are thousands of Atari users all over the world, doing virtually anything that a PC or a Mac could do, and for a lot less money too. Support? Well there are loads of companies and individuals producing new software and hardware.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

3590. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-31 00:00:00 UTC
From: ¿ - Infinity Rising - ? <timanov@www.geocities.com>
Message-ID: <37028837.A3D00AB1@www.geocities.com>
Source record: 3403

"Ronald J. Hall" wrote:

> On 30 Mar 1999 02:13:59 , "Edward Williams" wrote:
> ->Who Cares.......
>
> I, and many others do...thats why we are here...
>
> ->The Atari is a dead platform as is the Amiga and others
> ->but if it makes ya happy then use it
>
> Its not dead as long as there are vendors who still sell hardware and
> sofware for it...

Um, if the company who made the platform no longer exists, I'd say it's dead.

>
> Its not dead as long as users keep writing superb shareware and public
> domain software for it...

True.

>
> Its not dead as long as each and every day someone (like me!) flips
> that switch, and powers it up... ;-)

I hope you studied A-level electronics. When the components die of entropy-related reasons, you'll need to whip up a replacement component. Unlike death, taxes, and Reaganomics, things don't last forever.

>
> ->Edward Williams
> ->Tchermok@flash.net
> ->68 8-Bit Atari Computers
> ->(5x800,3x400,6x600XL(64K),12x600XL(256K),3x600XL(512K),14x800XL(256K),15x120
> ->0XL(512K),5x130XE,2x130XE(1088K),3xXEGS(128K)
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> ->1 Kaypro 10,1 Zenith Z-100,2 Olivetti L1 M20's,50+ TS/1000
> ->Close to 87,000 Floppies
> ->900 CD's
> ->And Thats just in the house
>
> What I really want to know is, how someone that owns this much computer

> related equipment, can make a statement like, "who cares?"...It doesn't
> figure...

I must agree. I for one keep three gerbils, eight parrots, two cats, seven dogs, a penguin, and a ferrett up my slacks. And all of them are as "dead" as the platforms Ronald has suggested. I killed the penguin myself, the damn thing reminds me of that retarded-looking linux logo.

He could use an A3000, though. I've got one for sale... :-)
--

http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

3591. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-31 00:00:00 UTC
From: ¿ - Infinity Rising - ? <timanov@www.geocities.com>
Message-ID: <37028887.CA938120@www.geocities.com>
Source record: 3404

Oops, I missed a line. Replace your name with Edward's at the relevent location.
Sorry 'bout that!

3592. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-31 00:00:00 UTC
From: ¿ - Infinity Rising - ? <timanov@www.geocities.com>
Message-ID: <370289E3.CC94EACA@www.geocities.com>
Source record: 3405

And bollocks to that! There's no Atari in existence which can do 3d rendering at 32-bit high-resolution at an acceptable pace. Not even the ST could! Heck, I prefer the Amiga by far... it could do such rendering, especially if you added an upgraded video card, but why? Truespace 4 (8th generation product which started on the Amiga in 1985 moved to Wintel by 1994 when Commodore snuffed it) on a Windows PC is so much more developed.

As for banal word processing, even a Sinclair ZX-81 could do such work. At a pitiful 40 columns text, but nobody is perfect. And more recent software has features not to be found in the 'good ol' days'.

Oh, what happens when the 20 year old circuitry finally burns out? Most electronic chips have a physical lifespan of 10 accumulated years (24 hours day/7 days week). Nobody's making any more GTIA chips, the last I heard.

"James F. Haslam" wrote:

> On 30 Mar 1999 02:13:59 , "Edward Williams" wrote:
>
> >The Atari is a dead platform as is the Amiga and others
> >but if it makes ya happy then use it
>
> Dead? Bollocks - a dead platform is one that doesn't have any users or
> support for it. There are thousands of Atari users all over the world,
> doing virtually anything that a PC or a Mac could do, and for a lot less
> money too. Support? Well there are loads of companies and individuals
> producing new software and hardware.
>
> Cheers!
>
> James
>

--

http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

3593. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-31 00:00:00 UTC
From: ¿ - Infinity Rising - ? <timanov@www.geocities.com>
Message-ID: <3702905A.C0B6DF12@www.geocities.com>
Source record: 3406

Brian Van TIlborg wrote:

> The Atari 520ST is the most multi purpose multi functional computer ever
> made for the home computer market in 1985.

You ought to go into comedy, you've made me laugh rather hard. The Amiga used less memory and did a hell of a lot more. The ST is made of generic rubbish chips whereas the Amiga was specially designed to do all sorts of wonderful things. And both had cost around the same price.

>
> Today in the year 1999 the Atari 520 ST is still being used on a daily
> basis by users who chose to purchase Atari over the lesser brands and more
> expensive brands.

Uh-huh. Last I heard, you couldn't get a new Atari ST since 1994 (were all ST-type computers discontinued in 1993, as I had heard?) You must opt for a used model, which means its lifespan is somewhat limited.

>
> While other less educated users have paraded through a long line of newer
> computers trying to keep up to date the ST remains a Stable element to all
> Atari users.

Right... if any computer could *really* be compared to today's computers, the Amiga is the only one. It pre-emptively multitasks. Screw that, it does multitask. The Amiga has 4 independent CPUs whereas PeeCees, Crapintoshes and STd's have but one. The only OSes which could compare to the Amiga are OS/2 (which is a bloated waste of time) and BeOS (which deserves to be the future, not bloatware NT which is sluggish by far in comparison). With the native ECS or AGA chipsets, the amount of things you could do with video and the workbench desktop are staggering. The ST up to date, stop making me laugh! The ST audio is shite, too. And Amiga's 8-bit audio is still viable. Amiga's FM synth is equal to PeeCee's MIDI. Since PC FM synth is still shite and will always be shite,Uncreative Labs (the 'standard') decided to have everybody rely on big-ass bloated .WAV files - almost as bad as raw sound sample data in terms of size. When PeeCee users say the sound is better than the Amiga, they don't take this small reality into account. PeeCee rules because of a damn recording, not real effort on the part of hardware. The SB Live product is finally duplicating some Amiga audio features like the ability to play several sounds simaultaneously from multiple programs (took 14 bloody years, though!)

>
> Clearly no other computer from 1985 has survived the test. When purchasing
> a computer that won't be obsolete, the ST has proven that the life span of
> a computer is not 2 years, but that it is 15 years and more.

Liar liar, wiener on fire. Go study up on the Amiga.

>
> Where are the expensive Macs of yesterday, today? While once considered the
> leading edge, clearly all Expensive macs have proven that you have merely
> flushed your money down the toilet.

For once, I agree. The Mac really hasn't been updated for 8 years. MacOS 8
adds colorful backgrounds and other useless rubbish, but it does NOT address
true multitasking or crash protection! Ouch! There's no way I'd ever invest
in Apple if this is how they operate. Why did Microsoft even bother with them,
I don't know...

>
> IBMPC compatibles of the same era are long gone into the bit bucket. Not
> capable of anything then, today they merely show up in the technological
> waste bin.

I totally agree. IBM designed the PC with generic hardware and inferior
technology. The Intel 808x (8 or 6) were designed badly "brain damaged" has
been used to describe the chip. IBM knew their computer would sell because of
their name. They had a monopoly on midrange computers. They wanted to ensure
that no desktop PC could ever rival a midrange so they made it with crap. Of
the day, there were far superior 8-bit chips available. And the Motorola 68000
did exist in 1981, which was a coherent design unlike Intel's offerings. IBM
could have been 4 years ahead of its time by introducing a Motorola CPU-based
system, but no. They had to be shitheads. I'd love to go back in time and
castrate the fathers who allowed their offspring to design the PC... then we'd
have something better to nitpick.

>
> Amiga? Strange but true the 1000 Amiga was both expensive and rough around
> the edges. Long an Atari adversary, the amiga was a failure in its early
> incarnation and early users paid a hefty price for that 256 k machine.

Bollocks! The Amiga 1000 was half the price of your comparable 80286 IBM PC.
where the hell are you getting your figures: Drunk-Accountants-r-us? The
fucking thing may have cost more than the Atari ShiT, but the Amiga had
multiple processors which were specially designed. The ST, like Mac and IBM,
were made with generic hardware.

>
> But the 520ST with all of its faults in its rush to the market, truly was
> the best compromise in all things computing. Proof is in the fact that no
> other computer from that era has software written for it in todays market.

Like so many IBM and Microsoft people have said, it is better to have a product
in the market, regardless of quality, than having no product while working out
its bugs. Blame capitalism, I'll be happy to. Your proof, btw, is conjecture.

>
> How could one ever complain of a computer where you can get NEW software 15
> years after it release. This software allows for all the modern uses that
> they current platforms demand.

Oh, are you feeling special or something? The Amiga is in the same boat as the ST in this regard. My god, people still write games for the Atari 2600!

>
> Clearly computers 2 years old are having difficulty running the latest
> software for their OS, resulting in forced obsolescence of computers with
> superior hardware and processing power to the ST.

Uh-huh. And I have three testicles. Want one? Remember, society is built on the acquisition of money. This is why people are engineering this stuff so people upgrade.

>
> And while the ST is capable of running MINT/GENEVA/TOS/and Magic it is
> really Magic that makes the ST fly while multi tasking. This premptive
> software is found on many Ataris and not even found on current Mac
> platforms from the warehouse. They are still living in the cooperative
> state.

hahahahahahahahahaha! TOS is Jackie Tramiels' crap version of DOS. And GEM came from a different company. Atari was so lame they couldn't write their own OS! IBM was just as bad! And the ST does not pre-emptively multitask. Like the Mac, Win 3.x/95/98, and so on, the ST co-operatively multitasks. In other words, it doesn't multitask. What the hell is this Magic rubbish anyway? A replacement OS for the ST which won't run current ST software?

>
> Like the Mac of its day the ST has a monochrome monitor. Unlike the Mac of
> its day the ST can surf the WEB. And it can surf the WEB with the FIRST
> VERSION OF TOS Also unlike the Mac the ST has COLOUR. This allows web
> browsing in Monochrome, 16 colours or grayscales. While this may not sound
> impressive by todays standards, the results on screen are respectable.
> Other computers from this era CAN'T DO IT PERIOD.

STOP THE BLOODY YELLING YOU TWIT! Proof, please, on how the ST surfed the web. The web was still classified by the military. And more Amigas got into top-secret US installations than STs. Yeah yeah, the ST of 1985 had color. So did the Amiga. So did the PC, for whatever that was worth. Big frigging deal. God, stop being an imbecile! "Other computers from this era CAN'T DO IT PERIOD" is a load of rubbish. The Amiga certainly had 16 colors. Jeez louise, the Amiga of the time did 4096 colors at once! Your ST couldn't get ANYWHERE NEAR THAT! I may be slightly ignorant on the ST, but you are way off your rocker in terms of comparing the Amiga to the ST...

>
> A computer of 1985 specs being able to WEB BROWSE handle JPEG and MPEG
> compression as well as being flexible enough to interact with every
> platform makes this computer clearly the computer of choice for any
> purchase in the year 1985. If only they had the hindsight.

Go get a date. You need one worse than I do.

>
> However really impressive is the STs ability to play:

> AVS, AVI, DLT, MOV, QT, SEQ, FLM, FLI, SPS and MANY MANY MANY MANY MANY
> more animations found on the internet.

Masturbate first, then go get a date. You really sound frustrated!

>
> Today a 520ST is the CHEAPEST internet computer available. Technical help
> on comp.sys.atari.st is more advanced than can be found in any computer
> store.

You're right. It's cheap. it's a useless pile of shit.

>
> And it gets better. The ST is the lowest common denominator. It can do it
> all. It does all functions with very respectable speed. The ST is the
> sportscar of computing.

You mean it gets more amusing. The ST's interface is the most backwards I've ever used. Same rubbish was made for DOS until Apple sued the makers of GEM for releasing it on DOS (but why not Atari...)... Even the Mac was easier to use.

>
> After the ST the rest of the Atari line offer improvements that enhance
> using your TOS based software.

Uh-huh. I have a bridge somewhere in New York I can sell you.

>
> 15 years later and my ST is clearly the best computer I have every
> purchased.

I'm happy for you. Just be more accurate in your facts.

> I use it for all my computing needs.

I'm happy for you. Just be more accurate in your facts.

> As for the Mac user who once claimed to owning an Atari, and always
> is asking if a "520ST" can do this or that.

Good grief, how much longer does your boasting last?

>
> These are some hardware mods that advance a 520ST to more modern specs from
> its 1985 roots. However my 520ST short of 2 megs of Ram I put in in 1987 is
> bone STOCK.

Oh no! Stock!!!!!!!! Does it make a great base for soup?

>
> Comparing the Imac to an ST is silly. One computer has a cult status and a
> large software selection and some dedicated users as well as some very
> trick optimised software. The ST can also be found for AS MUCH AS $20
> US:-).

Well, duh. The iMac is the same 8 year old crap but with a newer CPU and in a pretty case. Apple ran out of ideas for selling the same old same-old... :-) The problem with cults is, the insane leader manages to take his desciples and lead them into mass-suicide.

>

> The other computer is obsolete and will be known for its significants as
> being the last nail in the coffin of Apple computing.
> Too different, too little, too late.

The sooner Apple goes, the better. They're damn lucky they made it this far. Never before, Microsoft aside, have I ever seen sucha truly visionless company.

>
> Perhaps it is time to find a used ST and join in on the fun of having an
> Atari. They are easy to use. But really it is the people who make it fun.

Yeah, Hitler and Jim Jones were great people to hang around, too. Judging people by groups sounds prejudicial to me, let's do it on a one-by-one basis.

>
> With the Atari, the computer speaks for itself and the egos are left at the
> keyboard. There is little to brag about because it just does it. Thats it,
> thats all, its that simple.

Voice synth? I never knew the ST could do that. For 1985 the Amiga could... your entire post sounds like a brag, what the hell are you implying by your comment that there's little to brag about? Unless the ST is such a little pointless piece of paltry silicon, of course.

--
http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

3594. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-03-31 00:00:00 UTC
From: ¿ - Infinity Rising - ? <timanov@www.geocities.com>
Message-ID: <370293FB.DE31E7FB@www.geocities.com>
Source record: 3407

> I think you have received more of an answer then
> you deserve.

Well, you're going to get a lot more replies than you deserve. You borderline the level of a troll. And trolls ought to be avoided, not indulged with responses.

--- original post with my reality-oriented comments.

Brian Van TIlborg wrote:

> Hmm, nope, everything is correct as posted.

In your opinion... I'm not perfect either, but reality can prove us both wrong. It'll prove you wrong just a little more quickly. :-)

> Perhaps you could tell me what
> part confuses you. It is posted with a post marketing enthusiasm that is
> simply meant to catch ones attention.

It is not enthusiasm when you run around blindly criticising other computer brand without having a proper knowledge of them. If you do know the competing brands and lie or not specify certain information, it makes you look like a real gastropod (slug). With luck nobody else will catch that attention. You were mostly right about the Mac, tho.

> The facts are the facts.

Well, you've omitted or lied on a couple of them - hopefully out of ignorance and not out of sheer deception. I don't like deception, you see...

> I would be
> suprised if you used an ST on the internet? In fact I haven't even posted
> anything outrageous. I am merely stating what my STock 520ST is easily
> capable of. I certainly never mentioned MP3 nor Java. Then I might be
> caught with some serious embelishment flaws.

So bloody what? Many people use Amiga 500s on the 'net, too - and they can more accurately draw the pics than your ST because of greater color depths. And that's a fact.

Define outrageous!

> I can only think of two possible answers to your rude reply.

Well, when you make a rude post, do you expect candy and roses?!

>
> 1) You are an ignorant (lacking in knowledge) user of more powerful Atari

> equipment and you have failed to include the ST in your thought process.

Takes one to know one and you've definitely shown ignorance, unless you lied and I've said I don't like people who attempt to deceive in order to improve their own status...

>
> 2) You are a user of another platform and quite frankly are clueless.

Well, should that really matter regardless of the truth? I dare say he may be wrong on the drugs, but you're definitely acting odd and your delightful comment about "I can only think of two possible answers to your rude reply" since your post was extremely rude and inaccurate merely makes some wonder if you actually are... or just plain nuts. Amiga nazis, Linu-nazis, os/2-bigots, and the type for every platform do exist. You're nuTS. (TS backwards is rather deliberate. :-))

> Normally these people own IBM PCs and MS products

Well, I currently have a PeeCee clone and BeOS, WinNT 4, Linux (which I don't use since it's crap), and OS/2 4. I also have an Amiga 500 and 3000. I used to own several Atari 8-bit models. I nearly bought an Atari ST -- and then I saw the Amiga... bloody glad I didn't buy the ST.

> , however these users
> usually know nothing of Ataris nor can they be bothered trying to find out
> anything about them let alone waste valuable bandwith replying.

Um, your ignorance prejudice is showing AGAIN. Kindly stop the prejudice or stop wasting valuable bandwidth posting (and replying).

> Therefore
> you are most likely a NON INTEL user.

You'd better be right in your guesses! You're definitely wrong about me since you think that just because I own and use a PC with Windows NT on it that I'm totally ignorant of everything else that time has presented.

> Leaving only Amiga and Mac. Amiga
> users have bigger problems of their own than to worry about Atari, and the
> Amiga Atari wars, while Great as they were are now part of OS history.
> Therefore you are a Mac user with limited knowledge.

Possible. You did make the biggest attacks on the Mac. And I must admit, I'm not fond of the Mac...

>
> Luckily for me I have been winning bets and now I am on my second year of
> FREE INTERNET ACCESS for merely hooking up and using my ST on the internet.
> No big deal.

Aw, man! I've got a year's worth of hair-removal wax kits! You're boasting again...

>
> Since you are rude

I can't imagine why he was...

> , while I am only trying to have some fun in
> comp.sys.atari.advocacy

Yup. Fun is defined by starting a new thread which unjustly puts down others (by accident or by design) in order to raise your own status. Don't worry. You'll get a lot more rude posts. Not by me. I've had all I need to say regarding this, unless you make a really good response to all this!

> I think you have received more of an answer then
> you deserve.

Well, you're going to get a lot more replies than you deserve. You borderline the level of a troll. And trolls ought to be avoided, not indulged with responses.

> I am no fool.

That's debatable!

--
http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

3595. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-01 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3702A6E4.86BD074@ihug.co.nz>
Source record: 3408

Hi There

ï¿½ - Infinity Rising - ? wrote:
>
> And bollocks to that! There's no Atari in existence which can do 3d rendering
> at 32-bit high-resolution at an acceptable pace. Not even the ST could! Heck,
> I prefer the Amiga by far... it could do such rendering, especially if you
> added an upgraded video card, but why? Truespace 4 (8th generation product
> which started on the Amiga in 1985 moved to Wintel by 1994 when Commodore
> snuffed it) on a Windows PC is so much more developed.

And bollocks to this! ('scuse me while I scratch mine :). Some Ataris exist that
can handle this. A TT for example renders POV-ray scenes quite rapidly. A Falcon
is acceptable too. Then of course a Hades060 is 30 times faster than a Falcon with
POV-ray! Video oriented software is a strong point for the Amiga, but I ask
you to
define an acceptable pace. 'Proper' rendering software is slow on ANY computer that
doesn't have a 6 figure price tag...if it isn't slow then it cheats and the quality
of output reflects thus...

regards,

Chris Wilkinson,
/|\ ATARI Falcon030 owner.

3596. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-01 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <7dud2t$4p3@cantine.wu-wien.ac.at>
Source record: 3409

Brian Van TIlborg (madmax@bfree.on.ca) wrote:
Although I ownjust a more than eight year old Mega STE, I have liitle to add an dtotally agree with you. I will never understand those people who have bought 286 or even 8086 machines, way overpriced till the end of the 80s (IBM Modell 30 PS/2 comes to my mind) or a Mac with Postcard size screen.

Alfred

3597. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-01 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <3703041e.74161634@news1.telia.com>
Source record: 3410

On Wed, 31 Mar 1999 15:15:06 -0600, =?iso-8859-1?Q?=BF?= - Infinity Rising - ? <timanov@www.geocities.com> wrote:

>Brian Van TIlborg wrote:
>> The Atari 520ST is the most multi purpose multi functional computer ever
>> made for the home computer market in 1985.
>
>You ought to go into comedy, you've made me laugh rather hard. The Amiga used
>less memory and did a hell of a lot more. The ST is made of generic rubbish
>chips whereas the Amiga was specially designed to do all sorts of wonderful
>things. And both had cost around the same price.

You had the guru meditation, we had the bombs ... have you ever heard the story about how the amiga concept was bought by commodore just hours after atari thought of buying it? Atari Corp had a contract and the amiga guys did not want to sign it right away. Commmodore put two bottles of booze up and the guys signed shortly afterwards.

>> Today in the year 1999 the Atari 520 ST is still being used on a daily
>> basis by users who chose to purchase Atari over the lesser brands and more
>> expensive brands.
>
>Uh-huh. Last I heard, you couldn't get a new Atari ST since 1994 (were all
>ST-type computers discontinued in 1993, as I had heard?) You must opt for a
>used model, which means its lifespan is somewhat limited.

Correct, there are only Falcon/TT clones today and the ST wasn't manufactured after the Falcon was introduced, I think with exception for some STe's. How many Amiga clones exist today? And how many laptops were made?

>> While other less educated users have paraded through a long line of newer
>> computers trying to keep up to date the ST remains a Stable element to all
>> Atari users.
>
>Right... if any computer could *really* be compared to today's computers, the
>Amiga is the only one. It pre-emptively multitasks. Screw that, it does
>multitask. The Amiga has 4 independent CPUs whereas PeeCees, Crapintoshes and
>STd's have but one.

You are talking of CPU's here? Not co-processors wich the Amiga AND about every other M68K-based computer has? But if you really mean CPU's then you should know multiple CPU's has been used in PC's and Mac's already, but not in Atari's as of yet. Not that Amigas have used multiple CPU's yet either as of what I've heard. And guess what, despite what you think, the multitasking of Magic and MiNT is *real*

and pre-emptive.

>The only OSes which could compare to the Amiga are OS/2
>(which is a bloated waste of time) and BeOS (which deserves to be the future,
>not bloatware NT which is sluggish by far in comparison). With the native ECS
>or AGA chipsets, the amount of things you could do with video and the workbench
>desktop are staggering.

BeOS lacks applications, NT is old, MacOS is sluggish. Windoze isn't
even operatable. Say, how is it to use the good'ol interlaced
flickering workbench? You got all the apps you could ever want eh? I
use to laugh every time I watch my pal use his amiga for real coding.
The guy know how to code but the enviroment he's in looks like a
flickering piece of shit. I would have to say the much more up-to-date
OS's of the Atari looks, ah let's say - a bit better.

>The ST up to date, stop making me laugh! The ST audio
>is shite, too. And Amiga's 8-bit audio is still viable. Amiga's FM synth is
>equal to PeeCee's MIDI. Since PC FM synth is still shite and will always be
>shite,Uncreative Labs (the 'standard') decided to have everybody rely on
>big-ass bloated .WAV files - almost as bad as raw sound sample data in terms of
>size. When PeeCee users say the sound is better than the Amiga, they don't
>take this small reality into account. PeeCee rules because of a damn
>recording, not real effort on the part of hardware. The SB Live product is
>finally duplicating some Amiga audio features like the ability to play several
>sounds simaultaneously from multiple programs (took 14 bloody years, though!)

The Falcon has outstanding audio, the ST had one drawback and that was
that it had only mono. The midi however made Atari the industry
standard music machine. It has been said by musicians that even todays
Mac's and PC's have a hard time to beat the accurate midi timing of
the good'ol ST.

>> Clearly no other computer from 1985 has survived the test. When purchasing
>> a computer that won't be obsolete, the ST has proven that the life span of
>> a computer is not 2 years, but that it is 15 years and more.
>
>Liar liar, wiener on fire. Go study up on the Amiga.

You seem to need to study up a little on the Amiga a bit yourself too

>> Where are the expensive Macs of yesterday, today? While once considered the
>> leading edge, clearly all Expensive macs have proven that you have merely
>> flushed your money down the toilet.
>
>For once, I agree. The Mac really hasn't been updated for 8 years. MacOS 8
>adds colorful backgrounds and other useless rubbish, but it does NOT address
>true multitasking or crash protection! Ouch! There's no way I'd ever invest
>in Apple if this is how they operate. Why did Microsoft even bother with them,
>I don't know...

Microsoft made Apple what they are today ... they wrote the first apps
that made Mac a success ... Bill Gates even said the Macintosh was the

computer of the future.

<IBM PC part cut out>

>> Amiga? Strange but true the 1000 Amiga was both expensive and rough around
>> the edges. Long an Atari adversary, the amiga was a failure in its early
>> incarnation and early users paid a hefty price for that 256 k machine.
>
>Bollocks! The Amiga 1000 was half the price of your comparable 80286 IBM PC.
>where the hell are you getting your figures: Drunk-Accountants-r-us? The
>fucking thing may have cost more than the Atari ShiT, but the Amiga had
>multiple processors which were specially designed. The ST, like Mac and IBM,
>were made with generic hardware.

ST? Generic hardware, true. Multiple processors true. Multiple CPU's
nope - neither did amiga/PC/Mac at the time. The amiga was more of a
hardware hack than indusustrial design.

<Market part cut out>

<new softwares part cut out>

<strange part cut out>

<cut>
>hahahahahahahahahaha! TOS is Jackie Tramiels' crap version of DOS. And GEM
>came from a different company. Atari was so lame they couldn't write their own
>OS! IBM was just as bad! And the ST does not pre-emptively multitask. Like
>the Mac, Win 3.x/95/98, and so on, the ST co-operatively multitasks. In other
>words, it doesn't multitask. What the hell is this Magic rubbish anyway? A
>replacement OS for the ST which won't run current ST software?

Bullshit. GEM was made by Digital ... a better buy than to hire some
freaks to hack together some sheit. Pre-emptive multitasking has been
around for a while.

<some stuff cut out>
>PERIOD" is a load of rubbish. The Amiga certainly had 16 colors. Jeez louise,
>the Amiga of the time did 4096 colors at once! Your ST couldn't get ANYWHERE
>NEAR THAT! I may be slightly ignorant on the ST, but you are way off your
>rocker in terms of comparing the Amiga to the ST...

The amiga had 32 colours, the ST 16. Special techniques allowed 4096
colours on old amigas and 512 colours to be displayed on old ST's.

<arguments cut out>
>Go get a date. You need one worse than I do.

<more quite good arguments cut out>
>Masturbate first, then go get a date. You really sound frustrated!

I must tell you, this sounds not as much as riddiculing, more like you
are out of arguments and has given up ;)

>> Today a 520ST is the CHEAPEST internet computer available. Technical help
>> on comp.sys.atari.st is more advanced than can be found in any computer
>> store.
>
>You're right. It's cheap. it's a useless pile of shit.

Why does this sound like a stupid comment? You have already prooved
yourself here, you totally lack knowledge about all this so you try to
be as insulting as possible instead. Why?

>> And it gets better. The ST is the lowest common denominator. It can do it
>> all. It does all functions with very respectable speed. The ST is the
>> sportscar of computing.
>
>You mean it gets more amusing. The ST's interface is the most backwards I've
>ever used. Same rubbish was made for DOS until Apple sued the makers of GEM
>for releasing it on DOS (but why not Atari...)... Even the Mac was easier to
>use.

The Mac is the easiest computer on the planet to use, it's a fact. The
old ST operating system is as inspiring as the old amiga workbench. If
you compare the oldest OS against another manufacturers newest it
can't really be called a comparison. Compare new workbench to new
Atari OS's and you might think twice before making dumb comments. Too
bad I beleive you're way too narrowminded to do a fair comparison, but
then again I'm probably that too ;)

>> After the ST the rest of the Atari line offer improvements that enhance
>> using your TOS based software.
>
>Uh-huh. I have a bridge somewhere in New York I can sell you.

I could imagine you've bought a few

>> 15 years later and my ST is clearly the best computer I have every
>> purchased.
>
>I'm happy for you. Just be more accurate in your facts.

I'm sorry for you, you don't even have facts

<snip>

<snap>

<snip>
>Well, duh. The iMac is the same 8 year old crap but with a newer CPU and in a
>pretty case. Apple ran out of ideas for selling the same old same-old... :-)
>The problem with cults is, the insane leader manages to take his desciples and
>lead them into mass-suicide.

The iMac has a pretty new architecture. The fanatics are to be found
amongst any computer's users. The amiga hasn't had as many ideas that
hit even the prototype level ... Atari did ... say no more

>> The other computer is obsolete and will be known for its significants as
>> being the last nail in the coffin of Apple computing.
>> Too different, too little, too late.
>
>The sooner Apple goes, the better. They're damn lucky they made it this far.
>Never before, Microsoft aside, have I ever seen sucha truly visionless
>company.

Many things can be said about Apple, and being visionless isn't one.
The PC market however hasn't come up with much the last 10 years.
Apple will exist as long as it fills a function the PC does not ...
and the MS-PC does have many weak spots. Apple will not fall in the
comming years yet.

<weird angle cut>

>> With the Atari, the computer speaks for itself and the egos are left at the
>> keyboard. There is little to brag about because it just does it. Thats it,
>> thats all, its that simple.
>
>Voice synth? I never knew the ST could do that. For 1985 the Amiga could...
>your entire post sounds like a brag, what the hell are you implying by your
>comment that there's little to brag about? Unless the ST is such a little
>pointless piece of paltry silicon, of course.

You remember the voice in the "Das Boot" music? Or perhaps the
classical metallic voice saying "Techno" in a lot of old techno music?
Guess what musicians used? They used the Atari text-to-speech
programme.

The amiga was and still is like any old "forgotten" platform, just
like the atari. Both have it's supporters and both camps are about
equally fanatical. Some companies brings life to the old names by
designing new hardware that supports some of the old software ...
doesn't differ much.
I think the real difference was that most of the amiga users
were the average "elite d00d" into piracy, playing games and not much
else. The Atari users where involved and creative.
Besides that the amiga is plain uggly!

Regards, K.Hampf
- email: kare.hampf@pp.inet.fi -

3598. FA: Atari 400 System + Software

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-01 00:00:00 UTC
From: "Bret L. Kellihan" <blk3z@virginia.edu>
Message-ID: <7dvdgb$h2i$1@murdoch.acc.Virginia.EDU>
Source record: 3411

I have an Atari 400 System and Software for Auction on eBay. Bidding starts
at $9.00. Below is a description of the items for sale. You can view the
auction at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=85521809

Here's a copy of the item list:

Hardware:
Atari 400 - 16 K RAM (appears to work fine... I've plugged in a few
carts and come up fine)
(it's missing one of screws in the case).
Atari 410 - Datasette Recorder (works fine recording and reading new
programs,
but has problems reading some old tapes)
Atari 400/800 power supply (fuse has been bypassed, required taping case,
works great)
Manual Switch box (spade plug replaced with wire... works fine)
XM301 Modem (300 baud, direct connect modem... guess this one's more for
nostalgia)
(I have not personally tested the modem, it's condition is
unknown)

Cartridges:
BASIC
Joust
Star Raiders

Tapes: (the programs appear to be intact, but I they have problems with the
410
included... I think it has to do with the age of the 410 and
not the tapes themselves)
Frogger
Quantitative Comparisons
Darts (Thorn EMI)
Thorn EMI Computer 4
Hockey (Gamma Software)
Sound Editor
European Scene Jogsaw Puzzles Vol. 1
Blackjack (Atari)
SCRAM (Atari) (nuclear power plant simulation)
Sargon II
Drawpix (Artworx)
Nukewar

Manuals:
Compute's First Book of Atari
Atari 400 Basic Reference Manual
Atari 410 Program Recorder Operator's Manual
Atari 400 Owner's Guide
Atari BASIC
Atari for Kids from 8 to 80

(game/software manuals)
Sargon II
Darts
Soccer
River Rescue
Crypts of Terror
Radius
Blackjack
Drawpic
Sound Editor
Instedit
SCRAM (nuclear power plant simulator)
Nukewar

3599. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-01 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7e01o9$4rq$1@news.campuscwix.net>
Source record: 3412

On 31 Mar 1999 14:40:24 , =?iso-8859-1?Q?=BF?= - Infinity Rising wrote:

->Um, if the company who made the platform no longer exists, I'd say it's dead.

And I say still...NOT! Is it so hard to comprehend that 3rd party and after-
market companies are now writing the software and releasing new hardware,
including clones? If the original poster had said, "Atari Corp. is dead.
Period.", then I could have agreed. There is no *way* however, that I can
say with any honesty that the Atari "platform" is dead...

->I hope you studied A-level electronics. When the components die of
->entropy-related reasons, you'll need to whip up a replacement component. Unlike
->death, taxes, and Reaganomics, things don't last forever.

Entropy always wins, eh? <grin>

Again, read the paragraph above. Its not like I'm using a piece of equipment
that can't be replaced. There is Hades, Milan, C-Labs Falcon clones, and the
Phoenix project to choose from.

Looks like somebody has not been keeping up with current Atari events! ;-)))

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3600. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-01 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7e038j$4rq$2@news.campuscwix.net>
Source record: 3413

On 31 Mar 1999 15:15:06 , =?iso-8859-1?Q?=BF?= - Infinity Rising wrote:

->You ought to go into comedy, you've made me laugh rather hard. The Amiga used
->less memory and did a hell of a lot more. The ST is made of generic rubbish
->chips whereas the Amiga was specially designed to do all sorts of wonderful
->things. And both had cost around the same price.

I'm curious about some of these statements. I bought a 520ST in 1985 for
$399.00. The Amiga A1000 couldn't be touched for that.

What makes you think the Amiga used less memory? The A1000 was divided into
2 256k sections, one of them Chip Ram, which is used for sounds, pics, etc.
In other words, you couldn't load a 300k picture into an A1000 in 1985.

->Uh-huh. Last I heard, you couldn't get a new Atari ST since 1994 (were all
->ST-type computers discontinued in 1993, as I had heard?) You must opt for a
->used model, which means its lifespan is somewhat limited.

The 520ST through the Mega STe are all out of production now. The Falcon
and TT are no longer produced but clones are being made that fit the bill
quite nicely, thank you.

->> While other less educated users have paraded through a long line of newer
->> computers trying to keep up to date the ST remains a Stable element to all
->> Atari users.
->
->Right... if any computer could *really* be compared to today's computers, the
->Amiga is the only one. It pre-emptively multitasks. Screw that, it does
->multitask. The Amiga has 4 independent CPUs whereas PeeCees, Crapintoshes and
->STd's have but one. The only OSes which could compare to the Amiga are OS/2
->(which is a bloated waste of time) and BeOS (which deserves to be the future,
->not bloatware NT which is sluggish by far in comparison). With the native ECS
->or AGA chipsets, the amount of things you could do with video and the workbench
->desktop are staggering. The ST up to date, stop making me laugh! The ST audio
->is shite, too. And Amiga's 8-bit audio is still viable. Amiga's FM synth is
->equal to PeeCee's MIDI. Since PC FM synth is still shite and will always be
->shite,Uncreative Labs (the 'standard') decided to have everybody rely on
->big-ass bloated .WAV files - almost as bad as raw sound sample data in terms of
->size. When PeeCee users say the sound is better than the Amiga, they don't
->take this small reality into account. PeeCee rules because of a damn
->recording, not real effort on the part of hardware. The SB Live product is
->finally duplicating some Amiga audio features like the ability to play several
->sounds simaultaneously from multiple programs (took 14 bloody years, though!)

We didn't have multitasking at first, I'll gladly admit (unless you count
the limited multitasking that DA's do), but we do have several flavors of

multitasking now. Geneva co-operatively multitasks, and MagiC as well as
MiNT pre-emptively multitask.

I was a bit disappointed in the the stock ST's sound. However the STe was
much closer to the Amiga, and (face it!), the Falcon's audio blows the
Amiga away...

->Liar liar, wiener on fire. Go study up on the Amiga.

Don't have to, I've owned an A1000, A2000, and A1200. I've still got the
A1000, simply because I value Jay Miners signature. Jay was also very
instrumental with the Atari 8-Bit line as well. ;-)

->Bollocks! The Amiga 1000 was half the price of your comparable 80286 IBM PC.
->where the hell are you getting your figures: Drunk-Accountants-r-us? The
->fucking thing may have cost more than the Atari ShiT, but the Amiga had
->multiple processors which were specially designed. The ST, like Mac and IBM,
->were made with generic hardware.

Yes, but the original poster was talking about compared to the 520ST. Oh, I
see you do concede the price (finally). Don't forget that the Atari ST line
could do MIDI, standard, and you still can't on an Amiga (out of the box).

->hahahahahahahahahaha! TOS is Jackie Tramiels' crap version of DOS. And GEM
->came from a different company. Atari was so lame they couldn't write their own
->OS! IBM was just as bad! And the ST does not pre-emptively multitask. Like
->the Mac, Win 3.x/95/98, and so on, the ST co-operatively multitasks. In other
->words, it doesn't multitask. What the hell is this Magic rubbish anyway? A
->replacement OS for the ST which won't run current ST software?

You can effectively pre-emptive multitask with just about any Atari today.

MagiC is a complete OS replacement for Atari computers that does do
pre-emptive multitasking. In full. Its very compatible. Guess what I'm
running on my Falcon? MiNT. Its a Unix clone (mixture of Linux, netBSD,
and S4R4), so yes - it does pre-emptive multitasking too... ;-)

->STOP THE BLOODY YELLING YOU TWIT! Proof, please, on how the ST surfed the
->web. The web was still classified by the military. And more Amigas got into
->top-secret US installations than STs. Yeah yeah, the ST of 1985 had color. So
->did the Amiga. So did the PC, for whatever that was worth. Big frigging
->deal. God, stop being an imbecile! "Other computers from this era CAN'T DO IT
->PERIOD" is a load of rubbish. The Amiga certainly had 16 colors. Jeez louise,
->the Amiga of the time did 4096 colors at once! Your ST couldn't get ANYWHERE
->NEAR THAT! I may be slightly ignorant on the ST, but you are way off your
->rocker in terms of comparing the Amiga to the ST...

I view 4096 color Targas on my stock Mega ST, and you can view 19,000+ color
pics on an STe...

'Nuff said... ;-)

/ / SysOp Of The DarkForce! BBS / /\

/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____/_____/_____/_____/ /
_____\/

3601. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-01 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7e041m$4rq$3@news.campuscwix.net>
Source record: 3414

On 1 Apr 1999 08:05:15 G, K. Hampf wrote:

->The amiga had 32 colours, the ST 16. Special techniques allowed 4096
->colours on old amigas and 512 colours to be displayed on old ST's.

<snip>

->Regards, K.Hampf
->- email: kare.hampf@pp.inet.fi -
->.

Hi K.Hampf! I agree with what you say, just thought I'd throw something
else in here to show Mr. "infinity rising" that we are familiar with the
other platforms.

The early Amiga's 4096 color mode was known as HAM (hold and modify).
It suffered from being slow (taking almost all CPU time), and also
had "fringing". It is a hardware feature, and very nearly didn't make
it into the Amiga design. Some creative users added interlaced HAM,
which came to be known as "Sliced HAM". AGA models added super HAM,
with increased colors, but still suffers from fringing.

The Amiga also has an "extra half-brite" mode, where the intensities
of the original 32 colors are changed so that you get 64 colors. Some
games put this effect to good use. "Black Crypt" springs to mind.

Catch ya later... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3602. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6ZUM2.87$Ty2.398@198.235.216.4>
Source record: 3415

Yes, but fun. Clearly most of this is the result of the frequent Mac poster in this NG. I don't think anyone cares in advocacy. Its just fun. Alot more fun then nothing happening month after month. It isn't comp.sys.atari.st where we take things more seriously. Besides I can see you have bigger problems. On 30 Mar 1999 02:13:59 , "Edward Williams" wrote: >Who Cares..... >You might Like Atari,MAC or PC >but who really cares when the job to be done with a computer is more than >just window dressing.... >I like All Computers some more than others but I DON'T FIGHT over which is >best >The Atari is a dead platform as is the Amiga and others >but if it makes ya happy then use it > > >------------------ > >Edward Williams >Tchermok@flash.net

LOOK AT THIS LIST!!!

>68 8-Bit Atari Computers
>(5x800,3x400,6x600XL(64K),12x600XL(256K),3x600XL(512K),14x800XL(256K),15x120
>0XL(512K),5x130XE,2x130XE(1088K),3xXEGS(128K)

I have none of the above.

>21 Atari ST Computers
>5x520ST,7x1040ST,3x1040STe,2xMega ST,2xMega STe,1xTT,1xFalcon

5x520ST, 1x1040ST, 1x1040STe, 1xMega 2, 1xTT, 1xFalcon (of course I just purchased all of these in the last year barring 1 520ST which has been with me since 1985.

13x PC Clones XT-PII-450

Man you must have a STORE. I have had as many as 20 various PCs but unloaded them all.

>27x Macs Mac128-iMAC

Yup, you have the computer bug real bad.

>Amiga 1000x2,Amiga 500x3,Amiga 2000x2,Amiga 2500x1

Had a 1000, 500, and what I consider the first decent Amiga, the A3000. Then I had a few 4000 and videotoaster.

>1 Kaypro 10,1 Zenith Z-100,2 Olivetti L1 M20's,50+ TS/1000

Clearly you are a museum:-).

>Close to 87,000 Floppies
>900 CD's
>And Thats just in the house

And just think, there must not be room for the C64:-).

Well, I am neither for or against computer wars. Computers are different. This is advocacy where one should be expounding the virtues and features of the computers they use.

As posting merely stating the STs capabilities can offend readers.

Regardless, I believe you have a hard enough time just trying to remember how each OS works.

I can just see cpm and wordstar being no problem to remember at all:-).

Later Brian.

3603. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7e1kqflbj1@nnrp1.dejanews.com>
Source record: 3416

In article <7dud2t$4p3@cantine.wu-wien.ac.at>,
h9250467@idefix.wu-wien.ac.at (Alfred Radauer) wrote:
> Brian Van TIlborg (madmax@bfree.on.ca) wrote:
> Although I ownjust a more than eight year old Mega STE, I have liitle to
> add an dtotally agree with you. I will never understand those people
> who have bought 286 or even 8086 machines, way overpriced till the end of
> the 80s (IBM Modell 30 PS/2 comes to my mind) or a Mac with Postcard size
> screen.

I can't understand why folks would invest in a new over priced and technically
obsolete machine in 1999 that still uses a 68k...
> Alfred
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3604. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7e1l9vlik1@nnrp1.dejanews.com>
Source record: 3417

In article <7dt4q0$6sl$1@roch.zetnet.co.uk>,
jfhaslam@zetnet.co.uk (James F. Haslam) wrote:
> On 30 Mar 1999 02:13:59 , "Edward Williams" wrote:
>
> >The Atari is a dead platform as is the Amiga and others
> >but if it makes ya happy then use it

Yep...

> Dead? Bollocks - a dead platform is one that doesn't have any users or
> support for it. There are thousands of Atari users all over the world,
> doing virtually anything that a PC or a Mac could do, and for a lot less
> money too. Support? Well there are loads of companies and individuals
> producing new software and hardware.

Were are these loads? Why are many of the ST web sites have not been updated
in months? Can I get these products at the local CompUSA?

> Cheers!
>
> James
>
> +----------------------------------+--------------------------------------+
> | James F. Haslam | Atari Falcon 14Mb, MagiC 6 / NVDI 5 |
> | | |
> | Internet: jfhaslam@zetnet.co.uk | Cheshunt Computer Club member!! |
> | | |
> | FidoNet mail: 2:254/105 | Yes, Ataris CAN surf the Web! |
> +----------------------------------+--------------------------------------+
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3605. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7e1m1v$m87$1@nnrp1.dejanews.com>
Source record: 3418

In article <3703041e.74161634@news1.telia.com>,
kare.hampf@pp.inet.fi (K. Hampf) wrote:
>
> You had the guru meditation, we had the bombs ... have you ever heard
> the story about how the amiga concept was bought by commodore just
> hours after atari thought of buying it? Atari Corp had a contract and
> the amiga guys did not want to sign it right away. Commmodore put two
> bottles of booze up and the guys signed shortly afterwards.

Those were the days...Ancient history...C= did a better con job than Jack
did..

> >> Today in the year 1999 the Atari 520 ST is still being used on a daily
> >> basis by users who chose to purchase Atari over the lesser brands and more
> >> expensive brands.

Many Mac Classics and Apple II's are still being used today...Whats your
point?

>
> Correct, there are only Falcon/TT clones today and the ST wasn't
> manufactured after the Falcon was introduced, I think with exception
> for some STe's. How many Amiga clones exist today? And how many
> laptops were made?

Ask GateWay...The question is can you buy a TOS PPC laptop today ?

>
> BeOS lacks applications, NT is old, MacOS is sluggish. Windoze isn't
> even operatable. Say, how is it to use the good'ol interlaced
> flickering workbench? You got all the apps you could ever want eh? I
> use to laugh every time I watch my pal use his amiga for real coding.
> The guy know how to code but the enviroment he's in looks like a
> flickering piece of shit. I would have to say the much more up-to-date
> OS's of the Atari looks, ah let's say - a bit better.

My PowerBook G3 eats anything you use today...The Jihads are force to use the
old 8 bit apps today because near zero development exists today..

>> standard music machine. It has been said by musicians that even todays
> Mac's and PC's have a hard time to beat the accurate midi timing of
> the good'ol ST.

You have to many wet dreams..

>
> >> Where are the expensive Macs of yesterday, today? While once considered the

> >> leading edge, clearly all Expensive macs have proven that you have merely

So why have many upgraded to TT, Falcon Wintel and Mac today? I bet many of
the Jihads do not use their 520 ST today...Get Real!

> >For once, I agree. The Mac really hasn't been updated for 8 years. MacOS 8
> >adds colorful backgrounds and other useless rubbish, but it does NOT address
> >true multitasking or crash protection! Ouch! There's no way I'd ever invest
> >in Apple if this is how they operate. Why did Microsoft even bother with them,
> >I don't know...

Get Real! Such Jihad denial!

> >> And it gets better. The ST is the lowest common denominator. It can do it
> >> all. It does all functions with very respectable speed. The ST is the
> >> sportscar of computing.
Running the 15 year old Apps today...Yep..

> >Well, duh. The iMac is the same 8 year old crap but with a newer CPU and in a
> >pretty case. Apple ran out of ideas for selling the same old same-old... :-)
> >The problem with cults is, the insane leader manages to take his desciples and
> >lead them into mass-suicide.

Jealous?

> The iMac has a pretty new architecture. The fanatics are to be found
> amongst any computer's users. The amiga hasn't had as many ideas that
> hit even the prototype level ... Atari did ... say no more
>
> >> The other computer is obsolete and will be known for its significants as
> >> being the last nail in the coffin of Apple computing.
> >> Too different, too little, too late.
> >
> >The sooner Apple goes, the better. They're damn lucky they made it this far.
> >Never before, Microsoft aside, have I ever seen sucha truly visionless
> >company.

Sorry to burst your bubble..Apple is here to stay...Get over it!

>
> Regards, K.Hampf
> - email: kare.hampf@pp.inet.fi -
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3606. Re: Anti-Mac Jihad Mea Culpa!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7e1mckmci1@nnrp1.dejanews.com>
Source record: 3419

In article <7djt4ftal1@roch.zetnet.co.uk>,
jfhaslam@zetnet.co.uk (James F. Haslam) wrote:
> On 26 Mar 1999 00:57:14 , sinclair2246@my-dejanews.com wrote:
>
> >> well, TiFKAS, I see that rather than face the issues (including
> >> posting real-world results on how well the iMac is doing in Canada, as
> >> well as facing the fact that neither the "Atari Jihads" nor your
> >> imaginary friend "Chunks" exists), you choose once again to mindlessly
> >> post a press release - and probably never bother to read it, in a
> >> desperate attempt to make everyone forget that you're way overdue to
> >> eat your strained spinach.
> >>
> >> well, two can play at that game. Please note that the below press
> >> release does not include any reference to MIDI solutions to the iMac...:
> >
> >Try this...
> >
> > USB MIDI processing unit shipping
> > Staff Report, email@maccentral.com
> > March 23, 1999, 7:30 pm ET
>
> So what? Atari designed in MIDI ports when the ST was designed in
> 1983-1984, thus creating the World's No.1 computer for music, which it
> still is.

Never was...

> And still the other computer manufacturers still don't see the need to
> provide them as standard. As long as they do that, Ataris will rule.

Okay what ever you say...Feel better?

> Cheers!
>
> James
>
> +----------------------------------+--------------------------------------+
> | James F. Haslam | Atari Falcon 14Mb, MagiC 6 / NVDI 5 |
> | | |
> | Internet: jfhaslam@zetnet.co.uk | Cheshunt Computer Club member!! |
> | | |
> | FidoNet mail: 2:254/105 | Yes, Ataris CAN surf the Web! |
> +----------------------------------+--------------------------------------+
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3607. Re: G3 vs Milan specs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7e1mfmmfs1@nnrp1.dejanews.com>
Source record: 3420

In article <7dli1o$77i$1@roch.zetnet.co.uk>,
jfhaslam@zetnet.co.uk (James F. Haslam) wrote:
> On 22 Feb 1999 07:02:10 , sinclair2246@my-dejanews.com wrote:
>
> >> I know that you people in North America get free local phone calls,
> >> but in other parts of the world we have to pay for them, and unwanted
> >> (long) posts about other machines in an ATARI newsgroup are just not
> >> wanted.
> >
> >It's advocacy stupid! Than get a free local calling internet ISP and quit the
> >whining!
>
> But that was what I was saying: we don't have a FREE LOCAL CALLING ISP in
> the UK. We have to pay for every second that we are online. Local calls
> are all charged for by the phone companies. Yes we have ISPs that have
> local access, an ISP wouldn't last long if they didn't. But this is why
> the North Americans are more into the Net than we are. Which also explains
> why Ataris are more in use here than in the States, as we have more costs
> than you.

So what do you want me to do about it? Write to your MP...

> Cheers!
>
> James
>
> +----------------------------------+--------------------------------------+
> | James F. Haslam | Atari Falcon 14Mb, MagiC 6 / NVDI 5 |
> | | |
> | Internet: jfhaslam@zetnet.co.uk | Cheshunt Computer Club member!! |
> | | |
> | FidoNet mail: 2:254/105 | Yes, Ataris CAN surf the Web! |
> +----------------------------------+--------------------------------------+
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3608. Re: MAC OWNERS READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7e1msa$mr0$1@nnrp1.dejanews.com>
Source record: 3421

In article <7djhde$ro2$1@roch.zetnet.co.uk>,
jfhaslam@zetnet.co.uk (James F. Haslam) wrote:
> On 26 Mar 1999 00:24:21 , sinclair2246@my-dejanews.com wrote:
>
> > > This newsgroup is called comp.sys.ATARI.advocacy
> > ^^^^^
> > You forgot to highlite ADVOCACY...
> >
> > > It is NOT the place to post messages about iMacs or anything other than ATARI.
> > > I'm quite frankly getting PISSED OFF by the messages in here that don't relate
> > > to Atari.
> >
> > comp.sys.atari.advocacy is defined by the charter as "attacking and defending
> > Atari"....
> >
> > What do you not understand?
>
> Well in my dictionary Advocacy is defined as "one who pleads the case for"
> and in the context of "Atari Advocacy" equals "one who pleads the case for
> Atari".

Beavis...Does not matter what the dictionary defines but the charter...

> This is why I object to the messages about iMacs, as they DO NOT even
> attack Ataris, nor even mention Ataris.

In context it does..

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3609. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <7wFoDjAs7JB3EwYE@steverosie.demon.co.uk>
Source record: 3422

In article <7e1l9vlik1@nnrp1.dejanews.com>, sinclair2246@my-dejanews.com writes
>> Dead? Bollocks - a dead platform is one that doesn't have any users or
>> support for it. There are thousands of Atari users all over the world,
>> doing virtually anything that a PC or a Mac could do, and for a lot less
>> money too. Support? Well there are loads of companies and individuals
>> producing new software and hardware.
>
>Were are these loads? Why are many of the ST web sites have not been updated
>in months? Can I get these products at the local CompUSA?
>

If you are after anything Atari wise, then let me know;) I don't mind posting things to the USA, I've done it a few times.

If you want a list, although I've not got around to updating it yet;), drop me a line and I'll send it via email.

I also have a web site, and yes you are correct as this hasn't been updated in a month. There is only a certain amount a single person can do in a day, and when I have to deal with side effects of my medication it doesn't help.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3610. FS Jaguar Game System North America only)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990402082743.15604.00001246@ng-ba1.aol.com>
Source record: 3423

I have the following for items for sale. The only rule is that the Jag, Jag CD, and power pads must go together.
Here then, for your viewing pleasure is my list of Jag stuff. :)

Atari Jaguar with CD and 2 Power Pads, manuals, and boxes.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games:
Blue Lightning Myst Vid Grid
BTW, I am not leaving the Atari scene.

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

3611. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <923071680-737453AEicMi@ping.be>
Source record: 3424

P. Sinclair (TiFKAS) wrote on 02-04-99:

Hi TiFKAS, how's your head ? still those pains ? seen a doctor yet ?

># Support? Well there are loads of companies and individuals
>> producing new software and hardware.
>
>Were are these loads?
>Can I get these products at the local CompUSA?

NO, You can't get them in your local CompUSA.
They sell these in the same stores where you buy the 12000 new developed 3th party products and 1600 new software titles specially developed for the iMAC, didn't You notice ?

Cheers from Belgium

Dennis

3612. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7e2smr$v3v$1@roch.zetnet.co.uk>
Source record: 3425

On 2 Apr 1999 05:41:20 G, sinclair2246@my-dejanews.com wrote:

>> Dead? Bollocks - a dead platform is one that doesn't have any users or
>> support for it. There are thousands of Atari users all over the world,
>> doing virtually anything that a PC or a Mac could do, and for a lot less
>> money too. Support? Well there are loads of companies and individuals
>> producing new software and hardware.
>
>Were are these loads? Why are many of the ST web sites have not been updated
>in months? Can I get these products at the local CompUSA?

Yeah, well maybe so in the States, but here in Europe the situation is
different. In the last Atari Computing, published here in the UK there are
14 adverts from companies big and small, and those are just in the UK.
Virtually every country in Western Europe (and some in the East) you could
name has companies that primarily exist to serve the Atari platform.

Try it - name a country and I'll tell you what is there. And the web is
still live and active, just do a search and you'll see. Try ASH's website
for example. They are still producing quality software, including the
MagiC pre-emptive multitasking system (for ALL Ataris, not just the power
machines) and CAB, currently up to version 2.7 in English, is a web
browser thats just been released for the iMac.

http://members.aol.com/ashinfo/index.htm

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

3613. Re: MAC OWNERS READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7e2sn0$v3v$2@roch.zetnet.co.uk>
Source record: 3426

On 2 Apr 1999 06:08:15 G, sinclair2246@my-dejanews.com wrote:

>> Well in my dictionary Advocacy is defined as "one who pleads the case for"
>> and in the context of "Atari Advocacy" equals "one who pleads the case for
>> Atari".
>
>Beavis...Does not matter what the dictionary defines but the charter...
>
>> This is why I object to the messages about iMacs, as they DO NOT even
>> attack Ataris, nor even mention Ataris.
>
>In context it does..

Well I can't help that you Americans do not know ENGLISH when you see it.
Those messages still DO NOT MENTION Atari, nor attack them. There's no
context in them that relates to Ataris.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

3614. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7e2te0$a3t$1@news.campuscwix.net>
Source record: 3427

On 2 Apr 1999 05:41:20 G, sinclair2246@my-dejanews.com wrote:

->Were are these loads? Why are many of the ST web sites have not been updated
->in months? Can I get these products at the local CompUSA?

->Peter S.

Please list the Atari Web sites that have not been updated in months.

Thank you.

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3615. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7e2tn1$a3t$2@news.campuscwix.net>
Source record: 3428

On 2 Apr 1999 05:33:03 G, sinclair2246@my-dejanews.com wrote:

->I can't understand why folks would invest in a new over priced and technically
->obsolete machine in 1999 that still uses a 68k...
->> Alfred
->>
->
->Peter S.

Don't worry Peter...nobody here is going to buy an iMac!!!!!!!!!!!!!!!!

(excepting the 68k)

<ROFMLOL>

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

3616. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7e2tsl$a3t$3@news.campuscwix.net>
Source record: 3429

On 2 Apr 1999 05:54:10 G, sinclair2246@my-dejanews.com wrote:

->My PowerBook G3 eats anything you use today...The Jihads are force to use the
->old 8 bit apps today because near zero development exists today..

Wrong, wrong, wrong...whats the matter? Trying to add on your Mac? Sheesh,
no wonder you keep coming up with the wrong figures! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3617. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: "Alexandre A. S." <asiufy@usa.net>
Message-ID: <asiufy-0204991449480001@200.211.177.67>
Source record: 3430

In article <YUXL2.640$sq.746@198.235.216.4>, madmax@bfree.on.ca (Brian Van TIlborg) wrote:

>On 29 Mar 1999 13:50:55 , "Alexandre A. S." wrote:
>
>>
>> Humm... I wonder what kind of drug is this guy taking... Now that's
>>some serious hallucionations up there!
>>
>
>Hmm, nope, everything is correct as posted. Perhaps you could tell me what
>part confuses you. It is posted with a post marketing enthusiasm that is
>simply meant to catch ones attention. The facts are the facts. I would be
>suprised if you used an ST on the internet? In fact I haven't even posted
>anything outrageous. I am merely stating what my STock 520ST is easily
>capable of. I certainly never mentioned MP3 nor Java. Then I might be
>caught with some serious embelishment flaws.
>

What I meant to say was that you just gave a positive spin to the reality, which is that old Ataris are not good Internet machines for the majority of people.
The fact that you're happy with what your 15 year old machine can do on the internet is nothing outstanding. People will settle for next to nothing these days. I mean, if you don't expect much, whatever your old equipment provides will be plenty for you, and this surely seems to be your case here.
Now, what I found laughable is the fact that you try to apply YOUR reality to the world at large. Most people won't put up with bad performance, tricky installations, etc. You've got to wake up and realize the computing world has changed, and it's been a while since that happened.
It would've been far more interesting if you had written a report about your ST and how you can get by with it on the internet, but all you did was deny the fact that there are cheap machines these days that can do the same job, only far better.

>I can only think of two possible answers to your rude reply.
>

Was it rude? If you thought so, I'm sorry, but it was purely in the advocacy spirit :)

>1) You are an ignorant (lacking in knowledge) user of more powerful Atari
>equipment and you have failed to include the ST in your thought process.
>

Well, I do have a "more powerful" Atari than you do, but barelyt :) I
got a 1040STe... I know fully what it can do, and what it can't.

>2) You are a user of another platform and quite frankly are clueless.
>Normally these people own IBM PCs and MS products, however these users
>usually know nothing of Ataris nor can they be bothered trying to find out
>anything about them let alone waste valuable bandwith replying. Therefore
>you are most likely a NON INTEL user. Leaving only Amiga and Mac. Amiga
>users have bigger problems of their own than to worry about Atari, and the
>Amiga Atari wars, while Great as they were are now part of OS history.
>Therefore you are a Mac user with limited knowledge.
>

Wow, almost there, Sherlock :) But I guess that checking the headers
gave you a better hint :P
Anyway, I am a Mac user indeed, got 3 of'em, and I do have some sort
of knowleadge about Ataris, and assorted platforms (Amiga including).

>Luckily for me I have been winning bets and now I am on my second year of
>FREE INTERNET ACCESS for merely hooking up and using my ST on the internet.
>No big deal.
>

What bets?
Just because YOU can get on the internet doesn't mean what you see
and use is what most people would. I wouldn't settle for a 16 colour,
lo-res screen. You do. See?
Mind you, I can get my Commodore on the internet, with a shell
account and a 2400bps modem. Will I win any bets? Of course. No one
would think an old 8 bit computer can connect on the internet. But is
doing so practical, and USEFUL for me, or the majority of people? I
don't think so...

>Since you are rude , while I am only trying to have some fun in
>comp.sys.atari.advocacy I think you have received more of an answer then
>you deserve.
>

I am not rude. I was just truly gobsmacked at your post. I couldn't
believe how far detached from reality some people can be these days.

>I am no fool.
>

You might not be a fool, but by posting things like that, you surely
make yourself look like one.

--
cheers!
alexandre a. siufy mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
Protect privacy, boycott Intel: http://www.bigbrotherinside.org

3618. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: "Alexandre A. S." <asiufy@usa.net>
Message-ID: <asiufy-0204991502120001@200.211.177.67>
Source record: 3431

In article <7dud2t$4p3@cantine.wu-wien.ac.at>,
h9250467@idefix.wu-wien.ac.at (Alfred Radauer) wrote:

>Brian Van TIlborg (madmax@bfree.on.ca) wrote:
> Although I ownjust a more than eight year old Mega STE, I have liitle to
>add an dtotally agree with you. I will never understand those people
>who have bought 286 or even 8086 machines, way overpriced till the end of
>the 80s (IBM Modell 30 PS/2 comes to my mind) or a Mac with Postcard size
>screen.
>
>Alfred

Wake up, man. It's the nineties, almost 2000. The same people that
bought the stupid 286/386s are now using a machine that's probably 100
times faster than yours, and costs the same as your ST did. And you?
You're stuck in the past.
And the folks who bought Macs with small b/w screens are now enjoying
their $800 iMacs, with big and bright 15"s...

--
cheers!
alexandre a. siufy mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
Protect privacy, boycott Intel: http://www.bigbrotherinside.org

3619. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: "Alexandre A. S." <asiufy@usa.net>
Message-ID: <asiufy-0204991616080001@200.211.177.67>
Source record: 3432

In article <3702A6E4.86BD074@ihug.co.nz>, jwandjw@ihug.co.nz wrote:

>Hi There
>
>&#65533; - Infinity Rising - ? wrote:
>>
>> And bollocks to that! There's no Atari in existence which can do 3d
>> rendering at 32-bit high-resolution at an acceptable pace. Not even
>> the ST could!
>> Heck,
>> I prefer the Amiga by far... it could do such rendering, especially
>> if you added an upgraded video card, but why? Truespace 4 (8th
>> generation product which started on the Amiga in 1985 moved to
>> Wintel by 1994 when Commodore snuffed it) on a Windows PC is so much
>> more developed.
>
>And bollocks to this! ('scuse me while I scratch mine :). Some Ataris
>exist that can handle this. A TT for example renders POV-ray scenes
>quite rapidly. A Falcon is acceptable too. Then of course a Hades060
>is 30 times faster than a Falcon with POV-ray! Video oriented software
>is a strong point for the Amiga, but I ask you to define an acceptable
>pace. 'Proper' rendering software is slow on ANY computer that doesn't
>have a 6 figure price tag...if it isn't slow then it cheats and the
>quality of output reflects thus...

Humm... My Mac is damn fast at rendering Bryce scenes, and if it's
"cheating", I honestly can't notice. What I CAN notice though is that
the quality of the render, at 1024x768, is better than anything that POV
ray (the only 3D renderer for Ataris?) will ever do.

--
cheers!
alexandre a. siufy mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
Protect privacy, boycott Intel: http://www.bigbrotherinside.org

3620. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <UV9N2.1081$m3.2428@news0.telusplanet.net>
Source record: 3433

> Ask GateWay...The question is can you buy a TOS PPC laptop today ?

Well Kinda. Many people buy PowerBooks, such as yours, and run
MagiCMac on it. MagiCMac lets people run MagiC, a preemptive
mtasking, fully modern, TOS compatable environment. I use it on
my iMac because it blows MacOS away. Im not going to argue with
you about it though, there is a demo available which you can
download and try for yourself. Make sure to get the replacement
desktop Jinnee 2.01 demo too. If you want an english Desktop, get
Thing 1.27.
The newer versions of Jinnee now let you launch Mac applications
from the jinnee desktop, so I have MagiCMac boot up
automatically, and when I want to use a Mac app, I still dont
have to use slow finder..
You can find links for all of this on my page.
After using Jinnee, I dont know how you could go back to finder.
PS; are there any replacement desktops for the Mac? Ive heard of
some but am not able to find any.?

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with
tomorow//
--

3621. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be7d4c$fc3571a0$bb5e0fcb@default>
Source record: 3434

K. Hampf <kare.hampf@pp.inet.fi> wrote in article
<3703041e.74161634@news1.telia.com>...
> On Wed, 31 Mar 1999 15:15:06 -0600, =?iso-8859-1?Q?=BF?= - Infinity
> Rising - ? <timanov@www.geocities.com> wrote:
>
> >Brian Van TIlborg wrote:
> >> The Atari 520ST is the most multi purpose multi functional computer
ever
> >> made for the home computer market in 1985.
> >
> >You ought to go into comedy, you've made me laugh rather hard. The
Amiga used
> >less memory and did a hell of a lot more. The ST is made of generic
rubbish
> >chips whereas the Amiga was specially designed to do all sorts of
wonderful
> >things. And both had cost around the same price.
>
> You had the guru meditation, we had the bombs ... have you ever heard
> the story about how the amiga concept was bought by commodore just
> hours after atari thought of buying it? Atari Corp had a contract and
> the amiga guys did not want to sign it right away. Commmodore put two
> bottles of booze up and the guys signed shortly afterwards.

Not to mention a shitload of cash. C= offered a share price ~3X higher then
Atari did.

>
> >> Today in the year 1999 the Atari 520 ST is still being used on a daily
> >> basis by users who chose to purchase Atari over the lesser brands and
more
> >> expensive brands.
> >
> >Uh-huh. Last I heard, you couldn't get a new Atari ST since 1994 (were
all
> >ST-type computers discontinued in 1993, as I had heard?) You must opt
for a
> >used model, which means its lifespan is somewhat limited.
>
> Correct, there are only Falcon/TT clones today and the ST wasn't
> manufactured after the Falcon was introduced, I think with exception
> for some STe's. How many Amiga clones exist today? And how many
> laptops were made?

How many 060/PPC soon G3/G4 Atari's exist today?.

> >> While other less educated users have paraded through a long line of
newer
> >> computers trying to keep up to date the ST remains a Stable element to
all
> >> Atari users.
> >
> >Right... if any computer could *really* be compared to today's
computers, the
> >Amiga is the only one. It pre-emptively multitasks. Screw that, it
does
> >multitask. The Amiga has 4 independent CPUs whereas PeeCees,
Crapintoshes and
> >STd's have but one.
>
> You are talking of CPU's here? Not co-processors wich the Amiga AND
> about every other M68K-based computer has? But if you really mean
> CPU's then you should know multiple CPU's has been used in PC's and
> Mac's already, but not in Atari's as of yet. Not that Amigas have used
> multiple CPU's yet either as of what I've heard.

Amiga's already have 060/PPC and soon will have G3/G4. Both can be used
simultaneously from what I understand, so dual processing is available on
Amiga's if what I understand is correct.

And guess what,
> despite what you think, the multitasking of Magic and MiNT is *real*
> and pre-emptive.
>
> >The only OSes which could compare to the Amiga are OS/2
> >(which is a bloated waste of time) and BeOS (which deserves to be the
future,
> >not bloatware NT which is sluggish by far in comparison). With the
native ECS
> >or AGA chipsets, the amount of things you could do with video and the
workbench
> >desktop are staggering.
>
> BeOS lacks applications, NT is old, MacOS is sluggish. Windoze isn't
> even operatable. Say, how is it to use the good'ol interlaced
> flickering workbench?

Still swapping monitors?.

You got all the apps you could ever want eh? I
> use to laugh every time I watch my pal use his amiga for real coding.
> The guy know how to code but the enviroment he's in looks like a
> flickering piece of shit.

A flicker fixer, or better still a graphics card fixes that. Maybe I'll get
that Voodoo addon that is in production as of now...

I would have to say the much more up-to-date
> OS's of the Atari looks, ah let's say - a bit better.

Really?. And have you seen Workbench lately?. Looks like the Atari OS's
have only just caught up.
And with Amiga there are no arguements over which OS is better for the
Amiga, unlike some of the BS i've seen in c.s.a.st.

>
> >The ST up to date, stop making me laugh! The ST audio
> >is shite, too. And Amiga's 8-bit audio is still viable. Amiga's FM
synth is
> >equal to PeeCee's MIDI. Since PC FM synth is still shite and will
always be
> >shite,Uncreative Labs (the 'standard') decided to have everybody rely on
> >big-ass bloated .WAV files - almost as bad as raw sound sample data in
terms of
> >size. When PeeCee users say the sound is better than the Amiga, they
don't
> >take this small reality into account. PeeCee rules because of a damn
> >recording, not real effort on the part of hardware. The SB Live product
is
> >finally duplicating some Amiga audio features like the ability to play
several
> >sounds simaultaneously from multiple programs (took 14 bloody years,
though!)
>
> The Falcon has outstanding audio, the ST had one drawback and that was
> that it had only mono.

The Yamaha chip was a relic from the 8 bit days. It in no way was
comparable to the Paula chip.

The midi however made Atari the industry
> standard music machine. It has been said by musicians that even todays
> Mac's and PC's have a hard time to beat the accurate midi timing of
> the good'ol ST.

No arguements there.

>
> >> Clearly no other computer from 1985 has survived the test. When
purchasing
> >> a computer that won't be obsolete, the ST has proven that the life
span of
> >> a computer is not 2 years, but that it is 15 years and more.
> >
> >Liar liar, wiener on fire. Go study up on the Amiga.
>
> You seem to need to study up a little on the Amiga a bit yourself too
>
> >> Where are the expensive Macs of yesterday, today? While once
considered the
> >> leading edge, clearly all Expensive macs have proven that you have
merely
> >> flushed your money down the toilet.

> >
> >For once, I agree. The Mac really hasn't been updated for 8 years.
MacOS 8
> >adds colorful backgrounds and other useless rubbish, but it does NOT
address
> >true multitasking or crash protection! Ouch! There's no way I'd ever
invest
> >in Apple if this is how they operate. Why did Microsoft even bother
with them,
> >I don't know...
>
> Microsoft made Apple what they are today ... they wrote the first apps
> that made Mac a success ... Bill Gates even said the Macintosh was the
> computer of the future.
>
> <IBM PC part cut out>
>
> >> Amiga? Strange but true the 1000 Amiga was both expensive and rough
around
> >> the edges. Long an Atari adversary, the amiga was a failure in its
early
> >> incarnation and early users paid a hefty price for that 256 k machine.
> >
> >Bollocks! The Amiga 1000 was half the price of your comparable 80286
IBM PC.
> >where the hell are you getting your figures: Drunk-Accountants-r-us?
The
> >fucking thing may have cost more than the Atari ShiT, but the Amiga had
> >multiple processors which were specially designed. The ST, like Mac and
IBM,
> >were made with generic hardware.
>
> ST? Generic hardware, true. Multiple processors true. Multiple CPU's
> nope - neither did amiga/PC/Mac at the time. The amiga was more of a
> hardware hack than indusustrial design.

A hardware hack?. How was the Amiga less of an industrial design then say a
Mac or ST?. And I might add, the Amiga didn't have a 40% failure rate out
of the box, unlike early ST's.
Not to mention the fact that the ST was virtually unexpandable, and had all
it's chips (except ROMs) soldered in. That reeks of cheap and nasty.

>
> <Market part cut out>
>
> <new softwares part cut out>
>
> <strange part cut out>
>
> <cut>
> >hahahahahahahahahaha! TOS is Jackie Tramiels' crap version of DOS.

And GEM
> >came from a different company. Atari was so lame they couldn't write
their own
> >OS! IBM was just as bad! And the ST does not pre-emptively multitask.
Like
> >the Mac, Win 3.x/95/98, and so on, the ST co-operatively multitasks. In
other
> >words, it doesn't multitask. What the hell is this Magic rubbish
anyway? A
> >replacement OS for the ST which won't run current ST software?
>
> Bullshit. GEM was made by Digital ... a better buy than to hire some
> freaks to hack together some sheit. Pre-emptive multitasking has been
> around for a while.

What, a hacked CP/M/GUI/68K/DOS kludge is better then an OS specifically
written to work 100% with the hardware?. Get real.

> <some stuff cut out>
> >PERIOD" is a load of rubbish. The Amiga certainly had 16 colors. Jeez
louise,
> >the Amiga of the time did 4096 colors at once! Your ST couldn't get
ANYWHERE
> >NEAR THAT! I may be slightly ignorant on the ST, but you are way off
your
> >rocker in terms of comparing the Amiga to the ST...
>
> The amiga had 32 colours, the ST 16. Special techniques allowed 4096
> colours on old amigas and 512 colours to be displayed on old ST's.

64 on EHB modes, but that mode wasn't available on the A1000 - at least not
the first ones.

> <arguments cut out>
> >Go get a date. You need one worse than I do.
>
> <more quite good arguments cut out>
> >Masturbate first, then go get a date. You really sound frustrated!
>
> I must tell you, this sounds not as much as riddiculing, more like you
> are out of arguments and has given up ;)
>
> >> Today a 520ST is the CHEAPEST internet computer available. Technical
help
> >> on comp.sys.atari.st is more advanced than can be found in any
computer
> >> store.
> >
> >You're right. It's cheap. it's a useless pile of shit.
>
> Why does this sound like a stupid comment? You have already prooved

> yourself here, you totally lack knowledge about all this so you try to
> be as insulting as possible instead. Why?
>
> >> And it gets better. The ST is the lowest common denominator. It can do
it
> >> all. It does all functions with very respectable speed. The ST is the
> >> sportscar of computing.
> >
> >You mean it gets more amusing. The ST's interface is the most backwards
I've
> >ever used. Same rubbish was made for DOS until Apple sued the makers of
GEM
> >for releasing it on DOS (but why not Atari...)... Even the Mac was
easier to
> >use.
>
> The Mac is the easiest computer on the planet to use, it's a fact. The
> old ST operating system is as inspiring as the old amiga workbench. If
> you compare the oldest OS against another manufacturers newest it
> can't really be called a comparison. Compare new workbench to new
> Atari OS's and you might think twice before making dumb comments. Too
> bad I beleive you're way too narrowminded to do a fair comparison, but
> then again I'm probably that too ;)

I've used both, and Workbench wins hands down but possibly only because
I've had far greater exposure to it.

>
> >> After the ST the rest of the Atari line offer improvements that
enhance
> >> using your TOS based software.
> >
> >Uh-huh. I have a bridge somewhere in New York I can sell you.
>
> I could imagine you've bought a few
>
> >> 15 years later and my ST is clearly the best computer I have every
> >> purchased.
> >
> >I'm happy for you. Just be more accurate in your facts.
>
> I'm sorry for you, you don't even have facts
>
> <snip>
>
> <snap>
>
> <snip>
> >Well, duh. The iMac is the same 8 year old crap but with a newer CPU
and in a
> >pretty case. Apple ran out of ideas for selling the same old

same-old... :-)
> >The problem with cults is, the insane leader manages to take his
desciples and
> >lead them into mass-suicide.
>
> The iMac has a pretty new architecture. The fanatics are to be found
> amongst any computer's users. The amiga hasn't had as many ideas that
> hit even the prototype level ... Atari did ... say no more

> >> The other computer is obsolete and will be known for its significants
as
> >> being the last nail in the coffin of Apple computing.
> >> Too different, too little, too late.
> >
> >The sooner Apple goes, the better. They're damn lucky they made it this
far.
> >Never before, Microsoft aside, have I ever seen sucha truly visionless
> >company.
>
> Many things can be said about Apple, and being visionless isn't one.
> The PC market however hasn't come up with much the last 10 years.
> Apple will exist as long as it fills a function the PC does not ...
> and the MS-PC does have many weak spots. Apple will not fall in the
> comming years yet.
>
> <weird angle cut>
>
> >> With the Atari, the computer speaks for itself and the egos are left
at the
> >> keyboard. There is little to brag about because it just does it. Thats
it,
> >> thats all, its that simple.
> >
> >Voice synth? I never knew the ST could do that. For 1985 the Amiga
could...
> >your entire post sounds like a brag, what the hell are you implying by
your
> >comment that there's little to brag about? Unless the ST is such a
little
> >pointless piece of paltry silicon, of course.
>
> You remember the voice in the "Das Boot" music? Or perhaps the
> classical metallic voice saying "Techno" in a lot of old techno music?
> Guess what musicians used? They used the Atari text-to-speech
> programme.

Through the YM soundchip... bwahahaha. The Amiga text-to-speech is widely
regarded as one of the best implementation for a home computer, still.
Better check your Das Boot sources too.

>
> The amiga was and still is like any old "forgotten" platform, just
> like the atari. Both have it's supporters and both camps are about
> equally fanatical. Some companies brings life to the old names by
> designing new hardware that supports some of the old software ...
> doesn't differ much.

The Amiga is far better supported, with more addons then you can poke a
stick at.

> I think the real difference was that most of the amiga users
> were the average "elite d00d" into piracy, playing games and not much
> else. The Atari users where involved and creative.

Now that is just plain BS. Amigas are still being used for professional
quality video, art and sound production, as they have always been used for.
Most Atari's where used for games also, and in any case, the creative use
of Amigas is well documented.

> Besides that the amiga is plain uggly!

Which one ?. But all those expansion slots Atari users don't have make up
for any "uglyness" you may perceive..

> Regards, K.Hampf
> - email: kare.hampf@pp.inet.fi -
>

Regards,

Clockmeister.

3622. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-03 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7e405e$ad6$1@news.campuscwix.net>
Source record: 3435

On 2 Apr 1999 16:16:08 -, "Alexandre A. S." wrote:

-> Humm... My Mac is damn fast at rendering Bryce scenes, and if it's
->"cheating", I honestly can't notice. What I CAN notice though is that
->the quality of the render, at 1024x768, is better than anything that POV
->ray (the only 3D renderer for Ataris?) will ever do.
->
->--
->cheers!
->alexandre a. siufy mailto:asiufy@uol.com.br
->visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
->Protect privacy, boycott Intel: http://www.bigbrotherinside.org
->.

Just for the record, there is more than 1 3D renderer for TOS computers. I
can think of Xenomorph right away, and I'm sure there are more... ;-)

```
_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3623. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-03 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7e411o$ad6$2@news.campuscwix.net>
Source record: 3436

On 2 Apr 1999 20:55:16 G, "Clockmeister" wrote:

->How many 060/PPC soon G3/G4 Atari's exist today?.

Hmm...not sure about the exact number but there is/was the Medusa,
Hades, Milan, DirecTT, and you need to go to Titan Designs web site
for info on the new Tempest board for the Falcon that will support
256 megs of SDRAM, and a G3 PowerPC at 266mhz. Neat, eh? ;-)

->A flicker fixer, or better still a graphics card fixes that. Maybe I'll get
->that Voodoo addon that is in production as of now...

Right. Just like many of us are looking at the new Eclipse board that will
support PCI graphic cards. Specifically the ATI Rage II with 4 megs of VRAM.

->And with Amiga there are no arguements over which OS is better for the
->Amiga, unlike some of the BS i've seen in c.s.a.st.

Thats not the whole truth and you know it. There has been some very
bitter arguments in the Amiga newsgroups over New Icons, Magic WB,
and half a dozen other WB enhancements...

->The Yamaha chip was a relic from the 8 bit days. It in no way was
->comparable to the Paula chip.

I agree with that, just like the Paula chip is in no way comparable
to the Falcons sound system.

->Regards,
->
->Clockmeister.
->.

Catch ya later... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3624. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <GzmN2.3434$%e3.396@198.235.216.4>
Source record: 3437

On 31 Mar 1999 15:15:06 , =?iso-8859-1?Q?=BF?= - Infinity Rising wrote:
>You ought to go into comedy, you've made me laugh rather hard. The Amiga used
>less memory and did a hell of a lot more. The ST is made of generic rubbish
>chips whereas the Amiga was specially designed to do all sorts of wonderful
>things. And both had cost around the same price.

Comedy, perhaps. I enjoyed reading your posts. You have alot to say about the Amiga considering I only briefly mentioned the A1000. I am comparing only computers of 1985. My 520ST has been with me the entire time. The A1000 is one of my favourite computers. In many ways it is a statement in computing. However it does not do a hell of alot more with 256K. My A500 I purchased in 1987 with 1meg and a second DS drive kickstart 1.2 and workbench 1.3 was better than the A1000 yet a compromise. Unfortuneately after switching to it, I found it lacking in too many areas short of playing games. Many people switched to Amiga with the coming of the A500. I sold mine, got the memory upgrade, another 520ST and a Laserprinter.

The A2000 is a different story altogether especially once the toaster actually came out. However when I got my A3000 around 1990, I was much happier as it finally seemed complete and I followed this up with 2 A4000s. Lightwave, Imagine and Calligary finally replaced the modelling of Cybersculpt and its heiarchial object structure. I could go on, but I won't and people will be thankful:-). But in essence, I had roughly $80000 tied up in Amiga computers, Laserdisc recorders and numerous video cards, by 1991-2. The Falcon was demonstrated to me by Atari before its release and I decided that it wasn't worth taking the chance on regardless of how impressive it appeared. Therefore by 1992, I had pretty much abandoned the Atari Platform, short of using the 520ST for Calamus.

Amigas are long gone, (actually they were stolen TWICE) losing valuable data, (Stole the backups too:-(.) and now all animation is done on far more powerful PCs.

In the meantime after a 7 year absence with Atari, I discovered that this 520ST is quite clearly still supported. I installed STing and had my PPP/PAP connection. This was the only kind supported by our provider. I was shocked to discover there was still alot of activity in the Atari newsgroup. I thought Atari was long gone. But the users aren't. I was absolutely suprised to see all this software running on my ST which never even had the OS upgraded. Hell, I was suprised to see new software let alone any past 1992.

So in a nutshell, this basic little machine is working well beyond my expectations for it. The A1000 (although I am very close to getting one just to have gather dust:-) has a few to many limitations, but does have a cult status in a way. Although I don't believe you own one. In 1985 these

machines were very expensive.

>Uh-huh. Last I heard, you
couldn't get a new Atari ST since 1994 (were all ST-type computers
discontinued in 1993, as I had heard?

I am speaking of purchases in 1985. Today you can buy an ST for $5.
I picked up a MegaST for $20Cdn. It is simply very cheap to have alot of
fun, with a good group of people.

) You must opt for a used model,
which means its lifespan is somewhat limited. >

This 520ST is 14years old? How limited is that? All computers lifespans are
limited. The software that I can purchase today runs on my 14 year old
machine. The shareware and pd programs written in 1998-9 run on it. And if
these programs were crap, I wouldn't even bother turning on the 520ST.
Plus I like the interaction with the software authors.

>Right... if any computer could *really*
be compared to today's computers,

The comparision is more to what todays computer uses are for. The ST and
Amiga because of their graphical abilities have been able to handle
animations and pagelayout. This leads to their ability to adapt to the
current status of the WWW easier. The times have changed and a computers
ability to adapt to the change determines its obsolescence.

the >Amiga is the only one. It
pre-emptively multitasks. Screw that, it does multitask. The Amiga has 4
independent CPUs

Clarify this?

whereas PeeCees, Crapintoshes and >STd's have but one.

Yes.

>With the native ECS
>or AGA chipsets, the amount of things you could do with video and the
workbench >desktop are staggering. The ST up to date, stop making me
laugh! The ST audio >is shite, too.

AGA in A1000? ECS in A1000, Workbench is excellent. But again, this thread
isn't intended by me to cover current hardware mods and OS updates that
don't work in the A1000. The A1000 can be in a 1985 state. Like my 520ST.
Therefore to handle the graphical load you need to upgrade the A1000 memory
like the 520ST. Similar state to compare by. Any other hardware mods that
work are a bonus for perhaps another thread that I may start:-).

The Thread is 520ST TOS 1.0 Rules.

And Amiga's 8-bit audio is still
<snip>
viable. (took 14 bloody years, though!)

Clearly no
other computer from 1985 has survived the test. When purchasing >> a
computer that won't be obsolete, the ST has proven that the life span of >>
a computer is not 2 years, but that it is 15 years and more.

<snip> child like taunting eliminated.

>Go study up on the Amiga.

Boy you got me;-). Turn on the TV. If you are really, really really really,
lucky, you may catch a documentary with some excellent animations on the
history channel created with the Amiga in 1993-5. However, these were done
without the help of the A1000 which existed roughly 10years prior. A number
of objects were still created with cyber sculpt on the 520ST listed above
as well as a Mega4. Regardless I am long removed from Industrial video. It
was fun from 1985 to 1995. Btw, I do have a large collection of animations
on video tape created on the ST from 1985 to 1990 that are excellent in
concept yet clearly lacking in both resolution and colour by todays
standards. The ST didnot slow down when the animation got complex. Even
the A3000 running the same animation slowed down as more objects appeared
on the screen. It no longer became a factor as we went from realtime
animations to single frame recording. But yeah, I have forgotten alot. I
tried to get away from computers (and was totally successful) for 3 years.
Fell off the wagon again. Regardless, there are a number of commercials
that we did the animations for that are seen on Canadian television and
there is no ST involvement, if that makes you feel better. Perhaps you
might study up on the ST if you are posting in an ST NG. I do need to study
up, but only to remember what I have forgotten. I still have all my Amiga
software manuals, at least they weren't stolen.

> Where are the expensive
Macs of yesterday, today? While once considered the >> leading edge,
clearly all Expensive macs have proven that you have merely >> flushed your
money down the toilet. >

>For once, I agree.

For once? You have only replied to a 4 line comment I made on the A1000.
And have an opinion on the ST. But I am happy you agree nonetheless.

>> IBMPC compatibles of the same era are long gone into the bit bucket. Not
>> capable of anything then, today they merely show up in the technological
>> waste bin. >

>I totally agree.

hmm, you agree with me on mac, and on ibm, but not with the A1000. You seem
to trust my statements on the other platforms. What if I was just as
inacurate with their platforms. I can truly state I have had a tonne of
more use out of the Amigas and the Ataris.

>Amiga? Strange but true the 1000
Amiga was both expensive and rough around the edges. Long an Atari
adversary, the amiga was a failure in its early incarnation and early

users paid a hefty price for that 256 k machine. >

>Bollocks! The Amiga
1000 was half the price of your comparable 80286 IBM PC. >where the hell
are you getting your figures: Drunk-Accountants-r-us? The >fucking thing
may have cost more than the Atari ShiT,

I don't have any figures or they would have been posted. However you have supported the statement that the Amiga was more expensive than the Atari. Regardless I still have the invoices for my A500 and My 520ST. And the A500 was alot cheaper than the A1000.

but the Amiga had >multiple
processors which were specially designed.

There you go again. I think you mean to say something else. However we know the Amigas hardware technology was excellent.

> The ST, like Mac and IBM, were made with generic hardware.

Actually that is pretty close to the truth. The ST is pretty much off the shelf parts. The whole package works very well together.

>> How could one ever complain of a computer where you can get NEW
software 15 years after it release. This software allows for all the
modern uses that >> they current platforms demand.

<snip> mild sarcasm,

? The Amiga is in the same boat as the ST in this
regard.

Good then. Since I don't have an A1000 and was thinking of getting one very shortly, I will be happy to know that the current Amiga software and internet packages will work with it. Please email me a minimum spec required for the A1000. I have heard there are a couple of good packages. Which one do you use?

My god, people still write games for the Atari 2600! >

Yes, clearly happy, sick individuals. However I can't seem to use Pong over the internet with it:-).

>> >>
Clearly computers 2 years old are having difficulty running the latest >>
software for their OS, resulting in forced obsolescence of computers with
>> superior hardware and processing power to the ST. >

>Uh-huh. And I
have three testicles. Want one? Remember, society is built on >the
acquisition of money.

Well, I want to keep my money and not always buy the latest hardware just to keep up with MS. After 15 years of computing I am more interested in older machines that can operate satisfactorily in todays environment.

By the way, that third testicle could make you a film star.

This is why people are engineering this stuff so
>people upgrade.

really?

> >hahahahahahahahahaha!
! And the ST does not pre-emptively multitask.

Well thanks for informing me of this. Perhaps you need to study up on the ST if you are going to post here. Both Magic and Mint are premptive as is N.aes and Multi-TOS. All of which will work on the 1985 ST. And if you don't understand, they run the Atari Software. Not like Linux or OS9 etc. But yes, this is found on the Amigas of 1985 but not the DOS/ibm and Macs of yesteryear.

> Like the Mac, Win
3.x/95/98, and so on, the ST co-operatively multitasks. In other >words, it doesn't multitask.

Actually Geneva is co-operative and works pretty good.

What the hell is this Magic rubbish anyway? A
>replacement OS for the ST which won't run current ST software? >

Close, premptive multi tasking OS that DOES run ST software. Especially current ST software which takes full advantage of its newer features. We won't even discuss MINT.

>STOP THE BLOODY YELLING YOU TWIT!

Well, you have agreed with this "Twit" on more than one occasion.

. And more Amigas got
into top-secret US installations than STs.

Yes, Clifford SToll must have been after German Amiga users. If this is something to be proud of. I better read his book again. My memory seems to remember something about ST. I didn't know that using a computer to get into military installations was a top priority for a user today. Security is also alot tighter than 10 years ago.

Yeah yeah, the ST of 1985 had
color. So >did the Amiga. So did the PC, for whatever that was worth.
Big frigging >deal.

The mac didn't:-). Sorry its part of the argument. Yes CGA colour was awesome and is excellent to use for a web browser today. Just because the A1000 has a feature the others don't doesn't make the argument for the Atari any weaker.

God, stop being an imbecile! "Other computers from
this era CAN'T DO IT >PERIOD" is a load of rubbish. The Amiga certainly had 16 colors.

Yes it did, and you are going to give me the information on the Web browser that I can use for it. Hopefully with more than 16 colours.

Jeez louise, >the Amiga of the time did 4096 colors at
once! Your ST couldn't get ANYWHERE >NEAR THAT!

I believe I can get very close to that. Especially today. However if you had ask me that 10 years ago, I would have stopped at 512Real and 3500 simulated. But really I can surpass that. And with my STe stomp it. However If the web browser operates in 4096 colours on the A1000 I will be really blown away.

> I may be slightly
ignorant on the ST, but you are way off your >rocker in terms of comparing the Amiga to the ST...

No I am not. I am comparing a 520ST to the A1000. Where I am lacking in knowledge is any developments after 1995. You are not slightly ignorant, but simply ignorant. It is not an insult, you only know what you have heard.

>Go get a date. You need one worse than I do. > >> >>

What did I do to deserve that? Thankfully I am back to computers and motorcycle racing which are the things I truly enjoy and am no longer in need of a clingon nagging everything I do until I stop doing it. Its good to be back.

>>Today a 520ST is the CHEAPEST internet
>>computer available..

>It's cheap. it's a useless pile of shit.

> >> >> And it gets better. The ST is the
lowest common denominator. It can do it >> all. It does all functions with very respectable speed. The ST is the >> sportscar of computing.

>The ST's interface is the most backwards I've
>ever used.

I have never heard that before, even from my many former Amiga using friends who realized just how friendly the STs operating system was. There is nothing backwards about it. I really think you are just yacking off the top of your head. There are alot of things you could pick out in the ST TOS 1.0/GEM that were very unrefined. But the ST interface is anything but backward. Perhaps you never used the Amigas when something as simple as a file selector was a luxury. Regardless this would have had little effect on how I view an A1000. Which seems to be more of a concern for you than actually what the ST is capable of.

> Even the Mac was easier to use.

Well you are into another platform and actually made an accurate statement if one is comparing the early Atari GEM to something like System 6. I used a Mac emulator on and off for a few years and it was definitely easy to use

and more complete than Digital Researchs GUI.

<SNIP> Long posting cut, nothing of value found simply insults.

. Things simply to off topic to reply to.

While supporting the strengths of the Amiga platform, which was/is an excellent piece of architecture, there is really no evidence provided that I can use the A1000 for the same functions that I am currently using the 520ST for or that the new Amiga software programs will work with it.

Later Brian.

3625. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <bAmN2.3436$%e3.396@198.235.216.4>
Source record: 3438

On 31 Mar 1999 15:30:35 , =?iso-8859-1?Q?=BF?= - Infinity Rising wrote:

>
>Well, you're going to get a lot more replies than you deserve. You borderline
>the level of a troll. And trolls ought to be avoided, not indulged with
>responses.

You are correct. Although the intent of the posting was to provide three distinct functions.

1) Give James Haslam something Atari to read about, since he is tired of Sinclaps Mac Postings. (Is this Atari oriented enough for you:-).

2) Since James uses a Falcon (which I also recently purchased), I thought I would post my uses with the 520ST that I purchased 15 years ago. Since I set it up on the internet in 1997 on a bet that it couldn't do PPP/PAP and that its web browser CAB didn't work, it just happened to turn out that it worked so well for me that I haven't had a need to change it. It was a pleasant surprise. And since my brother in law runs an internet providing service he was totally impressed with the ability of the 8mhz machine. Unfortuneately he doesn't live close enough to me to use his IP Service. There are alot of ST users who read the posts in comp.sys.atari.st however much of the focus is on Mint/Magic/Hades/Milan/Falcons and TTs and the ST is often overlooked. However we are all their using our STs just the same. While one of the benefits with CAB is its ability to Censor the ADs, Falcon/TT and other users may not see the advantage gained of this feature. Alot of Ads are stupid Gif Animations that take longer on a STock ST to process. They don't add anything to the web page and the Censor feature which pulls up a Gif Pic is a better solution than turning the graphics off. This feature has impressed my non Atari using friends and they would love to see this. However things like this make using an ST all the more easier on the internet.

3)Draw Sinclap out of his Mac shell for a moment and actually read something about Ataris rather than preach to us about Apple computers and IMACs. Since this has been successful, finding anyone else is even reading comp.sys.atari.advocacy is just a bonus.

> >--- original post with my reality-oriented comments. >
>Brian Van TIlborg wrote: > >> Hmm, nope, everything is correct as posted.
>

> >> Perhaps you could tell me what >> part confuses you. It is posted with a post marketing enthusiasm that is >> simply meant to catch ones attention. >

>It is not enthusiasm when you run around blindly criticising
other computer brand without having a proper knowledge of them. If you do know the competing brands and lie or not specify certain information, it makes you look like a real gastropod (slug).

I have yet to see A 286/macplus or A1000 do a better job. Both the Mac and the A1000 are capable as the ST is. However If the software isn't there, then there is little wrong with the comparision. Ironically ICAB has come out for the Mac. While I think it offers little for the PowerMac users there apparantly will be a 68*00 version to follow.

>You were mostly right about the Mac, tho.

Yup, and wrong about the Amiga, I understand fully now.

>The facts are the facts. Well, you've omitted or lied on a couple of
>them - hopefully out of ignorance and not out of sheer deception. I don't
>like deception, you see...

I read your previous post. You uncovered no deception. All of your counter arguments regarding the ST were incorrect. All your Amiga arguments cover a broad time period. And you fully agree with both my Mac and Ibm comments. So clearly you believe that I am simply lying about the Amiga. I think not. I also think many mac users will claim I am lying about the ST and wrong about the mac as well. I have no need to claim deception for a computer that can be had for under $20 today.

> > >> I would be suprised if you used an ST
>on the internet? In fact I haven't even posted anything outrageous. I
>am merely stating what my STock 520ST is easily capable of. I certainly
>never mentioned MP3 nor Java. Then I might be caught with some serious
>embelishment flaws.

>So bloody what? Many people use Amiga 500s on the
>'net, too - and they can more accurately draw the pics than your ST
>because of greater color depths. And that's a fact. > >Define
>outrageous!

Amiga 500= 1987. That is two years after the 520ST. They are not part of the equation. They are not using kickstart 1.2 and workbench 1.2 either I am sure. And if they are thats ok. The 520ST is doing it with that very first really crappy TOS that you so humbly described.

> I can only think of two possible answers to your rude
>reply. Well, when you make a rude post, do you expect candy and roses?!

I think you are most offended. And there simply wasn't anything in the post against amiga. No one is coming to defend the DOS based ATs. His comments are based on the use of my Atari ST not other older computers.

>Takes one to know one and you've definitely shown ignorance,
>unless you lied and I've said I don't like people who attempt to deceive
>in order to improve their own status..

What on earth are your talking about?

,
> >Well, I currently have a PeeCee clone and BeOS, WinNT 4,
>Linux (which I don't >use since it's crap), and OS/2 4. I also have an
>Amiga 500 and 3000.

Linux is crap? Hey, I don't know anything about that, but I hope you don't get something else going with that one. Since you own both an A500 and an A3000 which were the first two Amigas that I owned you should know exactly what I am talking about. The 3000 is the first working Amiga. I certainly prefer it stock to my TT. However the software makes all the difference at this stage. And it is here that the two computers really diverge.

>I nearly
>bought an Atari ST -- and then I saw the Amiga... bloody glad I didn't
>buy the ST.

Gee, I bought an A500. Bloody wish I hadn't. Luckily there were a tonne of pimply faced kids that wanted it.

> , Therefore you are most likely
>a NON INTEL user. You'd better be right in your guesses!

You and I know I am right. So does he as its in his header:-). There is no guessing. Just a chance he might be using MAGIC with his MAC.

>You're
>definitely wrong about me since you think that just because I own and use
>a PC with Windows NT on it that I'm totally ignorant of everything else
>that time has presented.

How, could I be wrong. THis is my first reply to you. I am writing both reply postings to your messages at the same time. You may use a PC but you are an Amiga user. What a surprise. So am I:-).

Therefore you are a Mac user with limited knowledge. >

>Possible. You did
>make the biggest attacks on the Mac. And I must admit, I'm not fond of
>the Mac...

I actually like all computers. I would like to run MagicMac as well.
If you knew just how much more powerful the PCs are for Animations its truly hard to fathom how advanced they have become. You can pretty much ignore the OS and just use the brute horsepower and all the updated Amiga programs that have been ported and updated.

>You'll get a lot more rude posts. Not by me. I've had all I need to say
>regarding this, unless you make a really good response to all this!

Yes, you said enough to the point where you had nothing to say and kept saying nothing. However, perhaps you misunderstood the posting and a second read will help.

No need to reply.

Later Brian.

3626. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <kAmN2.3437$%e3.396@198.235.216.4>
Source record: 3439

On 1 Apr 1999 00:02:37 G, Alfred Radauer wrote:
>Brian Van TIlborg (madmax@bfree.on.ca) wrote:
> Although I ownjust a more than eight year old Mega STE, I have liitle to
>add an dtotally agree with you.

Be careful, There are people that think I am crazy or hallucinating:-).

I will never understand those people
>who have bought 286 or even 8086 machines, way overpriced till the end of
>the 80s (IBM Modell 30 PS/2 comes to my mind) or a Mac with Postcard size
>screen.

Opps. people will think its an attack on their platform:-).

>
>Alfred

Really though I am glad you are happy with you 8 year old Mega STe. Its
also good to see someone agrees with me. Your IBM Model 30 PS/2 is an
excellent example.

Later Brian.
>.

3627. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <rAmN2.3439$%e3.396@198.235.216.4>
Source record: 3440

On 1 Apr 1999 15:27:15 G, Ronald J. Hall wrote:
>On 31 Mar 1999 15:15:06 , =?iso-8859-1?Q?=BF?= - Infinity Rising wrote:

>
> Don't have to, I've owned an A1000, A2000, and A1200. I've still got the
> A1000, simply because I value Jay Miners signature. Jay was also very
> instrumental with the Atari 8-Bit line as well. ;-)

Yup, I've had A500, A3000, and a couple A4000. Regardless Ron, what would I need to get an A1000 on the internet with a Graphical Web browser, Similar or Superior to CAB as I know some of them are. All my Amigas were stolen long before we had internet access. (They never took the ST, which makes it even more better:-).

I have come across one and would like all my computers internet friendly. Then if I could run masquerading through my TT, I could have alot of fun.

Later Brian.

3628. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <AAmN2.3441$%e3.396@198.235.216.4>
Source record: 3441

On 2 Apr 1999 05:33:03 G, sinclair2246@my-dejanews.com wrote:
>In article <7dud2t$4p3@cantine.wu-wien.ac.at>,

>
>
>I can't understand why folks would invest in a new over priced and technically
>obsolete machine in 1999 that still uses a 68k...

Invest? Since when is a computer ever an investment? At best you can use it for work and write it off, (not always). It depreciates rapidly and therefore as with any tool it must have some productive benefit that either saves or makes money. On the other side the computer is just a toy. The end result is not an investment but rather sunk costs. The cost of an ST today is roughly $20. to $50. Hardly what one would term and investment. And simply a sunk cost that most anyone can afford. The benefits are a social comunity that even tolerates the likes of you:-).

But if one is considering the computer as an investment, well mine works just fine after 15 years. And it has adapted to the changes to the internet quite well. In another year or two this may not be the case as more and more Websites become Java oriented. Then a change may be necessary.

But I can say that my next new computer purchase won't be anything that has been promoted in his NG by you.

3629. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <ZAmN2.3444$%e3.396@198.235.216.4>
Source record: 3442

On 2 Apr 1999 05:54:10 G, sinclair2246@my-dejanews.com wrote:
>In article <3703041e.74161634@news1.telia.com>,

>
>Many Mac Classics and Apple II's are still being used today...Whats your
>point?

Read the post the point is clear. Is there any NEW software for the Mac Plus that I can buy in one of your many suggested retail outlets? Since we have had this discussion before I will let it rest with fact that there isn't any internet/webbrowser for the Macplus.

>Ask GateWay...The question is can you buy a TOS PPC laptop today ?

Whats a TOS PPC Laptop have to do with a 1985 purchase? The thread is 520ST TOS 1.0 rules.

As per the posting last year the rules are the same.

>My PowerBook G3 eats anything you use today...The Jihads are force to use the
>old 8 bit apps today because near zero development exists today..

Looking for 8 bits apps for 16 and 32 bit machines can be found at:

http://www.iamidiot.com/tifkas/8bitapps.html

>
>>> standard music machine. It has been said by musicians that even todays
>> Mac's and PC's have a hard time to beat the accurate midi timing of
>> the good'ol ST.
>
>You have to many wet dreams..

And you have run out of things to say. I expect much better from you. Regardless, Notator has been a hard act to replace, even in the Atari Circles. Again something My 1985 ST can run and the other platforms and emulators cannot.
>>
>> >> Where are the expensive Macs of yesterday, today? While once considered the
>> >> leading edge, clearly all Expensive macs have proven that you have merely
>
>So why have many upgraded to TT, Falcon Wintel and Mac today? I bet many of
>the Jihads do not use their 520 ST today...Get Real!

Based on the number of ST users lurking, and the fact that I am using mine I would say there is a good proportion of Atari ST users left especially after I saw my email flood with replys from ST users and from those who want to get their STs on the internet and didn't know it was possible.

Based on the number of posts in comp.sys.atari.st of users who have pick up second hand STs and simply need to learn how to use them, it is not long before I am emailed on what is needed to hook an ST up to the internet. The main reason for this is because the 15 year old computer can get on the internet without even the need to upgrade from the first TOS 1.0. Many emails I receive are also from former ST users who left the Atari scene nearly 8-10 years ago. They have now gone through 3 or 4 computers since then, check back to their atari roots and want to come back and see what the new software is like. Then they want to link them to a PC and use IP maquerading and have two computers on the internet. Many have old STs in closets that they pull back out. They find it takes little effort to get a PPP connection with the ST and then some just want to do some hardware hacks to STs to improve their performance. Its just a fun toy.

1) They are using STs because:
A) They bought them new and still use them
B) They bought them Second hand (very cheap) and want to use them
C) They received them via donations and want to use them
D) All current software works on the ST.

2) They are using Falcons/TTs

A) They bought them new and use them
B) Bought them second hand and use them
C) The user base isn't as large for TT/Falcon and there weren't as many machines as the ST, so finding them first is difficult.

Short of the colour there isn't alot of difference in speed on the internet between my Falcon/TT/ST using a 33K modem with STing. There isn't alot of difference against my neighbors P166 either. However, hook up a cablemodem and things change rapidly.

Get real yourself. This is the whole point of the thread.

3) The go to Wintel to play Quake series.

More puzzling is why do we leave and come back?
Even more puzzling is why do you linger around here?

>For once, I agree. The Mac really hasn't
>been updated for 8 years. MacOS 8 >> >adds colorful backgrounds and other
>useless rubbish, but it does NOT address >> >true multitasking or crash
>protection! Ouch! There's no way I'd ever invest >> >in Apple if this is
>how they operate. Why did Microsoft even bother with them, >> >I don't
>know... >

>Get Real! Such Jihad denial!

That is a PC using Amiga Jihad, just to be clear TIFKAS.

>Running the 15 year old Apps today...Yep..

No, running NEW APPS on a 15 year old computer. If you are not going to read the thread clearly, why do you even bother to reply?

> >> >Well, duh. The iMac is
the same 8 year old crap but with a newer CPU and in a >> >pretty case.
Apple ran out of ideas for selling the same old same-old... :-)

>> >The
problem with cults is, the insane leader manages to take his desciples and
>> >lead them into mass-suicide. > >Jealous? > >> The iMac has a pretty
new architecture.

If you wish to reply to an Amiga/PC user, I suggest you take it out of
comp.sys.atari.advocacy Nobody here cares about the Imac when the thread
is clearly 520ST TOS 1.0 rules. Perhaps you lost the thread. But I will not
have you taking a position against a newly sworn enemy of mine and then
throw in your own mac drivel. In this case the enemy of my enemy is not my
friend:-). Just because an Amiga.PC user can't follow the topic doesn't
mean you must stray as well. If you don't want to talk about 520STs in
Atari Advocacy I suggest you take off instead of get real.

later Brian.

3630. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <EBmN2.3449$%e3.396@198.235.216.4>
Source record: 3443

On 2 Apr 1999 14:49:48 -, "Alexandre A. S." wrote:
>In article <YUXL2.640$sq.746@198.235.216.4>, madmax@bfree.on.ca (Brian
>Van TIlborg) wrote:
>
>>On 29 Mar 1999 13:50:55 , "Alexandre A. S." wrote:
>>
>>>
>>> Humm... I wonder what kind of drug is this guy taking... Now that's
>>>some serious hallucionations up there!
>>>
>>
>>Hmm, nope, everything is correct as posted. Perhaps you could tell me what
>>part confuses you. It is posted with a post marketing enthusiasm that is
>>simply meant to catch ones attention. The facts are the facts. I would be
>>suprised if you used an ST on the internet? In fact I haven't even posted
>>anything outrageous. I am merely stating what my STock 520ST is easily
>>capable of. I certainly never mentioned MP3 nor Java. Then I might be
>>caught with some serious embelishment flaws.
>>

> What I meant to say was that you just gave a positive spin to the
>reality, which is that old Ataris are not good Internet machines for the
>majority of people.

If you already have a PENTIUM then this is the case. If you don't want to spend any money, it is a piece of cake to get the CAB/STing/Iconnect your choice working on an ST.

> The fact that you're happy with what your 15 year old machine can do
>on the internet is nothing outstanding. People will settle for next to
>nothing these days. I mean, if you don't expect much, whatever your old
>equipment provides will be plenty for you, and this surely seems to be
>your case here.

Actually, I expect quite alot from my ST. As a platform the entire Atari/clone set up is inferior to anything on most any platform as an internet computer. I can certainly get more out of my ST on the internet then many users do.

> Now, what I found laughable is the fact that you try to apply YOUR
>reality to the world at large.

No I apply it to comp.sys.atari.advocacy which in my humble opinion is not the hotbed of computing activity. My reality is new atari software run on an old atari st that clearly operates as advertised. Laughable may be the case, but I have laughably been setting up used Megas and STs with freeware

STing/NEWsie/CAB/Frac/TElstar for users who would rather spend $50 or less (Donation) than $1000 for a new computer. If you already own an Atari, what is the big deal about installing freeware and surfing the net. Perhaps there is that game you can't play with everyone. Computer envy has always existed and continues to exist as PC users play "keep up with the Jones", amongst one another. Finding that level of contentment is a fine art, especially as technology moves forward. Envy works both ways. I need not go into details here.

> Most people won't put up with bad
>performance, tricky installations, etc. You've got to wake up and
>realize the computing world has changed, and it's been a while since
>that happened.

Actually I am a returnee to the Atari Scene. My ST pretty sat idle since 1992.

"the computing world has changed, and it's been a while since that happened".

Is that statement meant to be joke?

> It would've been far more interesting if you had written a report
>about your ST and how you can get by with it on the internet, but all
>you did was deny the fact that there are cheap machines these days that
>can do the same job, only far better.

Actually I thought the same. But there isn't much to it. You have the same abilities as a Falcon or TT except without as much colour. You can make your ST faster by modifying the serial port. However mine isn't modified. I compare it with my Falcon/TT/ and my nephews P233. Most differences are in graphics. All features are available in CAB to turn off background image so as to keep a cleaner look. WEB pages look no different then when using a publishing program. NVDI adds the nice outline fonts. Otherwise you go with Gem bitmapped system fonts if you want to save memory. However most of the information for using an ST on the internet is in the FAQs and help is on comp.sys.atari.ST. As I just recently compared the ST to my Falcon and my TT setup on comp.sys.atari.st the same day as I posted here, I see little reason for duplication.

You find me a P150 for $50 or less and I will be happy. There is no insinuation that an ST can what a current computer can do. You know this is true, even from my 1st and 2nd posting to you.

>
>>I can only think of two possible answers to your rude reply.
>>
>
> Was it rude? If you thought so, I'm sorry, but it was purely in the
>advocacy spirit :)

I take your word for it.

>
>>1) You are an ignorant (lacking in knowledge) user of more powerful Atari
>>equipment and you have failed to include the ST in your thought process.
>>
>
> Well, I do have a "more powerful" Atari than you do, but barelyt :) I
>got a 1040STe... I know fully what it can do, and what it can't.

Well, lets not waste time. If you want me to help you get it connected to the internet just for funs sake, I be willing to help. The reality is that if you are using a computer that is superior to the ST for the internet, it is less likely you would use the ST. However, I find when you use an ST and have no other computer for the internet, it delays the inevitable. Time to really have fun and turn it into a hack machine. I have an STe as well. I get a kick out of its photochrome displays of 24bit files. Other than some of my files are as large as 800 k from a 97kjpg, the author of the program was just brilliant.

> Wow, almost there, Sherlock :) But I guess that checking the headers
>gave you a better hint :P

Never overlook the obvious, but never assume either. Perhaps it was just a lucky guess:-).

> Anyway, I am a Mac user indeed, got 3 of'em, and I do have some sort
>of knowleadge about Ataris, and assorted platforms (Amiga including).

To put part of your argument in perspective, the PC domination on the internet is so strong that in many ways the MAC is the inferior product for the internet. Therefore as is done elsewhere, there are articles on getting by on the internet with a Mac. Many internet mags don't even acknowledge the Mac.

> What bets?
> Just because YOU can get on the internet doesn't mean what you see
>and use is what most people would. I wouldn't settle for a 16 colour,
>lo-res screen. You do. See?

Agreed. However it kicks butt of 386s and 486s depending on software. I look at the web page in hi res. If I go beyond the scope of this thread, I had my STe connected to via midi comm and converted the web page pics on the fly via gemview/photochrome thus taking advantage of the STe. However one could use Photochrome in ST mode to stay within the scope of 1985.

> Mind you, I can get my Commodore on the internet, with a shell
>account and a 2400bps modem. Will I win any bets? Of course. No one
>would think an old 8 bit computer can connect on the internet.

I hope you wouldn't win any bets. I used to access the internet long distance with a university terminal account AGES ago. Like everyone did then. However, get your Commodore on with PPP/PAP and you might get something. Infact I believe when I did this thread last year, there was a webpage designer and an offline browser being developed for the C64.

>But is
>doing so practical, and USEFUL for me, or the majority of people? I
>don't think so...

Actually it is pretty practical for alot of people. Using an
Atari/Amiga/Mac combined userbase has never encompassed the majority of
people. What you are saying is that while you have been hanging out in
motorola heaven, you really want the best mostpowerful internet computer
used by the majority of people. Clearly you will settle for less as you
are using a Mac. However when you are ready for a real computer the PIIIs
should really change how things are done.

>
> I am not rude. I was just truly gobsmacked at your post.

I can understand that. I take your word for it.

>I couldn't
>believe how far detached from reality some people can be these days.

Hardly detached from reality. It is all fact. I posted in that manner to
create some sort of reaction. It was very successful. It has created
discussion. The only thing you really can't believe is that the Atari ST
can be used quite well as an internet computer. I have posted the same
information before in a less dramatic fashion.

The bottom line is that if one accepts the TT or Falcon as an acceptable
internet computer, then the ST can also be accepted. If the TT and Falcon
are not considered acceptable (which creates a stir) then neither is the ST
or any Amiga/486 or P150 and under. I happen to list all the above as
minimum requirements for the internet. Just as our IP lists minimum
specs.

If one then accepts the ST as an internet computer, then what other
computer built in 1985 is on the internet with PPP/PAP and a graphical web
browser and doing it with its very first version of its OS?

Now just to throw a wrench into the works, as far as I am aware the Atari
8bit has a Telnet BBs package available and the AtariST doesn'T? Correct me
if I am wrong here. I just caught the end of doctor clu thread in
comp.sys.atari.st.

Finally if you assumed their were comparisions between the ST and current
computers, this is the result of Sinclaps need to associate the Imac
against the ST whenever he needs a moral victory. I think this is just as
foolish as someone believing that my post is intended to compare an ST to a
modern computer.

I do tend to compare certain functions of my ST against my Falcon, TT and
my Nephews Pentium. But none of this was part of the original 520ST TOS 1.0
rules post.

Hope thats clear enough.

Later Brian.

> >>I am no fool. >> > > You might not be a fool, but by
posting things like that, you surely >make yourself look like one. > >--
>cheers! >alexandre a. siufy
mailto:asiufy@uol.com.br >visit the progrock mp3 listening booth
http://sites.uol.com.br/asiufy >Protect privacy, boycott Intel:
http://www.bigbrotherinside.org >.

3631. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <NBmN2.3450$%e3.396@198.235.216.4>
Source record: 3444

On 2 Apr 1999 20:39:16 G, "Bengy Collins" wrote:
>
>> Ask GateWay...The question is can you buy a TOS PPC laptop today ?
>
>Well Kinda. Many people buy PowerBooks, such as yours, and run
>MagiCMac on it. MagiCMac lets people run MagiC, a preemptive

<snip> followed by detailed answer for marketing genuis.

I knew this was coming as many people are doing as Bengy describes.

>--
>Bengy Collins collins@bulli.com
>
>MagiC Atari powered by nemesized Atari Falcon030.
>MagiC Mac powered by Apple iMac 233

But if this makes you feel better you can see that Bengy has an iMac.
Of course he is running a superior OS on it;-).

And to go full circle this same Magic OS works with the very first ST made.
And it is easily the best upgrade my ST ever got since it received the very
first version of Calamus 1.09n.

Later Brian.
>.

3632. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <jCmN2.3453$%e3.396@198.235.216.4>
Source record: 3445

On 2 Apr 1999 20:55:16 G, "Clockmeister" wrote:
>
>
>K. Hampf <kare.hampf@pp.inet.fi> wrote in article

Hi Clockmeister

This probably clears up some confusion for multi processors mentioned earlier. However such items will not exist in an A1000. Which is where my thread contained the only mention of Amiga.

>Amiga's already have 060/PPC and soon will have G3/G4. Both can be used
>simultaneously from what I understand, so dual processing is available on
>Amiga's if what I understand is correct.
>

>
>Still swapping monitors?.

:-) Touche. Some have Multi Syncs, however.

>
>
>A flicker fixer, or better still a graphics card fixes that. Maybe I'll get
>that Voodoo addon that is in production as of now...

I remember trying this on the A500. Thank heaven for the A3000. Propage brought tears to my eyes at the time, but it wasn't a bad program. One of the first programs with colour separation. I used it to make product cardboard boxes.

<snip desktops/Workbench> Nice touch but I prefer to keep the Amiga/Atari battles back in the early days:-).

>And with Amiga there are no arguements over which OS is better for the
>Amiga, unlike some of the BS i've seen in c.s.a.st.

Well, thats one thing. All STs have TOS. Mint will always be around as its free. Magic will last as long as ASH remains solvent. Both run TOS based software. I also use Geneva. I like all the programs and view them as I do any other piece of software. You view it as BS, I view it as fun reading.

>
>The Yamaha chip was a relic from the 8 bit days. It in no way was
>comparable to the Paula chip.

Sound was brought into the thread by an Amiga user. It in no way reflects the original thread. Other than each Amiga owner will state and restate the

obvious. Just as a Falcon and previous Amiga owner will state the obvious of the superior Falcon Sound. The Amiga was a small (very small) part of the original post. The A1000 simply had some failings. Compare it to the A2000 which is truly a workhorse. Although by todays standards, accelrators and all it is long in tooth.

>
>A hardware hack?. How was the Amiga less of an industrial design then say a
>Mac or ST?. And I might add, the Amiga didn't have a 40% failure rate out
>of the box, unlike early ST's.
>Not to mention the fact that the ST was virtually unexpandable, and had all
>it's chips (except ROMs) soldered in. That reeks of cheap and nasty.

Perhaps hardware hack is meant in the fondest terms of when a hacker was someone with talent. And the Amiga is more creative than the ST design by far. There is No such thing as a 40% failure rate for early STs. That would have meant roughly 50000 toast STs in the first year. Wild accusation that must be embedded in Amiga Myth. Actually have 5 early 520ST with external disk drives, I would be willing to challenge if they used any solder:-). Clearly I have two broken ones:-). Nope. But the Gluechip and roms are generally loose. Virtually unexpandable but not impossible.

The A1000 is expandable, what can I get for it?
The A 500 memory upgrade was easier, but everything was just as tricky as the ST to upgrade. And many upgrades were similar between the two. The FAQ clearly mentions many ST mods as does the Udoit pages listed in this thread.

>What, a hacked CP/M/GUI/68K/DOS kludge is better then an OS specifically
>written to work 100% with the hardware?. Get real.

Actually that is exactly what it is. It was rushed together. The story of the creation of the ST is just as fascinating from a drawing board to production story.

Amiga OS clearly wasn't ready even when the A500 was released. It was awful. It simply took time to get it right. The ST on the other hand was ready, but it just wasn't finished:-). There is a difference. 12 years after owning my first A500, I still start to burn with anger. I hated it, and it hated me as it spent alot of time being repaired. If you want to talk about high failure rates, look no futher than the A500. Piece of shit.

>>
>> You remember the voice in the "Das Boot" music? Or perhaps the
>> classical metallic voice saying "Techno" in a lot of old techno music?
>> Guess what musicians used? They used the Atari text-to-speech
>> programme.
>
>Through the YM soundchip... bwahahaha. The Amiga text-to-speech is widely
>regarded as one of the best implementation for a home computer, still.
>Better check your Das Boot sources too.

I would be surprised if test to speech for the Atari ST was used. Amiga Text to speech was excellent. The STs sucked because of the Yamahas limitations. This doesn't mean the sound wasn't created on an ST, I just doubt that text to speech was used via the Yamaha sound chip. I would be willing to be they used a sampler instead or maybe captured text to speech off the Amiga:-).
>
>The Amiga is far better supported, with more addons then you can poke a
>stick at.

Some are better supported than others. Not all amigas are created equal.

>Now that is just plain BS. Amigas are still being used for professional
>quality video, art and sound production, as they have always been used for.

This has changed so drastically it is hard to comprehend. Really on the diehards are left as the writing has been on the wall for quite sometime. The other problem is the superiority of the PC for professional quality video. The Amiga can do it as it always has, with some excellent tools, but it just isn't the same anymore. There is too far to go to catch up.

>Most Atari's where used for games also, and in any case, the creative use
>of Amigas is well documented.

??? Ataris were regionally based uses. Amigas were used for games and video. Nothing more, nothing less. What it did it did excellently. Other areas were severly lacking and never did come to fruitition. That is why the ST was always around. Of course up until the mid 1990s there was no way a PC would be used by us it was just garbage. Ataris never caught on in NA. They were games machines in Britain. And in the rest of europe they were treated like a real work computer.

Anyways, Take it easy. I feel like fooling around with a A1000 now. I don't think I will move to the modern Amigas. Nor would I be in line for a Hades or Milan. I gone to retro:-). I find that these supercomputer PCs which really are awesome, just bore the crap out of me.

Later Brian.

>
>
>> Besides that the amiga is plain uggly!
>
>Which one ?. But all those expansion slots Atari users don't have make up
>for any "uglyness" you may perceive..
>
>> Regards, K.Hampf
>> - email: kare.hampf@pp.inet.fi -
>>
>
>Regards,
>
>Clockmeister.
>.

3633. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3705F74B.360223E1@ihug.co.nz>
Source record: 3446

Hi there,

Alexandre A. S. wrote:
>
> In article <3702A6E4.86BD074@ihug.co.nz>, jwandjw@ihug.co.nz wrote:
>
> >Hi There
> >
> >pace. 'Proper' rendering software is slow on ANY computer that doesn't
> >have a 6 figure price tag...if it isn't slow then it cheats and the
> >quality of output reflects thus...
>
> Humm... My Mac is damn fast at rendering Bryce scenes, and if it's
> "cheating", I honestly can't notice. What I CAN notice though is that
> the quality of the render, at 1024x768, is better than anything that POV
> ray (the only 3D renderer for Ataris?) will ever do.

Depends how much effort you put into POV-ray! Bryce is nice (I've used a
demo on a PowerMac 7220/200), but POV-ray fits my bank-balance a little
better! :)

Bryce is quite quick (if you can call ANY rendering software that!) I do
admit, but for sheer value-for-money get POV-ray (free) and something
like EB-model (shareware?) for Atari and you can't go wrong to begin
with. Then you can move to Neon3d (if you've a Falcon) or Inshape...

Regards,

Chris Wilkinson,
/|\ ATARI Falcon030.

PS.I won't be doing ANY rendering for a while as my IDE drive has gone
kaphut! Typical !%$@#$^ cheap PC hardware!!! :-/

3634. FS 520ST (North America only)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990403193105.21885.00002365@ng41.aol.com>
Source record: 3447

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE: $200.00 + $15.00 S&H
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, 1,
manual, System & language disks, and mouse cleaning ball.

GAMES: $5.00 each + $5.00 S&H
GBA Championship Basketball The Sentry
MetroCross Star Glider
Star Ray Shadow of theBeast II
Guild of Thieves Golden Path
AD&D Hillsfar Gold Runner II
Station Fall Grid Iron
The Black Cauldron Flight Simulator II
Battleship
Pirates of the Barbary Coast

APPLICATIONS: $7.00 each + $5.00 S&H
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

ENTIRE PACKAGE: $250.00 +$20.00 S&H
BTW, I am not leaving the Atari scene.

3635. 2 computers for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: Stephen Russell <st3@bellsouth.net>
Message-ID: <HHyN2.8525$Ek.3545815@news1.mia>
Source record: 3448

This is a great deal.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86492829
check it out.

3636. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7e7nkunqv1@roch.zetnet.co.uk>
Source record: 3449

On 3 Apr 1999 11:04:25 G, Brian Van TIlborg wrote:

>If you wish to reply to an Amiga/PC user, I suggest you take it out of
>comp.sys.atari.advocacy Nobody here cares about the Imac when the thread
>is clearly 520ST TOS 1.0 rules. Perhaps you lost the thread. But I will not
>have you taking a position against a newly sworn enemy of mine and then
>throw in your own mac drivel. In this case the enemy of my enemy is not my
>friend:-). Just because an Amiga.PC user can't follow the topic doesn't
>mean you must stray as well. If you don't want to talk about 520STs in
>Atari Advocacy I suggest you take off instead of get real.

Yippee!!! Someone agrees with me....!!! ;-))))

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

3637. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <923252180-269016AEicMi@ping.be>
Source record: 3450

Brian Van Tilborg wrote;

>And it gets better. The ST is the lowest common denominator. It can do it all.
>It does all functions with very respectable speed. The ST is the sportscar of
>computing.

I took mine out the cupboard and started playing around a bit.....
Guess what ?

Connect a CD WRITER to a 520ST, load CD Writer Pro and start writing your CD's,
no "buffer underrun" errors encountered....

I would say that not only it is the sportscar of computing, but also the F1 in
computing....

Cheers from Belgium

Dennis

PS: can this be done on an iMac, I wonder -)))

3638. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <CfON2.9169$5p5.6980@news1.telusplanet.net>
Source record: 3451

>
> Connect a CD WRITER to a 520ST, load CD Writer Pro and start writing
> your CD's,
> no "buffer underrun" errors encountered....
>
> I would say that not only it is the sportscar of computing, but also
the
> F1 in
> computing....
>
> Cheers from Belgium
>
> Dennis
>
> PS: can this be done on an iMac, I wonder -)))

Hi Dennis,
Well If it can be done on an iMac, its not as simple as on an ST.
Are there even any USB CD Writers in existance yet? If not, and
if one is lucky enough to have a Revision A or B imac, you can
get a SCSI card for it. Only prob here is that the installation
of the card is suppose to be*very* tricky, and as I said, only
the first imacs can use it.
It should be said that I didnt buy this iMac, we had a flood in
our basement and lost some computer equipment. Insurance wanted
to buy us PC replacements, I said no, so well, to make a long
story short I ended up with this. ..
I actually wanted a Milan, but thats another story..

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with
tomorow//
--

3639. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be7ecc$91112280$495e0fcb@default>
Source record: 3452

Brian Van TIlborg <madmax@bfree.on.ca> wrote in article
<jCmN2.3453$%e3.396@198.235.216.4>...
> On 2 Apr 1999 20:55:16 G, "Clockmeister" wrote:
> >
> >
> >K. Hampf <kare.hampf@pp.inet.fi> wrote in article
>
> Hi Clockmeister
>
> This probably clears up some confusion for multi processors mentioned
> earlier. However such items will not exist in an A1000. Which is where my
> thread contained the only mention of Amiga.
>
>
> >Amiga's already have 060/PPC and soon will have G3/G4. Both can be used
> >simultaneously from what I understand, so dual processing is available
on
> >Amiga's if what I understand is correct.
> >
>
>
> >
> >Still swapping monitors?.
>
> :-) Touche. Some have Multi Syncs, however.
>

:-) so do a lot of Amigas.

> >
> >
> >A flicker fixer, or better still a graphics card fixes that. Maybe I'll
get
> >that Voodoo addon that is in production as of now...
>
> I remember trying this on the A500. Thank heaven for the A3000. Propage
> brought tears to my eyes at the time, but it wasn't a bad program. One of
> the first programs with colour separation. I used it to make product
> cardboard boxes.
>

> <snip desktops/Workbench> Nice touch but I prefer to keep the Amiga/Atari
> battles back in the early days:-).
>
> >And with Amiga there are no arguements over which OS is better for the

> >Amiga, unlike some of the BS i've seen in c.s.a.st.
>
> Well, thats one thing. All STs have TOS. Mint will always be around as
its
> free. Magic will last as long as ASH remains solvent. Both run TOS based
> software. I also use Geneva. I like all the programs and view them as I
do
> any other piece of software. You view it as BS, I view it as fun reading.

>

Each to their own I guess, but having just one OS, however much it is
customized is a nice thing to have.

>
> >
> >The Yamaha chip was a relic from the 8 bit days. It in no way was
> >comparable to the Paula chip.
>
> Sound was brought into the thread by an Amiga user. It in no way reflects
> the original thread. Other than each Amiga owner will state and restate
the
> obvious. Just as a Falcon and previous Amiga owner will state the obvious
> of the superior Falcon Sound. The Amiga was a small (very small) part of
> the original post. The A1000 simply had some failings. Compare it to the
> A2000 which is truly a workhorse. Although by todays standards,
accelrators
> and all it is long in tooth.

But what other 15 year old computer can offer you 24bit graphics, 16 bit
sound and G3/G4 performance?. Still a bit of life left in the old beast.
Granted, the A1000 had some failings, but the early ST's weren't any
better. Their failngs just differed.

>
>
> >
> >A hardware hack?. How was the Amiga less of an industrial design then
say a
> >Mac or ST?. And I might add, the Amiga didn't have a 40% failure rate
out
> >of the box, unlike early ST's.
> >Not to mention the fact that the ST was virtually unexpandable, and had
all
> >it's chips (except ROMs) soldered in. That reeks of cheap and nasty.
>
> Perhaps hardware hack is meant in the fondest terms of when a hacker was
> someone with talent. And the Amiga is more creative than the ST design by
> far. There is No such thing as a 40% failure rate for early STs. That
would
> have meant roughly 50000 toast STs in the first year. Wild accusation
that

> must be embedded in Amiga Myth.

40% was quoted by an Atari dealer. Most dealers tested their stock before sale, so customers never saw that high a failure rate.

Actually have 5 early 520ST with external
> disk drives, I would be willing to challenge if they used any solder:-).
> Clearly I have two broken ones:-). Nope. But the Gluechip and roms are
> generally loose. Virtually unexpandable but not impossible.

Of all the 520's I have owned, none had socketed chips. (apart from ROMs ofcourse)

> The A1000 is expandable, what can I get for it?

Accellerators, digitizers, RAM expansion, Harddrives, PC hardware emulation, Zorro expanders, etc.

> The A 500 memory upgrade was easier, but everything was just as tricky as
> the ST to upgrade.

What's so hard about plugging something onto the expansion port?.
The A500 didn't just have the trapdoor expansion, both the A1000 and A500 had a expansion port.

And many upgrades were similar between the two. The FAQ
> clearly mentions many ST mods as does the Udoit pages listed in this
> thread.
>
>
>
> >What, a hacked CP/M/GUI/68K/DOS kludge is better then an OS specifically
> >written to work 100% with the hardware?. Get real.
>
> Actually that is exactly what it is. It was rushed together. The story of
> the creation of the ST is just as fascinating from a drawing board to
> production story.
>
> Amiga OS clearly wasn't ready even when the A500 was released. It was
> awful. It simply took time to get it right. The ST on the other hand was
> ready, but it just wasn't finished:-). There is a difference. 12 years
> after owning my first A500, I still start to burn with anger. I hated it,
> and it hated me as it spent alot of time being repaired. If you want to
> talk about high failure rates, look no futher than the A500. Piece of
shit.
>
Perhaps yours was a lemon.... ;-)
My A500 has never had a problem, except for a leaky trapdoor RAM expansion RTC battery, which is a common problem with any computer over 5 years of age.

> >>
> >> You remember the voice in the "Das Boot" music? Or perhaps the

> >> classical metallic voice saying "Techno" in a lot of old techno music?
> >> Guess what musicians used? They used the Atari text-to-speech
> >> programme.
> >
> >Through the YM soundchip... bwahahaha. The Amiga text-to-speech is
widely
> >regarded as one of the best implementation for a home computer, still.
> >Better check your Das Boot sources too.
>
> I would be surprised if test to speech for the Atari ST was used. Amiga
> Text to speech was excellent. The STs sucked because of the Yamahas
> limitations. This doesn't mean the sound wasn't created on an ST, I just
> doubt that text to speech was used via the Yamaha sound chip. I would be
> willing to be they used a sampler instead or maybe captured text to
speech
> off the Amiga:-).

The latter I believe.

> >
> >The Amiga is far better supported, with more addons then you can poke a
> >stick at.
>
> Some are better supported than others. Not all amigas are created equal.

The A600 is poorly supported (deservedly so, it's crap), but I can't think
of any other Amiga model that didn't have a good variety of hardware
expansion. Sure, some hardware limitations of the old Amigas (A500, A1000)
meant that they couldn't be expanded beyond a certain limit. If you wanted
expandibility, you bought a big-box Amiga. That is a nice option to have
;-)

>
> >Now that is just plain BS. Amigas are still being used for professional
> >quality video, art and sound production, as they have always been used
for.
>
> This has changed so drastically it is hard to comprehend. Really on the
> diehards are left as the writing has been on the wall for quite sometime.
> The other problem is the superiority of the PC for professional quality
> video. The Amiga can do it as it always has, with some excellent tools,
but
> it just isn't the same anymore. There is too far to go to catch up.

For the extra level of functionality that you get with a PC, the added
expense is usually the prohibitive factor. PC's have only just overtaken in
this field, and not due to quality but speed.

>
>
> >Most Atari's where used for games also, and in any case, the creative
use

> >of Amigas is well documented.
>
> ??? Ataris were regionally based uses. Amigas were used for games and
> video. Nothing more, nothing less.

I must be imagining all those MODs then...

What it did it did excellently. Other
> areas were severly lacking and never did come to fruitition. That is why
> the ST was always around. Of course up until the mid 1990s there was no
> way a PC would be used by us it was just garbage. Ataris never caught on
in
> NA. They were games machines in Britain. And in the rest of europe they
> were treated like a real work computer.
>
>
> Anyways, Take it easy. I feel like fooling around with a A1000 now. I
don't
> think I will move to the modern Amigas. Nor would I be in line for a
Hades
> or Milan. I gone to retro:-). I find that these supercomputer PCs which
> really are awesome, just bore the crap out of me.

:-) so we agree on something :-O
Do yourself a favour... hack a 3.1 ROM into that old A1000 ;-)

Regards,

Clockmeister.

3640. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be7ecf$36c717a0$495e0fcb@default>
Source record: 3453

Ronald J. Hall <darkchyld@pcc-uky.campuscwix.net> wrote in article
<7e411o$ad6$2@news.campuscwix.net>...
> On 2 Apr 1999 20:55:16 G, "Clockmeister" wrote:
>
> ->How many 060/PPC soon G3/G4 Atari's exist today?.
>
> Hmm...not sure about the exact number but there is/was the Medusa,
> Hades, Milan, DirecTT, and you need to go to Titan Designs web site
> for info on the new Tempest board for the Falcon that will support
> 256 megs of SDRAM, and a G3 PowerPC at 266mhz. Neat, eh? ;-)

Yep.

>
> ->A flicker fixer, or better still a graphics card fixes that. Maybe I'll
get
> ->that Voodoo addon that is in production as of now...
>
> Right. Just like many of us are looking at the new Eclipse board that
will
> support PCI graphic cards. Specifically the ATI Rage II with 4 megs of
VRAM.

Sure. Check the specs on the upcoming G3/G4 Amiga upgrade boards from
Escena, Phase V or the AmiJoe for some interesting developments also on the
other side of the fence.

> ->And with Amiga there are no arguements over which OS is better for the
> ->Amiga, unlike some of the BS i've seen in c.s.a.st.
>
> Thats not the whole truth and you know it. There has been some very
> bitter arguments in the Amiga newsgroups over New Icons, Magic WB,
> and half a dozen other WB enhancements...

New Icons and Magic WB are simply enhancements which don't affect the
operation of Workbench in any real terms. Some Amigans don't like MUI
because of the extra overhead, but I personally can't see what the fuss is
about. It's rather excellent as a programming aid.
OS3.5 will sort out these issues in any case.

> ->The Yamaha chip was a relic from the 8 bit days. It in no way was
> ->comparable to the Paula chip.
>
> I agree with that, just like the Paula chip is in no way comparable
> to the Falcons sound system.

True, unless you add a sound card ofcourse ;-)

> Catch ya later... ;-)
>
No doubt! :-)

At least where all still here to argue over which is better, an arguement
no-one is expected to win ;-)

Regards,

Clockmeister.

3641. Re: iMac compared to Falcon..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be7ed1$07348660$495e0fcb@default>
Source record: 3454

Bengy Collins <collins@bulli.com> wrote in article
<iKEL2.8698$5p5.6206@news1.telusplanet.net>...
> Well I just subscribed to this group and had a good laugh reading
> some of these messages. Here is what I have to say:
> I own a Nemesized Falcon030 and a MegaSTE
> I also own a Revison B iMac
> and a Pent233..
>
> Which one of these do I like best?
> The Falc ofcourse! Its actually fun and cute to use, and handles
> alot of things much better then any of the other computers.
> For example, On all of the Usenet Readers in order to subscribe
> to a group you must download the complete group listing, but with
> Newsie for example, if you already know the name of the group,
> just click on subscribe and type it in. Although this seems
> small, there are many littlie things like this that can drive you
> crazy.
> I do use magiCMac on the imac quite a bit, and the jinne desktop
> is faster then finder and has way more features. It's like Night
> and day..
>
> really, there is nothing I do on the imac or pc that I cant do
> just as well, and easier on my falcon except for overated crap
> such as mp3 (Which faster falcons can do..) and S**t games which
> I don't play anyways.
> Anyways.. I should get to bed
> Bengy
>

That's all good and well, but you don't have an Amiga 4000 to compare all
other those systems to ;-)

Regards,

Clockmeister.

3642. Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be7ed7$74fa9440$495e0fcb@default>
Source record: 3455

:-^

Amiga Inc. is now a subsidary of Gateway, has new machines in development, is co-producing an OS upgrade (3.5) and therefore still supporting "classic" Amigas.

Corel has just announced that they will support the new Amiga, as have the Bitmap brothers, and Adobe is rumoured to have taken a serious interest in obtaining developer machines.

Last I heard, there was zero chance of Atari Corp making a comeback, which is ofcourse rather unfortunate as the combination of shithot Amiga and Atari machines would most likely impact Apple sales to the point where even Microsoft couldn't bail them out.

Nevertheless, NG Amiga sales alone will probably achieve that result.

About 2c worth...

Regards,

Clockmeister.

3643. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: ¿ - Infinity Rising - ? <timanov@www.geocities.com>
Message-ID: <3707CC7E.8311881@www.geocities.com>
Source record: 3456

Clockmeister wrote:

> Amiga Inc. is now a subsidary of Gateway, has new machines in development,
> is co-producing an OS upgrade (3.5) and therefore still supporting
> "classic" Amigas.

Last I heard, Gateway decided to not go through with a new Amiga unless a third party developed the hardware. This news was about 2 months ago. Is Gateway acting incompetent by changing their minds every 3 seconds or have they found somebody stupid enough to develop this bull* machine I have read about? (I am pro-Amiga, but it's a shame that Amiga, Inc and Gateway are so full of *.)

>
> Corel has just announced that they will support the new Amiga, as have the
> Bitmap brothers, and Adobe is rumoured to have taken a serious interest in
> obtaining developer machines.

Where's the article, on the net or anywhere else? Why should we look for evidence to support *your* claim? You must give us the evidence as well, you see.

One other point. Corel and Adobe and the rest NEVER GAVE A BLOODY DAMN when Commodore had the Amiga. Why the change, now? Their respective CEOs got testicle implants thus they finally have the balls to support more than Windows?

>
> Last I heard, there was zero chance of Atari Corp making a comeback, which
> is ofcourse rather unfortunate as the combination of shithot Amiga and
> Atari machines would most likely impact Apple sales to the point where even
> Microsoft couldn't bail them out.

Don't count your bullets until they're shot. But I do agree, anything to knock down Wintel and anything which would obliterate Apple off the face of this earth would be a very good thing, indeed. (I'm very anti-Apple.)

>
> Nevertheless, NG Amiga sales alone will probably achieve that result.

Let's wait until it comes out. Meanwhile BeOS is quite the acceptable alternative and costs a hell of a lot less than QNX or whatever rubbish OS the NG Amiga will have...

AmigaOS 3.5 is a farce, too - considering the latest system requirements and what you get in return...

> About 2c worth...

True. Amiga these days is about that much in value. :-(I'll stick with my original A3000 and my emulator, thanx all the same.

--
"Small Mammals Are Quite Flavorsome When Baked."

Eat up!

http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

3644. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-04 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7e8u0mfqf1@nnrp1.dejanews.com>
Source record: 3457

In article <01be7ed7$74fa9440$495e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:
> :-^
>
> Amiga Inc. is now a subsidary of Gateway, has new machines in development,
> is co-producing an OS upgrade (3.5) and therefore still supporting
> "classic" Amigas.
>
> Corel has just announced that they will support the new Amiga, as have the
> Bitmap brothers, and Adobe is rumoured to have taken a serious interest in
> obtaining developer machines.
>
> Last I heard, there was zero chance of Atari Corp making a comeback, which
> is ofcourse rather unfortunate as the combination of shithot Amiga and
> Atari machines would most likely impact Apple sales to the point where even
> Microsoft couldn't bail them out.
>
> Nevertheless, NG Amiga sales alone will probably achieve that result.

It's nice to dream...I can see how this plays in the market..."Whats an
Omega?"

I hate to say it...The new Amiga what ever it is will never be a mass market
item again..

If any indications...the pricing of the new Amiga(s) will be priced out of
the stratosphere.. I just saw the latest Amazing Computing which is moving
to large print to stay afloat and fill pages had ads for 060 Amiga clones at
$2499...

> About 2c worth...
>
> Regards,
>
> Clockmeister.
>
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3645. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <923273024-217232AEicMi@ping.be>
Source record: 3458

Bengy Collins <collin@bulli.com> wrote on 4-4-1999 :

Hi Bengy,

>Well If it can be done on an iMac, its not as simple as on an ST. Are there
>even any USB CD Writers in existance yet?
No USB CD writers for the moment, let alone drivers...

>if one is lucky enough to have a Revision A or B imac, you can get a SCSI card
>for it. Only prob here is that the installation of the card is suppose to
>be*very* tricky, and as I said, only the first imacs can use it.
Possibly, but that means doing a hardware hack, which is not what this thread
is about.

>I said no, so well, to make a long story short I ended up with this. ..
>I actually wanted a Milan, but thats another story..
I was not attacking you or any iMac user for what it's worth. Because according
to TiFKAS the iMac is outselling everything else and contains the latest Apple
super duper technology I thought it was only fair to compare a 15 year old
computer to the best Apple has to offer....

So no CD Burning, no serious MIDI applications or hardware...
I gues Brian is right....a $5 520ST with TOS 1.0 RULES!!!

Cheers from Belgium
Dennis

3646. Transistor shortage threatens entire industry

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7e9q9e$3mv$1@newshost.comnet.co.nz>
Source record: 3459

[Article crossposted from comp.arch,comp.sys.intel,alt.folklore.computers]
[Author was David E. Fox]
[Posted on 01 Apr 1999 07:44:58 GMT]

FOR IMMEDIATE RELEASE

Sunnyvale, CA (AP): Intel spokesmen today announced that because of an impending shortage of transistors that they would have to shut down their Pentium III fabrication line and retool their fabrication setups for earlier-generation processors, such as the 8080 and 8088.

An intel spokesman commented that these new processors use so many millions of transistors each, and with all the processors we're making, this shortage (which has been fore-seen by many) is, well, inevitable. There are just simply not enough transistors to go around, and if the current rate of usage keeps at it, the world will be out of transistors by approximately June 30, 1999.

"Current generation Intel chips (Pentium III) use 5-6 million transistors per CPU. By comparison, the 8088 only needed 29,000, and the 8080 only needed a few thousand or so. Thus for us, retooling is the best solution to this problem", said one Intel company spokesman. But it only delays the inevitable.

After the announcement, Intel company stock dropped a bit, but surprisingly, valve (vacuum tube) stock was the highest it had ever been in years.

--

David E. Fox Tax Thanks for letting me
dfox@belvdere.vip.best.com the change magnetic patterns
root@belvedere.sbay.org churches on your hard disk.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

3647. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <fgGh3HAtWJC3EwIT@steverosie.demon.co.uk>
Source record: 3460
Body handling: HTML body converted to readable text

In article <01be7ed7$74fa9440$495e0fcb@default>, Clockmeister
writes
>:-^
>
>Amiga Inc. is now a subsidary of Gateway, has new machines in development,
>is co-producing an

>Regards,
>
>Clockmeister.
>
>

What makes a computer dead?

Well it all comes down to the user! The age old war of 'my computers
better than yours' has been answered many times and doesn't take a brain
surgeon to work out the answer!

Every computer has it's strong and weak points. The Amiga's strong point
is that it has some nice games!

I bought the A1200 when it first came out and run it alongside a
standard half meg 520STFM with a slow 120D+ printer, and running at 8Mhz
the Atari left the A1200 standing.

For serious software they are more reliable than PC Windoze, but are
still prone to crashing for no apparent reason. The best Amiga I've
owner IS a CD32, which I still have. If only the A1200 was as
accommodating:)

If you haven't worked out yet what makes a computer to die, then I'll
tell you;)

It's its user base. And I can tell you that the Atari side of things is
bigger than you think.

The thing that makes Atari computers stand out amongst the crowd is it's
MIDI (Musical Instrument Digital Interface, if you didn't know) as
STANDARD. Why copy Korg etc. when you can use the real thing.

Did you know that some of Sierra's software allowed the music in their
games to be played via MIDI!!!

I get at least 5 calls a week from musicians, all have got PC's and NO
Amiga. What's more they all say the same thing "The PC's MIDI timing" is
useless (I can't use their exact words, I'll let you figure out the word

used).

Before announcing a computer platform as DEAD you must look at the history of the platform.

I'll only be brief here, if you want any more info then use a search engine 'www.yahoo.com' is a good place to start;)

Atari 2600:
Still used. I think this was the first proper games console?

Atari 9-bits: 400, 800, 600XL, 800XL, 65XE.....
Definitely still has a BIG userbase. Not bad machines, nearly twice as fast as a C64 and with 4 channel sound and can use 16-bit sound!!!

Atari ST:
Still supported widely. Was the first computer to have MIDI as standard. Had/does have a wide user base, and can be found in recording studios and SCHOOLS. They are still being used on and in TV and films;) The STE version had hardware and improvements that let others behind.

Atari Falcon:
A 32-bit version of the ST's with added woosh. Real time audio processing and dedicated DSP processor gave it a world of it's own.

Atari Jaguar:
FIRST 64-bit console.

Atari LYNX:
First COLOUR handheld console and the only one that catered for left and right handed users.

Atari Portfolio:
First 16-bit pocket size computer.

Atari STacy:
Atari's portable ST.

There are ones I've missed, before everyone tell me so;) Although the brand name, the computer section, is owned by Hasbro the Atari as a TOS platform is STILL in production. The last one I looked into was the Hades 060.

Now before you make other silly statements, I suggest you do some homework before you employ your keyboard;)

The Atari platform is far from being dead, as it has a BIGGER user base than the Amiga. Don't forget that Atari was responsible for the Amiga, as Atari commissioned the project. Hey they come with a PSU build in, no foot warmer;)

The Atari have some brilliant bad points: STFM's sounds, the revolutionary place for the joystick and mouse ports... I can't think of any others.

Now lets come to the phrase 'deader than..'. What does this mean! How can anything be deader than another. I thought when something is dead it's dead. Let's say my neighbour and myself both had a cat and they both kick the bucket, now they both are dead and you can't get much deader than dead!!!! To make that statement make sense, one has to be dead and it definitely isn't the one I use! OR the people that have ONLY just discovered them;)

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3648. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <923317538-456112AEicMi@ping.be>
Source record: 3461

Clockmeister <gerryvdb@net.com.au> wrote on 04-04-99:

>Amiga Inc. is now a subsidary of Gateway, has new machines in development,
>is co-producing an OS upgrade (3.5) and therefore still supporting
>"classic" Amigas.

I gues you still believe in Santa Claus also?
These machines are not for sale, in my book this is VAPOURWARE.

Atari TOS based OS machines are for sale right now, and there is a user base out there buying them and using them..... I suppose these people are zombies? Open your eyes man... Amiga Inc. is nothing more then a commodity currently owned by Gateway, for all you know Micro$hit could be the next owner-))

So, before coming in this newsgroup and pronounce us dead, take a very good and looooong look at your own platform. The 3 piece suite guys are preparing the funeral of Amiga Inc.

The Atari community is alive and kicking, we're ready for the next century, and if all goes well Brian Van Tilborg will post a message in 2014 praising the virtues of his 30 old years 520 ST.

Atari users/owners have always been the underdog, this has made us strong, it made us stick together, and internet has strenghten this, we're in contact now with people all over the world with the same passion, we've transformed from a simple computer users group to one big happy family. If you attack one of us, you attack the whole bunch.....

And as for new software, we're doing just fine thank you, which can't be said for your platform.....didn't SoftLogic bite the dust? Oh boy no more DTP on the Amiga Platform, another one bites the dust -)))

Cheers from Belgium

Dennis

3649. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7eabb8efj1@news.campuscwix.net>
Source record: 3462

On 4 Apr 1999 18:59:15 G, "Clockmeister" wrote:

->Sure. Check the specs on the upcoming G3/G4 Amiga upgrade boards from
->Escena, Phase V or the AmiJoe for some interesting developments also on the
->other side of the fence.

Actually, I do follow the Amiga pretty closely. As you already know, I've
owned several Amiga's over the years and have a very healthy respect for
their abilities...

->New Icons and Magic WB are simply enhancements which don't affect the
->operation of Workbench in any real terms. Some Amigans don't like MUI
->because of the extra overhead, but I personally can't see what the fuss is
->about. It's rather excellent as a programming aid.
->OS3.5 will sort out these issues in any case.

Actually, it was MUI (magic user interface?) that I was thinking of.
I've seen some pretty intense message threads going on about it. ;-)

->True, unless you add a sound card ofcourse ;-)

Yep. Of course they used to be pretty pricey, as well as a little
hard to come by. I think they now have a sub $300 board? (fill in,
please). There is a killer soundcard for TT's, totally awesome, and
very pricey.

->At least where all still here to argue over which is better, an arguement
->no-one is expected to win ;-)
->
->Regards,
->
->Clockmeister.

There ya go. Only thing more fun than "debating" with Amigans is
bashing/smashing/trashing the PC/Mac crowd... ;-)))))

See ya!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3650. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7eabomefj2@news.campuscwix.net>
Source record: 3463

```
On 4 Apr 1999 19:58:16 G, "Clockmeister" wrote:
->:-^
->
->Amiga Inc. is now a subsidary of Gateway, has new machines in development,
->is co-producing an OS upgrade (3.5) and therefore still supporting
->"classic" Amigas.
->
->Corel has just announced that they will support the new Amiga, as have the
->Bitmap brothers, and Adobe is rumoured to have taken a serious interest in
->obtaining developer machines.
->
->Last I heard, there was zero chance of Atari Corp making a comeback, which
->is ofcourse rather unfortunate as the combination of shithot Amiga and
->Atari machines would most likely impact Apple sales to the point where even
->Microsoft couldn't bail them out.
->
->Nevertheless, NG Amiga sales alone will probably achieve that result.
->
->
->About 2c worth...
->
->Regards,
->
->Clockmeister.

Yep, that was about 2 cents worth alright... (just kidding!) ;-))

Seriously, I was glad to see Gateway show some (non-PC) balls
and back the Amiga. Bet Gates lost some sleep after getting
reports of that! ;-)

About Atari Corp. You're right - I doubt they will ever return
and...so what? You'll find most Atarians have very mixed feelings
about them. Much like Amigans feel about Commodore. Ever heard
of the Milan? Very nice, fast '040/'060 TOS clone, that, from
all accounts, is doing very well in Europe.

Later... ;-)

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3651. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be7f89$1dd380c0$b25e0fcb@default>
Source record: 3464

Ronald J. Hall <darkchyld@pcc-uky.campuscwix.net> wrote in article
<7eabb8efj1@news.campuscwix.net>...
> On 4 Apr 1999 18:59:15 G, "Clockmeister" wrote:
>
> ->Sure. Check the specs on the upcoming G3/G4 Amiga upgrade boards from
> ->Escena, Phase V or the AmiJoe for some interesting developments also on
the
> ->other side of the fence.
>
> Actually, I do follow the Amiga pretty closely. As you already know,
I've
> owned several Amiga's over the years and have a very healthy respect
for
> their abilities...
>
> ->New Icons and Magic WB are simply enhancements which don't affect the
> ->operation of Workbench in any real terms. Some Amigans don't like MUI
> ->because of the extra overhead, but I personally can't see what the fuss
is
> ->about. It's rather excellent as a programming aid.
> ->OS3.5 will sort out these issues in any case.
>
> Actually, it was MUI (magic user interface?) that I was thinking of.
> I've seen some pretty intense message threads going on about it. ;-)

Yes, there have been a few complaints, mainly from those that have
minimalist systems ;-).

>
> ->True, unless you add a sound card ofcourse ;-)
>
> Yep. Of course they used to be pretty pricey, as well as a little
> hard to come by. I think they now have a sub $300 board? (fill in,
> please). There is a killer soundcard for TT's, totally awesome, and
> very pricey.

Yes, there are a few now. I don't follow the soundcard market very closely
as I don't have a great deal of interest in that department. For the few
MODs that I have written, and for listening to other peoples creations,
Paula does the job pretty well.

I do know that there are sub $300 cards, from different manufacturers and
also one particularly expensive (and rare) card which is basically a
recording studio on a card.

> ->At least where all still here to argue over which is better, an
arguement
> ->no-one is expected to win ;-)
> ->
> ->Regards,
> ->
> ->Clockmeister.
>
> There ya go. Only thing more fun than "debating" with Amigans is
> bashing/smashing/trashing the PC/Mac crowd... ;-)))))

:-)

> See ya!
>
It's been fun, once again...
It won't stop here ofcourse ;-)

Regards,

Clockmeister.

3652. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be7f8a$49492f60$b25e0fcb@default>
Source record: 3465

Ronald J. Hall <darkchyld@pcc-uky.campuscwix.net> wrote in article
<7eabomefj2@news.campuscwix.net>...
> On 4 Apr 1999 19:58:16 G, "Clockmeister" wrote:
> ->:-^
> ->
> ->Amiga Inc. is now a subsidary of Gateway, has new machines in
development,
> ->is co-producing an OS upgrade (3.5) and therefore still supporting
> ->"classic" Amigas.
> ->
> ->Corel has just announced that they will support the new Amiga, as have
the
> ->Bitmap brothers, and Adobe is rumoured to have taken a serious interest
in
> ->obtaining developer machines.
> ->
> ->Last I heard, there was zero chance of Atari Corp making a comeback,
which
> ->is ofcourse rather unfortunate as the combination of shithot Amiga and
> ->Atari machines would most likely impact Apple sales to the point where
even
> ->Microsoft couldn't bail them out.
> ->
> ->Nevertheless, NG Amiga sales alone will probably achieve that result.
> ->
> ->
> ->About 2c worth...
> ->
> ->Regards,
> ->
> ->Clockmeister.
>
> Yep, that was about 2 cents worth alright... (just kidding!) ;-))

Not far off ;-)

> Seriously, I was glad to see Gateway show some (non-PC) balls
> and back the Amiga. Bet Gates lost some sleep after getting
> reports of that! ;-)

Not yet he hasn't. Gateway and MS have had an uneasy relationship for quite
some time. (well before Gateway aquired AI)

> About Atari Corp. You're right - I doubt they will ever return
> and...so what? You'll find most Atarians have very mixed feelings

> about them. Much like Amigans feel about Commodore. Ever heard
> of the Milan? Very nice, fast '040/'060 TOS clone, that, from
> all accounts, is doing very well in Europe.

Good thing too. The more choice the better.

> Later... ;-)
>

No doubt ;-)

Regards,

Clockmeister.

3653. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <O2TFiKA4EPC3EwGy@steverosie.demon.co.uk>
Source record: 3466

In article <7eabomefj2@news.campuscwix.net>, Ronald J. Hall
<darkchyld@pcc-uky.campuscwix.net> writes
>
> Yep, that was about 2 cents worth alright... (just kidding!) ;-))
>
> Seriously, I was glad to see Gateway show some (non-PC) balls
> and back the Amiga. Bet Gates lost some sleep after getting
> reports of that! ;-)
>
Your right there;)

A multi-tasking disk based OS that's more stable than Windoze;)

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3654. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be7f8d$89fb0bc0$b25e0fcb@default>
Source record: 3467

> - Infinity Rising - ? <timanov@www.geocities.com> wrote in article
<3707CC7E.8311881@www.geocities.com>...
> Clockmeister wrote:
>
> > Amiga Inc. is now a subsidary of Gateway, has new machines in
development,
> > is co-producing an OS upgrade (3.5) and therefore still supporting
> > "classic" Amigas.
>
> Last I heard, Gateway decided to not go through with a new Amiga unless a
third
> party developed the hardware. This news was about 2 months ago. Is
Gateway
> acting incompetent by changing their minds every 3 seconds or have they
found
> somebody stupid enough to develop this bull* machine I have read about?
(I am
> pro-Amiga, but it's a shame that Amiga, Inc and Gateway are so full of
*.)

QNX are developing the kernel (check the QNX website for more on this), and
Amiga are going to do their own hardware in conjunction with other
partners.

Amiga Inc is now combined and have relocated. Jim Collas, Gateway's
vice-president, is now head of Amiga Inc and wants results, not BS.

Everyone is sick of the AInc BS. That is the reason Jim Collas was moved to
the helm IMO.

> >
> > Corel has just announced that they will support the new Amiga, as have
the
> > Bitmap brothers, and Adobe is rumoured to have taken a serious interest
in
> > obtaining developer machines.
>
> Where's the article, on the net or anywhere else? Why should we look
for
> evidence to support *your* claim? You must give us the evidence as well,
you
> see.

I'll look it up. The Corel announcement was on Cnet.

> One other point. Corel and Adobe and the rest NEVER GAVE A BLOODY DAMN
when
> Commodore had the Amiga. Why the change, now?

Because C= didn't give a f#ck about Amiga, so why would anyone else?.

Their respective CEOs got
> testicle implants thus they finally have the balls to support more than
> Windows?
>
If you haven't noticed, the industry is in recent years much more receptive
of "alternative" OS's. With crowds of users moving to Linux, and the sudden
interest in supposedly "dead" platforms by consumers, it is in their
interest to take notice.
One drop of rain can be the start of a flood after all...

> >
> > Last I heard, there was zero chance of Atari Corp making a comeback,
which
> > is ofcourse rather unfortunate as the combination of shithot Amiga and
> > Atari machines would most likely impact Apple sales to the point where
even
> > Microsoft couldn't bail them out.
>
> Don't count your bullets until they're shot. But I do agree, anything to
knock
> down Wintel and anything which would obliterate Apple off the face of
this
> earth would be a very good thing, indeed. (I'm very anti-Apple.)

That makes two of us.

> >
> > Nevertheless, NG Amiga sales alone will probably achieve that result.
>
> Let's wait until it comes out. Meanwhile BeOS is quite the acceptable
> alternative and costs a hell of a lot less than QNX or whatever rubbish
OS the
> NG Amiga will have...

BeOS has little support, despite being a very good OS. You may be
interested to know that BeOS was inspired by AmigaOS.
QNX is a very good OS, surely you can't dismiss it that easily?.

> AmigaOS 3.5 is a farce, too - considering the latest system requirements
and
> what you get in return...

What?. 020 and KS3.1 ?.
I suppose you expected Win95 to run on a 286 ?.
>
> > About 2c worth...
>
> True. Amiga these days is about that much in value. :-(I'll stick

with my
> original A3000 and my emulator, thanx all the same.
>

I wish that was true. I can't find an A4000 under $1000 here. UAE is slow.

3655. Re: Transistor shortage threatens entire in

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7eatc3$5iu$1@roch.zetnet.co.uk>
Source record: 3468

```
On 5 Apr 1999 07:55:26 G, Gaven Miller wrote:
>[ Article crossposted from comp.arch,comp.sys.intel,alt.folklore.computers ]
>[ Author was David E. Fox ]
>[ Posted on 01 Apr 1999 07:44:58 GMT ]
>
>FOR IMMEDIATE RELEASE
>
>Sunnyvale, CA (AP): Intel spokesmen today announced that
>because of an impending shortage of transistors that they
>would have to shut down their Pentium III fabrication line and
>retool their fabrication setups for earlier-generation
>processors, such as the 8080 and 8088.

<rest snipped>

Check the date of the original post. I think you've been April Fooled!! :)

Cheers!

James

+---------------------------------+--------------------------------------+
| James F. Haslam | Atari Falcon 14Mb, MagiC 6 / NVDI 5 |
| | |
| Internet: jfhaslam@zetnet.co.uk | Cheshunt Computer Club member!! |
| | |
| FidoNet mail: 2:254/105 | Yes, Ataris CAN surf the Web! |
+---------------------------------+--------------------------------------+
```

3656. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be7f8f$cd3f9660$b25e0fcb@default>
Source record: 3469

sinclair2246@my-dejanews.com wrote in article
<7e8u0mfqf1@nnrp1.dejanews.com>...
> In article <01be7ed7$74fa9440$495e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
> > :-^
> >
> > Amiga Inc. is now a subsidary of Gateway, has new machines in
development,
> > is co-producing an OS upgrade (3.5) and therefore still supporting
> > "classic" Amigas.
> >
> > Corel has just announced that they will support the new Amiga, as have
the
> > Bitmap brothers, and Adobe is rumoured to have taken a serious interest
in
> > obtaining developer machines.
> >
> > Last I heard, there was zero chance of Atari Corp making a comeback,
which
> > is ofcourse rather unfortunate as the combination of shithot Amiga and
> > Atari machines would most likely impact Apple sales to the point where
even
> > Microsoft couldn't bail them out.
> >
> > Nevertheless, NG Amiga sales alone will probably achieve that result.
>
> It's nice to dream...I can see how this plays in the market..."Whats an
> Omega?"

Amiga has made a lasting impression on a lot of people in the industry, and
a good one at that.

>
> I hate to say it...The new Amiga what ever it is will never be a mass
market
> item again..

That remains to be seen. Regardless, another alternative would be nice.
Actually, considering that the PC/Mac are only surviving on hype and BS in
the currently stale market, I give a new Amiga a half decent chance if it
too delivers on the promises.

> If any indications...the pricing of the new Amiga(s) will be priced out
of
> the stratosphere.. I just saw the latest Amazing Computing which is

moving
> to large print to stay afloat and fill pages had ads for 060 Amiga clones
at
> $2499...

I was referring to the new Amigas from Amiga Inc, not classic clones.
In any case, I can get an 060 upgrade (and soon G3/G4) plus graphic card
for my A2000 for much less then $2499.

You went pretty easy in your reply... I expected much worse.
I don't suppose you have a soft spot for the Amiga do you?.

Regards,

Clockmeister.

3657. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be7f91$9531b1c0$b25e0fcb@default>
Source record: 3470

Dennis Vermeire <dennis.vermeire@ping.be> wrote in article
<923317538-456112AEicMi@ping.be>...
> Clockmeister <gerryvdb@net.com.au> wrote on 04-04-99:
>
> >Amiga Inc. is now a subsidary of Gateway, has new machines in
development,
> >is co-producing an OS upgrade (3.5) and therefore still supporting
> >"classic" Amigas.
>
> I gues you still believe in Santa Claus also?
> These machines are not for sale, in my book this is VAPOURWARE.

Ok, I you say so.

> Atari TOS based OS machines are for sale right now, and there is a user
base
> out there buying them and using them..... I suppose these people are
zombies?
> Open your eyes man... Amiga Inc. is nothing more then a commodity
currently
> owned by Gateway, for all you know Micro$hit could be the next owner-))

Heaven forbid!

> So, before coming in this newsgroup and pronounce us dead, take a very
good
> and loooong look at your own platform. The 3 piece suite guys are
preparing
> the funeral of Amiga Inc.

Funny. I guess the put the vice president of Gateway in charge of Amiga Inc
just so he could hammer the final nails into the coffin. Just why would
they be hiring all those engineers I wonder...

Can't you simply admit that Atari Corp is in a worse state then Amiga Inc?.
In that sense, Atari IS deader then Amiga Inc.

> The Atari community is alive and kicking, we're ready for the next
century,
> and if all goes well Brian Van Tilborg will post a message in 2014
praising
> the virtues of his 30 old years 520 ST.

Good. No arguement there. I wasn't commenting on the user community.

> Atari users/owners have always been the underdog, this has made us
strong, it

> made us stick together, and internet has strenghten this, we're in
contact
> now with people all over the world with the same passion, we've
transformed
> from a simple computer users group to one big happy family. If you attack
one
> of us, you attack the whole bunch.....

Likewise for Amiga. All alternative platforms to Wintel are underdogs.

>
> And as for new software, we're doing just fine thank you, which can't be
said
> for your platform.....didn't SoftLogic bite the dust? Oh boy no more DTP
on
> the Amiga Platform, another one bites the dust -)))

???. What about all the other Amiga DTP software producers?.

> Cheers from Belgium
>
> Dennis

Take it easy Dennis, my post was tongue in cheek :-^

Regards,

Clockmeister.

3658. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7ec8d1$7j3$1@nnrp1.dejanews.com>
Source record: 3471

In article <923252180-269016AEicMi@ping.be>,
Dennis Vermeire <dennis.vermeire@ping.be> wrote:
> Brian Van Tilborg wrote;
>
> >And it gets better. The ST is the lowest common denominator. It can do it all.
> >It does all functions with very respectable speed. The ST is the sportscar of
> >computing.
>
> I took mine out the cupboard and started playing around a bit.....
> Guess what ?
>
> Connect a CD WRITER to a 520ST, load CD Writer Pro and start writing your CD's,
> no "buffer underrun" errors encountered....
>
> I would say that not only it is the sportscar of computing, but also the F1 in
> computing....

Actually...It'a Atari Jihad in denial..

> Cheers from Belgium
>
> Dennis
>
> PS: can this be done on an iMac, I wonder -)))

Yep already available...an imac USB version in a stylish translucent blue
casing. Cost is $299.99...
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3659. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-06 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7ec8j4$7t9$1@nnrp1.dejanews.com>
Source record: 3472

In article <rAmN2.3439$%e3.396@198.235.216.4>,
madmax@bfree.on.ca (Brian Van TIlborg) wrote:
> On 1 Apr 1999 15:27:15 G, Ronald J. Hall wrote:
> >On 31 Mar 1999 15:15:06 , =?iso-8859-1?Q?=BF?= - Infinity Rising wrote:
>
> >
> > Don't have to, I've owned an A1000, A2000, and A1200. I've still got the
> > A1000, simply because I value Jay Miners signature. Jay was also very
> > instrumental with the Atari 8-Bit line as well. ;-)
>
> Yup, I've had A500, A3000, and a couple A4000. Regardless Ron, what would I
> need to get an A1000 on the internet with a Graphical Web browser, Similar
> or Superior to CAB as I know some of them are. All my Amigas were stolen
> long before we had internet access. (They never took the ST, which makes it
> even more better:-).

Such crime runs rampage in the U.S CA territiry up north..Need to adopt the
Texas way of combating crime..-)

> I have come across one and would like all my computers internet friendly.
> Then if I could run masquerading through my TT, I could have alot of fun.
>
> Later Brian.
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3660. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3709C971.468F9FB9@directprovider.REMOVETHECAPITALS.net>
Source record: 3473

Brian Van TIlborg a ï¿½crit :
>

>
> Boy you got me;-). Turn on the TV. If you are really, really really really,
> lucky, you may catch a documentary with some excellent animations on the
> history channel created with the Amiga in 1993-5. However, these were done
> without the help of the A1000 which existed roughly 10years prior. A number
> of objects were still created with cyber sculpt on the 520ST listed above
> as well as a Mega4. Regardless I am long removed from Industrial video. It
> was fun from 1985 to 1995. Btw, I do have a large collection of animations
> on video tape created on the ST from 1985 to 1990 that are excellent in
> concept yet clearly lacking in both resolution and colour by todays
> standards. The ST didnot slow down when the animation got complex. Even
> the A3000 running the same animation slowed down as more objects appeared
> on the screen. It no longer became a factor as we went from realtime
> animations to single frame recording. But yeah, I have forgotten alot. I
> tried to get away from computers (and was totally successful) for 3 years.
> Fell off the wagon again. Regardless, there are a number of commercials
> that we did the animations for that are seen on Canadian television and
> there is no ST involvement, if that makes you feel better. Perhaps you
> might study up on the ST if you are posting in an ST NG. I do need to study
> up, but only to remember what I have forgotten. I still have all my Amiga
> software manuals, at least they weren't stolen.

I remember hearing in those days that the Dire Straits "Money for
nothing" video (the one with the "cubic" movers) was made on an ST,
because they couldn't get their hands on an Amiga or a colour Mac at the
time. Can anyone confirm this ? What software was it made with ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3661. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-06 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <370a1349.537400@news1.telia.com>
Source record: 3474

On Fri, 02 Apr 1999 05:54:10 GMT, sinclair2246@my-dejanews.com wrote:

>Those were the days...Ancient history...C= did a better con job than Jack
>did..

Exactly!

>> >> Today in the year 1999 the Atari 520 ST is still being used on a daily
>> >> basis by users who chose to purchase Atari over the lesser brands and more
>> >> expensive brands.
>
>Many Mac Classics and Apple II's are still being used today...Whats your
>point?

I have never said that, it's a quote from the original posting

>> Correct, there are only Falcon/TT clones today and the ST wasn't
>> manufactured after the Falcon was introduced, I think with exception
>> for some STe's. How many Amiga clones exist today? And how many
>> laptops were made?
>
>Ask GateWay...The question is can you buy a TOS PPC laptop today ?

A TOS compatible laptop you can buy but not with TOS preinstalled. TOS
supports about all architectures but needs either Unix, Windows or
MacOS to be able to run on Alpha, Intel and PPC. The point however was
that Amiga had no clones and no laptop models. Atari do.

>> BeOS lacks applications, NT is old, MacOS is sluggish. Windoze isn't
>> even operatable. Say, how is it to use the good'ol interlaced
>> flickering workbench? You got all the apps you could ever want eh? I
>> use to laugh every time I watch my pal use his amiga for real coding.
>> The guy know how to code but the enviroment he's in looks like a
>> flickering piece of shit. I would have to say the much more up-to-date
>> OS's of the Atari looks, ah let's say - a bit better.
>
>My PowerBook G3 eats anything you use today...The Jihads are force to use the
>old 8 bit apps today because near zero development exists today..

Even you do know MacOS does not put the hardware in it's fullest use,
it's still sluggish. Also the windows platform has more apps available
than MacOS.

>>> standard music machine. It has been said by musicians that even todays
>> Mac's and PC's have a hard time to beat the accurate midi timing of
>> the good'ol ST.
>

>You have to many wet dreams..

You seem to live in a bad one. This I have heard this both from
musicians now using Mac's and also from people now using PC's. It has
also been said in magazine interviews.

>> >> Where are the expensive Macs of yesterday, today? While once considered the
>> >> leading edge, clearly all Expensive macs have proven that you have merely
>
>So why have many upgraded to TT, Falcon Wintel and Mac today? I bet many of
>the Jihads do not use their 520 ST today...Get Real!

Again, please comment the original author of that comment, it's not
mine.

>> >For once, I agree. The Mac really hasn't been updated for 8 years. MacOS 8
>> >adds colorful backgrounds and other useless rubbish, but it does NOT address
>> >true multitasking or crash protection! Ouch! There's no way I'd ever invest
>> >in Apple if this is how they operate. Why did Microsoft even bother with them,
>> >I don't know...
>
>Get Real! Such Jihad denial!

Same here. I haven't said that.

>> >> And it gets better. The ST is the lowest common denominator. It can do it
>> >> all. It does all functions with very respectable speed. The ST is the
>> >> sportscar of computing.
>Running the 15 year old Apps today...Yep..

You know anything about newsgroup postings and replying to them? REPLY
TO THE AUTHOR

>> >Well, duh. The iMac is the same 8 year old crap but with a newer CPU and in a
>> >pretty case. Apple ran out of ideas for selling the same old same-old... :-)
>> >The problem with cults is, the insane leader manages to take his desciples and
>> >lead them into mass-suicide.
>
>Jealous?

AGAIN SOMEONE ELSE

>> The iMac has a pretty new architecture. The fanatics are to be found
>> amongst any computer's users. The amiga hasn't had as many ideas that
>> hit even the prototype level ... Atari did ... say no more
>>
>> >> The other computer is obsolete and will be known for its significants as
>> >> being the last nail in the coffin of Apple computing.
>> >> Too different, too little, too late.
>> >
>> >The sooner Apple goes, the better. They're damn lucky they made it this far.
>> >Never before, Microsoft aside, have I ever seen sucha truly visionless
>> >company.

>
>Sorry to burst your bubble..Apple is here to stay...Get over it!

Please, next time only comment my writings in your replies to me. And I too beleive Apple is to stay, it fills a niche in the market. But still Mac's are far from perfect. Atari is perhaps limited by it's current hardware but damned it's about perfect.

K.Hampf
- email: kare.hampf@pp.inet.fi -

3662. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-06 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <370a1d0d.3037912@news1.telia.com>
Source record: 3475

On Sat, 03 Apr 1999 11:05:51 GMT, madmax@bfree.on.ca (Brian Van
TIlborg) wrote:

>On 2 Apr 1999 20:55:16 G, "Clockmeister" wrote:
>>>K. Hampf <kare.hampf@pp.inet.fi> wrote in article
>>> You remember the voice in the "Das Boot" music? Or perhaps the
>>> classical metallic voice saying "Techno" in a lot of old techno music?
>>> Guess what musicians used? They used the Atari text-to-speech
>>> programme.
>>
>>Through the YM soundchip... bwahahaha. The Amiga text-to-speech is widely
>>regarded as one of the best implementation for a home computer, still.
>>Better check your Das Boot sources too.
>
>I would be surprised if test to speech for the Atari ST was used. Amiga
>Text to speech was excellent. The STs sucked because of the Yamahas
>limitations. This doesn't mean the sound wasn't created on an ST, I just
>doubt that text to speech was used via the Yamaha sound chip. I would be
>willing to be they used a sampler instead or maybe captured text to speech
>off the Amiga:-).

Take your time and listen to the Amiga voice syntheziser and the Atari
Text-to-speech. Compare them to the Das Boot sountrack and to the old
Techno tunes. Then judge by yourself!

K. Hampf
- email: kare.hampf@pp.inet.fi -

3663. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-06 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <370A205C.BD4ADA1C@cfc.dnd.ca>
Source record: 3476

"K. Hampf" wrote:
> On Wed, 31 Mar 1999 15:15:06 -0600, =?iso-8859-1?Q?=BF?= - Infinity
> Rising - ? <timanov@www.geocities.com> wrote:
-snip-
> >Right... if any computer could *really* be compared to today's computers, the
> >Amiga is the only one. It pre-emptively multitasks. Screw that, it does
> >multitask. The Amiga has 4 independent CPUs whereas PeeCees, Crapintoshes and
> >STd's have but one.
> You are talking of CPU's here? Not co-processors wich the Amiga AND
> about every other M68K-based computer has? But if you really mean
> CPU's then you should know multiple CPU's has been used in PC's and
> Mac's already, but not in Atari's as of yet. Not that Amigas have used
> multiple CPU's yet either as of what I've heard. And guess what,
> despite what you think, the multitasking of Magic and MiNT is *real*
> and pre-emptive.

well the Phenix has dual CPU's, maybe CENTEK's Falcon upgrade board
allows
for 2 CPU's, I think that Milan allows for 2 CPU's also??

> >hahahahahahahahahaha! TOS is Jackie Tramiels' crap version of DOS. And GEM
> >came from a different company. Atari was so lame they couldn't write their own
> >OS! IBM was just as bad! And the ST does not pre-emptively multitask. Like
> >the Mac, Win 3.x/95/98, and so on, the ST co-operatively multitasks. In other
> >words, it doesn't multitask. What the hell is this Magic rubbish anyway? A
> >replacement OS for the ST which won't run current ST software?

ahhemm.. haven't heard of MiNT have we? how's about Linux?
co-operative OR pre-emptive multitasking with MiNT
>
> Regards, K.Hampf
> - email: kare.hampf@pp.inet.fi -

3664. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-06 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <370a1f94.3684518@news1.telia.com>
Source record: 3477

On Mon, 05 Apr 1999 17:41:35 GMT, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:

>&#65533; - Infinity Rising - ? <timanov@www.geocities.com> wrote in article
>> AmigaOS 3.5 is a farce, too - considering the latest system requirements
>>and what you get in return...
>
>What?. 020 and KS3.1 ?.
>I suppose you expected Win95 to run on a 286 ?.

Win95 runs on a 386, did you know that?

K.Hampf
- email: kare.hampf@pp.inet.fi -

3665. New Website Open!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-06 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7edns4hmr5@roch.zetnet.co.uk>
Source record: 3478

Hi All!

This is a message to announce the opening of my own website! It's rather basic at the moment, but that's only because I'm a novice at HTML! ;-))

I used a program called Web Wizard, published by Cadenza Software for the Atari series of computers. It's a great program that enables the putting together of web pages with background images and sound files, and I think they look pretty good! ;-))

At present I have four main sections: My Homepages, My Atari Page, Atari Downloads, and a Links section; but I plan to expand these further with new sections.

The Downloads page only has two files to download, and they are Demos for the Atari Falcon, but I'm open to suggestions on what else to put on there. I only want to put Atari stuff there, and not commercial stuff neither!! :) The demos are: Sonoluminesenz by Avena, and The Lost Blubb by Lazer. These can be hard to track down on the Web, so that's why I've put them on!!

The Links section I think is pretty good, as well as Atari websites there are more general stuff there too, including a section of Online Newspapers that are around (only UK ones at the mo'!).

Whats the address, I hear you cry? Well its:

http://www.users.zetnet.co.uk/jfhaslam/index.htm

Any comments/suggestions on the site are welcome, just email to the address below!

Cheers!

James

+--+-------------------------------+
James F. Haslam	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

3666. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-06 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7ee0do$n9s$2@news.inet.tele.dk>
Source record: 3479

<timanov@www.geocities.com>

Did you ever read/hear about the ATW or the TT.

Falcon and the two above use multi processors (FPU and transputers)
The ATW even up to 8 or 12? IIRC.

MagiC is a preemtive multitasking OS, running all kind of ST software,
even some very old ones, like 1st Word Plus.
cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

3667. Re: Transistor shortage threatens entire industry

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-08 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <370C0C38.D2A7DA7F@ihug.co.nz>
Source record: 3480

Hi there,

Gaven Miller wrote:
>
> [Article crossposted from comp.arch,comp.sys.intel,alt.folklore.computers]
> [Author was David E. Fox]
> [Posted on 01 Apr 1999 07:44:58 GMT]
>
> FOR IMMEDIATE RELEASE
>
> Sunnyvale, CA (AP): Intel spokesmen today announced that
> because of an impending shortage of transistors that they
> would have to shut down their Pentium III fabrication line and
> retool their fabrication setups for earlier-generation
> processors, such as the 8080 and 8088.

Hehe :)

Intel should have cornered the kitchen appliance market by now too
by putting a bevelled edge around the top of the Pentium Processors,
so that the fried egg wouldn't dribble onto the motherboard!...

Regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030.

3668. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-08 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be81cc$369812c0$b15e0fcb@default>
Source record: 3481

K. Hampf <kare.hampf@pp.inet.fi> wrote in article
<370a1f94.3684518@news1.telia.com>...
> On Mon, 05 Apr 1999 17:41:35 GMT, "Clockmeister"
> <gerryvdb@tnet.com.au> wrote:
>
> >&#65533; - Infinity Rising - ? <timanov@www.geocities.com> wrote in article
> >> AmigaOS 3.5 is a farce, too - considering the latest system
requirements
> >>and what you get in return...
> >
> >What?. 020 and KS3.1 ?.
> >I suppose you expected Win95 to run on a 286 ?.
>
> Win95 runs on a 386, did you know that?
>

Yep. I have a PS/2 386DX16 with 4Mb RAM and 120Mb HDD and Win95 installed.
Dog slow.

BTW... What was your point?.

Regards,

Clockmeister.

3669. Re: Transistor shortage threatens entire industry

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-08 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7eihoa$ji2@ds2.acs.ucalgary.ca>
Source record: 3482

On Thu, 8 Apr 1999, J WILKINSON wrote:

>
> Intel should have cornered the kitchen appliance market by now too
> by putting a bevelled edge around the top of the Pentium Processors,
> so that the fried egg wouldn't dribble onto the motherboard!...
>

M'dear Chris - thank you for the best chuckle I've had for ages !!

The Canadian Curmudgeon (in sunny, drier than hades, Calgary)

3670. Online chat with Kent Kordes of Systems for Tomorrow!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <370E2A22.762F@geocities.com>
Source record: 3483
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

/|\ Scheduled Chat Sessions

Visit our club website and Click the Main Chat Room menu option to join us for the scheduled chats. Chats are schedule every Saturday night at 8:00PM CST.ï¿½ Please stop by for a while.ï¿½

We are asking Kent Kordes, Systems for Tomorrow to join us. From my experience, Kent has been a wonderful distributor of Atari hardware and software here in North America. Not only does he carry products for the ST computer line, but the Jaguar and Lynx systems as well! Got a question about products and the future products being released? Stop in and asked.

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

Also....

We have a project going on right now to build up the Atari fandom in the United States, Canada, and other parts of our dear land mass. The belief is that there are many Atarians out there going on without a user group when hundreds (maybe thousands) of people still use Atari computers.

So if you are in America and Canada especially, just send your name, E-mail address, and State to:

Greg@atariusers.com

We'll be setting up a webpage soon. Who knows? A user group may be just waiting to be started in YOUR AREA!

3671. FROM 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-11 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <370FE0E7.DC9BA83A@cyberpeeps.freeserve.co.uk>
Source record: 3484

> Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> software for ST,JAG,2600,800XL from 30p. Private sale as space is
> needed.
> e.g. STARGLIDER2 for ST ï¿½2
> BALLBLAZER for 800XL(Disk) ï¿½2
> BREAKOUT for 2600 ï¿½3
> BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

3672. Re: Transistor shortage threatens entire industry

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-11 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <370FE18A.ADA3B639@ihug.co.nz>
Source record: 3485

Hi there,

VE6HY wrote:
>
> On Thu, 8 Apr 1999, J WILKINSON wrote:
> >
> > Intel should have cornered the kitchen appliance market by now too
> > by putting a bevelled edge around the top of the Pentium Processors,
> > so that the fried egg wouldn't dribble onto the motherboard!...
>
> M'dear Chris - thank you for the best chuckle I've had for ages !!
>
> The Canadian Curmudgeon (in sunny, drier than hades, Calgary)

My pleasure!

I just enjoy taking the mickey out of M$, intel, and anything else
thats fair game in this world (like iMac!).

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3673. FROM 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-11 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <37105401.5FA73C2C@cyberpeeps.freeserve.co.uk>
Source record: 3486
Cross-posted to: comp.sys.atari.advocacy,comp.sys,atari.8bit,comp.sys.atari.st

> Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> software for ST,JAG,2600,800XL from 30p. Private sale as space is
> needed.
> e.g. STARGLIDER2 for ST ï¿½2
> BALLBLAZER for 800XL(Disk) ï¿½2
> BREAKOUT for 2600 ï¿½3
> BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

3674. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-12 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7es7id$485$1@nnrp1.dejanews.com>
Source record: 3487

In article <O2TFiKA4EPC3EwGy@steverosie.demon.co.uk>,
Steve Stupple <Steve@steverosie.demon.co.uk> wrote:
> In article <7eabomefj2@news.campuscwix.net>, Ronald J. Hall
> <darkchyld@pcc-uky.campuscwix.net> writes
> >
> > Yep, that was about 2 cents worth alright... (just kidding!) ;-))
> >
> > Seriously, I was glad to see Gateway show some (non-PC) balls
> > and back the Amiga. Bet Gates lost some sleep after getting
> > reports of that! ;-)
> >
> Your right there;)
>
> A multi-tasking disk based OS that's more stable than Windoze;)

But how do you really know when there is no apps to try out this multi-
tasking...? Hack and slash poor apps are not real world tests..-)

> --
> Cheers! for now
> Steve <><
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
> Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
> Email: Last@steverosie.demon.co.uk
>
> Nick: Mocknbird Tel: 0870 7402518
> ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********
>

Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

The Atari and Amiga Jihad...not as powerfull as Iran...but equally fanatical!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3675. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7esqd9$b9u$1@news.campuscwix.net>
Source record: 3488

On 12 Apr 1999 07:32:28 , sinclair2246@my-dejanews.com wrote:

->But how do you really know when there is no apps to try out this multi-
->tasking...? Hack and slash poor apps are not real world tests..-)

How can you make such an idiotic statement as that? You honestly think
that we don't have apps that multitask? Geez, are you deluded! Whats
more, our apps do pre-emptive multitasking..not co-operative...get over
it...!

->Peter S.
->PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
->Buy AAPL Stock...
->
->The Atari and Amiga Jihad...not as powerfull as Iran...but equally fanatical!

You damn betcha! (jeaous, much?)

->-----------== Posted via Deja News, The Discussion Network ==----------
->http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

THE way to access newsgroups for under/badly-informed Mac (l)users...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3676. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-12 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <PGFFOPA6EfE3Ew1A@steverosie.demon.co.uk>
Source record: 3489

In article <7es7id$485$1@nnrp1.dejanews.com>, sinclair2246@my-
dejanews.com writes
>>
>> A multi-tasking disk based OS that's more stable than Windoze;)
>
>But how do you really know when there is no apps to try out this multi-
>tasking...? Hack and slash poor apps are not real world tests..-)
>

Please explain because you have totally lost me!!!!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3677. Re: Transistor shortage threatens entire industry

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-12 00:00:00 UTC
From: ¿ - Infinity Rising - ? <here@now.com>
Message-ID: <3712B4FA.A5963B59@now.com>
Source record: 3490

This must be a joke. Motorola is definitely the better CPU maker, but even the 6802 was just as inferior as the 8088 (only less so, the 808x were real crap.)

Gaven Miller wrote:

> [Article crossposted from comp.arch,comp.sys.intel,alt.folklore.computers]
> [Author was David E. Fox]
> [Posted on 01 Apr 1999 07:44:58 GMT]
>
> FOR IMMEDIATE RELEASE
>
> Sunnyvale, CA (AP): Intel spokesmen today announced that
> because of an impending shortage of transistors that they
> would have to shut down their Pentium III fabrication line and
> retool their fabrication setups for earlier-generation
> processors, such as the 8080 and 8088.
>
> An intel spokesman commented that these new processors use
> so many millions of transistors each, and with all the
> processors we're making, this shortage (which has been fore-
> seen by many) is, well, inevitable. There are just simply
> not enough transistors to go around, and if the current rate
> of usage keeps at it, the world will be out of transistors
> by approximately June 30, 1999.
>
> "Current generation Intel chips (Pentium III) use 5-6 million
> transistors per CPU. By comparison, the 8088 only needed
> 29,000, and the 8080 only needed a few thousand or so. Thus for
> us, retooling is the best solution to this problem", said one
> Intel company spokesman. But it only delays the inevitable.
>
> After the announcement, Intel company stock dropped a bit, but
> surprisingly, valve (vacuum tube) stock was the highest it had
> ever been in years.
>
> --
> ---
> David E. Fox Tax Thanks for letting me
> dfox@belvdere.vip.best.com the change magnetic patterns
> root@belvedere.sbay.org churches on your hard disk.
> ---
>
> --
>
> All email sent to my inca address will fail, however I can now be

> contacted via an intermediary : gem at tos pl net. I would like to
> apologise to the genuine respondents that this may inconvenience.

--
"Resistance is Futile" - the most original comment ever written by Star Trek writers, which
is ironic as the critters who speaketh the words are pale rip-offs of Cybermen.

http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

3678. FS Jaguar Game System North America only)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-13 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990413091712.09318.00000035@ng-cc1.aol.com>
Source record: 3491

I have the following for items for sale. The only rule is that the Jag, Jag CD, and power pads must go together.
Here then, for your viewing pleasure is my list of Jag stuff. :)

Atari Jaguar with CD and 2 Power Pads, manuals, and boxes.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games:
Blue Lightning Myst Vid Grid
BTW, I am not leaving the Atari scene.

3679. FS Jaguar Game System North America only) revised

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-13 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990413091924.09318.00000037@ng-cc1.aol.com>
Source record: 3492

I have the following for items for sale. The only rule is that the Jag, Jag CD, and power pads must go together.
Here then, for your viewing pleasure is my list of Jag stuff. :)

Atari Jaguar with CD and 1 Power Pad, manuals, and boxes.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games:
Blue Lightning Myst Vid Grid
BTW, I am not leaving the Atari scene.

3680. FS: Atari Portfolio/w accessories

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-14 00:00:00 UTC
From: iskra@wwwebspace.co.uk
Message-ID: <7f2439$54f$1@nnrp1.dejanews.com>
Source record: 3493

E bay auction, visit this URL:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=89782290

8086 Atari Portfolio-- The world's first palm top PC.

Includes parallel interface!
Includes 64KB memory card!

Buil-in Software:
* Lotus 1-2-3
* Text Editor
* Calendar
* Phonebook/Address Database

Lots of games and other shareware available elsewhere
online!

Runs on regular AA batteries. Qwerty keyboard.

Shipping from Dumfries, Virginia (don't let my email address
confuse you.)

1 week for personal checks to clear.
Add $3.00 for regular USPS shipping.
Add exact cost for all other shipping methods.
US currency only.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3681. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-14 00:00:00 UTC
From: "Alexandre A. S." <asiufy@usa.net>
Message-ID: <asiufy-1404992256010001@200.211.176.142>
Source record: 3494

In article <UV9N2.1081$m3.2428@news0.telusplanet.net>, "Bengy Collins"
<collins@bulli.com> wrote:

>> Ask GateWay...The question is can you buy a TOS PPC laptop today ?
>
>Well Kinda. Many people buy PowerBooks, such as yours, and run
>MagiCMac on it. MagiCMac lets people run MagiC, a preemptive
>mtasking, fully modern, TOS compatable environment. I use it on
>my iMac because it blows MacOS away. Im not going to argue with
>you about it though, there is a demo available which you can
>download and try for yourself. Make sure to get the replacement
>desktop Jinnee 2.01 demo too. If you want an english Desktop, get
>Thing 1.27.
>The newer versions of Jinnee now let you launch Mac applications
>from the jinnee desktop, so I have MagiCMac boot up
>automatically, and when I want to use a Mac app, I still dont
>have to use slow finder..
>You can find links for all of this on my page.
>After using Jinnee, I dont know how you could go back to finder.
>PS; are there any replacement desktops for the Mac? Ive heard of
>some but am not able to find any.?
>

Where can I find a MagicMac demo, in english, as well as those
desktop replacement things?
There is no replacement desktop for the MacOS. It goes against
Apple's original plans for the Mac. And, of course, the Finder is good
enough, you don't NEED a replacement, unlike TOS/GEM...
Anyway, now I recall something called Greg's Browser, which isn't a
replacement per se, but it's a file browser, and it mimics the NeXTStep
file browser. It's no more than a curiosity.

--
cheers!
alexandre a. siufy mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
Protect privacy, boycott Intel: http://www.bigbrotherinside.org

3682. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-14 00:00:00 UTC
From: "Alexandre A. S." <asiufy@usa.net>
Message-ID: <asiufy-1404992306520001@200.211.176.142>
Source record: 3495

In article <3705F74B.360223E1@ihug.co.nz>, jwandjw@ihug.co.nz wrote:

>Hi there,
>
>Alexandre A. S. wrote:
>>
>> In article <3702A6E4.86BD074@ihug.co.nz>, jwandjw@ihug.co.nz wrote:
>>
>> >Hi There
>> >
>> >pace. 'Proper' rendering software is slow on ANY computer that doesn't
>> >have a 6 figure price tag...if it isn't slow then it cheats and the
>> >quality of output reflects thus...
>>
>> Humm... My Mac is damn fast at rendering Bryce scenes, and if it's
>> "cheating", I honestly can't notice. What I CAN notice though is that
>> the quality of the render, at 1024x768, is better than anything that POV
>> ray (the only 3D renderer for Ataris?) will ever do.
>
>Depends how much effort you put into POV-ray! Bryce is nice (I've used a
>demo on a PowerMac 7220/200), but POV-ray fits my bank-balance a little
>better! :)
>

Yes, of course, but it's just another case of
you-get-what-you-pay-for. POV produces bland, utterly useless output,
while Bryce is getting better all the time. Version 4 produces some
truly gorgeous, realistic scenery.

>Bryce is quite quick (if you can call ANY rendering software that!) I do
>admit, but for sheer value-for-money get POV-ray (free) and something
>like EB-model (shareware?) for Atari and you can't go wrong to begin
>with. Then you can move to Neon3d (if you've a Falcon) or Inshape...
>

No, it's not Bryce that's quick, it's your Atari that's too slow :)
Anyway, I'd like to see some URLs for those Atari 3D software,
because I fear they might not be up to snuff, at least not when compared
to what's available (sometimes cheaply) for the Mac.

--
cheers!
alexandre a. siufy mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
Protect privacy, boycott Intel: http://www.bigbrotherinside.org

3683. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-14 00:00:00 UTC
From: "Alexandre A. S." <asiufy@usa.net>
Message-ID: <asiufy-1404992304320001@200.211.176.142>
Source record: 3496

In article <7e405e$ad6$1@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall) wrote:

>On 2 Apr 1999 16:16:08 -, "Alexandre A. S." wrote:
>
>-> Humm... My Mac is damn fast at rendering Bryce scenes, and if it's
>->"cheating", I honestly can't notice. What I CAN notice though is that
>->the quality of the render, at 1024x768, is better than anything that POV
>->ray (the only 3D renderer for Ataris?) will ever do.
>->
>
> Just for the record, there is more than 1 3D renderer for TOS computers.
> I
> can think of Xenomorph right away, and I'm sure there are more... ;-)
>
>

Do you have an URL for that? Or any other 3D software for Ataris?

--
cheers!
alexandre a. siufy mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
Protect privacy, boycott Intel: http://www.bigbrotherinside.org

3684. Re: c.s.a.a alive again?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-15 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <7f537pnld1@nnrp1.dejanews.com>
Source record: 3497
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <3715aab6f366e0@tripnet.se>,
kennethm@tripnet.se (Kenneth Medin) wrote:
> Just got this article in the since long dead comp.sys.atari.announce
> group. Looks like someone is able to moderate it?

Yes indeed!

After a lengthy hiatus, the newsgroup comp.sys.atari.announce is
back. I have taken over as moderator, and just approved a posting, the
group's first in years.

I plan to update the group's charter, and will work with the Atari/Usenet
community to make the newsgroup as useful as it can be. c.s.a.a will be a
low-volume newsgroup offering news about Atari software, hardware, Web
sites, and other information relevant to Atari users. Articles may be
related to Atari 8-bit, ST, Portfolio, and PC clones.

I would appreciate your help in getting the word out about
comp.sys.atari.announce -- after such a long lull, I'm sure many
Atari-loving newsgroup readers have forgotten about this newsgroup. Of
course, I also invite folks to post any Atari-related announcements to the
group.

Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3685. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-15 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7f5cf2es1@news.inet.tele.dk>
Source record: 3498

>From: "Alexandre A. S." <asiufy@usa.net>
>Date: Wed, 14 Apr 1999 23:06:52 -0300
>
- snip -
>
>>like EB-model (shareware?) for Atari and you can't go wrong to begin
>>with. Then you can move to Neon3d (if you've a Falcon) or Inshape...
>>
>
> No, it's not Bryce that's quick, it's your Atari that's too slow :)
> Anyway, I'd like to see some URLs for those Atari 3D software,
>because I fear they might not be up to snuff, at least not when compared
>to what's available (sometimes cheaply) for the Mac.
>

Hi Alexandre, - just for the record, there is actually several 3D software packets for the Atari range of computers among them is CAD3D - Cyber Sculp and Cyber Paint, a software suite made by some of the guys that is now working at Kinetic Software,- does 3DMAX ring a bell? Anyway,- Tom Hudson was one of the authors of CAD3D.

Try having a look at some of the Atari ftp sites, like ftp.funet.fi/pub/atari/
or at ftp.lib6.fr/pub/atari/. Some others to, but I can`t remember of hand.

They all have demos of the above software, NEoN, InShape, Xenomorph, and the some. But it is slow on any Atari computer that I know of, havn`t seen a Hades or a Medusa.

I don`t think there is a demo of MagiC Mac in english, you have to settle for the german demo. I think you can find it at ASH`s site.
http://members.aol.com/ashinfo/index.html

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

3686. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-16 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3716987F.B4749D71@ihug.co.nz>
Source record: 3350

Hi there,

Alexandre A. S. wrote:
>
> > >Depends how much effort you put into POV-ray! Bryce is nice (I've used a
> >demo on a PowerMac 7220/200), but POV-ray fits my bank-balance a little
> >better! :)
> >
>
> Yes, of course, but it's just another case of
> you-get-what-you-pay-for. POV produces bland, utterly useless output,
> while Bryce is getting better all the time. Version 4 produces some
> truly gorgeous, realistic scenery.

...I think it looks a little plastic...the CSG in POV is capable of what
you seem to think is something Bryce alone is capable of...

> >Bryce is quite quick (if you can call ANY rendering software that!) I do
> >admit, but for sheer value-for-money get POV-ray (free) and something
> >like EB-model (shareware?) for Atari and you can't go wrong to begin
> >with. Then you can move to Neon3d (if you've a Falcon) or Inshape...
>
> No, it's not Bryce that's quick, it's your Atari that's too slow :)
> Anyway, I'd like to see some URLs for those Atari 3D software,
> because I fear they might not be up to snuff, at least not when compared
> to what's available (sometimes cheaply) for the Mac.

There are demos of most of them on any Atari ftp site. A Falcon or TT
is a modest machine admittedly for rendering (16/32MHz 68030 isn't too
fast in todays world), but run POV-ray on a Hades060 and stuff that will
take 24 hours on a TT will take about 9 minutes on a Hades. And yes there
are Hades machines out there...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3687. FS Jaguar Game System (North America only)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-16 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990416115544.00691.00001453@ng67.aol.com>
Source record: 3351

Hello,
I am selling my Jag stuff. Take a look and and let me know if you would be interested in buying anything.
Thanks,
Samuel A. Ferrer

Atari Jaguar & Cybermorph cart. with Jag CD and 2 Power Pads, manuals, boxes, Atari Jaguar Official Gamer's Guide, Blue Lightning CD, and Vid Grid CD

Note: The above will only be sold as a package unit..I will not sell it piece by piece.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val di¿½Isere Skiing & Snowboarding

CD Games: Myst

email: angief18@aol.com

3688. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-16 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be8824$c0343640$a25e0fcb@default>
Source record: 3352

sinclair2246@my-dejanews.com wrote in article
<7es7id$485$1@nnrp1.dejanews.com>...
> In article <O2TFiKA4EPC3EwGy@steverosie.demon.co.uk>,
> Steve Stupple <Steve@steverosie.demon.co.uk> wrote:
> > In article <7eabomefj2@news.campuscwix.net>, Ronald J. Hall
> > <darkchyld@pcc-uky.campuscwix.net> writes
> > >
> > > Yep, that was about 2 cents worth alright... (just kidding!) ;-))
> > >
> > > Seriously, I was glad to see Gateway show some (non-PC) balls
> > > and back the Amiga. Bet Gates lost some sleep after getting
> > > reports of that! ;-)
> > >
> > Your right there;)
> >
> > A multi-tasking disk based OS that's more stable than Windoze;)
>
> But how do you really know when there is no apps to try out this multi-
> tasking...? Hack and slash poor apps are not real world tests..-)
>

You are truly lame if you actually believe that nonsense... I did note the
smiley though ;-)

Regards,

Clockmeister.

3689. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-16 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <3nvR2.1852$m3.4273@news0.telusplanet.net>
Source record: 3499

>
> Where can I find a MagicMac demo, in english, as well as those
> desktop replacement things?

On my page, in the demo section, you can download the german demo of MagiC Mac. Then on the same page(The demo section of the download Bay) also grab THING 1.27 E which will be your english desktop. I prefer jinnee but as you need english, thing is the only modern *english* one out right now. English jinnee coming soon though.. (Just remembered, jump to the "Rscs" section and grab the partial translation of the *mac* side of MagiC mac, it will help you a bit in setting it up)

> There is no replacement desktop for the MacOS. It goes against
> Apple's original plans for the Mac. And, of course, the Finder is good
> enough, you don't NEED a replacement, unlike TOS/GEM...

I agree that it goes against apple's original plans, an example of this is how apple is not using the "THEMES" in the newer version's of MacOS, when I believe they have great potential (ie the NotePaper theme, or whatever its called, that apple made but banned..)
Where I do NOT agree is how you seem to believe that the Finder is good enough. Compared to Thing OR jinnee it PALES greatly in comparison, both in looks and functionality. (On the looks side, the only thing that finder might have is it's support for 32bit transparent icons in 8.5, as opposed to the max 8bit ones in all atari desktops)
For Finder, one has to load in control panels and extensions to even come close to jinnee, and still it's behind..example? Well here are 2 off the top of my head..
1) Window Backgrounds? In Finder, I use a utility called WINDOW MONKEY.. nice, but..
Yep, already built right into jinnee and better intergrated I might add.
2) Under Finder, I use "FinderPop" which is a control panel/extension which allows me to click and hold down the button on the desktop or over icons to do various actions such as browse through my C: partition quickly or delete an item. Under jinnee, once again this is built right into the desktop, and once again *much* more advanced and intergrated.

There are loads of other examples but in summary, Finder lacks in many area's. Even the principle of changing icons. Find the icon you want: get information: Highlight icon box: copy: finder file you wish to assign icon to: get info: highlight icon box: paste! I mean come on, it's so primative. Ofcourse there are easier ways to do it, but only with additional add on software. I could go on and on, there's just so many small things such as this. Another one. Under MagiC one can window shade a window, Iconfy it, AND hide it. Under MacOS? Only hide and windowshade, There is no "quick

way" to "minimize" the program's window.

Conclusion: Finder is not a bad desktop, but dont even try to compare or judge it against any of the MODERN atari desktops. Sure, I agree, With TOS/GEM you need a replacement desktop if you want to keep up, but come on, the GEM desktop hasnt been updated in HOW MANY years? And still it almost holds its own weight still..

> Anyway, now I recall something called Greg's Browser, which isn't a
> replacement per se, but it's a file browser, and it mimics the NeXTStep
> file browser. It's no more than a curiosity.

Yes I tried this out. On nice thing (actually quite nice) that macOS has is Kaleidascope which is truly fun and entertaining.. If any one is not familiar with it, you can download different "Schemes" such as Windows98, NeXT Step, Dracula, Halloween, whatever, and it transforms you computer to look like it. I hoped this would come to the MagiC platform in the form of winframes, since MagiC6.x people can now modify the way windows look etc, but it has yet to catch on. There are 3 "themes" for MagiC all done by the same guy in the "Theme" Section of MagiC Online.

>
> --
> cheers!
> alexandre a. siufy mailto:asiufy@uol.com.br
> visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
> Protect privacy, boycott Intel: http://www.bigbrotherinside.org

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

3690. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-18 00:00:00 UTC
From: Scott Tirrell <stirrell@portland.com>
Message-ID: <18041999131368714%stirrell@portland.com>
Source record: 3353

In article <7esqd9$b9u$1@news.campuscwix.net>, Ronald J. Hall
<darkchyld@pcc-uky.campuscwix.net> wrote:

> How can you make such an idiotic statement as that? You honestly think
> that we don't have apps that multitask? Geez, are you deluded! Whats
> more, our apps do pre-emptive multitasking..not co-operative...get over
> it...!

Very true. I was an Atari computer user for, gosh, at least a decade,
my last machines being a Falcon and a TT. I loved Atari machines but am
now using an iMac at home but only because I work for an Internet
company that is all-Mac (have a new G3 at work :-)). Anyway, my point
is that MagiC made Apple's OS look abysmal in the area of multitasking.
The next Mac update (8.6) is supposed to begin to address this but I'll
keep you posted :-).

Scott

3691. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7fd61e$8e9$1@news.campuscwix.net>
Source record: 3354

On 18 Apr 1999 13:31:36 , Scott Tirrell wrote:

->Very true. I was an Atari computer user for, gosh, at least a decade,
->my last machines being a Falcon and a TT. I loved Atari machines but am
->now using an iMac at home but only because I work for an Internet
->company that is all-Mac (have a new G3 at work :-)). Anyway, my point
->is that MagiC made Apple's OS look abysmal in the area of multitasking.
->The next Mac update (8.6) is supposed to begin to address this but I'll
->keep you posted :-).
->
->Scott
->.

Hi Scott. Good point. Do keep us updated-its always best to know your
opponents... ;-)

BTW, what you said about MagiC vs current Mac multitasking? Ditto for
TOS machines using MiNT... ;-)

Catch ya later..

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3692. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-19 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7ffnvd$k36$1@nnrp1.dejanews.com>
Source record: 3355

In article <18041999913313687 14%stirrell@portland.com>,
Scott Tirrell <stirrell@portland.com> wrote:
> In article <7esqd9$b9u$1@news.campuscwix.net>, Ronald J. Hall
> <darkchyld@pcc-uky.campuscwix.net> wrote:
>
> > How can you make such an idiotic statement as that? You honestly think
> > that we don't have apps that multitask? Geez, are you deluded! Whats
> > more, our apps do pre-emptive multitasking..not co-operative...get over
> > it...!
>
> Very true. I was an Atari computer user for, gosh, at least a decade,
> my last machines being a Falcon and a TT. I loved Atari machines but am
> now using an iMac at home but only because I work for an Internet
> company that is all-Mac (have a new G3 at work :-)). Anyway, my point
> is that MagiC made Apple's OS look abysmal in the area of multitasking.
> The next Mac update (8.6) is supposed to begin to address this but I'll
> keep you posted :-).

That would explain why ST Informer has not been updated in months... How
about iMac Informer?

> Scott
>
--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3693. Private sale lots of ATARI stuff going cheap.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-24 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <37221EAF.37433D1B@cyberpeeps.freeserve.co.uk>
Source record: 3356

Space needed selling software and hardware for ATARI Jag, ST, STE,
800XL, 2600, 7800, and abit of PC stuff. Look at my web site at
http://www.cyberpeeps.freeserve.co.uk
Prices start at 30p.

3694. Private sale lots of ATARI stuff going really cheap.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-24 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <37222134.ED668FC5@cyberpeeps.freeserve.co.uk>
Source record: 3357

Space needed selling software and hardware for ATARI Jag, ST, STE,
800XL, 2600, 7800, and a bit of PC stuff. Look at my web site at
http://www.cyberpeeps.freeserve.co.uk
Prices start at 30p.

3695. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-25 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7fu7f6$db8$1@nnrp1.dejanews.com>
Source record: 3358

In article <01be8824$c0343640$a25e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
>
> sinclair2246@my-dejanews.com wrote in article
> <7es7id$485$1@nnrp1.dejanews.com>...
> > In article <O2TFiKA4EPC3EwGy@steverosie.demon.co.uk>,
> > Steve Stupple <Steve@steverosie.demon.co.uk> wrote:
> > > In article <7eabomefj2@news.campuscwix.net>, Ronald J. Hall
> > > <darkchyld@pcc-uky.campuscwix.net> writes
> > > >
> > > > Yep, that was about 2 cents worth alright... (just kidding!) ;-))
> > > >
> > > > Seriously, I was glad to see Gateway show some (non-PC) balls
> > > > and back the Amiga. Bet Gates lost some sleep after getting
> > > > reports of that! ;-)
> > > >
> > > Your right there;)
> > >
> > > A multi-tasking disk based OS that's more stable than Windoze;)
> >
> > But how do you really know when there is no apps to try out this multi-
> > tasking...? Hack and slash poor apps are not real world tests..-)
> >
>
> You are truly lame if you actually believe that nonsense... I did note the
> smiley though ;-)

Post the complete new software or updates in the last year...-)

> Regards,
>
> Clockmeister.
>
>
--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3696. Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-25 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7fvfabcdu1@nnrp1.dejanews.com>
Source record: 3359
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amaiga.advocacy

The Atari and Amiga Jihads should consider a Evangelist list to spread the gospel. Worked for Apple... Imagine countering the Atari/Amiga negative news infested by uninformed press and the well rounded and informed sinclap's of the world...-)

Apple's head cheerleader hangs up pompoms

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By JOSEPH MENN

(April 25, 1999 9:09 a.m. EDT http://www.nandotimes.com) - Guy Kawasaki, the unorthodox former "chief evangelist" of Apple Computer, is closing up shop, satisfied he's no longer needed.

Even after he launched Garage.com, which matches start-ups with venture capitalists, Kawasaki had continued to flog the misinformed in the press and the public and to tout the virtues of all things Apple through his EvangeList newsletter and Web site.

Last week, he told about 40,000 of the faithful that his services were no longer needed.

"In the past two years, Apple has experienced a stunning turnaround. This is due to many things, including the steadfast loyalty of Apple's customers - and EvangeListas are the most steadfast of the steadfast," Kawasaki wrote.

"The original purpose of EvangeList was to counteract the negative news about Apple and Macintosh, and I believe that EvangeList has served its purpose - fantastically, as a matter of fact. So after discussing what we should do with EvangeList with the folks at Apple, we've decided to retire the List."

Rhona Hamilton, an Apple spokeswoman, agreed that the newsletter "really served its purpose." Now the company has its own electronic news bulletins, and many Web sites are devoted to the Mac and other products.

"We think everyone will be taken care of," she said.

--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3697. Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-25 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7fvfbicfj1@nnrp1.dejanews.com>
Source record: 3360
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

The Atari and Amiga Jihads should consider a Evangelist list to spread the gospel. Worked for Apple... Imagine countering the Atari/Amiga negative news infested by uninformed press and the well rounded and informed sinclap's of the world...-)

Apple's head cheerleader hangs up pompoms

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"The original purpose of EvangeList was to counteract the negative news about Apple and Macintosh, and I believe that EvangeList has served its purpose - fantastically, as a matter of fact. So after discussing what we should do with EvangeList with the folks at Apple, we've decided to retire the List."

Rhona Hamilton, an Apple spokeswoman, agreed that the newsletter "really served its purpose." Now the company has its own electronic news bulletins, and many Web sites are devoted to the Mac and other products.

"We think everyone will be taken care of," she said.

--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3698. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-25 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3723bfba@nemo.idirect.com>
Source record: 3361

On 25 Apr 1999 16:19:25 , sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

>The Atari and Amiga Jihads should consider a Evangelist list to spread the
>gospel. Worked for Apple... Imagine countering the Atari/Amiga negative
>news infested by uninformed press and the well rounded and informed sinclap's
>of the world...-)

1) the Atari and Amiga "Jihads" are only a figment of your fevered paranoid imagination.

2) as far as you being "well-rounded and informed" - well, seeing as you've been caught making up stuff about Ataris out of whole cloth, or using info from rags like the Daily Tubby to bolster your SJR-DF&#65533; claims, and it looks like you're about to do the same with Amiga, we all know how suspect you really are.

<snip>

too bad Guy Kawasaki hung up his pom-poms, as Apple was hit with two bits of bad news this week....

1) Best Buy dropped the iMac completely from their stores, citing Apple's inflexibility in supplying them with the proper proportion of colours, and mentioning that they were fearful that they wouldn't sell. This of course meand that Apple now has only one national distributor...

2) Avid - a major player in the video-editing field - announced that the latest version of their Mac video software would be its last, and that all new development would now be focussed on Windows NT. Needless to say, Mac users are really ticked off....

>--
>Peter S.
>PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....

which of course, is overstocked at the warehouse, and even cutting the price down to fire sale levels aren't getting them moving....

>Buy AAPL Stock...

why, when the movement of value of Apple shares is going DOWN? Seems Wall Street isn't affected by the Reality-Distortion Field&#65533; either. Is TiFKAS shilling the stocks because he knows that, if Apple's value doesn't go up, Steve Jobs will start another round of job cuts, starting with HIM?

"Every story you've ever heard about Steve (Jobs) is true. Working
for him was the greatest experience of my life that I wouldn't want to
repeat" - Guy Kawasaki

>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

still too dense to set up a REAL newsreader? Or isn't your Mac up
to snuff?

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3699. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be8f45$69ee68a0$335e0fcb@default>
Source record: 3362

```
sinclair2246@my-dejanews.com wrote in article
<7fu7f6$db8$1@nnrp1.dejanews.com>...
> In article <01be8824$c0343640$a25e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
> >
> >
> > sinclair2246@my-dejanews.com wrote in article
> > <7es7id$485$1@nnrp1.dejanews.com>...
> > > In article <O2TFiKA4EPC3EwGy@steverosie.demon.co.uk>,
> > > Steve Stupple <Steve@steverosie.demon.co.uk> wrote:
> > > > In article <7eabom$efj$2@news.campuscwix.net>, Ronald J. Hall
> > > > <darkchyld@pcc-uky.campuscwix.net> writes
> > > > >
> > > > > Yep, that was about 2 cents worth alright... (just kidding!)
;-))
> > > > >
> > > > > Seriously, I was glad to see Gateway show some (non-PC) balls
> > > > > and back the Amiga. Bet Gates lost some sleep after getting
> > > > > reports of that! ;-)
> > > > >
> > > > Your right there;)
> > > >
> > > > A multi-tasking disk based OS that's more stable than Windoze;)
> > >
> > > But how do you really know when there is no apps to try out this
multi-
> > > tasking...? Hack and slash poor apps are not real world tests..-)
> > >
> >
> > You are truly lame if you actually believe that nonsense... I did note
the
> > smiley though ;-)
>
> Post the complete new software or updates in the last year...-)
>

Hello???. You said...

> > > But how do you really know when there is no apps to try out this
multi-
> > > tasking...? Hack and slash poor apps are not real world tests..-)

Since when do you need "new software" or "updates" to try out "this"
multitasking?.
```

"Real" mulitasking works whether you're using old or new apps, and if you're suggesting that the Amiga doesn't make full use of multitasking for the apps that are out there you must be on drugs.

Ofcourse, Amiga (and Atari now too as I understand, although not from personal experience) have a "real" multitasking desktop OS, unlike Apple.

You can have all the apps in the world, but can *you* try out pre-emptive multithreaded multitasking on your current OS?.

Can't you at least admit that Atari is deader then Amiga ? :-)

Regards,

Clockmeister.

3700. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be8f46$ed7b0e20$335e0fcb@default>
Source record: 3363

J WILKINSON <jwandjw@ihug.co.nz> wrote in article
<3716987F.B4749D71@ihug.co.nz>...
> Hi there,
>
> Alexandre A. S. wrote:
> >
> > > >Depends how much effort you put into POV-ray! Bryce is nice (I've
used a
> > >demo on a PowerMac 7220/200), but POV-ray fits my bank-balance a
little
> > >better! :)
> > >
> >
> > Yes, of course, but it's just another case of
> > you-get-what-you-pay-for. POV produces bland, utterly useless output,
> > while Bryce is getting better all the time. Version 4 produces some
> > truly gorgeous, realistic scenery.
>
> ...I think it looks a little plastic...the CSG in POV is capable of what
> you seem to think is something Bryce alone is capable of...
>
> > >Bryce is quite quick (if you can call ANY rendering software that!) I
do
> > >admit, but for sheer value-for-money get POV-ray (free) and something
> > >like EB-model (shareware?) for Atari and you can't go wrong to begin
> > >with. Then you can move to Neon3d (if you've a Falcon) or Inshape...
> >
> > No, it's not Bryce that's quick, it's your Atari that's too slow :)
> > Anyway, I'd like to see some URLs for those Atari 3D software,
> > because I fear they might not be up to snuff, at least not when
compared
> > to what's available (sometimes cheaply) for the Mac.
>
> There are demos of most of them on any Atari ftp site. A Falcon or TT
> is a modest machine admittedly for rendering (16/32MHz 68030 isn't too
> fast in todays world), but run POV-ray on a Hades060 and stuff that will
> take 24 hours on a TT will take about 9 minutes on a Hades. And yes there
> are Hades machines out there...

Some would say that an '060 machine is pretty modest as well, in the real
world.

Regards,

Clockmeister.

3701. Whats the best OS?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-25 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7fuf9j$257$2@newshost.comnet.co.nz>
Source record: 3364
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

<humour>

Subject: Whats the best OS?

Answer: Anything by Microsoft.

It never crashes, uses little RAM and disc space, and runs very fast.

Bill Gates told me - and he wouldn't lie to me, would he?

</humour>

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

3702. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-25 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Ghe33IAmH4I3EwG1@steverosie.demon.co.uk>
Source record: 3365

In article <01be8f45$69ee68a0$335e0fcb@default>, Clockmeister
<gerryvdb@tnet.com.au> writes
>
>"Real" mulitasking works whether you're using old or new apps, and if
>you're suggesting that the Amiga doesn't make full use of multitasking for
>the apps that are out there you must be on drugs.

Does this mean they have it working and that I can use Wordsworth on a 2
meg A1200 and produce a quarter of an A4 page with an image WITHOUT it
crashing....

Any one of my HALF meg ST's can do that, in single tasking!

>
>Ofcourse, Amiga (and Atari now too as I understand, although not from
>personal experience) have a "real" multitasking desktop OS, unlike Apple.

The Atari has had multitasking software for a long time, what's the
Amiga's excuse!

>
>You can have all the apps in the world, but can *you* try out pre-emptive
>multithreaded multitasking on your current OS?.
>
>Can't you at least admit that Atari is deader then Amiga ? :-)

Walk into ANY decent music studio around the world, and how many will
have an Amiga in!!!! Not many.... It still doesn't come with a MIDI as
standard, I'll spell it for you; musical instrument digital interface.

Many musicians are using their ST's for their music. This is due to the
useless midi that the PC tries to imitate.

Now the Amiga is alright for repetitive House & ACID type of noise that
you need drugs to find entertaining; you know the sort of 'so called'
music they have on 'Trainspotting' TV program; sounds great when your
totally pissed;) Hey my kids can do it well... chopsticks using a synth,
sorry Amiga couldn't cope with that either.

Curious, when was the last time YOU saw an Amiga in a film, publication,
or documentary!!!!!! Hey if it wasn't for Atari the Amiga wouldn't
exist! I wonder why Atari turned the project down when they commissioned
it!

There's another thing that Atarian's are good at, we support our third
party software producers and prefer ORIGINAL software. Why is it that
the Amiga user prefers to pay ï¿½2 (GBP) per DISK for PIRATED software,

rather than pay ï¿½2 (GBP) for the real thing and some of the programs had 2/3 disks!!!!!

I had nearly 100 ORIGINAL software packages, ALL popular titles. I gave up trying to sell than as when I mentioned that these are originals people weren't interested!!! I gave them my nephew to take to school and give any of his friends that have Amoeba's. This is not fiction, but FACT.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3703. need Atari testers for multi-media CD-ROM

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-25 00:00:00 UTC
From: merefbast@aol.com
Message-ID: <19990425193926.03792.00001653@ng30.aol.com>
Source record: 3366

Please be patient with me. I know we don't have this
all in order, but we are trying....If this is the wrong newsgroup
for posting this message, please don't flame me to badly....

I work for a non-profit organization, Help Eliminate
Marijuana Prohibition (H.E.M.P.), making an educational
CD-ROM (called the "Electric Emperor") on the uses of
hemp (medicine, food, fuel, fiber, building materials,
plastics, oils, etc.) and the history of marijuana
prohibition.

The first version of the CD-ROM was Macintosh only.
The second version was Macintosh and Windows 95. The
third (and most recent) version is an attempt at true
cross-platform, reaching Amiga, BeOS, OS/2, plus LINUX,
FreeBSD, OpenBSD, NetBSD, and all the various other flavors
of UNIX (free or commercial). Or at least, that is the goal.

To be perfectly honest, we're really not sure how
well we did this (all our work is done on old 68000,
68020, 68030, and 68040 Macintoshes). We have made a
limited press run of 1,000 disks for working out the
bugs and are offering these disks to brave souls
willing to test them out and find out what goes wrong
(we're certain there will be things that go wrong) and
help us document what is needed to get the multi-media
presentation running cross-platform.

The third edition of the Electric Emperor has the
following items (still to be determined how much is
playable on various platforms):

(1) The complete 1942 USDA film "Hemp For Victory"
in QuickTime movie format with CinePak CODEC.

(2) The complete text (11th edition) and pictures
(samples from all 11 editions, many colorized) from
Jack Herer's "The Emperor Wears No Clothes: The
Authoritative Historical Record of Cannabis and the
Conspiracy Against Marijuana and How Hemp Can Save the
World!", the number one best selling book on hemp. The
text is presented in a series of plain 7-bit ASCII text
files and in HTML 4 (with pictures and other multimedia).

The HTML presentation is the heart of the
cross-platform multi-media presentation. With

Netscape's browser and Adobe's PDF players being near universal, MacroMedia's ShockWave spreading across platforms, and widespread availability of third-party QuickTime players, it should be possible to present this education information in an interesting manner regardless of platform. Notice the word "should." An important part of this experiment is finding out what really works cross-platform and what needs to be tweaked.

(3) Three music videos on hemp in QuickTime movie format with CinePak CODEC. These are "Intro" (a brief overview of the uses of hemp), Michael M's "Hemp Hemp Hooray" (medical uses of marijuana), and Jack Herer's "Jak Rap" (history of prohibition).

(4) Four Director ShockWave movies (one is a player for the SWA music, the other three are animations on the uses of hemp).

(5) Several donated web sites, including very large sites form the Finnish Cannabis Association (including materials in both English and Finnish, lots of historical information, the hemp movement in Finland, and a Jamaican grow guide) and the Marijuana Policy Project (including lots of information on state and federal laws and information on how to be an effective activist).

(6) Several hemp-related PDF files.

(7) A couple dozen songs in AIFF format. The songs are also repeated in MacroMedia's SWA format.

(8) Compressed copies of many of the pictures. Compressed using Stuff-It format. Uncompresses into TIFF and EPS files. Ready for use in print media and school reports.

(9) Compressed copies of Jack Herer's voice commentary. Compressed using Stuff-It format. Uncompresses into System 7 SND files. Ready for use in radio and video media.

(10) The original custom reader for the Macintosh. Not at all cross-platform, but it is on the disk.

If you are brave enough to try out a CD-ROM that certainly still has bugs and help us get this working in a true cross-platform manner, please contact Stephen Saunders at majik@majik.org, 1-888-HYPERVUE (toll free from within the United States -- not at all sure how that works for overseas), or 0=2, PO Box 4083, Balboa,

Calif, 92661, USA. The cost of the CD-ROM is $19.95 plus $3.00 shipping and handling for the U.S. (I don't know the shipping costs for overseas). Payment can be in U.S. dollars (although mailing cash is generally a bad idea), personal checks in U.S. dollars, money orders in U.S. dollars, cashier's checks in U.S. dollars, or credit card (Visa, MasterCard, American Express, or Discover). Credit card payments will be processed by WebPrecision, a for-profit company. Provide your name, mailing address, and telephone number. If using a credit card, also provide the credit card number and expiration date. Checks and money orders should be made out to "0=2". Any "profits" from the sale of these disks will go to H.E.M.P. activities, getting modern equipment for the project (donations of computers, software, or related peripherals greatly appreciated), and paying off the cost of pressing the disks.

After you get the CD-ROM, address technical issues and bug reports to me (CatGuy@lamg.com or Merefbast@aol.com).

Thanks.....

3704. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-26 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7g0b56$3mc$1@nnrp1.dejanews.com>
Source record: 3367

In article <3723bfba@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 25 Apr 1999 16:19:25 , sinclair2246@my-dejanews.com (The iDiot
> Forever Known As Sinclap) wrote:
>
> >The Atari and Amiga Jihads should consider a Evangelist list to spread the
> >gospel. Worked for Apple... Imagine countering the Atari/Amiga negative
> >news infested by uninformed press and the well rounded and informed sinclap's
> >of the world...-)
>
> 1) the Atari and Amiga "Jihads" are only a figment of your
> fevered paranoid imagination.
>
> 2) as far as you being "well-rounded and informed" - well, seeing as
> you've been caught making up stuff about Ataris out of whole cloth, or
> using info from rags like the Daily Tubby to bolster your SJR-DF&#65533;
> claims, and it looks like you're about to do the same with Amiga, we all
> know how suspect you really are.

When that Daily Paper was backed up by the lefwing rag gave it stature..Since I do not live in the CA territory up north...I have no way in knowing what political wind it leans towards....

By the way...I saw a PBS segment on the Toronto SWAT Team...Toronto looks so Americanize....What gives? Does it have a Navy?

> <snip>
>
> too bad Guy Kawasaki hung up his pom-poms, as Apple was hit with
> two bits of bad news this week....
>
> 1) Best Buy dropped the iMac completely from their stores, citing
> Apple's inflexibility in supplying them with the proper proportion of
> colours, and mentioning that they were fearful that they wouldn't sell.
> This of course meand that Apple now has only one national distributor...

BB has not been selling iMacs since Jan...Did not affect Apple's blow out Q2 financials...Did with out BB. If you read the press article carefully...BB and Apple are still talking..BB will sell iMacs eventually...

> 2) Avid - a major player in the video-editing field - announced
> that the latest version of their Mac video software would be its last,
> and that all new development would now be focussed on Windows NT.
> Needless to say, Mac users are really ticked off....

Give me Final Cut and FireWire and will be happy...Others will pick up the
left overs...

> >--
> >Peter S.
> >PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>
> which of course, is overstocked at the warehouse, and even cutting
> the price down to fire sale levels aren't getting them moving....

Are you sure? He he he..

> >Buy AAPL Stock...
>
> why, when the movement of value of Apple shares is going DOWN?
> Seems Wall Street isn't affected by the Reality-Distortion Field
> either. Is TiFKAS shilling the stocks because he knows that, if Apple's
> value doesn't go up, Steve Jobs will start another round of job cuts,
> starting with HIM?

Apple stock is up(hopefuly enough to pay for my future G3 B/W).....The stock
price does not affect the bottom line when you have $3 billion in cash on
hand with cash creation of $200+ million per Q..Plus the sixth concequetive
blow out profitable Q!

> "Every story you've ever heard about Steve (Jobs) is true. Working
> for him was the greatest experience of my life that I wouldn't want to
> repeat" - Guy Kawasaki

I would not either..

> >-----------== Posted via Deja News, The Discussion Network ==----------
> >http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
> still too dense to set up a REAL newsreader? Or isn't your Mac up
> to snuff?

Whats a real newsreader? The portals make newsreaders obsolete..

> **********Daniel L. Dreibelbis**********
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> **********"Nevertheless, THE FUJI STILL LIVES!"**********
>
--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3705. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-26 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3723B160.97ADF64F@ihug.co.nz>
Source record: 3368

Hi there,

Clockmeister wrote:
>
> > fast in todays world), but run POV-ray on a Hades060 and stuff that will
> > take 24 hours on a TT will take about 9 minutes on a Hades. And yes there
> > are Hades machines out there...
>
> Some would say that an '060 machine is pretty modest as well, in the real
> world.

A 60Mhz Hades is rumoured to give the same level of math performance as a 200Mhz Pentium. I have not seen this in real-life to confirm it but many Atarians now own Hades060. System Solutions provided the information about POV-ray tests.

BTW, what is the 'real' world? For a hobbyist computing person a Pentium200 is probably a dream machine, therefore so would be a Hades060 for an Atari user...

Remember that we're not trying to run the world with our Atari machines, so the performance you quote as being behind the 8-ball really is brilliant in the world people use the Hades060 in...

Regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3706. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <372435d9@nemo.idirect.com>
Source record: 3369

On 26 Apr 1999 00:14:32 , sinclair2246@my-dejanews.com (The iDiot Forever Known As Sinclap) wrote:

>> 2) as far as you being "well-rounded and informed" - well, seeing as
>> you've been caught making up stuff about Ataris out of whole cloth, or
>> using info from rags like the Daily Tubby to bolster your SJR-DF
>> claims, and it looks like you're about to do the same with Amiga, we all
>> know how suspect you really are.
>
>When that Daily Paper was backed up by the lefwing rag gave it stature..Since
>I do not live in the CA territory up north...I have no way in knowing what
>political wind it leans towards....

actually, it didn't. And, as I was able to prove by my own investigation, it was easy to find an iMac anywhere in Toronto during the time period stated, which negated the story. Even a Computer City salesman admitted that the article was "greatly overstated".

>
>By the way...I saw a PBS segment on the Toronto SWAT Team...Toronto looks so
>Americanize....What gives? Does it have a Navy?

actually, we DO have a warship out in the harbour. And we also have a castle. Sure Toronto has areas that look like the US (that's why so many movies are made here where we stand in for Chicago and NYC, and for much more cheaply), but we also have areas that look like areas of London and other cities.

>
>> <snip>
>>
>> too bad Guy Kawasaki hung up his pom-poms, as Apple was hit with
>> two bits of bad news this week....
>>
>> 1) Best Buy dropped the iMac completely from their stores, citing
>> Apple's inflexibility in supplying them with the proper proportion of
>> colours, and mentioning that they were fearful that they wouldn't sell.
>> This of course meand that Apple now has only one national distributor...
>
>BB has not been selling iMacs since Jan...Did not affect Apple's blow out Q2
>financials...Did with out BB. If you read the press article carefully...BB
>and Apple are still talking..BB will sell iMacs eventually...

oh, so this now negates your claim that Best Buy was just "waiting for new displays" just about a month ago. And, according to some reports, Best Buy was also blowing out iMacs for as little as $675 US.

Does this sound like a company that has faith in Apple? Nope.

>
>> 2) Avid - a major player in the video-editing field - announced
>> that the latest version of their Mac video software would be its last,
>> and that all new development would now be focussed on Windows NT.
>> Needless to say, Mac users are really ticked off....
>
>Give me Final Cut and FireWire and will be happy...Others will pick up the
>left overs...

nope, I predict a mass moving towards Windows boxes. No company
who's relied on Avid for past and current projects is going to suddenly
switch to another title and have to re-learn all over again.

>
>> >--
>> >Peter S.
>> >PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
>>
>> which of course, is overstocked at the warehouse, and even cutting
>> the price down to fire sale levels aren't getting them moving....
>
>Are you sure? He he he..

according to a more reliable Apple salesman here in Canada, that's
where the situation stands....
>
>> >Buy AAPL Stock...
>>
>> why, when the movement of value of Apple shares is going DOWN?
>> Seems Wall Street isn't affected by the Reality-Distortion Field
>> either. Is TiFKAS shilling the stocks because he knows that, if Apple's
>> value doesn't go up, Steve Jobs will start another round of job cuts,
>> starting with HIM?
>
>Apple stock is up(hopefuly enough to pay for my future G3 B/W).....The stock
>price does not affect the bottom line when you have $3 billion in cash on
>hand with cash creation of $200+ million per Q..Plus the sixth concequetive
>blow out profitable Q!

The news from comp.sys.mac.advocacy is the exact OPPOSITE, TiFKAS -
stock is down.

>
>> "Every story you've ever heard about Steve (Jobs) is true. Working
>> for him was the greatest experience of my life that I wouldn't want to
>> repeat" - Guy Kawasaki
>
>I would not either..

ooh, biting the hand that feeds (perhaps your tongue is getting tired
from all those boot-lickings?)

>
>> >-----------== Posted via Deja News, The Discussion Network ==----------
>> >http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>>
>> still too dense to set up a REAL newsreader? Or isn't your Mac up
>> to snuff?
>
>
>Whats a real newsreader? The portals make newsreaders obsolete..

Translation: TiFKAS is too limited to configure a real newsreader.

Newswatcher. Just Another Newsreader. The newsreader options in
Netscape and IE4 (which you swear up and down are "superior Internet
Clients"). All have excellent newsreader and e-mail capability....

try telling that to all the Mac users I've known - they say and use
the exact opposite.....

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3707. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-26 00:00:00 UTC
From: "Alexandre A. S." <asiufy@usa.net>
Message-ID: <asiufy-2604990057080001@200.229.243.240>
Source record: 3370

In article <923273024-217232AEicMi@ping.be>, Dennis Vermeire
<dennis.vermeire@ping.be> wrote:

>Bengy Collins <collin@bulli.com> wrote on 4-4-1999 :
>
>Hi Bengy,
>
>>Well If it can be done on an iMac, its not as simple as on an ST. Are
>>there
>>even any USB CD Writers in existance yet?
>No USB CD writers for the moment, let alone drivers...
>

Well, you're wrong. They've been announced, and Toast already
supports them.
There are even external IDE drives for iMacs now.

--
cheers!
alexandre a. siufy mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
Protect privacy, boycott Intel: http://www.bigbrotherinside.org

3708. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-26 00:00:00 UTC
From: "Alexandre A. S." <asiufy@usa.net>
Message-ID: <asiufy-2604990106580001@200.229.243.240>
Source record: 3371

In article <3nvR2.1852$m3.4273@news0.telusplanet.net>, "Bengy Collins"
<collins@bulli.com> wrote:

>>
>> Where can I find a MagicMac demo, in english, as well as those
>> desktop replacement things?
>
>On my page, in the demo section, you can download the german demo of
>MagiC Mac. Then on the same page(The demo section of the download Bay)
>also grab THING 1.27 E which will be your english desktop. I prefer
>jinnee but as you need english, thing is the only modern *english* one
>out right now. English jinnee coming soon though.. (Just remembered,
>jump to the "Rscs" section and grab the partial translation of the
>*mac* side of MagiC mac, it will help you a bit in setting it up)
>

I tried the german thing, and it doesn't work. Won't even start.
MacOS 8.5.1 with 128mb RAM, no VM.

>> There is no replacement desktop for the MacOS. It goes against
>> Apple's original plans for the Mac. And, of course, the Finder is good
>> enough, you don't NEED a replacement, unlike TOS/GEM...
>
>I agree that it goes against apple's original plans, an example of
>this is how apple is not using the "THEMES" in the newer version's of
>MacOS, when I believe they have great potential (ie the NotePaper
>theme, or whatever its called, that apple made but banned..) Where I
>do NOT agree is how you seem to believe that the Finder is good
>enough. Compared to Thing OR jinnee it PALES greatly in comparison,
>both in looks and functionality. (On the looks side, the only thing
>that finder might have is it's support for 32bit transparent icons in
>8.5, as opposed to the max 8bit ones in all atari desktops) For
>Finder, one has to load in control panels and extensions to even come
>close to jinnee, and still it's behind..example? Well here are 2 off
>the top of my head.. 1) Window Backgrounds? In Finder, I use a utility
>called WINDOW MONKEY.. nice, but.. Yep, already built right into
>jinnee and better intergrated I might add. 2) Under Finder, I use
>"FinderPop" which is a control panel/extension which allows me to
>click and hold down the button on the desktop or over icons to do
>various actions such as browse through my C: partition quickly or
>delete an item. Under jinnee, once again this is built right into the
>desktop, and once again *much* more advanced and intergrated.
>

This is nonsense, all cosmetic crap. It doesn't belong to the OS. I
use Finderpop too, I think it's nice too. I don't see what we would
benefit if it were integrated in the Finder.

>There are loads of other examples but in summary, Finder lacks in many
>area's. Even the principle of changing icons. Find the icon you want:
>get information: Highlight icon box: copy: finder file you wish to
>assign icon to: get info: highlight icon box: paste! I mean come on,
>it's so primative. Ofcourse there are easier ways to do it, but only
>with additional add on software. I could go on and on, there's just
>so many small things such as this. Another one. Under MagiC one can
>window shade a window, Iconfy it, AND hide it. Under MacOS? Only hide
>and windowshade, There is no "quick way" to "minimize" the program's
>window.
>

"Minimize"? "Iconify"? These are alien concepts to me. Just double
click on the window title, and be done with it. Why complicate if you
can make it simple? That's what made Apple famous, anyway... We don't
need 3 ways to get rid of a window...
I agree with the stuff about copying icons... But hey, how many times
do you go changing all yours icons?

>Conclusion: Finder is not a bad desktop, but dont even try to compare
>or judge it against any of the MODERN atari desktops. Sure, I agree,
>With TOS/GEM you need a replacement desktop if you want to keep up,
>but come on, the GEM desktop hasnt been updated in HOW MANY years? And
>still it almost holds its own weight still..

The Finder is the most consisent, and downright easiest to use
desktop.

>
>> Anyway, now I recall something called Greg's Browser, which isn't a
>> replacement per se, but it's a file browser, and it mimics the NeXTStep
>> file browser. It's no more than a curiosity.
>
>Yes I tried this out. On nice thing (actually quite nice) that macOS
>has is Kaleidascope which is truly fun and entertaining.. If any one
>is not familiar with it, you can download different "Schemes" such as
>Windows98, NeXT Step, Dracula, Halloween, whatever, and it transforms
>you computer to look like it. I hoped this would come to the MagiC
>platform in the form of winframes, since MagiC6.x people can now
>modify the way windows look etc, but it has yet to catch on. There are
>3 "themes" for MagiC all done by the same guy in the "Theme" Section
>of MagiC Online.
>

Actually, with Kaleidoscope, you can have ROUND windows. Not only the
Finder is the easiest and most compact desktop, it's also the most
visually configurable, more so than the acclaimed X stuff.

--
cheers!
alexandre a. siufy mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
Protect privacy, boycott Intel: http://www.bigbrotherinside.org

3709. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-26 00:00:00 UTC
From: "Alexandre A. S." <asiufy@usa.net>
Message-ID: <asiufy-2604990108480001@200.229.243.240>
Source record: 3372

In article <7f5cf2es1@news.inet.tele.dk>, <prunus@post3.tele.dk>
wrote:

>>From: "Alexandre A. S." <asiufy@usa.net>
>>Date: Wed, 14 Apr 1999 23:06:52 -0300
>>
>- snip -
>>
>>>like EB-model (shareware?) for Atari and you can't go wrong to begin
>>>with. Then you can move to Neon3d (if you've a Falcon) or Inshape...
>>>
>>
>> No, it's not Bryce that's quick, it's your Atari that's too slow :)
>> Anyway, I'd like to see some URLs for those Atari 3D software,
>>because I fear they might not be up to snuff, at least not when compared
>>to what's available (sometimes cheaply) for the Mac.
>>
>
>Hi Alexandre, - just for the record, there is actually several 3D software
>packets for the Atari range of computers among them is CAD3D - Cyber Sculp
>and Cyber Paint, a software suite made by some of the guys that is now
>working at Kinetic Software,- does 3DMAX ring a bell? Anyway,- Tom
>Hudson was one of the authors of CAD3D.
>

Sounds good. WHen was it last updated? Is it still currently in
development?

>Try having a look at some of the Atari ftp sites, like
>ftp.funet.fi/pub/atari/
>or at ftp.lib6.fr/pub/atari/. Some others to, but I can`t remember of
>hand.
>

OK...

>They all have demos of the above software, NEoN, InShape, Xenomorph, and
>the some. But it is slow on any Atari computer that I know of, havn`t seen
>a Hades or a Medusa.
>

I figured that would be the case...

>I don`t think there is a demo of MagiC Mac in english, you have to settle
>for the german demo. I think you can find it at ASH`s site.
>http://members.aol.com/ashinfo/index.html

>
>

Goes to show how much demand for the product exists... I mean, they
can't even be bothered to translate it to english...

--
cheers!
alexandre a. siufy mailto:asiufy@uol.com.br
visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
Protect privacy, boycott Intel: http://www.bigbrotherinside.org

3710. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-26 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be9005$1fe09240$4e5e0fcb@default>
Source record: 3373

J WILKINSON <jwandjw@ihug.co.nz> wrote in article
<3723B160.97ADF64F@ihug.co.nz>...
> Hi there,
>
> Clockmeister wrote:
> >
> > > fast in todays world), but run POV-ray on a Hades060 and stuff that
will
> > > take 24 hours on a TT will take about 9 minutes on a Hades. And yes
there
> > > are Hades machines out there...
> >
> > Some would say that an '060 machine is pretty modest as well, in the
real
> > world.
>
> A 60Mhz Hades is rumoured to give the same level of math performance as a
> 200Mhz Pentium. I have not seen this in real-life to confirm it but many
> Atarians now own Hades060. System Solutions provided the information
about
> POV-ray tests.

That's what I mean. For a great number of people a Pentium 200 is old hat.
My Pentium 200 just doesn't cut it anymore either.

> BTW, what is the 'real' world? For a hobbyist computing person a
Pentium200
> is probably a dream machine, therefore so would be a Hades060 for an
Atari
> user...

My dream machine isn't a PC, but if it was it would be a PIII 500 Mhz I
should think.

> Remember that we're not trying to run the world with our Atari machines,
so
> the performance you quote as being behind the 8-ball really is brilliant
in
> the world people use the Hades060 in...

Granted. I wouldn't mind an '060/PPC Amiga over what I have now either.

> Regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

>

3711. Re: Atari is deader then Amiga!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-26 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be900a$1df1a140$4e5e0fcb@default>
Source record: 3374

Steve Stupple <Steve@steverosie.demon.co.uk> wrote in article
<Ghe33lAmH4I3EwG1@steverosie.demon.co.uk>...
> In article <01be8f45$69ee68a0$335e0fcb@default>, Clockmeister
> <gerryvdb@tnet.com.au> writes
> >
> >"Real" mulitasking works whether you're using old or new apps, and if
> >you're suggesting that the Amiga doesn't make full use of multitasking
for
> >the apps that are out there you must be on drugs.
>
> Does this mean they have it working and that I can use Wordsworth on a 2
> meg A1200 and produce a quarter of an A4 page with an image WITHOUT it
> crashing....

I haven't had that problem, so I can't really comment on that.

> Any one of my HALF meg ST's can do that, in single tasking!

Pity you can't be doing something else in the background at the same time.

> >
> >Ofcourse, Amiga (and Atari now too as I understand, although not from
> >personal experience) have a "real" multitasking desktop OS, unlike
Apple.
>
> The Atari has had multitasking software for a long time, what's the
> Amiga's excuse!
>

Amiga has had it since 1985.
BTW, it's the OS that multitasks the software, not the other way around.

> >
> >You can have all the apps in the world, but can *you* try out
pre-emptive
> >multithreaded multitasking on your current OS?.
> >
> >Can't you at least admit that Atari is deader then Amiga ? :-)
>
> Walk into ANY decent music studio around the world, and how many will
> have an Amiga in!!!! Not many.... It still doesn't come with a MIDI as
> standard, I'll spell it for you; musical instrument digital interface.

Yadda yadda yadda... $19.95 for an Amiga MIDI interface, or I could buy a
soundcard for my Amiga with more features then you could poke a stick at.

> Many musicians are using their ST's for their music. This is due to the
> useless midi that the PC tries to imitate.

Agreed here. Timing on the PC sucks, even when playing MOD's!

> Now the Amiga is alright for repetitive House & ACID type of noise that
> you need drugs to find entertaining; you know the sort of 'so called'
> music they have on 'Trainspotting' TV program; sounds great when your
> totally pissed;)

I like real instruments, so this isn't an issue. I don't know what sort of
music is created with an ST, but if it's anything like the shit Celine Dion
and Mariah Carey put out you can keep it.

Hey my kids can do it well... chopsticks using a synth,
> sorry Amiga couldn't cope with that either.

Really?. So the ST has one single use... big deal.
NASA seem fit to use Amiga's, as does the British Naval forces, but what
would they know eh?.

> Curious, when was the last time YOU saw an Amiga in a film, publication,
> or documentary!!!!!!

My local newspaper had an article on Amiga just a few weeks ago. If I felt
compelled to watch the sattelite weather information on TV I would be
watching an Amiga generated screen.

Hey if it wasn't for Atari the Amiga wouldn't
> exist! I wonder why Atari turned the project down when they commissioned
> it!

Atari lost it, and tried to play catch-up since.

> There's another thing that Atarian's are good at, we support our third
> party software producers and prefer ORIGINAL software. Why is it that
> the Amiga user prefers to pay £2 (GBP) per DISK for PIRATED software,
> rather than pay £2 (GBP) for the real thing and some of the programs had
> 2/3 disks!!!!!

What a load of BS. Atari software piracy was just as bad as on Amiga, and
all other platforms before and after.

>
> I had nearly 100 ORIGINAL software packages, ALL popular titles. I gave
> up trying to sell than as when I mentioned that these are originals
> people weren't interested!!! I gave them my nephew to take to school and
> give any of his friends that have Amoeba's. This is not fiction, but
> FACT.

Popular but you couldn't get wrid of them?. I guess they weren't so popular
after all ;-)

Regards,

Clockmeister.

3712. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-26 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <G_4V2.2667$m3.5708@news0.telusplanet.net>
Source record: 3375

> I tried the german thing, and it doesn't work. Won't even start.
> MacOS 8.5.1 with 128mb RAM, no VM.

What do you mean it wont even start? Please explain.. does an error message come up?

> This is nonsense, all cosmetic crap. It doesn't belong to the OS. I
> use Finderpop too, I think it's nice too. I don't see what we would
> benefit if it were integrated in the Finder.

Since when are we talking about the OS? I thought we were talking about the desktop shell? I think Window Monkey is cosmetic, not finderpop though!

> "Minimize"? "Iconify"? These are alien concepts to me. Just double
> click on the window title, and be done with it. Why complicate if you
> can make it simple? That's what made Apple famous, anyway... We don't
> need 3 ways to get rid of a window...

It does not complicate things simply by calling them by there correct terms. What you described for example is called "Window Shading" and takes a lot less time to type then "Just double click on the window title" Sure, You dont /need/ 3 ways to get rif of a window, but surely it would not harm you or be detrimental in any way.

> I agree with the stuff about copying icons... But hey, how many times
> do you go changing all yours icons?
>
Not very often, but when I do I must go through this tedious process.

> The Finder is the most consisent, and downright easiest to use
> desktop.
>
You could be right there. But, At this point those aspects of a desktop do not appeal to me that much. Maybe when I was a novice my main concern was how friendly it was, but now often times this "friendliness" gets in the way.

>
> Actually, with Kaleidoscope, you can have ROUND windows. Not only the
> Finder is the easiest and most compact desktop, it's also the most
> visually configurable, more so than the acclaimed X stuff.

Yep, actually you dont even need Kaleidoscope for the round windows. There was some rsrc's on one of the lasts MacAddict CD's that let you use them.. really really cool. I do agree that Finder is the most /visually/ config. desktop though, no question there.

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

>
> --
> cheers!
> alexandre a. siufy mailto:asiufy@uol.com.br
> visit the progrock mp3 listening booth http://sites.uol.com.br/asiufy
> Protect privacy, boycott Intel: http://www.bigbrotherinside.org

3713. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-27 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3724D140.CEF8AE1E@ihug.co.nz>
Source record: 3376

Hi there,

Clockmeister wrote:
>
> > A 60Mhz Hades is rumoured to give the same level of math performance as a
> > 200Mhz Pentium. I have not seen this in real-life to confirm it but many
> > Atarians now own Hades060. System Solutions provided the information
> > about
> > POV-ray tests.
>
> That's what I mean. For a great number of people a Pentium 200 is old hat.
> My Pentium 200 just doesn't cut it anymore either.

I don't know...A P200 will still provide reasonable grunt for playing
Quake. Its only the dickhead PC retailers struggling for their 5-6%
margin who preach that you MUST upgrade to the latest greatest new
hardware every 6 months. Diehard gamers apparently buy the fastest PC's
but I reckon they're stupid...I'd rather buy a PSX and use it on a my
big screen telly and home theatre system...thats infinitely more satis-
fying than using a crap 15" monitor and speakers that sound like they
come from clock-radio technology...

> My dream machine isn't a PC, but if it was it would be a PIII 500 Mhz I
> should think.

Why? No software is written to use PIII properly yet...you might also be
under suspicion of all kinds of criminal activities once servers all
round the WWW note your PIII serial number! :)

> > Remember that we're not trying to run the world with our Atari machines,
> so
> > the performance you quote as being behind the 8-ball really is brilliant
> in
> > the world people use the Hades060 in...
>
> Granted. I wouldn't mind an '060/PPC Amiga over what I have now either.

Same goes for me. An 060/PPC Atari or Amiga to me would be a much nicer
investment for hobby computing...

Regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3714. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-27 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3724D23F.DFB30EF3@ihug.co.nz>
Source record: 3377

Hi there,

Alexandre A. S. wrote:
>
> > > even any USB CD Writers in existance yet?
>
> Well, you're wrong. They've been announced, and Toast already
> supports them.
> There are even external IDE drives for iMacs now.

I think I should get into the computer shelf making business.
With all these external peripherals iMac owners are gonna need
some way of organising the clutter on their desks!! :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3715. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-27 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3724D46C.60C5460B@ihug.co.nz>
Source record: 3378

Hi there,

Alexandre A. S. wrote:
>
> The Finder is the most consisent, and downright easiest to use
> desktop.

Point of contention really....add contextual menus etc...and it gets
better but really I'm not so sure about this...

> >has is Kaleidascope which is truly fun and entertaining.. If any one
> >is not familiar with it, you can download different "Schemes" such as
> >Windows98, NeXT Step, Dracula, Halloween, whatever, and it transforms
> >you computer to look like it. I hoped this would come to the MagiC
> >platform in the form of winframes, since MagiC6.x people can now
> >modify the way windows look etc, but it has yet to catch on. There are
> >3 "themes" for MagiC all done by the same guy

Kaleidoscope is quite nifty...you should see this Mac desktop I'm
using right here...its an eyeball strain allrighty!...;^)

Don't worry...when MagiC 6 arrives on my doorstep thats ALL I'm gonna
be doing is creating dozens of schemes! :)

Then again its the 'function' vs. 'form' argument again. In buying
MagiC 6 I'm going to get function AND form...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3716. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-27 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7g3h33$u52$1@nnrp1.dejanews.com>
Source record: 3379

In article <372435d9@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> >When that Daily Paper was backed up by the lefwing rag gave it stature..Since
> >I do not live in the CA territory up north...I have no way in knowing what
> >political wind it leans towards....
>
> actually, it didn't. And, as I was able to prove by my own
> investigation, it was easy to find an iMac anywhere in Toronto during
> the time period stated, which negated the story. Even a Computer City
> salesman admitted that the article was "greatly overstated".

Finding 5 imacs per location does not indicate adequate inventory...

> >
> >By the way...I saw a PBS segment on the Toronto SWAT Team...Toronto looks so
> >Americanize....What gives? Does it have a Navy?
>
> actually, we DO have a warship out in the harbour. And we also have
> a castle. Sure Toronto has areas that look like the US (that's why so
> many movies are made here where we stand in for Chicago and NYC, and
> for much more cheaply), but we also have areas that look like areas of
> London and other cities.

I see...CA the new cheap Chinese labor services and goods..

> >
> >> <snip>
> oh, so this now negates your claim that Best Buy was just "waiting
> for new displays" just about a month ago. And, according to some
> reports, Best Buy was also blowing out iMacs for as little as $675 US.
> Does this sound like a company that has faith in Apple? Nope.

Who knows what was going...Lots of misinformation out there...The current
rumor is Sears...

The $675 price was for the refurbs...

> >
> >> 2) Avid - a major player in the video-editing field - announced
> >> that the latest version of their Mac video software would be its last,
> >> and that all new development would now be focussed on Windows NT.
> >> Needless to say, Mac users are really ticked off....
> >
> >Give me Final Cut and FireWire and will be happy...Others will pick up the
> >left overs...

>
> nope, I predict a mass moving towards Windows boxes. No company
> who's relied on Avid for past and current projects is going to suddenly
> switch to another title and have to re-learn all over again.

You don't know the mac video market. I am waiting for my copy of FC...
>
> according to a more reliable Apple salesman here in Canada, that's
> where the situation stands....

To bad I can't comment..

> >> >Buy AAPL Stock...
> >
> >Apple stock is up(hopefuly enough to pay for my future G3 B/W).....The stock
> >price does not affect the bottom line when you have $3 billion in cash on
> >hand with cash creation of $200+ million per Q..Plus the sixth concequetive
> >blow out profitable Q!
>
> The news from comp.sys.mac.advocacy is the exact OPPOSITE, TiFKAS -
> stock is down.

Have you checked lately? It's over $40...I have made a decent gain thus far..

> >
> >> "Every story you've ever heard about Steve (Jobs) is true. Working
> >> for him was the greatest experience of my life that I wouldn't want to
> >> repeat" - Guy Kawasaki
> >
> >I would not either..
>
> ooh, biting the hand that feeds (perhaps your tongue is getting tired
> from all those boot-lickings?)

Ask any MS employee if he/she would want to get in an elevator with Bill G..

> >
> >Whats a real newsreader? The portals make newsreaders obsolete..
>
> Translation: TiFKAS is too limited to configure a real newsreader.

The portals are real newsreaders and more...I prefer...different strkes for
different folks..

>
> **********Daniel L. Dreibelbis**********
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> **********"Nevertheless, THE FUJI STILL LIVES!"**********

Still a Veep? Even Al Gore wants to be Prez one day. Does not want to be a
veep all his life...

--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3717. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-27 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be90a9$0b2501c0$695e0fcb@default>
Source record: 3380

J WILKINSON <jwandjw@ihug.co.nz> wrote in article
<3724D140.CEF8AE1E@ihug.co.nz>...
> Hi there,
>
> Clockmeister wrote:
> >
> > > A 60Mhz Hades is rumoured to give the same level of math performance
as a
> > > 200Mhz Pentium. I have not seen this in real-life to confirm it but
many
> > > Atarians now own Hades060. System Solutions provided the information
> > > about
> > > POV-ray tests.
> >
> > That's what I mean. For a great number of people a Pentium 200 is old
hat.
> > My Pentium 200 just doesn't cut it anymore either.
>
> I don't know...A P200 will still provide reasonable grunt for playing
> Quake. Its only the dickhead PC retailers struggling for their 5-6%
> margin who preach that you MUST upgrade to the latest greatest new
> hardware every 6 months. Diehard gamers apparently buy the fastest PC's
> but I reckon they're stupid...I'd rather buy a PSX and use it on a my
> big screen telly and home theatre system...thats infinitely more satis-
> fying than using a crap 15" monitor and speakers that sound like they
> come from clock-radio technology...

You're living in the past... Playing a 3dFX game on a bigscreen TV (TV-out
is common on video cards now) with Dolby surround sound (The better SB
cards amongst others)
and a PII/PIII processor is a fantastic experience. The latest PC's are the
ultimate games machines, the PSX doesn't compare.
The PSX is good value for money though, and very portable which are it's
winning points. (Not to mention the availability of cheap imported CD's
from Asia)
(No, I don't condone piracy, and I don't own a PSX although many of my
friends do)

> > My dream machine isn't a PC, but if it was it would be a PIII 500 Mhz I
> > should think.
>
> Why? No software is written to use PIII properly yet...

But the PIII is *extremely* fast at rendering, which was in part what I
was commenting on.

you might also be
> under suspicion of all kinds of criminal activities once servers all
> round the WWW note your PIII serial number! :)

That's a seperate issue, and not a pleasant one I agree. There are ways
around that problem though as I understand.

> > > Remember that we're not trying to run the world with our Atari
machines,
> > so
> > > the performance you quote as being behind the 8-ball really is
brilliant
> > in
> > > the world people use the Hades060 in...
> >
> > Granted. I wouldn't mind an '060/PPC Amiga over what I have now either.
>
> Same goes for me. An 060/PPC Atari or Amiga to me would be a much nicer
> investment for hobby computing...

We agree on something :-O

> Regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

Regards,

Clockmeister.

Perth, Western Australia.

3718. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-27 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7g4k27$ol7$2@news.campuscwix.net>
Source record: 3381

```
On 27 Apr 1999 09:53:21 , J WILKINSON wrote:
->Hi there,
->
->Alexandre A. S. wrote:
->>
->> > > even any USB CD Writers in existance yet?
->>
->> Well, you're wrong. They've been announced, and Toast already
->> supports them.
->> There are even external IDE drives for iMacs now.
->
->I think I should get into the computer shelf making business.
->With all these external peripherals iMac owners are gonna need
->some way of organising the clutter on their desks!! :)
->
->Kind regards,
->
->Chris Wilkinson, Christchurch, New Zealand.
->/|\ ATARI Falcon030 owner.
->.

Chris, you better build it pretty strong too-'cause its gonna be one
heavy load! ;-))))

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3719. Re: Anti-Mac Jihad Mea Culpa!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-27 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37261BDC.881BB800@earthlink.net>
Source record: 3382

The biggest issue re: MIDI over USB is the buffers.. what will the timing be like? Since I've yet to hear of anyone actually using a USB MIDI device successfully, we'll have to wait and see.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3720. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-27 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37261ABB.59BF2E37@earthlink.net>
Source record: 3383

No.. it's because it doesn't matter which machine you use. What matters is the WORK you get done with it.

Steve Stupple wrote:

> > What I really want to know is, how someone that owns this much computer
> > related equipment, can make a statement like, "who cares?"...It doesn't
> > figure...

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3721. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-27 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37261B20.5E99D3E6@earthlink.net>
Source record: 3384

Most computer stores don't have much, if any, Mac software either.. just a few of the larger ones.

sinclair2246@my-dejanews.com wrote:

> Were are these loads? Why are many of the ST web sites have not been updated
> in months? Can I get these products at the local CompUSA?

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3722. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-28 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37265236.31BE3578@ihug.co.nz>
Source record: 3385

Hi there,

Clockmeister wrote:
>
> You're living in the past... Playing a 3dFX game on a bigscreen TV (TV-out
> is common on video cards now) with Dolby surround sound (The better SB
> cards amongst others)
> and a PII/PIII processor is a fantastic experience. The latest PC's are the
> ultimate games machines, the PSX doesn't compare.

The average PC sold here in New Zealand doesn't have a card with TV-out
and those I've seen look terrible on TV, as PC's don't often have close
to PAL or NTSC native resolutions. Sound cards with Dolby Surround that
I have listened to are MUCH POORER cousins to dedicated Dolby Surround
amps. The final nail in the coffin for me is that a Playstation here is
cheaper than a 3dfx or Voodoo card...

> But the PIII is *extremely* fast at rendering, which was in part what I
> was commenting on.

Granted. The 'new' commands on the PIII are what I was refering to, as most
software doesn't even use PII commands properly yet...

> > > Granted. I wouldn't mind an '060/PPC Amiga over what I have now either.
> >
> > Same goes for me. An 060/PPC Atari or Amiga to me would be a much nicer
> > investment for hobby computing...
>
> We agree on something :-O

I just don't want to be driven down the same tunnel as all the Wintel users
out there. Win98 is a pile of shit that makes even MacOS look good, and new
fast hardware to me doesn't fix a legacy of complicated over-bloated OS and
applications that Windows has been for goodness-knows-how-long. Workbench
or TOS/Magic (maybe MiNT!) are a breath of fresh air to use, and if anything
goes wrong I sit happy in the knowledge that it won't require an expensive
technician to visit and fix it on my Falcon...I can do it myself!

> Perth, Western Australia.

Perth, WA huh? Tell me my friend, how are employment prospects in Perth
today? Not as miserable as here in New Zealand I can bet! :-/

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3723. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-28 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37265360.62B1A982@ihug.co.nz>
Source record: 3386

Hi there,

DarkChyld wrote:
>
> On 27 Apr 1999 09:53:21 , J WILKINSON wrote:
> ->I think I should get into the computer shelf making business.
> ->With all these external peripherals iMac owners are gonna need
> ->some way of organising the clutter on their desks!! :)
>
> Chris, you better build it pretty strong too-'cause its gonna be one
> heavy load! ;-))))

Hehe! :)

CW.
/|\ ATARI Falcon030 owner.

3724. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-28 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7g5u7k$3h1$1@nnrp1.dejanews.com>
Source record: 3387

In article <3724D23F.DFB30EF3@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> Alexandre A. S. wrote:
> >
> > > > even any USB CD Writers in existance yet?
> >
> > Well, you're wrong. They've been announced, and Toast already
> > supports them.
> > There are even external IDE drives for iMacs now.
>
> I think I should get into the computer shelf making business.
> With all these external peripherals iMac owners are gonna need
> some way of organising the clutter on their desks!! :)

Did you miss the oportunity with the 520/1040/mega ST? The iMac has USB...No
slash and hash into the CPU unlike a certain defunct computer line...

iMac 333 Rocks!

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>
--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3725. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-29 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3727583B.2E725665@ihug.co.nz>
Source record: 3388

Hi there,

sinclair2246@my-dejanews.com wrote:
>
> In article <3724D23F.DFB30EF3@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
> > I think I should get into the computer shelf making business.
> > With all these external peripherals iMac owners are gonna need
> > some way of organising the clutter on their desks!! :)
>
> Did you miss the oportunity with the 520/1040/mega ST? The iMac has USB...No
> slash and hash into the CPU unlike a certain defunct computer line...

Gawd I should take up fishing too!...hook...line...and sinker!

Of course ANY computer with extras like printer, scanner, external hard drive,
etc...is gonna have a spaghetti mess of cables, but this iMac thing seems to
have the potential to really take this to new levels!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3726. Re: Your WARS are Stupid

Newsgroup: comp.sys.atari.advocacy
Date: 1999-04-29 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be925d$4808c260$595e0fcb@default>
Source record: 3389

J WILKINSON <jwandjw@ihug.co.nz> wrote in article
<37265236.31BE3578@ihug.co.nz>...
> Hi there,
>
> Clockmeister wrote:
> >
> > You're living in the past... Playing a 3dFX game on a bigscreen TV
(TV-out
> > is common on video cards now) with Dolby surround sound (The better SB
> > cards amongst others)
> > and a PII/PIII processor is a fantastic experience. The latest PC's are
the
> > ultimate games machines, the PSX doesn't compare.
>
> The average PC sold here in New Zealand doesn't have a card with TV-out
> and those I've seen look terrible on TV, as PC's don't often have close
> to PAL or NTSC native resolutions.

They have the same resolutions as the consoles with a TV-out card. 640x480
maximum with PAL I believe.

Sound cards with Dolby Surround that
> I have listened to are MUCH POORER cousins to dedicated Dolby Surround
> amps. The final nail in the coffin for me is that a Playstation here is
> cheaper than a 3dfx or Voodoo card...

Sure, for most people a PSX is more then adequate but for serious gamers
with loads of cash a PC can't be beat. It's kind of ironic that certain
80's platfroms where dismissed as "games" machines because they had colour
and TV connectability, not to mention a custom graphics chip.

> > But the PIII is *extremely* fast at rendering, which was in part what
I
> > was commenting on.
>
> Granted. The 'new' commands on the PIII are what I was refering to, as
most
> software doesn't even use PII commands properly yet...

Fair enough, I agree. Some of the new PIII "features" are a little worrying
also.

> > > > Granted. I wouldn't mind an '060/PPC Amiga over what I have now
either.
> > >
> > > Same goes for me. An 060/PPC Atari or Amiga to me would be a much

nicer
> > > investment for hobby computing...
> >
> > We agree on something :-O
>
> I just don't want to be driven down the same tunnel as all the Wintel
users
> out there. Win98 is a pile of shit that makes even MacOS look good, and
new
> fast hardware to me doesn't fix a legacy of complicated over-bloated OS
and
> applications that Windows has been for goodness-knows-how-long. Workbench
> or TOS/Magic (maybe MiNT!) are a breath of fresh air to use, and if
anything
> goes wrong I sit happy in the knowledge that it won't require an
expensive
> technician to visit and fix it on my Falcon...I can do it myself!

We agree again.

> > Perth, Western Australia.
>
> Perth, WA huh? Tell me my friend, how are employment prospects in Perth
> today? Not as miserable as here in New Zealand I can bet! :-/

It seems plenty of Kiwi's have found employment here, so things can't be
too bad on that front ;-)

It depends what line of work you're in I guess, but on a whole the WA is
doing reasonably well. Plenty of employment ads in the papers last I
looked.

Regards,

Clockmeister.

3727. Re: 520 ST TOS 1.0 RULES

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-01 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7ge5a8$83n$1@nnrp1.dejanews.com>
Source record: 3390

In article <3727583B.2E725665@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> sinclair2246@my-dejanews.com wrote:
> >
> > In article <3724D23F.DFB30EF3@ihug.co.nz>,
> > jwandjw@ihug.co.nz wrote:
> > > I think I should get into the computer shelf making business.
> > > With all these external peripherals iMac owners are gonna need
> > > some way of organising the clutter on their desks!! :)
> >
> > Did you miss the oportunity with the 520/1040/mega ST? The iMac has USB...No
> > slash and hash into the CPU unlike a certain defunct computer line...
>
> Gawd I should take up fishing too!...hook...line...and sinker!
>
> Of course ANY computer with extras like printer, scanner, external hard drive,
> etc...is gonna have a spaghetti mess of cables, but this iMac thing seems to
> have the potential to really take this to new levels!

Make sure you make one large enough for the new racing wheel with foot
pedals...Comming to a imac & B/W G3 soon...

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3728. Advocacy dying? 'Chunks' found a job?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-01 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7ge5km$877$1@nnrp1.dejanews.com>
Source record: 3391

Looks like sinclap's job is done here? So long so well.....Until next time..

By the way, The Jihad 'Chuncks' has been quiet lately since the iMac 333 has been released and the solid financials and stock price of a certain flavor company...

--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3729. Re: Advocacy dying? 'Chunks' found a job?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-01 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7gf976$2pg$1@nnrp1.dejanews.com>
Source record: 3392

In article <7ge5km$877$1@nnrp1.dejanews.com>,
sinclair2246@my-dejanews.com wrote:

> By the way, The Jihad 'Chuncks' has been quiet lately since the iMac 333 has
> been released and the solid financials and stock price of a certain flavor
> company...

To bad that certain company cannot convence the United States DOD that is it a
solid company and platform......

Maybe if were quite enough, you'll go away.

> --
> Peter S.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3730. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-03 00:00:00 UTC
From: optimus@canit.se
Message-ID: <7gkik5lhc1@dos.canit.se>
Source record: 3393

sinclair2246@my-dejanews.com skrev:
: In article <3723bfba@nemo.idirect.com>,
: dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

: > >-----------== Posted via Deja News, The Discussion Network ==----------
: > >http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
: >
: > still too dense to set up a REAL newsreader? Or isn't your Mac up
: > to snuff?
:
: Whats a real newsreader? The portals make newsreaders obsolete..

ROTFLMAO!
Whilst Sinclair may have spouted a lot of odd claims, this must be the
silliest ever!
Portals? Sure, Peter, just like your Push would make the Atari obsolete a
year ago.
Stop making such a fool of yourself, Peter, you know that what you just
said is rubbish.

3731. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-04 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <372F3278.1E328786@earthlink.net>
Source record: 3394

Hmm.. so you are suggesting that a professional who shoots on Beta SP (still BY FAR the most common format for pro video, and the same market segment who use AVID) is going to compress the video to the DV codec, and then transfer via firewire? Not likely.. FYI, professionals don't like compression.. and with faster CPUs and drives, uncompressed video is becoming more and more a reality for even the lower end pros. The only thing professionals like less then compressed video is unproven software and hardware..

Don't get me wrong, I'm looking forward to receiving my copy of Final Cut to use on my (work machine) G3 400... but don't be stupid enough to equate Avid and Final Cut.. they are tools for FAR different parts of the video market. Someone even moderately familiar with the pro video marketplace would know better!

sinclair2246@my-dejanews.com wrote:

> I> 2) Avid - a major player in the video-editing field - announced
> > that the latest version of their Mac video software would be its last,
> > and that all new development would now be focussed on Windows NT.
> > Needless to say, Mac users are really ticked off....
>
> Give me Final Cut and FireWire and will be happy...Others will pick up the
> left overs...

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3732. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-04 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <372F3310.C3FE9492@earthlink.net>
Source record: 3395

Uh.. see my earlier message. Speak of what you know, OK?

sinclair2246@my-dejanews.com wrote:

>
> > nope, I predict a mass moving towards Windows boxes. No company
> > who's relied on Avid for past and current projects is going to suddenly
> > switch to another title and have to re-learn all over again.
>
> You don't know the mac video market. I am waiting for my copy of FC...

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3733. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7gppurnha1@nnrp1.dejanews.com>
Source record: 3396

In article <7gkik5lhc1@dos.canit.se>,
optimus@canit.se (Iggy Drougge) wrote:
> sinclair2246@my-dejanews.com skrev:
> : In article <3723bfba@nemo.idirect.com>,
> : dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> : > >-----------== Posted via Deja News, The Discussion Network ==----------
> : > >http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
> : >
> : > still too dense to set up a REAL newsreader? Or isn't your Mac up
> : > to snuff?
> :
> : Whats a real newsreader? The portals make newsreaders obsolete..
>
> ROTFLMAO!
> Whilst Sinclair may have spouted a lot of odd claims, this must be the
> silliest ever!
> Portals? Sure, Peter, just like your Push would make the Atari obsolete a
> year ago.
> Stop making such a fool of yourself, Peter, you know that what you just
> said is rubbish.

Critics are a dime and dozen....

--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3734. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7gpqd9$o1a$1@nnrp1.dejanews.com>
Source record: 3397

In article <372F3278.1E328786@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> Hmm.. so you are suggesting that a professional who shoots on Beta SP (still BY FAR
> the most common format for pro video, and the same market segment who use AVID) is
> going to compress the video to the DV codec, and then transfer via firewire? Not
> likely.. FYI, professionals don't like compression.. and with faster CPUs and
> drives, uncompressed video is becoming more and more a reality for even the lower
> end pros. The only thing professionals like less then compressed video is unproven
> software and hardware..

FireWire and FCP complements the Avid solutions. Both will open and extend
the digital market further than Avid did. Not everyone has the dough to
spurge on the Avid stuff. But with the low cost of FW and FCP will
accelerate the video market further...

Avid is in the Mac market....

> Don't get me wrong, I'm looking forward to receiving my copy of Final Cut to use on
> my (work machine) G3 400... but don't be stupid enough to equate Avid and Final
> Cut.. they are tools for FAR different parts of the video market. Someone even
> moderately familiar with the pro video marketplace would know better!

No sh t sherlock...

> sinclair2246@my-dejanews.com wrote:

--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3735. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-06 00:00:00 UTC
From: optimus@canit.se
Message-ID: <7gsdoihbh1@dos.canit.se>
Source record: 3398

sinclair2246@my-dejanews.com skrev:
: In article <7gkik5lhc1@dos.canit.se>,
: optimus@canit.se (Iggy Drougge) wrote:
: > sinclair2246@my-dejanews.com skrev:
: > : In article <3723bfba@nemo.idirect.com>,
: > : dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
: >
: > : > >-----------== Posted via Deja News, The Discussion Network ==----------
: > : > >http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
: > : >
: > : > still too dense to set up a REAL newsreader? Or isn't your Mac up
: > : > to snuff?
: > :
: > : Whats a real newsreader? The portals make newsreaders obsolete..
: >
: > ROTFLMAO!
: > Whilst Sinclair may have spouted a lot of odd claims, this must be the
: > silliest ever!
: > Portals? Sure, Peter, just like your Push would make the Atari obsolete a
: > year ago.
: > Stop making such a fool of yourself, Peter, you know that what you just
: > said is rubbish.
:
: Critics are a dime and dozen....

And you could need some more of them, Peter. BTW, was that supposed to be
an answer? Please, explain why the all-mighty portal will supercede the
news reader?

3736. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-07 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37332869.1E2B3816@earthlink.net>
Source record: 3399

sinclair2246@my-dejanews.com wrote:

> FireWire and FCP complements the Avid solutions. Both will open and extend
> the digital market further than Avid did. Not everyone has the dough to
> spurge on the Avid stuff. But with the low cost of FW and FCP will
> accelerate the video market further...

Wrong again. They do NOT compliment each other.. they are for ENTIRELY DIFFERENT SEGMENTS OF THE MARKET.

The people who will buy FCP are the videographers and low budget houses who would NEVER buy an Avid to begin with.

> Avid is in the Mac market....

Well, sure.. just for bug fixes/etc from now on. They have announced that the current version will be the last major rev for mac. New features will only be available on Win NT.

> > Don't get me wrong, I'm looking forward to receiving my copy of Final Cut to use on
> > my (work machine) G3 400... but don't be stupid enough to equate Avid and Final
> > Cut.. they are tools for FAR different parts of the video market. Someone even
> > moderately familiar with the pro video marketplace would know better!
>
> No sh t sherlock...

..except YOU are the one who said AVID better watch out. YOU compared the two solutions, NOT me. Again, they are NOT EVEN CLOSE to being in the same market segment.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3737. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-08 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7h0nfasce1@nnrp1.deja.com>
Source record: 3300

In article <37332869.1E2B3816@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> sinclair2246@my-dejanews.com wrote:
>
> > FireWire and FCP complements the Avid solutions. Both will open and extend
> > the digital market further than Avid did. Not everyone has the dough to
> > spurge on the Avid stuff. But with the low cost of FW and FCP will
> > accelerate the video market further...
>
> Wrong again. They do NOT compliment each other.. they are for ENTIRELY DIFFERENT
> SEGMENTS OF THE MARKET.

Yes they will...These new technologies will drive the market....FW and FCP
will accelerate this market. If Apple left it alone to Avid the market would
stagnate due to cost....Even I am cut the bug...Getting the creative amatuers
hooked will drive the highend market in the future..

> The people who will buy FCP are the videographers and low budget houses who would NEVER
> buy an Avid to begin with.

How do you know this? Have you asked the early adopters of the video toaster
users? I bet many graduated on the more expensive and capable equipment..

> > Avid is in the Mac market....
>
> Well, sure.. just for bug fixes/etc from now on. They have announced that the current
> version will be the last major rev for mac. New features will only be available on Win
> NT.

Not! Avid will enhance their wares when the market dictates...

> > > Don't get me wrong, I'm looking forward to receiving my copy of Final Cut to use on
> > > my (work machine) G3 400... but don't be stupid enough to equate Avid and Final
> > > Cut.. they are tools for FAR different parts of the video market. Someone even
> > > moderately familiar with the pro video marketplace would know better!
> >
> > No sh t sherlock...
>
> ..except YOU are the one who said AVID better watch out. YOU compared the two solutions,
> NOT me. Again, they are NOT EVEN CLOSE to being in the same market segment.

Are you for real...Or just pretending to be someone that you are not?

> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://home.earthlink.net/~psalad

>
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>
>

--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3738. Do they still use an ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-08 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <7h1m4h$k71$1@nnrp1.deja.com>
Source record: 3301

Do you think that Sam And Jack T still use their now defunct ST or do they use an updated bad ass PC?

--
Peter S.
PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
Buy AAPL Stock...

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3739. Re: Do they still use an ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <XxPzjNA0cIN3EwNG@steverosie.demon.co.uk>
Source record: 3302

In article <7h1m4h$k71$1@nnrp1.deja.com>, sinclair2246@my-dejanews.com
writes
>Do you think that Sam And Jack T still use their now defunct ST or do they use
>an updated bad ass PC?
>

I'm not sure they know what one is:p

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3740. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-08 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37351371.C8A2150D@earthlink.net>
Source record: 3303

sinclair2246@my-dejanews.com wrote:

> > Wrong again. They do NOT compliment each other.. they are for ENTIRELY DIFFERENT
> > SEGMENTS OF THE MARKET.
>
> Yes they will...These new technologies will drive the market....FW and FCP
> will accelerate this market. If Apple left it alone to Avid the market would
> stagnate due to cost....Even I am cut the bug...Getting the creative amatuers
> hooked will drive the highend market in the future..

You're missing the point as usual. RIGHT NOW, FCP HAS ZERO IMPACT ON AVID SALES. ZERO. Everything else you say is just conjecture.. and conjecture from someone who is NOT in the business. FCP is ideal only for people who SHOOT ON A DV FORMAT. MOST PROs DO NOT.

Granted, it doesn't take a brain surgeon to see that lowering the cost of entry increases the
market.. but NOBODY knows how that will affect the PROFESSIONAL Avid market.

Most people who work on AVIDs have NO room for error.. they work under quick deadlines, they
make a LOT of money, they need proven technology.. as close to bulletproof technology as possible. I can't even get the drivers for my ATI video card in my B&W G3 to load consistently.. and when it goes to sleep, one of the 2 internal SCSI drives doesn't wake up and
requires a reboot. I'm NOT trusting time critical work to this system, and most professionals,
for whom time is money, wouldn't either.

> > The people who will buy FCP are the videographers and low budget houses who would NEVER
> > buy an Avid to begin with.
>
> How do you know this? Have you asked the early adopters of the video toaster
> users? I bet many graduated on the more expensive and capable equipment..

Merely anecdotal.. but the 2 people I know with Toasters still have them and haven't bought a
non linear system. Again, it's just a guess.. your guess is from a person who has a vested interest in Apple.. my guess is someone who works on an AVID daily. Who would you trust?

> > > Avid is in the Mac market....
> >
> > Well, sure.. just for bug fixes/etc from now on. They have announced that the current
> > version will be the last major rev for mac. New features will only be available on Win
> > NT.
>
> Not! Avid will enhance their wares when the market dictates...

So their announcement means.. what? Do you even KNOW why they dropped Mac?

> > > > Don't get me wrong, I'm looking forward to receiving my copy of Final Cut to use on
> > > > my (work machine) G3 400... but don't be stupid enough to equate Avid and Final
> > > > Cut.. they are tools for FAR different parts of the video market. Someone even
> > > > moderately familiar with the pro video marketplace would know better!
> > >
> > > No sh t sherlock...
> >
> > ..except YOU are the one who said AVID better watch out. YOU compared the two
solutions,
> > NOT me. Again, they are NOT EVEN CLOSE to being in the same market segment.
>
> Are you for real...Or just pretending to be someone that you are not?

Oh, childish Sinclar.. or TIFKAS, the nickname that I coined so long ago. I remember having
a
similar conversation with you about the Falcon and audio production YEARS AGO.. you weren't
even familiar with Digidesign Pro Tools, the MOST COMMON PRO audio editing system in the
world,
yet you continued to babble on about audio production and which platforms were better..

Your problem is you don't know what the hell you are talking about in certain areas, but
you
continue to babble. Face it.. YOU KNOW NOTHING about video editing, YOU'VE NEVER actually
worked on an AVID, you wouldn't know the difference between a Digital Betacam tape and a
Beta
SP tape if your life depended on it.. you are clueless.

I would NEVER even PRETEND to know all about Macs in general.. I mean, I have an 8600
running
Pro Tools on my desk, and 9600 running Avid Xpress Mac and a B&W G3 400 in my editing room
(not
to mention a 9500/180 MP at home), all three of which I maintain.. but I wouldn't get into
an
argument about their operation with you, because you probably know more then me.

But you on the other hand.. you DON'T KNOW WHEN TO SHUT UP. You get in arguments with
people
and you obviously in over your head.. and you seem to be too dense to know it.

You DON'T KNOW the video market, dude.. talk about what you KNOW.

BTW, anytime you're in northern CA, you're welcome to come by my office and see whether I'm
"for real" or not.

--
-Mark/Particle Salad

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

Particle Salad/Noom Room Studio
http://home.earthlink.net/~psalad
psalad@earthlink.net

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

3741. Re: Do they still use an ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-09 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3734DDF2.1D937687@ihug.co.nz>
Source record: 3304

Hi there,

sinclair2246@my-dejanews.com wrote:
>
> Do you think that Sam And Jack T still use their now
> defunct ST or do they use an updated bad ass PC?

Probably not. Deep down in their hearts they may wish to
still be using an ST. Who knows, they may even look at
Bill Gates and think, 'Gee...if we'd done things just a
little different we could be like him...and everyone
would be using an Atari...', but then again they would
look at Billy boy and realise that many many people
really despise him for all he stands for...

They probably don't use ANY computer. Executive types
are known computer illiterates...I've worked for a
company where most of the senior level managers were
complete dead losses on the PC's. It was upto a small
number of low paid laboratory or admin staff to always
be rescuing a hapless manager stuck on how to save the
really neat 1 page Word document they had just spent 3
hours typing...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3742. Re: Do they still use an ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-09 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <MO7FsQAmAXN3Ew8x@steverosie.demon.co.uk>
Source record: 3305

In article <3734DDF2.1D937687@ihug.co.nz>, J WILKINSON
<jwandjw@ihug.co.nz> writes
>
>
>They probably don't use ANY computer. Executive types
>are known computer illiterates...I've worked for a
>company where most of the senior level managers were
>complete dead losses on the PC's. It was upto a small
>number of low paid laboratory or admin staff to always
>be rescuing a hapless manager stuck on how to save the
>really neat 1 page Word document they had just spent 3
>hours typing...

They are to busy playing golf and having champagne lunches, too have the
time to work out how to switch one on let alone use one. A pocket memo
machine with it's 3 buttons is more up their street.

Joking aside, I went on a government course many moons ago, and there I
watched a people were left sitting in front of computers and not even
told how to switch them on!!!!

It wouldn't have been bad until you know that the personal managers got
ï¿½50 GBP per week for every person they were suppose to be responsible
for.

I ended up along with 3 other people, teaching the others, AND the
Nimbus machines had no software available; or should I say the software
was locked in a safe for ONE person's use, the company secretary who
never used them anyway!!!!!

It's a crazy world.

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3743. Re: Do they still use an ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-09 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7h429cskv1@news.campuscwix.net>
Source record: 3306

```
On 8 May 1999 15:44:17 G, sinclair2246@my-dejanews.com wrote:
->Do you think that Sam And Jack T still use their now defunct ST or do they use
->an updated bad ass PC?
->
->--
->Peter S.
->PowerBook G3/266....14'', 64MB, 4G's, ethernet, 56k, S-Video out....
->Buy AAPL Stock...
->
->-----------== Posted via Deja News, The Discussion Network ==----------
->http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
->.
```

Point out the revelancy of such a question, and I *might* deem it worthy
of a reply...or are you just posting -troll/flame bait- as per your usual
protocol? ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3744. Re: Do they still use an ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-09 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7h48o5$85i@ds2.acs.ucalgary.ca>
Source record: 3307

On Sat, 8 May 1999, Steve Stupple wrote:

> >an updated bad ass PC?
> >
>
> I'm not sure they know what one is:p

What - the 'ST' ???

The Canadian Curmudgeon (in sunny, dry, Calgary)

3745. Re: Do they still use an ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-10 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37362562.33FF076A@ihug.co.nz>
Source record: 3308

Hi there,

DarkChyld wrote:
>
> On 8 May 1999 15:44:17 G, sinclair2246@my-dejanews.com wrote:
> ->Do you think that Sam And Jack T still use their now defunct ST or do they use
> ->an updated bad ass PC?
^^^
Take out the 'ass' and what do we have? A friend who was silly enough
to buy a Celeron 366 recently got a Philips Windows CE palmheld. This
runs of a serial link (from modem port). He plugged the palmhelds wee
cable into the spare modem plug...and it worked fine!! But now his sound
card is not able to be used. Gee isn't Win98 a crock of shit! Thats why
I WILL NOT BUY A FREAKIN PC! Mac isn't too much better either...

> Point out the revelancy of such a question, and I *might* deem it worthy
> of a reply...or are you just posting -troll/flame bait- as per your usual
> protocol? ;-)

It seems he's back to normal. Must have been unwell the poor thing!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3746. Re: Do they still use an ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-10 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7h6skdiud1@news.campuscwix.net>
Source record: 3309

```
On 10 May 1999 13:16:34 , J WILKINSON wrote:
->Hi there,
->
->DarkChyld wrote:
->>
->> On 8 May 1999 15:44:17 G, sinclair2246@my-dejanews.com wrote:
->> ->Do you think that Sam And Jack T still use their now defunct ST or do they use
->> ->an updated bad ass PC?
-> ^^^
->Take out the 'ass' and what do we have? A friend who was silly enough
->to buy a Celeron 366 recently got a Philips Windows CE palmheld. This
->runs of a serial link (from modem port). He plugged the palmhelds wee
->cable into the spare modem plug...and it worked fine!! But now his sound
->card is not able to be used. Gee isn't Win98 a crock of shit! Thats why
->I WILL NOT BUY A FREAKIN PC! Mac isn't too much better either...
->
->> Point out the revelancy of such a question, and I *might* deem it worthy
->> of a reply...or are you just posting -troll/flame bait- as per your usual
->> protocol? ;-)
->
->It seems he's back to normal. Must have been unwell the poor thing!
->
->Kind regards,
->
->Chris Wilkinson, Christchurch, New Zealand.
->/|\ ATARI Falcon030 owner.
->.

Yeah, its just sop (standard operating procedure) for TIFKAS. Hmm, he is so
dedicated to this, do you suppose some one out there could actually be pay-
ing him?

;-))))

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3747. Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-10 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be9afb$ffc93dc0$a65e0fcb@default>
Source record: 3310

Ok, so I'm a bit of a techie and know my way around computers but I just haven't had many problems with my Win95 installation.
Going on two years without a reinstall (in fact I haven't had to do one yet, touch wood) on the same system.

Sure, I've had the usual GPF's and complete system lockups that are standard with Windows, and the multitasking is a pretty crap too, not to mention the slowdowns when things get heavy.

All in all though, I think that a lot of problems arise from users lack of knowledge and that other problems are extremely exaggerated by those who hate Windows solely for the monopoly it represents.

Has anyone in this group had a reasonably good run with Windows, or am I alone here?.

BTW, this isn't me advocating Wintel, far from it. It's just that only today I realized how long I've been running without a serious crash and it's got me curious...

Besides, things are a little quiet in this group ATM ;-)

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\///

3748. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-10 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <foVugKA1kxN3EwdB@steverosie.demon.co.uk>
Source record: 3311

In article <01be9afb$ffc93dc0$a65e0fcb@default>, Clockmeister
<gerryvdb@tnet.com.au> writes
>Ok, so I'm a bit of a techie and know my way around computers but I just
>haven't had many problems with my Win95 installation.
>Going on two years without a reinstall (in fact I haven't had to do one
>yet, touch wood) on the same system.

Well I'm using Windoze '98 and can only comment on 3.1 and '98. It's
been 6 weeks since I've had to re-install everything and I've been
struggling for 3 weeks. Another instal is due, and I'm awaiting delivery
of NT hoping that that's better.

>
>Sure, I've had the usual GPF's and complete system lockups that are
>standard with Windows, and the multitasking is a pretty crap too, not to
>mention the slowdowns when things get heavy.

Things get slowed down when you turn the machine on!

>
>All in all though, I think that a lot of problems arise from users lack of
>knowledge and that other problems are extremely exaggerated by those who
>hate Windows solely for the monopoly it represents.

Lack of knowledge!!! Well that rules me out then.....

>
>Has anyone in this group had a reasonably good run with Windows, or am I
>alone here?.

I had a good run with 3.1/3.11 and wfw 3.11.

>
>BTW, this isn't me advocating Wintel, far from it. It's just that only
>today I realized how long I've been running without a serious crash and
>it's got me curious...
>
>Besides, things are a little quiet in this group ATM ;-)

I have come to the following conclusion; the number after the 'P', e.g.
p-120, p300 etc.. means the number of hours you can go without having to
reinstall:)

The idea is that you upgrade to a faster machine BEFORE the time
expires, and hence keep the manufacturers in a job.

BTW, why hasn't Intel released their 800 meg processor yet! it was
supposed to have been ready in Oct '98 ready for a March '99 release, or

they purposely holding back to call it a Pentium (TM) IV!!!

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3749. Re: Do they still use an ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-11 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <373733F5.5D8157C6@ihug.co.nz>
Source record: 3312

Hi there,

DarkChyld wrote:
>
> Yeah, its just sop (standard operating procedure) for TIFKAS. Hmm, he is so
> dedicated to this, do you suppose some one out there could actually be pay-
> ing him?

I'm not sure...I think 'palming' him is a better (or worse!) description.
I think the blokes name is 'Harry Palms'?

;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3750. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-11 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37373704.4D934EA1@ihug.co.nz>
Source record: 3313

Hi there,

Clockmeister wrote:
>
> Ok, so I'm a bit of a techie and know my way around computers but I just
> haven't had many problems with my Win95 installation.
> Going on two years without a reinstall (in fact I haven't had to do one
> yet, touch wood) on the same system.

Techies (I'm half-pie one) may find getting a reliable system up and running on Win95/98 easier than non-techies. However, its the way that PC's are sold to the uninitiated that makes me laugh! These things are sold as reliable, easy to use tools that will really enhance your life in some way or another. Reality kicks in and sooner or later some system fuck-up occurs that requires a technician to fix. PC techs are becoming more common than PC retailers IMHO. M$ just keeps on laughing all the way to the bank...

> BTW, this isn't me advocating Wintel, far from it. It's just that only
> today I realized how long I've been running without a serious crash and
> it's got me curious...

Your situation is a rare one...professional IT managers at my former job couldn't even keep Win95 desktops running on an NT network without at least a few problems every day...

In conclusion Win95/98 are overly complicated beasts that really badly affect business/profitability in many organisations, who find themselves spending much time/$$$ on upkeep of systems rather than getting the work done...

> Besides, things are a little quiet in this group ATM ;-)

True. Disappointing really!

Apparently Sinplop has been unwell due to some excess 'palming'!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3751. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-11 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3737387B.E82D23F6@ihug.co.nz>
Source record: 3314

Hi there,

Steve Stupple wrote:
>
> Well I'm using Windoze '98 and can only comment on 3.1 and '98. It's
> been 6 weeks since I've had to re-install everything and I've been
> struggling for 3 weeks. Another instal is due, and I'm awaiting delivery
> of NT hoping that that's better.

A typical scenario. BTW, Win98 is just Win95 with WinExplorer tacked on
with blutak. Nothing new in Win98 makes me jump up and say 'Gee, this
Win98 thing really does improve on Win95!...'

> I have come to the following conclusion; the number after the 'P', e.g.
> p-120, p300 etc.. means the number of hours you can go without having to
> reinstall:)

I think you'll find its an inversely proportional equation. The model
shows that as the CPU gets faster, it takes less time to get to the
rogue system bug that hangs the machine, reorganises the FAT, and forces
a complete system re-install...

:)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3752. Re: Do they still use an ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-11 00:00:00 UTC
From: optimus@canit.se
Message-ID: <7h914gelq1@dos.canit.se>
Source record: 3315

sinclair2246@my-dejanews.com skrev:
: Do you think that Sam And Jack T still use their now defunct ST or do they use
: an updated bad ass PC?

Probably the latter. They are businessmen, and I have never perceived them
as particularly passionate.

3753. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-11 00:00:00 UTC
From: optimus@canit.se
Message-ID: <7h91kuelq2@dos.canit.se>
Source record: 3316

Clockmeister (gerryvdb@tnet.com.au) skrev:
: Ok, so I'm a bit of a techie and know my way around computers but I just
: haven't had many problems with my Win95 installation.
: Going on two years without a reinstall (in fact I haven't had to do one
: yet, touch wood) on the same system.

Whoo, isn't that impressive, eh? My Amiga is on its fifth year, the hard drive has never been reinstalled.

: Sure, I've had the usual GPF's and complete system lockups that are
: standard with Windows, and the multitasking is a pretty crap too, not to
: mention the slowdowns when things get heavy.

Well, one can hardly call it a real-time OS.

: All in all though, I think that a lot of problems arise from users lack of
: knowledge and that other problems are extremely exaggerated by those who
: hate Windows solely for the monopoly it represents.

For those of us who actually know how to use a computer, but are demanding, Windows doesn't serve any better, it still comes up with GPFs, total freezes and computer colds.

: Has anyone in this group had a reasonably good run with Windows, or am I
: alone here?.

Let me put it this way: I'd never let that pot of crock run on my desk. The only saving point of Windows is the powerful hardware it runs on, which saves it from utter annihilation.

: BTW, this isn't me advocating Wintel, far from it. It's just that only
: today I realized how long I've been running without a serious crash and
: it's got me curious...

Two years is no time.

: Besides, things are a little quiet in this group ATM ;-)

What can Sinclap be up to, then?

3754. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-11 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be9bbf$f13cb920$395e0fcb@default>
Source record: 3317

Iggy Drougge <optimus@canit.se> wrote in article
<7h91kuelq2@dos.canit.se>...
> Clockmeister (gerryvdb@tnet.com.au) skrev:
> : Ok, so I'm a bit of a techie and know my way around computers but I
just
> : haven't had many problems with my Win95 installation.
> : Going on two years without a reinstall (in fact I haven't had to do one
> : yet, touch wood) on the same system.
>
> Whoo, isn't that impressive, eh? My Amiga is on its fifth year, the hard
> drive has never been reinstalled.

The only time my Amiga has had a re-install was when I upgraded from 2.05
to 3.1. It didn't require formatting of the harddrive, that has never been
required for any reason.

>
> : Sure, I've had the usual GPF's and complete system lockups that are
> : standard with Windows, and the multitasking is a pretty crap too, not
to
> : mention the slowdowns when things get heavy.
>
> Well, one can hardly call it a real-time OS.

Somewhere between RiscOS and MacOS, except with psuedo-multitasking thrown
in.

> : All in all though, I think that a lot of problems arise from users lack
of
> : knowledge and that other problems are extremely exaggerated by those
who
> : hate Windows solely for the monopoly it represents.
>
> For those of us who actually know how to use a computer, but are
> demanding, Windows doesn't serve any better, it still comes up with GPFs,
> total freezes and computer colds.

I did mention that those problems are pretty standard with Windows.

> : Has anyone in this group had a reasonably good run with Windows, or am
I
> : alone here?.
>
> Let me put it this way: I'd never let that pot of crock run on my desk.
> The only saving point of Windows is the powerful hardware it runs on,
> which saves it from utter annihilation.

Well, I do have a Linux partition...

> : BTW, this isn't me advocating Wintel, far from it. It's just that only
> : today I realized how long I've been running without a serious crash and
> : it's got me curious...
>
> Two years is no time.

It is for a typical Windows installation it seems.

> : Besides, things are a little quiet in this group ATM ;-)
>
> What can Sinclap be up to, then?

Someone mentioned an illness ;-)

Regards,

Clockmeister.

3755. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-11 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be9bc1$02aae460$395e0fcb@default>
Source record: 3318

J WILKINSON <jwandjw@ihug.co.nz> wrote in article
<3737387B.E82D23F6@ihug.co.nz>...
> Hi there,
>
> Steve Stupple wrote:
> >
> > Well I'm using Windoze '98 and can only comment on 3.1 and '98. It's
> > been 6 weeks since I've had to re-install everything and I've been
> > struggling for 3 weeks. Another instal is due, and I'm awaiting
delivery
> > of NT hoping that that's better.
>
> A typical scenario. BTW, Win98 is just Win95 with WinExplorer tacked on
> with blutak. Nothing new in Win98 makes me jump up and say 'Gee, this
> Win98 thing really does improve on Win95!...'

It's a little more then blutak I can assure you. Have you tried removing IE
from Win98?. But your point is a good one. IMO, Win98 should have been
released as a free service update/bugfix.
That would never happen ofcourse as that implies that Win98 is bug-free and
that is clearly not the case.

> > I have come to the following conclusion; the number after the 'P', e.g.
> > p-120, p300 etc.. means the number of hours you can go without having
to
> > reinstall:)

It's been much longer then 166 hours ;-)

> I think you'll find its an inversely proportional equation. The model
> shows that as the CPU gets faster, it takes less time to get to the
> rogue system bug that hangs the machine, reorganises the FAT, and forces
> a complete system re-install...
>
> :)

He he. No GPF's on the Win95 - 386DX25 with 6Mb that I have here, but
admittedly it hasn't done anything usefull either.

Regards,

Clockmeister.

3756. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-11 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <GsOoRAAW$FO3EwmC@steverosie.demon.co.uk>
Source record: 3319

In article <37373704.4D934EA1@ihug.co.nz>, J WILKINSON
<jwandjw@ihug.co.nz> writes
>Hi there,
>
>
>Techies (I'm half-pie one) may find getting a reliable system up and
>running on Win95/98 easier than non-techies. However, its the way that
>PC's are sold to the uninitiated that makes me laugh! These things are
>sold as reliable, easy to use tools that will really enhance your life
>in some way or another. Reality kicks in and sooner or later some
>system fuck-up occurs that requires a technician to fix. PC techs
>are becoming more common than PC retailers IMHO. M$ just keeps on
>laughing all the way to the bank...
>

Well in the UK when you buy a machine you get a supplier, a warranty company and the now familiar premium , rip off phone numbers at 60p and upwards.

99% of problems when you get a new system are software ones; hey will give you a program setup in a certain fashion, if you want to know how to stop something happening or why are these printer programs for a printer, you don't own, doing here!!!! etc.. You'll have to pay a fortune to get software help,

The hardware side of things are pretty simple if you know what you're talking about. The chaps, or chapesses, at the end of the phone try and throw loads of excuses about details they know nothing about. Then they will pass you onto the technical department, probably the secretary on a tea break;), who tries to tell you or convince you that they know what they are talking about. These only know what they are taught by the company or what they read out of a book!!!

If people took a leaf out of the Atari users book, things wouldn't be so bad. And if ye olde Gates took some time, from counting his dosh, to find out what his OS actually does, or more importantly it doesn't, and produce an OS that isn't just thrown together any old how. If a ï¿½50 half mag Atari ST can do it why not create one for the humble PC owner that's also reliable!!! Even the ZX81 was more stable...

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3757. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-12 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7hbnvk$kbg@newstoo.ericsson.se>
Source record: 3320

In article <01be9afb$ffc93dc0$a65e0fcb@default>, "Clockmeister" <gerryvdb@tnet.com.au>
writes:
>Ok, so I'm a bit of a techie and know my way around computers but I just
>haven't had many problems with my Win95 installation.
>Going on two years without a reinstall (in fact I haven't had to do one
>yet, touch wood) on the same system.
Lucky you !

I have never got a windows based computer to run stable
and have worked with win95 from the day it was released (and litle before)
both at work and at home.

Windows is a big bug !

>Sure, I've had the usual GPF's and complete system lockups that are
>standard with Windows, and the multitasking is a pretty crap too, not to
>mention the slowdowns when things get heavy.

So you have problems ... ?

>All in all though, I think that a lot of problems arise from users lack of
>knowledge and that other problems are extremely exaggerated by those who
>hate Windows solely for the monopoly it represents.
It can maybe be users lack of knowledge but there is infact big problems
to maintain the system when it is not working.
Click clik... wait ... reboot ... click .. reboot ... hang ...
- reinstall ..
- missing drivers ..
- bad drivers .. crash ...
- reinstall ...
It can take hours to get the computer running after a small crash
and i dont like this as it is a commercial product i have paid for.

You can for example install Solaris (commercial Unix) and it works very well and stable
and you can install linux (it is free) and this works very well too.
But not windows.

Every time i am going to use windows for a very simple task
it gives me more work with system maintance than the real task.

>Has anyone in this group had a reasonably good run with Windows, or am I
>alone here?.

I think so.

>BTW, this isn't me advocating Wintel, far from it. It's just that only
>today I realized how long I've been running without a serious crash and

>it's got me curious...
>
>Besides, things are a little quiet in this group ATM ;-)

Yes it is.

/Erik H&#65533;ll

3758. Re: Do they still use an ST?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hc76n$pb3$2@news.campuscwix.net>
Source record: 3321

On 11 May 1999 08:31:01 , J WILKINSON wrote:

->I'm not sure...I think 'palming' him is a better (or worse!) description.
->I think the blokes name is 'Harry Palms'?
->
->;^)
->
->Kind regards,
->
->Chris Wilkinson, Christchurch, New Zealand.
->/|\ ATARI Falcon030 owner.
->.

Wouldn't be surprised! <lol> Really, if we were still doing the
medevial thing with names, where the last name is a description,
then instead of Peter "Tifkas" Sinclair, it would be:

Petr the dumas... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________\/
```

3759. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hc7g1$pb3$3@news.campuscwix.net>
Source record: 3322

On 10 May 1999 15:27:21 , "Clockmeister" wrote:

<snip>

->BTW, this isn't me advocating Wintel, far from it. It's just that only
->today I realized how long I've been running without a serious crash and
->it's got me curious...
->
->Besides, things are a little quiet in this group ATM ;-)
->
->Regards,
->
->Clockmeister.

Hmm...okay, how many hardware and software changes have you made? Thats
usually when the *fun* begins... ;-)))))

We use Windoze NT (*N*ot *T*rusted) on P233's at work. It sucks vacuum
hard with a major slurp. The task bar sometimes responds to the mouse
with a blank screen, for a few seconds before filling it in. My lowly
Falcon does faster screen updates. ;-)

PS The OpenGL screen savers are okay...amusing for at least 10 mins!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

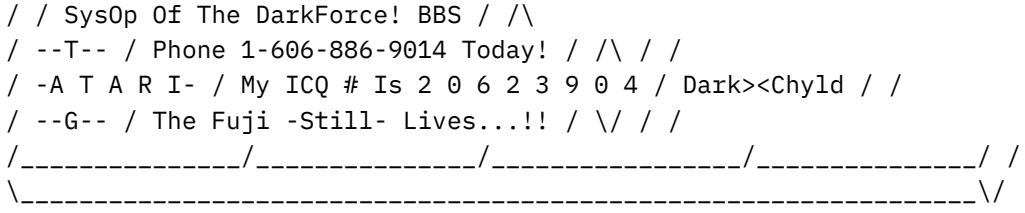
3760. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hc7n1$pb3$4@news.campuscwix.net>
Source record: 3323

On 11 May 1999 08:44:04 , J WILKINSON wrote:

->In conclusion Win95/98 are overly complicated beasts that really badly
->affect business/profitability in many organisations, who find themselves
->spending much time/$$$ on upkeep of systems rather than getting the work
->done...
->
->> Besides, things are a little quiet in this group ATM ;-)
->
->True. Disappointing really!
->
->Apparently Sinplop has been unwell due to some excess 'palming'!
->
->Kind regards,
->
->Chris Wilkinson, Christchurch, New Zealand.
->/|\ ATARI Falcon030 owner.
->.

Talk about not getting the work done, I was recently told that with
Microslops purchase of Hotmail, that they decided to replace the Sun
Solaris systems with NT...except that it seems NT could not handle
the volume and they had to switch back... Hehehehehe, bet that keeps
Gates up at night! ;-)))))



3761. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hc7ti$pb3$5@news.campuscwix.net>
Source record: 3324

On 11 May 1999 10:43:42 , Iggy Drougge wrote:

<snip>

->Let me put it this way: I'd never let that pot of crock run on my desk.
->The only saving point of Windows is the powerful hardware it runs on,
->which saves it from utter annihilation.

Amen! (and just goes to show that it needs/deserves a real OS like Linux
running on it!) ;-)))

->: BTW, this isn't me advocating Wintel, far from it. It's just that only
->: today I realized how long I've been running without a serious crash and
->: it's got me curious...
->
->Two years is no time.
->
->: Besides, things are a little quiet in this group ATM ;-)
->
->What can Sinclap be up to, then?
->.

Hmm, about knee-high, I should think... ;-))))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________\/
```

3762. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hc84l$pb3$6@news.campuscwix.net>
Source record: 3325

On 11 May 1999 14:57:30 , "Clockmeister" wrote:

<snip>

->He he. No GPF's on the Win95 - 386DX25 with 6Mb that I have here, but
->admittedly it hasn't done anything usefull either.
->
->Regards,
->
->Clockmeister.
->
->.

You're running Win '95 on a 6 meg 386DX running at 25mhz? Geeez, isn't kinda like wading through molasses in heavy combat boots? (or are you just a glutton for punishment?) ;-))))

PS Can you actually run any -other- software on it? ;^]

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3763. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-12 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be9c95$fe6a6bc0$ae5e0fcb@default>
Source record: 3326

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in article
<7hc84l$pb3$6@news.campuscwix.net>...
> On 11 May 1999 14:57:30 , "Clockmeister" wrote:
>
> <snip>
>
> ->He he. No GPF's on the Win95 - 386DX25 with 6Mb that I have here, but
> ->admittedly it hasn't done anything usefull either.
> ->
> ->Regards,
> ->
> ->Clockmeister.
> ->
> ->.
>
> You're running Win '95 on a 6 meg 386DX running at 25mhz? Geeez, isn't
> kinda like wading through molasses in heavy combat boots? (or are you
> just a glutton for punishment?) ;-))))

LOL.
Not only that, it's a PS/2 and the HDD is running in MS-DOS compatibility
mode!
It did it to win a bet. BTW, when I installed it the 386 had only 4Mb RAM.
I added an extra 2Mb SIMM later.

> PS Can you actually run any -other- software on it? ;^]

Given enough patience, it does run IE3.0 and MSword V6 (for WFW3.11
admittedly).
It does give the 120Mb HDD a bit of a thrashing though ;-)

For practical purposes, I use my P166 which performs (marginally?) better
or my Amiga ofcourse.

Regards,

Clockmeister.

3764. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-12 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be9c97$8f5bb7a0$ae5e0fcb@default>
Source record: 3327

Erik Hall <epkerha@epk.ericsson.se> wrote in article
<7hbnvk$kbg@newstoo.ericsson.se>...
> In article <01be9afb$ffc93dc0$a65e0fcb@default>, "Clockmeister"
<gerryvdb@tnet.com.au> writes:
> >Ok, so I'm a bit of a techie and know my way around computers but I just
> >haven't had many problems with my Win95 installation.
> >Going on two years without a reinstall (in fact I haven't had to do one
> >yet, touch wood) on the same system.
> Lucky you !
>
> I have never got a windows based computer to run stable
> and have worked with win95 from the day it was released (and litle
before)
> both at work and at home.
>
> Windows is a big bug !

Stability is and has always been a problem, but I've yet to re-install from
fresh.

>
> >Sure, I've had the usual GPF's and complete system lockups that are
> >standard with Windows, and the multitasking is a pretty crap too, not to
> >mention the slowdowns when things get heavy.
>
> So you have problems ... ?

Sure. Right at this moment, Windows seems to think that my modem isn't
connected (it's internal) and not working properly. (no conflicts)
It's been like that for ages, but as you are reading this it is pretty
obvious that my modem is working perfectly well. It seems Win95 is a little
confused...

> >All in all though, I think that a lot of problems arise from users lack
of
> >knowledge and that other problems are extremely exaggerated by those who
> >hate Windows solely for the monopoly it represents.
> It can maybe be users lack of knowledge but there is infact big problems
> to maintain the system when it is not working.
> Click clik... wait ... reboot ... click .. reboot ... hang ...
> - reinstall ..
> - missing drivers ..
> - bad drivers .. crash ...
> - reinstall ...
> It can take hours to get the computer running after a small crash

> and i dont like this as it is a commercial product i have paid for.

Did I mention my Linux partition?. Drivers are a major headache...

> You can for example install Solaris (commercial Unix) and it works very
well and stable
> and you can install linux (it is free) and this works very well too.
> But not windows.
>
> Every time i am going to use windows for a very simple task
> it gives me more work with system maintance than the real task.

In my case, the Windows seems to run fairly reliably most of the time but
then I have spent quite some time in the past debugging problems.

> >Has anyone in this group had a reasonably good run with Windows, or am I
> >alone here?.
>
> I think so.
>
> >BTW, this isn't me advocating Wintel, far from it. It's just that only
> >today I realized how long I've been running without a serious crash and
> >it's got me curious...
> >
> >Besides, things are a little quiet in this group ATM ;-)
>
> Yes it is.
>

It's getting better ;-)

Regards,

Clockmeister.

3765. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-12 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be9c99$00405ce0$ae5e0fcb@default>
Source record: 3328

Hi DarkChyld,

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in article
<7hc7g1$pb3$3@news.campuscwix.net>...
> On 10 May 1999 15:27:21 , "Clockmeister" wrote:
>
> <snip>
> Hmm...okay, how many hardware and software changes have you made? Thats
> usually when the *fun* begins... ;-)))))

I mentioned my modem problem in a previous post and yes, I agree, hardware changes do confuse Win95 and usually require some debugging.
Plug and Play is a load of crap.
I have changed modems, soundcards (that's a good one for headaches), video cards, and a network card.

> We use Windoze NT (*N*ot *T*rusted) on P233's at work. It sucks vacuum
> hard with a major slurp. The task bar sometimes responds to the mouse
> with a blank screen, for a few seconds before filling it in. My lowly
> Falcon does faster screen updates. ;-)

Yep. My Amiga is much faster updating screens then the P166 Win95 PC also.

> PS The OpenGL screen savers are okay...amusing for at least 10 mins!
>

:-)

Regards,

Clockmeister.

3766. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-12 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7hck0f$bds@ds2.acs.ucalgary.ca>
Source record: 3329

Hmmmmm, this entire discussion seems a bit absurd - considering this is 'comp.sys.ATARI.advocacy' and I don't ever recall seeing 'Widoze' on any Atari platform as native OS - or am I missing sommat here ????

The Canadian Curmudgeon (STill using a Maega/STE in cold, damp, Calgary)

3767. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-13 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hek69$b25$1@news.campuscwix.net>
Source record: 3330

```
On 12 May 1999 13:12:10 , VE6HY wrote:
->
->Hmmmmm, this entire discussion seems a bit absurd - considering this
->is 'comp.sys.ATARI.advocacy' and I don't ever recall seeing 'Widoze'
->on any Atari platform as native OS - or am I missing sommat here ????
->
->The Canadian Curmudgeon (STill using a Maega/STE in cold, damp,
->Calgary)
->
->
->.

You're absolutely right...but I couldn't miss an opportunity to
bash Windog... ;-)))))

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

3768. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-13 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be9d51$1cac0560$4a5e0fcb@default>
Source record: 3331

VE6HY <besmith@calcna.ab.ca> wrote in article
<7hck0f$bds@ds2.acs.ucalgary.ca>...
>
> Hmmmmm, this entire discussion seems a bit absurd - considering this
> is 'comp.sys.ATARI.advocacy' and I don't ever recall seeing 'Widoze'
> on any Atari platform as native OS - or am I missing sommat here ????
>

You're right, but this newsgroup isn't exactly buzzing with Atari talk now
is it?.
Doesn't this create the perfect oppertunity to advocate Atari OS though?.

Regards,

Clockmeister.

3769. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-14 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <373B357D.63CEE6DB@ihug.co.nz>
Source record: 3332

Hi there,

Clockmeister wrote:
>
> VE6HY <besmith@calcna.ab.ca> wrote in article
> <7hck0f$bds@ds2.acs.ucalgary.ca>...
> >
> > Hmmmmm, this entire discussion seems a bit absurd - considering this
> > is 'comp.sys.ATARI.advocacy' and I don't ever recall seeing 'Widoze'
> > on any Atari platform as native OS - or am I missing sommat here ????
>
> You're right, but this newsgroup isn't exactly buzzing with Atari talk now
> is it?.
> Doesn't this create the perfect oppertunity to advocate Atari OS though?.

Spot on. The existence of this newsgroup is for Atari advocates to forward the arguments they believe put their platform ahead of others. Supporters of other computer platforms are allowed of course to debate the claims of Atari users and add their arguments against the Atari users as well. As an Atari advocate I welcome the likes of Peter Sinclair-Day into this newsgroup because a bit of light-hearted banter between supporters of different machines never did harm anyone. Its also quite amusing to read some responses too! :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3770. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-14 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hhoo1abo1@news.campuscwix.net>
Source record: 3333

On 14 May 1999 09:26:37 , J WILKINSON wrote:

->Spot on. The existence of this newsgroup is for Atari advocates to forward
->the arguments they believe put their platform ahead of others. Supporters
->of other computer platforms are allowed of course to debate the claims of
->Atari users and add their arguments against the Atari users as well. As an
->Atari advocate I welcome the likes of Peter Sinclair-Day into this newsgroup
->because a bit of light-hearted banter between supporters of different machines
->never did harm anyone. Its also quite amusing to read some responses too! :)
->
->Kind regards,
->
->Chris Wilkinson, Christchurch, New Zealand.
->/|\ ATARI Falcon030 owner.
->.

Hi Chris! Personally, I think it would be amusing just to watch Sinclair
try to walk and chew bubblegum at the same time.. <LOL>

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3771. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-14 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be9e39$69e82aa0$865e0fcb@default>
Source record: 3334

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in article
<7hhoo1abo1@news.campuscwix.net>...
> On 14 May 1999 09:26:37 , J WILKINSON wrote:
>
> ->Spot on. The existence of this newsgroup is for Atari advocates to
forward
> ->the arguments they believe put their platform ahead of others.
Supporters
> ->of other computer platforms are allowed of course to debate the claims
of
> ->Atari users and add their arguments against the Atari users as well. As
an
> ->Atari advocate I welcome the likes of Peter Sinclair-Day into this
newsgroup
> ->because a bit of light-hearted banter between supporters of different
machines
> ->never did harm anyone. Its also quite amusing to read some responses
too! :)
> ->
> ->Kind regards,
> ->
> ->Chris Wilkinson, Christchurch, New Zealand.
> ->/|\ ATARI Falcon030 owner.
> ->.
>
> Hi Chris! Personally, I think it would be amusing just to watch
Sinclair
> try to walk and chew bubblegum at the same time.. <LOL>
>

LOL!!!.

Bite and step and bite and step...

Regards,

Clockmeister.

3772. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-15 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <373CC642.289AE742@ihug.co.nz>
Source record: 3335

Hi there,

Clockmeister wrote:
>
> DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in article
> <7hhoo1abo1@news.campuscwix.net>...
> > Hi Chris! Personally, I think it would be amusing just to watch
> > Sinclair
> > try to walk and chew bubblegum at the same time.. <LOL>
> >
>
> LOL!!!.
>
> Bite and step and bite and step...

Hmmm. We're offering bait but the big kahunga fish ain't biting!
Maybe Petey got a pass out for a week or so...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3773. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-15 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <373CC6F3.1161F667@ihug.co.nz>
Source record: 3336

Hi there,

DarkChyld wrote:
>
> Hi Chris! Personally, I think it would be amusing just to watch Sinclair
> try to walk and chew bubblegum at the same time.. <LOL>

Hehe!

I dunno. I think Petey must be quite talented. He seems to be able
to put BOTH feet in his mouth at the same time if his posts into this
NG are anything to go by! ;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3774. Say Hello to iBrator!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-15 00:00:00 UTC
From: sinclap <sinclap@my-dejanews.com>
Message-ID: <7hj5mriek1@nnrp1.deja.com>
Source record: 3337

Had to happen..

Here it is...
http://www.geocities.com/SiliconValley/Cable/6535/

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3775. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-15 00:00:00 UTC
From: sinclap <sinclap@my-dejanews.com>
Message-ID: <7hkctubps1@nnrp1.deja.com>
Source record: 3338

In article <37351371.C8A2150D@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
>
> You're missing the point as usual. RIGHT NOW, FCP HAS ZERO IMPACT ON AVID SALES. ZERO.
> Everything else you say is just conjecture.. and conjecture from someone who is NOT in the
> business. FCP is ideal only for people who SHOOT ON A DV FORMAT. MOST PROs DO NOT.

Lets see...A FCP set up has 80% of a Avid System at 20% of the price..
No brainer here..

> Granted, it doesn't take a brain surgeon to see that lowering the cost of entry increases the
> market.. but NOBODY knows how that will affect the PROFESSIONAL Avid market.

Will drive more amateurs in the professional market when they have
affordable tools to get started. Once the money/fees roll in will fund
the high end stuff...

What do you not understand?

> >
> > Are you for real...Or just pretending to be someone that you are not?
>
> Oh, childish Sinclar.. or TIFKAS, the nickname that I coined so long ago. I remember having a
> similar conversation with you about the Falcon and audio production YEARS AGO.. you weren't
> even familiar with Digidesign Pro Tools, the MOST COMMON PRO audio editing system in the world,
> yet you continued to babble on about audio production and which platforms were better..

Can't win the debate so you attack the person....Typical Atari Jihad in
Denial!

> Your problem is you don't know what the hell you are talking about in certain areas, but you
> continue to babble. Face it.. YOU KNOW NOTHING about video editing, YOU'VE NEVER actually
> worked on an AVID, you wouldn't know the difference between a Digital Betacam tape and a Beta
> SP tape if your life depended on it.. you are clueless.
\

He he he.. Well see.

Peter S.

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3776. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-15 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <373E41F9.5EE4444D@earthlink.net>
Source record: 3339

sinclap wrote:

> In article <37351371.C8A2150D@earthlink.net>,
> Particle Salad <psalad@earthlink.net> wrote:
> >
> > You're missing the point as usual. RIGHT NOW, FCP HAS ZERO IMPACT ON AVID SALES. ZERO.
> > Everything else you say is just conjecture.. and conjecture from someone who is NOT in the
> > business. FCP is ideal only for people who SHOOT ON A DV FORMAT. MOST PROs DO NOT.
>
> Lets see...A FCP set up has 80% of a Avid System at 20% of the price..
> No brainer here..

No brainer, indeed. Again, pros shoot on BETA SP, DIGITAL BETACAM, ETC, NOT DV.You are so wrong as
to once again prove yourself a fool. Final Cut Pro is NOT anywhere near 80% of an Avid. On an Avid,
you have the choice of many different compression ratios, including near uncompressed video (not so
with FCP), a rock solid integrated system (not so with FCP), built in hardware accelerated 3d effects
(not so with FCP), component, pro inputs and pro balanced audio inputs and outputs (not so with FCP),
proven software that is SEVERAL generations old (not so with FCP), guaranteed performance of hardware
periferials (not so with FCP), a HUGE installed base with by far the largest market penetration (need
I say?).. etc etc..

Talk to me in a year or two when it's up a couple of revs, and you might be right.. maybe then FCP
will start to have an impact on Avid's sales. Now? You're proving your complete ignorance here.

Talk about WHAT YOU KNOW!

> > Granted, it doesn't take a brain surgeon to see that lowering the cost of entry increases the
> > market.. but NOBODY knows how that will affect the PROFESSIONAL Avid market.
>
> Will drive more amateurs in the professional market when they have
> affordable tools to get started. Once the money/fees roll in will fund
> the high end stuff...
>
> What do you not understand?

I don't understand what you said above.. it sounds to me like you're proving my point.. when people
who start out on FCP/Mac get "money/fees roll(ing) in" they will buy Avid? You're probably right..
how exactly does that negatively affect Avid's market?

> > > Are you for real...Or just pretending to be someone that you are not?
> >
> > Oh, childish Sinclar.. or TIFKAS, the nickname that I coined so long ago. I remember having a
> > similar conversation with you about the Falcon and audio production YEARS AGO.. you weren't
> > even familiar with Digidesign Pro Tools, the MOST COMMON PRO audio editing system in the world,
> > yet you continued to babble on about audio production and which platforms were better..
>
> Can't win the debate so you attack the person....Typical Atari Jihad in
> Denial!

Hmm.. read what you just wrote about attacking the person? Er.. put, kettle? Keep talking, you're
proving my point for me.Once again, you refuse to comment on the bigger point.. which is, you DON'T
KNOW the first thing about the video business. You wouldn't have posted the above if you had a
clue. Only an idiot would contininue to defend himself in an argument where someone SO OBVIOUSLY
knows MUCH MORE then he does. Then, to compound the mistake, the ONE point he makes in response is
so CLEARLY demonstrative of his ignorance that I don't even really need to respond.

As far as "Atari Jihad," once again you are demonstrating your ignorance.. I don't care about what
platform I use, unlike you. I use whatever tool helps me get my work done most efficiently. I do
most of my work on my Mac system at home.. I do a lot of work on Macs and Windows systems at work,
but more Mac then Windows for audio and video work.

I don't blame you for trying to insult me, though.. you don't have the knowledge to actually debate
with me about pro audio and video.

Again, talk about what you KNOW!!

> > Your problem is you don't know what the hell you are talking about in certain areas, but you
> > continue to babble. Face it.. YOU KNOW NOTHING about video editing, YOU'VE NEVER actually
> > worked on an AVID, you wouldn't know the difference between a Digital Betacam tape and a Beta
> > SP tape if your life depended on it.. you are clueless.
> \

>
> He he he.. Well see.

What Video workstation have you done work on? What formats?
Talk about what you know...

--
-Mark/Particle Salad

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

Particle Salad/Noom Room Studio
http://home.earthlink.net/~psalad
psalad@earthlink.net

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

3777. Re: Say Hello to iBrator!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-16 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <373E065A.D2263FFA@ihug.co.nz>
Source record: 3340

Hi there,

sinclap wrote:
>
> Had to happen..
>
> Here it is...
> http://www.geocities.com/SiliconValley/Cable/6535/

Is that the USB version or PCI version! ;^)

Ooeerr!!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3778. Re: Say Hello to iBrator!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-16 00:00:00 UTC
From: sinclap <sinclap@my-dejanews.com>
Message-ID: <7hms5qtlj1@nnrp1.deja.com>
Source record: 3341

In article <373E065A.D2263FFA@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> sinclap wrote:
> >
> > Had to happen..
> >
> > Here it is...
> > http://www.geocities.com/SiliconValley/Cable/6535/
>
> Is that the USB version or PCI version! ;^)

The specs say USB. Just plug it in USB port and imediately enjoy
pleasure..-)

> Ooeerr!!
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

Peter S.

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3779. Re: Say Hello to iBrator!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-17 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <373F203E.BA2E45A0@ihug.co.nz>
Source record: 3342

Hi there,

sinclap wrote:
>
> In article <373E065A.D2263FFA@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
> >
> > Is that the USB version or PCI version! ;^)
>
> The specs say USB. Just plug it in USB port and imediately enjoy
> pleasure..-)

Maybe anorak wearers would get pleasure from such a device
but I don't think I ever would because...

1. I don't have a USB port on my Falcon030...

2. My girlfriend would kill me!! ;^)

I could use it as an interesting ornament to sit on the
coffee table perhaps...a conversation piece? :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3780. TAF Meeting May 19th - Elections, Emulation!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <hEL%2.1001$u3.435462144@momma.bigmomma.com>
Source record: 3343

First, it's time once again for the annual TAF Executive Elections! If you like what the club is doing, or want to see a change in how it's being run, then by all means come in and let your voice be heard! This is the executive you'll be bringing in to the next millenium....

Then, we'll be looking at how to improve the efficiency of your PC computer - by installing an Atari emulator and running your favorite ST applications on it! We'll be looking at GEMulator, TOSBox, PacifiST and other popular ST emulators, running on both a PC laptop and on our PHOENIX editor's PC tower! Learn about how well the various emulators run, the advantages, the pitfalls, the issues on emulation - and what does and doesn't run. Needless to say, this seminar will also allow you to run your programs well into the millenium as well.

It'll be an exciting night, to say the least. See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3781. Re: TAF Meeting May 19th - Elections, Emulation!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-17 00:00:00 UTC
From: sinclap <sinclap@my-dejanews.com>
Message-ID: <7hpfeb$l6g$1@nnrp1.deja.com>
Source record: 3344

In article <hEL%2.1001$u3.435462144@momma.bigmomma.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

dribble deleted...

'Chunks' exists....

Peter S.

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3782. TAF Meeting May 19th - Elections, Emulations!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-17 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <17051999142142739%dreibel@idirect.com>
Source record: 3345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.announce,alt.atari,comp.sys.atari.programmer

Agenda for the May 19th, 1999 Toronto Atari Federation meeting:

First, it's time once again for the annual TAF Executive Elections! If you like what the club is doing, or want to see a change in how it's being run, then by all means come in and let your voice be heard! This is the executive you'll be bringing in to the next millenium....

Then, we'll be looking at how to improve the efficiency of your PC computer - by installing an Atari emulator and running your favorite ST applications on it! We'll be looking at GEMulator, TOSBox, PacifiST and other popular ST emulators, running on both a PC laptop and on our PHOENIX editor's PC tower! Learn about how well the various emulators run, the advantages, the pitfalls, the issues on emulation - and what does and doesn't run. Needless to say, this seminar will also allow you to run your programs well into the millenium as well.

It'll be an exciting night, to say the least. See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3783. Embarrassing question

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-18 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <cmp03.69$kn3.2561@nntp1>
Source record: 3346
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

Hello all,
I have made the plunge into my newly acquired 800XL and want to learn to program on it and I have a VERY embarrassing question.
How to I save and load from my 1050 floppy drive?
I have a book on game programming that came with a disk. I typed CLOAD and it started to load, but then I realized that there are most likely more than 1 program on the disk. The disk isn't labeled so I need to know what is on it. How do I find out the names of the files on the disk and how do I load those files (I assume CLOAD then the name of the program)? I assume saving a program is similar.
I am too used to DOS and Windows...
Please e-mail me at delliott@nac.net and don't be too hard on me.
Thanks,
David
PS I'm sure the same holds true for my 410 program recorder too...

3784. Re: Embarrassing question

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-19 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7hubshuoe1@nnrp1.deja.com>
Source record: 3250
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

> >Hello all,
> > I have made the plunge into my newly acquired 800XL and want to
learn to
> >program on it and I have a VERY embarrassing question.
> > How to I save and load from my 1050 floppy drive?
> > I have a book on game programming that came with a disk. I typed
CLOAD
> >and it started to load, but then I realized that there are most
likely more
> >than 1 program on the disk. The disk isn't labeled so I need to know
what
> >is on it. How do I find out the names of the files on the disk and
how do I
> >load those files (I assume CLOAD then the name of the program)? I
assume
> >saving a program is similar.
> > I am too used to DOS and Windows...
> > Please e-mail me at delliott@nac.net and don't be too hard on me.
> > Thanks,
> > David
> >PS I'm sure the same holds true for my 410 program recorder too...
> >
> The commands in ATARI BASIC is as follows:
>
> LOAD "D:FILENAME.BAS" - D is for disk drive, if you have more than one
> disk drive then you can use LOAD "D2:FILENAME.BAS" this will load the
> program FILENAME.BAS from the second disk drive.
>
> To save a file it is pretty much the same SAVE "D:FILENAME.BAS" etc..
>
> You can also load then run a file by RUN "D:FILENAME.BAS"
>
> By typing DOS you can get a menu of DOS options.
>
> Filenames have the same rules as MS-DOS on a PC, including wildcards.
>
> Disk directory can only be seen by going into the DOS menu and
> selecting A.
>
> Hope this answers you questions.

Right....

the same for LIST and ENTER commands also...

Dalibor

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3785. Re: Embarrassing question

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-19 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <37452926.107925148@news.erols.com>
Source record: 3347
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

On Tue, 18 May 1999 22:35:12 -0400, "David A. Elliott"
<delliott@nac.net> wrote:

>Hello all,
> I have made the plunge into my newly acquired 800XL and want to learn to
>program on it and I have a VERY embarrassing question.
> How to I save and load from my 1050 floppy drive?
> I have a book on game programming that came with a disk. I typed CLOAD
>and it started to load, but then I realized that there are most likely more
>than 1 program on the disk. The disk isn't labeled so I need to know what
>is on it. How do I find out the names of the files on the disk and how do I
>load those files (I assume CLOAD then the name of the program)? I assume
>saving a program is similar.
> I am too used to DOS and Windows...
> Please e-mail me at delliott@nac.net and don't be too hard on me.
> Thanks,
> David
>PS I'm sure the same holds true for my 410 program recorder too...
>
The commands in ATARI BASIC is as follows:

LOAD "D:FILENAME.BAS" - D is for disk drive, if you have more than one
disk drive then you can use LOAD "D2:FILENAME.BAS" this will load the
program FILENAME.BAS from the second disk drive.

To save a file it is pretty much the same SAVE "D:FILENAME.BAS" etc..

You can also load then run a file by RUN "D:FILENAME.BAS"

By typing DOS you can get a menu of DOS options.

Filenames have the same rules as MS-DOS on a PC, including wildcards.

Disk directory can only be seen by going into the DOS menu and
selecting A.

Hope this answers you questions.

3786. Re: Embarrassing question

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-KKlMH28JJdHr@localhost>
Source record: 3348
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On Wed, 19 May 1999 02:35:12, "David A. Elliott" <delliott@nac.net>
wrote:

> Hello all,
> I have made the plunge into my newly acquired 800XL and want to learn to
> program on it and I have a VERY embarrassing question.
> How to I save and load from my 1050 floppy drive?
> I have a book on game programming that came with a disk. I typed CLOAD
> and it started to load, but then I realized that there are most likely more
> than 1 program on the disk. The disk isn't labeled so I need to know what
> is on it. How do I find out the names of the files on the disk and how do I
> load those files (I assume CLOAD then the name of the program)? I assume
> saving a program is similar.
> I am too used to DOS and Windows...
> Please e-mail me at delliott@nac.net and don't be too hard on me.
> Thanks,
> David

There are no embarrassing questions. We all had to start somewhere.

Firstly. is DOS loaded???
To load dos, turn on drive, instert the disk, close door then turn on
the computer.
you should hear a series of beeps comming from the speaker thenthe
ready prompt.
Anything else like errors or no loading at all means something is not
working.

From basic, enter DOS for the dos menu.
From dos, B to enter cartridge (basic).
From basic LOAD"D:program.ext. where program.ext is the name of the
program you wish to load.
SAVE"D:program.ext saves your program.
LIST"D:program.ext Lists the program to disk.
ENTER"D:program.ext Enters a listed program from disk.

The last two instructions do have a use but are not mandtory.
They are used to clear out the vairable table of unused vairables
because Atari basic can only have 128 vairables.

CLOAD and CSAVE are used for the 410 only.

James.

3787. Re: Embarrassing question

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-19 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <XOw03.75$kn3.3987@nntp1>
Source record: 3349
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

BTW... I have no Atari DOS loaded on here... just the pre-loaded BASIC and I also have the Atari Assembler Editor cart. I have no way of knowing the filenames on the one floppy disk I have.
David A. Elliott <delliott@nac.net> wrote in message news:cmp03.69$kn3.2561@nntp1...
> Hello all,
> I have made the plunge into my newly acquired 800XL and want to learn to
> program on it and I have a VERY embarrassing question.
> How to I save and load from my 1050 floppy drive?
> I have a book on game programming that came with a disk. I typed CLOAD
> and it started to load, but then I realized that there are most likely more
> than 1 program on the disk. The disk isn't labeled so I need to know what
> is on it. How do I find out the names of the files on the disk and how do I
> load those files (I assume CLOAD then the name of the program)? I assume
> saving a program is similar.
> I am too used to DOS and Windows...
> Please e-mail me at delliott@nac.net and don't be too hard on me.
> Thanks,
> David
> PS I'm sure the same holds true for my 410 program recorder too...
>
>

3788. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-20 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37446AFB.8897F955@earthlink.net>
Source record: 3251

Interesting.. no response from the Avid Expert Known As Sinclap.. AEKAS. Maybe he has finally come to
the realization that he doesn't posess the knowledge to make an informed rebuttal?

That would be nice.. of course, TIFKAS/AEKAS would NEVER admit publicly that he doesn't know what he's
talking about.. that would actually take some humility and intelligence, traits I haven't seen from him
before. He'll probably choose to either ignore it further, or make a quip instead.. standard practice
when you don't know enough to make an intelligent argument.

-Mark

Particle Salad wrote:

> sinclap wrote:
>
> > In article <37351371.C8A2150D@earthlink.net>,
> > Particle Salad <psalad@earthlink.net> wrote:
> > >
> > > You're missing the point as usual. RIGHT NOW, FCP HAS ZERO IMPACT ON AVID SALES. ZERO.
> > > Everything else you say is just conjecture.. and conjecture from someone who is NOT in the
> > > business. FCP is ideal only for people who SHOOT ON A DV FORMAT. MOST PROs DO NOT.
> >
> > Lets see...A FCP set up has 80% of a Avid System at 20% of the price..
> > No brainer here..
>
> No brainer, indeed. Again, pros shoot on BETA SP, DIGITAL BETACAM, ETC, NOT DV.You are so wrong as
> to once again prove yourself a fool. Final Cut Pro is NOT anywhere near 80% of an Avid. On an Avid,
> you have the choice of many different compression ratios, including near uncompressed video (not so
> with FCP), a rock solid integrated system (not so with FCP), built in hardware accelerated 3d effects
> (not so with FCP), component, pro inputs and pro balanced audio inputs and outputs (not so with FCP),
> proven software that is SEVERAL generations old (not so with FCP), guaranteed performance of hardware
> periferials (not so with FCP), a HUGE installed base with by far the largest market penetration (need
> I say?).. etc etc..

>
> Talk to me in a year or two when it's up a couple of revs, and you might be right.. maybe then FCP
> will start to have an impact on Avid's sales. Now? You're proving your complete ignorance here.
>
> Talk about WHAT YOU KNOW!
>
> > > Granted, it doesn't take a brain surgeon to see that lowering the cost of entry increases the
> > > market.. but NOBODY knows how that will affect the PROFESSIONAL Avid market.
> >
> > Will drive more amateurs in the professional market when they have
> > affordable tools to get started. Once the money/fees roll in will fund
> > the high end stuff...
> >
> > What do you not understand?
>
> I don't understand what you said above.. it sounds to me like you're proving my point.. when people
> who start out on FCP/Mac get "money/fees roll(ing) in" they will buy Avid? You're probably right..
> how exactly does that negatively affect Avid's market?
>
> > > > Are you for real...Or just pretending to be someone that you are not?
> > > >
> > > Oh, childish Sinclar.. or TIFKAS, the nickname that I coined so long ago. I remember having a
> > > similar conversation with you about the Falcon and audio production YEARS AGO.. you weren't
> > > even familiar with Digidesign Pro Tools, the MOST COMMON PRO audio editing system in the world,
> > > yet you continued to babble on about audio production and which platforms were better..
> >
> > Can't win the debate so you attack the person....Typical Atari Jihad in
> > Denial!
>
> Hmm.. read what you just wrote about attacking the person? Er.. put, kettle? Keep talking, you're
> proving my point for me.Once again, you refuse to comment on the bigger point.. which is, you DON'T
> KNOW the first thing about the video business. You wouldn't have posted the above if you had a
> clue. Only an idiot would contininue to defend himself in an argument where someone SO OBVIOUSLY
> knows MUCH MORE then he does. Then, to compound the mistake, the ONE point he makes in response is
> so CLEARLY demonstrative of his ignorance that I don't even really need to respond.
>

> As far as "Atari Jihad," once again you are demonstrating your ignorance.. I don't care about what
> platform I use, unlike you. I use whatever tool helps me get my work done most efficiently. I do
> most of my work on my Mac system at home.. I do a lot of work on Macs and Windows systems at work,
> but more Mac then Windows for audio and video work.
>
> I don't blame you for trying to insult me, though.. you don't have the knowledge to actually debate
> with me about pro audio and video.
>
> Again, talk about what you KNOW!!
>
> > > Your problem is you don't know what the hell you are talking about in certain areas, but you
> > > continue to babble. Face it.. YOU KNOW NOTHING about video editing, YOU'VE NEVER actually
> > > worked on an AVID, you wouldn't know the difference between a Digital Betacam tape and a Beta
> > > SP tape if your life depended on it.. you are clueless.
> > \
> >
> > He he he.. Well see.
>
> What Video workstation have you done work on? What formats?
> Talk about what you know...
>
> --
> -Mark/Particle Salad
>
> ^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^
> Particle Salad/Noom Room Studio
> http://home.earthlink.net/~psalad
> psalad@earthlink.net
>
> ^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3789. Re: Embarrassing question

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-20 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <37447150.0@news.iglou.com>
Source record: 3252
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

On 1999-05-19 delliott@nac.net said:
>atari.8bit:60747 comp.sys.atari.advocacy:21608 BTW... I have no
>Atari DOS loaded on here... just the pre-loaded BASIC and I also
>have the Atari Assembler Editor cart. I have no way of knowing the
>filenames on the one floppy disk I have. David A. Elliott
Without DOS you can't read a disk, but most pre-recorded disks have some
sort of DOS. First you turn on the drive and insert the disk, then turn on
the computer. If it says "BOOT ERROR", you need to get a DOS disk.
Net-Tamer V 1.08X - Test Drive

3790. WTB: Link 97

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-22 00:00:00 UTC
From: growlerf@aol.com
Message-ID: <19990521232137.03867.00003395@ng-cr1.aol.com>
Source record: 3253

Looking for a Link 97 new or used.

Thanks.

<bob@growler.com>

3791. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-23 00:00:00 UTC
From: Xerophyte <xerophyte@yahoo.com>
Message-ID: <7iabv4$2met@enews3.newsguy.com>
Source record: 3254

NT is *much* better. Partly because Plug-n-play and all of the other 'easy
to use' (which is not easy for most machines) doesn't exist in NT.

It's faster and actually does preemptive multitasking.

Win95 says it can do preemptive, but only with 32-bit code. When you
consider Win95 has enough 16-bit code in the core of the OS, there's no way
in hell Win95 (or 98) will ever properly preemptively multitask. Microsoft
misadvertised. is that not illegal?

Steve Stupple wrote in message ...
>In article <01be9afb$ffc93dc0$a65e0fcb@default>, Clockmeister
><gerryvdb@tnet.com.au> writes
>>Ok, so I'm a bit of a techie and know my way around computers but I just
>>haven't had many problems with my Win95 installation.
>>Going on two years without a reinstall (in fact I haven't had to do one
>>yet, touch wood) on the same system.
>
>Well I'm using Windoze '98 and can only comment on 3.1 and '98. It's
>been 6 weeks since I've had to re-install everything and I've been
>struggling for 3 weeks. Another instal is due, and I'm awaiting delivery
>of NT hoping that that's better.
>
>>
>>Sure, I've had the usual GPF's and complete system lockups that are
>>standard with Windows, and the multitasking is a pretty crap too, not to
>>mention the slowdowns when things get heavy.
>
>Things get slowed down when you turn the machine on!
>
>>
>>All in all though, I think that a lot of problems arise from users lack of
>>knowledge and that other problems are extremely exaggerated by those who
>>hate Windows solely for the monopoly it represents.
>
>Lack of knowledge!!! Well that rules me out then.....
>
>>
>>Has anyone in this group had a reasonably good run with Windows, or am I
>>alone here?.
>
>I had a good run with 3.1/3.11 and wfw 3.11.
>
>>
>>BTW, this isn't me advocating Wintel, far from it. It's just that only

>>today I realized how long I've been running without a serious crash and
>>it's got me curious...
>>
>>Besides, things are a little quiet in this group ATM ;-)
>
>I have come to the following conclusion; the number after the 'P', e.g.
>p-120, p300 etc.. means the number of hours you can go without having to
>reinstall:)
>
>The idea is that you upgrade to a faster machine BEFORE the time
>expires, and hence keep the manufacturers in a job.
>
>BTW, why hasn't Intel released their 800 meg processor yet! it was
>supposed to have been ready in Oct '98 ready for a March '99 release, or
>they purposely holding back to call it a Pentium (TM) IV!!!
>
>
>--
> Cheers! for now
> Steve <><
>
> The Atari Software exchange: asx.atari.org
>Email: steve@steverosie.demon.co.uk
>Nick: Mocknbird Tel: 0870 7402517
>ICQ: 18116827 IRC Channels: #atariscne #atari
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

3792. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-23 00:00:00 UTC
From: Xerophyte <xerophyte@yahoo.com>
Message-ID: <7iabrt$2md3@enews3.newsguy.com>
Source record: 3255

Let's go through this one by one:

Clockmeister wrote in message <01be9afb$ffc93dc0$a65e0fcb@default>...

>Sure, I've had the usual GPF's and complete system lockups that are
>standard with Windows, and the multitasking is a pretty crap too, not to
>mention the slowdowns when things get heavy.

That's typical for most OSes. When you have more apps open, the system will slow down then trying to pre-emptively multitask them all. Depending on how good the OS is, you can multitask more apps than on other OSes. Amiga, Mac, and Atari ST are in the same boat for locking up. And even Unix can have its day since nothing is perfect so don't say anything Unix techies. Stuff can happen with Unix, maybe not as often.

>All in all though, I think that a lot of problems arise from users lack of
>knowledge and that other problems are extremely exaggerated by those who
>hate Windows solely for the monopoly it represents.

I don't hate Windows. Rationally speaking, I can't hate Microsoft. Microsoft saw IBM was peddling a computer (a true piece of junk if you read up on technologies available in 1980...) Any one of us would have made the same decisions, given the opportunity. Any one of us who bothered to notice how big IBM was and Digital Research (IBM's first contact) was run by a truckload of cretins. This is why they turned IBM down! idiots, I have no sympathy for them...

IBM used its *name* to sell the product and give it the facade that it was for business. (I wouldn't sell a badly designed CPU which was slower than many other 8-bit and 16-bit CPUs of the time! The Motorola 68000 was made in 1977 and had more than the i8088. The i80386 (1985) finally caught up to the 68000 (1977)). The machine sold, of course, and Microsoft stuck along for the ride. Intel, who made the worst microprocessors of the time (and still do) had a larger role to play since Intel chose them (because the CPU was fourth-rate, even by 1980 standards).

In the end, it's IBM I cannot stand.

>Has anyone in this group had a reasonably good run with Windows, or am I
>alone here?.

I don't like Win95 because plug-and-play only works on very simple machines, if for nothing else. I use WinNT and I enjoy it, but I'd much rather use the Amiga - which was the most resource-friendly of the entire scope of microcomputers.

3793. Re: Windows isn't "that" bad.

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-24 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bea603$50be15e0$345e0fcb@default>
Source record: 3256

Hi,

Xerophyte <xerophyte@yahoo.com> wrote in article
<7iabrt$2md3@enews3.newsguy.com>...
> Let's go through this one by one:
>
> Clockmeister wrote in message <01be9afb$ffc93dc0$a65e0fcb@default>...
>
> >Sure, I've had the usual GPF's and complete system lockups that are
> >standard with Windows, and the multitasking is a pretty crap too, not to
> >mention the slowdowns when things get heavy.
>
>
> That's typical for most OSes. When you have more apps open, the system
will
> slow down then trying to pre-emptively multitask them all. Depending on
how
> good the OS is, you can multitask more apps than on other OSes. Amiga,
Mac,
> and Atari ST are in the same boat for locking up. And even Unix can have
> its day since nothing is perfect so don't say anything Unix techies.
Stuff
> can happen with Unix, maybe not as often.

I managed to lock up Linux once, but why it locked up remains a mystery...

>
> >All in all though, I think that a lot of problems arise from users lack
of
> >knowledge and that other problems are extremely exaggerated by those who
> >hate Windows solely for the monopoly it represents.
>
>
> I don't hate Windows. Rationally speaking, I can't hate Microsoft.
> Microsoft saw IBM was peddling a computer (a true piece of junk if you
read
> up on technologies available in 1980...)

The only thing in favour of the original IBM PC/XT was the 80 column
display which was lacking in most 8 bit computers of the time. For anything
else, PC's where truely abysmal.

Any one of us would have made the
> same decisions, given the opportunity. Any one of us who bothered to
notice
> how big IBM was and Digital Research (IBM's first contact) was run by a

> truckload of cretins. This is why they turned IBM down! idiots, I have
no
> sympathy for them...

They must be kicking themselves now...

> IBM used its *name* to sell the product and give it the facade that it
was
> for business. (I wouldn't sell a badly designed CPU which was slower
than
> many other 8-bit and 16-bit CPUs of the time! The Motorola 68000 was
made
> in 1977 and had more than the i8088.

No shit. The Intel 8088 is a true masterpiece of retarded engineering.
Even today, the shortfalls of that monstrosity still come through on new
generation Pentiums.

The i80386 (1985) finally caught up to
> the 68000 (1977)).

Yes and no. The 80386 did have more features then the 68000 (like VM and
FPU support) and the 80386DX was a clean 32 bit processor unlike the 16/32
bit 68000. The 68000 was a cleaner processor though, and far superior to
the 80286 so my guess is that it falls somewhere in between the 80286 and
80386SX.

The 68020 was pretty comparable to the 386DX feature wise, and certainly
performance wise in the right system.

The machine sold, of course, and Microsoft stuck along
> for the ride. Intel, who made the worst microprocessors of the time (and
> still do) had a larger role to play since Intel chose them (because the
CPU
> was fourth-rate, even by 1980 standards).

Intel make a pretty decent processor these days despite the legacy. (not
forgetting the fact that the new generation Pentium CPU's are still just
over-glorified 386's). The rest of the PC architecture is a bit of a dog's
breakfast as well come to think of it.

> In the end, it's IBM I cannot stand.

You can't really blame IBM. After all, it was the gullible public that got
sucked into buying the damn things. No-one forced them to!.

But then, there are those people who are happy to keep spending money on
upgrades every six months or so just to stay current so I guess nothing
much has changed.

IBM did come out with MCA and OS/2 which where pretty reasonable
technologies at the time, but IBM shot themselves in the foot with MCA. The
licensing to use MCA in clones was super-expensive so the clone makers
simply didn't embrace the new technology. IBM got greedy, wanted it all

(including royalty on every MCA bus clone PC sold!) so the industry went another direction. (VLB, EISA, and eventually PCI).

That hurt IBM badly :-)

> >Has anyone in this group had a reasonably good run with Windows, or am I
> >alone here?.
>
>
> I don't like Win95 because plug-and-play only works on very simple machines,
> if for nothing else. I use WinNT and I enjoy it, but I'd much rather use
> the Amiga - which was the most resource-friendly of the entire scope of
> microcomputers.
>
Likewise, I'd choose an Amiga. It was the first (and only) computer that had that certain awe of excitement and WOW factor. That old A2000 of mine surprises me at times with what it can do, given the obvious age and hardware constraints of an essentially eighties technology computer.

And to think that the 68000 was the first processor considered for the first IBM/PC, but for compatibility reasons (with mainframe technology) they chose the i8088 instead. Pity...

Regards,

Clockmeister.

3794. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-24 00:00:00 UTC
From: sinclap <sinclap@my-dejanews.com>
Message-ID: <7ic920ecc1@nnrp1.deja.com>
Source record: 3257

In article <37446AFB.8897F955@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> Interesting.. no response from the Avid Expert Known As Sinclap.. AEKAS. Maybe he has finally come to
> the realization that he doesn't posess the knowledge to make an informed rebuttal?
>
> That would be nice.. of course, TIFKAS/AEKAS would NEVER admit publicly that he doesn't know what he's
> talking about.. that would actually take some humility and intelligence, traits I haven't seen from him
> before. He'll probably choose to either ignore it further, or make a quip instead.. standard practice
> when you don't know enough to make an intelligent argument.
>
> -Mark
>

'Yawnnnnnnnnnnnnnnnnnnnnnnnnnnnnnnn...'

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3795. Atari Jaguar Stuff

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-25 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990524202059.04487.00004586@ng-fa1.aol.com>
Source record: 3258

I have the following for sale or trade.
Atari Jaguar, Jag CD, 1 Jagpad, 11 cartridge games, and 3 CD games, Atari Jag Games Strategy Guide.
I'll sell the whole lot for $200.00 (shipping extra) or trade for an Atari Falcon 030, with ide internal hd,in good condition.
Interested persons send reply to my email address.
Thanks,
Sam

3796. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-25 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <374AE0E6.EF868966@earthlink.net>
Source record: 3259

Oh, did I wake you? Sorry.. were you dreaming about being someone who actually did media work on the Mac?
I'm sure you enjoyed the dream, it's much more fun then being an uneducated newsgroup troll..

sinclap wrote:

> In article <37446AFB.8897F955@earthlink.net>,
> Particle Salad <psalad@earthlink.net> wrote:
> > Interesting.. no response from the Avid Expert Known As Sinclap.. AEKAS. Maybe he has finally come to
> > the realization that he doesn't posess the knowledge to make an informed rebuttal?
> >
> > That would be nice.. of course, TIFKAS/AEKAS would NEVER admit publicly that he doesn't know what he's
> > talking about.. that would actually take some humility and intelligence, traits I haven't seen from him
> > before. He'll probably choose to either ignore it further, or make a quip instead.. standard practice
> > when you don't know enough to make an intelligent argument.
> >
> > -Mark
> >
>
> 'Yawnnnnnnnnnnnnnnnnnnnnnnnnnnnnnn...'
>
> --== Sent via Deja.com http://www.deja.com/ ==--
> ---Share what you know. Learn what you don't.---

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3797. www.atarisales.cm

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-27 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <4747-374D83EF-29@newsd-171.iap.bryant.webtv.net>
Source record: 3260

www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3798. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-29 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7iphlvipv1@nnrp1.deja.com>
Source record: 3261

In article <374AE0E6.EF868966@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> Oh, did I wake you? Sorry.. were you dreaming about being someone who actually did media work on the Mac?
> I'm sure you enjoyed the dream, it's much more fun then being an uneducated newsgroup troll..
>
Actually the dream was about how FCP with FireWire G3 PROVIDES 80% of
the capabilities of an Avid system at 20% of the price will bring in
more users in the market to give the overpriced producers a run for the
money...

Peter S.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3799. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-29 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7iphm6$iq1$1@nnrp1.deja.com>
Source record: 3262

In article <374AE0E6.EF868966@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> Oh, did I wake you? Sorry.. were you dreaming about being someone who actually did media work on the Mac?
> I'm sure you enjoyed the dream, it's much more fun then being an uneducated newsgroup troll..
>
Actually the dream was about how FCP with FireWire G3 PROVIDES 80% of
the capabilities of an Avid system at 20% of the price will bring in
more users in the market to give the overpriced producers a run for the
money...

Peter S.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3800. 'Chunks' got Luck?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-30 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7iqegl$4pu$1@nnrp1.deja.com>
Source record: 3263

'Chunks' absence has created wild speculation that he has a girlfirend,
or has a new real money job that involves working a obscene schedule
like myself or he realizes that iMac have really sold well up north.

he he he..

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3801. 'Chunks' got Lucky?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-30 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7iqehh$4q3$1@nnrp1.deja.com>
Source record: 3264

'Chunks' absence has created wild speculation that he has a girlfirend,
or has a new real money job that involves working a obscene schedule
like myself or he realizes that iMac have really sold well up north.

he he he..

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3802. Re: 'Chunks' got Lucky?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-30 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <375136e3@nemo.idirect.com>
Source record: 3265

On 30 May 1999 04:24:16 , having realized why he was getting those, er, special feelings towards Tinky Winky, The iDiot Forever Known As Sinclap wrote:

>'Chunks' absence has created wild speculation that he has a girlfirend,
>or has a new real money job that involves working a obscene schedule
>like myself or he realizes that iMac have really sold well up north.

and the above post shows that TiFKAS is still hallucinating and needs to go to Bellevue to continue the shock treatment, because:

1) his imaginary friend "Chunks" - who he calls up whenever he is losing an argument - doesn't exist.

2) the iMac has not been as big a success as he claims, judging by the PC Data report this month that showed that iMac sales actually slowed down significantly in April (the month his favorite source, The Daily Tubby, swore up and down that iMacs were "hard to find anywhere") Indeed, it mentioned that it was still possible to buy a brand-new 233mHZ Rev. B iMac at many dealers in the US! Looks like the Steve Jobs Reality-Distortion Field® is beginning to belch smoke again....

3) He still insists that Final Cut will take the place of the recently departed Avid, despite the fact that a professional video user in .advocacy reduced him to chutney and revealed that TiFKAS doesn't know beans about producing video.

Now if he had only directed the above missive at me, rather than his imaginary friend, he'll have found that #2 - having the new job that paid significantly more and at an obscene schedule - would have been correct. And am enjoying a nice big video screen as part of the fruits of my labour on my Falcon, which, BTW, didn't require any "hack n' slash" to install....

>--
>"Although there are more Microsoft Windows users
>than Macintosh users, we would like to remind you
>that there are far more cockroaches than people."

now I could set up a line saying that all Macintosh people are cockroaches, but I know Mac people better than that - the only one who could fit that job description is TiFKAS.

Would LOVE to see a cage match between TiFKAS and the equally brainless Mac-baiting PC-user Ho You Kong from mac.advocacy - they're equally matched for lack of intelligence and their ability to prove with their trolls that there is such a thing as negative IQ....

>
>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.

TiFKAS STILL fails on both counts....
>.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3803. Re: 'Chunks' got Lucky?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-30 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7irref$13e$1@nnrp1.deja.com>
Source record: 3266

In article <375136e3@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

You admit that you are the one and only 'Chunks'?

> On 30 May 1999 04:24:16 , having realized why he was getting those, er, special
> feelings towards Tinky Winky, The iDiot Forever Known As Sinclap wrote:
>
> >'Chunks' absence has created wild speculation that he has a girlfirend,
> >or has a new real money job that involves working a obscene schedule
> >like myself or he realizes that iMac have really sold well up north.
>
> and the above post shows that TiFKAS is still hallucinating and needs to go
> to Bellevue to continue the shock treatment, because:

There is no Bellevue in Jesse Ventura's state. And speaking of Jesse,
can't you folks up north get it right that if you do a Ventura movie
that it's done accurately....

> 1) his imaginary friend "Chunks" - who he calls up whenever he is losing an
> argument - doesn't exist.
>
> 2) the iMac has not been as big a success as he claims, judging by the PC
> Data report this month that showed that iMac sales actually slowed down
> significantly in April (the month his favorite source, The Daily Tubby, swore
> up and down that iMacs were "hard to find anywhere") Indeed, it mentioned that
> it was still possible to buy a brand-new 233mHZ Rev. B iMac at many dealers in
> the US! Looks like the Steve Jobs Reality-Distortion Field® is beginning to
> belch smoke again....

According to the April numbers if that you combine all colors as one,
the iMac is #1!

I doubt that Rev B ones are plentiful up north...

> 3) He still insists that Final Cut will take the place of the recently
> departed Avid, despite the fact that a professional video user in .advocacy
> reduced him to chutney and revealed that TiFKAS doesn't know beans about
> producing video.

FCP is the beginning and will revolutionize the industry. Thats what
show goers and the Apple folks know during the Strictly Business show in
Minneapolis this past week which wore out sinclap...

> Now if he had only directed the above missive at me, rather than his
> imaginary friend, he'll have found that #2 - having the new job that paid
> significantly more and at an obscene schedule - would have been correct. And am

> enjoying a nice big video screen as part of the fruits of my labour on my
> Falcon, which, BTW, didn't require any "hack n' slash" to install....

What do you do now? Loading trucks in the UPS warehouse?

> >--
> >"Although there are more Microsoft Windows users
> >than Macintosh users, we would like to remind you
> >that there are far more cockroaches than people."
>
> now I could set up a line saying that all Macintosh people are cockroaches,
> but I know Mac people better than that - the only one who could fit that job
> description is TiFKAS.
>
> Would LOVE to see a cage match between TiFKAS and the equally brainless
> Mac-baiting PC-user Ho You Kong from mac.advocacy - they're equally matched for
> lack of intelligence and their ability to prove with their trolls that there is
> such a thing as negative IQ....

Lets see...On day one I humbly recall that the Jagflop will fail due to
market and Tramiels past screw ups...The list goes on...My batting
average is high..

> >
> >Sent via Deja.com http://www.deja.com/
> >Share what you know. Learn what you don't.
>
> TiFKAS STILL fails on both counts....
> >.
>
> **************************Daniel L. Dreibelbis*****************************
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> ****************"Nevertheless, THE FUJI STILL LIVES!"*********************
>

I guess the election did not go your way...
--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3804. Re: 'Chunks' got Lucky?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-31 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7iuams$21l$2@news.campuscwix.net>
Source record: 3267

On 30 May 1999 04:24:16 , sinclap wrote:

<typical TIFKAS uselessness snipped>

->Sent via Deja.com http://www.deja.com/
->Share what you know. Learn what you don't.
->.

Wow. You sure you aren't using "deja-vu" instead of "Deja-News"?

The reason I'm asking is because all your messages were posted
twice. Twice. ;-)

Ever try a "real" newsreader? Naaaaaah, that would require too
much technical expertise for a Slac, er Mac user...wouldn' it?

;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

3805. Re: 'Chunks' got Lucky?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-31 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3753353e@nemo.idirect.com>
Source record: 3268

On 30 May 1999 17:10:39 , having accepted the fact that he really couldn't find his butt even with two hands and a road map, The iDiot Forever Known As Sinclap wrote:

>You admit that you are the one and only 'Chunks'?

how can I, when your imaginary friend "Chunks" doesn't even exist?

> On 30 May 1999 04:24:16 , having realized why he was getting those, er, special
> feelings towards Tinky Winky, The iDiot Forever Known As Sinclap wrote:
>
> >'Chunks' absence has created wild speculation that he has a girlfirend,
> >or has a new real money job that involves working a obscene schedule
> >like myself or he realizes that iMac have really sold well up north.
>
> and the above post shows that TiFKAS is still hallucinating and needs to go
> to Bellevue to continue the shock treatment, because:

>There is no Bellevue in Jesse Ventura's state.

but there is Bellevue Mental Hospital in New York, which last I heard also takes patients from out of state. Your upcoming stay there, BTW, may not be as pleasant, as there was a news story out that they're taking out all their Macs and replacing them with NT boxes....

>And speaking of Jesse,
>can't you folks up north get it right that if you do a Ventura movie
>that it's done accurately....

up here in Canada Jesse Ventura is seen as a joke and as a crybaby who pouts when he doesn't get his way (very much the same way TiFKAS acts in .advocacy). He has an ongoing invitation to debate our provincial fisheries minister on why Missourians aren't allowed to take more than their regulated share of their fish over the border, and yet he has refused: could it be the fact that, like his former profession, he falls flat on his face if he doesn't have everything he does scripted?

You can keep your whining crybabies like Ventura, we have the Hart family up here (whose own documentary movie, also Canadian made, has been winning rave reviews on exposing the ridiculous spectacle pro wrestling has become).

>
> 2) the iMac has not been as big a success as he claims, judging by the PC
> Data report this month that showed that iMac sales actually slowed down
> significantly in April (the month his favorite source, The Daily Tubby, swore
> up and down that iMacs were "hard to find anywhere") Indeed, it mentioned that
> it was still possible to buy a brand-new 233mHZ Rev. B iMac at many dealers in

> the US! Looks like the Steve Jobs Reality-Distortion Field is beginning to
> belch smoke again....

>According to the April numbers if that you combine all colors as one,
>the iMac is #1!

well well, it looks like TiFKAS has fallen in to the same parrot-sheep line that Steve Jobs requires all his mindless minions to squawk and bleat whenever damage control has to be done.

Using that same line of reasoning, let's add up all the Compaq Presario models sold that month! Or, let's add up all the HP models sold that month - it doesn't matter that they all have different features, they all say HP Pavilion on them! Oh, look, the iMac got ground into powder.

Just so you're keeping score, according to PC Data the combined sales of both 266mHZ and 333mHZ YUCK iMacs in April came it at #11. In order to make it to number one, you'd have to have a lot of original, Rev. B and Rev C iMacs in stock in be at #1 - why TiFKAS, you mean THERE ARE STILL OLDER iMACS FOR SALE IN THE US? They're NOT flying off the shelves like you've been bragging for all these months? You're not trying to slip us Atarians the old rubber peach just because you're a gullible child, are you TiFKAS?

>I doubt that Rev B ones are plentiful up north...

but there appear to still be lots of Rev. Bs for sale in the US, according to the report....

incidentally, the iMac commercials began running again one week after the PC Data report came out....

> 3) He still insists that Final Cut will take the place of the recently
> departed Avid, despite the fact that a professional video user in .advocacy
> reduced him to chutney and revealed that TiFKAS doesn't know beans about
> producing video.

>FCP is the beginning and will revolutionize the industry. Thats what
>show goers and the Apple folks know during the Strictly Business show in
>Minneapolis this past week which wore out sinclap...

of course TiFKAS would be tired if he had to clean out all those toilets in the convention centre like his boss told him to - with the precarious position Apple is in right now with the bottom falling out of the iMac market, heaven forbid that Steve Jobs would risk any further damage by letting TiFKAS open his mouth in the vincinity of any suckeHHHHHHcustomers.....

FCP is the beginning - the beginning of the end of the Mac video market if Jobs and the other clowns on Apple's board don't do an about-face and bring Avid back....

> Now if he had only directed the above missive at me, rather than his
> imaginary friend, he'll have found that #2 - having the new job that paid
> significantly more and at an obscene schedule - would have been correct. And am
> enjoying a nice big video screen as part of the fruits of my labour on my

> Falcon, which, BTW, didn't require any "hack n' slash" to install....

> What do you do now? Loading trucks in the UPS warehouse?

nope, in hardware again, and at twice the salary - and twice the store space. I'm actually working over two stores and am sent over to whichever one needs me that day. My bosses are quite pleased with my performance, how I handle customers, and how I'm often able to trouble-shoot problems, and they have both commented to me on how much they're surprised to find someone who actually enjoys the business as I do.

And it appears that once again TiFKAS has shown his utter hatred of those who work in the labouring field - of course, the pinhead has once again conveniently forgotten that labourers are an important part of a thriving economy, and since they also buy things like computers they provide the ingrate's salary. Of course, TiFKAS will once again deny that that was what he meant, but I'm sure that if he was man enough to say this in front of a UPS worker in the same tone of sarcasm, well I think that much hilarity will ensue..

BTW, I understand that UPS workers actually do make a nice living wage.

> >--

>Lets see...On day one I humbly recall that the Jagflop will fail due to
>market and Tramiels past screw ups...The list goes on...My batting
>average is high..

come off it, TiFKAS - anyone with even the cognitive powers of peat moss could have seen that coming. Let's face it, the Tramiels were so inept at promotion they couldn't even market immortality.

hmm, this coming from the same guy who said that Apple's leadership under Gil Amelio had "cleaned up the mess" from the previous administration right before they posted a $1 billion loss (and in the same breath called Steve Jobs an "arrogant bonehead" who would destroy Apple if he ever came back to power, but when Jobs DID come back TiFKAS suddenly developed a taste for shoe polish)- who said that "90% of all TOS applications fall over on the Milan" before it was even launched (and it has proven to be not only very compatible, but a surprise hit in Europe), who said that Sony and Connectix would sign a licensing deal for VGS (and instead wound up in a lawsuit, with Sony winning the first round by getting a court injunction against Connectix preventing them from selling VGS), who claimed that TAF was on its last legs and would have its entire executive voted out of office just because we were able to lower the membership fees (we were all voted back in by acclimation just two weeks ago), who brayed loud and long about how Pointcast would render Atari net use obsolete (and was yet pointed to as "Internet Flop of the Year" by a number of respected periodicals - shall we go on, or should we shelter TiFKAS' already cracking ego any further strain

>

>I guess the election did not go your way...

actually it did - I won my position by acclimation, as did Ken, our president. Why spoil a good thing? :)

BTW, we need your cranial dimensions, as we're busy designing your trophy for your new enviable position of "A*****e Of The Year" - we finally found someone who could mold a set of rubber buttocks and we want to ensure that your head fits comfortably....

>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.

what did we learn from TiFKAS this time? This is what we expect from years of Sinclair in-breeding.

What did TiFKAS learn from posting using Deja? Mommy make cake. Cake good.

3806. IBM,PC,ATARI software/hardware going cheap.Site updated

Newsgroup: comp.sys.atari.advocacy
Date: 1999-05-31 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3752AE97.3D077A8C@cyberpeeps.freeserve.co.uk>
Source record: 3269

Space needed, selling software and hardware for IBM PC, ATARI Jag, ST,
STE, 800XL, 2600, 7800, and PC stuff. Look at my web site :-

http://www.cyberpeeps.freeserve.co.uk

Updated 29/5/99
Prices start at 30p.

3807. Re: 'Chunks' got Lucky?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-01 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37532EE4.B8CE4B1E@ihug.co.nz>
Source record: 3270

Hi there,

Daniel L. Dreibelbis wrote:
>
> Would LOVE to see a cage match between TiFKAS and the equally brainless
> Mac-baiting PC-user Ho You Kong from mac.advocacy - they're equally matched for
> lack of intelligence and their ability to prove with their trolls that there is
> such a thing as negative IQ....

It would make a great episode on the claymation wrestling program (non) Celebrity Deathmatch! Not that we know (or need to) what these dung-flingers look like! :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3808. Re: 'Chunks' got Lucky?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-01 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37532FDA.6250C5C@ihug.co.nz>
Source record: 3271

Hi there,

sinclap wrote:
>
> Lets see...On day one I humbly recall that the Jagflop will fail due to
> market and Tramiels past screw ups...The list goes on...My batting
> average is high..

Are we talking baseball, softball, or cricket!? Batting averages vary
greatly from each of these games to the other...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3809. Re: 'Chunks' got Lucky?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-01 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <375330F7.F7498E8B@ihug.co.nz>
Source record: 3272

Hi there,

DarkChyld wrote:
>
> On 30 May 1999 04:24:16 , sinclap wrote:
>
> <typical TIFKAS uselessness snipped>
>
> Wow. You sure you aren't using "deja-vu" instead of "Deja-News"?
>
> The reason I'm asking is because all your messages were posted
> twice. Twice. ;-)
>
> Ever try a "real" newsreader? Naaaaaah, that would require too
> much technical expertise for a Slac, er Mac user...wouldn' it?

Seems the 'portals' are not doing their job huh Sinclap? Seems like
even TIN, the unix terminal newsgroup reader wins out here...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3810. Re: 'Chunks' got Lucky?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-01 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <375366cf@nemo.idirect.com>
Source record: 3273

:>You admit that you are the one and only 'Chunks'?
:
: how can I, when your imaginary friend "Chunks" doesn't even exist?

sinclap drivel deleted-

:>I guess the election did not go your way...
:
: actually it did - I won my position by acclimation, as did Ken, our
:president. Why spoil a good thing? :)
:
: BTW, we need your cranial dimensions, as we're busy designing your trophy for
:your new enviable position of "A*****e Of The Year" - we finally found someone
:who could mold a set of rubber buttocks and we want to ensure that your head
:fits comfortably....
:
:>Sent via Deja.com http://www.deja.com/
:>Share what you know. Learn what you don't.
:
: what did we learn from TiFKAS this time? This is what we expect from years
:of Sinclair in-breeding.
:
: What did TiFKAS learn from posting using Deja? Mommy make cake. Cake good.
:.
way to go Dan! kick butt! ;-)
ken
(gamma tester at large)

3811. Re: 'Chunks' got Lucky?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-02 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7j3la8$n2l$1@nnrp1.deja.com>
Source record: 3274

In article <3753353e@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 30 May 1999 17:10:39 , having accepted the fact that he really couldn't find
> his butt even with two hands and a road map, The iDiot Forever Known As Sinclap
> wrote:

Know from experience...

> >You admit that you are the one and only 'Chunks'?
>
> how can I, when your imaginary friend "Chunks" doesn't even exist?

You responded with your typical jihad thoughts..

>
> but there is Bellevue Mental Hospital in New York, which last I heard also
> takes patients from out of state. Your upcoming stay there, BTW, may not be as
> pleasant, as there was a news story out that they're taking out all their Macs
> and replacing them with NT boxes....

So you monitor Bellevue news? Do you have a connection there or you
once a participator?

>
> up here in Canada Jesse Ventura is seen as a joke and as a crybaby who pouts
> when he doesn't get his way (very much the same way TiFKAS acts in .advocacy).
> He has an ongoing invitation to debate our provincial fisheries minister on why
> Missourians aren't allowed to take more than their regulated share of their fish
> over the border, and yet he has refused: could it be the fact that, like his
> former profession, he falls flat on his face if he doesn't have everything he
> does scripted?

So he whipped your buts up there....Sounds like a siperior
negotiator...Actually he has done well in his first session with the
legislature... He could work on his whining though..

> You can keep your whining crybabies like Ventura, we have the Hart family
> up here (whose own documentary movie, also Canadian made, has been winning rave
> reviews on exposing the ridiculous spectacle pro wrestling has become).

Wow....something to agree on....

> >According to the April numbers if that you combine all colors as one,
> >the iMac is #1!
>
> well well, it looks like TiFKAS has fallen in to the same parrot-sheep line
> that Steve Jobs requires all his mindless minions to squawk and bleat whenever

> damage control has to be done.
>
> Using that same line of reasoning, let's add up all the Compaq Presario
> models sold that month! Or, let's add up all the HP models sold that month - it
> doesn't matter that they all have different features, they all say HP Pavilion
> on them! Oh, look, the iMac got ground into powder.

Not! The imac colors are the same spec models....Just a different
color..

> Just so you're keeping score, according to PC Data the combined sales of
> both 266mHZ and 333mHZ YUCK iMacs in April came it at #11. In order to make it
> to number one, you'd have to have a lot of original, Rev. B and Rev C iMacs in
> stock in be at #1 - why TiFKAS, you mean THERE ARE STILL OLDER iMACS FOR SALE
> IN THE US? They're NOT flying off the shelves like you've been bragging for all
> these months? You're not trying to slip us Atarians the old rubber peach just
> because you're a gullible child, are you TiFKAS?
>

The reb b and c models are about flushed from the channel...I know...

>
> but there appear to still be lots of Rev. Bs for sale in the US, according
> to the report....

Whats lots? 10? 20? 30?

> incidentally, the iMac commercials began running again one week after the
> PC Data report came out....

iMac commercials have been running consistently down under...

>
> >FCP is the beginning and will revolutionize the industry. Thats what
> >show goers and the Apple folks know during the Strictly Business show in
> >Minneapolis this past week which wore out sinclap...
>
> of course TiFKAS would be tired if he had to clean out all those toilets in
> the convention centre like his boss told him to - with the precarious position
> Apple is in right now with the bottom falling out of the iMac market, heaven
> forbid that Steve Jobs would risk any further damage by letting TiFKAS open his
> mouth in the vincinity of any suckeHHHHHHcustomers.....

ROFLAMO! Apple just retired $666 million in debt on June 1. Just $300
MILLION TO GO...

> FCP is the beginning - the beginning of the end of the Mac video market if
> Jobs and the other clowns on Apple's board don't do an about-face and bring
> Avid back....

Avid never left...try avid.com/
>
> > What do you do now? Loading trucks in the UPS warehouse?
>

> nope, in hardware again, and at twice the salary - and twice the store
> space. I'm actually working over two stores and am sent over to whichever one
> needs me that day. My bosses are quite pleased with my performance, how I
> handle customers, and how I'm often able to trouble-shoot problems, and they
> have both commented to me on how much they're surprised to find someone who
> actually enjoys the business as I do.

The hardware/lawn business? Twice the salary does not indicate if it's
twice the minimun wage which would still be dreadfull unless you have
kids to support..

> And it appears that once again TiFKAS has shown his utter hatred of those
> who work in the labouring field - of course, the pinhead has once again
> conveniently forgotten that labourers are an important part of a thriving
> economy, and since they also buy things like computers they provide the
> ingrate's salary. Of course, TiFKAS will once again deny that that was what he
> meant, but I'm sure that if he was man enough to say this in front of a UPS
> worker in the same tone of sarcasm, well I think that much hilarity will ensue..

Just in your imagination...During summer breaks worked for city public
works...picking up brush, garbage and road maintenance...I was a hard
had...Pretty fun to be out doors....

> BTW, I understand that UPS workers actually do make a nice living wage.

Much better than school teacher pay...

> > >--
>
> >Lets see...On day one I humbly recall that the Jagflop will fail due to
> >market and Tramiels past screw ups...The list goes on...My batting
> >average is high..
>
> come off it, TiFKAS - anyone with even the cognitive powers of peat moss
> could have seen that coming. Let's face it, the Tramiels were so inept at
> promotion they couldn't even market immortality.

But you all were in denial if I recall. The chant was this is it...the
Tramiels has scored a home run...Don't denie it...

> hmm, this coming from the same guy who said that Apple's leadership under
> Gil Amelio had "cleaned up the mess" from the previous administration right
> before they posted a $1 billion loss (and in the same breath called

Amelio was in the right direction with the financial controls but wrong
in the product category. Amelio and CFO Anderson set in motion the
restructuring. It was Jobs who initiated the iMac project a day after
he returned.

The $1 Billion loss was mostly a inventory write down...Not a lost from
operations. The Actual loss was below $200 million...

Apple's cash at the time was tied in $2-3 billion in unsold inventory.
Amelio lowered the value to write off to sell inventory to create cash..

Under Jobs and Anderson, Apple ends the the quarter with under $20
million or a days worth...Thats how they create $200 million plus cash
per quarter and sitting on $2.9 billion in cash up from $500 million
when Amelio took over..

Steve Jobs
> an "arrogant bonehead" who would destroy Apple if he ever came back to power,
> but when Jobs DID come back TiFKAS suddenly developed a taste for shoe polish)-
> who said that "90% of all TOS applications fall over on the Milan" before it was
> even launched (and it has proven to be not only very compatible, but a surprise
> hit in Europe), who said that Sony and Connectix would sign a licensing deal for
> VGS (and instead wound up in a lawsuit, with Sony winning the first round by
> getting a court injunction against Connectix preventing them from selling VGS),
> who claimed that TAF was on its last legs and would have its entire executive
> voted out of office just because we were able to lower the membership fees (we
> were all voted back in by acclimation just two weeks ago), who brayed loud and
> long about how Pointcast would render Atari net use obsolete (and was yet
> pointed to as "Internet Flop of the Year" by a number of respected periodicals -
> shall we go on, or should we shelter TiFKAS' already cracking ego any further
> strain

Not actually in those words...Put it midly...Sony one the second
round...

> >
>
> >I guess the election did not go your way...
>
> actually it did - I won my position by acclimation, as did Ken, our
> president. Why spoil a good thing? :)

Your a loser with no ambition...

> BTW, we need your cranial dimensions, as we're busy designing your trophy for
> your new enviable position of "A*****e Of The Year" - we finally found someone
> who could mold a set of rubber buttocks and we want to ensure that your head
> fits comfortably....

Seen to much of South Park and the Simpons....Time to grow up!

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3812. Re: Atari/Amiga Evangelism List

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-02 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37559426.1412B13E@earthlink.net>
Source record: 3275

Uh huh.. let's first analyze your numbers, especially 20% of the price.

You can easily get an AVID SYSTEM for around $25k now, including CPU, drives, everything you need.. turnkey.

For video editing on a G3 B&W, you need the most horsepower possible, which means 400mhz, tons of RAM, SCSI
RAID, etc. That just cost me $6k (18 gigs HD space, 256 megs RAM). I didn't get 2 monitors and a 2nd video
card for this price, but let's just say this includes it just to be charitible.. plus prices probably have come
down a bit. Now, you will still need software. FCP is $1g. Also, you need the advanced driver kit put out by
a 3rd party, as Apple's drivers don't support simultaneous input and output amonb other things.. $500. Oh,
you're a semi professional, and some of your video is on a pro format (Beta SP) and not DV (or even Hi8 or
SVHS)? You need an analog (component) to digital (firewire) converter for your Mac to get your video in..
otherwise, you're hosed. That's another $1g. What, you want to use time code on your hi8 or SVHS system?
Sorry.. only supported with DV, not any analog formats, so you can't batch digitize. Oh, sorry, you can't bring
in your audio from a DAT via SPDIF.. it doesn't exist on this system unless you add another $350 for another
card. Oh, how many card slots are left? Hmm.. wait a minute, I have a SCSI controller, 2nd monitor card, and
adding the audio card will leave me.. with none. No slots left for an MPEG decoder card.

OK, let's do the math now:

Turnkey AVID system: $25k
B&W G3 system: $6k+1k+1.5k+500+350= let's just call it $9k.

That puts the G3 based system at right around (over, actually) 1/3 the cost. Much different then 20% of the
cost, isn't it? Don't get me wrong.. the B&W G3 system is great, I own one.

But it's just not as reliable or professional.. anyone who says so is proving they don't know what they're
talking about.

sinclap wrote:

> In article <374AE0E6.EF868966@earthlink.net>,
> Particle Salad <psalad@earthlink.net> wrote:
> > Oh, did I wake you? Sorry.. were you dreaming about being someone who actually did

media work on the Mac?
> > I'm sure you enjoyed the dream, it's much more fun then being an uneducated newsgroup troll..
> >
> Actually the dream was about how FCP with FireWire G3 PROVIDES 80% of
> the capabilities of an Avid system at 20% of the price will bring in
> more users in the market to give the overpriced producers a run for the
> money...
>
> Peter S.
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3813. TAF Meeting June 16th - Mario Becroft's Marvels

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <375bee96@nemo.idirect.com>
Source record: 3276

Agenda for the June 16th, 1999 meeting of the Toronto Atari Federation:

As your classic Atari ST/TT/Falcon gets older, you may find that certain parts of your system may need replacing. Is your mouse getting tired? Has your mono monitor faded to black? Has your SH hard drive spun down for the last time? Where am I going to find replacements?

At this particular meeting you'll find the perfect solution to these questions, as we'll be showing off and doing demoes of three products done by the young New Zealand genius Mario Becroft that solves these problems nicely!

Astound! at the sight of attaching a PC three-button mouse to your ST via the Mouse Adaptor and make it perform double-clicks with one click of the central button! (Also makes a great gift for Amiga users!) Thrill! at getting a nice clear SVGA monitor screen via the VGA Adaptor - mere plug & play! AND! Prepare for the biggest surprise as we show you how to put a notebook IDE drive INSIDE your ST/STe's case via the new IDE Adaptor (which also opens some interesting possibilities - how about putting an iMation SuperDrive inside your ST for starters?)

If you've been worried about replacing mice, monitors or hard drives, this meeting is a MUST-ATTEND spectacle of technological marvel! See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3814. TAF/TPUG Joint Flea Market June 19th in Toronto

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <375bef03@nemo.idirect.com>
Source record: 3277

TPUG AND TAF JOIN FORCES FOR A DAY OF EXCITING BARGAINS IN TORONTO!

The Toronto Pet Users Group (THE support group for users of Commodore's PET, VIC 10/20, 64 and 128, and the Amiga) and Toronto Atari Federation (North America's largest user group for the Atari enthusiast) are holding a joint Flea Market at the Alderwood United Church, 44 Delma Drive in Toronto, Ontario, Canada on Saturday June 19th from 11:00 a.m. until 3:00 p.m. If you own any of these classic computer systems and have been looking for hardware or software, or you have systems or software that you'd like to sell, now's your chance. Sell your old stuff, go home with a treasure!

The days of rivalry between the two competing systems are over, and users of both these platforms realize that it is better to cooperate rather than to butt heads. And indeed, with the Amiga's strengths in audio and graphics, and the ST/TT/Falcon's strengths in MIDI and DTP (not to mention the fact that both platforms make excellent and cheap machines for getting on and making use of the Internet) there is much that can be learned and shared between the two platforms by their respective users.

TAF will be there with copies of ST+ Fanzine for sale and with a number of Mario Becroft's excellent new products for adapting PC serial mice, VGA/SVGA adaptors and internal IDE drives to Atari STs (the Mouse Adaptor also works with the Amiga, so if you've got an Amiga with a dying mouse here's your chance to use one of the many excellent two and three-button mice available to the PC with your system), as well as info on how to join TAF.

It's going to be an exciting summer - and this will be the event to kick it off! See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

For more info on this or other Atari-related subjects, get in touch with us at the following:

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
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Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3815. Re: TAF/TPUG Joint Flea Market June 19th in Toronto

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-07 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7jhieo$45l$1@nnrp1.deja.com>
Source record: 3278

In article <375bef03@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>

I signed the TAF GuestBook with Sinclap's trademark pen...

> TPUG AND TAF JOIN FORCES FOR A DAY OF EXCITING BARGAINS IN TORONTO!
>
> The Toronto Pet Users Group (THE support group for users of Commodore's
> PET, VIC 10/20, 64 and 128, and the Amiga) and Toronto Atari Federation (North
> America's largest user group for the Atari enthusiast) are holding a joint Flea
> Market at the Alderwood United Church, 44 Delma Drive in Toronto, Ontario,
> Canada on Saturday June 19th from 11:00 a.m. until 3:00 p.m. If you own any of
> these classic computer systems and have been looking for hardware or software,
> or you have systems or software that you'd like to sell, now's your chance. Sell
> your old stuff, go home with a treasure!

How do I get there from the Twin Cities from down south?

> The days of rivalry between the two competing systems are over, and users of
> both these platforms realize that it is better to cooperate rather than to butt
> heads. And indeed, with the Amiga's strengths in audio and graphics, and the
> ST/TT/Falcon's strengths in MIDI and DTP (not to mention the fact that both
> platforms make excellent and cheap machines for getting on and making use of the
> Internet) there is much that can be learned and shared between the two
> platforms by their respective users.

Party Pooper...

> TAF will be there with copies of ST+ Fanzine for sale and with a number of
> Mario Becroft's excellent new products for adapting PC serial mice, VGA/SVGA
> adaptors and internal IDE drives to Atari STs (the Mouse Adaptor also works with
> the Amiga, so if you've got an Amiga with a dying mouse here's your chance to
> use one of the many excellent two and three-button mice available to the PC with
> your system), as well as info on how to join TAF.
>
> It's going to be an exciting summer - and this will be the event to kick it
> off! See you there!
>
> TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the
> month from Sept-June in the "Gold Room" of the North York Memorial Hall located
> in the lower or concourse level of the North York City Centre Library Building
> at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those
> coming by public transport can take the TTC Yonge Line north to North York
> Centre Station. $2 for non-members. Dues are $25 per year, and includes a
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> **********Daniel L. Dreibelbis**********
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> e-mail: dreibel@idirect.com
> **********"Nevertheless, THE FUJI STILL LIVES!"**********
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
----------The-New-York-Times----------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3816. LOCAL: YAC, Yolo Atari Club - Meeting June 26th, Davis CA

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-09 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7jmcr5$3od$10@ultra.sonic.net>
Source record: 3279
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari,alt.atari.2600,alt.atari-jaguar.discussion

```
WHAT:
-----
YAC: Yolo Atari Club

WHEN:
-----
Saturday, June 26th, 1999
1:00pm

WHERE:
------
Lamppost Pizza
1260 Lake Blvd # 113
Davis, CA 95616
530-758-1111

WHY:
----
Demonstrations will include:

* Atari Jaguar Games

HOW:
----
For more (albeit old) information about YAC, visit the YAC website:
http://vme.net/dvm/yac/

If you have questions, please contact Bill Kendrick at:
bill@newbreedsoftware.com
```

3817. G3's unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-10 00:00:00 UTC
From: mgrove@iwvisxp.com
Message-ID: <928989995.903.42@news.remarQ.com>
Source record: 3280

While some users have found a loop hole in NAVAIRS order to purchase only new PC machines, it seems that the ones that have choose to do this have found that a large shippment of G3's to the NAWCWDPS have defective video cards. In our group alone, 3 of 10 had to be returned. More returns were reported at division levels.

So much for Apple quality control.....

Mikey

3818. Re: G3's unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-10 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7jp93s$sv8$1@nnrp1.deja.com>
Source record: 3281

In article <928989995.903.42@news.remarQ.com>,
mgrove@iwvisxp.com (Mikey) wrote:
>
> While some users have found a loop hole in NAVAIRS order to purchase only
> new PC machines, it seems that the ones that have choose to do this
> have found that a large shippment of G3's to the NAWCWDPS have
> defective video cards. In our group alone, 3 of 10 had to be returned.
> More returns were reported at division levels.
>
> So much for Apple quality control........

So much for your BS!

> Mikey
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3819. Re: LOCAL: YAC, Yolo Atari Club - Meeting June 26th, Davis CA

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-10 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7jpb4u$32d$6@ultra.sonic.net>
Source record: 3282
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari,alt.atari.2600,alt.atari-jaguar.discussion

William Kendrick (nbs@sonic.net) wrote:
: WHAT:
: -----
: YAC: Yolo Atari Club
:
: WHEN:
: -----
: Saturday, June 26th, 1999

Oops - this meeting will be on June 19th, not the 26th!

: 1:00pm
:
: WHERE:
: ------
: Lamppost Pizza
: 1260 Lake Blvd # 113
: Davis, CA 95616
: 530-758-1111
:
: WHY:
: ----
: Demonstrations will include:
:
: * Atari Jaguar Games

We will also hopefully have some Lynxes. :)

:
: HOW:
: ----
: For more (albeit old) information about YAC, visit the YAC website:
: http://vme.net/dvm/yac/
:
: If you have questions, please contact Bill Kendrick at:
: bill@newbreedsoftware.com
:

-bill!

3820. Re: G3's unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-11 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <929086472.309.28@news.remarQ.com>
Source record: 3283

On 10 Jun 1999 21:01:54 , sinclap wrote:
>In article <928989995.903.42@news.remarQ.com>,
> mgrove@iwvisxp.com (Mikey) wrote:
>>
>> While some users have found a loop hole in NAVAIRS order to purchase only
>> new PC machines, it seems that the ones that have choose to do this
>> have found that a large shippment of G3's to the NAWCWDPS have
>> defective video cards. In our group alone, 3 of 10 had to be returned.
>> More returns were reported at division levels.
>>
>> So much for Apple quality control........
>
>
>So much for your BS!
>
>> Mikey

Sorry Sinplop. This is no BS. I could provide proof, but you would be
the only person to refute it. Besides, it's only the government and
it's easy for companies like Apple to screw them.

What would you consider proof? A scanned copy of the returned
authorization from Apple? Dealer repair recipts? Of course these would
be forged, right?

Fuck you ass hole. When confronted with the truth, you only slither
further in your hole.

Mike

3821. Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-12 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7jstar$3br$1@nnrp1.deja.com>
Source record: 3284

Avid, today just announced price cuts by upto one 26%.

If you look closely, only 50,000 folks own such a beast...A G3 with FCP
will exceed that number with one hand tied in the back..Looks like FCP
has Avid worried..

However, a certain chunky and salad character would say
otherwise...Looks like the dressing is causing saginess....

Avid Xpress is part of Avid's award-winning family of video editing
products and offers both
compatibility with an upgrade path to the company's
flagship Media Composer system. Avid Xpress
features the Avid editing interface, the professional
choice of over 50,000 trained editors worldwide.

Avid Xpress for the Mac G3 is offered as integrated
software and hardware kits (G3 CPU available
separately). The US MSRP for new kit prices are as
follows:

The Base bundle has been reduced by 6% to $9,999

The Plus bundle has been reduced by 22% to $12,999

The Deluxe bundle has been reduced by 19% to
$19,999

The Elite bundle has been reduced by 26% to
$29,999.

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3822. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-12 00:00:00 UTC
From: Xerophyte <xerophyte1@yahoo.com>
Message-ID: <7jvciq$1kdi@enews4.newsguy.com>
Source record: 3285

sinclap <sinclap@my-deja.com> wrote in message
news:7jstar$3br$1@nnrp1.deja.com...
> Avid, today just announced price cuts by upto one 26%.
>
> "Although there are more Microsoft Windows users
> than Macintosh users, we would like to remind you
> that there are far more cockroaches than people."
> -----------The-New-York-Times---------------------

That's funny, the people were stupid and that was a trait microsoft exploited. Therefore the people are cockroaches yet the cockroaches are people.

In other words, so what? We're all life forms.

>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

3823. TAF/TPUG Flea Market June 19th

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3765ad53@nemo.idirect.com>
Source record: 3286

TPUG AND TAF JOIN FORCES FOR A DAY OF EXCITING BARGAINS IN TORONTO!

The Toronto Pet Users Group (THE support group for users of Commodore's PET, VIC 10/20, 64 and 128, and the Amiga) and Toronto Atari Federation (North America's largest user group for the Atari enthusiast) are holding a joint Flea Market at the Alderwood United Church, 44 Delma Drive in Toronto, Ontario, Canada on Saturday June 19th from 11:00 a.m. until 3:00 p.m. If you own any of these classic computer systems and have been looking for hardware or software, or you have systems or software that you'd like to sell, now's your chance. Sell your old stuff, go home with a treasure!

The days of rivalry between the two competing systems are over, and users of both these platforms realize that it is better to cooperate rather than to butt heads. And indeed, with the Amiga's strengths in audio and graphics, and the ST/TT/Falcon's strengths in MIDI and DTP (not to mention the fact that both platforms make excellent and cheap machines for getting on and making use of the Internet) there is much that can be learned and shared between the two platforms by their respective users.

TAF will be there with copies of ST+ Fanzine for sale and with a number of Mario Becroft's excellent new products for adapting PC serial mice, VGA/SVGA adaptors and internal IDE drives to Atari STs (the Mouse Adaptor also works with the Amiga, so if you've got an Amiga with a dying mouse here's your chance to use one of the many excellent two and three-button mice available to the PC with your system), as well as info on how to join TAF.

It's going to be an exciting summer - and this will be the event to kick it off! See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

For more info on this or other Atari-related subjects, get in touch with us at the following:

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)

Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3824. TAF Meeting June 16th - Mario's Marvels

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3765adcc@nemo.idirect.com>
Source record: 3287

Agenda for the June 16th, 1999 meeting of the Toronto Atari Federation:

As your classic Atari ST/TT/Falcon gets older, you may find that certain parts of your system may need replacing. Is your mouse getting tired? Has your mono monitor faded to black? Has your SH hard drive spun down for the last time? Where am I going to find replacements?

At this particular meeting you'll find the perfect solution to these questions, as we'll be showing off and doing demoes of three products done by the young New Zealand genius Mario Becroft that solves these problems nicely!

Astound! at the sight of attaching a PC three-button mouse to your ST via the Mouse Adaptor and make it perform double-clicks with one click of the central button! (Also makes a great gift for Amiga users!) Thrill! at getting a nice clear SVGA monitor screen via the VGA Adaptor - mere plug & play! AND! Prepare for the biggest surprise as we show you how to put a notebook IDE drive INSIDE your ST/STe's case via the new IDE Adaptor (which also opens some interesting possibilities - how about putting an iMation SuperDrive inside your ST for starters?)

If you've been worried about replacing mice, monitors or hard drives, this meeting is a MUST-ATTEND spectacle of technological marvel! See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

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e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3825. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-15 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37669863.BA964696@earthlink.net>
Source record: 3288

Peter, TIFKAS, buddy, pal..

I could easily pick apart this week's lame, irrational, ill-informed, naive post from you.. but there's no point, as you don't discuss the points I bring up, you lack the intelligence to do more than just post quips..

I don't think there's a sole here who believe you have a clue when it comes to this stuff. Have you ever edited on an AVID? Er.. no? Have you even edited any video on a B&W/FCP system? Er.. no again?

You see, the difference between you and I is I KNOW what I DON'T know.. I would never presume to speak from authority on, say, computer sales. That's not what I do.

You, on the other hand, choose to do so all the time here.. proving once again you only have one agenda. Your agenda is not to tell the truth, because you don't know enough to know what the truth is. Your agenda is to sell more b&w boxes, truth be damned.

You prove each time you post about issues you are NOT informed about that you don't care about spreading accurate information, and you cannot EVER be trusted for an accurate analysis of any mac-related facts.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3826. FS Jag System (U.S. only)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-16 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990616081835.21512.00000119@ng-fl1.aol.com>
Source record: 3289

Hello All,
I have an Atari Jaguar+CD system for sale. The system includes to controllers, about 12 games, and the Atari Jaguar Gamer's Guide (I don't remember the exact title). I will entertain all reasonable offers.
If you are interested, you may email me at angief18@aol.com.
Thanks,
Sam Ferrer

3827. Toronto Schools will buy 10,000 iMacs!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-17 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7ka3k2afp1@nnrp1.deja.com>
Source record: 3290

Looks like a certain person will upchuck 'chunks' of food solids in his split pea soup... Now he will swear that this came from a loony right wing rag...

School update 2: Toronto schools, more
by Dennis Sellers, dsellers@maccentral.com
June 16, 1999, 3:30 pm ET

The Toronto Board of Education has made a huge commitment to the Mac platform, possibly to the tune of 10,000 iMacs for Toronto schools, according to Don Nicklin, assistant director, Recording Arts Canada.

Nicklin said this info came from an Apple rep who demoed some new Macs at a User Group meeting last week in Hamilton.

Michelle Fleitz' husband is a PhD student in Computational Sciences at George Mason University in Fairfax, VA, which has a well-supported Mac community. If you go to their college bookstore, you can get pretty much any Mac software at the academic price right on the spot, says Fleitz.

"They are VERY well-stocked for their art and visual media departments," she adds. "Also, I work at American University in Washington DC which has a great Mac community. Although the bookstore here is lacking in both PC and Mac software, Macs are well-supported between the publications department to their new media labs to the communications department and even the law school. It is a very Mac-friendly university."

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3828. Re: Toronto Schools will buy 10,000 iMacs!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-18 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <376978BE.79CD267A@ihug.co.nz>
Source record: 3291

Hi there,

sinclap wrote:
>
> The Toronto Board of Education has made a huge commitment
> to the Mac platform, possibly to the tune of 10,000 iMacs
> for Toronto schools
> -<THWACK>-

Thats nothing...try outfitting an entire country of primary schools with net ready PC's...that happened here in NZ some time back.

Also, I'm getting sick of seeing iMacs on NZ TV screens...I was wondering why it was occuring...turns out Apple are the ones providing 'motivation' to local TV producers for maybe a few iMac appearances on national TV...

Aren't they just turning into a Micro$loth clone now huh?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3829. Bad G3's

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-18 00:00:00 UTC
From: mgrove@iwvisx.com
Message-ID: <929682143.225.52@news.remarQ.com>
Source record: 3292

I made a mistake when reporting about the G3's with bad video cards.
One out of the ten had a bad motherboard.
Sorry for any misunderstanding, Sinplop :).

Mike

3830. Re: Bad G3's

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-18 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7kdlim$7ti@ds2.acs.ucalgary.ca>
Source record: 3293

On Fri, 18 Jun 1999, Mikey wrote:

> I made a mistake when reporting about the G3's with bad video cards.
> One out of the ten had a bad motherboard.

I bought a G3 in December (not the new 'fancy' colured one) and
equipped it with an internal Zip - I am now on my 3rd Zip drive, it
has failed again, and my 4th 'motherboard' - Apple Canada are now
'thinkin' about replacing this large yellow ovoid filled with sour
fruit !!!

Meanwhile my old Mega/STE keeps on, keeping on !!!

Progress huh ????

The Canadian Curmudgeon (sick and tired of Macs, in Calgary)

3831. Re: Toronto Schools will buy 10,000 iMa

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kduor$9pm$1@news.campuscwix.net>
Source record: 3294

On 17 Jun 1999 22:18:54 , David Pischke wrote:

->According to Statistics Canada:
->Municipality of Metropolitan Toronto Population as of 1996: 2,385,500
->
->According to Encyclopedia.com:
->New Zealand Population as of 1994: 3,389,000
->
->So given that Toronto is roughly 70% the population of the entire country
->of New Zealand (even taking into account that both of those figures will
->have grown since 1994/1996), it's slightly misleading to say that the
->Toronto District School Board buying a large number of iMacs is "nothing"
->compared to outfitting New Zealand's primary schools with net-ready PCs.

I think we should take that one step further, to be completely honest. It
was already stated that 10,000 Macs were being bought. The population of
Toronto is irrelevant, as is the population of NZ. What is pertinent is
the number it took for the primary schools in NZ. Once you have that, a
much fairer comparison can be made... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3832. Re: TAF Meeting June 16th - Mario Becroft's Marvels

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-19 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1429.7839T1215T1958@canit.se>
Source record: 3295

Den 07-Jun-99 17:08:54 nedtecknade Daniel L. Dreibelbis (dreibel@idirect.com)
f&#65533;ljande:

> Astound! at the sight of attaching a PC three-button mouse to your ST
> via
>the Mouse Adaptor and make it perform double-clicks with one click of
>the central button! (Also makes a great gift for Amiga users!) Thrill! at
>getting a nice clear SVGA monitor screen via the VGA Adaptor - mere plug
>& play! AND! Prepare for the biggest surprise as we show you how to put a
>notebook IDE drive INSIDE your ST/STe's case via the new IDE Adaptor
>(which also opens some interesting possibilities - how about putting an
>iMation SuperDrive inside your ST for starters?)

I can't really see why an Amiga user would want a PC mouse with an adapter which performs doubleclicks with the middle button, when there are three-buttoned Amiga mice which supply a real middle-button signal, which has functions of its own on the Amiga, rather than just supplying a double-click.

This VGA adapter and IDE interface seem very interesting, though. Combined with a 4 MB expansion, they'd make my ST seem like a really reasonable little machine.

I wonder if these gadgets'd show up on NAS.

--
alt.toys.transformers is *not* talk.abortion
alt.toys.transformers is *not* talk.religion
alt.toys.transformers is *not* alt.test
Iggy Drougge 1997

"Things are never as bad as they seem -- usually they're worse!"
- Darkwing

3833. Re: TAF/TPUG Joint Flea Market June 19th in Toronto

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-19 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1127.7839T1217T1275@canit.se>
Source record: 3296

Den 07-Jun-99 23:52:12 nedtecknade sinclap (sinclap@my-deja.com) f&#65533;ljande:
>In article <375bef03@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

```
>> TPUG AND TAF JOIN FORCES FOR A DAY OF EXCITING BARGAINS IN TORONTO!
>>
>> The Toronto Pet Users Group (THE support group for users of
Commodore's
>> PET, VIC 10/20, 64 and 128, and the Amiga) and Toronto Atari Federation
>> (North America's largest user group for the Atari enthusiast) are holding a
>> joint Flea Market at the Alderwood United Church, 44 Delma Drive in
>> Toronto, Ontario, Canada on Saturday June 19th from 11:00 a.m. until 3:00
>> p.m. If you own any of these classic computer systems and have been
>> looking for hardware or software, or you have systems or software that
>> you'd like to sell, now's your chance. Sell your old stuff, go home with a
>> treasure!

>How do I get there from the Twin Cities from down south?

Some suggestions: Car, train, bicycle, airplane, hitchhiking, wheelchair, the
locomotion, motorbike. It's on the same continent, so the only alternative
you'd be lacking would be the boat.
```

3834. Re: TAF/TPUG Joint Flea Market June 19t

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <376c27d4@nemo.idirect.com>
Source record: 3297

On 19 Jun 99 20:17:25 +0, Iggy Drougge wrote:
>Den 07-Jun-99 23:52:12 nedtecknade sinclap (sinclap@my-deja.com) f&#65533;ljande:
>>In article <375bef03@nemo.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>>> TPUG AND TAF JOIN FORCES FOR A DAY OF EXCITING BARGAINS IN TORONTO!
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>>> The Toronto Pet Users Group (THE support group for users of
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>>> Toronto, Ontario, Canada on Saturday June 19th from 11:00 a.m. until 3:00
>>> p.m. If you own any of these classic computer systems and have been
>>> looking for hardware or software, or you have systems or software that
>>> you'd like to sell, now's your chance. Sell your old stuff, go home with a
>>> treasure!
>
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>
>Some suggestions: Car, train, bicycle, airplane, hitchhiking, wheelchair, the
>locomotion, motorbike. It's on the same continent, so the only alternative
>you'd be lacking would be the boat.
>

as an update - TiFKAS never showed up at the Flea Market. I think it might
have to do with Ontario's rigid control over letting rabid animals across the
border, and they spotted him foaming at the mouth.....

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3835. Re: TAF Meeting June 16th - Mario Becro

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <376c2b52@nemo.idirect.com>
Source record: 3298

On 19 Jun 99 20:15:39 +0, Iggy Drougge wrote:
>Den 07-Jun-99 17:08:54 nedtecknade Daniel L. Dreibelbis (dreibel@idirect.com)
>f�ljande:
>
>> Astound! at the sight of attaching a PC three-button mouse to your ST
>> via
>>the Mouse Adaptor and make it perform double-clicks with one click of
>>the central button! (Also makes a great gift for Amiga users!) Thrill! at
>>getting a nice clear SVGA monitor screen via the VGA Adaptor - mere plug
>>& play! AND! Prepare for the biggest surprise as we show you how to put a
>>notebook IDE drive INSIDE your ST/STe's case via the new IDE Adaptor
>>(which also opens some interesting possibilities - how about putting an
>>iMation SuperDrive inside your ST for starters?)
>
>I can't really see why an Amiga user would want a PC mouse with an adapter
>which performs doubleclicks with the middle button, when there are three-
>buttoned Amiga mice which supply a real middle-button signal, which has
>functions of its own on the Amiga, rather than just supplying a double-click.

the key word here is convenience in finding a replacement mouse at a reasonable price - Mario heard that Amigans were having problems finding mice, so he added the option to allow for Amiga use (it's dip switch #4). Ken has already sold one mouse adaptor to an Amiga user here in Toronto who was in desperate need of a mouse, and we got some interest at the Flea Market from a few others.

BTW, I'm using a Mouse Adaptor right now with my Falcon and a Logitech 3-button serial mouse - that middle double click has come in handy. And Chris, our PHOENIX editor, is using a GlidePoint pad on his STe, as he finds its much more comfortable. You could also use a drawing tablet with it as well, or with one of the many PC trackballs.

>
>This VGA adapter and IDE interface seem very interesting, though. Combined
>with a 4 MB expansion, they'd make my ST seem like a really reasonable little
>machine.

The VGA adapter has turned out to be the surprise hit of the entire range of products being made by Mario - according to Ken he's sold quite a few of them, including a number of US users. The IDE adaptor is a great feat of engineering, because not only is it a hard drive adaptor it's also a TOS upgrade (2.06). The STe version is also neat because it actually requires just one solder point, it plugs in over the original TOS chip.

>
>I wonder if these gadgets'd show up on NAS.

I think if there's a Scandanavian dealer it would be bound to show up. And
wait till you see what Mario has coming next :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3836. Re: TAF Meeting June 16th - Mario Becro

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-20 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3672.7840T1439T776@canit.se>
Source record: 3200

Den 20-Jun-99 00:44:18 nedtecknade Daniel L. Dreibelbis (dreibel@idirect.com)
f&#65533;ljande:
>On 19 Jun 99 20:15:39 +0, Iggy Drougge wrote:
>>Den 07-Jun-99 17:08:54 nedtecknade Daniel L. Dreibelbis
>>(dreibel@idirect.com) f&#65533;ljande:
>>
>>> Astound! at the sight of attaching a PC three-button mouse to your ST
>>> via
>>>the Mouse Adaptor and make it perform double-clicks with one click of
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>>functions of its own on the Amiga, rather than just supplying a
>>double-click.

> the key word here is convenience in finding a replacement mouse at a
>reasonable price - Mario heard that Amigans were having problems
>finding mice, so he added the option to allow for Amiga use (it's dip switch
>#4). Ken has already sold one mouse adaptor to an Amiga user here in Toronto
>who was in desperate need of a mouse, and we got some interest at the Flea
>Market from a few others.

Oh well, I suppose the situation could be different if you live on New Zeeland
or Canada. Perhaps could Mario set the third button to be a "pure" middle
button in Amiga mode?

> BTW, I'm using a Mouse Adaptor right now with my Falcon and a Logitech
>3-button serial mouse - that middle double click has come in handy. And
>Chris, our PHOENIX editor, is using a GlidePoint pad on his STe, as he finds
>its much more comfortable. You could also use a drawing tablet with it as
>well, or with one of the many PC trackballs.

Drawing tablets, that sounds like a good idea, since I don't think Tabby is
manufactured any more, although the Amiga supports Wacom tablets.

>>This VGA adapter and IDE interface seem very interesting, though. Combined
>>with a 4 MB expansion, they'd make my ST seem like a really reasonable

>>little machine.

> The VGA adapter has turned out to be the surprise hit of the entire range
>of products being made by Mario - according to Ken he's sold quite a few of
>them, including a number of US users. The IDE adaptor is a great feat of
>engineering, because not only is it a hard drive adaptor it's also a TOS
>upgrade (2.06). The STe version is also neat because it actually requires
>just one solder point, it plugs in over the original TOS chip.

It's a pity I have a vanilla STM, but it sounds like quite a feat, especially
coming from a private person!

>>I wonder if these gadgets'd show up on NAS.

> I think if there's a Scandanavian dealer it would be bound to show up.
> And
>wait till you see what Mario has coming next :)

That would help a lot, since it sounds like a chore to order from overseas. I
don't suppose one could build these kits by hand?

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ __/ ** | Son++Tal+tNic++^E27Ay80

"You're pretty stupid for a commander! OK! Now I'll send you express to hell!"
- Sixshot to Ultra Magnus, "TF: Headmasters"

3837. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kj97j$co5$1@news.campuscwix.net>
Source record: 3299

On 15 Jun 1999 11:16:04 , Particle Salad wrote:

<snip>

->You prove each time you post about issues you are NOT informed about that
->you don't care about spreading accurate information, and you cannot EVER be
->trusted for an accurate analysis of any mac-related facts.

OR any other facts for that matter! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3838. Re: G3's unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-21 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <929929254.704.6@news.remarQ.com>
Source record: 3201

On 14 Jun 1999 11:51:49 , Particle Salad wrote:
>
>That said, it's been a godsend for compressing digital video..

:). Yea, I noticed that about my PII. At least it is useful for
something:).

Mike

3839. Re: G3's unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-21 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <929929262.177.97@news.remarQ.com>
Source record: 3202

On 14 Jun 1999 11:51:49 , Particle Salad wrote:
>
>That said, it's been a godsend for compressing digital video..

:). Yea, I noticed that about my PII. At least it is useful for
something:).

Mike

3840. Re: Toronto Schools will buy 10,000 iMa

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-21 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <376D96D0.4502D9BA@ihug.co.nz>
Source record: 3203

DarkChyld wrote:
>
> On 17 Jun 1999 22:18:54 , David Pischke wrote:
>
> ->New Zealand Population as of 1994: 3,389,000

Now about 3.7 million...

> ->So given that Toronto is roughly 70% the population of the entire country
> ->of New Zealand (even taking into account that both of those figures will
> ->have grown since 1994/1996), it's slightly misleading to say that the
> ->Toronto District School Board buying a large number of iMacs is "nothing"
> ->compared to outfitting New Zealand's primary schools with net-ready PCs.
>
> I think we should take that one step further, to be completely honest. It
> was already stated that 10,000 Macs were being bought. The population of
> Toronto is irrelevant, as is the population of NZ. What is pertinent is
> the number it took for the primary schools in NZ. Once you have that, a
> much fairer comparison can be made... ;-)

Many many thousands of primary schools. Much of New Zealand is small rural centres with schools catering for as few as 10 or 20 pupils...that adds to a very high number of schools considering the population base...

There is only one main centre (Auckland) with more than 500,000 people. I live in Christchurch with about 350,000. Wellington is next with around 300,000. Nothing else is bigger than 100,000. Towns with less than 20,000 make it into the top 10...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3841. Re: TAF Meeting June 16th - Mario Becro

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-21 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <376D98B6.B0BA6A2F@ihug.co.nz>
Source record: 3204

Hi there,

Daniel L. Dreibelbis wrote:
>
> wait till you see what Mario has coming next :)

Namely?

Please don't let me stop you from revealing more! :)

Mario's Dad still owes me a copy of Atari Computing, but
I'll forget that if there is anything they'd like to lend
me for beta testing!! :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3842. Re: G3's unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-21 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <376D99D2.EE0F88BB@ihug.co.nz>
Source record: 3205

Hi there,

G3's aren't unreliable!! Once Apple find *good* motherboards and
video cards to install in them they work fine! :)

Might wait awhile for that tho'...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3843. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-21 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7kke8s$52$1@nnrp1.deja.com>
Source record: 3206

In article <37669863.BA964696@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> Peter, TIFKAS, buddy, pal..
>
> I could easily pick apart this week's lame, irrational, ill-informed, naive
> post from you.. but there's no point, as you don't discuss the points I
> bring up, you lack the intelligence to do more than just post quips..
>
> I don't think there's a sole here who believe you have a clue when it comes
> to this stuff. Have you ever edited on an AVID? Er.. no? Have you even
> edited any video on a B&W/FCP system? Er.. no again?
>
> You see, the difference between you and I is I KNOW what I DON'T know.. I
> would never presume to speak from authority on, say, computer sales. That's
> not what I do.
>
> You, on the other hand, choose to do so all the time here.. proving once
> again you only have one agenda. Your agenda is not to tell the truth,
> because you don't know enough to know what the truth is. Your agenda is to
> sell more b&w boxes, truth be damned.
>
> You prove each time you post about issues you are NOT informed about that
> you don't care about spreading accurate information, and you cannot EVER be
> trusted for an accurate analysis of any mac-related facts.

Fact is that Avid dropped prices...Why? You know the answer...Not all
have $25,000....

> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://home.earthlink.net/~psalad
>
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3844. Mario's Marvels, was: TAF Meeting June 16th - Mario Becro

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <376e2baf@nemo.idirect.com>
Source record: 3207

On 21 Jun 1999 14:43:18 , J WILKINSON wrote:
>Hi there,
>
>Daniel L. Dreibelbis wrote:
>>
>> wait till you see what Mario has coming next :)
>
>Namely?
>
>Please don't let me stop you from revealing more! :)

well, Ken is expecting sometime this week the beta of Mario's new keyboard/mouse adaptor that
will allow for attaching a PC keyboard as well as a serial mouse, so no more
mushy keyboards. :)

As well, he's working on a 68030 accelerator board for the ST, and a series
of new graphics boards for expanded resolution and colour - first for the TT
and MegaSTe, next for the Falcon, and then one for the ST.

There's just no repressing that kid :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3845. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <376e3108@nemo.idirect.com>
Source record: 3208

On 21 Jun 1999 04:15:30 , unable to accept the pyschiatrist's theory that his imaginary friend "Chunks" was really a projection of his own vile personality, The iDiot Forever Known As Sinclap wrote:

>In article <37669863.BA964696@earthlink.net>,
> Particle Salad <psalad@earthlink.net> wrote:
>> Peter, TIFKAS, buddy, pal..
>>
>> I could easily pick apart this week's lame, irrational, ill-informed, naive
>> post from you.. but there's no point, as you don't discuss the points I
>> bring up, you lack the intelligence to do more than just post quips..
>>
>> I don't think there's a sole here who believe you have a clue when it comes
>> to this stuff. Have you ever edited on an AVID? Er.. no? Have you even
>> edited any video on a B&W/FCP system? Er.. no again?
>>
>> You see, the difference between you and I is I KNOW what I DON'T know.. I
>> would never presume to speak from authority on, say, computer sales. That's
>> not what I do.
>>
>> You, on the other hand, choose to do so all the time here.. proving once
>> again you only have one agenda. Your agenda is not to tell the truth,
>> because you don't know enough to know what the truth is. Your agenda is to
>> sell more b&w boxes, truth be damned.
>>
>> You prove each time you post about issues you are NOT informed about that
>> you don't care about spreading accurate information, and you cannot EVER be
>> trusted for an accurate analysis of any mac-related facts.
>
>Fact is that Avid dropped prices...Why? You know the answer...Not all
>have $25,000....

and the fact remains, TiFKAS, that you not only don't know beans about how the video market operates and works, but it's well known the fact you have all the intelligence and personality of a cheese omelette. Particle Salad has done a GREAT job exposing your profound ignorance on the subject.

Besides, what would you prefer to use - the rock-solid operation of a package that is known as an industry standard like Avid is, or a sub-par kludge that has a tendency to self-destruct in the middle of a project like Final Cut (that was recently reported on the Macintouch web site at http://www.macintouch.com)

And speaking of which, for someone who's supposed to be such a hot-shot "Apple Power Rep", howcome some of the biggest complaints about the laughable

disaster that the Sears launch of the iMac has become seem to be centred at
stores in the Minneapolis area, which I believe happens to be in your territory?
(http://www.macintouch.com/imacsears.html)

Ready to surrender, TiFKAS?

>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.

hard for TiFKAS to do when his brain can be likened to a collander....

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3846. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-21 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7klp5m$eh9$1@nnrp1.deja.com>
Source record: 3209

In article <376e3108@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >Fact is that Avid dropped prices...Why? You know the answer...Not all
> >have $25,000....
>
> and the fact remains, TiFKAS, that you not only don't know beans about how
> the video market operates and works, but it's well known the fact you have all
> the intelligence and personality of a cheese omelette. Particle Salad has done
> a GREAT job exposing your profound ignorance on the subject.

And you? Have a clue.

> Besides, what would you prefer to use - the rock-solid operation of a
> package that is known as an industry standard like Avid is, or a sub-par kludge
> that has a tendency to self-destruct in the middle of a project like Final Cut
> (that was recently reported on the Macintouch web site at
> http://www.macintouch.com)

Lets see...A G3/400 with 128MB, 12 G's plus a Apple 21 screen, a copy of
FCP and DV camera will set you back $6 G's...

Do the math...80& of an Avid system for 20% of the cost.

> And speaking of which, for someone who's supposed to be such a hot-shot
> "Apple Power Rep", howcome some of the biggest complaints about the laughable
> disaster that the Sears launch of the iMac has become seem to be centred at
> stores in the Minneapolis area, which I believe happens to be in your territory?
> (http://www.macintouch.com/imacsears.html)

Must of read the wrong notes. First, I do not call on Sears we have
other folks for that. Plus Sears has greatly improved as time
flies...Nice try..

> Ready to surrender, TiFKAS?
>
> >Sent via Deja.com http://www.deja.com/
> >Share what you know. Learn what you don't.
>
> hard for TiFKAS to do when his brain can be likened to a collander....
>
> **************************Daniel L. Dreibelbis*****************************
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> ****************"Nevertheless, THE FUJI STILL LIVES!"*********************
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3847. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-21 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <376EB82B.28A85948@earthlink.net>
Source record: 3210

..and this has exactly WHAT to do with my above post, MacWacko?!

LEARN your limitations, and you will look MUCH less stupid here.. if you care, that is. Don't speak about which you don't understand.

I ask again.. have you EVER cut video on an AVID? B&W/FCP? Stop reading the trade magazines, MacWacko, and start thinking for youself.

sinclap wrote:

> Fact is that Avid dropped prices...Why? You know the answer...Not all
> have $25,000....
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3848. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <376eeec6@nemo.idirect.com>
Source record: 3211

On 21 Jun 1999 16:27:49 , after the alien implant had ordered him to serve up another one of his steaming piles of drivel to c.s.a.a., The iDiot Forever Known As Sinclap wrote:

>In article <376e3108@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>> >Fact is that Avid dropped prices...Why? You know the answer...Not all
>> >have $25,000....
>>
>> and the fact remains, TiFKAS, that you not only don't know beans about how
>> the video market operates and works, but it's well known the fact you have all
>> the intelligence and personality of a cheese omelette. Particle Salad has done
>> a GREAT job exposing your profound ignorance on the subject.
>
>And you? Have a clue.

why don't you GET a clue, TiFKAS? I see you're dodging the issue as usual. To repeat - Particle Salad is a professional video person familiar with Avid on the Macintosh who knows what he is talking about, while you? A shmuck of the highest order who keeps tilting at windmills with fujis on them while wiggling his prodigious ears in order to try to distract people from the fact he has absolutely no idea what he is talking about...

>
>> Besides, what would you prefer to use - the rock-solid operation of a
>> package that is known as an industry standard like Avid is, or a sub-par kludge
>> that has a tendency to self-destruct in the middle of a project like Final Cut
>> (that was recently reported on the Macintouch web site at
>> http://www.macintouch.com)
>
>Lets see...A G3/400 with 128MB, 12 G's plus a Apple 21 screen, a copy of
>FCP and DV camera will set you back $6 G's...
>
>Do the math...80& of an Avid system for 20% of the cost.

coming from someone who has proven time and again he can't even add, much less multiply. Again, Particle Salad had proven you wrong. And TiFKAS, instead of facing the facts, keeps on bleating the same old parrot-sheep lines his Uberboss Steve Jobs feeds him...

and again, dodging the issue - what use does a professional need with a kludge like Final Cut when it keeps on self-destructing in the middle of the project? Even Apple is admitting they goofed. Go back and read the article again...

>
>> And speaking of which, for someone who's supposed to be such a hot-shot
>> "Apple Power Rep", howcome some of the biggest complaints about the laughable
>> disaster that the Sears launch of the iMac has become seem to be centred at
>> stores in the Minneapolis area, which I believe happens to be in your territory?
>> (http://www.macintouch.com/imacsears.html)
>
>
>Must of read the wrong notes. First, I do not call on Sears we have
>other folks for that. Plus Sears has greatly improved as time
>flies...Nice try..

try "bullseye". I suggest you read the Macintouch web page (a web page that
is honest with Mac users about the issues about the product and not prone to
kissing Jobs' ass like certain "Apple Power Reps" with no life) and see just
what is going on - bad placement, little stock or peripherals, $100 over the
MSRP, bad-mouthing by Sears salesmen, paltry incentive to "spiff" as compared to
PCs - yep, it looks like the Best Buy fiasco all over again...

But it looks like Apple is on the right track that they've decided to get
replacement workers to fix the mess, you probably would have screwed it up even
worse...

again, TiFKAS - ready to surrender?

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3849. Re: Mario's Marvels, was: TAF Meeting June 16th - Mario Becro

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-22 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <376EC6CB.A9136AAA@ihug.co.nz>
Source record: 3212

Hi there,

Daniel L. Dreibelbis wrote:
>
> well, Ken is expecting sometime this week the beta of Mario's new keyboard/mouse adaptor that
> will allow for attaching a PC keyboard as well as a serial mouse, so no more
> mushy keyboards. :)

Whats wrong with the 'delicate' feel of old ST keyboards huh!?

> As well, he's working on a 68030 accelerator board for the ST, and a series
> of new graphics boards for expanded resolution and colour - first for the TT
> and MegaSTe, next for the Falcon, and then one for the ST.
>
> There's just no repressing that kid :)

There doesn't seem to be! I just hope his projects are financially viable, as it is one thing to have innovative ideas but another to be able to get them on the market without asking an arm or leg for the 'priviledge' of buying stuff. Also the New Zealand dollar is a pile of crap (in ForEx terms at least!). We used to get 0.41 UK Pounds per NZD...now we get 0.32...all this in a 2 year period. The price of UK software hasn't moved much so that means a massive increase in the cost of buying software for we Kiwis...that ultimately would also affect production costs and exporting OUT of NZ detrimentally...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3850. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-22 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <376FD0AA.6BB7CC51@earthlink.net>
Source record: 3213

sinclap wrote:

> Lets see...A G3/400 with 128MB, 12 G's plus a Apple 21 screen, a copy of
> FCP and DV camera will set you back $6 G's...
>
> Do the math...80& of an Avid system for 20% of the cost.

A good 3 chip DV camcorder ALONE costs $4g.. and you need a deck if you don't want wear and tear on your camcorder, another $4g.. 128megs RAM isn't enough, 12 gigs isn't anywhere NEAR enough, a single monitor is almost ridiculous for this type of work.

Of course, you wouldn't know that because you've never done it!!

We already DID the math, Einstein.. and guess what? Your figures are wrong as usual. Remember my post outlining the costs? dejanews, if you don't..

Keep talking.. you keep making yourself look MORE and MORE like the internet MacWacko stooge.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3851. Is TiFKAS feeling the heat from Particle Salad?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3770c42c@nemo.idirect.com>
Source record: 3214

On 22 Jun 1999 11:06:35 , Particle Salad wrote:
>sinclap wrote:
>
>> Lets see...A G3/400 with 128MB, 12 G's plus a Apple 21 screen, a copy of
>> FCP and DV camera will set you back $6 G's...
>>
>> Do the math...80& of an Avid system for 20% of the cost.
>
>A good 3 chip DV camcorder ALONE costs $4g.. and you need a deck if you don't want
>wear and tear on your camcorder, another $4g.. 128megs RAM isn't enough, 12 gigs isn't
>anywhere NEAR enough, a single monitor is almost ridiculous for this type of work.
>
>Of course, you wouldn't know that because you've never done it!!
>
>We already DID the math, Einstein.. and guess what? Your figures are wrong as usual.
>Remember my post outlining the costs? dejanews, if you don't..
>
>Keep talking.. you keep making yourself look MORE and MORE like the internet MacWacko
>stooge.
>

Good work as usual, PS.

Of course, I predict that TiFKAS will ignore what you're saying and keep on wibbling on about how Final Cut will be the be-all and end-all for video production, despite the fact that he's such a cheesehead he couldn't even use a disposable Fuji camera without hurting himself.

Honestly, I think TiFKAS is actually, unknowing to himself, trapped INSIDE the Steve Jobs Reality-Distortion Field&#65533; and is slowly running out of oxygen as the methane levels rise inside, thus his constant hallucinating about things as he sees fit as opposed to the truth...

BTW, TiFKAS - a report on Macintouch recently reported a CompUSA recently selling a brand-new original release iMac for $600 US. I thought InCompUSA was supposed to have flushed those out of the channel months ago...

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3852. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-23 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37711E5A.E65878C5@earthlink.net>
Source record: 3215

Know what you don't know, MacWacko.. until you learn, and have a little humility, you will remain just another internet coward/joke.

sinclap wrote:

> And you? Have a clue.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3853. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7l1bej$ku5$1@nnrp1.deja.com>
Source record: 3216

In article <37711E5A.E65878C5@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> Know what you don't know, MacWacko.. until you learn, and have a little humility, you
> will remain just another internet coward/joke.

Afraid of the new competitve threat?

> sinclap wrote:
>
> > And you? Have a clue.
>
> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://home.earthlink.net/~psalad
>
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3854. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7l1c11$l39$1@nnrp1.deja.com>
Source record: 3217

In article <376FD0AA.6BB7CC51@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> sinclap wrote:
>
> > Lets see...A G3/400 with 128MB, 12 G's plus a Apple 21 screen, a copy of
> > FCP and DV camera will set you back $6 G's...
> >
> > Do the math...80& of an Avid system for 20% of the cost.
>
> A good 3 chip DV camcorder ALONE costs $4g.. and you need a deck if you don't want
> wear and tear on your camcorder, another $4g.. 128megs RAM isn't enough, 12 gigs isn't
> anywhere NEAR enough, a single monitor is almost ridiculous for this type of work.
>
> Of course, you wouldn't know that because you've never done it!!

Done what? I have used FCP and had access to the above eqipment above.
You are missing the point here. The DIGITAL editing tools centered
around FCP and the G3 B/W has opened up a new market for Apple. Folks
can start out small and improve the tools as time goes. Not all have
$25,000 and up capital to start with.

FCP will become 2.0 and beyond, while DV equipment will prolipherate and
prices will fall. As past history is any indication. Remember the
early history of desktop publishing?

> We already DID the math, Einstein.. and guess what? Your figures are wrong as usual.
> Remember my post outlining the costs? dejanews, if you don't..
>
> Keep talking.. you keep making yourself look MORE and MORE like the internet MacWacko
> stooge.

Feeling the competitve threat to your livehood?

> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://home.earthlink.net/~psalad
>
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."

----------The-New-York-Times----------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3855. Re: Is TiFKAS feeling the heat from Particle Salad?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7l1cc4$l6d$1@nnrp1.deja.com>
Source record: 3218

In article <3770c42c@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> Good work as usual, PS.
>
> Of course, I predict that TiFKAS will ignore what you're saying and keep on
> wibbling on about how Final Cut will be the be-all and end-all for video
> production, despite the fact that he's such a cheesehead he couldn't even use a
> disposable Fuji camera without hurting himself.

I never stated that FCP is the be-all and end-all. FC will open the
market with amateurs entering the fold to become pros in the future.

Time to take a time out on the Sompsons and South Park..

> Honestly, I think TiFKAS is actually, unknowing to himself, trapped INSIDE
> the Steve Jobs Reality-Distortion Field and is slowly running out of oxygen as
> the methane levels rise inside, thus his constant hallucinating about things as
> he sees fit as opposed to the truth...
>
Are you envy of Job's sucess?

> BTW, TiFKAS - a report on Macintouch recently reported a CompUSA recently
> selling a brand-new original release iMac for $600 US. I thought InCompUSA was
> supposed to have flushed those out of the channel months ago...

Could be that this one was uncovered in the warehouse after a inventory
count that is periodically done. You would not believe what treasures
could be uncovered...

> **********Daniel L. Dreibelbis**********
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> **********"Nevertheless, THE FUJI STILL LIVES!"**********
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
----------The-New-York-Times----------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3856. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <37745690@nemo.idirect.com>
Source record: 3219

On 26 Jun 1999 02:02:47 , sinclap wrote:
>In article <3770c42c@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> Good work as usual, PS.
>>
>> Of course, I predict that TiFKAS will ignore what you're saying and keep on
>> wibbling on about how Final Cut will be the be-all and end-all for video
>> production, despite the fact that he's such a cheesehead he couldn't even use a
>> disposable Fuji camera without hurting himself.
>
>I never stated that FCP is the be-all and end-all. FC will open the
>market with amateurs entering the fold to become pros in the future.

BZZT - WRONG! You have been constantly bragged about how FC is supposedly posing a threat to Avid to force them to drop their prices. Avid is a professional software compnay. Are you once again in denial - or are you once again trying to rewrite your own history.

I repeat - Particle Salad is a PROFESSIONAL who KNOWS what he is talking about. TiFKAS is a known CHEESEHEAD who knows next to NOTHING about the video industry...
>
>Time to take a time out on the Sompsons and South Park.

You know, everytime TiFKAS posts, does one hear the voice of Cartman whining for his Cheezy Poofs?

BTW, it's The Simpsons. TiFKAS is still upset that the ingenious Matt Groening slighted Apple in one of their classic episodes (""WHAT computers?")

>
>> Honestly, I think TiFKAS is actually, unknowing to himself, trapped INSIDE
>> the Steve Jobs Reality-Distortion Field and is slowly running out of oxygen as
>> the methane levels rise inside, thus his constant hallucinating about things as
>> he sees fit as opposed to the truth...
>>
>Are you envy of Job's sucess?

it's "envious" and "success". Still can't spell, can we - or has Apple's requirements for employment dropped?

And why would I be envious of someone whose failures are now coming to light, especially now of the news of the P1 notebook being significantly delayed or even being cancelled because of the problems they've uncovered (including the notebooks catching on fire), and because of criticism that they've been unable to supply Powerbooks to their dealers while they seemed to

have plenty to sell at the Apple Online Store? And who has been confirmed by the recent telefilm to be much a crybaby and bully much like yourself when he/you can't get your way?

" At this time, there is no Mac that is as fast for gaming as a Pentium III with a top-of-the-line 3D card. Period. I have been misquoted by some Mac evangelists as saying otherwise..." - John Carmack, iD Software.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3857. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-26 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3775761A.30E2C42B@earthlink.net>
Source record: 3220

sinclap wrote:

> Done what? I have used FCP and had access to the above eqipment above.
> You are missing the point here. The DIGITAL editing tools centered
> around FCP and the G3 B/W has opened up a new market for Apple. Folks
> can start out small and improve the tools as time goes. Not all have
> $25,000 and up capital to start with.

Gee, that's enlightening.. if not completely obvious! I never argued with this.

> FCP will become 2.0 and beyond, while DV equipment will prolipherate and
> prices will fall. As past history is any indication. Remember the
> early history of desktop publishing?

Again, I didn't argue with this either..

> Feeling the competitve threat to your livehood?

You are a moron. I don't CARE what tool, platform, software package, whatever that helps me get work done. MORE choice is a good thing for me (not for you, because you're a simplistic apple stooge).

When FCP becomes ready for prime time, I'll be HAPPY to use it daily. BUT the problem is, YOU are the gentleman who likened it to an AVID and said AVID is "scared." This only proves you are clueless..

--
-Mark/Particle Salad

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

Particle Salad/Noom Room Studio
http://home.earthlink.net/~psalad
psalad@earthlink.net

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

3858. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-26 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37757729.3D0A42EA@earthlink.net>
Source record: 3221

Moron.. where's the "threat?" I'm GLAD FCP exists, and will buy it and use it when it's ready. It will help me eliminate Premiere from my video arsenal.. but it won't make me sell my AVID anytime soon.

Not everyone is a simpleton "evangelist" who actually care what platform/tool they use to get work done. You see, MacWacko, most of us use whichever platform/tool WORKS BEST. When FCP works best, I'll use it.

I've rarely read the postings of such an obvious, unabashed simpleton on the internet before. Congratulations.. you've reached a new low!

sinclap wrote:

> In article <37711E5A.E65878C5@earthlink.net>,
> Particle Salad <psalad@earthlink.net> wrote:
> > Know what you don't know, MacWacko.. until you learn, and have a little humility, you
> > will remain just another internet coward/joke.
>
> Afraid of the new competitve threat?
>
> > sinclap wrote:
> >
> > > And you? Have a clue.
> >
> > --
> > ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> > Particle Salad/ Noom Room Studio
> > http://home.earthlink.net/~psalad
> >
> > ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> >
> >
>
> --
> "Although there are more Microsoft Windows users
> than Macintosh users, we would like to remind you
> that there are far more cockroaches than people."
> -----------The-New-York-Times---------------------
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

--
-Mark/Particle Salad

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

Particle Salad/Noom Room Studio
http://home.earthlink.net/~psalad
psalad@earthlink.net

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

3859. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-29 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37781235.3FF13D30@ihug.co.nz>
Source record: 3222
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hi there,

Ryan Collins wrote:
>
> Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:
> > He, I think you're overlooking the fact that the Imation Superdisk
> > only reads 1.44 disks.
> > As Josh has a ST his old floppies are most likely in 720 kb format.
>
> The superdisk can read low density (720K) and high density (1.44MB) Dos
> format disks, along with high density Mac HFS disks. It cannot read low
> density Mac disks (800K).

Ain't that a bummer! Fancy not supporting low density Mac disks and yet
supporting low density DOS disks!!! Is the iMac really a Mac??!! :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3860. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-29 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7larm1$k5c$1@nnrp1.deja.com>
Source record: 3223

In article <3775761A.30E2C42B@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
>
> > Feeling the competitve threat to your livehood?
>
> You are a moron. I don't CARE what tool, platform, software package, whatever that helps me
> get work done. MORE choice is a good thing for me (not for you, because you're a simplistic
> apple stooge).
>
> When FCP becomes ready for prime time, I'll be HAPPY to use it daily. BUT the problem is,
> YOU are the gentleman who likened it to an AVID and said AVID is "scared." This only proves
> you are clueless..

Feeling scared? The days of high billing to clients will come to an end
just as when desktop publishing tools fell in price that beging the road
to commodity...

> --
> -Mark/Particle Salad

Whats your favorite dressing?

> ^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^
> Particle Salad/Noom Room Studio
> http://home.earthlink.net/~psalad
> psalad@earthlink.net
>
> ^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^
>
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3861. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-29 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7lasdp$kg9$1@nnrp1.deja.com>
Source record: 3224

In article <37745690@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> >I never stated that FCP is the be-all and end-all. FC will open the
> >market with amateurs entering the fold to become pros in the future.
>
> BZZT - WRONG! You have been constantly bragged about how FC is supposedly
> posing a threat to Avid to force them to drop their prices. Avid is a
> professional software compnay. Are you once again in denial - or are you once
> again trying to rewrite your own history.

Avid is also a professional proprietory hardware company as well. Once
FCP reaches version 2, 3 and beyond...Draw your own conclusion...

> I repeat - Particle Salad is a PROFESSIONAL who KNOWS what he is talking
> about. TiFKAS is a known CHEESEHEAD who knows next to NOTHING about the video
> industry...

He is also in denial as well...He will realize it when the threat sneaks
up on him...

> >Time to take a time out on the Sompsons and South Park.
>
> You know, everytime TiFKAS posts, does one hear the voice of Cartman
> whining for his Cheezy Poofs?
>
> BTW, it's The Simpsons. TiFKAS is still upset that the ingenious Matt
> Groening slighted Apple in one of their classic episodes (""WHAT computers?")

I have not watched the Simpson's in months until Sunday. My College
Prof step father watches it...Just make sure his colleagues do not know
about it...-)

>>
> >Are you envy of Job's sucess?
>
> it's "envious" and "success". Still can't spell, can we - or has Apple's
> requirements for employment dropped?

noe...Spelang iz note purt of thi jub discipten.....

> And why would I be envious of someone whose failures are now coming to
> light, especially now of the news of the P1 notebook being significantly
> delayed or even being cancelled because of the problems they've uncovered
> (including the notebooks catching on fire), and because of criticism that
> they've been unable to supply Powerbooks to their dealers while they seemed to
> have plenty to sell at the Apple Online Store? And who has been confirmed by

> the recent telefilm to be much a crybaby and bully much like yourself when
> he/you can't get your way?

Believing in the P1 rumors arn't we...Considering Apple is leak proof
under the current regime, truths can't be asertained until Apple's press
release is moved to the wire...

Is this the best you can come up with?

> " At this time, there is no Mac that is as fast for gaming as a Pentium III
> with a top-of-the-line 3D card. Period. I have been misquoted by some Mac
> evangelists as saying otherwise..." - John Carmack, iD Software.

So you have to buy an extra....

> **********Daniel L. Dreibelbis**********
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> **********"Nevertheless, THE FUJI STILL LIVES!"**********
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
----------The-New-York-Times----------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3862. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-29 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <37790a6d@nemo.idirect.com>
Source record: 3225

On 29 Jun 1999 16:31:53 , sinclap wrote:
>In article <37745690@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> >
>> >I never stated that FCP is the be-all and end-all. FC will open the
>> >market with amateurs entering the fold to become pros in the future.
>>
>> BZZT - WRONG! You have been constantly bragged about how FC is supposedly
>> posing a threat to Avid to force them to drop their prices. Avid is a
>> professional software compnay. Are you once again in denial - or are you once
>> again trying to rewrite your own history.
>
>Avid is also a professional proprietory hardware company as well. Once
>FCP reaches version 2, 3 and beyond...Draw your own conclusion...

once again in denial, I see. We're talking about the software, not hardware
here.

And once again trying to dodge the issue of the problems reported regarding
FCP. Nobody's going to trust Apple on the next revision if they can't fix what
is proving to be such an embarrassing flaw that should've been caught before it
even left the lab. Even Apple is admitting they goofed...

>
>> I repeat - Particle Salad is a PROFESSIONAL who KNOWS what he is talking
>> about. TiFKAS is a known CHEESEHEAD who knows next to NOTHING about the video
>> industry...
>
>He is also in denial as well...He will realize it when the threat sneaks
>up on him...

No, you are in denial. PS, the video professional, has you, the
professional schmuck, pinned to the mat with the facts, which you are ignoring
as you wibble on with the same parrot-sheep lines. Say "Uncle", TiFKAS...

> >>
>> >Are you envy of Job's sucess?
>>
>> it's "envious" and "success". Still can't spell, can we - or has Apple's
>> requirements for employment dropped?
>
>noe...Spelang iz note purt of thi jub discipten.....

it is for what you excel in - as a moron....
>
>

>> And why would I be envious of someone whose failures are now coming to
>> light, especially now of the news of the P1 notebook being significantly
>> delayed or even being cancelled because of the problems they've uncovered
>> (including the notebooks catching on fire), and because of criticism that
>> they've been unable to supply Powerbooks to their dealers while they seemed to
>> have plenty to sell at the Apple Online Store? And who has been confirmed by
>> the recent telefilm to be much a crybaby and bully much like yourself when
>> he/you can't get your way?
>
>Believing in the P1 rumors arn't we...Considering Apple is leak proof
>under the current regime, truths can't be asertained until Apple's press
>release is moved to the wire...
>
>Is this the best you can come up with?

nope, try this:

http://www.msnbc.com/news/282445.asp

this is where I found the original news story to begin with, complete with sources from within Apple and from the well-respected web site PowerBook Central. They said the Titanic was leak proof as well, did they not? :)

and of course our paranoid little friend TiFKAS will claim that it's all a big conspiracy by vested interests to try to smear Apple - when in reality it's TiFKAS getting smeared all over the information superhighway by the truth. Just like his inability to prove his charges that any PC debunking of how Apple cooked the G3 speed tests were also a similar conspiracy, or his denial that he was sucked in by a story from the totally unreliable Daily Tubby that you couldn't find coloured iMacs anywhere in Canada in the month of April when it was obvious Conrad Black's reporters (and also the Montreal Gazette's) didn't do their homework and follow up on what was basically puffery from the Apple Warehouse, which this self-style "Atari Boob" was able to debunk just by making a few strategic visits and phone calls...

>> " At this time, there is no Mac that is as fast for gaming as a Pentium III
>> with a top-of-the-line 3D card. Period. I have been misquoted by some Mac
>> evangelists as saying otherwise..." - John Carmack, iD Software.
>
>So you have to buy an extra....
>
no, you buy the best machine for the combined job - and as John Carmack said, it ain't the Mac at this time...

"The lunatic is the man who lives in a small world but thinks it is a large one; he is the man who lives in a tenth of the truth, and thinks it is the whole. The madman cannot conceive any cosmos outside a certain tale or conspiracy or vision. Hence the more clearly we see the world divided into Saxons and non-Saxons, into our splendid selves and the rest, the more certain we may be that we are slowly and quietly going mad. The more plain and satisfying our state appears, the more we may know that we are living in an unreal world. For the real world is not satisfying. The more clear become the colours and facts of

Anglo-Saxon superiority, the more surely we may know we are in a dream."

-G. K. Chesterton (1874-1936), British author. And a better description of how TiFKAS operates I couldn't have said myself.

3863. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-29 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3779382F.99B95385@earthlink.net>
Source record: 3226

In article <7larm1$k5c$1@nnrp1.deja.com>,
sinclap <sinclap@my-deja.com> wrote:
> In article <3775761A.30E2C42B@earthlink.net>,
> Particle Salad <psalad@earthlink.net> wrote:
> >
> > > Feeling the competitve threat to your

livehood?
> >

Man, you know even LESS about the subject then I EVER imagined.

Peter.. TIFKAS.. MacWacko.. let me explain it in small words for you. As tools get cheaper, people STILL need to know how to light, shoot, edit, etc. The whole paradigm has already happened in the audio world, and guess what? The big studios haven't gone out of business!! Why? Because people don't know how to mic a drum kit without years of practice.. and also because, as good as small personal recording studios have gotten, they STILL lack the expensive
quality outboard processing of the major studios, and most people cannot get that sound at home
unless they are experienced.

Not to mention that, as I've said before, there's no threat to my personal livelyhood because I
work in house for a software company.. we already OWN an AVID. My in house clients don't care
what tool I use, and neither do I as long as it works right.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3864. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-30 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7ldgamiod1@nnrp1.deja.com>
Source record: 3227

In article <37790a6d@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> >Avid is also a professional proprietory hardware company as well. Once
> >FCP reaches version 2, 3 and beyond...Draw your own conclusion...
>
> once again in denial, I see. We're talking about the software, not hardware
> here.

That the beauty is..It's in the software stupid!

> And once again trying to dodge the issue of the problems reported regarding
> FCP. Nobody's going to trust Apple on the next revision if they can't fix what
> is proving to be such an embarrassing flaw that should've been caught before it
> even left the lab. Even Apple is admitting they goofed...

Whats the embarrassing flaw? Who is not going to trust Apple? Or is
this the Atari Jihad view..?

>
> >He is also in denial as well...He will realize it when the threat sneaks
> >up on him...
>
> No, you are in denial. PS, the video professional, has you, the
> professional schmuck, pinned to the mat with the facts, which you are ignoring
> as you wibble on with the same parrot-sheep lines. Say "Uncle", TiFKAS...

Anybody can claim to be a professional just like yourself...Your a Atari
Jihad Veep prof that has no ambition for the top...-)
> > >>
> >> >Are you envy of Job's sucess?
> >>
> >> it's "envious" and "success". Still can't spell, can we - or has Apple's
> >> requirements for employment dropped?
> >
> >noe...Spelang iz note purt of thi jub discipten.....
>
> it is for what you excel in - as a moron....

Yo ma ma!

> >Believing in the P1 rumors arn't we...Considering Apple is leak proof
> >under the current regime, truths can't be asertained until Apple's press
> >release is moved to the wire...
> >
> >Is this the best you can come up with?

>
> nope, try this:
>
> http://www.msnbc.com/news/282445.asp
>
Think Again!

3:28 PM]
Wall Street Joins The Apple Products Rumor
Game
Reuters is reporting that Salomon Smith
Barney have issued a statement saying they believe the P1 is on track
for being introduced this July at
MacWorld. According to the Reuters report:

Salomon Smith Barney analyst
issued a report saying he believes that Apple's new consumer
portable computer is on track for
launch at MacWorld next month.

In the past week, some reports on
the Internet have surfaced speculating that Apple is having
production problems with the
much-anticipated consumer portable and that it could be delayed.
One report, on MSNBC.com last
week, went as far as to say that Apple was even considering
scrapping the project.

"There were reports last week
that Apple's new consumer portable might be delayed," said
Richard Gardner, a Salomon Smith
Barney analyst, in a report to clients. "We believe the new
product is on track for a July 21
introduction."

Apple officials in Cupertino,
Calif. declined to comment on any details of unannounced
products, nor will they confirm
analysts' speculation that the rumored product will be launched
at MacWorld in New York on July
21, where interim chief executive Steve Jobs is due to give a
keynote address.

"We announced it awhile ago,
saying we would announce it in 1999," said Natalie Welch, an
Apple spokeswoman.
"Unfortunately, we are not announcing anything further. We said we
would release it in 1999 and we
are on track."

There is more in the Reuter's report
that is worth reading and, as always, we encourage you to do so.

The Mac Observer Spin: This is very
interesting. Apple is notoriously tightlipped when it comes to
advance product information. This is
certainly more so the case with Steve Jobs at the helm. One of the first
things he did upon assuming the throne
at Apple was seal all the numerous leaks that were saturating the
Internet.
Ms. Welch's statements quoted in the
Reuters report is actually much more informative than normal. Rather
than
saying we just don't comment Mr.
Gardner, she confirmed that the P1 is on track. Whether that is true or
not is
another matter, but we believe it to be
the case.

Richard Gardner is perhaps the most
Bullish Wall Street analyst on Wall Street, but it is still a bit
unusual to see
Wall Street leap into the Rumor Game.
As Mac users on the web know, nothing piques the interest of Mac users
more than a juicy Apple tidbit, but the
Wall Street Boys and Girls are more interested in seeing information
affect
the stock market. In today's case, the
effect was a big jump in Apple stock. We will cover that in the Apple
Stock
Watch report shortly.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3865. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-30 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <377A59ED.7EF1D7A7@earthlink.net>
Source record: 3228

Feeling uninformed again?

Another MackWacko "evangelist" who doesn't know of what he speaks.

sinclap wrote:

> Feeling scared?

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3866. Re: Is Avid feeling the heat from FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-06-30 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <377ABF86.F71C0AE0@earthlink.net>
Source record: 3229

Interesting.. not only are you a MacWacko "evengelist" blinded by religious fervor like some wacko
holy terrorist (as if a stupid COMPUTER is worth being so passionate about), you pick someone who
uses Macs daily in audio and video production to hash this out with.

Only an idiot allows the marketing hype to blind him to the obvious facts.. the Mac, like the PC,
your car, your toaster, or your toilet, is just a TOOL. They each help you get things done. When
they start getting in the way, you get a new one, whichever one works best at helping you get
things done.

That's the way most people feel, anyway.

TIFKAS, the MacWacko extremest "evengelist" thinks different(ly). He doesn't have any work to get
done, except to SELL the tools. He has to hype his little tool, because in doing so he feels
validated, it makes his life somehow meaningful, it makes him feel superior. Unfortunately, like
many people, it will take him some time to realize the futility of it all.. like the money
grubbing baby boomers of the 80's discovered, someday he will finally see that all his MacWacko
rantings and hype-parroting have not made him a better person.. have not helped him contribute to
society.. have not helped him develop.. have not helped him learn about himself.. and have not
helped him CREATE.

Then, and only then, will he search out the bigger truth and not waste all his precious time
trying to prove that his tool is somehow better then all of the others.. only then will he
discover that those who are CREATING don't CARE what tool they use.

The creation is the important part, NOT the tool.

-Mark

PS.. I apologize to the Atarians here who actually enjoy debating the MacWacko.. sometimes I just
get so tired of the idiocy.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio

http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3867. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <377bab68@nemo.idirect.com>
Source record: 3230

On 30 Jun 1999 16:24:05 , having cursed himself at not putting his Depends on before he read the news about the new Atari-badged Milan coming to the US in April 2000, The Idiot Forever Known As Sinclap wrote:

>> once again in denial, I see. We're talking about the software, not hardware
>> here.
>
>That the beauty is..It's in the software stupid!

yep, and it's in the software that FCP fails at being the Avid killer you were claiming it (and now denying you ever said) to be...

>
>> And once again trying to dodge the issue of the problems reported regarding
>> FCP. Nobody's going to trust Apple on the next revision if they can't fix what
>> is proving to be such an embarrassing flaw that should've been caught before it
>> even left the lab. Even Apple is admitting they goofed...
>
>Whats the embarrassing flaw? Who is not going to trust Apple? Or is
>this the Atari Jihad view..?

nope, not according to the devoid-of-imaginary-Atari-Jihads Macintouch, which for some reason you seem too scared to read. FCP has been getting complaints from their users about it actually self-destructing in the middle of projects. Apple is admitting there's a flaw...

>Anybody can claim to be a professional just like yourself...Your a Atari
>Jihad Veep prof that has no ambition for the top...-)

Now this speaks volumes of just how dense you actually are, TiFKAS.

Firstly, there is no shame in being Vice-President of a computer club. Everyone who finds out about my position finds it to be infinitely cool and a badge of showing my amount of commitment and intelligence. Of all the people who have commented on my being Vice-President of TAF, yours is the only negative one - and, to me, is nothing more than flatulence in the wind like all of your so-called "pronouncements" about the state of Atari, which we have all come to accept as the wibblings of a punch-drunk little loser who's unable to make friends in the real world, and who is unable to admit defeat when so many have shot down your pathetic little attempts of embiggening himself...

Secondly, the fact that I was able to find myself a nice new job that is paying me more than the last one (and I was getting above minimum wage and benefits) shows how much ambition I have. BTW, people who have "No drive and no ambition" don't do wild wacked out things like jamming with a professional rock musician like I did last week at a guitar clinic with ex-Mr. Big guitarist Paul

Gilbert (BTW, I'll be posting up a picture of me with Mr. Gilbert when I get it from a friend of mine, and the URL of where you can find it)

Thirdly, Particle Salad has constantly showed his expertise and knowledge and issues regarding video production and the business in general, while you just respond over and over and over with the same old parrot-sheep lines about how FCP is making Avid "scared" with no evidence whatsoever. Perhaps it's your resentment of the fact that PS has once again made you look like the world's biggest "kook" that you, in insane jealousy, are trying (and I emphasize "trying") to denigrate him by claiming he's faking his claims. Well we, in this camp at least, believe he's for real - and I and other members of TAF are enjoying his debunkings of your drivel and kicking your little butt all over cyberspace...

Fourthly, you're right - anyone can claim to be whatever he wants on the Internet. Which comes to YOU. Several of us, both in discussion on IRC and in person, are beginning to suspect that, due to your constant idiocy and spelling mistakes and huge gaffes over even Apple-related stuff, that you are actually bluffing about your even being an "Apple Power Rep". I believe that when someone here asked for evidence of your actual employment by asking you to post to him in e-mail your supervisor's number to confirm you were actually employed by anyone related to Apple, you chickened out and complained loudly that doing so would open opportunities for the imaginary "Atari Jihads" to harass your boss.

For all we know, you could well be living in your mother's basement in Indiana, posting your drivel from a Commodore 64 that you've set up to access deja from your Earthlink account as well as getting e-mail from the Apple E-mail news service for your steaming piles of drivel. That might also explain why you're afraid to have the cojones or the backbone to post any of your "Apple Good News" to the comp.sys.mac.advocacy or comp.sys.pc.advocacy forums, because the thought of getting burned beyond recognition by the more knowledgable professional people in these forums (many of whom also use Avid) has you all scared.

An interesting example of this phenomenon is Roger Sheppard, your old flaming companion on comp.sys.atari.st who claimed that he was an older technician who had an all-powerful PC and was on a mission to convert us "useless teenagers on the dole" to throw our Ataris in the trash. It turns out, after Mr. Sheephead had (through no small effort on my and a few others' part) gotten turfed from the New Zealand Freenet for his unfortunate tendency to make racist remarks, that someone from NZ filled me in on the discovery that Mr. Sheppard was a punk kid who didn't even own a PC, but was accessing government kiosks in shopping malls and libraries to post his own brand of drivel.

Now's the time to walk it like you talk it, TiFKAS. PROVE you are what you claim you are - and NO excuses.

>> > >>
>> >> >Are you envy of Job's sucess?
>> >>
>> >> it's "envious" and "success". Still can't spell, can we - or has Apple's
>> >> requirements for employment dropped?

>> >
>> >noe...Spelang iz note purt of thi jub discipten.....
>>
>> it is for what you excel in - as a moron....
>
>Yo ma ma!

you mispelled "Yo-Yo Ma", considered to be one of the best classical cellists of his generation, who recently opened a park at Toronto's harbourfront based on the movements of a classical composition. Mr. Ma is a gentleman, and will be remembered long after the last of TiFKAS' drivel is erased by deja.com in a bid by them to erase their old image of them being the USENet version of training wheels by cretins who can't set up a REAL USENet newsreader...

>
>> >Believing in the P1 rumors arn't we...Considering Apple is leak proof
>> >under the current regime, truths can't be asertained until Apple's press
>> >release is moved to the wire...
>> >
>> >Is this the best you can come up with?
>>
>> nope, try this:
>>
>> http://www.msnbc.com/news/282445.asp
>>
>Think Again!

(standard TiFKAS parrotting of a press release from a Mac fanboy site deleted)

well, Mr. TiFKAS realizes his position is tenuous when he doesn't even have the guts to post the URL of his alleged "evidence" here, unlike what I have done. Hmmm, more Conrad Black type parrot-sheeping....

Too bad the "leak-proof" Apple had to hit that iceberg called MSNBC. :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3868. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-01 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <377BDC5B.3783EF46@earthlink.net>
Source record: 3231

sinclap wrote:

> That the beauty is..It's in the software stupid!

Who is stupid? Not the software..

It's in the LACK of hardware.. lack of component video i/o and lack of balanced audio i/o that make FCP a solution for amateurs and low level pros who ONLY shoot and edit a DV varient.

Of course, you wouldn't know that..

> Whats the embarrassing flaw? Who is not going to trust Apple? Or is
> this the Atari Jihad view..?

I much prefer that to the MacWacko "evangelist" religious fervor. It's just a tool, wacko.

> Anybody can claim to be a professional just like yourself...Your a Atari
> Jihad Veep prof that has no ambition for the top...-)

Hey, I've invited you to see my operation here.. anytime you're in Mountain View, CA, stop on by.

>
> >
> Think Again!
>

That would put him one "think" ahead of you.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3869. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-02 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <377C233F.8B7DD144@ihug.co.nz>
Source record: 3232

Hi there,

Daniel L. Dreibelbis wrote:
>
> Fourthly, you're right - anyone can claim to be whatever he wants on the
> Internet.
>
> An interesting example of this phenomenon is Roger Sheppard, your old
> flaming companion on comp.sys.atari.st who claimed that he was an older
> technician who had an all-powerful PC and was on a mission to convert us
> "useless teenagers on the dole" to throw our Ataris in the trash. It turns out,
> after Mr. Sheephead had (through no small effort on my and a few others' part)
> gotten turfed from the New Zealand Freenet for his unfortunate tendency to make
> racist remarks, that someone from NZ filled me in on the discovery that Mr.
> Sheppard was a punk kid who didn't even own a PC, but was accessing
> government kiosks in shopping malls and libraries to post his own brand of drivel.

Roger Sheppard was an argumentative troll at times, but I don't think all the
story lines up. To start with the internet access in this country is very very
costly compared to the rest of the world, net kiosks are only just beginning to
appear in shopping malls (rate is NZ$2 per 10 minutes), and access through a
library is of similar cost.

If Roger Sheppard was a 'punk kid' then it is unlikely he would have been able to
afford to post the number of messages he once used to. Also, the services that
he is said to have used did not exist 2-3 years ago, which is about how long
it has
been since I have seen him post anything into comp.sys.atari.advocacy...

One thing is unanimous: Roger Sheppard and Peter Sinclair-Day remain the two most
uninformed, cretinous knockers of the Atari platform to have ever breathed the air
on this planet. But I'd be happy for them to keep doing what they do because every
day is not complete for me without having a good laugh at the ignorance of others!!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3870. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-02 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7lio86fke1@nnrp1.deja.com>
Source record: 3233

In article <377bab68@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 30 Jun 1999 16:24:05 , having cursed himself at not putting his Depends on
> before he read the news about the new Atari-badged Milan coming to the US in
> April 2000, The Idiot Forever Known As Sinclap wrote:

The Milan..."Yester Years Technology packaged in a higher priced
packaging".

Chunks wrote...

> >> once again in denial, I see. We're talking about the software, not hardware
> >> here.
> >
> >That the beauty is..It's in the software stupid!
>
> yep, and it's in the software that FCP fails at being the Avid killer you
> were claiming it (and now denying you ever said) to be...

FCP accelerates the video market...

> >
> >Whats the embarrassing flaw? Who is not going to trust Apple? Or is
> >this the Atari Jihad view..?
>
> nope, not according to the devoid-of-imaginary-Atari-Jihads Macintouch,
> which for some reason you seem too scared to read. FCP has been getting
> complaints from their users about it actually self-destructing in the middle of
> projects. Apple is admitting there's a flaw...

And there is no flaw in the Avid systems at some point? FCP still
works...Is this the best you can come up with..?

> Now this speaks volumes of just how dense you actually are, TiFKAS.
>
> Firstly, there is no shame in being Vice-President of a computer club.
> Everyone who finds out about my position finds it to be infinitely cool and a
> badge of showing my amount of commitment and intelligence. Of all the people
> who have commented on my being Vice-President of TAF, yours is the only
> negative one - and, to me, is nothing more than flatulence in the wind
> like all of your so-called "pronouncements" about the state of Atari, which we
> have all come to accept as the wibblings of a punch-drunk little loser who's
> unable to make friends in the real world, and who is unable to admit defeat
> when so many have shot down your pathetic little attempts of embiggening
> himself...

Speaks volume of yourself...NO AMBITION!

> Secondly, the fact that I was able to find myself a nice new job that is
> paying me more than the last one (and I was getting above minimum wage and
> benefits) shows how much ambition I have. BTW, people who have "No drive and no
> ambition" don't do wild wacked out things like jamming with a professional rock
> musician like I did last week at a guitar clinic with ex-Mr. Big guitarist Paul
> Gilbert (BTW, I'll be posting up a picture of me with Mr. Gilbert when I get it
> from a friend of mine, and the URL of where you can find it)
>

The proof is in the pudding...No ambition to reach way above minimum
wage considering that you claim to be such a well rounded fella who
watches the Simpsons, South Park and reads Steven King novels...That
should count for something...-)

> Thirdly, Particle Salad has constantly showed his expertise and knowledge
> and issues regarding video production and the business in general, while you
> just respond over and over and over with the same old parrot-sheep lines about
> how FCP is making Avid "scared" with no evidence whatsoever. Perhaps it's your
> resentment of the fact that PS has once again made you look like the world's
> biggest "kook" that you, in insane jealousy, are trying (and I emphasize
> "trying") to denigrate him by claiming he's faking his claims. Well we, in this
> camp at least, believe he's for real - and I and other members of TAF are
> enjoying his debunkings of your drivel and kicking your little butt all over
> cyberspace...

He has shown nothing! He is running scared like when the traditional
publishers were wiped out when publishing systems became commodity which
opened more creative types with some money to purchase such systems.
FCP will make video production technology a commodity service industry.

> Fourthly, you're right - anyone can claim to be whatever he wants on the
> Internet. Which comes to YOU. Several of us, both in discussion on IRC and in
> person, are beginning to suspect that, due to your constant idiocy and spelling
> mistakes and huge gaffes over even Apple-related stuff, that you are actually
> bluffing about your even being an "Apple Power Rep". I believe that when someone
> here asked for evidence of your actual employment by asking you to post to him
> in e-mail your supervisor's number to confirm you were actually employed by
> anyone related to Apple, you chickened out and complained loudly that doing so
> would open opportunities for the imaginary "Atari Jihads" to harass your boss.

Oh yes...My boss has enough to do than take rabid phone calls from the
Jihads...

Plus my employment is none of your business. Will never discuss the
going on activity in the field...This is to set an example and
seriousness of NDA...

But you want some proof...I will give you this...

http://www.theimac.com/news/excl/208.shtml

> For all we know, you could well be living in your mother's basement in
> Indiana, posting your drivel from a Commodore 64 that you've set up to access
> deja from your Earthlink account as well as getting e-mail from the Apple E-mail

> news service for your steaming piles of drivel. That might also explain why
> you're afraid to have the cojones or the backbone to post any of your "Apple
> Good News" to the comp.sys.mac.advocacy or comp.sys.pc.advocacy forums, because
> the thought of getting burned beyond recognition by the more knowledgable
> professional people in these forums (many of whom also use Avid) has you all
> scared.

Such fantasy...I thought your new above minimun wage job keeps you
busy...:-)

> Now's the time to walk it like you talk it, TiFKAS. PROVE you are what you
> claim you are - and NO excuses.

Why? None of your business...Why don't you list your employer here?

> >
>>
> >Think Again!
>
> (standard TiFKAS parrotting of a press release from a Mac fanboy site
> deleted)

Quoted from reuters, news.com and etc...

> well, Mr. TiFKAS realizes his position is tenuous when he doesn't even have
> the guts to post the URL of his alleged "evidence" here, unlike what I have
> done. Hmmm, more Conrad Black type parrot-sheeping....

I forgot...Goto macobserver.com for the link..

> Too bad the "leak-proof" Apple had to hit that iceberg called MSNBC. :)

And proven wrong...

> **************************Daniel L. Dreibelbis*****************************
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> ****************"Nevertheless, THE FUJI STILL LIVES!"*********************
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3871. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-02 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <377D0DF4.689E4DDF@earthlink.net>
Source record: 3234

sinclap wrote:

> He has shown nothing! He is running scared like when the traditional
> publishers were wiped out when publishing systems became commodity which
> opened more creative types with some money to purchase such systems.
> FCP will make video production technology a commodity service industry.

So what am I scared of? Can you actually post an intelligent response?

I have experience and knowledge in the industries I work in. Joe Shmoe with FCP is no threat to me, until he spends several years learning how to shoot, light, mic, process, edit, etc.. and even then, once he does all that, he's STILL no threat to me because I work for a company doing in-house work.. no competition. They quite like what I do..

> Such fantasy...I thought your new above minimun wage job keeps you
> busy...:-)

Resorting to personal insults displays your lack of reasoning ability.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3872. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-02 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <377D1252.82FECBC1@earthlink.net>
Source record: 3235

How do you "accelerate" a market? You don't even understand basic econonomics.

So I'll pretend I understand what you MEANT.. that is, putting it simply, that FCP is bringing desktop video technology to those who haven't had it before ("not everyone has $25k").

FCP is a very SMALL step in the desktop video evolution. The price and performance of hard drives, the creation of the DV format and low cost high quality camcorders and decks, and the increasing speed of computers in general has FAR more do to with the increasing use of computers for desktop video. To say that a simple piece of $1k software is more responsible then years of technological innovation is.. silly, even judged amoung your other, MacWacko, TIFKAS, MacParrot standard. Premiere was FAR more responsible for getting video on the desktop then FCP.. no question.

To say that FCP is somehow had ANY affect beyond a MINUTE amount is displaying, once again, your extreme lack of knowledge of desktop video hardware. A Targa card is VERY inexpensive.. and people who couldn't afford AVIDs have used them for years. Now, if they've switched to DV shooting, FCP and a B&W is a vaible switch for them.. and an increase in performance.. although, thanks to Apple's blunders (lack of 6 slot machines for quite some time), some of them have switched to Windows NT based systems (who may or may not switch back.. they can get a DV i/o card for $600)..

How many people do YOU know, who haven't worked in desktop video, would pony up well upwards of $6k just to do so? The pros won't, because they need PROVEN technology (which I'm sure FCP will be in a year or two.. but not now). As you've pointed out, AVIDs have come down in price.. why buy unproven technology? The wedding guys MIGHT, if they've changed over to shooting in DV.. if they haven't, it's pointless for them.

If you had any knowledge of the industry, you could do more then just parrot the apple press releases. Can you discuss any of this intelligently? So far, no..

Don't simply be a MacWacko, MacParrot, "evangelist," TIFKAS. Think for yourself and do your own reasoning. It's not that hard, trust me.

sinclap wrote:

> FCP accelerates the video market...

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3873. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <377d1d95@nemo.idirect.com>
Source record: 3236

On 2 Jul 1999 15:26:08 +, J WILKINSON wrote:

>> An interesting example of this phenomenon is Roger Sheppard, your old
>> flaming companion on comp.sys.atari.st who claimed that he was an older
>> technician who had an all-powerful PC and was on a mission to convert us
>> "useless teenagers on the dole" to throw our Ataris in the trash. It turns out,
>> after Mr. Sheephead had (through no small effort on my and a few others' part)
>> gotten turfed from the New Zealand Freenet for his unfortunate tendency to make
>> racist remarks, that someone from NZ filled me in on the discovery that Mr.
>> Sheppard was a punk kid who didn't even own a PC, but was accessing
>> government kiosks in shopping malls and libraries to post his own brand of drivel.
>
>Roger Sheppard was an argumentative troll at times, but I don't think all the
>story lines up. To start with the internet access in this country is very very
>costly compared to the rest of the world, net kiosks are only just beginning to
>appear in shopping malls (rate is NZ$2 per 10 minutes), and access through a
>library is of similar cost.

okay, so obviously there have been some crossed wires there or something
had been misunderstood. I therefore should stand corrected on what I said on
his situation. All I was going on was a letter from someone in New Zealand who
had informed me on what was then the current situation on ol' Roger.

One thing is for sure, though - I did have to write e-mail to the New
Zealand government to file a complaint on his pathological and abusive behavior
towards a number of people, including his personal vendetta againt Brian Becroft
and the racist remarks that wound up being his undoing, as that was a government
line where he was posting from. Perhaps he had access to a friend's office
computer?

>One thing is unanimous: Roger Sheppard and Peter Sinclair-Day remain the two most
>uninformed, cretinous knockers of the Atari platform to have ever breathed the air
>on this planet. But I'd be happy for them to keep doing what they do because every
>day is not complete for me without having a good laugh at the ignorance of others!!

well put - to paraphrase what was said in one of my favorite Bloom County
comic strips, it's great to come home after a bad day, flick on
comp.sys.atari.advocacy, and see people who are even punier than we are :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3874. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <377d287f@nemo.idirect.com>
Source record: 3237

On 2 Jul 1999 12:26:11 -, Particle Salad wrote:
>How do you "accelerate" a market? You don't even understand basic econonomics.
>
it only makes sense if TiFKAS' teachers in college were Mike Milken, Ivan
Boesky and Nick Leeson :)

Great debunkings as always, PS. We're all certainly getting a crash course
in the video industry and how it works- and all at TiFKAS' expense. More, more!

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3875. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <377d2790@nemo.idirect.com>
Source record: 3238

On 2 Jul 1999 16:09:52 G, sinclap wrote:
>In article <377bab68@nemo.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>> On 30 Jun 1999 16:24:05 , having cursed himself at not putting his Depends on
>> before he read the news about the new Atari-badged Milan coming to the US in
>> April 2000, The Idiot Forever Known As Sinclap wrote:
>
>The Milan..."Yester Years Technology packaged in a higher priced
>packaging".

yes, built by Milan GmBH. No, not badged as a Milan, but as an Atari complete with Fuji symbol (they're in negotiations with Hasbro). No, it'll be priced lower than the overpriced, underpowered, overhyped iMac - and it'll have industry standard ports, including USB. Yes, Motorola is taking a co-production hand in this new computer as well, seeing as the Milan was selling 50 computers a month since August '98 (pretty impressive for a small company making what is considered a "dead" computer). Yes, TiFKAS needs another change of underwear. No, TiFKAS is no expert on Ataris, seeing that he's still too chicken to reply to my debunking of his brain-dead slam of the Hades.

Need proof? http://bengy.atari.org/ali.htm , interview with one of the head honchos at Milan GmBH.

>Chunks wrote...

see, TiFKAS is so upset about the fact a new Atari-badged computer is coming on the market, he's begun hallucinating about his imaginary friend "Chunks", who, like his imaginary "Atari Jihads" who are "out to get him", has never existed...

>
>> >> once again in denial, I see. We're talking about the software, not hardware
>> >> here.
>> >
>> >That the beauty is..It's in the software stupid!
>>
>> yep, and it's in the software that FCP fails at being the Avid killer you
>> were claiming it (and now denying you ever said) to be...
>
>FCP accelerates the video market...

telling a lie over and over doesn't make it true...
>
>> >
>> >Whats the embarrassing flaw? Who is not going to trust Apple? Or is
>> >this the Atari Jihad view..?

>>
>> nope, not according to the devoid-of-imaginary-Atari-Jihads Macintouch,
>> which for some reason you seem too scared to read. FCP has been getting
>> complaints from their users about it actually self-destructing in the middle of
>> projects. Apple is admitting there's a flaw...
>
>And there is no flaw in the Avid systems at some point? FCP still
>works...Is this the best you can come up with..?

Again, there's an embarrassing flaw in FCP. Avid is rock-solid software
that is an industry standard in the video industry. Is this the best defence
you can give, little man?

>
>> Now this speaks volumes of just how dense you actually are, TiFKAS.
>>
>> Firstly, there is no shame in being Vice-President of a computer club.
>> Everyone who finds out about my position finds it to be infinitely cool and a
>> badge of showing my amount of commitment and intelligence. Of all the people
>> who have commented on my being Vice-President of TAF, yours is the only
>> negative one - and, to me, is nothing more than flatulence in the wind
>> like all of your so-called "pronouncements" about the state of Atari, which we
>> have all come to accept as the wibblings of a punch-drunk little loser who's
>> unable to make friends in the real world, and who is unable to admit defeat
>> when so many have shot down your pathetic little attempts of embiggening
>> himself...
>
>Speaks volume of yourself...NO AMBITION!

That one sentence speaks more volumes about you - CHUCKLEHEAD!
>
>> Secondly, the fact that I was able to find myself a nice new job that is
>> paying me more than the last one (and I was getting above minimum wage and
>> benefits) shows how much ambition I have. BTW, people who have "No drive and no
>> ambition" don't do wild wacked out things like jamming with a professional rock
>> musician like I did last week at a guitar clinic with ex-Mr. Big guitarist Paul
>> Gilbert (BTW, I'll be posting up a picture of me with Mr. Gilbert when I get it
>> from a friend of mine, and the URL of where you can find it)
>>
>
>The proof is in the pudding...No ambition to reach way above minimum
>wage considering that you claim to be such a well rounded fella who
>watches the Simpsons, South Park and reads Steven King novels...That
>should count for something...-)

Again - I was making above minimum wage in the last job. I am making TWICE
as much as I was in my current job. Do the math - or is that as bad as your
spelling?

Well rounded? Nope, you must be mistaking me for your imaginary friend
"Chunks".

Sorry, don't read Stephen King (whose name you mispelled). I prefer serious fiction like Terry Pratchett :).

TiFKAS is obviously jealous of the intelligent satirical genius that Matt Groening is that has allows him to live comfortably with his creations. It is also obvious that he hasn't seen enough episodes to know that it is more than the ka-ka-poo-poo humour that George Bush tried to make it out to be. Speaking of which, TiFKAS is as much an Atari expert as George Bush is an enviromentalist :)

>
>> Thirdly, Particle Salad has constantly showed his expertise and knowledge
>> and issues regarding video production and the business in general, while you
>> just respond over and over and over with the same old parrot-sheep lines about
>> how FCP is making Avid "scared" with no evidence whatsoever. Perhaps it's your
>> resentment of the fact that PS has once again made you look like the world's
>> biggest "kook" that you, in insane jealousy, are trying (and I emphasize
>> "trying") to denigrate him by claiming he's faking his claims. Well we, in this
>> camp at least, believe he's for real - and I and other members of TAF are
>> enjoying his debunkings of your drivel and kicking your little butt all over
>> cyberspace...
>
>
>He has shown nothing! He is running scared like when the traditional
>publishers were wiped out when publishing systems became commodity which
>opened more creative types with some money to purchase such systems.
>FCP will make video production technology a commodity service industry.

He is not running scared. YOU are the one who is running scared because he's once again proven you are a complete moron when it comes to knowing beans about how the video market works, and, like a cornered rat, tend to strike out in complete futility, seeing as PS is the equivalent of a falcon :)

>
>
>> Fourthly, you're right - anyone can claim to be whatever he wants on the
>> Internet. Which comes to YOU. Several of us, both in discussion on IRC and in
>> person, are beginning to suspect that, due to your constant idiocy and spelling
>> mistakes and huge gaffes over even Apple-related stuff, that you are actually
>> bluffing about your even being an "Apple Power Rep". I believe that when someone
>> here asked for evidence of your actual employment by asking you to post to him
>> in e-mail your supervisor's number to confirm you were actually employed by
>> anyone related to Apple, you chickened out and complained loudly that doing so
>> would open opportunities for the imaginary "Atari Jihads" to harass your boss.
>
>Oh yes...My boss has enough to do than take rabid phone calls from the
>Jihads...

that's hard to do, seeing as all the "Atari Jihads" only exist in your head. Time to take your Thorazine...
>
>Plus my employment is none of your business. Will never discuss the
>going on activity in the field...This is to set an example and

>seriousness of NDA...

translation - TiFKAS is as yellow as his underwear when it comes to coming
up with proof of his Apple employment. But then again, if he had a backbone
transplant, the backbone would probably reject him...

Nobody is asking you to reveal NDA stuff, it has nothing to do with that.
We just want proof that you are walking it like you're talking it

>
>But you want some proof...I will give you this...
>
>http://www.theimac.com/news/excl/208.shtml

ERROR - File Not Found. This according to the excellent web-browsing
capabilities of both NEWsie and CAB 2.7, which TiFKAS has slammed as
"inadequate Internet clients" in the past.

Posting phony web pages certainly isn't helping you...
>
>> For all we know, you could well be living in your mother's basement in
>> Indiana, posting your drivel from a Commodore 64 that you've set up to access
>> deja from your Earthlink account as well as getting e-mail from the Apple E-mail
>> news service for your steaming piles of drivel. That might also explain why
>> you're afraid to have the cojones or the backbone to post any of your "Apple
>> Good News" to the comp.sys.mac.advocacy or comp.sys.pc.advocacy forums, because
>> the thought of getting burned beyond recognition by the more knowledgable
>> professional people in these forums (many of whom also use Avid) has you all
>> scared.
>
>Such fantasy...I thought your new above minimun wage job keeps you
>busy...:-)

from the man who fantasizes himself as an "Apple Power Rep" when he's been
undone by his habit of shoving his instep in his mouth countless times, and is
too YELLOW to provide proof of employment? Get Real.

>
>> Now's the time to walk it like you talk it, TiFKAS. PROVE you are what you
>> claim you are - and NO excuses.
>
>Why? None of your business...Why don't you list your employer here?

Sure:

Humbertown True Value Hardware
270 The Kingsway, Toronto, Ontario M9A 3T7

Your turn, COWARD.
>
>> >
> >>
>> >Think Again!

>>
>> (standard TiFKAS parrotting of a press release from a Mac fanboy site
>> deleted)
>
>Quoted from reuters, news.com and etc...

still a parrot-sheep. "SQWAWK! Atari Jihad! Atari Jihad!" "BLEAT! 4 meg OS
BAAAAAAD! 64 Meg OS goooood!"
>
>> well, Mr. TiFKAS realizes his position is tenuous when he doesn't even have
>> the guts to post the URL of his alleged "evidence" here, unlike what I have
>> done. Hmmm, more Conrad Black type parrot-sheeping....
>
>I forgot...Goto macobserver.com for the link..

the full URL, chucklehead....

>
>> Too bad the "leak-proof" Apple had to hit that iceberg called MSNBC. :)
>
>And proven wrong...

the ship is still sinking. Gee, MSNBC vs. a Mac cheerleader website, who do
I believe... :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3876. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-03 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7llnig$ml6$3@news.campuscwix.net>
Source record: 3239

```
On 2 Jul 1999 17:00:47 -, Daniel L. Dreibelbis wrote:
->On 2 Jul 1999 12:26:11 -, Particle Salad wrote:
->>How do you "accelerate" a market? You don't even understand basic econonomics.
->>
-> it only makes sense if TiFKAS' teachers in college were Mike Milken, Ivan
->Boesky and Nick Leeson :)
->
-> Great debunkings as always, PS. We're all certainly getting a crash course
->in the video industry and how it works- and all at TiFKAS' expense. More, more!
->
->
->**************************Daniel L. Dreibelbis****************************
-> Vice-President, Toronto Atari Federation (TAF)
-> Thorn in the side of TiFKAS and other net.twits
-> e-mail: dreibel@idirect.com
->****************"Nevertheless, THE FUJI STILL LIVES!"********************
->.

Hehehehehehe, I agree! All I have to do is grab comp.sys.atari.advocacy
each day, follow the Particle Salad vs Sinclap thread, and I know that
there will be "film at 11"... ;-))))

Keep up the good work!

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

3877. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-04 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <377E7524.D4716A71@ihug.co.nz>
Source record: 3240

Hi there,

Daniel L. Dreibelbis wrote:
>
> On 2 Jul 1999 15:26:08 +, J WILKINSON wrote:
> >Roger Sheppard was an argumentative troll at times, but I don't think all the
> >story lines up. To start with the internet access in this country is very very
> >costly compared to the rest of the world, net kiosks are only just beginning to
> >appear in shopping malls (rate is NZ$2 per 10 minutes), and access through a
> >library is of similar cost.
>
> okay, so obviously there have been some crossed wires there or something
> had been misunderstood. I therefore should stand corrected on what I said on
> his situation. All I was going on was a letter from someone in New Zealand who
> had informed me on what was then the current situation on ol' Roger.

OK. I never have met Roger Sheppard. It does sound as though whoever wrote that letter wasn't being entirely truthful (imaginative sounds better!). Myself I used to try and track where this mysterious Sheppard fellow posted from...I never did succeed so he must have had some form of 'borrowed' access...

> One thing is for sure, though - I did have to write e-mail to the New
> Zealand government to file a complaint on his pathological and abusive behavior
> towards a number of people, including his personal vendetta againt Brian Becroft
> and the racist remarks that wound up being his undoing, as that was a government
> line where he was posting from. Perhaps he had access to a friend's office
> computer?

I didn't realise he had been 'abusing' people by calling names! Brian certainly isn't a deserving target; I met him about 2 years ago and he was a pleasant chap who was easy to get on with, and a good musician to boot...he had a demo CD he had recorded with Cubase Audio on his Falcon which sounded very nice...

> >One thing is unanimous: Roger Sheppard and Peter Sinclair-Day remain the two most
> >uninformed, cretinous knockers of the Atari platform to have ever breathed the air
> >on this planet. But I'd be happy for them to keep doing what they do because every
> >day is not complete for me without having a good laugh at the ignorance of others!!
>
> well put - to paraphrase what was said in one of my favorite Bloom County
> comic strips, it's great to come home after a bad day, flick on
> comp.sys.atari.advocacy, and see people who are even punier than we are :)

The thing is that we aren't puny!! We are strong because we can resist the call to buy Micro$loth or Macintoss that so many 'sheep' around the world have been succumbing to. I think the sheep living in abundance in the farms of New Zealand are more intelligent (and endearing!! ;^)) than your average Wintel or Muck user.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3878. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-04 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <377E7948.6437A3A2@ihug.co.nz>
Source record: 3241

Hi there,

Daniel L. Dreibelbis wrote:
>
> see, TiFKAS is so upset about the fact a new Atari-badged computer is
> coming on the market, he's begun hallucinating about his imaginary friend
> "Chunks", who, like his imaginary "Atari Jihads" who are "out to get him"
> , has never existed...

Why don't we Atari users form a Jihad sect? Get into crazy stuff like
stalking janitors from the University of Iowa with high-powered water
pistols! :)

At least then TiFKAS would have experienced a form of reality that
thus far has been absent from his deluded mind...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3879. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-04 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <377E76CA.75963C41@ihug.co.nz>
Source record: 3242

Hi there,

Particle Salad wrote:
>
> sinclap wrote:
>
> > Such fantasy...I thought your new above minimun wage job keeps you
> > busy...:-)
>
> Resorting to personal insults displays your lack of reasoning ability.

And his complete lack of valid argument to reason with! If Sinplop
even had an argument to reason with he wouldn't even know what to
do with it! His arguments add up to DIDDLY SQUAT!, which is what I
would expect a smarmy jerk-off kid of say age 14 to come up with!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3880. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-04 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7lmq94$kr6$1@nnrp1.deja.com>
Source record: 3243

In article <377d2790@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> yes, built by Milan GmBH. No, not badged as a Milan, but as an Atari
> complete with Fuji symbol (they're in negotiations with Hasbro). No, it'll be
> priced lower than the overpriced, underpowered, overhyped iMac - and it'll have
> industry standard ports, including USB. Yes, Motorola is taking a co-production
> hand in this new computer as well, seeing as the Milan was selling 50 computers
> a month since August '98 (pretty impressive for a small company making what is
> considered a "dead" computer). Yes, TiFKAS needs another change of underwear.
> No, TiFKAS is no expert on Ataris, seeing that he's still too chicken to reply
> to my debunking of his brain-dead slam of the Hades.

50 Units a month...Wow....that should bring back thousands of developers
in the fold....Not! So is this new video game box will use a 68k or
PPC?

Also the "overpriced" iMac has sold pretty well thus far according to
the market research firms...

> Need proof? http://bengy.atari.org/ali.htm , interview with one of the head
> honchos at Milan GmBH.

Whats there to prove. The only proof is will be a market failure on day
one...

> >Chunks wrote...
>

>
> telling a lie over and over doesn't make it true...

That FCP will drive the video commodity market...

> >And there is no flaw in the Avid systems at some point? FCP still
> >works...Is this the best you can come up with..?
>
> Again, there's an embarrassing flaw in FCP. Avid is rock-solid software
> that is an industry standard in the video industry. Is this the best defence
> you can give, little man?

What makes you think that the Avid systems are rock solid? Have you
become an over night expert?

> >
> >Speaks volume of yourself...NO AMBITION!
>

> That one sentence speaks more volumes about you - CHUCKLEHEAD!
oooh....

> >> Secondly, the fact that I was able to find myself a nice new job that is
> >> paying me more than the last one (and I was getting above minimum wage and
> >> benefits) shows how much ambition I have. BTW, people who have "No drive and no
> >> ambition" don't do wild wacked out things like jamming with a professional rock
> >> musician like I did last week at a guitar clinic with ex-Mr. Big guitarist Paul
> >> Gilbert (BTW, I'll be posting up a picture of me with Mr. Gilbert when I get it
> >> from a friend of mine, and the URL of where you can find it)

I think posting a picture of yoursef on the net would be an injustice.
Seeing the crack of an ass would be offensive...

>
> Again - I was making above minimum wage in the last job. I am making TWICE
> as much as I was in my current job. Do the math - or is that as bad as your
> spelling?
So your making $12 CA per hour?

My spelling errors is none of your concern and irelavant(probably
incorrect)...

> Well rounded? Nope, you must be mistaking me for your imaginary friend
> "Chunks".

Must of failed liberal arts to miss this meaning...

> Sorry, don't read Stephen King (whose name you mispelled). I prefer serious
> fiction like Terry Pratchett :).

Your loss...

> TiFKAS is obviously jealous of the intelligent satirical genius that Matt
> Groening is that has allows him to live comfortably with his creations. It is
> also obvious that he hasn't seen enough episodes to know that it is more than
> the ka-ka-poo-poo humour that George Bush tried to make it out to be. Speaking
> of which, TiFKAS is as much an Atari expert as George Bush is an
> enviromentalist :)

What was the above point?

>
> He is not running scared. YOU are the one who is running scared because
> he's once again proven you are a complete moron when it comes to knowing beans
> about how the video market works, and, like a cornered rat, tend to strike out
> in complete futility, seeing as PS is the equivalent of a falcon :)

You live in his household to know? It's like Microsoft is not afraid of
linux.

> >Plus my employment is none of your business. Will never discuss the
> >going on activity in the field...This is to set an example and
> >seriousness of NDA...

>
> translation - TiFKAS is as yellow as his underwear when it comes to coming
> up with proof of his Apple employment. But then again, if he had a backbone
> transplant, the backbone would probably reject him...
>
> Nobody is asking you to reveal NDA stuff, it has nothing to do with that.
> We just want proof that you are walking it like you're talking it
>
> >
> >But you want some proof...I will give you this...
> >
> >http://www.theimac.com/news/excl/208.shtml
>
> ERROR - File Not Found. This according to the excellent web-browsing
> capabilities of both NEWsie and CAB 2.7, which TiFKAS has slammed as
> "inadequate Internet clients" in the past.

ROFLAMAO!

Let me take the load off your precious browser....

From theimac.com/

Teaching CompUSA sales staff about Apple and the Mac
6/30 - Rodney O. Lain

If you agree with everything that I say, then you're not
thinking.

--I once heard someone say this

A few weeks ago, I reported CompUSA's new initiative to educate its
sales staff on things Macintosh. Last week, I
mentioned that my boss at CompUSA asked me to help lead the Mac
classes. Well, this week we completed that
training, and I must say that I am actually becoming more optimistic
about CompUSA as a national Apple Macintosh
presence.

Here's the gist of what happened:

We had two classes -- the Tuesday night session for half of the sales
staff and Thursday night for the second half of
sales guys. The first night was more of a lecture and a hands-on with
the store's demo Macs.

Tuesday night

The Apple rep conducted the first half of the meeting. He outlined the
Mac market in the Twin Cities; I was pleasantly
surprised to find out that the Twin Cities is the fourth-largest market
for Macintosh sales, given the heavy concentration
of publishing houses and creative-content professionals. He also gave a
breakdown of the Minnesota demographics;

i.e., he described the typical Mac user.

Then it was my turn.

Maybe I'm becoming a more mature Mac bigot, but I had no urge to describe the Mac as the world's greatest computer (even though it is). My approach was more of an appeal to their logic. I explained the statistics supporting the fact that the iMac is the best-selling computer since its introduction. I gave the anecdotal example of a customer whom I had met. She said that she'd been in the store earlier that week and a sales person talked her out of buying a Mac. I told the group that that woman had bought no computer, when in fact, she had come there specifically to buy a Mac. The store lost money due to some idiot sales person's dislike of the Mac.

"Hey, I sell Packard Bells, if that is what the customer wants," I told them, "even though I hate Packard Bell computers. You should have the same approach towards the Mac. The sales person's computer preference should have no bearing on the customers needs and wants."

I stressed the fact that the Mac is no different than any other computer, in terms of sales: it has peripherals; it has software. I explained that Mac users buy a disproportionate percentage of software, peripherals, etc., considering the Mac's small market share.

I explained that the Mac OS is the #2 consumer OS in the world, a fact that people consistently overlook. I explained that the iMac single-handedly made USB an (emerging) standard.

After my presentation, the staff was shown a video on the Mac OS. After that, the Apple Rep and I led a tour of the Apple section and demonstrated the features of the iMac.

As the Apple Rep talked, I pulled aside one of the sales people and asked, "how long does it take to network two PCs?" Then I asked that he time me as I network the display iMac and my PowerBook G3. I clocked out at 2 minutes, 47 seconds. When there was a lull in conversation, I told the group what I'd just done.

"He actually did it in just 2 minutes," my "timer" noted, "it took him 47 seconds to remember his password."

Several of the sales guys asked questions afterwards and expressed more than just a passing interest in the Mac. There was actual interest.

Thursday night

On Wednesday night, I caught a brainstorm. I was playing around with my PowerBook and noticed that I had Microsoft

PowerPoint (which I'd been meaning to learn). I thought it would be a great idea to put together a slideshow presentation. So, one hour later, I'd put together something to present Thursday night. Did I mention that I'd never created a PowerPoint presentation before?

Anyway, the next night, I got to the store and set up the projector to run off my laptop. I also made sure that when the staff made in, they'd see the OpenGL screen saver that I have recently installed. That gave me a chance to make a nice segue into the fact that SGI's OpenGL API's are the standard for game development, and that it is now a part of OS 8.7 and beyond.

Thursday night's training went well, also.

The aftermath

The results of the training are pretty evident. The sales people spend more time in the Mac section nowadays. They spend time keeping the shelves stocked; there are more people involved in the Mac sales (if we could have more to sell, it would be nice, though).

I also took advantage of the situation.

One of the sales staff mentioned that it's hard to sell Macs, because many of the peripherals, software, and hardware are not in stock, even though we know they all exist. I asked our manager why CompUSA doesn't stock the peripherals that are being sold for the iMac (USB adapters, SuperDisk drives, etc.). I did that for two reasons:

1.I really wanted to know, and
2.that shows the sales staff that it isn't Apple's fault for not having inventory in stock.

A few hundred more complaints/suggestions of this sort, and we'll have Mac peripherals in the store for a change.

A side-point to all of this: on Sunday, two customers came in who turned out to be CompUSA employees. Professing to be big-time Mac users, I asked them if they have any "pull" with Jim Halpin (CompUSA's CEO), for I wanted them to pass on some complaints of mine. It turned out that they are national trainers for CompUSA' larger corporate accounts. We talked for a long time, and I noted that if CompUSA doesn't shape up that iMac sales may go to places like Sears.

Another interesting side-point to all of this is now that I know PowerPoint, I spent the weekend putting on PowerPoint presentations (when sales were slow) -- something I plan to do on a regular basis now. You see, I obtain regular

copies of the Apple Sales and Marketing Resource Library. This is a set
of three or four CDs chock full of the latest info
on Apple products (congratulations to Apple's marketing group.
Suggestion: could you make the disc a hybrid CD? You
know, for Windows and for Mac? Not all sales have Macs&#65533;). For example,
this month's CDs consist of complete
PowerPoint presentations on the PowerBook G3 Series, Final Cut Pro,
QuickTime 4.0, WebObjects "Success Stories";
also included are QuickTime movies of Worldwide Developer's Conference
speeches/sessions (the Mac OS 8/8.7
Overview, OS X Overview, for example),

The PowerPoint files are a great help. I set them to run &#65533; la a store
kiosk. I set them to loop continuously and swapped
them out regularly throughout the day. Customers were treated to
presentations on Apple products, as well as DVD
movies ("Austin Powers" and "A Bug's Life").

All in all, I think that things in our part of the world are doing
nicely. If the management in other stores put forth the
effort that we did, then the implementation of Mac training at CompUSA
will be a smashing success.

--- Rodney O. Lain, rodneyo@macconnect.com.
Rodney O. Lain, a former university English and journalism instructor,
works full-time as a software developer and works part-time at a local
CompUSA Apple Store Within A Store. A card-carrying member of the local
Macintosh User Group Mini'app'les, Rodney writes this column
exclusively for theimac.com. His greatest desire is to become an
African-American Guy Kawasaki. A self-professed "workaholic writer," he
waxes prolifically about race, religion, and the "right OS" at "Free
Your Mind & Your Behind Will Follow", his unabashedly pro-Mac website.
When he's not cranking out his column, he collects John Byrne comic
books, jogs, and attempts to complete his first novel. He lives in
Eagan,
Minnesota, a southern suburb of St. Paul.

> Posting phony web pages certainly isn't helping you...

Nothing phony here...Your web browser is not upto snuff...Or you use
chick coop for internet lines up north...--)

> >
> >Such fantasy...I thought your new above minimun wage job keeps you
> >busy...:-)
>
> from the man who fantasizes himself as an "Apple Power Rep" when he's been
> undone by his habit of shoving his instep in his mouth countless times, and is
> too YELLOW to provide proof of employment? Get Real.
>
> >
> >> Now's the time to walk it like you talk it, TiFKAS. PROVE you are what you

> >> claim you are - and NO excuses.
> >
> >Why? None of your business...Why don't you list your employer here?
>
> Sure:
>
> Humbertown True Value Hardware
> 270 The Kingsway, Toronto, Ontario M9A 3T7
>
> Your turn, COWARD.

Sinclap's home office....

Somewhere in Eden Prairie, MN 55344...

Thats good enough...
> >> >
> > >>
> >> >Think Again!
> >>
> >Quoted from reuters, news.com and etc...
>
> still a parrot-sheep. "SQWAWK! Atari Jihad! Atari Jihad!" "BLEAT! 4 meg OS
> BAAAAAAD! 64 Meg OS goooood!"

On ludes? How about Salomon Smith Barney analyst Richard Gardner
research report on Apple last week that totaly debunks MSNBC...

Nice try...

>
> **********Daniel L. Dreibelbis**********
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> **********"Nevertheless, THE FUJI STILL LIVES!"**********
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times----------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3881. Free old mags!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-04 00:00:00 UTC
From: Robert Casey <Robert.Casey@tesco.net>
Message-ID: <7lo6t8$f5$1@epos.tesco.net>
Source record: 3244
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

I have a pile of old computer mags - mainly Computer & Video Games but some other bits and pieces. Due to be filed under 'bin' unless anyone wants to come and get them (location Manchester UK)!

Rob

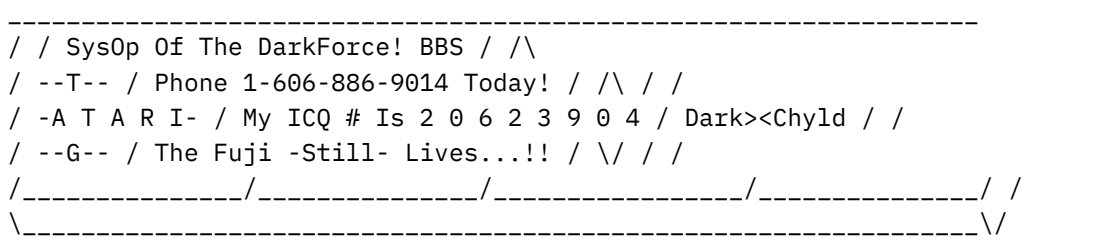
3882. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-04 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7lofr6$5eq$3@news.campuscwix.net>
Source record: 3245

On 4 Jul 1999 05:08:55 G, sinclap wrote:

->You live in his household to know? It's like Microsoft is not afraid of
->linux.

Yes they are. (and with very good reason)...



3883. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-04 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7lofki$5eq$2@news.campuscwix.net>
Source record: 3246

```
On 4 Jul 1999 09:57:46 +, J WILKINSON wrote:
->Hi there,
->
->Daniel L. Dreibelbis wrote:
->>
->> see, TiFKAS is so upset about the fact a new Atari-badged computer is
->> coming on the market, he's begun hallucinating about his imaginary friend
->> "Chunks", who, like his imaginary "Atari Jihads" who are "out to get him"
->> , has never existed...
->
->Why don't we Atari users form a Jihad sect? Get into crazy stuff like
->stalking janitors from the University of Iowa with high-powered water
->pistols! :)
->
->At least then TiFKAS would have experienced a form of reality that
->thus far has been absent from his deluded mind...
->
->Kind regards,
->
->Chris Wilkinson, Christchurch, New Zealand.
->/|\ ATARI Falcon030 owner.
->.

Hey, I like this idea! It has potential. Lets take it one step further,
though-use paintguns that leave a "Fuji" on impact! The ultimate form
of Hell for Sinclap! ;-)

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3884. Re: Free old mags!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-05 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1duhfv6.1l2mqgjt7bzy8N@max02-058.enterprise.net>
Source record: 3247
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

Robert Casey <Robert.Casey@tesco.net> wrote:

> I have a pile of old computer mags - mainly Computer & Video Games but some
> other bits and pieces. Due to be filed under 'bin' unless anyone wants to
> come and get them (location Manchester UK)!

Where abouts in Manchester, Rob?

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3885. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-05 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37815b7c@nemo.idirect.com>
Source record: 3248

On 29 Jun 1999 13:24:22 , J WILKINSON wrote:
:Hi there,
:
:Ryan Collins wrote:
:>
:> Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:
:> > He, I think you're overlooking the fact that the Imation Superdisk
:> > only reads 1.44 disks.
:> > As Josh has a ST his old floppies are most likely in 720 kb format.
:>
:> The superdisk can read low density (720K) and high density (1.44MB) Dos
:> format disks, along with high density Mac HFS disks. It cannot read low
:> density Mac disks (800K).
:
:Ain't that a bummer! Fancy not supporting low density Mac disks and yet
:supporting low density DOS disks!!! Is the iMac really a Mac??!! :)
:
:Kind regards,
:
:Chris Wilkinson, Christchurch, New Zealand.
:/|\ ATARI Falcon030 owner.
:.
this makes no sense!
If an atari floppy disk drive (any sort, TEAC, SONY,...)
can read 800K MAC disks (via Spectre or transvertor)
yhen what is the problem with the Imation drive?
reading formats is _only_ a matter of software, non?
ken

3886. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7lsbtr$8av$1@nnrp1.deja.com>
Source record: 3150

In article <377E7948.6437A3A2@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> Daniel L. Dreibelbis wrote:
> >
> > see, TiFKAS is so upset about the fact a new Atari-badged computer is
> > coming on the market, he's begun hallucinating about his imaginary friend
> > "Chunks", who, like his imaginary "Atari Jihads" who are "out to get him"
> > , has never existed...
>
> Why don't we Atari users form a Jihad sect? Get into crazy stuff like
> stalking janitors from the University of Iowa with high-powered water
> pistols! :)

yeppeeeeee...and become Atari Mujahideen's.....

Sinclap lives in Jesse Ventura's state...My guv can beat up your guv or
state PM.....

> At least then TiFKAS would have experienced a form of reality that
> thus far has been absent from his deluded mind...

Who's Tifkas? The Mujahideen 'Chunk's fits your profile...

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3887. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7lsc1u$8bh$1@nnrp1.deja.com>
Source record: 3151

In article <377E76CA.75963C41@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> Particle Salad wrote:
> >
> > sinclap wrote:
> >
> > > Such fantasy...I thought your new above minimun wage job keeps you
> > > busy...:-)
> >
> > Resorting to personal insults displays your lack of reasoning ability.
>
> And his complete lack of valid argument to reason with! If Sinplop
> even had an argument to reason with he wouldn't even know what to
> do with it! His arguments add up to DIDDLY SQUAT!, which is what I
> would expect a smarmy jerk-off kid of say age 14 to come up with!

Standard Repub attack by the Atari Mujahideen's when your opponent has
been right....

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3888. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7lscb1$8ds$1@nnrp1.deja.com>
Source record: 3152

In article <377d287f@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 2 Jul 1999 12:26:11 -, Particle Salad wrote:
> >How do you "accelerate" a market? You don't even understand basic econonomics.
> >
> it only makes sense if TiFKAS' teachers in college were Mike Milken, Ivan
> Boesky and Nick Leeson :)

Fine capitalists indeed...I wish Milken was my teacher so I could of
racked up millions by issuing Sinclap junk bonds to the Atari Mujahideen
sect...

> Great debunkings as always, PS. We're all certainly getting a crash course
> in the video industry and how it works- and all at TiFKAS' expense. More, more!

What you learn can be extra income to the above min. wage...

> **********Daniel L. Dreibelbis**********
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> **********"Nevertheless, THE FUJI STILL LIVES!"**********
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
----------The-New-York-Times----------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3889. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7lsci0$8g3$1@nnrp1.deja.com>
Source record: 3153

In article <377E7524.D4716A71@ihug.co.nz>,
> > >One thing is unanimous: Roger Sheppard and Peter Sinclair-Day remain the two most
> > >uninformed, cretinous knockers of the Atari platform to have ever breathed the air
> > >on this planet.

Critics are a dime and dozen...

But I'd be happy for them to keep doing what they do because every
> > >day is not complete for me without having a good laugh at the ignorance of others!!

But you do learn...

> > well put - to paraphrase what was said in one of my favorite Bloom County
> > comic strips, it's great to come home after a bad day, flick on
> > comp.sys.atari.advocacy, and see people who are even punier than we are :)
>
> The thing is that we aren't puny!! We are strong because we can resist the call
> to buy Micro$loth or Macintoss that so many 'sheep' around the world have been
> succumbing to. I think the sheep living in abundance in the farms of New Zealand
> are more intelligent (and endearing!! ;^)) than your average Wintel or Muck user.

So what should the mindless sheep use than?

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3890. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7lt4p3pdf1@news.campuscwix.net>
Source record: 3154

On 6 Jul 1999 07:51:30 G, sinclap wrote:

->So what should the mindless sheep use then?

Chastity belts, if you are around! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

3891. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37824C07.326D838B@earthlink.net>
Source record: 3155

sinclap wrote:

> Avid is also a professional proprietory hardware company as well. Once
> FCP reaches version 2, 3 and beyond...Draw your own conclusion...

Correct.. but of course, any conclusion drawn at this point will be pure conjecture..
something you appear to be quite good at.

> He is also in denial as well...He will realize it when the threat sneaks
> up on him...

What am I in denial about? That I will use my AVID, that I will use FCP when it's
ready, that I don't care what platform I use. Where's the denial, MacWacko?

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3892. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37824C72.77D9123E@earthlink.net>
Source record: 3156

It would be nice if you had the courage and the intelligence to actually discuss this instead of posting silly childish one liners. I don't blame you, though, because you don't know what you're talking about, and each time you post that becomes more and more clear.

sinclap wrote:

> Standard Repub attack by the Atari Mujahideen's when your opponent has
> been right....
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3893. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37825CB6.17529E54@earthlink.net>
Source record: 3157

I don't know if you gentleman have noticed, but it seems the MacWacko has stopped responding to my posts directly. I'm not surprised, as he doesn't know a thing about the industry.

The most amazing thing, to me, is how someone can try and discuss something they so OBVIOUSLY know very little about. You can usually bluff yourself through it for a couple of minutes, but then it becomes increasingly clear how little you know (I know this from experience.. it's now I got into this business so many years ago). :)

It is wise for him to stop discussing details, but unfortunately it's a little too late. He already has opened his mouth and removed all doubt..

DarkChyld wrote:

> Hehehehehehe, I agree! All I have to do is grab comp.sys.atari.advocacy
> each day, follow the Particle Salad vs Sinclap thread, and I know that
> there will be "film at 11"... ;-))))
>
> Keep up the good work!
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3894. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37829F63.952F1F9C@earthlink.net>
Source record: 3158

It seems to me that you have as much "religious fervor" about your Macs as they have about their Ataris.

You are no different.. except a lot less fun.

sinclap wrote:

> Fine capitalists indeed...I wish Milken was my teacher so I could of
> racked up millions by issuing Sinclap junk bonds to the Atari Mujahideen
> sect...
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3895. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3782ac9d@nemo.idirect.com>
Source record: 3159

On 4 Jul 1999 09:40:05 +, J WILKINSON wrote:
>Hi there,
>

>
>I didn't realise he had been 'abusing' people by calling names! Brian certainly
>isn't a deserving target; I met him about 2 years ago and he was a pleasant chap
>who was easy to get on with, and a good musician to boot...he had a demo CD he
>had recorded with Cubase Audio on his Falcon which sounded very nice...
>
I think the clincher was the fact that he had also been threatening some
people in e-mail as well - indeed, he once e-mailed me and literally told me to
shut up and never to dare contradict him again, or he promised that there would
be trouble. Of course, it strenghtened my resolve to further butt heads with
him. In any case, the NZ government people agreed , after surveilling his
activities for a week after I tipped them off, that he was definitely in
violation of any user agreement he may have had with them.

>> >One thing is unanimous: Roger Sheppard and Peter Sinclair-Day remain the two most
>> >uninformed, cretinous knockers of the Atari platform to have ever breathed the air
>> >on this planet. But I'd be happy for them to keep doing what they do because every
>> >day is not complete for me without having a good laugh at the ignorance of others!!
>>
>> well put - to paraphrase what was said in one of my favorite Bloom County
>> comic strips, it's great to come home after a bad day, flick on
>> comp.sys.atari.advocacy, and see people who are even punier than we are :)
>
>The thing is that we aren't puny!! We are strong because we can resist the call
>to buy Micro$loth or Macintoss that so many 'sheep' around the world have been
>succumbing to. I think the sheep living in abundance in the farms of New Zealand
>are more intelligent (and endearing!! ;^)) than your average Wintel or Muck user.

actually I was referring to TiFKAS' puny attempts to try to preach to the
converted in this forum - and his puny laughable attempts to impress us with his
alleged "Apple Power Rep" job, his alleged bimbos, his alleged nice car, his
alleged laptop. Really if he had ANY AMBITION, he should be posting his drivel
to the PC forums, as those are the ones he should be trying to derive market
share from. Alas, he's as inept with them as he is with us - I saw him trying to
debate PC users with his usual tactics and drivel on a pro PC/anti-Mac web site
and well, it was like watching raw meat being thrown to starving lions :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com

**********"Nevertheless, THE FUJI STILL LIVES!"**********

3896. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3782af16@nemo.idirect.com>
Source record: 3160

On 6 Jul 1999 07:40:44 G, sinclap wrote:

>> Daniel L. Dreibelbis wrote:
>> >
>> > see, TiFKAS is so upset about the fact a new Atari-badged computer is
>> > coming on the market, he's begun hallucinating about his imaginary friend
>> > "Chunks", who, like his imaginary "Atari Jihads" who are "out to get him"
>> > , has never existed...
>>
>> Why don't we Atari users form a Jihad sect? Get into crazy stuff like
>> stalking janitors from the University of Iowa with high-powered water
>> pistols! :)
>
>yeppeeeeee...and become Atari Mujahideen's.....
>
>Sinclap lives in Jesse Ventura's state...My guv can beat up your guv or
>state PM.....

unfortunately, when a REAL debate comes up, Mr. Ventura acts like a big
baby or runs away. He's STILL too yellow to come to Ontario and debate with our
fisheries minister over why Minnesotans have to follow the same rules like
anyone else when they come to Ontario and have a catch limit...

>
>> At least then TiFKAS would have experienced a form of reality that
>> thus far has been absent from his deluded mind...
>
>Who's Tifkas? The Mujahideen 'Chunk's fits your profile...

TiFKAS = The iDiot Forever Known As Sinclap , called that because:

a) he's an idiot, and

b) he'll always be known as Sinclap.

And as usual, his imaginary friend "Chunks" has not now or ever existed..
>
>> Kind regards,
>>
>> Chris Wilkinson, Christchurch, New Zealand.
>> /|\ ATARI Falcon030 owner.
>>
>
>--
>"Although there are more Microsoft Windows users
>than Macintosh users, we would like to remind you

>that there are far more cockroaches than people."
>-----------The-New-York-Times---------------------
>
>
>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.
>.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3897. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3782AD34.95943BE7@earthlink.net>
Source record: 3161

sinclap wrote:

> That FCP will drive the video commodity market...

Be more specific if you can. I suspect you cannot. The above statement is so general and silly as to make further discussion pointless.

You obviously know nothing about the video market, apple-cheerleader MacParroting notwithstanding..

> > >And there is no flaw in the Avid systems at some point? FCP still
> > >works...Is this the best you can come up with..?
> >
> > Again, there's an embarrassing flaw in FCP. Avid is rock-solid software
> > that is an industry standard in the video industry. Is this the best defence
> > you can give, little man?
>
> What makes you think that the Avid systems are rock solid? Have you
> become an over night expert?

AVID didn't become the editiors of choice of major film studios by being buggy.. movie studios can afford to buy ANYTHING, and they buy AVID. No they aren't perfect, but over the years they are QUITE good. I can honestly say I've NEVER had a crash that caused loss of data with my AVID.

AVID is several generations old.. they have learned from their mistakes, and have created an excellent product.

Did you read the recent Macworld review of FCP? In case you missed it, they didn't think it was worth buying if you were a current Premiere/After Effects user.. and forget about AVID. They obviously had a reviewer who knew better then to compare it with an AVID.

> > He is not running scared. YOU are the one who is running scared because
> > he's once again proven you are a complete moron when it comes to knowing beans
> > about how the video market works, and, like a cornered rat, tend to strike out
> > in complete futility, seeing as PS is the equivalent of a falcon :)
>
> You live in his household to know? It's like Microsoft is not afraid of
> linux.

Moron, I'm not afraid of any format, because I use anything that works.. including FCP, when it works better then what I have.

> Teaching CompUSA sales staff about Apple and the Mac
> 6/30 - Rodney O. Lain

I don't see your name mentioned here.. or did I miss something? Are you the unnamed apple mystery rep?

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3898. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3782b1bf@nemo.idirect.com>
Source record: 3162

On 6 Jul 1999 07:47:46 G, sinclap wrote:

>> >How do you "accelerate" a market? You don't even understand basic econonomics.
>> >
>> it only makes sense if TiFKAS' teachers in college were Mike Milken, Ivan
>> Boesky and Nick Leeson :)
>
>Fine capitalists indeed...I wish Milken was my teacher so I could of
>racked up millions by issuing Sinclap junk bonds to the Atari Mujahideen
>sect...

I wish that too - because, like Milken, you would have wound up with your
ass in jail... :)

BTW, just so TiFKAS knows, Nick Leeson is the guy who lost £1 Billion in
the Bank Of England in a stock-market swindle - and also wound up with his tush
incarcerated...

Glad to see that TiFKAS has the desire to go to jail - maybe hard time
might give him a strong dose of reality.... :)

>
>> Great debunkings as always, PS. We're all certainly getting a crash course
>> in the video industry and how it works- and all at TiFKAS' expense. More, more!
>
>What you learn can be extra income to the above min. wage...

again TiFKAS hallucinates that I'm living on minimum wage - just like he
hallucinates that he's an "Apple Power Rep"...

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3899. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-06 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7lsar7$7vv$1@nnrp1.deja.com>
Source record: 3249
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <37781235.3FF13D30@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
supporting low density DOS disks!!! Is the iMac really a Mac??!! :)
>

Yep!

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3900. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37829E3C.483712A8@ihug.co.nz>
Source record: 3163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hi there,

sinclap wrote:
>
> In article <37781235.3FF13D30@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
> > supporting low density DOS disks!!! Is the iMac really a Mac??!! :)
> >
>
> Yep!

I reckon it looks like one of those cute little hand-soap
dispensers you find in posh toilets in hotels. Those have
been around for years so maybe there is some copyright for
Macintoss to explain there?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3901. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37829D70.46FBAC72@ihug.co.nz>
Source record: 3164

Hi there,

DarkChyld wrote:
>
> On 6 Jul 1999 07:51:30 G, sinclap wrote:
>
> ->So what should the mindless sheep use then?
>
> Chastity belts, if you are around! ;-)

Yes! I'd better warn customs officers here in New Zealand that
if ever Sinplop visits he should only be allowed entry under
full supervision while on NZ soil. We cannot risk contaminated
sheep!! Especially if they are going to start bleating,

'M-a-a-a-a-a-cin-to-o-o-shhh!!'

Euuurghh!!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3902. [Fwd: Are ATARI computers Back ???? !!!!]

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-07 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3783A7E1.160FAB25@cfc.dnd.ca>
Source record: 3165

Steven Kaleita wrote:
>
> I for one, have been a loyal Atari user since 1985 and currently still
> use a TT, Mega4, 1040, & 2.5meg 520. In January of 1999 I purchase a
> Beige 300mhz mini tower G3, with 128 megs ram 9 GIG HD, ZIP drive,
> floppy, CD rom, SCSI port 2 serials ports, built in ether net port 3 PCI
> ports, audio in/out, video in/out.
>
> Nice machine...However...
>
> After experiencing all the extra junk they put in the OS to appeal to
> the general public, and removing most of it, I also noticed this to hold
> true for the software. There seems it be a lot of useless junk for the
> people that use computers professionally.
>
> And this all means the same thing, you need a damn fast machine to
> efficiently use all this overblown stuff.
>
> Need less to say... I wasn't impressed with the speed increase from my
> 32 mhz TT, to this 300mhz G3, while running programs like Adobe
> Illustrator, Corel Draw, Photo Paint... WHY?
>
> Because the more powerful the system, the the more bells and whistles
> the software companies seem to add.
>
> I have been using Calamus ever since it was first created, and the
> graphics that I was doing with my Atari was progressing to the point
> that I needed more RAM and more speed for screen redraws. Printing was
> never really an issue because of the DMA port and the SLM804, was pretty
> fast at printing all my color separations. But those screen redraws were
> nigntmares...accidently move something a fraction of an inch, and the
> screen had to redraw all over again, somes times taking minutes each time.
>
> When I finally bought this MAC G3, I found printing to be a real bottle
> neck in regards to speed, and the processing of the images into color
> separations, was alot slower then Calamus on my TT. Screen redraws were
> much improved, and a relief, but the over all system was no where near
> as stable as my old TT, and I'm still trying to reduce the number of
> system crashes and freezes I experience... things are getting better
> however, it seems that many of the software companies are upgrading
> their software to be compatible with Mac OS 8.6 and the new G3's, but
> I'll bet that none of then are actually doing the work on G3's, so the
> software is still buggy on a G3.
>

> When I installed MagiCMAC on this system and loaded Calamus SL, I WAS
IMPRESSED!!!!!!!!!!!!!!!!!!!!!
>
> Calamus SCREAMS on this G3... it's faster then any mac program I own,
> running on the mac, and when you compare that to the speed of Calamus on
> a TT, it would impress you also. The boot-up time for calamus when
> loading all it's modules is less then 10 seconds. And when I do a 4
> color separation star screening, of a full page image scanned in as 300
> dpi 32 bit, the image is processed within seconds, and that took minutes
> on the TT.
>
> So I agree about the efficient programming we Atari users have taken for
> granted. I find it hard to believe that a so called emulator (MagiCmac),
> runs Atari software faster then any Atari could, and Atari software runs
> faster then Mac OS software runs on a Mac G3.
>
> Until I get the new Calamus 99 mac print driver for MagiCmac, I do all
> my art layout on the G3 and save it to disk for output on my TT.
>
> It seems like the postscript standard in the graphics world is a real
> overblown speed eater. I have an old Postscript level 1 laser printer,
> and in it's day (1992), it was top of the line, state of the art, and
> cost 3 times as much as my TT did in 1992. this is a 1200 dpi, 11x17, 21
> megs or ram 80 internal scsi HD, 135 fonts, ether net, appletalk,
> serial, & parallel ports. What takes hours to print on this printer and
> this new G3, takes less then 3 minutes on my TT/slm804... same file
> reassembled in Calamus Sl.(10 meg file), The mac users tell me that I
> should get a new postscript level 3 laser printer to speed things up.
> Imagine that!
>
> What is wrong with this picture?
>
> Now don't get me wrong... I love all the new and advanced things I can
> do in all this system and software. Things that will probably never be
> seen on a Atari/clone, but some of the stuff that I'm doing with my
> artwork and Calamus, will probably never be seen on a MAC or a PC, with
> out an Atari emulator. And it's all because of the same reason why Atari
> never made it big...
>
> Because it could seriously effect the bottom line of some of the biggest
> software companies holdings in the market. (keep em out of business, or
> buy em up; so they can't compete). Money talks, and it really doesn't
> matter that your product is better then someone else's. What matters is,
> do you have enough money to really lay on the bullshit about your product.
>
> When I see and experience my old DEAD Atari, out performing a brand new
> state of the art system & software, it really makes me wonder how much
> bull is really going on.
>
> Good old american marketing. The ad agencies are paid to get the

> consumers to believe they need this stuff...and we do; don't we?
>
> Now I hope I didn't open up a can of worms, I just wanted to share my
> experience with all you dedicated Atari fans.
>
> SAK :)

3903. Rebuilding an Atari TT .. I need your help!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3783A08B.4A8E@geocities.com>
Source record: 3166
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,stgt.atari

I recently bought a puzzle for $15. I'm not much one for puzzles, but this type I like....

It is a Atari TT, and this is what I've got so far....

"An Atari TT030 computer that is DEAD, NON-WORKING, INCOMPLETE, being sold FOR PARTS. Is missing keyboard, floppy drive, TOS ROMs, Hard Drive, Hard Drive Mount/shell, and a few other chips/components. Also does NOT inlcude any cords, mouse, or other cables. *Does include* the 68030 processor, power supply, VME cage, all connectors on back including the VME cover plate with two serial ports mounted on it. While there may be a chance that this computer could be fixed, I am selling it as a PARTS MACHINE ONLY."

Alright, the way I see it, the parts list is looking like this:

Missing list:

keyboard - I have a Mega ST keyboard. Would this be compatible?
floppy drive - No problem.. common.
TOS ROMs - Possible problem... anyone know of anyone who burns these?
Hard Drive - no problem.. common.. though the cables from the motherboard to the hard drive might be a problem.
Hard Drive Mount/shell - One could be fashioned to fit... might be challenging.
and a few other chips/components - again, possible problem, since more than likely these chips taken
were probably rare. Anyone deal
in ST/TT components?

cords - From computer to monitor/hard drive.. little problem
mouse - absolutely no problem.
other cables - "other" cables? Internal? Possible problem.

As for what's included... "68030 processor, power supply, VME cage, all connectors on back including the VME cover plate with two serial ports mounted on it. "

I'm relieved that the processor is there, and power supply... my only question is how good the motherboard and power supply is.

So these are the parts of the puzzle. I'm curious to sources for TT computer components, and where I can find specs so I can know what other parts I need to look for.

Thank folks for your helpon this savenger hunt!

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3904. Re: Free old mags!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-07 00:00:00 UTC
From: Robert Casey <Robert.Casey@tesco.net>
Message-ID: <7m0dp4$n3c$1@barcode.tesco.net>
Source record: 3167
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

>Where abouts in Manchester, Rob?

Fallowfield!

3905. More bad news for 'Chunks'

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7m3548npd1@nnrp1.deja.com>
Source record: 3168

A certain Mujahideen named 'Chunk's has stated that Steve Jobs has
driven the fruit flavor firm in the toilet.. Guess again...

Thursday July 8, 10:33 am Eastern Time

Company Press Release

SOURCE: BancBoston Robertson Stephens

BancBoston Robertson Stephens Upgrades AAPL to a Buy Rating

SAN FRANCISCO, July 8 /PRNewswire/ -- The following is being issued by
BancBoston Robertson Stephens, a member of the National Association of
Securities Dealers, CRD number 41271:

BancBoston Robertson Stephens computer systems analyst Alex X. Mou today
upgraded Apple Computer (Nasdaq: AAPL - news) to a Buy rating from a
Long-Term Attractive. Apple Computer is a leading PC vendor and one of
the most recognized franchise brand names in consumer-computer market.

``We are upgrading Apple to a Buy rating from a Long-Term Attractive,''
said Mou. ``We believe Apple is well positioned for the September
quarter, with a
strong-product lineup following a solid June quarter. We expect that the
software portfolio will provide upside to earnings and margins with the
release of
Sonata in the fall and Mac OS X early next year.

``We are raising our estimates from $2.75 to $2.80 and from $2.86 to
$3.00 for fiscal 1999 and fiscal 2000, respectively,'' said Mou. ``In
addition, we have
established a 12-month price target of $75.''

Clients interested in receiving more information should contact their
salesperson at 415-781-9700.

BancBoston Robertson Stephens is a leading international investment
banking firm focused on growth companies. The firm's 55 equity and high
yield research
analysts cover more than 600 companies. Additional information is
available upon request.

The information contained herein is not a complete analysis of every
material fact respecting any company, industry or security. Although
opinions and
estimates expressed herein reflect the current judgment of BancBoston

Robertson Stephens, the information upon which such opinions and estimates are based
is not necessarily updated on a regular basis; when it is, the date of the change in estimate will be noted. In addition, opinions and estimates are subject to
change without notice. This Report contains forward-looking statements, which involve risks and uncertainties. Actual results may differ significantly from the
results described in the forward-looking statements. Factors that might cause such a difference include, but are not limited to, those discussed in ``Investment
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invested.

SOURCE: BancBoston Robertson Stephens

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3906. More bad news for TiFKAS

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <37856e5a@nemo.idirect.com>
Source record: 3169

On 8 Jul 1999 21:27:50 G, The iDiot Forever Known As Sinclap wrote:

<parrot sheep droppings and a reference to TiFKAS' imaginary friend
"Chunks" deleted>

anagrams for "Peter Sinclair"

a clip sent, err I

career lit spin

arsenic let rip

plea cretin sir

real price isn't

sale cretin RIP

rate relic spin

amazing what can be found hidden in one's name - and especially ones that
completely describe TiFKAS' modus operandi over the years?

BTW, COWARD, you still haven't come up with proof you're an "Apple Power
Rep"...

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3907. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-09 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7m3u2k$b6$1@nnrp1.deja.com>
Source record: 3170

In article <3782b1bf@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 6 Jul 1999 07:47:46 G, sinclap wrote:
>
> >> >How do you "accelerate" a market? You don't even understand basic econonomics.
> >> >
> >> it only makes sense if TiFKAS' teachers in college were Mike Milken, Ivan
> >> Boesky and Nick Leeson :)
> >
> >Fine capitalists indeed...I wish Milken was my teacher so I could of
> >racked up millions by issuing Sinclap junk bonds to the Atari Mujahideen
> >sect...
>
> I wish that too - because, like Milken, you would have wound up with your
> ass in jail... :)

And very rich too...Thats what Swiss banks are for...-)

> BTW, just so TiFKAS knows, Nick Leeson is the guy who lost £1 Billion in
> the Bank Of England in a stock-market swindle - and also wound up with his tush
> incarcerated...

At least he will be known for something unlike a certain chunky
Mujahideen...

> Glad to see that TiFKAS has the desire to go to jail - maybe hard time
> might give him a strong dose of reality.... :)

Hardtime is not prescribed to white collar crime. More like playing
tennis at the country club with three meals a day...
> >
> >> Great debunkings as always, PS. We're all certainly getting a crash course
> >> in the video industry and how it works- and all at TiFKAS' expense. More, more!
> >
> >What you learn can be extra income to the above min. wage...
>
> again TiFKAS hallucinates that I'm living on minimum wage - just like he
> hallucinates that he's an "Apple Power Rep"...

http://www.theimac.com/news/excl/208.shtml

Teaching CompUSA sales staff about Apple and the Mac
6/30 - Rodney O. Lain

If you agree with everything that I say, then you're not
thinking.

--I once heard someone say this

A few weeks ago, I reported CompUSA's new initiative to educate its sales staff on things Macintosh. Last week, I mentioned that my boss at CompUSA asked me to help lead the Mac classes. Well, this week we completed that training, and I must say that I am actually becoming more optimistic about CompUSA as a national Apple Macintosh presence.

Here's the gist of what happened:

We had two classes -- the Tuesday night session for half of the sales staff and Thursday night for the second half of sales guys. The first night was more of a lecture and a hands-on with the store's demo Macs.

Tuesday night

The Apple rep conducted the first half of the meeting. He outlined the Mac market in the Twin Cities; I was pleasantly surprised to find out that the Twin Cities is the fourth-largest market for Macintosh sales, given the heavy concentration of publishing houses and creative-content professionals. He also gave a breakdown of the Minnesota demographics; i.e., he described the typical Mac user.

Then it was my turn.

Maybe I'm becoming a more mature Mac bigot, but I had no urge to describe the Mac as the world's greatest computer (even though it is). My approach was more of an appeal to their logic. I explained the statistics supporting the fact that the iMac is the best-selling computer since its introduction. I gave the anecdotal example of a customer whom I had met. She said that she'd been in the store earlier that week and a sales person talked her out of buying a Mac. I told the group that that woman had bought no computer, when in fact, she had come there specifically to buy a Mac. The store lost money due to some idiot sales person's dislike of the Mac.

"Hey, I sell Packard Bells, if that is what the customer wants," I told them, "even though I hate Packard Bell computers. You should have the same approach towards the Mac. The sales person's computer preference should have no bearing on the customers needs and wants."

I stressed the fact that the Mac is no different than any other computer, in terms of sales: it has peripherals; it has software. I explained that Mac users buy a disproportionate percentage of software, peripherals, etc., considering the Mac's small market share.

I explained that the Mac OS is the #2 consumer OS in the world, a fact that people consistently overlook. I explained that the iMac single-handedly made USB an (emerging) standard.

After my presentation, the staff was shown a video on the Mac OS. After that, the Apple Rep and I led a tour of the Apple section and demonstrated the features of the iMac.

As the Apple Rep talked, I pulled aside one of the sales people and asked, "how long does it take to network two PCs?" Then I asked that he time me as I network the display iMac and my PowerBook G3. I clocked out at 2 minutes, 47 seconds. When there was a lull in conversation, I told the group what I'd just done.

"He actually did it in just 2 minutes," my "timer" noted, "it took him 47 seconds to remember his password."

Several of the sales guys asked questions afterwards and expressed more than just a passing interest in the Mac. There was actual interest.

Thursday night

On Wednesday night, I caught a brainstorm. I was playing around with my PowerBook and noticed that I had Microsoft PowerPoint (which I'd been meaning to learn). I thought it would be a great idea to put together a slideshow presentation. So, one hour later, I'd put together something to present Thursday night. Did I mention that I'd never created a PowerPoint presentation before?

Anyway, the next night, I got to the store and set up the projector to run off my laptop. I also made sure that when the staff made in, they'd see the OpenGL screen saver that I have recently installed. That gave me a chance to make a nice segue into the fact that SGI's OpenGL API's are the standard for game development, and that it is now a part of OS 8.7 and beyond.

Thursday night's training went well, also.

The aftermath

The results of the training are pretty evident. The sales people spend more time in the Mac section nowadays. They spend time keeping the shelves stocked; there are more people involved in the Mac sales (if we could have more to sell, it would be nice, though).

I also took advantage of the situation.

One of the sales staff mentioned that it's hard to sell Macs, because many of the peripherals, software, and hardware are not in stock, even though we know they all exist. I asked

our manager why CompUSA doesn't stock
the peripherals that are being sold for the iMac (USB adapters,
SuperDisk drives, etc.). I did that for two reasons:

1.I really wanted to know, and
2.that shows the sales staff that it isn't Apple's fault for not
having inventory in stock.

A few hundred more complaints/suggestions of this sort, and we'll have
Mac peripherals in the store for a change.

A side-point to all of this: on Sunday, two customers came in who
turned out to be CompUSA employees. Professing
to be big-time Mac users, I asked them if they have any "pull" with Jim
Halpin (CompUSA's CEO), for I wanted them to
pass on some complaints of mine. It turned out that they are national
trainers for CompUSA' larger corporate
accounts. We talked for a long time, and I noted that if CompUSA
doesn't shape up that iMac sales may go to places
like Sears.

Another interesting side-point to all of this is now that I know
PowerPoint, I spent the weekend putting on
PowerPoint presentations (when sales were slow) -- something I plan to
do on a regular basis now. You see, I
obtain regular copies of the Apple Sales and Marketing Resource
Library. This is a set of three or four CDs chock full
of the latest info on Apple products (congratulations to Apple's
marketing group. Suggestion: could you make the disc
a hybrid CD? You know, for Windows and for Mac? Not all sales have
Macs&#65533;). For example, this month's CDs consist
of complete PowerPoint presentations on the PowerBook G3 Series, Final
Cut Pro, QuickTime 4.0, WebObjects
"Success Stories"; also included are QuickTime movies of Worldwide
Developer's Conference speeches/sessions (the
Mac OS 8/8.7 Overview, OS X Overview, for example),

The PowerPoint files are a great help. I set them to run &#65533; la a store
kiosk. I set them to loop continuously and
swapped them out regularly throughout the day. Customers were treated
to presentations on Apple products, as
well as DVD movies ("Austin Powers" and "A Bug's Life").

All in all, I think that things in our part of the world are doing
nicely. If the management in other stores put forth the
effort that we did, then the implementation of Mac training at CompUSA
will be a smashing success.

--- Rodney O. Lain, rodneyo@macconnect.com.
Rodney O. Lain, a former university English and journalism instructor,
works full-time as a software developer and works part-time at a
local CompUSA Apple Store Within A Store. A card-carrying member of the

local Macintosh User Group Mini'app'les, Rodney writes this
column exclusively for theimac.com. His greatest desire is to become an
African-American Guy Kawasaki. A self-professed "workaholic
writer," he waxes prolifically about race, religion, and the "right OS"
at "Free Your Mind & Your Behind Will Follow", his unabashedly
pro-Mac website. When he's not cranking out his column, he collects
John Byrne comic books, jogs, and attempts to complete his first novel.
He lives in Eagan, Minnesota, a southern suburb of St. Paul.

<<<- Back to theiMac.com Main Page

> **********Daniel L. Dreibelbis**********
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> **********"Nevertheless, THE FUJI STILL LIVES!"**********
>

"Whats on your PowerBook?"
-Sinclap to Susan A.(Fellow colleague)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3908. FS: Atari Portfolio + Portfolio Serial Interface

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-09 00:00:00 UTC
From: Martin Lessmeister <mhl10@cornell.edu>
Message-ID: <7m467p$8t4@newsstand.cit.cornell.edu>
Source record: 3171
Cross-posted to: alt.ads.forsale.computers,comp.sys.laptops,comp.sys.atari.advocacy,comp.sys.atari.programmer,alt.os.linux

For complete information please check out:

http://www.classifieds2000.com/cgi-cls/ad.exe?P1+C222+R108591

3909. Re: More bad news for 'SINCLAP' a.k.a 'TIFKAS'

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-09 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37862B16.20D57614@earthlink.net>
Source record: 3172

A certain moron named 'sinclap' has stated that he knows something about
Final Cut Pro's impact on the video industry.. Guess again...

Look back on the previous thread. He appears to be incapable of debating
the issue further.. just another MacWacko "evangelist" internet coward.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3910. You know what's nice?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-09 00:00:00 UTC
From: mgrove@iwvispx.com
Message-ID: <931544993.166.17@news.remarQ.com>
Source record: 3173

When I see a post from Sinplop, and just delete it.
Use to be that a good cusin match was fun, but the lazy ass bastard doesn't bother to cut anything from his replies, and the letters are much to long to bother with anymore. Especially the quotes he pulls from the communist papers and news reporting agencys.

Mikey

3911. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3786b5e0@nemo.idirect.com>
Source record: 3174

On 9 Jul 1999 04:33:24 G, having been told by the angry husband that was a gun in his pocket and he wasn't glad to see him, The iDiot Forever Known As Sinclap wrote:

>> BTW, just so TiFKAS knows, Nick Leeson is the guy who lost £1 Billion in
>> the Bank Of England in a stock-market swindle - and also wound up with his tush
>> incarcerated...
>
>At least he will be known for something unlike a certain chunky
>Mujahideen...

ah, but I (not your imaginary friend "Chunks") do have some legacy in the Atari world. I'm on at least two of the available Atari CD-ROMs, and a number of my articles for Atari Computing are on the new Renegade Evolution #1 CD-ROM. So I'm taken seriously by my peers, unlike you, Internet "Kook" of the Month.

and again - there are no "Atari Jihads" who are "out to get you". Maybe it's time to increase the your Prozac dosage?

>
>> Glad to see that TiFKAS has the desire to go to jail - maybe hard time
>> might give him a strong dose of reality.... :)
>
>Hardtime is not prescribed to white collar crime. More like playing
>tennis at the country club with three meals a day...

in Canada you would be serving hard time for those crimes. Millhaven or the Don Jail would be the perfect places for you to start contemplating reality.

>>
>> again TiFKAS hallucinates that I'm living on minimum wage - just like he
>> hallucinates that he's an "Apple Power Rep"...
>
>
>
>http://www.theimac.com/news/excl/208.shtml
>

<snip>

sorry, TiFKAS, but that's inadmissable evidence. For the very reason that Particle Salad mentioned when he read it through the first time - THERE IS NO EVIDENCE THAT IT IS YOU THAT IS BEING TALKED ABOUT IN THE ARTICLE. Unless you are either Rodney Lane (the author of the piece), or in a desperate measure are attempting a la Single White Female to take on someone else's personna.

Note, too, that the posting that you have made I cannot call up under either NEWsie or CAB 2.7 - not because my Internet clients or ISP are "inferior" as you claim (Internet Direct, my ISP, is one of the biggest and most well-respected ISPs in Canada), but for the simple fact that the document IS NOWHERE ON THE SERVER YOU CLAIM IT IS. But then, this is the same amount of kack we expect from someone who claims one needs a new web browser when they get a 404 message from another ISP...

It is obvious that you are clutching at straws. It is my belief that you are obviously not employed by any facet of the Apple organization, due not only to your woefully bad spelling as much as the many gaffes you have made regarding even the basic workings of the Macintosh (like claiming that the Mac OS is pre-emptive multitasking when even long-time Mac users admit that it is co-operative, which is a BIG difference), as well as making large uninformed claims like "Microsoft is not afraid of Linux" (which they ARE, ever read the Halloween Documents, chucklehead?)

As critical as I am regarding Apple and their management and policies, they are still a professional organization that require the utmost of courtesy, intelligence and knowledge of anyone employed by them - they are simply not the type of organization that hands out jobs to the first chump that walks in the door. And especially not to noxious little twerps like TiFKAS.

The fact that you are afraid to hang out in comp.sys.mac.advocacy to help defend your fellow Mac users, but instead choose to post your half-baked, steaming piles of drivel and parrot-sheep press-release postings to this forum that have been thoroughly refuted by professional Mac users like Particle Salad, who you have dealt with by trying to smear his professional reputation (and failed) makes me wonder what your pathology is - and whether you need professional psychiatric help to overcome your obvious inferiority complex.

As I said before - unless you are willing to reveal who is employing you, complete with company name and address, telephone number and name of supervisor to confirm, your claims of being an "Apple Power Rep" will continue to be considered to be just another part of your multi-faceted "kook" personna - as in TOTALLY UNBELIEVABLE. For once, COWARD, try to show some IRREFUTABLE EVIDENCE that you are who you claim. Or are you trying to be the next Earl Curley?

>"Whats on your PowerBook?"
> -Sinclap to Susan A.(Fellow colleague)

again, no evidence that he has a fellow colleague - or, for that matter, that any woman would allow him anywhere near 500 feet away from her...

>Sent via Deja.com http://www.deja.com/

known far and wide as the training wheels for the USENET newsreader-clueless...

>Share what you know. Learn what you don't.

TiFKAS again fails on both counts...
>.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3912. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-11 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3787E9CE.D9546129@ihug.co.nz>
Source record: 3175

Hi there,

Daniel L. Dreibelbis wrote of one Peter Sinclair-Day...
>
> and again - there are no "Atari Jihads" who are "out to get you". Maybe
> it's time to increase the your Prozac dosage?

He'd better take something with somewhat more 'mule' than Prozac!! Delusions as strong as he experiences tend to come from mind-altering substances that are normally sold on the street!! I'd recommend strychnine, or failing that a really good onion bhajee with extra curry and chili...

The Jihads may not be real but we're out there in other ways!...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3913. Re: More bad news for 'SINCLAP' a.k.a 'TIFKAS'

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-15 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mjosm$5jn$1@nnrp1.deja.com>
Source record: 3176

In article <37862B16.20D57614@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> A certain moron named 'sinclap' has stated that he knows something about
> Final Cut Pro's impact on the video industry.. Guess again...
>
> Look back on the previous thread. He appears to be incapable of debating
> the issue further.. just another MacWacko "evangelist" internet coward.

Think Again...Avid just dropped prices again by upto half again...Gee I
wonder why?

An Open Letter to Avid's Macintosh Customers

We know your business is somewhat dependent on understanding
Avid?s future product directions and we have been remiss in
communicating our plans that will allow you to better manage your
business. During the past few months, it seems that we have succeeded in
confusing many of our users about the future of the Avid Media
Composer® on the Macintosh. Judging by the emails we have received and
commentaries we have seen on various forums, we have also
prevailed in making many of you angry in the process. We would like to
apologize for that, and once and for all, set the record
straight.

I realize that the wealth of NT announcements we made at NAB may
have given the impression that our focus was being drawn away from the
Macintosh platform. Let me reassure you that this is not the
case. We never had any intention of abandoning our Macintosh users --
after all,
let us not forget that we built our business on the Macintosh--
but following the blizzard of publicity on our new NT releases, we now
understand that is exactly the impression that we managed to
create.

Many of our customers are demanding solutions on both Macintosh
and Windows NT platforms. To meet that customer demand, we
absolutely needed to develop NT based solutions. But at the same
time, we also worked hard to make these solutions compatible with our
Macintosh-based products so that no one would feel that they were
being forced in one direction or another. During this time we have never
ceased to develop on the Macintosh.

At NAB this year, we introduced uncompressed video and a host of
editing improvements to the platforms. As a matter of fact, I think it

would
be fair to say that it was one of the most significant product
announcements in our history. Today we have one of the most
comprehensive
Macintosh offering of media products in the industry (which
includes Avid Film Composer®, Avid Media Composer®, Avid Xpress(tm),
Avid storage, Avid Unity MediaNet(tm)a, Avid MediaShare(tm) Fibre
Channel, Avid Cinema®, Digidesign ProTools®, Softimage|Elastic
Reality® and Digidesign Audio Vision®.)

So where are we going with our Macintosh-based solution? The best
place to begin is with a clear description of what we are and are not
doing
on the Macintosh.

Here's what you can expect on the Macintosh:

Promotional price reductions: We have heard from many of you that
the price we established was simply too high for many to afford and we
are responding to it. First, we are reducing prices of new system
purchases by as much as 50 percent for customers who wish to remain on
the
ABVB platform. Secondly, we are reducing the price of upgrades
with the introduction of a discount of up to 28 percent. This means that
any
customer owning a PCI-based Media Composer ABVB system can
upgrade to Media Composer XL Version 8.0 for Macintosh with a
Meridien board for just $17,995 [USMSRP]. Prices are for boards,
kit and software only and this special promotion runs from July 21 -
September 15, 1999.

New "Millennium Edition" Release for Avid Media Composer®: We are
now working on the next release of Avid Media Composer for the
Macintosh. Called the Millennium Edition, this upcoming release
is planned for mid-2000 and will include the following enhancements:
support for the upcoming G4 platform, additional AVX plug-ins,
and Pan & Scan for video images.

New model of Avid Xpress: We are also bringing our Meridien(tm)
video subsystem to Avid Xpress for Macintosh, providing the next
generation of video quality, uncompressed images and media
compatibility with Avid's Meridien-based products on Windows NT. This
will
be made available as an upgrade in September 1999.

Customer Choice Program: For those who remain uncertain about
whether they can safely invest in additional Macintosh systems, we are
offering a new program designed to take any perceived risk out of
the choice. Any owner of a Macintosh-based Media Composer XL system
will be given the option to convert to the equivalent NT-based
Media Composer XL system for only $12,000 [USMSRP] within twelve
months of purchase.

New Avid Macintosh Development Group: We have created a dedicated group within Avid to develop additional features for the Macintosh-based applications. We will work with Apple to optimize the capabilities of the platform and maintain a close dialog with our Macintosh user base to be sure that we are supporting your needs. Although much of the work done at Avid applies to all of the platforms that
we operate on, we believe that, at this juncture in our history, it will be helpful to have a group of people whose sole mission is to respond to
the needs of Macintosh customers.

But now allow me to be equally clear about what we are not intending to do.

We have no intention of bringing our high-end finishing solutions to the Macintosh. Features like multistream uncompressed video, 24 fps feature film editing, universal offline capabilities, advanced color correction, and the graphics capabilities that characterize our Symphony and
DS product lines are not currently in our plans for the Macintosh. Our intention is to focus our Macintosh effort on editing capabilities and
the features that are most important to the editing task.

We hope you will agree that these steps are responsive to concerns that you and your fellow editors have raised. Our goal will be to provide
the best editing system available on the Macintosh for as long as you, our customers, continue to support the product. We will make sure that
you can continue to invest in the platform and realize the value that you are seeking from an Avid solution.

Most importantly, we will always try to be candid with you about what we are and are not intending to do on the platform so that you can make
decisions that are appropriate to your business. As a first step to openness, we are setting up new email box mac_business@avid.com to allow
you to ask questions and express your views.

Finally, let me just say once again that you have our sincere apologies for the confusion and uncertainty we caused on this issue, and our
complete commitment to do better in the future.

Sincerely,

Bill Miller
Chairman and CEO
Avid Technology, Inc.

> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://home.earthlink.net/~psalad
>
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3914. Re: You know what's nice?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-15 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mjpca$5oj$1@nnrp1.deja.com>
Source record: 3177

In article <931544993.166.17@news.remarQ.com>,
mgrove@iwvispx.com (Mikey) wrote:
>
> When I see a post from Sinplop, and just delete it.
> Use to be that a good cusin match was fun, but the lazy ass bastard
> doesn't bother to cut anything from his replies, and the letters are
> much to long to bother with anymore. Especially the quotes he pulls
> from the communist papers and news reporting agencys.

Don't for get 'Chuncks' and the rest of the Atari Mujahideen for poor
editing...

Oh what communist papers have I used?

> Mikey
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3915. Re: More bad news for TiFKAS

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-15 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mjpjh$5qu$1@nnrp1.deja.com>
Source record: 3178

In article <37856e5a@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> amazing what can be found hidden in one's name - and especially ones that
> completely describe TiFKAS' modus operandi over the years?

My full name is unique and not common in the genere population...Whats
your point?

> BTW, COWARD, you still haven't come up with proof you're an "Apple Power
> Rep"...

You have not talk to Rodney yet...Thats the best it's going to get...

> **************************Daniel L. Dreibelbis*****************************
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> ****************"Nevertheless, THE FUJI STILL LIVES!"*********************
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3916. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-15 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mjpqf$5ro$1@nnrp1.deja.com>
Source record: 3179
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <37829E3C.483712A8@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> sinclap wrote:
> >
> > In article <37781235.3FF13D30@ihug.co.nz>,
> > jwandjw@ihug.co.nz wrote:
> > > supporting low density DOS disks!!! Is the iMac really a Mac??!! :)
> > >
> >
> > Yep!
>
> I reckon it looks like one of those cute little hand-soap
> dispensers you find in posh toilets in hotels. Those have
> been around for years so maybe there is some copyright for
> Macintoss to explain there?

Eh?

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3917. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-15 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mjq97$60f$1@nnrp1.deja.com>
Source record: 3180

In article <37829F63.952F1F9C@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> It seems to me that you have as much "religious fervor" about your Macs as they have
> about their Ataris.

I do? Just a tool that gets the job done...

Sinclap notices that the posts have died during his absence from a busy
work schedule takes a time out to shake this newsgroup up...

> You are no different.. except a lot less fun.

Critics are a dime an dozen and you are in the minority...

>
--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3918. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-15 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mjt1i$6pp$1@nnrp1.deja.com>
Source record: 3181

This newgroup has died during my absence due to busy work and pleasure
schedule. Remember...it's only a computer, a tool...not a religious
crusade or awakening..

In article <3786b5e0@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> On 9 Jul 1999 04:33:24 G, having been told by the angry husband that was a gun
> in his pocket and he wasn't glad to see him, The iDiot Forever Known As Sinclap
> wrote:

Which one was that? I don't have enough fingers and toes to keep track
of it..

> >
> >At least he will be known for something unlike a certain chunky
> >Mujahideen...
>
> ah, but I (not your imaginary friend "Chunks") do have some legacy in the
> Atari world. I'm on at least two of the available Atari CD-ROMs, and a number of
> my articles for Atari Computing are on the new Renegade Evolution #1 CD-ROM. So
> I'm taken seriously by my peers, unlike you, Internet "Kook" of the Month.

Wow...I did not know that Atari offered cd devices....

Anything lately? How about the Be platform?

> >
> >Hardtime is not prescribed to white collar crime. More like playing
> >tennis at the country club with three meals a day...
>
> in Canada you would be serving hard time for those crimes. Millhaven or the
> Don Jail would be the perfect places for you to start contemplating reality.

I am not in CA...FYI: Ontario truck drivers need to learn to drive in
the Twin Cities. Have seen lots of Minetoba(sp?) drivers that serious
need a driving lesson here...One did an illegal u-turn next to the local
Starbucks...Whats with the migration down here? The economy nosedived
in the state?

At least something is going right up north. I bought 100 shares of
Corel Corp last month for under $4 a share. Less than a month later
closed at $5.50 today..A nice return thus far..

I expect my Apple shares to go bonkers today due to the strong
earnings...$200 + million with a expected $500 million buy back of
shares from the $3.1 billion cash hoard on hand with only $300 million
in long term debt...Can't argue with the balance sheet.

Also 487,000 iMacs shipped in the quarter...So much for the Mujahideen
Chunks iMac doom and gloom...

>
> sorry, TiFKAS, but that's inadmissable evidence. For the very reason that
> Particle Salad mentioned when he read it through the first time - THERE IS NO
> EVIDENCE THAT IT IS YOU THAT IS BEING TALKED ABOUT IN THE ARTICLE. Unless you
> are either Rodney Lane (the author of the piece), or in a desperate measure are
> attempting a la Single White Female to take on someone else's personna.

Thats not my problem is it? I don't give a ....

Thats Rodney O'

> Note, too, that the posting that you have made I cannot call up under
> either NEWsie or CAB 2.7 - not because my Internet clients or ISP are
> "inferior" as you claim (Internet Direct, my ISP, is one of the biggest and
> most well-respected ISPs in Canada), but for the simple fact that the document
> IS NOWHERE ON THE SERVER YOU CLAIM IT IS. But then, this is the same amount of
> kack we expect from someone who claims one needs a new web browser when they
> get a 404 message from another ISP...

Your ISP is serious _ucked if you can't get on theimac.com/

I can log on all the time using NS and IE. Looks like a you know what
issue? You can email a request to Rodney O' to send a copy...

> It is obvious that you are clutching at straws. It is my belief that you are
> obviously not employed by any facet of the Apple organization, due not only to
> your woefully bad spelling as much as the many gaffes you have made regarding
> even the basic workings of the Macintosh (like claiming that the Mac OS is
> pre-emptive multitasking when even long-time Mac users admit that it is
> co-operative, which is a BIG difference), as well as making large uninformed
> claims like "Microsoft is not afraid of Linux" (which they ARE, ever read the
> Halloween Documents, chucklehead?)

Guess Again...

Did you know that many politicians and busines folks are 'lozy
spilliers'? and quite possibly kan't wreid....?

> As critical as I am regarding Apple and their management and policies, they
> are still a professional organization that require the utmost of courtesy,
> intelligence and knowledge of anyone employed by them - they are simply not the
> type of organization that hands out jobs to the first chump that walks in the
> door. And especially not to noxious little twerps like TiFKAS.

You will never know...

> The fact that you are afraid to hang out in comp.sys.mac.advocacy to help
> defend your fellow Mac users, but instead choose to post your half-baked,
> steaming piles of drivel and parrot-sheep press-release postings to this forum
> that have been thoroughly refuted by professional Mac users like Particle Salad,
> who you have dealt with by trying to smear his professional reputation (and
> failed) makes me wonder what your pathology is - and whether you need

> professional psychiatric help to overcome your obvious inferiority complex.

This is more fun...Less clutter and entertaining...lots of Star Wars
like characters hang out here..-)

>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
----------The-New-York-Times--------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3919. Re: You know what's nice?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-15 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7mla4aden1@news.campuscwix.net>
Source record: 3182

On 15 Jul 1999 04:51:26 , sinclap wrote:

->Don't for get 'Chuncks' and the rest of the Atari Mujahideen for poor
->editing...

Typical. You blame everyone else for your lack of skills. Up to and
including your inability to even configure and use a newsreader program!

Lame, lame, lame...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3920. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-15 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7mlaimden2@news.campuscwix.net>
Source record: 3183

On 15 Jul 1999 05:53:56 , sinclap wrote:
->This newgroup has died during my absence due to busy work and pleasure
->schedule. Remember...it's only a computer, a tool...not a religious
->crusade or awakening..

You mean, wasn't over-run with childish posts (by you).

->Wow...I did not know that Atari offered cd devices....

I'm not surprised at your ignorance. You've often demonstrated a total
lack of knowledge concerning anything Atari in the past. (as is aptly
demonstrated by uninformed post after post)

->This is more fun...Less clutter and entertaining...lots of Star Wars
->like characters hang out here..-)

In other words you are *afraid* to!!!

BTW, there are very cool characters in all Atari newsgroups. I'm
amazed it took you so long to notice. (well, considering its you,
maybe not!)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3921. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-16 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <378E7FE1.D48C6281@ihug.co.nz>
Source record: 3184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hi there,

sinclap wrote:
>
> In article <37829E3C.483712A8@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
> >
> > I reckon it looks like one of those cute little hand-soap
> > dispensers you find in posh toilets in hotels. Those have
> > been around for years so maybe there is some copyright for
> > Macintoss to explain there?
>
> Eh?

Sorry, I'm refering to iMacs of course!!

Some hotel latrines I have seen have these plastic hand-soap
dispensers stuck on the wall. They have a translucent lid on
top that lets you see how much soap is left. It had occurred
to me that they look remarkably like iMacs!! (or vice-versa)

Thats why I wonder if Apple have breached a patent on a soap
dispenser design!!

;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3922. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-16 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <378E83D2.C13A3A52@ihug.co.nz>
Source record: 3185

Hi there,

sinclap wrote:
>
> Wow...I did not know that Atari offered cd devices....

Really? That doesn't surprise me!! Sometimes even I
wonder why I have this costly NEC fast SCSI-2 CD-ROM
drive hanging off the SCSI port on my Falcon. Oh well,
the few Falcon/ST specific software compilation CD's
can still be well complemented by the many royalty
free image/sound/anim disks for use in publishing etc...

> Anything lately? How about the Be platform?

Be seems to have flown into the windscreen of a small
farm truck pottering down the interstate at 30...messy!

The mags no longer give any editing time/space to Be
any more...shame really, Be was starting to look like
a viable alternative to quirky ol', slow ol' Mac OS...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3923. The new Amiga.A threat to the TOS Platform?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-17 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mp321$41v$1@nnrp1.deja.com>
Source record: 3186

Fellow sportsfans....

Looks like the Amiga will rise from the dead with new hardware and OS
software based upon new technology...Read all about it from

http://www.cucug.org/aminew.html

You see, the new Amiga has a chance since GateWay is behind it unlike a
little known company that is repackaging old 68K TOS technology with a
high price. The Amiga hardware will be new and cutting edge and backed
by a real company.

But the typical Atari Mujahideen response will be as usual and in
denial..

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3924. Re: The new Amiga.A threat to the TOS Platf

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-17 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7mp6v5$fsg2@news.ajou.ac.kr>
Source record: 3187

On 17 Jul 1999 05:07:17 , sinclap wrote:

> <Edited>

Hi sinclap:

Since you are a Expert on Macs, Could you tell me what the latest
version of the Mac OS is on disk?

I'd like to try and run it on my Spectre GCR.

3925. Re: The new Amiga.A threat to the TOS Platf

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <37906ad7@nemo.idirect.com>
Source record: 3188

On 17 Jul 1999 05:07:17 , sinclap wrote:
> Fellow sportsfans....

no sportsfans here, this is a COMPUTER newsgroup. TiFKAS is hallucinating again - just like he's alway's hallucinated that he's an "Apple Power Rep"...

>
>Looks like the Amiga will rise from the dead with new hardware and OS
>software based upon new technology...Read all about it from
>
>http://www.cucug.org/aminew.html

>
>You see, the new Amiga has a chance since GateWay is behind it unlike a
>little known company that is repackaging old 68K TOS technology with a
>high price.

As usual, TiFKAS is trotting out the same tired old arguments which only prove he doesn't know what the hell he's talking about.

The new Milan (which will hopefully be Atari-badged) features an updated TOS produced by Milan GmBH themselves; indeed, new Milans also feature the latest version of MagiC, 6.1, as its recommended operating system - a true pre-emptive operating system, unlike the co-operative model in the overpriced, overhyped, underpowered iMac (read FLAWED). As for price, it is more competitively priced, which has led to its great success in Europe averaging 50 units per month (the best showing for a TOS clone so far). How many Gateway-produced Amiga clones have been sold in the past year? Zip.

The Amiga hardware will be new and cutting edge and backed
>by a real company.

the notable thing about the press release about the new Amiga is that they are still not revealing what processing chip they are using in it! As well, they have raised the ire of many users and developers by dropping the current operating system in favour of a Linux-based system.

Gateway has had the rights to Amiga technology and the name for three years, and yet the only thing they've produced in those three years is excuses. In that same time, we've seen several Atari clones come out from Milan and Hades.

Please note that the both the Hades and Milans have added to the rock-solid foundation of TOS such things as PCI card slots, IDE drive support, faster processors. Also, the newest Milan will feature USB.

Milan GmBH is a a real company based in Germany- and a company that, if they saw the type of FUD that TiFKAS, a known non-expert and clueless troll with no

life, was spreading about them, would gladly respond to him with a major lawsuit.

>But the typical Atari Mujahideen response will be as usual and in
>denial..

grammatical syntax is wrong there.

And as usual, TiFKAS is hallucinating about imaginary "Atari Jihads" who are "out to get him" and the Macintosh. Time for his next trip to Bellevue..

("Don't worry, Mr. Sinclair, after thsi next series of treatments we're sure that you'll never see another one of your imaginary Jihads or your equally imaginary friend Chunks - just let us apply these electrodes to your head, lie back and relax. Ready to start the treatment - CLEAR!")

PS to Amiga users - please feel free to respond to both me and this moron on this question, as I think it would make for a lively debate...

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3926. Re: The new Amiga.A threat to the TOS Platf

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-17 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7mqhcd$bog@ds2.acs.ucalgary.ca>
Source record: 3189

On 17 Jul 1999, Daniel L. Dreibelbis wrote:

> The new Milan (which will hopefully be Atari-badged) features
> an updated TOS produced by Milan GmBH themselves; indeed, new
> Milans also feature the latest version of MagiC, 6.1, as its
> recommended operating system - a true pre-emptive operating
> system, unlike the co-operative model in the overpriced,
> overhyped, underpowered iMac (read FLAWED). As for price, it is
> more competitively priced, which has led to its great success in
> Europe averaging 50 units per month (the best showing for a TOS
> clone so far). How many Gateway-produced Amiga clones have been
> sold in the past year? Zip.

When are we likely to see one of these 'competitively priced' machines
in Canader ???????

The Canadian Curmudgeon (in sunny at the moment, 14C, Calgary)

3927. Re: The new Amiga.A threat to the TOS P

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <379116eb@nemo.idirect.com>
Source record: 3190

On 17 Jul 1999 12:14:38 , VE6HY wrote:

>> The new Milan (which will hopefully be Atari-badged) features
>> an updated TOS produced by Milan GmBH themselves; indeed, new
>> Milans also feature the latest version of MagiC, 6.1, as its
>> recommended operating system - a true pre-emptive operating
>> system, unlike the co-operative model in the overpriced,
>> overhyped, underpowered iMac (read FLAWED). As for price, it is
>> more competitively priced, which has led to its great success in
>> Europe averaging 50 units per month (the best showing for a TOS
>> clone so far). How many Gateway-produced Amiga clones have been
>> sold in the past year? Zip.
>
>When are we likely to see one of these 'competitively priced' machines
>in Canader ???????
>
>The Canadian Curmudgeon (in sunny at the moment, 14C, Calgary)

according to an executive at Milan GmBH, the timetable is to release the
new Milan in Europe first on January 2000, with a projected North American
launch in April 2000.

You'll find the news at http://bengy.atari.org/ali.htm .

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3928. Re: Is TiFKAS feeling the heat from Particle Salad?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <37925df2@nemo.idirect.com>
Source record: 3100

Upset at discovering that, in the grand scheme of things, he was nothing
but a zit on the buttocks of progress and he was about to be squeezed, The
iDiot Forever Known As Sinclap portrayed his vast ignorance when he wrote:

>This newgroup has died during my absence due to busy work and pleasure
>schedule.

more likely your absence was due to the fact you had your chin caught on
your sphincter again.... or you were too busy playing with your sock puppets
(especially the one with Pamela Lee's face stapled to it that smells a little
funny - better not let Mummy catch you playing with her again...)

>Remember...it's only a computer, a tool...not a religious
>crusade or awakening..

we can agree that TiFKAS himself is a tool...

and as for his self-righteous declarations, it seems rather hypocritical
seeing that he continously blindly obeys Steve "the Ayatollah" Jobs no matter
how ridiculous his pronouncements from the Reality-Distortion Field. One can
well imagine TiFKAS gladly doling out the Kool-Aid to other drooling Mac
fanboys...

> On 9 Jul 1999 04:33:24 G, having been told by the angry husband that was a gun
> in his pocket and he wasn't glad to see him, The iDiot Forever Known As Sinclap
> wrote:

>Which one was that? I don't have enough fingers and toes to keep track
>of it..

so, he's admitting he's a mutant - comes from years of Sinclair inbreeding..

> ah, but I (not your imaginary friend "Chunks") do have some legacy in the
> Atari world. I'm on at least two of the available Atari CD-ROMs, and a number of
> my articles for Atari Computing are on the new Renegade Evolution #1 CD-ROM. So
> I'm taken seriously by my peers, unlike you, Internet "Kook" of the Month.

>Wow...I did not know that Atari offered cd devices....

funny, since I told you about CD-ROM support for Atari devices over three
years ago. Proof that TiFKAS either is too dense to read everything, or is
deliberately ignoring the facts about Ataris in his one-man disinformation
crusade against anything with a Fuji on it (and is dismally failing)...

Since then, a number of technical breakthroughs from dedicated Atari
programmers have expanded the capabilities of CD-ROM, including adapting IDE
CD-ROMs to older STs to burning your own CDs and doing backups to writable
CD-ROMs. Indeed, it must be sticking in TiFKAS' craw that an "obsolete" Atari ST

can produce CDs, let's see him try that with a Mac Plus...

BTW, I'm currently enjoying the benefits of a brand-new Toshiba 40x SCSI drive on my system - part of my improved financial situation.

>Anything lately? How about the Be platform?

seeing as Be isn't producing an updated OS to take advantage of the new G3s (due to Jobs' fear of a superior OS showing up the bloated Mac OS), I can't see what TiFKAS is crowing about.

Oh, yes, we've had Linux for a few years now...

>
> in Canada you would be serving hard time for those crimes. Millhaven or the
> Don Jail would be the perfect places for you to start contemplating reality.

>I am not in CA..

but if you were, you would be serving hard time. And, FYI, if you pulled a similar stunt in the country where Nick Leeson committed his fraud (Singapore), you wouldn't be living in a country club enviroment, indeed, you'd probably start your sentence by being caned....

>Whats with the migration down here? The economy nosedived
>in the state?

obviously you flunked political science if you don't know that we have provinces in Canada, not states. And the Ontario economy is doing finely, thank you - we're the leading province in new job creation.

>At least something is going right up north. I bought 100 shares of
>Corel Corp last month for under $4 a share. Less than a month later
>closed at $5.50 today..A nice return thus far..

yup, Corel has been doing well, due to their master-stroke of embracing the growing Linux community and providing some superior applications for them, like WordPerfect 8 - over 1 million downloads from ther web site - and their announcement of offering a consumer-friendly Linux installment for home-desktop use for this fall. Interestingly, seeing as all Apple development has been placed on the back burner...

BTW, those nice people at Caldera gave me a free copy of their OpenLinux 2.2 CD during my visit to Comdex, so it looks like I might find a cheap PC to try it out to fool around with. The Linux area of Comdex has expanded greatly - ten times the size of their area last year. Interestingly, Apple themselves were nowhere to be seen - perhaps they're scared?

>Also 487,000 iMacs shipped in the quarter...So much for the Mujahideen
>Chunks iMac doom and gloom...

still living under the delusion that your imaginary "Atari Jihads" and your equally imaginary friend "Chunks" exist? Perhaps another trip to Bellevue, and stronger voltage, should cure you your malady..

Yup, 487,000 iMacs shipped, but notice that it doesn't mean that they've found consumer homes, just that Apple is using CompUSA and Sears as auxillary warehousing - one of the reasons why Best Buy pulled the plug. As TiFKAS should have learned from his stupid mistake regarding trusting news stories from the Daily Tubby, empty Apple warehouses do not equate to consumer sales - and why I was easily able to find the "Unattainable" YUCKs as well as numerous Rev. Bs at a number of shops across Toronto throughout the entire month of April...

And if you're going to post stuff from the Apple quarterly, TiFKAS, you should also mention that the report also notes that B&W and PowerBook sales are significantly tanking compared to the previous quarter. Expect Jobs to announce a further fire-sale reduction of B&Ws at MacWorld this week...

>
> sorry, TiFKAS, but that's inadmissable evidence. For the very reason that
> Particle Salad mentioned when he read it through the first time - THERE IS NO
> EVIDENCE THAT IT IS YOU THAT IS BEING TALKED ABOUT IN THE ARTICLE. Unless you
> are either Rodney Lane (the author of the piece), or in a desperate measure are
> attempting a la Single White Female to take on someone else's personna.

>Thats not my problem is it?

Sure it is. Inadmissable Evidence. No proof that it's you.

> Note, too, that the posting that you have made I cannot call up under
> either NEWsie or CAB 2.7 - not because my Internet clients or ISP are
> "inferior" as you claim (Internet Direct, my ISP, is one of the biggest and
> most well-respected ISPs in Canada), but for the simple fact that the document
> IS NOWHERE ON THE SERVER YOU CLAIM IT IS. But then, this is the same amount of
> kack we expect from someone who claims one needs a new web browser when they
> get a 404 message from another ISP...

>Your ISP is serious _ucked if you can't get on theimac.com/

"PETER! DID YOU SAY THE "_" WORD!? MUMMY WILL HAVE TO CLEAN THOSE FILTHY WORDS OUT OF YOUR MOUTH!"

(picture TiFKAS' mummy in the bathroom with TiFKAS in a headlock, washing out his mouth with carbolic soap).

BTW, TiFKAS - Internet Direct is the host ISP to TUCOWS, a site which requires a lot of room and power. Care to remove your foot from your mouth?

>I can log on all the time using NS and IE.

funny, I can also log onto theimac.com utilizing CAB 2.7 - but nowhere can I find your alleged article (which is moot anyway, seeing as it's Inadmissable Evidence).

> Looks like a you know what issue?

looks like we can add "how ISPs work" to "things TiFKAS doesn't know what the hell he's talking about" (soon to be an exciting new category on Jeopardy!)

>You can email a request to Rodney O' to send a copy...

but that'd be a waste of time, seeing as there is NO PROOF that you are the alleged "Apple Power Rep" he was talking about (if the article even exists)

I'd rather get the proof of your employment from the horse's mouth - i.e., your supervisor at your work. Please post company name, address, supervisor's name and phone number where he can be contacted at work. Failure to do so will only prove what we've all suspected - you're a coward, and a proven Internet "kook" who can dish it out but can't take it...

> It is obvious that you are clutching at straws. It is my belief that you are
> obviously not employed by any facet of the Apple organization, due not only to
> your woefully bad spelling as much as the many gaffes you have made regarding
> even the basic workings of the Macintosh (like claiming that the Mac OS is
> pre-emptive multitasking when even long-time Mac users admit that it is
> co-operative, which is a BIG difference), as well as making large uninformed
> claims like "Microsoft is not afraid of Linux" (which they ARE, ever read the
> Halloween Documents, chucklehead?)

>Guess Again...

I'm not guessing, Chucklehead - I KNOW.

>Did you know that many politicians and busines folks are 'lozy
>spilliers'? and quite possibly kan't wreid....?

but that is no excuse for an "Apple Power Rep" - once again, they have standards which they require all their employees - which you would easily fail...

> As critical as I am regarding Apple and their management and policies, they
> are still a professional organization that require the utmost of courtesy,
> intelligence and knowledge of anyone employed by them - they are simply not the
> type of organization that hands out jobs to the first chump that walks in the
> door. And especially not to noxious little twerps like TiFKAS.

>You will never know...

oh no?

I'd suggest you check out http://www.apple.com - they have a listing of what they expect of their potential employees, as well as a detailed description of how their interview and selection process works. It's very well designed, and there's enough checks and balances there to prevent morons like you from gaining employment to a professional company...

> The fact that you are afraid to hang out in comp.sys.mac.advocacy to help
> defend your fellow Mac users, but instead choose to post your half-baked,
> steaming piles of drivel and parrot-sheep press-release postings to this forum
> that have been thoroughly refuted by professional Mac users like Particle Salad,
> who you have dealt with by trying to smear his professional reputation (and
> failed) makes me wonder what your pathology is - and whether you need
> professional psychiatric help to overcome your obvious inferiority complex.

>This is more fun...Less clutter and entertaining...lots of Star Wars
>like characters hang out here..-)

spoken like a true CHICKEN.

there are plenty of equally-entertaining characters you could play with in comp.sys.mac.advocacy - the problem is, compared to their expertise, you would quickly be unmasked as the man who had to take remedial basket weaving at your alma matter....

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3929. Re: The new Amiga.A threat to the TOS P

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <379260ba@nemo.idirect.com>
Source record: 3101

On 18 Jul 1999 17:00:00 , sinclap wrote:

>> according to an executive at Milan GmBH, the timetable is to release the
>> new Milan in Europe first on January 2000, with a projected North American
>> launch in April 2000.
>>
>> You'll find the news at http://bengy.atari.org/ali.htm .
>
>So it's not out yet here in NA yet. Isn't this like calling GateWay's
>Pot Kettle Black?

nope - seeing as Milan has been producing 040 clones for a year now. How
many Gateway Amigas have been produced in the last year? Zip.

>
>GateWay is bringing out cutting edge stuff not repackaged 68k technology
>that no computer firms are using more. I suppose the TOS Jihads like
>sticking to the past and afraid of new that may bite them..

oh, so you're saying that all 040 Macs are junk?

Again - the new upcoming Milans will support USB - is that cutting edge
enough for you?

And at least we know what technology is going into the Milans, unlike
Gateway, who despite their pronouncements still won't reveal what sort of
hardware and processors are going in them. Smells like vapour - especially the
type we smell when TiFKAS makes a pronouncement from his centre of
intelligence, located near his buttocks...

>
>The current Amiga's are availble....

but not from Gateway. Three years, and all we have is excuses.

BTW, it's spelled "available". No "Apple Power Rep" job for you!
>
>So have you bought a MILAN yet or is it still to high tech for you?

You know, one of the reasons I bought my Falcon was to spite Roger Sheppard.
I may buy a Milan on my next trip to the UK just to spite TiFKAS...

>Still no ambition...

and on TiFKAS' part, still no brain.

And as equally unambitious, seeing as he's too stupid to configure a real
newsreader or post to comp.sys.mac.advocacy...

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3930. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7mto7s$dtu@ds2.acs.ucalgary.ca>
Source record: 3102

On 18 Jul 1999, DarkChyld wrote:

>
> Apparently Milan and Motorola do... ;-)
>

So - I am given to assume then that the Milan will be using the Motorola chipsets - sounds great - but, my friends, you will not wish me to hold my breath waiting for it to appear in Canader - tried that once with the Atari CDAR and got quite blue !!!!

The Canadian Curmudgeon (in currently sunny, 13C, Calgary)

3931. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <37926e87@nemo.idirect.com>
Source record: 3103

On 18 Jul 1999 17:30:02 , VE6HY wrote:
>
>On 18 Jul 1999, DarkChyld wrote:
>
>>
>> Apparently Milan and Motorola do... ;-)
>>
>
>So - I am given to assume then that the Milan will be using the
>Motorola chipsets - sounds great - but, my friends, you will not wish
>me to hold my breath waiting for it to appear in Canader - tried that
>once with the Atari CDAR and got quite blue !!!!

well, look at it this way - the Tramiels are IN NO WAY involved with the development, manufacture or distribution of the Milan. So it's already got a number of advantages already :)

BTW, how's the weather holding up in Alberta? Or should we wait a few minutes :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3932. What Amigans are saying about the new Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <37926f9e@nemo.idirect.com>
Source record: 3104

and, despite The iDiot Forever Known As Sinclap's braying, it's not
pretty....

From: AdamsR@earthlink.net (Rick Adams)
Newsgroups: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.next.advocacy,comp.sys.be
.advocacy,comp.sys.mac.advocacy
Subject: Amiga brief? The emporer has no brief.
Date: Fri, 16 Jul 1999 15:20:01 -0400
X-ELN-Insert-Date: Fri Jul 16 12:55:25 1999
Organization: EarthLink Network, Inc.
X-Posted-Path-Was: AdamsR
User-Agent: MacSOUP/2.4
Lines: 203
NNTP-Posting-Host: sdn-ar-004nynyorp270.dialsprint.net
X-ELN-Date: 16 Jul 1999 19:19:20 GMT
Message-ID: <1dv1jt7.1erafofsiawefN@sdn-ar-003nynyorp059.dialsprint.net>
Path: nemo.idirect.com!cyclone.news.idirect.com!island.idirect.com!news.maxwell.syr.edu!ne
wsfeed.mathworks.com!newsfeed1.earthlink.net!nntp.earthlink.net!posted-from-earthlink!Adam
sR
Xref: nemo.idirect.com comp.sys.amiga.advocacy:3145 comp.sys.amiga.misc:6823
comp.sys.next.advocacy:2244 comp.sys.be.advocacy:1436 comp.sys.mac.advocacy:28384

> We need the support of the Amiga community to drive
> this revolution. The Amiga community is one of the
> most heroic, passionate, and innovative communities
> left in the computer industry.

Ass-kissing the remaining Amiga users. What an auspicious start.

> Amiga Product/Technology Brief
>
> July 16, 1999
>
> [SNIP]
>
> Technology Philosophy and Overview
>
> Amiga's long-term business success calls for a
> combination of technology innovation, and technology
> integration. We are integrating underlying
> technology components such as next-generation CPU's,
> micro-kernel operating systems, graphics and GUI
> libraries and frameworks,
> graphics/video/communications chipsets, wired and
> wireless home networking subsystems, and

> object-based development environments, in order to
> focus our resources on technologies that add unique
> value to the Amiga Operating Environment. These
> value-added technologies include: user interaction
> paradigms that are far simpler, and much more
> intelligent, than today's personal computer
> paradigms

Wow. Technobabbling without saying anything other than that they want to
meet what the competition has already been working on or accomplished.

> AmigaObjects(TM) are the foundation on which all
> Amiga Operating Environment services are built.
> AmigaObjects provide powerful component building
> blocks that allow developers to rapidly create
> impressive and powerful Amiga applications.
> AmigaObjects furthermore enable integration of a
> wide variety of different technologies under one
> umbrella. Networking is intrinsic to AmigaObjects,
> which means that AmigaObjects are free to move
> around on the network or use network resources. The
> AmigaObject architecture by virtue of this
> flexibility enables a new class of "net-aware"
> applications where there is no clear boundary
> between a device and the network.

Wow, copying Apple and NeXT. A WebObjects workalike. Yawn.

> We have chosen Java ((TM) Sun Microsystems) as our
> primary programming language

S.....L.....O....W

> The AmigaObject technology serves as the foundation
> for all objects in the Amiga Operating Environment.
> The power and flexibility of the AmigaObject
> naturally extends to all other objects in the
> environment, thereby giving all objects in the
> system network transparency and the ability to
> proliferate across the network.

In other words, Amiga's own version of Microsoft's J++.

How original....and several years behind.

> Amiga MCC Operating System
>
> One of our convictions is that modern operating
> systems are just one component of the new age in
> computing. The value proposition is no longer just
> the traditional OS, but an overall environment
> providing intelligent power and transparent services
> for the end user. While the information appliance

> portion of the Amiga Operating Environment is
> portable, and will be ported to a number of
> operating systems by Amiga and Amiga's OEM partners
> over time, we needed to make an OS foundation
> decision for the Amiga MCC.

Hmm, no mention of the names of these invisible partners.

> For all of these reasons, we have decided to build
> the next-generation Amiga MCC platform on top of a
> Linux OS foundation. We would be remiss in not
> acknowledging that there are issues to overcome with
> Linux,

Especially since this has been public knowledge for a long time, and
Amiga would look foolish should it try to ignore these problems.

> Graphics, Multimedia and GUI Frameworks
>
> The technology strategy for graphics involves
> developing key partnerships with companies currently
> producing state-of-the-art component products. Amiga
> leverages the development efforts of these
> organizations to deliver the product capabilities to
> Amiga customers. For example Amiga is working with
> ATI to incorporate next-generation 3D rendering
> technology into the MCC (see the Hardware
> Architecture section).

Key partnerships, yet they only name ONE company with which they're
working?

And they're looking at locking themselves into a proprietary built-in
solution (making them dependent on ATI) when everyone else is using
AGPs? Foolish.

> The technology strategy for multimedia is
> essentially analogous to that for graphics. The
> hardware delivery system for digital multimedia may
> be a 3D graphics engine, a DVD decoder including
> MPEG 2 and AC-3 digital surround sound, or broadband
> Internet.

No specifics? This isn't a tech briefing, it's a kissy-face intro to
placate the remaining Amiga owners!

> With regard to windowing environments on the Amiga
> MCC, we are leveraging a combination of technologies
> from Linux and Java. At the lowest level (managing
> the bits on the screen), we are using the latest
> Linux X Windows window system.

Welcome to loserville. X-Windows. ROFL.

> Pervasive Networking
>
> The near future will bring more high-speed broadband
> Internet service to homes via cable modems, xDLS and
> other new technologies. The industry is
> standardizing on technologies for home networking,
> giving consumers the ability to connect products
> throughout the home using standard home wiring and
> wireless digital high-speed options.
>
> Amiga-enabled products will support these standards

Wow. Supporting standards that everyone else does. How exciting.

> Amiga MCC Hardware Architecture
>
> The Amiga MCC is being designed to support
> state-of-the-art multimedia while leaving the PC
> legacy baggage behind. The MCC will have DVD,
> high-performance 3D, Ethernet-based home networking,
> digital and traditional analog video and audio, and
> USB ports for digital peripherals. It will have room
> for at least 2 hard drives, 2 PCI slots, 7 USB ports
> and an open drive bay for enthusiast options such as
> Zip and Jazz drives.

In other words, a relatively modern computer box, much like current G3 boxes -- with the exception that we STILL don't know what chip they're using.

> There is significant momentum for USB (Universal
> Serial Bus) in the industry. USB is a digital 2-way
> interface that supports up to 10Mb/s. This allows
> game controllers to support high-speed
> interactivity, including features such as force
> feedback so when you are driving the car the wheel
> will push back on you. It allows hot detection of
> devices such as keyboards, printers, scanners,
> cameras, game controllers, storage devices, etc. In
> fact, the USB standard supports up to 127
> peripherals on a single port. For this reason we do
> not intend to support the legacy serial, parallel,
> PS/2 or analog game ports. You can always add USB
> hubs for more devices, and there are converters to
> the old buses (e.g. USB to parallel) for your legacy
> peripherals that you might not want to get rid of
> for a while. There are even efforts under way to
> make the next version of USB work up to 100Mb/s.

Wow, a primer on USB. This certainly isn't a tech brief; anyone who knows anything about PCs or Macs built in the last year knows that this technology has already been implemented.

This is just Amiga playing catch-up and teaching ignorant Amiga users
about technology they may never have encountered before.

> We have selected a very exciting CPU for the MCC,
> which is at the heart of a next-generation
> processing subsystem.

"But we're not going to tell you what it is."

> Audio / Video: * DVD drive standard (DVD-RAM when available)

It's already available, dumbass. It's just that you don't want to spend
$500 for OEM DVD-RAM drives because there are so many cheap Amiga users,
they'd choke on their McDLTs if they were asked to pay for a modern
system with choice HW like DVD-RAM.

--
"If youth but knew, if age but could."
-- Henri Estienne

3933. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37928972@nemo.idirect.com>
Source record: 3105

On 18 Jul 1999 17:30:02 , VE6HY wrote:
:On 18 Jul 1999, DarkChyld wrote:
:> Apparently Milan and Motorola do... ;-)
:So - I am given to assume then that the Milan will be using the
:Motorola chipsets - sounds great - but, my friends, you will not wish
:me to hold my breath waiting for it to appear in Canader - tried that
:once with the Atari CDAR and got quite blue !!!!
:The Canadian Curmudgeon (in currently sunny, 13C, Calgary)
:
I too have been _waiting_ for the Milan, but since reading that thay
have been selling 50/month in Europe/Germany and knowing that GmBh
Milan is NOT a large company with deep pockets, I can understand that
they have not had the time or _machines_ to sell to NA. Thay have had
their hands full just keeping up to the European market!!
but with Motorola in the picture, perhaps we can expect something in
2000, as Bengys interview with Milan attests (btw, get to Lethbridge
much, have you met Bengy? it's a nice drive, I know I did it often
enough, don't miss the coolies or OldMan river!)
Regarding the NA market though, CENTEK has a dealer in Canada, and he
is selling CENTEKs CT2 board, and hopefully the Phenix when it comes
out, and that is Homa Systems (Nima Montaser). So even if the Milan
does NOT make it to NA, if you've got the itch for a new high powered
Atari, Homa Systems can help! :-)
ken

3934. Re: The new Amiga.A threat to the TOS Platform?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37911605.786F6748@ihug.co.nz>
Source record: 3191

Hi there,

sinclap wrote:
>
> Looks like the Amiga will rise from the dead with new hardware and OS
> software based upon new technology...Read all about it from
>
> http://www.cucug.org/aminew.html
>
> You see, the new Amiga has a chance since GateWay is behind it unlike a
> little known company that is repackaging old 68K TOS technology with a
> high price. The Amiga hardware will be new and cutting edge and backed
> by a real company.
>
> But the typical Atari Mujahideen response will be as usual and in
> denial..

Looks good for Amiga fans! The new Amigas should be good for desktop video...which in turn may not be such good news for Mac users! Milan is an upgrade path for Atari users, NOT Amiga or anyone else. TiFKAS has again failed to give us the full picture on the Milan deal!! But then again who are Motorola, the guys supporting Milan?!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3935. ST Monitor for Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: Paxton Matiney <fuckyou@eatmespamboy.net>
Message-ID: <Gahk3.640$5B2.108563@clnws01.we.mediaone.net>
Source record: 3192
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=133296667

--
Mark Freid
==========
canuss@blackbird.poocher.com
http://wolf.tierranet.com
http://www.yerf.com/freidmar/last.htm

3936. Re: The new Amiga.A threat to the TOS Platf

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mt090$5qd$1@nnrp1.deja.com>
Source record: 3193

In article <7mp6v5$fsg2@news.ajou.ac.kr>,
phantomm@kih.net (Phantomm) wrote:
> On 17 Jul 1999 05:07:17 , sinclap wrote:
>
> > <Edited>
>
> Hi sinclap:
>
> Since you are a Expert on Macs, Could you tell me what the latest
> version of the Mac OS is on disk?
>
> I'd like to try and run it on my Spectre GCR.

Still stuck in the past....

"With TOS, there is no need for improvement"

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3937. Re: The new Amiga.A threat to the TOS Platform?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mt0iv$5t5$1@nnrp1.deja.com>
Source record: 3194

In article <37911605.786F6748@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> sinclap wrote:

> Looks good for Amiga fans! The new Amigas should be good for desktop
> video...which in turn may not be such good news for Mac users! Milan
> is an upgrade path for Atari users, NOT Amiga or anyone else. TiFKAS
> has again failed to give us the full picture on the Milan deal!! But
> then again who are Motorola, the guys supporting Milan?!

The entry level new Amiga model will be priced in the same ballpark as
the new Milan which is using outdated technology. These new Amigas will
be new period...What do you not understand?

Why would a person with a half a brain would opt for a TOS bucket when
there is new exciting competeting line comming out?

Also, there is not enough TOS Jihads out there to adequately support the
Milan...

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3938. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mt0m8$5va$1@nnrp1.deja.com>
Source record: 3195
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
In article <378E7FE1.D48C6281@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> sinclap wrote:
> >
> > In article <37829E3C.483712A8@ihug.co.nz>,
> > jwandjw@ihug.co.nz wrote:
> > >
> > > I reckon it looks like one of those cute little hand-soap
> > > dispensers you find in posh toilets in hotels. Those have
> > > been around for years so maybe there is some copyright for
> > > Macintoss to explain there?
> >
> > Eh?
>
> Sorry, I'm refering to iMacs of course!!
>
> Some hotel latrines I have seen have these plastic hand-soap
> dispensers stuck on the wall. They have a translucent lid on
> top that lets you see how much soap is left. It had occurred
> to me that they look remarkably like iMacs!! (or vice-versa)
>
> Thats why I wonder if Apple have breached a patent on a soap
> dispenser design!!

The soap dispenser is not shaped like an iMac is like the EPOWER is.

> ;^)
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

3939. Re: The new Amiga.A threat to the TOS P

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mt16c$63q$1@nnrp1.deja.com>
Source record: 3196

In article <379116eb@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
\> >
> >When are we likely to see one of these 'competitively priced' machines
> >in Canader ???????
> >
> >The Canadian Curmudgeon (in sunny at the moment, 14C, Calgary)
>
> according to an executive at Milan GmBH, the timetable is to release the
> new Milan in Europe first on January 2000, with a projected North American
> launch in April 2000.
>
> You'll find the news at http://bengy.atari.org/ali.htm .

So it's not out yet here in NA yet. Isn't this like calling GateWay's
Pot Kettle Black?

GateWay is bringing out cutting edge stuff not repackaged 68k technology
that no computer firms are using more. I suppose the TOS Jihads like
sticking to the past and afraid of new that may bite them..

The current Amiga's are availble....

So have you bought a MILAN yet or is it still to high tech for you?

> **************************Daniel L. Dreibelbis****************************
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> ****************"Nevertheless, THE FUJI STILL LIVES!"*********************
Still no ambition...

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3940. Re: The new Amiga.A threat to the TOS P

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7mtcgmpqc2@news.campuscwix.net>
Source record: 3197

On 18 Jul 1999 16:44:18 , sinclap wrote:

->Still stuck in the past....
->
->"With TOS, there is no need for improvement"

Are you deaf, Sinclair? Blind? I wonder. We've offered proof
positive, time and time again, about all the advances that
TOS OS's and hardware have made in the last few years and
still you act like we are all using TOS v1.0 (from disk)
on .5 meg memory 520ST's built in 1985. Get over it son,
we have moved on, why can't you?

BTW, I see you gave you usual (inappropriate) response to
a user with a legitimate request for Mac-related help. Is
this how you deal with you customers as well, being the
Mac "power rep" that you are? ;-))))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________\/
```

3941. Re: The new Amiga.A threat to the TOS P

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7mtcnrpqc3@news.campuscwix.net>
Source record: 3198

On 18 Jul 1999 16:49:38 , sinclap wrote:

->The entry level new Amiga model will be priced in the same ballpark as
->the new Milan which is using outdated technology. These new Amigas will
->be new period...What do you not understand?

You should go ask Amiga users how they feel about Linux being announced
as the new basis for their OS. Don't think they are exactly happy about
it. In fact, one Amiga use said it was comparable to dropping a nuclear
bomb... ;-(

->Why would a person with a half a brain would opt for a TOS bucket when
->there is new exciting competeting line comming out?

It only takes half a brain to realise what a solid product the Milan
is... Its funny that you haven't realized it yet! <big grin>

->Also, there is not enough TOS Jihads out there to adequately support the
->Milan...

Apparently Milan and Motorola do... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3942. Re: The new Amiga.A threat to the TOS P

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7mthk3$ha43@news.ajou.ac.kr>
Source record: 3199

Hi sinclap:

Since you are a Expert on Macs, Can you tell me if Apples latest
OS will run on my Laser 128?

3943. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-19 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7mvm58$evk@ds2.acs.ucalgary.ca>
Source record: 3106

On 18 Jul 1999, Ken Macdonald wrote:

> I too have been _waiting_ for the Milan, but since reading that
> thay have been selling 50/month in Europe/Germany and knowing that
> GmBh Milan is NOT a large company with deep pockets, I can
> understand that they have not had the time or _machines_ to sell
> to NA. Thay have had their hands full just keeping up to the
> European market!!

Quite understand that position - but - dontcha know - 'if it don't exist in the USofA - it don't really exist !' (At least that's what we hear from the Excited States)

> but with Motorola in the picture, perhaps we can expect something
> in 2000, as Bengys interview with Milan attests (btw, get to
> Lethbridge much, have you met Bengy? it's a nice drive, I know I
> did it often enough, don't miss the coolies or OldMan river!)

"Bengy" ????? Not only have I never met this person, I haven't been to Lethbridge for about 20 years - drove past it once going to Montana when the Dollarette was at par - but that's about it !

> Regarding the NA market though, CENTEK has a dealer in Canada, and
> he is selling CENTEKs CT2 board, and hopefully the Phenix when it
> comes out, and that is Homa Systems (Nima Montaser). So even if
> the Milan does NOT make it to NA, if you've got the itch for a new
> high powered Atari, Homa Systems can help! :-)

Homa Systems is in Ontario - is it not - I try to deal only with local dealers - had too much bad luck with 'aliens' like Toad over the years.

The Canadian Curmudgeon (in currently sunny, 20C, Calgary)

3944. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-19 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7mvlmk$iuo@ds2.acs.ucalgary.ca>
Source record: 3107

On 18 Jul 1999, Daniel L. Dreibelbis wrote:

> well, look at it this way - the Tramiels are IN NO WAY
> involved with the development, manufacture or distribution of the
> Milan. So it's already got a number of advantages already :)

True, m'dear Dan - but - I'll still not hold my breath. After my recent 'Apple experience' (which ended with Apple Canada replacing the machine) I'd love a stable TOS platform - but ????????

> BTW, how's the weather holding up in Alberta? Or should we wait
> a few minutes :)

Coldest, wettest July on record ever - at the moment sunny and 18C (going to 25 - ????) - but yes - wait a minute, it'll likely change.

The Canadian Curmudgeon (in changeable Calgary)

3945. Re: The new Amiga.A threat to the TOS Platform?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-19 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <379366FD.8D5C7D42@earthlink.net>
Source record: 3108

You are a silly, childish moron.. are you SO lacking in a life that you choose to engage in debate over platforms you have no interest in or knowledge of?

Sinclap.. don't you have something positive to contribute to the world? Is all the time you spend doing this really making up for your lack of self-confidence? Does it really help you feel better?

Only a child would build up his self-confidence by denigrating the choices of others.

-Mark

sinclap wrote:

> Fellow sportsfans....

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3946. Re: More bad news for 'SINCLAP' a.k.a 'TIFKAS'

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-19 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3793646D.BB044DBF@earthlink.net>
Source record: 3109

sinclap wrote:

> In article <37862B16.20D57614@earthlink.net>,
> Particle Salad <psalad@earthlink.net> wrote:
> > A certain moron named 'sinclap' has stated that he knows something about
> > Final Cut Pro's impact on the video industry.. Guess again...
> >
> > Look back on the previous thread. He appears to be incapable of debating
> > the issue further.. just another MacWacko "evangelist" internet coward.
>
> Think Again...Avid just dropped prices again by upto half again...Gee I
> wonder why?

Think again? Well, that would be one more 'think' then you're evidently capable of.

Exactly WHAT above displays ANY of your knowledge of the video market? Are you REALLY stupid enough to believe that FCP has direct impact on AVID pricing? Do you know there are at LEAST 4 manufacturers who have sold more video eding software then Apple? AT LEAST.. yet you still think AVID sees FCP as a threat to their business.

Now, you might argue that there is a potential LONG TERM threat to AVID's business.. but there is no direct threat. By repeating the same thing over and over you prove your lack of understanding of the video business.

Give it up.. remember, it's better to be though of as a fool then to open your mouth and remove all doubt. Talk about what you KNOW.

-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3947. Re: Avid vs. FCP?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-19 00:00:00 UTC
From: jslewis@nomoredamspam.erols.com
Message-ID: <jslewis-1907992338040001@207-172-55-178.s178.tnt8.rcm.va.dialup.rcn.com>
Source record: 3110
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <379266e5@nemo.idirect.com>, dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> hi there,
>
> recently we have had a man claiming to be an "Apple Power Rep" in
> comp.sys.atari.advocacy who has been claiming that recent drops in price by
> Avid on their hardware is "proof positive" that Final Cut Pro has Avid running
> scared in the professional video editing field.
>
> Since I know that there are video professionals who use Avid in this forum,
> and who also probably have used FCP, I'd like to hear from the horses' mouth
> just what your opinions are on this debate, what you feel are the strengths and
> weaknesses of both platforms, and if indeed you have heard any reports on
> whether Avid is indeed worried about any inraods FCP may have made.
>
> We have an Avid user in c.s.a.a who has refuted many of this guy's claims
> (strange that the "rep" is not making any of the same claims in mac.advocacy, but then
> again he has shown himself to be sorely lacking in any intelligence in a number
> of computer-related topics), but the "rep" is claiming that the guy is a phony
> and a troll. I'm sure, though, that the truth will be more apparent if we have
> a number of knowledgable PC and Mac users who have actually used the product
> respond.
>
> Thanks for any help you can give on this!

I have absolutely no real knowlege of the Avid market other than some of their customers are quite dissapointed to have to leave the mac...

That said Final Cut Pro is drop dead wonderful software. It is probably the strongst version 1.0 product I have ever seen. Though Apple says it compliments Premiere and After Effects I relly have to say I feel it makes Primere out gunned and out classed by miles. Afer Effects?? well FCP can do all of Primere's time line editing and do it twice as well, but after effects it can only do half of... FCP has some really nice Compiositing features and can do blue screening as well as running AE filters and plug in's. I think that by version 2.0 of FCP Adobe's Video product line could

really be introuble on the mac side.

Anyway the only real weakness with final cut pro are the messages apple sends out about support. It runs on a much wider variety of Hardware than apple lets on and should be certified with many diffrent capture cards. It is actually killer software. And if it could be intigrated with more broadcast systems than just what firewire allows it would take a big chunck of the market. I can't tell you how much I like Final Cut Pro.

3948. Re: Is TiFKAS feeling the heat from Particle Salad?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-20 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3793AD88.89CDA349@ihug.co.nz>
Source record: 3111

Hi there,

Daniel L. Dreibelbis wrote:
>

> >Wow...I did not know that Atari offered cd devices....
>
> funny, since I told you about CD-ROM support for Atari devices over three
> years ago. Proof that TiFKAS either is too dense to read everything, or is
> deliberately ignoring the facts about Ataris in his one-man disinformation
> crusade against anything with a Fuji on it (and is dismally failing)...

Let me remind Sinplop that the Atari CDAR CD-ROM drive was the FIRST EVER
commercially available CD_ROM drive!! ie...ATARI STARTED THE WHOLE THING!

It never took off under Atari but boy did the masses flock to the new
technology like wasps to the rotting carcasse...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3949. Re: The new Amiga.A threat to the TOS Platform?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-20 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3793AAD0.30EC79E1@ihug.co.nz>
Source record: 3112

Hi there,

sinclap wrote:
>
> The entry level new Amiga model will be priced in the same ballpark as
> the new Milan which is using outdated technology. These new Amigas will
> be new period...What do you not understand?

I understand everything. It is YOU who do not understand that WE Atari users would rather go to an 060 powered Milan than an Amiga, because we like the Atari OS's and apps more than Amiga or other platforms. It is like you consider that to be a criminal offence! Also, a 68060 at a clock rate of 80 odd MHz is comparable to about a 250MHz Pentium or say a 200MHz PPC 603e. Many people still are happy using older PowerMacs and Pentiums. Atari software, in particular, seems to make better use of the available CPU grunt than Mac/PC software. I doubt you have seen much in the way of Atari software run on Atari machines Mr Sinclair-Day, but could you imagine software that is usable on 8MHz 68000 or 16/32MHz 68030 being run on a superscalar 68060 at 80MHz? It would fly in comparison. THATS why I'd rather have a Milan060 than a new Amiga! I've never owned or used much in the way of Amiga so why should I start now?

> Why would a person with a half a brain would opt for a TOS bucket when
> there is new exciting competeting line comming out?

What is the new Amiga competing with? NOTHING!! The new Amiga is a quick new upgrade path for Amigans who until recently have only had a few add-on 060/PPC cards to give their machines that extra 'pep'...and I'm sure I have more than half a brain thanks kindly...you silly little piece of football players toe-jam you...

> Also, there is not enough TOS Jihads out there to adequately support the
> Milan...

50 a month in sales of Milan. For a small company thats pretty good! Get it right monkey boy!! That will accelerate when Milan060 is out...

> "Although there are more Microsoft Windows users
> than Macintosh users, we would like to remind you
> that there are far more cockroaches than people."
> ----------The-New-York-Times---------------------

Cockroaches are highly adaptable, successful creatures, whose ability to survive is second to none...unlike PC and Mac buyers who are just sheep playing 'duh, lets follow that one and see what it does...'...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3950. Sinclaps signature...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7n0lvlahm1@newshost.comnet.co.nz>
Source record: 3113

```
sinclap (sinclap@my-deja.com) wrote:
> --
> "Although there are more Microsoft Windows users
> than Macintosh users, we would like to remind you
> that there are far more cockroaches than people."
> -----------The-New-York-Times---------------------

Which could also be viewed as:

"Although there are more Apple Macintosh users
than Atari users, we would like to remind you
that there are far more cockroaches than people"

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.
```

3951. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-20 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <379537e1@nemo.idirect.com>
Source record: 3114

On 19 Jul 1999 11:06:47 , VE6HY wrote:
:On 18 Jul 1999, Ken Macdonald wrote:
:> I too have been _waiting_ for the Milan, but since reading that
:> thay have been selling 50/month in Europe/Germany and knowing that
:> GmBh Milan is NOT a large company with deep pockets, I can
:> understand that they have not had the time or _machines_ to sell
:> to NA. Thay have had their hands full just keeping up to the
:> European market!!
:Quite understand that position - but - dontcha know - 'if it don't
:exist in the USofA - it don't really exist !' (At least that's what we
:hear from the Excited States)

yes, quite. also known as the TiFKAS disease!

:> but with Motorola in the picture, perhaps we can expect something
:> in 2000, as Bengys interview with Milan attests (btw, get to
:> Lethbridge much, have you met Bengy? it's a nice drive, I know I
:> did it often enough, don't miss the coolies or OldMan river!)
:
:"Bengy" ????? Not only have I never met this person, I haven't been
:to Lethbridge for about 20 years - drove past it once going to Montana
:when the Dollarette was at par - but that's about it !

yep! Bengy Collins. check out http://bengy.atari.org/ !
great Magic site, and just down the road at the Bridge of Death!! :-)
[aka LethBridge]
great place to live, highest proportion of Mormons of any city in
Canada, highest proportion of 7th day adventists of any city in
Canada, highest proportion of natives of any city in Canada, and the
highest proportion of chinese of any city in canada!! talk about a
split personality!
mind you, I lived there in the late seventies, might be different now.
but someone you might run across is Franl Lockwood, formerly of
Toronto (TAF) and now back in his hometown of Calgary, though you
probably won't run in to him at the Stampede! :-)

:> Regarding the NA market though, CENTEK has a dealer in Canada, and
:> he is selling CENTEKs CT2 board, and hopefully the Phenix when it
:> comes out, and that is Homa Systems (Nima Montaser). So even if
:> the Milan does NOT make it to NA, if you've got the itch for a new
:> high powered Atari, Homa Systems can help! :-)
:
:Homa Systems is in Ontario - is it not - I try to deal only with local
:dealers - had too much bad luck with 'aliens' like Toad over the
:years.

oh come on you curmudgeon!! the track record of homegrown dealers ain't so great either (Computer Direct). Homa has been in business a _LOT_ longer, so have no fears on that score. Nima's good, I've met him!

:The Canadian Curmudgeon (in currently sunny, 20C, Calgary)
:

the other canadien curmudgeaon in sunny (46C) Toronto :-)
ken

3952. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-20 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7n3l3c$e1m@ds2.acs.ucalgary.ca>
Source record: 3115

On 20 Jul 1999, Ken Macdonald wrote:

> great place to live, highest proportion of Mormons of any city in
> Canada,

Hmmmm, you just might get some argument from the residents of
Cardston!

> but someone you might run across is Franl Lockwood, formerly of

Franl - Franl - we got no Franl - we do have a Frank tho !!

Very large evil grin here !

> oh come on you curmudgeon!! the track record of homegrown dealers
> ain't so great either (Computer Direct). Homa has been in business a
> _LOT_ longer, so have no fears on that score. Nima's good, I've met
> him!

Sorry Ken - but Computer Direct was in Edmonton - and we in Calgary
don't recognise anything that far North - besides I tried (never
succeeded) to do business with him once and that was quite enough,
thank you !

The Canadian Curmudgeon (in quite dark, but still fairly warm at 23C,
Calgary)

3953. MacWorld is here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-21 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7n3blvffr1@nnrp1.deja.com>
Source record: 3116

Sportsfans,

Point your web browser to apple.com or macsurfer.com for the latest...Or
visit the local Apple MarketCenter Office across USA and CA for the live
keynote by S.J. Won't be disapointed..

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3954. G3's and DOD (US GOV)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-21 00:00:00 UTC
From: sandcat@ridgenett.net
Message-ID: <7n36tl$2ur$1@delphi.ridgenet.net>
Source record: 3117

I posted a while back that a NAVAIR Captain has ordered no further Apple purchases for use within the NAWCWDPS. There was of course a loop hole that allowed die hards with certain requirements to justify an Apple purchase if necessary. A justification must of been submitted before the purchase, and purchases made only after approval. I had to laugh my ass off yesterday when I found out that these responsible DOD Apple users had been abusing the order, and caused both of our U.S. Government credit card holders to have their cards yanked! I mean flat out yanked, even the ability to complete obligations already made for items other than computer purchases. This also includes any repairs that the four failed new G3's needed:). This is going to be great watching them work this out.
Talk about Jahids.

Mikey

3955. Re: The new Amiga.A threat to the TOS P

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-21 00:00:00 UTC
From: optimus@canit.se
Message-ID: <7n4j66$1bo$1@dos.canit.se>
Source record: 3118

sinclap (sinclap@my-deja.com) skrev:
: In article <379116eb@nemo.idirect.com>,
: dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
: \> >
: > >When are we likely to see one of these 'competitively priced' machines
: > >in Canader ???????
: > >
: > >The Canadian Curmudgeon (in sunny at the moment, 14C, Calgary)
: >
: > according to an executive at Milan GmBH, the timetable is to release the
: > new Milan in Europe first on January 2000, with a projected North American
: > launch in April 2000.
: >
: > You'll find the news at http://bengy.atari.org/ali.htm .
:
: So it's not out yet here in NA yet. Isn't this like calling GateWay's
: Pot Kettle Black?

Gateway's products are nowehere to be seen. Everything doesn't revolve
around America.

: GateWay is bringing out cutting edge stuff not repackaged 68k technology
: that no computer firms are using more. I suppose the TOS Jihads like
: sticking to the past and afraid of new that may bite them..

Not using anymore? Mind you, even the oh-so-modern Mac still emulates the
68k processor. 68k-machines are built all over the world. Not only Atari
clones in Germany, France and Switzerland, but also Amiga clones in
Germany, Poland and the UK.

: The current Amiga's are availble....

So are the current Milans and Hades.
Besides, the current Amigas are 68-based, just like the Milan.

: So have you bought a MILAN yet or is it still to high tech for you?

It is too expensive to me. So is the Mac.

--
"Les ?tats-Unis sont le seul pays ? ?tre pass? de la barbarie ? la
d?cadence sans conna?tre la civilisation."
Albert Einstein

3956. Re: The new Amiga.A threat to the TOS P

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-21 00:00:00 UTC
From: optimus@canit.se
Message-ID: <7n4jfb$1bo$2@dos.canit.se>
Source record: 3119

DarkChyld (darkchyld@pcc-uky.campuscwix.net) skrev:
: On 18 Jul 1999 16:49:38 , sinclap wrote:
:
: ->The entry level new Amiga model will be priced in the same ballpark as
: ->the new Milan which is using outdated technology. These new Amigas will
: ->be new period...What do you not understand?
:
: You should go ask Amiga users how they feel about Linux being announced
: as the new basis for their OS. Don't think they are exactly happy about
: it. In fact, one Amiga use said it was comparable to dropping a nuclear
: bomb... ;-(

Indeed. It should be noted, though, that the end user agreement for the
Amiga forbids any development of nuclear bombs using Amiga technology. =)
While the Atari has already trodden the part of using a UNIX kernel
(MiNT), and MacOS is to do the same (NeXT(MacOS X), I'm not happy at all
about the change of kernel on the Amiga. The Amigas kernel (exec) is
extremely compact, written entirely in assembler and holds much of the
responsibility for the speedy multitasking of the AmigaOS. The Linux
kernel is quite the opposite, very much monolithic, written in C and using
another MT approach. I don't look forward to this at all. Mind you, I'm
not looking forward to the next gen Amiga in genmeral, either.

: ->Why would a person with a half a brain would opt for a TOS bucket when
: ->there is new exciting competeting line comming out?
:
: It only takes half a brain to realise what a solid product the Milan
: is... Its funny that you haven't realized it yet! <big grin>

Mind you, why'd Sinclair stick to his iCasket if there is a new exciting
competing line coming out?

: ->Also, there is not enough TOS Jihads out there to adequately support the
: ->Milan...
:
: Apparently Milan and Motorola do... ;-)

Indeed.

--
Yuusuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

3957. Re: TIFKAS is NOT here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-21 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3796058F.18EE6A7B@earthlink.net>
Source record: 3120

TIFKAS.. don't be such a coward. Either admit your lack of knowledge of the video market, or respond to my posts.

I do find it amazing that Apple would hire someone like you as a "rep." You do NOT give the platform a good name.

sinclap wrote:

> Sportsfans,
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3958. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-21 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3796079C.E7A515DE@earthlink.net>
Source record: 3121

sinclap wrote:

> I do? Just a tool that gets the job done...

Right.. then look at your sig line, moron. You are one dense individual.

> Critics are a dime an dozen and you are in the minority...

Er.. no, look at your sig line again, Einstein.. I use both windows and Mac machines. I am in the majority, who don't care what platform we use if it works.

You are just another internet MacWacko "evangelist" on a religious crusade to prove your value by proving the value of your tool.

Get a life.. CONTRIBUTE to the world.. CREATE.. DO SOMETHING..

"Evangelizing" about a computer platform is as empty a cause as I can imagine.. and that seems to be what you do for a living. Sad, really.

-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3959. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-21 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <379686bd@nemo.idirect.com>
Source record: 3122

On 20 Jul 1999 23:13:13 , VE6HY wrote:
:
:On 20 Jul 1999, Ken Macdonald wrote:
:
:> great place to live, highest proportion of Mormons of any city in
:> Canada,
:
:Hmmmm, you just might get some argument from the residents of
:Cardston!

hmmmm. that's right, and my aunt lives in cardston and is a... you
know what. course my other aunt has more sense. ready for it?
she lives in Edmonton! as do my daughters mothers relatives.

:> but someone you might run across is Franl Lockwood, formerly of
:
:Franl - Franl - we got no Franl - we do have a Frank tho !!
:Very large evil grin here !

OK! OK! so I made a boo-boo! :-)
it is Frank Lockwood, a fine fellow whom I like to think is a friend.
It is very unfortunate that Toronto did not see fit to employ him to
his and in his best capacity. Not that I think Calgary wold hold him
for long, he'llprobably wise up and go to Edmonton, if only to be on
the winning side once and a while when the Stamps get trounced! (very
evil grin))

:> oh come on you curmudgeon!! the track record of homegrown dealers
:> ain't so great either (Computer Direct). Homa has been in business a
:> _LOT_ longer, so have no fears on that score. Nima's good, I've met
:> him!
:
:Sorry Ken - but Computer Direct was in Edmonton - and we in Calgary
:don't recognise anything that far North - besides I tried (never
:succeeded) to do business with him once and that was quite enough,
:thank you !

gawd! if that's how you feel about the
no-chinooks-in-the-dead-of-winter Edmonton(poor souls!), I don't have
to ask how you feel about Toronto! :-)

:The Canadian Curmudgeon (in quite dark, but still fairly warm at 23C,
:Calgary)
:
take care.prends soins
and Ottawa is the coldest national capital in the world!

ken
the canadian curry-mudgeon! ;-)

3960. Re: iBook pricing not as bad as it looks

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-22 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7n5vhe$f1m$1@nnrp1.deja.com>
Source record: 3123
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <3795F55A.3642@kan.org>,
steven@kan.org wrote:

The Sinclap spin..

> My initial reaction was probably the same as yours--"Too damn expensive
> for the consumer market. Apple is blowing it big time."

Apple will sell all units manufactured. $1599 is a fair market value
pricing for a high quality notebook.

> Then I calmed down and thought about it a bit. If any of the recent
> rumors are even partially true, Apple won't be able to ramp up to
> maximum production for some time. If Apple were to price iBook at, say,
> $1,299, they'd probably have more orders than they could fill and have
> lots of unsatisfied customers.

Apple will sell all at $1599 regardless of supply...

> By pricing it at $1,599, Apple can somewhat control demand and keep it
> more in line with its production capacity.
>
> If I were a betting man, I'd gamble that Apple will really crack the
> whip on Operations and have capacity cranked up by the Christmas
> shopping season. Then, Apple will drop the iMac to $1,099 and the iBook
> to $1,299 or thereabouts.

Don't count on it. Apple has had a steady price of $1199 for the imacs
in the last 6 months. This is true with the G3 B/W's. Apple will most
likely boost the clock speed and maintain a $1599 price.

> If March rolls around and the iBook _still_ is priced at $1,599, then
> one of two things has happened--1) Apple is selling them like hotcakes
> anyways and is _way_ smarter than me, or 2) see my first sentence.

I doubt Apple will low ball with a high quality product. Look at the
other product line for pricing history...

> Just my $0.019999999 with a Pentium floating point bug.
> --
> A rich man who hailed from Seattle #``````
> Wrote Win95 to do battle, # ``````
> But Mac users pity # ``````
> The masses not witty # ``````
> Enough to know Wintel's for cattle. #. ``````
> ~ ~ . _@_/ ``````

> ^_@ o . V ```````
> Steven "Rocket Man" Kan `-' - _@_ ~ . #######
> mailto:steven@kan.org V \ ~ . #######
> http://www.kan.org ~ . #H2O##
> Everybody S.H.I.N.E. ~ .#POLO#
> Support Heterogeneity In Networked Environments ~ ~ #######
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3961. Re: iBook pricing not as bad as it looks

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-22 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7n5vpj$f4j$1@nnrp1.deja.com>
Source record: 3124
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <psian-NOSPAM-2107991239490001@192.168.168.1>,
psian-NOSPAM@mediaone.net (Paul Sian) wrote:

the Sinclap spin..
>
> Not just your two cents its also called skimming pricing for new products.
> Everyone does it. Apple needs to do it to temper demand.
> If they do drop the price come Christmas the doors will be blown off of
> their factory to get them out as fast as possible.

Don't bet on a price reduction. Apple keeps a hald days worth of
inventory and can put a break on manufacturing if demand slackens. Most
likely a promo instead of a price cut.

> Even Microsoft realizes the potential with their Word98 SE.
>
> --
> Please remove -NOSPAM to reply via email.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3962. Re: iBook pricing not as bad as it looks

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-22 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7n600h$f62$1@nnrp1.deja.com>
Source record: 3125
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <1dvaymt.g8qecnymra8eN@sdn-ar-007nynyorp072.dialsprint.net>,
AdamsRDELETETHIS@earthlink.net (Rick Adams) wrote:
> George Graves <gmgraves@slip.net> wrote:

Sinclap spin...

> > Complaints? Apparently NO PC card slots.
>
> And no video-out, which means no way to easily connect to a large
> monitor when at home/office. All I've seen is a USB attachment that
> sends an image to a television, but not anything to drive a monitor.
>
> When I'm at hom, I'd prefer to be able to hook up to a 17" monitor, and
> given the iBook's price, I don't like the alternative of spending $1,000
> more for a G3 Powerbook w/video-out.

Can't please all.. Find a discontinued Wall Street model and be
happy...

> --
> "If youth but knew, if age but could."
> -- Henri Estienne
>
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3963. RE: DOD (US GOV) and G3's

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-22 00:00:00 UTC
From: sandcat@ridgeneti.net
Message-ID: <7n679g$6pn$2@delphi.ridgenet.net>
Source record: 3126

Must have done some research, ehh sinplop?

Howdey Hooooooo!

Mikey

3964. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-22 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7n7gsr$edq@ds2.acs.ucalgary.ca>
Source record: 3127

On 21 Jul 1999, Ken Macdonald wrote:

> gawd! if that's how you feel about the
> no-chinooks-in-the-dead-of-winter Edmonton(poor souls!), I don't
> have to ask how you feel about Toronto! :-)

My Canada includes only that territory West of Thunder Bay !!

The rest is 'the evil empire' composed of Liberals and Joe Clark !

> and Ottawa is the coldest national capital in the world!

Plus being one of the most expensive to taxpayer !!

The Canadian Curmudgeon (in sunny again, 20C, Calgary)

Canada, a country populated largely by sheep who think they are
people, but prove otherwise by voting Liberal !

3965. Re: What Amigans are saying about the new Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bed46c$d3788500$b15e0fcb@default>
Source record: 3128
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Daniel L. Dreibelbis <dreibel@idirect.com> wrote in article
<37926f9e@nemo.idirect.com>...
> and, despite The iDiot Forever Known As Sinclap's braying, it's not
> pretty....
> This is just Amiga playing catch-up and teaching ignorant Amiga users
> about technology they may never have encountered before.

Do you really believe that?. Unlike a certain group of computer users I could mention, the general Amiga population is very knowledgeable where new products/technology is concerned.

Sounds like a case of sour grapes to me.

In any case, why would you care?. The 68k line is a dead horse that Milan and Hades are still flogging.

The new Amiga is intended to gain users whereas the Atari clones are designed to maintain users... and that is the difference.

As always... IMO :-)

Regards,

Clockmeister.

3966. Re: iBook pricing not as bad as it looks

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-22 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37978DF0.7B485E0D@earthlink.net>
Source record: 3129
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

It's impossible to trust the opinion of someone who continually demonstrates a lack of understanding in where their scope of knowledge begins and ends.

You continually ramble on about things I've proven you don't understand, like desktop audio and video.

Learn two things TIFKAS:

1. Understand how important it is to be aware of what you don't know..
2. Have humility.. no matter how smart you are, there's always someone smarter. No matter how much you think you know, there's always someone who knows a LOT more.

-Mark

There's a whole lot of life beyond your little machine, "sinclap." Find it and enjoy.

sinclap wrote:
(snippity)

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3967. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-23 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7n8io7$57j$1@delphi.ridgenet.net>
Source record: 3130

On 22 Jul 1999 17:41:49 , "Clockmeister" wrote:
>
>
>Daniel L. Dreibelbis <dreibel@idirect.com> wrote in article
><37926f9e@nemo.idirect.com>...
>> and, despite The iDiot Forever Known As Sinclap's braying, it's not
>> pretty....
>> This is just Amiga playing catch-up and teaching ignorant Amiga users
>> about technology they may never have encountered before.
>
>Do you really believe that?. Unlike a certain group of computer users I
>could mention, the general Amiga population is very knowledgeable where new
>products/technology is concerned.

I think he MiNT "arrogant" :).
>
>Sounds like a case of sour grapes to me.
>
>In any case, why would you care?. The 68k line is a dead horse that Milan
>and Hades are still flogging.
>
>The new Amiga is intended to gain users whereas the Atari clones are
>designed to maintain users... and that is the difference.

Not completely true. The Phoenix will be a completely different
machine, but retain the ability execute TOS applications. If Centek
can produce this machine, it will be the choice for a superior home
work station. I surely wouldn't spend any money on HPs or SGIs from
what I have seen at work. A DEC Alpha running NT native, now that
might be tempting. The Phoenix with be the "band in a box" machine for
any computer user that has always wished his computer could do
some function that others could do, but they cannot because of some
limitation in hardware or software.
I don't know the facts of the planed Amiga O/S, but if indeed it is
Unix based, will the machines still be about to operate older versions
of Amiga O/S and remain compatible with applications such as Light
Wave 3D, Shapeshifter and hardware?
>
>As always... IMO :-)
>
Me too :).

>Regards,
>
>

>Clockmeister.
>
Mikey

3968. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-23 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7n9r01$r6p$1@news.campuscwix.net>
Source record: 3131

On 22 Jul 1999 17:41:49 , "Clockmeister" wrote:

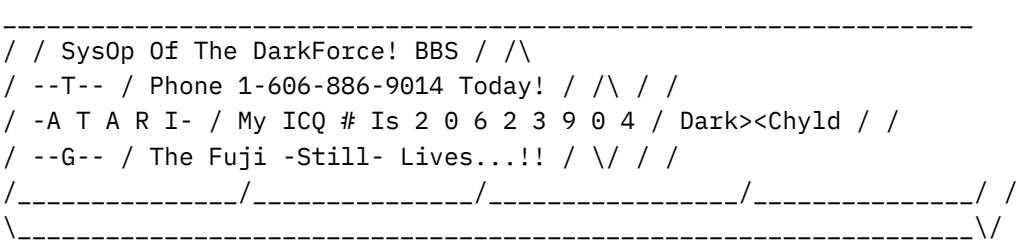
->The new Amiga is intended to gain users whereas the Atari clones are
->designed to maintain users... and that is the difference.
->
->As always... IMO :-)

Hi Clockmeister. Hmm, I dunno - dual 68060 CPU's, while still in the
68K range, doesn't exactly sound like "maintaining" to me...nor does
a PowerPC chip running at 266mhz with 256 megs of Ram!

BTW, I hear that Amiga users are not exactly happy with Gateways
decision to ditch the Amiga kernel in favor of a Linux based one.

Whats your humble opinion? <grin>

See ya later...



3969. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-23 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bed523$77d3e660$5a5e0fcb@default>
Source record: 3132

Mikey <sandcat@ridgenet.net> wrote in article
<7n8io7$57j$1@delphi.ridgenet.net>...
> On 22 Jul 1999 17:41:49 , "Clockmeister" wrote:
> >
> >
> >Daniel L. Dreibelbis <dreibel@idirect.com> wrote in article
> ><37926f9e@nemo.idirect.com>...
> >> and, despite The iDiot Forever Known As Sinclap's braying, it's
not
> >> pretty....
> >> This is just Amiga playing catch-up and teaching ignorant Amiga users
> >> about technology they may never have encountered before.
> >
> >Do you really believe that?. Unlike a certain group of computer users I
> >could mention, the general Amiga population is very knowledgeable where
new
> >products/technology is concerned.
>
> I think he MiNT "arrogant" :).
> >
> >Sounds like a case of sour grapes to me.
> >
> >In any case, why would you care?. The 68k line is a dead horse that
Milan
> >and Hades are still flogging.
> >
> >The new Amiga is intended to gain users whereas the Atari clones are
> >designed to maintain users... and that is the difference.
>
> Not completely true. The Phoenix will be a completely different
> machine, but retain the ability execute TOS applications. If Centek
> can produce this machine, it will be the choice for a superior home
> work station. I surely wouldn't spend any money on HPs or SGIs from
> what I have seen at work. A DEC Alpha running NT native, now that
> might be tempting. The Phoenix with be the "band in a box" machine for
> any computer user that has always wished his computer could do
> some function that others could do, but they cannot because of some
> limitation in hardware or software.

That's cool. I hope it is successfull, if and when it becomes available.

> I don't know the facts of the planed Amiga O/S, but if indeed it is
> Unix based, will the machines still be about to operate older versions
> of Amiga O/S and remain compatible with applications such as Light
> Wave 3D, Shapeshifter and hardware?

Amiga have suggested that there will be some form of backwards
compatibility of OS3.x, but as always that remains to be seen. Amiga change
plans as often as they change their underwear it seems.
No doubt the UAE will be ported, and the availability of a hardware
solution for disk operation compatability (for those that need it) is in
the works.

Not holding my breath, but at the same time slamming a platform before it
is released is a little unfair, hence my original reply.

> >As always... IMO :-)
> >
> Me too :).

;-)

Regards,

Clockmeister.

3970. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-23 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bed527$ad702000$5a5e0fcb@default>
Source record: 3133

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in article
<7n9r01$r6p$1@news.campuscwix.net>...
> On 22 Jul 1999 17:41:49 , "Clockmeister" wrote:
>
> ->The new Amiga is intended to gain users whereas the Atari clones are
> ->designed to maintain users... and that is the difference.
> ->
> ->As always... IMO :-)
>
>
> Hi Clockmeister. Hmm, I dunno - dual 68060 CPU's, while still in the
> 68K range, doesn't exactly sound like "maintaining" to me...nor does
> a PowerPC chip running at 266mhz with 256 megs of Ram!

Power PC is old hat as far as classic Amiga users are concerned, and
certainly hasn't increased the user base by much (if at all).
How many non-Atarians will buy the new clones based on the specs?.

>
> BTW, I hear that Amiga users are not exactly happy with Gateways
> decision to ditch the Amiga kernel in favor of a Linux based one.
>
> Whats your humble opinion? <grin>

I am humbled...

The Amiga kernel was dumped some time ago because the work involved in
bringing it inline with Amigas vision of what the new platform should be
was too great.
QNX was the choice, but that too was dumped despite QNX having nearly
finished the OS. QNX are releasing the OS for the NG AND classic regardless
so competition is already there for when the new Amiga arrives.
Initially, that was what pissed Amigans off so much, having been promised
QNX and then Amiga changing tact again.
The Linux decision is not all bad though, as most Amigans have since
realised.
The growing number of apps, developers and users is a good thing to tap
into. If the AmigaOS (which is supposedly to be released as multiplatform)
provides a decent GUI for Linux users (sadly lacking so far IMO), coupled
with a processor base optimised for Linux, the new machine is likely to be
quite successfull.

AmigaOS for Atari anyone? :-)

Is it a real Amiga I hear you ask?.

I'll reserve that judgement until I have used one.

> See ya later...
>

Likewise,

Regards,

Clockmeister.

3971. 2 Falcon 030's for sale with wizztronics case, BARRACUDA drive ect..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-23 00:00:00 UTC
From: Thunder <thunder@busprod.com>
Message-ID: <37989be9.0@news.busprod.com>
Source record: 3134

info on ebay auction of Falcon
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=135845171

3972. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-24 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7nbnnn$7ju$1@nnrp1.deja.com>
Source record: 3135

In article <7n7gsr$edq@ds2.acs.ucalgary.ca>,
VE6HY <besmith@calcna.ab.ca> wrote:
>
> On 21 Jul 1999, Ken Macdonald wrote:
>
> > gawd! if that's how you feel about the
> > no-chinooks-in-the-dead-of-winter Edmonton(poor souls!), I don't
> > have to ask how you feel about Toronto! :-)
>
> My Canada includes only that territory West of Thunder Bay !!
>
> The rest is 'the evil empire' composed of Liberals and Joe Clark !

That makes Mike Harris aka Newt Gingrich a saint....

> > and Ottawa is the coldest national capital in the world!
>
> Plus being one of the most expensive to taxpayer !!
>
> The Canadian Curmudgeon (in sunny again, 20C, Calgary)
>
> Canada, a country populated largely by sheep who think they are
> people, but prove otherwise by voting Liberal !
>
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3973. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-24 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7nbnu8$7kh$1@nnrp1.deja.com>
Source record: 3136

In article <7n8io7$57j$1@delphi.ridgenet.net>,
sandcat@ridgenet.net (Mikey) wrote:
>
> Not completely true. The Phoenix will be a completely different
> machine, but retain the ability execute TOS applications. If Centek
> can produce this machine, it will be the choice for a superior home
> work station. I surely wouldn't spend any money on HPs or SGIs from
> what I have seen at work. A DEC Alpha running NT native, now that
> might be tempting. The Phoenix with be the "band in a box" machine for
> any computer user that has always wished his computer could do
> some function that others could do, but they cannot because of some
> limitation in hardware or software.
> I don't know the facts of the planed Amiga O/S, but if indeed it is
> Unix based, will the machines still be about to operate older versions
> of Amiga O/S and remain compatible with applications such as Light
> Wave 3D, Shapeshifter and hardware?

Clutching the straws here....What spin and such denial...

> >As always... IMO :-)
> >
> Me too :).
>
> >Regards,
> >
> >
> >Clockmeister.
> >
> Mikey
>

sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3974. Re: iBook pricing not as bad as it looks

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-24 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7nbo85$7mg$1@nnrp1.deja.com>
Source record: 3137
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <37978DF0.7B485E0D@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:

Mr. Salad Head burbed the following...

> It's impossible to trust the opinion of someone who continually demonstrates
> a lack of understanding in where their scope of knowledge begins and ends.

Such as consumer retail marketing? Or do you think you have more
knowledge?

> You continually ramble on about things I've proven you don't understand, like
> desktop audio and video.

What does that have to do with the iBook?

You have proven nothing on video...what do you not understand?

> Learn two things TIFKAS:
>
> 1. Understand how important it is to be aware of what you don't know..

And...

> 2. Have humility.. no matter how smart you are, there's always someone
> smarter. No matter how much you think you know, there's always someone who
> knows a LOT more.

Yep...

Whats your point? You have not convinced me with your video denial...

> -Mark
>
> There's a whole lot of life beyond your little machine, "sinclap." Find it
> and enjoy.

I have.. And you?

> sinclap wrote:
> (snippity)
>
> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://home.earthlink.net/~psalad
>
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

>
>

sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3975. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2407990722010001@chaosnet5.idirect.com>
Source record: 3138

In article <7nbnu8$7kh$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> > Not completely true. The Phoenix will be a completely different
> > machine, but retain the ability execute TOS applications. If Centek
> > can produce this machine, it will be the choice for a superior home
> > work station. I surely wouldn't spend any money on HPs or SGIs from
> > what I have seen at work. A DEC Alpha running NT native, now that
> > might be tempting. The Phoenix with be the "band in a box" machine for
> > any computer user that has always wished his computer could do
> > some function that others could do, but they cannot because of some
> > limitation in hardware or software.
> > I don't know the facts of the planed Amiga O/S, but if indeed it is
> > Unix based, will the machines still be about to operate older versions
> > of Amiga O/S and remain compatible with applications such as Light
> > Wave 3D, Shapeshifter and hardware?
>
> Clutching the straws here....What spin and such denial...
>
of which you are such a master, TiFKAS.....

3976. Re: The new Amiga.A threat to the TOS Platf

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-24 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7ndhresob1@nnrp1.deja.com>
Source record: 3139

In article <7mp6v5$fsg2@news.ajou.ac.kr>,
phantomm@kih.net (Phantomm) wrote:
> On 17 Jul 1999 05:07:17 , sinclap wrote:
>
> > <Edited>
>
> Hi sinclap:
>
> Since you are a Expert on Macs, Could you tell me what the latest
> version of the Mac OS is on disk?

8.5...Have fun...-)

> I'd like to try and run it on my Spectre GCR.
>

sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3977. Re: iBook pricing not as bad as it looks

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-24 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <379A8336.A68104B3@earthlink.net>
Source record: 3140
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

sinclap wrote:

> In article <37978DF0.7B485E0D@earthlink.net>,
> Particle Salad <psalad@earthlink.net> wrote:
>
> Mr. Salad Head burbed the following...
>
> > It's impossible to trust the opinion of someone who continually demonstrates
> > a lack of understanding in where their scope of knowledge begins and ends.
>
> Such as consumer retail marketing? Or do you think you have more
> knowledge?

I have FAR more knowledge about the video market then you have even dreampt of having. It's not that complex, however, and with a little humility and intelligence you could easily learn the same thing.

I have NO knowledge about "consumer retail marketing," and I don't get into arguments with those who do. That's where you and I differ greatly.. you have continually gotten yourself in debates that you couldn't handle. With me, specifically, in both audio and video.

If your attempt at speaking as an authority on "consumer retail marketing" is anything like your attempt to speak as an authority on audio and video markets, then you have no credibility. Credibility and trust is built by admitting where your knowledge begins and ends, Sinclap.. and you apparently know no bounds to your own knowledge. Shame, really..

Your baseless rants on video and audio have done both you and apple a disservice.. you were so off base on both counts that you have lost all credibility in other areas, like "consumer retail marketing" (which I suspect, is your euphemism for being a salesman, not the same thing).

> > You continually ramble on about things I've proven you don't understand, like
> > desktop audio and video.
>
> What does that have to do with the iBook?

Nothing.. it has to do with your credibility.

> You have proven nothing on video...what do you not understand?

You have stated that Avid is "shaking in their boots" about FCP.. but ask ANYONE who does video about this, and they will say this is an extremely laughable thing to say, and demonstrates a COMPLETE lack of knowledge of the entire pro video marketplace. COMPLETE. All you have to base it on is Avid's price cuts.. which,

if you did a little research, you would find are not uncommon. As a matter of fact, any "consumer marketing" expert knows that technology always comes down in price.

I haven't "proven" it because it isn't possible for me to prove to you. In order to understand, you'll actually need to do some research yourself.. of course, I'm not holding my breath... that would require humility and honesty, two things that are lacking from at least your internet presence, if not your personality.

> Whats your point? You have not convinced me with your video denial...

Of course I haven't. Do the research yourself, I'm sure that someone who is involved in "marketing" would have access to it. Or ask those in the video industry about it..

To put it clearer for you: FCP is selling mainly to people who used Premiere or some other sub $1g software front end.. it is NOT making anyone I know dump their Xpress or Media Composers.

If you do indeed work for Apple, and someone from Apple is reading this, I would hope they might find a more effective way to "market" their products then to have someone as arrogant and ill-informed as you represent them.

--
-Mark/Particle Salad

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

Particle Salad/Noom Room Studio
http://home.earthlink.net/~psalad
psalad@earthlink.net

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

3978. Re: iBook pricing not as bad as it looks

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-24 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <379A93A3.354BED07@earthlink.net>
Source record: 3141
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

Oh yea.. two more things:

sinclap wrote:

> What does that have to do with the iBook?

About as much as the iBook has to do with the Atari...

> > There's a whole lot of life beyond your little machine, "sinclap." Find it
> > and enjoy.
>
> I have.. And you?

Yea.. I choose NOT to spend my time arguing with people which tool is better, a wrench or a screwdriver. Grow up.

--
-Mark/Particle Salad

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^
Particle Salad/Noom Room Studio
http://home.earthlink.net/~psalad
psalad@earthlink.net

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

3979. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-25 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <932891084.107.85@news.remarQ.com>
Source record: 3142

On 24 Jul 1999 06:54:01 , sinclap wrote:
>In article <7n8io7$57j$1@delphi.ridgenet.net>,
> sandcat@ridgenet.net (Mikey) wrote:
>>
>> Not completely true. The Phoenix will be a completely different
>> machine, but retain the ability execute TOS applications. If Centek
>> can produce this machine, it will be the choice for a superior home
>> work station. I surely wouldn't spend any money on HPs or SGIs from
>> what I have seen at work. A DEC Alpha running NT native, now that
>> might be tempting. The Phoenix with be the "band in a box" machine for
>> any computer user that has always wished his computer could do
>> some function that others could do, but they cannot because of some
>> limitation in hardware or software.
>> I don't know the facts of the planed Amiga O/S, but if indeed it is
>> Unix based, will the machines still be about to operate older versions
>> of Amiga O/S and remain compatible with applications such as Light
>> Wave 3D, Shapeshifter and hardware?
>
>Clutching the straws here....What spin and such denial...

No, not really. I would like to see the machine expand the user base,
even if only a few thousand. It means more software for the TOS
compatible I already have and am happy with. Unlike you and your penis.

At least I am glad I
don't own one of these G3's that are delivered from the factory
non-functional.

>
>> >As always... IMO :-)
>> >
>> Me too :).
>>
>> >Regards,
>> >
>> >
>> >Clockmeister.
>> >
>> Mikey

3980. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-25 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <932891371.660.73@news.remarQ.com>
Source record: 3143

On 23 Jul 1999 15:59:12 , "Clockmeister" wrote:
>
>
>DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in article
><7n9r01$r6p$1@news.campuscwix.net>...
>> On 22 Jul 1999 17:41:49 , "Clockmeister" wrote:

>AmigaOS for Atari anyone? :-)

:). I just aquired an Amiga 2000. It has a video toaster, two time
base correction cards, network card, SCSI card and a CSR 040 card.
First impression was it runs about the speed of my Afterburner. Takes
forever to boot. I really don't know much at all about Amiga, but I
wouldn't trade MiNT/N-AES/Thing for what I saw any day. It does seem
to multitask smoother than my Atari setup however. It's just different
I guess, but the windowing (Workbench?) seems a nightmare (to me:).
It's going to take me a year just to figure out how to use the
Toaster:).

IMHO:)

Mike
>
>Is it a real Amiga I hear you ask?.
>
>I'll reserve that judgement until I have used one.
>
>> See ya later...
>>
>
>Likewise,
>
>Regards,
>
>Clockmeister.

3981. Re: The new Amiga.A threat to the TOS Platform?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bed691$3aa8de20$5d5e0fcb@default>
Source record: 3144

J WILKINSON <jwandjw@ihug.co.nz> wrote in article
<3793AAD0.30EC79E1@ihug.co.nz>...
> Hi there,
>
> sinclap wrote:
> >
> > The entry level new Amiga model will be priced in the same ballpark as
> > the new Milan which is using outdated technology. These new Amigas
will
> > be new period...What do you not understand?
>
> I understand everything. It is YOU who do not understand that WE Atari
> users would rather go to an 060 powered Milan than an Amiga, because
> we like the Atari OS's and apps more than Amiga or other platforms. It
> is like you consider that to be a criminal offence! Also, a 68060 at a
> clock rate of 80 odd MHz is comparable to about a 250MHz Pentium or say
> a 200MHz PPC 603e.

Really?. I don't think so. There is a reason Amigas went to PPC, be it
060/PPC combinations.

Many people still are happy using older PowerMacs and
> Pentiums. Atari software, in particular, seems to make better use of the
> available CPU grunt than Mac/PC software. I doubt you have seen much in
> the way of Atari software run on Atari machines Mr Sinclair-Day, but
could
> you imagine software that is usable on 8MHz 68000 or 16/32MHz 68030 being
> run on a superscalar 68060 at 80MHz? It would fly in comparison. THATS
> why I'd rather have a Milan060 than a new Amiga! I've never owned or used
> much in the way of Amiga so why should I start now?

That is a good point. I wouldn't expect you to start using one now. Having
said that, if a new Atari came out and it was the hottest thing going I
would consider buying it, regardless of the brandname.

> > Why would a person with a half a brain would opt for a TOS bucket when
> > there is new exciting competeting line comming out?
>
> What is the new Amiga competing with? NOTHING!!

Millions of other Linux users, Windows users and Mac losers. That is who.
And no, new Atari clones aren't competing with the same crowd, they are
competing (?) on the same level as Amiga classic and Acorn users are, if
competing is the word to use.

The new Amiga is a
> quick new upgrade path for Amigans who until recently have only had
> a few add-on 060/PPC cards to give their machines that extra 'pep'...

extra 'pep' ?. That is an understatement. Do you really think that an
'060/PPC upgrade isn't as good as one for an Atari clone?. What about the
G3/G4 cards?.
Maybe the fact that big box Amigas have had a CPU slot for exactly that
reason, ie CPU upgrades, somehow means that the effect on performance of
the machine isn't as great. Explain this.

and
> I'm sure I have more than half a brain thanks kindly...you silly little
> piece of football players toe-jam you...

You forgot the smiley :-)

> > Also, there is not enough TOS Jihads out there to adequately support
the
> > Milan...
>
> 50 a month in sales of Milan. For a small company thats pretty good! Get
> it right monkey boy!! That will accelerate when Milan060 is out...

Maintaining the user level, not expanding on it.

> > "Although there are more Microsoft Windows users
> > than Macintosh users, we would like to remind you
> > that there are far more cockroaches than people."
> > -----------The-New-York-Times----------
>
> Cockroaches are highly adaptable, successful creatures, whose ability to
> survive is second to none...unlike PC and Mac buyers who are just sheep
> playing 'duh, lets follow that one and see what it does...'...

There is something wrong with this analogy. Aren't PC's highly adaptable
AND successfull?.

3982. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bed692$70c0b7c0$5d5e0fcb@default>
Source record: 3145

Mikey <mgrove@iwvisp.com> wrote in article
<932891371.660.73@news.remarQ.com>...
> On 23 Jul 1999 15:59:12 , "Clockmeister" wrote:
> >
> >
> >DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in article
> ><7n9r01$r6p$1@news.campuscwix.net>...
> >> On 22 Jul 1999 17:41:49 , "Clockmeister" wrote:
>
> >AmigaOS for Atari anyone? :-)
>
> :). I just aquired an Amiga 2000. It has a video toaster, two time
> base correction cards, network card, SCSI card and a CSR 040 card.
> First impression was it runs about the speed of my Afterburner. Takes
> forever to boot. I really don't know much at all about Amiga, but I
> wouldn't trade MiNT/N-AES/Thing for what I saw any day. It does seem
> to multitask smoother than my Atari setup however. It's just different
> I guess, but the windowing (Workbench?) seems a nightmare (to me:).
> It's going to take me a year just to figure out how to use the
> Toaster:).
>
> IMHO:)
>
> Mike

On first impressions Linux is a nightmare OS too, but with a little
familiarity the advantages become apparant.
I suggest you give AmigaOS a chance.
Which version of the OS has your 2000 got?.

BTW there are many workbench enhancements available on Aminet, be sure to
check them out ;-)

Regards,

Clockmeister.

3983. Re: Is TiFKAS feeling the heat from Particle Salad?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7njj8q$ko3$1@nnrp1.deja.com>
Source record: 3050

In article <3793AD88.89CDA349@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> Daniel L. Dreibelbis wrote:
> >
>
> > >Wow...I did not know that Atari offered cd devices....
> >
> > funny, since I told you about CD-ROM support for Atari devices over three
> > years ago. Proof that TiFKAS either is too dense to read everything, or is
> > deliberately ignoring the facts about Ataris in his one-man disinformation
> > crusade against anything with a Fuji on it (and is dismally failing)...
>
> Let me remind Sinplop that the Atari CDAR CD-ROM drive was the FIRST EVER
> commercially available CD_ROM drive!! ie...ATARI STARTED THE WHOLE THING!

Atari started nothing...Just announced vapor just like the Transputer,
the 2080st etc...

> It never took off under Atari but boy did the masses flock to the new
> technology like wasps to the rotting carcasse...

Began under the PC...Even the acad libraries had them earlier than
Atari's vapor announcement..

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

-just sinclap...

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3984. Re: What Amigans are saying about the new Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7njjui$l3c$1@nnrp1.deja.com>
Source record: 3051
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <37926f9e@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

Chunks...Trying to start an Atari/Amiga Jihad War?

>
> Ass-kissing the remaining Amiga users. What an auspicious start.
>
> Wow. Technobabbling without saying anything other than that they want to
> meet what the competition has already been working on or accomplished.
> Wow, copying Apple and NeXT. A WebObjects workalike. Yawn.
>

> S.....L.....O....W

> In other words, Amiga's own version of Microsoft's J++.
>
> How original....and several years behind.
>
>
> Hmm, no mention of the names of these invisible partners.
>
>
> Especially since this has been public knowledge for a long time, and
> Amiga would look foolish should it try to ignore these problems.
>
> Key partnerships, yet they only name ONE company with which they're
> working?
>
> And they're looking at locking themselves into a proprietary built-in
> solution (making them dependent on ATI) when everyone else is using
> AGPs? Foolish.
>
>
> No specifics? This isn't a tech briefing, it's a kissy-face intro to
> placate the remaining Amiga owners!
>
> Welcome to loserville. X-Windows. ROFL.
>
> Wow. Supporting standards that everyone else does. How exciting.
>
>
> In other words, a relatively modern computer box, much like current G3
> boxes -- with the exception that we STILL don't know what chip they're

> using.
>
>
> Wow, a primer on USB. This certainly isn't a tech brief; anyone who
> knows anything about PCs or Macs built in the last year knows that this
> technology has already been implemented.
>
> This is just Amiga playing catch-up and teaching ignorant Amiga users
> about technology they may never have encountered before.

> "But we're not going to tell you what it is."
>> It's already available, dumbass. It's just that you don't want to spend
> $500 for OEM DVD-RAM drives because there are so many cheap Amiga users,
> they'd choke on their McDLTs if they were asked to pay for a modern
> system with choice HW like DVD-RAM.

Just sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3985. Re: RE: DOD (US GOV) and G3's

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: mgrove@iwvispi.com
Message-ID: <933058992.274.15@news.remarQ.com>
Source record: 3052

On 27 Jul 1999 05:58:48 , sinclap wrote:
>In article <7n679g$6pn$2@delphi.ridgenet.net>,
> sandcat@ridgeneti.net (Mikey) wrote:
>>
>> Must have done some research, ehh sinplop?
>
>I always do research..to do my job properly..
>
>> Howdey Hooooooo!
>
>Same to you..
>
>> Mikey
>>
>
>sinclap

So are you saying that you discovered what I said was true or are you saying that you never do research as it is obvious that you do not do your job properly?

Mikey

3986. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: mgrove@iwvispp.com
Message-ID: <933059739.010.90@news.remarQ.com>
Source record: 3053

On 27 Jul 1999 06:02:47 , sinclap wrote:
>In article <932891084.107.85@news.remarQ.com>,
> mgrove@iwvisp.com (Mikey) wrote:
>> On 24 Jul 1999 06:54:01 , sinclap wrote:
>> >In article <7n8io7$57j$1@delphi.ridgenet.net>,
>> > sandcat@ridgenet.net (Mikey) wrote:
>> >>
>> >> Not completely true. The Phoenix will be a completely different
>> >> machine, but retain the ability execute TOS applications. If Centek
>> >> can produce this machine, it will be the choice for a superior home
>> >> work station. I surely wouldn't spend any money on HPs or SGIs from
>> >> what I have seen at work. A DEC Alpha running NT native, now that
>> >> might be tempting. The Phoenix with be the "band in a box" machine for
>> >> any computer user that has always wished his computer could do
>> >> some function that others could do, but they cannot because of some
>> >> limitation in hardware or software.
>> >> I don't know the facts of the planed Amiga O/S, but if indeed it is
>> >> Unix based, will the machines still be about to operate older versions
>> >> of Amiga O/S and remain compatible with applications such as Light
>> >> Wave 3D, Shapeshifter and hardware?
>> >
>> >Clutching the straws here....What spin and such denial...
>>
>> No, not really. I would like to see the machine expand the user base,
>> even if only a few thousand. It means more software for the TOS
>> compatible I already have and am happy with. Unlike you and your penis.
>
>More software with a few thousand sold...unlikely to happen according to
>Chunck's own words that only 50 Milan's are only being shipped monthly
>or 600 a year...Hardly thousands...

Funny, with the limited production the Falcon seen, there are hundreds
of Falcon specific applications available. With the introduction of
the Milan, a new customized O/S was released, with many Milan specific
applications. The way it is snowballing across Europe, it should hit
the shores here with quite an impressive package of software.

>
>My penis is fine...No complaint from the penis recepient dept...-)

What, that fat hog I seen you with at the convention? Did you eat the
apple she had in her mouth? <LOL>
>
>> At least I am glad I
>> don't own one of these G3's that are delivered from the factory

>> non-functional.
>
>Just like the old ST buckets....

That is the most accurate thing you have ever said. G3's are just like
the old ST buckets. I commend you on your honesty.

3987. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: mgrove@iwvispp.com
Message-ID: <933060002.272.97@news.remarQ.com>
Source record: 3054

On 27 Jul 1999 06:23:26 , sinclap wrote:
>In article <3793AD88.89CDA349@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
>> Hi there,
>>
>> Daniel L. Dreibelbis wrote:
>> >
>>
>> > >Wow...I did not know that Atari offered cd devices....
>> >
>> > funny, since I told you about CD-ROM support for Atari devices over three
>> > years ago. Proof that TiFKAS either is too dense to read everything, or is
>> > deliberately ignoring the facts about Ataris in his one-man disinformation
>> > crusade against anything with a Fuji on it (and is dismally failing)...
>>
>> Let me remind Sinplop that the Atari CDAR CD-ROM drive was the FIRST EVER
>> commercially available CD_ROM drive!! ie...ATARI STARTED THE WHOLE THING!
>
>Atari started nothing...Just announced vapor just like the Transputer,
>the 2080st etc...

Funny, this CDAR feels real to me. Atari Transputers are still in use
and are very desireable. Try to buy one from its user.
>
>> It never took off under Atari but boy did the masses flock to the new
>> technology like wasps to the rotting carcasse...
>
>Began under the PC...Even the acad libraries had them earlier than
>Atari's vapor announcement..

Not portable.

Keep chewing on that apple.

Mikey

3988. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7nkamnnvk1@news.campuscwix.net>
Source record: 3055

On 27 Jul 1999 06:02:47 , sinclap wrote:

->More software with a few thousand sold...unlikely to happen according to
->Chunck's own words that only 50 Milan's are only being shipped monthly
->or 600 a year...Hardly thousands...

Its not thousands...but its enough!

->My penis is fine...No complaint from the penis recepient dept...-)

Heh. That must be one lonely department...downsized too, I'll bet!

<lol>

->Just like the old ST buckets....

I still have ST's from '85 thru '87 that are functioning...

Cool, eh? ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3989. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: magicmac@my-deja.com
Message-ID: <7nkk4vaic1@nnrp1.deja.com>
Source record: 3056

In article <01bed692$70c0b7c0$5d5e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
>
> Mikey <mgrove@iwvisp.com> wrote in article
> <932891371.660.73@news.remarQ.com>...
> > On 23 Jul 1999 15:59:12 , "Clockmeister" wrote:
> > >
> > >
> > >DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in article
> > ><7n9r01$r6p$1@news.campuscwix.net>...
> > >> On 22 Jul 1999 17:41:49 , "Clockmeister" wrote:
> > >
> > > >AmigaOS for Atari anyone? :-)
> > >
> > > :). I just aquired an Amiga 2000. It has a video toaster, two time
> > > base correction cards, network card, SCSI card and a CSR 040 card.
> > > First impression was it runs about the speed of my Afterburner.
Takes
> > > forever to boot. I really don't know much at all about Amiga, but I
> > > wouldn't trade MiNT/N-AES/Thing for what I saw any day. It does seem
> > > to multitask smoother than my Atari setup however. It's just
different
> > > I guess, but the windowing (Workbench?) seems a nightmare (to me:).
> > > It's going to take me a year just to figure out how to use the
> > > Toaster:).
> > >
> > > IMHO:)
> > >
> > > Mike
>
> On first impressions Linux is a nightmare OS too, but with a little
> familiarity the advantages become apparant.

What would those advantages be over MiNT when installed on a TOS
platform?

> I suggest you give AmigaOS a chance.
> Which version of the OS has your 2000 got?.

I had the machine running for a while with my Atari/Amiga Alpha Data
Track ball, but now it won't see the the device. There is diode type
Amiga mouse that came with it. I picked up an aluminum optical pad, but
the curser only moves in one direction. Anyway, I haven't been able to
get back in to check. It goes by to fast at boot up. The copyright date

on the workbench is 92, so it is an older version. There may be a bad connection on the 9 pin din.
>
> BTW there are many workbench enhancements available on Aminet, be sure to
> check them out ;-)

It seems that the machine is missing one of its orignal harddisk and most all of the toaster stuff is gone. There is a folder of what looks to be some extensions of somesort to convert various graphic formats back and fourth, but Light Wave is not on that disk. None of the Toaster software is there either. I hope that since you have to have the hardware to use the toaster, that the software is freely available, at least the capture and editing parts. Which brings up another problem.The 880K format floppy makes it hard to transfer files that way. I don't want to take the time to set it up for internet use. I do have three EZ 135 SCSI drives. What is the best was to get compatibility with the machines format? There is an application that looks like it lets the machine read mac disk as far as I can tell. It has a shit load of disk utilites, mostly backup stuff. Anyway, it sits until I can get the mouse thing resolved.
Mikey

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3990. Re: Is TiFKAS feeling the heat from Par

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7nkbf4nvk2@news.campuscwix.net>
Source record: 3057

On 27 Jul 1999 06:23:26 , sinclap wrote:

->Atari started nothing...Just announced vapor just like the Transputer,
->the 2080st etc...

Excuse me, but the CDAR was commercially available, and IIRC even had
a CD based game (something like Golden Island? Can't remember - can
someone help me out here?) as well as an encyclopedia. What year did
the first CD-ROMs appear on Apple/PC's?

The Transputer was awesome for its time, and is a collectors "must
have" item now...

I have to admit I'm a little confused by your designation of the
2080ST as "vapor"...or are you just showing your (Atari) ignorance?

AFAIK, 1, 2, and 4 meg Atari ST'(e)s often used the following model
numbers:

1 meg = Atari 1040ST(e)
2 meg = Atari 2080ST(e)
4 meg = Atari 4160ST(e)

Surely Sinclap - even you can see how they got these numbers?

->Began under the PC...Even the acad libraries had them earlier than
->Atari's vapor announcement..

Again, not vapor. Just for the sake of argument, when was the Academic
libraries first equipped with CD-ROMs, what type, computer, OS, and
year, please. Thanks.

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3991. Re: Is TiFKAS feeling the heat from Particle Salad?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7nkii7$h3o@ds2.acs.ucalgary.ca>
Source record: 3058

On Tue, 27 Jul 1999, sinclap wrote:

> Atari started nothing...Just announced vapor just like the Transputer,
> the 2080st etc...
>
> > It never took off under Atari but boy did the masses flock to the new
> > technology like wasps to the rotting carcasse...
>
> Began under the PC...Even the acad libraries had them earlier than
> Atari's vapor announcement..

Hmmm, then the CDAR I saw in Calgary about a year or so before the first PC CD Rom hit the shelves here was only a figment of my imagination. To say nowt about the 2080st in the same shop (but, I'll admit they only ever had 1 of them) !!!

Gosh, I'll have to tell my psychiatrist !!!!

The Canadian Curmudgeon (in sunny for a change, 20C, Calgary)

3992. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bed85a$f7cfce80$555e0fcb@default>
Source record: 3059

magicmac@my-deja.com wrote in article <7nkk4vaic1@nnrp1.deja.com>...
> In article <01bed692$70c0b7c0$5d5e0fcb@default>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
> >
> >
> > Mikey <mgrove@iwvisp.com> wrote in article
> > <932891371.660.73@news.remarQ.com>...
> > > On 23 Jul 1999 15:59:12 , "Clockmeister" wrote:
> > > >
> > > >
> > > >DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in article
> > > ><7n9r01$r6p$1@news.campuscwix.net>...
> > > >> On 22 Jul 1999 17:41:49 , "Clockmeister" wrote:
> > > >
> > > > >AmigaOS for Atari anyone? :-)
> > > >
> > > > :). I just aquired an Amiga 2000. It has a video toaster, two time
> > > > base correction cards, network card, SCSI card and a CSR 040 card.
> > > > First impression was it runs about the speed of my Afterburner.
> Takes
> > > > forever to boot.

That is because you probably have a harddrive missing wich may be causing
problems with termination, causing the delay.

I really don't know much at all about Amiga, but I
> > > > wouldn't trade MiNT/N-AES/Thing for what I saw any day. It does seem
> > > > to multitask smoother than my Atari setup however. It's just
> different
> > > > I guess, but the windowing (Workbench?) seems a nightmare (to me:).
> > > > It's going to take me a year just to figure out how to use the
> > > > Toaster:).
> > > >
> > > > IMHO:)
> > > >
> > > > Mike
> > >
> > > On first impressions Linux is a nightmare OS too, but with a little
> > > familiarity the advantages become apparant.
> >
> What would those advantages be over MiNT when installed on a TOS
> platform?

Sorry, I was thinking of the advantages of Linux over Windows, when
installed on a x86 platform. Point is, familiarity is the important factor

where an OS is concerned. Unless you are familiar with both OS's that you
are comparing, you can't really make an accurate judgement.

> > I suggest you give AmigaOS a chance.
> > Which version of the OS has your 2000 got?.
>
> I had the machine running for a while with my Atari/Amiga Alpha Data
> Track ball, but now it won't see the the device. There is diode type
> Amiga mouse that came with it.

Does the Amiga mouse work?.

I picked up an aluminum optical pad, but
> the curser only moves in one direction. Anyway, I haven't been able to
> get back in to check. It goes by to fast at boot up. The copyright date
> on the workbench is 92, so it is an older version. There may be a bad
> connection on the 9 pin din.

It could also be a bad microfuse on the motherboard. The microfuse is near
the port, on the motherboard, and resembles a resistor.
Also, one of the CIA's could be flakey. It is a good idea to reseat all
socketed chips on the motherboard first though. The CIA's are two 8520
chips underneath the PSU.

If you get a boot menu when you boot the machine with both mouse buttons
pressed down, you have at least Kickstart/WB 2.0.
If not, you have KS/WB 1.3 which is very outdated.

> >
> > BTW there are many workbench enhancements available on Aminet, be sure
> to
> > check them out ;-)
>
> It seems that the machine is missing one of its orignal harddisk and
> most all of the toaster stuff is gone. There is a folder of what looks
> to be some extensions of somesort to convert various graphic formats
> back and fourth, but Light Wave is not on that disk. None of the Toaster
> software is there either. I hope that since you have to have the
> hardware to use the toaster, that the software is freely available, at
> least the capture and editing parts.

Not sure on this, but an email to Newtek should provide an answer. (or ask
in c.s.amiga.hardware)

Which brings up another problem.The
> 880K format floppy makes it hard to transfer files that way. I don't
> want to take the time to set it up for internet use. I do have three EZ
> 135 SCSI drives. What is the best was to get compatibility with the
> machines format?

c.s.a.hardware is your best option. There are many Amiga utilities which
allow file sharing between different formats and the folks in the Amiga
hierachy of newsgroups know their stuff.

I use PC2Amiga which is available on Aminet. It allows any PC drive to be used as an Amiga drive via serial or parallel linkup. (parallel is pretty fast)

There is an application that looks like it lets the
> machine read mac disk as far as I can tell.

That is likely. If you have WB2.1 or better you will have MS-DOS format support built in to the OS as well. (be it 720Kb floppy support because you only have a 880Kb Amiga floppy.

It has a shit load of disk
> utilites, mostly backup stuff. Anyway, it sits until I can get the mouse
> thing resolved.

If you have anymore questions just email me or ask in the relevant Amiga newsgroup.

Regards,

Clockmeister.

3993. Re: iBook pricing not as bad as it looks

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <379DF778.DB00B28F@earthlink.net>
Source record: 3060
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

Wrong again. I argue with someone spreading MISINFORMATION, not opinion. If you said "I think FCP is going to replace AVIDs for video editing," I would probably post once that you are ill informed and that would be it.

Instead, you said "FCP has AVID running scared" and you said "FCP is the reason for AVID's recent price reductions" and "FCP accelerates the video market." This is clearly misinformation.. and could only come from someone who is FAR removed from the desktop video world, and can only come from an "Apple Evangelist" without concern for truth or accuracy. These statements of yours CLEARLY undercut any credibility you might have ever had..

-Mark

sinclap wrote:

> You argue and spend time attacking one with a deference of opinion...
>
> > --

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3994. Re: DOD (US GOV) and G3's

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <379E5EEE.BAD27E2E@earthlink.net>
Source record: 3061

Yea.. I bet it's as extensive as the research you've done on desktop
video. Final Cut Pro taking away market share from AVID, indeed..

sinclap wrote:

> In article <7n679g$6pn$2@delphi.ridgenet.net>,
> sandcat@ridgeneti.net (Mikey) wrote:
> >
> > Must have done some research, ehh sinplop?
>
> I always do research..to do my job properly..
>
> > Howdey Hooooooo!
>
> Same to you..
>
> > Mikey
> >
>
> sinclap
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3995. RE: DOD (US GOV) and G3's

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7njhqm$jp8$1@nnrp1.deja.com>
Source record: 3146

In article <7n679g$6pn$2@delphi.ridgenet.net>,
sandcat@ridgeneti.net (Mikey) wrote:
>
> Must have done some research, ehh sinplop?

I always do research..to do my job properly..

> Howdey Hooooooo!

Same to you..

> Mikey
>

sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3996. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7nji24$jr8$1@nnrp1.deja.com>
Source record: 3147

In article <932891084.107.85@news.remarQ.com>,
mgrove@iwvisp.com (Mikey) wrote:
> On 24 Jul 1999 06:54:01 , sinclap wrote:
> >In article <7n8io7$57j$1@delphi.ridgenet.net>,
> > sandcat@ridgenet.net (Mikey) wrote:
> >>
> >> Not completely true. The Phoenix will be a completely different
> >> machine, but retain the ability execute TOS applications. If Centek
> >> can produce this machine, it will be the choice for a superior home
> >> work station. I surely wouldn't spend any money on HPs or SGIs from
> >> what I have seen at work. A DEC Alpha running NT native, now that
> >> might be tempting. The Phoenix with be the "band in a box" machine for
> >> any computer user that has always wished his computer could do
> >> some function that others could do, but they cannot because of some
> >> limitation in hardware or software.
> >> I don't know the facts of the planed Amiga O/S, but if indeed it is
> >> Unix based, will the machines still be about to operate older versions
> >> of Amiga O/S and remain compatible with applications such as Light
> >> Wave 3D, Shapeshifter and hardware?
> > >
> > >Clutching the straws here....What spin and such denial...
> >
> > No, not really. I would like to see the machine expand the user base,
> > even if only a few thousand. It means more software for the TOS
> > compatible I already have and am happy with. Unlike you and your penis.

More software with a few thousand sold...unlikely to happen according to
Chunck's own words that only 50 Milan's are only being shipped monthly
or 600 a year...Hardly thousands...

My penis is fine...No complaint from the penis recepient dept...-)

> At least I am glad I
> don't own one of these G3's that are delivered from the factory
> non-functional.

Just like the old ST buckets....

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3997. Re: iBook pricing not as bad as it looks

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7nji89$k3t$1@nnrp1.deja.com>
Source record: 3148
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <379A93A3.354BED07@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> Oh yea.. two more things:
>
> sinclap wrote:
>
> > What does that have to do with the iBook?
>
> About as much as the iBook has to do with the Atari...
>
> > > There's a whole lot of life beyond your little machine, "sinclap." Find it
> > > and enjoy.
> >
> > I have.. And you?
>
> Yea.. I choose NOT to spend my time arguing with people which tool is better, a
> wrench or a screwdriver. Grow up.

You argue and spend time attacking one with a deference of opinion...

> --
> -Mark/Particle Salad
>
> ^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^
> Particle Salad/Noom Room Studio
> http://home.earthlink.net/~psalad
> psalad@earthlink.net
>
> ^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^
>
>

sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3998. Chunks wrong about iBook!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-27 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7njigq$k64$1@nnrp1.deja.com>
Source record: 3149

In article <dreibel-2407990722010001@chaosnet5.idirect.com>,
> >
> of which you are such a master, TiFKAS.....
>

Did you not blab by using a MSNBC article that iBook would never see the light and that Apple(SJob's) blew it?

You should not believe in rumors because under Job's regime, false rumors have had a tendancy of biting ones ass...

he he he he

-just sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3999. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-28 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <379E5FAD.D359B09F@ihug.co.nz>
Source record: 3062

Hi there,

sinclap wrote:
>
> More software with a few thousand sold...unlikely to happen according to
> Chunck's own words that only 50 Milan's are only being shipped monthly
> or 600 a year...Hardly thousands...

Its only a beginning. Just look at M$ way back when...now look
at them today! Doesn't compare does it! Of course I'd seen the
early versions of Windows (v1 and v2) and I thought they were
complete crap that my Sinclair Speccy 48k BASIC left for dead!

> My penis is fine...No complaint from the penis recepient dept...-)

So you have no callous' on your hands then? ;^)

> > At least I am glad I
> > don't own one of these G3's that are delivered from the factory
> > non-functional.
>
> Just like the old ST buckets....

Absolute crap!! ST's delivered new had higher reliability than
any other platform in their day...

Get it right before you open your trap!! It'll save embarrasment
on your part!!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4000. Re: Is TiFKAS feeling the heat from Particle Salad?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-28 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <379E63D1.3A425D4E@ihug.co.nz>
Source record: 3063

Hi there,

VE6HY wrote:
>
> On Tue, 27 Jul 1999, sinclap wrote:
>
> > Atari started nothing...Just announced vapor just like the Transputer,
> > the 2080st etc...
> >
> > > It never took off under Atari but boy did the masses flock to the new
> > > technology like wasps to the rotting carcasse...
> >
> > Began under the PC...Even the acad libraries had them earlier than
> > Atari's vapor announcement..
>
> Hmmm, then the CDAR I saw in Calgary about a year or so before the
> first PC CD Rom hit the shelves here was only a figment of my
> imagination. To say nowt about the 2080st in the same shop (but, I'll
> admit they only ever had 1 of them) !!!

Absolutely! Sinplop is like a Sunday newspaper...full of the sort of
crap that no half-intelligent person would even want to consider as
gospel...

> The Canadian Curmudgeon (in sunny for a change, 20C, Calgary)

Sounds nice!!! Unlike here...woke to settled snow, more snow falling,
-1 DegC, and gales yesterday. The snow eventually gave way to heavy
rain as the temperature raised to the days high of somewhere around
3 or 4C. It was impressive watching a river in central town burst its
banks with the rain/snowmelt tho'!! Yuk!!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4001. Re: Is TiFKAS feeling the heat from Particle Salad?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-28 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2807990733100001@chaosnet15.idirect.com>
Source record: 3064

In article <379E63D1.3A425D4E@ihug.co.nz>, jwandjw@ihug.co.nz wrote:

> VE6HY wrote:
> >
> > On Tue, 27 Jul 1999, sinclap wrote:
> >
> > > Atari started nothing...Just announced vapor just like the Transputer,
> > > the 2080st etc...
> > >
> > > > It never took off under Atari but boy did the masses flock to the new
> > > > technology like wasps to the rotting carcasse...
> > >
> > > Began under the PC...Even the acad libraries had them earlier than
> > > Atari's vapor announcement..
> >
> > Hmmm, then the CDAR I saw in Calgary about a year or so before the
> > first PC CD Rom hit the shelves here was only a figment of my
> > imagination. To say nowt about the 2080st in the same shop (but, I'll
> > admit they only ever had 1 of them) !!!
>
> Absolutely! Sinplop is like a Sunday newspaper...full of the sort of
> crap that no half-intelligent person would even want to consider as
> gospel...
>

actually, TiFKAS is more like the Weekly World News, a collection of
info that have obviously been made up that usually appears weekly, and
which nobody can take seriously - and has the demeanor and lack of humour
as their most prominent columnist, Ed Anger. Hence his constantly puts his
foot in his mouth when he gets "pig-biting mad"....

BTW, TiFKAS, you still haven't provided evidence of your employment in
any way with an Apple-related business. Ante up, COWARD.....

4002. Re: What Amigans are saying about the new Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-28 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <379F24CF.CB1CE004@cfc.dnd.ca>
Source record: 3065
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Clockmeister wrote:
> Do you really believe that?. Unlike a certain group of computer users I
> could mention, the general Amiga population is very knowledgeable where new
> products/technology is concerned.

I am sure they do, but...

> Sounds like a case of sour grapes to me.
> In any case, why would you care?. The 68k line is a dead horse that Milan
> and Hades are still flogging.
> The new Amiga is intended to gain users whereas the Atari clones are
> designed to maintain users... and that is the difference.

the theoretical NEW amiga is Linux. Hardware matters, but the reason we
like our
machines whether Amigans or TOSrs is because of the operating system and
software.
Abandonning the amiga o/s, and consequently amiga software is not
gaining users
at all, it is abandonning them.
What on earth is the difference between running Linux on an Amiga, or a
Pentium? squat!
amiga is dead. long live amiga.

> As always... IMO :-)
> Regards,
> Clockmeister.

4003. Re: Is TiFKAS feeling the heat from Particle Salad?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-28 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7nnej6$hug@ds2.acs.ucalgary.ca>
Source record: 3066

On Wed, 28 Jul 1999, Daniel L. Dreibelbis wrote:

> BTW, TiFKAS, you still haven't provided evidence of your
> employment in any way with an Apple-related business. Ante up,
> COWARD.....

Of course he has m'dear Daniel - doesn't 'rotten to the core' spark a
memory of Apples ????

Evilest grin goes ear to ear at this point !

The Canadian Curmudgeon (in sunny, warm (for the moment), Calgary
where we expect cold & rain tomorrow)

4004. FS: 330 Atari Games

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-29 00:00:00 UTC
From: White Horse Trader <whitehorsetrader@att.net>
Message-ID: <7npom2kbc1@bgtnsc03.worldnet.att.net>
Source record: 3067
Cross-posted to: alt.atari.2600,alt.games.video.classic,comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.classic

I have a huge collection of Atari games. All 330 games are different labels. Many are Extremely Rare or Rare like Avalon Hill's London Blitz and Wall Ball, or a Frankenstein's Monster Demo game that has a bright red label saying "New Game: Property of Data Age, if found please return..."; I have Xonox double-enders, Xonox single-enders like Sir Lancelot, Mythicon titles, 20th Century Fox titles like Revenge of the Beefsteak Tomatoes, games like Tapper and Up-n-Down, Jedi: Death Star Battle, and many more!

I am looking for someone who wants to buy me out completely. That means all 330 games, plus perhaps another couple hundred duplicates. Serious offers only, please. If you are near Maryland, USA, you have an advantage in that you could save money by picking it up. If you are considering resale possibilities, I also have a huge collection of Intellivision games, a large amount of Colecovision games, boxed Odyssey2 systems and games, Atari 8-bit and ST items, TI99 systems and games, Atari Jaguar, Apple II, Tandy CoCo, and C64 and VIC-20 stuff. Each major collection could be negotiated separately or bundled together. If I get no serious offers for bundled systems, I will consider selling individual titles. At this time, I am not interested in trade. US Cash or Money Orders only. Please do NOT ask me how much it would cost to ship to 'so-and-so', as I do not have a scale that could weigh everything and do not plan on hauling anything to the Post Office until I get offers. Thanks.

Please email me for detailed lists of games.
whitehorsetrader@att.net

4005. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-29 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bed9d9$ecdeaf20$425e0fcb@default>
Source record: 3068

sinclap <sinclap@my-deja.com> wrote in article
<7nji24$jr8$1@nnrp1.deja.com>...
> In article <932891084.107.85@news.remarQ.com>,
> mgrove@iwvisp.com (Mikey) wrote:
> > On 24 Jul 1999 06:54:01 , sinclap wrote:
> > >In article <7n8io7$57j$1@delphi.ridgenet.net>,
> > > sandcat@ridgenet.net (Mikey) wrote:

<snip>

> > No, not really. I would like to see the machine expand the user base,
> > even if only a few thousand. It means more software for the TOS
> > compatible I already have and am happy with. Unlike you and your penis.
>
> More software with a few thousand sold...unlikely to happen according to
> Chunck's own words that only 50 Milan's are only being shipped monthly
> or 600 a year...Hardly thousands...
>

Ironically, Amiga still sells more stock A1200's a year.
Last year, just one order consisted of more then 600 units.

Comparing those sort of figures against Milan sales puts things into some
perspective I think.

Regards,

Clockmeister.

4006. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-29 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7nqhgo$7hk$1@news.campuscwix.net>
Source record: 3069

On 29 Jul 1999 15:24:39 , "Clockmeister" wrote:

->Ironically, Amiga still sells more stock A1200's a year.
->Last year, just one order consisted of more then 600 units.
->
->Comparing those sort of figures against Milan sales puts things into some
->perspective I think.
->
->
->Regards,
->
->Clockmeister.

Hi Clockmeister...

What perspective? Sorry-not being a smart-alec, but we all know that
the Amiga market is bigger than the TOS market. So what you just told
me was that the sky is blue... <grin>

Actually, I'm glad to see the Amiga doing well. I've always had a soft
place in my heart for it. I have to admit though, that I'm in fear,
somewhat, of where Gateway is taking the Amiga now... ;-(

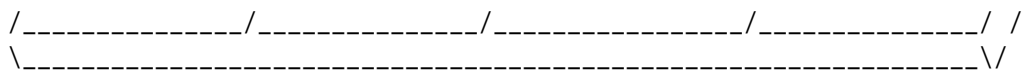
It kind of makes me think of that old adage, "we have met the enemy,
and he is us" (or something like that!) Really hope that the Amiga
is still the Amiga when they are through.

The same kind of thinking has been going on in Atari camps as well,
more since so many clones are now being produced. I actually had a
user tell me that I really didn't want to get a Hades/Milan/Phenix
or whatever because it wasn't a "real" Atari computer. Well, I've
thought long and hard on this, and nothing will ever be a "real"
Atari computer again. However, if it uses TOS as a base for its OS
and keeps the Atari philosophy, as well as "feeling" like an Atari,
while bringing it inline (or more so) with current hardware/software
standards, then I'll be happy...

I'm sure you Amigans have been having the same kind of thoughts and
or debates...! <smile>

Later, O Master of Time... ;-)

/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /



4007. Re: iBook pricing not as bad as it looks

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-29 00:00:00 UTC
From: jreimeris@home.com
Message-ID: <MPG.120ad058b25dc5b5989855@news.supernews.com>
Source record: 3070
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <379DF778.DB00B28F@earthlink.net>, psalad@earthlink.net
says...
> Wrong again. I argue with someone spreading MISINFORMATION, not opinion. If you
> said "I think FCP is going to replace AVIDs for video editing," I would probably post
> once that you are ill informed and that would be it.
>
> Instead, you said "FCP has AVID running scared" and you said "FCP is the reason for
> AVID's recent price reductions" and "FCP accelerates the video market." This is
> clearly misinformation.. and could only come from someone who is FAR removed from the
> desktop video world, and can only come from an "Apple Evangelist" without concern for
> truth or accuracy. These statements of yours CLEARLY undercut any credibility you
> might have ever had..

The real irony is that FCP is a rather sweet piece of software, but since
it's Mac-only and you seem to get twelve free doses of RDF-syrup
injections every time you ask about it, it is unlikely to unseat the more
well-established products in this area from Avid and Adobe.

The idea that FCP has Avid "running scared" is laughable. The fact that
FCP is a very nice (especially considering it is at version 1.0) piece of
software is undeniable.

Hey, if they come up with an NT version, I'll use it in a heartbeat.

--

Jeremy "Getu" Reimer
jreimeris@home.com
http://members.home.net/jreimeris

AOL must be destroyed.

4008. Re: iBook pricing not as bad as it looks

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-30 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37A1E369.DEB5119@earthlink.net>
Source record: 3071
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

Jeremy 'Getu' Reimer wrote:

> The real irony is that FCP is a rather sweet piece of software, but since
> it's Mac-only and you seem to get twelve free doses of RDF-syrup
> injections every time you ask about it, it is unlikely to unseat the more
> well-established products in this area from Avid and Adobe.

You know, I think it probably is having an impact on Premiere sales.. it definitely is targeting part of their audience (those who use Premiere for DV capture/editing). Agreed, it IS a nice piece of software, and will be even better next rev I'm sure.

> The idea that FCP has Avid "running scared" is laughable. The fact that
> FCP is a very nice (especially considering it is at version 1.0) piece of
> software is undeniable.
>
> Hey, if they come up with an NT version, I'll use it in a heartbeat.

That would be smart for Apple to do.. which probably means they won't!

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4009. "Sinclap's Folley".. Final Cut Pro Review

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-30 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37A25509.1FD1D1F9@earthlink.net>
Source record: 3072
Cross-posted to: comp.sys.mac.system,comp.sys.mac.advocacy,comp.sys.atari.advocacy

Well, let's see.. did you happen to see the new issue of "Newmedia?" You know, the one with a nice review on Final Cut Pro? Yea, they DID give it a very nice review.. but read the last paragraph, Sinclap.

Oh heck, I'll type in in for you.

"Ultimately, the assertion that Final Cut will go head to head with Avid is just marketing bravado. The nonlinear industry only sells a few thousand units a year, and Apple lacks the professional dealer channel and support to link to other postproduction equipment. What Final Cut is geared toward are the several thousand serious owners of DV camcorders and the professionals working in smaller studios, who now have a compelling reason to think Macintosh for video editing. (snip)"

One more quote from an earlier section:

"Unfortunately, Final Cut is not yet capable of real-time editing, requiring rendering of all transitions, titles, and graphics, which will limit its use among professionals, where time is money."

Taken from the latest issue of Newmedia, page 45, article "Final Cut Pro," written by Jeff Sauer.

Unfortunately, you don't have enough self-worth to actually admit your mistake.. but no problem. Game over, man..

-Mark

sinclap wrote:

> You have proven nothing on video...what do you not understand?
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4010. Re: What Amigans are saying about the n

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-31 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bedaf0$4c599ca0$9a5e0fcb@default>
Source record: 3073

Hi DarkChyld,

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in article
<7nqhgo$7hk$1@news.campuscwix.net>...
> On 29 Jul 1999 15:24:39 , "Clockmeister" wrote:

<snip>

> Hi Clockmeister...
>
> What perspective? Sorry-not being a smart-alec, but we all know that
> the Amiga market is bigger than the TOS market. So what you just told
> me was that the sky is blue... <grin>

On the other hand, boasting about 600 sales a year does seem a little
silly.
and it certainly isn't "enough".
I don't think it was you who made the original comments.

>
> Actually, I'm glad to see the Amiga doing well. I've always had a soft
> place in my heart for it. I have to admit though, that I'm in fear,
> somewhat, of where Gateway is taking the Amiga now... ;-(

You and me both :-(

> It kind of makes me think of that old adage, "we have met the enemy,
> and he is us" (or something like that!) Really hope that the Amiga
> is still the Amiga when they are through.

I can live with a Linux kernel providing the AmigaOE is Workbench-ish. A
kernel is just a kernel, and there is no reason why the new Amiga OS should
look like just any other Linux distribution. (I hope ;-)

> The same kind of thinking has been going on in Atari camps as well,
> more since so many clones are now being produced. I actually had a
> user tell me that I really didn't want to get a Hades/Milan/Phenix
> or whatever because it wasn't a "real" Atari computer. Well, I've
> thought long and hard on this, and nothing will ever be a "real"
> Atari computer again. However, if it uses TOS as a base for its OS
> and keeps the Atari philosophy, as well as "feeling" like an Atari,
> while bringing it inline (or more so) with current hardware/software
> standards, then I'll be happy...
>
> I'm sure you Amigans have been having the same kind of thoughts and
> or debates...! <smile>

You bet. If nothing else, there has been plenty of talk with even Jim Collas himself getting in on the action in the c.s.amiga.misc newsgroup. Unusual for a president of a company to do that, I hope it's a positive sign of better things to come.

> Later, O Master of Time... ;-)
>

CYA O Dark One,

:-)

Clockmeister.

4011. Re: Is TiFKAS feeling the heat from Particle Salad?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-31 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <37A29007.FF9B8BC9@earthlink.net>
Source record: 3074

Actually mr. Sinclair,
Atari sold over 3800 CDAR504. A significant number considering the infancy of the product and the amount of software then available. (zero) I should know I received mine in 1988. The serial number is E1921000074. The vast majority were sold in the netherlands and Germany. Less than 300 were sold here in the states. Almost all went to developers or Authorized Sales and Service centers. Actually I think Atari managed to sell more of it's CD Rom drive than Apple sold Lisa's

Harold Alley Jr.
AlleyCat Computer Systems

sinclap wrote:

> In article <3793AD88.89CDA349@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
> > Hi there,
> >
> > Daniel L. Dreibelbis wrote:
> > >
> >
> > > >Wow...I did not know that Atari offered cd devices....
> > >
> > > funny, since I told you about CD-ROM support for Atari devices over three
> > > years ago. Proof that TiFKAS either is too dense to read everything, or is
> > > deliberately ignoring the facts about Ataris in his one-man disinformation
> > > crusade against anything with a Fuji on it (and is dismally failing)...
> >
> > Let me remind Sinplop that the Atari CDAR CD-ROM drive was the FIRST EVER
> > commercially available CD_ROM drive!! ie...ATARI STARTED THE WHOLE THING!
>
> Atari started nothing...Just announced vapor just like the Transputer,
> the 2080st etc...
>
> > It never took off under Atari but boy did the masses flock to the new
> > technology like wasps to the rotting carcasse...
>
> Began under the PC...Even the acad libraries had them earlier than
> Atari's vapor announcement..
>
> > Kind regards,
> >
> > Chris Wilkinson, Christchurch, New Zealand.
> > /|\ ATARI Falcon030 owner.
> >
>

> -just sinclap...
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

4012. Re: The new Amiga.A threat to the TOS P

Newsgroup: comp.sys.atari.advocacy
Date: 1999-07-31 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bedb78$f7266680$3d5e0fcb@default>
Source record: 3075

Iggy Drougge <optimus@canit.se> wrote in article
<7n4j66$1bo$1@dos.canit.se>...
> sinclap (sinclap@my-deja.com) skrev:
> : In article <379116eb@nemo.idirect.com>,
> : dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> : \> >

<snip>

> : The current Amiga's are availble....
>
> So are the current Milans and Hades.
> Besides, the current Amigas are 68-based, just like the Milan.

That would be true if it wasn't for the fact that at least 10,000 Amiga PPC upgrade cards have been sold so far. Granted, the current OS still runs on 68k, only using the PPC for the number crunching, but with OS3.5 that will change.

PPC has been available for Amiga for quite some time now, albeit an expensive option.

Regards,

Clockmeister.

4013. Re: Rebuilding an Atari TT .. I need your h

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-04 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37a906fb@nemo.idirect.com>
Source record: 3076

Doctor Clu
I don'tknowifyou received an answer. if not...

On 7 Jul 1999 14:46:35 -, Doctor Clu wrote:
:I recently bought a puzzle for $15. I'm not much one for puzzles, but
:this type I like....
-snip-
: Alright, the way I see it, the parts list is looking like this:
:Missing list:
:keyboard - I have a Mega ST keyboard. Would this be compatible?

yes. shouldwork fine. or try a DEKA, or Mario Becrofts ATkeyboard
adaptor.

:floppy drive - No problem.. common.
:TOS ROMs - Possible problem... anyone know of anyone who burns these?

use magic!? Mario Becroft can do TOS ROMs I think.

:Hard Drive - no problem.. common.. though the cables from the
: motherboard to the hard drive might be a problem.
:Hard Drive Mount/shell - One could be fashioned to fit... might be
: challenging.
:and a few other chips/components - again, possible problem, since
: more than likely these chips taken
: were probably rare. Anyone deal
: in ST/TT components?
:cords - From computer to monitor/hard drive.. little problem
:mouse - absolutely no problem.
:other cables - "other" cables? Internal? Possible problem.
:
:As for what's included... "68030 processor, power supply, VME cage, all
:connectors on back including the VME cover plate with two serial ports
:mounted on it. "

ALL your needs can be met (for a price! :-) by BeST Electronics
bestelec@concentric.net
or check out their web page.

: I'm relieved that the processor is there, and power supply... my only
:question is how good the motherboard and power supply is.
: So these are the parts of the puzzle. I'm curious to sources for TT
:computer components, and where I can find specs so I can know what other
:parts I need to look for.

see BeST Electronics

: Thank folks for your helpon this savenger hunt!
: Doctor Clu
: ||| ATARI USERS OF NORTH TEXAS
:)|(http://www.atariusers.com/AUNT
: / | \ Read the News, Join the Chats, Share the Meyhem!
:.
ken
the TAF guy

4014. Where's "Sinclap?"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-07 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37AC88C3.EE70B413@earthlink.net>
Source record: 3077

--
-Mark/Particle Salad

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^
Particle Salad/Noom Room Studio
http://home.earthlink.net/~psalad
psalad@earthlink.net

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

Well, let's see.. did you happen to see the new issue of "Newmedia?" You know, the one with a nice review on Final Cut Pro? Yea, they DID give it a very nice review.. but read the last paragraph, Sinclap.

Oh heck, I'll type in in for you.

"Ultimately, the assertion that Final Cut will go head to head with Avid is just marketing bravado. The nonlinear industry only sells a few thousand units a year, and Apple lacks the professional dealer channel and support to link to other postproduction equipment. What Final Cut is geared toward are the several thousand serious owners of DV camcorders and the professionals working in smaller studios, who now have a compelling reason to think Macintosh for video editing. (snip)"

One more quote from an earlier section:

"Unfortunately, Final Cut is not yet capable of real-time editing, requiring rendering of all transitions, titles, and graphics, which will limit its use among professionals, where time is money."

Taken from the latest issue of Newmedia, page 45, article "Final Cut Pro," written by Jeff Sauer.

Unfortunately, you don't have enough self-worth to actually admit your mistake.. but no problem. Game over, man..

-Mark

sinclap wrote:

> You have proven nothing on video...what do you not understand?
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4015. Re: Where's "Sinclap?"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0808991234030001@chaosnet15.idirect.com>
Source record: 3078

In article <37AC88C3.EE70B413@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

(intelligent refuting of TiFKAS' ridiculous insistence that FCP has
Avid "scared" deleted)

you know, I'd been wondering that myself.

However, seeing that it was announced that DejaNews is now requiring
their users to cough up $10 per year to make full use of their web-site
services, and TiFKAS is notoriously cheap - not to mention the fact he has
proven himself to be so completely inept at anything computer-related that
he can't even set up a newsreader - I'm not so surprised.

Or is it because the little coward has finally met his match in an
obviously much-better-versed opponent who has shown he doesn't know beans
about the video business, and has finally realized he's been making an
idiot out of himself every time he types in his drivel?

Or, perhaps, he realizes that the jig is up and his kooklike insistence
that he's an "Apple Power Rep", despite his absolute refusal to post any
tangible evidence that he is, is now being put under scrutiny?

Perhaps?

4016. [Fwd: Where's "Sinclap?"]

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-13 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37B460DA.9C994553@earthlink.net>
Source record: 3079

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

--
-Mark/Particle Salad

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^
Particle Salad/Noom Room Studio
http://home.earthlink.net/~psalad
psalad@earthlink.net

^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^~`^

Well, let's see.. did you happen to see the new issue of "Newmedia?" You know, the one with a nice review on Final Cut Pro? Yea, they DID give it a very nice review.. but read the last paragraph, Sinclap.

Oh heck, I'll type in in for you.

"Ultimately, the assertion that Final Cut will go head to head with Avid is just marketing bravado. The nonlinear industry only sells a few thousand units a year, and Apple lacks the professional dealer channel and support to link to other postproduction equipment. What Final Cut is geared toward are the several thousand serious owners of DV camcorders and the professionals working in smaller studios, who now have a compelling reason to think Macintosh for video editing. (snip)"

One more quote from an earlier section:

"Unfortunately, Final Cut is not yet capable of real-time editing, requiring rendering of all transitions, titles, and graphics, which will limit its use among professionals, where time is money."

Taken from the latest issue of Newmedia, page 45, article "Final Cut Pro," written by Jeff Sauer.

Unfortunately, you don't have enough self-worth to actually admit your mistake.. but no problem. Game over, man..

-Mark

sinclap wrote:

> You have proven nothing on video...what do you not understand?
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4017. Atari investing and Money Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7p40qr$p33$1@nnrp1.deja.com>
Source record: 3080

I see...During my absence due to being extremely busy with business and family.....The participation went down to null...Even my critics missed sinclap...

Sinclap is ready to get the blood boiling again...

The September issue of Money Magazine arrived in the mail as part of Sinclap's tools to make informed investment decisions...

The front cover shows the folks who made the biggest investing mistake of all. One person in particular listened to her boyfriend(ex now?) to purchase $25,000 worth of Atari stock and ended up selling at below $1,000 when the stock crashed under the fine stewardship of the Tramiel clan... I wonder if one the Jihads are responsible for this...

Peter S.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4018. Re: Where's "Sinclap?"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7p41cd$pf8$1@nnrp1.deja.com>
Source record: 3081

In article <dreibel-0808991234030001@chaosnet15.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> (intelligent refuting of TiFKAS' ridiculous insistence that FCP has
> Avid "scared" deleted)

It has...Before FCP...There was nothing between entry level and highend.
Folks who found that the entry level to limiting and not enough bells
and whistles had to look at a higher cost Avid Pro solution that had to
many bells and whistles...Now they have a choice...

> you know, I'd been wondering that myself.

Bored...

> However, seeing that it was announced that DejaNews is now requiring
> their users to cough up $10 per year to make full use of their web-site
> services, and TiFKAS is notoriously cheap - not to mention the fact he has
> proven himself to be so completely inept at anything computer-related that
> he can't even set up a newsreader - I'm not so surprised.

News to me...Hoping to go DSL soon..

> Or is it because the little coward has finally met his match in an
> obviously much-better-versed opponent who has shown he doesn't know beans
> about the video business, and has finally realized he's been making an
> idiot out of himself every time he types in his drivel?
>

When will you admitt that you and MSNBC were wrong about the iBook?

> Or, perhaps, he realizes that the jig is up and his kooklike insistence
> that he's an "Apple Power Rep", despite his absolute refusal to post any
> tangible evidence that he is, is now being put under scrutiny?

Don't need to...Plus I gave you clues.. Not like I want to post my 800
extension than have to have disconnected due to the spamming by 'Chunks'
and the Jihads...

> Perhaps?
>

Peter S.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4019. Re: Atari investing and Money Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-14 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7p4a6b$on6$1@news.campuscwix.net>
Source record: 3082

On 14 Aug 1999 15:09:19 , sinclap wrote:
->I see...During my absence due to being extremely busy with business and
->family.....The participation went down to null...Even my critics missed
->sinclap...

Nobody sane I know missed your sorry carcass... ;-)

->Sinclap is ready to get the blood boiling again...

Been awhile for you, eh?

->The September issue of Money Magazine arrived in the mail as part of
->Sinclap's tools to make informed investment decisions...

I'm sure you need all the help you can get.

->The front cover shows the folks who made the biggest investing mistake
->of all. One person in particular listened to her boyfriend(ex now?) to
->purchase $25,000 worth of Atari stock and ended up selling at below
->$1,000 when the stock crashed under the fine stewardship of the Tramiel
->clan... I wonder if one the Jihads are responsible for this...

Did they mention that quite a few people made lots of money, if you
judged the timing just righ? For example, right before the 64-Bit
Atari Jaguar was announced, stock was well under a $1.00. Not long
after, it peaked at around $15-16 or so (I don't have the exact
figures here). Obviously, if this "person" Had purchased $25,000 of
Atari stock before the Jag announcement, and then sold at peak later
on, they would have made the cover as one of the biggest investing
winners. Its all timing, Sinclap...

BTW, I notice you are still unable to correctly configure a Mac
newsreader. Doesn't Money Magazine inform you on the best way to
do this? ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4020. Re: Atari investing and Money Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-15 00:00:00 UTC
From: "Mr.G" <mrg@mrgs.cix.co.uk>
Message-ID: <37B69A8C.D75C6845@mrgs.cix.co.uk>
Source record: 3083

DarkChyld wrote:
>
> Did they mention that quite a few people made lots of money, if you
> judged the timing just righ? For example, right before the 64-Bit
> Atari Jaguar was announced, stock was well under a $1.00. Not long
> after, it peaked at around $15-16 or so (I don't have the exact
> figures here). Obviously, if this "person" Had purchased $25,000 of
> Atari stock before the Jag announcement, and then sold at peak later
> on, they would have made the cover as one of the biggest investing
> winners. Its all timing, Sinclap...

Yes, I was well pissed off about this. I think shares were something
like 1ukp before then 11ukp a few weeks later. :-(((
--
Mr.G on his G3

4021. Re: NEW FREE YOUNG AMATEURS 74108

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-15 00:00:00 UTC
From: Dr Paul Langtry <dr_pee@jpel.demon.co.uk>
Message-ID: <5Dk05uA2Ltt3Ew6O@jpel.demon.co.uk>
Source record: 3084
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <15089914.1013@hornyslut.net>, fuckme@hornyslut.net writes
>This is the best BRAND NEW AMATEUR SITE ever.
>
>Some of my girlfriends and I decided to put together an amateur sex site, we get
>up to all sorts of really naughty things. And its all FREE - It makes us so
>horny to know that you are watching us, you will come and watch won't you
>babe...
>
>http://website.lineone.net/~bluescreen/aa/welcome.htm

Repent,

Judgement Day is nigh

dr_pee
--
Dr Paul Langtry

4022. Re: Where's "Sinclap?"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1508991222160001@chaosnet16.idirect.com>
Source record: 3085

In article <7p41cd$pf8$1@nnrp1.deja.com>, The iDiot Forever Known As
Sinclap <sinclap@my-deja.com> wrote:

> > (intelligent refuting of TiFKAS' ridiculous insistence that FCP has
> > Avid "scared" deleted)
>
> It has...Before FCP...There was nothing between entry level and highend.
> Folks who found that the entry level to limiting and not enough bells
> and whistles had to look at a higher cost Avid Pro solution that had to
> many bells and whistles...Now they have a choice...

and again, you're wibbling on and on without proof. Plus the fact that
you refuse to debate Particle Salad (a video professional who, unlike
TiFKAS knows both the Macs and the market) on his salient points, but
prefer to wibble on and on with the same tired rhetoric, shows who is
being realistic here...
>

>
> > However, seeing that it was announced that DejaNews is now requiring
> > their users to cough up $10 per year to make full use of their web-site
> > services, and TiFKAS is notoriously cheap - not to mention the fact he has
> > proven himself to be so completely inept at anything computer-related that
> > he can't even set up a newsreader - I'm not so surprised.
>
> News to me...Hoping to go DSL soon..

you couldn't do that without hurting yourself...
>
> > Or is it because the little coward has finally met his match in an
> > obviously much-better-versed opponent who has shown he doesn't know beans
> > about the video business, and has finally realized he's been making an
> > idiot out of himself every time he types in his drivel?
> >
>
> When will you admitt that you and MSNBC were wrong about the iBook?

when will you admit you were wrong about trusting the Daily Tubby
regarding their ridiculous stance that you couldn't find an iMac anywhere
in Canada in April?

Hey, the iBook is good news for us - now, with the help of MagiCMac 6,
we now have access to a wonderful portable Atari solution, running our
programs faster on the platform faster and more efficiently than the
bloated pigware equivalents on the Mac....

>
> > Or, perhaps, he realizes that the jig is up and his kooklike insistence
> > that he's an "Apple Power Rep", despite his absolute refusal to post any
> > tangible evidence that he is, is now being put under scrutiny?
>
> Don't need to...

Sure you do. If you want us to take us seriously to your claims that you're an Apple Power Rep, you need to provide your credentials. Failure to do so only shows that you're only pretending to everything you claim to be, and confirms that you're a "kook". Would you trust someone to handle a trust portfolio if he didn't have good credentials? Would you trust an insurance agent, or someone claiming to be a police officer or bank manager, if he didn't, wouldn't or couldn't?

Since it has been proven time and time again that, due to the fact you are ABSOLUTELY CLUELESS when it comes to computers, as well as your many spelling gaffes and unprofessional conduct, we doubt you wouldn't get past the first question in the oral interview with Apple before you were given the gate...

> Plus I gave you clues..

nope, you only gave us the facts you are clueless, weinerhead. Posting web sites articles that only produce 404 results on their host provider does not constitute evidence. Or have you changed your service provider to chicken.net?

> Not like I want to post my 800
> extension than have to have disconnected due to the spamming by 'Chunks'
> and the Jihads...

see, TiFKAS is so out of it he fears phone calls from people who don't exist, like his imaginary friend "Chunks"....

besides, any calls would be to your boss, just to simply confirm that you are employed by someone related with Apple. What are you so afraid of, TiFKAS - that it'll be shown that you only attain the job level of assistant pencil sharpener?

>
> Peter S.
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

4023. Re: Rebuilding an Atari TT .. I need your h

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-15 00:00:00 UTC
From: kristus@stonenge.freeserve.co.uk
Message-ID: <7p6trf$ib3$1@news6.svr.pol.co.uk>
Source record: 3086

I have several TT HD Mounting Kits, in there origonal boxs and would be
happy to trade em

Reply If interested
Also Some french mega st keyboards ?

kristus@stonege.freeserve.co.uk

Ken Macdonald wrote in message <37a906fb@nemo.idirect.com>...
>Doctor Clu
>I don'tknowifyou received an answer. if not...
>
>On 7 Jul 1999 14:46:35 -, Doctor Clu wrote:
>:I recently bought a puzzle for $15. I'm not much one for puzzles, but
>:this type I like....
>-snip-
>: Alright, the way I see it, the parts list is looking like this:
>:Missing list:
>:keyboard - I have a Mega ST keyboard. Would this be compatible?
>
>yes. shouldwork fine. or try a DEKA, or Mario Becrofts ATkeyboard
>adaptor.
>
>:floppy drive - No problem.. common.
>:TOS ROMs - Possible problem... anyone know of anyone who burns these?
>
>use magic!? Mario Becroft can do TOS ROMs I think.
>
>:Hard Drive - no problem.. common.. though the cables from the
>: motherboard to the hard drive might be a problem.
>:Hard Drive Mount/shell - One could be fashioned to fit... might be
>: challenging.
>:and a few other chips/components - again, possible problem, since
>: more than likely these chips taken
>: were probably rare. Anyone deal
>: in ST/TT components?
>:cords - From computer to monitor/hard drive.. little problem
>:mouse - absolutely no problem.
>:other cables - "other" cables? Internal? Possible problem.
>:
>:As for what's included... "68030 processor, power supply, VME cage, all
>:connectors on back including the VME cover plate with two serial ports
>:mounted on it. "
>
>ALL your needs can be met (for a price! :-) by BeST Electronics

>bestelec@concentric.net
>or check out their web page.
>
>: I'm relieved that the processor is there, and power supply... my only
>:question is how good the motherboard and power supply is.
>: So these are the parts of the puzzle. I'm curious to sources for TT
>:computer components, and where I can find specs so I can know what other
>:parts I need to look for.
>
>see BeST Electronics
>
>: Thank folks for your helpon this savenger hunt!
>: Doctor Clu
>: ||| ATARI USERS OF NORTH TEXAS
>:)|(http://www.atariusers.com/AUNT
>: / | \ Read the News, Join the Chats, Share the Meyhem!
>:.
>ken
>the TAF guy
>

4024. Re: Where's "Sinclap?"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-18 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37BAF682.77205127@earthlink.net>
Source record: 3087

sinclap wrote:

> Before FCP...There was nothing between entry level and highend.
> Folks who found that the entry level to limiting and not enough bells
> and whistles had to look at a higher cost Avid Pro solution that had to
> many bells and whistles...Now they have a choice...
>

Once again, you prove your lack of knowledge of the industry. The Radius Video Vision Studio was a pretty good low budget choice that ran on Nubus macs.. it actually was decent quality, especially when combined with the Telecast. Also, there were several other solutions based on the Targa 1000 and 2000 boards that people are still using today to create video..

Talk about what you KNOW..

-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4025. Re: Atari investing and Money Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-18 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37BAF0DC.8C5A96BB@earthlink.net>
Source record: 3088

sinclap wrote:

> I see...During my absence due to being extremely busy with business and
> family.....The participation went down to null...Even my critics missed
> sinclap...

Yes, and you evidently missed the post below:

Subject:
"Sinclap's Folley".. Final Cut Pro Review
Date:
Fri, 30 Jul 1999 18:44:42 -0700
From:
Particle Salad <psalad@earthlink.net>
Organization:
Yes
To:
sinclap <sinclap@my-deja.com>
Newsgroups:
comp.sys.mac.system, comp.sys.mac.advocacy,
comp.sys.atari.advocacy
References:
1 , 2 , 3 , 4

Well, let's see.. did you happen to see the new issue of "Newmedia?" You
know, the
one with a nice review on Final Cut Pro? Yea, they DID give it a very nice

review.. but read the last paragraph, Sinclap.

Oh heck, I'll type in in for you.

"Ultimately, the assertion that Final Cut will go head to head with Avid is
just
marketing bravado. The nonlinear industry only sells a few thousand units
a year,
and Apple lacks the professional dealer channel and support to link to
other
postproduction equipment. What Final Cut is geared toward are the several
thousand
serious owners of DV camcorders and the professionals working in smaller
studios,
who now have a compelling reason to think Macintosh for video editing.
(snip)"

One more quote from an earlier section:

"Unfortunately, Final Cut is not yet capable of real-time editing,
requiring
rendering of all transitions, titles, and graphics, which will limit its
use among
professionals, where time is money."

Taken from the latest issue of Newmedia, page 45, article "Final Cut Pro,"
written
by Jeff Sauer.

Unfortunately, you don't have enough self-worth to actually admit your
mistake..
but no problem. Game over, man..

-Mark

sinclap wrote:

> You have proven nothing on video...what do you not understand?
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4026. Re: Atari investing and Money Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-20 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37BD9E58.4B2097E4@earthlink.net>
Source record: 3089

I just LOVE how you refer to yourself in the third person.. it makes you look like.. well, Sinclap, the village idiot.

Thanks for having the courage to respond to my post. It's just what I expected from you, coward.

sinclap wrote:

> I see...During my absence due to being extremely busy with business and
> family.....The participation went down to null...Even my critics missed
> sinclap...

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4027. Re: Atari investing and Money Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-23 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7prv1h$b54$1@nnrp1.deja.com>
Source record: 3090

In article <37BD9E58.4B2097E4@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> I just LOVE how you refer to yourself in the third person.. it makes you look
> like.. well, Sinclap, the village idiot.
>
> Thanks for having the courage to respond to my post. It's just what I expected
> from you, coward.
>

The truth hurts....

http://www.mp3.com/particlesalad
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>
>

Peter S.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4028. Re: Where's "Sinclap?"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-23 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7prv9n$bg9$1@nnrp1.deja.com>
Source record: 3091

In article <37BAF682.77205127@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> sinclap wrote:
>
> > Before FCP...There was nothing between entry level and highend.
> > Folks who found that the entry level to limiting and not enough bells
> > and whistles had to look at a higher cost Avid Pro solution that had to
> > many bells and whistles...Now they have a choice...
> >
>
> Once again, you prove your lack of knowledge of the industry. The Radius Video
> Vision Studio was a pretty good low budget choice that ran on Nubus macs.. it
> actually was decent quality, especially when combined with the Telecast. Also,
> there were several other solutions based on the Targa 1000 and 2000 boards that
> people are still using today to create video..
>
> Talk about what you KNOW..
Once again...You are in denial..

Don't forget that you had to add the cost of the Mac with the Radius
Video Vision.

For most people, A FireWire G3, Video camera and FCP will get there feet
wet and move on...They could not do this because the other solutions
were cost prohibitive.. Why has Avid dropped prices three times this
year?

> -Mark

Peter S.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4029. Re: Atari investing and Money Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-23 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7prvnabsg1@nnrp1.deja.com>
Source record: 3092

In article <7p4a6b$on6$1@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:
> On 14 Aug 1999 15:09:19 , sinclap wrote:
> ->I see...During my absence due to being extremely busy with business and
> ->family.....The participation went down to null...Even my critics missed
> ->sinclap...
>
> Nobody sane I know missed your sorry carcass... ;-)

Thanks for your concern..

> ->Sinclap is ready to get the blood boiling again...
>
> Been awhile for you, eh?
>
> ->The September issue of Money Magazine arrived in the mail as part of
> ->Sinclap's tools to make informed investment decisions...
>
> I'm sure you need all the help you can get.
>
> ->The front cover shows the folks who made the biggest investing mistake
> ->of all. One person in particular listened to her boyfriend(ex now?) to
> ->purchase $25,000 worth of Atari stock and ended up selling at below
> ->$1,000 when the stock crashed under the fine stewardship of the Tramiel
> ->clan... I wonder if one the Jihads are responsible for this...
>
> Did they mention that quite a few people made lots of money, if you
> judged the timing just righ? For example, right before the 64-Bit
> Atari Jaguar was announced, stock was well under a $1.00. Not long
> after, it peaked at around $15-16 or so (I don't have the exact
> figures here). Obviously, if this "person" Had purchased $25,000 of
> Atari stock before the Jag announcement, and then sold at peak later
> on, they would have made the cover as one of the biggest investing
> winners. Its all timing, Sinclap...

She got bad advise from a Jihad...Plain and simple..He should of told
her when to sell but did not...

> BTW, I notice you are still unable to correctly configure a Mac
> newsreader. Doesn't Money Magazine inform you on the best way to
> do this? ;-)

My newsreader is fine...Whats wrong with yours?

> ____
> / / SysOp Of The DarkForce! BBS / /\

> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____/_____/_____/_____/ /
> _____\/
>
>

Peter S.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4030. Re: Atari investing and Money Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-23 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7ps03o$c1t$1@nnrp1.deja.com>
Source record: 3093

In article <7p4a6b$on6$1@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:
> On 14 Aug 1999 15:09:19 , sinclap wrote:
> ->I see...During my absence due to being extremely busy with business and
> ->family.....The participation went down to null...Even my critics missed
> ->sinclap...
>
> Nobody sane I know missed your sorry carcass... ;-)

Thanks for your concern..

> ->Sinclap is ready to get the blood boiling again...
>
> Been awhile for you, eh?
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> ->The September issue of Money Magazine arrived in the mail as part of
> ->Sinclap's tools to make informed investment decisions...
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> I'm sure you need all the help you can get.
>
> ->The front cover shows the folks who made the biggest investing mistake
> ->of all. One person in particular listened to her boyfriend(ex now?) to
> ->purchase $25,000 worth of Atari stock and ended up selling at below
> ->$1,000 when the stock crashed under the fine stewardship of the Tramiel
> ->clan... I wonder if one the Jihads are responsible for this...
>
> Did they mention that quite a few people made lots of money, if you
> judged the timing just righ? For example, right before the 64-Bit
> Atari Jaguar was announced, stock was well under a $1.00. Not long
> after, it peaked at around $15-16 or so (I don't have the exact
> figures here). Obviously, if this "person" Had purchased $25,000 of
> Atari stock before the Jag announcement, and then sold at peak later
> on, they would have made the cover as one of the biggest investing
> winners. Its all timing, Sinclap...

She got bad advise from a Jihad...Plain and simple..He should of told
her when to sell but did not...

> BTW, I notice you are still unable to correctly configure a Mac
> newsreader. Doesn't Money Magazine inform you on the best way to
> do this? ;-)

My newsreader is fine...Whats wrong with yours?

> ____
> / / SysOp Of The DarkForce! BBS / /\

> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____/_____/_____/_____/ /
> _____\/
>
>

Peter S.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4031. Re: Where's "Sinclap?"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-23 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7ps0ui$cr3$1@nnrp1.deja.com>
Source record: 3094

"Chunks" Spoke

dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> In article <7p41cd$pf8$1@nnrp1.deja.com>, The iDiot Forever Known As
> Sinclap <sinclap@my-deja.com> wrote:
>
> > > (intelligent refuting of TiFKAS' ridiculous insistence that FCP has
> > > Avid "scared" deleted)
> >
> > It has...Before FCP...There was nothing between entry level and highend.
> > Folks who found that the entry level to limiting and not enough bells
> > and whistles had to look at a higher cost Avid Pro solution that had to
> > many bells and whistles...Now they have a choice...
>
> and again, you're wibbling on and on without proof. Plus the fact that
> you refuse to debate Particle Salad (a video professional who, unlike
> TiFKAS knows both the Macs and the market) on his salient points, but
> prefer to wibble on and on with the same tired rhetoric, shows who is
> being realistic here...

Is this the same person who entrusted MSNBC as credible source stating
that the iBook would be cancelled and other false/negative news?
> >
> > News to me...Hoping to go DSL soon..
>
> you couldn't do that without hurting yourself...

What a comeback...Did you have to thinks hard for that one?

> > > Or is it because the little coward has finally met his match in an
> > > obviously much-better-versed opponent who has shown he doesn't know beans
> > > about the video business, and has finally realized he's been making an
> > > idiot out of himself every time he types in his drivel?

I am in the field and know who buys what...Unlike a certain clerk...

> >
> > When will you admitt that you and MSNBC were wrong about the iBook?
>
> when will you admit you were wrong about trusting the Daily Tubby
> regarding their ridiculous stance that you couldn't find an iMac anywhere
> in Canada in April?

Here we go again....That Daily paper stated that iMacs were in short
supply. Did not state that you could not find an imac...Danny 'Chunks'
boy....if your going to have credibility you need to get your facts

straight...

> Hey, the iBook is good news for us - now, with the help of MagiCMac 6,
> we now have access to a wonderful portable Atari solution, running our
> programs faster on the platform faster and more efficiently than the
> bloated pigware equivalents on the Mac....

Remember, the ibook is a Steve Jobs creation..You know your nemises that
was able to sell 2 million iMacs thus far despite your naysaying about
the imac...

To bad you will not beable to use the wireless airport under
Magicmac...What a waste..

> >
> > > Or, perhaps, he realizes that the jig is up and his kooklike insistence
> > > that he's an "Apple Power Rep", despite his absolute refusal to post any
> > > tangible evidence that he is, is now being put under scrutiny?

I gave you evidence and clues..Thats your problem....To busy to care..

> Sure you do. If you want us to take us seriously to your claims that
> you're an Apple Power Rep, you need to provide your credentials. Failure
> to do so only shows that you're only pretending to everything you claim to
> be, and confirms that you're a "kook". Would you trust someone to handle a
> trust portfolio if he didn't have good credentials? Would you trust an
> insurance agent, or someone claiming to be a police officer or bank
> manager, if he didn't, wouldn't or couldn't?

Ever hear of results? Accountability?

Peter S.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4032. Re: Atari investing and Money Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7pu8q2$2br$1@news.campuscwix.net>
Source record: 3095

On 23 Aug 1999 17:24:23 , sinclap wrote:

->Thanks for your concern..

It wasn't concern, but rather sarcasm and irony. Two concepts that are very
good general indicators for higher intelligence...obviously, you are quite
exempt...

->She got bad advise from a Jihad...Plain and simple..He should of told
->her when to sell but did not...

"from a Jihad"? You mean an Eastern/Arabic extremist on a holy war
is her boyfriend? Odd, that...

->My newsreader is fine...Whats wrong with yours?

It has to put up with your drivel, other than that, flawless...

BTW, just for the record, can you post what Mac newsreader you
are using? Sure you can... ;-)

```
_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

4033. Re: Atari investing and Money Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7pu8t7$2br$2@news.campuscwix.net>
Source record: 3096

On 23 Aug 1999 17:06:03 , sinclap wrote:

->The truth hurts....

Really? Well, please let us know when you do decide to
post something remotely resembling the "truth", painful
or not... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

4034. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-25 00:00:00 UTC
From: little_oinker.kill.all.spammers@hotmail.com
Message-ID: <37c39591.4652980@newsreader.euronet.nl>
Source record: 3000
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Wed, 25 Aug 1999 20:57:37 -0700, "Tim Mayer" <tmayer@pathcom.com>
wrote:

>What a waste of WEB space -- these are really dumb.
>

Don't be too hard on him... it's not his fault, he's Belgian.. :)

4035. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-25 00:00:00 UTC
From: Luke <floods@netplus.net>
Message-ID: <37C47DEF.B0053EB6@netplus.net>
Source record: 3097
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

I don't like microsoft, but these aren't even funny.

Philippe Duchenne wrote:

> A new collection of "Anti-Microsoft" Web banners is available at
>
> <URL:http://www.ping.be/amigaphil/pic/SBull.html>
>
> Those are based on a "Microsoft FREE" seal (16 colors, Netscape palette used)
>
> Other collections have been updated too :
>
> - More cream pies for Bill Gates
> <URL:http://www.ping.be/amigaphil/pic/SBill.html>
>
> - Pie Steve Ballmer
> <URL:http://www.ping.be/amigaphil/pic/SBall.html>
>
> Last: As an extra, a set of "Microsoft FREE" stamps specially
> designed for Web pages (monochrome, transparent background) is
> available as part of the archive downloadable from the above pages,
> or from:
>
> <URL:http://www.ping.be/amigaphil/Anti-Microsoft.html>
>
> (see bottom right corner of the page)
>
> Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
> PGP ID : 9C07F6C1
> A mind is a terrible thing to...err...Hmmm?

4036. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-25 00:00:00 UTC
From: Tim Mayer <tmayer@pathcom.com>
Message-ID: <7q23aa$8hk$1@newsmaster.pathcom.com>
Source record: 3098
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

What a waste of WEB space -- these are really dumb.

Philippe Duchenne <AmigaPhil@ping.be> wrote in message
news:830.907T2968T254613AmigaPhil@ping.be...
> A new collection of "Anti-Microsoft" Web banners is available at
>
> <URL:http://www.ping.be/amigaphil/pic/SBull.html>
>
> Those are based on a "Microsoft FREE" seal (16 colors, Netscape palette
used)
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>
>
> Other collections have been updated too :
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> - More cream pies for Bill Gates
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>
>
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> Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
> PGP ID : 9C07F6C1
> A mind is a terrible thing to...err...Hmmm?
>

4037. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-25 00:00:00 UTC
From: Tim Mayer <tmayer@pathcom.com>
Message-ID: <7q2702$a2t$1@newsmaster.pathcom.com>
Source record: 3099
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Philippe Duchenne <AmigaPhil@ping.be> wrote in message
news:1284.907T2969T2104382AmigaPhil@ping.be...
> Hello there Tim Mayer !
> On 26-Ao�t-99 04:57:37, you wrote about Re: [MS-bashing] New collection
of
> anti-Microsoft banners :
>
> > What a waste of WEB space -- these are really dumb.
>
> Re-yuk !?! :-((Are they really THAT bad ?)
>
> As I said in a previous reply, I would be please to hear suggestions
> for better ones. If you are not interested at all, please forget it
> and let start wasting our time on something else ;-)
>

Sorry, but I just didn't find them funny. Good attempt though.

4038. [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-26 00:00:00 UTC
From: Philippe Duchenne <AmigaPhil@ping.be>
Message-ID: <830.907T2968T254613AmigaPhil@ping.be>
Source record: 3001
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

A new collection of "Anti-Microsoft" Web banners is available at

<URL:http://www.ping.be/amigaphil/pic/SBull.html>

Those are based on a "Microsoft FREE" seal (16 colors, Netscape palette used)

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<URL:http://www.ping.be/amigaphil/pic/SBill.html>

- Pie Steve Ballmer
<URL:http://www.ping.be/amigaphil/pic/SBall.html>

Last: As an extra, a set of "Microsoft FREE" stamps specially
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available as part of the archive downloadable from the above pages,
or from:

<URL:http://www.ping.be/amigaphil/Anti-Microsoft.html>

(see bottom right corner of the page)

Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
PGP ID : 9C07F6C1
A mind is a terrible thing to...err...Hmmm?

4039. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-26 00:00:00 UTC
From: Philippe Duchenne <AmigaPhil@ping.be>
Message-ID: <1262.907T2869T2005218AmigaPhil@ping.be>
Source record: 3002
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Hello there Luke !
On 26-Ao&#65533;t-99 00:36:15, you wrote about Re: [MS-bashing] New collection of anti-Microsoft banners :

> I don't like microsoft, but these aren't even funny.

Yuk !?! :-(

Do you think the choosen slogan are bad ?
Would you like to suggest better ones ?
Would you like to suggest your own banners ?

Or do you think the whole idea is a waste of time ?

>> A new collection of "Anti-Microsoft" Web banners is available at
>>
>> <URL:http://www.ping.be/amigaphil/pic/SBull.html>
>>
>> Those are based on a "Microsoft FREE" seal (16 colors, Netscape palette
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>> Last: As an extra, a set of "Microsoft FREE" stamps specially
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>> available as part of the archive downloadable from the above pages,
>> or from:
>>
>> <URL:http://www.ping.be/amigaphil/Anti-Microsoft.html>
>>
>> (see bottom right corner of the page)
>>

Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
PGP ID : 9C07F6C1
I only drink when I'm alone or with someone.

4040. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-26 00:00:00 UTC
From: Philippe Duchenne <AmigaPhil@ping.be>
Message-ID: <1284.907T2969T2104382AmigaPhil@ping.be>
Source record: 3003
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Hello there Tim Mayer !
On 26-Ao&#65533;t-99 04:57:37, you wrote about Re: [MS-bashing] New collection of
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Re-yuk !?! :-((Are they really THAT bad ?)

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>>
>>
>>
>> Other collections have been updated too :
>>
>> - More cream pies for Bill Gates
>> <URL:http://www.ping.be/amigaphil/pic/SBill.html>
>>
>> - Pie Steve Ballmer
>> <URL:http://www.ping.be/amigaphil/pic/SBall.html>
>>
>>
>>
>> Last: As an extra, a set of "Microsoft FREE" stamps specially
>> designed for Web pages (monochrome, transparent background) is
>> available as part of the archive downloadable from the above pages,
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>> <URL:http://www.ping.be/amigaphil/Anti-Microsoft.html>
>>
>> (see bottom right corner of the page)
>>
>>
>>

Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
PGP ID : 9C07F6C1

4041. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-26 00:00:00 UTC
From: jdege@jdege.visi.com
Message-ID: <slrn7s9gq5.n9h.jdege@jdege.visi.com>
Source record: 3004
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Wed, 25 Aug 1999 22:00:26 -0700, Tim Mayer <tmayer@pathcom.com> wrote:
>
>Sorry, but I just didn't find them funny. Good attempt though.

Looking at the site, I didn't think there were _intended_ to be funny.

Do you really think that everybody who advocates open standards must be
making a joke at Microsoft's expense?

--
When a clever man was stupid, he was stupid in a way a man who was
stupid all the time could never hope to match, for the clever man's
stupidity, drawing as it did on so much more knowledge, had a breadth
and depth to it the run-of-the-mill fool found impossible to duplicate.
-- Harry Turtledove

4042. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-26 00:00:00 UTC
From: irfon@wave.home.com
Message-ID: <slrn7saeci.32uc.irfon@cr576996-b.ym1.on.wave.home.com>
Source record: 3005
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

I totally understand where people are coming from on this issue, and I notice that this is cross-posted to a wide variety of newsgroups addressing different OS communities, but I honestly think that it is the wrong track to take, both for those of us who are relatively new on the scene (I'm posting from the BeOS group) and those in the more established communities.

As soon as you define yourself solely in terms of another, I think you lose a lot. I've never been a fan of political campaigns where the whole push for a candidate centers around what's bad about the other candidate, and similarly, I always wince when somebody asks what should interest them about BeOS and people respond saying, "Well, it's not made by Microsoft!" If a product cannot stand on its own merits, then it's not much of a product, and I'm sure none of us would like to think that we are using our chosen platforms for that reason and that reason alone.

Here's an exercise we should all do :

Step 1 : Sit back and think only positive thoughts about your computer. Think of the thinks you like to *do* with it. Think about when you are happiest and what you're using your computer to do when that occurs.

Step 2 : Write a short essay to your favourite advocacy group explaining what you do with your computer that makes you happy. Do not use the word Microsoft, and do not compare your platform to any other platform. When composing this essay, try to express yourself using only positive language. Do not mention what you're glad your computer does *not* do. Mention only what you're glad it *does* do.

Step 3 : Lie back in bed before going to sleep, and work through this scenario -- Microsoft has disappeared from the world, along with all of their products. (This is not a fantasy of mine, just part of the setup.) Think about your platform in such a world. What defines it? What makes it unique? What drives its users and breathes life into it? What sustains developers' passion?

These are the kinds of issues and thoughts we should concentrate on if we want to succeed, or even if we want to have a healthy, happy computing experience. Spending your life hating

Microsoft is a waste of energy which could be used to forward
the positive cause of your platform instead. In the words of
Henry Rollins, "You're giving them too much of yourself." Hatred
is the path to the dark side, young jedi. Use your powers for
good, not evil.

Irfon-Kim Ahmad
http://members.home.com/irfon/ahmadi/

4043. And you thought that Every was bad...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2608990901060001@ts7-37t-46.idirect.com>
Source record: 3006

This article is so full of technical inaccuracies and propaganda that I was almost to the point of screaming at my monitor when I was done reading it.

I'm referring to the article located at http://www.osopinion.com/Opinions/JohnPenner/JohnPenner2.html, titled "Why I Macintosh? A Year Later" [sic]. I'll start off quoting his words, and then presenting the facts, something that Mr. Penner doesn't seem to know the meaning of. Misunderstanding is acceptable, but propaganda, twisting of the facts, and out-and-out lying is intolerable. I'll quote various bits of the article, all in context.

"When buying a computer, many people just buy what is most popular. If you're not of the opinion that McDonalds is the best food in the world because a lot of people eat there, then you may understand the non-lemming-like concept that a system must justify itself on its merits, and not just by a popularity contest."

This analogy is no more valid then the Lexus(Mac) Yugo(PC) analogy. Analogies like this are worthless due to the author's lack of providing facts to back it up. Empty analogies are a common ploy by Mac users to try to present something as fact, when it's really a not-so-well hidden opinion.

"After using all three systems extensively, I can decidedly say that the Mac allows me to get my work done faster, and lets me do so in a highly customizable environment that is also elegantly implemented and a joy to use. There is a reason Mac users are so fiercely loyal to their platform, and it lies in an appreciation for good operating system design that is oriented towards a good end-user experience."

No, it lies in fanatical users [like yourself] who are obsessed with thinking that they're special just because they use a Mac. You may very well be productive on the Mac, but most are quite productive on Windows, thank you very much. Try speaking for yourself next time.

"My current machine is now an iMac. This "consumer" machine packs a lot of power in a simple form-factor that really has been well thought-out. After owning this iMac for about a year (since last aug.15), I have absolutely no regrets -- I am so happy with my decision to have got it, that I'm replacing a silicon graphics r5000 workstation (I've been running irix Unix for the last four years on it) with one."

The mind boggles.

"This will bring me a significant speed boost (MIPS r5000 200Mhz -> g3 333Mhz), and broaden the amount of software available to me significantly. I have over 300 pieces of application software for the Mac, but I only use a fraction of it regularly. Although I would consider myself a power user, I

run at most 5-10 core applications per day. To give you an idea of the applications that I use routinely on the Macintosh, I list them here:

- Netscape 4.5 - for web and mail; the first and the best."

Like I said, obsessed with obsolete technology. IE 4.5 for Macintosh is a better browser (even the rabid Anti-MS people at Mactoday admit this), and IE 5 Mac will be great. But Netscape? No thanks.

<Large snip>

"As I make my living organizing project directories, and writing documentation, I spend a lot of my time filing things. I like access to the filesystem to be a clear and direct one. The Windows system "hides" the real goings-on of what is happening to your filesystem with little icons on your desktop. The Mac actually gets you closer to the filesystem so that it doesn't need "wizards" to simplify it for you, because the filestructure is logical and clear down to the system level."

Filesystem wizards?! Whaaaa? Last I checked, I can access all my files through My Computer.

"When you see an icon on a Mac desktop, you know you're actually looking at a file whose directory path is: hard-disk/desktop folder/my file. With Windows, this is an illusion created by a shortcut somewhere on your hard disk."

The Desktop is actually a folder in C:\Windows\Desktop. So? Newbies won't even notice, and power users couldn't care less. In fact, the only people bitching about it seem to be people like you: misinformed Mac users.

"Likewise, on the Mac, you have an "Apple Menu Items" subdirectory. You put a file in there, and it shows up in the Apple menu. What you see in the apple menu (Microsoft ripped this off with the "start" menu several years later), is actually a listing of files in that directory. It is fundamentally elegant. With the start menu, your system is hiding more complex goings on because it isn't directly tied to something like what is actually in a file-directory."

"Complex goings on"? They're shortcuts to the actual files in their respective program folder. This is neither complex or hard to understand.

"This creates a disparity between what the user does and what actually goes on in the system, giving the user a false sense of simplicity when the underlying mechanism is actually too complex for most users to figure out, thus requiring "wizards" to do basic housekeeping."

I've got a question: Who cares as long as it works? Again, this isn't complex... and what the HELL do wizards have to do with any of this? Not a DAMN thing.

"Another thing I like about the Macintosh is that I don't need an "uninstall". It is an absurd notion on a Mac, because all the stuff the program needs is neatly filed into the application itself through

user-customizable "resources". This lets me change menu keyboard shortcuts, dialogue texts, and any resource an application might use. If I drag over an application from one disk to another, I have all the resources RIGHT THERE, and they can't get separated or lost from the program like with Windows (because you'd probably be missing a few critical DLL type files)."

This is a non-issue. Install/Uninstall wizards let you choose how you want the program set up, and with what options. Uninstall is also a simplified way of quickly removing a program. And I'd bet $20 that you haven't the faintest idea what a DLL is, let alone having a DLL problem.

"With the Mac, I copy exactly ONE file to a disk, move it to another directory on a different computer, click it, and it still runs every time. This is not possible with Windows, because you have all these niggly "DLL" files that are separated into different files all over the hard disk, and to track them down for all your applications is so complex that they had to invent an "uninstaller" to find and get rid of them all."

This has been addressed in another post. DLLs are not "separated all over the hard disk", they all have assigned folders and special places.

"This is simply because the system was badly designed in the first place. Because of resources, all the cryptic files that belong to applications are rendered obsolete, and also made more standardized. It also means that Macs don't need ".txt" or ".doc" on the end of filenames just to figure out what they are."

Again... So? And it isn't cryptic, as any regular user can tell you can "txt" means text, and "doc" means document. Sheesh.

"If you take these almighty important letters off the end of your filename in windows, the system is screwed, and can't even figure out what kind of file it is."

First off, you can't edit the extension "just like that", so your entire argument is extremely flawed.

"Is it a tiff image? A Microsoft word document or an html file? The system just can't live without that little extension stuck on the end of it. All these little filename extensions are kept track of in a "registry file".

Does anyone really care? Not me, nor anyone I know...

"The archaic disk-centric filenaming conventions of C: and A: and legacy dos 8.3 filenaming conventions will still plague Windows users for years to come. It is illogical and inefficient to kludge a disk-centric C:\ filesystem to adapt to a networked filesystem. Microsoft has had to make their whole OS stand on its head in order to make it work properly in a networked environment because C:\ is conceived of from a disk-centric point of view. Furthermore, Microsoft has had long filenames since Windows 95, but they still have convoluted filenames like: win.ini, autoexec.bat, and nddend.dll, and they always will."

Once more: Who gives a rats ass? So Microsoft didn't use 61 letters for naming those files... does this in any shape or form prevent me from naming my files longer then eight letters? The answer is no.

"Something you just don't ever have to worry about with a Mac. I have better things to do with my time."

Yes, like spouting off about "problems" that only Mac users bitch and moan about.

"One of the fundamental aspects of GUI design presented to a user is how they handle menus. On windows, you have a separate menubar in every single application window that you're running. This is a kludge. Instead of having five menubars in five windows The Mac simplifies this by consolidating them into a single menubar along the top of the screen. This makes it faster and easier to hit (no mouse overshoot to slow things down), eliminates clutter in the interface, and reduces ambiguity, as it changes context intelligently to eliminate sources of user error. (See Why Single Menubar? located at: <URLSnipped>"

This all depends on a user's preference. Although, most find the Mac's way of consolidating all the menus into one is restrictive and counter-productive.

"A few notes on the iMac hardware.

The iMac is really the next step in the evolution of computer hardware. Before, I had one plug for my keyboard, another plug for my mouse, a third plug for my printer, and a fourth plug for my zip drive and scanner--all of them incompatible and different types of connectors. If you value simplicity, you will appreciate the fact that all four of these connectors have been eliminated and replaced with a single plug. I now have: a mouse, keyboard, scanner, videocam, zip drive, and printer all hooked up to one standard interface. This makes things simple."

Welcome to the wonderful world of USB, brought to you by Microsoft, Compaq, and Intel.

" They have gotten rid of the clutter of ports on the back and replaced it with one universal peripheral plug.
It makes too much sense, but some people still prefer to have a bunch of incompatible ports and fiddle with IRQs and bulky 25pin connectors for their printer."

IRQs have less to do with peripherals (like printers), then motorcycles have to do with rock climbing. More astounding ignorance.

"On PCs, these legacy ports will take several years to phase out. On the Mac it's a done deal. Mac users are already over that hump and live in a world where they don't have to worry about it. It already just works."

Just because a new technology comes along doesn't mean that all previous technologies no longer work. Sure, I've got two USB ports on my computer, but does that mean I _have_ to buy USB peripherals? Well, if I had an iMac, the answer would be yes. Sorry, but my current devices work just fine. I

have no need to radically switch to USB.

"Furthermore fast (100baseT) networking is built into every Mac. This is an option on most PCs."

...And you can add a NIC to any PC for $25. And don't think that you aren't paying for that NIC in that beloved iMac of yours.

"The iMac moves away from the backward thinking disk-centric model of a computer to a network-centric model."

Sorry, that's incorrect. Removing a floppy drive from a computer doesn't make it a Network Computer.

"In five years it will be clearly evident how important it has been to include a fast network connection as standard equipment on every machine. One standard port for local peripherals, and one standard port to hook into the network. The engineers at Apple have made everything as simple as possible, but no simpler. This is the definition of elegant engineering."

Definition my ass. Apple was one of the last PC makers to adopt USB, and the iMac sure as sh*t ain't a NIC.

"The iMac's hardware design simplifies the peripheral and hardware I/O with a modern network-centric design, and provides a plug-and-play that works."

As opposed to Windows PNP that doesn't? Sorry, that'd be wrong, too.

"For those that need more performance, add a fast firewire bus as standard to the motherboard if you get a G3 pro tower. This provides a superb interface for high-bandwidth high-storage applications like video editing."

IEEE 1394 isn't Mac only. Sorry to burst your bubble.

<Picture of G3 processor next to Pentium II>

"The iMac contains a G3 processor. If you actually poke your nose into the box to look at the "engine" -- you will be struck immediately by the size differential between an Intel Pentium and a G3 chip. The Pentium is almost quadruple the size of the g3 to do the same function. How is it that that a g3 chip can process faster than a Pentium chip, be a fourth the size, and run cooler? Well, it has to do with better design."

First off, the Pentium in that picture has a oversized case to house the heat sink. If you'd take a look at the Pentium without the case on, you'd see that the actual processor is the same size as the G3. Even if the actual chip was bigger, who really cares? How does it effect me, as an end user?

"The Pentium chip uses a "complex" instruction set (cisc) -- it contains a lot of legacy work-arounds to accommodate archaic instructions going back to the first 8088 microprocessor used in the first PC in 1982."

Another fallacy, which shows that you know less about modern processors then Andy Rooney.

"This was a 16bit architecture (think lanes in a highway). Now the Motorola series of processors started out life with a simplified 32bit-instruction set (RISC). This allowed you to get more horsepower out of the chip with fewer parts. Less parts means smaller size, and uses less power. When Intel wanted to go to the Pentium, in order to remain compatible, they had to keep the old 16bit stuff in there even for newer generations of chips. This means they need more parts just to make a Pentium work around the old legacy stuff than Motorola needs to make their whole g3 chip. Because it has a less convoluted architecture to move data around in, a 250Mhz RISC chip does the same amount of work as a 400Mhz cisc chip, and is smaller and produces less heat to boot."

I really, really feel sorry for you if you truly believe that to be the truth. I'm not going to bother going into detail on this one. It's been debunked countless times by myself and hundreds others, but some ignoramuses like yourself fail to see the simple facts.

And they say public school is a success.

"This is why manufacturers have so much trouble making Pentium notebooks as fast as desktop machines. The Pentiums need more power and produce more heat than the RISC chips. That is also why you cannot buy a Pentium notebook that is as fast as apple's g3 notebook at any price."

Are you Steve Jobs? Your RDF looks an awful lot like his...

"Last, but not least. The Mac doesn't have a y2k problem."

Yep, you're Steve Jobs. No one else on earth could possibly be such a moron. It's people like you I like to smack in the face with a giant, smelly, fish called reality.

4044. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-26 00:00:00 UTC
From: Tim Mayer <tmayer@pathcom.com>
Message-ID: <7q3nm4tip1@newsmaster.pathcom.com>
Source record: 3007
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Jeffrey C. Dege <jdege@jdege.visi.com> wrote in message
news:slrn7s9gq5.n9h.jdege@jdege.visi.com...
> On Wed, 25 Aug 1999 22:00:26 -0700, Tim Mayer <tmayer@pathcom.com> wrote:
> >
> >Sorry, but I just didn't find them funny. Good attempt though.
>
> Looking at the site, I didn't think there were _intended_ to be funny.
>

Are you kidding. Your telling me that "Safe Hex" is not suppose to be funny?
I understand the joke, but just did not find it humorous. The pictures of
Gates with pie on his face I found to be a little distasteful, but were an
obvious attempt at humor.

Actually, I must correct myself here, I did find a few of them to be funny.
Especially the "Who does he want to own today", "Where does he want to go
today" and "Sorry Bill, I choose where I want to go" as well as a few
others.

>
> Do you really think that everybody who advocates open standards must be
> making a joke at Microsoft's expense?
>

Although some are specifically supporting open standards, many of them are
simply bashing.

> --
> When a clever man was stupid, he was stupid in a way a man who was
> stupid all the time could never hope to match, for the clever man's
> stupidity, drawing as it did on so much more knowledge, had a breadth
> and depth to it the run-of-the-mill fool found impossible to duplicate.
> -- Harry Turtledove

4045. VINTAGE COMPUTER FESTIVAL - VCF 3.0!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-28 00:00:00 UTC
From: siconic@jasmine.psyber.com
Message-ID: <7q7b9qvto5@news.psyber.com>
Source record: 3008

Parallax Inc. and Dr. Dobb's Journal proudly present...

The Vintage Computer Festival 3.0
October 2nd & 3rd
Santa Clara Convention Center
Santa Clara, California
www.vintage.org

For the third year in a row, the Vintage Computer Festival is back to thrill and amaze you with the history of one of the greatest inventions in all of mankind, the computer!

The Vintage Computer Festival is for YOU! We don't care which computer you think is the best. We don't care what machine you grew up with, or first fell in love with, or still use today. The VCF is a celebration of all computers and their history! Come share the joy of computing!!!

This year:

* More great speakers!
* More great exhibits!
* More great vendors with Cool Stuff to sell!
* More fun games and contests, including the Nerd Trivia Challenge!
* Tour The Computer Museum History Center!
* And of course, FREE STUFF!!

In short, plenty of stuff to indulge all your SENSES:

HEAR the speakers! SEE vintage computers! TOUCH them too!
SMELL their electronics! But please don't TASTE them!

"The mission of the Vintage Computer Festival is to promote the preservation of 'obsolete' computers by allowing attendees to experience the technologies, stories and people that embody the remarkable tale of the computer revolution."

If you haven't yet experienced the VCF, DON'T MISS THIS ONE!!!

Register Early and $AVE!

Register by September 15 and pay only $20 per person. That includes access to the entire event all weekend, including the speakers, the exhibit and the flea market. Kids 17 and under are admitted free, and as always, parking is free too!

To pre-register, send a check or money order to:

Vintage Computer Festival
4275 Rosewood Drive PMB#29-161
Pleasanton, California 94588

For ultimate convenience, please visit the VCF website for more information as well as a handy registration form ready to print.

http://www.vintage.org/vcf/register.htm

The Speakers

Horst Zuse

Horst, the eldest son of early digital computer pioneer Konrad Zuse, will be giving a lecture on his late father's machines and will focus on the computer businesses that Konrad later founded to market his ideas.

Jon Titus

Who can forget one of the earliest of kit microcomputers, the Mark-8? Jon designed the Mark-8 around Intel's 8008 microprocessor and wrote the construction article that appeared in the July 1974 issue of Radio Electronics--a milestone in microcomputer history.

Todd Fischer

Todd bought the assets of IMSAI after their bankruptcy and continued to manufacture and sell IMSAI products under the Fischer-Frietas Corporation. Todd consulted with MGM for the movie _War Games_ and, as a treat, will be bringing along for show and tell the actual IMSAI 8080 computer that co-starred in the film.

Michael Wise

Mike contends that his Sphere Computer circa 1975 is in fact the first integrated "Personal Computer". Some people think he has a valid claim to that title. Come hear his story and decide for yourself.

Ed Kramer

Ed has been creating computer graphics since the days when it was done using mainly analog video devices. Today he's a Sequence Supervisor for Industrial Light & Magic doing computer generated graphics and special effects for such films as "Deep Impact", "The Mummy" and "Star Wars: The Phantom Menace".

Jim Willing

Our admired and beloved VCF Celebrity, Jim will wax philosophic on various themes of stupendous relevance. This year, Jim will help the aspiring vintage computer collector restore their machines to operating condition with "Debugging for Dummies", and will also give you tips to help you revive ancient copies of your favorite computer games in "Dead Media Society".

Liza Loop

Liza heads up the LO*OP Center, a non-profit organization dedicated to improving education through innovative thinking. Liza introduced the first Apple into public schools in 1976 (in fact the first Apple 1, given to her by Steve Wozniak) and the world has never been the same since. Liza will be bringing along the Apple 1 and other historic machines for show and tell.

Eugene Kim

Eugene recently left Dr. Dobb's Journal as Senior Technical Editor to start his own consulting firm. He'll be giving a lecture on the history of free software, a very relevant topic considering the free-software movement is in full force in today's computing arena as evidenced by the escalating adoption of GNU/Linux.

Roger Sinasohn

Roger is an avid collector of early portable computers and will be giving a talk on the history of the Kyocera 85, a.k.a. the Tandy Model 100, a.k.a. the Olivetti M10, a.k.a. the NEC PC-8201A.

Doug Salot

Doug's research has uncovered what he believes to be the first "personal computer". Forget the Apple][, the Altair or even the Alto. Doug's pick as first PC goes all the way back to the 1950's. Designed by Edmund Berkeley, an unsung hero of computer history, Doug intends to win Berkeley the prominance and praise that he feels is much deserved by this virtually unknown computer visionary.

Plus!

Workshops by Parallax on their amazing little BASIC Stamp. Get a preview of this cool little device by visiting their website at http://www.parallaxinc.com.

For complete speaker information and schedules, point your favorite web page viewing software at http://www.vintage.org/vcf/speakers.htm.

The Vintage Computer Faire and Exhibition

This year, the Vintage Computer Festival exhibit will feature the exhibits of individual collectors, all vying to win first, second or third place in eleven categories, plus the coveted "Best of Show" award. The winner of the "Best of Show" ribbon will also win fabulous prizes.

This year, we want YOU to exhibit the pride of your collection. What better way to demonstrate your enthusiasm for your hobby than to be an exhibitor at the Vintage Computer Festival.

Exhibitor information can be found on the Vintage Computer Festival website (http://www.vintage.org/vcf/exhibit.htm).

The Vintage Computer Flea Market

Every year the best deals on vintage computer items can be found at the Vintage Computer Flea Market. Here are only a few of the amazing items sold at last year's flea market:

* Apple 1 (no, we're NOT kidding!)
* SWTPc 6800
* A rare computer by "the digital group"
* Morrow Decision 1 (S-100)
* California Computer Systems (S-100)
* Apple Lisa 2
* And much, much more!!

If you've got old computer stuff that you'd like to sell, there's no better place than the Vintage Computer Flea Market at the Vintage Computer Festival. Please visit our website for rates and regulations (http://www.vintage.org/vcf/vendor.htm).

The Nerd Trivia Challenge!

Hey trivia fans! Think you got what it takes to survive the Nerd Trivia Challenge? If you qualify, you'll be pitted against two other players in a battle to determine who is the undisputed master of computer history trivia. Answer the most questions correctly and you could walk away with $50 in cash plus some other nifty prizes.

Lightweights need not apply, this contest is geared towards the serious computer history enthusiast. For contest rules please visit http://www.vintage.org/vcf/ntc.htm.

Tour The Computer Museum History Center!

The Computer Museum History Center boasts the largest collection of historic computer artifacts in the world. Their collection includes rare, one-of-a-kind computers and artifacts that date back to the early part of the century and beyond.

A tour of the History Center's "Visible Storage" warehouse will be organized on Sunday, October 3. Tickets are limited and so advanced registration is recommended.

FYI: The History Center is on the move, and is thrilled to announce plans to build a permanent museum to be dedicated by 2007. You can help the History Center achieve its goal by becoming a member. Information about becoming a member of the History Center can be found at http://www.computer-history.org.

Meet Fellow Computer Collectors!

The VCF is the premier gathering for collectors of vintage computers. What better way to enjoy your hobby than by meeting other like-minded individuals to share stories and information about your computer collection. Register in advance by September 15 and save $$$! Visit http://www.vintage.org/vcf/register.htm for details.

Visit our Sponsors!

Without our sponsors, the Vintage Computer Festival could not be a reality. It is our wonderful sponsors that enabled us to bring you the Vintage Computer Festival year after year. Demonstrate your appreciation by visiting them on the web:

Parallax, Inc.
http://www.parallaxinc.com

Parallax manufactures the BASIC Stamp, a versatile microcontroller with a built-in BASIC language that is suitable for most any electronics and computer hobbyist project.

Dr. Dobb's Journal
http://www.ddj.com

Dr. Dobb's Journal is the oldest continually running microcomputer journal, in existence since 1975. It features monthly articles and columns geared towards the computer programming professional.

EOF

4046. Re: And you thought that Every was bad...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-28 00:00:00 UTC
From: Alien <jvdg36.nospam@nospam.hotmail.com>
Message-ID: <7q8gvcil1@weber.a2000.nl>
Source record: 3009

>"When buying a computer, many people just buy what is most popular. If
>you're not of the opinion that McDonalds is the best food in the world
>because a lot of people eat there, then you may understand the
>non-lemming-like concept that a system must justify itself on its merits,
>and not just by a popularity contest."
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>This analogy is no more valid then the Lexus(Mac) Yugo(PC) analogy.
>Analogies like this are worthless due to the author's lack of providing
>facts to back it up. Empty analogies are a common ploy by Mac users to try
>to present something as fact, when it's really a not-so-well hidden
opinion.

The analogy *is* valid. Judge everything based upon its merits, not upon its
popularity, is what he's saying. That seems pretty valid to me.

>"After using all three systems extensively, I can decidedly say that the
Mac
>allows me to get my work done faster, and lets me do so in a highly
>customizable environment that is also elegantly implemented and a joy to
>use. There is a reason Mac users are so fiercely loyal to their platform,
>and it lies in an appreciation for good operating system design that is
>oriented towards a good end-user experience."
>
>No, it lies in fanatical users [like yourself] who are obsessed with
>thinking that they're special just because they use a Mac. You may very
well
>be productive on the Mac, but most are quite productive on Windows, thank
>you very much. Try speaking for yourself next time.

He's not saying you're not productive. He's saying /he/ is more productive
on a Mac. He *is* speaking for himself.

>"My current machine is now an iMac. This "consumer" machine packs a lot of
>power in a simple form-factor that really has been well thought-out. After
>owning this iMac for about a year (since last aug.15), I have absolutely no
>regrets -- I am so happy with my decision to have got it, that I'm
replacing
>a silicon graphics r5000 workstation (I've been running irix Unix for the
>last four years on it) with one."
>
>The mind boggles.
>
>
>"This will bring me a significant speed boost (MIPS r5000 200Mhz -> g3
>333Mhz), and broaden the amount of software available to me significantly.

I
>have over 300 pieces of application software for the Mac, but I only use a
>fraction of it regularly. Although I would consider myself a power user, I
>run at most 5-10 core applications per day. To give you an idea of the
>applications that I use routinely on the Macintosh, I list them here:
>
>- Netscape 4.5 - for web and mail; the first and the best."
>
>Like I said, obsessed with obsolete technology. IE 4.5 for Macintosh is a
>better browser (even the rabid Anti-MS people at Mactoday admit this), and
>IE 5 Mac will be great. But Netscape? No thanks.

Browser choice is largely a matter of personal preference. Both browsers do
what they're supposed to quite sufficiently.

><Large snip>
>
>"As I make my living organizing project directories, and writing
>documentation, I spend a lot of my time filing things. I like access to the
>filesystem to be a clear and direct one. The Windows system "hides" the
real
>goings-on of what is happening to your filesystem with little icons on your
>desktop. The Mac actually gets you closer to the filesystem so that it
>doesn't need "wizards" to simplify it for you, because the filestructure is
>logical and clear down to the system level."
>
>Filesystem wizards?! Whaaaa? Last I checked, I can access all my files
>through My Computer.
>
>
>"When you see an icon on a Mac desktop, you know you're actually looking at
>a file whose directory path is: hard-disk/desktop folder/my file. With
>Windows, this is an illusion created by a shortcut somewhere on your hard
>disk."
>
>The Desktop is actually a folder in C:\Windows\Desktop. So? Newbies won't
>even notice, and power users couldn't care less. In fact, the only people
>bitching about it seem to be people like you: misinformed Mac users.
>
>
>"Likewise, on the Mac, you have an "Apple Menu Items" subdirectory. You put
>a file in there, and it shows up in the Apple menu. What you see in the
>apple menu (Microsoft ripped this off with the "start" menu several years
>later), is actually a listing of files in that directory. It is
>fundamentally elegant. With the start menu, your system is hiding more
>complex goings on because it isn't directly tied to something like what is
>actually in a file-directory."
>
>"Complex goings on"? They're shortcuts to the actual files in their
>respective program folder. This is neither complex or hard to understand.

Then again, it's not as straight-forward as it could (should?) be. There's a lot of stuff inthere you can't move/alter. Why do I have to put up with a "Programs" item? Why is'nt the control panel more flexible (as in has a submenu)? Because Microsoft decided for me how it should look.

>"This creates a disparity between what the user does and what actually goes
>on in the system, giving the user a false sense of simplicity when the
>underlying mechanism is actually too complex for most users to figure out,
> thus requiring "wizards" to do basic housekeeping."
>
>I've got a question: Who cares as long as it works? Again, this isn't
>complex... and what the HELL do wizards have to do with any of this? Not a
>DAMN thing.
>
>
>"Another thing I like about the Macintosh is that I don't need an
>"uninstall". It is an absurd notion on a Mac, because all the stuff the
>program needs is neatly filed into the application itself through
>user-customizable "resources". This lets me change menu keyboard shortcuts,
>dialogue texts, and any resource an application might use. If I drag over
an
>application from one disk to another, I have all the resources RIGHT THERE,
>and they can't get separated or lost from the program like with Windows
>(because you'd probably be missing a few critical DLL type files)."
>
>This is a non-issue. Install/Uninstall wizards let you choose how you want
>the program set up, and with what options. Uninstall is also a simplified
>way of quickly removing a program. And I'd bet $20 that you haven't the
>faintest idea what a DLL is, let alone having a DLL problem.

Is it? Wait until you want to throw out a program that didn't include an "Unistall" option... Lots of stuff gets left behind, clutters up the system...

>"With the Mac, I copy exactly ONE file to a disk, move it to another
>directory on a different computer, click it, and it still runs every time.
>This is not possible with Windows, because you have all these niggly "DLL"
>files that are separated into different files all over the hard disk, and
to
>track them down for all your applications is so complex that they had to
>invent an "uninstaller" to find and get rid of them all."
>
>This has been addressed in another post. DLLs are not "separated all over
>the hard disk", they all have assigned folders and special places.

Let's see, I did a "Find File" on *.DLL just now on my Win98 machine. That produced a total of 1433 files, many of them duplicate, located in 93 different folders.

>"This is simply because the system was badly designed in the first place.
>Because of resources, all the cryptic files that belong to applications are
>rendered obsolete, and also made more standardized. It also means that Macs
>don't need ".txt" or ".doc" on the end of filenames just to figure out what

>they are."
>
>Again... So? And it isn't cryptic, as any regular user can tell you can
>"txt" means text, and "doc" means document. Sheesh.

Yep. And a lot of programs are constantly fighting over these extensions on my computer. One day MP3's open in Realplayer, the next they open in WinAmp after double-clicking them. Very annoying.

Oh yeay, txt and doc are easy. So what are "ini", "cpe", "wcm", "sfc", "sf0"? Not so obvious to the regular user, eh?

>"If you take these almighty important letters off the end of your filename
>in windows, the system is screwed, and can't even figure out what kind of
>file it is."
>
>First off, you can't edit the extension "just like that", so your entire
>argument is extremely flawed.

He didn't say it was easy. But if you do change or remove the extension, the system is screwed. And it can be done. I've had to do it lots of times when my Windows machine mistook a disk image file for some sort of picture again.

>"Is it a tiff image? A Microsoft word document or an html file? The system
>just can't live without that little extension stuck on the end of it. All
>these little filename extensions are kept track of in a "registry file".
>
>Does anyone really care? Not me, nor anyone I know...

I do. It sucks eggs. I don't want one file-type tied to just one application. On my Mac, a file opens in the application it was created with. On a PC, it opens with en application that is tied to the file-type through the registry. Not neccesarily the same app.

>"The archaic disk-centric filenaming conventions of C: and A: and legacy
dos
>8.3 filenaming conventions will still plague Windows users for years to
>come. It is illogical and inefficient to kludge a disk-centric C:\
>filesystem to adapt to a networked filesystem. Microsoft has had to make
>their whole OS stand on its head in order to make it work properly in a
>networked environment because C:\ is conceived of from a disk-centric point
>of view. Furthermore, Microsoft has had long filenames since Windows 95,
but
>they still have convoluted filenames like: win.ini, autoexec.bat, and
>nddend.dll, and they always will."
>
>Once more: Who gives a rats ass? So Microsoft didn't use 61 letters for
>naming those files... does this in any shape or form prevent me from naming
>my files longer then eight letters? The answer is no.

It gets annoying when you try to clean up your system. If I want to run a lean Mac OS without any networking, it's pretty obvious that I can throw out "AppleTalk", "Built-in Ethernet" and "File Sharing", several system files

that take care of the networking side of the OS. If I want to slim down Windows... Well, can I throw out "Cmd640x2.sys" without screwing things up badly? Or "Suhdlog.dat"? Certainly the filename is hardly an indication here. Heck, why not just number everything? As long as the names are unique within the folder, who cares, right?

>"Something you just don't ever have to worry about with a Mac. I have better
>things to do with my time."
>
>Yes, like spouting off about "problems" that only Mac users bitch and moan
>about.

Hmmm, if I only used a Mac, I wouldn't have these problems. As soon as I boot up my PC, I do have them. But I'm not a Mac user then, am I? Do you think I come up with these examples by looking at a computer in a store without touching it? Most Mac users have at some point used a Windows machine. And then there's the everlasting source of laughter, PC-magazines. Full of these same problems spouted by PC users themselves.

>"One of the fundamental aspects of GUI design presented to a user is how
>they handle menus. On windows, you have a separate menubar in every single
>application window that you're running. This is a kludge. Instead of having
>five menubars in five windows The Mac simplifies this by consolidating them
>into a single menubar along the top of the screen. This makes it faster and
>easier to hit (no mouse overshoot to slow things down), eliminates clutter
>in the interface, and reduces ambiguity, as it changes context intelligently
>to eliminate sources of user error. (See Why Single Menubar? located at:
><URLSnipped>"
>
>This all depends on a user's preference. Although, most find the Mac's way
>of consolidating all the menus into one is restrictive and
>counter-productive.

As you say, depends on user's preference. I do find that windows takes up a lot of screen-space for itself. but then again, screen-space is cheap these days.

>"A few notes on the iMac hardware.
>
>The iMac is really the next step in the evolution of computer hardware.
>Before, I had one plug for my keyboard, another plug for my mouse, a third
>plug for my printer, and a fourth plug for my zip drive and scanner--all of
>them incompatible and different types of connectors. If you value
>simplicity, you will appreciate the fact that all four of these connectors
>have been eliminated and replaced with a single plug. I now have: a mouse,
>keyboard, scanner, videocam, zip drive, and printer all hooked up to one
>standard interface. This makes things simple."
>
>Welcome to the wonderful world of USB, brought to you by Microsoft, Compaq,
>and Intel.

With hardly any sort of peripheral available until Apple adopted it.

>" They have gotten rid of the clutter of ports on the back and replaced it
>with one universal peripheral plug.
>It makes too much sense, but some people still prefer to have a bunch of
>incompatible ports and fiddle with IRQs and bulky 25pin connectors for
their
>printer."
>
>IRQs have less to do with peripherals (like printers), then motorcycles
have
>to do with rock climbing. More astounding ignorance.

IRQ's have nothing to do with peripherals? What do they have to do with, then? Last time I looked, every peripheral on my computer connects through a port, and every port has an IRQ assigned to it.

>"On PCs, these legacy ports will take several years to phase out. On the
Mac
>it's a done deal. Mac users are already over that hump and live in a world
>where they don't have to worry about it. It already just works."
>
>Just because a new technology comes along doesn't mean that all previous
>technologies no longer work. Sure, I've got two USB ports on my computer,
>but does that mean I _have_ to buy USB peripherals? Well, if I had an iMac,
>the answer would be yes. Sorry, but my current devices work just fine. I
>have no need to radically switch to USB.

Someone was gonna have to take that step. If you keep legacy ports on your computer, no peripheral manufacturer is gonna spend money on changing it's production processes, nor put a lot of effort in developing new technologies. The USB-boom after iMac's introduction showed that quite clearly.

>"Furthermore fast (100baseT) networking is built into every Mac. This is an
>option on most PCs."
>
>...And you can add a NIC to any PC for $25. And don't think that you aren't
>paying for that NIC in that beloved iMac of yours.

Yep. You can. But on every Mac in the store, it's built-in. Ready to go. No assembling, No opening the case, no driver-installing, no IRQ conflicts.

>"The iMac moves away from the backward thinking disk-centric model of a
>computer to a network-centric model."
>
>Sorry, that's incorrect. Removing a floppy drive from a computer doesn't
>make it a Network Computer.

Indeed, it doesn't. Offering built-in fast Ethernet, built-in networking support and network-bootability (diskless) does, however.

>"In five years it will be clearly evident how important it has been to
>include a fast network connection as standard equipment on every machine.

>One standard port for local peripherals, and one standard port to hook into
>the network. The engineers at Apple have made everything as simple as
>possible, but no simpler. This is the definition of elegant engineering."
>
>Definition my ass. Apple was one of the last PC makers to adopt USB, and
the
>iMac sure as sh*t ain't a NIC.
>
>"The iMac's hardware design simplifies the peripheral and hardware I/O with
>a modern network-centric design, and provides a plug-and-play that works."
>
>As opposed to Windows PNP that doesn't? Sorry, that'd be wrong, too.

Would it?. Me and my colleague all recieved IBM ThinkPads from work. With Xircom Ethernet/modem cards. I suppose I was lucky, because in my case it works. I've seen countless colleagues mess with that modemcard, where Windows asked for drivers, the floppy was inserted, the software was said to have been installed, only for Windows to ask for the drivers again after a restart. That's not plug and play, that's plug and try and plug and try, and still it won't work.

>"For those that need more performance, add a fast firewire bus as standard
>to the motherboard if you get a G3 pro tower. This provides a superb
>interface for high-bandwidth high-storage applications like video editing."
>
>IEEE 1394 isn't Mac only. Sorry to burst your bubble.

No it isn't. But it does come standard on every PowerMac, like he said. What's your point? Oh, on Apple computers it's called FireWire. That's because Apple invented it.

><Picture of G3 processor next to Pentium II>
>
>"The iMac contains a G3 processor. If you actually poke your nose into the
>box to look at the "engine" -- you will be struck immediately by the size
>differential between an Intel Pentium and a G3 chip. The Pentium is almost
>quadruple the size of the g3 to do the same function. How is it that that a
>g3 chip can process faster than a Pentium chip, be a fourth the size, and
>run cooler? Well, it has to do with better design."
>
>First off, the Pentium in that picture has a oversized case to house the
>heat sink. If you'd take a look at the Pentium without the case on, you'd
>see that the actual processor is the same size as the G3. Even if the
actual
>chip was bigger, who really cares? How does it effect me, as an end user?

The Pentium processor core is bigger than the G3's. And that does matter for reasons of efficiency, power-consumption and heat-generation.

>"The Pentium chip uses a "complex" instruction set (cisc) -- it contains a
>lot of legacy work-arounds to accommodate archaic instructions going back
to

>the first 8088 microprocessor used in the first PC in 1982."
>
>Another fallacy, which shows that you know less about modern processors
then
>Andy Rooney.

It does accept those instructions, though. The Pentium is still an x86
processor, based on the 8086.

>"This was a 16bit architecture (think lanes in a highway). Now the Motorola
>series of processors started out life with a simplified 32bit-instruction
>set (RISC). This allowed you to get more horsepower out of the chip with
>fewer parts. Less parts means smaller size, and uses less power. When Intel
>wanted to go to the Pentium, in order to remain compatible, they had to
keep
>the old 16bit stuff in there even for newer generations of chips. This
means
>they need more parts just to make a Pentium work around the old legacy
stuff
>than Motorola needs to make their whole g3 chip. Because it has a less
>convoluted architecture to move data around in, a 250Mhz RISC chip does the
>same amount of work as a 400Mhz cisc chip, and is smaller and produces less
>heat to boot."
>
>I really, really feel sorry for you if you truly believe that to be the
>truth. I'm not going to bother going into detail on this one. It's been
>debunked countless times by myself and hundreds others, but some
ignoramuses
>like yourself fail to see the simple facts.
>
>And they say public school is a success.
>
>
>"This is why manufacturers have so much trouble making Pentium notebooks as
>fast as desktop machines. The Pentiums need more power and produce more
heat
>than the RISC chips. That is also why you cannot buy a Pentium notebook
that
>is as fast as apple's g3 notebook at any price."
>
>Are you Steve Jobs? Your RDF looks an awful lot like his...

Hello? You don't have to be Steve Jobs to figure this one out... Let's see,
my ThinkPad runs a 300MHz Pentium II processor. For that, it needs two fans
to keep it somewhat cool. These are running all the time, sucking the juice
out of my battery, resulting in about 2 hours of disconnected computing. My
PowerBook G3/400 has a fan that I have never heard running yet, runs for
about 4 hours on a battery, or 8 on two batteries, and is a lot faster. In
fact, it is the fastest notebook in the world.

>"Last, but not least. The Mac doesn't have a y2k problem."
>
>Yep, you're Steve Jobs. No one else on earth could possibly be such a
moron.
>It's people like you I like to smack in the face with a giant, smelly, fish
>called reality.

Here's some reality for you. No Mac ever made has Y2K issues. It's a nice list, at http://www.apple.com/about/year2000/ , a long list of machines on one side, a long list of the word "Complies" on the other.

Now tell me why you posted this Mac/PC stuff in the Atari advocacy newsgroup.

4047. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-28 00:00:00 UTC
From: "David D. Huff Jr." <huffd@nls.net>
Message-ID: <37C80E1F.8D789066@nls.net>
Source record: 3010
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Keep on swinging your sentiment is heard around the world.
M$ had a team of people in the early to mid-nineties posting trash
on everybody but them, true or not they posted away. Too
few people these days are capable of thinking for themselves.
So they bought into the MikeySoft mind share.

I especially like sites that use that active x thing to close WinBlows
browsers.

Philippe Duchenne wrote:

> A new collection of "Anti-Microsoft" Web banners is available at
>
> <URL:http://www.ping.be/amigaphil/pic/SBull.html>
>
> Those are based on a "Microsoft FREE" seal (16 colors, Netscape palette used)
>
> Other collections have been updated too :
>
> - More cream pies for Bill Gates
> <URL:http://www.ping.be/amigaphil/pic/SBill.html>
>
> - Pie Steve Ballmer
> <URL:http://www.ping.be/amigaphil/pic/SBall.html>
>
> Last: As an extra, a set of "Microsoft FREE" stamps specially
> designed for Web pages (monochrome, transparent background) is
> available as part of the archive downloadable from the above pages,
> or from:
>
> <URL:http://www.ping.be/amigaphil/Anti-Microsoft.html>
>
> (see bottom right corner of the page)
>
> Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
> PGP ID : 9C07F6C1
> A mind is a terrible thing to...err...Hmmm?

4048. Re: And you thought that Every was bad...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-29 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7qa1vs$3e3$1@nnrp1.deja.com>
Source record: 3011

In article <7q8gvcil1@weber.a2000.nl>,
"Alien" <jvdg36.nospam@nospam.hotmail.com> wrote:
>
>
> Here's some reality for you. No Mac ever made has Y2K issues. It's a nice
> list, at http://www.apple.com/about/year2000/ , a long list of machines on
> one side, a long list of the word "Complies" on the other.
>
> Now tell me why you posted this Mac/PC stuff in the Atari advocacy
> newsgroup.

He wanted sinclap to read and respond to it.. Thanks for doing so..

sinclap will be out of the office until next Friday and will be in
Chicago to get the marching orders for the rest of the year. Will be
checking email and voice messages periodicaly..

>

sinclap...

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4049. Re: Atari investing and Money Magazine

Newsgroup: comp.sys.atari.advocacy
Date: 1999-08-30 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37CAE8D2.9AA27680@earthlink.net>
Source record: 3012

sinclap wrote:

> The truth hurts....

Yea, it's been killing you for a long time. See my post on the recent review if FCP.

Sinclap also wrote:

> Share what you know. Learn what you don't.

You're pretty good at the former, but clueless as to the latter.

You don't know about desktop video.. period. The more you open your mouth, the more you prove this, so I completely understand why you continue to ignore my posts about this.

There are plenty of places where you can learn, though.. you might start with the video lab at Apple, just off 280, where they compatibility test AVID, Media 100, etc systems. Email for the gentleman's name.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4050. The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-01 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7qieif$u8j$1@nnrp1.deja.com>
Source record: 3013

While sinclap was busy all day in Chicago recieveing the marching orders for the remainder of the year, the new G4's were released...Some went to hotel room during lunch to get a glimpse of the new models..

These silver and whites are upto three times faster than the Pentiums...Of course a certain chunky person will be in denial...Expect the reality distortion field to blind the reality...

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4051. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-01 00:00:00 UTC
From: Alien <jvdg36.nospam@nospam.hotmail.com>
Message-ID: <7qitkc$8vb$1@weber.a2000.nl>
Source record: 3014

sinclap wrote in message <7qieif$u8j$1@nnrp1.deja.com>...

>
>While sinclap was busy all day in Chicago recieveing the marching orders
>for the remainder of the year, the new G4's were released...Some went to
>hotel room during lunch to get a glimpse of the new models..
>
>These silver and whites are upto three times faster than the
>Pentiums...Of course a certain chunky person will be in denial...Expect
>the reality distortion field to blind the reality...

Before people go into denial, think about this: The Apple PowerMac G4's are so fast, that the US government doesn't allow them to be exported to certain countries because it is classified as a supercomputer. So there!

4052. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0109990956330001@ts7-40t-24.idirect.com>
Source record: 3015

In article <7qieif$u8j$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> While sinclap was busy all day in Chicago

of course, since TiFKAS has shown no proof that he is actually an "Apple Power Rep", his claims are therefore suspect. Any moron can go onto Apple's web site and get info.

>
> These silver and whites are upto three times faster than the
> Pentiums...Of course a certain chunky person will be in denial...

of course, TiFKAS is once again talking about his imaginary friend who doesn't exist...

and funny thing, the people who seem to be questioning the speed of the new G4 are actual Mac users themselves in comp.sys.mac.advocacy, you know, the place TiFKAS is afraid to go to because he'll be burned beyond recognition.

Expect
> the reality distortion field to blind the reality...

yes, as done by the master of it - Steve Jobs, the main reason why TiFKAS' breath smells like shoe polish.....

> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

TiFKAS still fails on both counts....

4053. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0109991001100001@ts7-40t-24.idirect.com>
Source record: 3016

In article <7qitkc$8vb$1@weber.a2000.nl>, "Alien"
<jvdg36.nospam@nospam.hotmail.com> wrote:

>
> Before people go into denial, think about this: The Apple PowerMac G4's are so
> fast, that the US government doesn't allow them to be exported to certain
> countries because it is classified as a supercomputer. So there!

so what - certain other things can't be exported to other countries
without certain checks and balances. I couldn't imposrt a 68882 chip into
Canada without signing some major forms proving my identity - is the US
government so paranoid that I'll sell it to So Damn Insane?

what I find interesting is that "Alien" (who hides behind a pseudonym
on Hotmail) is the only one who defends The iDiot Forever Known As
Sinclap's idiotic claptrap. Or is "Alien" TiFKAS' personal sock puppet?

4054. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-01 00:00:00 UTC
From: Alien <jvdg36.nospam@nospam.hotmail.com>
Message-ID: <7qjdf4up1@weber.a2000.nl>
Source record: 3017

Daniel L. Dreibelbis wrote in message ...
>In article <7qitkc$8vb$1@weber.a2000.nl>, "Alien"
><jvdg36.nospam@nospam.hotmail.com> wrote:
>
>> Before people go into denial, think about this: The Apple PowerMac G4's are
so
>> fast, that the US government doesn't allow them to be exported to certain
>> countries because it is classified as a supercomputer. So there!
>
> so what - certain other things can't be exported to other countries
>without certain checks and balances. I couldn't imposrt a 68882 chip into
>Canada without signing some major forms proving my identity - is the US
>government so paranoid that I'll sell it to So Damn Insane?

Yeah, it's illegal to export beef from England into Europe, and you have to fill
out a lot of forms to export cars from one country to another, too. That's not
my point. I said it's illegal to export it to certain countries *because it has
been classified a supercomputer*. That's what I said. Spot the difference?

> what I find interesting is that "Alien" (who hides behind a pseudonym
>on Hotmail) is the only one who defends The iDiot Forever Known As
>Sinclap's idiotic claptrap. Or is "Alien" TiFKAS' personal sock puppet?

I wasn't defending "sinclap's claptrap". I was stating some additional info.
I do not hide behind a pseudonym, Alien is a nickname I've had for ages, and
that hotmail address is real. I just don't wanna post my home-account on Usenet.

Greetings,
Alien.

4055. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-01 00:00:00 UTC
From: cg@nospamcrew.org
Message-ID: <40n1v6wvir.fsf@garibaldi.ptc.ubi.se>
Source record: 3018

"Alien" <jvdg36.nospam@nospam.hotmail.com> writes:
> Before people go into denial, think about this: The Apple PowerMac G4's are so
> fast, that the US government doesn't allow them to be exported to certain
> countries because it is classified as a supercomputer. So there!

Yeah, they don't allow Apple to export the to hostile countries,
e.g. Norway :-)

/Christer
.

4056. TiFKAS and Daily Tubby - Historical Revisionism Fails!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0109991122350001@ts7-64t-27.idirect.com>
Source record: 3019

Recently, when I challenged The iDiot Forever Known As Sinclap
regarding his accuracy in dealing with the fact that there is no evidence
that the iMac is doing well in Canada by mentioning his championing an
article last March in Canada's least trustworthy newspaper, the National
Post (aka The Daily Tubby), he whined that he never said that the iMac was
sold out, but that it was merely in "short supply".

Oh, really, TiFKAS. Then why did you post this article on c.s.a.a under
the title "iMac Sold out Up North" back in March?

Want an iMac? Join the waiting list

Paul Brent Financial Post

Strawberry, blueberry, grape, tangerine, or lime.
No matter which is your favourite flavour, chances
are slim that there's an iMac computer waiting for you on the shelf at a
nearby Apple dealer.

Supplies of the bright, translucent iMacs are "severely
constrained." That's Apple Canada Inc. PR-speak for "sold out until April."

"The demand even exceeded what we thought it would be," said Dennis
Manning, an Apple Canada spokesman.

Grape, the most popular colour, has been consistently out of stock
since the product's introduction in January. Likewise for blueberry and
strawberry.

An enterprising would-be iMac owner might be able to track one down in
lime, the least popular colour.

The computers, which sell for about $2,000, are a hot commodity because they
do not look like their competitors' boring beige boxes, plus they are
configured to run applications such as games faster than IBM-based machines
that can cost twice as much.

"What Apple has done is dragged the computer sector into the mainstream
of marketing," said Mr. Manning, the spokesman.

<snip>

As you may remember, after the article appeared I did research
around Toronto and found iMacs at every store in plentiful supply, and at
many of them in ALL FIVE COLOURS. Indeed, one salesman at Computer City

told me that the article was "greatly overstated" regarding lack of iMac availability. I also found a large number of "Rev B." machinesthat were being blown out at fire-sale prices.

After that posting TiFKAS whined that they'd ALL be gone by March 15th. But when I retraced my steps on the 15th and discovered NO REAL CHANGE, TiFKAS had a major hissy fit.

Now why could that be? Could it be that at $1,899 CDN that the iMac is indeed overpriced and underpowered? And could it be that, rather than doing legwork like any good journalist should, the writer at the National Pest simply did a rewrite of an Apple press release?

TiFKAS, of course, then found an article from the Montreal Gazette and figured that because the paper leaned more towards the left that it would negate the damage caused by his championing the Tubby article. Close but no donut, TiFKAS - it merely was another example of another journalist who didn't do his homework (why only interview two small stores? Why not interview Future Shop and Computer City, the two major chain stores in Canada who sell the iMac, and who have many stores in Montreal and across Quebec? Why was, according to my brother, who works at a Mac store, Apple trying to get rid of Rev. B iMacs that were set up for the French-Canadian market that were glutting up their Cupertino warehouses by selling them at greatly reduced prices to other stores?)

so, it appears once again TiFKAS is in denial, and is once again trying to rewrite his own history—when it comes to his trolling and complete ineptitude towards computers - just like his claiming "I was never reprimanded by cedarnet.org for violating user agreements" (he was) or "I never called Calamus crap" (he did). And it also explains why he has suddenly stopped responding to Particle Salad after the Salad conclusively proved that TiFKAS has NO knowledge of how the video market works, has NO knowledge of use of video software, and therefore has NO credibility in this forum on this or any subject. Indeed, TiFKAS has been caught many times with his pants down to his ankles when his many claims about how Atari hardware and software "can't cut it" turned out to be stuff he made out of whole cloth, or proven to have been badly researched.

The conclusion? TiFKAS not only can't tell his ass from a hole in the ground, he also thinks he's an ostrich.

By the way, The Daily Tubby is under a constant watch by Canada's answer to Private Eye and Spy magazine, FRANK, who runs a bi-weekly column on the gaffs, mistakes and plagarisms on the paper run by right-wing kook Conrad "Tubby" Black, who is ever so much an idiot and bully as TiFKAS is (he once threatened to "horsewhip" a female journalist for daring to write an expose on his crony Brian Mulroney, and recently got into hot water when he wrote a letter to the Toronto Star in which he claimed that right-wing dictator and human rights violator Augusto Pinochet had gotten a "bum rap" and was really a great humanitarian - sh'yeah right, Tubby, and monkeys can fly out my butt) - indeed, Mr. Black is currently trying to sue our Prime Minister for allegedly blocking his chances to becoming

an English Lord, despite the fact that it's against the law for Mr. Black to accept such a position....

I fully expect TiFKAS to respond in a way that includes mentioning his imaginary friend "Chunks", a person who only exists in Mr. Sinclair's mind who is obviously a projection of his own vile personality, as well as the equally imaginary "Atari Jihads".

4057. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-01 00:00:00 UTC
From: Greg Hennessy <cmkrnl@cix.compulink.co.uk>
Message-ID: <aFrNN6=9yuyZpHfkfzgSYjOyYCdJ@4ax.com>
Source record: 3020
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Tue, 31 Aug 1999 18:40:31 BST, Richard Murray
<no.spam@heyrick.co.uk> wrote:

>Firstly, I quite *LIKE* MSIE5 (which was a great shock to me two weekends
>ago, I can tell you)

Christ! I've wandered into an alternate reality....

greg

4058. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-01 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37CD8B7C.A2E5286B@earthlink.net>
Source record: 3021

Sinclap, did you see the recent FCP review in MacAddict? Yep.. another great review. But guess what product they compared it to? AVID? No, they knew better.. they compared it to Premiere.

Why do you think they didn't compare it to an AVID? Probably because they knew that only a MORON with no knowledge of the video market would make such an idiotic comparision. If the shoe fits..

BTW, I'm looking forward to the G4 upgrade cards when they come out. It's too bad that the upgrade cards currently will NOT work in B&W G3s.. another genius Apple move, eh?

-Mark

sinclap wrote:

> While sinclap was busy all day in Chicago recieveing the marching orders
> for the remainder of the year, the new G4's were released...Some went to
> hotel room during lunch to get a glimpse of the new models..
>
> These silver and whites are upto three times faster than the
> Pentiums...Of course a certain chunky person will be in denial...Expect
> the reality distortion field to blind the reality...
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

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~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4059. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0209990905150001@ts7-38t-17.idirect.com>
Source record: 3022

In article <37CD8B7C.A2E5286B@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> Sinclap, did you see the recent FCP review in MacAddict? Yep.. another great
> review. But guess what product they compared it to? AVID? No, they knew
> better.. they compared it to Premiere.
>
> Why do you think they didn't compare it to an AVID? Probably because
they knew
> that only a MORON with no knowledge of the video market would make such an
> idiotic comparision. If the shoe fits..
>
> BTW, I'm looking forward to the G4 upgrade cards when they come out. It's too
> bad that the upgrade cards currently will NOT work in B&W G3s.. another genius
> Apple move, eh?
>
> -Mark

and in another genius move, it now turns out that FCP is incompatible
with the G4! This is according to a Mac user on comp.sys.mac.advocacy who
was at
Seybold.

In defense of the G4, though, it's nice to see that Apple now has
proper math-coprocessing, and it's also nice that they've got a more
mature colour to the box (no more Smurf boxes! - guess we'll be seeing the
Smurf boxes going at fire-sale prices), and the clear handles are cool.

Too bad the Steve Jobs Reality-Distortion Field (tm) was laying it on
pretty thick - I mean, comparing the G4 to a Cray? Claiming that it's up
to four times as fast as the identical Intel? Even long-time Mac users in
mac.advocacy are questioning Jobs' tactics.

(Mr. Burns mode ON)

"You call THIS a SUPERCOMPUTER!"

(Mr. Burns mode OFF)

And using an analogy a step further, Sony has dropped the price of the
Playstation to $139. Using TiFKAS' yardstick, they're doing that because
they're scared of Sega's Dreamcast. (Actually, it's because the new
Playstation II is coming out next year).

And speaking of Sony, an issue of MacAddict has now officially pronounced
the Virtual Game Station dead after Sony won their injunction against
Connectix. This despite TiFKAS' crowing that Connectix would prevail in

court, and that after TiFKAS' previous prediction that Sony would licence VGS (which Sony said they would NEVER do). Next on Sony's list - bleem!.....

another great post, Mark. And one that TiFKAS will be too chicken to respond to...

4060. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-02 00:00:00 UTC
From: lars-news@bearnip.com
Message-ID: <37ce60e9.6024849@news.earthlink.net>
Source record: 3023
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Wed, 01 Sep 1999 19:59:19 +0100, Greg Hennessy
<cmkrnl@cix.compulink.co.uk> wrote:

>On Tue, 31 Aug 1999 18:40:31 BST, Richard Murray
><no.spam@heyrick.co.uk> wrote:
>
>>Firstly, I quite *LIKE* MSIE5 (which was a great shock to me two weekends
>>ago, I can tell you)
>
>Christ! I've wandered into an alternate reality....

It's sad, isn't it? But I must agree - among all the Windows browsers
I tried the last two weeks (I'm converting my mom's old 486 into an
Internet-savy system), MSIE5 was the least obnoxious.
Lars Duening; lars@bearnip.com
(Currently I can check my mail only occasionally)

4061. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-02 00:00:00 UTC
From: TheSnitch@HUS.HMAIL.COM
Message-ID: <37d1d50b.81606365@news.alt.net>
Source record: 3024

On Wed, 01 Sep 1999 05:45:53 GMT, sinclap <sinclap@my-deja.com> wrote:

>
>
>While sinclap was busy all day in Chicago recieveing the marching orders
>for the remainder of the year, the new G4's were released...Some went to
>hotel room during lunch to get a glimpse of the new models..
>
>These silver and whites are upto three times faster than the
>Pentiums...Of course a certain chunky person will be in denial...Expect
>the reality distortion field to blind the reality...

And this has what to do with ATARI advocacy, you stinking retard?

4062. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-03 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <936381998-79534AEicMi@online.be>
Source record: 3025

Alien <jvdg36.nospam@nospam.hotmail.com> wrote:

Hi Alien :-)
>Before people go into denial, think about this: The Apple PowerMac G4's
>are so fast, that the US government doesn't allow them to be exported to
>certain countries because it is classified as a supercomputer. So there!

Come on, be serious. The PowerMac is fast because of the G4 processor, so
if I put a G4 "soon to be here" upgrade card in a Amiga or Atari, these
will be classified as supercomputers also?
Supercomputer? my ***!! there's nothing super at all about the Apple, there
never has been and there never will be. All you get is a nice bubble full of
marketing hype. Once you switch on the flashy box it's the same old hat...

BTW: what the US government allows or not is ridiculous... If for example
Saddam wants a truckload full of G4 processors, he'll have them tomorrow.
As an exemple: I live in Belgium, and as a Belgian citizen have nothing to
do with the laws of the US Government. If I buy a G4 tomorrow, and decide
to sell it next week to one of the "certain countries" I'm not doing
anything illegal. Just "free trade" :-)

Apple, IBM and Motorola are Multi nationals designing and producing chips,
processors and parts all over the world. How do you control a Multi
national firm? What makes you so sure that the G4 is a 100% developed in
the US processor? Ever heard of India? I wouldn't be suprised if that
country in on the "certain list" also :-))
Times have changed, we live in a global community, ever thought about the
fact that your bank account is not administered in the US, but possibly
somewhere on a server in the Phillipines. That famous export list is nothing
more then a way to control economies and protect the home market.
To use the words of the Great Guru himself: "Let's think different"

Cheers from Belgium
Dennis

4063. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-03 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <936382008-81490AEicMi@online.be>
Source record: 3026

Sinclap , sinclair, tifkas whatever wrote on 01-09-99: (who cares anyway?)

Hi tifkas :-))

>These silver and whites are upto three times faster than the
>Pentiums...
What exactly are you babbling about this time?
-Time to boot?
-Time to shutdown the flashy box ?
-Time to replace the flashy box?

Do yo still have those frequent pains in your head? I'm really worried about
you this time. Go see that doctor in the loony asylum now!! please...

Cheers from Belgium
Jihad Dennis

4064. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-03 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <936382012-82150AEicMi@online.be>
Source record: 3027

Richard Murray <no.spam.heyrick.co.uk> wrote on 31-08-99:

Hi Richard,

>Philippe Duchenne is Belgian, yes? Does he know that
>Bill Gates has enough money to pay off Belgium's entire national debt?!?
Nah, I don't think so, our national debt is so gigantic, that even Mr.Gates will have to pass :-) he'll need to sell a whole lot more shitty OS's and clumsy Office suits before being able helping us out....
Somehow I don't think Belgium is in his good books either, since we called him welcome with a couple of fresh cream pies...

>MSIE5 was nice, integrated, responsive. All this on a P75 upclocked to
>100MHz. It did the web stuff, and stayed online for two hours without
>bombing out.
I have no idea what you've been using before this, but it must have been a pretty piece of lousy programming. On a humble Atari I manage to stay online for hours, without the software or hardware letting me down.
Comparing crap with crap doesn't make much sense does it?

>RISC OS has scrollbars that change size and fairly accurately reflect not
>only the scroll position, but the amount on-screen relative to the total
>amount. This message, currently, has a scrollbar half the size of the
>scrols slider space, because half of it is visible.
This sounds familiar....:-)

>Because Acorn created something good and usable on a budget that is
>probably laughably small in computer-company circles. And it wasn't put
>together by a team of coders several hundred strong.
And this is familiar also, one doesn't need the big mega firms for decent software, in some cases you're better of with a program coded by one man, who knows it inside out, then with the crap some firms produce.
A nice example of this is the Jinnee desktop compared to the famous Mac desktop. Once a person used Jinnee running under MagicMac he'll find it very hard to return to the clumsy out of date Apple desktop... Jinnee is coded by one single person, who even has a daytime job...

>Compare, for example, RISC OS (I'm posting from comp.sys.acorn.advocacy)
>and Windows.
This is familiar also :-)but that's what makes computing fun, even though you are on a system no one hardly knows, you can still do the tasks you need and in certain cases even better.
Whenever I mention that I'm a Atari user, people seem to think that I'm sarcastic, ironic or simply told a joke. They can't get it through their brainwashed Microsoft or Mac brain, that there are other systems available which have their own merits...

Cheers from Belgium
Dennis

PS: don't worry about our national debt, nobody over here does this. Next year when the Euro finally arrives, the rest of Europe will pay it off without realising it...:-)))

4065. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-04 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7qqa9eksn1@nnrp1.deja.com>
Source record: 3028

In article <37d1d50b.81606365@news.alt.net>,
Delete the "." between "HUS" and "HMAIL" to reply. wrote:
> On Wed, 01 Sep 1999 05:45:53 GMT, sinclap <sinclap@my-deja.com> wrote:
>
> >
> >
> >While sinclap was busy all day in Chicago recieveing the marching orders
> >for the remainder of the year, the new G4's were released...Some went to
> >hotel room during lunch to get a glimpse of the new models..
> >
> >These silver and whites are upto three times faster than the
> >Pentiums...Of course a certain chunky person will be in denial...Expect
> >the reality distortion field to blind the reality...
>
> And this has what to do with ATARI advocacy, you stinking retard?

You must be a Beavis...Read the charter for Atari Advocacy...

--
sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4066. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-04 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7qqaf7$l45$1@nnrp1.deja.com>
Source record: 3029

In article <936381998-79534AEicMi@online.be>,
Dennis Vermeire <dennis.vermeire@online.be> wrote:
> Alien <jvdg36.nospam@nospam.hotmail.com> wrote:
>
> Hi Alien :-)
> >Before people go into denial, think about this: The Apple PowerMac G4's
> >are so fast, that the US government doesn't allow them to be exported to
> >certain countries because it is classified as a supercomputer. So there!
>
> Come on, be serious. The PowerMac is fast because of the G4 processor, so
> if I put a G4 "soon to be here" upgrade card in a Amiga or Atari, these
> will be classified as supercomputers also?

No, Its like putting a super charge engine in a Fiesta chasis..

> Supercomputer? my ***!! there's nothing super at all about the Apple, there
> never has been and there never will be. All you get is a nice bubble full of
> marketing hype. Once you switch on the flashy box it's the same old hat...

Have you turned one on?

> Cheers from Belgium
> Dennis
>
>

sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4067. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-04 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7qqbq3lte1@nnrp1.deja.com>
Source record: 3030

In article <dreibel-0209990905150001@ts7-38t-17.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> In article <37CD8B7C.A2E5286B@earthlink.net>, Particle Salad
> <psalad@earthlink.net> wrote:
>
> > Sinclap, did you see the recent FCP review in MacAddict? Yep.. another great
> > review. But guess what product they compared it to? AVID? No, they knew
> > better.. they compared it to Premiere.

Not yet...Been in Chicago. Will do when I answer my mountains of email
etc...

> > Why do you think they didn't compare it to an AVID? Probably because
> they knew
> > that only a MORON with no knowledge of the video market would make such an
> > idiotic comparision. If the shoe fits..

Still in denial?

Here is Robert Morgan's analysis...

http://macweek.zdnet.com/1999/08/29/rfithurs.html

Bulls and bears
OK, back to other companies' responses to the G4 boxes. I
don't know if the muffled screams I'm hearing is one of them being
mauled by that ravenous bear, or whether the bear's cub
just took a swipe at one of their backsides as they run away. We'll see.

First and foremost, let's talk about Scooter. Scooter
sells a lot of boxes as servers, even though its strong-selling
workstations
are in effect being used as servers in place of their
more-expensive brethren. And Scooter makes a lot of money from selling
them. Doesn't matter as long as they sell. Yet once the MP
G4 boxes are announced and start shipping, Scooter might have the
same problems that others are facing. Apple is raising the
bar as far as the price-performance ratio is concerned. If Apple ships
just a dual G4 and not the quad-four, G4 X 4 boxes, the
price-performance ratio will start rivaling a lot of boxes that cost
$40,000 or more. Especially given the extensibility of OS
X Server as well as the fact that it gets along with numerous Unix
versions. Toss in compatibility with Oracle's
applications, and a lot of eyebrows will go up.

Now, am I saying that Scooter is going to have serious problems in the near term? Of course not. But all things considered, would you rather spend $10,000 on a box whose performance is comparable to a $20,000 to $40,000 system, or would you insist on spending that extra money?

Next up is Avid. Remember my bearish comments and sentiments on Avid when it announced its forced migration to NT over the objections of its Mac customers? In my estimation, Avid basically slit its own throat with that decision. Well, Avid is now saying that it will support Apple's G4 boxes. Several of The Heretical Monks -- myself included -- had a great belly laugh over it and came to the conclusion that it was probably too little too late. Avid could have had the digital video and audio markets handed to it on a silver platter, but it would have meant going software-only and jettisoning proprietary hardware solutions when it came to Mac offerings.

Neither Steve Jobs nor Apple wants to depend on only one vendor; when Avid balked, other solutions were developed as alternatives. (And I'm not only talking about Apple's homegrown Final Cut Pro.) Others will notice the opening and exploit it. Avid forgot that nature abhors a vacuum. And trying to say "Never mind," might be too little too late. Shorting Avid might have been prescient. We'll have to see.

On a related front, SGI is basically in the same boat. Some observers have characterized SGI's latest restructuring moves as a going-out-of-business strategy. I have a hard time arguing against that notion, even though the company is going to use MiPS in what you could call a "SGI Classic" and even if it uses Linux as the OS. About the only thing stopping a full-bore stampede away from SGI is that it was chosen as the development platform for Sony's PlayStation 2. My biggest problem with SGI: What if Apple ships a digital video and audio solution that rivals its offerings for price and performance? (Is it possible? Yes.
Very possible. If not now, within the next year or so.)

What both Avid and SGI have in common is that their core businesses and markets of high-end graphics and video are moving very quickly toward digital video and audio -- a market that Apple is focusing on with hardware and software solutions developed in-house and by its third-party vendors. When it first surfaced, this new direction prompted many members of the Greek chorus to start moaning, groaning and wringing their hands, until I informed them that just because Apple is focusing on digital video and audio publishing doesn't mean the company is washing its hands of traditional publishers. After all, there's
nothing stopping publishing pros from employing those solutions for traditional publishing. Most of the naysayers came in off

the ledge when I pointed out that the G3 boxes they were
currently using already had video capabilities, even if they didn't use
it.

The key point here is that Apple's product offerings will
soon surpass those of Avid and SGI when it comes to their
price-performance ratio -- and possibly on performance
alone. When Apple first launched Final Cut Pro back at April's
National Association of Broadcasters gathering in Las
Vegas, a lot of video pros said the software was good enough for about
80 percent of their work and that if future versions met
the features of Avid's solutions and offerings, then that figure would
rise
to about 95 percent to 100 percent.

Why am I focusing on Avid and SGI while discussing the new
G4 boxes? Because the majority of Mac users don't use them to
design and test nuclear bombs. Most pro markets use them
for "creative world"-type applications, including design and
publishing, video, and audio.

But what really got me laughing is that critics of Apple
and the Mac platform who had been insisting that the PowerPC chips
weren't fast enough because they didn't go to 500 MHz are
now downplaying the importance of speed. Is it because the G4
chips are not only in the 500-MHz range with the first
boxes shipped and that those 500-MHz G4 chips are faster than a
comparable Pentium III? Processor envy? Oh well. No
matter. Price-performance is what will sway the target market for those
G4 boxes, not whether they can sit there and tell others,
"My processor is bigger and better than yours." It's not the car but the
driver.

> > BTW, I'm looking forward to the G4 upgrade cards when they come out. It's too
> > bad that the upgrade cards currently will NOT work in B&W G3s.. another genius
> > Apple move, eh?

Looks like the G4 upgrade makers will fix that...

> > -Mark
>
> and in another genius move, it now turns out that FCP is incompatible
> with the G4! This is according to a Mac user on comp.sys.mac.advocacy who
> was at
> Seybold.

FCP 1.2 will fix that...

> In defense of the G4, though, it's nice to see that Apple now has
> proper math-coprocessing, and it's also nice that they've got a more
> mature colour to the box (no more Smurf boxes! - guess we'll be seeing the
> Smurf boxes going at fire-sale prices), and the clear handles are cool.

$1600 for a G4 box with modem is Thinking Different!

$1000 for a Hades with early 90's technology or for $600 more an upto
date mind blowing box? What would you chose?

> Too bad the Steve Jobs Reality-Distortion Field (tm) was laying it on
> pretty thick - I mean, comparing the G4 to a Cray? Claiming that it's up
> to four times as fast as the identical Intel? Even long-time Mac users in
> mac.advocacy are questioning Jobs' tactics.

It's a giga flop box...Deal with it...

The G4's are upto three times faster than a PIII 600!

> (Mr. Burns mode ON)
>
> "You call THIS a SUPERCOMPUTER!"
>
> (Mr. Burns mode OFF)
>
> And using an analogy a step further, Sony has dropped the price of the
> Playstation to $139. Using TiFKAS' yardstick, they're doing that because
> they're scared of Sega's Dreamcast. (Actually, it's because the new
> Playstation II is coming out next year).
>
> And speaking of Sony, an issue of MacAddict has now officially pronounced
> the Virtual Game Station dead after Sony won their injunction against
> Connectix. This despite TiFKAS' crowing that Connectix would prevail in
> court, and that after TiFKAS' previous prediction that Sony would licence
> VGS (which Sony said they would NEVER do). Next on Sony's list -
> bleem!.....

I have not seen this on the Mac web sites..

> another great post, Mark. And one that TiFKAS will be too chicken to
> respond to...
>

ba ba ba ba ba ba ba....

sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4068. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-04 00:00:00 UTC
From: Alien <jvdg36.nospam@nospam.hotmail.com>
Message-ID: <7qr67c$k8$1@weber.a2000.nl>
Source record: 3031

Dennis Vermeire wrote in message <936381998-79534AEicMi@online.be>...
>Alien <jvdg36.nospam@nospam.hotmail.com> wrote:
>
>Hi Alien :-)
>>Before people go into denial, think about this: The Apple PowerMac G4's
>>are so fast, that the US government doesn't allow them to be exported to
>>certain countries because it is classified as a supercomputer. So there!
>
>Come on, be serious. The PowerMac is fast because of the G4 processor, so
>if I put a G4 "soon to be here" upgrade card in a Amiga or Atari, these
>will be classified as supercomputers also?

Probably, yes. I'd really like to see that. But I'll keep my Atari's stock now.

>Supercomputer? my ***!! there's nothing super at all about the Apple, there
>never has been and there never will be. All you get is a nice bubble full of
>marketing hype. Once you switch on the flashy box it's the same old hat...

No it isn't.It's a well-designed case with a high-quality computer inside
running an OS that allows me to get my work done without crashing constantly.
Unlike a certain widespread OS from a certain Redmond software company.

>BTW: what the US government allows or not is ridiculous... If for example
>Saddam wants a truckload full of G4 processors, he'll have them tomorrow.
>As an exemple: I live in Belgium, and as a Belgian citizen have nothing to
>do with the laws of the US Government. If I buy a G4 tomorrow, and decide
>to sell it next week to one of the "certain countries" I'm not doing
>anything illegal. Just "free trade" :-)

I wasn't saying that the US export restrictions aren't ridiculous. I know that
people that want these machines will get them, one way or the other. There are
discussions going about raising the specs. All I said was that these
restrictions apply to the PowerMac G4, because by US government standards,
they're supercomputers. A stock Atari, Amiga, or any Wintel machine isn't.
According to these standards.

As for free trade, trade is not always as free as think. If you buy a G4 in
Belgium, wether or not you are allowed to export it to Saddam Hussein depends on
Belgian export law. There might just be some restrictions on that. Of course,
you could just do it anyway without registering the export, but that would still
be illegal.

>Apple, IBM and Motorola are Multi nationals designing and producing chips,
>processors and parts all over the world. How do you control a Multi
>national firm? What makes you so sure that the G4 is a 100% developed in
>the US processor? Ever heard of India? I wouldn't be suprised if that

>country in on the "certain list" also :-))

I don't think that IBM and Motorola have their processors produced in countries like India. Maybe a lot of more "mundane" chips are produced there, but not the cream of the crop. And I'll bet that their top designers are in the US also.

Apple has outsourced production of the iMac to companies in Taiwan and Korea, but the PowerMacs are being produced by Apple at Apple's factories in the US, Singapore and Ireland.

>Times have changed, we live in a global community, ever thought about the
>fact that your bank account is not administered in the US, but possibly
>somewhere on a server in the Phillipines. That famous export list is nothing
>more then a way to control economies and protect the home market.
>To use the words of the Great Guru himself: "Let's think different"

My bank account is most certainly not administered in the US, it's on a huge mainframe in Amsterdam. That mainframe runs software that I have written. Contrary to what you may think, if you have a bank account, it is probably administered on a big mainframe that is fully owned by the actual bank itself. Not on a big server in the phillipines. Banks are very (*VERY*) privacy-sensitive operations. They develop most of their software in-house and run it on their own mainframes.

>Cheers from Belgium

>Dennis

Groeten uit Holland :-)
Joost.

4069. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bef7b3$7a775480$a55e0fcb@default>
Source record: 3032

sinclap <sinclap@my-deja.com> wrote in article
<7qqaf7$l45$1@nnrp1.deja.com>...
> In article <936381998-79534AEicMi@online.be>,
> Dennis Vermeire <dennis.vermeire@online.be> wrote:
> > Alien <jvdg36.nospam@nospam.hotmail.com> wrote:
> >
> > Hi Alien :-)
> > >Before people go into denial, think about this: The Apple PowerMac
G4's
> > >are so fast, that the US government doesn't allow them to be exported
to
> > >certain countries because it is classified as a supercomputer. So
there!
> >
> > Come on, be serious. The PowerMac is fast because of the G4 processor,
so
> > if I put a G4 "soon to be here" upgrade card in a Amiga or Atari, these
> > will be classified as supercomputers also?
>
> No, Its like putting a super charge engine in a Fiesta chasis..

Imagine how fast that Fiesta would go ;-)
I don't know about the Atari upgrade cards, but on the Amiga front the G4 cards announced (avail October) have a graphics card option which is connected directly to the G4's bus. No bottlenecks.
Onboard SCSI means that there are no additional bottlenecks in that department either, and the addition of onboard PCI connector and USB ports is a bonus.
Add to that transparent 680x0 emulation built into the card as well and I can't see how such an upgraded Amiga would be slower then a Mac with a G4 processor.

Perhaps you could enlighten me?.

> > Supercomputer? my ***!! there's nothing super at all about the Apple,
there
> > never has been and there never will be. All you get is a nice bubble
full of
> > marketing hype. Once you switch on the flashy box it's the same old
hat...
>
> Have you turned one on?

If he is referring to 8.5 then he is right.

Regards,

Clockmeister.

4070. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0509991613040001@216.154.35.82>
Source record: 3033

In article <7qqa9eksn1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> >
> > And this has what to do with ATARI advocacy, you stinking retard?
>
> You must be a Beavis...Read the charter for Atari Advocacy...

of course, this proves once again that TiFKAS is a "Butt-head" :)

4071. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0509991618520001@ts7-69t-35.idirect.com>
Source record: 3034

In article <7qqaf7$l45$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <936381998-79534AEicMi@online.be>,
> Dennis Vermeire <dennis.vermeire@online.be> wrote:
> > Alien <jvdg36.nospam@nospam.hotmail.com> wrote:
> >
> > Hi Alien :-)
> > >Before people go into denial, think about this: The Apple PowerMac G4's
> > >are so fast, that the US government doesn't allow them to be exported to
> > >certain countries because it is classified as a supercomputer. So there!
> >
> > Come on, be serious. The PowerMac is fast because of the G4 processor, so
> > if I put a G4 "soon to be here" upgrade card in a Amiga or Atari, these
> > will be classified as supercomputers also?
>
> No, Its like putting a super charge engine in a Fiesta chasis..
^^^^^^
sure, TiFKAS. Of course, that's a bad analogy - the Ford Fiesta being a
notorious rust bucket, practically all of them never survived their first
Ontario winter :)

really, why not simply change your name to Joe Isuzu and get it over with :)

BTW, it's spelled "chassis". Guess it'll be time for spelling class
after you graduate from remedial kindergarten....

4072. Adobe goes over to Dell! G4 Too Little, Too Late !

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0509991701060001@ts7-69t-35.idirect.com>
Source record: 3035

think Apple still has clout in the graphics sector? Think Again. Looks like Adobe has made their decision on what is cutting-edge regarding systems they can recommend - and just a few days after Apple debuted the G4 with their laughable "it's a supercomputer" FUD at Seybold. Looks like the Steve Jobs Reality-Distortion Field (tm) backfired. Any bets Jobs is having a hissy fit back at Cupertino?

this message was found at comp.sys.mac.advocacy....

http://www.dell.com/corporate/media/newsreleases/99/9909/1.htm

Dell Computer Corporation (Nasdaq: DELL) today announced that Adobe Systems Incorporated (NASDAQ: ADBE), one of the world's largest software companies, has selected Dell as its corporate standard worldwide for workstations and desktop PCs.

"The Dell Precision WorkStation 410 is great for our engineers, because it provides the power they need to create the award-winning graphics software our customers have come to expect. The benefit for our customers comes full circle now that Dell has begun to offer the Adobe Collections as an optional bundle with Dell Precision WorkStations," said Gerrard Rutter, vice president, Information Systems, Adobe. "For Adobe, Dell's OptiPlex G1 is a very cost-effective solution for general office work. By using DellPlus factory integration, Adobe is able to provide employees with systems that are fully configured and customized from the moment they open the boxes and plug them in."

Adobe has purchased more than 850 Dell systems for software development and general office applications. Systems are ordered via Dell's Premier PagesSM service, which provides customized, password-protected Web sites that Dell creates for institutional and business customers. Dell's Web site currently hosts more than 27,000 customer-specific Premier Pages.

and where I found it?

http://www.macaddict.com/

Guess when it comes time for Adobe to put its money where its mouth is, well . . . . .

4073. CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0509991717270001@ts7-69t-35.idirect.com>
Source record: 3036

well, it looks like, despite TiFKAS' claims to the contrary, and
despite how allegedly well the iMac is selling in the states, InCompUSA is
in serious financial trouble again. And if they go, Apple can kiss their
only national supplier goodbye - and is kicking themselves after their
bully-boy tactics with Best Buy backfired.

as usual, found on comp.sys.mac.advocacy (the place where TiFKAS is too
chicken to tread)...

http://dailynews.yahoo.com/h/ap/19990830/bs/compusa_layoffs_1.html

Intersting, they're letting go 1,800 employees, or, as the article states,
half of their commercial sales staff.

I always wondered if CompUSA could get worst. It seems it CAN.

CompUSA always has tons of people in when I visit - why the layoffs?

4074. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-05 00:00:00 UTC
From: Philippe Duchenne <AmigaPhil@ping.be>
Message-ID: <590.917T477T13622186AmigaPhil@ping.be>
Source record: 3037
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Hello there Little Piggy !
On 25-Ao&#65533;t-99 08:05:51, you wrote about Re: [MS-bashing] New collection of
anti-Microsoft banners :

> On Wed, 25 Aug 1999 20:57:37 -0700, "Tim Mayer" <tmayer@pathcom.com>
> wrote:

>>What a waste of WEB space -- these are really dumb.
>>

> Don't be too hard on him... it's not his fault, he's Belgian.. :)

8-O Ok, let's say you mark one point.

My turn:

Some people dream it, a Belgian did it ! :-P

Does that make 1-1 ? ;-)

Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
PGP ID : 9C07F6C1
I'm not a stranger, only a friend you haven't met.

4075. Re: CompUSA laying off 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-05 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0509992310100001@ts7-85t-18.idirect.com>
Source record: 3038

In article <7qv83aqse1@nnrp1.deja.com>, The iDiot Forever Known As
Sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-0509991717270001@ts7-69t-35.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> >
> > well, it looks like, despite TiFKAS' claims to the contrary, and
> > despite how allegedly well the iMac is selling in the states, InCompUSA is
> > in serious financial trouble again. And if they go, Apple can kiss their
> > only national supplier goodbye - and is kicking themselves after their
> > bully-boy tactics with Best Buy backfired.
> >
> > as usual, found on comp.sys.mac.advocacy (the place where TiFKAS is too
> > chicken to tread)...
> >
> > http://dailynews.yahoo.com/h/ap/19990830/bs/compusa_layoffs_1.html
> >
> > Intersting, they're letting go 1,800 employees, or, as the article states,
> > half of their commercial sales staff.
> >
> > I always wondered if CompUSA could get worst. It seems it CAN.
> >
> > CompUSA always has tons of people in when I visit - why the layoffs?
>
> The Mac Jihad 'Chunks' must of not read the easy to read print.

I thought your imaginary friend "Chunks", who doesn't exist, was
supposed to be an equally imaginary Atari Jihad?

No fine print, bubba booey. It's also listed on CNN's web site as well,
major news story. Appears to be even WORSE than in that story, 1/2 the
sales staff have been canned, and several stores are having the plug
pulled. It's also become a major topic of discussion on
comp.sys.mac.advocacy.

The
> layoff occured in their instore corp dept. CUSA has streamlined to
> eliminate duplication in multi CUSA markets. According to the press,
> 1100 have accepted positions at the new corp call center in Dallas.
> CUSA store focus will be retail with additional staff.

now of course, we get the voodoo economics damage-control spin from
TiFKAS. No surprise there, as he may have a vested interest in Apple's
survival (of course, because he absolutely refuses to show ANY evidence
that he's an "Apple Power Rep" using as his pretence the lamest of

excuses, we can only surmise he could lose what little trolling capability
he has).

I'd suggest doing your homework and going to the CNN site yourself if
you don't believe me, troll-boy...

>
> As for BB, a missed opportunity.

yep, for Apple to have better national distribution. Too bad BB didn't
want their stores to act as Apple's warehouse for unsellable iMacs.

>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

what TiFKAS knows - NOTHING. What he's learned - NOTHING.

4076. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-06 00:00:00 UTC
From: Philippe Duchenne <AmigaPhil@ping.be>
Message-ID: <1963.918T1181T993262AmigaPhil@ping.be>
Source record: 3039
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Hello there Tim Mayer !
On 26-Ao&#65533;t-99 19:51:29, you wrote about Re: [MS-bashing] New collection of
anti-Microsoft banners :

```
>> Looking at the site, I didn't think there were _intended_ to be funny.
>>

> Are you kidding. Your telling me that "Safe Hex" is not suppose to be funny?
> I understand the joke, but just did not find it humorous. The pictures of
> Gates with pie on his face I found to be a little distasteful, but were an
> obvious attempt at humor.

> Actually, I must correct myself here, I did find a few of them to be funny.
> Especially the "Who does he want to own today", "Where does he want to go
> today" and "Sorry Bill, I choose where I want to go" as well as a few
> others.

Funny or... ?

Well, some are based on humourous statements (like the now famous
Bill Gates' "640k") and popular Microsoft jokes and one-liners.
Some are denunciations of Microsoft's bad practises.
Some are aimed to restaure computer history:
"No, Microsoft did not innovate the mouse"
"No, Microsoft did not innovate Internet"
Some were drawn to counter dis-information:
"You don't NEED Word to do word processing"
"You don't NEED Internet explorer to surf the WWW"
Some give hints on how to use MS-product in a more user-friendly way.
Others inform of the existence of alternatives and open and free standards.

All of them have a mockering touch of humour (the cream pie), but the
base idea is to spread a real message.

>>
>> Do you really think that everybody who advocates open standards must be
>> making a joke at Microsoft's expense?
>>

> Although some are specifically supporting open standards, many of them are
> simply bashing.

That's right.
```

It's a demagogic decision I took as I found out that bashing usually
proves to be popular, and jokes spread very fast. And to be totally honest,
I sometimes like that too ! :-)

Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
PGP ID : 9C07F6C1
And remember kids, DON'T try this at home!

4077. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-06 00:00:00 UTC
From: Philippe Duchenne <AmigaPhil@ping.be>
Message-ID: <4452.918T2115T663912AmigaPhil@ping.be>
Source record: 3040
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Hello there irfon !
On 26-Ao&#65533;t-99 14:01:04, you wrote about Re: [MS-bashing] New collection of anti-Microsoft banners :

> I totally understand where people are coming from on this issue,
> and I notice that this is cross-posted to a wide variety of
> newsgroups addressing different OS communities,

Yes, as people here have knowledge (experience) of something else
than Wintel; and advocacy groups are probably the best places to
find people ready to defend alternatives to Wintel.

> but I honestly think that it is the wrong track to take,
> both for those of us
> who are relatively new on the scene (I'm posting from the BeOS
> group) and those in the more established communities.

Hmmm, maybe.

A banner campaign such the one I started at
<URL:http://www.ping.be/amigaphil/README.html> is probably not
the best way to declare that something is going wrong and we must
step in before it's getting worst, I must admit.
It's just my 2p.

> As soon as you define yourself solely in terms of another, I
> think you lose a lot. I've never been a fan of political
> campaigns where the whole push for a candidate centers around
> what's bad about the other candidate, and similarly, I always
> wince when somebody asks what should interest them about BeOS
> and people respond saying, "Well, it's not made by Microsoft!"

Yes, that's a weak argument.
But since, there's a point here:
Not using Microsoft's products at all give you a better chance
to not being tied to Everything Microsoft.

> If a product cannot stand on its own merits, then it's not much
> of a product, and I'm sure none of us would like to think that
> we are using our chosen platforms for that reason and that reason
> alone.

> Here's an exercise we should all do :

> Step 1 : Sit back and think only positive thoughts about your
> computer. Think of the thinks you like to *do* with it. Think
> about when you are happiest and what you're using your computer
> to do when that occurs.

> Step 2 : Write a short essay to your favourite advocacy group
> explaining what you do with your computer that makes you happy.
> Do not use the word Microsoft, and do not compare your platform
> to any other platform. When composing this essay, try to
> express yourself using only positive language. Do not mention
> what you're glad your computer does *not* do. Mention only
> what you're glad it *does* do.

Ok. But preaching in your own chapel won't help newcomers to have
a wider range of solutions to choose from.

How about people who think a computer is a machine that run Windows,
that Microsoft innovated the mouse and the GUI, that you need Word
to do word processing, that you need IE to surf the Web, ...

> Step 3 : Lie back in bed before going to sleep, and work
> through this scenario -- Microsoft has disappeared from the
> world, along with all of their products. (This is not a fantasy
> of mine, just part of the setup.) Think about your platform
> in such a world. What defines it? What makes it unique?
> What drives its users and breathes life into it? What sustains
> developers' passion?

Then pray that Apple won't take Microsoft's place and start to
re-build computer history and future for it's own profit.
Pray that your favourite development teams won't be buy-out and
stop writing applications and drivers for your machine.
Pray that nobody will try to convince you you need a Mac and MacOS
to be on Internet.

:-)

Think of what you can do to prevent any attemp to create a new
monopoly control on the computer industry.
Think of any help you can contribute to build better common
"languages" for the whole world to share the happiest computer experiences.

> These are the kinds of issues and thoughts we should concentrate
> on if we want to succeed, or even if we want to have a healthy,
> happy computing experience. Spending your life hating
> Microsoft is a waste of energy which could be used to forward
> the positive cause of your platform instead. In the words of
> Henry Rollins, "You're giving them too much of yourself." Hatred
> is the path to the dark side, young jedi. Use your powers for
> good, not evil.

Hating is not constructive, indeed. But closing our eyes (or worst,
closing other people eyes) on a menace to the freedom of the choice
we can expect to have in our computing experiences is not, either !

Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
PGP ID : 9C07F6C1
A dirty book is seldom dusty

4078. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-06 00:00:00 UTC
From: Philippe Duchenne <AmigaPhil@ping.be>
Message-ID: <4887.918T1102T1682591AmigaPhil@ping.be>
Source record: 3041
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Hello there Richard Murray !
On 31-Ao&#65533;t-99 19:40:31, you wrote about Re: [MS-bashing] New collection of
anti-Microsoft banners :

> Two wrongs don't make a right.

> So M$ dish dirt. Then we dish dirt. And before you know it, it'll be going
> out live and hosted by Jerry Springer. Erm, yeah. Thanks but no thanks.

As I tried to explain in a previous post, this kind of campaign is
probably not the best way to put a spoke in Microsoft's wheel while they are
at the conquest of the world. But I hope this counter-propaganda will
bring curiosity to some unaware people:

"Why are all those people bashing Bill Gates ?"
"What's wrong with Microsoft ?"
"Why is this guy telling me my web site is not user-friendly ?"
...

> Firstly, I quite *LIKE* MSIE5 [...]

Nothing wrong here. It's your choice and that's good.
Hopefully, you are aware as to what to avoid to respect the choices of
other people.
(Hope your Web site won't bear a "Best Viewed with MSIE" logo ;-))

>>> A new collection of "Anti-Microsoft" Web banners is available at

> Have you read the Halloween documents yet? That says more than a bunch of
> banners ever could. Try thinking of the possible implications of some of the
> comments made... Storage+, comoditised protocols, all in the power of one
> company and one man.

Sure !
I would have build such an informative site if I had time and patience.
But other people do that better than I can.
The banner campaign is my humble attemp to defend the same cause.

> Philippe Duchenne is Belgian, yes?

Yes.

> Does he know that
> Bill Gates has enough money to pay off Belgium's entire national debt?!?

No I didn't. But I'm not surprised either.
What's the point here ? Does that make Bill Gates a holy man ?

Money does not wash more clean. Otherwise the drug mafia could use part
of its dirty money in donations to hospitals and gain acceptance and
impunity. (Er... ? ;-))

> Anyway, to describe something as "Good because it isn't MicroSoft" is worse
> than useless. Everything had merits (yeah, even Windows), the way to spin it
> is to promote your product and make the competition look bad without
> actually inferring anything or directly stating "<product> is <condition>".

Agreed.
"Good because it isn't Microsoft" is an easy short-cut reply to those
"Best with Microsoft" or "Only possible with Microsoft" we are inundated with.

>>> Those are based on a "Microsoft FREE" seal (16 colors, Netscape palette
>>> used)

> One way you could use to be overcritical of Windows is the wealth of the
> company.
> Compare, for example, RISC OS (I'm posting from comp.sys.acorn.advocacy) and
> Windows.

> RISC OS has scrollbars that change size and fairly accurately reflect not
> only the scroll position, but the amount on-screen relative to the total
> amount. This message, currently, has a scrollbar half the size of the scroll
> slider space, because half of it is visible.

Would you like me to draw a "RISC OS has a better scrollbars handling than
Windows" banner and spread it outside the Acorn community ? ;-)

Who knows ? It could help to make a few people curious about what RISC OS
is.

> Win95's font smoothing works. But it is evil. To get MSIE to display a
> smoothed font, I need to choose "Larger" or "Largest" as font size. So it
> all looks like one of those cute little Ladybird books. If I choose a size
> like "smaller", so I can see a decent amount on-screen at any one time, it
> reverts to ugly Truetype line display.
> Additionally, the smoothing either blurs the text, or makes it look bold. Or
> both.

Same here (but that won't fit in a banner :-)).
And you could even catch the attention of a few more people.

> I think we can flame MicroSoft to hell and back for those omissions. Because
> Acorn created something good and usable on a budget that is probably
> laughably small in computer-company circles. And it wasn't put together by a
> team of coders several hundred strong.

This is a deja vu story for many non-Wintel users, believe me.

> MicroSoft has accumulated more money than some countries have, and they
> still release buggy piles of crap; with MSIE 5 a notable exception; there is

> NO excuse.

> As for MSIE5; my own PC is quite stable. Win95 only crashes these days with
> the video grabber stiffs - and you can't blame 'doze for that. MSIE5 was
> nice, integrated, responsive. All this on a P75 upclocked to 100MHz. It did
> the web stuff, and stayed online for two hours without bombing out.
> Impressive. Now if only the base OS was that good. :-)

We can't blame Microsoft for everything they do. Microsoft *DID* many
good for the whole computer industry. But the way they are using their
power to erode other people's freedom to grab even more power is just
unacceptable.

Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
PGP ID : 9C07F6C1
WindowsError:002 No error . . . yet.

4079. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-06 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7qv83aqse1@nnrp1.deja.com>
Source record: 3042

In article <dreibel-0509991717270001@ts7-69t-35.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>
> well, it looks like, despite TiFKAS' claims to the contrary, and
> despite how allegedly well the iMac is selling in the states, InCompUSA is
> in serious financial trouble again. And if they go, Apple can kiss their
> only national supplier goodbye - and is kicking themselves after their
> bully-boy tactics with Best Buy backfired.
>
> as usual, found on comp.sys.mac.advocacy (the place where TiFKAS is too
> chicken to tread)...
>
> http://dailynews.yahoo.com/h/ap/19990830/bs/compusa_layoffs_1.html
>
> Intersting, they're letting go 1,800 employees, or, as the article states,
> half of their commercial sales staff.
>
> I always wondered if CompUSA could get worst. It seems it CAN.
>
> CompUSA always has tons of people in when I visit - why the layoffs?

The Mac Jihad 'Chunks' must of not read the easy to read print. The
layoff occured in their instore corp dept. CUSA has streamlined to
eliminate duplication in multi CUSA markets. According to the press,
1100 have accepted positions at the new corp call center in Dallas.
CUSA store focus will be retail with additional staff.

As for BB, a missed opportunity.

-sinclap

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4080. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-06 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7qv89uqtc1@nnrp1.deja.com>
Source record: 3043

In article <01bef7b3$7a775480$a55e0fcb@default>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
>
> sinclap <sinclap@my-deja.com> wrote in article
> <7qqaf7$l45$1@nnrp1.deja.com>...
> > In article <936381998-79534AEicMi@online.be>,
> > Dennis Vermeire <dennis.vermeire@online.be> wrote:
> > > Alien <jvdg36.nospam@nospam.hotmail.com> wrote:
> > >
> > > Hi Alien :-)
> > > >Before people go into denial, think about this: The Apple PowerMac
> G4's
> > > >are so fast, that the US government doesn't allow them to be exported
> to
> > > >certain countries because it is classified as a supercomputer. So
> there!
> > >
> > > Come on, be serious. The PowerMac is fast because of the G4 processor,
> so
> > > if I put a G4 "soon to be here" upgrade card in a Amiga or Atari, these
> > > will be classified as supercomputers also?
> >
> > No, Its like putting a super charge engine in a Fiesta chasis..
>
> Imagine how fast that Fiesta would go ;-)
> I don't know about the Atari upgrade cards, but on the Amiga front the G4
> cards announced (avail October) have a graphics card option which is
> connected directly to the G4's bus. No bottlenecks.
> Onboard SCSI means that there are no additional bottlenecks in that
> department either, and the addition of onboard PCI connector and USB ports
> is a bonus.
> Add to that transparent 680x0 emulation built into the card as well and I
> can't see how such an upgraded Amiga would be slower then a Mac with a G4
> processor.
>
> Perhaps you could enlighten me?.

Will do...Don't forget 100 mhz buss... speed, 66 mhz PCI slots, fast AGP
slot, three firewire ports, built in attennas for airport etc...

Get the point?

> > > Supercomputer? my ***!! there's nothing super at all about the Apple,
> there

> > > never has been and there never will be. All you get is a nice bubble
> full of
> > > marketing hype. Once you switch on the flashy box it's the same old
> hat...
> >
> > Have you turned one on?
>
> If he is referring to 8.5 then he is right.

G4 with 8.6.....Duh!

> Regards,
>
> Clockmeister.
>
>

-sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4081. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-06 00:00:00 UTC
From: I-TEC <dshailes@btinternet.com>
Message-ID: <7r12eopia1@uranium.btinternet.com>
Source record: 3044
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

you find IE5 works? open more then 10 windows? - it crashes - I have PII333 etc and AMD 350 both machine crash like hell running Windows 98 - I had to type a letter on my A3010 the other day!

Its crap - Netscape if you got to use PC!

did you know that if you design a web site with HTML the right way it looks crap in IE!

So you have to put more code in for IE and then waste time, downloading etc - IE3 is very bad from this point of view!

As a RISC/Acorn user I thought you have pride in a OS that has small coding etc!

or I may be wrong

Adam

4082. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-06 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7r1quo$f2o@ds2.acs.ucalgary.ca>
Source record: 3045

J WILKINSON wrote:

> Too true. And the USA has the gall to promote 'free trade' with other nations
> including my home country of New Zealand, and then turn about face and

Hmmm ï¿½ if there's one thing the US of A has in abundance - it is "gall"

The Canadian Curmudgeon (in sunny Calgary where summer is over even
tho it never actually got here this year)

4083. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-06 00:00:00 UTC
From: Quantum Leaper <leaper@bigfoot.com>
Message-ID: <7r20n4$ruu@newsops.execpc.com>
Source record: 3046
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

I-TEC <dshailes@btinternet.com> wrote in message
news:7r12eopia1@uranium.btinternet.com...
> you find IE5 works? open more then 10 windows? - it crashes - I have
PII333
> etc and AMD 350 both machine crash like hell running Windows 98 - I had to
> type a letter on my A3010 the other day!
>
Hmm... IE5 doesn't like more than ~30 windows on my PII400, at that point
it tells me I out of memory.
BTW I doesn't crash even if I have ~30 windows open.

> Its crap - Netscape if you got to use PC!
>

Netscape crashs when I click on links, IE5 never did that!

> did you know that if you design a web site with HTML the right way it
looks
> crap in IE!

I would say that you have a crappy designer, I can make a web site look
good with just about any browser. Though it may not look the same in each
one, browser offset is one problem and there are other problems. I problem
I have is not all browser (including different versions) do the same thing
every time.

4084. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37D4A1F0.155AC491@ihug.co.nz>
Source record: 2950

Gudday!

VE6HY wrote:
>
> J WILKINSON wrote:
>
> > Too true. And the USA has the gall to promote 'free trade' with other nations
> > including my home country of New Zealand, and then turn about face and
>
> Hmmm ï¿½ if there's one thing the US of A has in abundance - it is "gall"

Indeed. The APEC summit is here soon. Already kiwis cannot walk in
certain parts
of my home town without feeling like the Secret Service is watching.
Bill Clinton
passes through soon and its costing Kiwi taxpayers NZD$35 million to
host this
trade summit. Thats more money than I think NZ will get out of any free
trade that
is agreed to here. Its a case of 'free trade' so long as 'we get a cut
from it too'

Somehow the message is all fucked-up...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

PS. Sorry to hear about the weather! Don't panic...we're expecting cold
gales and
heavy rain/snow overnight here to come through soon!! Another cold nite
at work
I can predict! bugger! ;^)

4085. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37D4A342.3F094D33@ihug.co.nz>
Source record: 2951

Hi there,

"Daniel L. Dreibelbis" wrote:
>
> CompUSA always has tons of people in when I visit - why the layoffs?

Because they probably couldn't sell gold for FREE. Always the majority
of sales in any retail outlet are made by a small percentage of the sales
team actually there...the rest are like limp, disused appendages...

Maybe the 'Apple Power Rep' made a big fuck-up, and the predicted sales of
his product went 'subterrafirma'?!...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4086. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <4gfVN0xhhdmZP1YGX2u04nkvVD5d@4ax.com>
Source record: 2952
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In response to ZnU's post :

> On the Mac the situation is somewhat reversed. IE 4.5 is the only program
> that can reliably crash the OS on my G3. Netscape has crashed all of two
> times ever, leaving the OS up both times. And one of those crashes was due
> to me deleting its preferences folder while it was running <g>.

Interesting how experiences vary. A friend of mine is a graphic artist and uses a Mac. It's his machine that I fiddle around to familiarise myself with the interface. During every single browsing session I have done on his machine using Netscape, I've experienced at least one hang, necessitating a power down and up. I'm amazed at how resilient he is with hangs. I sat and watched him create a pattern using Photoshop and using it as a layer to enhance an poster. After half an hour at doing this his Mac hanged and he had to reboot and START OVER!!! I asked him how often that type of thing occurred and he said too often.

Intolerable!

I have since then advised him that he will not sell me on the Mac based on the Mac OS.
--
-=Ali=-

4087. Re: CompUSA laying aff 1,800, Apple losing

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7r350f$qv9$1@news.campuscwix.net>
Source record: 2953

On 5 Sep 1999 17:17:27 -, Daniel L. Dreibelbis wrote:

-> Intersting, they're letting go 1,800 employees, or, as the article states,
-> half of their commercial sales staff.
->
-> I always wondered if CompUSA could get worst. It seems it CAN.
->
-> CompUSA always has tons of people in when I visit - why the layoffs?
->.

My brother and I were recently at the CompuUSA store in Lexington, KY. They did have a (small) Mac section, never found a sales rep, never even saw a customer there. Without exception, all customers were in the PC section while we were there. I know this probably isn't totally indicative of the Mac user base for that store but it sure didn't look good. It is also the very first time I got to play with an iMac and a G3. I absolutely loath the design of the cases on both. The G3's speed didn't seem to be too bad, but TBH, it didn't open windows any faster than my MiNT equipped, Nemesis powered Falcon.

Heh.

<grin>

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4088. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7r3560$qv9$2@news.campuscwix.net>
Source record: 2954

On 7 Sep 1999 18:26:10 +, J WILKINSON wrote:

->Indeed. The APEC summit is here soon. Already kiwis cannot walk in
->certain parts
->of my home town without feeling like the Secret Service is watching.
->Bill Clinton
->passes through soon and its costing Kiwi taxpayers NZD$35 million to
->host this
->trade summit. Thats more money than I think NZ will get out of any free
->trade that
->is agreed to here. Its a case of 'free trade' so long as 'we get a cut
->from it too'

Trust me, if its *anything* to do with Clinton, you're screwed. (his
strongest point, ya know) ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4089. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: "Ant Support (Paul)" <paul.support@argonet.co.uk>
Message-ID: <ant0714447dfNzfy@rev95.argonet.co.uk>
Source record: 2955
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <4gfVN0xhhdmZP1YGX2u04nkvVD5d@4ax.com>, Hobbyist_ï¿½
<URL:mailto:hobbyist@nospam.net> wrote:
> Interesting how experiences vary. A friend of mine is a graphic artist and
> uses a Mac. It's his machine that I fiddle around to familiarise myself
> with the interface. During every single browsing session I have done on his
> machine using Netscape, I've experienced at least one hang, necessitating
> a power down and up.
[snippety snip]

How much memory is fitted in the Mac, and how much is configured for the
virtual memory system? I've found that Netscape can sometimes lock the
machine up when it's getting low on memory.

IME MacOS is more unreliable than RISC OS in low memory situations.
--
Paul Vigay

```
_ _________________________________
/_| _ _. _ /| /_ _/_ /' ANT Technical Support
/ || (_|(_)/ |/(/_/_ / mailto:ant.support@argonet.co.uk
________ (_) ___________./ http://www.argonet.co.uk/ant/
```

4090. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: ewill@lexi.athghost7038suus.net
Message-ID: <slrn7taaan.art.ewill@lexi.athghost7038suus.net>
Source record: 2956
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Too many advocacies! Trimming followups. :-)

In comp.os.linux.advocacy, I-TEC <dshailes@btinternet.com>
wrote on Mon, 6 Sep 1999 19:48:03 +0100 <7r12eopia1@uranium.btinternet.com>:
>you find IE5 works? open more then 10 windows? - it crashes

There is a software licensing limitation of opening more than
10 sockets on NT Workstation. :-) This may explain this one.

[.sigsnip]

--
ewill@aimnet.com -- when all else fails, read the EULA...

4091. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <oDPVN3Srz36xs=GrJLxTlmS1rCcy@4ax.com>
Source record: 2957
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In response to Ant Support (Paul)'s post :

> In article <4gfVN0xhhdmZP1YGX2u04nkvVD5d@4ax.com>, Hobbyist_ï¿½
> <URL:mailto:hobbyist@nospam.net> wrote:
> > Interesting how experiences vary. A friend of mine is a graphic artist and
> > uses a Mac. It's his machine that I fiddle around to familiarise myself
> > with the interface. During every single browsing session I have done on his
> > machine using Netscape, I've experienced at least one hang, necessitating
> > a power down and up.
> [snippety snip]
>
> How much memory is fitted in the Mac, and how much is configured for the
> virtual memory system? I've found that Netscape can sometimes lock the
> machine up when it's getting low on memory.
>
> IME MacOS is more unreliable than RISC OS in low memory situations.

You hit the nail right on the head. He allocates most of his
memory to Photoshop, 64 out of 96MB. He did say that his problems
tend to arise in low memory situations. This is not a good thing
at all.

I'd say that OS/2 is a champion at being stable on low memory
systems with it's GUI running and all. It purrs on 32MB's system
with many processes running. The swapfile is under serious
pressure and the system slows down but it doesn'y hang.

--
-=Ali=-

4092. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7r3gei$j0e@ds2.acs.ucalgary.ca>
Source record: 2958

J WILKINSON wrote:

> > J WILKINSON wrote:

> Indeed. The APEC summit is here soon. Already kiwis cannot walk in
> certain parts of my home town without feeling like the Secret Service is watching.
> Bill Clinton passes through soon and its costing Kiwi taxpayers NZD$35 million to
> host this trade summit. Thats more money than I think NZ will get out of any free
> trade that is agreed to here. Its a case of 'free trade' so long as 'we get a cut
> from it too'

Ahh, so you too are hosting this collection of Demagogues, Dictators &
Democrats like we did here in Canader - hope your fearless Premier has
a load of "pepper spray" to deal with the local protestors ï¿½ like our
John Cretin did when they were here !

The Canadian Curmudgeon (in sunny, +6C, Calgary)

4093. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37D551A0.B5EEDEAC@earthlink.net>
Source record: 2959

"Daniel L. Dreibelbis" wrote:

> and in another genius move, it now turns out that FCP is incompatible
> with the G4! This is according to a Mac user on comp.sys.mac.advocacy who
> was at
> Seybold.

I didn't see that.. brilliant, eh?

> In defense of the G4, though, (snip)

Well, they don't really need much defense.. I mean, they are pretty nice boxes.. but
I agree with the color point. I have a B&W in my video room and it's a little..
well, LOUD.

> And using an analogy a step further, Sony has dropped the price of the
> Playstation to $139. Using TiFKAS' yardstick, they're doing that because
> they're scared of Sega's Dreamcast. (Actually, it's because the new
> Playstation II is coming out next year).

Good analogy..

> And speaking of Sony, an issue of MacAddict has now officially pronounced
> the Virtual Game Station dead after Sony won their injunction against
> Connectix. This despite TiFKAS' crowing that Connectix would prevail in
> court, and that after TiFKAS' previous prediction that Sony would licence
> VGS (which Sony said they would NEVER do). Next on Sony's list -
> bleem!.....
>
> another great post, Mark. And one that TiFKAS will be too chicken to
> respond to...

Yea, that's surprising. He's just another MacWacko internet coward.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4094. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: titanium@psn.net
Message-ID: <titanium-07099915134100001@cust-106-137.as02.nycm.eli.net>
Source record: 2960
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <4gfVN0xhhdmZP1YGX2u04nkvVD5d@4ax.com>,
=?ISO-8859-1?Q?Hobbyist_=A9?= <hobbyist@nospam.net> wrote:

> In response to ZnU's post :
>
> > On the Mac the situation is somewhat reversed. IE 4.5 is the only program
> > that can reliably crash the OS on my G3. Netscape has crashed all of two
> > times ever, leaving the OS up both times. And one of those crashes was due
> > to me deleting its preferences folder while it was running <g>.
>
> Interesting how experiences vary. A friend of mine is a graphic
> artist and uses a Mac. It's his machine that I fiddle around to
> familiarise myself with the interface. During every single
> browsing session I have done on his machine using Netscape, I've
> experienced at least one hang, necessitating a power down and
> up. I'm amazed at how resilient he is with hangs. I sat and
> watched him create a pattern using Photoshop and using it as a
> layer to enhance an poster. After half an hour at doing this his
> Mac hanged and he had to reboot and START OVER!!! I asked him how
> often that type of thing occurred and he said too often.
>
> Intolerable!

That is intolerable.

> I have since then advised him that he will not sell me on the Mac
> based on the Mac OS.

Gobs and gobs of RAM and a recent Mac running Mac OS 8.6 is the way to go
for stability. This machine (a G3/400 w/256MB of RAM) has _never_ crashed
in Photoshop. Other programs that have been unstable on every other Mac
I've ever owned (like Strata Studio Pro) are also rock solid.

--
This 'telephone' has too many shortcomings to be seriously considered as a
means of communication. The device is inherently of no value to us.
- Western Union internal memo, 1876.

ZnU <titanium@psn.net>

4095. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: Greg Hennessy <cmkrnl@cix.compulink.co.uk>
Message-ID: <mWbVN56RtFmp+y3woyGp+YiP2r39@4ax.com>
Source record: 2961
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Mon, 6 Sep 1999 22:28:27 -0500, "Quantum Leaper"
<leaper@bigfoot.com> wrote:

>Hmm... IE5 doesn't like more than ~30 windows on my PII400, at that point
>it tells me I out of memory.

Try making the page file at least 2X physical memory.

>BTW I doesn't crash even if I have ~30 windows open.

IE5 is solid. I stopped using Netscape after nearly 5 years because of
it.

greg

4096. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: helmar@argo-navisREMOVEME.com
Message-ID: <37d56bd7.511887@news.icon.co.za>
Source record: 2962
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Tue, 07 Sep 1999 00:40:53 -0400, titanium@psn.net (ZnU) wrote:

>> BTW I doesn't crash even if I have ~30 windows open.
>
>30 windows? Jeez. I thought I was bad.

In Opera I have routinely 40-60 windows open. Gets a little
tricky then, but works for the mostpart. Talk about efficiency
here. ;)

>And Mozilla is due out before the end of the year. Unlike IE and Netscape
>it'll strictly adhere to standards.

Opera does that today already. And... if you know the test pages
on the Mozilla site, Opera loaded them all - simultaneously. For
a cute banner I once did, check the link from
http://www.argo-navis.com ;)

Helmar

[HELMAR RUDOLPH]
[--]
[http://www.argo-navis.com]
[Database, Relationship & Internet Marketing Specialist]
[Corporate Brain Surgeon & Strategic Wealth Distributor]
[--]

4097. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: Marty <mamodeo@stny.rr.com>
Message-ID: <37D570E8.1916A22E@stny.rr.com>
Source record: 2963
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Hobbyist ï¿½ wrote:
>
> I'd say that OS/2 is a champion at being stable on low memory
> systems with it's GUI running and all. It purrs on 32MB's system
> with many processes running. The swapfile is under serious
> pressure and the system slows down but it doesn'y hang.

I gotta agree with this statement. I pushed Warp 3 well past the limits once on a 486 system with 8MB of RAM. It ran out of space to expand the swapper and popped up a warning notification telling me so. It asked me if I wanted to terminate the app that tried to allocate the memory or "ignore" the situation. If I picked "ignore," it blocked the app attempting to allocate memory until more memory was freed up by other applications. The process then continued running merrily along with no problems. That was pretty classy. ;-)

- Marty

4098. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: titanium@psn.net
Message-ID: <titanium-07099917573500001@cust-106-105.as02.nycm.eli.net>
Source record: 2964
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <37d56bd7.511887@news.icon.co.za>,
helmar@argo-navisREMOVEME.com wrote:

> On Tue, 07 Sep 1999 00:40:53 -0400, titanium@psn.net (ZnU) wrote:
>
> >> BTW I doesn't crash even if I have ~30 windows open.
> > >
> > >30 windows? Jeez. I thought I was bad.
> >
> > In Opera I have routinely 40-60 windows open. Gets a little
> > tricky then, but works for the mostpart. Talk about efficiency
> > here. ;)

I try to keep it under 5. Not because Netscape can't deal with it, but
because I don't like screen clutter. I should try to see how much Netscape
can take one of these days.

> > >And Mozilla is due out before the end of the year. Unlike IE and Netscape
> > >it'll strictly adhere to standards.
> >
> > Opera does that today already. And... if you know the test pages
> > on the Mozilla site, Opera loaded them all - simultaneously. For
> > a cute banner I once did, check the link from
> > http://www.argo-navis.com ;)

The problem with that is it's not getting much use, so developing pages
that will only display in Opera doesn't do much good. The Mozilla engine
will be used in future versions of Communicator, and possibly in the AOL
browser as well. That'll give it a very sizable chunk of the market.

--
This 'telephone' has too many shortcomings to be seriously considered as a
means of communication. The device is inherently of no value to us.
- Western Union internal memo, 1876.

ZnU <titanium@psn.net>

4099. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <lKjVN+qCDDm3C+ZN2UPc=cxf9d2s@4ax.com>
Source record: 2965
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In response to ZnU's post :

> In article <37d56bd7.511887@news.icon.co.za>,
> helmar@argo-navisREMOVEME.com wrote:
>
> > On Tue, 07 Sep 1999 00:40:53 -0400, titanium@psn.net (ZnU) wrote:
> >
> > >> BTW I doesn't crash even if I have ~30 windows open.
> > >
> > >30 windows? Jeez. I thought I was bad.
> >
> > In Opera I have routinely 40-60 windows open. Gets a little
> > tricky then, but works for the mostpart. Talk about efficiency
> > here. ;)
>
> I try to keep it under 5. Not because Netscape can't deal with it, but
> because I don't like screen clutter. I should try to see how much Netscape
> can take one of these days.

This is the beauty of Opera and the way it operates out of a
single window. Even the 40-60 windows are a bit ridiculous.

> > >And Mozilla is due out before the end of the year. Unlike IE and Netscape
> > >it'll strictly adhere to standards.
> >
> > Opera does that today already. And... if you know the test pages
> > on the Mozilla site, Opera loaded them all - simultaneously. For
> > a cute banner I once did, check the link from
> > http://www.argo-navis.com ;)
>
> The problem with that is it's not getting much use, so developing pages
> that will only display in Opera doesn't do much good. The Mozilla engine
> will be used in future versions of Communicator, and possibly in the AOL
> browser as well. That'll give it a very sizable chunk of the market.

--
-=Ali=-

4100. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <2afVN90NrUUwhbCpVwCDgl5dC40q@4ax.com>
Source record: 2966
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

```
In response to ZnU's post :

> In article <4gfVN0xhhdmZP1YGX2u04nkvVD5d@4ax.com>,
> =?ISO-8859-1?Q?Hobbyist_=A9?= <hobbyist@nospam.net> wrote:
>
> > In response to ZnU's post :
> >
> > > On the Mac the situation is somewhat reversed. IE 4.5 is the only program
> > > that can reliably crash the OS on my G3. Netscape has crashed all of two
> > > times ever, leaving the OS up both times. And one of those crashes was due
> > > to me deleting its preferences folder while it was running <g>.
> >
> > Interesting how experiences vary. A friend of mine is a graphic
> > artist and uses a Mac. It's his machine that I fiddle around to
> > familiarise myself with the interface. During every single
> > browsing session I have done on his machine using Netscape, I've
> > experienced at least one hang, necessitating a power down and
> > up. I'm amazed at how resilient he is with hangs. I sat and
> > watched him create a pattern using Photoshop and using it as a
> > layer to enhance an poster. After half an hour at doing this his
> > Mac hanged and he had to reboot and START OVER!!! I asked him how
> > often that type of thing occurred and he said too often.
> >
> > Intolerable!
>
> That is intolerable.
>
> > I have since then advised him that he will not sell me on the Mac
> > based on the Mac OS.
>
> Gobs and gobs of RAM and a recent Mac running Mac OS 8.6 is the way to go
> for stability. This machine (a G3/400 w/256MB of RAM) has _never_ crashed
> in Photoshop. Other programs that have been unstable on every other Mac
> I've ever owned (like Strata Studio Pro) are also rock solid.

One could say the same for win9x/NT. NT works very well with a
lot of resources. Win9x gets pretty stable as well with good
memory. Doesn't say much about efficient low memory management by
these OS's.
--
-=Ali=-
```

4101. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: Ian Molton <spyro@neo.rr.com>
Message-ID: <493df92d2aspyro@warwick.net>
Source record: 2967
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <lKjVN+qCDDm3C+ZN2UPc=cxf9d2s@4ax.com>,
Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
> This is the beauty of Opera and the way it operates out of a
> single window. Even the 40-60 windows are a bit ridiculous.

Ugh! no thanks.

If RISC OS ever starts doing this (my greatest fear with the new window manager) I'm out of here.

--
-Ian aka Spyro
Acorn Computers, the best in the world
http://www.users.zetnet.co.uk/hawk/
Aspie and proud of it.

4102. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: titanium@psn.net
Message-ID: <titanium-0709992106180001@cust-106-105.as02.nycm.eli.net>
Source record: 2968
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <lKjVN+qCDDm3C+ZN2UPc=cxf9d2s@4ax.com>,
=?ISO-8859-1?Q?Hobbyist_=A9?= <hobbyist@nospam.net> wrote:

> In response to ZnU's post :
>
> > In article <37d56bd7.511887@news.icon.co.za>,
> > helmar@argo-navisREMOVEME.com wrote:
> >
> > > On Tue, 07 Sep 1999 00:40:53 -0400, titanium@psn.net (ZnU) wrote:
> > >
> > > >> BTW I doesn't crash even if I have ~30 windows open.
> > > >
> > > >30 windows? Jeez. I thought I was bad.
> > >
> > > In Opera I have routinely 40-60 windows open. Gets a little
> > > tricky then, but works for the mostpart. Talk about efficiency
> > > here. ;)
> >
> > I try to keep it under 5. Not because Netscape can't deal with it, but
> > because I don't like screen clutter. I should try to see how much Netscape
> > can take one of these days.
>
> This is the beauty of Opera and the way it operates out of a
> single window. Even the 40-60 windows are a bit ridiculous.

MDI is evil, and would only make things worse here. Instead of having the
entire screen to arrange things on, I'd only get part of it (or I wouldn't
be able to keep things in the background visible). Sure, I'd be able to
hide all the windows in one click, but in Mac OS I can do that without
them all being contained in a parent window.

--
This 'telephone' has too many shortcomings to be seriously considered as a
means of communication. The device is inherently of no value to us.
- Western Union internal memo, 1876.

ZnU <titanium@psn.net>

4103. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0709992125370001@ts7-90t-23.idirect.com>
Source record: 2969

In article <37D551A0.B5EEDEAC@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> > and in another genius move, it now turns out that FCP is incompatible
> > with the G4! This is according to a Mac user on comp.sys.mac.advocacy who
> > was at
> > Seybold.
>
> I didn't see that.. brilliant, eh?

yep. and what is even more damaging, Apple is even admitting that FCP
won't work with the G4 in their Tech Support pages. Let's see TiFKAS try
to spin this one....
>
>
> > In defense of the G4, though, (snip)
>
> Well, they don't really need much defense.. I mean, they are pretty nice
boxes.. but
> I agree with the color point. I have a B&W in my video room and it's a
little..
> well, LOUD.

you're not the only one - did you see the web site where someone,
after buying a B&W G3, re-did the entire thing in Black and Silver? Neat!

Now I wanna redo my Falcon in black, or at least try using a stone
finish on it....

4104. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: Ryan Harvey <ryanharvey@erols.com>
Message-ID: <7r4m9d$f0k$1@winter.news.rcn.net>
Source record: 2970
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

"If we're not supposed to eat animals, then why are they made of meat?"
Sorry, couldn't pass up the chance to send my favorite quote of all time.

Richard Murray <no.spam@heyrick.co.uk> wrote in message
news:na.e188c1493d.a40040no.spam@heyrick.co.uk...
> In article <4887.918T1102T1682591AmigaPhil@ping.be>, "Philippe Duchenne"
> <AmigaPhil@ping.be> wrote:
>
> > But I hope this counter-propaganda will bring curiosity to some unaware
> > people:
>
> Mmmm.
>
>
> > Hopefully, you are aware as to what to avoid to respect the choices of
> > other people.
>
> Ummm... There is a big difference between "designing" a website and
> browsing. I design to HTML 3.2 with tables, and either non-tables or
> sensible fallback.
>
>
> > (Hope your Web site won't bear a "Best Viewed with MSIE" logo ;-))
>
> It says "Best viewed with a budgie". :-)
>
>
> > What's the point here ? Does that make Bill Gates a holy man ?
>
> Quite the opposite. If he is getting that kind of income, why isn't more
> cash invested into making a better product. For ****s sake, if the man is
> going to be a *trillionaire* after around twenty years of business,
doesn't
> it make you wonder why there are so many annoying bugs around.
>
>
> > "Good because it isn't Microsoft" is an easy short-cut
>
> Not really. We should be good on our own merits, rather than "We're good
> because we aren't...".
>
> "Vegetarianism is good because we don't eat meat". It doesn't say much,
does

> it?
>
>
> > And you could even catch the attention of a few more people.
>
> Of just use font-drawn stuff on my website and wonder if people notice?
>
>
>
> --
> ___ Happy, R.I.P.
> /__/
> / \ichard. http://www.heyrick.co.uk/
>
> Uploaded to news.argonet.co.uk at 16:41 on 07/09/1999
>

4105. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37D41A38.F0CB7BC8@ihug.co.nz>
Source record: 3047

Hi there,

sinclap wrote:
>
> While sinclap was busy all day in Chicago recieveing the marching orders
> for the remainder of the year, the new G4's were released...Some went to
> hotel room during lunch to get a glimpse of the new models..
>
> These silver and whites are upto three times faster than the
> Pentiums...Of course a certain chunky person will be in denial...Expect
> the reality distortion field to blind the reality...

They probably are, but who gives a shit?! All it means is that soon you'll
need to upgrade to a G4 just to play the latest games on a Mac! It smells
of the Wintel world I tell ya!!

...and they keeps comin' up with da money...poor fools...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4106. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37D41C01.75F308BA@ihug.co.nz>
Source record: 3048

Hi there,

Dennis Vermeire wrote:
>
> do with the laws of the US Government. If I buy a G4 tomorrow, and decide
> to sell it next week to one of the "certain countries" I'm not doing
> anything illegal. Just "free trade" :-)

Too true. And the USA has the gall to promote 'free trade' with other nations including my home country of New Zealand, and then turn about face and slap a
huge tariff on New Zealand Lamb to protect its own lamb industry...the relevant connection with computer exports I see little similarity to that situation but
I cannot believe something 'Made in the USA' cannot be sold wherever Apple damn
well please...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4107. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-07 00:00:00 UTC
From: titanium@psn.net
Message-ID: <titanium-0709990040540001@cust-106-188.as02.nycm.eli.net>
Source record: 3049
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <7r20n4$ruu@newsops.execpc.com>, "Quantum Leaper"
<leaper@bigfoot.com> wrote:

> I-TEC <dshailes@btinternet.com> wrote in message
> news:7r12eopia1@uranium.btinternet.com...
> > you find IE5 works? open more then 10 windows? - it crashes - I have
> PII333
> > etc and AMD 350 both machine crash like hell running Windows 98 - I had to
> > type a letter on my A3010 the other day!
> >
> Hmm... IE5 doesn't like more than ~30 windows on my PII400, at that point
> it tells me I out of memory.
> BTW I doesn't crash even if I have ~30 windows open.

30 windows? Jeez. I thought I was bad.

> > Its crap - Netscape if you got to use PC!
> >
>
> Netscape crashs when I click on links, IE5 never did that!

On the Mac the situation is somewhat reversed. IE 4.5 is the only program
that can reliably crash the OS on my G3. Netscape has crashed all of two
times ever, leaving the OS up both times. And one of those crashes was due
to me deleting its preferences folder while it was running <g>.

> > did you know that if you design a web site with HTML the right way it
> looks
> > crap in IE!
>
> I would say that you have a crappy designer, I can make a web site look
> good with just about any browser. Though it may not look the same in each
> one, browser offset is one problem and there are other problems. I problem
> I have is not all browser (including different versions) do the same thing
> every time.

I've had correctly written HTML that works just fine in Netscape and iCab
and is actually compliant with the HTML 4.0 spec(!!!) render incorrectly
in IE 4.5 for Mac and render incorrectly in a totally different way in IE
4 and 5 on Win '98. Hopefully MS will fix this in IE 5 for Mac this fall
and whatever the next release for the PC is. At least IE doesn't support
the <BLINK> tag :-)

And Mozilla is due out before the end of the year. Unlike IE and Netscape
it'll strictly adhere to standards.

--
This 'telephone' has too many shortcomings to be seriously considered as a
means of communication. The device is inherently of no value to us.
- Western Union internal memo, 1876.

ZnU <titanium@psn.net>

4108. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: Philippe Duchenne <AmigaPhil@ping.be>
Message-ID: <1844.920T1591T3353196AmigaPhil@ping.be>
Source record: 2971
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Hello there Richard Murray !
On 07-Sep-99 01:37:33, you wrote about Re: [MS-bashing] New collection of anti-Microsoft banners :

>> Hopefully, you are aware as to what to avoid to respect the choices of
>> other people.

> Ummm... There is a big difference between "designing" a website and
> browsing. [...]

Not for everyone.
Beginners usually "learn" how to build a Web site by looking at the source code of other people's pages. They then assemble pieces of HTML to make it look good with their own browser ("It works here. If it does not work for you, then your browser is wrong.")

Users of Outlook Express often send uselessly (garbage-) inflated mails just because they don't know it's a default "feature" of OE to send mails "layouted" with (misused) HTML, and that they can set it to normal text.

Let's not talk about all those .doc attachments sent without even knowing if the recipient is using Word as word processor.

... and so on

>> "Good because it isn't Microsoft" is an easy short-cut

> Not really. We should be good on our own merits, rather than "We're good
> because we aren't...".

> "Vegetarianism is good because we don't eat meat". It doesn't say much, does
> it?

Ok, I learn the lesson :-)

>> And you could even catch the attention of a few more people.

> Of just use font-drawn stuff on my website and wonder if people notice?

Banners are easier to manipulate with just standard HTML and CGI if you want eg to display them at random or create a banner network.
(<URL:http://www.ping.be/amigaphil/SBill.pl> for a Perl example).

On the other hand, it becomes less easy if you wish to create a banner dynamically from a given text (but tools exists to do that too).

Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
PGP ID : 9C07F6C1
WindowsError:00B Inadequate disk space. Need 50 meg minimum.

4109. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: jdege@jdege.visi.com
Message-ID: <slrn7tbnrv.7p1.jdege@jdege.visi.com>
Source record: 2972
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Tue, 07 Sep 1999 19:08:17 -0500, Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
>In response to ZnU's post :
>
>> I try to keep it under 5. Not because Netscape can't deal with it, but
>> because I don't like screen clutter. I should try to see how much Netscape
>> can take one of these days.
>
>This is the beauty of Opera and the way it operates out of a
>single window. Even the 40-60 windows are a bit ridiculous.

When I hit a news site like slashdot, I'll open-in-new-window each link
that looks interesting then go through them one at a time. I can
easily exceed 30 windows, if it is a busy day.

--
IF 2 + 2 .EQ. 5 THEN 5 = 4

4110. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: darren.winsper@easynet.co.uk
Message-ID: <slrn7tb0pt.d8p.darren.winsper@stargazer.dwnet.net>
Source record: 2973
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Tue, 07 Sep 1999 20:36:36 +0100, Greg Hennessy
<cmkrnl@cix.compulink.co.uk> wrote:
> IE5 is solid. I stopped using Netscape after nearly 5 years because of
> it.

You'll soon be back, Mozilla goes beta next month. Everyone rejoice
:)

--
Darren Winsper - http://easyweb.easynet.co.uk/darren.winsper

Stellar Legacy project member - http://www.stellarlegacy.tsx.org

Java leads to Javascript. Javascript leads to Shockwave. Shockwave leads
to . . . suffering.

4111. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <ySbWN9nB5GdjmUp2iLbnRMVLaglc@4ax.com>
Source record: 2974
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In response to Ian Molton's post :

> In article <lKjVN+qCDDm3C+ZN2UPc=cxf9d2s@4ax.com>,
> Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
> > This is the beauty of Opera and the way it operates out of a
> > single window. Even the 40-60 windows are a bit ridiculous.
>
> Ugh! no thanks.
>
> If RISC OS ever starts doing this (my greatest fear with the new window
> manager) I'm out of here.

I can quite easily manage 20 Opera windows, while I'd probably have to run looking for a multiple desktop simulator if I were to try that with IE or Netscape. I've seen it done with about a dozen IE windows and the taskbar was a mess and confusion. Make sure, it's the only thing that you're doing at the time.

I wouldn't particularly push for this type of thing globally but specifically for browsing it's a useful principle. It also works very well for editors and word processors, not to have a new window open for each document.

--
-=Ali=-

4112. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <zSfWN=v+I7sV558ArHr6Drcrw11C@4ax.com>
Source record: 2975
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In response to ZnU's post :

> In article <lKjVN+qCDDm3C+ZN2UPc=cxf9d2s@4ax.com>,

> > > I try to keep it under 5. Not because Netscape can't deal with it, but
> > > because I don't like screen clutter. I should try to see how much Netscape
> > > can take one of these days.
> >
> > This is the beauty of Opera and the way it operates out of a
> > single window. Even the 40-60 windows are a bit ridiculous.
>
> MDI is evil, and would only make things worse here. Instead of having the
> entire screen to arrange things on, I'd only get part of it (or I wouldn't
> be able to keep things in the background visible). Sure, I'd be able to
> hide all the windows in one click, but in Mac OS I can do that without
> them all being contained in a parent window.

What if you browse in full-screen as I and many others do, then
you're already using all the screen estate. I'm not trying to
convert you but the method does have it's advantages.

With this method, I don't have to spend time arranging things
either because there's no arranging to be done. I can get on with
it. :)

By the way:

Right click the windows taskbar or hit winkey-D and you'll see
that you can minimize all windows in Windows as well. You can
also cascade, tile horizontally or vertically.

Most overestimate the Mac interface. I see no real advantages of
using it.

--
-=Ali=-

4113. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <hCnWN0HfhwaKaiiHDGVVbSaw+1rW@4ax.com>
Source record: 2976
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In response to Jeffrey C. Dege's post :

> On Tue, 07 Sep 1999 19:08:17 -0500, Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
> >In response to ZnU's post :
> >
> >> I try to keep it under 5. Not because Netscape can't deal with it, but
> >> because I don't like screen clutter. I should try to see how much Netscape
> >> can take one of these days.
> >
> >This is the beauty of Opera and the way it operates out of a
> >single window. Even the 40-60 windows are a bit ridiculous.
>
> When I hit a news site like slashdot, I'll open-in-new-window each link
> that looks interesting then go through them one at a time. I can
> easily exceed 30 windows, if it is a busy day.

It can be done very rapidly with Opera as well, since the
keyboard shortcuts are beautifully thought out.

Shift+left mouse click on the URL opens the URL in a new window,
then you hit the '2' key which brings you back to the previous
window, select another link and open it in it's own window, hit
'2' again and so on ......

I love it.

--
-=Ali=-

4114. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: Ian Molton <spyro@neo.rr.com>
Message-ID: <493e285f82spyro@neo.rr.com>
Source record: 2977
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <ySbWN9nB5GdjmUp2iLbnRMVLaglc@4ax.com>,
Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
> I wouldn't particularly push for this type of thing globally but
> specifically for browsing it's a useful principle. It also works
> very well for editors and word processors, not to have a new
> window open for each document.

Evidently you have ever used RISC OS's method of doing things...

--
-Ian aka Spyro
Acorn Computers, the best in the world
http://www.users.zetnet.co.uk/hawk/
Autism is for life, not just for Christmas.

4115. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <XU7WNwaZsKvab0v9BC50YjNODy0b@4ax.com>
Source record: 2978
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In response to Ian Molton's post :

> In article <ySbWN9nB5GdjmUp2iLbnRMVLaglc@4ax.com>,
> Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
> > I wouldn't particularly push for this type of thing globally but
> > specifically for browsing it's a useful principle. It also works
> > very well for editors and word processors, not to have a new
> > window open for each document.
>
> Evidently you have ever used RISC OS's method of doing things...

No. I don't feel bad about having not done so.

If it's not a waste of your time, would you tell me what it's
like?

--
-=Ali=-

4116. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: joe.ragosta@dol.net
Message-ID: <joe.ragosta-0809990917480001@wil92.dol.net>
Source record: 2979
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <7r4m9d$f0k$1@winter.news.rcn.net>, "Ryan Harvey"
<ryanharvey@erols.com> wrote:

> "If we're not supposed to eat animals, then why are they made of meat?"
> Sorry, couldn't pass up the chance to send my favorite quote of all time.
>

What about:

"If God had meant for men to do dishes, He'd have given them dish-pan hands"

--
Regards,

Joe Ragosta

4117. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37D6806C.2EA32E92@cfc.dnd.ca>
Source record: 2980
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

ZnU wrote:
> In article <37d56bd7.511887@news.icon.co.za>,
> helmar@argo-navisREMOVEME.com wrote:
> > On Tue, 07 Sep 1999 00:40:53 -0400, titanium@psn.net (ZnU) wrote:
> > >And Mozilla is due out before the end of the year. Unlike IE and Netscape
> > >it'll strictly adhere to standards.
> >
> > Opera does that today already. And... if you know the test pages
> > on the Mozilla site, Opera loaded them all - simultaneously. For
> > a cute banner I once did, check the link from
> > http://www.argo-navis.com ;)
>
> The problem with that is it's not getting much use, so developing pages
> that will only display in Opera doesn't do much good. The Mozilla engine
> will be used in future versions of Communicator, and possibly in the AOL
> browser as well. That'll give it a very sizable chunk of the market.

who is developing pages that _only_ display in Opera? no-one as far as I
can see.
that would be like developing pages that can only be seen by IE.
suicide.

I'd like to see Opera for the Atari, and have suggested that since they
are
developing a Linux version, that they keep one eye on BSD compatibility,
cause with that little extra effort, then can have a browser that will
work on
any Atari for almost no extra (programming) cost. BSD Unix -> MiNT
ken
the TAF guy

4118. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: Greg Hennessy <cmkrnl@cix.compulink.co.uk>
Message-ID: <NKTWNzO57+P6nc8j+tvyzCO3Cj5I@4ax.com>
Source record: 2981
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On 8 Sep 1999 06:02:51 GMT, darren.winsper@easynet.co.uk (Darren Winsper) wrote:

>
>You'll soon be back, Mozilla goes beta next month. Everyone rejoice >:)

I tried all the releases upto M8, I haven't been overly impressed so far.

greg

4119. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: Ian Molton <spyro@neo.rr.com>
Message-ID: <493e61b7despyro@neo.rr.com>
Source record: 2982
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <XU7WNwaZsKvab0v9BC50YjNODy0b@4ax.com>,
Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
> > > I wouldn't particularly push for this type of thing globally but
> > > specifically for browsing it's a useful principle. It also works
> > > very well for editors and word processors, not to have a new
> > > window open for each document.
> >
> > Evidently you have ever used RISC OS's method of doing things...
> No. I don't feel bad about having not done so.

Fair enough...

> If it's not a waste of your time, would you tell me what it's
> like?

Sure...

All the desktop centres round the Filer (like windows explorer but FAR
nicer to use (and you have to use it to know that))

You have an icon bar at the bottom of the screen, about twice as high as
the windows one, on which hardware appears on the left and side (ie. drive
icons, printers, the ROM filesystem, CDROMfs's and pseudo-filesystems)
On the right hand side, there is a task manager, and a display manager
(RISCOS has always been able to change screenmode dynamically.)

You load applications by navigating through filer windows, and
doubleclicking on the app. one can also "symlink" them on the "desktop"
once loaded, applications typically place a small (36x36 pixel) icon on the
icon bar (although they dont HAVE to) and sit there.

If you click on them, they open a new document window or their main window
if they only have one window (ie. are not multi-document editors).

pressing menu on an iconbar icon for an application gives a standard menu,
with info at the top, quit at the bottom, and anything else in between.
pressing menu on a hardware device icon produces appropriate menus too (eg.
floppy->format->Otherformats->DOS1.44M) (as you can see, menus are
hierarchical and context sensitive.) "menu" is the middle mouse button. We
dont have "menu bars" on windows ad pressin "menu" anywhere in the window
produces a menu.

the right mouse button is used to "modify the actions of the left one eg.
left click on close = close window. right click = close and open parent.

HTH

--
-Ian aka Spyro
Acorn Computers, the best in the world
http://www.users.zetnet.co.uk/hawk/
Autism is for life, not just for Christmas.

4120. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: tonyh@tcp.co.uk
Message-ID: <slrn7td822.qe.tonyh@tonyh.tcp.co.uk>
Source record: 2983
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In <493e285f82spyro@neo.rr.com>, Ian Molton <spyro@neo.rr.com> wrote:

> In article <ySbWN9nB5GdjmUp2iLbnRMVLaglc@4ax.com>,
> Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
> > I wouldn't particularly push for this type of thing globally but
> > specifically for browsing it's a useful principle. It also works
> > very well for editors and word processors, not to have a new
> > window open for each document.
>
> Evidently you have ever used RISC OS's method of doing things...

Yes he has, because RISC OS does it the same way as IE. That is one
window per document.

--
TH * http://homepages.tcp.co.uk/~tonyh/
Supporting CUT: http://www.unmetered.org.uk/

4121. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-08 00:00:00 UTC
From: Ian Molton <spyro@neo.rr.com>
Message-ID: <493e79752bspyro@neo.rr.com>
Source record: 2984
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <slrn7td822.qe.tonyh@tonyh.tcp.co.uk>,
Tony Houghton <tonyh@tcp.co.uk> wrote:
> > Evidently you have ever used RISC OS's method of doing things...

> Yes he has, because RISC OS does it the same way as IE. That is one
> window per document.

Yes, but RISC OS has much much MUCH better ways of managing the windows.

--
-Ian aka Spyro
Acorn Computers, the best in the world
http://www.users.zetnet.co.uk/hawk/
Autism is for life, not just for Christmas.

4122. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: Bob Hauck <"b o b h"@w>
Message-ID: <m3r9k7kbtj.fsf@lab.slc.codem.com>
Source record: 2900
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Hobbyist &#65533; <hobbyist@nospam.net> writes:

```
> For my NT system, I use Perfect Screens to give me multiple desktop
> functionality,
```

```
Hey! That looks like just what I've been looking for. Any problems
with conflicts with other add-ons, particularly XFeel from the MS
Powertoys? Does it get along with SP5?
```

```
--
-| Bob Hauck
-| Wasatch Communications Group
-| http://www.wasatch.com/~bobh
```

4123. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <HFbYN0uo9R5Z7RxETDPu8KjQrIOn@4ax.com>
Source record: 2901
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy
Body handling: HTML body converted to readable text

Bob Hauck wrote +/- quoted :

> Hobbyist ï¿½ writes:
>
> > For my NT system, I use Perfect Screens to give me multiple desktop
> > functionality,
>
> Hey! That looks like just what I've been looking for. Any problems
> with conflicts with other add-ons, particularly XFeel from the MS
> Powertoys? Does it get along with SP5?

It works fine with SP5 and doesn't seem to have problems with the
other apps that I run. I don't use XFeel so I can't comment on
it. What's XFeel anyway? :)

--
-=Ali=-

4124. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: Peter Smith <polaris@ursaminr.demon.com.uk>
Message-ID: <3c573f49%polaris@ursaminr.demon.co.uk>
Source record: 2902
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In message <zq3XN6wuhF3l0v6agDKOFpQj4Bis@4ax.com>
Hobbyist ♦ <hobbyist@nospam.net> wrote:

> In response to Tim Fountain's post :
>
>
> > The main difference is that it is /far/ easier to manage window
> > positions on your desktop. For one thing windows don't automatically
> > come to the front when you click on them, so you can be typing
> > something into one window, whilst monitoring what's going on in
> > another.
>
> Finally I hear something advantageous. :) How often does someone
> wish to type something and they can't see what they're doing. It
> sounds more geeky than anything else.
>

It's not just typing in.

Say for example, you're copying _some_ files from one window to another window (under Windows). When you drop the files in the destination window, this window pops to the front. If it obscures the source window, you've then got to do _something_ to get it back.

With RiscOS, you can drop the files in the destination window, and keep the source one at the top. So long as _some_ of the window pane is showing, you can drag the files there.

In addition, you can drag windows from _behind_ the stack, as though it were a sheet of paper, so you can see a _bit_ of it, and then put it back again. Again, without the window popping to the front.

OTOH, this does have _one_ disadvantage, in that it's impossible (without the use of a 3rd party patch) to brind a window to the front unless its title bar or resize icon can be seen.

The patch I use allows you (when pressing ALT) to drag a whole window. When clicking the left mouse button, it brings it to the front of the stack. Using the right bouse button, it leaves it in the stack (depth wise) but allows you to change its position.

> > Programs often use multiple windows without it being a problem. My
> > mail/newsreader, for example; when first loaded, you get a small
> > window which lists your mailboxes. If you double-click on one, a new
> > window opens which contains the messages inside it. If you

> > double-click on a message, it is opened in another window. If you
> > click on 'reply', another window is opened. You'd think all this
> > would make the desktop very cluttered, but it doesn't.
>
> Oh? Then what happens?
>

You reply int the newest window, close it, click on "Post" (or your local equivalent!), and then you're back with fewer windows.

HTH

Peter

--
To reply by mail, remove the last "m" in my email address
51 things to do in a lift...
38. Say "I wonder what all these do" and push the red buttons.

4125. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: tonyh@tcp.co.uk
Message-ID: <slrn7tdvt0.sg.tonyh@tonyh.tcp.co.uk>
Source record: 2985
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In <493e79752bspyro@neo.rr.com>, Ian Molton <spyro@neo.rr.com> wrote:

> In article <slrn7td822.qe.tonyh@tonyh.tcp.co.uk>,
> Tony Houghton <tonyh@tcp.co.uk> wrote:
> > > Evidently you have ever used RISC OS's method of doing things...
>
> > Yes he has, because RISC OS does it the same way as IE. That is one
> > window per document.
>
> Yes, but RISC OS has much much MUCH better ways of managing the windows.

The only things that are MUCH better about RISC OS are being able to
push windows to the back, and no auto-fronting. Everything else is just
trivial niceties. And it doesn't even provide you with a way of listing
the windows so you can jump straight to the one you want without having
to hunt for it (unless you get some 3rd party add-on). RISC OS really
isn't special in terms of window management.

--
TH * http://homepages.tcp.co.uk/~tonyh/
Supporting CUT: http://www.unmetered.org.uk/

4126. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: darren.winsper@easynet.co.uk
Message-ID: <slrn7tdqgc.ep.darren.winsper@stargazer.dwnet.net>
Source record: 2986
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Wed, 08 Sep 1999 19:00:54 +0100, Greg Hennessy
<cmkrnl@cix.compulink.co.uk> wrote:
[Mozilla]
> I tried all the releases upto M8, I haven't been overly impressed so
> far.

Nab one of the latest nightly builds. I've been building from the
CVS tree for the past month or so now and things are really starting
to stabilise.

--
Darren Winsper - http://easyweb.easynet.co.uk/darren.winsper

Stellar Legacy project member - http://www.stellarlegacy.tsx.org

Java leads to Javascript. Javascript leads to Shockwave. Shockwave leads
to . . . suffering.

4127. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: helmar@argo-navisREMOVEME.com
Message-ID: <37d766a8.1343451@news.icon.co.za>
Source record: 2987
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Tue, 07 Sep 1999 17:57:34 -0400, titanium@psn.net (ZnU) wrote:

>> >And Mozilla is due out before the end of the year. Unlike IE and Netscape
>> >it'll strictly adhere to standards.
>>
>> Opera does that today already. And... if you know the test pages
>> on the Mozilla site, Opera loaded them all - simultaneously. For
>> a cute banner I once did, check the link from
>> http://www.argo-navis.com ;)
>
>The problem with that is it's not getting much use, so developing pages
>that will only display in Opera doesn't do much good. The Mozilla engine
>will be used in future versions of Communicator, and possibly in the AOL
>browser as well. That'll give it a very sizable chunk of the market.

Opera displays pages according to the W3C standard. Period. So if
they look good in Opera, I should expect them to look good in IE
and NS, too, so I don't have to go through the nightmare of
checking with either of them for consistency. But as NS/IE don't
stick to the standards or have a lousy interpretation of it (like
NS re: CSS), this is unfortunately only a dream.

Helmar

[HELMAR RUDOLPH]
[--]
[http://www.argo-navis.com]
[Database, Relationship & Internet Marketing Specialist]
[Corporate Brain Surgeon & Strategic Wealth Distributor]
[--]

4128. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: helmar@argo-navisREMOVEME.com
Message-ID: <37d767da.1650176@news.icon.co.za>
Source record: 2988
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Wed, 08 Sep 1999 04:19:33 -0500, =?ISO-8859-1?Q?Hobbyist_=A9?=
<hobbyist@nospam.net> wrote:

>> When I hit a news site like slashdot, I'll open-in-new-window each link
>> that looks interesting then go through them one at a time. I can
>> easily exceed 30 windows, if it is a busy day.
>
>It can be done very rapidly with Opera as well, since the
>keyboard shortcuts are beautifully thought out.
>
>Shift+left mouse click on the URL opens the URL in a new window,
>then you hit the '2' key which brings you back to the previous
>window, select another link and open it in it's own window, hit
>'2' again and so on ......

My favourite (and incidentally my invention, too) is
Shift-Ctrl-Click which opens a browser window (inside the MDI) in
the background. In practice - and now you SDI evangelists listen
carefully ;) - this translates into this:

I go to a search engine or link listing and just S-C-click
until I no longer want more links opened. Now while I S-C-click,
my window with the search engine results or links ALWAYS remains
on top, and while I skim the listing for more interesting links,
the others open in the background just as one would expect this
from an efficient browser.

I claim to be at least 3-4, sometimes even 8-10 times faster, IOW
I get my work done much quicker with Opera than with any other
browser. And trust me, I DO browse a lot, mainly for my new site
at http://www.inspiredmind.com

But this is getting off-topic now.

Cheers,

Helmar

[HELMAR RUDOLPH]
[---]
[http://www.argo-navis.com]
[Database, Relationship & Internet Marketing Specialist]
[Corporate Brain Surgeon & Strategic Wealth Distributor]
[---]

4129. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: tim@markgf.demon.co.uk
Message-ID: <37d79764.2901197@news.demon.co.uk>
Source record: 2989
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Wed, 08 Sep 1999 06:57:36 -0500, =?ISO-8859-1?Q?Hobbyist_=A9?=
<hobbyist@nospam.net> wrote:

> In response to Ian Molton's post :
>
> > In article <ySbWN9nB5GdjmUp2iLbnRMVLaglc@4ax.com>,
> > Hobbyist © <hobbyist@nospam.net> wrote:
> > > I wouldn't particularly push for this type of thing globally but
> > > specifically for browsing it's a useful principle. It also works
> > > very well for editors and word processors, not to have a new
> > > window open for each document.
> >
> > Evidently you have ever used RISC OS's method of doing things...
>
> No. I don't feel bad about having not done so.
>
> If it's not a waste of your time, would you tell me what it's
> like?

The main difference is that it is /far/ easier to manage window positions on your desktop. For one thing windows don't automatically come to the front when you click on them, so you can be typing something into one window, whilst monitoring what's going on in another.

Programs often use multiple windows without it being a problem. My mail/newsreader, for example; when first loaded, you get a small window which lists your mailboxes. If you double-click on one, a new window opens which contains the messages inside it. If you double-click on a message, it is opened in another window. If you click on 'reply', another window is opened. You'd think all this would make the desktop very cluttered, but it doesn't.

--
Tim Fountain

4130. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: "Ant Support (Paul)" <paul.support@argonet.co.uk>
Message-ID: <ant091121b49Nzfy@rev95.argonet.co.uk>
Source record: 2990
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <slrn7tdvt0.sg.tonyh@tonyh.tcp.co.uk>, Tony Houghton
<URL:mailto:tonyh@tcp.co.uk> wrote:
> The only things that are MUCH better about RISC OS are being able to push
> windows to the back, and no auto-fronting. Everything else is just trivial
> niceties. And it doesn't even provide you with a way of listing the windows
> so you can jump straight to the one you want without having to hunt for it
> (unless you get some 3rd party add-on). RISC OS really isn't special in
> terms of window management.

I've never quite managed to work out why people discount third party addons.
OK, so they're not written by the OS author, but that doesn't necessarily
mean that they're any less reliable or integrated. All my third party addons
together come to less than 1MB, which is still a fraction of the size of
Windows.
--
Paul Vigay

_ _____________________________
/_| _ _. _ /| /_ _/_ /' ANT Technical Support
/ || (_|(_)/ |/(/_/_ / mailto:ant.support@argonet.co.uk
________ (_) ___________./ http://www.argonet.co.uk/ant/

4131. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <zq3XN6wuhF3l0v6agDKOFpQj4Bis@4ax.com>
Source record: 2991
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In response to Tim Fountain's post :

> The main difference is that it is /far/ easier to manage window
> positions on your desktop. For one thing windows don't automatically
> come to the front when you click on them, so you can be typing
> something into one window, whilst monitoring what's going on in
> another.

Finally I hear something advantageous. :) How often does someone
wish to type something and they can't see what they're doing. It
sounds more geeky than anything else.

> Programs often use multiple windows without it being a problem. My
> mail/newsreader, for example; when first loaded, you get a small
> window which lists your mailboxes. If you double-click on one, a new
> window opens which contains the messages inside it. If you
> double-click on a message, it is opened in another window. If you
> click on 'reply', another window is opened. You'd think all this
> would make the desktop very cluttered, but it doesn't.

Oh? Then what happens?

--
-=Ali=-

4132. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <vK7XN2i=FWSqql6i1gTLQiQijOl=@4ax.com>
Source record: 2992
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In response to Ant Support (Paul)'s post :

> In article <slrn7tdvt0.sg.tonyh@tonyh.tcp.co.uk>, Tony Houghton
> <URL:mailto:tonyh@tcp.co.uk> wrote:
> > The only things that are MUCH better about RISC OS are being able to push
> > windows to the back, and no auto-fronting. Everything else is just trivial
> > niceties. And it doesn't even provide you with a way of listing the windows
> > so you can jump straight to the one you want without having to hunt for it
> > (unless you get some 3rd party add-on). RISC OS really isn't special in
> > terms of window management.
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> I've never quite managed to work out why people discount third party addons.
> OK, so they're not written by the OS author, but that doesn't necessarily
> mean that they're any less reliable or integrated. All my third party addons
> together come to less than 1MB, which is still a fraction of the size of
> Windows.

Don't leave us in suspense. What third party addons do you use? I
believe in them as well so I'm wondering.

--
-=Ali=-

4133. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: "Ant Support (Paul)" <paul.support@argonet.co.uk>
Message-ID: <ant091550256Nzfy@rev95.argonet.co.uk>
Source record: 2993
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <zq3XN6wuhF3l0v6agDKOFpQj4Bis@4ax.com>, Hobbyist_ï¿½
<URL:mailto:hobbyist@nospam.net> wrote:
> Finally I hear something advantageous. :) How often does someone wish to
> type something and they can't see what they're doing. It sounds more geeky
> than anything else.

Quite often actually. I do this all the time. It's not typing blind, but
merely the window you're typing in is underneath another window (say an HTML
source code window or graphics editor window) but with the actual text part
visible - ie the windows are overlapping.

I often have a paintshop type image on the screen and can obscure the image
part with another window that I might be copying text out of to enter onto
the bottom of the image. I thus want to type on the bottom window without
affecting my stack of windows on top.
--
Paul Vigay

_ _____________________________
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4134. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: "Ant Support (Paul)" <paul.support@argonet.co.uk>
Message-ID: <ant091524dc4Nzfy@rev95.argonet.co.uk>
Source record: 2994
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <vK7XN2i=FWSqql6i1gTLQiQijOl=@4ax.com>, Hobbyist_ï¿½
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> Don't leave us in suspense. What third party addons do you use? I believe
> in them as well so I'm wondering.

All sorts. I use !OpenFiles to keep tabs on which files are open by the system (and close specific ones if I wish), WimpBar to give me drop down menus along the top of the screen, LineEditor module to give me a Linux style command history from the CLI prompt, 3DPatch to give a 3D feel to dialogue windows, LongFiles to give long filenames on pre-RISC OS 4 machines, CoolSwtch to switch between application windows (bit like CTRL TAB on Windoze), DirMenu to give a filer tree on the title bar of filer windows - to name a few. These in total only add a couple of hundred K to my system memory usage.
--
Paul Vigay

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4135. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <ZOXXNzMq9y=07CcykICynz8bgr=k@4ax.com>
Source record: 2995
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Ant Support (Paul)'s wrote +/- quoted :

> In article <zq3XN6wuhF3l0v6agDKOFpQj4Bis@4ax.com>, Hobbyist_ï¿½
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> > Finally I hear something advantageous. :) How often does someone wish to
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> Quite often actually. I do this all the time. It's not typing blind, but
> merely the window you're typing in is underneath another window (say an HTML
> source code window or graphics editor window) but with the actual text part
> visible - ie the windows are overlapping.
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> I often have a paintshop type image on the screen and can obscure the image
> part with another window that I might be copying text out of to enter onto
> the bottom of the image. I thus want to type on the bottom window without
> affecting my stack of windows on top.

Hmmm. I see. I consider myself a geek by my standards so I'm glad
that you were't offended by the use of the term. The beauty of
windows is that there may just be some utility around to give you
this ability. One OS will not have all the advantages and quirks
to satisfy all users.

Good for you that you happen to have an OS using that has this
useful feature for you out-of-the-box. :)

--
-=Ali=-

4136. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <R+bXNy2DKFoopyehLJQRdqGZR=zV@4ax.com>
Source record: 2996
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

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> > Don't leave us in suspense. What third party addons do you use? I believe
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> All sorts. I use !OpenFiles to keep tabs on which files are open by the
> system (and close specific ones if I wish), WimpBar to give me drop down
> menus along the top of the screen, LineEditor module to give me a Linux style
> command history from the CLI prompt, 3DPatch to give a 3D feel to dialogue
> windows, LongFiles to give long filenames on pre-RISC OS 4 machines,
> CoolSwtch to switch between application windows (bit like CTRL TAB on
> Windoze), DirMenu to give a filer tree on the title bar of filer windows - to
> name a few. These in total only add a couple of hundred K to my system memory
> usage.

Is this windows that you are speaking about or RiscOS?

For my NT system, I use Perfect Screens to give me multiple
desktop functionality, Clipcache to improve my clipboard
capabilities, Getright to improve my ftp and downloading
capabilities, rascal pro to better monitor my internet
connections and keep them active to avoid unwanted
disconnections, Salamander to improve on explorer, BeDeamon as a
task launcher and many other small utilities that I use as
needed. :)

--
-=Ali=-

4137. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: Greg Hennessy <cmkrnl@cix.compulink.co.uk>
Message-ID: <KujXN1TVzfDSqYahT=7jCKL6v6A2@4ax.com>
Source record: 2997
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On 9 Sep 1999 06:08:27 GMT, darren.winsper@easynet.co.uk (Darren Winsper) wrote:

>Nab one of the latest nightly builds. I've been building from the
>CVS tree for the past month or so now and things are really starting
>to stabilise.

Just might do that.

greg

4138. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: darren.winsper@easynet.co.uk
Message-ID: <slrn7tg5fn.277.darren.winsper@stargazer.dwnet.net>
Source record: 2998
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Thu, 09 Sep 1999 18:24:43 +0100, Greg Hennessy
<cmkrnl@cix.compulink.co.uk> wrote:

[Mozilla nightly builds]

> Just might do that.

I'm only able to get Apprunner working, but it may have something to
do with me not having glibc 2.1 (They've dropped support for 2.0).

I've heard good things about the Win32 builds, they even have Java up
and running reasonably well (So it's already better than NS 4 ;)).

--
Darren Winsper - http://easyweb.easynet.co.uk/darren.winsper

Stellar Legacy project member - http://www.stellarlegacy.tsx.org

Java leads to Javascript. Javascript leads to Shockwave. Shockwave leads
to . . . suffering.

4139. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-09 00:00:00 UTC
From: titanium@psn.net
Message-ID: <titanium-09099916315200001@cust-106-138.as02.nycm.eli.net>
Source record: 2999
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <37d766a8.1343451@news.icon.co.za>,
helmar@argo-navisREMOVEME.com wrote:

> On Tue, 07 Sep 1999 17:57:34 -0400, titanium@psn.net (ZnU) wrote:
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> >> >And Mozilla is due out before the end of the year. Unlike IE and Netscape
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> >>
> >> Opera does that today already. And... if you know the test pages
> >> on the Mozilla site, Opera loaded them all - simultaneously. For
> >> a cute banner I once did, check the link from
> >> http://www.argo-navis.com ;)
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> >The problem with that is it's not getting much use, so developing pages
> >that will only display in Opera doesn't do much good. The Mozilla engine
> >will be used in future versions of Communicator, and possibly in the AOL
> >browser as well. That'll give it a very sizable chunk of the market.
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> Opera displays pages according to the W3C standard. Period. So if
> they look good in Opera, I should expect them to look good in IE
> and NS, too, so I don't have to go through the nightmare of
> checking with either of them for consistency. But as NS/IE don't
> stick to the standards or have a lousy interpretation of it (like
> NS re: CSS), this is unfortunately only a dream.

Right, this is all good. In theory. I've seen pages that render correctly
in iCab (which is also rather standards compliant), but don't render
correctly in IE.

--
This 'telephone' has too many shortcomings to be seriously considered as a
means of communication. The device is inherently of no value to us.
- Western Union internal memo, 1876.

ZnU <titanium@psn.net>

4140. Re: where are things on the Battlesphere project?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7ra37b$lc7$1@nnrp1.deja.com>
Source record: 2903
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <19990905231727.16342.00001871@ng-fh1.aol.com>,
yakko70@aol.com (YAKKO70) wrote:
> I'm only asking because I'm now about three days away from getting my
> Dreamcast, and I've been waiting on Battlesphere for about three years now (Oy
> has it been that long?!?!).
>

Oh gawd...Still waiting for Battlespehere...Whats the excuse this
time...?

Seeing Battlesphere reaching the market will be like waiting for El
Travis...better known as Travis Guy appearing in
rec.games.video.atari....again...

Don't hold your breath...-)

Just...

sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4141. VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7ra3p9lom1@nnrp1.deja.com>
Source record: 2904
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Just got the latest Next Gen in the mail today. Been noticing that
there has been no mention on VM news, you know...the haven for the Atari
Jihads that once worked for the now defunct Atari Corp. Have they
worked their majic the same way when at the now defunct Atari or still
not believe in marketing and being invisible?

Enquiring minds want to know...

sinclap...

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4142. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: "Ant Support (Paul)" <paul.support@argonet.co.uk>
Message-ID: <ant100808c72Nzfy@rev95.argonet.co.uk>
Source record: 2905
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <R+bXNy2DKFoopyehLJQRdqGZR=zV@4ax.com>, Hobbyist_ï¿½
<URL:mailto:hobbyist@nospam.net> wrote:
> Is this windows that you are speaking about or RiscOS?

RISC OS!
--
Paul Vigay

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_ _________________________________
/_| _ _. _ /| /_ _/_ /' ANT Technical Support
/ || (_|(_)/ |/(/_/_ / mailto:ant.support@argonet.co.uk
________ (_) ___________./ http://www.argonet.co.uk/ant/
```

4143. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Ian Molton <spyro@neo.rr.com>
Message-ID: <493f36fddbspyro@neo.rr.com>
Source record: 2906
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <3c573f49%polaris@ursaminr.demon.co.uk>,
Peter Smith <polaris@ursaminr.demon.com.uk> wrote:
> OTOH, this does have _one_ disadvantage, in that it's impossible
> (without the use of a 3rd party patch) to brind a window to the front
> unless its title bar or resize icon can be seen.

however, this is rarely a problem, and even when it is theres often a
convienient alternative (ie, reopen a directory, and it pops to the front)

--
-Ian aka Spyro
Acorn Computers, the best in the world
http://www.users.zetnet.co.uk/hawk/
Autism is for life, not just for Christmas.

4144. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <xuvYN9GgzykAMk6y4dBsw+EhOhRy@4ax.com>
Source record: 2907
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Peter Smith wrote +/- quoted :

> > Finally I hear something advantageous. :) How often does someone
> > wish to type something and they can't see what they're doing. It
> > sounds more geeky than anything else.
> >
>
> It's not just typing in.
>
> Say for example, you're copying _some_ files from one window to another
> window (under Windows). When you drop the files in the destination window,
> this window pops to the front. If it obscures the source window, you've then
> got to do _something_ to get it back.
>
> With RiscOS, you can drop the files in the destination window, and keep the
> source one at the top. So long as _some_ of the window pane is showing, you
> can drag the files there.

I just did what you just described with my NT system here. I
opened clipcache which opened in front of my newsreader Agent.
The clipcache window is smaller than Agents so the editor window
for Agent is partially visible. I select a block of text in
clipcache and drag'n'drop it into agent's editor. Agent's editor
window didn't pop up to the front as you claimed it would.

> In addition, you can drag windows from _behind_ the stack, as though it were
> a sheet of paper, so you can see a _bit_ of it, and then put it back again.
> Again, without the window popping to the front.

Now *that* I cannot do. :)
It offers a minor advantage but not significantly so.

> OTOH, this does have _one_ disadvantage, in that it's impossible (without the
> use of a 3rd party patch) to brind a window to the front unless its title bar
> or resize icon can be seen.

Now that shortcoming, I couldn't tolerate and I'd not give that
up for the advantage you stated previously.

> The patch I use allows you (when pressing ALT) to drag a whole window. When
> clicking the left mouse button, it brings it to the front of the stack. Using
> the right bouse button, it leaves it in the stack (depth wise) but allows you
> to change its position.

Nice.

> > > Programs often use multiple windows without it being a problem. My
> > > mail/newsreader, for example; when first loaded, you get a small
> > > window which lists your mailboxes. If you double-click on one, a new
> > > window opens which contains the messages inside it. If you
> > > double-click on a message, it is opened in another window. If you
> > > click on 'reply', another window is opened. You'd think all this
> > > would make the desktop very cluttered, but it doesn't.
> >
> > Oh? Then what happens?
> >
>
> You reply int the newest window, close it, click on "Post" (or your local
> equivalent!), and then you're back with fewer windows.

I do this in windows. I don't see the difference.

--
-=Ali=-

4145. Re: VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Steve Jacobs <sinclair@ix.netcom.com>
Message-ID: <37D8F859.98F1A625@ix.netcom.com>
Source record: 2908
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap wrote:

> Just got the latest Next Gen in the mail today. Been noticing that
> there has been no mention on VM news, you know...the haven for the Atari
> Jihads that once worked for the now defunct Atari Corp. Have they
> worked their majic the same way when at the now defunct Atari or still
> not believe in marketing and being invisible?
>
> Enquiring minds want to know...
>
> sinclap...

Heeeeeeeee's baaaaaaacck........

4146. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rba03$h71$1@nnrp1.deja.com>
Source record: 2909

In article <37D41A38.F0CB7BC8@ihug.co.nz>,
J, WILKINSON wrote:
> Hi there,
>
> sinclap wrote:
> >
> > While sinclap was busy all day in Chicago recieveing the marching orders
> > for the remainder of the year, the new G4's were released...Some went to
> > hotel room during lunch to get a glimpse of the new models..
> >
> > These silver and whites are upto three times faster than the
> > Pentiums...Of course a certain chunky person will be in denial...Expect
> > the reality distortion field to blind the reality...
>
> They probably are, but who gives a shit?! All it means is that soon you'll
> need to upgrade to a G4 just to play the latest games on a Mac! It smells
> of the Wintel world I tell ya!!
>
> ...and they keeps comin' up with da money...poor fools...

So...Apple should be like Atari? Release a new model every five years?

Much of the Mac users have had their macs between 4-10+ years before
upgrading to iMacs and G3's...

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

sinclap
--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4147. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rba7fhal1@nnrp1.deja.com>
Source record: 2910

In article <37D4A342.3F094D33@ihug.co.nz>,
J, WILKINSON wrote:
> Hi there,
>
> "Daniel L. Dreibelbis" wrote:
> >
> > CompUSA always has tons of people in when I visit - why the layoffs?

The layoffs occurred in the Corp sales dept to end duplication and get
their costs in line.. CUSA has centralized the sales through the new
Dallas call center.

> Because they probably couldn't sell gold for FREE. Always the majority
> of sales in any retail outlet are made by a small percentage of the sales
> team actually there...the rest are like limp, disused appendages...

Please interpet...

> Maybe the 'Apple Power Rep' made a big fuck-up, and the predicted sales of
> his product went 'subterrafirma'?!...

All fine on the western front..

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

sinclap
--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4148. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rbadihcd1@nnrp1.deja.com>
Source record: 2911

In article <7r3560$qv9$2@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:
> On 7 Sep 1999 18:26:10 +, J WILKINSON wrote:
>
> ->Indeed. The APEC summit is here soon. Already kiwis cannot walk in
> ->certain parts
> ->of my home town without feeling like the Secret Service is watching.
> ->Bill Clinton
> ->passes through soon and its costing Kiwi taxpayers NZD$35 million to
> ->host this
> ->trade summit. Thats more money than I think NZ will get out of any free
> ->trade that
> ->is agreed to here. Its a case of 'free trade' so long as 'we get a cut
> ->from it too'
>
> Trust me, if its *anything* to do with Clinton, you're screwed. (his
> strongest point, ya know) ;-)

Don't piss off the Secret Service unless you want a Uzi shoved up your
you know what...-)

We don't want NZ to be left out when a U.S. Prez visits...Should be an
honor..

> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>
>

sinclap
--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4149. Re: CompUSA laying aff 1,800, Apple losing

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rbak8hmi1@nnrp1.deja.com>
Source record: 2912

In article <7r350f$qv9$1@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:
> On 5 Sep 1999 17:17:27 -, Daniel L. Dreibelbis wrote:
>
> -> Intersting, they're letting go 1,800 employees, or, as the article states,
> -> half of their commercial sales staff.
> ->
> -> I always wondered if CompUSA could get worst. It seems it CAN.
> ->
> -> CompUSA always has tons of people in when I visit - why the layoffs?
> ->.
>
> My brother and I were recently at the CompuUSA store in Lexington, KY. They
> did have a (small) Mac section, never found a sales rep, never even saw a
> customer there. Without exception, all customers were in the PC section while
> we were there. I know this probably isn't totally indicative of the Mac
>
Maybe the iMacs and G3's were sold out at the location...

user base for that store but it sure didn't look good. It is also the
very
> first time I got to play with an iMac and a G3. I absolutely loath the design
> of the cases on both. The G3's speed didn't seem to be too bad, but TBH, it
> didn't open windows any faster than my MiNT equipped, Nemesis powered Falcon.

And the Falcon design is better?

Open Photoshop and FCP...Get back to me...Try that on a Falcon...

> Heh.
>
> <grin>
>
> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>
>
sinclap
--
"Although there are more Microsoft Windows users

than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times----------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4150. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rbaqahpd1@nnrp1.deja.com>
Source record: 2913

In article <7r3gei$j0e@ds2.acs.ucalgary.ca>,
VE6HY <besmith@calcna.ab.ca> wrote:
> J WILKINSON wrote:
>
> > > J WILKINSON wrote:
>
> > Indeed. The APEC summit is here soon. Already kiwis cannot walk in
> > certain parts of my home town without feeling like the Secret Service is watching.
> > Bill Clinton passes through soon and its costing Kiwi taxpayers NZD$35 million to
> > host this trade summit. Thats more money than I think NZ will get out of any free
> > trade that is agreed to here. Its a case of 'free trade' so long as 'we get a cut
> > from it too'
>
> Ahh, so you too are hosting this collection of Demagogues, Dictators &
> Democrats like we did here in Canader - hope your fearless Premier has
> a load of "pepper spray" to deal with the local protestors like our
> John Cretin did when they were here !

If you attck your PM , you are attacking 'Chunk's'....But John has been
good to the CA territory. By the way...how is the Newt clone Mike
Harris doing? Has he mucked up alot?

> The Canadian Curmudgeon (in sunny, +6C, Calgary)
>

sinclap...waiting patiently for a Gore Administration....
--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4151. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rbb3j$i4c$1@nnrp1.deja.com>
Source record: 2914

In article <dreibel-0709992125370001@ts7-90t-23.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> In article <37D551A0.B5EEDEAC@earthlink.net>, Particle Salad
> <psalad@earthlink.net> wrote:
>
> > > and in another genius move, it now turns out that FCP is incompatible
> > > with the G4! This is according to a Mac user on comp.sys.mac.advocacy who
> > > was at
> > > Seybold.
> >
> > I didn't see that.. brilliant, eh?
>
> yep. and what is even more damaging, Apple is even admitting that FCP
> won't work with the G4 in their Tech Support pages. Let's see TiFKAS try
> to spin this one....

Does FCP 1.2 ring a bell?

> >
> > > In defense of the G4, though, (snip)
> >
> > Well, they don't really need much defense.. I mean, they are pretty nice
> > boxes.. but
> > I agree with the color point. I have a B&W in my video room and it's a
> > little..
> > well, LOUD.
>
> you're not the only one - did you see the web site where someone,
> after buying a B&W G3, re-did the entire thing in Black and Silver? Neat!
>
> Now I wanna redo my Falcon in black, or at least try using a stone
> finish on it....

Might melt the cheap plastics if you did that...How many computers do
you own?

sinclap
--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4152. Re: VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: bond@clark.net
Message-ID: <Pi9C3.1319$Ym5.39273@iad-read.news.verio.net>
Source record: 2915
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <37D8F859.98F1A625@ix.netcom.com>,
Steve Jacobs <sinclair@ix.netcom.com> wrote:

>sinclap wrote:
>
>> Just got the latest Next Gen in the mail today. Been noticing that
>> there has been no mention on VM news, you know...the haven for the Atari
>> Jihads that once worked for the now defunct Atari Corp. Have they
>> worked their majic the same way when at the now defunct Atari or still
>> not believe in marketing and being invisible?
>>
>> Enquiring minds want to know...
>>
>> sinclap...
>
>Heeeeeeeee's baaaaaaacck........

Wow Petey. You played thru the entire library of Pippen games that
quickly??! Twice?! And are ready to once again spend your free time
providing insightful thought-provoking comments to Usenet?? Goody!

--
~~~~~~
__ __ _____.____ Bond19 | The World Is Not Enough | Nov. 19, 1999
| /| | /| /`)\===' --
|/_| |/_| / PGP public key @ http://pgp5.ai.mit.edu
~~~~~~

4153. Re: VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Steve Jacobs <sinclair@ix.netcom.com>
Message-ID: <37D92A35.5CA6A8B2@ix.netcom.com>
Source record: 2916
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Actually Sean,
My reliable sources (the respected developers of Evergreen) have informed me that really sinclap was busy snapping up every ICD Catbox produced to date, and then had them buried in the desert, to help some wrinkly alien with penlight batteries in his fingers contact his homeland....

Steve

Sean Connery wrote:

> In article <37D8F859.98F1A625@ix.netcom.com>,
> Steve Jacobs <sinclair@ix.netcom.com> wrote:
>
> >sinclap wrote:
> >
> >> Just got the latest Next Gen in the mail today. Been noticing that
> >> there has been no mention on VM news, you know...the haven for the Atari
> >> Jihads that once worked for the now defunct Atari Corp. Have they
> >> worked their majic the same way when at the now defunct Atari or still
> >> not believe in marketing and being invisible?
> >>
> >> Enquiring minds want to know...
> >>
> >> sinclap...
> >
> >Heeeeeeeee's baaaaaaacck........
>
> Wow Petey. You played thru the entire library of Pippen games that
> quickly??! Twice?! And are ready to once again spend your free time
> providing insightful thought-provoking comments to Usenet?? Goody!
>
> --
> ~~~~~~
> __ __ _____.____ Bond19 | The World Is Not Enough | Nov. 19, 1999
> | /| | /| /`)\===' ---
> |/_| |/_| / PGP public key @ http://pgp5.ai.mit.edu

4154. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Greg Hennessy <cmkrnl@cix.compulink.co.uk>
Message-ID: <4zPZN8rlpS5y0P9CmjwW48OE13ck@4ax.com>
Source record: 2917
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On 9 Sep 1999 19:47:22 GMT, darren.winsper@easynet.co.uk (Darren Winsper) wrote:

>I've heard good things about the Win32 builds, they even have Java up
>and running reasonably well (So it's already better than NS 4 ;)).

Now that wouldn't be hard, it took 'em until 4.5 to make communicator 4 usable.

greg

4155. Re: VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: cybpunks@earthlink.net
Message-ID: <37d9316d.142382821@news.earthlink.net>
Source record: 2918
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

The Nuon systems are being sold as DVD chipsets, as everyone knows.
This chipset will ship with new DVD players soon. One can surmise,
around or after the Xmas season.

In the meantime, there isn't much to advertise because the hardware
isn't out there yet.

4156. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: nws@rollingthunder.clara.co.uk
Message-ID: <37d9ef76.3722111@news.clara.net>
Source record: 2919
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On 8 Sep 1999 06:02:51 GMT, darren.winsper@easynet.co.uk (Darren Winsper) wrote:

>On Tue, 07 Sep 1999 20:36:36 +0100, Greg Hennessy
><cmkrnl@cix.compulink.co.uk> wrote:
>> IE5 is solid. I stopped using Netscape after nearly 5 years because of
>> it.
>
>You'll soon be back, Mozilla goes beta next month. Everyone rejoice
>:)

So do you think it's worth telling Netscape about a rendering bug in the old engine that's in NN 4.6? It only affects the windows version though.

Regards

Anthony
--
```
----------------------------------------
| And when our worlds |
| They fall apart |
| When the walls come tumbling in |
| Though we may deserve it |
| It will be worth it - Depeche Mode |
----------------------------------------
```

4157. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: nws@rollingthunder.clara.co.uk
Message-ID: <37e00ccc.11233436@news.clara.net>
Source record: 2920
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Thu, 09 Sep 1999 08:44:04 GMT, helmar@argo-navisREMOVEME.com (Helmar Rudolph) wrote:
>On Wed, 08 Sep 1999 04:19:33 -0500, =?ISO-8859-1?Q?Hobbyist_=A9?=
><hobbyist@nospam.net> wrote:
<snip>
>>Shift+left mouse click on the URL opens the URL in a new window,
>>then you hit the '2' key which brings you back to the previous
>>window, select another link and open it in it's own window, hit
>>'2' again and so on ......
>
>My favourite (and incidentally my invention, too) is
>Shift-Ctrl-Click which opens a browser window (inside the MDI) in
>the background. In practice - and now you SDI evangelists listen
>carefully ;) - this translates into this:
>
> I go to a search engine or link listing and just S-C-click
>until I no longer want more links opened. Now while I S-C-click,
>my window with the search engine results or links ALWAYS remains
>on top, and while I skim the listing for more interesting links,
>the others open in the background just as one would expect this
>from an efficient browser.
>
>I claim to be at least 3-4, sometimes even 8-10 times faster, IOW
>I get my work done much quicker with Opera than with any other
>browser. And trust me, I DO browse a lot, mainly for my new site
>at http://www.inspiredmind.com
>
>But this is getting off-topic now.

First of all, nothing is off-topic in cola at least...;-) Also if any developers for the various platforms (look at the newsgroups...) are watching, people describing features they find useful - and more importantly - why they are useful will be very helpful to them when creating their own programs.

It rather like those useability tests, but without the expense and the subsequent marketing chest-beat.

>Cheers,
>
>Helmar

Regards

Anthony
--
```
----------------------------------------
| And when our worlds |
| They fall apart |
| When the walls come tumbling in |
| Though we may deserve it |
| It will be worth it - Depeche Mode |
----------------------------------------
```

4158. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Bob Hauck <"b o b h"@w>
Message-ID: <m3yaee1veb.fsf@lab.slc.codem.com>
Source record: 2921
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy
Body handling: HTML body converted to readable text

Hobbyist ? writes:

> Bob Hauck wrote +/- quoted :

> > > For my NT system, I use Perfect Screens to give me multiple desktop
> > > functionality,

> It works fine with SP5 and doesn't seem to have problems with the
> other apps that I run. I don't use XFeel so I can't comment on
> it. What's XFeel anyway? :)

It allows you to have the focus follow the mouse pointer rather than having to click-and-raise-to-focus. Like in X. The focus behavior of Windows really bugs me, and I guess it bugged some of MS's programmers too as they released a tool to fix it.

The only problem I've noticed is this new focus behavior confuses Netscape's Bookmarks.

--
-| Bob Hauck
-| Wasatch Communications Group
-| http://www.wasatch.com/~bobh

4159. Re: VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37D948CC.A3F58609@earthlink.net>
Source record: 2922
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Those same minds want to know why you don't have the courage to respond to my video editing posts here.. did you miss the reviews of FCP in MacAddict and Macworld? You know, the ones where they were smart enough to know that FCP is a product that competes with Premiere, NOT AVID turnkey systems.

Actually, they already know why you haven't responded.. they think you have actually come to the realization you don't know enough about the video market to respond. Maybe they're right..

It's too bad you don't have the honesty to admit it.. just another internet MacWacko coward..

-Mark

sinclap wrote:

> Enquiring minds want to know...
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4160. Multiplayer games for sales/license? Or develop?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Frank Lyles <frlyles@wharton.upenn.edu>
Message-ID: <7rbktfnep1@netnews.upenn.edu>
Source record: 2923
Cross-posted to: comp.ai.games,comp.games.development.industry,comp.games.development.programming.algorithms,comp.games.development.programming.misc,comp.sys.atari.advocacy

We are creating a (free) massively multiplayer Internet game site and are interested in talking to people who have either:
1. already developed (or are near completion of) a massively multiplayer, shoot-em up kind of game;
2. developed/are near completion of/orare interested in developing (we have some cool ideas about the design of various games) classic, single-player oriented arcade games converted to multiplayer.

Thanks!
Frank Lyles

4161. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Peter Smith <polaris@ursaminr.demon.com.uk>
Message-ID: <b890783f49%polaris@ursaminr.demon.co.uk>
Source record: 2924
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In message <xuvYN9GgzykAMk6y4dBsw+EhOhRy@4ax.com>
Hobbyist ? <hobbyist@nospam.net> wrote:

> Peter Smith wrote +/- quoted :
>
>
> > > Finally I hear something advantageous. :) How often does someone
> > > wish to type something and they can't see what they're doing. It
> > > sounds more geeky than anything else.
> > >
> >
> > It's not just typing in.
> >
> > Say for example, you're copying _some_ files from one window to another
> > window (under Windows). When you drop the files in the destination
> > window, this window pops to the front. If it obscures the source window,
> > you've then got to do _something_ to get it back.
> >
> > With RiscOS, you can drop the files in the destination window, and keep
> > the source one at the top. So long as _some_ of the window pane is
> > showing, you can drag the files there.
>
> I just did what you just described with my NT system here. I opened
> clipcache which opened in front of my newsreader Agent. The clipcache
> window is smaller than Agents so the editor window for Agent is partially
> visible. I select a block of text in clipcache and drag'n'drop it into
> agent's editor. Agent's editor window didn't pop up to the front as you
> claimed it would.

Running 95OSR2 with IE5, if I have the following showing.

```
---------------
| |
| |----
| 1 | |
| | |
| | |
--------------- |
| 2 |
| |
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```

I want to copy selected files piecemeal from window 1 to 2. I select the files in 1, drag them to 2. Window 2 then pops up in front, meaning I've got to do another action to get window 1 back in front.

In Risc OS

>
> > In addition, you can drag windows from _behind_ the stack, as though it
> > were a sheet of paper, so you can see a _bit_ of it, and then put it back
> > again. Again, without the window popping to the front.
>
> Now *that* I cannot do. :) It offers a minor advantage but not
> significantly so.
>

It suits the way I work better than the Windows way.

I've got 2 PCs and 1 RiscPC, and I find the Windows way of managing windows clunky compared to Risc OS

> > OTOH, this does have _one_ disadvantage, in that it's impossible (without
> > the use of a 3rd party patch) to brind a window to the front unless its
> > title bar or resize icon can be seen.
>
> Now that shortcoming, I couldn't tolerate and I'd not give that
> up for the advantage you stated previously.
>

Most of the time, you find that because of the way Risc OS handles the windows it isn't a problem, because instead of having a huge MDI window in the way (say in the case of a graphics package), you can have all of the tool windows jammed against one edge of the screen, the artwork at the other, and still be able to see the desktop.

<snip>

> > > Oh? Then what happens?
> > >
> >
> > You reply int the newest window, close it, click on "Post" (or your local
> > equivalent!), and then you're back with fewer windows.
>
> I do this in windows. I don't see the difference.
>

The difference is that in Windows, all of the above are in the _same_ MDI "big" window.

Take for example Outlook Express that came with IE5. You've got the "groups" down the left hand side. The right hand side contains (at the top) the threads, and at the bottom, the message (this is the default setting that I kept because it irritated me less than the alternatives).

OK, you can have the current message in a separate window, but I personally find this a waste of space.

The setup I have ATM is that on the top LHS, I have the groups window. Over the top of this, I have the threads window - after all, if I'm reading a news group, I've no desire to see what other groups I'm subscribed to, or how many messages there are in them.

Slightly overlapping this again is the current message window. Similarly, I've got no particular wish to see the time/date that the message was posted, but I can still see the list of threads to the left of the message window.

And all of this time, because I've not got the MDI window in the way, I can still see my pretty desktop background/wallpaper.

I personally find the general Window handling of Risc OS to be an order of magnitude better than Windows.

Sure, Risc OS is not too hot under the bonnet, but ATM, the news/email software is IMO far better than anything I've seen on Windows. I've tried Turnpike, Eudora, Free Agent, Netscape Messenger and Outloook Express. If anyone has suggestions, as the Ferengi say, "I'm all ears!"

TBH, it's mainly the Messenger/Newsbase combination that's making me stick with Risc OS. It's free, powerful, has built in POP3, SMTP and NNTP servers, and is far neater than anything else I've seen.

Peter

--
To reply by mail, remove the last "m" in my email address
51 things to do in a lift...
6. On a long ride, sway side to side at the natural frequency of the lift.

4162. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7rboif$l4i@ds2.acs.ucalgary.ca>
Source record: 2925

sinclap wrote:

> sinclap...waiting patiently for a Gore Administration....

Hmmm ï¿½ wonder which end he will 'Gore'

Insert very evil grin here

The Canadian Curmudgeon (in sunny Calgary)

4163. Re: VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: bond@clark.net
Message-ID: <62eC3.1413$Ym5.41340@iad-read.news.verio.net>
Source record: 2926
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <37D92A35.5CA6A8B2@ix.netcom.com>,
Steve Jacobs <sinclair@ix.netcom.com> wrote:
>Actually Sean,
>My reliable sources (the respected developers of Evergreen) have informed me
>that really sinclap was busy snapping up every ICD Catbox produced to date, and
>then had them buried in the desert, to help some wrinkly alien with penlight
>batteries in his fingers contact his homeland....

Aha! Thanks for settling that. I feel FAR better that Tom Harker ripped
me off with the end result being a lonely alien returned to the
motherland. I wonder if that type of "donation" is tax-deductible?? Oh.
What a minute. That train of thought could wrongly lead someone to infer
my 2 "preordered" CatBoxes had actually been produced in the first place
at some point! Just think of the 3 Dreamcast titles I could have picked
up yesterday with the $150 I'm out.

--
~~~~~~
__ __ _____.____ Bond19 | The World Is Not Enough | Nov. 19, 1999
| /| | /| /`)\===' --
|/_| |/_| / PGP public key @ http://pgp5.ai.mit.edu
~~~~~~

4164. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: John Sheehy <jsheehy@ix.netcom.com>
Message-ID: <mHPZNy0UAajqqBCC5i3ipqqxAZM+@4ax.com>
Source record: 2927
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In message <b890783f49%polaris@ursaminr.demon.co.uk>,
Peter Smith <polaris@ursaminr.demon.com.uk> wrote :

>Running 95OSR2 with IE5, if I have the following showing.
>
>---------------
>| |
>| |----
>| 1 | |
>| | |
>| | |
>--------------- |
> | 2 |
> | |
> ------------
>
>I want to copy selected files piecemeal from window 1 to 2. I select the
>files in 1, drag them to 2. Window 2 then pops up in front, meaning I've got
>to do another action to get window 1 back in front.

Well, it won't do *exactly* what you want, but if you use the X-Mouse
features that are included in Win98's TweakUI, you can set it so that
the mouse gives focus without clicking, and you have the choice of
whether or not the focusing raises the window to the front. Dropping
files on an explorer window still acts like clicking on it, though,
either way.
--

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

4165. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: irfon@wave.home.com
Message-ID: <slrn7tj1q3.8g5.irfon@cr576996-b.ym1.on.wave.home.com>
Source record: 2928
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Fri, 10 Sep 1999 18:53:05 +0100, Peter Smith
<polaris@ursaminr.demon.com.uk> wrote:

>I want to copy selected files piecemeal from window 1 to 2. I select the
>files in 1, drag them to 2. Window 2 then pops up in front, meaning I've got
>to do another action to get window 1 back in front.

See, I actually much prefer Be's way, which doesn't require me to have two windows at all. I just select the files I want to copy, right-click, and slide through the destination tree to the location I want.

As a fallback, I like the Windows method where I select a bunch of files that I want to copy, select edit/copy, navigate to a destination, and choose paste.

In the end, of course, this is all a matter of personal preference. No matter what method you choose, someone will prefer another method better, regardless of how arcane the other method may seem to you.

>It suits the way I work better than the Windows way.

This is a very fair statement because you indicate that it suits the way you work better. Everyone works differently. I think that not realizing this is one reason why so many silly arguments about things which fall into the realm of 'preference' start. ;)

>Most of the time, you find that because of the way Risc OS handles the
>windows it isn't a problem, because instead of having a huge MDI window in
>the way (say in the case of a graphics package), you can have all of the tool
>windows jammed against one edge of the screen, the artwork at the other, and
>still be able to see the desktop.

Whether this happens or not in Windows is up to the designer, of course. While the scenario you describe above is more common and popular, I know of several Windows programs which operate by opening bunches of totally independent windows.

On the other hand, on Be (I keep mentioning Be only because this is still being crossposted to comp.sys.be.advocacy, among other groups), you can not only have bunches of windows, but you can slide their tabs over to whatever position you want on the top of the window so that you can make your windows be like cardfiles, if you like to use multiple overlapping windows. Also, the desbkar *and* the keyboard task switcher both work hierarchically, letting you choose the parent app first then drill down to a specific window, whether it's shown or hidden at the time (and with highlighting identifying

which are currently shown and hidden). Myself, I don't use either of these features all that much because I much prefer to just sprawl myself in non-overlapping arrangements across many desktops, and switch between them. This works similar to Linux, except that the number of desktops is selectable by the user (is it in Linux? I don't know. I guess it would depend on your WM.).

Irfon-Kim Ahmad
http://members.home.com/irfon/ahmadi/

4166. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: darren.winsper@easynet.co.uk
Message-ID: <slrn7tij2e.lb.darren.winsper@stargazer.dwnet.net>
Source record: 2929
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Fri, 10 Sep 1999 17:42:03 +0100, Greg Hennessy
<cmkrnl@cix.compulink.co.uk> wrote:
> >I've heard good things about the Win32 builds, they even have Java up
> >and running reasonably well (So it's already better than NS 4 ;)).
>
> Now that wouldn't be hard, it took 'em until 4.5 to make communicator
> 4 usable.

"Usable" is such a vague term. I take it you mean "it's crap, but
it's all the poor Linux users have" ;)

--
Darren Winsper - http://easyweb.easynet.co.uk/darren.winsper

Stellar Legacy project member - http://www.stellarlegacy.tsx.org

Java leads to Javascript. Javascript leads to Shockwave. Shockwave leads
to . . . suffering.

4167. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Earl Malmrose <earl@nospam.malmrose.com>
Message-ID: <ffgC3.69$223.2246@typ12.nn.bcandid.com>
Source record: 2930
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

irfon <irfon@wave.home.com> wrote in message
news:slrn7tj1q3.8g5.irfon@cr576996-b.ym1.on.wave.home.com...
> On Fri, 10 Sep 1999 18:53:05 +0100, Peter Smith
> <polaris@ursaminr.demon.com.uk> wrote:
>
> >I want to copy selected files piecemeal from window 1 to 2. I select the
> >files in 1, drag them to 2. Window 2 then pops up in front, meaning I've
got
> >to do another action to get window 1 back in front.
>
> See, I actually much prefer Be's way, which doesn't require me to have two
> windows at all. I just select the files I want to copy, right-click, and
> slide through the destination tree to the location I want.
>
> As a fallback, I like the Windows method where I select a bunch of files
that
> I want to copy, select edit/copy, navigate to a destination, and choose
> paste.

I wrote a Tracker add-on for BeOS called XCV to do that in BeOS. It needs
some work, but it works pretty well. BeOS is so easy to program for.

4168. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <fpPZN9iW5cTnaCo7I3uGLxIVHaF5@4ax.com>
Source record: 2931
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy
Body handling: HTML body converted to readable text

Bob Hauck wrote +/- quoted :

> > It works fine with SP5 and doesn't seem to have problems with the
> > other apps that I run. I don't use XFeel so I can't comment on
> > it. What's XFeel anyway? :)
>
> It allows you to have the focus follow the mouse pointer rather than
> having to click-and-raise-to-focus. Like in X. The focus behavior of
> Windows really bugs me, and I guess it bugged some of MS's programmers
> too as they released a tool to fix it.

Actually Perfect Screens has a toggleable feature for this but I
have disabled it. I hate when my mouse accidentally brings a
window in focus. I've gotten used to the concept that the mouse
simply being in a particular location will not affect window
focusing. My usual habit when I open a program like Agent here is
to get the mouse pointer out of the way of the window since I
operate Agent solely with the keyboard. I also get the mouse
pointer out of the way of my editor window while typing. Suppose
the mouse pointer accidentally falls on one of the background
windows (this is very common for me because this doesn't normally
concern me since it doesn't affect anything by default) it pops
up uninvited.
Grrrr!

Anyway, different strokes.

--
-=Ali=-

4169. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <iJHZN+B02+4o24yPJ2qezZ4QKr9J@4ax.com>
Source record: 2932
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Peter Smith wrote +/- quoted :

> Running 95OSR2 with IE5, if I have the following showing.
>
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> | |
> | |----
> | 1 | |
> | | |
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> | 2 |
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> ------------
>
> I want to copy selected files piecemeal from window 1 to 2. I select the
> files in 1, drag them to 2. Window 2 then pops up in front, meaning I've got
> to do another action to get window 1 back in front.

That doesn't happen on my WinNT4 SP5 system with IE5 installed.
:)

<snip>
> I've got 2 PCs and 1 RiscPC, and I find the Windows way of managing windows
> clunky compared to Risc OS

Clunky for you. OK. I see. :)

<snip>
> Sure, Risc OS is not too hot under the bonnet, but ATM, the news/email
> software is IMO far better than anything I've seen on Windows. I've tried
> Turnpike, Eudora, Free Agent, Netscape Messenger and Outloook Express. If
> anyone has suggestions, as the Ferengi say, "I'm all ears!"

The Bat!? That's my e-mail client. It's way ahead of those that
you mentioned. :)

--
-=Ali=-

4170. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: titanium@psn.net
Message-ID: <titanium-1009992029350001@cust-106-184.as02.nycm.eli.net>
Source record: 2933
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy
Body handling: HTML body converted to readable text

In article ,
=?ISO-8859-1?Q?Hobbyist_=A9?= wrote:

> Bob Hauck wrote +/- quoted :
>
> > > It works fine with SP5 and doesn't seem to have problems with the
> > > other apps that I run. I don't use XFeel so I can't comment on
> > > it. What's XFeel anyway? :)
> >
> > It allows you to have the focus follow the mouse pointer rather than
> > having to click-and-raise-to-focus. Like in X. The focus behavior of
> > Windows really bugs me, and I guess it bugged some of MS's programmers
> > too as they released a tool to fix it.
>
> Actually Perfect Screens has a toggleable feature for this but I
> have disabled it. I hate when my mouse accidentally brings a
> window in focus. I've gotten used to the concept that the mouse
> simply being in a particular location will not affect window
> focusing. My usual habit when I open a program like Agent here is
> to get the mouse pointer out of the way of the window since I
> operate Agent solely with the keyboard. I also get the mouse
> pointer out of the way of my editor window while typing. Suppose
> the mouse pointer accidentally falls on one of the background
> windows (this is very common for me because this doesn't normally
> concern me since it doesn't affect anything by default) it pops
> up uninvited.
> Grrrr!
>
> Anyway, different strokes.

Of course the cursor would hide itself as soon as you started typing in a
well designed interface. Mac OS does it. I'm sure some other OSes do as
well.

MS always misses the little touches when stealing ideas from people :-P

--
This 'telephone' has too many shortcomings to be seriously considered as a
means of communication. The device is inherently of no value to us.
- Western Union internal memo, 1876.

ZnU

4171. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-10 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <+sfZN6Z1l6G5hIeGK1tc2k1N07Nr@4ax.com>
Source record: 2934
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

ZnU wrote +/- quoted :

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> > simply being in a particular location will not affect window
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> > to get the mouse pointer out of the way of the window since I
> > operate Agent solely with the keyboard. I also get the mouse
> > pointer out of the way of my editor window while typing. Suppose
> > the mouse pointer accidentally falls on one of the background
> > windows (this is very common for me because this doesn't normally
> > concern me since it doesn't affect anything by default) it pops
> > up uninvited.
> > Grrrr!
> >
> > Anyway, different strokes.
>
> Of course the cursor would hide itself as soon as you started typing in a
> well designed interface. Mac OS does it. I'm sure some other OSes do as
> well.

Actually my system is able to do this. Ever heard of M$
Intellipoint software???

> MS always misses the little touches when stealing ideas from people :-P

Tsk. Know thy enemy. The feature is already there in M$
Intellipoint.

--
-=Ali=-

4172. Re: VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rcaor$9j8$1@nnrp1.deja.com>
Source record: 2935
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <37D948CC.A3F58609@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> Those same minds want to know why you don't have the courage to respond to
> my video editing posts here.. did you miss the reviews of FCP in MacAddict
> and Macworld? You know, the ones where they were smart enough to know that
> FCP is a product that competes with Premiere, NOT AVID turnkey systems.
>
> Actually, they already know why you haven't responded.. they think you have
> actually come to the realization you don't know enough about the video
> market to respond. Maybe they're right..
>
> It's too bad you don't have the honesty to admit it.. just another internet
> MacWacko coward..
>
> -Mark
>
> sinclap wrote:

I guess you did not see my response to your desparation...

Here is a snip of what Robert Morgan from Apple Recon thinks of the Avid
saga...

http://macweek.zdnet.com/1999/08/29/rfithurs.html

Bulls and bears
OK, back to other companies' responses to the G4 boxes. I
don't know if the muffled screams I'm hearing is one of them being
mauled by that ravenous bear, or whether the bear's cub
just took a swipe at one of their backsides as they run away. We'll see.

First and foremost, let's talk about Scooter. Scooter
sells a lot of boxes as servers, even though its strong-selling
workstations
are in effect being used as servers in place of their
more-expensive brethren. And Scooter makes a lot of money from selling
them. Doesn't matter as long as they sell. Yet once the MP
G4 boxes are announced and start shipping, Scooter might have the
same problems that others are facing. Apple is raising the
bar as far as the price-performance ratio is concerned. If Apple ships
just a dual G4 and not the quad-four, G4 X 4 boxes, the
price-performance ratio will start rivaling a lot of boxes that cost
$40,000 or more. Especially given the extensibility of OS
X Server as well as the fact that it gets along with numerous Unix
versions. Toss in compatibility with Oracle's

applications, and a lot of eyebrows will go up.

Now, am I saying that Scooter is going to have serious problems in the near term? Of course not. But all things considered, would you rather spend $10,000 on a box whose performance is comparable to a $20,000 to $40,000 system, or would you insist on spending that extra money?

Next up is Avid. Remember my bearish comments and sentiments on Avid when it announced its forced migration to NT over the objections of its Mac customers? In my estimation, Avid basically slit its own throat with that decision. Well, Avid is now saying that it will support Apple's G4 boxes. Several of The Heretical Monks -- myself included -- had a great belly laugh over it and came to the conclusion that it was probably too little too late. Avid could have had the digital video and audio markets handed to it on a silver platter, but it would have meant going software-only and jettisoning proprietary hardware solutions when it came to Mac offerings.

Neither Steve Jobs nor Apple wants to depend on only one vendor; when Avid balked, other solutions were developed as alternatives. (And I'm not only talking about Apple's homegrown Final Cut Pro.) Others will notice the opening and exploit it. Avid forgot that nature abhors a vacuum. And trying to say "Never mind," might be too little too late. Shorting Avid might have been prescient. We'll have to see.

On a related front, SGI is basically in the same boat. Some observers have characterized SGI's latest restructuring moves as a going-out-of-business strategy. I have a hard time arguing against that notion, even though the company is going to use MiPS in what you could call a "SGI Classic" and even if it uses Linux as the OS. About the only thing stopping a full-bore stampede away from SGI is that it was chosen as the development platform for Sony's PlayStation 2. My biggest problem with SGI: What if Apple ships a digital video and audio solution that rivals its offerings for price and performance? (Is it possible? Yes.
Very possible. If not now, within the next year or so.)

What both Avid and SGI have in common is that their core businesses and markets of high-end graphics and video are moving very quickly toward digital video and audio -- a market that Apple is focusing on with hardware and software solutions developed in-house and by its third-party vendors. When it first surfaced, this new direction prompted many members of the Greek chorus to start moaning, groaning and wringing their hands, until I informed them that just because Apple is focusing on digital video and audio publishing doesn't mean the company is washing its hands of traditional publishers. After all, there's

nothing stopping publishing pros from employing those solutions for traditional publishing. Most of the naysayers came in off the ledge when I pointed out that the G3 boxes they were currently using already had video capabilities, even if they didn't use it.

The key point here is that Apple's product offerings will soon surpass those of Avid and SGI when it comes to their price-performance ratio -- and possibly on performance alone. When Apple first launched Final Cut Pro back at April's National Association of Broadcasters gathering in Las Vegas, a lot of video pros said the software was good enough for about 80 percent of their work and that if future versions met the features of Avid's solutions and offerings, then that figure would rise to about 95 percent to 100 percent.

Why am I focusing on Avid and SGI while discussing the new G4 boxes? Because the majority of Mac users don't use them to design and test nuclear bombs. Most pro markets use them for "creative world"-type applications, including design and publishing, video, and audio.

But what really got me laughing is that critics of Apple and the Mac platform who had been insisting that the PowerPC chips weren't fast enough because they didn't go to 500 MHz are now downplaying the importance of speed. Is it because the G4 chips are not only in the 500-MHz range with the first boxes shipped and that those 500-MHz G4 chips are faster than a comparable Pentium III? Processor envy? Oh well. No matter. Price-performance is what will sway the target market for those G4 boxes, not whether they can sit there and tell others, "My processor is bigger and better than yours." It's not the car but the driver.

Stock rocket

I might as well end this column on a positive note. Apple has been hitting a lot of new 52-week highs of late, and it's perilously close to its all-time high. (Like within three points, give or take.) And even if others don't think the G4 boxes and the iBook pre-orders are a big deal, The Street seems to.

It's funny, but earlier this year when I opined that Apple's share price would head into uncharted territory, a lot of people thought I was crazy or had been out in the sun too long. Others listened to my reasoning and put their money on the table. Well, they haven't been disappointed to date, and there's still a heck of a lot of room to run for Apple. And given what I believe are Apple's future prospects, I wouldn't be concerned at all if its P/E ratio went up into the mid 30s. Why? For the same reasons I wasn't concerned about IBM's P/E ratios in '93 and '94. You're buying the future because of the turnaround, not the past. In

some of cases, I'm not concerned about P/E ratios in
determining whether a stock is overvalued or not. I wouldn't be
concerned
at all if Apple were sporting a P/E of 30-35 right now.
(And yes, I know full well where that would place Apple's share price.)

If I'm going to afford all those new toys -- I meant
tools! -- I guess I'd better get back to work making the money to buy
them.
Have a great week and weekend.

By the way, is it just me or are others getting a hoot
from Weird Al's "It's All About the Pentiums" song and video?

MacWEEK Contributing Editor Robert Morgan pulls the
strings on behalf of himself and RFI. He welcomes comments at
rfireport@pelagius.com. His Web site is Apple Recon for
Investors (RFI).

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4173. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Steve Mading <madings@baladi.nmrfam.wisc.edu>
Message-ID: <7rcpguqqq4@news.doit.wisc.edu>
Source record: 2936
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In comp.os.linux.advocacy Hobbyist <hobbyist@nospam.net> wrote:
: In response to Tim Fountain's post :

:> The main difference is that it is /far/ easier to manage window
:> positions on your desktop. For one thing windows don't automatically
:> come to the front when you click on them, so you can be typing
:> something into one window, whilst monitoring what's going on in
:> another.

: Finally I hear something advantageous. :) How often does someone
: wish to type something and they can't see what they're doing. It
: sounds more geeky than anything else.

I'll type slowly so you can understand:
You ... don't ... need ... to ... see ... the ... whole ... window
... to ... type ... into ... the ... part ... of ... it ... that
... is ... exposed.

(Unless you are using the broken GUI that comes with Windows.)

The most common situation where I find this useful is when I want to
be able to type into the bottom of a shell window without having the
entire shell window on top - I only need to see the bottom few lines
of it. Meanwhile, on top there is perhaps a calculator or calender
or other such tool that I am reading something from, and I don't want
to to get hidden.

4174. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Greg Hennessy <cmkrnl@cix.compulink.co.uk>
Message-ID: <W=vZN12bYRXfhgLPjzNZfVlJdr55@4ax.com>
Source record: 2937
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On 10 Sep 1999 22:43:19 GMT, darren.winsper@easynet.co.uk (Darren Winsper) wrote:

>"Usable" is such a vague term. I take it you mean "it's crap, but
>it's all the poor Linux users have" ;)

I was trying roll out 4.0x tweaked with mission control & it gave me nothing but grief. Netscapes product support also left a lot to be desired.

greg

4175. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Christopher Smith <drsmithy@usa.net>
Message-ID: <p3tcr7.9sh.ln@labserver.emmanuel.uq.edu.au>
Source record: 2938
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

ZnU <titanium@psn.net> wrote in message
news:titanium-1009992029350001@cust-106-184.as02.nycm.eli.net...
> In article <fpPZN9iW5cTnaCo7l3uGLxIVHaF5@4ax.com>,
> =?ISO-8859-1?Q?Hobbyist_=A9?= <hobbyist@nospam.net> wrote:
>
> > Actually Perfect Screens has a toggleable feature for this but I
> > have disabled it. I hate when my mouse accidentally brings a
> > window in focus. I've gotten used to the concept that the mouse
> > simply being in a particular location will not affect window
> > focusing. My usual habit when I open a program like Agent here is
> > to get the mouse pointer out of the way of the window since I
> > operate Agent solely with the keyboard. I also get the mouse
> > pointer out of the way of my editor window while typing. Suppose
> > the mouse pointer accidentally falls on one of the background
> > windows (this is very common for me because this doesn't normally
> > concern me since it doesn't affect anything by default) it pops
> > up uninvited.
> > Grrrr!
> >
> > Anyway, different strokes.
>
> Of course the cursor would hide itself as soon as you started typing in a
> well designed interface. Mac OS does it. I'm sure some other OSes do as
> well.

And Windows does too....

>
> MS always misses the little touches when stealing ideas from people :-P

No, they provide the ability, like Apple. If developers choose not to use
it, well....

4176. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: darren.winsper@easynet.co.uk
Message-ID: <slrn7tj64n.7m.darren.winsper@stargazer.dwnet.net>
Source record: 2939
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

On Fri, 10 Sep 1999 17:03:05 GMT, Anthony Ord
<nws@rollingthunder.clara.co.uk> wrote:
> So do you think it's worth telling Netscape about a rendering bug in the old
> engine that's in NN 4.6? It only affects the windows version though.

Only 1? :)

Seriously, it's not really worth talking to Netscape about the
'classic' rendering engine at all any more.

--
Darren Winsper - http://easyweb.easynet.co.uk/darren.winsper

Stellar Legacy project member - http://www.stellarlegacy.tsx.org

Java leads to Javascript. Javascript leads to Shockwave. Shockwave leads
to . . . suffering.

4177. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Peter Smith <polaris@ursaminr.demon.com.uk>
Message-ID: <8b96cc3f49%polaris@ursaminr.demon.co.uk>
Source record: 2940
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In message <iJHZN+B02+4o24yPJ2qezZ4QKr9J@4ax.com>
Hobbyist ♦ <hobbyist@nospam.net> wrote:

```
> Peter Smith wrote +/- quoted :
>
>
> > Running 95OSR2 with IE5, if I have the following showing.
> >
> > I want to copy selected files piecemeal from window 1 to 2. I select the
> > files in 1, drag them to 2. Window 2 then pops up in front, meaning I've
> > got to do another action to get window 1 back in front.
>
> That doesn't happen on my WinNT4 SP5 system with IE5 installed.
> :)
>

Aha! Does that mean the Windows UI is inconsistent across different versions

> -)

>
> <snip>
> > I've got 2 PCs and 1 RiscPC, and I find the Windows way of managing
> > windows clunky compared to Risc OS
>
> Clunky for you. OK. I see. :)
> <snip>
> > Sure, Risc OS is not too hot under the bonnet, but ATM, the news/email
> > software is IMO far better than anything I've seen on Windows. I've tried
> > Turnpike, Eudora, Free Agent, Netscape Messenger and Outloook Express. If
> > anyone has suggestions, as the Ferengi say, "I'm all ears!"
>
> The Bat!? That's my e-mail client. It's way ahead of those that
> you mentioned. :)

Thanks, I'll give that a look.

Peter

--
To reply by mail, remove the last "m" in my email address
51 things to do in a lift...
48. Wear "X-Ray Specs" and leer suggestively at other passengers.
```

4178. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37DA2372.11E90312@earthlink.net>
Source record: 2941

sinclap@my-deja.com wrote:

> I am sure these reviewers are video pro's or just tinkered with it for two hours?

As if it really matters. A professional wouldn't dare make the comparison, because it doesn't hold. A tinkerer wouldn't know enough to make the
comparison.

> You will get your wish of a G4 card. I would buy a g4 machine if you can justify and afford it. The top two new G4's have been optomized for it...

Fine.. but it's pathetic to take away the upgrade path for loyal Apple customers. There's no incentive to buy a new G4 if that won't be upgradeable..
who knows if Apple will pull this crap again? What about the ROM on the processor design that's being bandied about? Another Apple anti-upgrade move?
Stupid..

Plus, the first gen 400m G4's are 8100s in disguise.. stupid to rush them to market without the AGP slot, dual USB, etc (like holding on to Nubus for
the 8100s). Only a fool would buy one.

Avid often is not much smarter than Apple with some of their decisions.. but Avid is owned in part by Intel, what do you expect? Also, Avid NEEDS a
6-slot machine for best performance.. and, of course, that's a model currently lacking in their line, next year's rumors notwithstanding. The mistakes
were both Avid and Apple's.

> Here is Robert Morgan's take on Avid...
>
> http://macweek.zdnet.com/1999/08/29/rfithurs.html
> Next up is Avid. Remember my bearish comments and sentiments on Avid when it announced its forced migration to NT over
> the objections of its Mac customers? In my estimation, Avid basically slit its own throat with that decision. Well, Avid is now
> saying that it will support Apple's G4 boxes. Several of The Heretical Monks -- myself included -- had a great belly laugh over
> it and came to the conclusion that it was probably too little too late. Avid could have had the digital video and audio markets
> handed to it on a silver platter, but it would have meant going software-only and jettisoning proprietary hardware solutions when
> it came to Mac offerings.

RIDICULOUS. The pro world shoots in Beta SP mainly.. you NEED high quality m-jpg compression in order to digitize that format.. and that is a hardware
solution.

> My biggest problem with SGI:
> What if Apple ships a digital video and audio solution that rivals its offerings for price and performance? (Is it possible? Yes.
> Very possible. If not now, within the next year or so.)

Sinclap, look at the above statement.. obviously, they are NOT shipping a comparable product. FCP is NOT comparable to SGI.. nor AVID.

> What both Avid and SGI have in common is that their core businesses and markets of high-end graphics and video are moving
> very quickly toward digital video and audio -- a market that Apple is focusing on with hardware and software solutions
> developed in-house and by its third-party vendors.

Now this guy seems to be an apple stooge. "Moving very quickly" toward dig video and audio? It's been there for five YEARS! This guy is as uninformed
as you are.

> The key point here is that Apple's product offerings will soon surpass those of Avid and SGI when it comes to their
> price-performance ratio -- and possibly on performance alone. When Apple first launched Final Cut Pro back at April's
> National Association of Broadcasters gathering in Las Vegas, a lot of video pros said the software was good enough for about
> 80 percent of their work and that if future versions met the features of Avid's solutions and offerings, then that figure would rise
> to about 95 percent to 100 percent.

Now, he says something that makes sense.. NOTE: NOWHERE ABOVE DOES HE SAY THAT AVID IS "SCARED" OR THAT FCP IS READY TO DETHRONE AVID NOW. He is
saying EXACTLY what I have said over and over.. maybe in a year or two.. and I have said FCP is a very good product for people who shoot a DV variant.

Of course, again, where the guy is missing the boat is that pros DON'T shoot on mini DV or a DV variant for the most part. Beta SP is still the media
of choice.. and FCP is not designed for the SP user the way the AVID is.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4179. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <3jraN7U8jP99tdZzLfPchZBfdEIF@4ax.com>
Source record: 2942
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Peter Smith wrote +/- quoted :

> > That doesn't happen on my WinNT4 SP5 system with IE5 installed.
> > :)
> >
>
> Aha! Does that mean the Windows UI is inconsistent across different versions
>
> > -)

I can't be sure of that yet. Do you have tweakUI installed, or is
some other utility on your system giving the mouse the ability to
change window focus by simply passing over the window.

> > > Sure, Risc OS is not too hot under the bonnet, but ATM, the news/email
> > > software is IMO far better than anything I've seen on Windows. I've tried
> > > Turnpike, Eudora, Free Agent, Netscape Messenger and Outloook Express. If
> > > anyone has suggestions, as the Ferengi say, "I'm all ears!"
> >
> > The Bat!? That's my e-mail client. It's way ahead of those that
> > you mentioned. :)
>
> Thanks, I'll give that a look.

I still use Forte' Agent for news. My main problem with Forte'
Agent is the user interface where I am unable to use multiple
separate windows. It makes things awkward. The cascading and
tiling options aren't useful unless you have a 21" screen.

--
-=Ali=-

4180. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <ETzaN9ZnEvt5IGYMqAGf2ViB894D@4ax.com>
Source record: 2943
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Steve Mading wrote +/- quoted :

> I'll type slowly so you can understand:
> You ... don't ... need ... to ... see ... the ... whole ... window
> ... to ... type ... into ... the ... part ... of ... it ... that
> ... is ... exposed.

I understand. Is it that I have to agree with you before you feel that I understand? But the fact that when I type, the window in which I'm typing has to be in focus is no big deal for most INCLUDING myself. In fact some may prefer if the window is at the front. Far more often than not, I desire to see the entire window that I'm typing in, so yes, I may have use for your feature in a few situations. Am I an unadvanced user for feeling this way?

> (Unless you are using the broken GUI that comes with Windows.)

It's not a broken GUI. It simply does things differently from your Risc OS GUI. Stay over your corner. I do not wish to get into any 'big dick' arguments over who's GUI is broken from who's isn't.

If you wish to discuss how the GUI's differ and therefore how the Risc OS GUI may benefit some with special needs and tastes and therefore *arguably* benefit and please a wider audience then let's do it.

> The most common situation where I find this useful is when I want to
> be able to type into the bottom of a shell window without having the
> entire shell window on top - I only need to see the bottom few lines
> of it. Meanwhile, on top there is perhaps a calculator or calender
> or other such tool that I am reading something from, and I don't want
> to to get hidden.

I hear you. I wouldn't want the window coming to the top in that situation either.

--
-=Ali=-

4181. Re: CompUSA laying aff 1,800, Apple los

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7rdi47cdr2@news.campuscwix.net>
Source record: 2944

On 10 Sep 1999 16:12:03 , sinclap wrote:

->Maybe the iMacs and G3's were sold out at the location...

Can you read? I'm wondering because I clearly posted in the message that I played with an iMac and G3. How could I have done that if they were sold out? Eh?

->And the Falcon design is better?

For me? In my humble opinion? Yep...

->Open Photoshop and FCP...Get back to me...Try that on a Falcon...

Hehehehehe, transfer a small file (or two) from the iMacs to my computer via floppy, without spending any extra money to do it.
Oh, sorry!-the iMacs don't use floppies... <grin>

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4182. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Steven Pampling <steve.pampling@argonet.co.uk>
Message-ID: <493ffddf5esteve.pampling@argonet.co.uk>
Source record: 2945
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <+sfZN6Z1l6G5hIeGK1tc2k1N07Nr@4ax.com>,
Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
> Actually my system is able to do this. Ever heard of M$
> Intellipoint software???

Yup, it's the stuff that causes certain NT PC systems [1] to lock solid,
until you unplug and replug the keyboard.

[1] Clash between the keyboard hardware and the intellipoint driver - both
keyboard and mouse manufacturer have done nothing, we've screwed
compatible replacement keyboards out of the PC manufacturer to sidestep the
problem

--
Steve Pampling

4183. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Peter Smith <polaris@ursaminr.demon.com.uk>
Message-ID: <d176ff3f49%polaris@ursaminr.demon.co.uk>
Source record: 2946
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In message <3jraN7U8jP99tdZzLfPchZBfdEIF@4ax.com>
Hobbyist ? <hobbyist@nospam.net> wrote:

> Peter Smith wrote +/- quoted :
>
> > > That doesn't happen on my WinNT4 SP5 system with IE5 installed.
> > > >)
> > >
> >
> > Aha! Does that mean the Windows UI is inconsistent across different
> > versions
> >
> > > -)
>
> I can't be sure of that yet. Do you have tweakUI installed, or is some
> other utility on your system giving the mouse the ability to change window
> focus by simply passing over the window.
>

It's the act of dropping the files onto the window that brings it to the
front, not moving the mouse over.

> > > > Sure, Risc OS is not too hot under the bonnet, but ATM, the
> > > > news/email software is IMO far better than anything I've seen on
> > > > Windows. I've tried Turnpike, Eudora, Free Agent, Netscape Messenger
> > > > and Outloook Express. If anyone has suggestions, as the Ferengi say,
> > > > "I'm all ears!"
> > >
> > > The Bat!? That's my e-mail client. It's way ahead of those that you
> > > mentioned. :)
> >
> > Thanks, I'll give that a look.
>
> I still use Forte' Agent for news. My main problem with Forte' Agent is the
> user interface where I am unable to use multiple separate windows. It makes
> things awkward. The cascading and tiling options aren't useful unless you
> have a 21" screen.
>

This is the kind of reason I don't like using Windows email/news clients.
I've downloaded Bat, but I'm too busy playing Hunted to do anything with it
:-)

Peter

--
To reply by mail, remove the last "m" in my email address
51 things to do in a lift...
32. Start a sing-along.

4184. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <frvaN1qyuJp1zooJvknKELxLLzBn@4ax.com>
Source record: 2947
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Steven Pampling wrote +/- quoted :

> In article <+sfZN6Z1l6G5hIeGK1tc2k1N07Nr@4ax.com>,
> Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
> > Actually my system is able to do this. Ever heard of M$
> > Intellipoint software???
>
> Yup, it's the stuff that causes certain NT PC systems [1] to lock solid,
> until you unplug and replug the keyboard.
>
> [1] Clash between the keyboard hardware and the intellipoint driver - both
> keyboard and mouse manufacturer have done nothing, we've screwed
> compatible replacement keyboards out of the PC manufacturer to sidestep the
> problem

My condolences. I however, have no such problem over here and
enjoy the aforementioned feature provided by intellipoint. Happy
lockups. :)

--
-=Ali=-

4185. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Steven Pampling <steve.pampling@argonet.co.uk>
Message-ID: <4940088b41steve.pampling@argonet.co.uk>
Source record: 2948
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <ETzaN9ZnEvt5IGYMqAGf2ViB894D@4ax.com>,
Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
> Far more often than not, I desire to see the entire
> window that I'm typing in, so yes, I may have use for your
> feature in a few situations. Am I an unadvanced user for feeling
> this way?

Try a DTP layout, fill the screen with the document, select a filer window to have as a small intrusion over part of that large window, drag and drop two different items into two different frames in the DTP.

The DTP window jumping to the front between each drag [1] is a pain in the nether regions, however in RISC OS...

Yes flicking through open windows with ALT-TAB is useful but then if a third party extension adds the feature why worry?

[1] Always assuming the Windows app and your release of Windows actually does do true drag and drop.

--
Steve Pampling

4186. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-11 00:00:00 UTC
From: Hobbyist © <hobbyist@nospam.net>
Message-ID: <+LnaN0FpFwZvqkls13eGCvnFzrnH@4ax.com>
Source record: 2949
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Peter Smith wrote +/- quoted :

> > > Aha! Does that mean the Windows UI is inconsistent across different
> > > versions
> > >
> > > > -)
> >
> > I can't be sure of that yet. Do you have tweakUI installed, or is some
> > other utility on your system giving the mouse the ability to change window
> > focus by simply passing over the window.
> >
>
> It's the act of dropping the files onto the window that brings it to the
> front, not moving the mouse over.

OK, but I still don't get the behaviour that you mention on my
NT4 GUI here.

> This is the kind of reason I don't like using Windows email/news clients.
> I've downloaded Bat, but I'm too busy playing Hunted to do anything with it
> :-)

<smile>
Well, you are able to view messages in a preview pane or in it's
own window. You are also able to browse multiple e-mail folders
at the same time in separate windows. Mail composition is also
done in it's own window. It's quite a flexible app in this regard
and an excellent e-mail program overall. It does just what it
says, i.e., manage e-mail. It doesn't come bundled with html
support but instead provides the appropriate hooks for this with
it's approach to unrelated functionality being supported in a
similar fashion.

--
-=Ali=-

4187. Get a lot of $$$ - it is easy!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-12 00:00:00 UTC
From: s <js@micro.com>
Message-ID: <7remrdldg1@inep.net>
Source record: 2850

Do you want get cash thru e-mail?
Go here:

http://www.sendmoreinfo.com/id/56837

Then
i) Click on "FREE sign up" and sign up.
ii) follow HELP istructions and get a lot of many.
:-)

4188. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-12 00:00:00 UTC
From: Christopher Smith <drsmithy@usa.net>
Message-ID: <ge9fr7.39r.ln@labserver.emmanuel.uq.edu.au>
Source record: 2851
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Steven Pampling <steve.pampling@argonet.co.uk> wrote in message
news:493ffddf5esteve.pampling@argonet.co.uk...
> In article <+sfZN6Z1l6G5hIeGK1tc2k1N07Nr@4ax.com>,
> Hobbyist &#65533; <hobbyist@nospam.net> wrote:
> > Actually my system is able to do this. Ever heard of M$
> > Intellipoint software???
>
> Yup, it's the stuff that causes certain NT PC systems [1] to lock solid,
> until you unplug and replug the keyboard.

That's not a good idea - you can bow the fuse in the keyboard IC by
hotplugging the keyboard and/or PS/2 mouse.

4189. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-12 00:00:00 UTC
From: Steve Mading <madings@baladi.nmrfam.wisc.edu>
Message-ID: <7rfbbnuaq4@news.doit.wisc.edu>
Source record: 2852
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In comp.os.linux.advocacy Hobbyist<hobbyist@nospam.net> wrote:
: Steve Mading wrote +/- quoted :

:> I'll type slowly so you can understand:
:> You ... don't ... need ... to ... see ... the ... whole ... window
:> ... to ... type ... into ... the ... part ... of ... it ... that
:> ... is ... exposed.

: I understand. Is it that I have to agree with you before you feel
: that I understand? But the fact that when I type, the window in
: which I'm typing has to be in focus is no big deal for most
: INCLUDING myself. In fact some may prefer if the window is at
: the front. Far more often than not, I desire to see the entire
: window that I'm typing in, so yes, I may have use for your
: feature in a few situations. Am I an unadvanced user for feeling
: this way?

The reason I assumed you didn't understand was that you implied
that you wouldn't be able to see what you are typing if you left
the window underneath. This was the specific point to which I
was replying.

4190. New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1209991655530001@ts7-59t-30.idirect.com>
Source record: 2853

well, after a couple of months, here's some more news on the upcoming Milan II '060 clone planned for release in early 2000 - which, by the way, confirms Motorola's involvement in the manufacture of the machine, as well as who will behind the distribution and promotion of the new Atari-compatible computer! Plus some new highlights:

- new distribution of Linux being developed for the Milan!
- a Macintosh emulator for when you HAVE to use a Mac program!
- three ISA ports!
- four PCI slots (for using industry-standard PC cards, kin you say FIREWIRE?)
- two USB ports for connecting those funky new devices!
- 8.4 gig Maxtor hard drive standard!
- Creative Labs video card!
- 32 mB RAM standard!
- MagiC Milan with Jinnee 2 desktop standard operating system/GUI!
- includes NVDI, PiXArt, fax software, Draconis Pro Internet suite, Omikron Basic +
GNU C++ programming suites
- new games being developed!
- plans for even faster Milans in the future (including iMac-toasting super machines)

PLUS! (for a certain trollish "kook" who maskerades as an "Apple Power Rep"), the reasons why the the overpriced, overhyped, underpowered iMac tanked in the German market place, and why the new Milan is better poised to be a success in Europe (of course, he'll claim that it's all a plot by the imaginary Atari "Jihads" who are "out to get him", when they're really hallucinations caused by methane, which has been building up in the Steve Jobs Reality-Distortion Field (tm) he's been trapped inside for the last few years). REAL computers don't come in fruit flavours!

Intrigued? check out this URL:

http://thor.prohosting.com/~bengy/m_milanii.htm

and afterwards, let's stick a fork in TiFKAS to see if he's done.
(An apple in his mouth would've been a nice if perverse touch, but that would be impossible to do seeing as he still has his head stuck in another orifice....)

4191. TAF Meeting September 15th - programming, IDE drives!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1209991657100001@ts7-59t-30.idirect.com>
Source record: 2854
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Agenda for the Toronto Atari Federation Meeting, September 15th, 1999

We start the beginning of the TAF meeting season by taking a look at programming! Always wanted to design a program? Do you want to find a way to get your Atari to do something it previously couldn't. Not impressed with what TOS programmers have done and think you can do better? Tonight we'll give you an idea on how to go about it! We'll look at the different programs out there for designing and assembling your programs, including GFA Basic, STOS, and Sozobon. Be sure to ask lots of questions!

Also - Ken MacDonald, TAF's intrepid president and North American distributor of Mario Becroft's hardware solutions, will be demonstrating how to install the IDE board
inside your ST's case to allow for program storage without funny boxes outside the case,
plus news of new Becroft developments like the AT/serial mouse adaptor of attaching PC
keyboards and mice, and a new dongle that will provide both SCSI out and Ethernet for stock
STs (two words: CABLE MODEM).

It's going to be an informative and fun time at the next TAF meeting!
See you there!

UPCOMING TAF MEETINGS:

OCTOBER 20TH - Graphics and Graphic Design
NOVEMBER 17TH - The Famous and Amusing TAF FLEA MARKET!
DECEMBER 15TH - CHRISTMAS PARTY + MIDI Entertainment

TORONTO ATARI FEDERATION is dedicated to the preservation and continued use of
the Atari 8-bit/ST/TT/Falcon line of computers, users of the Hades and Milan clones, and users emulating these platforms on Macs and PCs. Meetings are held on the Third Wednsday of the month from September to June in the North York Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge Street at Parkholme Avenue. Parking garage inside the complex. Those using public transport can take the TTC's Yonge/University/Spadina Line to North York Centre Station. Meetings start 7:00 PM, $2 to non-members. Membership is $25 a year, and includes a subscription to the PHOENIX newsletter. A membership in TAF IS Atari support!

TAF BBS Online! (open to ALL Atarians) - 416-421-8999
TAF Home Page - http://welcome.to/taf
Ken MacDonald, TAF President - 416-533-0504 or email:anarkist@idirect.com

Dan Dreibelbis, TAF Vice-President - 416-766-4743 or
email:dreibel@idirect.com
PHOENIX Editor, Chris Wawrzyniak - email:capw@interlog.com

4192. Re: Jim Collas fired / Amiga Inc. implodes

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1209991734340001@ts7-59t-30.idirect.com>
Source record: 2855
Cross-posted to: comp.sys.next.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.atari.advocacy

In article <1dxrt2r.1q1ekp31fuyfo3N@p3e9e0f06.dip.t-dialin.net>,
Fam.Traeger@t-online.de (=?ISO-8859-1?Q?Lars_Tr=E4ger?=) wrote:

> Kolbj&#65533;rn Barmen <kolla@daneel.nvg.ntnu.no> wrote:
>
> > >Remember when Apple went through CEOs about every 6 months? So Amiga
> > >does it, so what?
> >
> > Amiga has no excile Jesus to bring back.
>
> <Shudder> I just thought of Jack Tramiel.
>
I don't think there's any chance of that happening, seeing as Jack
basically drove Atari Corporation and JTS into the ground, and sold off
Atari's intellectual property to Hasbro for a pittance. Let's face it, the
Tramiels couldn't market immortality :)

and speaking of Atari, check this out:

http://thor.prohosting.com/~bengy/m_milanii.htm

4193. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-12 00:00:00 UTC
From: Steven Pampling <steve.pampling@argonet.co.uk>
Message-ID: <49408946eesteve.pampling@argonet.co.uk>
Source record: 2856
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

In article <ge9fr7.39r.ln@labserver.emmanuel.uq.edu.au>,
Christopher Smith <drsmithy@usa.net> wrote:

> Steven Pampling <steve.pampling@argonet.co.uk> wrote in message
> news:493ffddf5esteve.pampling@argonet.co.uk...
> > In article <+sfZN6Z1l6G5hIeGK1tc2k1N07Nr@4ax.com>,
> > Hobbyist ï¿½ <hobbyist@nospam.net> wrote:
> > > Actually my system is able to do this. Ever heard of M$
> > > Intellipoint software???
> >
> > Yup, it's the stuff that causes certain NT PC systems [1] to lock
> > solid, until you unplug and replug the keyboard.

> That's not a good idea - you can bow the fuse in the keyboard IC by
> hotplugging the keyboard and/or PS/2 mouse.

It's a better idea than switching off the PC. (No, it won't reboot without
a three pin reset)

--
Steve Pampling

4194. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-13 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DC0991.AC8C8037@ihug.co.nz>
Source record: 2857

Hi there,

sinclap wrote:
>
> Much of the Mac users have had their macs between 4-10+ years before
> upgrading to iMacs and G3's...

Only because Mac software, before PowerPC machines became common and faster, was more efficient and not just bloat. Now with G3's and soon G4's software houses can get away with bloated sloppy code that simply overwhelms lesser Macs. They've gotten lazy at writing compact efficient code for Macs...just like PC. These poor Macintosh owners upgraded because their old machines couldn't run any new software fast enough to be useful. I still haven't seen many software packages that make me go 'wow on a Mac yet.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4195. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-13 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DC0DAE.6438EB1D@ihug.co.nz>
Source record: 2858

Hi there,

sinclap wrote:
>
> J WILKINSON wrote:
> > Because they probably couldn't sell gold for FREE. Always the majority
> > of sales in any retail outlet are made by a small percentage of the sales
> > team actually there...the rest are like limp, disused appendages...
>
> Please interpet...

This needs interpreting? Listen carefully and concentrate on your
comprehension OK? This means that if a retail appliance store had
10 sales people, you would tend to find that only 2 or 3 of those
sales people were able to sell appliances succesfully. The others
would sell enough to get by but not get ahead...got it?!

Here is some more comprehension for you. This could explain the
'limp appendage' issue for you (I dearly hope!). A man who is single
in New Zealand, when he goes to the toilet to pee, is said to be
'shaking hands with the unemployed'...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4196. Re: CompUSA laying aff 1,800, Apple losing

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-13 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DC0EE6.47FD9347@ihug.co.nz>
Source record: 2859

Hi there,

sinclap wrote:
> Open Photoshop and FCP...Get back to me...Try that on a Falcon...

How about Photoline and Mountain? Sure they ain't gonna astound
with features and speed on a 1992 design Falcon, but try opening
Photoslop and FCP on a 1992 Mac...I know the Falcon would multi-
task it better than the Mac...

Ouch truth hurts huh sinplop?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4197. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-13 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DC1070.CF71CB0C@ihug.co.nz>
Source record: 2860

Hi there,

"Daniel L. Dreibelbis" wrote:
>
> he still has his head stuck in another orifice....)

He must be flexible! I can assume this because no-one would
be stupid enough to let sinplop explore their anal passage!

It must be his own passage he is stuck in!!

This confirms he is a self-indulging anal-retentive...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4198. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-13 00:00:00 UTC
From: Bob Hauck <"b o b h"@w>
Message-ID: <m3emg268nr.fsf@lab.slc.codem.com>
Source record: 2861
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Steven Pampling <steve.pampling@argonet.co.uk> writes:

> [1] Clash between the keyboard hardware and the intellipoint driver -
> both keyboard and mouse manufacturer have done nothing, we've screwed
> compatible replacement keyboards out of the PC manufacturer to
> sidestep the problem

Whoa! Would Dell Dimension with Quietkey keyboard be one of these? My keyboard would lock about once a month for no apparent reason and I do have an Intellipoint mouse. The keyboard lockup required a power cycle to fix (never tried hot-plugging the keyboard). Problem went away when I replaced the Quietkey with a genuine IBM PS/2 keyboard because I liked the click (got the complete PS/2 Model 55 for $12 at a yard sale).

--
-| Bob Hauck
-| Wasatch Communications Group
-| http://www.wasatch.com/~bobh

4199. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-13 00:00:00 UTC
From: Bob Hauck <"b o b h"@w>
Message-ID: <m3g10i68vs.fsf@lab.slc.codem.com>
Source record: 2862
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Hobbyist &#65533; <hobbyist@nospam.net> writes:

> Actually Perfect Screens has a toggleable feature for this but I
> have disabled it.

Ok, so maybe I won't need the other. I think I'll download a trial of
Perfect Screens.

> Suppose the mouse pointer accidentally falls on one of the background
> windows (this is very common for me because this doesn't normally
> concern me since it doesn't affect anything by default) it pops up
> uninvited.

My usual setting in X is "sloppy focus". Moving the pointer out of a
window doesn't change focus unless it hits another window rather than
the background. And "focus" doesn't mean "raise" in X, so nothing "pops
up uninvited" even if you touch another window, although you can find
yourself typing into the wrong window sometimes.

FeelX (Xfeel? I can never remember which it is) works this way too.

> Anyway, different strokes.

Yup. X is much more flexible than stock Windows in this respect.

--
-| Bob Hauck
-| Wasatch Communications Group
-| http://www.wasatch.com/~bobh

4200. Re: VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-13 00:00:00 UTC
From: robertm@bcpl.net
Message-ID: <37dd63db.804430@news.abs.net>
Source record: 2863
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

On Fri, 10 Sep 1999 05:09:02 GMT, sinclap <sinclap@my-deja.com> wrote:

>
>
>Just got the latest Next Gen in the mail today. Been noticing that
>there has been no mention on VM news, you know...the haven for the Atari
>Jihads that once worked for the now defunct Atari Corp. Have they
>worked their majic the same way when at the now defunct Atari or still
>not believe in marketing and being invisible?
>
>Enquiring minds want to know...

I imagine that at some point, a Nuon system will show up but, much like the Pippin, will quickly and quitely fade away. As I've last heard, Vmlabs is trying to get someone, anyone to put the Nuon in a high end DVD player or some super set-top-box game system. However there are problems with that.

Right now the trend is getting DVD players as cheap as possible. Last year the industry said that DVD players wouldn't sell below $250 till christmas 2000. That make was blown last Spring and now you can get a DVD for around $200 on sale. No one is interested in adding even $5 to the cost of a DVD system.

As for a game system, The Nuon chipset can hardly compete with the Dreamcast, let alone the Playstation 2 which is due out in months. Not even talking about the Xbox or Nintendo's Next Gen.

--
Baron Calamity

4201. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-13 00:00:00 UTC
From: Steven Pampling <steve.pampling@argonet.co.uk>
Message-ID: <494111c3a8steve.pampling@argonet.co.uk>
Source record: 2864
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy
Body handling: HTML body converted to readable text

In article ,
Bob Hauck wrote:
> Steven Pampling writes:

> > [1] Clash between the keyboard hardware and the intellipoint driver -
> > both keyboard and mouse manufacturer have done nothing, we've screwed
> > compatible replacement keyboards out of the PC manufacturer to
> > sidestep the problem

> Whoa! Would Dell Dimension with Quietkey keyboard be one of these?

Dunno, depends on the internals of that keyboard I suppose. The ones we had
problems with were fitted with a collection of hotkey buttons for
multimedia use. CD start/stop/pause etc.

> My
> keyboard would lock about once a month for no apparent reason and I do
> have an Intellipoint mouse.

The lock up problem is documented apparently, Personal Computer World
made mention of the issue shortly after the mouse was released.

> The keyboard lockup required a power cycle to fix (never tried
> hot-plugging the keyboard).

Suggested test for the problem when we phoned the PC manufacturer - who
would have replaced the whole PC if things got totally wazzed.

> Problem went away when I replaced the Quietkey with a genuine IBM PS/2
> keyboard because I liked the click

Sad case.

> (got the complete PS/2 Model 55 for $12 at a yard sale).

Um. We still have about 50 in use... ...only as cheapo terminals for
Telnet connection into an HP G40K UNIX box though.

--
Steve Pampling

4202. Re: CompUSA laying aff 1,800, Apple losing

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rkbrhmbs1@nnrp1.deja.com>
Source record: 2865

In article <37DC0EE6.47FD9347@ihug.co.nz>,
J, WILKINSON wrote:
> Hi there,
>
> sinclap wrote:
> > Open Photoshop and FCP...Get back to me...Try that on a Falcon...
>
> How about Photoline and Mountain? Sure they ain't gonna astound
> with features and speed on a 1992 design Falcon, but try opening
> Photoslop and FCP on a 1992 Mac...I know the Falcon would multi-
> task it better than the Mac...
>
> Ouch truth hurts huh sinplop?

Is that the best you can come up with? Such desparation....

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

"Who needs G3 & G4 speeds thats why I love the past!"

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4203. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rkcg2$mp9$1@nnrp1.deja.com>
Source record: 2866
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <37DC0991.AC8C8037@ihug.co.nz>,
J, WILKINSON wrote:
> Hi there,
>
> sinclap wrote:
> >
> > Much of the Mac users have had their macs between 4-10+ years before
> > upgrading to iMacs and G3's...
>
> Only because Mac software, before PowerPC machines became common and
> faster, was more efficient and not just bloat. Now with G3's and soon
> G4's software houses can get away with bloated sloppy code that simply
> overwhelms lesser Macs. They've gotten lazy at writing compact efficient
> code for Macs...just like PC. These poor Macintosh owners upgraded
> because their old machines couldn't run any new software fast enough
> to be useful. I still haven't seen many software packages that make me
> go 'wow on a Mac yet.

So all major computer firms should be like the defunct Atari and
stagnate technology like? Should Sega had not released DreamCast due to
the fact that games are larger and need a CD/DVD format instead of
cartridge format?

We Mac users like update and cheap hardware like the iMac and the new
G4/400. I suspect most of the ST buckets are collecting dust in the
attic while much of the owners have moved on to greater things on the
mac/pc platform...

Sounds like sour grapes here...

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

Just sinclap...

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4204. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rkcqv$n3k$1@nnrp1.deja.com>
Source record: 2867

In article <37DC0DAE.6438EB1D@ihug.co.nz>,
J, WILKINSON wrote:
> Hi there,
>
> This needs interpreting? Listen carefully and concentrate on your
> comprehension OK? This means that if a retail appliance store had
> 10 sales people, you would tend to find that only 2 or 3 of those
> sales people were able to sell appliances succesfully. The others
> would sell enough to get by but not get ahead...got it?!

CUSA does not sell appliances. Could it be the $500 PC's that have done
the harm?

> Here is some more comprehension for you. This could explain the
> 'limp appendage' issue for you (I dearly hope!). A man who is single
> in New Zealand, when he goes to the toilet to pee, is said to be
> 'shaking hands with the unemployed'...

From experience? Here in the U.S. unemployment is almost non-existant
thanks to the stewarship of the Clinton WhiteHouse..Maybe New Zealand
should have their own Clinton's...He will be missed on Jan. 20, 2001...

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

Just sinclap....

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4205. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rkdlvnjg1@nnrp1.deja.com>
Source record: 2868

In article <dreibel-1209991655530001@ts7-59t-30.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> well, after a couple of months, here's some more news on the upcoming Milan II
> '060 clone planned for release in early 2000 - which, by the way, confirms
> Motorola's involvement in the manufacture of the machine, as well as who will
> behind the distribution and promotion of the new Atari-compatible computer!
> Plus some new highlights:
>
> - new distribution of Linux being developed for the Milan!
> - a Macintosh emulator for when you HAVE to use a Mac program!

Don't forget to ad $99 for a shrinkwrap copy of Mac OS.

> - three ISA ports!

Why?

> - four PCI slots (for using industry-standard PC cards, kin you say
> FIREWIRE?)

AGP? Playing catch up here....A FireWire Card will set you back at
least $200-$300..Sounds like a not so good deal when you total the
extras..

> - two USB ports for connecting those funky new devices!

Do have the drivers? I don't think Epson and HP will write drivers to a
platform that only sells 50 units a month...

> - 8.4 gig Maxtor hard drive standard!

Playing catch up..

> - Creative Labs video card!

Lets hope the drivers are written..

> - 32 mB RAM standard!

Not 64?

> - MagiC Milan with Jinnee 2 desktop standard operating system/GUI!

Still not OS 9 caliber...Maybe in 10 years..

> - includes NVDI, PiXArt, fax software, Draconis Pro Internet suite,
> Omikron Basic +
> GNU C++ programming suites

Why? How about ClarisWorks, Quicken, and World Book type software?

Is this a hacker or consumer machine?

> - new games being developed!

By jagflop developers with those unfinished titles... Does
Battlespehere ring a bell?

> - plans for even faster Milans in the future (including iMac-toasting
> super machines)

ROFLMAO!!

> PLUS! (for a certain trollish "kook" who maskerades as an "Apple Power Rep"),
> the reasons why the the overpriced, overhyped, underpowered iMac tanked in the
> German market place, and why the new Milan is better poised to be a success
> in Europe (of course, he'll claim that it's all a plot by the imaginary Atari
> "Jihads" who are "out to get him", when they're really hallucinations caused
> by methane, which has been building up in the Steve Jobs Reality-Distortion
> Field (tm) he's been trapped inside for the last few years). REAL computers
> don't come in fruit flavours!

Did not Apple post double digit gains in Germany thanks to the iMac and
G3's?

Germany is one of the 140+ countries on this planet. Sounds like
clutching the straw real tight here...

> Intrigued? check out this URL:
>
> http://thor.prohosting.com/~bengy/m_milanii.htm
>
> and afterwards, let's stick a fork in TiFKAS to see if he's done.
> (An apple in his mouth would've been a nice if perverse touch, but that would
> be impossible to do seeing as he still has his head stuck in another
> orifice....)

'Yawn"

Just sinclap..

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4206. Re: VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rkerm$oe2$1@nnrp1.deja.com>
Source record: 2869
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <37d9316d.142382821@news.earthlink.net>,
krishna@cyberjunkie.com wrote:
>
> The Nuon systems are being sold as DVD chipsets, as everyone knows.
> This chipset will ship with new DVD players soon. One can surmise,
> around or after the Xmas season.
>
> In the meantime, there isn't much to advertise because the hardware
> isn't out there yet.

Sounds like the old Atari management is in charge..History does repeat
itself. What products would these DVD chipsets be used for?

>

Just sinclap...

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4207. Re: VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rkfbq$or9$1@nnrp1.deja.com>
Source record: 2870
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <19990913171331.07747.00012563@ng-fi1.aol.com>,
manicbutt@aol.commie (ManicButt) wrote:
> >As for a game system, The Nuon chipset can hardly compete with the
> >Dreamcast, let alone the Playstation 2 which is due out in months. Not
> >even talking about the Xbox or Nintendo's Next Gen.
>
> All of what you way is true, but I for one look forward to a nice movie-playing
> machine with VLM2 and Tempest 3000 at a reasonable cost, and to hell with other
> games. I hope the Nuon chip gets put into _something_ I can afford!

Don't hold your breath...Looks like a rerun of the old Atari..What will
they screw up next? What will Yak do now?

> ---
> To reply, remove the 'mie' extension from my address.
>

Just sinclap...

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4208. Re: CompUSA laying aff 1,800, Apple los

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-14 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7rkeuo$14m$1@news.campuscwix.net>
Source record: 2871

On 14 Sep 1999 02:44:50 , sinclap wrote:

->From experience? Here in the U.S. unemployment is almost non-existant
->thanks to the stewarship of the Clinton WhiteHouse..Maybe New Zealand
->should have their own Clinton's...He will be missed on Jan. 20, 2001...

I (and I know, many others as well) will not miss that 2-faced, back-
stabbing, lying, cheating draft-dodger!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4209. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-14 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7rkfhr$14m$2@news.campuscwix.net>
Source record: 2872

On 14 Sep 1999 02:59:16 , sinclap wrote:

->> - MagiC Milan with Jinnee 2 desktop standard operating system/GUI!
->
->
->Still not OS 9 caliber...Maybe in 10 years..

You're right, in 10 years the Mac OS *might* catch up th the ease of use,
and functionality of modern Atari system software. I played with the iMacs
and G3's at CompUSA for quite a while the other day. None of them had any
thing that I found wanting in my MiNT/N.aes/Thing setup. In fact, I could
not find anything as slick as Freedom, the penultimate file selector!

I just want to run a casual, informal online survey here. Would all former
Atari users who have switched platforms, to the Mac, directly because of
Sinclaps posts/arguments, please post here.

Also, to be fair, would all those users who have decided to never own a
Mac because of Sinclap, please indicate this in a follow-up as well...

PS Let me start the ball rolling by saying I'll never own a Mac, and
it is directly because of Sinclap...

;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4210. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1409990009350001@ts7-101t-46.idirect.com>
Source record: 2873

In article <7rkdlvnjg1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-1209991655530001@ts7-59t-30.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > well, after a couple of months, here's some more news on the upcoming
Milan II
> > '060 clone planned for release in early 2000 - which, by the way, confirms
> > Motorola's involvement in the manufacture of the machine, as well as
who will
> > behind the distribution and promotion of the new Atari-compatible computer!
> > Plus some new highlights:
> >
> > - new distribution of Linux being developed for the Milan!
> > - a Macintosh emulator for when you HAVE to use a Mac program!
>
> Don't forget to ad $99 for a shrinkwrap copy of Mac OS.

nope, uses OS 7.5.5, which you can get FREE. Not as bloated as current
vapourware.
>
> > - three ISA ports!
>
> Why?

Why Not? :)
>
> > - four PCI slots (for using industry-standard PC cards, kin you say
> > FIREWIRE?)
>
> AGP? Playing catch up here....A FireWire Card will set you back at
> least $200-$300..Sounds like a not so good deal when you total the
> extras..

nope, not playing catch-up - just being cutting edge.
>
> > - two USB ports for connecting those funky new devices!
>
> Do have the drivers? I don't think Epson and HP will write drivers to a
> platform that only sells 50 units a month...

they'll have the drivers, don't worry.
>
> > - 8.4 gig Maxtor hard drive standard!
>
> Playing catch up..

nope, again, cutting edge. I believe the iMac only has a 6 meg hard drive?
>
> > - Creative Labs video card!
>
> Lets hope the drivers are written..

yep, there will be drivers. fVDI (already used with the CORE Eclipse
card for the Falcon, which uses a Rage card, same one as the iMac) is
designed for use with several industry standard graphics cards.

>
> > - 32 mB RAM standard!
>
> Not 64?

nope, since TOS and MagiC were designed for efficiency, unlike the
bloated Mac OS that needs a fast chip, buckets of RAM, and large hard
drive just to install the minimum requirements. On my Falcon it just
required 4 megs of memory and about three megs of hard drive space...

>
> > - MagiC Milan with Jinnee 2 desktop standard operating system/GUI!
>
>
> Still not OS 9 caliber...Maybe in 10 years..

yep, the MacOS needs to catch up with the elegance of MagiC/Jinnee....
>
> > - includes NVDI, PiXArt, fax software, Draconis Pro Internet suite,
> > Omikron Basic +
> > GNU C++ programming suites
>
> Why? How about ClarisWorks, Quicken, and World Book type software?

Clarisworks is dead (probably by decree of Bill Gates, who threatened
to cut off Apple's oxygen supply again?). I believe Texel will be bundled
with the Milan as it was with the original.

>
> Is this a hacker or consumer machine?

both. TiFKAS is just a hack writer...
>
> > - new games being developed!
>
> By jagflop developers with those unfinished titles... Does
> Battlespehere ring a bell?

nope. Comparing a computer with a game machine only shows the only job
you're suitable for is sweeping the halls of Intel...

>
> > - plans for even faster Milans in the future (including iMac-toasting
> > super machines)

>
> ROFLMAO!!

It's obvious you didn't read the article, pinhead. Why weren't you laughing when Jobs claimed that the G4 is a "supercomputer"?

BTW, your "A" is firmly stuck to your head....

> > PLUS! (for a certain trollish "kook" who maskerades as an "Apple Power Rep"),
> > the reasons why the the overpriced, overhyped, underpowered iMac tanked in the
> > German market place, and why the new Milan is better poised to be a success
> > in Europe (of course, he'll claim that it's all a plot by the imaginary Atari
> > "Jihads" who are "out to get him", when they're really hallucinations caused
> > by methane, which has been building up in the Steve Jobs Reality-Distortion
> > Field (tm) he's been trapped inside for the last few years). REAL computers
> > don't come in fruit flavours!
>
> Did not Apple post double digit gains in Germany thanks to the iMac and
> G3's?

no it didn't. Indeed, the article goes on to say WHY the iMac tanked in the German market, and that the Mac has a very small user base due to the fact they're overpriced.

>
> Germany is one of the 140+ countries on this planet.

no s**t, Sherlock. And it's one of the countries where the iMac is seriously tanking.

>
>
> Just sinclap..

yep, just the same mealy-mouthed moron who pretends to be an Apple Power Rep, and has proven that he doesn't know beans about the video market, no less computers....

> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

what TiFKAS knows - NOTHING. What he is capable of learning - NOTHING.

4211. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-14 00:00:00 UTC
From: Bob Hauck <"b o b h"@w>
Message-ID: <m2emg1jeux.fsf@olympus.wasatch.com>
Source record: 2874
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Steven Pampling <steve.pampling@argonet.co.uk> writes:

> > Problem went away when I replaced the Quietkey with a genuine IBM
> > PS/2 keyboard because I liked the click
>
> Sad case.

I got a Northgate Omnikey for $3 at the same sale. I like clicky
keyboards. Personal taste and all that.

> > (got the complete PS/2 Model 55 for $12 at a yard sale).
>
> Um. We still have about 50 in use... ...only as cheapo terminals for
> Telnet connection into an HP G40K UNIX box though.

I use mine as a doorstop. If I had a Microchannel ethernet card I could
use it like you are.

--
-| Bob Hauck
-| Wasatch Communications Group
-| http://www.wasatch.com/~bobh

4212. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-15 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DEA73C.3140017@ihug.co.nz>
Source record: 2875
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Hi there,

sinclap wrote:
>
> We Mac users like update and cheap hardware like the iMac and the new
> G4/400. I suspect most of the ST buckets are collecting dust in the
> attic while much of the owners have moved on to greater things on the
> mac/pc platform...

Undoubtedly some have moved across to Mac/PC, while some still span the gap between Atari -> Mac/PC, but there still seem to be a large number of us using these comp.sys.atari.* newsgroups...maybe that means we have good reasons to stay with our Atari machines...

> Sounds like sour grapes here...

Not at all. I can and do use Atari, Mac, and PC, yet I prefer my Falcon because software on that is faster than ever with each new release. On the Mac (new only 2 years ago) every new software upgrade has left me wondering if the CPU clock is progressively being slowed down! Software bloat is the reason. As an example I grabbed a demo of Star Wars - The Gungan Frontier a few days ago...it swallowed 50 Megs of the Mac disk yet was a basic 'walk-through' with only a handful of the full features included. It looked like a pretty cool game but I'm sure any decent Falcon coder could do the same in 5 megs...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4213. Re: CompUSA laying aff 1,800, Apple losing

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-15 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DEA90B.D0F556E4@ihug.co.nz>
Source record: 2876

Hi there,

sinclap wrote:
> > > Open Photoshop and FCP...Get back to me...Try that on a Falcon...
> >
> > How about Photoline and Mountain? Sure they ain't gonna astound
> > with features and speed on a 1992 design Falcon, but try opening
> > Photoslop and FCP on a 1992 Mac...I know the Falcon would multi-
> > task it better than the Mac...
> >
> > Ouch truth hurts huh sinplop?
>
> Is that the best you can come up with? Such desparation....

Not desperation. Fact. A 1992 Falcon running MagiC will multitask
Mountain and Photoline together better than a 1992 Mac (even one
using Mac OS 8.x) trying to run Photoslop and FCP together...

In fact when Apple sort out what multitasking is get back to me
and we'll do a fair comparison, because I guess MagiC leaves
MacOS dead in the water when it comes to multitasking...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4214. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-15 00:00:00 UTC
From: tas@mindspring.noUCE.com
Message-ID: <tas-1509990219540001@user-33qth9p.dialup.mindspring.com>
Source record: 2877
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <37DEA73C.3140017@ihug.co.nz>, J, WILKINSON wrote:

>I can and do use Atari, Mac, and PC, yet I prefer my Falcon
>because software on that is faster than ever with each new release. On
>the Mac (new only 2 years ago) every new software upgrade has left me
>wondering if the CPU clock is progressively being slowed down! Software
>bloat is the reason. As an example I grabbed a demo of Star Wars - The
>Gungan Frontier a few days ago...it swallowed 50 Megs of the Mac disk
>yet was a basic 'walk-through' with only a handful of the full features
>included. It looked like a pretty cool game but I'm sure any decent
>Falcon coder could do the same in 5 megs...

Nonsense. It's not code that makes modern games large, it's content. Few games have more than a megabyte or two of executable code. High resolution 16- and 24-bit images, high quality sounds, and high polygon count models in 3D games suck up a huge amount of space. If there's anything to blame for this, it's the CD-ROM, which let game companies vastly increase the amount of content they could deliver with a game.

Just for example, the Quake 3 Test (Mac version) application is 992 KB. The PAK0.PK3 data file for q3test is 63.5 MB.

Demos are also often larger than they need to be since they're pushed out the door either during crunch time or after the game has shipped. In the first case nobody has the time to really strip down the demo version as much as it should be, because they're too busy getting the real game finished. In the second case nobody cares any more, and the schedule is tight anyways since they want to get the demo out as soon as possible to help market the game.

Now, you want to complain about bloat in word processors and the like, there you might have a case.

However, I'd bet good money that the Atari platform would suffer the exact same problem if it weren't for the fact that the last time Atari itself released a new computer was what, 1993? (Or was it '94? Can't remember.) It's very simple; the lack of hardware advances means that software authors target only what's out there. Yes, there are now faster Ataris, but I doubt they are anything more than a drop in the bucket compared to even the Falcon. You can't even think about something like Quake 3 for the Atari platform; the hardware just isn't there. You can on the PC and Mac, so it happened.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I

say it's OK to send. Everybody else, remove "noUCE." from my address.

4215. Re: ATARI WILL RISE FROM THE ASHES AND CRUSH M$!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1509991042320001@ts7-43t-46.idirect.com>
Source record: 2878
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <37df3337@news.cyberzone.net>, "Bill Daras"
<bill_daras@cyberzone.net> wrote:

> After many years of well planned silence, the engineer minds at Hasbro
> have decided to lay the fatal blow to the M$ Empire.
>
> The new '020 models, with a stunning 1MB of RAM and a 33Mhz bus are
> going to hit the streets in about a month. Bundled with a 13" monitor
> capable of reaching resolutions as high as 640x480, it will be a tough
> machine to beat with the rock-bottom price tag of $49,999.
>
> Several new, cutting edge titles have been announced. AtariWrite will
> offer a advanced "mouse-enabled" text editor with over 4 fonts to choose
> from.
>
> AtariPaint will give the user the revolutionary ability to literally
> "paint" with the mouse!
>
> AtariArcade will provide users to experience 3 "classic" Atari arcade
> titles (circa 1982) will have graphics true to the originals.

uh, I don't know how to tell you this, but there IS a new TOS-based
machine coming out early in the new year - and ironically enough, Milan
GmBH IS in negotiations with Hasbro's US operations to license the Atari
name and Fuji logo. The machine has a number of new features:

- new distribution of Linux being developed for the Milan!
- a Macintosh emulator for when you HAVE to use a Mac program!
- three ISA ports!
- four PCI slots (for using industry-standard PC cards, kin you say
FIREWIRE?)
- two USB ports for connecting those funky new devices!
- 8.4 gig Maxtor hard drive standard!
- Creative Labs video card!
- 32 mB RAM standard!
- MagiC Milan with Jinnee 2 desktop standard operating system/GUI!
(note - pre-emptive multitasking)
- includes NVDI, PiXArt, fax software, Draconis Pro Internet suite,
Omikron Basic + GNU C++ programming suites
- new games being developed (including what sounds like ports of some
more famous games)!
- plans for even faster Milans in the future (including iMac-toasting
super machines)

oh, and did I say that Motorola themselves are taking part in the development and manufacture of the machine? Plus the fact that Milan GmBH's previous clone, the Milan 040 model, has been selling 50 machines a month since its release a year ago, and are still back ordered - not bad for a small just starting out operation from Germany, and what obviously got Motorola's attention.

the full story is at http://thor.prohosting.com/~bengy/m_milanii.htm

Never thought I'd have to defend this particular platform in THIS forum :)

Looks like Bill Gates will be up at night dreaming up ways to cut off this company's oxygen supply :)

4216. Re: VM Labs...Were are they?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-15 00:00:00 UTC
From: lucas <lucas@aa.net>
Message-ID: <37DFC506.C273284@aa.net>
Source record: 2879
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

This is not correct. VM Labs does not intend "NUON enhanced" DVD players to be more expensive than the old DVD players. The intention is for them to be the same price - to be competetive, and to eventually be considered to be standard for DVD players. They hope that in the future all DVD players will have the NUON chip in them. The reason the "NUON enhanced" DVD players are not supposed to be more expensive than current models is because the NUON chip is a substitute for the chipset that all current DVD players have anyway (current DVD players need processing power to decode the compressed video data on DVDs).

Also, the NUON is much more powerful than the Dreamcast or any other game system. I don't know the technical details of how the NUON works (I don't think the info is available - it's confidential), but based on what has been said about it, it sounds like it uses technology similar to "reconfigurable computing". Do an internet search for "reconfigurable computing" to understand what this means - I don't want to write a long explanation here. The reconfigurable computing concept is clearly the wave of the future. It replaces the standard processor paradigm, where all computation is done with a single group of hard-wired machine instructions (you know, the instructions processors like the x86 have that you use when writing an assembly language program - stuff like "mov", "sub", "div", etc.).

Check out the following link. All standard processors are obsolete (Pentium, G4, etc.).
http://www.starbridgesystems.com/home/index.htm

Their computer is 60,000 times faster than a Pentium. It's available now, but it's expensive. They say they will sell them for about $1000 though in about a year from now. It can be expanded in power by adding chips (not multiple processors) that all act like a single re-configurable processor. Systems that use multiple standard processors (Power PC, Pentium, etc.) are obsolete. Adding more processors is just a hack anyway, not elegant or intelligent at all. Read the stuff by Star Bridge systems.

sinclap wrote:

> In article <19990913171331.07747.00012563@ng-fi1.aol.com>,
> manicbutt@aol.commie (ManicButt) wrote:
> > >As for a game system, The Nuon chipset can hardly compete with the
> > >Dreamcast, let alone the Playstation 2 which is due out in months. Not
> > >even talking about the Xbox or Nintendo's Next Gen.
> >
> > All of what you way is true, but I for one look forward to a nice movie-playing
> > machine with VLM2 and Tempest 3000 at a reasonable cost, and to hell with other
> > games. I hope the Nuon chip gets put into _something_ I can afford!
>
> Don't hold your breath...Looks like a rerun of the old Atari..What will

> they screw up next? What will Yak do now?
>
> > ---
> > To reply, remove the 'mie' extension from my address.
> >
>
> Just sinclap...
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

4217. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-15 00:00:00 UTC
From: Steven Pampling <steve.pampling@argonet.co.uk>
Message-ID: <49420b4d37steve.pampling@argonet.co.uk>
Source record: 2880
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy
Body handling: HTML body converted to readable text

In article ,
Bob Hauck wrote:
> > Um. We still have about 50 in use... ...only as cheapo terminals for
> > Telnet connection into an HP G40K UNIX box though.

> I use mine as a doorstop. If I had a Microchannel ethernet card I could
> use it like you are.

We have a box of old ones with no conceivable use. Don't know how many in
there because we can't be bothered counting.
When the kit finally goes (soon) the whole lot is skip filler.

--
Steve Pampling

4218. Re: CompUSA laying aff 1,800, Apple los

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-15 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7rp0qeijs1@news6.svr.pol.co.uk>
Source record: 2881

On 14 Sep 1999 03:20:56 , DarkChyld wrote:
:>On 14 Sep 1999 02:44:50 , sinclap wrote:
:>
:>->From experience? Here in the U.S. unemployment is almost non-existant
:>->thanks to the stewarship of the Clinton WhiteHouse..Maybe New Zealand
:>->should have their own Clinton's...He will be missed on Jan. 20, 2001...
:>
:> I (and I know, many others as well) will not miss that 2-faced,

:> back-stabbing,

Or to put it another way monica, stabbing up the back.

:> lying, cheating draft-dodger!

You dont sound too impressed.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4219. Re: ATARI WILL RISE FROM THE ASHES AND CRUSH M$!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1509991722310001@ts7-60t-11.idirect.com>
Source record: 2882

In article <37DFF7C1.2FB51F42@ihug.co.nz>, J, WILKINSON wrote:

> Hi there,
>
> Hey Dan, did sinplop dredge this guy up from some hick swamp or
> something huh?

nope, this isn't TiFKAS' doing - this is another guy on
comp.sys.mac.advocacy doing a pretty accurate impression of the ol' boy.
And so far, he's taking his lumps from the other Mac and PC users, who are
way more intelligent. Which will be the same fate for TiFKAS if he decides
to post there....

4220. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-15 00:00:00 UTC
From: John Sheehy <jsheehy@ix.netcom.com>
Message-ID: <CybgN3Jtl+70bsu=MCi8C3H1MYCB@4ax.com>
Source record: 2883
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In message <37DFF4F6.CB370C47@ihug.co.nz>,
J WILKINSON <jwandjw@ihug.co.nz> wrote :

>Granted, but in many cases I cannot see how so much data translates into
>so little graphics or sound...have the programmers used incompressed TGA
>to present graphics or something silly like that?

YOU HAVE TO PLAY THE GAME WELL ENOUGH TO GET TO THE HIGHER LEVELS!
--

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

4221. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-16 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DFF4F6.CB370C47@ihug.co.nz>
Source record: 2884
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Hi there,

"Timothy A. Seufert" wrote:
>
> In article <37DEA73C.3140017@ihug.co.nz>, J, WILKINSON wrote:
>
> >bloat is the reason. As an example I grabbed a demo of Star Wars - The
> >Gungan Frontier a few days ago...it swallowed 50 Megs of the Mac disk
> >yet was a basic 'walk-through' with only a handful of the full features
> >included. It looked like a pretty cool game but I'm sure any decent
> >Falcon coder could do the same in 5 megs...
>
> Nonsense. It's not code that makes modern games large, it's content. Few
> games have more than a megabyte or two of executable code. High
> resolution 16- and 24-bit images, high quality sounds, and high polygon
> count models in 3D games suck up a huge amount of space. If there's
> anything to blame for this, it's the CD-ROM, which let game companies
> vastly increase the amount of content they could deliver with a game.

Granted, but in many cases I cannot see how so much data translates into
so little graphics or sound...have the programmers used incompressed TGA
to present graphics or something silly like that?

Games are one case, but applications such as DTP and graphics are another
where I see huge bloat occuring over the last few years, moreso on PC but
now also on Mac. I believe it all comes back to the 'grow the software big,
and invest in hardware stock, because hardware sales will go through the
ceiling just so people can run this large new software' philosophy that
Microsloth started with the release on Windows95...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4222. Re: ATARI WILL RISE FROM THE ASHES AND CRUSH M$!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-16 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DFF7C1.2FB51F42@ihug.co.nz>
Source record: 2885

Hi there,

Hey Dan, did sinplop dredge this guy up from some hick swamp or
something huh?

> In article <37df3337@news.cyberzone.net>, "Bill Daras" wrote:
> >
> > The new '020 models, with a stunning 1MB of RAM and a 33Mhz bus are
> > going to hit the streets in about a month. Bundled with a 13" monitor
> > capable of reaching resolutions as high as 640x480, it will be a tough
> > machine to beat with the rock-bottom price tag of $49,999.

I think I've seen more truth in People magazine quite frankly...

> > Several new, cutting edge titles have been announced. AtariWrite will
> > offer a advanced "mouse-enabled" text editor with over 4 fonts to choose
> > from.
> >
> > AtariPaint will give the user the revolutionary ability to literally
> > "paint" with the mouse!
> >
> > AtariArcade will provide users to experience 3 "classic" Atari arcade
> > titles (circa 1982) will have graphics true to the originals.

Which planet did this guy get off from?

I think he should see a shrink...and mend his ruptured mind...poor deluded
soul...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4223. Re: [MS-bashing] New collection of anti-Microsoft banners

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-16 00:00:00 UTC
From: Bob Hauck <"b o b h"@w>
Message-ID: <m3zoymivv5.fsf@lab.slc.codem.com>
Source record: 2886
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy,comp.os.ms-windows.advocacy

Steven Pampling <steve.pampling@argonet.co.uk> writes:

> > I use mine as a doorstop. If I had a Microchannel ethernet card I could
> > use it like you are.
>
> We have a box of old ones with no conceivable use. Don't know how many in
> there because we can't be bothered counting.

I wonder how much the shipping to the US would be? Probably more than
the cards would cost at a flea market I suspect...

--
-| Bob Hauck
-| Wasatch Communications Group
-| http://www.wasatch.com/~bobh

4224. That new G4 is one more HOT machine alright....

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-16 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1609991620200001@ts7-67t-5.idirect.com>
Source record: 2887

found this at comp.sys.mac.advocacy. Apparantly it's not just TiFKAS'
posts that smell funny....

LOL!

http://www.salon.com/tech/log/1999/09/15/mac_smell/index.html

Eau de Mac

Apple's new G4 has a sleek look -- and a strange scent.
- - - - - - - - - - - -
By Janelle Brown

Sept. 15, 1999 | If the prestige scent of the past was the rich, leathery
perfume of a brand-new sports car, perhaps today's olfactory status symbol is
the smell of scorching plastic.

The Mac G4 is the most recent computer to come off the Apple assembly line, a
zippy silver-and-gray workstation that runs on a new Motorola processor, and
the latest must-have machine for Mac fanatics. But the stylish computer comes
with an unexpected feature: It apparently smells terrible.

A recent review of the G4 on the MacInTouch site for Apple news commended the
new machine for being "pleasantly quiet," but also noticed that the computers
had an unpleasant odor when turned on. The reviewer wasn't the only person to
notice the G4 stink: This little bug has also been documented by the Apple
Tech-info library, and filed under "Odors May Be Present Short-Term."

According to Apple, a plasticky smell will occasionally waft up when the
computer is turned on and allowed to warm up to its "operating temperature." As
Apple placates concerned owners, "the odor is detected when the product is new,
similar to odors generated from new carpeting or a new car. In most cases the
odor will dissipate over a short period of time." But the only quick solution,
the site says, is to turn your computer on and leave it running for 24 hours or
more, effectively burning off the smell -- and filling your room with a wallop
of a stench that could last several days.

Ah, the smell of hot plastic in the morning ...

Tom Elam
The New and Improved Family Home Page is at:
http://members.iquest.net/~telam/default.htm

If somebody can make it idiot proof,
Then somebody else will invent a better idiot

T. Elam
1998

4225. Re: ATARI WILL RISE FROM THE ASHES AND CRUSH M$!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1709990949180001@ts7-74t-38.idirect.com>
Source record: 2800

In article <7rsgph$i4u$1@nnrp1.deja.com>, The iDiot Forever Known As
Sinclap <sinclap@my-deja.com> wrote:

> In article <37DFF7C1.2FB51F42@ihug.co.nz>,
> J, WILKINSON wrote:
> > Hi there,
> >
> > Hey Dan, did sinplop dredge this guy up from some hick swamp or
> > something huh?
>
> My critics are a dime and dozen...

that's spelled "a dime a dozen". Which is a legitimate criticism.

of course, TiFKAS' "opinions" aren't even worth two cents...

> > Which planet did this guy get off from?
> >
> > I think he should see a shrink...and mend his ruptured mind...poor deluded
> > soul...
>
> Or he could be yanking your penis for all we know..

something TiFKAS knows so well from personal experience. Especially in
front of Macintoshes. Sometimes when they're even turned on! :)

The real truth is that
> he was taking the demise of future Amiga models by GateWay hard..

Bill has also since posted in mac.advocacy that he likes the specs of
the new Milan II and he wants to see this new machine, as he feels it has
potential, especially with Motorola's backing.

speaking of which, TiFKAS, weren't you a month or so ago braying that
the new Gateway Amiga would ultimately crush the new Milan II?
HAHAHAHAHAHAHA!

well, well well. Number of Milans produced since August 1998 - over 50
per month (and still back-ordered). Number of past and future Gateway
Amigas - ZERO.

Add that to the number of TiFKAS predictions that never came true.
Still pucking blood over your gaff with Virtual Game Machine, "Sony will
do a licensing deal", then when that didn't happen, "Connectix will
prevail in court", ignoring of course the fact that Sony is a 500lb
gorilla with lawyers with no sense of humour. Even MacAddict have
pronounced VGS dead! More strained spinach, Cartman?

BTW, read the statement from the new head of Amiga Inc. yet? Probably the most blatant example of weasel words and TiFKAS-speak I've ever read in my life.

4226. Re: CompUSA laying aff 1,800, Apple losing

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1709991001100001@ts7-74t-38.idirect.com>
Source record: 2801

In article <7rshq7ipt1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <37DC0EE6.47FD9347@ihug.co.nz>,
> J, WILKINSON wrote:
> > Hi there,
> >
> > sinclap wrote:
> > > Open Photoshop and FCP...Get back to me...Try that on a Falcon...
> >
> > How about Photoline and Mountain? Sure they ain't gonna astound
> > with features and speed on a 1992 design Falcon, but try opening
> > Photoslop and FCP on a 1992 Mac...I know the Falcon would multi-
> > task it better than the Mac...
>
> > Ouch truth hurts huh sinplop?
>
> Just shows how far behind the TOS platform is...When was the last time a
> truly upto date TOS bucket was released?

August 1998, Milan GmBH. Over 50 per month and still back ordered.

And as I have said before, TiFKAS not only can't tell his ass from a
hole in the ground, he also thinks he's an ostrich...
>
> Nobody cares about 1992 machines..

Centek and CORE do. Their new boards for video RAM and acceleration
turn Falcons into lean mean fighting machines. Kin you say PowerPC?

And you should see what's coming even for the 1985 machines - there's a
new SCSI/ethernet adaptor coming for STs that's just plug and play. I've
seen the beta for the new PC keyboard/mouse adaptor on Wednsday as well,
which includes some interesting driver software as well, and is designed
also to be plug-in friendly - this is going to be one hot seller, as well
as the new graphics board coming for the ST. Tell me, when was the last
time anyone came up with such neat stuff for the same vintage Macs? Other
than the fact they make nice fishtanks...

>1999 machines are half price...

tell me where to find these half-priced iMacs, which are just as
imaginary as your claims that you're an "Apple Power Rep"....

4227. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1709991110180001@ts7-58t-46.idirect.com>
Source record: 2802

In article <7rslpj$l58$1@nnrp1.deja.com>, still suffering from the embarrassment of "Morning Face", The iDiot Forever Known As Sinclap <sinclap@my-deja.com> wrote:

> > > > - new distribution of Linux being developed for the Milan!
>
> TOS not good enough?

the MagiC/Jinnee combination is better than good enough, but for those who want to use Linux it'll be a great option for those who want it. And of course, with Ataris, you'll be able to choose different operating systems as well for when you need them.

>
> > >
> > > Don't forget to ad $99 for a shrinkwrap copy of Mac OS.
> >
> > nope, uses OS 7.5.5, which you can get FREE. Not as bloated as current
> > vapourware.
>
> You're kidding right? OS9 is bullet proof compared to the crash prone
> System 7.5...Not one of Apple's rainbow day's...

OS9 is still vapourware, according to your yardsticks. 7.5.5 may have had its problems, but it's still pretty good, and it's pretty stable on this Quadra 950 I've got sitting here in my computer room.

BTW, note that TiFKAS has called a Mac OS junk......

>
> > >
> > > AGP? Playing catch up here....A FireWire Card will set you back at
> > > least $200-$300..Sounds like a not so good deal when you total the
> > > extras..
> >
> > nope, not playing catch-up - just being cutting edge.
>
> Still an extra option which is standard on all G3 and G4!

but an option that can be utilized and added if needed. Not like how Apple deliberately tricked B&W users to cripple their machines via an update patch that prevents them from adding G4s (and which Apple is currently trying to dodge the issue on)....

>
> > Do have the drivers? I don't think Epson and HP will write drivers to
> a

> > > platform that only sells 50 units a month...
>
> Is that enough to cover the monthly utilities?

gee, TiFKAS, replying to one of your own pieces of drivel! Are your friends Johnny Walker and Jim Beam in the room with you? :)

>
> > they'll have the drivers, don't worry.
>
> Decent drivers?

most likely written by ASH (MagiC' s producer), who have all the proper licensing from Epson, HP, Canon and Lexmark with all the documentation. If NVDI 5 is anything to go by, then they'll be great drivers indeed.

>
> > > > - 8.4 gig Maxtor hard drive standard!
> > >
> > > Playing catch up..
> >
> > nope, again, cutting edge. I believe the iMac only has a 6 meg hard drive?
>
> True. But the current iMac was introduced in April...

and it's September, and they STILL have only a 6 meg drive. As do most of the now-non-cutting edge B&W G3s.....
>
> > >
> > > Not 64?
> >
> > nope, since TOS and MagiC were designed for efficiency, unlike the
> > bloated Mac OS that needs a fast chip, buckets of RAM, and large hard
> > drive just to install the minimum requirements. On my Falcon it just
> > required 4 megs of memory and about three megs of hard drive space...
>
> But TOS will not be able todo what OS9 will do...Yesteryear's OS at
> today's packaging...

since by your own admission the only ST you've used ONCE was one of the first ones with TOS 1, your opinion on what is modern in TOS is worthless. Having been a MagiC user AND a Mac user in the last year, I'd say that MagiC not only goes toe-to-toe with Mac OS, but in many ways leaves it in the dust - and at much lower RAM and hard drive requirements.
>
> > > Still not OS 9 caliber...Maybe in 10 years..
> >
> > yep, the MacOS needs to catch up with the elegance of MagiC/Jinnee....
>
> Have you seen OS9?

ah yes, a kludge for Apple to buy time because they can't get OSX
Consumer out on time, I guess it's been over a YEAR now? Kin you say
COPLAND, boys and girls? Kin you say RHAPSODY?

BTW, it might not be a good idea to keep using the term OS9, as Apple's
getting sued by the owners of that copyrighted brand name OS...

> > Clarisworks is dead (probably by decree of Bill Gates, who threatened
> > to cut off Apple's oxygen supply again?). I believe Texel will be bundled
> > with the Milan as it was with the original.
>
> ClarisWorks is now AppleWorks and is alive and well. AppleWorks is
> bundled with iMacs and is sold on shelves...

Not on shelves in this part of the world, TiFKAS. Even the Mac dealers
here don't have it on their shelves, and I certainly can't find them at
well-respected business-related stores like Business Depot, Office Place,
Grand & Toy, etc. Plus didn't I hear that Appleworks is being
discontinued, since Bill Gates doesn't like to see one eensy-weensey bit
of independant marketing from his lapdog Steve Jobs?

>
> > >
> > > Is this a hacker or consumer machine?
> >
> > both. TiFKAS is just a hack writer...
>
> No consumer software listed...

Texel is consumer software, TiFKAS. So is Draconis Pro. So will be
Smurf, the graphics program.

>
> > > > - new games being developed!
> > >
> > > By jagflop developers with those unfinished titles... Does
> > > Battlespehere ring a bell?
> >
> > nope. Comparing a computer with a game machine only shows the only job
> > you're suitable for is sweeping the halls of Intel...
>
> Critics are a dime and dozen...

cretins who can't even SPELL the term "a dime a dozen" aren't exactly
pure gold either....

> > It's obvious you didn't read the article, pinhead. Why weren't you
> > laughing when Jobs claimed that the G4 is a "supercomputer"?
>
> I did not see the details on these iMac toasting supermachines..

they're there. At the time of the writing they speculated that new
machines would be based around the Coldfire chips Motorola developed which
go up into the hundreds of megahertz. Of course, since that article was

written IBM has opened the way for PowerPC to be used by manufacturers other than Apple. Imagine if Milan and ASH comes out with a TOS/MagiCMilan/Jinnee combination that utilizes the PowerPC, you'll really see TiFKAS sweat.
>
> The G4 is a supercomputer...What do you not understand?

I understand that Apple is basing their laughable claim on specs by the US government that are WAY out of date - the same specs actually made a Pentium II PC a "supercomputer" TWO YEARS AGO! But Intel had the sense to keep their mouth shut on that regarding reporting that to consumers, unlike Steve "arrogant bonehead (TiFKAS' own words, folks!)" Jobs, who has to coat every new product out there with his Reality-Distortion Field (tm), and has a history of using outdated specs to try to make his computers look good. Have we already forgotten his "iMacs can toast 450mHZ Intels" fiasco, in which they fudged their data using Bytemarks optimized for 486 PCs, and when PC magazines did their own tests using PROPER benchmarks, the iMac got its little plastic butt kicked by first-generation Celerons?

If Jobs wants to call his G4 a "supercomputer", then let him run it in real-time tests with a universally-recognized supercomputer - a CRAY - and then see what happens. Most likely the G4 would wind up looking like a real lump of charcoal....

>
> > >
> > > Did not Apple post double digit gains in Germany thanks to the iMac and
> > > G3's?
> >
> > no it didn't. Indeed, the article goes on to say WHY the iMac tanked in
> > the German market, and that the Mac has a very small user base due to the
> > fact they're overpriced.
>
> According to the latest 10k, that continent up by 40%....

which is still not good enough, unfortunately - apparently Apple's installed base of machines in Germany to date since the Mac was introduced is still far from one million. Atari achieved a one-million user base YEARS ago, and Amiga did even better. I think the factor here is that Apples still cost too much for the average German - money better spent on a Volkswagen or Opel.

>
> > >
> > > Germany is one of the 140+ countries on this planet.
> >
> > no s**t, Sherlock. And it's one of the countries where the iMac is
> > seriously tanking.
>
> You sure...?

sure I'm sure. Indeed, I did figures on you "140 countries" claim, and
according to that Apple averaged a sale of 14,000 per country over a
year's period. Which means that somewhere on this planet, the iMac is
tanking. Like in Germany.

> > yep, just the same mealy-mouthed moron who pretends to be an Apple
> > Power Rep, and has proven that he doesn't know beans about the video
> > market, no less computers....
>
> I guess you have not read my response about Avid...

yes I have. You call mindlessly posting a press release that you
obviously didn't read a "response"? And once again Particle Salad crushed
you to guacamole
on what was wrong with the article, and even pointing out that the writer
had the sense not to even compare the buggy, not-ready-for-prime-time,
falls over on G4s FCP to Avid's professional systems...
>
>
> Just sinclap...

still pretending - and still not taken seriously.
>
>
> Sent via Deja.com http://www.deja.com/

considered to be the training wheels for USENet for newbies, or fr the
clueless who can't set up a RWAL newsreader....

> Share what you know. Learn what you don't.

We've all known that TiFKAS never learns for YEARS now. Give Up.

4228. Linux on a Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: A User <godfreym@hotmail.com>
Message-ID: <37E27342.1E1D9D9E@hotmail.com>
Source record: 2803
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

If anyone has installed Linux on a Falcon030 I could use your guidance.

I am looking for HowTos and FAQ's/Walkthroughs on installing and make a
stable build of Linux on a Falcon030

Thanks in Advance

--
I Accept the things that I can not change.
I have the courage to change the things I can change.
AND I have the wisdom to know the difference.

4229. Re: Linux on a Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37E2937E.DE9425E5@cfc.dnd.ca>
Source record: 2804
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

A User wrote:
> If anyone has installed Linux on a Falcon030 I could use your guidance.
> I am looking for HowTos and FAQ's/Walkthroughs on installing and make a
> stable build of Linux on a Falcon030
> Thanks in Advance
> --
> I Accept the things that I can not change.
> I have the courage to change the things I can change.
> AND I have the wisdom to know the difference.

what brand
netBSD?
debian?
other?

ken
the TAF guy

4230. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: Alien <jvdg36.nospam@nospam.hotmail.com>
Message-ID: <7ru57p$6b$1@weber.a2000.nl>
Source record: 2805

Daniel L. Dreibelbis wrote in message ...

> OS9 is still vapourware, according to your yardsticks. 7.5.5 may have
>had its problems, but it's still pretty good, and it's pretty stable on
>this Quadra 950 I've got sitting here in my computer room.

MacOS 9 has been available for ordering from the Apple Store since 9-9-99.

>> > > AGP? Playing catch up here....A FireWire Card will set you back at
>> > > least $200-$300..Sounds like a not so good deal when you total the
>> > > extras..
>> >
>> > nope, not playing catch-up - just being cutting edge.
>>
>> Still an extra option which is standard on all G3 and G4!
>
> but an option that can be utilized and added if needed. Not like how
>Apple deliberately tricked B&W users to cripple their machines via an
>update patch that prevents them from adding G4s (and which Apple is
>currently trying to dodge the issue on)....

Let me be clear on this: I loathe and despise what they did there.

However, Apple never claimed the machine was upgradable. The people most likely to buy a CPU upgrade for a machine that is under a year old are exactly the ones that Apple will sell the first G4's to. Apple needs enormous numbers of CPU's to get its product out the door. The upgrade vendors don't. There was a good chance that upgrade vendors might have G4 upgrades weeks or months before Apple could deliver G4 computers. That would have hurt Apple very bad indeed.

>> > > > - 8.4 gig Maxtor hard drive standard!
>> > >
>> > > Playing catch up..
>> >
>> > nope, again, cutting edge. I believe the iMac only has a 6 meg hard
>drive?
>>
>> True. But the current iMac was introduced in April...
>
> and it's September, and they STILL have only a 6 meg drive. As do most
>of the now-non-cutting edge B&W G3s.....

Exactly, now-non-cutting-edge. The G4/400 (the bottom-of-line configuration) comes with a 10GB harddrive. And by the time this new Milan comes out, the next generation iMac should be out too. With a larger harddrive than the present ones, I dare predict. Besides, this is a consumer machine. Average consumers

will have a hard time filling a 6 gig drive.

>> Have you seen OS9?
>
> ah yes, a kludge for Apple to buy time because they can't get OSX
>Consumer out on time, I guess it's been over a YEAR now? Kin you say
>COPLAND, boys and girls? Kin you say RHAPSODY?

Not to buy time for OS X, OS X has been scheduled for early 2000 all the time. And OS 9 is important as the last OS that be supported on pre-G3 PowerMacs. It should provide good integrations with machines running OS X, kind of like System 6.0.8 did when System & came out.

> BTW, it might not be a good idea to keep using the term OS9, as Apple's
>getting sued by the owners of that copyrighted brand name OS...

Yep, they're being sued by Microware. But the question will be wether they can stop them from using the version number for their software. Remember why Intel changed the name of the x86 range because they couldn't copyright the 486/586 number?

>> > Clarisworks is dead (probably by decree of Bill Gates, who threatened
>> > to cut off Apple's oxygen supply again?). I believe Texel will be bundled
>> > with the Milan as it was with the original.
>>
>> ClarisWorks is now AppleWorks and is alive and well. AppleWorks is
>> bundled with iMacs and is sold on shelves...
>
> Not on shelves in this part of the world, TiFKAS. Even the Mac dealers
>here don't have it on their shelves, and I certainly can't find them at
>well-respected business-related stores like Business Depot, Office Place,
>Grand & Toy, etc. Plus didn't I hear that Appleworks is being
>discontinued, since Bill Gates doesn't like to see one eensy-weensey bit
>of independant marketing from his lapdog Steve Jobs?

Ehm, AppleWorks 6 should be out soon... And every Apple authorized Apple dealer can sell it to you.

>> The G4 is a supercomputer...What do you not understand?
>
> I understand that Apple is basing their laughable claim on specs by the
>US government that are WAY out of date - the same specs actually made a
>Pentium II PC a "supercomputer" TWO YEARS AGO! But Intel had the sense to
>keep their mouth shut on that regarding reporting that to consumers,

No, it didn't. I doubt Intel would have left such a hige marketing-opportunity unused. By the US governments standards, the PowerMac G4 is a supercomputer. Period. Yes, the standard is outdated, and Apple are negotiating with the government to have the specs raised so they can sell their G4 to "sensitive" countries too. But they're not lying when they say it's classified a supercomputer. That's advertising for ya.

>> > no it didn't. Indeed, the article goes on to say WHY the iMac tanked in
>> > the German market, and that the Mac has a very small user base due to the
>> > fact they're overpriced.
>>
>> According to the latest 10k, that continent up by 40%....
>
> which is still not good enough, unfortunately - apparently Apple's
>installed base of machines in Germany to date since the Mac was introduced
>is still far from one million. Atari achieved a one-million user base
>YEARS ago, and Amiga did even better. I think the factor here is that
>Apples still cost too much for the average German - money better spent on
>a Volkswagen or Opel.

Market-share and installed base are not directly linked. Apple's computers have a far greater useful life-span than Wintel computers. You stated yourself you have a Quadra 700 running MacOS 7.5.5. Usually installed base is measured by tallying sales and "correcting" that figure by assuming that computers over a certain age are no longer in use. That way, figures become (somewhat to very) dodgy and biased.

Computers are not usually bought off of the same budget as automobiles.

Gtx,
Joost.

4231. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <37e29b04@news.cyberzone.net>
Source record: 2806
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> Games are one case, but applications such as DTP and graphics are another
> where I see huge bloat occuring over the last few years, moreso on PC but
> now also on Mac. I believe it all comes back to the 'grow the software big,
> and invest in hardware stock, because hardware sales will go through the
> ceiling just so people can run this large new software' philosophy that
> Microsloth started with the release on Windows95...
>

Agreed. The only exception being Unreal, the first game collectively
accepted as being a good enough reason to upgrade.

It is.

Bill Daras,

4232. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ru7us$t4p$1@news.campuscwix.net>
Source record: 2807

On 17 Sep 1999 04:41:21 , sinclap wrote:

->My critics are a dime and dozen...

Its "a dime a dozen", S-crap...and no wonder-look how much
material you give them to work with! ;-)

->Or he could be yanking your penis for all we know..The real truth is that
->he was taking the demise of future Amiga models by GateWay hard..

All free-thinkers and supporters of innovation should take a computing
world without the Amiga hard. (of course, I don't expect to find *you*
in that group).

BTW, I had not heard that Gateway decided to not make any future
Amiga models. Can someone trustworthy authenticate this? (Clock-
Meister? U out there?)

->just sinclap...

Just nebulous vapor...

->Sent via Deja.com http://www.deja.com/
->Share what you know. Learn what you don't.

Learn how to use a real newsreader! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4233. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ru8js$t4p$2@news.campuscwix.net>
Source record: 2808

On 17 Sep 1999 04:55:33 , sinclap wrote:

->You're kidding right? Or in denial...Even the die hard ex Jihads would
->state that Tos light is not even close to OS 9...

Tos light? What is that? I've been an Atari user since 1983, and I've
never heard of Tos light...

TO answer your question though, I'm not kidding and I'm not in denial.
I used the iMac and G3 at CompUSA for about 2 hours a few weeks ago. I
came away unimpressed.

BTW, where can you buy OS 9 right now, and for how much?

Hmm, wait a minute. I think I have OS9 for my ST from years
ago... ;-)

->just sinclap

Just more vapor trails...soon blown away by the lightest of breezes...

->Sent via Deja.com http://www.deja.com/
->Share what you know. Learn what you don't.

Warning Tifkas is currently newsreader impaired...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4234. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7ru983$60s$1@zingo.tninet.se>
Source record: 2809

Hi all

I'm a Milan user and i've been a Atari user since -86. I'm using W98 at work and i have two brothers that uses a Mac and both the big systems have some catching up to do in my opinion. Especially multitasking works much better (maybee that should works period) both on Atari systems and Amigas. And fileselectors, nuff said.

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4235. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7ru9d5$60s$2@zingo.tninet.se>
Source record: 2810

On 17 Sep 1999 20:22:52 , DarkChyld wrote:
>
> All free-thinkers and supporters of innovation should take a computing
> world without the Amiga hard. (of course, I don't expect to find *you*
> in that group).
>
> BTW, I had not heard that Gateway decided to not make any future
> Amiga models. Can someone trustworthy authenticate this? (Clock-
> Meister? U out there?)
>
>
>
> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>
>.
Hi DarkChyld

I've read it on some site but i can't remember where. I'll get back if
i find it.

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4236. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37E14128.C2A01913@ihug.co.nz>
Source record: 2888
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Hi there,

John Sheehy wrote:
>
> In message <37DFF4F6.CB370C47@ihug.co.nz>,
> J WILKINSON <jwandjw@ihug.co.nz> wrote :
>
> >Granted, but in many cases I cannot see how so much data translates into
> >so little graphics or sound...have the programmers used incompressed TGA
> >to present graphics or something silly like that?
>
> YOU HAVE TO PLAY THE GAME WELL ENOUGH TO GET TO THE HIGHER LEVELS!

The demo of Star Wars - The Gungan Frontier was limited in what
was able to be done, and only 2000 Gungans were allowed to be created
before the demo quit...

I also shall have you know that I am a highly skilled completor
of games!! :)

Do you know anyone who has completed Abes Exoddus on Playstation
WITHOUT taking a break? I do!! ME!! Mind you I thought I was nuts as
it took a couple of days with nothing but potato chips and fizzy
drink to keep me awake that whole time!!

4237. Re: ATARI WILL RISE FROM THE ASHES AND CRUSH M$!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37E14367.60B5D9B5@ihug.co.nz>
Source record: 2889

Hi there,

"Daniel L. Dreibelbis" wrote:
>
> In article <37DFF7C1.2FB51F42@ihug.co.nz>, J, WILKINSON wrote:
>
> > Hi there,
> >
> > Hey Dan, did sinplop dredge this guy up from some hick swamp or
> > something huh?
>
> nope, this isn't TiFKAS' doing - this is another guy on
> comp.sys.mac.advocacy doing a pretty accurate impression of the ol' boy.
> And so far, he's taking his lumps from the other Mac and PC users, who are
> way more intelligent. Which will be the same fate for TiFKAS if he decides
> to post there....

Petey wouldn't have the testicles to do so...instead he chooses us to
post his drivel to, via our normally quiet newsgroup. It is funny to
read his stuff sometimes because I find it incredulous that people
could actually be that conceited and ignorant!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4238. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rsgju$i2l$1@nnrp1.deja.com>
Source record: 2890
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <37DFF4F6.CB370C47@ihug.co.nz>,
J, WILKINSON wrote:

> Granted, but in many cases I cannot see how so much data translates into
> so little graphics or sound...have the programmers used incompressed TGA
> to present graphics or something silly like that?
>
> Games are one case, but applications such as DTP and graphics are another
> where I see huge bloat occuring over the last few years, moreso on PC but
> now also on Mac. I believe it all comes back to the 'grow the software big,
> and invest in hardware stock, because hardware sales will go through the
> ceiling just so people can run this large new software' philosophy that
> Microsloth started with the release on Windows95...

Sounds like sour grapes that my favorite makers no longer exist...Get
over it! Have you priced systems lately?

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4239. Re: ATARI WILL RISE FROM THE ASHES AND CRUSH M$!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rsgph$i4u$1@nnrp1.deja.com>
Source record: 2891

In article <37DFF7C1.2FB51F42@ihug.co.nz>,
J, WILKINSON wrote:
> Hi there,
>
> Hey Dan, did sinplop dredge this guy up from some hick swamp or
> something huh?

My critics are a dime and dozen...

> > In article <37df3337@news.cyberzone.net>, "Bill Daras" wrote:
> > >
> > > The new '020 models, with a stunning 1MB of RAM and a 33Mhz bus are
> > > going to hit the streets in about a month. Bundled with a 13" monitor
> > > capable of reaching resolutions as high as 640x480, it will be a tough
> > > machine to beat with the rock-bottom price tag of $49,999.
>
> I think I've seen more truth in People magazine quite frankly...
>
> > > Several new, cutting edge titles have been announced. AtariWrite will
> > > offer a advanced "mouse-enabled" text editor with over 4 fonts to choose
> > > from.
> > >
> > > AtariPaint will give the user the revolutionary ability to literally
> > > "paint" with the mouse!
> > >
> > > AtariArcade will provide users to experience 3 "classic" Atari arcade
> > > titles (circa 1982) will have graphics true to the originals.
>
> Which planet did this guy get off from?
>
> I think he should see a shrink...and mend his ruptured mind...poor deluded
> soul...

Or he could be yanking your penis for all we know..The real truth is that
he was taking the demise of future Amiga models by GateWay hard..

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

just sinclap...

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4240. Re: CompUSA laying aff 1,800, Apple los

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rshe3ige1@nnrp1.deja.com>
Source record: 2892

In article <7rkeuo$14m$1@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:
> On 14 Sep 1999 02:44:50 , sinclap wrote:
>
> ->From experience? Here in the U.S. unemployment is almost non-existant
> ->thanks to the stewarship of the Clinton WhiteHouse..Maybe New Zealand
> ->should have their own Clinton's...He will be missed on Jan. 20, 2001...
>
> I (and I know, many others as well) will not miss that 2-faced, back-
> stabbing, lying, cheating draft-dodger!
>
Watch what you say because you will be guaranteed 2-faced, back-
stabbing, lying, cheating draft-dodger!...unless John McCain is elected.
Even McCain is not perfect...his past womanizing led to the breakup of
his first marriage... Speaking of marriage..Will the Mac
Jihad...'chunks'...ever tie the knot...

just sinclap...

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4241. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rshk1iij1@nnrp1.deja.com>
Source record: 2893

In article <7rkfhr$14m$2@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:
> On 14 Sep 1999 02:59:16 , sinclap wrote:
>
> ->> - MagiC Milan with Jinnee 2 desktop standard operating system/GUI!
> ->
> ->
> ->Still not OS 9 caliber...Maybe in 10 years..
>
> You're right, in 10 years the Mac OS *might* catch up th the ease of use,
> and functionality of modern Atari system software. I played with the iMacs
> and G3's at CompUSA for quite a while the other day. None of them had any
> thing that I found wanting in my MiNT/N.aes/Thing setup. In fact, I could
> not find anything as slick as Freedom, the penultimate file selector!
>

You're kidding right? Or in denial...Even the die hard ex Jihads would
state that Tos light is not even close to OS 9...

just sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4242. Re: CompUSA laying aff 1,800, Apple losing

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rshq7ipt1@nnrp1.deja.com>
Source record: 2894

In article <37DC0EE6.47FD9347@ihug.co.nz>,
J, WILKINSON wrote:
> Hi there,
>
> sinclap wrote:
> > Open Photoshop and FCP...Get back to me...Try that on a Falcon...
>
> How about Photoline and Mountain? Sure they ain't gonna astound
> with features and speed on a 1992 design Falcon, but try opening
> Photoslop and FCP on a 1992 Mac...I know the Falcon would multi-
> task it better than the Mac...

> Ouch truth hurts huh sinplop?

Just shows how far behind the TOS platform is...When was the last time a
truly upto date TOS bucket was released?

Nobody cares about 1992 machines..1999 machines are half price...

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

just sinclap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4243. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7rslpj$l58$1@nnrp1.deja.com>
Source record: 2895

In article <dreibel-1409990009350001@ts7-101t-46.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >
> > > - new distribution of Linux being developed for the Milan!

TOS not good enough?

> >
> > Don't forget to ad $99 for a shrinkwrap copy of Mac OS.
>
> nope, uses OS 7.5.5, which you can get FREE. Not as bloated as current
> vapourware.

You're kidding right? OS9 is bullet proof compared to the crash prone
System 7.5...Not one of Apple's rainbow day's...

> > > - three ISA ports!
> >
> > Why?
>
> Why Not? :)

For what use?

> >
> > AGP? Playing catch up here....A FireWire Card will set you back at
> > least $200-$300..Sounds like a not so good deal when you total the
> > extras..
>
> nope, not playing catch-up - just being cutting edge.

Still an extra option which is standard on all G3 and G4!

> Do have the drivers? I don't think Epson and HP will write drivers to
a
> > platform that only sells 50 units a month...

Is that enough to cover the monthly utilities?

> they'll have the drivers, don't worry.

Decent drivers?

> > > - 8.4 gig Maxtor hard drive standard!
> >
> > Playing catch up..
>

> nope, again, cutting edge. I believe the iMac only has a 6 meg hard drive?

True. But the current iMac was introduced in April...

> >
> > Not 64?
>
> nope, since TOS and MagiC were designed for efficiency, unlike the
> bloated Mac OS that needs a fast chip, buckets of RAM, and large hard
> drive just to install the minimum requirements. On my Falcon it just
> required 4 megs of memory and about three megs of hard drive space...

But TOS will not be able todo what OS9 will do...Yesteryear's OS at
today's packaging...

> > Still not OS 9 caliber...Maybe in 10 years..
>
> yep, the MacOS needs to catch up with the elegance of MagiC/Jinnee....

Have you seen OS9?

> > > - includes NVDI, PiXArt, fax software, Draconis Pro Internet suite,
> > > Omikron Basic +
> > > GNU C++ programming suites
> >
> > Why? How about ClarisWorks, Quicken, and World Book type software?
>
> Clarisworks is dead (probably by decree of Bill Gates, who threatened
> to cut off Apple's oxygen supply again?). I believe Texel will be bundled
> with the Milan as it was with the original.

ClarisWorks is now AppleWorks and is alive and well. AppleWorks is
bundled with iMacs and is sold on shelves...

> >
> > Is this a hacker or consumer machine?
>
> both. TiFKAS is just a hack writer...

No consumer software listed...

> > > - new games being developed!
> >
> > By jagflop developers with those unfinished titles... Does
> > Battlespehere ring a bell?
>
> nope. Comparing a computer with a game machine only shows the only job
> you're suitable for is sweeping the halls of Intel...

Critics are a dime and dozen...

> >
> > > - plans for even faster Milans in the future (including iMac-toasting
> > > super machines)

> >
> > ROFLMAO!!
>
> It's obvious you didn't read the article, pinhead. Why weren't you
> laughing when Jobs claimed that the G4 is a "supercomputer"?

I did not see the details on these iMac toasting supermachines..

The G4 is a supercomputer...What do you not understand?

> >
> > Did not Apple post double digit gains in Germany thanks to the iMac and
> > G3's?
>
> no it didn't. Indeed, the article goes on to say WHY the iMac tanked in
> the German market, and that the Mac has a very small user base due to the
> fact they're overpriced.

According to the latest 10k, that continent up by 40%....

> >
> > Germany is one of the 140+ countries on this planet.
>
> no s**t, Sherlock. And it's one of the countries where the iMac is
> seriously tanking.

You sure...?

> >
> >
> > Just sinclap..
>
> yep, just the same mealy-mouthed moron who pretends to be an Apple
> Power Rep, and has proven that he doesn't know beans about the video
> market, no less computers....

I guess you have not read my response about Avid...

Just sinclap...

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4244. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: tas@mindspring.noUCE.com
Message-ID: <tas-1709990247100001@user-33qthbh.dialup.mindspring.com>
Source record: 2896
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <37DFF4F6.CB370C47@ihug.co.nz>, J, WILKINSON wrote:

>Hi there,
>
>"Timothy A. Seufert" wrote:

>> Nonsense. It's not code that makes modern games large, it's content. Few
>> games have more than a megabyte or two of executable code. High
>> resolution 16- and 24-bit images, high quality sounds, and high polygon
>> count models in 3D games suck up a huge amount of space. If there's
>> anything to blame for this, it's the CD-ROM, which let game companies
>> vastly increase the amount of content they could deliver with a game.
>
>Granted, but in many cases I cannot see how so much data translates into
>so little graphics or sound...have the programmers used incompressed TGA
>to present graphics or something silly like that?

Consider that a 640x480 24-bit image takes 921,600 bytes, or just about a megabyte, uncompressed. Few games are going to use a lossy high compression ratio scheme like JPEG; at best they're going to use PNG (which, by the way, is actually what the game I'm working on with some friends does). And compression only helps on the disk side of things; usually images are stored completely uncompressed in memory because it might cost too much CPU time to uncompress on the fly, particularly in action games where the action should not stop or stutter.

16-bit stereo sound at 22.050 KHz (pretty much the minimum standard today, although I bet a lot of games even go for 44.1 KHz) eats about 86 KB per second of audio. It doesn't take much music or sampled speech to start racking up a large quantity of data that way.

Games frequently also have opening and closing cinematics. That can easily chew up 100-200 megabytes all by itself.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I say it's OK to send. Everybody else, remove "noUCE." from my address.

4245. Re: ATARI WILL RISE FROM THE ASHES AND CRUSH M$!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <37e241f6@news.cyberzone.net>
Source record: 2897

In article , dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> In article <37DFF7C1.2FB51F42@ihug.co.nz>, J, WILKINSON wrote:
>
>> Hi there,
>>
>> Hey Dan, did sinplop dredge this guy up from some hick swamp or
>> something huh?
>
> nope, this isn't TiFKAS' doing - this is another guy on
> comp.sys.mac.advocacy doing a pretty accurate impression of the ol' boy.
> And so far, he's taking his lumps from the other Mac and PC users, who are
> way more intelligent.

How wrong you are.

> Which will be the same fate for TiFKAS if he decides
> to post there....

If you didn't realize it, the post was a joke.

4246. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <37e2433d@news.cyberzone.net>
Source record: 2898

In article <01bef7b3$7a775480$a55e0fcb@default> , "Clockmeister"
<gerryvdb@tnet.com.au> wrote:

> Add to that transparent 680x0 emulation built into the card as well and I
> can't see how such an upgraded Amiga would be slower then a Mac with a G4
> processor.
>
> Perhaps you could enlighten me?.
>

Two words, "Bus Speed"

Bill Daras,

4247. Re: CompUSA laying aff 1,800, Apple los

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1709990951290001@ts7-74t-38.idirect.com>
Source record: 2899

In article <7rshe3ige1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <7rkeuo$14m$1@news.campuscwix.net>,
> darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:
> > On 14 Sep 1999 02:44:50 , sinclap wrote:
> >
> > ->From experience? Here in the U.S. unemployment is almost non-existant
> > ->thanks to the stewarship of the Clinton WhiteHouse..Maybe New Zealand
> > ->should have their own Clinton's...He will be missed on Jan. 20, 2001...
> >
> > I (and I know, many others as well) will not miss that 2-faced, back-
> > stabbing, lying, cheating draft-dodger!
> >
> Watch what you say because you will be guaranteed 2-faced, back-
> stabbing, lying, cheating draft-dodger!...unless John McCain is elected.
> Even McCain is not perfect...his past womanizing led to the breakup of
> his first marriage... Speaking of marriage..Will the Mac
> Jihad...'chunks'...ever tie the knot...

Noboady here named "chunks", mannnnnn....overdosed on St. John's Wort?

and I thought your imaginary friend was an "Atari Jihad"?

4248. Re: Linux on a Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-18 00:00:00 UTC
From: mgodfrey@waca.com
Message-ID: <7s05r4$2bq$1@nnrp1.deja.com>
Source record: 2811
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

Really it dont matter.

What I would like to do is use the Falcon to run Linux and Linux apps
(ie ftp services, mail, www, net scape, etc)

And maybe Wine (Windows emulation under Linux, said to be faster then
Windows itself)

I use AIX 3.2 on an IBM Risc machine at work, so I am fairly familure
with Unix, and to keep my Falcon Alive I just thing that Linux would be
cool to have on there.

Thanks

In article <37E2937E.DE9425E5@cfc.dnd.ca>,
macdonald@cfc.dnd.ca wrote:
> A User wrote:
> > If anyone has installed Linux on a Falcon030 I could use your
guidance.
> > I am looking for HowTos and FAQ's/Walkthroughs on installing and
make a
> > stable build of Linux on a Falcon030
> > Thanks in Advance
> > --
> > I Accept the things that I can not change.
> > I have the courage to change the things I can change.
> > AND I have the wisdom to know the difference.
>
> what brand
> netBSD?
> debian?
> other?
>
> ken
> the TAF guy
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4249. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1809991059260001@ts7-38t-12.idirect.com>
Source record: 2812

In article <7ru57p$6b$1@weber.a2000.nl>, "Alien"
<jvdg36.nospam@nospam.hotmail.com> wrote:

> Daniel L. Dreibelbis wrote in message ...
>
> > OS9 is still vapourware, according to your yardsticks. 7.5.5 may have
> >had its problems, but it's still pretty good, and it's pretty stable on
> >this Quadra 950 I've got sitting here in my computer room.
>
> MacOS 9 has been available for ordering from the Apple Store since 9-9-99.

problem is, ONLY from the Apple Store, then. Apple won't ship anything
from the Apple Store to Canada. They've been dragging their feet regarding
opening a Canadian Apple Store online for two years (last deadline was "by
May for sure!", but they forgot to say what year :))

> >> Still an extra option which is standard on all G3 and G4!
> >
> > but an option that can be utilized and added if needed. Not like how
> >Apple deliberately tricked B&W users to cripple their machines via an
> >update patch that prevents them from adding G4s (and which Apple is
> >currently trying to dodge the issue on)....
>
> Let me be clear on this: I loathe and despise what they did there.

I'm glad you can admit that - TiFKAS, of course, would just lie,
wheedle and spin everything around....

>
> However, Apple never claimed the machine was upgradable. The people most
likely
> to buy a CPU upgrade for a machine that is under a year old are exactly
the ones
> that Apple will sell the first G4's to. Apple needs enormous numbers of
CPU's to
> get its product out the door. The upgrade vendors don't. There was a
good chance
> that upgrade vendors might have G4 upgrades weeks or months before Apple could
> deliver G4 computers. That would have hurt Apple very bad indeed.

uh, one problem there - apparently the "Yikes" machine (the 400 mHZ
model Apple released as a stop-gap before the Sawtooths come out) utilizes
the same motherboard the B&W G3 does. Would that not signify that Apple
intended that the G3 was designed to be upgradable to a G4 in the first
place?

Of course, Apple never said "no, you can't upgrade this to a G4" either
when they sold the machine to the consumers. That would've been more
honest.

>
> >> > > > - 8.4 gig Maxtor hard drive standard!
> >> > >
> >> > > Playing catch up..
> >> >
> >> > nope, again, cutting edge. I believe the iMac only has a 6 meg hard
> >drive?
> >>
> >> True. But the current iMac was introduced in April...
> >
> > and it's September, and they STILL have only a 6 meg drive. As do most
> >of the now-non-cutting edge B&W G3s.....
>
> Exactly, now-non-cutting-edge. The G4/400 (the bottom-of-line configuration)
> comes with a 10GB harddrive. And by the time this new Milan comes out,
the next
> generation iMac should be out too. With a larger harddrive than the present
> ones, I dare predict. Besides, this is a consumer machine. Average consumers
> will have a hard time filling a 6 gig drive.

that's the whole point - TiFKAS was basically playing "mine is bigger
than yours" with me, and I called his bluff on what was available right
now. Seeing as the target date for the new Milan is January, and seeing
that it is supposed to be priced below an iMac, the iMac will still be
non-cutting edge regarding hard-drive capacity. Besides, isn't it a little
late now to be predicting a new iMac? Christmas sales are coming up, and
they'd have to have it out way before Christmas to have an impact - the
pundits were predicting an announcement on a new imac at the show in
France, and they were disappointed.

You're probably right on consumers not filling the hard drive - but in
an Atari's case, you don't need that much hard drive space anyway unless
of course you're doing major DTP or graphics or video work. Since the
specs of the new Milan II indicate that Milan GmBH is designing this
machine for graphics and video, it's justified to have such a large hard
drive to begin with (I worked with my Falcon with as much as 500 megs of
available hard drive space and never even got to fill it, compared to the
Quadra which is already requiring lots and lots of drive real estate - the
500 meg drive inside it is just not enough!)
>
> >> Have you seen OS9?
> >
> > ah yes, a kludge for Apple to buy time because they can't get OSX
> >Consumer out on time, I guess it's been over a YEAR now? Kin you say
> >COPLAND, boys and girls? Kin you say RHAPSODY?
>
> Not to buy time for OS X, OS X has been scheduled for early 2000 all the time.
> And OS 9 is important as the last OS that be supported on pre-G3 PowerMacs. It

> should provide good integrations with machines running OS X, kind of
like System
> 6.0.8 did when System & came out.

uh, a problem - according to Macintouch yesterday, a vendor mentioned
in announcing upgrades to a new product let slip the fact that as of now
Apple has not shipped any betas of MacOSX Consumer out to developers. And
it's also well known that the latest version of the OS was supposed to be
known as OS 8.7 - the name change indicates that Apple wants people to
think this is a revolutionary new OS. Hence, buying time.....

well, looks like I'll soon be able to buy a Mac 7200 for $79 :)

>
> > BTW, it might not be a good idea to keep using the term OS9, as Apple's
> >getting sued by the owners of that copyrighted brand name OS...
>
> Yep, they're being sued by Microware. But the question will be wether they can
> stop them from using the version number for their software. Remember why Intel
> changed the name of the x86 range because they couldn't copyright the 486/586
> number?
>
> >> > Clarisworks is dead (probably by decree of Bill Gates, who threatened
> >> > to cut off Apple's oxygen supply again?). I believe Texel will be bundled
> >> > with the Milan as it was with the original.
> >>
> >> ClarisWorks is now AppleWorks and is alive and well. AppleWorks is
> >> bundled with iMacs and is sold on shelves...
> >
> > Not on shelves in this part of the world, TiFKAS. Even the Mac dealers
> >here don't have it on their shelves, and I certainly can't find them at
> >well-respected business-related stores like Business Depot, Office Place,
> >Grand & Toy, etc. Plus didn't I hear that Appleworks is being
> >discontinued, since Bill Gates doesn't like to see one eensy-weensey bit
> >of independant marketing from his lapdog Steve Jobs?
>
> Ehm, AppleWorks 6 should be out soon... And every Apple authorized Apple
dealer
> can sell it to you.

since they can't seem to sell it to me NOW, I'm not impressed. TiFKAS
stated that Appleworks "is sold on shelves". What shelves when even the
Apple dealers don't have it? I haven't seen it at Computer City, CPUsed,
Carbon Computing, etc. They may have the hardware, but the software
selection at these stores is somewhat pathetic. They have DOOM in stock,
oh how 1994 of them....

>
> >> The G4 is a supercomputer...What do you not understand?
> >
> > I understand that Apple is basing their laughable claim on specs by the
> >US government that are WAY out of date - the same specs actually made a

> >Pentium II PC a "supercomputer" TWO YEARS AGO! But Intel had the sense to
> >keep their mouth shut on that regarding reporting that to consumers,
>
> No, it didn't. I doubt Intel would have left such a hige marketing-opportunity
> unused. By the US governments standards, the PowerMac G4 is a supercomputer.
> Period. Yes, the standard is outdated, and Apple are negotiating with the
> government to have the specs raised so they can sell their G4 to "sensitive"
> countries too. But they're not lying when they say it's classified a
> supercomputer. That's advertising for ya.

that's all I needed to know - "The standard is outdated". Hence it's
silly for Apple to call the G4 a "supercomputer". Period. Like I said, if
Jobs wants to keep spreading his FUD about "supercomputers", then let him
run public tests on what the public recognizes as a supercomputer - a Cray
- against a G4 and let him honestly post the results of the tests up....

> >> According to the latest 10k, that continent up by 40%....
> >
> > which is still not good enough, unfortunately - apparently Apple's
> >installed base of machines in Germany to date since the Mac was introduced
> >is still far from one million. Atari achieved a one-million user base
> >YEARS ago, and Amiga did even better. I think the factor here is that
> >Apples still cost too much for the average German - money better spent on
> >a Volkswagen or Opel.
>
> Market-share and installed base are not directly linked. Apple's
computers have
> a far greater useful life-span than Wintel computers. You stated yourself you
> have a Quadra 700 running MacOS 7.5.5. Usually installed base is measured by
> tallying sales and "correcting" that figure by assuming that computers over a
> certain age are no longer in use. That way, figures become (somewhat to very)
> dodgy and biased.

>
> Computers are not usually bought off of the same budget as automobiles.

but households have to decide what are more important, computers or
cars. And if the price of a computer is about the price of a hefty
down-payment for a VW, what are they going to decide? That's why the Atari
was popular in Germany over Apple for years - truly "Power without the
price", the same processor as a Mac for a lot less money. And that's why
the Milan, despite TiFKAS' FUD, has been doing so well for such a small
company with relatively small outlay at the start - they've come a long
way in the last year, and they're truly going forward.
>
> Gtx,
> Joost.

at least you are more honest about the situation as you see it - face
it, the Mac community is often tarred with the brush of being mindless
drones who hear and obey without question and shun any bad news. You're
certainly one of the ones breaking that stereotype, unlike TiFKAS, who

merely reinforces it....

4250. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1809991110040001@ts7-38t-12.idirect.com>
Source record: 2813

In article <7ru7us$t4p$1@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:

>
> BTW, I had not heard that Gateway decided to not make any future
> Amiga models. Can someone trustworthy authenticate this? (Clock-
> Meister? U out there?)

sure, DarkChyld - straight from the horse's mouth at http://www.amiga.com .
Their new president has posted another letter to the Amiga community
clarifying the nebulously doublespoken September 14th letter, in which it
confirms that they've dropped any thoughts of producing a new computer,
and will now be using the Amiga technology with some business partners in
producing Internet set-top boxes for TVs!

What was most ridiculous was in the September 14th letter was the statement:

"I hope you'd agree that Amiga was never about a box. It was never about
an operating system either. Sure those things were part of what made the
original Amiga great, but at its heart, Amiga was simply about a better way.
Amiga was ahead of its time. Amiga promised to change the world. It ran against
conventional wisdom and was better than anything out there at the time. In fact,
we could all argue that it's still better than anything out there.

"The ideals and spirit of that original Amiga are alive and well today. But to
limit Amiga to just one box, one product, one OS, is to keep Amiga from ever
seeing its full potential. Think about it.... The original Amiga never did
really reach its full potential despite its technical advantages and its cost
and ease of use advantages. Why? Because it never became ubiquitous. The
company's early vision was probably too limited for the vast potential that
Amiga offered."

now isn't that the most ridiculous thing you ever read? And I thought
only TiFKAS would try something that boneheaded to bamboozle their loyal
users....

4251. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-18 00:00:00 UTC
From: Kelly Robinson <ispy@groovyshow.com>
Message-ID: <7s0ch8$1et7@enews4.newsguy.com>
Source record: 2814
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Can you guess as to WHY CompUSA is flushing itself down the toilet?

Ever check out that ^*#^& return policy that nobody else would dare offer to consumers?

Ever wait in line 40 minutes just to exchange a defective product?

Even when they had better return policies, you had to bicker forever to get them to give you cash back (which was more difficult than store kredit.)

Oh yeah, employees are stupid too. No the techniacl ones, I run rings around them but the clerks and counter clerks. The counter clerk told me I had a 10 day time period to return the video card for a FULL refund. (this incident happened 2 months ago). I returned it 2 days later but ran into a problem - they, after fighting, reluctantly gave me credit. What the F^ happened to this 10 day full refund sham? Who's lying?

Their cable prices are shit, too. Sorry but I will not pay $50 for an external SCSI cable (screw USB which is equally low-power and no-class and blew up in Gates' face so it'll become a standard) when Best Buy has the same frigging cable for $30!!!!!

KompUSA can rot. And I'll happily tell everyone my nightmare stories...

But at least Apple, who like KompUSA deals with crap, might go under if KompUSA does so I'm now doubly-happy.

Daniel L. Dreibelbis <dreibel@idirect.com> wrote in message news:dreibel-0509991717270001@ts7-69t-35.idirect.com...
>
>
> well, it looks like, despite TiFKAS' claims to the contrary, and
> despite how allegedly well the iMac is selling in the states, InCompUSA is
> in serious financial trouble again. And if they go, Apple can kiss their
> only national supplier goodbye - and is kicking themselves after their
> bully-boy tactics with Best Buy backfired.
>
> as usual, found on comp.sys.mac.advocacy (the place where TiFKAS is too
> chicken to tread)...
>
>
> http://dailynews.yahoo.com/h/ap/19990830/bs/compusa_layoffs_1.html
>
> Intersting, they're letting go 1,800 employees, or, as the article
states,
> half of their commercial sales staff.

>
> I always wondered if CompUSA could get worst. It seems it CAN.
>
> CompUSA always has tons of people in when I visit - why the layoffs?

4252. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-18 00:00:00 UTC
From: Alien <jvdg36.nospam@nospam.hotmail.com>
Message-ID: <7s0jguhke1@weber.a2000.nl>
Source record: 2815

Daniel L. Dreibelbis wrote in message ...

>In article <7ru57p$6b$1@weber.a2000.nl>, "Alien"

><jvdg36.nospam@nospam.hotmail.com> wrote:
>
>> Daniel L. Dreibelbis wrote in message ...

>>
>> MacOS 9 has been available for ordering from the Apple Store since 9-9-99.
>
> problem is, ONLY from the Apple Store, then. Apple won't ship anything
>from the Apple Store to Canada. They've been dragging their feet regarding
>opening a Canadian Apple Store online for two years (last deadline was "by
>May for sure!", but they forgot to say what year :))

No Apple store in canada?? Sheesh... seems Apple Canada (is there such a thing?)
is even wordse than Apple Netherlands/Benelux (at least we have an Apple Store).

And yes, AFAIK, only from the Apple Store, since this is not shipping, but
taking orders.

But I wouldn't call it vapourware if they're taking those orders now.

[snip, snip]

>> However, Apple never claimed the machine was upgradable. The people most
>likely
>> to buy a CPU upgrade for a machine that is under a year old are exactly
>the ones
>> that Apple will sell the first G4's to. Apple needs enormous numbers of
>CPU's to
>> get its product out the door. The upgrade vendors don't. There was a
>good chance
>> that upgrade vendors might have G4 upgrades weeks or months before Apple
could
>> deliver G4 computers. That would have hurt Apple very bad indeed.
>
> uh, one problem there - apparently the "Yikes" machine (the 400 mHZ
>model Apple released as a stop-gap before the Sawtooths come out) utilizes
>the same motherboard the B&W G3 does. Would that not signify that Apple
>intended that the G3 was designed to be upgradable to a G4 in the first
>place?

Yes. It was built in such a way that it could (can) be upgraded. The move to
introduce the "G4-block" was highly controversial, even within Apple (according
to AppleInsider, whom I regard highly as one of the more trustworthy

AppleWatcher sites). I have little doubt that a next issue of the Yosemite ROM will be released soon to resolve the issue. Apple did this, as I said, to ensure that they would not be beaten to the G4 market by too large a margin.

There have even been rumours that the block was imposed by the US government, to ensure that the same sensitive countries that can't import the PowerMac G4 can't build their own either. This is cotswallop, IMO. As I said in my previous post, Apple are negotiating with the government to get the export-ban lifted.

Even though the low-end G4 model is based on the "Yikes!" architecture, basically a modified Yosemite (B&W G3) motherboard with a G4 processor, and is regarded by the Mac community to be a "non-buy" because the *real* G4 (Sawtooth) will be out in weeks, this is the one to go for if you need immediate G4 power. Thsi is exactly the market that would have bought G4 upgrades for Yosemite machines. By buying a Yikes! machine (an Apple-upgraded Yosemite, if you will), they ensure that they also have Apple's support if anything doesn't turn out the way they expected. That is worth a lot to some people.

> Of course, Apple never said "no, you can't upgrade this to a G4" either
>when they sold the machine to the consumers. That would've been more
>honest.

I agree. But Apple is not responsible for doing that. Apple is a business, not your neighbour doing you a favor by selling you his computer. You can't bash Apple for blocking an upgrade for its machines. You can bash them for doing so in a sneaky way.

[snip, snip]

>> Exactly, now-non-cutting-edge. The G4/400 (the bottom-of-line configuration)
>> comes with a 10GB harddrive. And by the time this new Milan comes out,
>the next
>> generation iMac should be out too. With a larger harddrive than the present
>> ones, I dare predict. Besides, this is a consumer machine. Average consumers
>> will have a hard time filling a 6 gig drive.
>
> that's the whole point - TiFKAS was basically playing "mine is bigger
>than yours" with me, and I called his bluff on what was available right
>now. Seeing as the target date for the new Milan is January, and seeing
>that it is supposed to be priced below an iMac, the iMac will still be
>non-cutting edge regarding hard-drive capacity. Besides, isn't it a little
>late now to be predicting a new iMac? Christmas sales are coming up, and
>they'd have to have it out way before Christmas to have an impact - the
>pundits were predicting an announcement on a new imac at the show in
>France, and they were disappointed.

I was one of those predicting the launch of the new iMac for the Paris keynote. (although the keynote not being webcast by Apple was somewhat of a clue it might not be very spectacular.) I was very disappointed. I don't know of any major events in the near future that would provide a good opportunity for the launch. I'm sure they will find one, though.

It would have been nice also to give the European Mac-market something, too. They've been saying there are 4 major Mac-events now (SF, NY, Paris, Tokyo), but only the american events get the big splashes. Apple need to address that to build more confidence among their non-US customers. The CEO actually doing a keynote overhere was a step in the right direction, but not a big enough one.

> You're probably right on consumers not filling the hard drive - but in
>an Atari's case, you don't need that much hard drive space anyway unless
>of course you're doing major DTP or graphics or video work. Since the
>specs of the new Milan II indicate that Milan GmBH is designing this
>machine for graphics and video, it's justified to have such a large hard
>drive to begin with (I worked with my Falcon with as much as 500 megs of
>available hard drive space and never even got to fill it, compared to the
>Quadra which is already requiring lots and lots of drive real estate - the
>500 meg drive inside it is just not enough!)

Tell me about it! Last time I looked (that's a while ago), my MegaFile 30 was pretty packed :-)

>> >> Have you seen OS9?
>> >
>> > ah yes, a kludge for Apple to buy time because they can't get OSX
>> >Consumer out on time, I guess it's been over a YEAR now? Kin you say
>> >COPLAND, boys and girls? Kin you say RHAPSODY?
>>
>> Not to buy time for OS X, OS X has been scheduled for early 2000 all the
time.
>> And OS 9 is important as the last OS that be supported on pre-G3 PowerMacs.
It
>> should provide good integrations with machines running OS X, kind of
>like System
>> 6.0.8 did when System & came out.
>
> uh, a problem - according to Macintouch yesterday, a vendor mentioned
>in announcing upgrades to a new product let slip the fact that as of now
>Apple has not shipped any betas of MacOSX Consumer out to developers. And
>it's also well known that the latest version of the OS was supposed to be
>known as OS 8.7 - the name change indicates that Apple wants people to
>think this is a revolutionary new OS. Hence, buying time.....

Ehm... Developer preview was seeded in may, at the WWDC. The vendor in question was probably peeved off that they didn't give a preview to vendors as well. I know I would have liked to have one... The second preview is to be released any second now. That might be the final one, as even the first one had pretty much all the features of the final release implemented.

Then there's the little issue of OS X server... This is widely regarded as a "very public" (and very expensive) beta for OS X. Apple might have released this "bare-bones" OS X also to build confidence, especially needed after the debacles of Copland and Rhapsody.

[snip, snip]

>> Ehm, AppleWorks 6 should be out soon... And every Apple authorized Apple
>dealer
>> can sell it to you.
>
> since they can't seem to sell it to me NOW, I'm not impressed. TiFKAS
>stated that Appleworks "is sold on shelves". What shelves when even the
>Apple dealers don't have it? I haven't seen it at Computer City, CPUsed,
>Carbon Computing, etc. They may have the hardware, but the software
>selection at these stores is somewhat pathetic. They have DOOM in stock,
>oh how 1994 of them....

Mac software is notoriously scarce on shelves. Apple really oughta push vendors
more. However, that still doesn't make AppleWorks "dead".

>> >> The G4 is a supercomputer...What do you not understand?
>> >
>> > I understand that Apple is basing their laughable claim on specs by the
>> >US government that are WAY out of date - the same specs actually made a
>> >Pentium II PC a "supercomputer" TWO YEARS AGO! But Intel had the sense to
>> >keep their mouth shut on that regarding reporting that to consumers,
>>
>> No, it didn't. I doubt Intel would have left such a hige
marketing-opportunity
>> unused. By the US governments standards, the PowerMac G4 is a supercomputer.
>> Period. Yes, the standard is outdated, and Apple are negotiating with the
>> government to have the specs raised so they can sell their G4 to "sensitive"
>> countries too. But they're not lying when they say it's classified a
>> supercomputer. That's advertising for ya.
>
> that's all I needed to know - "The standard is outdated". Hence it's
>silly for Apple to call the G4 a "supercomputer". Period. Like I said, if
>Jobs wants to keep spreading his FUD about "supercomputers", then let him
>run public tests on what the public recognizes as a supercomputer - a Cray
>- against a G4 and let him honestly post the results of the tests up....

Honesty and marketing don't go together very well. Advertising isn't about
telling the truth, it's about not lying so you can't be sued.

There is a spec (even if it is hopelessly outdated) that classifies the G4 as a
supercomputer. So market it as being a supercomputer. Simple as that.

[snip, snip]

>> Computers are not usually bought off of the same budget as automobiles.
>
> but households have to decide what are more important, computers or
>cars. And if the price of a computer is about the price of a hefty
>down-payment for a VW, what are they going to decide? That's why the Atari
>was popular in Germany over Apple for years - truly "Power without the
>price", the same processor as a Mac for a lot less money. And that's why
>the Milan, despite TiFKAS' FUD, has been doing so well for such a small
>company with relatively small outlay at the start - they've come a long
>way in the last year, and they're truly going forward.

Germany is one of the largest economies in the world. (And used to be one of the strongest :) It is also one of the more automobile-centric countries. I very much doubt that any German household is gonna decide on wether to go for a downpayment on a Volkswagen (or a BMW or Mercedes) or a computer. Most will buy a car anyway, and if there's money left over they'll buy a computer too. Now a couple of years ago the price difference might have attracted many people to Atari over Apple, but these days... Most if not all of Milan's computer are probably sold to Atari die-hards. There are a lot (I mean a *LOT*) of those in Germany (and in Europe in general, Holland, England and Poland are strongholds too). So sales-figures of 50+ a month don't strike me as odd at all. But I think they don't come out of Apple's marketshare.

Gtx,
Joost.

4253. Re: Linux on a Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-18 00:00:00 UTC
From: David Knight <david@ritter.demon.co.uk>
Message-ID: <m3ogf09nfp.fsf@ritter.demon.co.uk>
Source record: 2816
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

mgodfrey@waca.com writes:

> What I would like to do is use the Falcon to run Linux and Linux apps
> (ie ftp services, mail, www, net scape, etc)
>
> And maybe Wine (Windows emulation under Linux, said to be faster then
> Windows itself)

Wine Is Not an Emulator. (hence WINE) Unless something has changed very recently it will only work on x86 machines, which rules out the Falcon.

David

--
The superior man understands what is right;
the inferior man understands what will sell.
-- Confucius

4254. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-18 00:00:00 UTC
From: gmgraves@slip.net
Message-ID: <gmgraves-1809991215320001@oak-pm2-31-223.dialup.slip.net>
Source record: 2817
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <7s0ch8$1et7@enews4.newsguy.com>, "Kelly Robinson"
<ispy@groovyshow.com> wrote:

>Can you guess as to WHY CompUSA is flushing itself down the toilet?
>
>Ever check out that ^*#^& return policy that nobody else would dare offer to
>consumers?
>
>Ever wait in line 40 minutes just to exchange a defective product?

Sure. I shop at Fry's occasionally.

>Even when they had better return policies, you had to bicker forever to get
>them to give you cash back (which was more difficult than store kredit.)
>
>Oh yeah, employees are stupid too. No the techniacl ones, I run rings
>around them but the clerks and counter clerks. The counter clerk told me I
>had a 10 day time period to return the video card for a FULL refund. (this
>incident happened 2 months ago). I returned it 2 days later but ran into a
>problem - they, after fighting, reluctantly gave me credit. What the F^
>happened to this 10 day full refund sham? Who's lying?

No different than Fry's

--
George Graves
Senex Nequissime

4255. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-18 00:00:00 UTC
From: teadams@tea.mv.com
Message-ID: <teadams-1809991551300001@bnh-aa1-243.mv.com>
Source record: 2818
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <gmgraves-18099912153200001@oak-pm2-31-223.dialup.slip.net>,
gmgraves@slip.net (George Graves) wrote:

> In article <7s0ch8$1et7@enews4.newsguy.com>, "Kelly Robinson"
> <ispy@groovyshow.com> wrote:
>
> >Can you guess as to WHY CompUSA is flushing itself down the toilet?
> >
> >Ever check out that ^*#^& return policy that nobody else would dare offer to
> >consumers?
> >
> >Ever wait in line 40 minutes just to exchange a defective product?
>
> Sure. I shop at Fry's occasionally.
>
>
> >Even when they had better return policies, you had to bicker forever to get
> >them to give you cash back (which was more difficult than store kredit.)
> >
> >Oh yeah, employees are stupid too. No the techniacl ones, I run rings
> >around them but the clerks and counter clerks. The counter clerk told me I
> >had a 10 day time period to return the video card for a FULL refund. (this
> >incident happened 2 months ago). I returned it 2 days later but ran into a
> >problem - they, after fighting, reluctantly gave me credit. What the F^
> >happened to this 10 day full refund sham? Who's lying?
>
> No different than Fry's
>
> --
> George Graves
> Senex Nequissime

One thing of interest I read in the local paper was that none of the Apple
Trained CompUSA people were going to be included within the 1800 head
count. Seems only the PC side of the store was getting hit.
--
Tim

4256. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7s0oon$bh4$2@news.campuscwix.net>
Source record: 2819

On 18 Sep 1999 11:10:03 , Daniel L. Dreibelbis wrote:

-> sure, DarkChyld - straight from the horse's mouth at http://www.amiga.com .
->Their new president has posted another letter to the Amiga community
->clarifying the nebulously doublespoken September 14th letter, in which it
->confirms that they've dropped any thoughts of producing a new computer,
->and will now be using the Amiga technology with some business partners in
->producing Internet set-top boxes for TVs!

<snip>

Dang, that is bad news for the Amiga community. Man, I bet the hard-core
Amiga users over in comp.sys.amiga are just going crazy!

-> now isn't that the most ridiculous thing you ever read? And I thought
->only TiFKAS would try something that boneheaded to bamboozle their loyal
->users....

It is, I mean did he honestly think that double-speak would fool *anyone*?

You sure TiFKAS didn't help pen that message? <grin>

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

4257. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7s0ogk$bh4$1@news.campuscwix.net>
Source record: 2820

On 17 Sep 1999 20:47:33 , J�rgen Nyberg wrote:

->Hi DarkChyld
->
->I've read it on some site but i can't remember where. I'll get back if
->i find it.
->
->Cheer's J�rgen

Hi J�rgen. I'd appreciate it, as the last rumors I heard was that the
Amiga president had been fired/quit, and that the next generation models
were going to use a Linux kernel as the heart of the OS...

```
Catch ya later...

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

4258. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1909991338130001@ts7-62t-18.idirect.com>
Source record: 2821

In article <7s0oon$bh4$2@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:

> On 18 Sep 1999 11:10:03 , Daniel L. Dreibelbis wrote:
>
> -> sure, DarkChyld - straight from the horse's mouth at
http://www.amiga.com .
> ->Their new president has posted another letter to the Amiga community
> ->clarifying the nebulously doublespoken September 14th letter, in which it
> ->confirms that they've dropped any thoughts of producing a new computer,
> ->and will now be using the Amiga technology with some business partners in
> ->producing Internet set-top boxes for TVs!
>
> <snip>
>
> Dang, that is bad news for the Amiga community. Man, I bet the hard-core
> Amiga users over in comp.sys.amiga are just going crazy!

well, you know that when they announced the plans for the Linux-based
Amiga, someone likened the effect to dropping an atomic bomb on
amiga.advocacy. This latest bit of bad news I liken to being like Nagasaki
after Hiroshima.

Even more interesting - two-three weeks ago, Jim Collas, the architect
of the new Amiga and president, abruptly resigned from Amiga Inc. and at
the same time dumped all his Gateway stock. This was followed by the
sudden disappearance of the planned new Amiga details from amiga.com and a
letter from management stating that an announcment would be forthcoming...

>
> -> now isn't that the most ridiculous thing you ever read? And I thought
> ->only TiFKAS would try something that boneheaded to bamboozle their loyal
> ->users....
>
> It is, I mean did he honestly think that double-speak would fool *anyone*?

stranger things have happened. I'm personally looking at sending his
original letter off to the National Council of Teachers Of English as a
nomination for the year 2000 DoubleSpeak Awards. Amiga's new president
probably is the worst official mangler of language for them since General
Alexander Haig sat on Amiga's board of governors (Gen. Haig won his own
DoubleSpeak Award in 1981 when, in testifying to a House Investigations
committee how three nuns and a lay worker were killed by soldiers in El
Salvador, Haig claimed that the nuns "were probably trying to run a
roadblock" - and even hinted that the nuns were involved in a blazing gun
battle! - which he then denied he ever said to the Senate Investigating

meeting next day!).
>
> You sure TiFKAS didn't help pen that message? <grin>

I'm sure he could've, and then the secretaries at Amiga Inc. translated
it from the original crayon :)

4259. ATARI WILL RISE FROM THE ASHES AND CRUSH TiFKAS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1909991636320001@ts7-39t-29.idirect.com>
Source record: 2822

In article <37E535F4.5CA9913B@ihug.co.nz>, J, WILKINSON wrote:

> Hi there,
>
> sinclap wrote:
> >
> > In article <37DFF7C1.2FB51F42@ihug.co.nz> J WILKINSON wrote:
> > > Hi there,
> > >
> > > Hey Dan, did sinplop dredge this guy up from some hick swamp or
> > > something huh?
> >
> > My critics are a dime and dozen...
>
> Only because you give them ample scope to criticise you!!

like his inability to spell - or his boneheaded predictions that go wrong - or his utter cowardice in dealing with Particle Salad's unmasking of the fact that he doesn't know beans about how the video industry works - or being caught with his pants down with his bogus "facts" about Ataris - or his outright refusal to post any evidence that he's employed by anyone associated with Apple, using the lamest of excuses - or, when he is obviously losing the debate, starts hallucinating about his imaginary friend "Chunks", or claiming he's a "macho stud"....

>
> > Or he could be yanking your penis for all we know..
>
> Sorry to disappoint you but I'm here in New Zealand...he's
> from elsewhere other than New Zealand (from what I can see
> in his message headers), which means he's probably MUCH closer
> to where YOU are...go figure!

actually to be fair to Bill, he's admitted that his post was meant as parody, and he has apologized to any and all Atari users he may have offended - he also said he really wants Milan II to succeed, as he's impressed with the specs of the new machine. Apology accepted, Bill!

Now compare that to TiFKAS, who has of yet not apologized to anyone regarding his steaming piles of drivel and his abusive behaviour towards anyone who uses any form of Atari despite being confirmed as a total uninformed schmuck over and over and over.....and funny that he seems to be obsessed with "little Peter".

4260. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-19 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <37e58597@news.cyberzone.net>
Source record: 2823
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> Hi there,
>
> Bill Daras wrote:
>>
>> J WILKINSON <jwandjw@ihug.co.nz> wrote:
>>
>> > Games are one case, but applications such as DTP and graphics are another
>> > where I see huge bloat occuring over the last few years, moreso on PC but
>> > now also on Mac. I believe it all comes back to the 'grow the software big,
>> > and invest in hardware stock, because hardware sales will go through the
>> > ceiling just so people can run this large new software' philosophy that
>> > Microsloth started with the release of Windows95...
>>
>> Agreed. The only exception being Unreal, the first game collectively
>> accepted as being a good enough reason to upgrade.
>
> ...and boy do you need to you just to get it running!! Agreed it is a damn
> good game, but in 6 months time something newer will come along that looks
> better yet requires YET ANOTHER UPGRADE and therefore more FREAKING DOLLARS!
>
> It will never end...

THAT'S for sure, but considering the upgrade from the origional specs of
my machine to ones that could actually run the game were half paid for by
MacZone in a promotion, It only took a 3Dfx card to complete the puzzle.

I just hope when I upgrade to run Halo I can be as lucky.

It's not how much you must upgrade, it's how much you can get for free!

> Kind regards,

Same to you,

Bill Daras,

4261. Re: ATARI WILL RISE FROM THE ASHES AND CRUSH TiFKAS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-19 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <37e5869c@news.cyberzone.net>
Source record: 2824

dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> actually to be fair to Bill, he's admitted that his post was meant as
> parody, and he has apologized to any and all Atari users he may have
> offended - he also said he really wants Milan II to succeed, as he's
> impressed with the specs of the new machine. Apology accepted, Bill!
>

Thank you. Very much.

Bill Daras,

4262. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-20 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37E53379.693C68E8@ihug.co.nz>
Source record: 2825
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Hi there,

Bill Daras wrote:
>
> J WILKINSON <jwandjw@ihug.co.nz> wrote:
>
> > Games are one case, but applications such as DTP and graphics are another
> > where I see huge bloat occuring over the last few years, moreso on PC but
> > now also on Mac. I believe it all comes back to the 'grow the software big,
> > and invest in hardware stock, because hardware sales will go through the
> > ceiling just so people can run this large new software' philosophy that
> > Microsloth started with the release of Windows95...
>
> Agreed. The only exception being Unreal, the first game collectively
> accepted as being a good enough reason to upgrade.

...and boy do you need to you just to get it running!! Agreed it is a damn
good game, but in 6 months time something newer will come along that looks
better yet requires YET ANOTHER UPGRADE and therefore more FREAKING DOLLARS!

It will never end...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4263. Re: ATARI WILL RISE FROM THE ASHES AND CRUSH M$!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-20 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37E535F4.5CA9913B@ihug.co.nz>
Source record: 2826

Hi there,

sinclap wrote:
>
> In article <37DFF7C1.2FB51F42@ihug.co.nz> J WILKINSON wrote:
> > Hi there,
> >
> > Hey Dan, did sinplop dredge this guy up from some hick swamp or
> > something huh?
>
> My critics are a dime and dozen...

Only because you give them ample scope to criticise you!!

> Or he could be yanking your penis for all we know..

Sorry to disappoint you but I'm here in New Zealand...he's
from elsewhere other than New Zealand (from what I can see
in his message headers), which means he's probably MUCH closer
to where YOU are...go figure!

> just sinclap...

We didn't expect anything more...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4264. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-20 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37E53A18.F5781C40@ihug.co.nz>
Source record: 2827

Hi there,

sinclap wrote:
>
> Don't piss off the Secret Service unless you want a Uzi shoved up your
> you know what...-)

I don't think I'd enjoy that, but I'm curious as to how well an Uzi would go rabbit hunting! :)

> We don't want NZ to be left out when a U.S. Prez visits...Should be an
> honor..

The only thing I wanted to know was if the motorcades were crossing my path anywhere and if that would prevent me making work ontime!

It really was much ado about nothing...its just business men making decisions that benefit the already rich and arrogant...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4265. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-20 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37E53EE4.C8C0E33E@ihug.co.nz>
Source record: 2828

Hi there,

sinclap wrote:
>
> In article <dreibel-1409990009350001@ts7-101t-46.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> > > > - new distribution of Linux being developed for the Milan!
>
> TOS not good enough?

TOS is ROM loaded, and most Atari users will use MagiC, MiNT, n.aes or other multitasking systems rather than TOS, so why you keep harping on about TOS I fail to comprehend!! At least we don't have to buy an OS as well as the computer...

Maybe you should try Linux one day too...and see actual multitasking for the first time...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4266. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-20 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37E5412A.9BB4E5FD@ihug.co.nz>
Source record: 2829

Hi there,

Alien wrote:
>
> Daniel L. Dreibelbis wrote in message ...
>
> > Not on shelves in this part of the world, TiFKAS. Even the Mac dealers
> >here don't have it on their shelves, and I certainly can't find them at
> >well-respected business-related stores like Business Depot, Office Place,
> >Grand & Toy, etc. Plus didn't I hear that Appleworks is being
> >discontinued, since Bill Gates doesn't like to see one eensy-weensey bit
> >of independant marketing from his lapdog Steve Jobs?
>
> Ehm, AppleWorks 6 should be out soon... And every Apple authorized Apple dealer
> can sell it to you.

My folks have Clarisworks Office 5 on their Mac (Asia/Pacific version).
The word
from Apple is that they will not make a free upgrade downloadable from their
web site for that and other nationality versions of Clarisworks. Only
the US
version is being supported currently...the other versions will NOT get an
upgrade, and it looks like you'll need to buy outright AppleWorks 5.03
if you
don't have the US version of ClarisWorks...

Sucks the big swordfish if you ask me. Fancy not supporting a piece of software
you now own...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4267. Re: Linux on a Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-20 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <7s4lgo$ug2$1@nnrp1.deja.com>
Source record: 2830
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

Hi,

> If anyone has installed Linux on a Falcon030 I could use your
guidance.
>
> I am looking for HowTos and FAQ's/Walkthroughs on installing and make
a
> stable build of Linux on a Falcon030
>
> Thanks in Advance
>

Well, I have not installed Linux on a Falcon, but I am in the process
of installing it on my Hades, so the process should be the same.

Although there is now an unofficial port of Red Hat to the M68K
platform there are currently no installation utilities for the
Atari so your best bet would be to install the Debian distribution.

You will find information on installing Debian on the Atari platform
on their WEB site. http://www.debian.org

You will also find a list of suppliers on their WEB site so you
shouldn't have any problems getting hold of a copy. You could also
look at the Whiteline Linux CD's which are basically Debian.

http://www.atari-world.com

Hope this helps.

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4268. G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-20 00:00:00 UTC
From: freakbubba@my-deja.com
Message-ID: <7s5ej4fsv1@nnrp1.deja.com>
Source record: 2831

What's all this Atari and Amiga talk? I have an Atari 2600 from 1976 and we used to play computer games on a Commodore 64 (that's 64K of pure muscle!!!). I thought Commodore and Atari's computer lines went out with the Reagan administration... what am I missing?

> Imagine how fast that Fiesta would go ;-)
> I don't know about the Atari upgrade cards, but on the Amiga front the G4
> cards announced (avail October) have a graphics card option which is
> connected directly to the G4's bus. No bottlenecks.
> Onboard SCSI means that there are no additional bottlenecks in that
> department either, and the addition of onboard PCI connector and USB ports
> is a bonus.
> Add to that transparent 680x0 emulation built into the card as well and I
> can't see how such an upgraded Amiga would be slower then a Mac with a G4
> processor.
>
> Perhaps you could enlighten me?.
>
> > > Supercomputer? my ***!! there's nothing super at all about the Apple,
> there
> > > never has been and there never will be. All you get is a nice bubble
> full of
> > > marketing hype. Once you switch on the flashy box it's the same old
> hat...
> >
> > Have you turned one on?
>
> If he is referring to 8.5 then he is right.
>
> Regards,
>
> Clockmeister.
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4269. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-20 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <37e685ef@news.cyberzone.net>
Source record: 2832

In article <EqtF3.155$Q03.14067@nsw.nnrp.telstra.net> , "Clockmeister"
<gerryvdb@tnet.com.au> wrote:

>>
>>> Add to that transparent 680x0 emulation built into the card as well and I
>>> can't see how such an upgraded Amiga would be slower then a Mac with a G4
>>> processor.
>>>
>>> Perhaps you could enlighten me?.
>>>
>>
>> Two words, "Bus Speed"
>
>
> With everything on the same card I wouldn't think there would be any bus
> speed issues, the whole deal is on one card and the slower system bus is
> only used for the legacy graphics subsystem and any ZorroII cards that can't
> be replaced by PCI cards. The bus speed can be the same as that of a Mac can
> it not?.

Hmmm...I was confused on the CPU on the card/legacy system interface
thing.

I suppose you're right.

Bill Daras,

4270. Re: The G4's are here...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-21 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <EqtF3.155$Q03.14067@nsw.nnrp.telstra.net>
Source record: 2833

Bill Daras wrote in message <37e2433d@news.cyberzone.net>...
>In article <01bef7b3$7a775480$a55e0fcb@default> , "Clockmeister"
><gerryvdb@tnet.com.au> wrote:
>
>> Add to that transparent 680x0 emulation built into the card as well and I
>> can't see how such an upgraded Amiga would be slower then a Mac with a G4
>> processor.
>>
>> Perhaps you could enlighten me?.
>>
>
> Two words, "Bus Speed"

With everything on the same card I wouldn't think there would be any bus speed issues, the whole deal is on one card and the slower system bus is only used for the legacy graphics subsystem and any ZorroII cards that can't be replaced by PCI cards. The bus speed can be the same as that of a Mac can it not?.

4271. Re: ATARI WILL RISE FROM THE ASHES AND CRUSH TiFKAS!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-21 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37E68DC9.69733D99@ihug.co.nz>
Source record: 2834

Hi there,

Bill Daras wrote:
>
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> > actually to be fair to Bill, he's admitted that his post was meant as
> > parody, and he has apologized to any and all Atari users he may have
> > offended - he also said he really wants Milan II to succeed, as he's
> > impressed with the specs of the new machine. Apology accepted, Bill!
>
> Thank you. Very much.
>
> Bill Daras,

My apologies to you too Bill. The thought of sinclaps sweaty palm touching
anyones wedding tackle other than his own is not very nice...realistically
his own wedding tackle is likely the only he'll touch both male AND female...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4272. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-21 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37E694D6.BCB90B24@ihug.co.nz>
Source record: 2835

Hi there,

freakbubba@my-deja.com wrote:
>
> What's all this Atari and Amiga talk? I have an Atari 2600 from 1976
> and we used to play computer games on a Commodore 64 (that's 64K of
> pure muscle!!!). I thought Commodore and Atari's computer lines went
> out with the Reagan administration... what am I missing?

About 15 years!! :)

Atari themselves produced computers right up until the mid 1990's, but
clones of high end Ataris still are sold and developed today...

Here is a (small) summary of Atari computers from 1985 onward...

ATARI ST (released 1985 to 1990)
-Based on MC68000 CPU at 8MHz (or 16MHz on later Mega STe model)
-Upto 4MB of RAM.
-720kB disk drive (upgrade to 1440kB).
-mouse driven GEM desktop GUI.
-320x200x16 colours, 640x200x4 colours or 640x400x monochrome
video modes on TV's, or dedicated colour or mono monitors.
-3 voice monoaural soundchip on all, PCM stereo chip on some.
-MIDI/harddisk/printer/modem/joystick ports

ATARI TT (released 1989)
-Based on Motorola MC68030 CPU at 32MHz
-Upto 128MB or more of RAM
-increased video resolutions (1280x960x monochrome capable)
-SCSI hard disk interface as well as all other ports you can think of
-PCM stereo sound.

ATARI Falcon030 (released 1993)
-Based on MC68030 CPU at 16MHz (faster with upgrade)
-Upto 16MB RAM standard (more with upgrade)
-high-colour video capable (65536 simultaneous colour on-screen, more
with static image viewer)
-DSP56001 Digital Signal Processing chip. Capable of 96MOPS (96 million
processor instructions per second)
-SCSI-2/DSP/LAN/serial/printer/analogue joypad ports

Several TT clones are around now that range from machines using the original
MC68030 CPU but at faster speeds, to newer variants using the latest Motorola
CPU from the same family, the MC68060, which at 60MHz equals a Pentium
200 in
performance. Dual 68060 Falcon clones with high-speed DSP and more are also

being developed. The MC68060 can be clocked to around 90MHz now, but expect 120MHz versions within 6 months from the info we know from Motorola...

Atari Corp are certainly not an active business but the machines they created continue to be used by thousands, and newer variants are being developed by companies interested in the platform.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4273. So much for the Amiga MMC ....

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-22 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <7s9acj$ofj@usenet.pa.dec.com>
Source record: 2836

Gateway Ends Plans For Next-Generation Amiga PC

SOURCE: Newsbytes
DATE: Tuesday, September 21, 1999

--

SAN DIEGO, CALIFORNIA, U.S.A., Newsbytes via NewsEdge Corporation :
Gateway Inc. [NYSE:GTW] said it has scrapped plans to introduce a new and much- anticipated Amiga computer early next year and instead will focus on licensing the Amiga operating system to the Internet appliances market.

The announcement comes just two months after San Diego, Calif.-based Gateway, which owns the patents for the Amiga PC, promised Amiga devotees that they could expect a next-generation version of the Amiga by early 2000. The new computer, known as the Amiga Multimedia Convergence Computer (MCC), was to feature a hardware and software platform that included Internet access, digital video support, three-dimensional (3-D) graphics, broadband capabilities, and home networking standards.

But the company changed its strategy after reviewing product plans in the wake of the abrupt departure last month of Amiga President Jim Collas, said new Amiga president, Thomas Schmidt.

"To be honest, the ability for us to deliver the MCC was unrealistic," Schmidt wrote in a letter addressed to the Amiga community and posted on the Amiga Website. "I have fundamentally decided that it would be better to partner with a wide variety of hardware partners, rather than compete against them with a product of our own."

Schmidt added that he remains committed to seeking out partners which are interested in developing a next-generation computer and operating system. In the meantime, Schmidt said, Amiga will work with hardware manufacturers which want to license its technology.

Amiga officials did not immediately return calls for comment on the change in strategy.

Amiga's devoted fans were quick to express their disappointment about the news on various Amiga-centered chat rooms. "What does this new direction have to do with the original Amiga computer? Quite honestly, nothing! (I don't know) why they still need the Amiga name," read one message posted on a Czech Republic Website on Amiga news.

In 1997, Gateway bought the patents for the Amiga PC, which was introduced 14 years ago as an alternative to the IBM and Apple Macintosh computers. Sales of the Amiga, which was known for its ability to smoothly process video and sound, declined after its company, Commodore Electronics, went bankrupt in 1994.

Reported by Newsbytes.com, http://www.newsbytes.com

(19990920/WIRES PC, BUSINESS/)

<<Newsbytes -- 09-20-99>>

--
[09-20-99 at 18:17 EDT, Copyright 1999, Newsbytes News Network, File: n0920203.1by]

--

Your mouse has moved. Windows NT must be restarted for the change to take effect. Reboot now? [OK]

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/14Mb/1.5GB/CD/MTOS
http://probehouse.atari.org / | \PII-450/96M/8GB/W98SE

4274. Re: So much for the Amiga MMC ....

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <fn5G3.128$kv3.10261@nsw.nnrp.telstra.net>
Source record: 2837

William Wong wrote in message <7s9acj$ofj@usenet.pa.dec.com>...
>Gateway Ends Plans For Next-Generation Amiga PC
>
>

Cows, bullshit, Gateway... what else did you expect from that Billy Boy controlled company.

Nothing has changed, Phase 5 are going to release their Amiga clone and the Boxer is already available.

Regards,

Clockmeister.

4275. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-23 00:00:00 UTC
From: jmdrake@my-deja.com
Message-ID: <7sdpa6gvh1@nnrp1.deja.com>
Source record: 2838

In article <7ru57p$6b$1@weber.a2000.nl>,
"Alien" <jvdg36.nospam@nospam.hotmail.com> wrote:

> > BTW, it might not be a good idea to keep using the term OS9, as
Apple's
> >getting sued by the owners of that copyrighted brand name OS...
>
> Yep, they're being sued by Microware. But the question will be wether
they can
> stop them from using the version number for their software. Remember
why Intel
> changed the name of the x86 range because they couldn't copyright the
486/586
> number?

So then IBM can't copywrite OS/2? Somehow I don't think so. After
all Apple can use the name "MacOS 9" or "MacOS version 9" or
"MacOS 9.0" without violating any copywrite. Using "OS9" is using
more than just the version number.

>
> >> > Clarisworks is dead (probably by decree of Bill Gates, who
threatened
> >> > to cut off Apple's oxygen supply again?). I believe Texel will
be bundled
> >> > with the Milan as it was with the original.
> >>
> >> ClarisWorks is now AppleWorks and is alive and well. AppleWorks is
> >> bundled with iMacs and is sold on shelves...
> >
> > Not on shelves in this part of the world, TiFKAS. Even the Mac
dealers
> >here don't have it on their shelves, and I certainly can't find them
at
> >well-respected business-related stores like Business Depot, Office
Place,
> >Grand & Toy, etc. Plus didn't I hear that Appleworks is being
> >discontinued, since Bill Gates doesn't like to see one eensy-weensey
bit
> >of independant marketing from his lapdog Steve Jobs?
>
> Ehm, AppleWorks 6 should be out soon... And every Apple authorized
Apple dealer
> can sell it to you.
>

> >> The G4 is a supercomputer...What do you not understand?
> >
> > I understand that Apple is basing their laughable claim on specs
by the
> >US government that are WAY out of date - the same specs actually
made a
> >Pentium II PC a "supercomputer" TWO YEARS AGO! But Intel had the
sense to
> >keep their mouth shut on that regarding reporting that to consumers,
>
> No, it didn't. I doubt Intel would have left such a hige marketing-
opportunity
> unused. By the US governments standards, the PowerMac G4 is a
supercomputer.
> Period. Yes, the standard is outdated, and Apple are negotiating with
the
> government to have the specs raised so they can sell their G4 to
"sensitive"
> countries too. But they're not lying when they say it's classified a
> supercomputer. That's advertising for ya.
>
> >> > no it didn't. Indeed, the article goes on to say WHY the iMac
tanked in
> >> > the German market, and that the Mac has a very small user base
due to the
> >> > fact they're overpriced.
> >>
> >> According to the latest 10k, that continent up by 40%....
> >
> > which is still not good enough, unfortunately - apparently Apple's
> >installed base of machines in Germany to date since the Mac was
introduced
> >is still far from one million. Atari achieved a one-million user base
> >YEARS ago, and Amiga did even better. I think the factor here is that
> >Apples still cost too much for the average German - money better
spent on
> >a Volkswagen or Opel.
>
> Market-share and installed base are not directly linked. Apple's
computers have
> a far greater useful life-span than Wintel computers. You stated
yourself you
> have a Quadra 700 running MacOS 7.5.5. Usually installed base is
measured by
> tallying sales and "correcting" that figure by assuming that
computers over a
> certain age are no longer in use. That way, figures become (somewhat
to very)
> dodgy and biased.
>

> Computers are not usually bought off of the same budget as
automobiles.
>
> Gtx,
> Joost.
>
>

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4276. a Mac User's definition of "loser"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2309991005010001@ts7-64t-11.idirect.com>
Source record: 2839

here's something I found in mac.advocacy - a nice definition of those
who sorely lack lives on USEnet. Certainly reminds you of a certain
lifeless troll here, doesn't it (You know who I mean, the guy who pretends
to be an "Apple Power Rep"....)?

>Windows users usually advocate no such thing. They
merely
>believe Windows gives the best value for the general
>purpose desktop.

I'll go with this statement if modified -- many windows
users, I feel, are as comfortable with their OS/platform
choice as most mac users are.

However, you and your ilk are NOT the average windows user,
purposely coming over to "enemy territory" to perform
"pre-emptive strikes" against "those dangerous mac users".

In case you don't realize it, most us are here talking about
our platform, not in windows groups yammering about MS
software holes or wintel gotchas. Mac users who go about
doing that are at the same pitiful level as you all have
dragged yourselves to in your crusade to eliminate the use
of alternative operating systems.
-- Burton

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

4277. portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-26 00:00:00 UTC
From: galexand@sietch.bloomington.in.us
Message-ID: <7skc3lsgg1@jetsam.uits.indiana.edu>
Source record: 2840

In the movie Terminator 2, the John Connor (kid) character uses a small portable computer (looked similar to modern WinCE devices, in terms of formfactor) hooked up to a credit-card-like device to hack PIN numbers for ATMs/etc to get easy money. There is a brief flash where you can see the Atari symbol on the computer above its small QWERTY keyboard. My question is, does it exist, or is it just some sort of bizarre joke or bizarre product placement? Since I can't find any reference to such a device, I figure that Atari never made a handheld computer (Lynx doesn't count, no keyboard), but if Atari ever made such a device, I'd love to know about it.
Thanks.

4278. Re: a Mac User's definition of "loser"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7sluh8$2hv$1@nnrp1.deja.com>
Source record: 2841

In article <dreibel-2309991005010001@ts7-64t-11.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> here's something I found in mac.advocacy - a nice definition of those
> who sorely lack lives on USEnet. Certainly reminds you of a certain
> lifeless troll here, doesn't it (You know who I mean, the guy who pretends
> to be an "Apple Power Rep"....)?

Lets see...First post in days....Been busy..

You will never know...

sinclap
http://apple.marketsource.com/

Sent via Deja.com http://www.deja.com/
Before you buy.

4279. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7slvgp$31m$1@nnrp1.deja.com>
Source record: 2842

In article <7ru983$60s$1@zingo.tninet.se>,
jorgen.nyberg@mailbox.hogia.net (J&#65533;rgen Nyberg) wrote:
> Hi all
>
> I'm a Milan user and i've been a Atari user since -86. I'm using W98
> at work and i have two brothers that uses a Mac and both the big
> systems have some catching up to do in my opinion. Especially
> multitasking works much better (maybee that should works period) both
> on Atari systems and Amigas. And fileselectors, nuff said.

Can you use W98, Navigator 4.6 and IE 4.5 on the Amigas and the TOS
buckets?

> Cheer's J&#65533;rgen
>
> --
> J&#65533;rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
> SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
> SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://www-pp.hogia.net/jorgen.nyberg/indexe.html
> --

sinclap PB G3/266 14'''10 Base-T, 64 MB, 4 G, 0S 8.5.5!

Sent via Deja.com http://www.deja.com/
Before you buy.

4280. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7slvqt$3b7$1@nnrp1.deja.com>
Source record: 2843

In article <37E5412A.9BB4E5FD@ihug.co.nz>,
J, WILKINSON wrote:

> My folks have Clarisworks Office 5 on their Mac (Asia/Pacific version).

Why? Why are they not using Atari Writer on the TOS buckets?

> The word
> from Apple is that they will not make a free upgrade downloadable from their
> web site for that and other nationality versions of Clarisworks. Only
> the US
> version is being supported currently...the other versions will NOT get an
> upgrade, and it looks like you'll need to buy outright AppleWorks 5.03
> if you
> don't have the US version of ClarisWorks...
>
> Sucks the big swordfish if you ask me. Fancy not supporting a piece of software
> you now own...

Life's a bitch even in New Zealand...

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4281. Re: So much for the Amiga MMC ....

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7sm0rm$40l$1@nnrp1.deja.com>
Source record: 2844

In article <fn5G3.128$kv3.10261@nsw.nnrp.telstra.net>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:
>
> William Wong wrote in message <7s9acj$ofj@usenet.pa.dec.com>...
> >Gateway Ends Plans For Next-Generation Amiga PC
> >
> >
>
> Cows, bullshit, Gateway... what else did you expect from that Billy Boy
> controlled company.
>
> Nothing has changed, Phase 5 are going to release their Amiga clone and the
> Boxer is already available.

What does Bill Gates have to do with the demise of the new Amiga's? You
have been seeing to many Oliver Stone(ed) movies...
> Regards,
>
> Clockmeister.
>
>

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4282. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7sm351$5gu$1@nnrp1.deja.com>
Source record: 2845
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <7s0ch8$1et7@enews4.newsguy.com>,
"Kelly Robinson" <ispy@groovyshow.com> wrote:
> Can you guess as to WHY CompUSA is flushing itself down the toilet?
>
> Ever check out that ^*#^& return policy that nobody else would dare offer to
> consumers?

CUSA has similar return policies as Best Buy..

> Ever wait in line 40 minutes just to exchange a defective product?

Sounds like Best Buy too..

> Even when they had better return policies, you had to bicker forever to get
> them to give you cash back (which was more difficult than store kredit.)
>
> Oh yeah, employees are stupid too. No the techniacl ones, I run rings
> around them but the clerks and counter clerks. The counter clerk told me I

If you know the question why do you ask?

> had a 10 day time period to return the video card for a FULL refund. (this
> incident happened 2 months ago). I returned it 2 days later but ran into a
> problem - they, after fighting, reluctantly gave me credit. What the F^
> happened to this 10 day full refund sham? Who's lying?

Did you check the back of the reciept for the return policy? Did you ask
for a copy of the return policy? CUSA has a 14 day defective return
policy. Bring it in for a replacepent. If you want your money back,
it's a 15% restocking fee. Educate yourself and you will be a informed
consumer..

> Their cable prices are shit, too. Sorry but I will not pay $50 for an
> external SCSI cable (screw USB which is equally low-power and no-class and
> blew up in Gates' face so it'll become a standard) when Best Buy has the
> same frigging cable for $30!!!!!

Buy it at BB and be happy..

> KompUSA can rot. And I'll happily tell everyone my nightmare stories...
>
> But at least Apple, who like KompUSA deals with crap, might go under if
> KompUSA does so I'm now doubly-happy.

Fat chance!

> Daniel L. Dreibelbis <dreibel@idirect.com> wrote in message
> news:dreibel-0509991717270001@ts7-69t-35.idirect.com...
> >
> >
> > well, it looks like, despite TiFKAS' claims to the contrary, and
> > despite how allegedly well the iMac is selling in the states, InCompUSA is
> > in serious financial trouble again. And if they go, Apple can kiss their
> > only national supplier goodbye - and is kicking themselves after their
> > bully-boy tactics with Best Buy backfired.

Don't forget Sears as well.. Sears does sell iMacs!
Nobody misses BB..

> > as usual, found on comp.sys.mac.advocacy (the place where TiFKAS is too
> > chicken to tread)...
> >
> >
> > http://dailynews.yahoo.com/h/ap/19990830/bs/compusa_layoffs_1.html
> >
> > Intersting, they're letting go 1,800 employees, or, as the article
> states,
> > half of their commercial sales staff.
> >
> > I always wondered if CompUSA could get worst. It seems it CAN.
> >
> > CompUSA always has tons of people in when I visit - why the layoffs?
>
>

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4283. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7sm3bu$5ja$1@nnrp1.deja.com>
Source record: 2846
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <teadams-18099915513000001@bnh-aa1-243.mv.com>,
teadams@tea.mv.com (Tim Adams) wrote:
>
> One thing of interest I read in the local paper was that none of the Apple
> Trained CompUSA people were going to be included within the 1800 head
> count. Seems only the PC side of the store was getting hit.
> --
> Tim
>
Nope..Half of the commercial staff was laid off..Nothing to do with the
PC retail staff.
--

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4284. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7sm3qg$5ts$1@nnrp1.deja.com>
Source record: 2847
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <gmgraves-19099913084600001@oak-pm5-042.dialup.slip.net>,
gmgraves@slip.net (George Graves) wrote:
>
> I don't really think that Fry's has changed all that much over the years.
> They've always been more of a negative experience than a positive one (at
> least for me). I categorize the problems with Fry's this way:
>
> 1) They don't pay their help very well. This means that if you don't know
> EXACTLY what you are looking for and EXACTLY what you want, you won't find
> much help at Fry's because the level of help that Fry's wages attract (A)
> don't know anything about the various technologies that they are selling,
> and (B) many don't speak English well enough to give customers
> understandable help.

Fry's are commission based...Fry's can give a salary instead but prices
will go up...What do you want...low prices or high service and high
prices?

> --
> George Graves
> Senex Nequissime
>
>

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4285. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-27 00:00:00 UTC
From: Christer Gustavsson <cg@nospamcrew.org>
Message-ID: <40ogeohmxh.fsf@garibaldi.ptc.ubi.se>
Source record: 2750

sinclap <sinclap@my-deja.com> writes:
> Can you use W98, Navigator 4.6 and IE 4.5 on the Amigas and the TOS
> buckets?

No. There you have three good reasons for using those platforms :-)

/Christer

4286. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-27 00:00:00 UTC
From: galexand@sietch.bloomington.in.us
Message-ID: <7so93d$8t1$1@jetsam.uits.indiana.edu>
Source record: 2751

In article <dreibel-2609991252230001@ts7-72t-8.idirect.com>,
Daniel L. Dreibelbis wrote:
> wasn't a joke - that was a real product. The Atari Portfolio was one of
>the first PIMs on the market, and what made it even more interesting was
>that it was DOS-compatible. Some interesting software came out for it, as
>well as some interesting hardware hacks like adding a small hard drive to
>it. There are a few user groups out there that still support it, and I
>think there's even a Webring dedicated for home pages related to the
>Portfolio.

Thanks. I'll look into it. It sounds a lot like HP's line of
DOS-compatable palmtops (LX-95, LX-200, IIRC)...I was hoping for
something completely novel and not intel-based.

4287. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-27 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <mTdfLBAlu673EwZ0@steverosie.demon.co.uk>
Source record: 2752

On Mon, 27 Sep 1999 at 17:21:49 a message from Greg Alexander was
created on the subject of portable Atari with keyboard ....
>Thanks. I'll look into it. It sounds a lot like HP's line of
>DOS-compatable palmtops (LX-95, LX-200, IIRC)...I was hoping for
>something completely novel and not intel-based.

Well the humble Portfolio is certainly not Intel based. They use an
operating similar to DOS, but different:)

They come with address book, editor, w sheet, Diary and calculator built
in and can be connected to the external world using extra hardware;
serial port, parallel port add on's etc.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4288. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-27 00:00:00 UTC
From: teadams@tea.mv.com
Message-ID: <teadams-2709992048440001@bnh-aa1-27.mv.com>
Source record: 2753
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <7sm3bu$5ja$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <teadams-1809991551300001@bnh-aa1-243.mv.com>,
> teadams@tea.mv.com (Tim Adams) wrote:
> >
> > One thing of interest I read in the local paper was that none of the Apple
> > Trained CompUSA people were going to be included within the 1800 head
> > count. Seems only the PC side of the store was getting hit.
> > --
> > Tim
> >
> Nope..Half of the commercial staff was laid off..Nothing to do with the
> PC retail staff.
> --

the article in the local paper referred to 'sales people' and
specifically mentioned that 'Apple trained' people would NOT be
effected. That item was the reason for my original post.

>
> sinclap
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
--
Tim

4289. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-27 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2709990012360001@ts7-68t-16.idirect.com>
Source record: 2848

In article <7slvgp$31m$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <7ru983$60s$1@zingo.tninet.se>,
> jorgen.nyberg@mailbox.hogia.net (J�rgen Nyberg) wrote:
> > Hi all
> >
> > I'm a Milan user and i've been a Atari user since -86. I'm using W98
> > at work and i have two brothers that uses a Mac and both the big
> > systems have some catching up to do in my opinion. Especially
> > multitasking works much better (maybee that should works period) both
> > on Atari systems and Amigas. And fileselectors, nuff said.
>
> Can you use W98, Navigator 4.6 and IE 4.5 on the Amigas and the TOS
> buckets?
>
can you use Edith Professional, Notator and Pro 24 on the overpriced,
underpowered iMac?

4290. Re: a Mac User's definition of "loser"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-27 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2709990019020001@ts7-68t-16.idirect.com>
Source record: 2849

In article <7sluh8$2hv$1@nnrp1.deja.com>, The iDiot Forever Known As
Sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-2309991005010001@ts7-64t-11.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > here's something I found in mac.advocacy - a nice definition of those
> > who sorely lack lives on USEnet. Certainly reminds you of a certain
> > lifeless troll here, doesn't it (You know who I mean, the guy who pretends
> > to be an "Apple Power Rep"....)?
>
>
> Lets see...First post in days....Been busy..

must be pretty hard to get sphincter marks off your neck (by the way,
you missed a spot).

>
> You will never know...

ah, but I know more than you. And I know that no one associated with
Apple would ever hire someone with the IQ of peat moss such as TiFKAS.

Once again, come up with tangible proof, coward.

4291. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-28 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37EFC674.CEA3F2DB@ihug.co.nz>
Source record: 2754

sinclap wrote:
>
> Can you use W98, Navigator 4.6 and IE 4.5 on the Amigas and the TOS
> buckets?

No we cannot and that is why we're happy to remain Atari users. We
don't have to put up with overbloated bullshit softwares that perform
the same number of useful tasks for your average user as a copy of CAB
or AWEB for Amiga does, yet uses 10 times the system resources...

You think we're silly? We think YOU are...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4292. Re: So much for the Amiga MMC ....

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-28 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Rv4l3.475$cX.6761@nsw.nnrp.telstra.net>
Source record: 2755

sinclap wrote in message <7sm0rm$40l$1@nnrp1.deja.com>...
>In article <fn5G3.128$kv3.10261@nsw.nnrp.telstra.net>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
>>
>> William Wong wrote in message <7s9acj$ofj@usenet.pa.dec.com>...
>> >Gateway Ends Plans For Next-Generation Amiga PC
>> >
>> >
>>
>> Cows, bullshit, Gateway... what else did you expect from that Billy Boy
>> controlled company.
>>
>> Nothing has changed, Phase 5 are going to release their Amiga clone and
the
>> Boxer is already available.
>
>
>What does Bill Gates have to do with the demise of the new Amiga's? You
>have been seeing to many Oliver Stone(ed) movies...
>> Regards,
>>
>> Clockmeister.
>>

Where did I say that Gates had anything to do with the demise of the new
Amiga?.
If you're suggesting that Gates/MS doesn't enforce certain licensing
conditions upon PC manufacturers/sellers, you are the one who is stoned. In
that regard Gates does control Gateway to a certain extent.

4293. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-29 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7srqfk$506$1@nnrp1.deja.com>
Source record: 2756

In article <37EFC674.CEA3F2DB@ihug.co.nz>,
J, WILKINSON wrote:
>
>
> sinclap wrote:
> >
> > Can you use W98, Navigator 4.6 and IE 4.5 on the Amigas and the TOS
> > buckets?
>
> No we cannot and that is why we're happy to remain Atari users. We
> don't have to put up with overbloated bullshit softwares that perform
> the same number of useful tasks for your average user as a copy of CAB
> or AWEB for Amiga does, yet uses 10 times the system resources...
>
> You think we're silly? We think YOU are...

In other words...'Who needs modern apps....thats why I love Atari...

Sounds like sour grapes...

By the way...Navigator and IE run just fine on my PB G3/266...

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4294. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-29 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7srqmv$5a0$1@nnrp1.deja.com>
Source record: 2757

In article <dreibel-2709990012360001@ts7-68t-16.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> In article <7slvgp$31m$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:
>
> > In article <7ru983$60s$1@zingo.tninet.se>,
> > jorgen.nyberg@mailbox.hogia.net (J�rgen Nyberg) wrote:
> > > Hi all
> > >
> > > I'm a Milan user and i've been a Atari user since -86. I'm using W98
> > > at work and i have two brothers that uses a Mac and both the big
> > > systems have some catching up to do in my opinion. Especially
> > > multitasking works much better (maybee that should works period) both
> > > on Atari systems and Amigas. And fileselectors, nuff said.
> >
> > Can you use W98, Navigator 4.6 and IE 4.5 on the Amigas and the TOS
> > buckets?
> >
> can you use Edith Professional, Notator and Pro 24 on the overpriced,
> underpowered iMac?
>

How much does the maker of the Milan want for yesteryear's 040 /060
boxes? Maybe by 2010, a Milan PPC from the 10th owner will be reality.
By that time you should beable to get a dust infested iMac/333 for $79...

sinclap....

Sent via Deja.com http://www.deja.com/
Before you buy.

4295. Re: a Mac User's definition of "loser"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-29 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7ssbt0ghn1@nnrp1.deja.com>
Source record: 2758

In article <dreibel-2709990019020001@ts7-68t-16.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

'Chunks spoke!'

> > In article <dreibel-2309991005010001@ts7-64t-11.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > > here's something I found in mac.advocacy - a nice definition of those
> > > who sorely lack lives on USEnet. Certainly reminds you of a certain
> > > lifeless troll here, doesn't it (You know who I mean, the guy who pretends
> > > to be an "Apple Power Rep"....)?
> >
> >
> > Lets see...First post in days....Been busy..
>
> must be pretty hard to get sphincter marks off your neck (by the way,
> you missed a spot).

tsh tsh tsh tsh...Have you ever tried _nal? Don't knock it if you have
not been that far...Sounds like envy here..

> >
> > You will never know...
>
> ah, but I know more than you. And I know that no one associated with
> Apple would ever hire someone with the IQ of peat moss such as TiFKAS.
>
> Once again, come up with tangible proof, coward.

I gave you a clue...and still clueless...

sinclap...

Sent via Deja.com http://www.deja.com/
Before you buy.

4296. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-29 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2809992148530001@ts7-33t-45.idirect.com>
Source record: 2759

well well well. Seems TiFKAS didn't realize one of his missives wound up on comp.sys.mac.advocacy - and he got a reply from a well-known Mac defender, Joe Ragosta, that proves that we can now add the how businesses work to the other things the little pretend "Apple Power Rep" doesn't know beans about.....

In article <7sm3oj$5td$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <gmgraves-1909991308460001@oak-pm5-042.dialup.slip.net>,
> gmgraves@slip.net (George Graves) wrote:
> >
> > I don't really think that Fry's has changed all that much over the years.
> > They've always been more of a negative experience than a positive one (at
> > least for me). I categorize the problems with Fry's this way:
> >
> > 1) They don't pay their help very well. This means that if you don't know
> > EXACTLY what you are looking for and EXACTLY what you want, you won't find
> > much help at Fry's because the level of help that Fry's wages attract (A)
> > don't know anything about the various technologies that they are selling,
> > and (B) many don't speak English well enough to give customers
> > understandable help.
>
> Fry's are commission based...Fry's can give a salary instead but prices
> will go up...What do you want...low prices or high service and high
> prices?

Actually, that's not quite true. Changing from a commission to salary structure doesn't necessarily increase prices--or reduce service.

Let's say your average Fry's employee makes $15,000 in salary and $10,000 in commission (making the numbers up, but the actual numbers are irrelevant). If Fry's switched to straight salary and paid $25,000 per employee, their total expenses would be unchanged.

In theory, by basing the compensation package on commission, you get better sales people. In my experience, what you get are pushy people who sell crap to unsuspecting innocent people in order to make a buck.

Personally, I prefer to pay most compensation in salary with only a small commission piece. There is the risk that you'll keep the lousy sales people and lose the good ones, but I haven't found that to be the case. Pay a fair salary and you'll be OK. And fire the lousy sales people.

Of course, Fry's may want pushy sales people who mislead customers to make a buck........

--
Regards,

Joe Ragosta

4297. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-29 00:00:00 UTC
From: Christer Gustavsson <cg@nospamcrew.org>
Message-ID: <40n1u6goki.fsf@garibaldi.ptc.ubi.se>
Source record: 2760

sinclap <sinclap@my-deja.com> writes:
> By the way...Navigator and IE run just fine on my PB G3/266...

If you by "just fine" mean that they crash often they run just fine on
my Mac too...

/Christer

4298. Re: a Mac User's definition of "loser"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-29 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2909991652550001@ts7-89t-14.idirect.com>
Source record: 2761

In article <7ssbt0ghn1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-2709990019020001@ts7-68t-16.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> 'Chunks spoke!'

oh, look, TiFKAS is hallucinating again about his imaginary friend
"Chunks"! Which only happens when he's losing an argument....guess it's
time for him to embark on another trip to Bellevue.

>
> > > In article <dreibel-2309991005010001@ts7-64t-11.idirect.com>,
> > > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > > > here's something I found in mac.advocacy - a nice definition of those
> > > > who sorely lack lives on USEnet. Certainly reminds you of a certain
> > > > lifeless troll here, doesn't it (You know who I mean, the guy who
pretends
> > > > to be an "Apple Power Rep"....)?
> > >
> > >
> > > Lets see...First post in days....Been busy..
> >
> > must be pretty hard to get sphincter marks off your neck (by the way,
> > you missed a spot).
>
> tsh tsh tsh tsh...Have you ever tried _nal? Don't knock it if you have
> not been that far...Sounds like envy here..

ah, so you confirm that you need to remove shincter marks....next get
the Q-tips to remove that smelly stuff from your ears....

>
> > >
> > > You will never know...
> >
> > ah, but I know more than you. And I know that no one associated with
> > Apple would ever hire someone with the IQ of peat moss such as TiFKAS.
> >
> > Once again, come up with tangible proof, coward.
>
> I gave you a clue...and still clueless...

you gave me evidence that didn't have any proof that they were talking
about you. And yes, you still are clueless.

Once again, provide tangible evidence, coward. Name of business. Name of supervisor. Number where he can be reached during the daytime. Should only take a few minutes to confirm....

But of course, we already know that you're a phony baloney who has proven time and time again that you have absolutely no knowledge of how the computer business operates, no less how retail works or even the standards of what the video industry works....

4299. InCompUSA Net Offer (Why I hate rebates)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-29 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2909991725400001@ts7-89t-14.idirect.com>
Source record: 2762

another crosspost from comp.sys.mac.advocacy:

looks like InCompUSA, already reeling from the layoff of half its workforce, is now attempting new ways to market - and as always, shooting themselves in the foot.

The result? Apple loses its major supplier in the US.

Bet TiFKAS won't be bragging about this....

Ok, I've bought a few things at CompUSA online in the past, but no more. First, they no longer accept the CompUSA credit card which offers 6 mo. same as cash for purchases over $300 (a major incentive to buy in the past), and second, they refuse to even attempt to match other mail-order prices.

What's the point?

But here's the kicker: Today, I get a special rebate offer from them for $50 off any online software purchase of $150 or more. You *download* software via Digital River, you obtain the online receipt, then you're supposed to *print* both the receipt and this winky coupon, stick it in an envelope and snail mail it to CompUSA and wait 10 weeks for a check!

Yes, I understand the psychology of rebates, wherein a percentage of schmucks never get around to sending it in, thus giving companies free money, and even those who *do* get around to submitting it wind up giving companies a zero-interest loan for 2-3 months. Frankly, between the grocery store club cards (aka "let's track every purchase you'll ever make" cards) and rebate hell, I'm not sure which is worse...

But how LUDICRIOUS is it to enact a 100% digital transaction, only to have to print and snail mail your rebate coupon? ... at least with a *physical* purchase (where some kind of packaging is involved) the rebate requires labels or POP's to be sent in. But in this case there is absolutely no need for this stuff. The only reason the user is required to snail mail the material is because it increases the likelihood that the user might delay or forget to do so.

This is so overtly tacky, I had to bring it up here in csma.

Getting up to 33% off isn't necessarily a bad thing, mind you, and some folks might happily take advantage of the offer. Personally, I'm fed up with the proliferation of rebates and this is the last straw.

Kinda like when I first heard Peaches and Herb sing "Shake Your Groove Thing" in the 70's and realize that Disco had sunk to its lowest ebb. A friend of mine and I bought one of the first "Disco Sucks" shirts in

protest (that's right, it was a custom iron-on! and we were at the vanguard of the burgeoning T-shirt-wearing masses who brought Disco to its knees! <g>)

Hmm ... "Rebates Suck." Now *that's* a T-shirt I would happily receive and wear at a trade show.

4300. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37F26602.4D771627@ihug.co.nz>
Source record: 2763

Hi there,

sinclap wrote:
>
> In article <37EFC674.CEA3F2DB@ihug.co.nz> J WILKINSON wrote:
> >
> > sinclap wrote:
> > >
> > > Can you use W98, Navigator 4.6 and IE 4.5 on the Amigas and the TOS
> > > buckets?
> >
> > No we cannot and that is why we're happy to remain Atari users. We
> > don't have to put up with overbloated bullshit softwares that perform
> > the same number of useful tasks for your average user as a copy of CAB
> > or AWEB for Amiga does, yet uses 10 times the system resources...
> >
> > You think we're silly? We think YOU are...
>
> In other words...'Who needs modern apps....thats why I love Atari...

Atari apps are frequently updated and can perform many of the tasks
that you Mac and PC owners seem to think are your domain only. The
difference is that modern apps on Atari don't need stupid amounts
of system resources or high-speed machines to function. To all
intents and purposes for an -average- PC or Mac user, a fast
CPU is not nearly as well noticed when they go to use their
word-processor or spreadsheet or web-browser...

> Sounds like sour grapes...

Not sour grapes at all. Did I say I was jealous of the fact that
Netscape, W98, and IE don't work on Atari? No I didn't! Learn to
read pal!!

> By the way...Navigator and IE run just fine on my PB G3/266...

'just fine'? Why not brilliantly like APEX media or any D2D
recording software does on my Falcon? That sums Mac and PC
down to a tee...kings of the mediocre...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4301. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37F267A6.2E683C49@ihug.co.nz>
Source record: 2764

Hi there,

Greg Alexander wrote:
>
> In the movie Terminator 2, the John Connor (kid) character uses a small
> portable computer (looked similar to modern WinCE devices, in terms of
> formfactor) hooked up to a credit-card-like device to hack PIN numbers
> for ATMs/etc to get easy money. There is a brief flash where you can
> see the Atari symbol on the computer above its small QWERTY keyboard.

Its the real deal and its name is ATARI Portfolio. Its a 8086 based DOS
portable that has software in ROM and more besides...

Also look in other movies for Atari showings...a good one would have
to be 'Blade Runner: Directors Cut'. The scene where Deckard chases
a replicant through a busy city street shows an Atari shop...

ATARI...only in the best movies! (unlike PC or Mac whose showings
seem to be limited to b-grade crap movies, and then only with a GUI
that is completely removed from original!)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4302. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-30 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <F0KI3.133$Ds1.5293@nsw.nnrp.telstra.net>
Source record: 2765

DarkChyld wrote in message <7ru7us$t4p$1@news.campuscwix.net>...
>On 17 Sep 1999 04:41:21 , sinclap wrote:
>
>->My critics are a dime and dozen...
>
> Its "a dime a dozen", S-crap...and no wonder-look how much
> material you give them to work with! ;-)
>
>->Or he could be yanking your penis for all we know..The real truth is that
>->he was taking the demise of future Amiga models by GateWay hard..
>
> All free-thinkers and supporters of innovation should take a computing
> world without the Amiga hard. (of course, I don't expect to find *you*
> in that group).
>
> BTW, I had not heard that Gateway decided to not make any future
> Amiga models. Can someone trustworthy authenticate this? (Clock-
> Meister? U out there?)
>

You rrrraaannnnggggggg?

Yes, it's pretty much all over as far as the prospects of a new Machine is
concerned. Gateway have seen to that.
The new Amiga will basically consist of a software layer that sits on
another OS, any OS. It is supposed to provide some interface for controlling
various things over a network/internet or something.
In my opinion it ain't worth a shit... everyone else is doing that already.

Not a dignified end, but I guess Amiga the computer is now in the same
position as Atari... no parent company (to speak of).
Phase V and others are developing clones along with the QNX OS as an option.
That could be interesting.

Amiga ain't dead just yet ;-)

Regards,

Clockmeister.

4303. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-30 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <P9KI3.135$Ds1.5162@nsw.nnrp.telstra.net>
Source record: 2766

DarkChyld wrote in message <7s0ogk$bh4$1@news.campuscwix.net>...
>On 17 Sep 1999 20:47:33 , Jï¿½rgen Nyberg wrote:
>
>->Hi DarkChyld
>->
>->I've read it on some site but i can't remember where. I'll get back if
>->i find it.
>->
>->Cheer's Jï¿½rgen
>
> Hi Jï¿½rgen. I'd appreciate it, as the last rumors I heard was that the
> Amiga president had been fired/quit, and that the next generation models
> were going to use a Linux kernel as the heart of the OS...
>

Hi Darkchyld,

No Amiga, Jim Collas is gone (Amiga's best president for a long time IMO) due to a disagreement with Gateway over the future plans for Amiga. Jim didn't like the fact that Amiga was to be (effectively) scrapped, and he left/got pushed cashing in his shares in the process.

Anyway, Jim Collas still reads c.s.a.m but is keeping his head low (probably for legal reasons) showing that he did at least have some interest in the community and their hopes for the next gen Amiga.

None of that matters anymore now though. Gateway/Amiga Inc. are no longer developing a new machine or OS, just some software thing that will run on various OS's. Look for it in the bargain bins at your local PC software retailer.

Regards,

Clockmeister.

4304. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-30 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <jjKI3.137$Ds1.5757@nsw.nnrp.telstra.net>
Source record: 2767

J WILKINSON wrote in message <37F267A6.2E683C49@ihug.co.nz>...
>Hi there,
>
>Greg Alexander wrote:
>>
>> In the movie Terminator 2, the John Connor (kid) character uses a small
>> portable computer (looked similar to modern WinCE devices, in terms of
>> formfactor) hooked up to a credit-card-like device to hack PIN numbers
>> for ATMs/etc to get easy money. There is a brief flash where you can
>> see the Atari symbol on the computer above its small QWERTY keyboard.
>
>Its the real deal and its name is ATARI Portfolio. Its a 8086 based DOS
>portable that has software in ROM and more besides...
>
>Also look in other movies for Atari showings...a good one would have
>to be 'Blade Runner: Directors Cut'. The scene where Deckard chases
>a replicant through a busy city street shows an Atari shop...
>
>ATARI...only in the best movies!

<snip>

They used Amigas to make those movies though! :-)

Regards,

Clockmeister.

4305. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-30 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7svrsg$691$1@news.campuscwix.net>
Source record: 2768

On 30 Sep 1999 22:05:12 , "Clockmeister" wrote:

Thanks for the info.

->Amiga ain't dead just yet ;-)
->
->Regards,
->
->Clockmeister.

AND I'm glad to hear that. ;-)

BTW, is that the "Phoenix project"?

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4306. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-09-30 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <37f42de1@news.cyberzone.net>
Source record: 2769

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> Also look in other movies for Atari showings...a good one would have
> to be 'Blade Runner: Directors Cut'. The scene where Deckard chases
> a replicant through a busy city street shows an Atari shop...

If only.......

Bill Daras,

4307. Re: New Milan II poised for success! TiFKAS Done Like Dinner!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-01 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7t18c9$3vt$1@nnrp1.deja.com>
Source record: 2770

In article <dreibel-1809991059260001@ts7-38t-12.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

'Chunks' burped...

> that's the whole point - TiFKAS was basically playing "mine is bigger
> than yours" with me, and I called his bluff on what was available right
> now. Seeing as the target date for the new Milan is January, and seeing
> that it is supposed to be priced below an iMac, the iMac will still be
> non-cutting edge regarding hard-drive capacity. Besides, isn't it a little
> late now to be predicting a new iMac? Christmas sales are coming up, and
> they'd have to have it out way before Christmas to have an impact - the
> pundits were predicting an announcement on a new imac at the show in
> France, and they were disappointed.

Apple just posted a Special event announcement for Tuesday Oct. 5.

http://www.apple.com/quicktime/showcase/live/appleevent99/

Draw your own conclusions. Remember Apple has three huge iMac production
facilities worldwide. Yes it would be tough for the then Atari to
announce a new model today for Christmas time frame due to their lone
garage size manaufacturing facility.

>
> well, looks like I'll soon be able to buy a Mac 7200 for $79 :)

Congrats for finaly reaching PPC before the century is out. Five years
better late than never..

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4308. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-01 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7t18nu$4at$1@nnrp1.deja.com>
Source record: 2771

In article <37F26602.4D771627@ihug.co.nz>,
J, WILKINSON wrote:
>
> Atari apps are frequently updated and can perform many of the tasks
> that you Mac and PC owners seem to think are your domain only. The
> difference is that modern apps on Atari don't need stupid amounts
> of system resources or high-speed machines to function. To all
> intents and purposes for an -average- PC or Mac user, a fast
> CPU is not nearly as well noticed when they go to use their
> word-processor or spreadsheet or web-browser...

You're kidding right? The same calibur apps...right? Or your deluded
and in denial...?

> > Sounds like sour grapes...
>
> Not sour grapes at all. Did I say I was jealous of the fact that
> Netscape, W98, and IE don't work on Atari? No I didn't! Learn to
> read pal!!
>
> > By the way...Navigator and IE run just fine on my PB G3/266...
>
> 'just fine'? Why not brilliantly like APEX media or any D2D
> recording software does on my Falcon? That sums Mac and PC
> down to a tee...kings of the mediocre...

Sorry for being melodramatic...They run brilliantly(sp)!

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4309. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-01 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7t1fl0$8tn$1@nnrp1.deja.com>
Source record: 2772
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <dreibel-28099921485300001@ts7-33t-45.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

The 68k Mac Jihad 'Chunks' Spoke....

> well well well. Seems TiFKAS didn't realize one of his missives wound
> up on comp.sys.mac.advocacy - and he got a reply from a well-known Mac
> defender, Joe Ragosta, that proves that we can now add the how businesses
> work to the other things the little pretend "Apple Power Rep" doesn't know
> beans about.....

You're twisted mind is seeing conspiracy thats not there. Joe and I have
a difference of opinion. I am not saying thats he is right nor wrong..

> In article <7sm3oj$5td$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:
>
> > In article <gmgraves-19099913084600001@oak-pm5-042.dialup.slip.net>,
> > gmgraves@slip.net (George Graves) wrote:
> > >
> > > I don't really think that Fry's has changed all that much over the years.
> > > They've always been more of a negative experience than a positive one (at
> > > least for me). I categorize the problems with Fry's this way:
> > >
> > > 1) They don't pay their help very well. This means that if you don't know
> > > EXACTLY what you are looking for and EXACTLY what you want, you won't find
> > > much help at Fry's because the level of help that Fry's wages attract (A)
> > > don't know anything about the various technologies that they are selling,
> > > and (B) many don't speak English well enough to give customers
> > > understandable help.
> >
> > Fry's are commission based...Fry's can give a salary instead but prices
> > will go up...What do you want...low prices or high service and high
> > prices?
>
> Actually, that's not quite true. Changing from a commission to salary
> structure doesn't necessarily increase prices--or reduce service.
>
> Let's say your average Fry's employee makes $15,000 in salary and $10,000
> in commission (making the numbers up, but the actual numbers are
> irrelevant). If Fry's switched to straight salary and paid $25,000 per
> employee, their total expenses would be unchanged.

Much of the Fry's are in California. You will not get much for $25,000 a
year which is considered below profesional mininum wage.. I knew folks at
Fry's on the sales floor who earned $50,000 K plus a year and they worked

their tale off to service the customer. There are bad apple's at Fry's
and elsewere but there are stars.. Retail is retail...buyer beware. A
polished customer will do their homework before entering..Customers
demand that the staff are experts on every product that the store offers
and that is unrealistic. Had one PC customer approach me in Apple land
at CUSA during my work call and asked me questions about this obscure PC
app. I had no clue and never used the product. He got all indigent and
demanded that I find a sales person that used this product. I told him
it was like finding a needle in a haystack to find a staffer that used
the product... plus that I don't work for CUSA and motioned him to look
up at the ceiling banners and carpet in Apple Land.

> In theory, by basing the compensation package on commission, you get
> better sales people. In my experience, what you get are pushy people who
> sell crap to unsuspecting innocent people in order to make a buck.

By paying low wages by the hour you get indifferent sales people. The
compensation methods are not perfect...The commission approach at Fry's
is the proper method..

> Personally, I prefer to pay most compensation in salary with only a small
> commission piece. There is the risk that you'll keep the lousy sales
> people and lose the good ones, but I haven't found that to be the case.
> Pay a fair salary and you'll be OK. And fire the lousy sales people.

Not on $25,000 a year...Even the burger flippers at the fastfoods can
make that in Calif...

> Of course, Fry's may want pushy sales people who mislead customers to make
> a buck........

Rule of thumb...Always come prepare and do your homework before walking
in a store..

> --
> Regards,
>
> Joe Ragosta
>

Peter

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Before you buy.

4310. Re: InCompUSA Net Offer (Why I hate rebates)

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-01 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7t1g3l$99d$1@nnrp1.deja.com>
Source record: 2773

In article <dreibel-2909991725400001@ts7-89t-14.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> another crosspost from comp.sys.mac.advocacy:
>
> looks like InCompUSA, already reeling from the layoff of half its
> workforce, is now attempting new ways to market - and as always, shooting
> themselves in the foot.
>
> The result? Apple loses its major supplier in the US.
>
> Bet TiFKAS won't be bragging about this....

First of...CUSA laid off half their commercial staff of 3,600. About
half of the laid off accepted positions in their new corporate calling
system in Dallas according the press release. CUSA currently employs
20,000 according to the press release.. Hardly half off...

Second of...What does this have to do with Apple losing it's supplier?

> Ok, I've bought a few things at CompUSA online in the past, but no more.
> First, they no longer accept the CompUSA credit card which offers 6 mo.
> same as cash for purchases over $300 (a major incentive to buy in the
> past), and second, they refuse to even attempt to match other mail-order
> prices.

Life's a bitch...

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Before you buy.

4311. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-01 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <W40J3.66$2H1.2174@nsw.nnrp.telstra.net>
Source record: 2774

DarkChyld wrote in message <7svrsg$691$1@news.campuscwix.net>...
>On 30 Sep 1999 22:05:12 , "Clockmeister" wrote:
>
> Thanks for the info.
>
>->Amiga ain't dead just yet ;-)
>->
>->Regards,
>->
>->Clockmeister.
>
> AND I'm glad to hear that. ;-)
>
> BTW, is that the "Phoenix project"?
>

Indeed, that is the project which, if successfull, will put the destiny of
the Amiga computer in the hands of the users.

Offcourse, the new Phase V G4 Amiga clone looks promising as well, with the
QNX RTOS as an option it looks like an interesting combination.

Good to see the Atari clones continuing to sell steadily.

Regards,

Clockmeister.

4312. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37F54CD4.8B3A5323@ihug.co.nz>
Source record: 2775

sinclap wrote:
>
> In article <37F26602.4D771627@ihug.co.nz>,
> J, WILKINSON wrote:
> >
> > intents and purposes for an -average- PC or Mac user, a fast
> > CPU is not nearly as well noticed when they go to use their
> > word-processor or spreadsheet or web-browser...
>
> You're kidding right? The same calibur apps...right? Or your deluded
> and in denial...?

OK Einstein...does your G3 Mac make you type numbers or letters any
quicker than a 8086 PC or 68000 mac would? The answer is (ding!) NO!
Your average dickhead isn't into graphic/video/highband audio etc apps
they just want to type emails and letters!!

> > > By the way...Navigator and IE run just fine on my PB G3/266...
> >
> > 'just fine'? Why not brilliantly like APEX media or any D2D
> > recording software does on my Falcon? That sums Mac and PC
> > down to a tee...kings of the mediocre...
>
> Sorry for being melodramatic...They run brilliantly(sp)!

Thank you. If you're going to advocate something I should expect
a little more enthusiasm than you displayed previously!! B^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4313. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37F54E69.B2F9ABDE@ihug.co.nz>
Source record: 2776

Hi there,

Bill Daras wrote:
>
> J WILKINSON <jwandjw@ihug.co.nz> wrote:
>
> > Also look in other movies for Atari showings...a good one would have
> > to be 'Blade Runner: Directors Cut'. The scene where Deckard chases
> > a replicant through a busy city street shows an Atari shop...
>
> If only.......

What...we could chase replicants through darkened city alleyways? Or the
Atari shop thing!! B^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4314. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37F54E7D.FE929057@ihug.co.nz>
Source record: 2777

Hi there,

Clockmeister wrote:
>
> J WILKINSON wrote in message <37F267A6.2E683C49@ihug.co.nz>...

> >Also look in other movies for Atari showings...a good one would have
> >to be 'Blade Runner: Directors Cut'. The scene where Deckard chases
> >a replicant through a busy city street shows an Atari shop...
> >
> >ATARI...only in the best movies!
>
> <snip>
>
> They used Amigas to make those movies though! :-)

I know that!! And they used them well! At least I didn't knock
the Amiga, a computer for which I still have some respect...

But do you agree that any Mac or PC seen in Hollywood has a GUI
utterly unlike any version of Windows or MacOS ever seen?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4315. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37F54DDA.1EE44C4D@ihug.co.nz>
Source record: 2778

Hi there,

Clockmeister wrote:
>
> J WILKINSON wrote in message <37F267A6.2E683C49@ihug.co.nz>...

> >Also look in other movies for Atari showings...a good one would have
> >to be 'Blade Runner: Directors Cut'. The scene where Deckard chases
> >a replicant through a busy city street shows an Atari shop...
> >
> >ATARI...only in the best movies!
>
> <snip>
>
> They used Amigas to make those movies though! :-)

I know that!! And they used them well! At least I didn't knock
the Amiga, a computer for which I still have some respect...

But do you agree that any Mac or PC seen in Hollywood has a GUI
utterly unlike any version of Windows or MacOS ever seen?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4316. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37F54FD3.6C82A8F3@ihug.co.nz>
Source record: 2779

Hi there,

Clockmeister wrote:
>
> No Amiga, Jim Collas is gone (Amiga's best president for a long time IMO)
> due to a disagreement with Gateway over the future plans for Amiga. Jim
> didn't like the fact that Amiga was to be (effectively) scrapped, and he
> left/got pushed cashing in his shares in the process.

I did get the impression he was being handed his hat, but what else could
one expect from Gateway - a company so far up M$ arse that Bill Gates wee
tonsils were visible...BG may have been the one to pull the plug too...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4317. Re: ATARI WILL RISE FROM THE ASHES AND

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37F54FED.EDCF94F9@ihug.co.nz>
Source record: 2780

Hi there,

Clockmeister wrote:
>
> No Amiga, Jim Collas is gone (Amiga's best president for a long time IMO)
> due to a disagreement with Gateway over the future plans for Amiga. Jim
> didn't like the fact that Amiga was to be (effectively) scrapped, and he
> left/got pushed cashing in his shares in the process.

I did get the impression he was being handed his hat, but what else could
one expect from Gateway - a company so far up M$ arse that Bill Gates wee
tonsils were visible...BG may have been the one to pull the plug too...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4318. Is Canada's economy in death spiral? Apple turnaround model to the rescue?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7t47gl$77i$1@nnrp1.deja.com>
Source record: 2781

Will the 68k Mac/Atari Jihad 'Chunks' deny that up north just above the MN border that economic stagnation has taken hold?

http://www.nationalpost.com/commentary.asp?f=990929/89911

Wednesday, September 29, 1999

Upsetting the Apple cart

Andrew Coyne
National Post

Ihave recently purchased an iMac, the see-through, fruit-flavoured, moulded-plastic phenomenon that, quite simply, saved Apple Computers. It's a nifty little device. It is also, inevitably, a metaphor. Be warned: Further on, I will use it as a model for how Canada might effect a similarly dramatic turnaround.

But first, a dash of reality. The tax-cut chorus is now approaching critical mass: Business, labour, social groups, all five political parties, the premiers -- all favour some sort of tax cut, if for different people, and for different reasons. The most insistent calls, however, come from those alarmed at the large and growing gap in income tax rates between Canada and the United States, and the consequences that are said to ensue: a productivity gap, an income gap, and an exodus of talent and capital in pursuit of the lower taxes and higher incomes to be had south of the border.

Whether any of these horrific events are actually occurring is a matter of some debate. It is not yet clear, for example, whether the brain drain is any worse now than it has been historically. My own view, for what it's worth, is that we are seeing the first signs of a problem that, if it is not yet evident, will get much worse in coming decades.

That's the good news. The bad news is that there is little we can do to avert this fate -- at

least, not with the remedies currently on offer. The forces at work drawing labour and capital into the industrial centres of the United States are as ineluctable as gravity, and much too powerful to be offset by a few piddling tax cuts.

The most obvious aspect of this, of course, is that pre-tax incomes are so much higher in the States, at least for those in the educated, knowledge-economy elite: the very people, as it happens, most inclined to move, and with the fewest natural obstacles. So even if we slashed taxes to U.S. levels, or lower, we still wouldn't have closed the gap.

Mind you, it's probably true, as tax-cut advocates contend, that the gap in pre-tax incomes is itself due in part to the differences in tax rates. If Canada's higher tax rates lead investors to make proportionately fewer investments or workers to supply less labour, that would help to explain our relatively poor productivity and consequent lower incomes.

Alas, that isn't the only reason. This is where the Apple analogy comes in. Canada today is facing very much the same threat as Apple in the early 1990s: a "positive feedback" loop in which an early market lead, rather than being reversible through price cuts or other conventional strategies, becomes itself a source of competitive advantage.

In Apple's case, the company had, for reasons unrelated to the quality of its product, seen its share of the personal computer market dwindle. That meant fewer software titles were published in Macintosh format, which made consumers even less likely to consider buying a Mac.

The company was caught in a death spiral, much like the one that killed the Betamax video format in the 1980s. Incremental changes would not be enough: What was needed was a product so radical, so irresistible, as to generate the sort of sudden, quantum leap in sales that alone could reverse the spiral. A product like the iMac.

The positive feedback loop that is pushing U.S. productivity further and further ahead of other countries' is very similar -- and doubly lethal to Canada. Not only are American firms profiting from the "lock-in" effect of early leads in any number of knowledge industries. It also seems that they gain advantage from sheer physical proximity to one another: The firms in Silicon Valley have a richly stocked talent pool to draw from, who can change jobs by crossing the street.

So a second feedback loop emerges, again to the United States' advantage. Firms and people go there, in part because other firms and people go there. This is not new, but with the rise of the knowledge economy, it is more pronounced. And it is potentially devastating to Canada.

Like Apple, we can no longer rely on incremental strategies, i.e., tax cuts. To turn things around, we need the policy equivalent of an iMac: something so startling, so extraordinary, as to compel footloose capital and labour to once again give Canada a look. Do I have one? Yes I do. Abolish the income tax.

Don't get too excited: The same revenues would still have to be collected somehow. To replace the $100-billion or so the federal government raises every year in personal and corporate income tax would mean increasing the GST to about 35%. But think of it! No tax return to fill out. No tracking of expenses, no calculation of capital gains or accounting for depreciation. And no tax at all on income you don't spend.

I realize this is an idea that requires more than one or two paragraphs to develop. The point here is only that we need to expand the tax-cut debate, if we are to counter the pull of American economic gravity. We need to think big. Or to borrow a slogan, Think Different.

The mac spin: http://www.applelinks.com/mooresviews/coyne.shtml

iMac-Using Pundit Cites Apple's Turnaround Strategy As A Blueprint For Addressing Canada's Economic Distempers

By Applelinks Contributing Editor Charles W. Moore

Respected Canadian political and economic affairs columnist Andrew Coyne has recently joined the ranks of iMac users, and this week used Apple's iMac-driven turnaround in his latest National Post column as a metaphor for how Canada might also reverse its current national economic distempers -- especially those related to Canada's punishing tax rates.

Mr. Coyne notes the large and growing gap in income tax rates between Canada and the United States, and its widely-alleged consequences including a productivity gap, an income gap, and the famous "brain-drain" that sees a significant proportion of Canada's best and brightest exit south each year in pursuit of the lower taxes and higher incomes.

Mr. Coyne thinks, and as a fellow commentator on Canadian public affairs I heartily agree with him, that these problems are going to escalate if they are not effectively addressed by drastic reforms.

Half-measures will not do. As Coyne puts it, "The forces at work drawing labour and capital into the industrial centers of the United States are as ineluctable as gravity, and much too powerful to be offset by a few piddling tax cuts."

And this is where Coyne's iMac analogy kicks in. "Canada today is facing very much the same threat as Apple in the early 1990s," he writes, noting that in those dark days of 1996-'97, Apple had seen its market share erode, resulting in less software being published in Mac format, which made consumers even less likely to consider buying Macs, which made it even less attractive for developers to write Mac software.

"The company was caught in a death spiral," says Coyne. "Incremental changes would not be enough: What was needed was a product so radical, so irresistible, as to generate the sort of sudden, quantum leap in sales that alone could reverse the spiral."

That product was of course the iMac, which as Apple-watchers know, catalyzed one of the most dramatic turnarounds in corporate history.

Coyne asserts that Canada is currently in a situation not dissimilar to Apple's in the mid-'90s. "Not

only are American firms profiting from the 'lock-in' effect of early leads in any number of knowledge industries," he notes, but it appears that they benefit substantially from sheer physical proximity to one another.

Consequently, as with the chicken-or-egg matter of Apple market-share and third-party software development, high-technology companies and personnel tend to locate in places like Silicon Valley, in part because other high-tech firms and people locate there. This dynamic with regard to software development was potentially (and near-actually) devastating to Apple, and it is likewise potentially devastating industrially and economically to Canada. For instance, only 15 per cent of Canadian manufacturing is currently based in technology, compared with 35 per cent of the U.S. economy.

Andrew Coyne maintains that it's too late for incremental strategies such as modest tax cuts to help Canada's technology investment deficit and general economic competitiveness. Because U.S. pre-tax incomes are already so much higher than in Canada that even if Canada slashed taxes to U.S. levels, it would still fall far short of closing the gap. "To turn things around," he says, "we need the policy equivalent of an iMac: something so startling, so extraordinary, as to compel footloose capital and labour to once again give Canada a look."

So what is Coyne's iMac-esque prescription for fixing Canada's economic death spiral?. Abolish the income tax. Well, he said it would be startling! But would it work?

Coyne suggests that in order to replace the Can$100 billion or so that Canada's federal government raises annually through the personal and corporate income tax system, it would be necessary to increase the federal Goods and Services value added tax (GST) from its present 7 percent to roughly 35 percent, which probably sounds awful to most people, but the payoff would be that no one would have to fill out tax returns, record expenses, calculate capital gains or depreciation allowances. The national increase in efficiency in a lighter red-tape and paperwork burden alone would almost certainly boost the GNP a few points. There would be no income taxes deducted from paychecks -- personal income would be yours tax-free until you spent it. And you would not be

taxed at all on money saved.

Proving himself a master of understatement, Mr. Coyne acknowledges that "this is an idea that
requires more than one or two paragraphs to develop."

True enough, and there are also a number of other significant issues besides high taxes kneecapping
Canada's economic competitiveness -- for example the fact that 33.1% of Canadian workers belong
to labor unions, while less than 15% of U.S. wage earners are unionized. The rate of unionization in
the Canadian public sector is 71%, with 18% of Canada's private sector workers unionized,
compared with only 11.8% of the U.S. private sector labour force .

Canada also has one of highest strike rates in the industrialized world, averaging 407 strikes per
year between 1990 and 1996, compared with just 38 in the United States, 191 in Japan and 306 in
the United Kingdom - - all countries with much larger populations. Small wonder that Canada
struggles to keep its head above the increasingly rough waters of international competition.

Successive Canadian governments have irresponsibly attempted to wallpaper over the productivity
gap through that time-honored method of propping up failing economies -- currency devaluation --
which is why the Canadian buck, which traded at more than par with the greenback in 1976, is now
worth about 68 cents, up a bit from its all-time nadir of 63 cents in the summer of 1998.

Still, I like Andrew Coyne's income tax abolition idea. Unlike many GST- hating Canadians, I have
long believed that value added taxes are a much superior vehicle for raising necessary government
revenues than the income tax so beloved of leftists, whose ideological orientation is to punish "the
rich" and "big multinational corporations" with confiscatory income taxation. As for the argument
that a flat value-added tax is not progressive and therefore discriminates against the poorer members
of society, there are already graduated GST rebates in place that could be adjusted and enhanced to
compensate for the burden a 35% value-added tax would place on lower-income people.

In any event, the present system is not working, folks. Canada has had the lowest productivity
growth of any G7 country for the past 25 years, and continues to slip

farther and farther behind her
G7 partners in standard of living. Canadian real per capita income is
about 25 percent less than in
the U.S. A Canadian Imperial Bank of Commerce study recently found that
Canadians are earning
$900 Cdn. a year less per capita in real terms than a decade ago, while
American disposable income
has risen by $2,200 US per person over the same period.

Since 1996, annual U.S. pay increases averaged 2.0 per cent after
inflation, compared with 0.2 per
cent in Canada. Had Canada kept pace with U.S. productivity growth
since 1979, Canadian per
capita real income today would be more than $7,000 per year higher.

Canada's labor cost per unit produced rose 99 percent between 1978 and
1991, versus just 62
percent in the U.S. (the Canada/U.S. dollar exchange rate was the same
at the start and end of that
period, so currency fluctuations weren't a factor in these data). That
amounts to a 37 percent
widening of an already significant productivity gap over one decade.
Canada can no longer afford
such inefficiency. Actually, we never could, as our 68 cent dollar
indicates.

The Organization for Economic Cooperation and Development has warned
that Canada's standard
of living will fall sharply during the next 20 years unless we clean up
our act. "We must work to
sensitize Canadians that [productivity] is an issue that really matters
and our standard of living, and
that of our children, is very much at stake," commented Canadian
National Corporation CEO Paul
Tellier recently.

In a recent special issue focusing on Canada, The Economist magazine
pointed out that Canadians
should not resist a "growing recognition" that demands for lowering
taxes, cutting national debt, and
narrowing the productivity gap with the U.S. are reasonable. The
Economist cautions that Canadians
will have to become more like Americans to survive in an increasingly
competitive world economy.

Even a Canadian government policy paper on productivity by the federal
Department of Industry
acknowledges Canada's pathetic productivity performance, and paints a
grim scenario of a country
in danger of becoming a low-wage appendage to the U.S. -- "hinterland
status" -- unless we can

clean up our productivity performance.

Given these sober evaluations, Andrew Coyne's "iMac fix" for Canada's economic ills is neither
extreme nor outlandish. As he summarizes: "The point here is only that we need to expand the
tax-cut debate, if we are to counter the pull of American economic gravity. We need to think big. Or
to borrow a slogan, Think Different."

Just sinclap...

Sent via Deja.com http://www.deja.com/
Before you buy.

4319. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <8%nJ3.81$AV1.4379@nsw.nnrp.telstra.net>
Source record: 2782

J WILKINSON wrote in message <37F54DDA.1EE44C4D@ihug.co.nz>...
>Hi there,
>
>Clockmeister wrote:
>>
>> J WILKINSON wrote in message <37F267A6.2E683C49@ihug.co.nz>...
>
>> >Also look in other movies for Atari showings...a good one would have
>> >to be 'Blade Runner: Directors Cut'. The scene where Deckard chases
>> >a replicant through a busy city street shows an Atari shop...
>> >
>> >ATARI...only in the best movies!
>>
>> <snip>
>>
>> They used Amigas to make those movies though! :-)
>
>I know that!! And they used them well! At least I didn't knock
>the Amiga, a computer for which I still have some respect...

You did note the smiley didn't you... it was a tongue in cheek comment, not
a dig at Atari.

>
>But do you agree that any Mac or PC seen in Hollywood has a GUI
>utterly unlike any version of Windows or MacOS ever seen?
>

Agreed, yes... especially PC's.

Regards,

Clockmeister.

4320. Re: Is Canada's economy in death spiral?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7t53e3$pea@ds2.acs.ucalgary.ca>
Source record: 2783

On Sat, 2 Oct 1999, sinclap wrote:

> Andrew Coyne
> National Post

What - Sinclap doesn't quote 'Toronto's National Newspaper the Toronto Glob & Mule' ?????

> Further on, I will use it as a model for how Canada might effect a
> similarly dramatic turnaround.

Not while the Liberals remain in power - kept there by the 'Sheep populating Ontario' !!!!

> The most obvious aspect of this, of course, is that pre-tax
> incomes are so much higher in the States, at least for those in
> the educated, knowledge-economy elite: the very people, as it
> happens, most inclined to move, and with the fewest natural
> obstacles. So even if we slashed taxes to U.S. levels, or lower,
> we still wouldn't have closed the gap.

Jean Cretin doesn't care - he is encouraging the 'whiners' to leave !

Snipped for the sake of brevity

One has only to look at the UK after the 'Thatcher Revolution' which the following governments, even New Labour have not changed - unemployem is at less than 1% and things seem to be economically good - but then we can't compare Canada to a 'real country' can we ???

A 'Country' that cannot, and does not, respect its own borders is not a real country - it is an aggregation of land which will eventually become a real country once populated by people who do really care about it !!!

I find that really sad !

The Canadian Curmudgeon (in snowy Calgary)

4321. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <37f62769@news.cyberzone.net>
Source record: 2784

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> Hi there,
>
> Clockmeister wrote:
>>
>> J WILKINSON wrote in message <37F267A6.2E683C49@ihug.co.nz>...
>
>> >Also look in other movies for Atari showings...a good one would have
>> >to be 'Blade Runner: Directors Cut'. The scene where Deckard chases
>> >a replicant through a busy city street shows an Atari shop...
>> >
>> >ATARI...only in the best movies!
>>
>> <snip>
>>
>> They used Amigas to make those movies though! :-)
>
> I know that!! And they used them well! At least I didn't knock
> the Amiga, a computer for which I still have some respect...
>
> But do you agree that any Mac or PC seen in Hollywood has a GUI
> utterly unlike any version of Windows or MacOS ever seen?

There is a movie called "Office Space" out on video in the U.S right
now, in one scene a man is waiting for a really large file to save so he can
shut down his computer.

It is a Mac GUI and I even think the Apple menu is visible, but when he
shuts it down it goes to a c:\ prompt!

Bill Daras,

4322. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0210991510320001@ts7-70t-23.idirect.com>
Source record: 2785
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <7t1fl0$8tn$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-2809992148530001@ts7-33t-45.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> The 68k Mac Jihad 'Chunks' Spoke....

looks like TiFKAS is hallucinating again, he's imagining his imaginary friend Chunks, who's never existed, is replying to him. A sure sign that he's losing an argument before he's started....

Please also note the fact that he is claiming that a Macintosh is junk with his sneering putdown of a Quadra 950 - according to just about every Mac person I've talked to, a Quadra 950 (this is one of the first Mac server models) is a pretty powerful machine despite its older chip, and a pretty cool machine to be running...

> > well well well. Seems TiFKAS didn't realize one of his missives wound
> > up on comp.sys.mac.advocacy - and he got a reply from a well-known Mac
> > defender, Joe Ragosta, that proves that we can now add the how businesses
> > work to the other things the little pretend "Apple Power Rep" doesn't know
> > beans about.....
>
> You're twisted mind is seeing conspiracy thats not there.
^^

spelling, spelling, TiFKAS. They're spelled "Your" and "that's". More proof that Apple's employment department would have given you the bum's rush the moment you put crayon to paper...

And since when is well thought out reply to your drivel is considered "conspiracy"? We all know your own paranoid rantings about "Atari Jihads" shows who's the real conspiracy nut....

Joe and I have
> a difference of opinion. I am not saying thats he is right nor wrong..

because you can never admit you are wrong, can you, chucklehead? Just like you can't admit you were wrong about supporting "Tubby" Black's unresearched articles?

> >
> > Actually, that's not quite true. Changing from a commission to salary
> > structure doesn't necessarily increase prices--or reduce service.
> >
> > Let's say your average Fry's employee makes $15,000 in salary and $10,000

> > in commission (making the numbers up, but the actual numbers are
> > irrelevant). If Fry's switched to straight salary and paid $25,000 per
> > employee, their total expenses would be unchanged.
>
> Much of the Fry's are in California. You will not get much for $25,000 a
> year which is considered below profesional mininum wage..

cite, please. And it's spelled "professional", which you are not.

I knew folks at
> Fry's on the sales floor who earned $50,000 K plus a year and they worked
> their tale off to service the customer. There are bad apple's at Fry's
> and elsewere but there are stars.. Retail is retail...buyer beware. A
> polished customer will do their homework before entering..Customers
> demand that the staff are experts on every product that the store offers
> and that is unrealistic.

what is unrealistic here is TiFKAS' claims that he is an Apple Power
Rep. His major mispellings alone in the above paragraph are enough proof
of that.

One thing about my business that we often get complimented on is the
amount of knowledge and understanding of the product we can pass on to the
consumer, due to training, trade shows and simply studying the labels of
the products before the consumer asks the hard questions. Why should we
expect less of the salespeople who sell us computers or software?

Had one PC customer approach me in Apple land
> at CUSA during my work call and asked me questions about this obscure PC
> app. I had no clue and never used the product. He got all indigent and
> demanded that I find a sales person that used this product. I told him
> it was like finding a needle in a haystack to find a staffer that used
> the product... plus that I don't work for CUSA and motioned him to look
> up at the ceiling banners and carpet in Apple Land.

more spelling mistakes. It's spelled "indignant". And who are you to
make assumptions about what the staff at that particular store did and
didn't know?

The only true part of the above was "I didn't have a clue", which you
NEVER had, chucklehead....

>
> > In theory, by basing the compensation package on commission, you get
> > better sales people. In my experience, what you get are pushy people who
> > sell crap to unsuspecting innocent people in order to make a buck.
>
> By paying low wages by the hour you get indifferent sales people. The
> compensation methods are not perfect...The commission approach at Fry's
> is the proper method..

Joe has the experience in knowing what does and doesn't work.
>

> > Personally, I prefer to pay most compensation in salary with only a small
> > commission piece. There is the risk that you'll keep the lousy sales
> > people and lose the good ones, but I haven't found that to be the case.
> > Pay a fair salary and you'll be OK. And fire the lousy sales people.
>
> Not on $25,000 a year...Even the burger flippers at the fastfoods can
> make that in Calif...

cite please.

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4323. Re: Is TiFKAS' credibility in death spiral?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0210991540380001@ts7-70t-23.idirect.com>
Source record: 2786

In article <7t53e3$pea@ds2.acs.ucalgary.ca>, VE6HY <besmith@calcna.ab.ca> wrote:

> On Sat, 2 Oct 1999, sinclap wrote:
>
> > Andrew Coyne
> > National Post
>
> What - Sinclap doesn't quote 'Toronto's National Newspaper the Toronto
> Glob & Mule' ?????

nope, TiFKAS is too dense to understand that fine paper, he instead turns to his favorite misinformation rag the National Pest (a.k.a. the Daily Tubby), run by well-known right-wing loony and Augusto Pinochet apologist Conrad "Tubby" Black, who is much the same bully and crybaby as ol' TiFKAS himself. The same paper that ran the article TiFKAS crowed that the "iMac was all sold out up North!", only to be proven dead wrong after my poll of different stores in Toronto last March which showed just how little their reporters did their homework.

A note, TiFKAS - you may want to know that "Tubby" encourages his reporters to have the same neanderthal views that he espouses. Which is why the Daily Tubby is considered a laughing-stock. Indeed, a recent ad that the Tubby has been running here on billboards in Ontario, showing a dog peeing on a Tubby newsbox, ironically reflects how Canadians feel about this idiot and his world-view...

>
> > Further on, I will use it as a model for how Canada might effect a
> > similarly dramatic turnaround.
>
> Not while the Liberals remain in power - kept there by the 'Sheep
> populating Ontario' !!!!

no, it's just that we're too smart to fall for the empty rhetoric of Preston Manning, he of the rapidly shrinking credibility especially after his immigrant-baiting rhetoric here in T.O. and last night's historic Tory meeting where 95% of their membership rejected Manning's UA scheme. No, Preston, we're not "out of touch" here in Ontario. Just because Mike Harris got another 5 years in power here doesn't mean we're THAT stupid....after all, we, by turfing many of Harris' ministers (many of the same idiots who started many of the problems we still have here like labour relations), and re-electing Harris' biggest critic, Gerard Kennedy, by a landslide (which I as one of Kennedy's constituents helped to do :)) has shown Harris it's not going to be "business as usual" in selling out Ontario to big business.

Still, there's one thing we can agree on - it's hilarious that TiFKAS feels so threatened by his biggest critic that he has to attack an entire country - forgetting, of course, what happened the last time the US underestimated Canada in an attack (does the image of a charred and destroyed White House in 1814 give you any clues, pinhead?)

Note too that he's not bragging about Jesse "The Baby" Ventura anymore - probably even he's realized that Ventura has made Missouri voters the laughing stock of the US after unashamedly whoring himself out to the WWF again...

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4324. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7t63dvqda1@news.campuscwix.net>
Source record: 2787

On 2 Oct 1999 21:49:21 +, "Clockmeister" wrote:

Its amazing really. The Amiga was (and in some respects still is) huge
in the video industry. Likewise, the Atari ST line brought MIDI to the
masses, and yet neither garners the respect that they so richly deserve.

Gods, look at early Babylon 5, done by Amigas, and soundtracks from
movies like "Legend", done by Atari's (yo-Tangarine Dream!)... Well,
others may turn their heads, but I remember...oh yes, I remember!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4325. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-02 00:00:00 UTC
From: "Dana P. Jacobson" <dpj@delphi.com>
Message-ID: <7t6bs3$ib3@lotho.delphi.com>
Source record: 2788

Greg Alexander wrote in message <7skc3lsgg1@jetsam.uits.indiana.edu>...
>In the movie Terminator 2, the John Connor (kid) character uses a small
>portable computer (looked similar to modern WinCE devices, in terms of
>formfactor) hooked up to a credit-card-like device to hack PIN numbers
>for ATMs/etc to get easy money. There is a brief flash where you can
>see the Atari symbol on the computer above its small QWERTY keyboard.
> My question is, does it exist, or is it just some sort of
>bizarre joke or bizarre product placement? Since I can't find any
>reference to such a device, I figure that Atari never made a handheld
>computer (Lynx doesn't count, no keyboard), but if Atari ever made such
>a device, I'd love to know about it.
> Thanks.

The handheld is called the Portfolio. Adn yes, they are still around and
available. I don't know if anyone is selling them new, but perhaps Best
Electronics has some in stock.

-Dana

4326. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-03 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7t7ogo$jji@ds2.acs.ucalgary.ca>
Source record: 2789

"Dana P. Jacobson" wrote:

> The handheld is called the Portfolio. Adn yes, they are still around and
> available. I don't know if anyone is selling them new, but perhaps Best
> Electronics has some in stock.

And a jolly good box it is too - as good as the Psion when it was
introduced !

The Canadian Curmudgeon (in chilly Calgary)

4327. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-04 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <_3LJ3.93$T82.6359@nsw.nnrp.telstra.net>
Source record: 2790

DarkChyld wrote in message <7t63dvqda1@news.campuscwix.net>...
>On 2 Oct 1999 21:49:21 +, "Clockmeister" wrote:
>
> Its amazing really. The Amiga was (and in some respects still is) huge
> in the video industry. Likewise, the Atari ST line brought MIDI to the
> masses, and yet neither garners the respect that they so richly deserve.
>
> Gods, look at early Babylon 5, done by Amigas, and soundtracks from
> movies like "Legend", done by Atari's (yo-Tangarine Dream!)... Well,
> others may turn their heads, but I remember...oh yes, I remember!
>

Us Atari and Amiga users are the fortunate few that are enlightened enough to know that Atari and Amiga where the platforms to kickstart the audio and video revolution in media.

Others will continue to believe the Wintel version of history... unfortunately.

Regards,

Clockmeister.

4328. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-04 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37F7A5C9.1DDE2115@ihug.co.nz>
Source record: 2791

Hi there,

DarkChyld wrote:
>
> On 2 Oct 1999 21:49:21 +, "Clockmeister" wrote:
>
> Its amazing really. The Amiga was (and in some respects still is) huge
> in the video industry. Likewise, the Atari ST line brought MIDI to the
> masses, and yet neither garners the respect that they so richly deserve.
>
> Gods, look at early Babylon 5, done by Amigas, and soundtracks from
> movies like "Legend", done by Atari's (yo-Tangarine Dream!)... Well,
> others may turn their heads, but I remember...oh yes, I remember!

So do I! <cue hypnotic trippy coloured light thingy!!>

I seem to remember that many video pre/post prod houses had a Video Toaster setup doing the eye candy and a bank of ST's soothing the ears...not so long ago either...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4329. Re: Is Canada's economy in death spiral?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-04 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7t9afqarv1@nnrp1.deja.com>
Source record: 2792

In article <7t53e3$pea@ds2.acs.ucalgary.ca>,
VE6HY <besmith@calcna.ab.ca> wrote:
>
> On Sat, 2 Oct 1999, sinclap wrote:
>
> > Andrew Coyne
> > National Post
>
> What - Sinclap doesn't quote 'Toronto's National Newspaper the Toronto
> Glob & Mule' ?????

Do you not aprove?

> > Further on, I will use it as a model for how Canada might effect a
> > similarly dramatic turnaround.
>
> Not while the Liberals remain in power - kept there by the 'Sheep
> populating Ontario' !!!!

Mike 'Newt' Harris a liberal? So...the 68k Mac Jihad 'Chunks' is a furry
critter?

> > The most obvious aspect of this, of course, is that pre-tax
> > incomes are so much higher in the States, at least for those in
> > the educated, knowledge-economy elite: the very people, as it
> > happens, most inclined to move, and with the fewest natural
> > obstacles. So even if we slashed taxes to U.S. levels, or lower,
> > we still wouldn't have closed the gap.
>
> Jean Cretin doesn't care - he is encouraging the 'whiners' to leave !

And than what?

> Snipped for the sake of brevity
>
> One has only to look at the UK after the 'Thatcher Revolution' which
> the following governments, even New Labour have not changed -
> unemployem is at less than 1% and things seem to be economically good
> - but then we can't compare Canada to a 'real country' can we ???

Not all is roses in the UK. Plenty of poverty centers in the
metropolitan areas. Plus Thatcher wanted to implement a renters tax that
may have led to her downfall...55% of the folks think the Conservative
Party and leader are incompetent..

> A 'Country' that cannot, and does not, respect its own borders is not
> a real country - it is an aggregation of land which will eventually

> become a real country once populated by people who do really care
> about it !!!

So CA is not a real country but a Hollywood back lot?

> I find that really sad !
>
> The Canadian Curmudgeon (in snowy Calgary)
>
>

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4330. Re: Is TiFKAS' credibility in death spiral?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-04 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7t9bp9bji1@nnrp1.deja.com>
Source record: 2793

In article <dreibel-0210991540380001@ts7-70t-23.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> nope, TiFKAS is too dense to understand that fine paper, he instead
> turns to his favorite misinformation rag the National Pest (a.k.a. the
> Daily Tubby), run by well-known right-wing loony and Augusto Pinochet
> apologist Conrad "Tubby" Black, who is much the same bully and crybaby as
> ol' TiFKAS himself. The same paper that ran the article TiFKAS crowed that
> the "iMac was all sold out up North!", only to be proven dead wrong after
> my poll of different stores in Toronto last March which showed just how
> little their reporters did their homework.

There was also another paper that had a similar article. It depends on
your diffinition of sold out.. iMacs in Apple's warehouse and
distribution channel were flushed out. Stores did have very low stocks
at the time...And Apple did sell a half-million during the quarter...

> A note, TiFKAS - you may want to know that "Tubby" encourages his
> reporters to have the same neanderthal views that he espouses. Which is
> why the Daily Tubby is considered a laughing-stock. Indeed, a recent ad
> that the Tubby has been running here on billboards in Ontario, showing a
> dog peeing on a Tubby newsbox, ironically reflects how Canadians feel
> about this idiot and his world-view...

So you are disputing the claim that CA is in rough economic time?

> >
> > > Further on, I will use it as a model for how Canada might effect a
> > > similarly dramatic turnaround.
> >
> > Not while the Liberals remain in power - kept there by the 'Sheep
> > populating Ontario' !!!!
>
> no, it's just that we're too smart to fall for the empty rhetoric of
> Preston Manning, he of the rapidly shrinking credibility especially after
> his immigrant-baiting rhetoric here in T.O. and last night's historic Tory
> meeting where 95% of their membership rejected Manning's UA scheme. No,
> Preston, we're not "out of touch" here in Ontario. Just because Mike
> Harris got another 5 years in power here doesn't mean we're THAT
> stupid....after all, we, by turfing many of Harris' ministers (many of the
> same idiots who started many of the problems we still have here like
> labour relations), and re-electing Harris' biggest critic, Gerard Kennedy,
> by a landslide (which I as one of Kennedy's constituents helped to do :))
> has shown Harris it's not going to be "business as usual" in selling out
> Ontario to big business.

So why did 'Newt' Harris get re-elected? Must have high public aproval rating?

> Still, there's one thing we can agree on - it's hilarious that TiFKAS
> feels so threatened by his biggest critic that he has to attack an entire
> country - forgetting, of course, what happened the last time the US
> underestimated Canada in an attack (does the image of a charred and
> destroyed White House in 1814 give you any clues, pinhead?)

I did not attack Hollywood's backlot up north. Just forwarding a columinists take on the sorry state of the Hollywood's back lot economic situation..

> Note too that he's not bragging about Jesse "The Baby" Ventura anymore
> - probably even he's realized that Ventura has made Missouri voters the
> laughing stock of the US after unashamedly whoring himself out to the WWF
> again...

He is guv of the state of Minnesota located down south...Which is in much better financial condition than the Hollywood back lot up north. Did you know that the state had instituted this year due to the huge budget surplus a sales tax and renter's property tax refund? I missed out since I moved last Nov. Were for the '97' filers....I should get back $600 for'98' and $1000+ for '99'..

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4331. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-04 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7t9d4icac1@nnrp1.deja.com>
Source record: 2794
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <dreibel-0210991510320001@ts7-70t-23.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> looks like TiFKAS is hallucinating again, he's imagining his imaginary
> friend Chunks, who's never existed, is replying to him. A sure sign that
> he's losing an argument before he's started....

And you playing the role of the 68k Mac Jihad 'Chunks"

> Please also note the fact that he is claiming that a Macintosh is junk
> with his sneering putdown of a Quadra 950 - according to just about every
> Mac person I've talked to, a Quadra 950 (this is one of the first Mac
> server models) is a pretty powerful machine despite its older chip, and a
> pretty cool machine to be running...

Were did I say this? The Q 950 was a saliva dream machine way back
then...But time progresses..

> >
> > You're twisted mind is seeing conspiracy thats not there.
> ^^
>
> spelling, spelling, TiFKAS. They're spelled "Your" and "that's". More
> proof that Apple's employment department would have given you the bum's
> rush the moment you put crayon to paper...

Thare are luts uf excativez and manugirs whu kan't spill...And there are
lots intelectuals and well rounded folks who can spell that are employed
as sanitation enginneers(politically correct title) and drive
cabbies...Ring a bell?

> And since when is well thought out reply to your drivel is considered
> "conspiracy"? We all know your own paranoid rantings about "Atari Jihads"
> shows who's the real conspiracy nut....
>
> Joe and I have
> > a difference of opinion. I am not saying thats he is right nor wrong..
>
> because you can never admit you are wrong, can you, chucklehead? Just
> like you can't admit you were wrong about supporting "Tubby" Black's
> unresearched articles?

What makes you think they were not researched? The ball is in your
court. The economic indicators are not state secrets...

> > >
> > > Actually, that's not quite true. Changing from a commission to salary
> > > structure doesn't necessarily increase prices--or reduce service.
> > >
> > > Let's say your average Fry's employee makes $15,000 in salary and $10,000
> > > in commission (making the numbers up, but the actual numbers are
> > > irrelevant). If Fry's switched to straight salary and paid $25,000 per
> > > employee, their total expenses would be unchanged.
> >
> > Much of the Fry's are in California. You will not get much for $25,000 a
> > year which is considered below profesional mininum wage..
>
> cite, please. And it's spelled "professional", which you are not

Here in MN...Burger flippers and the folks at Starbucks can start out at
$8 HR plus overtime...Do the math... Imagine what the wage rate is like
in Calif..

I am not a proffessional? How do you know...? Do you know me? Are you
a professional?

>
> what is unrealistic here is TiFKAS' claims that he is an Apple Power
> Rep. His major mispellings alone in the above paragraph are enough proof
> of that.

Can yoy say Dan 'Potato' Quale? And he still was elected VP...There is
hope for the less punctional..-)

> One thing about my business that we often get complimented on is the
> amount of knowledge and understanding of the product we can pass on to the
> consumer, due to training, trade shows and simply studying the labels of
> the products before the consumer asks the hard questions. Why should we
> expect less of the salespeople who sell us computers or software?

True. Try being product professional on 10,000 products..

Studying the labels is not going to tell the customers beans on how it
operates. The customer in question though all the sales person had this
obscure app on their harrdrives at home and knew it inside/out.. Yea
right..

>
> more spelling mistakes. It's spelled "indignant". And who are you to
> make assumptions about what the staff at that particular store did and
> didn't know?

I know...Because I consult with them and know the kinds of apps that they
have at home and use..

> The only true part of the above was "I didn't have a clue", which you
> NEVER had, chucklehead....

So you are Mrs know it all?

> >
> > > In theory, by basing the compensation package on commission, you get
> > > better sales people. In my experience, what you get are pushy people who
> > > sell crap to unsuspecting innocent people in order to make a buck.
> >
> > By paying low wages by the hour you get indifferent sales people. The
> > compensation methods are not perfect...The commission approach at Fry's
> > is the proper method..
>
> Joe has the experience in knowing what does and doesn't work.

And what may that be? Please cite...

> > > Personally, I prefer to pay most compensation in salary with only a small
> > > commission piece. There is the risk that you'll keep the lousy sales
> > > people and lose the good ones, but I haven't found that to be the case.
> > > Pay a fair salary and you'll be OK. And fire the lousy sales people.
> >
> > Not on $25,000 a year...Even the burger flippers at the fastfoods can
> > make that in Calif...
>
> cite please.

Visit your local poorly funded library and look for the down north
newspapers and check out the classifieds..

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4332. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-04 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7t9dlo$cl9$1@nnrp1.deja.com>
Source record: 2795

In article <37F54CD4.8B3A5323@ihug.co.nz>,
J, WILKINSON wrote:
>
> OK Einstein...does your G3 Mac make you type numbers or letters any
> quicker than a 8086 PC or 68000 mac would? The answer is (ding!) NO!
> Your average dickhead isn't into graphic/video/highband audio etc apps
> they just want to type emails and letters!!

Yep...Allows me to incorporate text, grapphics and excel work into
PowerPoint vice versa. Can't do that on the 8086 and 68000. MS does
need to improve PowerPoint to make it run better. Maybe Corel will
release their Mac Office 2000 to give MS competition. IS there something
equivelant on the TOS side?

> > > > By the way...Navigator and IE run just fine on my PB G3/266...
> > >
> > > 'just fine'? Why not brilliantly like APEX media or any D2D
> > > recording software does on my Falcon? That sums Mac and PC
> > > down to a tee...kings of the mediocre...
> >
> > Sorry for being melodramatic...They run brilliantly(sp)!
>
> Thank you. If you're going to advocate something I should expect
> a little more enthusiasm than you displayed previously!! B^)

oktay!

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

Just sinclap...

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4333. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-05 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37F8F676.D91A1258@ihug.co.nz>
Source record: 2796

Hi there,

sinclap wrote:
>
> In article <37F54CD4.8B3A5323@ihug.co.nz>,
> J, WILKINSON wrote:
> >
> > OK Einstein...does your G3 Mac make you type numbers or letters any
> > quicker than a 8086 PC or 68000 mac would?
>
> Yep...Allows me to incorporate text, grapphics and excel work into
> PowerPoint vice versa. Can't do that on the 8086 and 68000. MS does
> need to improve PowerPoint to make it run better. Maybe Corel will
> release their Mac Office 2000 to give MS competition. IS there something
> equivelant on the TOS side?

I think you've missed my point. Sure you can import data, graphics, text
etc...into PowerPoint (after all it is a presentations program), but does
owning a G3 enable you to create all that >TYPED< original data faster?

My point is that many users just want to type emails and letters...owning
a brand new fast Mac, PC, or Milan060, will not help them create these
kind of documents dramatically faster than say a 68030 Mac or 486 PC...

The answer almost surely is NO! Unless of course you've gotten real good
at typing...

I aim to have a Milan with 060 sharing a big SCSI disk (bus arbitration)
with my Falcon. I can use POV-ray on the Milan to render 3D animations
and then use APEX media on the Falcon to create hi-colour animations
that can be played to VHS video via the Falcons standard composite
video out...a nice budget video titling setup...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4334. Antic magazine - first year

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-05 00:00:00 UTC
From: jackmndy@frontiernet.net
Message-ID: <37f9624d.19911037@news.frontiernet.net>
Source record: 2797

In case anyone's interested, I have Antic magazine issues one thru six
on eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=175811920

4335. Re: Linux on a Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-05 00:00:00 UTC
From: Tomy <montom@kki.net.pl>
Message-ID: <37F9A355.DA436319@kki.net.pl>
Source record: 2798
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

Hi!

> If anyone has installed Linux on a Falcon030 I could use your guidance.

I was installed Linux on my F030 few days ago ...
In DEBIAN distibution (2 CD's) it's very easy to install Linux, but you
need math coprocesor and 14 MB of RAM.

> I am looking for HowTos and FAQ's/Walkthroughs on installing and make a
> stable build of Linux on a Falcon030

It's included on 1ST CD of distribution.

>
> Thanks in Advance
>
> --
> I Accept the things that I can not change.
> I have the courage to change the things I can change.
> AND I have the wisdom to know the difference.

beST regards

Tomy
(montom@kki.net.pl)
Atari Falcon 030/68882

4336. Re: Is TiFKAS' credibility in death spiral?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0610990042450001@ts6-20t-22.idirect.com>
Source record: 2700

In article <7t9bp9bji1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-0210991540380001@ts7-70t-23.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> > nope, TiFKAS is too dense to understand that fine paper, he instead
> > turns to his favorite misinformation rag the National Pest (a.k.a. the
> > Daily Tubby), run by well-known right-wing loony and Augusto Pinochet
> > apologist Conrad "Tubby" Black, who is much the same bully and crybaby as
> > ol' TiFKAS himself. The same paper that ran the article TiFKAS crowed that
> > the "iMac was all sold out up North!", only to be proven dead wrong after
> > my poll of different stores in Toronto last March which showed just how
> > little their reporters did their homework.
>
> There was also another paper that had a similar article.

knew that TiFKAS would try that again - and again, as I pointed out,
the Montreal Gazette also did not do their homework.

It depends on
> your diffinition of sold out.. iMacs in Apple's warehouse and
> distribution channel were flushed out.

first, it's spelled "definition". secondly, according to my brother,
Apple still had lots of 233mHZ Rev. B iMacs in stock during the whole of
March - unlike you, my brother has direct access to Apple's warehouse in
Cupertino and knows what is in stock.

Stores did have very low stocks
> at the time...

BZZT! Wrong! In Toronto there was a veritable glut of them during the
"sold out" period, and many stores still had Rev Bs, which they were
trying to blow out at greatly reduced prices - indeed, a Computer City
employee told me that the articles were "greatly overstated".

>
> > A note, TiFKAS - you may want to know that "Tubby" encourages his
> > reporters to have the same neanderthal views that he espouses. Which is
> > why the Daily Tubby is considered a laughing-stock. Indeed, a recent ad
> > that the Tubby has been running here on billboards in Ontario, showing a
> > dog peeing on a Tubby newsbox, ironically reflects how Canadians feel
> > about this idiot and his world-view...
>
> So you are disputing the claim that CA is in rough economic time?

gee, ask Benjamin Netanyahu - he was on record today that Canada is doing "extremely well" when he came to visit today. And we're doing well enough that our Prime Minister announced today that he's putting in new investment in our universities and sciences, and mentioned that there's going to be some major tax cuts. Hardly the actions of a country having a rough economic time. You should try reading real newspapers instead of kissing Tubby's butt to try to cover the fact you picked the wrong newspaper to base your groundless claims on....

>
> > >
> > > > Further on, I will use it as a model for how Canada might effect a
> > > > similarly dramatic turnaround.
> > >
> > > Not while the Liberals remain in power - kept there by the 'Sheep
> > > populating Ontario' !!!!
> >
> > no, it's just that we're too smart to fall for the empty rhetoric of
> > Preston Manning, he of the rapidly shrinking credibility especially after
> > his immigrant-baiting rhetoric here in T.O. and last night's historic Tory
> > meeting where 95% of their membership rejected Manning's UA scheme. No,
> > Preston, we're not "out of touch" here in Ontario. Just because Mike
> > Harris got another 5 years in power here doesn't mean we're THAT
> > stupid....after all, we, by turfing many of Harris' ministers (many of the
> > same idiots who started many of the problems we still have here like
> > labour relations), and re-electing Harris' biggest critic, Gerard Kennedy,
> > by a landslide (which I as one of Kennedy's constituents helped to do :))
> > has shown Harris it's not going to be "business as usual" in selling out
> > Ontario to big business.
>
> So why did 'Newt' Harris get re-elected? Must have high public aproval
> rating?

no, more vote-splitting between the two opposition parties - the Tories actually lost the popular vote. Of course, Harris had to use dirty US-type politics to paint the opposition leader as the provincial boogeyman...

>
> > Still, there's one thing we can agree on - it's hilarious that TiFKAS
> > feels so threatened by his biggest critic that he has to attack an entire
> > country - forgetting, of course, what happened the last time the US
> > underestimated Canada in an attack (does the image of a charred and
> > destroyed White House in 1814 give you any clues, pinhead?)
>
> I did not attack Hollywood's backlot up north. Just forwarding a
> columinists take on the sorry state of the Hollywood's back lot economic
> situation..

first, it's spelled "columnist". Time to re-attend remedial first grade.

secondly, "Hollywood backlot up north!" ROTFLMAO! got news for you, TiFKAS - the Canadian movie industry is a separate concern that is doing so well that the Hollywood community is actually trying to get its actors,

cameramen, etc. to not go to Canada to work, because it's actually draining dollars from the US film industry! May I also tell you we have some of the most powerful and influential companies in the entertainment industry like Nelvana, Mainframe, and Alliance-Atlantis (does the words "Roberto Benigni", LIFE IS BEAUTIFUL and "Oscars for best picture and best actor" ring any bells?)

thirdly, any search for your steaming piles of drivel on Dejanews will uncover scores of times you've attacked Canada as a last resort when it was obvious you were losing a debate, including calling it "the northern US territory" - you've done the same to New Zealand with your drooling jingoism when Chris nailed you to the wall. Another attempt by TiFKAS to rewrite his own history?

>
> > Note too that he's not bragging about Jesse "The Baby" Ventura anymore
> > - probably even he's realized that Ventura has made Missouri voters the
> > laughing stock of the US after unashamedly whoring himself out to the WWF
> > again...
>
> He is guv of the state of Minnesota located down south...Which is in much
> better financial condition than the Hollywood back lot up north. Did you
> know that the state had instituted this year due to the huge budget
> surplus a sales tax and renter's property tax refund? I missed out since
> I moved last Nov. Were for the '97' filers....I should get back $600
> for'98' and $1000+ for '99'..

again, TiFKAS - the average person on the street thinks Jesse "The Baby" Ventura is an overgrown infant who is a laughingstock as a politician. And may we now add "bigot" and "idiot" after last weekend's revelations about that interview.

and as for your economic forecasts - telling a lie over and over doesn't make it true. It's not working for Tubby, and it's never worked for you....

>
>
> "The iMac has been the biggest computer launch we've seen in
> our history. Apple is back, and iMacs are flying off CompUSA store
> shelves
> across the United States."
> James Halpin, president and chief executive officer of CompUSA

this coming from the head of InCompUSA, whose company unfortunately will be taking the big dirt nap RSN if they keep bleeding red ink....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits

"Nonetheless, the Fuji STILL Lives!"

4337. Re: CompUSA laying aff 1,800, Apple losing major supplier?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0610990116120001@ts6-20t-22.idirect.com>
Source record: 2701
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <7t9d4icac1@nnrp1.deja.com>, having had the living %!*#%^
beaten out of him by Lara Croft for staring at her like that, The iDiot
Forever Known As Sinclap <sinclap@my-deja.com> wrote:

>
> > looks like TiFKAS is hallucinating again, he's imagining his imaginary
> > friend Chunks, who's never existed, is replying to him. A sure sign that
> > he's losing an argument before he's started....
>
> And you playing the role of the 68k Mac Jihad 'Chunks"

how can I, when your imaginary friend "Chunk"s clearly DOES NOT EXIST
except as a projection of your own vile personality?

>
> > Please also note the fact that he is claiming that a Macintosh is junk
> > with his sneering putdown of a Quadra 950 - according to just about every
> > Mac person I've talked to, a Quadra 950 (this is one of the first Mac
> > server models) is a pretty powerful machine despite its older chip, and a
> > pretty cool machine to be running...
>
> Were did I say this?

In the paragraph you conveniently snipped in this reply. A search of
DejaNews will also reveal you also called older Macs like IIcis "junk" as
well....

`The Q 950 was a saliva dream machine way back
> then...But time progresses..

yet a Quadra 950 is still infinitely useful, especially in grinding
pathetic losers like TiFKAS to chutney with his own words...

>
> > >
> > > You're twisted mind is seeing conspiracy thats not there.
> > ^^^
> >
> > spelling, spelling, TiFKAS. They're spelled "Your" and "that's". More
> > proof that Apple's employment department would have given you the bum's
> > rush the moment you put crayon to paper...
>
> Thare are luts uf excativez and manugirs whu kan't spill...And there are
> lots intelectuals and well rounded folks who can spell that are employed
> as sanitation enginneers(politically correct title) and drive

> cabbies...Ring a bell?

does THIS ring a bell, TiFKAS? In a recent MacAddict, a reader said he
was about to order a new product from a company when he noticed a spelling
mistake in the ad - and he figured, if they caouldn't even get their ad
right, why bother? The same when dealing with you.

>
> > And since when is well thought out reply to your drivel is considered
> > "conspiracy"? We all know your own paranoid rantings about "Atari Jihads"
> > shows who's the real conspiracy nut....
> >
> > Joe and I have
> > > a difference of opinion. I am not saying thats he is right nor wrong..
> >
> > because you can never admit you are wrong, can you, chucklehead? Just
> > like you can't admit you were wrong about supporting "Tubby" Black's
> > unresearched articles?
>
> What makes you think they were not researched? The ball is in your
> court. The economic indicators are not state secrets...

because I actually went and looked, chucklehead. I called the stores.
THERE WERE PLENTY OF iMACS FOR SALE THROUGHOUT THE MONTH OF MARCH. It was
obvious that the article was based more on an Apple press release than the
reporter actually doing legwork...

> > >
> > > Much of the Fry's are in California. You will not get much for $25,000 a
> > > year which is considered below profesional mininum wage..
> >
> > cite, please. And it's spelled "professional", which you are not
>
> Here in MN...Burger flippers and the folks at Starbucks can start out at
> $8 HR plus overtime...Do the math... Imagine what the wage rate is like
> in Calif..

uh, TiFKAS - $8 per hour x 40 hrs per week x 52 weeks = $16,640 gross
income per annum, a shortfall of at least $8,360 of what you claim - did
we not forget things like employment insurance, taxes, pensions, etc.?
That certainly whittles down the take-home pay....

wage rate in California? most likely the same across the board all
across the US.

this economic report brought to you by iCalc, now in 68k :)
>
> I am not a proffessional? How do you know...? Do you know me? Are you
> a professional?

I know you well enough to know you certainly don't ACT professional.
You can't even SPELL professional.

I am professional, and take great pride in being so at my work.
>
> >
> > what is unrealistic here is TiFKAS' claims that he is an Apple Power
> > Rep. His major mispellings alone in the above paragraph are enough proof
> > of that.
>
> Can yoy say Dan 'Potato' Quale? And he still was elected VP...There is
> hope for the less punctional..-)

tsk tsk tsk, TiFKAS - Quayle LOST after the "Potatoe" gaff. Just like
you're losing now...

> True. Try being product professional on 10,000 products..
>
> Studying the labels is not going to tell the customers beans on how it
> operates.

sure it does. I'm sure that any saleman worth his salt would also be
willing to go the extra mile to get the proper demoes and literature from
the manufacturer.
>
> >
> > more spelling mistakes. It's spelled "indignant". And who are you to
> > make assumptions about what the staff at that particular store did and
> > didn't know?
>
> I know...Because I consult with them and know the kinds of apps that they
> have at home and use..

you DON'T know. Do you follow them home and see what they have on their
computers? Plus you have shown that you are woefully inept when it comes
to how that OTHER platform works, not much yor own....
>
> > The only true part of the above was "I didn't have a clue", which you
> > NEVER had, chucklehead....
>
> So you are Mrs know it all?

I know more than you will ever learn, Chucklehead....
>
> > >
> > > > In theory, by basing the compensation package on commission, you get
> > > > better sales people. In my experience, what you get are pushy people who
> > > > sell crap to unsuspecting innocent people in order to make a buck.
> > >
> > > By paying low wages by the hour you get indifferent sales people. The
> > > compensation methods are not perfect...The commission approach at Fry's
> > > is the proper method..
> >
> > Joe has the experience in knowing what does and doesn't work.
>
> And what may that be? Please cite...

any search of DejaNews will give you that Joe is a superlative writer,
thoughtful, and has experience in retail - a similar search on DejaNews
will reveal that you are a clodhopper who not only can't spell, but also
constantly tries to rewrite his own history as well as having his breath
smell like shoe polish when he's not trying to extricate his head from his
ass.....
>
> > > > Personally, I prefer to pay most compensation in salary with only
a small
> > > > commission piece. There is the risk that you'll keep the lousy sales
> > > > people and lose the good ones, but I haven't found that to be the case.
> > > > Pay a fair salary and you'll be OK. And fire the lousy sales people.
> > >
> > > Not on $25,000 a year...Even the burger flippers at the fastfoods can
> > > make that in Calif...
> >
> > cite please.
>
> Visit your local poorly funded library and look for the down north
> newspapers and check out the classifieds..

nope - YOU made the claim, YOU provide the evidence. That's how debate
works, pinhead - which is why you've lost so many of them, especially to
guys like Particle Salad....

Maybe YOU should visit your own poorly-funded library, I guarantee that
they have all the info you need. But then, seeing as your reading
comprehension is around the level of Pat The Bunny....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4338. New iMac with DV.. AVID killer?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-06 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37FB9355.A6E1999E@earthlink.net>
Source record: 2702

Yea, right TIFKAS..

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4339. So much for being proven wrong

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-06 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7tee1r$vr9$1@nnrp1.deja.com>
Source record: 2799

A certain 68k Jihad claimed it was too late for Apple to release new Milan crunching G3 iMacs for the Christmas quarter. Once again the chunky soup turns cold while Apple's worldwide manufacturing will churn out tens of thousands per week of these awesome sucessor to the popular iMac..

"The iMac has been the biggest computer launch we've seen in our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

just sinclap...

Sent via Deja.com http://www.deja.com/
Before you buy.

4340. Re: New iMac with DV.. AVID killer?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-07 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7th826$i1$1@nnrp1.deja.com>
Source record: 2703

In article <37FB9355.A6E1999E@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> Yea, right TIFKAS..

Long time no see.....Did the malox cure the heartburn after reading
Robert Morgan's Avid piece?

> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://home.earthlink.net/~psalad
> mp3 songs:
> http://www.mp3.com/particlesalad
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>
>

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4341. Re: Is TiFKAS' credibility in death spiral?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-07 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7th91p$18a$1@nnrp1.deja.com>
Source record: 2704

In article <dreibel-0610990042450001@ts6-20t-22.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> > There was also another paper that had a similar article.
>
> knew that TiFKAS would try that again - and again, as I pointed out,
> the Montreal Gazette also did not do their homework.
>
> It depends on
> > your diffinition of sold out.. iMacs in Apple's warehouse and
> > distribution channel were flushed out.
>
> first, it's spelled "definition". secondly, according to my brother,
> Apple still had lots of 233mHZ Rev. B iMacs in stock during the whole of
> March - unlike you, my brother has direct access to Apple's warehouse in
> Cupertino and knows what is in stock.

The articles were talking about the iMac colors not the rev B one..which
since has been sold out..

> Stores did have very low stocks
> > at the time...
>
> BZZT! Wrong! In Toronto there was a veritable glut of them during the
> "sold out" period, and many stores still had Rev Bs, which they were
> trying to blow out at greatly reduced prices - indeed, a Computer City
> employee told me that the articles were "greatly overstated".

Were talking about the fruit flavor iMacs which were in low supply at the
retailers...Thats a fact jack...

> >
> > So why did 'Newt' Harris get re-elected? Must have high public aproval
> > rating?
>
> no, more vote-splitting between the two opposition parties - the Tories
> actually lost the popular vote. Of course, Harris had to use dirty US-type
> politics to paint the opposition leader as the provincial boogeyman...

You sound like a sore loser..

> >
> > I did not attack Hollywood's backlot up north. Just forwarding a
> > columinists take on the sorry state of the Hollywood's back lot economic
> > situation..
>

> first, it's spelled "columnist". Time to re-attend remedial first grade.

Time for a spell checker and the end to these late night posts..

> secondly, "Hollywood backlot up north!" ROTFLMAO! got news for you,
> TiFKAS - the Canadian movie industry is a separate concern that is doing
> so well that the Hollywood community is actually trying to get its actors,
> cameramen, etc. to not go to Canada to work, because it's actually
> draining dollars from the US film industry! May I also tell you we have
> some of the most powerful and influential companies in the entertainment
> industry like Nelvana, Mainframe, and Alliance-Atlantis (does the words
> "Roberto Benigni", LIFE IS BEAUTIFUL and "Oscars for best picture and best
> actor" ring any bells?)

Does the X-Files ring a bell?

> thirdly, any search for your steaming piles of drivel on Dejanews will
> uncover scores of times you've attacked Canada as a last resort when it
> was obvious you were losing a debate, including calling it "the northern
> US territory" - you've done the same to New Zealand with your drooling
> jingoism when Chris nailed you to the wall. Another attempt by TiFKAS to
> rewrite his own history?

I am sure that my sinclap CA cousins in Ontario will get over it...-)

>
> again, TiFKAS - the average person on the street thinks Jesse "The
> Baby" Ventura is an overgrown infant who is a laughingstock as a
> politician. And may we now add "bigot" and "idiot" after last weekend's
> revelations about that interview.

Arn't we all bigots in away. You sound like a bigot to those you
disagree politically and socially...Just listen to yourself.

> and as for your economic forecasts - telling a lie over and over
> doesn't make it true. It's not working for Tubby, and it's never worked
> for you....

Why is the CA dollar not on par with the U.S. dollar. The Canadian
Curmudgeon does not agree with you and sides with your Tubby..

> >
> >
> > "The iMac has been the biggest computer launch we've seen in
> > our history. Apple is back, and iMacs are flying off CompUSA store
> > shelves
> > across the United States."
> > James Halpin, president and chief executive officer of CompUSA
>
> this coming from the head of InCompUSA, whose company unfortunately
> will be taking the big dirt nap RSN if they keep bleeding red ink....

Actually CUSA just announced better than expected results derived from
the fruits of their new focus..

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.
> Vice-President, Toronto Atari Federation. And Proud Of It!
> Thorn in the side of TiFKAS and other net.twits
> "Nonetheless, the Fuji STILL Lives!"
>

Still a VP?

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4342. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-07 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7tha93$21p$1@nnrp1.deja.com>
Source record: 2705

In article <37F8F676.D91A1258@ihug.co.nz>,
J, WILKINSON wrote:

>
> I think you've missed my point. Sure you can import data, graphics, text
> etc...into PowerPoint (after all it is a presentations program), but does
> owning a G3 enable you to create all that >TYPED< original data faster?

You sound like that Macs and wintel boxes cost an arm and a leg...

> My point is that many users just want to type emails and letters...owning
> a brand new fast Mac, PC, or Milan060, will not help them create these
> kind of documents dramatically faster than say a 68030 Mac or 486 PC...

Depends what kind of apps your using. I need the best because my job
demands it. I use PP, word and excel....so I need decent hardware..10
year old macs and pc's will not do it..

I can attest that I would never want to create another document again on
a 68030 Mac. I can't run Word 98 on that Mac..

Here in the U.S. the new $999 iMac can be had for $599 if you sign up for
a Compuserve three year sign up.. The specs for this BB/350 are:

350-MHz G3 processor with a 100-MHz system bus, a RAGE 128/AGP 2X
graphics processor, 64MB of RAM, a 6GB hard drive, two USB ports and a
56-Kbps V.90 internal modem. It will also feature optional AirPort
wireless networking capabilities. Plus the speakers are Harmon Karden, a
nice touch..

> The answer almost surely is NO! Unless of course you've gotten real good
> at typing...

On the older boxes...Would have to wait for the cursor to catch up..Plus
my software would not run off it..

> I aim to have a Milan with 060 sharing a big SCSI disk (bus arbitration)
> with my Falcon. I can use POV-ray on the Milan to render 3D animations
> and then use APEX media on the Falcon to create hi-colour animations
> that can be played to VHS video via the Falcons standard composite
> video out...a nice budget video titling setup...

How about the cheaper iMac DV set up that includes iMovie?

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

>

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4343. Re: Is TiFKAS' credibility in death spiral?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0710990942420001@ts7-60t-33.idirect.com>
Source record: 2706

In article <7th91p$18a$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> > first, it's spelled "definition". secondly, according to my brother,
> > Apple still had lots of 233mHZ Rev. B iMacs in stock during the whole of
> > March - unlike you, my brother has direct access to Apple's warehouse in
> > Cupertino and knows what is in stock.
>
> The articles were talking about the iMac colors not the rev B one..which
> since has been sold out..

and, as I pointed out, the articles were WRONG. I found many of the
iMac YUCKs in stock. At the Computer City where the employee said the
Tubby article was GREATLY OVERSTATED, they had ALL the colours in
plentiful stock. Rev Bs were also in plentiful stock. We are talking about
what was going on THEN, not NOW.

>
> > Stores did have very low stocks
> > > at the time...
> >
> > BZZT! Wrong! In Toronto there was a veritable glut of them during the
> > "sold out" period, and many stores still had Rev Bs, which they were
> > trying to blow out at greatly reduced prices - indeed, a Computer City
> > employee told me that the articles were "greatly overstated".
>
> Were talking about the fruit flavor iMacs which were in low supply at the
> retailers...Thats a fact jack...

the fact is that the article claimed that the fruit-flavoured iMacs
were sold out or in short supply in Canada in March. My research proved
different. Or does the Tubby not consider Toronto a part of Canada?

>
> > >
> > > So why did 'Newt' Harris get re-elected? Must have high public aproval
> > > rating?
> >
> > no, more vote-splitting between the two opposition parties - the Tories
> > actually lost the popular vote. Of course, Harris had to use dirty US-type
> > politics to paint the opposition leader as the provincial boogeyman...
>
> You sound like a sore loser..

nope. When Harris resorted to "boogeyman" attack ads againts the
Liberal opposition leader MONTHS before the election was called, I would
call that sort of behaviour unfair.

Besides, like I said, Harris lost a lot in this election - many of his
key cabinet ministers, the ones who made all the bone-headed decisions
regarding unions, education, welfare, were soundly defeated. And Gerrard
Kennedy - Harris' biggest critic - was re-elected in a landslide after
Harris tried to parachute a former Liberal into the riding to try to
defeat him. Not to mention Harris wound up losing his wife a month ago, in
part to his infamous temper and bullying tactics, and in part to the fact
that Janet didn't want him as premier again...
>
> > >
> > > I did not attack Hollywood's backlot up north. Just forwarding a
> > > columinists take on the sorry state of the Hollywood's back lot economic
> > > situation..
> >
> > first, it's spelled "columnist". Time to re-attend remedial first grade.
>
> Time for a spell checker and the end to these late night posts..

maybe time for an end to the posts, PERIOD.
>
> > secondly, "Hollywood backlot up north!" ROTFLMAO! got news for you,
> > TiFKAS - the Canadian movie industry is a separate concern that is doing
> > so well that the Hollywood community is actually trying to get its actors,
> > cameramen, etc. to not go to Canada to work, because it's actually
> > draining dollars from the US film industry! May I also tell you we have
> > some of the most powerful and influential companies in the entertainment
> > industry like Nelvana, Mainframe, and Alliance-Atlantis (does the words
> > "Roberto Benigni", LIFE IS BEAUTIFUL and "Oscars for best picture and best
> > actor" ring any bells?)
>
> Does the X-Files ring a bell?

The X-Files stopped production in Vancouver because David Duchovny was
homesick for LA and his wife and pressured Chris Carter to move the show
to Hollywood. The decision had NOTHING to do with Canada's economy. This
was in all the papers and news reports up here. Duchovny himself says he
has nothing against Vancouver or British Columbia, and thinks it is
beautiful country up here.

Really, is that the best you can do, TiFKAS?
>
> > thirdly, any search for your steaming piles of drivel on Dejanews will
> > uncover scores of times you've attacked Canada as a last resort when it
> > was obvious you were losing a debate, including calling it "the northern
> > US territory" - you've done the same to New Zealand with your drooling
> > jingoism when Chris nailed you to the wall. Another attempt by TiFKAS to
> > rewrite his own history?
>
> I am sure that my sinclap CA cousins in Ontario will get over it...-)

sorry, we don't have drooling dragging-their-knuckles cretins with
negative IQs in Ontario, that's why the Reform Party got skunked in the

last federal election :)

>
> >
> > again, TiFKAS - the average person on the street thinks Jesse "The
> > Baby" Ventura is an overgrown infant who is a laughingstock as a
> > politician. And may we now add "bigot" and "idiot" after last weekend's
> > revelations about that interview.
>
> Arn't we all bigots in away. You sound like a bigot to those you
> disagree politically and socially...Just listen to yourself.

there's a big difference between disagreeing and being a bigot, TiFKAS.
For your information, I've done my own work in fighting against bigotry in
Canada for many years, including against Catholic-haters, Nazis, and gays.
I've even refused to serve customers who made ethic slurs against my
co-workers (with the support of my bosses, BTW). Compare this to Mike
Harris, who once compared a legitimate protest to an Iranian Jihad (sound
familiar, TiFKAS?) and was forced to apologize to the Iranian community
and the protestors.

Your claiming that I'm a bigot shows that you've now hit an all-time
low, TiFKAS. And your trying to white-wash Jesse Ventura's unacceptable
and brain-dead slurs shows that you have some issues that deeply need to
be tended to. Maybe they should round up all the bigots, and send them
back to bigot-land from whence they came? :)

>
> > and as for your economic forecasts - telling a lie over and over
> > doesn't make it true. It's not working for Tubby, and it's never worked
> > for you....
>
> Why is the CA dollar not on par with the U.S. dollar. The Canadian
> Curmudgeon does not agree with you and sides with your Tubby.

strangely enough, TiFKAS, the low dollar we've learned to live with
quite nicely. Thanks to it, we're enjoying high export levels, our tourism
industry is way up, and many car plants have been put up by the Big Three
and Japanese firms because it's cheaper to produce cars here. In fact,
American tourism is hurting so bad that Texas and, recently, Pennsylvania
announced campaigns to tourists from Canada to visit their states and -get
this- they're so desparate they're going to accept our money AT PAR.

I'm sure that the Curmudgeon will have his own take on the idiocy of
Conrad "Tubby" Black....

> >
> > this coming from the head of InCompUSA, whose company unfortunately
> > will be taking the big dirt nap RSN if they keep bleeding red ink....
>
> Actually CUSA just announced better than expected results derived from
> the fruits of their new focus..

but still, too little. too late....

>
> Still a VP?

still a mouth-breathing idiot pipsqueek, pretending to be an "Apple
Power Rep", that can't set up a REAL newsreader?

>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

in the case of TiFKAS, after reading one of his brain-dead and
inaccurate posts, two words come to mind - CAVEAT EMPTOR.

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4344. Re: Is TiFKAS' credibility in death spiral?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-07 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7tid8k$rt8@ds2.acs.ucalgary.ca>
Source record: 2707

sinclap wrote:

> > no, more vote-splitting between the two opposition parties - the Tories
> > actually lost the popular vote. Of course, Harris had to use dirty US-type
> > politics to paint the opposition leader as the provincial boogeyman...
>
> You sound like a sore loser..

Or - an Ontario left-lib !!!

> > again, TiFKAS - the average person on the street thinks Jesse "The
> > Baby" Ventura is an overgrown infant who is a laughingstock as a
> > politician. And may we now add "bigot" and "idiot" after last weekend's
> > revelations about that interview.

Or how about - a rookie politician who has not let learned to not say
what he actually thinks !!

> Arn't we all bigots in away. You sound like a bigot to those you
> disagree politically and socially...Just listen to yourself.

Quite true !

> Why is the CA dollar not on par with the U.S. dollar. The Canadian
> Curmudgeon does not agree with you and sides with your Tubby..

Actually - I don't read either the Glob & Mule (far too
Torontocentric) or the National Post (too inconsistent) - so I don't
agree with either of them - like most Westerners - I think for myself !!!

Or as one wag puts it "There are 12,000,000 sheep in Ontario. The
trouble is, 9,000,000 of them think they are people."

The Canadian Curmudgeon (in a liberal free zone, Calgary)

4345. Re: Is TiFKAS' credibility in death spiral?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0710991154280001@ts7-60t-33.idirect.com>
Source record: 2708

In article <7tid8k$rt8@ds2.acs.ucalgary.ca>, VE6HY <besmith@calcna.ab.ca> wrote:

> sinclap wrote:
>
> > > no, more vote-splitting between the two opposition parties - the Tories
> > > actually lost the popular vote. Of course, Harris had to use dirty US-type
> > > politics to paint the opposition leader as the provincial boogeyman...
> >
> > You sound like a sore loser..
>
> Or - an Ontario left-lib !!!
>
>
> > > again, TiFKAS - the average person on the street thinks Jesse "The
> > > Baby" Ventura is an overgrown infant who is a laughingstock as a
> > > politician. And may we now add "bigot" and "idiot" after last weekend's
> > > revelations about that interview.
>
> Or how about - a rookie politician who has not let learned to not say
> what he actually thinks !!

and who will soon regret saying that if he decides to run for
President. Could you imagine how Ventura will react when his opponent
dredges that back up in a debate? That won't go over very well in the
Bible Belt, fer sure -

<Church Lady mode ON>

what inspired Ventura to put his foot in his mouth like that, could it
possibly, yes could it possibly be (reverb on) SATAN? (/reverb off).

<Church Lady mode OFF>

> > Why is the CA dollar not on par with the U.S. dollar. The Canadian
> > Curmudgeon does not agree with you and sides with your Tubby..
>
> Actually - I don't read either the Glob & Mule (far too
> Torontocentric) or the National Post (too inconsistent) - so I don't
> agree with either of them - like most Westerners - I think for myself !!!

thanks for confirming that even you think that the Daily Tubby isn't
even good enough to line budgie cages with. More answers in the form of a
question in the new Jeopardy category, "Things Sinclap Doesn't Know What
The Hell He's Talking About" :)

Here in Toronto we refer to the Globe as the Glib & Flail.

Personally I prefer the Toronto Star, they're not afraid to pull
punches. And the Sun gets in some great stuff, that is as long as they're
not brown-nosing themselves to Harris.

And let's not forget Frank! They're the thorn in the side of everyone,
especially "Tubby" Black. One thing I wonder is how Frank managed to find
that picture of TiFKAS for their subscription ads - I guess TiFKAS didn't
see the cameraman, seeing as he had his head buried in, ah, a "prone
position" at the time...

>
> Or as one wag puts it "There are 12,000,000 sheep in Ontario. The
> trouble is, 9,000,000 of them think they are people."

and I am, as a famous Monty Python sketch put it, one of the most
dangerous things in the world: a clever sheep :)

BTW, that's a good one. Did Rick Mercer come up with that?
>
> The Canadian Curmudgeon (in a liberal free zone, Calgary)

and I'm posting from cold, clear, Conservative-free Toronto ;)

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4346. Atari Stuff for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-07 00:00:00 UTC
From: jeff gross <jgross@netaxs.com>
Message-ID: <7tihr4$2m7@netaxs.com>
Source record: 2709
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Hi, I have 5 Atari items for sale. To make things fair for everyone,
I posted them on E-bay, so that everyone will have a fair chance.

Here's the stuff:

Atari Computer Power Supply, +5v, -12v, +12v
Atari Replacement ST Keyboard, BRAND NEW!!!
Atari "Side Board" for 810 computer NEW!!
Atari Power Adaptor Part No: C018187 11.5vdc
Atari 9 Volt AC Supply Part No: C017945

Go to this shortcut to get to my e-bay items.

http://www.elpro.com/img/

All of this stuff is in new or like new condition. Power supplies have been
tested.

Good luck.

4347. Re: New iMac with DV.. AVID killer?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-07 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37FCE402.3E66E875@earthlink.net>
Source record: 2710

Uh.. HELLO?!? I don't work for Avid.. I have FCP and Xpress Mac.. I don't care which system I use. Why would I give a damn?

My only issue is with morons like you who pretend FCP, right now, is impacting Avid's business.

sinclap wrote:

> In article <37FB9355.A6E1999E@earthlink.net>,
> Particle Salad <psalad@earthlink.net> wrote:
> > Yea, right TIFKAS..
>
> Long time no see.....Did the malox cure the heartburn after reading
> Robert Morgan's Avid piece?
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4348. Re: Is TiFKAS' credibility in death spiral?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-07 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <7tiub3$s94@ds2.acs.ucalgary.ca>
Source record: 2711

"Daniel L. Dreibelbis" wrote:

> > Or as one wag puts it "There are 12,000,000 sheep in Ontario. The
> > trouble is, 9,000,000 of them think they are people."
>
> and I am, as a famous Monty Python sketch put it, one of the most
> dangerous things in the world: a clever sheep :)
>
> BTW, that's a good one. Did Rick Mercer come up with that?

Nope - a guy in Toronto who inhabits another NG and ML (and a
Conservative, at that)

The Canadian Curmudgeon (in sunny, windy, cool, Calgary)

4349. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-08 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37FD090B.B7FA2AB5@ihug.co.nz>
Source record: 2712

Hi there,

sinclap wrote:
>
> You sound like that Macs and wintel boxes cost an arm and a leg...

No I don't. You are sideskipping the issue, which is about whether
average email sending, letter typing PC or Mac owners really do
need a fast machine just to accomplish these -oh so heavy- tasks...

PC's and Macs are cheaper than ever...which is completely unable
to be contradicted...

> > My point is that many users just want to type emails and letters...owning
> > a brand new fast Mac, PC, or Milan060, will not help them create these
> > kind of documents dramatically faster than say a 68030 Mac or 486 PC...
>
> Depends what kind of apps your using. I need the best because my job
> demands it. I use PP, word and excel....so I need decent hardware..10
> year old macs and pc's will not do it..

It is your job, and having come from a corporate oriented company that
demanded much from me, yes the best is the only standard I'd be expected
to adhere to. But a novice home user isn't under such pressure. My partner
is completing a diploma which includes computer content (she's a real PC
novice), and the lecturer suggested she buy a PC to keep her PC skills
up once the course of study was complete, but he gave a card leading her
to a retailer who would have sold her a US$1250 Pentium III system with
64MB RAM, ATI Rage II graphics etc...all she needs is a basic machine with
which to hone the skills she learnt on the course. A basic older Pentium
with Win95 and Word 6 would suffice...second hand probably. She has no
interest in games or graphics apps, so why should she waste the best part
of US$1250 when she could get a working machine 2nd hand for about $200?

> On the older boxes...Would have to wait for the cursor to catch up..Plus
> my software would not run off it..

Thats only if you try to run newer software. Older versions of the same
software, as I have said, would suffice for many...

> > I aim to have a Milan with 060 sharing a big SCSI disk (bus arbitration)
> > with my Falcon. I can use POV-ray on the Milan to render 3D animations
> > and then use APEX media on the Falcon to create hi-colour animations
> > that can be played to VHS video via the Falcons standard composite
> > video out...a nice budget video titling setup...
>
> How about the cheaper iMac DV set up that includes iMovie?

Then I couldn't run APEX media, or D2D software I'm familiar with!
I'm not interested in going into business here...just in making a
title or two for some of my holiday videos...

BTW, with your knowledge of macs, do you know of a mac app that will play
16-bit FLIC animations (.FLH) as created by Autodesk Animator and APEX
media?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4350. Re: where are things on the Battlesphere project?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-08 00:00:00 UTC
From: hydro_guy@my-deja.com
Message-ID: <7tjo40$q3t$1@nnrp1.deja.com>
Source record: 2713
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <7ra37b$lc7$1@nnrp1.deja.com>,
sinclap <sinclap@my-deja.com> spewed:
> In article <19990905231727.16342.00001871@ng-fh1.aol.com>,
> yakko70@aol.com (YAKKO70) wrote:
> > I'm only asking because I'm now about three days away from getting
my
> > Dreamcast, and I've been waiting on Battlesphere for about three
years now (Oy
> > has it been that long?!?!).
> >
>
> Oh gawd...Still waiting for Battlespehere...Whats the excuse this
> time...?
>
> Seeing Battlesphere reaching the market will be like waiting for El
> Travis...better known as Travis Guy appearing in
> rec.games.video.atari....again...

You rang? (Btw, that's "El Travy" to you.)

> Don't hold your breath...-)

Stop holding your(s)... petey.

> Just...
>
> sinclap

obAppleJabForSinflop: "Hey Steve, do you want to spend the rest of your
life selling colored plastic, or do you want to change the world?"

Sent via Deja.com http://www.deja.com/
Before you buy.

4351. Re: portable Atari with keyboard ...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-08 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7tlm39$824@enews4.newsguy.com>
Source record: 2714

On 30 Sep 1999 08:25:27 , J WILKINSON wrote:

>ATARI...only in the best movies! (unlike PC or Mac whose showings
>seem to be limited to b-grade crap movies, and then only with a GUI
>that is completely removed from original!)

There is a movie called "DELUSION" that came out around 1991. It features an Atari Stacy as a new computer design that will "revolutionize the industry". And also in the film, on the lead character's desk is an ST. And of course Atari Corporation is credited at the end for supplying all computers in the film.

And the movie is pretty good as well. It was released by a company called CINEVILLE. You might be able to find it at your local video store if you look hard enough.

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

4352. $$$$$$ GREAT MONEY $$$$$$$$

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-11 00:00:00 UTC
From: " ..^_^.." <minima@sant.com>
Message-ID: <yCIwCC8E$GA.130@news1>
Source record: 2715

```
Do you want to make more money?
click the URL below to read more details
http://equinox.spedia.net
```

4353. Microsoft & TiFKAS Scared about Linux!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1110991348360001@ts7-57t-28.idirect.com>
Source record: 2716

found at comp.sys.mac.advocacy:

many times, The iDiot Forever Known As Sinclap has crowed over and over
that Microsoft was not afraid of Linux encroaching in their territory
despite its growing popularity.

Well, looks like TiFKAS is about ready to choke down a whole bowl of
his much-hated strained spinach, judging by the FUD being put out by
Microsoft about Linux. And well they should try a pre-emptive strike,
seeing as how well Red Hat is doing both on the stock market and in sales
against Windows NT in the server market. Indeed, Red Hat actually OUTSOLD
NT in July.

yes folks, Microsoft IS scared about Linux.

(insert picture of Bill Gates yelling "sweet merciful crap!").

Please also note that nice things were said about Macintosh - shows you
that I am an equal opportunity OS user :)

At first I just kept this note as a reply in its original lists. But then
I say crap like this being foisted on folks:

"Summary The Linux operating system is not suitable for mainstream usage
by business or home users."

This is a quote from Norman D. Megill (ndm@shore.net) in his moronic note
"Microsoft shatters Linux myths." This line is a DIRECT QUOTE he lifted
from the Megalosoft site listed below. In fact you will find it at the end
of the full quotation I have provided here.

Permit me Norm to shatter YOUR myths:

Michael Wicklund <tbogard1@MYhome.com> wrote in message
news:37FECCB5.44073BEB@MYhome.com...
> I think this is old but it's worth the attention. Check it out:
> http://www.microsoft.com/ntserver/nts/news/msnw/LinuxMyths.asp
>
> It seems that Micro$oft is afraid of Linux.

| Summary
| The Linux operating system is not suitable for
| mainstream usage by business or home users.
| Today with Windows NT 4.0, customers can be
| confident in delivering applications that are

| scalable, secure, and reliable--yet cost
| effective to deploy and manage. Linux clearly
| has a long way to go to be competitive with
| Windows NT 4.0. With the release of the Windows
| 2000 operating system, Microsoft extends the
| technical superiority of the platform even
| further ensuring that customers can deliver
| the next generation applications to solve their
| business challenges.

Let's sort out a few things simply reviewing the inane summary Megalosoft give us here:

1) Windows NT is NOT scalable in the conventional sense. Once you hit 25 machines on a network its toasted. This figure was determined by InfoWorld magazine. STUPID Eastman Kodak believed this total drivel from Megalosoft and vowed to have all of the company, worldwide, moved over the NT 4 by October of 1996. Megalosoft provided on-site staff to assist in the change. It never happened. Kodak gave up and went back to a backbone of, guess what, UNIX. Nice Lie Megalosoft.

2) Windows NT is NOT secure. Every single week a new Megalosoft security bug is revealed. They show up in every application that uses their horrifying macro language. They show up in their eMail programs. They show up in their browser. And lord help you if you haven't noticed that they show up regularly in Window NT. This week a new NT security hole was found, and this is AFTER 5 (F-I-V-E) service packs. The US Army got so fed up with the security failings of Windows NT on their webserver that they switched over to Mac OS using WebStar. Again: Nice Lie Megalosoft.

3) Windows NT is NOT reliable. Validated reports have proven that the failure of NT in the Navy has left at least one of their ships dead-in-the-water. InfoWorld recommend bringing down NT servers every weekend so as to avoid unexpected crashes. The average uptime for NT 4 is less than two weeks. Yet again: Nice Lie Megalosoft.

4) It has been shown the Megalosoft LIED when they said their Windows 2000 server was hit by lightening or suffered power transients during their security tests on the web. What flatout happened was the OS was so unstable that they could not keep it running. So much for hopes of improvement in the next generation of Windows. But I am sure we will hear further Nices Lies from Megalosoft to the contrary.

5) Business has already proven itself to be horrendously computer illiterate. Statistics have PROVEN that if businesses were based on Macintosh computers instead they could cut their costs of computer setup, training and support by a factor of 4, according to INTEL! Johnson and Johnson watched their computer install, training and support budget balloon by a factor of 10X (T-E-N T-I-M-E-S-!) when they switched from Macintosh to PC. Shoot yourself in the head! Nice work!

6) NT is a Megalosoft failed attempt to bring UNIX to the PC under the Megalosoft brand name and accompanying profits. It is THAT SIMPLE. And here they are LYING about how poor UNIX is (AKA Linux!!!!) when they are in fact suffering from UNIX ENVY! It is all too hilarious.

Next time you believe what Megalosoft tell you:

Go have some tea, take your Lithium, get a good night's sleep, and everything will be better in the morning. Just keep telling yourself where you DON'T want to go today: Insane.

:-Derek

--

_____
Derek, derekc@SpamRatFillerToRemove.frontiernet.net
http://www.frontiernet.net/~derekc

_____
Q: How many Megalosoft programmers does it take to write a great piece of software?
A: More.

--

_____
Derek, derekc@SpamRatFillerToRemove.frontiernet.net
http://www.frontiernet.net/~derekc

_____
"Abacus trumps fingers.
Calculator trumps abacus.
PC trumps calculator.
Macintosh trumps PC.
Simple enough. . ."

4354. Hard drive compression .prgs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-11 00:00:00 UTC
From: Ron Palangio <ronpala@interlynx.net>
Message-ID: <7tubk3$4kc$1@wolf.interlynx.net>
Source record: 2717
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone use a hard drive compression utility similar to those found in the PC world? My 40 meg HD on my Stacy 4 is getting pretty full. If there are shareware or freeware ones out there that would be great. I think there was a commercial program written by Oregon Research but I'm not sure where I'd get it or what it was called.

Ron P.

reply here or by email at ronpala@interlynx.net

4355. Re: Microsoft & TiFKAS Scared about Linux!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-12 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <380293B6.35D28EF9@ihug.co.nz>
Source record: 2718

Hi there,

"Daniel L. Dreibelbis" wrote:
>
> | The Linux operating system is not suitable for
> | mainstream usage by business or home users.
> | Today with Windows NT 4.0, customers can be
> | confident in delivering applications that are
> | scalable, secure, and reliable--yet cost
> | effective to deploy and manage. Linux clearly
> | has a long way to go to be competitive with
> | Windows NT 4.0. With the release of the Windows
> | 2000 operating system, Microsoft extends the
> | technical superiority of the platform even
> | further ensuring that customers can deliver
> | the next generation applications to solve their
> | business challenges.

Thats pretty f**ked up drivel. I sadly see this in MOST PC magazines these days. What a bunch of corporate kiss-ass f**kwits. I am certain that these guys are either tripping on bad acid, or Micro$loth are reaching into their pockets to 'support' this drivel. These journos are probably under contractual obligation to NOT say anything bad about NT, even though that means they'd be lying...

Linux network installation companies are sprouting like spring flowers in southern hemisphere October when I read the daily newspaper here. I haven't seen as many NT network 'experts' extolling their 'superior' support in the ads recently either...this is the beginning of the end for NT based networking, as finally businesses have the choice to make as to networking solutions. That choice is no longer NT...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4356. iTos clone killer! Rodney's iMac DV SE Preview!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-12 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7tud2k$1fk$1@nnrp1.deja.com>
Source record: 2719

My Mac spec...likes the new iMac....

Always a bridesmaid, but never a bride: hands-on with iMac
DV SE
Special to theiMac.com by Rodney O. Lain
10/10/1999 - Rodney O. Lain

"Sweeeeeet."

-- Eric Cartman, "South Park"

I don't own an iMac, let me make that clear. So, how can I write about
it, then?

Well, the reason I'm in no rush to buy one is because I get to play with
them whenever I want,
for as long as I want

And tonight, I wanted to.

Out of the box

I went into the CompUSA tonight (Friday) to set up one a G4 display. We
were also to set up the
iBook demo machine, but couldn't since we didn't have any in stock. I
was surprised to find a
good number of customers milling around the Mac section. One lady wanted
to see one of the
new iMacs, so I suggested that I could bring one out, since I just saw
that we had several of the
iMac DVs and DV SE's in stock.

"Oh, you don't have to do it for me," she countered.

"Oh, I'm not," I replied. "I'm doing it for me."

She wasn't offended. She smiled, understanding my excitement. (By the
way, I don't normally
speak so straightforwardly with every customer, but most Mac customers
are more relaxed and
more willing to laugh and share in my giddiness.)

Anyway, as the Apple rep (who suggested that we set up the demos) dealt
with arranging the
B/W G3 towers (to the back of the section) and setting up the G4 demo
(at the front of the Apple
store), I went to grab an iMac.

Decisions, decisions. Should I get an blueberry or an graphite machine?
Graphite, yes.

Upon opening the box, I could tell that Apple took as much care at
packaging and packing the
product as creating it. Clear, shrink-wrap plastic covered the iMac's
handle, monitor and other
vital parts. I unwrapped it and pulled it out, noticing immediately that
it really is lighter than the
previous iMacs -- and I should know, for I've carried my share.

There was a crowd, so I didn't rush setting it up. We each took turns
fondling the iMac as we
casually talked about the Mac, Apple's comeback, etc. I overheard an
Epson rep marvel that
Apple's marketshare doubled by with the iMac alone. The Canon rep asked
if she could demo
their new all-in-one machine tomorrow. One customer worried aloud about
Apple's ability to
supply the iMac channels adequately. I reassured him that we'd have
plenty iMacs, it being the
company's cashcow and all. He was pleased that the Mac section had such
confident and
Mac-knowledgeable people, to which I said, "Aw, shucks"

I plugged in the power cable and turned on the iMac. I intentionally
didn't plug in the mouse and
keyboard so the customers could see me plugging them in after turning
the power on Ah the
user-friendliness of USB!

I inspected the iMac. Did you know that you do not need the paperclip
anymore? I said aloud.
The iMac now has the reset buttons (near the USB and FireWire ports)
just like the B/W G3 has.
Now, I could have just overlooked the pinholes, but it would be
redundant now, right?

I noticed that there was no door covering the ports (USB, FireWire,
ethernet, etc.) like on
previous models. I inspected the back door where you access the RAM
slots, but didn't open it
(must save something for tomorrow).

Next, I pulled out the DVD copy of "A Bug's Life" that came with the
iMac. I installed it and noticed
that it was DVD ran on version 2.0b4 (or something like that) of the DVD
software. Turing the
movie, I was pleased that the speakers sound so much better than the
previously tinny ones.
Even so, I still plugged in a set of Cozo speakers. I inserted and
ejected the disk several times to
see how the front-loading slot worked. Sweet.

I then installed iMovie, the digital-video-editing software that comes with the iMac. After that, I went to help a customer, and when I got back, one of my friends had a crowd around him. He was amazed at how easy to use the software was. I'd installed the 160 MB iMovie demo files that he was using. He'd edited a video about a dog and a family by adding a transition to two scenes. Without a manual. We noticed that the application only plays with Digital Video -- in other words -- only for FireWire equipped Macs. We figured that all FireWire-equipped Macs will come with the program in the future, then.

Personally, I think the graphite color was too transluscent (and a customer agreed with me). I mean, you could see virtually every part of the computer's innards. Ironically, it was also cool at the same time. I can't quite explain it. I noticed on the boxes (which have new artwork, also) that the other iMacs appeared to be not as transluscent as the graphite-colored one.

To be honest, I'd have a hard time deciding which one to buy.

Overall, the machines are works of art -- moreso than the original iMacs. I think Apple will sell far more of these than the previous models. And I honestly believe that each of them is a big deal for the money -- even the high-end iMac DV SE. The Wintel world erroneously believes that the secret to iMac's success is merely color (take a look at the eOne when you get a chance -- I did was not impressed at all). The iMac is a total package; a totally integrated package. This is not Apple cheerleading. I went and looked at the PCs in the store and the Apple lineup beats them all, hands down.

Now, I could have given you a more formal, "professional" review of the iMac. But it doesn't take formality to tell you that you should buy one of these beauties if you are on the market for a new computer.

The current crop of iMacs are the Macs that most of us were waiting on, back when we felt that something was missing from the iMac. You won't have that feeling after test driving one this go round.

Proof, pudding, eating

As I set up the iMac, one customer who was there for a while, talking and watching, decided to
buy one. I went to get a blueberry model for him "for his daughter's birthday" on October 26
(remember that today is October 8). I joked that his holding the computer that long would be like
the fat kid being assigned to watch the candy stash, suggesting that he'd "play with" the iMac so
much before giving it to his daughter that it would no longer look new. After some thought, he
decided not to buy the iMac that I'd brought out for him. So I took it back -- and I brought out the
graphite iMac, per his suggestion. I wonder if it is still "for his daughter."

It was a great night. We spent more time than we'd planned playing around with the iMac and
the G4 (which is a story for another column unto itself). Technolust reigned supreme.

Oh, and remember that comment at the beginning about not being in a rush to buy an iMac? That
is no longer true. Because now that I've played with it myself, all I can say is one word:
"sweeeeeet."

--- Rodney O. Lain, rodneyo@macconnect.com.
Rodney O. Lain, a former university English and journalism instructor, works full-time as a software developer and
works part-time at a local CompUSA Apple Store Within A Store. A card-carrying member of the local Macintosh User
Group Mini'app'les, Rodney writes this column exclusively for theimac.com. His greatest desire is to become an
African-American Guy Kawasaki. A self-professed "workaholic writer," he waxes prolifically about race, religion, and
the "right OS" at "Free Your Mind & Your Behind Will Follow", his unabashedly pro-Mac website. When he's not
cranking out his column, he collects John Byrne comic books, jogs, and attempts to complete his first novel. He lives
in Eagan, Minnesota, a southern suburb of St. Paul.

Sent via Deja.com http://www.deja.com/
Before you buy.

4357. [README] New banners available

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-12 00:00:00 UTC
From: Philippe Duchenne <AmigaPhil@ping.be>
Message-ID: <517.954T102T3271519AmigaPhil@ping.be>
Source record: 2720
Cross-posted to: comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.be.advocacy

New banners uploaded:

SBill078 : "Microsoft acquired: Hotmail, LinkExchange, ...
Who wants to break Microsoft's Freedom to Innovate ?"
SBill079 : "Sorry Bill, I'm a computer user, not a Crash Test Dummy"

Available from:

<URL:http://www.ping.be/amigaphil/pic/SBill.html>

More about the README campaign on:

<URL:http://www.ping.be/amigaphil/README.html>

Philippe Duchenne <URL:http://www.ping.be/amigaphil/>
PGP ID : 9C07F6C1
Don't hate a guy. Just show him a AMIGA, and give him a PC.

4358. Re: Microsoft & TiFKAS Scared about Linux!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-12 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7tue93$290$1@nnrp1.deja.com>
Source record: 2721

In article <dreibel-1110991348360001@ts7-57t-28.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> found at comp.sys.mac.advocacy:
>
> many times, The iDiot Forever Known As Sinclap has crowed over and over
> that Microsoft was not afraid of Linux encroaching in their territory
> despite its growing popularity.
>
> Well, looks like TiFKAS is about ready to choke down a whole bowl of
> his much-hated strained spinach, judging by the FUD being put out by
> Microsoft about Linux. And well they should try a pre-emptive strike,
> seeing as how well Red Hat is doing both on the stock market and in sales
> against Windows NT in the server market. Indeed, Red Hat actually OUTSOLD
> NT in July.
>
> yes folks, Microsoft IS scared about Linux.
>
> (insert picture of Bill Gates yelling "sweet merciful crap!").
>
> Please also note that nice things were said about Macintosh - shows you
> that I am an equal opportunity OS user :)
>

Oh...gwaud!!!! What a doa doa.....

Did you actually read what I was referring to when I made that statement
or were you spitting up peanut butter when skimming?: "it's like me
saying that Microsoft is not afraid of Linux"

just sinclap...

Sent via Deja.com http://www.deja.com/
Before you buy.

4359. Re: where are things on the Battlesphere project?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-12 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7tuenv$2kh$1@nnrp1.deja.com>
Source record: 2722
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <7tjo40$q3t$1@nnrp1.deja.com>,
hydro_guy@my-deja.com wrote:
> In article <7ra37b$lc7$1@nnrp1.deja.com>,
> sinclap <sinclap@my-deja.com> spewed:
> > In article <19990905231727.16342.00001871@ng-fh1.aol.com>,
> > yakko70@aol.com (YAKKO70) wrote:
> > > I'm only asking because I'm now about three days away from getting
> my
> > > Dreamcast, and I've been waiting on Battlesphere for about three
> years now (Oy
> > > has it been that long?!?!).
> > >
> >
> > Oh gawd...Still waiting for Battlespehere...Whats the excuse this
> > time...?
> >
> > Seeing Battlesphere reaching the market will be like waiting for El
> > Travis...better known as Travis Guy appearing in
> > rec.games.video.atari....again...
>
> You rang? (Btw, that's "El Travy" to you.)
>
> > Don't hold your breath...-)
>
> Stop holding your(s)... petey.
>
> > Just...
> >
> > sinclap
>
> obAppleJabForSinflop: "Hey Steve, do you want to spend the rest of your
> life selling colored plastic, or do you want to change the world?"
>
I see that you had to change your name...Ge no GTE..I wonder why? Now
only if Rich Tiegens and Stevy the Scavone would show their faces...I
would be impressed...Oh yea....Yak too..

>

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4360. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-12 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7tuimi$58f$1@nnrp1.deja.com>
Source record: 2723

In article <37FD090B.B7FA2AB5@ihug.co.nz>,
J, WILKINSON wrote:
> Hi there,
>
> sinclap wrote:
> >
> > You sound like that Macs and wintel boxes cost an arm and a leg...
>
> No I don't. You are sideskipping the issue, which is about whether
> average email sending, letter typing PC or Mac owners really do
> need a fast machine just to accomplish these -oh so heavy- tasks...

Unless you are on the WWW it does. Not all will wait five minutes to
wait for a page to load.

> PC's and Macs are cheaper than ever...which is completely unable
> to be contradicted...
>
> > > My point is that many users just want to type emails and letters...owning
> > > a brand new fast Mac, PC, or Milan060, will not help them create these
> > > kind of documents dramatically faster than say a 68030 Mac or 486 PC...

Many will surf the web. Lets face it, the web has changes society on how
we function. If you think the Atari 8 bit will be all you need...I have
a bridge to sell..

> > Depends what kind of apps your using. I need the best because my job
> > demands it. I use PP, word and excel....so I need decent hardware..10
> > year old macs and pc's will not do it..
>
> It is your job, and having come from a corporate oriented company that
> demanded much from me, yes the best is the only standard I'd be expected
> to adhere to. But a novice home user isn't under such pressure. My partner
> is completing a diploma which includes computer content (she's a real PC
> novice), and the lecturer suggested she buy a PC to keep her PC skills
> up once the course of study was complete, but he gave a card leading her
> to a retailer who would have sold her a US$1250 Pentium III system with
> 64MB RAM, ATI Rage II graphics etc...all she needs is a basic machine with
> which to hone the skills she learnt on the course. A basic older Pentium
> with Win95 and Word 6 would suffice...second hand probably. She has no
> interest in games or graphics apps, so why should she waste the best part
> of US$1250 when she could get a working machine 2nd hand for about $200?

She is going to need to allocate upto $1000 for a decent system and that
would not be unreasonable. Even Apple has an official $999 iMac now and
that includes 64 MB, 6 G's, 128 Rage/2x AGP and a nice software bundle.

> > On the older boxes...Would have to wait for the cursor to catch up..Plus
> > my software would not run off it..
>
> Thats only if you try to run newer software. Older versions of the same
> software, as I have said, would suffice for many...

For you and not the millions who have home offices such as myself..Quit
assuming that you know whats best for all.

> > > I aim to have a Milan with 060 sharing a big SCSI disk (bus arbitration)
> > > with my Falcon. I can use POV-ray on the Milan to render 3D animations
> > > and then use APEX media on the Falcon to create hi-colour animations
> > > that can be played to VHS video via the Falcons standard composite
> > > video out...a nice budget video titling setup...
> >
> > How about the cheaper iMac DV set up that includes iMovie?
>
> Then I couldn't run APEX media, or D2D software I'm familiar with!
> I'm not interested in going into business here...just in making a
> title or two for some of my holiday videos...

True...But I may splurge an iMac DV since will be my first purchase in
four years...

> BTW, with your knowledge of macs, do you know of a mac app that will play
> 16-bit FLIC animations (.FLH) as created by Autodesk Animator and APEX
> media?

Macromedia Director, Media Cleaner Pro, Ray Dream, Poser, Bryse etc...

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4361. Re: Is TiFKAS' credibility in death spiral?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-12 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7tukir$6gj$1@nnrp1.deja.com>
Source record: 2724

In article <dreibel-0710990942420001@ts7-60t-33.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

'Chunks' spoke...

> > > first, it's spelled "definition". secondly, according to my brother,
> > > Apple still had lots of 233mHZ Rev. B iMacs in stock during the whole of
> > > March - unlike you, my brother has direct access to Apple's warehouse in
> > > Cupertino and knows what is in stock.

Get real. The Rev B's were flushed out by than....Nobody has direct
access to Apple's warehouse accept for the RTM's and Channel staff.

> > The articles were talking about the iMac colors not the rev B one..which
> > since has been sold out..
>
> and, as I pointed out, the articles were WRONG. I found many of the
> iMac YUCKs in stock. At the Computer City where the employee said the
> Tubby article was GREATLY OVERSTATED, they had ALL the colours in
> plentiful stock. Rev Bs were also in plentiful stock. We are talking about
> what was going on THEN, not NOW.

Whats your diff...of plentiful supply? Mine is 100 per location...

> > >
>
> the fact is that the article claimed that the fruit-flavoured iMacs
> were sold out or in short supply in Canada in March. My research proved
> different. Or does the Tubby not consider Toronto a part of Canada?

Your clutching here...

>> > > > So why did 'Newt' Harris get re-elected? Must have high public aproval
> > > > rating?
> > >
> > > no, more vote-splitting between the two opposition parties - the Tories
> > > actually lost the popular vote. Of course, Harris had to use dirty US-type
> > > politics to paint the opposition leader as the provincial boogeyman...
> >
> > You sound like a sore loser..
>
> nope. When Harris resorted to "boogeyman" attack ads againts the
> Liberal opposition leader MONTHS before the election was called, I would
> call that sort of behaviour unfair.

I call that brilliance like when Clinton/Gore 96 ran issue ads at
Dole...Looks like the Liberals were sleep at the wheel.

> Besides, like I said, Harris lost a lot in this election - many of his
> key cabinet ministers, the ones who made all the bone-headed decisions
> regarding unions, education, welfare, were soundly defeated. And Gerrard
> Kennedy - Harris' biggest critic - was re-elected in a landslide after
> Harris tried to parachute a former Liberal into the riding to try to
> defeat him. Not to mention Harris wound up losing his wife a month ago, in
> part to his infamous temper and bullying tactics, and in part to the fact
> that Janet didn't want him as premier again...

Sounds like 'Newt'..He will find a new girl like 'Newt' did. I wonder if
they are long lost twins...-)
> >
> > Time for a spell checker and the end to these late night posts..
>
> maybe time for an end to the posts, PERIOD.

But you would be bored unless you like to babble about the Simpsons all
the time...

>
> The X-Files stopped production in Vancouver because David Duchovny was
> homesick for LA and his wife and pressured Chris Carter to move the show
> to Hollywood. The decision had NOTHING to do with Canada's economy. This
> was in all the papers and news reports up here. Duchovny himself says he
> has nothing against Vancouver or British Columbia, and thinks it is
> beautiful country up here.

Sounds like cover here. Only Oliver Stone(d) will know...-)

> Really, is that the best you can do, TiFKAS?

No...I can do better...Maybe someday....

> > I am sure that my sinclap CA cousins in Ontario will get over it...-)
>
> sorry, we don't have drooling dragging-their-knuckles cretins with
> negative IQs in Ontario, that's why the Reform Party got skunked in the
> last federal election :)

Insulting your fellow countryman? There in the phonebook. Look them up
and say hi for me...

> >
> > >
> > > again, TiFKAS - the average person on the street thinks Jesse "The
> > > Baby" Ventura is an overgrown infant who is a laughingstock as a
> > > politician. And may we now add "bigot" and "idiot" after last weekend's
> > > revelations about that interview.

I disagree with what he said but he had the guts to state it. I sort of
agree what he said about religion...He is not the only MN resident who
feels that way...At least he began the debate of the role of religion...

> > Arn't we all bigots in away. You sound like a bigot to those you
> > disagree politically and socially...Just listen to yourself.

>
> there's a big difference between disagreeing and being a bigot, TiFKAS.
> For your information, I've done my own work in fighting against bigotry in
> Canada for many years, including against Catholic-haters, Nazis, and gays.
> I've even refused to serve customers who made ethic slurs against my
> co-workers (with the support of my bosses, BTW). Compare this to Mike
> Harris, who once compared a legitimate protest to an Iranian Jihad (sound
> familiar, TiFKAS?) and was forced to apologize to the Iranian community
> and the protestors.

Oh pooie...Your being a bigot to the bigots...

> Your claiming that I'm a bigot shows that you've now hit an all-time
> low, TiFKAS. And your trying to white-wash Jesse Ventura's unacceptable
> and brain-dead slurs shows that you have some issues that deeply need to
> be tended to. Maybe they should round up all the bigots, and send them
> back to bigot-land from whence they came? :)

ROFLAMO! All time low...was that below the belt?

> >
> > Why is the CA dollar not on par with the U.S. dollar. The Canadian
> > Curmudgeon does not agree with you and sides with your Tubby.
>
> strangely enough, TiFKAS, the low dollar we've learned to live with
> quite nicely. Thanks to it, we're enjoying high export levels, our tourism
> industry is way up, and many car plants have been put up by the Big Three
> and Japanese firms because it's cheaper to produce cars here. In fact,
> American tourism is hurting so bad that Texas and, recently, Pennsylvania

With everyones daughter owning a gun, I can see why..

> announced campaigns to tourists from Canada to visit their states and -get
> this- they're so desparate they're going to accept our money AT PAR.
>
> I'm sure that the Curmudgeon will have his own take on the idiocy of
> Conrad "Tubby" Black....
>
>
> but still, too little. too late....

Loke you said about Apple....

> >
> > Still a VP?
>
> still a mouth-breathing idiot pipsqueek, pretending to be an "Apple
> Power Rep", that can't set up a REAL newsreader?

Only a select few knows...The clues are there...

)bloated sig del

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4362. Re: iTos clone killer! Rodney's iMac DV SE Preview!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-12 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7u00d1$7fe$1@nnrp1.deja.com>
Source record: 2725

In article <RtJM3.497$va4.10134@nsw.nnrp.telstra.net>,
"Clockmeister" <gerryvdb@tnet.com.au> wrote:
> This post only proves the fact that iMac's are aimed at the newbie and
> bubblegum market. Not a bad market to aim for though, there are a lot of
> clueless people around.
>
> FYI, the USB design patents lists the Amiga A4000 hardware manual as a
> reference. Hmmm, go figure.
>
> Gee, they finally figure out how to properly implement a true plug 'n' play
> technology and they needed to research an old Amiga manual to do it...
>
> Why doesn't that surprise some of us...

Sounds like sour grapes and being envy...No Amiga can match the specs of
the new iMac DV for that price...

> Regards,
>
> Clockmeister.
>
>

just sinclap..

Sent via Deja.com http://www.deja.com/
Before you buy.

4363. Re: Hard drive compression .prgs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-12 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <38038bf7$0$25065@news.zetnet.co.uk>
Source record: 2726
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Ron Palangio <ronpala@interlynx.net> wrote in message
news:7tubk3$4kc$1@wolf.interlynx.net...
> Does anyone use a hard drive compression utility similar to those found in
> the PC world? My 40 meg HD on my Stacy 4 is getting pretty full. If there
> are shareware or freeware ones out there that would be great. I think
there
> was a commercial program written by Oregon Research but I'm not sure where
> I'd get it or what it was called.
>
> Ron P.
>
> reply here or by email at ronpala@interlynx.net
>
>
>
there is DataLite it works but it is slooooooooooo,

--
Kevin
kdermott@zetnet.co.uk Lancashire England
mug shot and more at http://www.users.zetnet.co.uk./kevin/

4364. Re: iTos clone killer! Rodney's iMac DV SE Preview!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-13 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <RtJM3.497$va4.10134@nsw.nnrp.telstra.net>
Source record: 2727

This post only proves the fact that iMac's are aimed at the newbie and bubblegum market. Not a bad market to aim for though, there are a lot of clueless people around.

FYI, the USB design patents lists the Amiga A4000 hardware manual as a reference. Hmmm, go figure.

Gee, they finally figure out how to properly implement a true plug 'n' play technology and they needed to research an old Amiga manual to do it...

Why doesn't that surprise some of us...

Regards,

Clockmeister.

4365. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-13 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3803B4B4.9C2E6B1E@ihug.co.nz>
Source record: 2728

Hi there,

sinclap wrote:
>
> > do average email sending, letter typing PC or Mac owners really
> > need a fast machine just to accomplish these -oh so heavy- tasks?..
>
> Unless you are on the WWW it does. Not all will wait five minutes to
> wait for a page to load.

Page formatting speed isn't that much of an issue. The speed at which
the data comes down the line is more often the deciding issue. Most
people use 56k modems, and traffic can make the some of the bandwidth
available in a 56k redundant at times...

> Many will surf the web. Lets face it, the web has changes society on how
> we function. If you think the Atari 8 bit will be all you need...I have
> a bridge to sell..

These societal changes you speak of are not as all consuming as -MOST-
web users would admit they are. Sure we email other people, and surf
the web, but people don't function much differently from what they did
10 years ago or 20 years ago...they just send email instead of writing
letters...

> > My partner
> > is completing a diploma which includes computer content (she's a real PC
> > novice), and the lecturer suggested she buy a PC to keep her PC skills
> > up once the course of study was complete, but he gave a card leading her
> > to a retailer who would have sold her a US$1250 Pentium III system with
> > 64MB RAM, ATI Rage II graphics etc...all she needs is a basic machine with
> > which to hone the skills she learnt on the course.
>
> She is going to need to allocate upto $1000 for a decent system and that
> would not be unreasonable. Even Apple has an official $999 iMac now and
> that includes 64 MB, 6 G's, 128 Rage/2x AGP and a nice software bundle.

iMacs are quite expensive here ($2999NZD, equates to $1550 but with a low-spec
printer as well), and PC's, while cheaper, are tending NOT to be bundled with
a full suite of Word, Excel, etc...

She doesn't want to pay that much money for a computer, and then have to pay
quite a bit more to get the software...as I said an older Pentium with 14-15"
screen, 133-200Mhz CPU, 16-32MB RAM, and Win95, with Word95 and Excel95
can be
had for US$200 here...why should she want more?

> > > On the older boxes...Would have to wait for the cursor to catch up..Plus
> > > my software would not run off it..
> >
> > Thats only if you try to run newer software. Older versions of the same
> > software, as I have said, would suffice for many...
>
> For you and not the millions who have home offices such as myself..Quit
> assuming that you know whats best for all.

I'm well aware whats best for all. For a busy home office a system that is quick and easy to use, as well as reasonably capable, is the ticket. For a novice home user like my partner, who isn't using her system to run a business , a slower 2nd-hand machine is fine. For myself, a combination of my Falcon030 and a 200Mhz PowerMac is more than suitable, especially the Falcon, as my computing interests are not the mainstream business apps I see most people struggling with in the home environment, but 'fun' software like APEX media. I also use Adobe/Epson ColorIt!, Photoslop, D2D software (mainly on Falcon!, 200Mhz 603e doesn't really cut it for D2D!), and the odd game demo. I cannot be bothered to buy games because I don't really get enough time to play them fully. So sorry, I don't quit now...

> > BTW, with your knowledge of macs, do you know of a mac app that will play
> > 16-bit FLIC animations (.FLH) as created by Autodesk Animator and APEX
> > media?
>
> Macromedia Director, Media Cleaner Pro, Ray Dream, Poser, Bryse etc...

I'm not sure you are correct in handing me this list. Quicktime does not recognise the 16-bit anims, although a PC with Autodesk Animator did a while ago, even though it couldn't play the thing because it was limited to 256 colour anims. It at least recognised what the file was...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARi Falcon030 owner.

4366. Where can I get an Atari Transputer ?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-13 00:00:00 UTC
From: Jason <jason@outbacktraders.freeserve.co.uk>
Message-ID: <7u0imv$v27$1@news7.svr.pol.co.uk>
Source record: 2729

Hi All

I have been trying to pick up a transputer ATW800 since they was released.
Does anyone know where I can get one !

E-mail back to
Jason.hall@bbc.co.uk

4367. Re: RIP

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-13 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7u25l9osi1@nnrp1.deja.com>
Source record: 2730
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <7tto52$1t4l@enews3.newsguy.com>,
"Kelly Robinson" <ispy@groovyshow.com> wrote:
> Sorry to hear you *downgraded*...
>
> (okay the hardware is nice, albeit generic shit but that OS? It's still the
> oldest and buggiest OS around and that OS X workstation vaporware isn't
> slated until mid-2000...)
>
> Once again, I really do feel sorry for you.

Sounds like sour grapes here..."Who needs G4 processors and cutting edge
apps thats why I love Amiga..."

Tell me were can I buy a brand new G3/350 Amiga with 64 MB, 6G, 2xAGP/128
Rage, Harmon Karden Speakers, screen and software bundle for $999. Plus
has a future running OS9, OSX client beyond. No need to run inferior net
apps on this platform...

> Ethan Larson <almo@avalon.net> wrote in message
> news:3802274F.280472B@avalon.net...
> > Wow. I'm dumbfounded. I have finally lost hope.
> >
> > This "Amiga's not about a box" thing is silly. When the box is better,
> > it allows better software. It's like the colossus with clay feet. You
> > need a monster down there. So I guess I'm a Mac dude now... bummer. I've
> > bben an Amiga dude with a Mac. But now I'm a Mac dude. I'll be getting a
> > G4.
> >
> > I feel like crap. I need an Amiga.
> >
> > --
> > Ethan Larson
> > Computer Consultant
> > Iowa Institute for Hydraulic Research

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4368. Re: Hard drive compression .prgs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-13 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3804BDBD.88A55840@cfc.dnd.ca>
Source record: 2731
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Ron Palangio wrote:
>
> Does anyone use a hard drive compression utility similar to those found in
> the PC world? My 40 meg HD on my Stacy 4 is getting pretty full. If there
> are shareware or freeware ones out there that would be great. I think there
> was a commercial program written by Oregon Research but I'm not sure where
> I'd get it or what it was called.
>
> Ron P.
>
> reply here or by email at ronpala@interlynx.net

check out DataDiet2 and Squish2(for programs)
hardly any slowdown for me, but rarely used
now as I have plenty of hard drive space.
Keith Kordes
http://www.systemsfortomorrow.com/store/TOS.HTM
http://www.myatari.com/bc520sw.txt

--
Ken Macdonald
Graphic Arts, room 255
(416)482-6800 x6892
macdonald@cfc.dnd.ca

4369. JetMoto3

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-13 00:00:00 UTC
From: Chris <chris@m80im.com>
Message-ID: <7u377n$pr3@chronicle.concentric.net>
Source record: 2732

```
JET MOTO 3
THE RUSH IS BACK!
```

Sideswipe enemy racers, hang a hard left at the vertical grapple, and speed your way to the finish line! Jet Moto 3 takes you full throttle through 19 obstacle-filled, bone-smashing environments, as you attempt to conquer subterranean graveyards, ancient cities, volcanic eruptions and alien worlds. 11 insanely fast, all-terrain jet hover bikes, including new riders such as Angel and Convict, will take you on the ride of your life as you jostle, sideswipe and fight for position against the most challenging racer AI to date. You'll feel every bump, bruise and crash with the all-new 3D racing engine with MotoPhysics☐, delivering blazing fast gameplay and crisp, beautifully detailed 3D graphics. Jet Moto 3. THE RUSH IS BACK!

KEY FEATURES:
☐ Race any of the 11 ultra-realistic, all-terrain jet hover bikes. Old favorites like The Max, Wild Ride and Vampeera team with new riders such as Angel and Convict. Each rider/bike boasts his or her own performance ratings for acceleration, top speed and handling.
☐ All-new 3D racing engine with MotoPhysics☐ delivers blazing fast gameplay and beautiful 3D graphics. Experience outstanding handling and even an occasional horizontal and vertical grapple!
☐ 19 treacherous, bone-smashing environments to conquer, including an ancient Inca city, a subterranean graveyard, the gut-wrenching SkyPark, as well as the wildest, most thrilling stunt tracks ever designed!
☐ Feel the effect of eleven different racing surfaces, such as ice, wood, metal, rock, lava, grass and concrete.
☐ Experience realistic weather effects including snow, rain and night racing.
☐ Challenging AI jostle and fight for position by crowding or side-swiping other players.
☐ Rip it up or get wasted in 1 Player modes (Single Race, Season, Circuit and Practice) or 2 Player modes (Single Race or Circuit) with 4 season difficulty levels: Novice, Semi-Pro, Pro and Expert.

```
JET MOTO COMPARISON

Jet Moto 2 Jet Moto 3

Sales (thru 8/99) 1,250,671 units N/A
Players 1-2 1-2
Bikes 10 11
Tracks 10 19
Magnetic Grapple Yes Yes
Vertical Grapple No Yes
```

Hop Button No Yes
Stunt Mode No Yes
Engine Improved polygonal graphics All-new 3D racing engine
with MotoPhysics

WHY BUY JET MOTO?

Heritage -
The Jet Moto franchise is far and away the best seller in the pure Action Racing category.
☐ Jet Moto 1 has sold through 1,170,508 units through August, 1999.
☐ Jet Moto 2 has sold through 1,250,671 units through August, 1999.

4370. Re: New Milan II poised for success! Ti

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-14 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn80ad5a.asu.jedi@dementia.mishnet>
Source record: 2733

On Tue, 12 Oct 1999 05:58:46 GMT, sinclap <sinclap@my-deja.com> wrote:
>In article <37FD090B.B7FA2AB5@ihug.co.nz>,
> J, WILKINSON wrote:
>> Hi there,
>>
>> sinclap wrote:
>> >
>> > You sound like that Macs and wintel boxes cost an arm and a leg...
>>
>> No I don't. You are sideskipping the issue, which is about whether
>> average email sending, letter typing PC or Mac owners really do
>> need a fast machine just to accomplish these -oh so heavy- tasks...
>
>Unless you are on the WWW it does. Not all will wait five minutes to
>wait for a page to load.

If a page is loading that slowly, it's the pipe that's the
bottleneck,not the PC. I can personally attest to the fact
that lowend Pentium class hardware can infact keep up
with a T1 connection. Never mind a serial modem.

You're just full of it.

>
>> PC's and Macs are cheaper than ever...which is completely unable
>> to be contradicted...
>>
>> > > My point is that many users just want to type emails and letters...owning
>> > > a brand new fast Mac, PC, or Milan060, will not help them create these
>> > > kind of documents dramatically faster than say a 68030 Mac or 486 PC...
>
>Many will surf the web. Lets face it, the web has changes society on how
>we function. If you think the Atari 8 bit will be all you need...I have
>a bridge to sell..

My Atari 800 doorstop might not be adequate but, certainly
a $100 machine from Computer Renasiance or a $300 machine
from the web will most certainly do.

[deletia]
>> which to hone the skills she learnt on the course. A basic older Pentium
>> with Win95 and Word 6 would suffice...second hand probably. She has no
>> interest in games or graphics apps, so why should she waste the best part
>> of US$1250 when she could get a working machine 2nd hand for about $200?
>
>She is going to need to allocate upto $1000 for a decent system and that

This is bullshit, spread primarily to make overpriced Mac
hardware look good. 64M is meagre, the Rage 128 is the
lowest performer in it's class and 2x AGP for bargain bin
machines.

>would not be unreasonable. Even Apple has an official $999 iMac now and
>that includes 64 MB, 6 G's, 128 Rage/2x AGP and a nice software bundle.
>
>> > On the older boxes...Would have to wait for the cursor to catch up..Plus
>> > my software would not run off it..
>>
>> Thats only if you try to run newer software. Older versions of the same
>> software, as I have said, would suffice for many...
>
>For you and not the millions who have home offices such as myself..Quit
>assuming that you know whats best for all.

Even a discontinued Pentium, HELL a 486 will happily do OLE
object imbedding. I did just that on my 486DLC in college.

A desktop Sparcstation simply isn't required.

[deletia]
--

You trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4371. Re: iTos clone killer! Rodney's iMac DV SE Preview!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-14 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <u_lN3.188$S7.7969@nsw.nnrp.telstra.net>
Source record: 2734

sinclap wrote in message <7u00d1$7fe$1@nnrp1.deja.com>...
>In article <RtJM3.497$va4.10134@nsw.nnrp.telstra.net>,
> "Clockmeister" <gerryvdb@tnet.com.au> wrote:
>> This post only proves the fact that iMac's are aimed at the newbie and
>> bubblegum market. Not a bad market to aim for though, there are a lot of
>> clueless people around.
>>
>> FYI, the USB design patents lists the Amiga A4000 hardware manual as a
>> reference. Hmmm, go figure.
>>
>> Gee, they finally figure out how to properly implement a true plug 'n'
play
>> technology and they needed to research an old Amiga manual to do it...
>>
>> Why doesn't that surprise some of us...
>
>Sounds like sour grapes and being envy...No Amiga can match the specs of
>the new iMac DV for that price...
>

No arguement there, it would be foolish to suggest otherwise.

That doesn't change the facts on the market the iMac is aimed at, or the
A4000 patent reference for USB however.

Regards,

Clockmeister.

4372. TIFKAS? Did you miss this announcement?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-15 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3806D6D8.FFE8007F@earthlink.net>
Source record: 2735

http://www.digitalproducer.com/aHTM/Articles/10_11_99/avid_systems_dominate_tv.htm

---
From "Digital Producer" magazine:

96% Of Fall '99 Primetime Television Shows Edited On Avid Systems --
101 of 105 Primetime Fall TV Shows Cut on Avid Media Composer/Film
Composer Systems; Several Shows Make the Leap to Nonlinear
Finishing with Avid Symphony --

TEWKSBURY, MA., Oct. 13--Avid Technology, Inc. announced that 96% of
primetime television
shows this fall are being edited using the Avid Media Composer and
Avid Film Composer
systems, and a number of shows have taken the next step in nonlinear
television post production
by finishing on the company's new high-end Avid Symphony system. 101
of 105 (1) shows in the
1999-2000 fall primetime television lineup -- including David E.
Kelly's `98-99 Emmy-winning
Best Drama "The Practice" and Best Comedy "Ally McBeal," as well as
`98-99 Emmy recipients
in the editing category, "The Sopranos" and "Sports Night"-- are being
cut on Avid's
industry-leading Media Composer or Film Composer systems. Popular
returning drama
"Profiler" and `98-99 Emmy winner for animation "King of the Hill" are
set to online their seasons
using the Avid Symphony system.

Uh.. TIFKAS? Just exactly how many network TV shows are shot and edited
on DV? Er.. that would be none!

Yep.. Avid is shakin' about this FCP business.. yep..

It's just too easy to make you look uninformed.. not even a challenge.

-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4373. Re: Hard drive compression .prgs

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-18 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <FJtIBA.EE@gem.win.co.nz>
Source record: 2736
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
: Ron Palangio wrote:
: >
: > Does anyone use a hard drive compression utility similar to those found in
: > the PC world? My 40 meg HD on my Stacy 4 is getting pretty full. If there
: > are shareware or freeware ones out there that would be great. I think there
: > was a commercial program written by Oregon Research but I'm not sure where
: > I'd get it or what it was called.

You may be thinking of Datalite 2. I used the program years ago and it
seemed to be reliable and fast enough (on a TT, I don't know what it would
be like on an ST). Unfortunately it didn't work with other not FAT
filesystems under MiNT. Since then I no longer have a lack of hard disc
space so I have never tried to use it again.

The best thing you could do is simply buy a larger hard disc drive.

--
+-------------------------------------------------------------------------+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments: |
| http://gem.win.co.nz/ * NEW: QWERTYX - PC AT Keyboard Interface |
```

4374. Re: TiFKAS' spelling proves he's a moro

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-19 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s0nm2sa7r0155@corp.supernews.com>
Source record: 2737

On 18 Oct 1999 11:19:30 , J WILKINSON wrote:
>Hi there,
>
>"Daniel L. Dreibelbis" wrote:

>BTW, I think I saw Roger Sheppard appearing in a local nz.something NG. From
>the structure of the post I think the Electro Shock Therapy sessions have
>made some impact on poor ol' Roger, and he now seems to be able to communicate
>without resorting to mindless banter...

I remember that name from a quite a few years ago. It came to a point
where he threw a fit and left the newsgroup if I recall. That was
around the time Doug Little was still active in C.S.A.

Mike

>
>Kind regards,
>
>Chris Wilkinson, Christchurch, New Zealand.
>/|\ ATARI Falcon030 owner.
>.

4375. This ring a bell?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-20 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7ul3rcjeh1@nnrp1.deja.com>
Source record: 2738

>> Forum:
comp.sys.amiga.advocacy
>> Thread: Terry, quit being
such an ass. Re: Jack Andrews,
shows true colours.
>> Message 18 of 122

Subject:
Terry, quit being such an ass.
Re: Jack Andrews, shows true
colours.
Date:
1999/10/15
Author:
Psylocke <Psylocke@Xavier.com>
Posting History

On Thu, 16 Sep 99 01:14:08 -0700,
Terry_Palfrey@mindlink.bc.ca (Terry
Palfrey) was overheard babbling midlessly :

>As for your criticisms Jack, admit it, you are
simply a
simple
>tool user. Don't try to claim "Amigan". You
weren't. You
simply
>used the machine in a stock config with an
extremely
specialised
>painting card. You never modified or updated
it.

I also originally ignored your rather ignorant
post to me about
not being an Amigan.

Pray tell who died and made you GOD? way I see
it you are a
ranting idiot, and a clueless one at that.

You Terry are no Amigan. and that pretty much
applies to most
of the people here as well. Few if any here are
really true
Amigans.

I am more Amigan than you will ever be.

Amigans were people who pushed the limits and made great
effort to be the biggest and best at everything. Images, music,
demos etc. Amigans did not settle for second best. Amigans made
their own hacks to expand their a1000's to have more
memory, magazines covered articles on how to hack the
hardware. They pushed the edge when it came to just about
everything.

An Amigan did not SETTLE for second best.

A TRUE Amigan would not settle for the fact that Amiga cannot
take advantage of the majority of the simple internet
STANDARDS that every other computer on the market can take
advantage of like HTML 4.01, Flash, Shockwave, Real Audio
and a lot of others.

deluded nut cases like Steve Giovanella can sit around and blab
all day about how ImageFX can FINALLY animate now and cost 3
times what Paint Shop Pro does, and babble on about how fast
the Amiga boots and yet has little software available for that
very expensive PPC card he bought.

I'll clue you in on a few things right off.... You think PPC is
some great triumnph? dream on. PPC is a dead end and
everyone knows it.

Do you truly believe P5 will have that promised AmiRage
anytime in the near future? not this year thats for sure.
probably not next year either.

Why? Apple cannot get G4 chips, what makes you think P5
can? it is not going to happen. plain and

simple. Of course that
means that the P5 cards they promised with G4
and Neutrino
will not be shipping anytime soon either.

TRUE AMIGANS would not tolerate this crap.

TRUE AMIGANS would not have acted like the
desperate fanatics
that everyone did when the iWin hoax started.
Frankly I though
it was pathetic to see people all excited over
the promise of
decade old technology being repackaged and sold
for premium
prices. The posts that followed iWin were
nothing short of
pathetic.

>And since CSAA is my hangout, I'll take that
comment you
made
>quite seriously as a true indication of your
real feelings.

A typically arrogant bit of nonsense from you,
and not
particularly unexpected. CSAA is not YOUR
domain pal. It is
free to anyone who wants to post here. If you
don't like then get
therapy, because you are getting delusional
here.

Your judgemental attitude and labeling of
people who YOU
consider is Amigan or not is pretty lame. I got
news for you,
you do not decide who is an Amigan or not. It
is just that
simple.

Sent via Deja.com http://www.deja.com/
Before you buy.

4376. Re: This ring a bell?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-20 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s0sib0o6r0141@corp.supernews.com>
Source record: 2739

On 20 Oct 1999 19:06:31 , sinclap wrote:

What did you use to cut and paste with, an etch-a-sketch?

Blow me sinplop........

4377. Re: TIFKAS? Did you miss this announcement?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-21 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7um36t$9jj$1@nnrp1.deja.com>
Source record: 2740

In article <3806D6D8.FFE8007F@earthlink.net>,
Particle Salad <psalad@earthlink.net> wrote:
> ----------
> From "Digital Producer" magazine:
>
> 96% Of Fall '99 Primetime Television Shows Edited On Avid Systems --
> 101 of 105 Primetime Fall TV Shows Cut on Avid Media Composer/Film
> Composer Systems; Several Shows Make the Leap to Nonlinear
> Finishing with Avid Symphony --

> Uh.. TIFKAS? Just exactly how many network TV shows are shot and edited
> on DV? Er.. that would be none!
>
> Yep.. Avid is shakin' about this FCP business.. yep..
>
> It's just too easy to make you look uninformed.. not even a challenge.

Clutching the straw arn't we....Try this on size...Gee I wonder
why...Look to see more fire sales at Avid...

Avid Technology Announces Third Quarter Results and Senior
Management Changes

- CEO and President resign; Company to deliver restructuring
plan in 30 days -

TEWKSBURY, Mass. (October 20, 1999) - Avid Technology, Inc. (NASDAQ:
AVID) today announced financial
results for the third quarter ended September 30, 1999 as well as
certain senior management changes and its intention
to significantly restructure its business.

Third quarter 1999 revenues were $113.3 million compared to $116.2
million in the third quarter 1998. For the third
quarter of 1999, the Company recorded a net loss of $13.1 million, or
$0.56 per share, which includes amortization of
acquisition-related intangible assets. Excluding the acquisition-
related amortization, the Company recorded a
tax-effected loss of $1.4 million, or $0.06 per diluted share,
compared with net income of $8.0 million, or $0.30 per
diluted share, in the same quarter a year earlier.

For the nine-month period ended September 30, 1999, revenues were
$340.9 million versus $337.8 million in the
same period in 1998. For the nine-month period ended September 30,
1999, the Company recorded a net loss of

$32.6 million, or $1.36 per share. Excluding acquisition-related amortization and non-recurring costs, net income was $4.0 million, or $0.15 per diluted share, compared to $25.0 million, or $0.99 per diluted share, for the same nine-month period in 1998.

The company also announced the resignations of its Chairman and Chief Executive Officer William J. Miller and President and Chief Operating Officer Clifford A. Jenks. On an interim basis, Chief Financial Officer William L. Flaherty has been named Acting Chief Executive Officer. David Krall, who is currently Chief Operating Officer at Digidesign, Avid's professional audio business, has been appointed Avid's President and Chief Operating Officer and will lead the restructuring effort. The company also announced that the Board of Directors has initiated a search for a permanent Chief Executive Officer, which it hopes to complete within three months.

Mr. Miller said, "I am proud of what we have accomplished at Avid during the past several years, but the fact is that our plans to grow the business have not been successful. As Avid seeks to reshape itself for the future, it is appropriate that new leadership take on that task. I wish them well in that effort and look forward to Avid's future success."

Said Mr. Flaherty, "Avid embodies numerous strengths as a recognized leader in digital content creation tools and media management with exceptional products and valuable proprietary intellectual property and technical expertise. The goal of our restructuring effort will be to channel these strengths into our strongest market opportunities with an infrastructure that supports a realistic and profitable business model as we enter the year 2000."

He added, "Our performance to date in 1999 has obviously been a disappointment. Our market realities have been changing rapidly, making our current business plan increasingly difficult to achieve. The Board believes that a thorough restructuring is necessary to position the company for future growth and profitability."

Mr. Krall noted, "We plan to closely examine all aspects of our business as part of this restructuring effort to align expenses with revenues and continue to invest in areas for future growth. It is critical to ensuring the company's on-going success, and I intend to work closely with our Avid team in developing an effective plan within 30 days. We are committed to achieving the results this company can produce, for the benefit of our customers, employees and shareholders."

Mr. Flaherty joined Avid as Chief Financial Officer in September 1996. He has previously held senior finance positions at Gibson Greetings Inc., FMR Corp., the parent company of the Fidelity Investments Group, and Du Pont.
He holds an AB degree from Dartmouth College and an MBA from the Amos Tuck School of Business
Administration at Dartmouth.

Mr. Krall brings a strong technical background to his new position, as he holds BS and MS degrees from the
Massachusetts Institute of Technology. He has held his current position with Digidesign since May 1998. He joined
Avid Technology in May 1995 as Digidesign's Director of Program Management and later served as Digidesign's
Vice President of Engineering. He also holds an MBA from the Harvard Business School.

Third Quarter Results Commentary
"During the third quarter, we ran an aggressive promotion of ABVB-based Media Composers as part of our
Macintosh initiative," Mr. Flaherty said. "This resulted in increased Mac-based Media Composer sales versus the
prior two quarters, but it adversely impacted gross margin and was a principal contributor to the quarter's operating
loss."

He added, "Our balance sheet remains strong. We continue to generate cash and ended the quarter with cash and
investments of $83.1 million, up slightly from $82.5 million at June 30, 1999."

The above includes forward-looking statements based on current expectations that involve a number of risks and
uncertainties. Actual results may differ materially from those described therein, depending on such factors as are
described under "Certain Factors That May Affect Future Results" in the Company's Annual Report on Form 10-K
for 1998 and Quarterly Report Form 10-Q for June 30, 1999, filed with the SEC.

"The iMac has been the biggest computer launch we've seen in our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Before you buy.

4378. This ring a bell - TiFKAS is Net Clueless?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2110990958400001@ts7-49t-2.idirect.com>
Source record: 2741

In article <s0sib0o6r0141@corp.supernews.com>, mgrove@iwvisp.com (Mikey) wrote:

> On 20 Oct 1999 19:06:31 , sinclap wrote:
>
> What did you use to cut and paste with, an etch-a-sketch?
>

nope, he used DejaNews, known far and wide as an excellent search engine for finding old Internet posts, but its posting facilities are substandard especially regarding cut and paste. It's known by many Internet experts as basically training wheels for the Net clueless before they graduate to REAL newsreaders (which on the Mac includes the excellent MT Newsreader).

Of course, seeing as TiFKAS doesn't have two rocks to rub together for brains, he's perfectly incapable of setting up a real newsreader for plopping down his steaming piles of drivel. His inability to spell is well proof of that.

Besides, he'd hurt himself on an Etch-A-Sketch(tm) :)

Guess TiFKAS succumbed to another brain fart, now that the Steve Jobs Reality-Distortion Field(tm) is crumbling around him what with the events of the past month (Apple cancelling G4 orders, trying to get the Apple fans to re-order for $1000 above the original selling price, then reversing themselves once they realized they were setting themselves up for another lawsuit, introducing a 350mHz G4 (which is BELOW the original G4 specs, looks like a lot of chip failure on the assembly line!), the discovery that the not-ready-for-prime-time Final Cut Pro WON'T RUN on the new DV iMac (which Apple has admitted, but won't allow discussion of on their web site), Avid is REALLY QUAKING IN THEIR BOOTS about this, Apple caught crippling G3 computers so they won't take third-party G4 upgrades...

all of this was found on comp.sys.mac.advocacy, the place TiFKAS is too chicken to post willingly to, due to the fact that not only that he hates scrubbing off scorch burns, but the fact that the knowledgable Mac fans will quickly unmask him as a poseur pretending to be an "Apple Power Rep"...

gee, what with all this, Apple's Board Of Directors may soon be Thinking Different, decide that they're paying uberboss Jobs a dollar too much, and wind up throwing his head to the stockholders...

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.

Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4379. Atari Re: why did hasbro bother

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-21 00:00:00 UTC
From: phuque <heidenlarmSPAMMAPS@yahoo.com>
Message-ID: <380F2742.745B3A20@yahoo.com>
Source record: 2742
Cross-posted to: rec.games.video.classic,comp.sys.amiga.advocacy,alt.fan.karl-malden.nose,alt.flame,alt.rock-n-roll.metal.death,comp.sys.atari.advocacy

mr_maddog@my-deja.com wrote:

> Alright, that does it... I am getting sick of this "advocacy" crap
> that some of you people are spewing. Not matter what platform of Atari
> consoles or computers, there's always some lamer who goes around waving
> the old Atarian flag while sounding like a passionate but an utter
> idiot.
>
> First of all, in case you forgoten what happened to Atari Corporation a
> couple of years ago it was completely killed off by the Tramiels. They
> were the ones that sucked Atari for all it was worth. Did you know
> that Atari under Warner would have recovered from the Crash of 1984 if
> they with ahead with releasing the 7800 game system and Amiga
> computer? That would have brought Atari back from the brink. But
> no... Warner had to sell it off to Jack Tramiel and he cared about
> only one thing, to sell a cheap 68000 based computer. He never wanted
> the arcade division and completely shut down the video game one. So
> the whole purpose of Tramiel buying Atari was to sell his precious
> ST's. Oh sure...the XE line was a repackaging of the old XL line and
> he was trying to compete with Nintendo (who brought the video game
> market back to the States) with old 2600 and 7800 games and systems
> that were sitting in the warehouse for a few years.
>
> But guess what? He never even marketed the ST line that much. First
> Atari was getting it's butt kicked by Commodore who heavly pushed the
> Amiga, and then the whole industry became oriented to the PC. So
> Tramiel relizes this and turns Atari into a pure video game company
> with the Jaguar. Brillant idea...but guess what? It wasn't even
> marketed that much like the Playstation was. And the programmers
> didn't help matters that much by making Jag games which are no
> different than the 16-bit ones. So the ever-so-wise Jack decided that
> another crash is coming so wane off the Jag and started a PC software
> line called Atari Interactive (Yeah, Atari did the very same thing you
> were balling about with what Hasbro is now doing). But that was an
> even bigger blunder so the idiot Tramiels sold the whole company to a
> hard drive maker, of all people, just for a quick shot of personal cash
> flow. Now nobody was doing anything with the Atari property!
>
> At least Hasbro saw a good thing even though they orginally wanted to
> make crappy 3D remakes of classic games. But now they're taking it
> seriously, and it's starting to show. As soon as new versions of Q-
> bert and Star Raiders come out, people will soon forget travesties like
> Frogger and Centipede.

>
> And if you start crying that Hasbro won't even support the "Atari"
> Jaguar, well I got news for you pal... It was the Tramiels that made
> the Jaguar a nonviable platform in the first place. So don't go
> yelling at Hasbro for something the "orginal" Atari did. At least
> they're trying to make Atari a well known brand name again...something
> Jack & Sons did the complete opposite of.
>
> But it's not just what the Tramiels did that gets me mad, it's people
> like you who give the whole Atari community a bad name. That's the
> reason I left the whole Atari ST scene because those people became
> obessed with pushing an unstable and incomplete OS like MINT and giving
> people who don't have "real" Atari's a bad time. And now you want
> everybody to join your stupid little cruisade of boycotting Atari games
> just because they are only a software company that cannot make game
> consoles with Atari badges? You sound like those morons who badgered
> Hasbro into supporting the Jaguar by sending hate mail.
>
> In fact, you should be lucky that they would make the Jaguar an open
> platform so you can making your own bloody games. So I offer this
> challange to you...why don't you get off "your" butt and start your own
> company that would buy off the hardware pattens from Hasbro and make a
> brand new Jaguar, Lynx or whatever. See if you can compete with big
> companies like Sega, Sony and Nintendo. Maybe Hasbro will see your
> platform as economically viable to develop for and then you can have a
> crappy rendetion of Centipede for the Jaguar. Don't laugh! A small
> German company got the rights to the ST's operating system and they're
> making the Milan computers which are compatible with the high-end TT's,
> only much faster. And they're talking with Hasbro to use the name
> "Atari" to promote their machines. But here you sit with talk about
> illegally crashing their server with an overload of idiotic nonsense.
> It's that same sort of attitude that prompted "Atarians" to do nothing
> but bicker and complain while the company was being driven straight to
> hell.
>
> So don't even speak to me about platform advocacy and re-living the
> past like nothing had ever changed. The only reason why I would even
> bother responding to this garbage is because I want to make it
> perfectly clear to all the other Atari users, whatever the platform may
> be, that this sort of behavior accomplishes nothing productive.
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Amiga Rulez!

--
> two-line response, 26-line .sig.
> Think you could maybe do something about this?
>
> Lara "four-line sig would be nice" Hopkins

Death Metal Motherfucking Music Association -
http://listen.to/deathgrind/
Heidenlarm - http://www.evilmusic.com (coming soon)
KCUF Underground Internet Radio http://www.kcuf.org
Gortician - http://members.tripod.com/~cynner/gor1.htm
High-C, foole -
http://www.geocities.com/SunsetStrip/Palms/2296/high1.htm
alt.music.hardcore - http://members.tripod.com/~AMHardcore

New Gortician MP3s:
Imbalance Records (Mp3 Compliation) -
http://www.loudnet.com/imbalance_chemical/

Unsung Heroes Records Venom Tribute Page -
http://www.mindspring.com/~lordvic/uhr/vnmtrib.htm

GORTICIAN "THE WONDER YEARS" CD in MP3! - http://www.mp3.com/gortician

****
*Lord High-C the Unstable
*Faculty, Bungmunch University
*Assistant Dean of Men and Interactive Rave Graphics
* SEMPER MEOVAMVS AD INFINITVM ET INFINITVM
****

"I'll eat a pig's ass if they cook it right." - MC Gusto

4380. Re: TIFKAS? Did you miss this announcement?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-21 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <380F6561.7C6FD515@earthlink.net>
Source record: 2743

OH MY.. even for YOU this is incredibly stupid.

Do you THINK for a moment that the MAJOR studios shop for their NLEs (non-linear editors) by what's on SALE!?!? What a moron.

Yea, they're going to base their decisions on whether they can save a few grand..

:)

Man you are dense.. another brilliant retort that further shows how ill-informed you are.

It's better to keep your mouth closed and be thought an idiot then to open your mouth and remove ALL doubt.

-Mark

sinclap wrote:

> Clutching the straw arn't we....Try this on size...Gee I wonder
> why...Look to see more fire sales at Avid...
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4381. Re: This ring a bell - TiFKAS is Net Clueless?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-22 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7up29lcpc1@nnrp1.deja.com>
Source record: 2744

In article <dreibel-2110990958400001@ts7-49t-2.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

'Chunks' burped..After chewing munchies while getting off on the
Simpson's...

> In article <s0sib0o6r0141@corp.supernews.com>, mgrove@iwvisp.com (Mikey) wrote:
>
> > On 20 Oct 1999 19:06:31 , sinclap wrote:
> >
> > What did you use to cut and paste with, an etch-a-sketch?
> >
>
> nope, he used DejaNews, known far and wide as an excellent search
> engine for finding old Internet posts, but its posting facilities are
> substandard especially regarding cut and paste. It's known by many
> Internet experts as basically training wheels for the Net clueless before
> they graduate to REAL newsreaders (which on the Mac includes the excellent
> MT Newsreader).

No problems here...
Need to end using 40 columns and get real...This is 1999...!

> Of course, seeing as TiFKAS doesn't have two rocks to rub together for
> brains, he's perfectly incapable of setting up a real newsreader for
> plopping down his steaming piles of drivel. His inability to spell is well
> proof of that.
>
> Besides, he'd hurt himself on an Etch-A-Sketch(tm) :)
>
> Guess TiFKAS succumbed to another brain fart, now that the Steve Jobs
> Reality-Distortion Field(tm) is crumbling around him what with the events
> of the past month (Apple cancelling G4 orders, trying to get the Apple
> fans to re-order for $1000 above the original selling price, then
> reversing themselves once they realized they were setting themselves up
> for another lawsuit, introducing a 350mHz G4 (which is BELOW the original
> G4 specs, looks like a lot of chip failure on the assembly line!), the
> discovery that the not-ready-for-prime-time Final Cut Pro WON'T RUN on the
> new DV iMac (which Apple has admitted, but won't allow discussion of on
> their web site), Avid is REALLY QUAKING IN THEIR BOOTS about this, Apple
> caught crippling G3 computers so they won't take third-party G4
> upgrades...

What happened is that they could not get 500mhz G4 chips from Motorola.
Were down to two models from here. The 350 G4 is in plentiful supply.
All they did was reduce the clock speed by 50 mhz for the same

configurations. They did reverse and those who ordered prior to Oct. 13
will get their machines as promised. Could they have handled it better?
Yes.. To bad Atari did not honor their contracts with their dealers and
developers while stealing the 'handy' from Epyx...

FCP runs fine thank you..

A certain 68k Jihad claimed it was too late for Apple to release new
Milan crunching G3 iMacs for the Christmas quarter. Once again the chunky
soup turns cold while Apple's worldwide manufacturing will churn out tens
of thousands per week of these awesome sucessor to the popular iMac..

> all of this was found on comp.sys.mac.advocacy, the place TiFKAS is too
> chicken to post willingly to, due to the fact that not only that he hates
> scrubbing off scorch burns, but the fact that the knowledgable Mac fans
> will quickly unmask him as a poseur pretending to be an "Apple Power
> Rep"...

Here..read my job description...
http://apple.marketsource.com/powerrep/

> gee, what with all this, Apple's Board Of Directors may soon be
> Thinking Different, decide that they're paying uberboss Jobs a dollar too
> much, and wind up throwing his head to the stockholders...

Your kidding right?

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Before you buy.

4382. Re: This ring a bell - TiFKAS is Net Clueless?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-22 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn811a5f.jq9.jedi@localhost.localdomain>
Source record: 2745

On Fri, 22 Oct 1999 07:04:22 GMT, sinclap <sinclap@my-deja.com> wrote:
>In article <dreibel-2110990958400001@ts7-49t-2.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>'Chunks' burped..After chewing munchies while getting off on the
>Simpson's...
>
>> In article <s0sib0o6r0141@corp.supernews.com>, mgrove@iwvisp.com (Mikey) wrote:
>>
>> > On 20 Oct 1999 19:06:31 , sinclap wrote:
>> >
>> > What did you use to cut and paste with, an etch-a-sketch?
>> >
>>
>> nope, he used DejaNews, known far and wide as an excellent search
>> engine for finding old Internet posts, but its posting facilities are
>> substandard especially regarding cut and paste. It's known by many
>> Internet experts as basically training wheels for the Net clueless before
>> they graduate to REAL newsreaders (which on the Mac includes the excellent
>> MT Newsreader).
>
>No problems here...
>Need to end using 40 columns and get real...This is 1999...!

That won't help. Your etchasketch cut and paste even
looks lousy in 132 columns.

[deletia]

--

You trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4383. Re: This ring a bell - TiFKAS is Net Clueless?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2210992202250001@ts7-70t-35.idirect.com>
Source record: 2746

In article <7up29lcpc1@nnrp1.deja.com>, having had his fragile ego destroyed when the bimbo said those four little words, The iDiot Forever Known As Sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-2110990958400001@ts7-49t-2.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> 'Chunks' burped..After chewing munchies while getting off on the
> Simpson's...

why do you keep bringing up your imaginary friend "Chunks" into it? Or are you getting completely delusional?

The Simpsons have said many more things of intelligence and wit than our sorry friend TiFKAS. Or is it that TiFKAS is jealous of the fact that Matt Groening will be remembered as a legend, while he will be completely forgotten?

> > nope, he used DejaNews, known far and wide as an excellent search
> > engine for finding old Internet posts, but its posting facilities are
> > substandard especially regarding cut and paste. It's known by many
> > Internet experts as basically training wheels for the Net clueless before
> > they graduate to REAL newsreaders (which on the Mac includes the excellent
> > MT Newsreader).
>
> No problems here...
> Need to end using 40 columns and get real...This is 1999...!

ah, showing again your extreme ignorance, eh, TiFKAS? I'm working in eighty columns here.

and it's obvious that you don't review your work after putting up your brain-dead posts, for you would see that your cut-and-paste work was smeared all over the screen, thereby ruining the effect you were attempting.

TiFKAS is still stuck in 1989 - just like the basis of the MacOS....

> >
> > Guess TiFKAS succumbed to another brain fart, now that the Steve Jobs
> > Reality-Distortion Field(tm) is crumbling around him what with the events
> > of the past month (Apple cancelling G4 orders, trying to get the Apple
> > fans to re-order for $1000 above the original selling price, then
> > reversing themselves once they realized they were setting themselves up
> > for another lawsuit, introducing a 350mHz G4 (which is BELOW the original
> > G4 specs, looks like a lot of chip failure on the assembly line!), the
> > discovery that the not-ready-for-prime-time Final Cut Pro WON'T RUN on the

> > new DV iMac (which Apple has admitted, but won't allow discussion of on
> > their web site), Avid is REALLY QUAKING IN THEIR BOOTS about this, Apple
> > caught crippling G3 computers so they won't take third-party G4
> > upgrades...
>
> What happened is that they could not get 500mhz G4 chips from Motorola.
> Were down to two models from here. The 350 G4 is in plentiful supply.
> All they did was reduce the clock speed by 50 mhz for the same
> configurations.

gilding the lily, eh, TiFKAS. Apple said themselves that anything below
350mHZ would not be suitable for their G4 machines, and Motorola was going
to use them for imbedded devices for other manufacturers. When the 500mHZ
turned out to be defective, and it appeared that there wouldn't be any G4s
unless something was done, Apple must've had to swallow hard to release a
new machine that was below the lofty standards they set.

They did reverse and those who ordered prior to Oct. 13
> will get their machines as promised. Could they have handled it better?
> Yes..

to begin with, they should've made sure the machines worked before
announcing them. Jobs has egg on his face as he should.

To bad Atari did not honor their contracts with their dealers and
> developers while stealing the 'handy' from Epyx...

again, TiFKAS gets it wrong. Atari did not "steal" the Handy, they
bought the rights to it from Epyx when it was obvious they couldn't afford
to market it on their own...

>
> FCP runs fine thank you..

no it doesn't....

from www.macintouch.com (an Apple news web site who won't kiss Jobs' ass)

Dennis Csillag reports Final Cut Pro incompatibility with the new iMac DV (and
Apple's lack of interest in discussing it):

"I was interested in using FCP with the new iMac DV's, so I went to Apple's
Final Cut Pro Forum. There were already a few questions there about the issue.
Apple's response was that FCP is not certified for iMacs. When I pointed out
that the DV iMacs fit the system requirements (Processor, Monitor resolution and
Firewire i/o), my post was deleted and I got the message that 'questioning
Apple's decisions or future releases) is not appropriate for this forum.'

what colour is the sky in your world, TiFKAS?

>
> > all of this was found on comp.sys.mac.advocacy, the place TiFKAS is too
> > chicken to post willingly to, due to the fact that not only that he hates
> > scrubbing off scorch burns, but the fact that the knowledgable Mac fans

> > will quickly unmask him as a poseur pretending to be an "Apple Power
> > Rep"...
>
> Here..read my job description...
> http://apple.marketsource.com/powerrep/

hmm, there's no proof there that you're an Apple Power Rep, POSEUR. Or
did you come up with that web site while using the free web service at
your local library?

again, name of business. name of supervisor. number where he can be
reached during the day. Not doing so only proves what a coward you are.

>
> > gee, what with all this, Apple's Board Of Directors may soon be
> > Thinking Different, decide that they're paying uberboss Jobs a dollar too
> > much, and wind up throwing his head to the stockholders...
>
> Your kidding right?

were you kidding when you said that if Jobs got back in he would
completey destroy Apple, and that he was an arrogant bonehead? well guess
what, you were right there - announcing new computers before they were
even tested to make sure they worked is the mark of a true bonehead.
Announcing new computers before they could ensure a plentiful supply is
the mark of a bonehead. Trying to cancel orders of computers the company
couldn't supply, then trying to make the suck^^^^^customers to re-order
the same computers at $1000 more and not expecting a firestorm is the
supreme act of arrogance, and the supreme definition of bonehead.

of course, since TiFKAS fits the description of a blindered BOZO
(Bitter Obstinate Zealot Order), he continues to apply tongue to boot
leather, indeed he seems to have acquired a taste for shoe polish...
>
>
> "The iMac has been the biggest computer launch we've seen in
> our history. Apple is back, and iMacs are flying off CompUSA store
> shelves
> across the United States."
> James Halpin, president and chief executive officer of CompUSA

and CompUSA will soon BE history....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4384. Re: This ring a bell - TiFKAS is Net Cl

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-23 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s12e7s985n638@corp.supernews.com>
Source record: 2747

On 22 Oct 1999 07:04:22 , sinclap wrote:
>In article <dreibel-2110990958400001@ts7-49t-2.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>'Chunks' burped..After chewing munchies while getting off on the
>Simpson's...
>
>> In article <s0sib0o6r0141@corp.supernews.com>, mgrove@iwvisp.com (Mikey) wrote:
>>
>> > On 20 Oct 1999 19:06:31 , sinclap wrote:
>> >
>> > What did you use to cut and paste with, an etch-a-sketch?
>> >
>>
>> nope, he used DejaNews, known far and wide as an excellent search
>> engine for finding old Internet posts, but its posting facilities are
>> substandard especially regarding cut and paste. It's known by many
>> Internet experts as basically training wheels for the Net clueless before
>> they graduate to REAL newsreaders (which on the Mac includes the excellent
>> MT Newsreader).
>
>No problems here...
>Need to end using 40 columns and get real...This is 1999...!
>

I thought that 1024*768 did support 80 column. You must have turned
your knob the wrong way.

Who cut out the blow me? Dickhead.

4385. New Atari Sales Area fcrom 16/32

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-23 00:00:00 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <7usoff$39$3@plutonium.compulink.co.uk>
Source record: 2748

First of all apologies if you have read this message in another newsgroup.

16/32 Systems are setting up a new domain with full retail catalogue. At the moment we have a basic catalog set up and will be expanding on this every day, we plan to publish articles, help files in a general area as well. I would like to make this a first or even second stop for Atari Users. The catalog at moment is fully useable and if you wish to order then please do so. Whilst we are knocking this area in to shape we will confirm each price before sending.

However I require input, please browse pages as they come if you wish and let me know what you would like to see either available or as general interest. If you wish to contribute or have any other queries please email below. If you wish just to be kept informed then email me and I will add you to the list.

The reasons for this are basically due to personal (sickness) matters I am closing my shop and concentrating on Mail Order plus Internet stuff plus my contract work. So I am going to have a lot more available time and I might as well use it.

The URL at the moment is http://catalog.zen.co.uk/actinic/16_32_SystemsX/

You can now email me on nick@1632systems.co.uk or nahrlow@cix.compulink.co.uk

Thanks for your time

Nick Harlow

4386. Re: This ring a bell - TiFKAS is Net Clueless?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7v38lo$8ri$1@nnrp1.deja.com>
Source record: 2601

In article <dreibel-2210992220250001@ts7-70t-35.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> > In article <dreibel-2110990958400001@ts7-49t-2.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> > 'Chunks' burped..After chewing munchies while getting off on the
> > Simpson's...
>
> why do you keep bringing up your imaginary friend "Chunks" into it? Or
> are you getting completely delusional?
>
> The Simpsons have said many more things of intelligence and wit than
> our sorry friend TiFKAS. Or is it that TiFKAS is jealous of the fact that
> Matt Groening will be remembered as a legend, while he will be completely
> forgotten?

And you will be forgotten as well..

>
> TiFKAS is still stuck in 1989 - just like the basis of the MacOS....

My tools are NetScape 4.6.1 and Internet Explorer 4.5. What 1984 tools
do yoy use?

>
> gilding the lily, eh, TiFKAS. Apple said themselves that anything below
> 350mHZ would not be suitable for their G4 machines, and Motorola was going
> to use them for imbedded devices for other manufacturers. When the 500mHZ
> turned out to be defective, and it appeared that there wouldn't be any G4s
> unless something was done, Apple must've had to swallow hard to release a
> new machine that was below the lofty standards they set.
>
> They did reverse and those who ordered prior to Oct. 13
> > will get their machines as promised. Could they have handled it better?
> > Yes..
>
> to begin with, they should've made sure the machines worked before
> announcing them. Jobs has egg on his face as he should.
>
> To bad Atari did not honor their contracts with their dealers and
> > developers while stealing the 'handy' from Epyx...
>
> again, TiFKAS gets it wrong. Atari did not "steal" the Handy, they
> bought the rights to it from Epyx when it was obvious they couldn't afford

> to market it on their own...

Atari paid dirt cheap for it and squeezed Miner and his partner..Plus I
thought you were a socialist?

> >
> > FCP runs fine thank you..
>
> no it doesn't....

Try macintouch.com again for reader reports...

> from www.macintouch.com (an Apple news web site who won't kiss Jobs' ass)
>
> Dennis Csillag reports Final Cut Pro incompatibility with the new iMac DV (and
> Apple's lack of interest in discussing it):
>
> "I was interested in using FCP with the new iMac DV's, so I went to Apple's
> Final Cut Pro Forum. There were already a few questions there about the issue.
> Apple's response was that FCP is not certified for iMacs. When I pointed out
> that the DV iMacs fit the system requirements (Processor, Monitor resolution and
> Firewire i/o), my post was deleted and I got the message that 'questioning
> Apple's decisions or future releases) is not appropriate for this forum.'
>
> what colour is the sky in your world, TiFKAS?

Graphite...My name is on one...Na..the new $999 BB iMac/350 will do to
complement my work PB G3. What's the latest on Milan? Has it gone from
50 to 55 units a month?

> >

> >
> > Here..read my job description...
> > http://apple.marketsource.com/powerrep/
>
> hmm, there's no proof there that you're an Apple Power Rep, POSEUR. Or
> did you come up with that web site while using the free web service at
> your local library?

Deal with it...I am glad you don't...

> again, name of business. name of supervisor. number where he can be
> reached during the day. Not doing so only proves what a coward you are.
>
> >
> > > gee, what with all this, Apple's Board Of Directors may soon be
> > > Thinking Different, decide that they're paying uberboss Jobs a dollar too
> > > much, and wind up throwing his head to the stockholders...
> >
> > Your kidding right?
>
> were you kidding when you said that if Jobs got back in he would

> completey destroy Apple, and that he was an arrogant bonehead? well guess
>

I did not say he was an arrogant 'bonehead' your words...I was
wrong...Get over it...

Were you not wrong when you stated that it was too late to release the
new iMac DV's at this time? Just someone who thought that Apple's
manaufacturing division was the size of Atari's manaufacturing garage..

what, you were right there - announcing new computers before they were
> even tested to make sure they worked is the mark of a true bonehead.
> Announcing new computers before they could ensure a plentiful supply is
> the mark of a bonehead. Trying to cancel orders of computers the company
> couldn't supply, then trying to make the suck^^^^^customers to re-order
> the same computers at $1000 more and not expecting a firestorm is the
> supreme act of arrogance, and the supreme definition of bonehead.

That 'bonehead' is more successfull than you are.. A genious that has
been able to launch new PB G3's, iMac DV's, G4 and OS 9 in five months
would have taken 'those boys' 20 years plus he has Pixar duty...

It's a moot point now. Will honor the previous clock speed... Get over
it!

> of course, since TiFKAS fits the description of a blindered BOZO
> (Bitter Obstinate Zealot Order), he continues to apply tongue to boot
> leather, indeed he seems to have acquired a taste for shoe polish...

Must give you wet dreams....

> >
>
> and CompUSA will soon BE history....

How so...?

Big fat sig of underachiever slimmed down....

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.B

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves across the United States."

James Halpin, president and chief executive officer of CompUSA

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Before you buy.

4387. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-26 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3815F115.B8E4AFD@cfc.dnd.ca>
Source record: 2602
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap wrote:
>
> In article <7u5ko7$1i6$1@news.online.de>,
> "Hans-Dieter Bauschert" <1101-948@online.de> wrote:
> > who gives me a tip, how can i go with a mega 4 online
> > Which programm must i have to go onlne,(T-online/ AOL)
>
> 'Chunks' can help you...
>
> > bauschert :)
> >
> >
>
> "The iMac has been the biggest computer launch we've seen in
> our history. Apple is back, and iMacs are flying off CompUSA store
> shelves
> across the United States."
> James Halpin, president and chief executive officer of CompUSA
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

this is not an appropriate place to post such drivel.
please stick to comp.sys.atari.advocacy
or better yet: comp.sys.mac.advocacy
to quote from DejaNews.com
Permitted Uses. You agree that you are responsible for your own communications and for any consequences thereof. You agree to use the Communities only to send and receive messages and material that are legal, proper and related to the particular Community. By way of example, and not as a limitation, you agree that when using a Community, you will not:
Defame, abuse, harass, stalk, threaten or otherwise violate the legal rights (such as rights of privacy and publicity) of others.
Publish, post, upload, distribute or disseminate or offer to do the same (hereinafter "Post") any inappropriate, defamatory, infringing, obscene, or unlawful material or information.
Post any material that infringes any patent, trademark, copyright, trade secret or other proprietary right of any party (the "Rights"), unless you are the owner of the Rights or have the permission of the owner to post or transmit such material.
Post any files that contain viruses, corrupted files, or any other similar software or programs that may damage the operation of another's computer.
Advertise or offer to sell any goods or services for any commercial purpose, other than in Communities intended for such uses.
Conduct or forward surveys, contests, pyramid schemes or chain letters, other than in

Communities intended for such uses.
Download any file Posted by another user of a Forum that you know, or reasonably should know, cannot be legally distributed in such manner.
Impersonate another person or entity, or falsify or delete any author attributions, legal or other proper notices or proprietary designations or labels of the origin or source of software or other material contained in a file that is Posted.
Restrict or inhibit any other user from using and enjoying the Communities.
Post multiple ratings or comments for the same item in Deja Ratings.
--
Ken Macdonald
Graphic Arts, room 255
(416)482-6800 x6892
macdonald@cfc.dnd.ca

4388. Re: PalmPilot

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81btcr.9nk.jedi@localhost.localdomain>
Source record: 2603
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On Tue, 26 Oct 1999 03:25:26 GMT, sinclap <sinclap@my-deja.com> wrote:
>In article <dreibel-2310991021360001@ts7-58t-1.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> Interestingly, this flies in the face of arguments sinclap has been
>> making in .advocacy that 68000s are "yester-decade technology" that are
>> worthy only for the trash heap. You CAN teach an old dog new tricks :)
>
>Does it work? Thats the question...My Palm IIIx sync's beautifully with
>the work PB G3/266. The included Palm Desktop is nice added bonus. I
>have a working solution today..Do you...or a hack is on the way..?

If interoperability with a palm pilot is the issue, then
they can just use the publically available source code to
manage that task.

>
>> >
>> > On the Milan website there is talk of interface software to connect a Milan
>> > with the PalmPilot but I don't think this has appeared yet. Has anyone tried
>> > connecting one to an Atari ?
>>
>> I know that there's a MiNT-based set of utilities someone did in France
>> for the PalmPilot about two years ago; that would work well if you're
>> running nAES as your operating system. What with how well the Milan is
>> doing, I wouldn't be surprised if someone in Germany is doing another one
>> at this very minute :)
>
>But not TOS? The most advanced OS ever done...Thats the truth...-)

Free Software: because gloating about someone else not being
able to do something is not quite as useful as allowing
EVERYONE to do something.

[deletia]

This is why a UNIX is becoming more relevant than Steve's
'computer for the rest of us'.

--

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4389. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9910262233370.89-100000@rakastaja>
Source record: 2604
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On Tue, 26 Oct 1999, sinclap wrote:

> "The iMac has been the biggest computer launch we've seen in
> our history. Apple is back, and iMacs are flying off CompUSA
> store shelves across the United States." James Halpin,
> president and chief executive officer of CompUSA

To which I might add:

It is currently the most overpriced and worst supported piece of
hardware outside California. Forget about finding anything Apple
at a price that comes even close to the US list price; European
prices are over inflated twice and Apple isn't helping.

So much for the oh-so-great iMac. Heil Jobs-less!

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4390. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-26 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81cchs.61d.jedi@localhost.localdomain>
Source record: 2605

On Tue, 26 Oct 1999 19:39:27 GMT, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
>On Tue, 26 Oct 1999, sinclap wrote:
>
>> "The iMac has been the biggest computer launch we've seen in
>> our history. Apple is back, and iMacs are flying off CompUSA
>> store shelves across the United States." James Halpin,
>> president and chief executive officer of CompUSA
>
>To which I might add:
>
>It is currently the most overpriced and worst supported piece of
>hardware outside California. Forget about finding anything Apple
>at a price that comes even close to the US list price; European
>prices are over inflated twice and Apple isn't helping.
>
>So much for the oh-so-great iMac. Heil Jobs-less!

The iMac suffers from the same problem any non-Windows98
configuration does. It's not percieved as the biggest
marketshare chunk by the people writing the drivers. Thus,
you see remarkably less vidcards or SCSI cards, PCI even,
that will boot on a Mac.

This is despite the fact that PCI is an open standard.

USB suffers similar effects any time a hardware vendor
strays outside of a standard USB hardware type (quite
often).

At this point, MacOS is in the same position as BeOS and Linux.

--

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4391. Re: PalmPilot

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2610992000220001@ts7-85t-34.idirect.com>
Source record: 2606

On 26 Oct 1999 03:25:26 , sinclap wrote:
>In article <dreibel-2310991021360001@ts7-58t-1.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>> Interestingly, this flies in the face of arguments sinclap has been
>> making in .advocacy that 68000s are "yester-decade technology" that are
>> worthy only for the trash heap. You CAN teach an old dog new tricks :)
>
>Does it work? Thats the question...My Palm IIIx sync's beautifully with
>the work PB G3/266. The included Palm Desktop is nice added bonus. I
>have a working solution today..Do you...or a hack is on the way..?

Looks like the sinclap random string generator is back.
Someone must have forgotten to update the sinclap internal
data reference libraries, though. G3 266 PowerBook? That's
old technology, G3 PowerBooks are at 400MHz now.

By the way, has anyone successfully run sinclap on a CT2?
I can't get it to run with the fast RAM flags switched on.
Is it allocating critical buffer space in the ST RAM address
range?

I'd love to see how much quicker sinclap can spew garbage
at the higher clock speed (does anyone have a Mac executable?
What spew-rate does it achieve on the new G4 processors?
I'm sure that's a much better performance metric than the
weedy signal processing libraries they took from Intel's
web site to prove its performance over the PIII)

Shiuming Lai

4392. Re: PalmPilot

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7v36v3$7nm$1@nnrp1.deja.com>
Source record: 2749
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <dreibel-2310991021360001@ts7-58t-1.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> Interestingly, this flies in the face of arguments sinclap has been
> making in .advocacy that 68000s are "yester-decade technology" that are
> worthy only for the trash heap. You CAN teach an old dog new tricks :)

Does it work? Thats the question...My Palm IIIx sync's beautifully with
the work PB G3/266. The included Palm Desktop is nice added bonus. I
have a working solution today..Do you...or a hack is on the way..?

> >
> > On the Milan website there is talk of interface software to connect a Milan
> > with the PalmPilot but I don't think this has appeared yet. Has anyone tried
> > connecting one to an Atari ?
>
> I know that there's a MiNT-based set of utilities someone did in France
> for the PalmPilot about two years ago; that would work well if you're
> running nAES as your operating system. What with how well the Milan is
> doing, I wouldn't be surprised if someone in Germany is doing another one
> at this very minute :)

But not TOS? The most advanced OS ever done...Thats the truth...-)

Big fat sig of underachiever deleted...)

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4393. Re: PalmPilot

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-27 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2610992012500001@ts7-85t-34.idirect.com>
Source record: 2607

redirected from comp.sys.atari.st....

>> Interestingly, this flies in the face of arguments sinclap has been
>> making in .advocacy that 68000s are "yester-decade technology" that are
>> worthy only for the trash heap. You CAN teach an old dog new tricks :)
>
>Does it work? Thats the question...My Palm IIIx sync's beautifully with
>the work PB G3/266. The included Palm Desktop is nice added bonus. I
>have a working solution today..Do you...or a hack is on the way..?

I think our friend has missed the point. It isn't the ATARI we're talking
68000, it's the Dragonball-based Pilot. When sinclap uses his Palm IIIx,
he's using "yester-decade technology".
--

4394. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-27 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2610992011320001@ts7-85t-34.idirect.com>
Source record: 2608

On 26 Oct 1999 14:21:09 , Ken Macdonald wrote:
>sinclap wrote:

>> "The iMac has been the biggest computer launch we've seen in
>> our history. Apple is back, and iMacs are flying off CompUSA store
>> shelves
>> across the United States."
>> James Halpin, president and chief executive officer of CompUSA

>this is not an appropriate place to post such drivel.
>please stick to comp.sys.atari.advocacy
>or better yet: comp.sys.mac.advocacy

Nothing can be done due to the heavily encrypted security
algorithms in the sinclap random string generator. It will
post drivel anywhere and everywhere, you can't stop it or
protect yourself against it (yet). Let's just hope it suffers
Y2K syndrome and kicks the bucket come 2000.

At the moment, I have a top team of experts working around
the clock to develop a sinclap suppressor, which will only
work on Atari systems. With a 8MHz 68000, we can already
achieve overall 23% attenuation of the output spectrum, but
somewhere along the line we're getting a bus error on the
ST development system. Probably accessing an odd address at
some point. I'll re-compile it for the 68030 and see if the
same happens. We plan to open a web site soon, with all the
latest patches for you to download.

Shiuming Lai

4395. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-27 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s1cm48clr0841@corp.supernews.com>
Source record: 2609

On 26 Oct 1999 23:00:00 , wrote:
>On Tue, 26 Oct 1999 19:39:27 GMT, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
>>On Tue, 26 Oct 1999, sinclap wrote:

>
> At this point, MacOS is in the same position as BeOS and Linux.
>
>--
>
> Bill, you trivialized one customer too many: Linus. |||

No, at least BeOS and Linux does not have Sinplop as a mascot.....

Mikey

4396. Misplaced Zeal...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-27 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7v5uu8$79j$1@nnrp1.deja.com>
Source record: 2610

Substitute Mac for Atari...Sound similar? Except that Atari is not mainstream..

Mac advocates and misplaced zeal
10/21 - Rodney O. Lain

Leave these men alone! Let them go! For if their purpose or activity is of
human origin, it will fail. But if it is from God, you will not be able to stop
these men; you will only find yourselves fighting against God.

--Acts 5: 38-39

Q. What is the hardest thing you, as an evangelist, ever had to do?

A. Admit to myself that despite all the evangelism that I did, Microsoft
Windows was going to control the world.

--Guy Kawasaki

"Dear 'Guy' (I just realized that I don't even know your name - not the aformentioned Guy
Kawasaki),

"I don't like to offend people intentionally, but it seems I offended you anyway.

"You're a pretty likable by all accounts, and you don't really cause trouble in the store -- that I know
of. I'm sure that you read the Mac 'nets, so I want to be sure to say everything that I want to say
this time, since I was too busy to talk with you at length this weekend.

"You probably were surprised that I blew up at you the other day. It wasn't planned, and honestly,
I don't regret it.

"I didn't know any better way to say it; God, I don't even know if you heard everything that I said,
because therein was my biggest frustration expressed.

"Try to understand my position. I used to do the same things you do: I used to visit computer

stores and defend the Mac. I would literally sell computers to customers. I maintained the same siege mentality that you seem to be upholding. Today, however, a siege mentality is an anachronism for us Mac users -- it's no longer necessary. Like I did, you need to do some self-evaluation. Like I did, you need to see yourself as customers see you now: a person with misplaced zeal; a person who appears to have some Apple-lyptic mission to convert people by sheer force of will.

"This is how you are coming across.

"I wasn't going to say anything, but it became necessary. Nowadays, Apple Computer is a mainstream company that in many ways no longer needs us 'evangelists' to support the products and 'get the word out.' In the old days (which were not too long ago), Apple needed all the help it could get, since its management was ostensibly clueless.

"But, I hope you can see now that you don't need to devote as much time as you do now to hawking Mac wares in our store.

Please don't spend all day arguing with the Intel rep (that's my job :-). No, seriously, it just isn't professional, and I'd like to think that Apple would prefer if we Mac supporters would present a more mainstream image.
We do not need any sales help in the store. I do appreciate your zeal (sometimes I come across as a zealot in this column myself, so I can relate). On several occasions, I asked you if you'd like to apply for a job. I also asked you if you'd like to apply for a Demo Days' position.
You declined both times. Yet, you remain in the stores all day. Doesn't this seem a tad odd from a more objective standpoint?
You asked me if I meant everything that I said when I told you that I was tired of you being in the store. I said yes. I feel bad that I said it, but any other response would be a lie.

"These are painful things that need to be said. Many of them may be things that needed to be said to me in my most zealous moments.

"They need to be said, because Apple, Inc., and its Macintosh is entering a period of newfound celebrity. Customer satisfaction is high; public relations are a breeze.

More and more people are
switching to the Mac platform, in spite of the people who wish Apple
would dry up and die (yes,
believe it or not, there are people who will never use a Mac, due to bad
past experiences or due to
strong pro-Wintel preference) [1]. As for those who do buy Macs, though,
they will need outgoing
Mac users like you to help them make the transition.

"But what we need is a little more maturity than in times past. In the
past it was excusable,
because we were a persecuted minority. Every warm body was needed.
Today, the Mac is a viable
option; a mainstream choice.

"It's time we start acting like it."

Editor's Special Announcement: Did you like this editorial? I always
LOVE Rodney's view of our
world, as I'm sure you do, too. Well, if you want a double dose of
Rodney every week, then you
must subscribe to TheiMac.com Newsletter. There will be a bonus column
from Rodney every
week in the newsletter, so sign up now. Additionally, all subscribers
will have a subscriber only
contest! Hope you will join us, over 11,000 subscribers can't be wrong!

--- Rodney O. Lain, rodneyo@macconnect.com.
Rodney O. Lain, a former university English and journalism instructor,
works full-time as a software developer and
works part-time at a local CompUSA Apple Store Within A Store. A card-
carrying member of the local Macintosh User
Group Mini'app'les, Rodney writes this column exclusively for
theimac.com. His greatest desire is to become an
African-American Guy Kawasaki. A self-professed "workaholic writer," he
waxes prolifically about race, religion, and the
"right OS" at "Free Your Mind & Your Behind Will Follow", his
unabashedly pro-Mac website. When he's not cranking
out his column, he collects John Byrne comic books, jogs, and attempts
to complete his first novel. He lives in Eagan,
Minnesota, a southern suburb of St. Paul.

Sent via Deja.com http://www.deja.com/
Before you buy.

4397. Re: Misplaced Zeal...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-27 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81ebsh.qvc.jedi@localhost.localdomain>
Source record: 2611

On Wed, 27 Oct 1999 04:26:50 GMT, sinclap <sinclap@my-deja.com> wrote:
>
>
>Substitute Mac for Atari...Sound similar? Except that Atari is not
>mainstream..

The Mac is no more mainstream than anything else that
is not Windows 98. So, you're gloating really is not
at all justified. It's quite absurd really.

[deletia]
--

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4398. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-28 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3817685F.44B93CD0@ihug.co.nz>
Source record: 2612

Hi there,

Mikey wrote:
>
> > At this point, MacOS is in the same position as BeOS and Linux.
> >
>
> No, at least BeOS and Linux does not have Sinplop as a mascot.....

Hehe! ;^)

Thank goodness for that!!

BeOS and Linux would be better off with Saddam Hussein as a mascot
quite frankly!...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

"...Bill Gates vision of freedom of choice, is what Saddam Hussein
is to world peace..."

4399. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-28 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7v8nvu$7as$1@nnrp1.deja.com>
Source record: 2613

In article <Pine.MNT.4.10.9910262233370.89-100000@rakastaja>,
Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
> On Tue, 26 Oct 1999, sinclap wrote:
>
> > "The iMac has been the biggest computer launch we've seen in
> > our history. Apple is back, and iMacs are flying off CompUSA
> > store shelves across the United States." James Halpin,
> > president and chief executive officer of CompUSA
>
> To which I might add:
>
> It is currently the most overpriced and worst supported piece of
> hardware outside California. Forget about finding anything Apple
> at a price that comes even close to the US list price; European
> prices are over inflated twice and Apple isn't helping.
>
> So much for the oh-so-great iMac. Heil Jobs-less!
>

Sounds like sour grapes...Whats the matter...the underpowered and
overprriced Milan have not reached the shores yet?

Looks like the iMac is indeed a success in Europe.. Also the higher
price is due to the high VAT to support the welfare state.

sinclap

Sent via Deja.com http://www.deja.com/
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4400. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-28 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7v8oki$7n5$1@nnrp1.deja.com>
Source record: 2614

In article <slrn81cchs.61d.jedi@localhost.localdomain>,
jedi@dementia.mishnet () wrote:
>
> The iMac suffers from the same problem any non-Windows98
> configuration does. It's not percieved as the biggest
> marketshare chunk by the people writing the drivers. Thus,
> you see remarkably less vidcards or SCSI cards, PCI even,
> that will boot on a Mac.

The iMac does not have PCI DUMBASS!!! The current iMac has ATI-Rage 128/
AGP graphics card plus the airport capability..

Get a MacMall catalog or log onto the web sites and see all the USB stuff
for the iMac to end your ignorance..

> This is despite the fact that PCI is an open standard.

Referring to the PCI G4's?

> USB suffers similar effects any time a hardware vendor
> strays outside of a standard USB hardware type (quite
> often).

What are you babbling about? Have you counted whats out there?

> At this point, MacOS is in the same position as BeOS and Linux.

The second largest volume OS. Nice try. Your ignorance is showing..

> --
>
> Bill, you trivialized one customer too many: Linus. |||
> / | \
>
> For sane PPP Docs, try http://penguin.lvcm.com
>

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4401. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-28 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7v8rl1$9ia$1@nnrp1.deja.com>
Source record: 2615
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <3815F115.B8E4AFD@cfc.dnd.ca>,
macdonald@cfc.dnd.ca wrote:
> sinclap wrote:
> >
> > In article <7u5ko7$1i6$1@news.online.de>,
> > "Hans-Dieter Bauschert" <1101-948@online.de> wrote:
> > > who gives me a tip, how can i go with a mega 4 online
> > > Which programm must i have to go onlne,(T-online/ AOL)
> >
> > 'Chunks' can help you...
> >
> > > bauschert :)
> > >
> > >
> >
> > "The iMac has been the biggest computer launch we've seen in
> > our history. Apple is back, and iMacs are flying off CompUSA store
> > shelves
> > across the United States."
> > James Halpin, president and chief executive officer of CompUSA
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
> this is not an appropriate place to post such drivel.
> please stick to comp.sys.atari.advocacy
> or better yet: comp.sys.mac.advocacy
> to quote from DejaNews.com

The deja stuff deleted and no way violated. The above is my sig...Deal
with it! Plus, has been posted in comp.sys.atari.advocacy if you
bothered to read the forum part... I did not start this thread.

sinclap

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves across the United States."

James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4402. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9910281044240.243-100000@rakastaja>
Source record: 2616

On Thu, 28 Oct 1999, sinclap wrote:

> > It is currently the most overpriced and worst supported piece of
> > hardware outside California. Forget about finding anything Apple
> > at a price that comes even close to the US list price; European
> > prices are over inflated twice and Apple isn't helping.
> >
> > So much for the oh-so-great iMac. Heil Jobs-less!
>
> Sounds like sour grapes...Whats the matter...the underpowered and
> overprriced Milan have not reached the shores yet?

Actually, the Milan is cheaper than the cheapest P333 PC, on this
side of the Trans-Atlantic Wet Stream, while the iMac costs twice
the price of an overblown PC.

> Looks like the iMac is indeed a success in Europe. The higher
> price is due to the high VAT to support the welfare state.

Even the less-VAT price is twice the 1199 USD list price.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4403. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9910281048100.243-100000@rakastaja>
Source record: 2617

On Thu, 28 Oct 1999, sinclap wrote:

> > At this point, MacOS is in the same position as BeOS and Linux.
>
> The second largest volume OS. Nice try. Your ignorance is showing..

Actually, Linux is currently second.

MacOS is a distant third.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4404. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-28 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81gsmc.k6c.jedi@localhost.localdomain>
Source record: 2618

On Thu, 28 Oct 1999 05:57:40 GMT, sinclap <sinclap@my-deja.com> wrote:
>In article <slrn81cchs.61d.jedi@localhost.localdomain>,
> jedi@dementia.mishnet () wrote:
>>
>> The iMac suffers from the same problem any non-Windows98
>> configuration does. It's not percieved as the biggest
>> marketshare chunk by the people writing the drivers. Thus,
>> you see remarkably less vidcards or SCSI cards, PCI even,
>> that will boot on a Mac.
>
>The iMac does not have PCI DUMBASS!!! The current iMac has ATI-Rage 128/
>AGP graphics card plus the airport capability..

I said Mac. I dunno what you thought you read, but I sadi mac.

>
>Get a MacMall catalog or log onto the web sites and see all the USB stuff
>for the iMac to end your ignorance..

You can use a lot of bulk storage, HID and printer devices
under Linux as well. That still doesn't remove the problem
that any non-standard USB device requires its very own
device driver for any OS you care to use it for.

This includes Win98 vs. WinNT.

>
>> This is despite the fact that PCI is an open standard.
>
>Referring to the PCI G4's?

Or PCI Sun Workstations or PCI Alpha systems that make
G4's look like something out of the stone age.

>
>> USB suffers similar effects any time a hardware vendor
>> strays outside of a standard USB hardware type (quite
>> often).
>
>What are you babbling about? Have you counted whats out there?

That doesn't matter when someone goes to buy a product
and is in a total state of confusion when their !DOS
oriented USB product provide drivers for their platform.

I've actually read the USB spec and I keep up with USB
driver development.

>
>> At this point, MacOS is in the same position as BeOS and Linux.
>
>The second largest volume OS. Nice try. Your ignorance is showing..

That must have been why CivCTP was running on Macintoshes
under Linux before it was running under MacOS.

To a market obsessed with what's the biggest cash cow,
second might as well be last.

--

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4405. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-28 00:00:00 UTC
From: billyung@my-deja.com
Message-ID: <7vaat3$d3p$1@nnrp1.deja.com>
Source record: 2619

I'm a Mac user and resent having sinclap tagged as a representative of me
or my platform. Don't denegrate the Mac platform because of one obnoxious
rogue. Can we get back on the Atari topic now?

Bill

In article <s1cm48clr0841@corp.supernews.com>,
mgrove@iwvisp.com (Mikey) wrote:
> On 26 Oct 1999 23:00:00 , wrote:
> >On Tue, 26 Oct 1999 19:39:27 GMT, Martin-Eric Racine <q-funk@funkyware.atari.org>
wrote:
> >>On Tue, 26 Oct 1999, sinclap wrote:
>
> >
> > At this point, MacOS is in the same position as BeOS and Linux.
> >
> >--
> >
> > Bill, you trivialized one customer too many: Linus. |||
>
> No, at least BeOS and Linux does not have Sinplop as a mascot.....
>
> Mikey
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4406. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-28 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81hmhp.7ko.jedi@localhost.localdomain>
Source record: 2620

On Thu, 28 Oct 1999 20:15:35 GMT, billyung@my-deja.com <billyung@my-deja.com> wrote:
>I'm a Mac user and resent having sinclap tagged as a representative of me
>or my platform. Don't denegrate the Mac platform because of one obnoxious
>rogue. Can we get back on the Atari topic now?

Anyone willing to build a USB host adapter for the ACSI port? '-)

>
>Bill
>
>
>In article <s1cm48clr0841@corp.supernews.com>,
> mgrove@iwvisp.com (Mikey) wrote:
>> On 26 Oct 1999 23:00:00 , wrote:
>> >On Tue, 26 Oct 1999 19:39:27 GMT, Martin-Eric Racine <q-funk@funkyware.atari.org>
wrote:
>> >>On Tue, 26 Oct 1999, sinclap wrote:
>>
>> >
>> > At this point, MacOS is in the same position as BeOS and Linux.
>> >
>> >--
>> >
>> > Bill, you trivialized one customer too many: Linus. |||
>>
>> No, at least BeOS and Linux does not have Sinplop as a mascot.....
>>
>> Mikey
>>
>
>
>Sent via Deja.com http://www.deja.com/
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--

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4407. Re: Misplaced Zeal...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-29 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <381A06CF.84F15C46@earthlink.net>
Source record: 2621

TIFKAS, you are a childish moron who only gets satisfaction from making light of the choices of others. Are you as small of a person as you appear to be?!?

As far as "misplaced zeal," pretty much ANYONE with any need to "evangelize" a computer platform of ANY kind is silly in my view. It's just a tool.. it's not something important, like a spiritual awakening, a sunset, the birth of a child, creating a work of art, etc.

Your petty, childish, immature "evangelism" cannot make up for what may or may not be missing in your life, so stop trying.. stop using your choice of computer platform as your security blanket and frame of reference.

People see right through your apparent attempt to feel superior by denigrating the choices of others... grow up, buddy. It's time to move on now.

-Mark

sinclap wrote:

> Substitute Mac for Atari...Sound similar? Except that Atari is not
> mainstream..
>
> ----------
> Mac advocates and misplaced zeal
>

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4408. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-30 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2910992138140001@ts7-66t-4.idirect.com>
Source record: 2622

In article <slrn81hmhp.7ko.jedi@localhost.localdomain>,
jedi@dementia.mishnet () wrote:

> On Thu, 28 Oct 1999 20:15:35 GMT, billyung@my-deja.com
<billyung@my-deja.com> wrote:
> >I'm a Mac user and resent having sinclap tagged as a representative of me
> >or my platform. Don't denegrate the Mac platform because of one obnoxious
> >rogue. Can we get back on the Atari topic now?
>
> Anyone willing to build a USB host adapter for the ACSI port? '-)
>

you know, if anyone could do it, it'd be Mario Becroft. Of course, he's
busy right now with the new SCSI/Ethernet adapter for the ASCI port - can
you say cable modem and network for cheap? :) Try that with a same-year
vintage Mac.

BTW, have you seen QwertyX? We had a demo of it at one of the last TAF
meetings, and I'm predicting he's going to have a LOT of success with this
new adaptor. PC keyboard, PC mouse, Atari joystick, remapping of the
keyboard, and all with no hack'n'slash (not that there's anything wrong
with that :)). Ol' TiFKAS must be pucking blood....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4409. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-30 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7vdv8qvja1@nnrp1.deja.com>
Source record: 2623

In article <dreibel-2910992138140001@ts7-66t-4.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

sinclap here...

> > >I'm a Mac user and resent having sinclap tagged as a representative of me
> > >or my platform. Don't denegrate the Mac platform because of one obnoxious
> > >rogue. Can we get back on the Atari topic now?

I see...You are tame towards the Atari Jihads but not the PC
users...Right?

> > Anyone willing to build a USB host adapter for the ACSI port?
Why?

> >
>
> you know, if anyone could do it, it'd be Mario Becroft. Of course, he's
> busy right now with the new SCSI/Ethernet adapter for the ASCI port - can
> you say cable modem and network for cheap? :) Try that with a same-year
> vintage Mac.

Who cares!!! Old Mac users can upgrade to a modern class of Mac models
starting with the new $999 iMac/350 which includes 10/100 base-t, 128 ATI
Rage/AGP with 8 MG Vram, 64 Megs, 6 G, 56k and 14 software titles...Also
can accept the airport card and base. I am sure up north has the fast
selling out new iMac models.. See ehmac.com for the proof.

I have seen many LC users that were rightfully discourage to invest in
upgrades than it was feasible...like a $150 Cd-Rom multimedia kit, extra
memory and new modem that would have added none new capability when you
can goto the open market and purchase a used $400 PM 6500 or used iMac
that can run the latest...The Mac food chain is alive and well..

> BTW, have you seen QwertyX? We had a demo of it at one of the last TAF
> meetings, and I'm predicting he's going to have a LOT of success with this
> new adaptor. PC keyboard, PC mouse, Atari joystick, remapping of the
> keyboard, and all with no hack'n'slash (not that there's anything wrong
> with that :)). Ol' TiFKAS must be pucking blood....

Catching up....Been have...gone on.....

Uninspiring ...no ambition... sig deleted...

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store

shelves across the United States."

James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4410. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-30 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9910301249080.100-100000@rakastaja>
Source record: 2624

On Sat, 30 Oct 1999, sinclap wrote:

> > you know, if anyone could do it, it'd be Mario Becroft. Of course, he's
> > busy right now with the new SCSI/Ethernet adapter for the ASCI port - can
> > you say cable modem and network for cheap? :) Try that with a same-year
> > vintage Mac.
>
> Who cares!!! Old Mac users can upgrade to a modern class of Mac models
> starting with the new $999 iMac/350

Actually, that's 1999 USD around here.

> I have seen many LC users that were rightfully discourage to invest in
> upgrades than it was feasible...like a $150 Cd-Rom multimedia kit, extra
> memory and new modem that would have added none new capability when you
> can goto the open market and purchase a used $400 PM 6500 or used iMac
> that can run the latest...The Mac food chain is alive and well..

So? A brand-new Milan is cheaper than a second-hand Falcon,
these days. Same process here. Really nothing to be bragging
about, sinclap. Every platform has its food chain.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4411. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-30 00:00:00 UTC
From: Dynomall <virtb@bellsouth.net>
Message-ID: <381ABC3B.D56F842E@bellsouth.net>
Source record: 2625
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Just out of curiosity, if the iMacs are flying off of the shelves, why is CPU on the verge of
bankruptcy.

B.P.

Ken Macdonald wrote:

> sinclap wrote:
> >
> > In article <7u5ko7$1i6$1@news.online.de>,
> > "Hans-Dieter Bauschert" <1101-948@online.de> wrote:
> > > who gives me a tip, how can i go with a mega 4 online
> > > Which programm must i have to go onlne,(T-online/ AOL)
> >
> > 'Chunks' can help you...
> >
> > > bauschert :)
> > >
> > >
> >
> > "The iMac has been the biggest computer launch we've seen in
> > our history. Apple is back, and iMacs are flying off CompUSA store
> > shelves
> > across the United States."
> > James Halpin, president and chief executive officer of CompUSA
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
> this is not an appropriate place to post such drivel.
> please stick to comp.sys.atari.advocacy
> or better yet: comp.sys.mac.advocacy
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> Advertise or offer to sell any goods or services for any commercial purpose, other than
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> Restrict or inhibit any other user from using and enjoying the Communities.
> Post multiple ratings or comments for the same item in Deja Ratings.
> --
> Ken Macdonald
> Graphic Arts, room 255
> (416)482-6800 x6892
> macdonald@cfc.dnd.ca

4412. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-30 00:00:00 UTC
From: Ari Feldman <rastafari200@earthlink.net>
Message-ID: <7vet9u$pp8$1@fir.prod.itd.earthlink.net>
Source record: 2626

In article <Pine.MNT.4.10.9910262233370.89-100000@rakastaja> , Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> On Tue, 26 Oct 1999, sinclap wrote:
>
>> "The iMac has been the biggest computer launch we've seen in
>> our history. Apple is back, and iMacs are flying off CompUSA
>> store shelves across the United States." James Halpin,
>> president and chief executive officer of CompUSA
>
> To which I might add:
>
> It is currently the most overpriced and worst supported piece of
> hardware outside California. Forget about finding anything Apple
> at a price that comes even close to the US list price; European
> prices are over inflated twice and Apple isn't helping.
>
> So much for the oh-so-great iMac. Heil Jobs-less!

It's unfortunate that Apple gouges oversees customers on its hardware. I have an iMac 266 and really enjoy it. It reminds me in many ways of the ST (I used to own a 520ST, a 1040STE, and a Falcon030 back in the day). It's fast, easy-to-set-up, easy-to-use, and reliable. Sure, it tends to crash just as much as my old 1040STE, but I don't mind. ;-)

The iMac isn't w/o fault but it's a damn good, general purpose machine. With a 266Mhz G3 and 160 megs of RAM, I can push plenty of pixels with Photoshop, exchange documents with my office via Micro$oft Word, crank out web pages with BB-Edit, surf the web to my heart's content with Netscape, burn CDRs with Toast, draw sprites with ProMotion 4 under Virtual PC, and even play many classic ST games with NoSTalgia.

The iMac is a decent machine. So was the ST/TT line. I may have converted to a devout form of Macintoshism but I'll always be an Atari fan at heart.

Don't judge the iMac harshly until you use it and don't judge all Mac users by the likes of Sinclair.

Your know, it's pretty sad. I've been reading comp.sys.atart.advocacy since 1993 when I was in college and Sinclair STILL hangs out here!

Doesn't he have anything else to do???

Ari

--

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAATaITAAAAAAAAAAAAAAAAAA
AAA, cAAAAAAAAAAAAAAAATcCSTAAAAAAAAAAAAAAAAAAAAAAc ,,cccaITAAAAAAAA
AAAc AAAAAAAAAAAAAAAA, ,,caTAAAAAa,CAAAAAAAAA, ,,ccIA
AAAS IAAAAAAAAAAAAAAc ,cCIc cTAAAAAAAATSCcc SA
AAAA cAAAAAAAAAAAAAI ,c, cIAAAAAAAAAAA, ,SCccc,,,AA
AAAAc ,cc,,, ,,cCAAAA, IAAATac, ,cAAAAAAAAS CAAAAAAAAAA
AAAAC IAc ,caTAAAATSC, cTAAAAAc AAAAAAAAAAA
AAAAT ,ccaIIa, a ,ccSTA, ,AC, ,SAAT cAAAAAAAAAA
AAAAA, cAAAAAAA, Cc,, SA, ,ASc ,cc TAAAAAAAAAA
AAAAAc ,AAAAAAC cAAAATScc, cAA ,AAAAAAAAAAA
AAAAAS TAAATc ,ccIAAAAAIAAT ,cSTCCIT aAAAAAAAAAAA
AAAAAA cASc cScc, ,,cCAAAT cCIAAAAAAAAS, AAAAAAAAAAA
AAAAAA, cTAAAAAAICc, cAAAI aAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAc ,cTAAAAAAAAAAAAATac,,,AAAAIcCTAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAT ,ccIAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAITAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAA ari@arifeldman.com AAAAAAAAAAAAAAAAAAAAAAAAAAAA
```

4413. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-30 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7vf7fr$p7j$1@nnrp1.deja.com>
Source record: 2627
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <381ABC3B.D56F842E@bellsouth.net>,
Dynomall <virtb@bellsouth.net> wrote:
> Just out of curiosity, if the iMacs are flying off of the shelves, why is CPU on the verge of
> bankruptcy.

Have you seen there balance sheet? That should give you the clue..

> B.P.
>
Ken Macdonald crap deleted...

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves across the United States."

James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4414. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-30 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <zHGS3.38176$jF3.263345@quark.idirect.com>
Source record: 2628

On 30 Oct 1999 16:47:55 , sinclap wrote:
>In article <381ABC3B.D56F842E@bellsouth.net>,
> Dynomall <virtb@bellsouth.net> wrote:
>> Just out of curiosity, if the iMacs are flying off of the shelves, why is CPU on the verge of
>> bankruptcy.
>
>Have you seen there balance sheet? That should give you the clue..

which of course shows red ink. Seems TiFKAS needs the clue....he can't even spell "their" ....
>
>> B.P.
>>
> Ken Macdonald crap deleted...

nope, not crap. You should read the user agreements before posting your usual spiteful drivel.

and speaking of which - just installed the filters in Eudora and POPwatch - TiFKAS' attempts to send me flaming e-mail - as he usually does when someone has been getting under his skin - have been thwarted once again. BTW, pinhead - get around those and I'll have you arrested for harassment....

<usual InCompUSA crap deleted>......

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

4415. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-30 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <381B4EDF.B818F59C@calcna.ab.ca>
Source record: 2629

Martin-Eric Racine wrote:

> So? A brand-new Milan is cheaper than a second-hand Falcon,
> these days. Same process here. Really nothing to be bragging
> about, sinclap. Every platform has its food chain.

The Milan is still 'NATO' in Canader !

NATO ?

No Action, Talk Only !!

The Canadian Curmudgeon (in sunny, dry, Calgary)

4416. why did hasbro bother 3

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-31 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7vgk5flur1@nnrp1.deja.com>
Source record: 2630

Everyone seems to want to ramble on about Hasbro resurrecting Atari's name for software, all that's going to do is ressurect Atari's past successes like PONG, Centipede and Missile command etc, Now in their day, yes that were great games etc. but even updating them to 32/64/128 or 256 bit standards for graphics/gameplay etc isn't going to help them compete with the like of Tomb raider, Quakes , bango kazooi, Sega rally dreamcast etc. because Atari has only a limited ammount of titles to select from, what going to happen when these dry up, where are the next sales going to come from, perhaps Atari should start selling old ocean or usgold or activision s/w or horror of horrors old CBM64 software from CBM themselves, or colecovision, nes or Sega MD or MS software- do you want this to happen don't you
After all if youv'e followed Atari history in software publishing, you'd know that Atari triedf this type of thing with Atarisoft (converting Atari hits to c64 speecy, amstrad,apple pc etc) and Atari Interactive (converting Atari hits to PS, Saturn and PC) and these futile attempts at getting Atari known as a software developer were only remarkable for their apparent failiures and also because they eventually lead to Atari being bought out or being sold off as a going concern
I accept the fact that Atari failed because of BAD MGMT (Warners & Tramiels resperctively) ABSOLUTELY no consistant and cohesive sales & marketing stragedgy or plans (Tramiels only), or total lack of product knowledge (Warners again) but the 2 main reasons why Atari failed is
A- Atari wasn't prepared to invest in the very technology that it had created, and this was reflected in the fact that heaps of projects were either scraped or put on indefinate hold this is because Atari was ingnorant about the technology it had created, and if one is ingnorant of what one has, then how can you invest in ingnorance (this applies to both the tramiel and Warner managements- And because Atari wasn't prepared to invest in it's own technology, it therefore couldn't advance the developoment of it's own products and therefore it's own technology, which basically turns Atari from a creator and pioneer/inventer in these technologies, into little more then a mass manuf.. of electronic boxes with outdated technology, very much in the same guise of the mentallity of virtually every manuf. of games systems and computer technology.. ie selling masses of plastic boxes with outdated technology, without intending to update or advance the product or in the very least it's technology... Who is conning who, the manufacturers conning the end users, or is it the other way round
After all, it's an established fact that consumers are a fickle bunch, and they no longer have the same loyalty for brands these days as they once did, if that was so then why are Jap co's like sega sony nintendo, dominating an industry, ultimately created by Atari, because- it cant be the technology- because these other manufacturers are essentially

putting Atari technology and design concepts, into theri own plastic electronic boxes, without advancing the development of product or it's technology, and if sega nintendo and sony stay on the same course any longer, they themselves will end up in the same situ. at our beloved atari, ie as a software producer
It's going to need a TRUELY ressurrected Atari (H/W and ALL) to breath some much needed life into a very stale and staid industry, and do something that the Atari of old and also these other so called games h/w manufs. haven't done and never did, and that's simply that Atari has to invest in the technology that it creates and to do that Atari needs to have confidence in the products, and instead of wasting money in ineffective advertising and marketing (which is what all previous Atari managements are guilty of), they should invest that money in advancing this new found technology, into modern standards, or tommorows standards, after all I remember someone telling me that technology designed today, or tommorow only lasts for ONE day
It's just a shame that no-one company has learned from Atari's mistakes and folly, they may think they have but they haven't
After all, you can take a look at any company product or service (doesn't have to be computers or v/g's) and just have a look at how the company views the product or service, after all if you don't have a prod. or svc. you have nothing to sell, nothing to sell= no business, the mistake that companies make these days, is that they've got to modify their sales/marketing, or they've got the snowball the consumer/end user with advertising, or that they've got to change their customer service/customer care program (if they have one) now I admit that these areas of business are very important, but what modern business (Atari included) has overlooked and there fore the most important, is the product or service and USP's/features and benefits are all well and good, but if you are not investing in the future development of your companies product or service, then USPs, features etc are irrelevant and pointless, also why should the consumer buy your products, after all the ultimate investor in any idea, product or service is the person or persons that buy's the idea/prod. or svc, this is called the consumer. and not the company doing the selling.. After all as the consumer is the ultimate investor, surely the consumer has a vested interest in the future development of that product or service, after all the consumer has just invested money in the company, the consumer needs confidence that the company will invest these funds effectively, and looking at it logically, if the company isn't interested in investing in advancing the development of the product or service and in the p/s related technologies, then will the consumer come back tommorow and buy the companies product again, what do you think (after all would you buy the same product using the same technology fromn the same comnpany say in 20 years or in 2 months from now, when you know that their competitors have vastly better products, and they are investing in advancing development of their p/s and related technologies- I DON'T THINK YOU WOULD), by investing in the product and it's technology and development, you are investing in future custom, future custom= more investment in advancing development and technology

in their p/s, only once this is investment framework is
firmly established, then the company then can start investing in
supporting the product, in regards to marketing, advertising, sales,
customer service/care etc, and not the other way arround, which is what
virtually every single company is doing including those outside of the
computing and v'g h/w ind.. After all if companies follow their current
path they will be doing nothing more then making little more then
electronic plastic boxes with outdated technologies, with a very limited
market potential, youv'e all heard of the old saying about flogging dead
horses and ever decreasing circles, think about it each time you go
arround the block, selling the same prod. and each time you do this,
they investment you get (ie people buying the product) isn't being
invested in the godds/services themselves the more times you go arround
the less you sell, you#ll get to the point where your'e not selling, as
you have no product as it's now like flogging dead horses
Tied in with this reason, i refer to a listing that i saw in an American
Business Directory (those Dunn & Bradstreet type jobbies), I remember a
listing for a US company i think it was a small incorporated cloting
company, had a look at it's personnel listing (8 snr vice pres. 5 Exec.
vice pres. 15 vice pres) now your most probably saying, so what, now if
this is for a small cloting co. I'd hate to think of what the numbers
would look like for a larger US multinational- for just one of the US
offices, take a guess 4, 5 or 6 x, or how about 10 or 20 x, and remember
that these people people were hired and put into these positions of
responsibility because they were good at making 'DECISIONS', now think
of this structure, a manager, he has to report to a manager, he then
reports to a manager, who reports to a manager, in another department,
who reports to a manager, her then reports to a manager, who reports to
a manager in another department, and so on and so forth till you get to
the top, and just imagine this same process happening when one
department needs a decision on a new idea in advancing devlopment in
existing product(s) and it's related technology, all it needs is one
manager, be it a VP, SVP or EVP from the same dept, or a related dept or
even a total unrelated dept who have alterior motives to say no, and
that wipes out the entire efforts of one or several entire
divisions/dept... and for what, short term prestige/gains, what about
the long term, what about the continued survival of their product in the
face of competing products (from companies with lesser rigid structures
and also beleive in investing in their p/s future advances and
developement), and not only thant but how will this other company
survive, whats going to happen to the structure of decision making, the
future of their product (so far as advances and deveopments are
concerned), creativity and commitment to the company itself, all that's
going to happen is people will leave, because the company isn't
interested in the product and it's future the people will not have faith
or confidence in the direction the company is taking, it's decision
making process, there will be no creativity and therefore no committment
Essentially the companies structure becomes beaurocratic and therefore
area's like creativity, product advancement and development, decision
making and committment are stifled, to such an extent it drives people

to leave, which is ironic because, wasn't it these very same people that got the company and the product/service to where it is today, and remembering the concept about the consumer being the ultimate investor, if this is so then the penultimate investor is the employees (who have as much vested interest in the future developement and advancement in the companies product/service)and what happens when they leave, everyone moves up one, but the problems stay the say, and because virtually all companies have the same philsophy, are these people who are leaving, going to join their competitors, i don't think so, all that will happen is that they will set up their own company, selling the same prod/serv., wtih the same technology (because they don't yet have the investment to advance the tech.) so straight of the bat they allready in a hole facing an uphill struggle to compete with est'd names, in an ever decreasing market (I was once told that the average market share for any new entrant to any market for the first 5 years is the equivalent to the ammount of brain capacity as used by human beings which is less than 10%, my thought is, is it realy worth it) and because more and more companies are competing for less and less market share (in the same market-ie USA etc) all it will need is a foreign competitor to advance and develope the same product with new technologies, and actually invest in it- and they've virtually got the market sown up, because existing users aren't going to wait while their current suppliers start advancing their product, irrespective and regardless of the quality or their sales/marketing/advertising/customer care/service, because as you remember consumers are very fickle, they want the latest thing, which means they will go with whichever company is prepared to invest in it's own product (thru advances in product/service development and related technologies-thus investing their customer investment wisely/effectively), so therefore theres always going to be a decline in so call brands loyalty- You cannot compute, eat, see or sleep image, or marketing or sales or advertising or customer service/care, these are things that are earnt or created as a resulting of investments made by the consumer, the only way you can create or earn image, marketing, sales ,advertising or customer service/care is by investing in your customers confidence and faith in the future advances and development in the prod./serv., and the only way a self respecting company can invest in this concept, is by doing so.... but no-ones doing so, so ultimately instead of going forward into the '3rd Millenium' we might as well go back to the 1st millenium
Atari failed simply because of what I outlined above, little of no investment in advancing their product and related technologies, little or no creativity, no commitment to atari's concepts, to beaurocratic, you might as well say that virtually every company involved in video games h/w of s/w was born and created on the back of Atari's technology, and unless they change their ways they will suffer the same indignity
Yes, we are still using Atari technology, but it's in someone elses plastic electronic box, sold just like baked beans, jeans, perfume... wheres the sense in that... I though Atari's represented computers and video games h/w with a personality- ie Atari technology in Atari boxes, and not someone elses, BUT with Atari investing in the future advances

and development of their (ATARI'S) product and it's related technologies

The second reason why atari failed is because the American consumer simply gave up on Atari, they didn't like the idea about Atari, an American company dominating an industry that Atari itself had created, so they showed their support to ATARI, by buying sega, nintendo and eventually sony or to put it another way buying, Atari technology in someone elses boxes
interesting when you consider that Sony, Sega & nintendo are JAPANESE companies, and I am constantly told that American's cant stand buying JAP goods (talk about contradiction big time), and according to most european and US computing press and commentary during the tramiel era, it was the European markets (incl.UK) that was keeping Atari going (or at least alive and surviving) whilst you American's were content in buying Sega sony and nintendo, or buying, Atari technology in someone elses boxes

perhaps I am wrong, there again I live in a so called democratic country (England) so i guess with the so called freedom of speach concept (what-freedom of speach- democracy- england, you are joking aren't you) anyway I guess i'm entitled to my opinion, even if others don't neccessarily aggree... But in saying that, as anyone who has an ounce of HUMAN intelligence will know, sooner or latest this internet thing with simply become an unweildy authority with an unweildy institutionalised mentallity

Yours

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

4417. TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-10-31 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <CsZS3.45540$jF3.290573@quark.idirect.com>
Source record: 2631

TORONTO ATARI FEDERATION FLEA MARKET NOVEMBER 17TH!

Yes, folks, it's time once again for users of the classic Atari 8-bit, ST, TT and Falcon computers to come to the annual event where you can divest yourself of what you don't need while at the same time hunt out for what you do! Sell your old stuff, discover a treasure!

Among other things you'll find at this event:

classic systems! Looking for that Falcon? Wished you had an STe and its expanded capabilities? Do you need a 600XL for your collection? There's a good chance you'll find it here!

hard-to-find games, peripherals, literature and applications!

TAF Software Library, carrying hundreds of PD/Shareware games, utilities applications, as well as the TAF Internet discs! Plus we'll be selling 720K floppy disks, stock up! The membership desk will also be up for renewals as well as new members.

the camaraderie of fellow Atari users - swap stories, troubleshoot, ask for advice! Meet some of the faces you've only read online on the Internet!

Ken Macdonald's demonstrations and sales of the various Mario Becroft adaptors for Ataris. Use a PC three-button mouse with the Mouse Adaptor, plug & play, works with Ataris and Amigas! Use a PC keyboard, PC mouse and Atari joystick with the amazing new QwertyX adaptor, no soldering required! Give your ST or STe amazing storage capacity with the Internal IDE Adaptor kit - program storage, add a CD-ROM, use an LS-120 internal drive to replace your disk drive! And, with the VGA Adaptor, use any VGA or SVGA PC monitor with your Atari ST to get a beautiful hi-res display!

All this and MORE!

It's a night of fun and commerce, and it's being brought on by the one, the only, Toronto Atari Federation - bringing you the best in Atari-related computer info and enjoyment since 1984! See you there!

Flea Market details:

Admission and tables for TAF members: Free
Admission for non-members - $2.00 (one thin toonie)
Tables for non-members - $5.00 (admission waived if you purchase a table.

NO STOLEN ITEMS OR PIRATED SOFTWARE ALLOWED! VIOLATORS WILL BE PROSECUTED TO THE FULL EXTENT OF THE LAW.

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

4418. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7visme$4g3$1@nnrp1.deja.com>
Source record: 2632

In article <CsZS3.45540$jF3.290573@quark.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

sinclap here..

>
> NO STOLEN ITEMS OR PIRATED SOFTWARE ALLOWED! VIOLATORS WILL BE PROSECUTED
> TO THE FULL EXTENT OF THE LAW.

By whom? You and who's army..I don't think the thieves are afraid of
you.. If your going to threaten, use some backbone here..

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4419. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7vit36$4re$1@nnrp1.deja.com>
Source record: 2633

In article <zHGS3.38176$jF3.263345@quark.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >
> >Have you seen there balance sheet? That should give you the clue..
>
> which of course shows red ink. Seems TiFKAS needs the clue....he can't even
> spell "their" ....

Did you see the cash balance? Looks like you have pudding on the
pimple...achne covered face...Comp has reingineered their retail product
mix..ala more like Best Buy...

> >> B.P.
> >>
> > Ken Macdonald crap deleted...
>
> nope, not crap. You should read the user agreements before posting your
> usual spiteful drivel.
>
> and speaking of which - just installed the filters in Eudora and POPwatch -
> TiFKAS' attempts to send me flaming e-mail - as he usually does when someone
> has been getting under his skin - have been thwarted once again. BTW,
> pinhead - get around those and I'll have you arrested for harassment....

What harassment? Or are you hiding behind the feminist line when push
comes to shove?

just sinclap

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Before you buy.

4420. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7vit3i$4rg$1@nnrp1.deja.com>
Source record: 2634

In article <zHGS3.38176$jF3.263345@quark.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> >
> >Have you seen there balance sheet? That should give you the clue..
>
> which of course shows red ink. Seems TiFKAS needs the clue....he can't even
> spell "their" ....

Did you see the cash balance? Looks like you have pudding on the
pimple...achne covered face...Comp has reingineered their retail product
mix..ala more like Best Buy...

> >> B.P.
> >>
> > Ken Macdonald crap deleted...
>
> nope, not crap. You should read the user agreements before posting your
> usual spiteful drivel.
>
> and speaking of which - just installed the filters in Eudora and POPwatch -
> TiFKAS' attempts to send me flaming e-mail - as he usually does when someone
> has been getting under his skin - have been thwarted once again. BTW,
> pinhead - get around those and I'll have you arrested for harassment....

What harassment? Or are you hiding behind the feminist line when push
comes to shove?

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4421. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0111990056480001@on-tor-blr-a58-01-1170.idirect.com>
Source record: 2635

In article <7visme$4g3$1@nnrp1.deja.com>, The iDiot Forever Known As Sinclap <sinclap@my-deja.com> wrote:

> >
> > NO STOLEN ITEMS OR PIRATED SOFTWARE ALLOWED! VIOLATORS WILL BE PROSECUTED
> > TO THE FULL EXTENT OF THE LAW.
>
> By whom? You and who's army..I don't think the thieves are afraid of
> you.. If your going to threaten, use some backbone here..

no, but I think that they would be afraid of the RCMP. And the Toronto City Police. And the Ontario Provincial Police. All of whom have the best interests of the public in mind to any cretins who think they can fence stolen or pirated property at our events. And the fact that they could go to jail for a very very long time and face stiff fines (software piracy IS a federal offence here, punishable by a ten year jail sentence and fines of up to $1M)

And besides, I don't threaten. I warn. And I make promises that I keep .:)

and look who's calling me "spineless" - the little jellyfish who has no backbone or fortitude to back up his boastings with fact.
>
>
> just sinclap

just an idiot...

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4422. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0111990109110001@on-tor-blr-a58-01-1170.idirect.com>
Source record: 2636

In article <7vit3i$4rg$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <zHGS3.38176$jF3.263345@quark.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> > >
> > >Have you seen there balance sheet? That should give you the clue..
> >
> > which of course shows red ink. Seems TiFKAS needs the clue....he
can't even
> > spell "their" ....
>
> Did you see the cash balance? Looks like you have pudding on the
> pimple...achne covered face...Comp has reingineered their retail product
> mix..ala more like Best Buy..

seeing as this is coming from the unbelievable, lying-sack-of-rat hair
known as TiFKAS, we really can't believe you.

And once again basing insults on appearance of people you haven't met
face-to-face? My my, TiFKAS, what a bitter petty person you are - did you
also beat up on crippled kids when you were little?

BTW, it's spelled "acne" and "re-engineered". Proof positive that no
one would ever hire such an utter idiot as you at Apple other than as a
janitor...

> > and speaking of which - just installed the filters in Eudora and
POPwatch -
> > TiFKAS' attempts to send me flaming e-mail - as he usually does when
someone
> > has been getting under his skin - have been thwarted once again. BTW,
> > pinhead - get around those and I'll have you arrested for harassment....
>
> What harassment? Or are you hiding behind the feminist line when push
> comes to shove?

once again, your utter hatred of feminists is coming to the fore,
TiFKAS. Did a feminist bitch-slap you when you said something amazingly
sexist?

You were warned TWICE not to send me e-mail, pinhead. And I know you've
taken part in this behaviour of intimidation several times with those you
disagreed with, to the point that you were kicked off Hotmail in one
incident.

Like I said, I don't threaten - I make promises which I intend to keep.
>
> just sinclap

just another loser who's too chicken to reveal who employs him as an
"apple Power Rep"....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4423. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <381DC337.111812C7@calcna.ab.ca>
Source record: 2637

sinclap wrote:

> By whom? You and who's army..I don't think the thieves are afraid of
> you.. If your going to threaten, use some backbone here..

And just who cares if 'Atari' software is beiing 'pirated' ?????

The Canadian Curmudgeon (in sunny Calgary, where the Milan is still vapourware)

4424. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81rh8c.9r.jedi@localhost.localdomain>
Source record: 2638

On Sat, 30 Oct 1999 05:21:31 GMT, sinclap <sinclap@my-deja.com> wrote:
>In article <dreibel-2910992138140001@ts7-66t-4.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>sinclap here...
>
>> > >I'm a Mac user and resent having sinclap tagged as a representative of me
>> > >or my platform. Don't denegrate the Mac platform because of one obnoxious
>> > >rogue. Can we get back on the Atari topic now?
>
>I see...You are tame towards the Atari Jihads but not the PC
>users...Right?

Respect tends to beget respect.

>
>> > Anyone willing to build a USB host adapter for the ACSI port?
>Why?
>
>> >
>>
>> you know, if anyone could do it, it'd be Mario Becroft. Of course, he's
>> busy right now with the new SCSI/Ethernet adapter for the ASCI port - can
>> you say cable modem and network for cheap? :) Try that with a same-year
>> vintage Mac.
>
>Who cares!!! Old Mac users can upgrade to a modern class of Mac models
>starting with the new $999 iMac/350 which includes 10/100 base-t, 128 ATI
>Rage/AGP with 8 MG Vram, 64 Megs, 6 G, 56k and 14 software titles...Also

That's about $500 worth of PC, mebbe less. It really doesn't
do your position any good to brag about how overpriced a
Mac with skanky PC hardware is.

[deletia]

You can't demonstrate what this years version of msoffice
can do over last years version of clarisworks & the mac is
a second class 'entertainment' software platform.

Better advice would be for him to pick up a $200 dreamcast
and mebbe a copy of SoulCaliber... '-ppp

--
I guess it's just that there's such lack of uniformity of opinion in
the linux advocacy camp, which again impacts negatively on their

credibility as a group. [Hobbyist,DOS Pusher - c.o.l.a 29-OCT-99]

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4425. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81rgr8.9r.jedi@localhost.localdomain>
Source record: 2639

On Sat, 30 Oct 1999 01:35:26 GMT, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:
>In article <slrn81hmhp.7ko.jedi@localhost.localdomain>,
>jedi@dementia.mishnet () wrote:
>
>> On Thu, 28 Oct 1999 20:15:35 GMT, billyung@my-deja.com
><billyung@my-deja.com> wrote:
>> >I'm a Mac user and resent having sinclap tagged as a representative of me
>> >or my platform. Don't denegrate the Mac platform because of one obnoxious
>> >rogue. Can we get back on the Atari topic now?
>>
>> Anyone willing to build a USB host adapter for the ACSI port? '-)
>>
>
> you know, if anyone could do it, it'd be Mario Becroft. Of course, he's
>busy right now with the new SCSI/Ethernet adapter for the ASCI port - can

You do know that you can get both of those kinds of adaptors
for USB? Although, you still have to cover the device driver.
Then again, Linux or FreeBSD source could be useful in such
an endeavor.

>you say cable modem and network for cheap? :) Try that with a same-year
>vintage Mac.

Actually, I haven't been keeping up.

>
> BTW, have you seen QwertyX? We had a demo of it at one of the last TAF
>meetings, and I'm predicting he's going to have a LOT of success with this
>new adaptor. PC keyboard, PC mouse, Atari joystick, remapping of the
>keyboard, and all with no hack'n'slash (not that there's anything wrong
>with that :)). Ol' TiFKAS must be pucking blood....
[deletia]

--
I guess it's just that there's such lack of uniformity of opinion in
the linux advocacy camp, which again impacts negatively on their
credibility as a group. [Hobbyist,DOS Pusher - c.o.l.a 29-OCT-99]

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4426. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81rhgl.9r.jedi@localhost.localdomain>
Source record: 2640

On Sat, 30 Oct 1999 18:13:16 GMT, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:
>On 30 Oct 1999 05:21:31 , The iDiot Forever Known As Sinclap wrote:
>>In article <dreibel-2910992138140001@ts7-66t-4.idirect.com>,
>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>
>>sinclap here...
>>
>>> > >I'm a Mac user and resent having sinclap tagged as a representative of me
>>> > >or my platform. Don't denegrate the Mac platform because of one obnoxious
>>> > >rogue. Can we get back on the Atari topic now?
>>
>>I see...You are tame towards the Atari Jihads but not the PC
>>users...Right?
>
> No, because he's a Mac user with a brain who recognizes what harm you do to
>the Mac community every time you stick your foot in your mouth....

Nah, I'm a Linux user. I might eventually get around to buying
a PPC system capable of running MacOS instead of running Linux
on my Kludge Klone, however I am still technically a 'PC user'.

The biggest dissuasion there (me buying a Mac) is the lack of
suitably optimized compilers and the crap vidcards Apple insists
on shipping with it's machines (ATI).

[deletia]

The effective Apple argument has always been convenience
and performance. Price has never been an Apple strong point.
Price is an issue best AVOIDED by a MacVocate.

--
I guess it's just that there's such lack of uniformity of opinion in
the linux advocacy camp, which again impacts negatively on their
credibility as a group. [Hobbyist,DOS Pusher - c.o.l.a 29-OCT-99]

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4427. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <7vkorbdce1@plutonium.compulink.co.uk>
Source record: 2641

Good Luck Guys,

TAF and Toronto is still one of my most treasured Atari memories...

Nick
16/32 Systems

In article <CsZS3.45540$jF3.290573@quark.idirect.com>, dreibel@idirect.com
(Daniel L. Dreibelbis) wrote:

> TORONTO ATARI FEDERATION FLEA MARKET NOVEMBER 17TH!
>
> Yes, folks, it's time once again for users of the classic Atari
> 8-bit, ST,
> TT and Falcon computers to come to the annual event where you
> can divest
> yourself of what you don't need while at the same time hunt out for
> what you
> do! Sell your old stuff, discover a treasure!
>
>
> Among other things you'll find at this event:
>
> classic systems! Looking for that Falcon? Wished you had an STe and
> its expanded capabilities? Do you need a 600XL for your collection?
> There's a good chance you'll find it here!
>
> hard-to-find games, peripherals, literature and applications!
>
> TAF Software Library, carrying hundreds of PD/Shareware games,
> utilities applications, as well as the TAF Internet discs! Plus we'll
> be selling 720K floppy disks, stock up! The membership desk will also
> be up for renewals as
> well as new members.
>
> the camaraderie of fellow Atari users - swap stories,
> troubleshoot, ask for advice! Meet some of the faces you've only read
> online on the Internet!
>
> Ken Macdonald's demonstrations and sales of the various Mario
> Becroft
> adaptors for Ataris. Use a PC three-button mouse with the Mouse
> Adaptor, plug &
> play, works with Ataris and Amigas! Use a PC keyboard, PC mouse
> and Atari

> joystick with the amazing new QwertyX adaptor, no soldering required!
> Give your
> ST or STe amazing storage capacity with the Internal IDE Adaptor kit -
> program
> storage, add a CD-ROM, use an LS-120 internal drive to replace your
> disk drive!
> And, with the VGA Adaptor, use any VGA or SVGA PC monitor with your
> Atari ST to
> get a beautiful hi-res display!
>
> All this and MORE!
>
> It's a night of fun and commerce, and it's being brought on by the
> one, the only, Toronto Atari Federation - bringing you the best in
> Atari-related computer info and enjoyment since 1984! See you there!
>
> Flea Market details:
>
> Admission and tables for TAF members: Free
> Admission for non-members - $2.00 (one thin toonie)
> Tables for non-members - $5.00 (admission waived if you purchase a
> table.
>
> NO STOLEN ITEMS OR PIRATED SOFTWARE ALLOWED! VIOLATORS WILL BE
> PROSECUTED TO THE FULL EXTENT OF THE LAW.
>
>
>
> TORONTO ATARI FEDERATION meetings are held on the third Wednsday of
> the month from Sept-June in the "Gold Room" of the North York Memorial
> Hall located in the lower or concourse level of the North York City
> Centre Library Building at 5110 Yonge Street (next to Mel Lastman
> Square) at Parkholme Avenue. Those coming by public transport can take
> the TTC Yonge Line north to North York Centre Station. $2 for
> non-members. Dues are $25 per year, and includes a subscription to the
> newsletter PHOENIX. Membership in TAF IS Atari support!
>
> Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
> Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
> TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8,
> 8-N-1)
> TAF homepage - http://taf.atari.org
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>
> **********Daniel L.

> Dreibelbis**************************
> Vice-President, Toronto Atari Federation (TAF)
> Thorn in the side of TiFKAS and other net.twits
> e-mail: dreibel@idirect.com
> ***************"Nevertheless, THE FUJI STILL
> LIVES!"*******************

4428. 16/32 Systems Catalogue

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <7vkorhdcq1@plutonium.compulink.co.uk>
Source record: 2642

http://catalog.zen.co.uk/actinic/1632Systems/

This is now the address for the 16/32 Systems Catalogue, this address is permanet (hopefully). Later this week we will have the www pages up. These pages will have links to the catalogue plus help areas for Lynx/Jaguar and more to come.

Nick
16/32 Systems

4429. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-01 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <7vkpil$ep7$1@plutonium.compulink.co.uk>
Source record: 2643

In article <381DC337.111812C7@calcna.ab.ca>, besmith@calcna.ab.ca (VE6HY)
wrote:

>
>
> And just who cares if 'Atari' software is beiing 'pirated' ?????
>

Well for one I would, I own quite a few Software Title not in the Public
Domain and I am not releaseing them...so more power to Toronto Atari
Users.

BTW I hope the event is a sucess, I have really good memories of my visit
to Toronto a few years ago.... even if you still can't brew Beer.

Nick
16/32 Systems

4430. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-02 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <381E247D.45AE3AEA@ihug.co.nz>
Source record: 2644

Hi there,

sinclap wrote:
>
> sinclap here..

Bother...I was hoping for an intelligent discussion...

> > NO STOLEN ITEMS OR PIRATED SOFTWARE ALLOWED! VIOLATORS WILL BE PROSECUTED
> > TO THE FULL EXTENT OF THE LAW.
>
> By whom? You and who's army..I don't think the thieves are afraid of
> you.. If your going to threaten, use some backbone here..

Its quite easy to press charges against pirates. You just tell the software distributors who and what is the problem, and in no time they'll have police knocking on the door of the perpetrator asking to see their receipt of purchase or licence. At least thats how it works here...

It is you who are spineless sinclap. It is also evident that your general knowledge is sadly lacking. If, for example, I knew you to be using pirated software, I could call the distributors of the software and dob you in with relative ease. They would have no problem in tracking you down and investigate you for illegal software use...and I could do that even from here in New Zealand!

Get a reality check pal...

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4431. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-02 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <381E2623.E0FBF214@ihug.co.nz>
Source record: 2645

Hi there,

"Daniel L. Dreibelbis" wrote:
>
> And once again basing insults on appearance of people you haven't met
> face-to-face? My my, TiFKAS, what a bitter petty person you are - did you
> also beat up on crippled kids when you were little?

Don't worry Dan...I saw your mugshot in AC mag...acne isn't a bad point
for you by the look of it! ;^)

> just another loser who's too chicken to reveal who employs him as an
> "apple Power Rep"....

Probably crates apples (edible variety) at Joes fruit emporium...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4432. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-02 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81scf9.k88.jedi@localhost.localdomain>
Source record: 2646

On Tue, 02 Nov 1999 12:38:39 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>Hi there,
>
>sinclap wrote:
>>
>> sinclap here..
>
>Bother...I was hoping for an intelligent discussion...
>
>> > NO STOLEN ITEMS OR PIRATED SOFTWARE ALLOWED! VIOLATORS WILL BE PROSECUTED
>> > TO THE FULL EXTENT OF THE LAW.
>>
>> By whom? You and who's army..I don't think the thieves are afraid of
>> you.. If your going to threaten, use some backbone here..
>
>Its quite easy to press charges against pirates. You just tell the software
>distributors who and what is the problem, and in no time they'll have police
>knocking on the door of the perpetrator asking to see their receipt of
>purchase or licence. At least thats how it works here...

Until relatively recently non-commercial software piracy
wasn't even a criminal offense in the US. Now it's still
only a criminal offense if the 'total theft' is $1000 or
more.

>
>It is you who are spineless sinclap. It is also evident that your general
>knowledge is sadly lacking. If, for example, I knew you to be using pirated
>software, I could call the distributors of the software and dob you in with
>relative ease. They would have no problem in tracking you down and investigate

Unless he was distributing, the SPA (the people who you would
want to snitch to) would really not be interested. Depending
on the platform they might not even care.

There was a Atari snitch that experienced indifference from the
SPA at some point before Atari finally went under. Apparently
they didn't care since the offense wasn't being perpetrated
against a member company.

>you for illegal software use...and I could do that even from here in New
>Zealand!
>
>Get a reality check pal...

Don't assume that copyright law is Universal.

>
>Chris Wilkinson, Christchurch, New Zealand.
>/|\ ATARI Falcon030 owner.

--

Bill, you trivialized one customer too many: Linus. |||
/ | \

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4433. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0211990748310001@ts7-40t-44.idirect.com>
Source record: 2647

In article <381E247D.45AE3AEA@ihug.co.nz>, J, WILKINSON wrote:

>
> > > NO STOLEN ITEMS OR PIRATED SOFTWARE ALLOWED! VIOLATORS WILL BE PROSECUTED
> > > TO THE FULL EXTENT OF THE LAW.
> >
> > By whom? You and who's army..I don't think the thieves are afraid of
> > you.. If your going to threaten, use some backbone here..
>
> Its quite easy to press charges against pirates. You just tell the software
> distributors who and what is the problem, and in no time they'll have police
> knocking on the door of the perpetrator asking to see their receipt of
> purchase or licence. At least thats how it works here...
>
> It is you who are spineless sinclap. It is also evident that your general
> knowledge is sadly lacking. If, for example, I knew you to be using pirated
> software, I could call the distributors of the software and dob you in with
> relative ease. They would have no problem in tracking you down and investigate
> you for illegal software use...and I could do that even from here in New
> Zealand!
>
> Get a reality check pal...

a good reality check would probably be for ol' TiFKAS, seeing as he thinks he so smart, to try to sell some pirated software or stolen property at the TAF Flea Market - a police choke hold, a night in the Don Jail, and a deportation hearing may be just enough for him to get the slightest nugget of a clue in that thick head of his :)

Thnaks for the support guys..

and, TiFKAS - heard about the Daily Tubby? Seems the good news is that they've achieved fairly good readership. The BAD news is that they've lost $37M and they're still bleeding red ink, and there's some scepticism about those numbers - know that the Tubby has one of the highest remaindered amounts at newstands in Toronto?

"But what are the upper crust? Just a bunch of crumbs being held together by dough!"

-Mary Walsh (as Marg Delahunty), commenting on Conrad "Tubby" Black

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!

Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4434. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-02 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <381f36f8@news.cyberzone.net>
Source record: 2648

sinclap <sinclap@my-deja.com> wrote:

> In article <slrn81cchs.61d.jedi@localhost.localdomain>,
> jedi@dementia.mishnet () wrote:
>>
>> The iMac suffers from the same problem any non-Windows98
>> configuration does. It's not percieved as the biggest
>> marketshare chunk by the people writing the drivers. Thus,
>> you see remarkably less vidcards or SCSI cards, PCI even,
>> that will boot on a Mac.
>
> The iMac does not have PCI DUMBASS!!! The current iMac has ATI-Rage 128/
> AGP graphics card plus the airport capability..

A minor correction, the old iMacs ran on a PCI bus, they just didn't have a PCI slot...for the most part. Apple DID include a "mezzanine" connector on the bottom of the "Bondi Blue" iMacs. I have a Voodoo2 card in mine right now.

Bitch to get to though.

The new iMacs run on a Firewire bus under UMA I believe.

Bill Daras,

4435. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-02 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <381f389f@news.cyberzone.net>
Source record: 2649

jedi@dementia.mishnet () wrote:

> .....and the crap vidcards Apple insists
> on shipping with it's machines (ATI).

This might be of intrest to you.

http://news.cnet.com/news/0-1003-202-1426608.html

Bill Daras,

4436. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-02 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <381f3830@news.cyberzone.net>
Source record: 2650

jedi@dementia.mishnet () wrote:

> On Sat, 30 Oct 1999 18:13:16 GMT, Daniel L. Dreibelbis <dreibel@idirect.com>
wrote:
>>On 30 Oct 1999 05:21:31 , The iDiot Forever Known As Sinclap wrote:
>>>In article <dreibel-2910992138140001@ts7-66t-4.idirect.com>,
>>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>>
>>>sinclap here...
>>>
>>>> >I'm a Mac user and resent having sinclap tagged as a representative of
me
>>>> >or my platform. Don't denegrate the Mac platform because of one
obnoxious
>>>> >rogue. Can we get back on the Atari topic now?
>>>
>>>I see...You are tame towards the Atari Jihads but not the PC
>>>users...Right?
>>
>> No, because he's a Mac user with a brain who recognizes what harm you do
to
>>the Mac community every time you stick your foot in your mouth....
>
> Nah, I'm a Linux user. I might eventually get around to buying
> a PPC system capable of running MacOS instead of running Linux
> on my Kludge Klone, however I am still technically a 'PC user'.
>
> The biggest dissuasion there (me buying a Mac) is the lack of
> suitably optimized compilers and the crap vidcards Apple insists
> on shipping with it's machines (ATI).

I agree on the videocard issue, my iMac now has a 3Dfx chipset in it,
(see previous post). The ATI is really pathetic.

When it comes to compilers, I was under the impression Codewarrior was
good. However, they have been bought out by Motorola, so things should
improve further.

> [deletia]
>
> The effective Apple argument has always been convenience
> and performance. Price has never been an Apple strong point.
> Price is an issue best AVOIDED by a MacVocate.

Agreed.

Bill Daras,

4437. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-02 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81ucfm.gul.jedi@localhost.localdomain>
Source record: 2651

On Tue, 02 Nov 1999 13:13:52 -0500, Bill Daras <bill_daras@cyberzone.net> wrote:
> jedi@dementia.mishnet () wrote:
>
>> On Sat, 30 Oct 1999 18:13:16 GMT, Daniel L. Dreibelbis <dreibel@idirect.com>
>wrote:
>>>On 30 Oct 1999 05:21:31 , The iDiot Forever Known As Sinclap wrote:
>>>>In article <dreibel-2910992138140001@ts7-66t-4.idirect.com>,
>>>> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>>>>
>>>>sinclap here...
[deletia]
>> The biggest dissuasion there (me buying a Mac) is the lack of
>> suitably optimized compilers and the crap vidcards Apple insists
>> on shipping with it's machines (ATI).
>
> I agree on the videocard issue, my iMac now has a 3Dfx chipset in it,
>(see previous post). The ATI is really pathetic.
>
> When it comes to compilers, I was under the impression Codewarrior was
>good. However, they have been bought out by Motorola, so things should
>improve further.
>

A Metrowerks compiler for Linux does not yet exist.
What Metrowerks is shipping is just the IDE with
gcc underneath.

>> [deletia]
>>
>> The effective Apple argument has always been convenience
>> and performance. Price has never been an Apple strong point.
>> Price is an issue best AVOIDED by a MacVocate.
>
> Agreed.

--

Bill, you trivialized one customer too many: Linus. |||
/ | \

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4438. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-03 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <381F73A3.B1892A94@ihug.co.nz>
Source record: 2652

Hi there,

jedi@dementia.mishnet wrote:
>
> Until relatively recently non-commercial software piracy
> wasn't even a criminal offense in the US. Now it's still
> only a criminal offense if the 'total theft' is $1000 or
> more.

I guess I'm refering to commercial software. 'Owning' even a small
pirated program worth say US$100 is considered an investigable crime
if the distributor/author wish to pursue it here. A few illegal ops
have been uncovered here based on following an individual user back
down the chain...

> Unless he was distributing, the SPA (the people who you would
> want to snitch to) would really not be interested. Depending
> on the platform they might not even care.

Even if he wasn't distributing, the author would have their best interests
at heart to see where he got his copy from...

> >you for illegal software use...and I could do that even from here in New
> >Zealand!
>
> Don't assume that copyright law is Universal.

Copyright law isn't universal as you correctly point out, but the telephone
system is! A phone call to a lawful distributor/author is all it has taken
in a few cases here to get the ball rolling, and eventually bring down a
pirated software ring...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4439. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81v0a5.ldl.jedi@localhost.localdomain>
Source record: 2653

On Wed, 03 Nov 1999 12:28:36 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>Hi there,
>
>jedi@dementia.mishnet wrote:
>>
>> Until relatively recently non-commercial software piracy
>> wasn't even a criminal offense in the US. Now it's still
>> only a criminal offense if the 'total theft' is $1000 or
>> more.
>
>I guess I'm refering to commercial software. 'Owning' even a small
>pirated program worth say US$100 is considered an investigable crime

No it isn't. The USC section on what constitutes
criminal piracy clearly states that the total
offense must be $1000 or more or that the software
is being rented or resold.

The $1000 non-commercial piracy bit only was added within
the last 18 months.

Previously, no piracy not for commerical gain was a
criminal offense in the US.

>if the distributor/author wish to pursue it here. A few illegal ops
>have been uncovered here based on following an individual user back
>down the chain...
>
>> Unless he was distributing, the SPA (the people who you would
>> want to snitch to) would really not be interested. Depending
>> on the platform they might not even care.
>
>Even if he wasn't distributing, the author would have their best interests
>at heart to see where he got his copy from...

The most an author could get out of such a cause of action
is spite litigation and even a judgement in that instance
would be dischargable.

>
>> >you for illegal software use...and I could do that even from here in New
>> >Zealand!
>>
>> Don't assume that copyright law is Universal.
>
>Copyright law isn't universal as you correctly point out, but the telephone

>system is! A phone call to a lawful distributor/author is all it has taken
>in a few cases here to get the ball rolling, and eventually bring down a
>pirated software ring...

Sounds like the prisoners dilemma in action, with a little fraud thrown in.

--

Bill, you trivialized one customer too many: Linus. |||
/ | \

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4440. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn81v5k7.2j2.jedi@localhost.localdomain>
Source record: 2654

On Wed, 03 Nov 1999 12:28:36 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>Hi there,
>
>jedi@dementia.mishnet wrote:
>>
>> Until relatively recently non-commercial software piracy
>> wasn't even a criminal offense in the US. Now it's still
>> only a criminal offense if the 'total theft' is $1000 or
>> more.
>
>I guess I'm refering to commercial software. 'Owning' even a small
>pirated program worth say US$100 is considered an investigable crime

Not in the US.

Until fairly recently, ALL non-commercial piracy
of any kind was a purely civil matter.

[deletia]

The current 'criminality threshold' in the US is $1000.

--

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4441. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-03 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s1v94s8f24255@corp.supernews.com>
Source record: 2655

Just thought I would cross post this for anyone that was interested.

Mikey

On 20 Oct 1999 18:56:28 , sinclap wrote:
>In article <380C24C1.60DAC9AD@tm.net.my>,
> Thistlethwaite <thistles@tm.net.my> wrote:
>> Hello,
>>
>> I've been looking at the fate of the Amiga extensivly recently.
>> Following the announcements that Amiga is not going to be persuing the
>> Next Generation (MMC) Amiga. Despite the blow this deals to the Amiga
>> community, I think the Amiga is still a viable platform for graphics,
>> and even for enthusiast and home use.
>
>The Amiga has not been viable for five years..Get Real!
>
>> The timing of the Amiga decision to not create the MMC is unbeliveable.
>> The conditions for creating the Next Generation Amiga are perfect now
>> for a number of reasons:
>>
>> 1) The PowerPC Open Platform. IBM has released a board design for a
>> CHRP style PowerPC set-up. This would provide a fantastic basis for the
>> NGA.
>>
>> 2) The PowerPC G4. Apple is gaining momentum... but a NGA equipped
>> with G4 running a QNX/LinuxPPC/AmigaOS blend, would kill a MacOS G4...
>> there's no question... :)
>
>In your dreams.. Now that the new iMacs have AGP and Firewire at a great
>price were does the Amiga fit?
>
>> 3) The NGA could in theory support: Linux, QNX, PC (via emulation),
>> and MacOS (via FusionPPC), as well as Amiga (via a combined UAE, and
>> processor direct emulation). This would make it incredibly versatile.
>
>Get Over it! The Amiga clones are not worth the price...
>
>> 4) The PowerPC can expand in two ways. Upwards into the G4 and SMP
>> territory, and downwards into the embedded and 603(e) territory. The low
>> power consumptions would make a portable version possible.
>
>Thats lame...The G3's are entry level now..
>
>> Against this background, I'm seriously considering setting up a group to

>> look into the feasability of a PowerPC Open Platform based NGA.
>>
>> Comments, suggestions, and anything else creative more than welcome!
>
>Good luck. Maybe you can get together with the Atari ST Jihads as well.
>
>> --
>> Alistair Thistlethwaite
>>
>>
>
>"The iMac has been the biggest computer launch we've seen in
>our history. Apple is back, and iMacs are flying off CompUSA store
>shelves
>across the United States."
>James Halpin, president and chief executive officer of CompUSA
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

4442. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-03 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911031805250.103-100000@rakastaja>
Source record: 2656

Amiga has been "making a comeback" for the last 10 years, to the point that User Friendly comics had something on the topic.

Anyhow, most users are now running Linux on their Amiga so, what remains of the Amiga fame, other than the hardware?

I was initially amused when I heard the "big news" from Gateway, but seeing as they are looking at the same lame Intel crap other meatball PCs out there use (so what if it runs Linux on it?), no one could ever consider call that an Amiga so, what's the point?

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4443. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn820rrm.hoj.jedi@localhost.localdomain>
Source record: 2657

On Wed, 03 Nov 1999 16:14:10 GMT, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
>Amiga has been "making a comeback" for the last 10 years, to the
>point that User Friendly comics had something on the topic.
>
>Anyhow, most users are now running Linux on their Amiga so, what
>remains of the Amiga fame, other than the hardware?
>
>I was initially amused when I heard the "big news" from Gateway,
>but seeing as they are looking at the same lame Intel crap other
>meatball PCs out there use (so what if it runs Linux on it?), no
>one could ever consider call that an Amiga so, what's the point?

The Amiga was interesting primarily because of what
was outside of the CPU. One could still make an
Amiga-esque intel box. Hell, the Amiga's themselves
had ISA slots.

Admittedly, such a venture would be too much work for
any 'cheap over everything' PC vendor to undertake.

--

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4444. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-04 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <ISZT3.257$0I4.11443@nsw.nnrp.telstra.net>
Source record: 2658

Martin-Eric Racine wrote in message ...
Amiga has been "making a comeback" for the last 10 years, to the
point that User Friendly comics had something on the topic.

Won't happen, at least not from AInc.

Anyhow, most users are now running Linux on their Amiga so, what
remains of the Amiga fame, other than the hardware?

Really?. Most?. Did you just make that up ot was it a guess?. Most Amiga
owners still run AmigaOS in reality. OS3.5 has just been released don't you
know...

I was initially amused when I heard the "big news" from Gateway,
but seeing as they are looking at the same lame Intel crap other
meatball PCs out there use (so what if it runs Linux on it?), no
one could ever consider call that an Amiga so, what's the point?

I agree but...

What is your problem with Intel CPU's exactly?. Isn't it somewhat ironic
that you consider 500Mhz plus Intel CPU's as lame crap when you are probably
still using an old, outdated and performance handicapped 680x0 on an Atari
?.

Let's put things in perspective here.

Regards,

Clockmeister.

4445. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-04 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911040337210.104-100000@rakastaja>
Source record: 2659

On Thu, 4 Nov 1999, Clockmeister wrote:

> Amiga has been "making a comeback" for the last 10 years, to the
> point that User Friendly comics had something on the topic.
>
> Won't happen, at least not from AInc.

Which is precisely my point, and User Friendly's: Amiga's Big
Comeback is as likely as UFO invasions or Elvis' return.

> Anyhow, most users are now running Linux on their Amiga so, what
> remains of the Amiga fame, other than the hardware?
>
> Really?. Most?. Did you just make that up ot was it a guess?

Actually, around here, the Amiga and Atari scenes are not as
compartimented as elsewhere and everyone I know uses Linux 68k.

> Most Amiga owners still run AmigaOS in reality. OS3.5 has
> just been released don't you know...

So I heard, but nobody is using that anymore. See above.

> Isn't it somewhat ironic that you consider 500Mhz plus Intel
> CPU's as lame crap when you are probably still using an old,
> outdated and performance handicapped 680x0 on an Atari?
>
> Let's put things in perspective here.

Indeed, let's do that:

I am presently answering this mail using Pine on MiNT. The binary
size is just below 2MB and memory consumption too. On Linux PC,
make that 5 MB and 8 MB, respectively, for the same Pine version.

Basicaly, Intel technology is so bloated that a port of the same
package requires 3 to 4 times the amount of system resources and
a CPU a 100 times faster, to become usable.

So, is Motorola 680x0 technology really so outdated?
The numbers spoke; I rest my case.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4446. More games for sale!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-05 00:00:00 UTC
From: Mighty YO <yoyo@socket.net>
Message-ID: <s2675m9hpc48@corp.supernews.com>
Source record: 2660
Cross-posted to:
alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

I've add more games to my auction list, and will be adding more later today.
I have well over 100 games that I will be selling over the next few weeks.
You might want to add the page to your favorites. Check them out.

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo

4447. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-05 00:00:00 UTC
From: Bill Daras <bill_daras@cyberzone.net>
Message-ID: <382346bc@news.cyberzone.net>
Source record: 2661

"Clockmeister" <gerryvdb@tnet.com.au> wrote:

>
> What is your problem with Intel CPU's exactly?. Isn't it somewhat ironic
> that you consider 500Mhz plus Intel CPU's as lame crap when you are probably
> still using an old, outdated and performance handicapped 680x0 on an Atari

My problem is that they are basically hyper-overclocked 8086s. Maybe
they should try and do something that isn't a rehash of 20 year old
technology.

Bill Daras,

4448. Games for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-05 00:00:00 UTC
From: Mighty YO <yoyo@socket.net>
Message-ID: <s26jdtokhpc78@corp.supernews.com>
Source record: 2662
Cross-posted to:
alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

I've got well over 100 games that I'll be selling over the next coulpe of weeks. Some are rare, and some are not. You might want to add the page to your favorites cause I'll be adding games weekly. Check it out.

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo

4449. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <T6DU3.212$9a5.9447@nsw.nnrp.telstra.net>
Source record: 2663

Martin-Eric Racine wrote in message ...
On Thu, 4 Nov 1999, Clockmeister wrote:

> Amiga has been "making a comeback" for the last 10 years, to the
> point that User Friendly comics had something on the topic.
>
> Won't happen, at least not from AInc.

Which is precisely my point, and User Friendly's: Amiga's Big
Comeback is as likely as UFO invasions or Elvis' return.

No arguement here. Atari's position is no different.

> Anyhow, most users are now running Linux on their Amiga so, what
> remains of the Amiga fame, other than the hardware?
>
> Really?. Most?. Did you just make that up ot was it a guess?

Actually, around here, the Amiga and Atari scenes are not as
compartimented as elsewhere and everyone I know uses Linux 68k.

Around here, and judging by the newsgroups and the ever increasing amount of
software (on Aminet) for AmigaOS, the rest of the world still uses AmigaOS
primarily.

> Most Amiga owners still run AmigaOS in reality. OS3.5 has
> just been released don't you know...

So I heard, but nobody is using that anymore. See above.

Nobody where you live maybe... see my point above.

> Isn't it somewhat ironic that you consider 500Mhz plus Intel
> CPU's as lame crap when you are probably still using an old,
> outdated and performance handicapped 680x0 on an Atari?
>
> Let's put things in perspective here.

Indeed, let's do that:

I am presently answering this mail using Pine on MiNT. The binary
size is just below 2MB and memory consumption too. On Linux PC,
make that 5 MB and 8 MB, respectively, for the same Pine version.

Basicaly, Intel technology is so bloated that a port of the same
package requires 3 to 4 times the amount of system resources and
a CPU a 100 times faster, to become usable.

Yeah, right.

So, is Motorola 680x0 technology really so outdated?
The numbers spoke; I rest my case.

Based on Pine?. Some people place somewhat higher demands on their systems... try rendering something, or some multimedia applications. 68k don't cut it anymore.

I rest my case.

Regards,

Clockmeister.

4450. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <5bDU3.214$9a5.9241@nsw.nnrp.telstra.net>
Source record: 2664

jedi@dementia.mishnet wrote in message ...
>On Wed, 03 Nov 1999 16:14:10 GMT, Martin-Eric Racine
<q-funk@funkyware.atari.org> wrote:
>>Amiga has been "making a comeback" for the last 10 years, to the
>>point that User Friendly comics had something on the topic.
>>
>>Anyhow, most users are now running Linux on their Amiga so, what
>>remains of the Amiga fame, other than the hardware?
>>
>>I was initially amused when I heard the "big news" from Gateway,
>>but seeing as they are looking at the same lame Intel crap other
>>meatball PCs out there use (so what if it runs Linux on it?), no
>>one could ever consider call that an Amiga so, what's the point?
>
> The Amiga was interesting primarily because of what
> was outside of the CPU. One could still make an
> Amiga-esque intel box. Hell, the Amiga's themselves
> had ISA slots.

Yes, but the ISA slots where completely isolated from the Amiga and could only be accessed via a bridgeboard (PC card) and then only by the PC card itself.
A Goldengate card can access and utilize the ISA slots in a bigbox Amiga, but these weren't available until much later.

>
> Admittedly, such a venture would be too much work for
> any 'cheap over everything' PC vendor to undertake.
>

True.

Regards,

Clockmeister.

4451. 'Chunk's' Halloween costume!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <800ef8$t44$1@nnrp1.deja.com>
Source record: 2665

How fitting...
http://swartzfam.com/ben/ibook/

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4452. Re: 'Chunk's' Halloween costume!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0611990838150001@ts7-52t-9.idirect.com>
Source record: 2666

In article <800ef8$t44$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> How fitting...

yes, how fitting that TiFKAS would obviously spout his usual drivel
about his imaginary friend "Chunks" when he has absolutely nothing to say.

"Chunks" is just as imaginary as his claims that he's an "Apple Power
Rep". Ante up the evidence, COWARD....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4453. Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0611990852160001@ts7-52t-9.idirect.com>
Source record: 2667
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

if you haven't heard the news yet, then here it is...

http://www.msnbc.com/news/329416.asp

"WASHINGTON, Nov. 5 • The judge in the historic antitrust trial of software giant Microsoft Corp. ruled Friday that the software giant wields monopoly power in personal computer operating systems and issued a decision highly favorable to the government."

JUDGE THOMAS PENFIELD JACKSON said that •to the detriment of consumers ... Microsoft has done much more than develop innovative browsing software of commendable quality and offer it bundled with Windows at no additional charge.• As has has been shown, •Microsoft also engaged in a concerted series of actions designed to protect the applications barrier to entry, and hence its monopoly power from a variety of middle-ware threats including Netscape•s Web browser and Sun Microsystems implementation of Java,• the judge said."

Spin this, wintrolls.

--
All parts should go together without forcing. You must remember that the parts you are reassembling were disassembled by you. Therefore, if you can't get them together again, there must be a reason. By all means, do not use a hammer.
--IBM maintenance manual, 1925

ZnU <znu@znu.dhs.org> | <http://znu.dhs.org>

4454. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0611990857280001@ts7-52t-9.idirect.com>
Source record: 2668

an important followup to the original posting from Znu

ZnU wrote:
>
> http://www.msnbc.com/news/329416.asp
>
> "WASHINGTON, Nov. 5 • The judge in the historic antitrust trial of
> software giant Microsoft Corp. ruled Friday that the software giant wields
> monopoly power in personal computer operating systems and issued a
> decision highly favorable to the government."
>
> JUDGE THOMAS PENFIELD JACKSON said that 3to the detriment of consumers ...
> Microsoft has done much more than develop innovative browsing software of
> commendable quality and offer it bundled with Windows at no additional
> charge.2 As has has been shown, 3Microsoft also engaged in a concerted
> series of actions designed to protect the applications barrier to entry,
> and hence its monopoly power from a variety of middle-ware threats
> including Netscape1s Web browser and Sun Microsystems implementation of
> Java,2 the judge said."
>
> Spin this, wintrolls.
>

By reading the findingg of fact, I just realized that if it weren't for Netscape not taking MS's offer to split the browser market back in 1995, Mac users will not have been able to surf the net today! We owe a lot to Netscape. They died like men.

"Also extremely damaging to Microsoft, the judge sided with then Netscape CEO James Barksdale version of a meeting between Netscape and Microsoft executives in June of 1995. In that meeting Barksdale alleged that Microsoft offered to divide the browser market with Netscape in a way that Microsoft would provide its Internet Explorer Web browser for Windows PCs, relegating Netscape to the tiny market place of other computers like the Macintosh and Unix servers. •Had it convinced Netscape to accept its offer of a •special relationship,• Microsoft quickly would have gained such control over the extensions and standards that network-centric applications (including Web sites) employ, as to make it all but impossible for any future browser rival to lure appreciable developer interest away from Microsoft•s platform,• the judge stated."

4455. M$ Judge Declares Macintosh "Harmless"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0611990903210001@ts7-52t-9.idirect.com>
Source record: 2669

"The judge said that operating systems on other systems, like the Macintosh, hand-held devices like the Palm Pilot and network computers do not compete with Microsoft Windows, and are therefore not a threat to Microsoft's lock over the PC operating system."

4456. Fun references to Apple in the Findings of Fact

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0611990917120001@ts7-52t-9.idirect.com>
Source record: 2670

another message from Znu on the findings in fact on M$ - and about Apple.

Znu presents all the good and bad regarding Apple in the judge's ruling, unlike a certain clueless troll who, when not hallucinating about his imaginary friend "Chunks", pretends to be an "Apple Power Rep"...

In case you missed it, see http://usvms.gpo.gov/findfact.html and http://www.msnbc.com/news/329416.asp

In the interest of fairness, I'm going to present just about all the Apple references in the 207 page document, not just the ones that back up the Mac advocate view.

"In 1995, Microsoft introduced a software package called Windows 95, which announced itself as the first operating system for Intel-compatible PCs that exhibited the same sort of integrated features as the Mac OS running PCs manufactured by Apple Computer, Inc. ("Apple"). Windows 95 enjoyed unprecedented popularity with consumers, and in June 1998, Microsoft released its successor, Windows 98."

MS is copying Apple.

"The response to a price increase would be somewhat greater among consumers buying their first PC system, because they would not have already invested time and money in an Intel-compatible PC system and a set of compatible applications. Apple does not license the Mac OS separately from its PC hardware, however, and the package of hardware and software comprising an Apple PC system is priced substantially higher than the average price of an Intel-compatible PC system. Furthermore, consumer demand for Apple PC systems suffers on account of the relative dearth of applications written to run on the Mac OS. It is unlikely, then, that a firm controlling the licensing of all Intel-compatible PC operating systems would lose so many new PC users to Apple as the result of a substantial, enduring price increase as to make the action unprofitable. It is therefore proper to define a relevant market that excludes the Mac OS. In any event, as Section III of these findings demonstrates, including the Mac OS in the relevant market would not alter the Court's conclusion as to the level of Microsoft's market power."

The Mac doesn't compete with Windows.

"The inability of Apple to compete effectively with Windows provides another example of the applications barrier to entry in operation. Although Apple's Mac OS supports more than 12,000 applications, even an inventory of that magnitude is not sufficient to enable Apple to present a significant percentage of users with a viable substitute for Windows. The absence of a large installed base, in turn, reinforces the disparity

between the applications made available for the Mac OS and those made available for Windows, further inhibiting Apple's sales. The applications barrier thus prevents the Mac OS from hindering Microsoft's ability to control price, regardless of whether the Mac OS is regarded as being in the relevant market or not."

The applications barrier to entry is nearly impossible to overcome.

"In their discussions with Apple, Microsoft's representatives made it clear that, if Apple continued to market multimedia playback software for Windows 95 that presented a platform for content development, then Microsoft would enter the authoring business to ensure that those writing multimedia content for Windows 95 concentrated on Microsoft's APIs instead of Apple's. The Microsoft representatives further stated that, if Microsoft was compelled to develop and market authoring tools in competition with Apple, the technologies provided in those tools might very well be inconsistent with those provided by Apple's tools. Finally, the Microsoft executives warned, Microsoft would invest whatever resources were necessary to ensure that developers used its tools; its investment would not be constrained by the fact that authoring software generated only modest revenue.

....

Jobs reserved comment during the meeting with the Microsoft representatives, but he explicitly rejected Microsoft's proposal a few weeks later. Had Apple accepted Microsoft's proposal, Microsoft would have succeeded in limiting substantially the cross-platform development of multimedia content. In addition, Apple's future success in marketing authoring tools for Windows 95 would have become dependent on Microsoft's ongoing cooperation, for those tools would have relied on the DirectX technologies under Microsoft's control."

Here we see MS trying to kill QuickTime for Windows.

"Finally, it is significant that, while all vendors of PC operating systems undoubtedly share Microsoft's stated interest in maximizing consumer satisfaction, the prohibitions that Microsoft imposes on OEMs are considerably more restrictive than those imposed by other operating system vendors. For example, Apple allows its retailers to remove applications that Apple has pre-installed and to reconfigure the Mac OS desktop. For its part, IBM allows its OEM licensees to override the entire OS/2 desktop in favor of a customized shell or to set an application to start automatically the first time the PC is turned on. The reason is that these firms do not share Microsoft's interest in protecting the applications barrier to entry."

Wasn't there a question about whether Apple allowed this?

"Recognizing the importance of Mac Office to Apple's survival, Microsoft threatened to cancel the product unless Apple compromised on a number of outstanding issues between the companies. One of these issues was the extent to which Apple distributed and promoted Internet Explorer, as

opposed to Navigator, with the Mac OS."

MS essentially forced IE on Apple

Well, there are some rather interesting comments on Apple in this. Most notably, he judge seems to have divided that from MS's point of view, Apple is not a competitor.

I'd like to point out before some PC users cease on this to try to prove Apple is a monopoly that just because Apple isn't a competitor to MS does NOT mean that MS isn't a competitor to Apple. IOW, MS can double prices without worrying about many people a Mac, Apple can't double prices without worrying about many people getting a PC.

--
All parts should go together without forcing. You must remember that the parts you are reassembling were disassembled by you. Therefore, if you can't get them together again, there must be a reason. By all means, do not use a hammer.
--IBM maintenance manual, 1925

ZnU <znu@znu.dhs.org> | <http://znu.dhs.org>

4457. Apple pressured over Netscape - excerpt from fact finding

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0611990932580001@ts7-52t-9.idirect.com>
Source record: 2671

well well well, the truth will out - and the Reality-Distortion Field
is crumbling....

seems that ol' Bill Gates WAS ready to crush Apple like a bug if Steve
Jobs didn't capitulate on IE4 on the Mac! Just like he did with John
Sculley when Apple dared to try to market their own version of BASIC that
directly competed with M$. And Jobs thinks Sculley was a feeble-brained
wimp?

How does it feel, TiFKAS, now that it has been proven that Jobs didn't
have the cojones to immediately report Gates to the proper law
authorities, but instead immediately sold out Apple to Microsoft?

Excerpt from findings of fact regarding Microsoft's threats to cancel
Office in an attempt to get Apple to deemphasize Navigator. If you think
this is too long to read it all, just be sure you read the last paragraph.

6. Foreclosing Apple as a Distribution Channel for Navigator

341. In the summer of 1995, Microsoft had been willing to cede to
Netscape the development of browsing software for the Mac OS, provided
that Netscape would stop competing with the platform-level browsing
technologies that Microsoft was developing for its 32-bit Windows
products. The genesis of this offer had been Microsoft's belief that
Netscape could never become the leading platform for network-centric
software development if it did not distribute a middleware layer for the
soon-to-be dominant 32-bit Windows platform. But once Netscape confirmed
its determination to offer a middleware layer that would expose the same
set of APIs on Windows, the Mac OS, and other platforms, Microsoft
recognized that it needed to stifle the attention that developers would
be inclined to devote to those APIs, even when the they rested on top of
a non-Windows platform like the Mac OS. After all, if Navigator became
so popular on the Mac OS that developers made extensive use of the APIs
exposed by that version of Navigator, those developers would be disposed
to take advantage of identical APIs exposed by the version of Navigator
written for the dominant platform, Windows. Microsoft therefore set out
to convince developers that applications relying on APIs exposed by
Navigator would not reach as many Mac OS users as applications that
invoked platform technologies found exclusively in Windows. Therefore,
Microsoft set out to recruit Mac OS users to Internet Explorer, and to
minimize Navigator's usage share among Mac OS users.

342. Just as pre-installation and promotion by OEMs is one of the most
effective means of raising the usage share of browsing software among
users of Intel-compatible PC systems, pre-installation and promotion by
Apple is one of the most effective means of raising the usage share of

browsing software among the users of Apple PC systems. Recognizing this, Bill Gates consistently urged Microsoft executives to persuade Apple to pre-install the Mac OS version of Internet Explorer on its PC systems and to feature it more prominently than the Mac OS version of Navigator.

343. By the summer of 1996, Apple was already shipping Internet Explorer with the Mac OS, but it was pre-installing Navigator as the default browsing software. After a meeting with Apple in June 1996, Gates wrote to some of his top executives: "I have 2 key goals in investing in the Apple relationship - 1) Maintain our applications share on the platform and 2) See if we can get them to embrace Internet Explorer in some way." Later in the same message, Gates expressed his desire that Apple "agree to immediately ship IE on all their systems as the standard browser."

344. One point of leverage that Microsoft held over Apple was the fact that ninety percent of Mac OS users running a suite of office productivity applications had adopted Microsoft's Mac Office. In 1997, Apple's business was in steep decline, and many doubted that the company would survive much longer. Observing Apple's poor performance in the marketplace and its dismal prospects for the future, many ISVs questioned the wisdom of continuing to spend time and money developing applications for the Mac OS. Had Microsoft announced in the midst of this atmosphere that it was ceasing to develop new versions of Mac Office, a great number of ISVs, customers, developers, and investors would have interpreted the announcement as Apple's death notice.

345. Recognizing the importance of Mac Office to Apple's survival, Microsoft threatened to cancel the product unless Apple compromised on a number of outstanding issues between the companies. One of these issues was the extent to which Apple distributed and promoted Internet Explorer, as opposed to Navigator, with the Mac OS.

346. At the end of June 1997, the Microsoft executive in charge of Mac Office, Ben Waldman, sent a message to Gates and Microsoft's Chief Financial Officer, Greg Maffei. The message reflected Waldman's understanding that Microsoft was threatening to cancel Mac Office:

The pace of our discussions with Apple as well as their recent unsatisfactory response have certainly frustrated a lot of people at Microsoft. The threat to cancel Mac Office 97 is certainly the strongest bargaining point we have, as doing so will do a great deal of harm to Apple immediately. I also believe that Apple is taking this threat pretty seriously . . . . 347. Waldman was actually an advocate for releasing Mac Office 97 promptly, and he pressed for that outcome in his message to Gates and Maffei. Although they applauded Waldman's devotion to the product, Gates and Maffei made clear that the threat of canceling Mac Office was too valuable a source of leverage to give up before Microsoft had extracted acceptable concessions from Apple. Maffei wrote Waldman, "Ben - great mail, but [we] need a way to push these guys and this is the only one that seems to make them move." In his response to Waldman, Gates asked whether Microsoft could conceal from Apple in the coming month the fact that Microsoft was almost finished developing of

Mac Office 97.

348. In order to assure his superiors that he was pursuing corporate policy despite his personal convictions, Waldman reported to Maffei in his June 1997 message that he had recently told his counterpart at Apple that Maffei "would be recommending to Bill [Gates] that we cancel Mac Office 97." Waldman believed that his counterpart "got the message that we would, in fact, cancel." Waldman went on to write that when his counterpart had asked what specific problems Microsoft had with Apple's recent response to Microsoft's proposals, Waldman had replied by mentioning four issues, including "IE equal access." By that, Waldman meant Microsoft's demand that the Mac OS make Internet Explorer just as available to its users as it made Navigator. According to Waldman, the Apple employee had responded that Apple would not be able to change the Mac OS's default browser from Navigator until it released the next version of the operating system product in the summer of 1998.

349. A few days after the exchange with Waldman, Gates informed those Microsoft executives most closely involved in the negotiations with Apple that the discussions "have not been going well at all." One of the several reasons for this, Gates wrote, was that "Apple let us down on the browser by making Netscape the standard install." Gates then reported that he had already called Apple's CEO (who at the time was Gil Amelio) to ask "how we should announce the cancellation of Mac Office . . . ."

350. Within a month of Gates' call to Amelio, Steve Jobs was once again Apple's CEO, and the two companies had settled all outstanding issues between them in three agreements, all of which were signed on August 7, 1997. Under the agreement titled "Technology Agreement," which remains in force today, Microsoft's primary obligation is to continue releasing up-to-date versions of Mac Office for at least five years. Among the obligations that the Technology Agreement places on Apple are several relating to browsing software.

351. First, Apple has agreed, for as long as Microsoft remains in compliance with its obligation to support Mac Office, to "bundle the most current version of Microsoft's Internet Explorer for Macintosh . . . with all system software releases for Macintosh Computers (`MacOS') sold by Apple." The Technology Agreement also provides: "While Apple may bundle browsers other than Internet Explorer with such Mac OS system software releases, Apple will make Internet Explorer for Macintosh the default selection in the choice of all included internet browsers (i.e., when the user invokes the "Browse the Internet" or equivalent icon, the Mac OS will launch Internet Explorer for Macintosh)." In fulfillment of this requirement, Apple did not include Navigator in the default installation of the Mac OS 8.5 upgrade product. In other words, Navigator is not installed on the computer hard drive during the default installation, which is the type of installation most users elect to employ. Therefore, most users who upgraded their Macintosh systems to Mac OS 8.5 were unable to access Navigator without doing a customized

installation. Having already installed an altogether adequate browser (Internet Explorer) when the Mac OS 8.5 upgrade completed its default installation process, however, most users are unlikely to trouble to install Navigator as well.

352. The Technology Agreement further provides that "[a]ny other internet browsers bundled in the Mac OS system software sold by Apple shall be placed in folders in the software as released." In other words, Apple may not position icons for non-Microsoft browsing software on the desktop of new Macintosh PC systems or Mac OS upgrades. Moreover, the agreement states that "Apple will not be proactive or initiate actions to encourage users to swap out Internet Explorer for Macintosh." Both Apple and Microsoft read this term to prohibit Apple from promoting non-Microsoft browsing software. The agreement even states that Apple will "encourage its employees to use Microsoft Internet Explorer for Macintosh for all Apple-sponsored events and will not promote another browser to its employees." Pursuant to this provision, Apple's management has instructed the firm's employees to not use Navigator in demonstrations at trade shows and other public events. Also with regard to the promotion of browser technology, the agreement requires Apple to display the Internet Explorer logo on "all Apple-controlled web pages where any browser logo is displayed." Finally, the agreement grants Microsoft the right of first refusal to supply the default browsing software for any new operating system product that Apple develops during the term of the agreement.

353. At the same time that it entered the Technology Agreement, Microsoft concluded a "Preferred Stock Purchase Agreement" and a "Patent Cross License Agreement" with Apple. These latter two agreements place obligations on Microsoft that are unrelated to Mac Office, and they bind Apple in areas other than browsing software. The fact that Microsoft and Apple entered two other agreements at the same time that they entered the Technology Agreement does not change the fact that Microsoft's commitment to continue developing Mac Office was at least partial consideration for Apple's commitment to distribute and promote Internet Explorer more favorably than Navigator. Indeed, the language of the agreements themselves demonstrates that Microsoft and Apple saw the Mac Office and Internet Explorer obligations as more closely linked to each other than to any other obligations the parties simultaneously undertook: Whereas the provision in the Technology Agreement setting forth Apple's obligations relating to browsing software explicitly states that those obligations will last as long as Microsoft complies with its obligation to continue supporting Mac Office, the provisions in the other two agreements describing the patent cross-license and Microsoft's purchase of Apple stock mention neither browsing software nor Mac Office.

354. That the Mac Office and browsing software obligations are tied to each other is highlighted by the fact that the Microsoft executives who negotiated the agreement believe that Microsoft's remedy, were Apple to fail to meet its obligations with respect to browsing software, would be

to discontinue Mac Office. When, in February 1998, a Microsoft employee proposed giving Apple an HTML control in exchange for Apple's agreement to use Internet Explorer as its standard browser internally, Waldman informed the employee that Apple was already obligated to use Internet Explorer as its standard browser internally and that Microsoft would revive the threat to discontinue Mac Office if Apple failed to comply with its obligation. In Waldman's words:

Sounds like we give them the HTML control for nothing except making IE the "standard browser for Apple?" I think they should be doing this anyway. Though the language of the agreement uses the word "encourage," I think that the spirit is that Apple should be using it everywhere and if they don't do it, then we can use Office as a club.

For at least a year after the Technology Agreement went into effect, Waldman and other Microsoft employees continued to use the threat of reduced commitment to Mac Office in holding Apple to its commitments to support Internet Explorer.

355. Apple increased its distribution and promotion of Internet Explorer not because of a conviction that the quality of Microsoft's product was superior to Navigator's, or that consumer demand for it was greater, but rather because of the in terrorem effect of the prospect of the loss of Mac Office. To be blunt, Microsoft threatened to refuse to sell a profitable product to Apple, a product in whose development Microsoft had invested substantial resources, and which was virtually ready for shipment. Not only would this ploy have wasted sunk costs and sacrificed substantial profit, it also would have damaged Microsoft's goodwill among Apple's customers, whom Microsoft had led to expect a new version of Mac Office. The predominant reason Microsoft was prepared to make this sacrifice, and the sole reason that it required Apple to make Internet Explorer its default browser and restricted Apple's freedom to feature and promote non-Microsoft browsing software, was to protect the applications barrier to entry. More specifically, the requirements and restrictions relating to browsing software were intended to raise Internet Explorer's usage share, to lower Navigator's share, and more broadly to demonstrate to important observers (including consumer, developers, industry participants, and investors) that Navigator's success had crested. Had Microsoft's only interest in developing the Mac OS version of Internet Explorer been to enable organizational customers using multiple PC operating-system products to standardize on one user interface for Web browsing, Microsoft would not have extracted from Apple the commitment to make Internet Explorer the default browser or imposed restrictions on its use and promotion of Navigator.

356. Microsoft understands that PC users tend to use the browsing software that comes pre-installed on their machines, particularly when conspicuous means of easy access appear on the PC desktop. By guaranteeing that Internet Explorer is the default browsing software on the Mac OS, by relegating Navigator to less favorable placement, by requiring Navigator's exclusion from the default installation for the

Mac OS 8.5 upgrade, and by otherwise limiting Apple's promotion of Navigator, Microsoft has ensured that most users of the Mac OS will use Internet Explorer and not Navigator. Although the number of Mac OS users is very small compared to the Windows installed base, the Mac OS is nevertheless the most important consumer-oriented operating system product next to Windows. Navigator needed high usage share among Mac OS users if it was ever to enable the development of a substantial body of cross-platform software not dependent on Windows. By extracting from Apple terms that significantly diminished the usage of Navigator on the Mac OS, Microsoft severely sabotaged Navigator's potential to weaken the applications barrier to entry.

--
Eric Bennett (http://www.pobox.com/~ericb/)
Cornell University / Chemistry & Chemical Biology

Drawing on my fine command of the language, I said nothing.
-Robert Benchley

4458. Am I in the atari newsgroup or windows newsgroup?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: Kelly Robinson <ispy@groovyshow.com>
Message-ID: <801vo8$12si@enews4.newsguy.com>
Source record: 2672

Can't tell anymore. Atari is never mentioned and there's a lot of drivel
about microsoft.

--
And remember: Max is a Mighty Dog (tm) from Friskies.
***

Please do me the honor and visit:

http://www.geocities.com/~timanov/ispy/index.html

4459. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Mw1V3.482$dF2.365@198.235.216.4>
Source record: 2673

On 1 Nov 1999 19:27:17 G, nharlow@cix.compulink.co.uk wrote:

>
>BTW I hope the event is a sucess, I have really good memories of my visit
>to Toronto a few years ago.... even if you still can't brew Beer.

Good day eh, Like what are you talkin about eh? Can't brew beer? Perhaps you didn't have any backbacon to go with it? Really we can brew beer. The thing is that we like our beer cold. Perhaps you like your beer warm because all your fridges were made by LUCAS, the PRINCE OF DARKNESS. LUCAS the inventor of the Electrical Short:-).

Just having off topic fun. But really it is the United States that has a difficult time brewing beer. They soon resorted to putting water in a can and telling their consumers it is beer.

Later Brian.

>
>
>Nick
>16/32 Systems
>.

4460. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-06 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <_w1V3.483$dF2.365@198.235.216.4>
Source record: 2674

On 4 Nov 1999 01:54:05 G, Martin-Eric Racine wrote:

>
>> Isn't it somewhat ironic that you consider 500Mhz plus Intel
>> CPU's as lame crap when you are probably still using an old,
>> outdated and performance handicapped 680x0 on an Atari?
>>
>> Let's put things in perspective here.
>
>Indeed, let's do that:
>
>I am presently answering this mail using Pine on MiNT. The binary
>size is just below 2MB and memory consumption too. On Linux PC,
>make that 5 MB and 8 MB, respectively, for the same Pine version.
>
>Basicaly, Intel technology is so bloated that a port of the same
>package requires 3 to 4 times the amount of system resources and
>a CPU a 100 times faster, to become usable.
>
>So, is Motorola 680x0 technology really so outdated?
>The numbers spoke; I rest my case.

These discussion of bloated software vs technology isn't so clear cut. I think you have rested your case to soon, and therefore shall not be allowed a rebuttle:-).

My ST let alone my TT and Falcon can outperform a PC in certain respects. The argument would be similar to yours. An Amiga could make a similar Claim.

But this has little to do with current technology. Object rendering is something that requires horsepower, and you can never have to much.

While I haven't seen it myself, apparently the speed of Atari software on PC emulators and on Magic Mac is Very Fast.

The ST and Falcons are like sportscars to me. Great handling poor horsepower. And in a race handling is always superior to horsepower. But one always respects power.

I would love to have a 500mhz ST:-). But I am very comfortable with my ST or my falcon for internet activity and when using NEWsie there is little difference. Probably would be similar if I were using Pine.

The 68000 Technology is not necessarily outdated as it performs adequately. But that doesn't mean that if more power were offered, Atari Users wouldn't grasp at the opportunity.

As for me a Graphic Card and Ethernet adapter for my TT would suffice:-).

Later Brian.
>
>--
>----------
>Martin-Eric Racine The Atari Stacy and TT030 Homepage
>Lappeenranta, Finland http://members.tripod.com/~TT030/
>----------
> "When the time comes, I will know and I shall be." Q-Funk
>
>.

4461. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-07 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <802kf3$ak7$1@cubacola.tninet.se>
Source record: 2675

On 6 Nov 1999 21:59:08 G, Brian Van TIlborg wrote:
>
>
>Good day eh, Like what are you talkin about eh? Can't brew beer? Perhaps
>you didn't have any backbacon to go with it? Really we can brew beer. The
>thing is that we like our beer cold. Perhaps you like your beer warm
>because all your fridges were made by LUCAS, the PRINCE OF DARKNESS.
>LUCAS the inventor of the Electrical Short:-).
>
>Just having off topic fun. But really it is the United States that has a
>difficult time brewing beer. They soon resorted to putting water in a can
>and telling their consumers it is beer.
>
>Later Brian.
>
>.
Hi Brian

Since we used to have a lot of Ford cars made in England here in Sweden,
fitted with Lucas generators, we have a saying that goes something like
this. "The man who invented darkness, Lucas".

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4462. Re: 'Chunk's' Halloween costume!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3824EAD4.18BC666A@ihug.co.nz>
Source record: 2676

Hi there,

"Daniel L. Dreibelbis" wrote:
>
> In article <800ef8$t44$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:
>
> > How fitting...
>
> yes, how fitting that TiFKAS would obviously spout his usual drivel
> about his imaginary friend "Chunks" when he has absolutely nothing to say.
>
> "Chunks" is just as imaginary as his claims that he's an "Apple Power
> Rep". Ante up the evidence, COWARD....

Intensive psychometric analysis of sinplops drivel has led me to conclude
that yes he is an apple power rep...stacking them at Joes fruit emporium!!

4463. Re: Am I in the atari newsgroup or windows newsgroup?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3824EEDE.6CDA3937@ihug.co.nz>
Source record: 2677

Hi there,

Kelly Robinson wrote:
>
> Can't tell anymore. Atari is never mentioned and there's a lot of drivel
> about microsoft.

Yes this is an Atari newsgroup, but you will see a LOT of drivel
about Micro$loth and Apple. Usually this is because few people
have enough 'dirt' to really get stuck into the Atari platform.

It is after all an advocacy newsgroup, which apparently gives PC
and Mac users free reign to try and stick it Atari issues. It also
gives Atari users free reign to forward rebuttal on said issues, and
give a bit in return over Mac/PC issues... ;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4464. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0711991006030001@ts7-68t-38.idirect.com>
Source record: 2678

In article <_w1V3.483$dF2.365@198.235.216.4>, madmax@bfree.on.ca (Brian Van TIlborg) wrote:

>
> These discussion of bloated software vs technology isn't so clear cut. I
> think you have rested your case to soon, and therefore shall not be allowed
> a rebuttle:-).
>
> My ST let alone my TT and Falcon can outperform a PC in certain respects.
> The argument would be similar to yours. An Amiga could make a similar
> Claim.

seeing as I know many Atarians making good use of their STs day-to-day, and having witnessed how Amigans are just as productive, you are correct in that accessment.

>
> But this has little to do with current technology. Object rendering is
> something that requires horsepower, and you can never have to much.
>
> While I haven't seen it myself, apparently the speed of Atari software on
> PC emulators and on Magic Mac is Very Fast.

I can vouch for it - I went to Joe Connor's house on one of my UK visits and he showed me his Powerbook/Duo Dock setup running under MagiCMac - really stable and quite fast (he was using it to produce Atari Computing literally in-house at that point). DA's Layout and Papyrus literally screamed.

>
> The ST and Falcons are like sportscars to me. Great handling poor
> horsepower. And in a race handling is always superior to horsepower. But
> one always respects power.
>
> I would love to have a 500mhz ST:-). But I am very comfortable with my ST
> or my falcon for internet activity and when using NEWsie there is little
> difference. Probably would be similar if I were using Pine.

that's the thing regarding the ST - many people said that STs were too old, slow and archaic to properly access the Internet. And then Alexander Clauss, Dan Ackerman and the other guy went and came up with STiK, CAB and the CAB.OVL.

That's the great thing about Atari, be told that Atarians can't do it, and then do it and ask them if they want their crow boiled or fried :)

>
> The 68000 Technology is not necessarily outdated as it performs adequately.

I thought it was interesting to find out that the Palm Pilot actually
uses a 68000 processor at its core - amazing what "yester-decade
technology" can still do...

> But that doesn't mean that if more power were offered, Atari Users wouldn't
> grasp at the opportunity.

you'd bet I would! :)
>
> As for me a Graphic Card and Ethernet adapter for my TT would suffice:-).

I'm currently looking at possibly going for a used PowerComputing
machine as my main computer, that and MagiCMac look out! But I'm still
keeping the Falcon for MIDI and as a backup for my Internet use should the
Mac go down.

Of course, things could change - if I go on another UK trip next year,
I'll check into System Solutions and get me one of those new Milans in kit
form if I'm sufficiently impressed :)

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4465. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-07 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911072110240.101-100000@rakastaja>
Source record: 2679

On Sun, 7 Nov 1999, Daniel L. Dreibelbis wrote:

> > But that doesn't mean that if more power were offered,
> > Atari Users wouldn't grasp at the opportunity.
>
> you'd bet I would! :)

Would? How many years has the Hades been available? The Milan?
Those souped up STs already exist, so why aren't you buying?

> I'll check into System Solutions and get me one of those new
> Milans in kit form if I'm sufficiently impressed :)

You could already do it, based on other people's reports....

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4466. What Jihads are capable of!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-07 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <804p8jmft1@nnrp1.deja.com>
Source record: 2680

The flaming beige classic...What a dumbass. That model could of fetch
quite a penny on ebay...

http://www.members.home.net/marshallj/mac.htm

just sinclap...

Sent via Deja.com http://www.deja.com/
Before you buy.

4467. Re: What Jihads are capable of!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-07 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3825F8C3.88508F2@earthlink.net>
Source record: 2681

TIFKAS, are you are a childish moron who only gets satisfaction from making light of the choices of others? Are you as small of a person as you appear to be?!?

Pretty much ANYONE with any need to "evangelize" a computer platform of ANY kind is silly in my view. It's just a tool.. it's not something important, like a spiritual awakening, a sunset, the birth of a child, creating a work of art, etc.

Your petty, childish, immature "evangelism" cannot make up for what may or may not be missing in your life, so stop trying.. stop using your choice of computer platform as your security blanket and frame of reference.

People see right through your apparent attempt to feel superior by denigrating the choices of others... grow up, buddy. It's time to move on

now.

-Mark

sinclap wrote:

> The flaming beige classic...What a dumbass. That model could of fetch
> quite a penny on ebay...
>
> http://www.members.home.net/marshallj/mac.htm
>
> just sinclap...
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4468. What TiFKAS should be ashamed of! was What Jihads are capable of!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0711991802520001@ts7-57t-45.idirect.com>
Source record: 2682

In article <804p8jmft1@nnrp1.deja.com>, The iDiot Forever Known As
Sinclap <sinclap@my-deja.com> wrote:

> The flaming beige classic...What a dumbass. That model could of fetch
> quite a penny on ebay...

you know, I agree with that. Actually, I would've donated that Mac
Colour Classic to a school had I gotten my hands on it.

Of course, TiFKAS takes this tragedy and tries to tar Atari users -
who he likens to murderous extremists - with the same brush. I'm sure that
if it were an Atari Transputer that was given the torch and drill
treatment those cretins (who, BTW, gave no idea what platform they support
- Wintroll, anyone?) applied to the Classic, he'd be drooling and shouting
out with glee "gee, one more useless Atari computer gone"....

>
> http://www.members.home.net/marshallj/mac.htm
>
> just sinclap...

just the same old poseur who pretends to be an "Apple Power Rep" who
drinks from Jobs' tub of Kool-Aid.....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4469. 16/32 System Catalogue Update

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <807egdgao1@plutonium.compulink.co.uk>
Source record: 2551

OK, the basic web pages are now up, only two pages but it will be growing v.soon and hopefully v.fast.

The link is http://www.1632systems.co.uk from here you can link to Sales catalogue which should now be functional if a little sparse (graphically wise)

My thanks to those of you who have commented on catalogue and taking comments on board.
1) Hopefully postal rates are now sorted..
2) more graphics will be added with longer description, this will be over next two weeks.
3) On the web site, we will be archiving help files (cheats) for Falcon , Lynx and Atari games. These files will be available for download.

We do have other projects in mind so please let me know what you want to see.

Nick Harlow
16/32 Systems

4470. Re: What TiFKAS should be ashamed of! was What Jihads are capable of!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805ju5$8do$1@nnrp1.deja.com>
Source record: 2683

In article <dreibel-0711991802520001@ts7-57t-45.idirect.com>,

>
> > The flaming beige classic...What a dumbass. That model could of fetch
> > quite a penny on ebay...
>
> you know, I agree with that. Actually, I would've donated that Mac
> Colour Classic to a school had I gotten my hands on it.
>
> Of course, TiFKAS takes this tragedy and tries to tar Atari users -
> who he likens to murderous extremists - with the same brush. I'm sure that
> if it were an Atari Transputer that was given the torch and drill
> treatment those cretins (who, BTW, gave no idea what platform they support
> - Wintroll, anyone?) applied to the Classic, he'd be drooling and shouting
> out with glee "gee, one more useless Atari computer gone"....

Knock knock who's there? Were did I state that the person in question is
a murderous Atari cretin? Such wild imagination. If I had the
Transputer, would be on the block at ebay. Would use the proceeds to buy
more AOL stock..

> >
> > http://www.members.home.net/marshallj/mac.htm
> >
> > just sinclap...
>
> just the same old poseur who pretends to be an "Apple Power Rep" who
> drinks from Jobs' tub of Kool-Aid.....

Jealous eh? That I make more than you ever will in your liftetime due to
you naive ambitions...

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.
> Vice-President, Toronto Atari Federation. And Proud Of It!

Been Veep to long. Need to be more ambitious in this dog eat dog
corporate world..

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4471. Re: M$ Judge Declares Macintosh "Harmless"

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805kfk$8oh$1@nnrp1.deja.com>
Source record: 2684

In article <dreibel-0611990903210001@ts7-52t-9.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> "The judge said that operating systems on other systems, like the Macintosh,
> hand-held devices like the Palm Pilot and network computers do not compete with
> Microsoft Windows, and are therefore not a threat to Microsoft's lock over
> the PC operating system."

The Palm OS has 80% marketshare in the handheld market. Even some of the WinCE makers are giving up.

Lets see...APPL stock is at $88 from Friday's session with a $4 gain. Plus AAPL $12 million investment that translates into a 5% holding in Akamai is worth $600 million! Andrew Neff has upgraded AAPL stock target price for the umteenth time this year...

I feel for that women wo was on the cover on Money magazine some months ago for being conned by her (ex?)boyfriend for blowing 30 grand into Atari and cashing out at below $1000. Only a Jim Jones Jihad could of done that..

just sinclap...

Sent via Deja.com http://www.deja.com/
Before you buy.

4472. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805kp4$924$1@nnrp1.deja.com>
Source record: 2685

In article <slrn81rhgl.9r.jedi@localhost.localdomain>,
jedi@dementia.mishnet () wrote:
>
> Nah, I'm a Linux user. I might eventually get around to buying
> a PPC system capable of running MacOS instead of running Linux
> on my Kludge Klone, however I am still technically a 'PC user'.
>
> The biggest dissuasion there (me buying a Mac) is the lack of
> suitably optimized compilers and the crap vidcards Apple insists
> on shipping with it's machines (ATI).

ATI Rage 128/2xAGP is crap?

> [deletia]
>
> The effective Apple argument has always been convenience
> and performance. Price has never been an Apple strong point.
> Price is an issue best AVOIDED by a MacVocate.

The price point is a figment of your imagination...Macs are cheap today
in price....You should be worrying about the Milan price..

> --
> I guess it's just that there's such lack of uniformity of opinion in
> the linux advocacy camp, which again impacts negatively on their
> credibility as a group. [Hobbyist,DOS Pusher - c.o.l.a 29-OCT-99]
>
> Bill, you trivialized one customer too many: Linus. |||
> / | \
>
> For sane PPP Docs, try http://penguin.lvcm.com
>

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4473. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805l8o$9df$1@nnrp1.deja.com>
Source record: 2686

In article <dreibel-07119910060300001@ts7-68t-38.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> In article <_w1V3.483$dF2.365@198.235.216.4>, madmax@bfree.on.ca (Brian
>
> I can vouch for it - I went to Joe Connor's house on one of my UK
> visits and he showed me his Powerbook/Duo Dock setup running under
> MagiCMac - really stable and quite fast (he was using it to produce Atari
> Computing literally in-house at that point). DA's Layout and Papyrus
> literally screamed.

It's like Beavis and Buthead doing the UK...

>
> that's the thing regarding the ST - many people said that STs were too
> old, slow and archaic to properly access the Internet. And then Alexander
> Clauss, Dan Ackerman and the other guy went and came up with STiK, CAB and
> the CAB.OVL.

So why are you using a Mac for internet access than?

> That's the great thing about Atari, be told that Atarians can't do it,
> and then do it and ask them if they want their crow boiled or fried :)

When there is no other choice comming down on the horizon, you have to
make do. Will they be able to get video streaming to work?

> >
> > The 68000 Technology is not necessarily outdated as it performs adequately.
>
> I thought it was interesting to find out that the Palm Pilot actually
> uses a 68000 processor at its core - amazing what "yester-decade
> technology" can still do...

Yep..But a secondary one..

> > But that doesn't mean that if more power were offered, Atari Users wouldn't
> > grasp at the opportunity.
>
> you'd bet I would! :)

Fat 'chunky' chance!

> > As for me a Graphic Card and Ethernet adapter for my TT would suffice:-).
>
> I'm currently looking at possibly going for a used PowerComputing
> machine as my main computer, that and MagiCMac look out! But I'm still
> keeping the Falcon for MIDI and as a backup for my Internet use should the

> Mac go down.

Why not a used G3 beige box?

> Of course, things could change - if I go on another UK trip next year,
> I'll check into System Solutions and get me one of those new Milans in kit
> form if I'm sufficiently impressed :)

Start saving those CA pennies...

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.
> Vice-President, Toronto Atari Federation. And Proud Of It!

You need ambition! If your going to go anywere in life...-)

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4474. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805li9$9g2$1@nnrp1.deja.com>
Source record: 2687

In article <Pine.MNT.4.10.9911072110240.101-100000@rakastaja>,
Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
> On Sun, 7 Nov 1999, Daniel L. Dreibelbis wrote:
>
> > > But that doesn't mean that if more power were offered,
> > > Atari Users wouldn't grasp at the opportunity.
> >
> > you'd bet I would! :)
>
> Would? How many years has the Hades been available? The Milan?
> Those souped up STs already exist, so why aren't you buying?

Good question! Hey..Chunk's could be the 51st buyer for that month...

> > I'll check into System Solutions and get me one of those new
> > Milans in kit form if I'm sufficiently impressed :)
>
> You could already do it, based on other people's reports....

I suspect 'Chunks' is still suspicious of the Milan.. I mean being one of
the tens to buy one with near zero developer support...Thats why he uses
a Mac more everyday and intentionally hyped his legacy TOS boxes up..

> --
> ---
> Martin-Éric Racine The Atari Stacy and TT030 Homepage
> Lappeenranta, Finland http://members.tripod.com/~TT030/
> ---
> "When the time comes, I will know and I shall be." Q-Funk

just sinclap...

AAPL at $88
AOL at $145
-maybe I should do this full time...

Sent via Deja.com http://www.deja.com/
Before you buy.

4475. Re: 'Chunk's' Halloween costume!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805lpq$9pg$1@nnrp1.deja.com>
Source record: 2688

In article <dreibel-0611990838150001@ts7-52t-9.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> In article <800ef8$t44$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:
>
> > How fitting...
>
> yes, how fitting that TiFKAS would obviously spout his usual drivel
> about his imaginary friend "Chunks" when he has absolutely nothing to say.

Hit a chubby flab here? My my my...If 'Chunks' is imaginary why are you
sticking up for 'Chunks'?

> "Chunks" is just as imaginary as his claims that he's an "Apple Power
> Rep". Ante up the evidence, COWARD....

I left you the clues...I can't help that you are pulling a Quale and W.
Bush!

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.
> Vice-President, Toronto Atari Federation. And Proud Of It!

Tis tis tis tisk...

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4476. Re: 'Chunk's' Halloween costume!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805ltv$9qm$1@nnrp1.deja.com>
Source record: 2689

In article <3824EAD4.18BC666A@ihug.co.nz>,
J, WILKINSON wrote:
> Hi there,
>
> "Daniel L. Dreibelbis" wrote:
> >
> > In article <800ef8$t44$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:
> >
> > > How fitting...
> >
> > yes, how fitting that TiFKAS would obviously spout his usual drivel
> > about his imaginary friend "Chunks" when he has absolutely nothing to say.
> >
> > "Chunks" is just as imaginary as his claims that he's an "Apple Power
> > Rep". Ante up the evidence, COWARD....
>
> Intensive psychometric analysis of sinplops drivel has led me to conclude
> that yes he is an apple power rep...stacking them at Joes fruit emporium!!
>

At least they have more apple's stacked in the fruit emporioum than in
the retail stores..

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4477. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805mbo$a6m$1@nnrp1.deja.com>
Source record: 2690

In article <slrn81rh8c.9r.jedi@localhost.localdomain>,
jedi@dementia.mishnet () wrote:
> On Sat, 30 Oct 1999 05:21:31 GMT, sinclap <sinclap@my-deja.com> wrote:
> >In article <dreibel-2910992138140001@ts7-66t-4.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> >sinclap here...
> >
> >> > >I'm a Mac user and resent having sinclap tagged as a representative of me
> >> > >or my platform. Don't denegrate the Mac platform because of one obnoxious
> >> > >rogue. Can we get back on the Atari topic now?
> >
> >I see...You are tame towards the Atari Jihads but not the PC
> >users...Right?
>
> Respect tends to beget respect.
>
> >
> >> > Anyone willing to build a USB host adapter for the ACSI port?
> >Why?
> >
> >> >
> >>
> >> you know, if anyone could do it, it'd be Mario Becroft. Of course, he's
> >> busy right now with the new SCSI/Ethernet adapter for the ASCI port - can
> >> you say cable modem and network for cheap? :) Try that with a same-year
> >> vintage Mac.
> >
> >Who cares!!! Old Mac users can upgrade to a modern class of Mac models
> >starting with the new $999 iMac/350 which includes 10/100 base-t, 128 ATI
> >Rage/AGP with 8 MG Vram, 64 Megs, 6 G, 56k and 14 software titles...Also
>
> That's about $500 worth of PC, mebbe less. It really doesn't
> do your position any good to brag about how overpriced a
> Mac with skanky PC hardware is.
>
> [deletia]
>
> You can't demonstrate what this years version of msoffice
> can do over last years version of clarisworks & the mac is
> a second class 'entertainment' software platform.
>
> Better advice would be for him to pick up a $200 dreamcast
> and mebbe a copy of SoulCaliber... '-ppp

>
> --
> I guess it's just that there's such lack of uniformity of opinion in
> the linux advocacy camp, which again impacts negatively on their
> credibility as a group. [Hobbyist,DOS Pusher - c.o.l.a 29-OCT-99]

Hey Jedi or is it Luke?..When you were replying...were you foaming out of
the mouth?

> Bill, you trivialized one customer too many: Linus. |||
> / | \
>
> For sane PPP Docs, try http://penguin.lvcm.com
>

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4478. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805mgm$a7d$1@nnrp1.deja.com>
Source record: 2691

In article <381B4EDF.B818F59C@calcna.ab.ca>,
VE6HY <besmith@calcna.ab.ca> wrote:
> Martin-Eric Racine wrote:
>
> > So? A brand-new Milan is cheaper than a second-hand Falcon,
> > these days. Same process here. Really nothing to be bragging
> > about, sinclap. Every platform has its food chain.
>
> The Milan is still 'NATO' in Canader !

Which means vapor..

> NATO ?
>
> No Action, Talk Only !!

It worked..

> The Canadian Curmudgeon (in sunny, dry, Calgary)
>

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4479. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805n52alp1@nnrp1.deja.com>
Source record: 2692

In article <dreibel-0111990109110001@on-tor-blr-a58-01-1170.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> In article <7vit3i$4rg$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:
>
> > In article <zHGS3.38176$jF3.263345@quark.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > >
> > > > >Have you seen there balance sheet? That should give you the clue..
> > > >
> > > > which of course shows red ink. Seems TiFKAS needs the clue....he
> can't even
> > > > spell "their" ....
> > >
> > > Did you see the cash balance? Looks like you have pudding on the
> > > pimple...achne covered face...Comp has reingineered their retail product
> > > mix..ala more like Best Buy..
>
> seeing as this is coming from the unbelievable, lying-sack-of-rat hair
> known as TiFKAS, we really can't believe you.

Come...look for yourself. Get on 35S and will give you a tour of CUSA..

> And once again basing insults on appearance of people you haven't met
> face-to-face? My my, TiFKAS, what a bitter petty person you are - did you
> also beat up on crippled kids when you were little?

No...That would be too easy...-)

> BTW, it's spelled "acne" and "re-engineered". Proof positive that no
> one would ever hire such an utter idiot as you at Apple other than as a
> janitor...

Hey W.Bush can't name four world leaders...I am not doing too bad...-)

> > > and speaking of which - just installed the filters in Eudora and
> POPwatch -
> > > TiFKAS' attempts to send me flaming e-mail - as he usually does when
> someone
> > > has been getting under his skin - have been thwarted once again. BTW,
> > > pinhead - get around those and I'll have you arrested for harassment....
> > >
> > > What harassment? Or are you hiding behind the feminist line when push
> > > comes to shove?
>
> once again, your utter hatred of feminists is coming to the fore,

> TiFKAS. Did a feminist bitch-slap you when you said something amazingly
> sexist?

Depends which feminist sect...

> You were warned TWICE not to send me e-mail, pinhead. And I know you've
> taken part in this behaviour of intimidation several times with those you
> disagreed with, to the point that you were kicked off Hotmail in one
> incident.

Never had a hotmail account? CC'ing a post is harrassment? Losing an
argument, you take the radical feminist way out..Have had PCorrectness
clash experience. Gosh folks are too babyish today..

> Like I said, I don't threaten - I make promises which I intend to keep.

Such as...?

> > just sinclap
>
> just another loser who's too chicken to reveal who employs him as an
> "apple Power Rep"....

Your to stupid to look at the clues. It's obvious..

> --

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4480. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805nlf$b0f$1@nnrp1.deja.com>
Source record: 2693

In article <dreibel-0111990056480001@on-tor-blr-a58-01-1170.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> In article <7visme$4g3$1@nnrp1.deja.com>, The iDiot Forever Known As
> Sinclap <sinclap@my-deja.com> wrote:
>
> > >
> > > NO STOLEN ITEMS OR PIRATED SOFTWARE ALLOWED! VIOLATORS WILL BE
> PROSECUTED
> > > TO THE FULL EXTENT OF THE LAW.
> >
> > By whom? You and who's army..I don't think the thieves are afraid of
> > you.. If your going to threaten, use some backbone here..
>
> no, but I think that they would be afraid of the RCMP. And the Toronto
> City Police. And the Ontario Provincial Police. All of whom have the best
> interests of the public in mind to any cretins who think they can fence
> stolen or pirated property at our events. And the fact that they could go
> to jail for a very very long time and face stiff fines (software piracy IS
> a federal offence here, punishable by a ten year jail sentence and fines
> of up to $1M)

For ST software? Get real! Any being developed today? What happens
when demand exceeds the supply of the discontinued copies?

> And besides, I don't threaten. I warn. And I make promises that I keep .:)
>
> and look who's calling me "spineless" - the little jellyfish who has no
> backbone or fortitude to back up his boastings with fact.

I could not have said it better like you about 'Chunks'..

> >
> > just sinclap
>

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4481. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805nt0$b32$1@nnrp1.deja.com>
Source record: 2694

In article <Mw1V3.482$dF2.365@198.235.216.4>,
madmax@bfree.on.ca (Brian Van TIlborg) wrote:

sinclap here..

> >
> >BTW I hope the event is a sucess, I have really good memories of my visit
> >to Toronto a few years ago.... even if you still can't brew Beer.
>
> Good day eh, Like what are you talkin about eh? Can't brew beer? Perhaps
> you didn't have any backbacon to go with it? Really we can brew beer. The
> thing is that we like our beer cold. Perhaps you like your beer warm
> because all your fridges were made by LUCAS, the PRINCE OF DARKNESS.
> LUCAS the inventor of the Electrical Short:-).
>
> Just having off topic fun. But really it is the United States that has a
> difficult time brewing beer. They soon resorted to putting water in a can
> and telling their consumers it is beer.

Oh thats Budweiser...I am a Sam Adam's brewster...

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4482. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <805o3o$bc5$1@nnrp1.deja.com>
Source record: 2695

In article <381E247D.45AE3AEA@ihug.co.nz>,
J, WILKINSON wrote:

sinclap here...

> Hi there,
>
> sinclap wrote:
> >
> > sinclap here..
>
> Bother...I was hoping for an intelligent discussion...
>
> > > NO STOLEN ITEMS OR PIRATED SOFTWARE ALLOWED! VIOLATORS WILL BE PROSECUTED
> > > TO THE FULL EXTENT OF THE LAW.
> >
> > By whom? You and who's army..I don't think the thieves are afraid of
> > you.. If your going to threaten, use some backbone here..
>
> Its quite easy to press charges against pirates. You just tell the software
> distributors who and what is the problem, and in no time they'll have police
> knocking on the door of the perpetrator asking to see their receipt of
> purchase or licence. At least thats how it works here...
>
> It is you who are spineless sinclap. It is also evident that your general
> knowledge is sadly lacking. If, for example, I knew you to be using pirated
> software, I could call the distributors of the software and dob you in with
> relative ease. They would have no problem in tracking you down and investigate
> you for illegal software use...and I could do that even from here in New
> Zealand!
>
> Get a reality check pal...

Too bad you will not get that chance...Since mine are NFR copies...Even
has the sticker on the box..

> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4483. Some ST items for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: Peter Pan <peterpan@cheerful.com>
Message-ID: <38266717.93EF41E9@cheerful.com>
Source record: 2696
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech

It's a shame this stuff is going to waste. I just don't use it anymore.

SEAGATE ST-157N (45 Meg) SCSI HD $10
MAXTOR XT-8380S (380 MB) SCSI HD $50
SC-1224 Color Monitor (Minus Vid. cable) $60
Golden Image Hand Scanner (4", mono) with Scanning tray $60

I'm in Florida in the USA, and buyer must pay shipping. If interested in
any item, let me know where you are and I'll check into the mailing
cost.

-- Randy (PeterPan)
* * *
* *
... Second Star to the Right, and Straight on Till Morning!
* * *

4484. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911081059500.916-100000@rakastaja>
Source record: 2697

On Mon, 8 Nov 1999, sinclap wrote:

> > The effective Apple argument has always been convenience
> > and performance. Price has never been an Apple strong point.
> > Price is an issue best AVOIDED by a MacVocate.
>
> The price point is a figment of your imagination...Macs are
> cheap today in price....You should be worrying about the
> Milan price..

HELLLLLLLOOOOOO SILLCLAP?! NOBODY HOME?

How many times do I have to say it?

average PC 3000 FIM
Milan 4500 FIM
iMac 350 8000 FIM

Sorry, I don't call that a "cheap" iMac.

Until Jobs does what his ancestral pantronym tells him to and
price it right, iMac it will not be, for me.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4485. Macs sold out up north?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <8077ja$e0i$1@nnrp1.deja.com>
Source record: 2698

I bet 'Chunks' will begin making calls to dispute this..

Mac Shortages Widespread Globally

Friday, November 5, 1999

By Applelinks Contributing Editor Charles W.
Moore

I received a note yesterday from fellow Nova Scotian reader Waye
Mason, who asked:

"Have you noticed that Innovative Systems and Atlantis Kobetek
[the latter are
both prominant N.S. Apple authorized resellers] AND
MacWarehouse [currently
the sole national mail order Mac reseller] have no Macs to
sell in Canada? This
concerns me deeply. Atlantis and Innovative have NO computers
of ANY KIND to
sell, and have not for 2 weeks! With your network, do you know
if this is the case
in the US, overseas, in the rest of Canada?"

Well, last week it was reported that the reseller channels are empty
in Sweden and the U.K. too,
except for some high-end PowerBooks. However, this is a moving
target. There are reports from
dealers across Canada that a few new iMac DVs have been trickling in.

I contacted Peter Gnemmi, the president of one of the Nova Scotia
resellers Waye Mason
mentioned -- Atlantis Kobetek Inc. -- to get his perspective on this
issue. Peter told me that Atlantis
has had recent delivery of a couple of iMac DVs and a couple of
PowerBooks. He says that G4s are
pretty easy to get, that 350 Mhz iMacs are currently impossible to
find even in the US., but that he is
getting getting a "whole pile" of iMac DVs in next week.

Update: One of the Mac Websites yesterday reported that the $999
entry-level 350 MHz iMacs are
just now beginning to enter the US distribution channels.

It seems that product shortages are beleaguering Apple resellers all
over. Yesterday, AisaBizTech

reported that Apple Japan is also being plagued by product deliver delays.

While Apple Japan had expected to announce three new iMac models on Oct. 16, the release had to
be delayed due to lack of product availability, and iBook supplies are thin on the ground as well.

"We have already received orders for about 450 [iBook] units, but only 45 units have been
shipped," a spokesman of reseller Joshin Denki Co., Ltd. told AsiaBizTech.

This constipation in the channels plus the fact that Apple Japan has reportedly squeezed retailers'
margins on systems from 10 percent or more down to just 6 percent to 7 percent, is not a formula
for happy campers in the retail community, although AsiaBizTech reports that "Retailers generally
support [Apple's] distribution and sales system."

Back in Canada, a member of the Mac-Can email list who works for iPoint Computing, an Apple
reseller in Montreal, notes that his firm received 4 new iMacs so far on Monday.

However, when I called MacWarehouse Canada a few minutes before this article was posted, I was
told that there are no iBooks and no iMacs (either second generation units or leftover Revision Ds)
in stock. When would they be available? "Likely in a couple of weeks." Did MacWarehouse
Canada have any computers at all for sale? "A few 350 MHz G4s." I was told. I imagine that
MacWarehouse is just as steamed about this as are Canadian Mac consumers.

Charles W. Moore

---

just sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4486. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn82e4td.vfq.jedi@localhost.localdomain>
Source record: 2699

On Mon, 08 Nov 1999 04:49:40 GMT, sinclap <sinclap@my-deja.com> wrote:
>In article <slrn81rhgl.9r.jedi@localhost.localdomain>,
> jedi@dementia.mishnet () wrote:
>>
>> Nah, I'm a Linux user. I might eventually get around to buying
>> a PPC system capable of running MacOS instead of running Linux
>> on my Kludge Klone, however I am still technically a 'PC user'.
>>
>> The biggest dissuasion there (me buying a Mac) is the lack of
>> suitably optimized compilers and the crap vidcards Apple insists
>> on shipping with it's machines (ATI).
>
>ATI Rage 128/2xAGP is crap?

VERY MUCH SO.

Especially on machines as overpriced as
Apple's have always tended to be. ATI
survives much like Microsoft because it
shoves crap down people's throats through
the OEM channels. In any vidcard generation,
it's always at the trailing edge of the pack.

>
>> [deletia]
>>
>> The effective Apple argument has always been convenience
>> and performance. Price has never been an Apple strong point.
>> Price is an issue best AVOIDED by a MacVocate.
>
>The price point is a figment of your imagination...Macs are cheap today
>in price....You should be worrying about the Milan price..

Cheap is always relative. As always, for any given level
of functionality the Apple's are more expensive. Without
SCSI to change the balance of things, this is really quite
pathetic.

These days, the Apple's are little more than PC Kludge Klones
with PPC cpu's on the mainboard rather than fast 386's.

[deletia]

--

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4487. Re: 'Chunk's' Halloween costume!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-09 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38275812.CA0B47AA@ihug.co.nz>
Source record: 2552

Hi there,

sinclap wrote:
>
> J, WILKINSON wrote:
> > Intensive psychometric analysis of sinplops drivel has led me to conclude
> > that yes he is an apple power rep...stacking them at Joes fruit emporium!!
>
> At least they have more apple's stacked in the fruit emporioum than in
> the retail stores..

...which just goes to show that you are doing your job well...good onya!

Come one man!, why do you continue to avoid disclosing any proof of your employment claim?!

I'll set the ball rolling shall I?

My name is Chris Wilkinson, I'm a Contract Industrial and Administrative worker for an employment agency in New Zealand, as well as being a former Laboratory Technician for a forestry giant here in New Zealand.

Your turn now Peter...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4488. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-09 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38275A51.9403744E@ihug.co.nz>
Source record: 2553

Hi there,

sinclap wrote:
>
> In article <381E247D.45AE3AEA@ihug.co.nz>,
> J, WILKINSON wrote:
>
> > knowledge is sadly lacking. If, for example, I knew you to be using pirated
> > software, I could call the distributors of the software and dob you in with
> > relative ease. They would have no problem in tracking you down and investigate
> > you for illegal software use...and I could do that even from here in New
> > Zealand!
>
> Too bad you will not get that chance...Since mine are NFR copies...Even
> has the sticker on the box..

I'm glad to hear that. I also advocate legal purchase of software...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4489. Re: What TiFKAS should be ashamed of! was What Jihads are capable of!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-09 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38275CD7.EF436EB4@ihug.co.nz>
Source record: 2554

Hi there,

sinclap wrote:
>
> > Of course, TiFKAS takes this tragedy and tries to tar Atari users -
> > who he likens to murderous extremists...
>
> Knock knock who's there? Were did I state that the person in question is
> a murderous Atari cretin?

Let me see...

"Jihad" seem to be the key operative word here...by definition a "Jihad"
is someone who is fanatical and an extremist to the max. In the middle
east 'Jihads' are often murderous, so the word association game is one
where you have failed again sinplop...

Maybe one of us is watching your every move...tread lightly and carry a
big stick is my advice to you...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4490. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-09 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <808d61$9et$1@nnrp1.deja.com>
Source record: 2555
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <dreibel-0611990852160001@ts7-52t-9.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

sinclap here

> if you haven't heard the news yet, then here it is...

> http://www.msnbc.com/news/329416.asp
>
> "WASHINGTON, Nov. 5 The judge in the historic antitrust trial of
> software giant Microsoft Corp. ruled Friday that the software giant wields
> monopoly power in personal computer operating systems and issued a
> decision highly favorable to the government."
>
> JUDGE THOMAS PENFIELD JACKSON said that 3to the detriment of consumers ...
> Microsoft has done much more than develop innovative browsing software of
> commendable quality and offer it bundled with Windows at no additional
> charge.2 As has has been shown, 3Microsoft also engaged in a concerted
> series of actions designed to protect the applications barrier to entry,
> and hence its monopoly power from a variety of middle-ware threats
> including Netscape1s Web browser and Sun Microsystems implementation of
> Java,2 the judge said."
>
> Spin this, wintrolls.

WINDOZE RULES! Why should they spin this? They put Atari out of
business which means there are no more significant TOS hardware. Putting
an 040 as the main processor and calling it a new computer is pretty
pathetic.

I...myself is doing my part to help the little guys that are left. Will
be building a cheap Athlon(or celeron 450) Be system for fun. There are
at least 1000 apps available with more comming. It's like being back in
the early 80's again.. Since I will be upgraded to a new annual
PB...Have the best of both worlds..

> --
> All parts should go together without forcing. You must remember that the
> parts you are reassembling were disassembled by you. Therefore, if you
> can't get them together again, there must be a reason. By all means, do
> not use a hammer.
> --IBM maintenance manual, 1925

eh? instructions for 'Chunks' once todler tricycle(sp?)...

> ZnU <znu@znu.dhs.org> | <http://znu.dhs.org>
>

just sinclap

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves across the United States."

James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4491. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-09 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <M31W3.25$O27.31@198.235.216.4>
Source record: 2556

On 7 Nov 1999 01:25:55 G, J�rgen Nyberg wrote:

>Hi Brian
>
>Since we used to have a lot of Ford cars made in England here in Sweden,
>fitted with Lucas generators, we have a saying that goes something like
>this. "The man who invented darkness, Lucas".
>

HAHAHAHA!!! Glad to see that Lucas has been able to turn the power off
EVERYWHERE. I had no idea they had their components in Ford Cars abroad.
Good for Swedish aftermarket in Generators I am certain.

>
>Cheer's J�rgen
>
>----------
> J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
> SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
> SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://www-pp.hogia.net/jorgen.nyberg/indexe.html

Luckily Lucas has no involvement in the Above. ^^^.
Later Brian.

>--
>.

4492. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-09 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <S31W3.26$O27.31@198.235.216.4>
Source record: 2557

On 6 Nov 1999 13:54:45 G, Daniel L. Dreibelbis wrote:

>By reading the findingg of fact, I just realized that if it weren't for
>Netscape not taking MS's offer to split the browser market back in 1995,
>Mac users will not have been able to surf the net today! We owe a lot to
>Netscape. They died like men.

ROTFLOL.

>.

4493. Re: Amiga Fan Calls On C-SPAN..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-10 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <80b077$6kt$1@nnrp1.deja.com>
Source record: 2558
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.advocacy

In article <Pine.LNX.3.96.991106153527.25930E-100000@waste.org>,
Bennu Oing <boing@waste.org> wrote:
> On 6 Nov 1999, Harv Laser wrote:
>
> > and to do his day-trading stuff he has to use Windoze but it constantly
> > crashes and he keeps his Amigas on 24 hours a day, and starts explaining
> > to the clueless host who asks him "What was the Amiga" what it was..

No argument about the wintel PC

> One of the requirements for covering tech stories is to be
> mostly-clueless. :-) Look at Forbes, FOX News, MSNBC, WSJ, InfoWorld,...

What are they clueless about?

> > both the host and the reporter guest try to steer the conversation back to
> > the Micro$oft verdict but the caller persists (good for him!)

It was about the MS case not the demise of the Amiga. MS did not cause
the kaput of the Amiga but C= mgt...

> I'll send the man a pack of beer, disks, whatever as a thank-you.
>
> > in explaining
> > how this superior computer technology was forsaken and how
> > Commodore threw a rope over a tree and hung itself by its own
> > marketing incompetance and how Gateway now owns the rights and is
> > doing nothing obvious with except pissing off every Amiga owner on the planet.

What does GateWay care. So you are pissed...who cares...There is a
replacement for the Amiga...it's call Be!

> Here's how he should have spun it: It wasn't all marketing incompetance.
> Apple had GREAT marketing yet they're nearly irrelevent. The real problem
> here is the lack of technology education which leads the people, out of
> insecurity, to getting "what everybody else has". Namely, x86 IBM
> compatibles running Windows.

Oh sure..Apple is sooooo irrelevent that it can't keep the iMac DV, iBook
and G4 on the shelves according to CA and US dealers.....

> Still, i salute him for his fiestiness.
>
> > In nearly 20 years of watching C-SPAN this is the first time I can
> > even remember hearing the word "Amiga" spoken on the air, and multiple
> > times in one phone call and response from the host and the guest.

>
> CNN TalkBack if I recall, has had it mentioned once or twice since CBM
> went under. Also MSNBC has had it mentioned twice. The look on the
> host's face was priceless. :-) As Intel and MS were being slagged, she
> seemed to take great pleasure in it. I'm sure only because she see Gates
> as the evil employer and not because she understands any of it. FOX News,
> official mouthpiece for Gates defenders and nazis everywhere, will barely
> acknowledge that there are even other tech companies out there.

Guy's the Amiga is not comming back get over it. The Amiga is considered
an 8 bit compared what you can get today...

> Oh yeah, the Art Bell show also had a caller about 3 weeks before Jim
> Collas was forced out.
>
> > Brought a smile to my face, it did. Too bad both the host and the
> > reporter were clueless as to what an Amiga is.
>
> It's our job to educate them, and use this MS buzz as an opportunity to
> demonstrate that Gateway, in their typically Wintel-mindset, is throwing
> away a huge opportunity at probably the worst time possible.

Oh booooo....

>

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4494. Re: 16/32 System Catalogue Update

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-10 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <80cgm2doa1@plutonium.compulink.co.uk>
Source record: 2559

The price structure in Lynx and Jaguar has been updated after a reader did point out the prices were wrong.

Nick Harlow
16/32 Systems

4495. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1011992055140001@on-tor-blr-a58-01-1049.idirect.com>
Source record: 2560

In article <805mbo$a6m$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> > I guess it's just that there's such lack of uniformity of opinion in
> > the linux advocacy camp, which again impacts negatively on their
> > credibility as a group. [Hobbyist,DOS Pusher - c.o.l.a 29-OCT-99]
>
> Hey Jedi or is it Luke?..When you were replying...were you foaming out of
> the mouth?

this coming from the same little loser who would be stopped from
entering Ontario due to behaving the same in front of the anti-rabies
squad...

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4496. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1011992100360001@on-tor-blr-a58-01-1049.idirect.com>
Source record: 2561

In article <805l8o$9df$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-07119910060300001@ts7-68t-38.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > In article <_w1V3.483$dF2.365@198.235.216.4>, madmax@bfree.on.ca (Brian
> >
> > I can vouch for it - I went to Joe Connor's house on one of my UK
> > visits and he showed me his Powerbook/Duo Dock setup running under
> > MagiCMac - really stable and quite fast (he was using it to produce Atari
> > Computing literally in-house at that point). DA's Layout and Papyrus
> > literally screamed.
>
> It's like Beavis and Buthead doing the UK...

coming from "Butt-head", himself - oops, TiFKAS can't even spell
Butt-head....
>
> >
> > that's the thing regarding the ST - many people said that STs were too
> > old, slow and archaic to properly access the Internet. And then Alexander
> > Clauss, Dan Ackerman and the other guy went and came up with STiK, CAB and
> > the CAB.OVL.
>
> So why are you using a Mac for internet access than?

I'm using both, pinhead.....
>
> > That's the great thing about Atari, be told that Atarians can't do it,
> > and then do it and ask them if they want their crow boiled or fried :)
>
> When there is no other choice comming down on the horizon, you have to
> make do. Will they be able to get video streaming to work?

like I said, they will. And you'll be choking on more of your strained
spinach when it happens....

BTW, it's spelled "coming"....
>
> > >
> > > The 68000 Technology is not necessarily outdated as it performs
adequately.
> >
> > I thought it was interesting to find out that the Palm Pilot actually
> > uses a 68000 processor at its core - amazing what "yester-decade
> > technology" can still do...
>

> Yep..But a secondary one..

er, Palm Pilot is the market leader, like you said. Means that there's
still a use...
>
> > > But that doesn't mean that if more power were offered, Atari Users
wouldn't
> > > grasp at the opportunity.
> >
> > you'd bet I would! :)
>
> Fat 'chunky' chance!

ah, losing your argument, so you start hallucinating about your
imaginary friend again.....

>
> > > As for me a Graphic Card and Ethernet adapter for my TT would suffice:-).
> >
> > I'm currently looking at possibly going for a used PowerComputing
> > machine as my main computer, that and MagiCMac look out! But I'm still
> > keeping the Falcon for MIDI and as a backup for my Internet use should the
> > Mac go down.
>
> Why not a used G3 beige box?
>
> > Of course, things could change - if I go on another UK trip next year,
> > I'll check into System Solutions and get me one of those new Milans in kit
> > form if I'm sufficiently impressed :)
>
> Start saving those CA pennies...
>
> > --
> > Daniel L. Dreibelbis
> > Mac User. Atari Enthusiast.
> > Vice-President, Toronto Atari Federation. And Proud Of It!
>
> You need ambition! If your going to go anywere in life...-)

nope, I have all I need.

why don't you show some ambition (and some backbone) by giving proof
about your employment, POSEUR?

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4497. Re: What TiFKAS should be ashamed of! was What Jihads are capable of!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1011992051430001@on-tor-blr-a58-01-1049.idirect.com>
Source record: 2562

In article <805ju5$8do$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-0711991802520001@ts7-57t-45.idirect.com>,
>
> > > > The flaming beige classic...What a dumbass. That model could of fetch
> > > > quite a penny on ebay...
> > >
> > > you know, I agree with that. Actually, I would've donated that Mac
> > > Colour Classic to a school had I gotten my hands on it.
> > >
> > > Of course, TiFKAS takes this tragedy and tries to tar Atari users -
> > > who he likens to murderous extremists - with the same brush. I'm sure that
> > > if it were an Atari Transputer that was given the torch and drill
> > > treatment those cretins (who, BTW, gave no idea what platform they support
> > > - Wintroll, anyone?) applied to the Classic, he'd be drooling and shouting
> > > out with glee "gee, one more useless Atari computer gone"....
>
> Knock knock who's there? Were did I state that the person in question is
> a murderous Atari cretin? Such wild imagination.

No, not imagination - your use of "Jihad" is well known and misused
against us.

If I had the
> Transputer, would be on the block at ebay. Would use the proceeds to buy
> more AOL stock..

which is just as imaginary as your job as an "Apple Power Rep"....

> > just the same old poseur who pretends to be an "Apple Power Rep" who
> > drinks from Jobs' tub of Kool-Aid.....
>
> Jealous eh? That I make more than you ever will in your liftetime due to
> you naive ambitions...

but at least I can SPELL "your". And "lifetime". Further proof that no
one at Apple would ever hire you, according to the info at Apple's own web
site...

>
> > --
> > Daniel L. Dreibelbis
> > Mac User. Atari Enthusiast.
> > Vice-President, Toronto Atari Federation. And Proud Of It!
>

> Been Veep to long. Need to be more ambitious in this dog eat dog
> corporate world..

nope, just doing too well at my job, and Ken's doing such a great job
as president, why ruin a good thing? :)

and, BTW, it's spelled "too". Time for ol' TiFKAS to get ambitious and
take a remedial speeling course at kindergarten level....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4498. Re: Atari goes internet

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1011992113060001@on-tor-blr-a58-01-1049.idirect.com>
Source record: 2563

In article <805n52alp1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-0111990109110001@on-tor-blr-a58-01-1170.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > In article <7vit3i$4rg$1@nnrp1.deja.com>, sinclap
<sinclap@my-deja.com> wrote:
> >
> > > In article <zHGS3.38176$jF3.263345@quark.idirect.com>,
> > > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > > >
> > > > > >Have you seen there balance sheet? That should give you the clue..
> > > > >
> > > > > which of course shows red ink. Seems TiFKAS needs the clue....he
> > can't even
> > > > > spell "their" ....
> > > >
> > > Did you see the cash balance? Looks like you have pudding on the
> > > pimple...achne covered face...Comp has reingineered their retail product
> > > mix..ala more like Best Buy..
> >
> > seeing as this is coming from the unbelievable, lying-sack-of-rat hair
> > known as TiFKAS, we really can't believe you.
>
> Come...look for yourself. Get on 35S and will give you a tour of CUSA..

umm, how can I believe that when you haven't given any proof of your
employment, POSEUR.....

>
> > BTW, it's spelled "acne" and "re-engineered". Proof positive that no
> > one would ever hire such an utter idiot as you at Apple other than as a
> > janitor...
>
> Hey W.Bush can't name four world leaders...I am not doing too bad...-)

and Mr. Bush., like you, has become a laughing stock. Yep, not bad. :)

>
> > You were warned TWICE not to send me e-mail, pinhead. And I know you've
> > taken part in this behaviour of intimidation several times with those you
> > disagreed with, to the point that you were kicked off Hotmail in one
> > incident.
>
> Never had a hotmail account? CC'ing a post is harrassment?

nonetheless, you were requested not to post me ANY e-mail. PERIOD.

Try again, and you'll find out how comfy the seats in the back of
patrol cars are.....

Losing an
> argument, you take the radical feminist way out..Have had PCorrectness
> clash experience. Gosh folks are too babyish today..

coming from the net's biggest cry-baby. And again, reinforcing your
hatred of feminists.....
>
> > Like I said, I don't threaten - I make promises which I intend to keep.
>
> Such as...?
>
> > > just sinclap
> >
> > just another loser who's too chicken to reveal who employs him as an
> > "apple Power Rep"....
>
> Your to stupid to look at the clues. It's obvious..

The only thing that's obvious is that you're trying to dodge the issue
of your employment. Your "clues" only reinforce your cluelessness.

BTW, it's spelled "you're". Talk about Pot/Kettle/Black.....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4499. Re: 'Chunk's' Halloween costume!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1011992105370001@on-tor-blr-a58-01-1049.idirect.com>
Source record: 2564

In article <805lpq$9pg$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-0611990838150001@ts7-52t-9.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > In article <800ef8$t44$1@nnrp1.deja.com>, sinclap
<sinclap@my-deja.com> wrote:
> >
> > > How fitting...
> >
> > yes, how fitting that TiFKAS would obviously spout his usual drivel
> > about his imaginary friend "Chunks" when he has absolutely nothing to say.
>
> Hit a chubby flab here? My my my...If 'Chunks' is imaginary why are you
> sticking up for 'Chunks'?

how can I be "defending" someone who doesn't exist? Read it again, pinhead.
>
> > "Chunks" is just as imaginary as his claims that he's an "Apple Power
> > Rep". Ante up the evidence, COWARD....
>
> I left you the clues...I can't help that you are pulling a Quale and W.
> Bush!

oh, trying to weasel out of a legitimate request, POSEUR. And those
clues only proved that you are so desparate to live your fantasy that you
have to cruise the Internet to find sites that you can claim as evidence.

Once again, PINHEAD - name of business. Name of supervisor. Phone
number and time where he can be reached. Failure to do so only proves that
you are the coward you are.

BTW, it's spelled "Quayle"

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
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"Nonetheless, the Fuji STILL Lives!"

4500. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1011992118090001@on-tor-blr-a58-01-1049.idirect.com>
Source record: 2565

In article <805nlf$b0f$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-0111990056480001@on-tor-blr-a58-01-1170.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > In article <7visme$4g3$1@nnrp1.deja.com>, The iDiot Forever Known As
> > Sinclap <sinclap@my-deja.com> wrote:
> >

>
> For ST software? Get real! Any being developed today? What happens
> when demand exceeds the supply of the discontinued copies?

MGI Software in Richmond Hill still develops and markets Calamus SL.
MGI also is a member of CAAST (Canadian Association Against Software
Theft). They certainly would have a case if anyone was selling a pirated
copy of Calamus at the Flea Market. Howard Carson from MGI will probably
be at this flea market. And man, you don't want to piss Howard off...
>
> > And besides, I don't threaten. I warn. And I make promises that I
keep .:)
> >
> > and look who's calling me "spineless" - the little jellyfish who has no
> > backbone or fortitude to back up his boastings with fact.
>
> I could not have said it better like you about 'Chunks'..

yup, your imaginary friend that only you can see, and is a projection
of your own vile personality....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4501. Re: TAF Flea Market November 17th!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-11 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911110953480.421-100000@rakastaja>
Source record: 2566

On Thu, 11 Nov 1999, Daniel L. Dreibelbis wrote:

> MGI Software in Richmond Hill still develops and markets
> Calamus SL. Howard Carson from MGI will probably be at this
> flea market. And man, you don't want to piss Howard off...

I second that. I still recall the last time piracy was found and
how swiftly Howard reacted; really devoted to paying customers,
but completely ruthless against non-paying ones. Beware, TIFKAS.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4502. Re: Frankensteins Monster

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-11 00:00:00 UTC
From: Mighty YO <yoyo@socket.net>
Message-ID: <s2mpef5ehsq67@corp.supernews.com>
Source record: 2567
Cross-posted to:
alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

One of many games I have added to my list of games for sale.

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo

Mighty YO wrote in message ...
>I've got well over 100 games that I'll be selling over the next coulpe of
>weeks. Some are rare, and some are not. You might want to add the page to
>your favorites cause I'll be adding games weekly. Check it out.
>
>http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo
>
>

4503. My penis is 10" long

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-11 00:00:00 UTC
From: Kelly Robinson <ispy@groovyshow.com>
Message-ID: <80g0bn$2cmu@enews3.newsguy.com>
Source record: 2568

Right, glad I got your attention.

Isn't it sickening to note how many posts around here are completely and utterly irrelevent to the topic of this newsgroup?

May as well rename it to "Mac, MS, and PC brownnosers unite.advocacy" given the amount of posts related to such rubbish and not to the Atari (classy 8-bit or that crappy ST line) computer.

Sorry for the harsh and unorthodox tactic, but at least you're now aware of the situation.

While I'm here, anyone want to buy a used mac or an Amiga? I also have a free retail copy of Windows 2000 for y'all! [got it?]

--
And remember: Max is a Mighty Dog (tm) from Friskies.
***

Please do me the honor and visit:

http://www.geocities.com/~timanov/ispy/index.html

4504. TAF Flea Market November 17th - TiFKAS-free zone!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1211990840250001@ts7-43t-17.idirect.com>
Source record: 2569

TORONTO ATARI FEDERATION FLEA MARKET NOVEMBER 17TH!

Yes, folks, it's time once again for users of the classic Atari 8-bit, ST, TT and Falcon computers to come to the annual event where you can divest yourself of what you don't need while at the same time hunt out for what you do! Sell your old stuff, discover a treasure!

Among other things you'll find at this event:

classic systems! Looking for that Falcon? Wished you had an STe and its expanded capabilities? Do you need a 600XL for your collection? There's a good chance you'll find it here!

hard-to-find games, peripherals, literature and applications!

TAF Software Library, carrying hundreds of PD/Shareware games, utilities applications, as well as the TAF Internet discs! Plus we'll be selling 720K floppy disks, stock up! The membership desk will also be up for renewals as well as new members.

the camaraderie of fellow Atari users - swap stories, troubleshoot, ask for advice! Meet some of the faces you've only read online on the Internet!

Ken Macdonald's demonstrations and sales of the various Mario Becroft adaptors for Ataris. Use a PC three-button mouse with the Mouse Adaptor, plug & play, works with Ataris and Amigas! Use a PC keyboard, PC mouse and Atari joystick with the amazing new QwertyX adaptor, no soldering required! Give your ST or STe amazing storage capacity with the Internal IDE Adaptor kit - program storage, add a CD-ROM, use an LS-120 internal drive to replace your disk drive! And, with the VGA Adaptor, use any VGA or SVGA PC monitor with your Atari ST to get a beautiful hi-res display!

All this and MORE!

It's a night of fun and commerce, and it's being brought on by the one, the only, Toronto Atari Federation - bringing you the best in Atari-related computer info and enjoyment since 1984! See you there!

Flea Market details:

Admission and tables for TAF members: Free
Admission for non-members - $2.00 (one thin toonie)
Tables for non-members - $5.00 (admission waived if you purchase a table.

NO STOLEN ITEMS OR PIRATED SOFTWARE ALLOWED! VIOLATORS WILL BE PROSECUTED TO THE FULL EXTENT OF THE LAW. (No matter how much The iDiot Forever Known As Sinclap will bitch and whine, fast or slow, the law's the law!)

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4505. Re: My penis is 10" long

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-12 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <LMZW3.707$Zx1.664@198.235.216.4>
Source record: 2570

When people see a subject header like the above, most consider it porn and
delete it while others may already have certain words in their killfile.
I thought it was a porn message and was about to delete it when I realized
I had seen your name before.

On 11 Nov 1999 18:14:13 , "Kelly Robinson" wrote:
>Right, glad I got your attention.
>
>Isn't it sickening to note how many posts around here are completely and
>utterly irrelevent to the topic of this newsgroup?

What are you talking about.
1) It is Atari Advocacy!
2) THerefore there is a very pro and happy Atari Side.
3) There is the entire world of enemy systems and users advocating that we
pack it in and get a newer system. OF course I would rather stick with the
better system than get something new that simply a lateral movement.

>May as well rename it to "Mac, MS, and PC brownnosers unite.advocacy" given
>the amount of posts related to such rubbish and not to the Atari (classy
>8-bit or that crappy ST line) computer.

Actually we could call it.

sinclap.has.no.job

Newsgroup focusing on the amazing amount of time our hero has to annoy all
other platform users.

Now mind you without his mindless comments, getting the ire of many, this
place would be far duller.

Now as for the crappy ST? Perhaps you should be using software of you 8 bit
to engage in this NG instead of the MS products?

I know nothing of the 8 bit. Perhaps 8 bit users are a quite group.

But I will take my crappy ST that is now 14 years old and happily use the
1999 software available for it.

>Sorry for the harsh and unorthodox tactic, but at least you're now aware of
>the situation.

I think the readers here may be more aware of the situation than you are?

>While I'm here, anyone want to buy a used mac or an Amiga? I also have a
>free retail copy of Windows 2000 for y'all! [got it?]

Well in all Honesty, from what I am hearing is that PCs and Macs make great ST emulators. The Mac Particularly.

Mindyou my ST is still a good Mac Emulator.

As for Amiga. I am not Anti Amiga, and the users are far more humble today than when I had mine 9 years ago. I like reading the occasional Amiga user still boast that his is better than Atari. Reminds me of the First version STar Trek episode where the two men (ONE BLACK FACE RIGHT & WHITE LEFT) adn the other (WHITE LEFT & BLACK RIGHT) are the last two living men of their race and they continue to try to kill one another.

Nothing like concurrent obsolescence and two 68000 based platforms still going at it toe to toe.

For me I am against disposable technology.

My close friend and former ST user purchased a P150 in 1995 with Windows 95 installed. It had a whopping 16meg of ram (like my Falcon) etc. and cost around $2300 at the time. It is expandable to 128meg of Ram. So a few months back he went to get more ram, and imagine the surprise to find out the ram was proprietory and the name brand company doesn't supply this type any more. What a joke. I told him he had to be able to locate them, it doesn't make sense, but sure enough after much searching at various outlets no one could find the appropriate ram. Needless to say some didn't look very hard. And I am certain with my persistence I would locate the right ones. However, he is content to purchase a new computer.

My Brother just picked up a Packard Bell. This has turned into a big mistake. Let alone that after all of one months use the keys have lost all the letters from the buttons. No sooner did he try to have this replaced under warranty, he was told that this modell and keyboard are no longer supported. SO What, he wants a keyboard, give him another. Well the dealer says that this is not their problem and that they only cover the extended warranty and that this complaint would have to go to Packard Bell.

Nobody seems to have trouble selling a computer, but supporting one, that is another story. If computer dealers were carsalesman there would be alot of DEAD computer dealers, for people wouldn't put up with this nonsense if it was their car. As in Western Canada a Car Dealer was killed and the police say the problem is that the dealer made so many enemies with his broken promises and failure to cover warranty that the number of suspects with a motive is quite extensive.

later brian.

> >-- >And remember: Max is a Mighty Dog (tm) from Friskies. >***
> >Please do me the honor and visit: >
>http://www.geocities.com/~timanov/ispy/index.html > > >.

4506. The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-13 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1311991143240001@ts7-73t-13.idirect.com>
Source record: 2571

In article <LMZW3.707$Zx1.664@198.235.216.4>, madmax@bfree.on.ca (Brian Van TIlborg) wrote:

>
> On 11 Nov 1999 18:14:13 , "Kelly Robinson" wrote:
> >Right, glad I got your attention.
> >
> >Isn't it sickening to note how many posts around here are completely and
> >utterly irrelevent to the topic of this newsgroup?
>
> What are you talking about.
> 1) It is Atari Advocacy!
> 2) THerefore there is a very pro and happy Atari Side.
> 3) There is the entire world of enemy systems and users advocating that we
> pack it in and get a newer system. OF course I would rather stick with the
> better system than get something new that simply a lateral movement.

though to Mr. Robinson I may be guilty of being "off-topic", my purpose of doing so may actually be more "on". After all, the current Micro$oft situation is of considerable and important relevance to all computer users, which is why I cross-posted those announcements here.

Besides, it gives me a chance to give TiFKAS the attention he craves - but not necessarily the type of attention he wants. :) And he certainly has been taking his lumps as of late what with Particle Salad's unmasking his total complete ignorance regarding the video and film industry, as well as my unmasking about how little he really knows about what he's supposed to be selling, and why it why it's impossible for anyone involved in any way with Apple to hire him. His utmost refusal to provide any real tangible evidence as to his employment is really laughable, seeing as it would be the one thing that would really blow me out of the water - instead he continually posts URLs to sites that in no way mentions his name or position or what company he works for that any two-bit moron with access to a library computer could easily find in a web search (and really, non-disclosure agreement? that's the utmost in stupid excuses, as if he was so tightly bound by something like that he wouldn't be able to rent or buy a car, rent an apartment, buy a house, open a bank account - indeed, such a binding requirement may even violate his precious First Amendment rights).

TiFKAS' overblown shenanigans and ineptitude have been the butt of many jokes from TAF meetings all the way to Atari meets in the UK. But then, what else can I say about a man who, having run out of arguments, starts hallucinating about obese people who aren't there, or attacks the country of origin of his tormentor with his pathetic jingoism, using statistics

from easily-refuted sources.

(BTW, TiFKAS - figures are in. Canada has a $67 Billion budget surplus, projected to grow to $97 Billion in five years. Our Finance Minister is looking at tax relief in the next budget as one way to use the money. The Toronto Star has done research that shows that while Canadians pay a large amount of tax, Americans actually pay more to their government for less. Our unemployment rate has dropped down to 7.3% and is still dropping thanks to strong performance in manufacturing <read : high demand for finished Canadian goods thanks to a low dollar> and carpentry <new housing starts, which is what you get from a strong economy>. The Bank of Montreal forecasts that our economy will grow another strong 3% in the next year.

Compare that to The Daily Tubby <aka the National Post, Canada's Other National Newspaper>, TiFKAS' favorite propaganda rag that regularly chicken-littles the Canadian political climate because Conrad "Tubby" Black (a tin-pot Rupert Murdoch wannabe) really, really hates our Prime Minister, posted a $37 million LOSS in its first year of operation - gee, maybe they should practise what they preach and "adopt the iMac model" which they advocated Canada do because "the sky is falling"!

oh, and the "iMacs are sold out"? It finally happened because dealers here slashed the prices of older iMacs by as much as $500, thereby making them much less overpriced and much less underpowered, and thus more palatible to consumers, in anticipation of the new goodies Apple promised and have still to make it over the 49th parallel, as reported on http://www.macintouch.com . Hard to sell new overpriced, underpowered iMacs when you can't even supply them ;) . Of course, it's too bad Apple doesn't understand about being competitive with PCs in Canada - $2,499 for an iMac SE DV, bwahahaha.....

>
>
>
> >May as well rename it to "Mac, MS, and PC brownnosers unite.advocacy" given
> >the amount of posts related to such rubbish and not to the Atari (classy
> >8-bit or that crappy ST line) computer.
>
> Actually we could call it.
>
> sinclap.has.no.job
>
> Newsgroup focusing on the amazing amount of time our hero has to annoy all
> other platform users.

personally I would call it comp.sys.sinclap.whine.bitch.moan.... ;)

> Now as for the crappy ST? Perhaps you should be using software of you 8 bit
> to engage in this NG instead of the MS products?

oooh, cutting one.
>

> I know nothing of the 8 bit. Perhaps 8 bit users are a quite group.
>
> But I will take my crappy ST that is now 14 years old and happily use the
> 1999 software available for it.

likewise for my Falcon. I've been using it again over the past month
and have been amazed with how much I missed its no-nonsense approach. And
with MagiC and its real pre-emptive multitasking and memory protection -
things missing from this Quadra, and still missing from the Mac OS
(probably until MacOSX Consumer, but then it's still 18 months late and
counting....)

>
>
> >While I'm here, anyone want to buy a used mac or an Amiga? I also have a
> >free retail copy of Windows 2000 for y'all! [got it?]
>
> Well in all Honesty, from what I am hearing is that PCs and Macs make great
> ST emulators. The Mac Particularly.

I've been trying out the current demo of MagiCMac on the Quadra, and
man does this thing really go fast! And that's without installing NVDI 5
on it.

> As for Amiga. I am not Anti Amiga, and the users are far more humble today
> than when I had mine 9 years ago. I like reading the occasional Amiga user
> still boast that his is better than Atari. Reminds me of the First version
> STar Trek episode where the two men (ONE BLACK FACE RIGHT & WHITE LEFT) adn
> the other (WHITE LEFT & BLACK RIGHT) are the last two living men of their
> race and they continue to try to kill one another.

Ah yes, "Let This Be Your Last Battlefield". That was an amazing
episode let down by the cheesy backscreening towards the end. Frank
Gorshin was amazing in that, didn't realize that he could do serious work.
I've got that one on tape :)

I'm finding in my dialogues with Amiga users a spirit of cooperation
and wanting to stop the bickering. It was amazing to sit in a TPUG
(Toronto PET User Group) meeting and watch Shapeshifter (a Mac emulator)
running on an Amiga 3000. I even got in the act and showed the Amiga users
how the Mac OS worked and some of the Control panels. They were just as
interested in the PC Mouse Adaptor (which works on Amigas as well as
Ataris) Ken brought in to demonstrate.
>
> Nothing like concurrent obsolescence and two 68000 based platforms still
> going at it toe to toe.
>
> For me I am against disposable technology.

same here. I'm currently accessing an idea to put together a "Mac
Rescue Unit" to get older Macs out of the thrift shops and off the streets
and into the hands of those who would really benefit. Same with STs. I had

a nice conversation with someone who does relief work who said that there
are many needy people from around the world who could really benefit from
having a computer at home for learning and accessing information.
>
> My close friend and former ST user purchased a P150 in 1995 with Windows 95
> installed. It had a whopping 16meg of ram (like my Falcon) etc. and cost
> around $2300 at the time. It is expandable to 128meg of Ram. So a few
> months back he went to get more ram, and imagine the surprise to find out
> the ram was proprietory and the name brand company doesn't supply this type
> any more. What a joke. I told him he had to be able to locate them, it
> doesn't make sense, but sure enough after much searching at various outlets
> no one could find the appropriate ram. Needless to say some didn't look
> very hard. And I am certain with my persistence I would locate the right
> ones. However, he is content to purchase a new computer.

my mother had bought a laptop from Radio Shack a number of years ago
and ran into the same shenanigans. And the guys wouldn't just sell the RAM
to her, they said THEY had to install it. Not only that, but they wouldn't
even tell her who manufactured the RAM so she could buy it as a third
party. Even though she explained that her son (my brother) was a computer
professional who fixed laptops as well as Macs for a living, they said
they just couldn't sell her the RAM "for her own good". Is it any wonder
she decided to go Mac?

>
> My Brother just picked up a Packard Bell. This has turned into a big
> mistake. Let alone that after all of one months use the keys have lost all
> the letters from the buttons. No sooner did he try to have this replaced
> under warranty, he was told that this modell and keyboard are no longer
> supported. SO What, he wants a keyboard, give him another. Well the dealer
> says that this is not their problem and that they only cover the extended
> warranty and that this complaint would have to go to Packard Bell.

oh man, and after the announcement Packard Bell made a week ago about
their leaving the PC business, he's going to be VERY lucky to get anything
from them. No wonder those people who bought these lemons refer to the
company as "Packard Hell".

> Nobody seems to have trouble selling a computer, but supporting one, that
> is another story. If computer dealers were carsalesman there would be alot
> of DEAD computer dealers, for people wouldn't put up with this nonsense if
> it was their car. As in Western Canada a Car Dealer was killed and the
> police say the problem is that the dealer made so many enemies with his
> broken promises and failure to cover warranty that the number of suspects
> with a motive is quite extensive.

there's an urban legend going around about a man in a computer shop who
needs a particular cable and the shop keeps ordering the wrong one. He
winds up strangling the sales clerk with the cable.

--
Daniel L. Dreibelbis

Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4507. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-13 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911132016330.102-100000@rakastaja>
Source record: 2572

> Of course, it's too bad Apple doesn't understand about being
> competitive with PCs in Canada - $2,499 for an iMac SE DV,
> bwahahaha.....

Same in Europe. Even the new iMac 350 sells for twice the price
of a well-equipped PC.

> there's an urban legend going around about a man in a
> computer shop who needs a particular cable and the shop keeps
> ordering the wrong one. He winds up strangling the sales
> clerk with the cable.

ROTFL! ;-)

About your "rescue old Mac/ST" project, how about this:

* upgrade to the full 4 MB
* internal IDE interface and drive (with TOS 2.06)
* upgrade to HD floppy drive

This, coupled with any second-hand 28.8 or 33.6 modem, produces a
rather good machine for music sequencing and the occasional email
to the freenet using Newsie.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4508. Re: My penis is 10" long

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <80lh3clgp1@nnrp1.deja.com>
Source record: 2573

In article <80g0bn$2cmu@enews3.newsguy.com>,
"Kelly Robinson" <ispy@groovyshow.com> wrote:
> Right, glad I got your attention.

Oh...Darn...Wanted to know if 'Chunks' could top that....

> Isn't it sickening to note how many posts around here are completely and
> utterly irrelevent to the topic of this newsgroup?

comp.sys.atari.advocacy? As in defined as attacking and defending Atari
in company and stuff...

> May as well rename it to "Mac, MS, and PC brownnosers unite.advocacy" given
> the amount of posts related to such rubbish and not to the Atari (classy
> 8-bit or that crappy ST line) computer.

Thats why it's called advocacy...Thats why you have comp.sys.atari.st and
the 8 bit one as well...

> Sorry for the harsh and unorthodox tactic, but at least you're now aware of
> the situation.

You want the traffic to die?

> While I'm here, anyone want to buy a used mac or an Amiga? I also have a
> free retail copy of Windows 2000 for y'all! [got it?]

Just BeOS

> --
> And remember: Max is a Mighty Dog (tm) from Friskies.
> ***
>
> Please do me the honor and visit:
>
> http://www.geocities.com/~timanov/ispy/index.html
>
>

just sinclap

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4509. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <80lh7mlij1@nnrp1.deja.com>
Source record: 2574

In article <Pine.MNT.4.10.9911132016330.102-100000@rakastaja>,
sinclap here

Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
> > Of course, it's too bad Apple doesn't understand about being
> > competitive with PCs in Canada - $2,499 for an iMac SE DV,
> > bwahahaha.....

and what is the market dictating?

> Same in Europe. Even the new iMac 350 sells for twice the price
> of a well-equipped PC.

and what is a well equipped PC?

> > there's an urban legend going around about a man in a
> > computer shop who needs a particular cable and the shop keeps
> > ordering the wrong one. He winds up strangling the sales
> > clerk with the cable.
>
> ROTFL! ;-)
>
> About your "rescue old Mac/ST" project, how about this:
>
> * upgrade to the full 4 MB
> * internal IDE interface and drive (with TOS 2.06)
> * upgrade to HD floppy drive
>
> This, coupled with any second-hand 28.8 or 33.6 modem, produces a
> rather good machine for music sequencing and the occasional email
> to the freenet using Newsie.
>
> --
> ---
> Martin-Éric Racine The Atari Stacy and TT030 Homepage
> Lappeenranta, Finland http://members.tripod.com/~TT030/
> ---
> "When the time comes, I will know and I shall be." Q-Funk
>
>

just sinclap

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves across the United States."

James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4510. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <80lh7olik1@nnrp1.deja.com>
Source record: 2575

In article <Pine.MNT.4.10.9911132016330.102-100000@rakastaja>,
sinclap here

Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
> > Of course, it's too bad Apple doesn't understand about being
> > competitive with PCs in Canada - $2,499 for an iMac SE DV,
> > bwahahaha.....

and what is the market dictating?

> Same in Europe. Even the new iMac 350 sells for twice the price
> of a well-equipped PC.

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> > there's an urban legend going around about a man in a
> > computer shop who needs a particular cable and the shop keeps
> > ordering the wrong one. He winds up strangling the sales
> > clerk with the cable.
>
> ROTFL! ;-)
>
> About your "rescue old Mac/ST" project, how about this:
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> * upgrade to the full 4 MB
> * internal IDE interface and drive (with TOS 2.06)
> * upgrade to HD floppy drive
>
> This, coupled with any second-hand 28.8 or 33.6 modem, produces a
> rather good machine for music sequencing and the occasional email
> to the freenet using Newsie.
>
> --
> ---
> Martin-Éric Racine The Atari Stacy and TT030 Homepage
> Lappeenranta, Finland http://members.tripod.com/~TT030/
> ---
> "When the time comes, I will know and I shall be." Q-Funk
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>

just sinclap

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves across the United States."

James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4511. Re: My penis is 10" long

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <80lhqdltv1@nnrp1.deja.com>
Source record: 2576

In article <LMZW3.707$Zx1.664@198.235.216.4>,
madmax@bfree.on.ca (Brian Van TIlborg) wrote:

sinclap here

> When people see a subject header like the above, most consider it porn and
> delete it while others may already have certain words in their killfile.

EXCEPT for a certain foaming at the mouth chunky character...

> I thought it was a porn message and was about to delete it when I realized
> I had seen your name before.

Are you afraid of it?

> sinclap.has.no.job

Yea...I wish right now..I could use a two w... now...

> Newsgroup focusing on the amazing amount of time our hero has to annoy all
> other platform users.

What amount of time? Do I post daily? Don't have the time...

> Now mind you without his mindless comments, getting the ire of many, this
> place would be far duller.
>
> Now as for the crappy ST? Perhaps you should be using software of you 8 bit
> to engage in this NG instead of the MS products?
>
> I know nothing of the 8 bit. Perhaps 8 bit users are a quite group.
>
> But I will take my crappy ST that is now 14 years old and happily use the
> 1999 software available for it.
>
>
> For me I am against disposable technology.
>
> My close friend and former ST user purchased a P150 in 1995 with Windows 95
> installed. It had a whopping 16meg of ram (like my Falcon) etc. and cost
> around $2300 at the time. It is expandable to 128meg of Ram. So a few
> months back he went to get more ram, and imagine the surprise to find out
> the ram was proprietory and the name brand company doesn't supply this type
> any more. What a joke. I told him he had to be able to locate them, it
> doesn't make sense, but sure enough after much searching at various outlets
> no one could find the appropriate ram. Needless to say some didn't look
> very hard. And I am certain with my persistence I would locate the right

> ones. However, he is content to purchase a new computer.
>

And they say the wintel share common components...

> My Brother just picked up a Packard Bell. This has turned into a big
> mistake. Let alone that after all of one months use the keys have lost all
> the letters from the buttons. No sooner did he try to have this replaced
> under warranty, he was told that this modell and keyboard are no longer
> supported. SO What, he wants a keyboard, give him another. Well the dealer
> says that this is not their problem and that they only cover the extended
> warranty and that this complaint would have to go to Packard Bell.

Yep..You got what you paid for...No such thing as a free ride..

One PC firm down...who's next? Micron? ailing-beleagured Compaq? e-
machines?

> Nobody seems to have trouble selling a computer, but supporting one, that
> is another story. If computer dealers were carsalesman there would be alot
> of DEAD computer dealers, for people wouldn't put up with this nonsense if
> it was their car. As in Western Canada a Car Dealer was killed and the
> police say the problem is that the dealer made so many enemies with his
> broken promises and failure to cover warranty that the number of suspects
> with a motive is quite extensive.
>

I wonder who the perp is? The hunch here...-)

> later brian.
>
> > >-- >And remember: Max is a Mighty Dog (tm) from Friskies. >***
> > >Please do me the honor and visit: >
> >http://www.geocities.com/~timanov/ispy/index.html > > >.
>

just sinclap

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4512. Re: iMac

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <80lkb1ndt1@nnrp1.deja.com>
Source record: 2577

In article <dreibel-1011992055140001@on-tor-blr-a58-01-1049.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> In article <805mbo$a6m$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:
>
> > > I guess it's just that there's such lack of uniformity of opinion in
> > > the linux advocacy camp, which again impacts negatively on their
> > > credibility as a group. [Hobbyist,DOS Pusher - c.o.l.a 29-OCT-99]
> >
> > Hey Jedi or is it Luke?..When you were replying...were you foaming out of
> > the mouth?
>
> this coming from the same little loser who would be stopped from
> entering Ontario due to behaving the same in front of the anti-rabies
> squad...

Ontario would be fun..Maybe when in Duluth...

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.
> Vice-President, Toronto Atari Federation. And Proud Of It!
> Thorn in the side of TiFKAS and other net.twits
> "Nonetheless, the Fuji STILL Lives!"
>

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"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves across the United States."
James Halpin, president and chief executive officer of CompUSA

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Before you buy.

4513. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-14 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <80lkpsnnn1@nnrp1.deja.com>
Source record: 2578

In article <dreibel-1011992100360001@on-tor-blr-a58-01-1049.idirect.com>,

sinclap here

wrote:
>
> > In article <dreibel-0711991006030001@ts7-68t-38.idirect.com>,
> > dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> > > In article <_w1V3.483$dF2.365@198.235.216.4>, madmax@bfree.on.ca (Brian
> > >
> > > I can vouch for it - I went to Joe Connor's house on one of my UK
> > > visits and he showed me his Powerbook/Duo Dock setup running under
> > > MagiCMac - really stable and quite fast (he was using it to produce Atari
> > > Computing literally in-house at that point). DA's Layout and Papyrus
> > > literally screamed.
> >
> > It's like Beavis and Buthead doing the UK...
>
> coming from "Butt-head", himself - oops, TiFKAS can't even spell
> Butt-head....

Good..

>
> I'm using both, pinhead.....

Why? Opera not good enough?

> > When there is no other choice comming down on the horizon, you have to
> > make do. Will they be able to get video streaming to work?
>
> like I said, they will. And you'll be choking on more of your strained
> spinach when it happens....

They will? What a feat..Just playing catch up...Why not lead for once?

> BTW, it's spelled "coming"....
>> > Yep..But a secondary one..
>
> er, Palm Pilot is the market leader, like you said. Means that there's
> still a use...

Dumb ass..If there is a 68k in it..playing as support...Yes Beavis I have
a Palm IIIX and is marvelous... with PB...

> >
> > > I'm currently looking at possibly going for a used PowerComputing

> > > machine as my main computer, that and MagiCMac look out! But I'm still
> > > keeping the Falcon for MIDI and as a backup for my Internet use should the
> > > Mac go down.
> >
> > Why not a used G3 beige box?
> >
> > > Of course, things could change - if I go on another UK trip next year,
> > > I'll check into System Solutions and get me one of those new Milans in kit
> > > form if I'm sufficiently impressed :)
> >
> > Start saving those CA pennies...
> >
> > > --
> > > Daniel L. Dreibelbis
> > > Mac User. Atari Enthusiast.
> > > Vice-President, Toronto Atari Federation. And Proud Of It!
> >
> > You need ambition! If your going to go anywere in life...-)
>
> nope, I have all I need.
>
> why don't you show some ambition (and some backbone) by giving proof
> about your employment, POSEUR?

I have...

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.
> Vice-President, Toronto Atari Federation. And Proud Of It!
> Thorn in the side of TiFKAS and other net.twits
> "Nonetheless, the Fuji STILL Lives!"
>

just sinclap

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves across the United States."
James Halpin, president and chief executive officer of CompUSA

Sent via Deja.com http://www.deja.com/
Before you buy.

4514. Re: The true nature of .advocacy, was K

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-14 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <lOsX3.373$3Y2.634@198.235.216.4>
Source record: 2579

On 13 Nov 1999 18:24:28 , Martin-Eric Racine wrote:

>
>About your "rescue old Mac/ST" project, how about this:
>
>* upgrade to the full 4 MB
>* internal IDE interface and drive (with TOS 2.06)
>* upgrade to HD floppy drive

I am already way ahead of you here, as this is what I have been doing for over a year. After using a 520ST for nearly 18months for the internet, I started finding 520ST&1040ST second hand for cheap or free. Last purchase was a Mega2ST for $20.Cdn. About $12US. However I have been doing things with the older hardware and really want to adapt these Becroft devices. Since I am quite used to the bugs when using early TOS and internet, I have been giving the machines for COST to FREE, depending on what I have into them, as cheap internet computers for some people less fortunate than me.

Of course, you can find 486s and such for Roughly $50. I simply can't help out the users, so they are stuck with what I know. Besides that I can find cheap printers and supply all the other software needed. I have hundreds upon hundreds of commercially boxed software.

Even still, with the ease of use and manuals I find that helping others takes up a considerable amount of time. But as I used to run an Atari ST club in the 80s I am used to peoples questions. The only stipulation I put on the computers is that if the people find themselves not using it or getting something else, that I get the computers back for others.

Now as OLD Macs are getting to be very cheap, these may also be a viable alternative with iCAB.

Question for anyone that can answer? Can MAGICMAC run ST INTERNET software such as STING and CAB.

Regardless, there are alot of things the ST can do other than Midi. The CyberSeries although incredibly dated, can still allow alot of creativity.

>This, coupled with any second-hand 28.8 or 33.6 modem, produces a
>rather good machine for music sequencing and the occasional email
>to the freenet using Newsie.

The above set up is good for NEWsie, but is also quite acceptable for CAB with Graphics off. This is actually pretty fast and if the WEB PAGE is GOOD enough, (You turn the graphics on and WAIT;-).
(Don't bother waiting for the QFUNK PAGE, YAWN:-) But you still get the page, and all the files. You can even use CAB in Lowres with a resource

program that allows the entire menu in CAB to be available. This provides 16colour graphics (Equal to my STock TT). However I tend to use the program in HI RES and get the graphics downloaded then view them in Speed of Light ect. and appreciate the pictures even more.

Now a few things that I have noticed is that early versions of NEWsie work better with the older TOS. Particularly anything btw .86 and .90. Older TOS being TOS 1.0 to 1.2. Clearly and IDE adapter with TOS 2.6 would clear up alot. However if you have memory to spare 2.5 meg or more, then MAGIC is a good solution to the TOS problems.

I am using a Falcon STOCK at this moment and I can tell you that the speed at 28800 isn't much faster than the ST at 19200.

I just happen to be enjoying the Falcon Alot at the moment:-).

The question for the ST is how much do all these mods cost,

1)IDE
2)TOS 2.6
3)Ram + card
4)HD Floppy Upgrade (Drives can be found for FREE).
5)Serial Port Upgrade.

Finally I would like to add alittle more speed to the ST, heck even the Falcon and the TT for that matter:-).

While I enjoy messing with the ST, I think you will find that adding a number of the above upgrades costs alittle more money than you might expect if you want to give these machines away to people.

Therefore while the upgrades are all advisable, I have worked pretty much with STock STs and whatever ram they have available. I haven't tried the NEWER versions of STing with them as I have seen little need to upgade from Peters last release.

Later Brian.

>
>.

4515. Re: My penis is 10" long

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-14 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <382E5B9D.9F895A3C@ihug.co.nz>
Source record: 2580

Hi there,

sinclap wrote:
>
> In article <80g0bn$2cmu@enews3.newsguy.com>,
> "Kelly Robinson" <ispy@groovyshow.com> wrote:
> > Right, glad I got your attention.
>
> Oh...Darn...Wanted to know if 'Chunks' could top that....

10 inches? Hmmm, heres what I think...

Size is irrelevant...don't you know women judge length poorly?

Long Dong Silver (a porn star) has almost double that at 18",
but fails to 'raise the flag' due to lack of blood for both
himself and his 'weapon'. He'd black out if ever he could
raise his ardour enough to make it useful for anything more
than just a tease shot!! Therefore size can be disadvantageous!

> > Isn't it sickening to note how many posts around here are completely and
> > utterly irrelevent to the topic of this newsgroup?
>
> comp.sys.atari.advocacy? As in defined as attacking and defending Atari
> in company and stuff...

Correct you are Peter (holy shit! Agreement!!).

Chris Wilkinson, Chch, NZ.
/|\ ATARI Falcon030 owner.

4516. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1411991118470001@ts7-67t-36.idirect.com>
Source record: 2581

In article <80lkpsnnn1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> > > It's like Beavis and Buthead doing the UK...
> >
> > coming from "Butt-head", himself - oops, TiFKAS can't even spell
> > Butt-head....
>
> Good..

no, not good. TiFKAS fails to realize that the humour of Beavis &
Butt-head is that they're losers who think they're cool, but they're not.
And idiots to boot. Just like ol' Sinclap...

>
> >
> > I'm using both, pinhead.....
>
> Why? Opera not good enough?

Opera doesn't run on either machine, pinhead - you need a PC for that.
Another example of TiFKAS not having enough computer knowledge that he has
to bluff it....

BTW, where IS Opera for the Mac? Probably the same fate as Half-Life....

>
> > > When there is no other choice comming down on the horizon, you have to
> > > make do. Will they be able to get video streaming to work?
> >
> > like I said, they will. And you'll be choking on more of your strained
> > spinach when it happens....
>
> They will? What a feat..Just playing catch up...Why not lead for once?

oh, we did have a lead in many things. We had better search & find
utilities before Apple began touting them in OS8. And OS8 still can't
search for text in archives like Holger Weets' Finder utility for the ST
(so marvelous I paid my shareware fee after one session with it).

BTW, seems I read that there's no Java 1.2 for the Mac - how many years
has it been now? Apple still has to play catch-up....

>
> > BTW, it's spelled "coming"....
> >> > Yep..But a secondary one..
> >
> > er, Palm Pilot is the market leader, like you said. Means that there's

> > still a use...
>
> Dumb ass..If there is a 68k in it..playing as support...Yes Beavis I have
> a Palm IIIX and is marvelous... with PB...

even if it's a secondary role it's still a use. But the 68000 is still
a CPU chip, and it's still in use. So much for your computer knowledge.

and calling me a "dumb ass"? Just means I'm pushing all the right buttons.
You're wiggling your ears and braying.....
>
> > >

> > why don't you show some ambition (and some backbone) by giving proof
> > about your employment, POSEUR?
>
> I have...

no you haven't pinhead - you just posted web sites with no mention of
your name and your position. Hardly evidence. You'd be found in contempt
of court in you tried that in a courtroom.

The only acceptable evidence - name of business. Name of supervisor.
Number and time where he can be reached.

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4517. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-15 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38306356.28F8089C@cfc.dnd.ca>
Source record: 2582

Martin-Eric Racine wrote:
> About your "rescue old Mac/ST" project, how about this:
>
> * upgrade to the full 4 MB
> * internal IDE interface and drive (with TOS 2.06)
> * upgrade to HD floppy drive
>
> This, coupled with any second-hand 28.8 or 33.6 modem, produces a
> rather good machine for music sequencing and the occasional email
> to the freenet using Newsie.
> --
> Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
> Lappeenranta, Finland http://members.tripod.com/~TT030/
> --
> "When the time comes, I will know and I shall be." Q-Funk

great idea! I would put in a LS-120 instead of the floppy though.
can read/write floppies and 120 MB disks also. great for backing up that
2.5" IDE you put in the ST with the IDE board! :-)
Trouble is, upgrading an ST can cost more than it is worth, to
someone who doesn't already have one and the consequent experience,
knowledge, and software.
But this is what Mario Becroft has been diligently working on for the
past few years! He is coming out with an accelerator for the ST that
includes higher video(aka standard PC video card) and more memory-up
to 16MB I believe. Before non-atari users start laughing, that's more
than enough for almost anything you want to do. The only exception I
can think of is loading large graphic images.

--
Ken Macdonald, Graphic Arts - room 255
Canadian Forces College - Collï¿½ge des Forces canadiennes
(416)482-6800 x6892, macdonald@cfc.dnd.ca

4518. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-15 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911160049120.111-100000@rakastaja>
Source record: 2583

On Mon, 15 Nov 1999, Ken Macdonald wrote:

> > About your "rescue old Mac/ST" project, how about this:
> >
> > * upgrade to the full 4 MB
> > * internal IDE interface and drive (with TOS 2.06)
> > * upgrade to HD floppy drive
> >
> > This, coupled with any second-hand 28.8 or 33.6 modem, produces a
> > rather good machine for music sequencing and the occasional email
> > to the freenet using Newsie.

> great idea! I would put in a LS-120 instead of the floppy though.

As pointed out recently by Uwe Seimet, replacing the main floppy
by an LS-120 is a bad idea since, should your boot drive (e.g.
the internal 2.5") fail, you cannot boot from floppy anymore.

> Trouble is, upgrading an ST can cost more than it is worth,

That's to be expected of marginal markets.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4519. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38318441.AD8AFBC4@cfc.dnd.ca>
Source record: 2584

Martin-Eric Racine wrote:
> > great idea! I would put in a LS-120 instead of the floppy though.
>
> As pointed out recently by Uwe Seimet, replacing the main floppy
> by an LS-120 is a bad idea since, should your boot drive (e.g.
> the internal 2.5") fail, you cannot boot from floppy anymore.

hmmm. let me check on that. it makes sense but Rob Kuba of TAF installed
a LS-120, and I 'think' he said he can boot from it!? In any case an
external floppy drive would fix that problem immediately!!
(unfortunately not possible with the Falcon! :-(

> > Trouble is, upgrading an ST can cost more than it is worth,
>
> That's to be expected of marginal markets.
>
yes, we are all living on the edge of extinction!
rather exhilarating non? :-)

> ---
> Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
> Lappeenranta, Finland http://members.tripod.com/~TT030/
> ---
> "When the time comes, I will know and I shall be." Q-Funk

--
Ken Macdonald, Graphic Arts - room 255
Canadian Forces College - Collï¿½ge des Forces canadiennes
(416)482-6800 x6892, macdonald@cfc.dnd.ca

4520. Re: Amiga Fan Calls On C-SPAN..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-16 00:00:00 UTC
From: David Misner <beyonder@proinet.net>
Message-ID: <tMUxOL5BzHHzkRt+E4f4=6Ry99ic@4ax.com>
Source record: 2585
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.advocacy

>It was about the MS case not the demise of the Amiga. MS did not cause
>the kaput of the Amiga but C= mgt...

Maybe a bit of both

>Guy's the Amiga is not comming back get over it. The Amiga is considered
>an 8 bit compared what you can get today...

Your joking right?? What do you care if somebody likes the Amiga or
not??

David

4521. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-16 00:00:00 UTC
From: David Misner <beyonder@proinet.net>
Message-ID: <c8cxOKlbXo0BuFZYEbc491+6nPEF@4ax.com>
Source record: 2586

>Several TT clones are around now that range from machines using the original
>MC68030 CPU but at faster speeds, to newer variants using the latest Motorola
>CPU from the same family, the MC68060, which at 60MHz equals a Pentium
>200 in
>performance. Dual 68060 Falcon clones with high-speed DSP and more are also
>being developed. The MC68060 can be clocked to around 90MHz now, but expect
>120MHz versions within 6 months from the info we know from Motorola...

I thought the 68000 series was dead. I did not know that Motorola was
making faster 060 chips that 50Mhz

I would love to get a ST. I am currently using Windows 98 but I am
get really tired of it. I am going back to my good ole Amiga. I
remember seeing the ST when it first came out and I loved it. I hear
it is good for audio stuff. I plan on getting into Audio technology
and would like a nice Atari for that

David

4522. Re: Amiga Fan Calls On C-SPAN..

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-17 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn83421k.182.jedi@localhost.localdomain>
Source record: 2587
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.advocacy

On Tue, 16 Nov 1999 13:05:03 -0800, David Misner <beyonder@proinet.net> wrote:
>>It was about the MS case not the demise of the Amiga. MS did not cause
>>the kaput of the Amiga but C= mgt...
>
>Maybe a bit of both
>
>>Guy's the Amiga is not comming back get over it. The Amiga is considered
>>an 8 bit compared what you can get today...

An Amiga is certainly not in the C64's class relative
to todays PC's. This is simply Lemming vanity and FUD.

>
>Your joking right?? What do you care if somebody likes the Amiga or
>not??
>
>David
>

--

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4523. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81008f$1hb$1@nnrp1.deja.com>
Source record: 2588

In article <c8cxOKlbXo0BuFZYEbc491+6nPEF@4ax.com>,

sinclap here

excalibur@reborn.com wrote:
> >Several TT clones are around now that range from machines using the original
> >MC68030 CPU but at faster speeds, to newer variants using the latest Motorola
> >CPU from the same family, the MC68060, which at 60MHz equals a Pentium
> >200 in
> >performance. Dual 68060 Falcon clones with high-speed DSP and more are also
> >being developed. The MC68060 can be clocked to around 90MHz now, but expect
> >120MHz versions within 6 months from the info we know from Motorola...
>
> I thought the 68000 series was dead. I did not know that Motorola was
> making faster 060 chips that 50Mhz
>
> I would love to get a ST. I am currently using Windows 98 but I am
> get really tired of it. I am going back to my good ole Amiga. I
> remember seeing the ST when it first came out and I loved it. I hear
> it is good for audio stuff. I plan on getting into Audio technology
> and would like a nice Atari for that
>
> David

Why not just get a BeOS system? Be is the logical sucessor to the Amiga
and ST...

sinclap

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Before you buy.

4524. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <8102dg$33d$1@nnrp1.deja.com>
Source record: 2589

In article <dreibel-1411991216470001@ts7-67t-36.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> and are still great. If they're not viable today, then why are so many
> programmers still making product available for 680x0 processor Macs? Why
> does Quadlist (a mailing list for Quadra 040 and other 040 users) exist?
> Are their readers pathetic losers?

No, the app is not like Quake were you do need a PPC! There are 040
machines in circulation but are no longer supported...If you want to use
OS9 and X consumer, a PPC will be needed.

> Please note that TiFKAS is calling Macs junk, and is digging an even
> deeper hole...

You did... not me..

>
> as you have been constantly told in .advocacy (and you still continue
> to ignore) Motorola still makes the 060 becuase there's a use for it in
> embedded products. Motorola is helping in the design and manufacture of
> the new Milan board.

So when will this Motorola produced Milan see the light?

>
> > Who said I will use wintel on the Athlon if go that root? A G4 or the
> > new iMac could change my mind..
>
> in the above, you claimed that the Athlon wouldn't run Windows. Now you
> claim it does. Already changing your story?

I am not going to install Windows when I decide to build the Anthlon
box..Just BeOS...What do you not understand?

>
> MT Newswatcher on the Mac, NEWsie on the Atari. DejaNews is designed for
> those who want to learn USEnet, but many people who use it move on to real
> newsreaders for the advanced features. Why is TiFKAS still content to use
> training wheels when he constantly brays loud and long about the
> "superior" Mac Internet tools?

Works very well...All personal portals soon will have personel newsreader
capability that goes beyond the standalone ones...Your view and thinking
on this subject is behind..

> > Your problem...not mine...
>
> no, your problem. You seem to have a problem with backing up your
> statements with fact, and that's why we suspect you're posing as an "Apple
> Power Rep". And you have hissy fits when anyone asks you for collaboration
> of your employment...

I have...Get over it..

http://apple.marketsource.com/powerrep/

>> > Just fine here...You? Have you been on date recently?
>
> according to TiFKAS, my celebacy (my own choice) is supposed to mean
> there's something wrong with me. According to his yardstick, then, the
> Dalai Lama is a wimp - which he most certainly is not.

So your a virgin?

> Please note, that when backed in a corner, TiFKAS will try to dodge the
> question by bragging about his alleged job, his alleged stock, and his
> alleged prowess as a "macho stud".

Thats right..Dam straight...-).I will brag that Corel has made me money
this week. About frigin time that a firm up north has done
right....Bought 100 shares at $3.94 and last traded at around $14....

> > > BTW, it's spelled "toddler". Something that you are an expert in acting
> > > like. More strained spinach, Cartman?
> >
> > spEaking duetch here?
>
> speaking plain English. And spelling plain English. Too bad you can't
> comprehend plain English, toddler. Would you like salt on your crow?

So you run out of counter arguments and attack one for not being
punctional..What a bully. Were you like this in school.....'Chunks' the
school punctional bully...

> But Apple Power Reps are supposed to have mastery in comprehension and
> spelling. Something TiFKAS lacks, which makes his claims of employment
> extremely suspect. It's all in the Apple employment requirements on their
> web site.

Apple Power Reps need to manage their territory well...
> > > **********Daniel L. Dreibelbis**********
> > > Vice-President, Toronto Atari Federation (TAF)
> > ** -still an underachiever...
>
> not to my friends. not to my boss. not to my family. only to that
> pathetic loser TiFKAS, whose opinions are only a fart in the wind, and is
> a disgrace to his family, whose boss probably chews him out over every

ROFLMAO!

> little mistake, and has no friends, which explains his constant attacks on
> innocent people on Atari-related newsgroups to try to bolster his flaccid
> little ego....

You have not figured it out yet...have you...?

> > -afraid of Ken
>
> now why should I be afraid of Ken, who I consider my dear friend as
> well as my partner in successfully keeping an Atari user group viable.

Well he is an obstacle to your future...-)
Do
> I sense that you're extremely afraid and jealous of us, LOSER?
>
> > -chicken sh t

NO...THATS SAD!
BTW...Looked through the Toronto paper...the mainstream one.. at Border's
the other day. The same fluff down here..No one beats the N.Y and LA
Times...

Toronto looks like their in a housing sprawl boom. Looks
Americana...What gives?

> my my my. Coming from the biggest BSing LOSER of all - seems I'm
> pushing some buttons here and succeeding. And besides, that's hardly
> professional language for someone claiming to be an "Apple Power Rep".

I will be in the store outside of Milwaukee on Saturday. If you get a
chance..swing by...If not...Madison on Sunday(Friday afternoon too) and
back to MPLS.

>Why
> I bet if your boss caught you using that sort of language in front of a
> customer you disagreed with, it'll be
> searching-trash-cans-for-half-empty-bottles-of-MD-20/20 time. That is, if
> you even HAVE a job, LOSER....

Remember a..customer is always right...-)..And remember to respect ones
platform choice...something the Jihads here need to do...

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.
> Vice-President, Toronto Atari Federation. And Proud Of It!
> Thorn in the side of TiFKAS and other net.twits
> "Nonetheless, the Fuji STILL Lives!"
>

sinclap

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you

that there are far more cockroaches than people."
----------The-New-York-Times----------

Sent via Deja.com http://www.deja.com/
Before you buy.

4525. Re: Amiga Next Generation

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <8103fi$3su$1@nnrp1.deja.com>
Source record: 2590

In article <dreibel-1411991118470001@ts7-67t-36.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

sinclap here

>
> no, not good. TiFKAS fails to realize that the humour of Beavis &
> Butt-head is that they're losers who think they're cool, but they're not.
> And idiots to boot. Just like ol' Sinclap...

Huh? Speaking to your alter self Chunks?

>
> Opera doesn't run on either machine, pinhead - you need a PC for that.
> Another example of TiFKAS not having enough computer knowledge that he has
> to bluff it....

Could it be Navigator and IE? as the reason? Available for the BeOS..a
rightfull successor for the Amiga...

> BTW, where IS Opera for the Mac? Probably the same fate as Half-Life....

Ask the company...

> >
> > They will? What a feat..Just playing catch up...Why not lead for once?
>
> oh, we did have a lead in many things. We had better search & find
> utilities before Apple began touting them in OS8. And OS8 still can't
> search for text in archives like Holger Weets' Finder utility for the ST
> (so marvelous I paid my shareware fee after one session with it).

Text? Who does text? Thats all you can drag up? Can you do e-commerce
searches on the find command on TOS?

> BTW, seems I read that there's no Java 1.2 for the Mac - how many years
> has it been now? Apple still has to play catch-up....

Lets see. When was the last major TOS release that racked up 10's
millions in sales?

> > Dumb ass..If there is a 68k in it..playing as support...Yes Beavis I have
> > a Palm IIIX and is marvelous... with PB...
>
> even if it's a secondary role it's still a use. But the 68000 is still
> a CPU chip, and it's still in use. So much for your computer knowledge.
>
> and calling me a "dumb ass"? Just means I'm pushing all the right buttons.

> You're wiggling your ears and braying.....
> >
> > > >
>
> > > why don't you show some ambition (and some backbone) by giving proof
> > > about your employment, POSEUR?
> >
> > I have...
>
> no you haven't pinhead - you just posted web sites with no mention of
> your name and your position. Hardly evidence. You'd be found in contempt
> of court in you tried that in a courtroom.

http://apple.marketsource.com/powerrep/

> The only acceptable evidence - name of business. Name of supervisor.
> Number and time where he can be reached.

Whats your supervisor's name at the hardware store? And number too..

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.
> Vice-President, Toronto Atari Federation. And Proud Of It!
> Thorn in the side of TiFKAS and other net.twits
> "Nonetheless, the Fuji STILL Lives!"
>

sinclap

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Before you buy.

4526. Re: 'Chunk's' Halloween costume!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81045s$4a7$1@nnrp1.deja.com>
Source record: 2591

In article <38275812.CA0B47AA@ihug.co.nz>,

sinclap here

J, WILKINSON wrote:
> Hi there,
>
> sinclap wrote:
> >
> > J, WILKINSON wrote:
> > > Intensive psychometric analysis of sinplops drivel has led me to conclude
> > > that yes he is an apple power rep...stacking them at Joes fruit emporium!!
> >
> > At least they have more apple's stacked in the fruit emporioum than in
> > the retail stores..
>
> ...which just goes to show that you are doing your job well...good onya!
>
> Come one man!, why do you continue to avoid disclosing any proof of your
> employment claim?!
>
> I'll set the ball rolling shall I?
>
> My name is Chris Wilkinson, I'm a Contract Industrial and Administrative
> worker for an employment agency in New Zealand, as well as being a former
> Laboratory Technician for a forestry giant here in New Zealand.
>
> Your turn now Peter...

sinclap
http://apple.marketsource.com/powerrep/

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Before you buy.

4527. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <8104ou$4m7$1@nnrp1.deja.com>
Source record: 2592
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <382f7263@athene.hdm-stuttgart.de>,
phantomm@kih.net (Phantomm) wrote:
>
> <Edited>
>
> Normally I don't jump into a Flame War, thats just not my style.
>
> But I've seen posting after posting from Mr/Mrs/Miss SinClair over
> many months if not years bashing the Atari Platform.

ets spilled 'sinclair' to you...

> The real reason he or her as the case may be, does this is that
> he/her really wants to find out as much info possible about what
> is going on in the Atari world. So he continues to bash it to death
> trying to squeeze all the info he can out of any Atari user.
>
> He/Her is just a Spy who insults the Atari Users trying to get
> info on new projects and etc. I've seen constant errors relating
> to Atari stuff that anyone who posts/reads the Atari NewsGroups
> as much as he/her does would already know.
>
> I usually don't ask or tell folks what to post in CSAST.
> Again not my style.
> But I really grow tired of seeing this child like junk in here
> from Sinclair. If you want to post this junk then fine, but do
> it in MAC.ADVOCACY or ATARI.ADVOCACY.

I have dumbass! This is the advocacy area not the comp.sys.atar.st one
and yes...I control the agenda for some reason..

> phantomm@kih.net
>
>

sinclap

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Before you buy.

4528. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <8106lq$5rv$1@nnrp1.deja.com>
Source record: 2593

In article <dreibel-1311991143240001@ts7-73t-13.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

sinclap here

>
> though to Mr. Robinson I may be guilty of being "off-topic", my purpose
> of doing so may actually be more "on". After all, the current Micro$oft
> situation is of considerable and important relevance to all computer
> users, which is why I cross-posted those announcements here.
>
> Besides, it gives me a chance to give TiFKAS the attention he craves -
> but not necessarily the type of attention he wants. :) And he certainly
> has been taking his lumps as of late what with Particle Salad's unmasking
> his total complete ignorance regarding the video and film industry, as

That Avid is sinking...Did not their CEO and Chairman resign...looks like
a changing market realignment that caught them off guard..

> well as my unmasking about how little he really knows about what he's
> supposed to be selling, and why it why it's impossible for anyone involved
> in any way with Apple to hire him. His utmost refusal to provide any real

Because I do my job...

> tangible evidence as to his employment is really laughable, seeing as it
> would be the one thing that would really blow me out of the water -
> instead he continually posts URLs to sites that in no way mentions his
> name or position or what company he works for that any two-bit moron with
> access to a library computer could easily find in a web search (and
> really, non-disclosure agreement? that's the utmost in stupid excuses, as
> if he was so tightly bound by something like that he wouldn't be able to
> rent or buy a car, rent an apartment, buy a house, open a bank account -
> indeed, such a binding requirement may even violate his precious First
> Amendment rights).

If you had to sign what I did. You would watch carefully in what yoy say
here.. My employment status and salary is communicated in private when
applying for loans not on the net..

> TiFKAS' overblown shenanigans and ineptitude have been the butt of many
> jokes from TAF meetings all the way to Atari meets in the UK. But then,
> what else can I say about a man who, having run out of arguments, starts
> hallucinating about obese people who aren't there, or attacks the country
> of origin of his tormentor with his pathetic jingoism, using statistics
> from easily-refuted sources.

I can't believe I am that popular...Maybe I am doing the job...-) Thanks
for the vote of confidence here...)

> (BTW, TiFKAS - figures are in. Canada has a $67 Billion budget surplus,
> projected to grow to $97 Billion in five years. Our Finance Minister is

Is that CA dollars?

> looking at tax relief in the next budget as one way to use the money. The
> Toronto Star has done research that shows that while Canadians pay a large
> amount of tax, Americans actually pay more to their government for less.
> Our unemployment rate has dropped down to 7.3% and is still dropping
> thanks to strong performance in manufacturing <read : high demand for

Hope CA is not to dependent on manufactering and that they have a deverse
economy like the U.S. How many firms in CA had an IPO this month?

> finished Canadian goods thanks to a low dollar> and carpentry <new housing
> starts, which is what you get from a strong economy>. The Bank of Montreal
> forecasts that our economy will grow another strong 3% in the next year.

Saw ads for housing starts in the Toronto rag...Playing catchup here...

> Compare that to The Daily Tubby <aka the National Post, Canada's Other
> National Newspaper>, TiFKAS' favorite propaganda rag that regularly
> chicken-littles the Canadian political climate because Conrad "Tubby"
> Black (a tin-pot Rupert Murdoch wannabe) really, really hates our Prime
> Minister, posted a $37 million LOSS in its first year of operation - gee,

Just shows you that conservatism is the minority in CA with the exception
of Mike 'Newt' Harris running things. Maybe he is responsible for the
new prosperity..

> maybe they should practise what they preach and "adopt the iMac model"
> which they advocated Canada do because "the sky is falling"!
>
> oh, and the "iMacs are sold out"? It finally happened because dealers
> here slashed the prices of older iMacs by as much as $500, thereby making
> them much less overpriced and much less underpowered, and thus more

Standard procedure here. When a new model line is immenent...pricing
action is taken to clear out the channel of the leftovers...Not
unusual...

> palatible to consumers, in anticipation of the new goodies Apple promised
> and have still to make it over the 49th parallel, as reported on
> http://www.macintouch.com . Hard to sell new overpriced, underpowered
> iMacs when you can't even supply them ;) . Of course, it's too bad Apple
> doesn't understand about being competitive with PCs in Canada - $2,499 for
> an iMac SE DV, bwahahaha.....

And Apple will sell every iMac DV SE at that price. Have you seen one?

> >
> > sinclap.has.no.job

> >
> > Newsgroup focusing on the amazing amount of time our hero has to annoy all
> > other platform users.

What time..sinclap is taking a short breather. Wait til next week the
busiest day after Thanksgiving...

> personally I would call it comp.sys.sinclap.whine.bitch.moan.... ;)

I engage people's thoughts here...This place would be dead here. I set
the agenda here...

>
> --
> Daniel L. Dreibelbis
>

sinclap

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Before you buy.

4529. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38339DB4.24FF746E@ihug.co.nz>
Source record: 2594

Hi there,

David Misner wrote:
>
> I thought the 68000 series was dead. I did not know that Motorola was
> making faster 060 chips that 50Mhz

Earlier 68000 chips are on scaled down production or order only.
This inlcudes anything lower than certain models of 68030 down.

The 68060 is continuing to be developed however. Its most common
use is in embedded systems (x-ray machines, PLC controllers etc)
but of course it makes an excellent CPU dues to its inherent 680x0
architecture. 80-90MHz 060 are available now/soon. The most 'famous'
use of the 68060 was as the controller CPU's in the recent Mars
robot mission!

> I would love to get a ST. I am currently using Windows 98 but I am
> get really tired of it. I am going back to my good ole Amiga. I
> remember seeing the ST when it first came out and I loved it. I hear
> it is good for audio stuff. I plan on getting into Audio technology
> and would like a nice Atari for that

A Falcon is a nice start for audio. A Hades060 with StarTrack DSP card
is apparently better (can record 16 stereo CD quality tracks of music
simultaneosuly?)...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4530. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911181012090.125-100000@rakastaja>
Source record: 2595

On 18.11.1999, sinclap <sinclap@my-deja.com> wrote:

> Remember a..customer is always right...-)

Please tell that to your "boss" Herr Jobs. My wishes are for the
iMac to be priced on par with PCs and he shall obey, otherwise my
business Apple shall not get.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4531. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911181016540.125-100000@rakastaja>
Source record: 2596

On 18.11.1999, sinclap <sinclap@my-deja.com> wrote:

> Standard procedure here. When a new model line is immenent...pricing
> action is taken to clear out the channel of the leftovers...

If discontinued stuff really was "priced to go" then I should
have been able to find Rev.D iMacs on discount, when the iMac
350 came out, but I didn't; they were _not_ discounted. Explain
that one, Sinclair? Or maybe Mr.Jobs should do it for you?

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4532. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1811991404470001@ts7-60t-30.idirect.com>
Source record: 2597

In article <8102dg$33d$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-1411991216470001@ts7-67t-36.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> >
> > and are still great. If they're not viable today, then why are so many
> > programmers still making product available for 680x0 processor Macs? Why
> > does Quadlist (a mailing list for Quadra 040 and other 040 users) exist?
> > Are their readers pathetic losers?
>
> No, the app is not like Quake were you do need a PPC! There are 040
> machines in circulation but are no longer supported...If you want to use
> OS9 and X consumer, a PPC will be needed.

once again, TiFKAS' waster mentality comes to the fore - namely, if it
don't support the latest and greatest, it's junk.

seeing as I have no use for time wasters like Quake, I'm more
interested in the productivity side - and as I have said, there's still
plenty of third-party support out there. Third-party is better than NO
support. (And I'm finding plenty of 040 based games).

OS9? According to www.macintouch.com, it's pretty buggy, with many apps
falling over on it. OSX Consumer? 18 months late and growing later -
surely you know better than to use vapourware as an argument? Oops, you're
trying to emulate Steve Jobs' distortion field....

>
> > Please note that TiFKAS is calling Macs junk, and is digging an even
> > deeper hole...
>
> You did... not me..

as the owner of a '040 based Mac who is pleased with his purchase, I
find that very hard to believe. Quit trying to wiggle out of the fact
everyone caught you with the meat in your mouth, pinhead...

>
> >
> > as you have been constantly told in .advocacy (and you still continue
> > to ignore) Motorola still makes the 060 becuase there's a use for it in
> > embedded products. Motorola is helping in the design and manufacture of
> > the new Milan board.
>
> So when will this Motorola produced Milan see the light?

this weekend in Germany at the Atari show. With representives from
Motorola and Hewlett-Packard at the booth.

Are you going to admit you made a boo-boo about the Motorola '060?
>
> >
> > > Who said I will use wintel on the Athlon if go that root? A G4 or the
> > > new iMac could change my mind..
> >
> > in the above, you claimed that the Athlon wouldn't run Windows. Now you
> > claim it does. Already changing your story?
>
> I am not going to install Windows when I decide to build the Anthlon
> box..Just BeOS...What do you not understand?

again, you said that Athlon wouldn't run on Windows, then you said it did.
>
> >
> > > MT Newswatcher on the Mac, NEWsie on the Atari. DejaNews is designed for
> > > those who want to learn USEnet, but many people who use it move on to real
> > > newsreaders for the advanced features. Why is TiFKAS still content to use
> > > training wheels when he constantly brays loud and long about the
> > > "superior" Mac Internet tools?
>
> Works very well...All personal portals soon will have personel newsreader
> capability that goes beyond the standalone ones...Your view and thinking
> on this subject is behind..

then there are a lot of Mac users on mac.advocacy whose views and thinking
are "behind". You just insulted a whole bunch of Mac users, pinhead.

And besides, weren't you braying that Pointcast would ultimately crush
Atari as a method of getting on the internet? I do believe that Pointcast
got crushed instead :)
>
> > > Your problem...not mine...
> >
> > no, your problem. You seem to have a problem with backing up your
> > statements with fact, and that's why we suspect you're posing as an "Apple
> > Power Rep". And you have hissy fits when anyone asks you for collaboration
> > of your employment...
>
> I have...Get over it..
>
> http://apple.marketsource.com/powerrep/

no you haven't - you just posted a web site that any two-bit moron
could find on a library computer. Your name is nowhere listed there.

Again, POSEUR - name of business. Name of supervisor. Time and phone
number where he can be reached. That, or an admission that you've been
living a lie for the past six years is the only acceptable answers. YOU
have to prove your credentials, YOU don't set the rules. Get Over It!

> > > > BTW, it's spelled "toddler". Something that you are an expert
in acting
> > > > like. More strained spinach, Cartman?
> > >
> > > spEaking duetch here?
> >
> > speaking plain English. And spelling plain English. Too bad you can't
> > comprehend plain English, toddler. Would you like salt on your crow?
>
> So you run out of counter arguments and attack one for not being
> punctional..What a bully. Were you like this in school.....'Chunks' the
> school punctional bully...

oh, you're hallucinating again - "Chunks" does not exist.

and look who's talking about being a bully - I was talking to Ken about
you last night, and it seems you were trying your usual flaming e-mail
campaigns to try to get him to back off his complaint agaisnt you to Deja.
He never realized just what a foul mouth you have - but then, after Rich
Tietjiens shared with me your bullying tactics, I'm not surprised....
>
> > But Apple Power Reps are supposed to have mastery in comprehension and
> > spelling. Something TiFKAS lacks, which makes his claims of employment
> > extremely suspect. It's all in the Apple employment requirements on their
> > web site.
>
> Apple Power Reps need to manage their territory well...

which is why you're not a Power Rep.

> > little mistake, and has no friends, which explains his constant attacks on
> > innocent people on Atari-related newsgroups to try to bolster his flaccid
> > little ego....
>
> You have not figured it out yet...have you...?

yes I have. You are the one without a clue.....
>
> > > -afraid of Ken
> >
> > now why should I be afraid of Ken, who I consider my dear friend as
> > well as my partner in successfully keeping an Atari user group viable.
>
> Well he is an obstacle to your future...-)

ah, backing off already, eh loser?

> Do
> > I sense that you're extremely afraid and jealous of us, LOSER?
> >
> > > -chicken sh t
>
>

> NO...THATS SAD!
> BTW...Looked through the Toronto paper...the mainstream one.. at Border's
> the other day. The same fluff down here..No one beats the N.Y and LA
> Times...
>
> Toronto looks like their in a housing sprawl boom. Looks
> Americana...What gives?
>
>
> > my my my. Coming from the biggest BSing LOSER of all - seems I'm
> > pushing some buttons here and succeeding. And besides, that's hardly
> > professional language for someone claiming to be an "Apple Power Rep".
>
> I will be in the store outside of Milwaukee on Saturday. If you get a
> chance..swing by...If not...Madison on Sunday(Friday afternoon too) and
> back to MPLS.

OKAY Milwaukee and Madison Atari users! Here's you're chance!

Get a picture of TiFKAS with a digital camera and post it to the net
within minutes! We're all curious to see what this troll looks like and
where he lives.

Of course, if he fails to show, be sure to report that too :)
>
> >Why
> > I bet if your boss caught you using that sort of language in front of a
> > customer you disagreed with, it'll be
> > searching-trash-cans-for-half-empty-bottles-of-MD-20/20 time. That is, if
> > you even HAVE a job, LOSER....
>
> Remember a..customer is always right...-)..And remember to respect ones
> platform choice...something the Jihads here need to do...

something that TiFKAS needs to do - that is, if it weren't for the fact
that his head seems to be magnetically attrated to his alimentary
canal....

>
> --
> "Although there are more Microsoft Windows users
> than Macintosh users, we would like to remind you
> that there are far more cockroaches than people."
> -----------The-New-York-Times---------------------

" He may look like an idiot and talk like an idiot,
but don't let that fool you. He really is an idiot."

- Groucho Marx

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.

Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4533. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1811991409060001@ts7-60t-30.idirect.com>
Source record: 2598
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <8104ou$4m7$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <382f7263@athene.hdm-stuttgart.de>,
> phantomm@kih.net (Phantomm) wrote:
> >
> > <Edited>
> >
> > Normally I don't jump into a Flame War, thats just not my style.
> >
> > But I've seen posting after posting from Mr/Mrs/Miss SinClair over
> > many months if not years bashing the Atari Platform.
>
> ets spilled 'sinclair' to you...

can't even spell "it's". how sad.

> > The real reason he or her as the case may be, does this is that
> > he/her really wants to find out as much info possible about what
> > is going on in the Atari world. So he continues to bash it to death
> > trying to squeeze all the info he can out of any Atari user.
> >
> > He/Her is just a Spy who insults the Atari Users trying to get
> > info on new projects and etc. I've seen constant errors relating
> > to Atari stuff that anyone who posts/reads the Atari NewsGroups
> > as much as he/her does would already know.
> >
> > I usually don't ask or tell folks what to post in CSAST.
> > Again not my style.
> > But I really grow tired of seeing this child like junk in here
> > from Sinclair. If you want to post this junk then fine, but do
> > it in MAC.ADVOCACY or ATARI.ADVOCACY.
>
> I have dumbass! This is the advocacy area not the comp.sys.atar.st one

then why is this showing up in comp.sys.atari.st, dumbass?

last time you pulled this drivel here, you got a reprimand from
cedarnet, who agreed with me that such postings were inappropriate and
referred to you as a "Mac Zealot" with no life....

> and yes...I control the agenda for some reason..

sorry, Master of Puppets, we're pulling YOUR strings....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4534. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn838vc5.9dm.jedi@localhost.localdomain>
Source record: 2599

On Fri, 19 Nov 1999 00:29:34 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>David Misner wrote in message ...
>>>Several TT clones are around now that range from machines using the
>original
>>>MC68030 CPU but at faster speeds, to newer variants using the latest
>Motorola
>>>CPU from the same family, the MC68060, which at 60MHz equals a Pentium
>>>200 in
>>>performance.
>
>About P75 more like.

Depends on what. For mp3 decoding you might have a point.
For anything else where the OS is likely to get in the
way, the P5/200 comparison is likely more valid.

[deletia]

--

Bill, you trivialized one customer too many: Linus. |||
/ | \

For sane PPP Docs, try http://penguin.lvcm.com

4535. Cosmic Swarm, Frankensteins Monster, and more

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-18 00:00:00 UTC
From: Mighty YO <yoyo@socket.net>
Message-ID: <s39gu68v1eo12@corp.supernews.com>
Source record: 2600
Cross-posted to:
alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

You don't see these games everyday. I have these and several other atari items on ebay. I have alot of games that I will be listing over the next week that you won't want to miss. Check it out.

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo

4536. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-19 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <HFVY3.224$uL.9821@nsw.nnrp.telstra.net>
Source record: 2501

David Misner wrote in message ...
>>Several TT clones are around now that range from machines using the
original
>>MC68030 CPU but at faster speeds, to newer variants using the latest
Motorola
>>CPU from the same family, the MC68060, which at 60MHz equals a Pentium
>>200 in
>>performance.

About P75 more like.

Dual 68060 Falcon clones with high-speed DSP and more are also
>>being developed. The MC68060 can be clocked to around 90MHz now, but
expect
>>120MHz versions within 6 months from the info we know from Motorola...
>
>I thought the 68000 series was dead. I did not know that Motorola was
>making faster 060 chips that 50Mhz

AFAIK 60Mhz is the fastest, but I haven't really been following the 68060
developments.

>I would love to get a ST. I am currently using Windows 98 but I am
>get really tired of it. I am going back to my good ole Amiga. I
>remember seeing the ST when it first came out and I loved it. I hear
>it is good for audio stuff. I plan on getting into Audio technology
>and would like a nice Atari for that
>

Or a nice soundcard for your Amiga perhaps?.

Regards,

Clockmeister.

4537. Angry Mac Man: Macintosh is the' ' of the computer industry

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-20 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <815gfq$vv3$1@nnrp1.deja.com>
Source record: 2502

sinclap here

Food for thought...
Time for a new thread from my good friend Rodney. Sound familliar?

Are Atari columnist's as thoughtful as this piece?
---
http://www.macsimple.com/opinion/columns/rlain_007_19991118.html

Angry Mac Man: Macintosh is the'nigger' of the computer industry
November 18, 1999
By Rodney O. Lain, lain@macsimple.com
Associate Managing Editor

American blacks have finally reached cultural maturity! They are capable of self-criticism! Comments made by a reviewer of the book Black Bourgeoisie Between me and the [White] world there is ever an unasked question: unasked by some through feelings of delicacy; by others through the difficulty of rightly framing it. All, nevertheless, flutter round it. They approach me in a half-hesitant sort of way, eye me curiously or compassionately, and then, instead of saying directly, "How does it feel to be a problem?" they say, "I know an excellent colored man in my town"; or, "I fought at Mechanicsville"; or "Do not these Southern outrages make your blood boil?" At these I smile, or am interested, or reduce the boiling to a simmer, as the occasion may require. To the real question, "How does it feel to be a problem?" I answer seldom a word.

W. E. B. Du Bois (1868-1963), from his book The Souls of Black Folk
And they asked me right at Christmas If my blackness, would it rub off?
I said, ask your mama.

Langston Hughes (1902-1967), from the poem
"Horn of Plenty," in the book Ask Your Mama: 12
Moods for Jazz (1961) They lynch Black people up North, too. They just don't use rope. Ralph Wiley, Why Black People Tend to Shout

Since I consider myself to be a black guy who seeks true objectivity in my worldview, I long ago vowed to have an equal number of non-black friends in my life to help me --unbeknownst to them -- keep a proper balance in all things racial. Since taking that vow, I've had many a late-night conversation with white counterparts. None of those conversations were ever orchestrated on my part, but invariably, as we got to know one another better, it always seemed like sooner or later I would be asked some variation of the one particular question: what is it like to be black? Like Du Bois, sometimes I heave a sigh, sometimes I wax emotionally, sometimes I say nary a single word. Sometimes, though, I

tire of being the representative of my race. After all, I am not the EveryNegro -- even though I play one on the internet. But such is the lot of an interracial emissary. My mind works in weird ways, so it wasn't any surprise that I began to draw analogies between being a cultural minority and being a computing minority. The really weird thing is that the more I thought about it, the more parallels I discovered. So I thought I'd run a few of them by you and see what you think. But before doing so, I must make a confession and a disclaimer.

THE SOCIAL CONTRACT, AMERICAN STYLE

Racial discussions tend to be conducted at
one of two levels -- either in shouts or in whispers. The shouters are generally so twisted by pain or ignorance that spectators tune them out. The whisperers are so afraid of the sting of truth that they avoid saying much of anything at all.

Ellis Cose, Rage of a Privileged Class

By the very mention of race in a public forum, I have committed a gross sin. No one will ever admit it, but there is an unwritten rule that says "thou shalt not discuss race in public." Race makes people uncomfortable. The subject of race makes Whites and non-Whites uncomfortable when addressed in "mixed company" -- that is, when the audience is made up of people of more than one race. Oh, it's okay to discuss race when everyone is of the same race (or of the same opinion), but don't you dare do it where it may cause serious and prolonged discussion! Wanna make a crowd disperse? Bring up race as a serious discussion topic. There is another reason people don't like discussing race: it causes Whites to feel pangs of white guilt" (and no one wants to feel guilty), and it causes Blacks to feel racial anger, which exacerbates the White guilt trip -- yes, Blacks can be racist, too.

Now, there is a reason I use the Black-White race relationship as an analogy for Mac/PC "race relations": the White-Black race relationship is the quintessential race relationship. It's the most written-about race relationship (as Ellis Cose says, the libraries' bookshevles groan under the sheer volume of texts written on the subject).Therefore, to discuss race -- in America, anyway -- is to discuss Whites and Blacks. To discuss OS "wars" is to discuss Mac and PC, apologies to my friends who use Linux and other flowering platforms.
Allow me to get colloquial and ask you: knowhutI'msayin'?
By discussing race, there are some of you who will never read my column again. I take that chance, because I feel that certain things must be said. Some of you will call me a racist because you will either misunderstand what I will say, will not read past this column's title -- or I will not express myself clearly. But that's okay.
I ask you, though, to read this column in a vacuum. Don't let it color -- no pun intended -- everything else that I will write or will have written. Just remember that I always bow towards Cupertion and seek Higher Guidance through "The Columnist's Prayer," created by the late

Lewis Grizzard, a Great American:

Oh, Lord, I thank thee for today's column
And I ask thee to forgive me for
yesterday's.
I am trying not to whisper nor to shout. I'm just trying to discuss
calmly two subjects that are close to my heart -- for obvious reasons.
End of preamble. On to my unabashedly biased presentation of the
parallels between Blacks and Macs (and Mac users).

BOTH FEEL OPPRESSED BY "THE MAN"
I just received an e-mail today from a reader who told me to quit
bellyaching. He said that all Mac users do is complain about being
slighted, and that there is nothing to complain about. This is the exact
same thing that many American blacks are told. They are told that
they have it better than they realize, so why gripe?
That is one reason why I don't vent my racial gripes anymore. If you
begin to point our racism and prejudice, even when your indignation is
justified, even when the racism/prejudice is blatant, embarrassing and
harmful, you will be ostracized for having broken the aforementioned
unwritten rule. On the Mac side, Mac users should want to be judicious in
their talking about the way Mac users are treated, for similar reasons.
For example, one place where I worked, mysupervisor walked up to me and
said, "you must feel like you're in hell, since all we have
here are PCs." I had no idea where that comment came from. Little did I
know but many people in the company had passed around the fact that I was
a Mac head and some had even read one of my columns (I'd given one to my
interviewer as a writing sample) -- it was an all-PC environment.
From that point on, there were always disparaging remarks made in my
presence aboutMacs with the purpose of getting a rise out of me.
After that, I began to take my PowerBook to work. If they're gonna piss
me off, I figured, I guess I should piss them off, too (my NT machine
never worked anyway, so as the MIS guy fixed it, I got work done on my
Mac). On the Black side, I remember working at another place alongside a
friend with whom I'd been involved in one of those Christian mens' groups
where you confess your problems, etc. I was idiot enough to confess that
I spent many times being self-conscious about livingin Minnesota, easily
the "Whitest state in America," Montana notwithstanding. After that,
the "friend" began saying things in mixed company that would appear
obviously meant toembarrass me. I remember one day, we were trying to get
something fixed, and he commented that we need to "nigger rig" it.

BOTH ARE OVERLY SENSITIVE
I've spoken with Mac user after Mac user who is
upset about the fact that CompUSA never has any Mac software or never has
this or that Mac product -- sometimes I tried to point out that the Mac
isn't the only computer sold in the store, and that managers have to deal
with reps from Intel, Compaq, etc. and that the Mac is just one out of
many, so no offense should be taken.. I've been with Black person after
Black person who complains about some real or imagined "racism" --

sometimes I try to point out that there is a difference between racism andprejudice. Black people make a big thing about their culture and demand that it be recognized, to hell with other minorities. A prime example is Black History Month and Martin Luther King, Jr., national birthday. I think Black America needs to rethink this ethnocentrism -- but don't give up on supporting their cultural heritage. Mac users make a big deal about anything having to do with Macs, to hell with people who are equally passionate about Linux, the Amiga, the Commodore, etc. We need to chill.

BOTH CAN BE THE BIGGEST BIGOTS ALIVE

Negroes can be fascists, too.

Richard Wright (1902-1960) African-American writer

If White people wrote the book on racism, as some blacks are fond of saying, then Black people studied the book and perfected the technique described therein. Mac users are proud of their ability to bash the PC and Windows. Then they are quick to point out the the PC world is biased towards them...

BOTH ARE SEEN AS INFERIOR
Fifty-three percent of nonblacks believe that African-Americans are less intelligent than whites; 51 percent believe they are less patriotic; 56 percent believe they are more violence-prone; 62 percent believe they are more likely to "prefer to live off welfare" and less likely ot "prefer to be self-supporting."

From a 1990 survey

How many times have you been told that Macs are worthless? The Mac isn't a "real computer"? The Mac isn't good for anything but graphics? I arrest my case (on this point, anyway). HAVE TO WORK TWICE AS HARD TO BE CONSIDERED HALF AS GOOD Okay, I know this is a stretch: Apple advertises the G3 as being "up totwice as fast" as the Pentium II. They advertise the G4 as being 2. 9 times as fast as the fastest Pentium III. Meanwhile. Windows users (White people?) don't even attempt to stifle their yawn, instead, they exaggerate.

PERPETUATED MYTHS
The Mac is supposed to have huge speed differences beyond the PC (you know, up to twice as fast)' Black men are supposed to have huge' oh, never mind.

MANY OF THEIR PROBLEMS ARE OF THEIR OWN CREATION
I grew up a liberal. I became a conservative in college, and now I'm a thinking person. I see right and wrong on both sides of the ideological fence. The reason that I came to eschew both liberal and conservative notions of race is because I came to see flaws in both sides' racial remedies. If you agree totally with (fill-in-the-blank with your political affiliation), then you're not thinking. I came to see that if

we applied nothing but the consevatives' bootstrap theology to Blacks' plight, there would still be the issue of instutionalized racism to deal with (it does exist, whether you agree with me or not). If we applied nothing the liberals' welfare/government intervention stategy, there would still be the issue of dealing with Blacks that depend too much on others and not enough on themselves.
The same is true for the Mac. Many PC users feel that Apple needs to shut up and make quality products (read AGP, TCP/IP, multitasking, preemptive memory protection, yada yada yada), then the Mac'd give Wintel a run for its money -- but what about the MIS people who have their job security to nurture? Then there are those who think that the government should break up Microsoft to allow alternatives Oses a chance to compete -- but what if Apple is subsequently proven to be a monopoly in its own right? (Again, I know this part of the analogy is also a stretch.). I could come up with other comparisons, but I know many of you are probably tired of me talking about race (then again, maybe not -- those who can't handle this have probably stopped reading long ago, even ifthey'd gotten past the title).

BOTH ARE MORE INFLUENTIAL THAT THE MAJORITY WILL DARE TO ADMIT

Without the presence of blacks'. Huckleberry Finn would not have been written'. [There] would be no Faulkner; there would be no Stephen Crane'. no Hemingway' even our sports would be lacking in the sudden turns, the shocks, the swift changes of pace (all jazz-shaped)'. Since the beginning of the nation, white Americans have suffered from a deep inner uncertainty as to who they really are'. Many whites could look at the social position of blacks and feel that color formed an easy and reliable gauge for determing to what extent one was or was not an American. Perhaps that is why one of the first epithets that many European immigrants learned when they got off the boat was the term "nigger" -- it made them feel instantly American'. Despite the racial difference and social status, something undisputably American about Negroes not only raised doubts about the white man's value system but aroused the troubling suspicion that whatever else the true American is, he is also somehow black.

Ralph Ellison (1914-1994),
"What America Would Be Like Without Blacks," from Going to the Territory

The Mac has brought many innovations to the industry. The Mac is not only a part of the trend setters among the industry, but a part of popular culture (notice the growing number of Macs on TV?).
Blacks have influenced American culture more than any non-white culture. Jazz is the only music considered uniquely American. Over 2/3 of people that buy rap music are white. Every child athlete probably wants to "be like Mike" at one time or another. Black culture has influenced language and customs more than anything. How many of you give each other "high fives"? And how about "talking trash"? The use of slang could be a dissertation in itself.

CONCLUSION: DISCUSS THIS AMONG YOURSELVES

All analogies break down, and so does this one. I do not think this analogy is airtight, nor should it be carried out to its logical conclusion -- it is obviously untenable in many respects; for example, I would not try to argue nor would I agree with the fact that, say, Linux is the, uh, Russian of the computer industry. So, extrapolate at your own risk. Take this in the spirit of satire in which it was given (with a touch of seriousness). I�ve been trying to come up with an appropriate name for the column that I write here at Mac Simple, and I think I�ve found it, in light of today's column: Angry Mac Man. Yep, that�s me to a T. It has the ring that I want, and it has a play on words, which I love. What do you think? Comments are welcome, and I even respond to flames. Don't worry about I'il ole me. I can take criticism. "My People" (Mac people) have been criticized for years and years, yet we persevere. We have a thick skin created from years of being �buked and scorned. We Mac people shall overcome. We always do.

Sent via Deja.com http://www.deja.com/
Before you buy.

4538. Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-20 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <815ik1$1cu$1@nnrp1.deja.com>
Source record: 2503

sinclap here

Looks like 'Chunks' has some explaining to do. He states that the Milan is a success due to having sales of 50 units per month which will drive the software developers to trip on each other to develop for this marvelous machine.

However, users have reported stability issues...Whats the real story here? Matt Drudge has some free time due to his spat with FOX to invistigate...Enquiring minds want to know...

Subject: Re: Milan or HADES
Date: 1999/11/17
Author: Matt Jaap<mjaap@atari-computer.de>

In article <xRhX3.328$3Y2.389@198.235.216.4>,
madmax@bfree.on.ca (Brian Van TIlborg) wrote:
Which one is the future and which one appears better.
Pros and Cons would be appreciated.
Are they reliable, etc.

The main pro for the Milan is obviously the price: it's much cheaper. On the other hand many Milans tend to be pretty unstable (hardware- wise) while others run perfect. It's now my second Milan after the first one was so unstable that I could hardly use it. The second one still likes to crash but is a bit more stable. So definately wait for the Milan II because it seems that the new manufacturers are more professional than the old ones. Hades was a nice machine but it's only a question of time until the machine is finally dropped.

Greetings,
Matt.

Sent via Deja.com http://www.deja.com/
Before you buy.

4539. The November TAF meeting

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-21 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <NBIZ3.621$26.664@198.235.216.4>
Source record: 2504

I am interested in knowing how the last TAF meeting went.

Items for sale. Demonstrations
# of people who managed to attend.
Unfortuneately I had to work that evening.

later Brian.

4540. Re: Angry Mac Man: Macintosh is the' ' of the computer industry

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2111991059200001@ts7-53t-18.idirect.com>
Source record: 2505

In article <815gfq$vv3$1@nnrp1.deja.com>, The iDiot Forever Known As Sinclap <sinclap@my-deja.com> wrote:

> sinclap here
>
> Food for thought...
> Time for a new thread from my good friend Rodney. Sound familliar?

yep, Roger Sheppard. He lost his account after his unfortunate describing of Australians using a racist epiphet. Like you're about to.

Seems both Rodney and TiFKAS have some issues to deal with. Just like TiFKAS' rabid hatred of feminists. A brain virus they inadvertantly caught from Axl Rose?

"If you don't have a problem with homosexuals, then don't call them "faggots". If you don't have a problem with black people, then don't call them "niggers". Personally, I have never met a "nigger" in my life. Peace".

- Vernon Reid, guitarist with Living Colour, responding to Axl's crybabying "I'm not a racist" over the song "One In A Million", which is indeed racist...

TiFKAS, rather than face the issues of his non-employment, is using his ol' diversion tactics again to dodge the issue.....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4541. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2111991112480001@ts7-53t-18.idirect.com>
Source record: 2506

In article <815ik1$1cu$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> sinclap here
>
> Looks like 'Chunks' has some explaining to do.

how can he, when your imaginary friend doesn't exist?

He states that the Milan
> is a success due to having sales of 50 units per month which will drive
> the software developers to trip on each other to develop for this
> marvelous machine.

it's already happening, pinhead! ASH decided to release an improved
version of CAB (2.8) in response to the Milan's success. Hewlett-Packard
is adding support peripheral wise. Expect more to follow now that Motorola
is helping in the manufacturing and distribution end.
>
> However, users have reported stability issues...Whats the real story
> here?

you'll notice that one person's opinion causes TiFKAS to become all
excited and claim the sky is falling! There's quite a few Milan users
posting to comp.sys.atari.st who are quite happy with their machines.
Also, Milan gMBH has been pretty quick in coming up with solutions in new
operating system patches and even replacing the machines.

Of course, TiFKAS, when faced with the problems that new iMac and iBook
users have had happening with their machines regarding things not
working(in the case of the iBook, flaky keyboards and the fact the machine
turns on when you close it; iMac DVs won't save streaming video in 16-bit
mode, and many cameras on the market won't work with it), will ignore this
or downplay it. (It's all on http://www.macintouch.com for the little
wienerhead to peruse)

Matt Drudge has some free time due to his spat with FOX to
> invistigate...Enquiring minds want to know..

yep, he needs to find out how a little loser with no life who can't
even spell "investigate" is too chicken to show any evidence of his
employment.....

"and the fake Apple Power Rep can be identified by his high-top
sneakers and foul mouth".

--
Daniel L. Dreibelbis

Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4542. iBooks - stability problems?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2111991202270001@ts7-53t-18.idirect.com>
Source record: 2507

from comp.sys.mac.advocacy:

so TiFKAS is making a big thing about early unstable Milans. Maybe he should look to the company he shills for about infinitely worse, CURRENT problems with the all-singing, all-dancing iBooks:

November 19 - My iBook died yet again - a third time. I've become totally disillusioned with Apple. I was just about to buy a G4 with 14' Display for $5200. But f*** Apple. I have had 5 Macs, and still own 3. And I'm starting to think about non-Apple products. Here's my letter before the third death of my iBook: (And they still never replied to this letter.)

Dear Apple Computer

November 14, 1999

My iBook died again - less than a week after I got my iBook back from repair in Texas. So I am shipping it back again. I was disappointed there was no explanation as to what the problem had been (still is, obviously) and what repairs were made. There should have been. I couldn't even find it in your computer records over the telephone.

I have the feeling that I spent $2000 (iBook plus 128 RAM) just to have the privilege of being a Beta Tester for Apple for a product rushed to market before it was ready.

The same thing happened many years ago when I got the very first Powerbook 100 - immediately going off for repairs for half of the first few months.

I don't appreciate paying to be a Beta Tester, and I have lost all faith in this unit. I need a dependable computer. I suppose I made a big mistake and should have gotten a G4 from The Apple Store instead, since home units are much more stable systems.

Sincerely,

William R. Noack
noack@west.net
P.O. Box 90241
Santa Barbara, CA 93190
(805) 961-2802

Case ID 5674667

Web Order Number: W365214
Apple Sales Order Number: 7000387641
Apple Customer Number: 900004

M7707LL/A IBOOK BB 12.1/300/32/3G/CD/E/56K-USA 1 1,599.00

4543. Re: Cosmic Swarm, Frankensteins Monster, and more

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-21 00:00:00 UTC
From: Mighty YO <yoyo@socket.net>
Message-ID: <s3gk9riv3ef67@corp.supernews.com>
Source record: 2508
Cross-posted to:
alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

These auctions end today, you don't want to miss out!!!

Mighty YO wrote in message ...
>You don't see these games everyday. I have these and several other atari
>items on ebay. I have alot of games that I will be listing over the next
>week that you won't want to miss. Check it out.
>
>http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo
>
>

4544. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <g0a_3.134$FC1.3933@nsw.nnrp.telstra.net>
Source record: 2509

jedi@dementia.mishnet wrote in message ...
>On Fri, 19 Nov 1999 00:29:34 +0800, Clockmeister <gerryvdb@tnet.com.au>
wrote:
>>
>>David Misner wrote in message ...
>>>>Several TT clones are around now that range from machines using the
>>original
>>>>MC68030 CPU but at faster speeds, to newer variants using the latest
>>Motorola
>>>>CPU from the same family, the MC68060, which at 60MHz equals a Pentium
>>>>200 in
>>>>performance.
>>
>>About P75 more like.
>
> Depends on what. For mp3 decoding you might have a point.
> For anything else where the OS is likely to get in the
> way, the P5/200 comparison is likely more valid.
>

That makes it an efficient OS wich makes the computer feel faster, but the
number crunching performance of the CPU is still only at P75 levels.

Regards,

Clockmeister.

4545. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-22 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn83j3da.3um.jedi@localhost.localdomain>
Source record: 2510

```
On Mon, 22 Nov 1999 19:55:22 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>jedi@dementia.mishnet wrote in message ...
>>On Fri, 19 Nov 1999 00:29:34 +0800, Clockmeister <gerryvdb@tnet.com.au>
>wrote:
>>>
>>>David Misner wrote in message ...
>>>>>Several TT clones are around now that range from machines using the
>>>original
>>>>>MC68030 CPU but at faster speeds, to newer variants using the latest
>>>Motorola
>>>>>CPU from the same family, the MC68060, which at 60MHz equals a Pentium
>>>>>200 in
>>>>>performance.
>>>
>>>About P75 more like.
>>
>> Depends on what. For mp3 decoding you might have a point.
>> For anything else where the OS is likely to get in the
>> way, the P5/200 comparison is likely more valid.
>>
>
>
>That makes it an efficient OS wich makes the computer feel faster, but the
>number crunching performance of the CPU is still only at P75 levels.

How much of the typical desktop load comes under the heading
'number crunching'? There's a reason mere mortals aren't
clamouring for 8x SMP boxen or parallel multiprocessing clusters.

Once you get beyond supporting OS & BloatApp cruft, end user
needs are actually quite minimal (games excepted).

My prime motivation for no longer running a 486 is access to
PCI slots. Without games to waste cycles with, I wouldn't
have any motivation to run anything faster than a P5/75 really.

--

One of the great lies of our age is the myth that
Microsoft has somehow managed to turn these random
collections of spare parts known as PC clones into |||
the equivalent of a Macintosh. / | \
```

4546. <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-22 00:00:00 UTC
From: iGYUYPlc <iGYUYPlc@aJKYKWkk.comNOSPAM>
Message-ID: <81catb$gh3$1@nslave1.tin.it>
Source record: 2511
Body handling: HTML body converted to readable text

```
<SCRIPT language="JavaScript1.1" SRC="http://ad.it.doubleclick.net/adj/xoom.it/membersarea
;area=membersarea;abr=!ie;sz=468x60;ord=0017?">
</SCRIPT>
<NOSCRIPT>

<IMG SRC="http://ad.it.doubleclick.net/ad/xoom.it/membersarea;area=membersarea;abr=!ie4;ab
r=!ie5;sz=468x60;ord=0017?" BORDER=0 WIDTH=468 HEIGHT=60>

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4547. Re: iBooks - stability problems?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-22 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <383A0AB7.3C4EB575@calcna.ab.ca>
Source record: 2512

sinclap wrote:

> The Milan is more noticeable when many out of a batch of 600 that will
> have shipped this year is not good.

Hmmm - Milan is still vapourware in Canader

The Canadian Curmudgeon (in sunny, nearly snow free again, Calgary)

Canada the last remaining socialist state with a democratically
elected dictator)

4548. Re: iBooks - stability problems?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-23 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81cn51rce1@nnrp1.deja.com>
Source record: 2513

In article <dreibel-2111991202270001@ts7-53t-18.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

sinclap here

> from comp.sys.mac.advocacy:
>
> so TiFKAS is making a big thing about early unstable Milans. Maybe he
> should look to the company he shills for about infinitely worse, CURRENT
> problems with the all-singing, all-dancing iBooks:
>

Clutching the straws here arn't we...

Lets see...Apple has shipped tens of thousands of iBooks according SJobs.
The standard three percent or less will have some gliches...

The Milan is more noticeable when many out of a batch of 600 that will
have shipped this year is not good.

----------here's a holiday tibit...

iBook is Number One Selling Consumer Portable in U.S.

CUPERTINO, California—Nov. 22, 1999—Apple's blueberry iBook® is
the number one selling portable
computer in the U.S. retail market in October, according to the
most recent monthly hardware report by PC
Data. The complete report is available at www.pcdata.com. Based on
this report, the combined sales of
Apple's iBook and PowerBook® portable computer lines give Apple®
an 11 percent share of the U.S. retail
portable market in October.

"iBook is clearly hitting the mark with consumers," said Stephen
Baker, PC Data senior analyst and director
of Hardware Research. "iBook sales momentum heading into the
holidays appears very strong."

"iBook is the first portable designed expressly for consumers and
students," said Steve Jobs, Apple's
interim CEO. "Customer response has been incredible and we are
working hard to meet the tremendous
demand."

iBook features a 12.1-inch TFT display for super-crisp images and
video; a PowerPC G3 processor for

Pentium-toasting performance; built-in 56K modem and 10/100BASE-T Ethernet networking; and a built-in
USB port and CD-ROM drive. iBook is the first ?wireless ready? portable computer, with two built-in
antennas and an internal slot for Apple?s AirPort? wireless networking card (optional). With AirPort
wireless networking up to 10 computers can share one Internet connection at speeds up to 11 megabits per
second and distances up to 150 feet (half a football field)?all without wires. iBook?s design innovations
include a rubber-coated translucent enclosure for durability, a pullout handle for safe carrying, and a unique
?latch-less? closing mechanism for faster and easier access.

iBook is available in the U.S. through Apple Authorized Resellers including CompUSA, Computer Stores
Northwest, Inc., Computer Town, ComputerWare, DataVision, Fry?s, J&R ComputerWorld, Micro Center,
RCS and Sears as well as hundreds of Apple Specialist stores and online through The Apple Store?
(www.apple.com).

About PC Data
Based in Reston, VA, PC Data has been providing point-of-sale data since 1991 and has become the only
comprehensive source of software and hardware sales information. PC Data supplies sales information to
more than 800 software and hardware firms, which account for nearly 95 percent of total computer industry
sales. The company?s latest initiative includes PCData Online, an Internet monitoring service
(www.pcdataonline.com). In addition to tracking software and hardware sales through retailers, PC Data also
tracks sales through educational resellers, corporate resellers and distributors.

About Apple
Apple ignited the personal computer revolution in the 1970s with the Apple II, and reinvented the personal
computer in the 1980s with the Macintosh. Apple is now recommitted to its original mission?to bring the
best personal computing products and support to students, educators, designers, scientists, engineers,
businesspersons and consumers in over 140 countries around the world.
acknowledged.

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Before you buy.

4549. Re: Angry Mac Man: Macintosh is the' ' of the computer industry

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-23 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81cndorfh1@nnrp1.deja.com>
Source record: 2514

In article <dreibel-2111991059200001@ts7-53t-18.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
sinclap here
> >
> > Food for thought...
> > Time for a new thread from my good friend Rodney. Sound familliar?
>
> yep, Roger Sheppard. He lost his account after his unfortunate
> describing of Australians using a racist epiphet. Like you're about to.

Saids who?

> Seems both Rodney and TiFKAS have some issues to deal with. Just like
> TiFKAS' rabid hatred of feminists. A brain virus they inadvertantly caught
> from Axl Rose?

Did you read the reader feedback on this? I suggest you do so before
your scramble eggs foams out of your mouth...

> "If you don't have a problem with homosexuals, then don't call them
> "faggots". If you don't have a problem with black people, then don't call
> them "niggers". Personally, I have never met a "nigger" in my life.
> Peace".
>
> - Vernon Reid, guitarist with Living Colour, responding to Axl's
> crybabying "I'm not a racist" over the song "One In A Million", which is
> indeed racist...
>
> TiFKAS, rather than face the issues of his non-employment, is using his
> ol' diversion tactics again to dodge the issue.....

He he...

> --

sinclap

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4550. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-23 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81cnk1rpe1@nnrp1.deja.com>
Source record: 2515

In article <Pine.MNT.4.10.9911181012090.125-100000@rakastaja>,
Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
> On 18.11.1999, sinclap <sinclap@my-deja.com> wrote:

sinclap here

> > Remember a..customer is always right...-)
>
> Please tell that to your "boss" Herr Jobs. My wishes are for the
> iMac to be priced on par with PCs and he shall obey, otherwise my
> business Apple shall not get.

Well they are...The market dictates the price...Remember, a G3 is twice
the speed of the same clock speed of a PII!

> --
> ---
> Martin-Éric Racine The Atari Stacy and TT030 Homepage
> Lappeenranta, Finland http://members.tripod.com/~TT030/
> ---
> "When the time comes, I will know and I shall be." Q-Funk
>
>

--

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4551. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-23 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81cntf$rt4$1@nnrp1.deja.com>
Source record: 2516

In article <Pine.MNT.4.10.9911181016540.125-100000@rakastaja>,
Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
> On 18.11.1999, sinclap <sinclap@my-deja.com> wrote:

sinclap here

> > Standard procedure here. When a new model line is immenent...pricing
> > action is taken to clear out the channel of the leftovers...
>
> If discontinued stuff really was "priced to go" then I should
> have been able to find Rev.D iMacs on discount, when the iMac
> 350 came out, but I didn't; they were _not_ discounted. Explain
> that one, Sinclair? Or maybe Mr.Jobs should do it for you?

Here in NA, the iMac 333 is gone, as in gone...discontinued!

> --
> ---
> Martin-Eric Racine The Atari Stacy and TT030 Homepage
> Lappeenranta, Finland http://members.tripod.com/~TT030/
> ---
> "When the time comes, I will know and I shall be." Q-Funk
>
>

sinclap

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4552. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-23 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81d72t$6nq$1@nnrp1.deja.com>
Source record: 2517

In article <dreibel-1811991404470001@ts7-60t-30.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

> once again, TiFKAS' waster mentality comes to the fore - namely, if it
> don't support the latest and greatest, it's junk.

Nope you said that. All I stated is that 040 folks will be severly
limited in choice and capability. Apple stopped producing 040 machines
five years ago you know...

> seeing as I have no use for time wasters like Quake, I'm more
> interested in the productivity side - and as I have said, there's still
> plenty of third-party support out there. Third-party is better than NO
> support. (And I'm finding plenty of 040 based games).

The small productivity apps or utilities should be 040 friendly. But
still limited.. Many Quadra users are upgrading daily.

> OS9? According to www.macintouch.com, it's pretty buggy, with many apps
> falling over on it. OSX Consumer? 18 months late and growing later -
> surely you know better than to use vapourware as an argument? Oops, you're
> trying to emulate Steve Jobs' distortion field....

When there is a major OS update, some software will break. But the
software updates will be available asap with a patch download.

Is this the best you can do Chunks?
\> as the owner of a '040 based Mac who is pleased with his purchase,
I
> find that very hard to believe. Quit trying to wiggle out of the fact
> everyone caught you with the meat in your mouth, pinhead...

Than quote me...

>
> this weekend in Germany at the Atari show. With representives from
> Motorola and Hewlett-Packard at the booth.
>
> Are you going to admit you made a boo-boo about the Motorola '060?

Atari Show? Still have these?

> > > in the above, you claimed that the Athlon wouldn't run Windows. Now you
> > > claim it does. Already changing your story?

I said...I would not install Windows on it just the BEOS..

> > I am not going to install Windows when I decide to build the Anthlon
> > box..Just BeOS...What do you not understand?
>
> again, you said that Athlon wouldn't run on Windows, then you said it did.
> >

I said...Read above..

as
> > > well as my partner in successfully keeping an Atari user group viable.
> >
> > Well he is an obstacle to your future...-)
>
> ah, backing off already, eh loser?
>
> > Do
> > > I sense that you're extremely afraid and jealous of us, LOSER?
> > >
> > > > -chicken sh t
> > >
> > >
> > NO...THATS SAD!
> > BTW...Looked through the Toronto paper...the mainstream one.. at Border's
> > the other day. The same fluff down here..No one beats the N.Y and LA
> > Times...
> > >
> > Toronto looks like their in a housing sprawl boom. Looks
> > Americana...What gives?
> > >
> > >
> > > my my my. Coming from the biggest BSing LOSER of all - seems I'm
> > > pushing some buttons here and succeeding. And besides, that's hardly
> > > professional language for someone claiming to be an "Apple Power Rep".
> > >
> > I will be in the store outside of Milwaukee on Saturday. If you get a
> > chance..swing by...If not...Madison on Sunday(Friday afternoon too) and
> > back to MPLS.
>
> OKAY Milwaukee and Madison Atari users! Here's you're chance!
>
> Get a picture of TiFKAS with a digital camera and post it to the net
> within minutes! We're all curious to see what this troll looks like and
> where he lives.

You may get your wish soon..

> Of course, if he fails to show, be sure to report that too :)
> >
>

sinclap

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4553. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-23 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911230705020.94-100000@rakas>
Source record: 2518

On 23.11.1999, sinclap <sinclap@my-deja.com> wrote:

> Here in NA, the iMac 333 is gone, as in gone...discontinued!

OK, they are really discontinued in your town, good.

Now, where's your explanation as to why remaining Imac 333 stocks
are _not_ discounted around here, despite your previous statement
that discontinued models get "priced to go" to make room for new
models?

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4554. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-23 00:00:00 UTC
From: mad@dalnet.se
Message-ID: <383ae839.5218663@news.dalnet.se>
Source record: 2519

> My prime motivation for no longer running a 486 is access to
> PCI slots. Without games to waste cycles with, I wouldn't
> have any motivation to run anything faster than a P5/75 really.

I've got a 486 with PCI slots...it's got ISA _and_ VL-bus, too...
;-)

4555. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-23 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn83m0ft.obg.jedi@localhost.localdomain>
Source record: 2520

On Tue, 23 Nov 1999 19:18:40 GMT, Magnus Dill <mad@dalnet.se> wrote:
>
>> My prime motivation for no longer running a 486 is access to
>> PCI slots. Without games to waste cycles with, I wouldn't
>> have any motivation to run anything faster than a P5/75 really.
>
>I've got a 486 with PCI slots...it's got ISA _and_ VL-bus, too...
>;-)

When I got my 486 those kinds of boards were pretty universally panned.
By the time that I got a PCI board, 486's weren't worth bothering with.

--

One of the great lies of our age is the myth that
Microsoft has somehow managed to turn these random
collections of spare parts known as PC clones into |||
the equivalent of a Macintosh. / | \

4556. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2311991838390001@ts7-45t-20.idirect.com>
Source record: 2521

In article <Pine.MNT.4.10.9911230705020.94-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> On 23.11.1999, sinclap <sinclap@my-deja.com> wrote:
>
> > Here in NA, the iMac 333 is gone, as in gone...discontinued!
>
> OK, they are really discontinued in your town, good.
>
> Now, where's your explanation as to why remaining Imac 333 stocks
> are _not_ discounted around here, despite your previous statement
> that discontinued models get "priced to go" to make room for new
> models?

and even funnier, why all of a sudden 333 mHZ iMacs (which are supposed to have disappeared completely from shops according to TiFKAS posting pro-Apple drivel) have appeared at Computer City priced at fire-sale prices ($1,199 Canadian - do the math, TiFKAS).

actually, stay tuned - at THAT price, the iMac has suddenly come very close to my personal price point. I just might go for one now, despite TiFKAS' idiocy...

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4557. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-23 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn83ma1e.dfa.jedi@localhost.localdomain>
Source record: 2522

On Tue, 23 Nov 1999 23:37:56 GMT, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:
>In article <Pine.MNT.4.10.9911230705020.94-100000@rakas>, Martin-Eric
>Racine <q-funk@funkyware.atari.org> wrote:
>
>> On 23.11.1999, sinclap <sinclap@my-deja.com> wrote:
>>
>> > Here in NA, the iMac 333 is gone, as in gone...discontinued!
>>
>> OK, they are really discontinued in your town, good.
>>
>> Now, where's your explanation as to why remaining Imac 333 stocks
>> are _not_ discounted around here, despite your previous statement
>> that discontinued models get "priced to go" to make room for new
>> models?
>
> and even funnier, why all of a sudden 333 mHZ iMacs (which are supposed
>to have disappeared completely from shops according to TiFKAS posting
>pro-Apple drivel) have appeared at Computer City priced at fire-sale
>prices ($1,199 Canadian - do the math, TiFKAS).

Where does Computer City still exist?

They got bought out in my neck of the woods. It was a shame
too as Computer City was the best computer chain in my area
before they were liquidated.

>
> actually, stay tuned - at THAT price, the iMac has suddenly come very
>close to my personal price point. I just might go for one now, despite
>TiFKAS' idiocy...

Keep in mind that the Loki Games (linux) will be supporting
the PPC as well & even ATI is coming around wrt Linux driver
support.

--

One of the great lies of our age is the myth that
Microsoft has somehow managed to turn these random
collections of spare parts known as PC clones into |||
the equivalent of a Macintosh. / | \

4558. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2311991854280001@ts7-45t-20.idirect.com>
Source record: 2523

In article <81cnk1rpe1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <Pine.MNT.4.10.9911181012090.125-100000@rakastaja>,
> Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
> > On 18.11.1999, sinclap <sinclap@my-deja.com> wrote:
>
> sinclap here
>
> > > Remember a..customer is always right...-)
> >
> > Please tell that to your "boss" Herr Jobs. My wishes are for the
> > iMac to be priced on par with PCs and he shall obey, otherwise my
> > business Apple shall not get.
>
> Well they are...The market dictates the price...Remember, a G3 is twice
> the speed of the same clock speed of a PII!

Oh dear, TiFKAS is trapped in the Steve Jobs Reality-Distortion Field(tm) again.

well, to show AGAIN why TiFKAS is licking Steve Job's boots, here's the list of comparative tests AGAIN showing that the Jobsian claim of "twice the speed" (based on flawed Bytemarks optimized for a 486) is so much codswallop.

Please note that even a Celeron kicked an iMac's little plastic butt....

we totally expect TiFKAS to scream that it's all a conspiracy by PC people jealous of the iMac - when it was really stepping up to the challenge that Jobs threw down without showing real hard numbers (graphs without numbers are not evidence).

and speaking of "no evidence" - TiFKAS has yet to post ANY evidence that he's really an "Apple Power Rep" (and if he's so smart, how about he show us exactly WHERE he's mentioned on the Apple Power Rep home page he keeps throwing up as evidence).

Oh, and BTW - the PC industry revolves around the PIII and Celeron, not the out-of-date PII.

On 25 Aug 1999 13:24:33 GMT, glhansen@steel.ucs.indiana.edu (Gregory L. Hansen) wrotf:

<snip>

>I would, too. I remember reading a claim that Byte does a better job of
>predicting application performance than SPEC does. I'd like to see that

>tested. But I'm not in a position to, since I don't really have access
>to modern Macs or PCs, or run software jobs that take long enough to time.

Integer BYTEmark (what Apple uses for its bogus claims) doesn't even
predict Photoshop performance as well as SPEC does IMO.

I've posted my laundry list many times, but I'll post it again.
Recognize that these data have been collected over a long period of
time (thus, different OS versions) and there are no data (AFAIK) for
the 450 MHz G3 vs. the 600 MHz PIII and/or 650 MHz K7. IMO, however,
the results generally reflect SPEC fairly well when compared over all
applications.

I'll be glad to update my list if anybody has any newer data. I only
post non-overclocked, non-server application data for Mac OS vs
Win9x/NT.

http://macworld.zdnet.com/1999/07/features/imacchallenge_sb5.html
266 MHz iMac vs. 366 MHz Celeron
Startup
G3 = Celeron
File Duplication
G3 120% faster than Celeron
Copy to Zip
Celeron 30% faster than G3
Copy from Zip
Celeron 6% faster than G3
Print
G3 20% faster than Celeron
Quake
Celeron 91% faster than G3

http://www.ars-technica.com/reviews/2q99/g3-350/g3-350-5.html
350 Mhz G3 vs. 450 Mhz PII (64 MB RAM for both)
RC5 Bovine, K-keys/sec
Client in Foreground
PII 4% faster than G3
Client in Background, Foreground idle
PII 11% faster than G3
Client in Background, 1 GB File Copy in Foreground
PII 2509% faster than G3 (that is not a typo!)

http://www.ars-technica.com/reviews/2q99/g3-350/g3-350-6.html
350 Mhz G3 vs. 450 Mhz PII (64 MB RAM for both except where noted)
Photoshop Gaussian Blur with 75-pixel radius (MMX-enhanced)
13MB, Foreground
G3 6% faster than PII
13MB Background
PII 4% faster than G3
100MB Foreground
G3 7% faster than PII
100MB, background

PII 3% faster than G3
100MB, Foreground, @128MB RAM
G3 1% faster than PII
100MB, background, @128MB RAM
PII 79% faster than G3
Photoshop Lighting Effects
13MB, Foreground
PII 31% faster than G3
100MB, Foreground
PII 17% faster than G3
28.7MB, Foreground
PII 45% faster than G3
Time to open 100MB TIFF, convert to RGB
PII 122% faster than G3
Word 98 vs. 97
Spell Check
PII 18% faster than G3
Find & Replace
PII 74% faster than G3

http://www.zdnet.com/pcmag/firstlooks/9903/f990305a.html
400 Mhz G3 vs. 450 Mhz PII
FileMaker Pro
Import: G3 24% faster than PII
Sort: G3 41% faster than PII
Export: G3 28% faster than PII
MS Word
Search/Replace: PII 86% faster than G3
Spell Check: PII 33% faster than G3
Photoshop
Gaussian Blur (30 MB): G3 25% faster than PII
Gaussian Blur (100 MB): G3 66% faster than PII
Lighting Effects (30 MB): PII 20% faster than G3
Lighting Effects (100 MB): G3 4% faster than PII
Noise Median (100 MB): G3 35% faster than PII
Pixelate Mosaic (30 MB): G3 100 % faster than PII
Pixelate Mosaic (100 MB): G3 129% faster than PII
Polar Coordinates (30 MB): G3 139% faster than PII
Stylize Trace Contour (30 MB): G3 32% faster than PII
Stylize Trace Contour (100 MB): G3 80% faster than PII
Unsharp Mask (30 MB): G3 42% faster than PII
Unsharp Mask (100 MB): G3 33% faster than PII
Quake
Software accelerated
TimeDemo 1: PII 24% faster than G3
TimeDemo 2: PII 44% faster than G3
TimeDemo 3: PII 23% faster than G3
Hardware accelerated
TimeDemo 1: PII 22% faster than G3
TimeDemo 2: PII 15% faster than G3

TimeDemo 3: PII 18% faster than G3

http://www.zdnet.com/pcmag/firstlooks/9903/f990326a.html
400 Mhz G3 SCSI (IDE) vs 500 Mhz PIII IDE
FileMaker Pro
Import: G3 11% (11%) faster than PIII
Sort: G3 27% (28%) faster than PIII
Export: G3 17% (16%) faster than PIII
MS Word
Search/Replace: PIII 66% faster than G3
Spell Check: PIII 24% faster than G3
Photoshop
Gaussian Blur (30 MB): G3 23% faster than PIII
Gaussian Blur (100 MB): G3 50% (18%) faster than PIII
Lighting Effects (30 MB): PIII 33% faster than G3
Lighting Effects (100 MB): PIII 12% (15%) faster than G3
Noise Median (30? MB): G3 7% faster than PIII
Noise Median (100 MB): G3 21% (8%) faster than PIII
Pixelate Mosaic (30 MB): G3 135 % faster than PIII
(this appears to be an error)
Pixelate Mosaic (100 MB): G3 96% (76%) faster than PIII
Polar Coordinates (30 MB): G3 92% faster than PIII
Stylize Trace Contour (30 MB): G3 26% faster than PIII
Stylize Trace Contour (100 MB): G3 36% (20%) faster than PIII
Unsharp Mask (30 MB): G3 36% faster than PIII
Unsharp Mask (100 MB): G3 60% (25%) faster than PIII
Quake
Software accelerated
TimeDemo 1: PIII 32% faster than G3
TimeDemo 2: PIII 54% faster than G3
TimeDemo 3: PIII 31% faster than G3
Hardware accelerated
TimeDemo 1: PIII 24% faster than G3
TimeDemo 2: PIII 15% faster than G3
TimeDemo 3: PIII 20% faster than G3

http://www.apple.com/powermac/technologies/g3.html
266 Mhz G3 vs. 266 Mhz PII
Photoshop: G3 30% faster

November 1998 Maximum PC (page 100):
IBM Aptiva E3N ($1250) vs. iMac ($1299):
300 Mhz K6-2 vs. 233 Mhz G3
Quake: K6-2 42% faster
Premiere: K6-2 81% faster
Photoshop image resize: K6-2 13% faster
Photoshop CMYK conversion: iMac 24% faster
Photoshop Gaussian Blur: K6-2 15% faster
Inspire 3D render: iMac 53% faster

July/August 1998 Boot (pp. 64-65):
300 Mhz G3 ($4899) vs 400 Mhz PII ($NA)
(both with 128 MB RAM)
(the G3 with 2 UW SCSI HDs, the PII with 1 IDE HD)
Premiere: PII 85% faster
Photoshop image resize: Mac 60% faster
Photoshop CMYK conversion: Mac 88% faster
Photoshop Colored Pencil: Mac 5% faster
Inspire/Radiosity: Mac 1% faster
Quake: PII 32% faster

December 1998 PC World (pp. 74-76)
(http://www2.pcworld.com/top400/article/chart/0,2078,8517+3+0,00.html)
233 Mhz iMac vs. 333 Mhz Celeron
(results are listed in bar graphics that are hard to interpret)
Word: iMac approx. equal to Celeron
Excel: Celeron approx. 100% faster
Photoshop (5 MB): Celeron approx. 25% faster
Photoshop (20 MB): iMac approx. 50% faster
Quake: Celeron 6% faster

(http://www.zdnet.com/pcmag/features/homepcs98/bench.html)
300 Mhz G3 vs. 400 Mhz PII
Ray Dream Animation: PII 285% faster
Ray Dream Still Median: PII 33% faster
Photoshop Gaussian Blur: PII 150% faster
Photoshop Noise Median: PII 44% faster
Photoshop lighting effects: PII 42% faster
Filemaker Pro import: Mac 10% faster
Filemaker Pro Sort: Mac 23% faster
Filemaker Pro Export: Mac 20% faster
Quake Time Demo 2: PII 62% faster
Quake Time Demo 3: PII 52% faster
Quake Time-Refresh: PII 70% faster
233 Mhz iMac vs. 333 Mhz Celeron
Ray Dream Animation: Celeron 456% faster
Ray Dream Still Median: Celeron 71% faster
Photoshop Gaussian Blur: Celeron 67% faster
Photoshop Noise Median: Celeron 55% faster
Photoshop lighting effects: Celeron 63% faster
Filemaker Pro import: Celeron 8% faster
Filemaker Pro Sort: iMac 12% faster
Filemaker Pro Export: iMac 4% faster
Quake Time Demo 2: Celeron 41% faster
Quake Time Demo 3: Celeron 41% faster
Quake Time-Refresh: Celeron 62% faster

http://newmedia.com/newmedia/98/09/labnotes/Apple_G3_Workstation.html
300 Mhz G3 vs. 450 Mhz PII
Photoshop Gaussian Blur: PII 9% faster
Photoshop File Combination: G3 6% faster
Strata Studio Pro: G3 12% faster

Premiere: PII 59% faster
Heuris MPEG Power Pro
MPEG 2 encode: PII 98% faster
MPEG 1 encode: PII 96% faster

http://www.techweb.com/wire/story/TWB19980821S0021
233 Mhz G3 vs. 300 Mhz K6-2
MS Word: K6-2 approx. 160% faster
MS Excel: K6-2 approx. 340% faster
Photoshop: K6-2 approx. 20% faster
Filemaker Pro: K6-2 approx. 150% faster
266 Mhz G3 vs. 266 Mhz PII
MS Word: PII approx. 160% faster
MS Excel: PII approx. 470% faster
Photoshop: Mac approx. 30% faster
Filemaker Pro: PII approx. 20% faster
300 Mhz G3 vs. 400 Mhz PII
MS Word: PII approx. 100% faster
MS Excel: PII approx. 260% faster
Photoshop: PII approx. 15% faster
Filemaker Pro: PII approx. 80% faster

http://www.zdnet.com/pcmag/firstlooks/9808/imac_tests.html
233 Mhz iMac vs 333 Mhz Celeron
Adobe Acrobat
Search: Celeron 57% faster
Scroll: Celeron 110% faster
Claris Works
Spell Check: iMac 150% faster
Search-and-Replace: iMac 8% faster
FileMaker Pro
Import: Celeron 8% faster
Sort: iMac 12% faster
Export: iMac 4% faster
Excel
Integer Calculations: Celeron 252% faster
Screen Updates: Celeron 464% faster
Word
Spell Check: Celeron 153% faster
Search-and-Replace: Celeron 250% faster
Photoshop
Gaussian Blur: Celeron 67% faster
Lighting effects: Celeron 63% faster
Noise Median: Celeron 55% faster
Quake
Time Demo 2: Celeron 42% faster
Time Demo 3: Celeron 41% faster
Timerefresh: Celeron 65% faster
Ray Dream Studio 5 Render
Wireframe animation: Celeron 456% faster
Still Frame: Celeron 71% faster

http://www.byte.com/art/9801/img/018bitg2.htm
266 Mhz G3 vs. 300 Mhz PII
Photoshop
Arbitrary Rotate: G3 approx. 60% faster
Default Unsharpen Mask: PII approx. 30% faster
Custom Unsharpen Mask: PII and G3 approx. equal
Gaussian Blur: PII approx. 30% faster
RGB to CMYK: G3 approx. 80% faster

http://www.zdnet.com/pcmag/firstlooks/9810/f981002r1.html
233 Mhz iMac vs 333 Mhz Celeron
Photoshop
Unsharpen Mask: Celeron 61% faster
RGB to CMYK: Celeron 18% faster
Pixelate Mosaic: Celeron 44% faster
Stylize Trace Contour: Celeron 81% faster

http://exodus.physics.ucla.edu/appleseed/appleseed_report.html
233 Mhz iMac vs. 300 Mhz PII
2D particle simulation
Push Time: iMac 18% faster
Loop Time: iMac 16% faster
266 Mhz G3 vs. 300 Mhz PII
2D particle simulation
Push Time: G3 34% faster
Loop Time: G3 32% faster
300 Mhz G3 vs. 300 Mhz PII
2D particle simulation
Push Time: G3 49% faster
Loop Time: G3 48% faster

http://macspeedzone.com/4.0/WinvsMacmathematica.html
400 Mhz G3 vs. 450 Mhz PII (WinNT4)
Mathematica: PII 10% faster
400 Mhz G3 vs. 400 Mhz PII (WinNT4)
Mathematica: PII 4% faster to 4% slower
400 Mhz G3 vs. 400 Mhz PII (Win95)
Mathematica: Mac 22% faster
300 Mhz G3 vs. 300 Mhz PII (Win95)
Mathematica: Mac 34% faster
300 Mhz G3 vs. 300 Mhz PII (WinNT4)
Mathematica: PII = G3
266 Mhz G3 vs. 266 Mhz PII (Win95)
Mathematica: Mac 44% faster

http://fampm201.tu-graz.ac.at/karl/timings30.html
(many more results are listed; I list only the fastest
non-overclocked G3 and Windows NT results for PIIs)
300 Mhz G3 vs. 300 Mhz PII
Mathematica: PII = G3
300 Mhz G3 vs. 400 Mhz PII
Mathematica: PII 26% faster

300 Mhz G3 vs. 450 Mhz PII
Mathematica: PII 44% faster
400 Mhz G3 vs. 400 Mhz PII
Mathematica: PII 4% faster
400 Mhz G3 vs. 450 Mhz PII
Mathematica: PII 10% faster

December 1998 Digital Content Creator
333 Mhz G3 Mac ($3399) vs.
Dual 450 Mhz Xeon Dell Precision 610 ($7162)
Lightwave 3D v. 5.5
Render: Dell 88% faster than Mac
(Approx. 10% faster w/ only 1 proc.)

http://www.apple.com/powermac/benchmark.html
400 Mhz G3 Mac vs. 450 Mhz PII
Photoshop: G3 20% faster than PII
Quake: G3 64% faster than PII
Myth: G3 47% faster than PII
Unreal: G3 20% faster than PII

300 Mhz G3 Mac vs. 450 Mhz PII
Quake: PII 2% faster than G3
Unreal: PII 92% faster than G3

http://www.xlr8yourmac.com/games/UNREAL/yosemite.html
400 Mhz G3 vs. 400 Mhz PII (both with Rage 128)
(old drivers for PII; beta drivers for G3)
Unreal (32-bit color)
640 X 480: G3 44% faster than PII
800 X 600: G3 15% faster than PII
For comparison:
The scores at Freak! for Unreal on a 300 Mhz K6-2 with
Rage 128 (http://9-muses.com/freak/reviews/xpert128_3.shtml)
were higher than those listed at xlr8yourmac for the 400 Mhz PII:
640 X 480 (32-bit): G3 17% faster than K6-2
The scores at Tom's hardware for Unreal running under
beta Direct3D on 400 Mhz PII with Riva TNT
(http://www5.tomshardware.com/releases/98q4/981007/index6.html)
were higher than the 400 Mhz G3 with Rage 128
640 X 480 (16-bit): PII 20% faster than G3
800 X 600 (16-bit): PII 15% faster than G3
suggesting xlr8yourmac did not use Direct3D drivers for the PC.

Tom's Hardware and xlr8yourmac also report Voodoo2 scores:
640 X 480 (16-bit): PII 17% faster than G3
800 X 600 (16-bit): G3 24% faster than PII

http://www.ars-technica.com/reviews/2q99/g3-350/g3-350-7.html
http://www.ars-technica.com/cpu/2q99/simd-shootout-7.html
Unreal frames/s (Rave vs. Direct 3D; both with ATI Rage 128)
350 Mhz G3 vs. 500 Mhz PIII

640x480 (16-bit): PIII 60% faster than G3

Plus, SPECint95/fp95 scores:

(http://www.spec.org/osg/cpu95/results/res99q1/)
(http://www.spec.org/osg/cpu95/results/res99q2/)
(http://www.intel.com/procs/perf/pentiumIII/productivity/specint95.htm)
(http://www.intel.com/procs/perf/pentiumIII/3d/specfp95.htm)
(http://www.intel.com/procs/perf/celeron/productivity/specint95.htm)
(http://www.intel.com/procs/perf/celeron/3d/specfp.htm)

300 Mhz PII: 12.9/9.2
333 Mhz PII: 14.0/10.0
350 Mhz PII: 14.9/11.4
400 Mhz PII: 16.9/12.8
450 Mhz PII: 18.5/13.3
450 Mhz PIII: 18.7/13.7
500 Mhz PIII: 20.6/14.7
550 Mhz PIII: 22.3/15.1
600 Mhz PIII: 24.0/15.9

450 Mhz PII Xeon (512 KB L2) : 19.7/15.0
500 Mhz PIII Xeon (512 KB L2) : 21.6/15.5
500 Mhz PIII Xeon (1 MB L2) : 22.1/16.2
550 Mhz PIII Xeon (512 KB L2) : 24.3/16.8

300A Celeron: 11.9/9.21
333 Celeron: 13.0/10.4
366 Celeron: 14.2/11.2
400 Celeron: 15.1/11.8
433 Celeron: 16.1/12.1
466 Celeron: 17.1/12.7
500 Celeron: 17.9/12.9

(http://www.amd.com/athlon/benchmarks/specint.html)
(http://www.amd.com/athlon/benchmarks/specfp.html)

These are SPECint95base/SPECfp95base

550 MHz Athlon: 25.1/20.6
600 MHz Athlon: 27.2/21.6
650 MHz Athlon: 29.4/22.4

(http://www.chips.ibm.com/products/powerpc/chips/pps035500.html)

300 Mhz G3: 14.8/11.4
333 Mhz G3: 16.0/10.9
350 Mhz G3: 16.6/12.0
400 Mhz G3: 19.2/13.1
450 Mhz G3: 21.4/13.8
466 Mhz G3: 21.8/12.6

****

-Steve

The only thing certain about the future is that it hasn't happened yet.

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4559. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-24 00:00:00 UTC
From: Matt Jaap <mjaap@atari-computer.de>
Message-ID: <81fjsh$v33$1@nnrp1.deja.com>
Source record: 2524

In article <815ik1$1cu$1@nnrp1.deja.com>,
sinclap <sinclap@my-deja.com> wrote:
>
>
> sinclap here

ah, this little algorithm pretending to be a person.

>
> Looks like 'Chunks' has some explaining to do. He states that the
Milan
> is a success due to having sales of 50 units per month which will
drive
> the software developers to trip on each other to develop for this
> marvelous machine.

Axro have contacted Milan GbR BECAUSE of the Milan I. I'm sure software developers were oh-so-keen to develope for the iMac with it's crapy mouse and a crap keyboard and a speed which feels almost like a MegaSTE running MultiTOS 1.0. A good example for the poor quality of the iMac is you: hey, an algorithm which couldn't even produce a single good sentence in English language!

>
> However, users have reported stability issues...Whats the real story
> here? Matt Drudge has some free time due to his spat with FOX to
> invistigate...Enquiring minds want to know...

Uh, but I wonder why Apple updates the MacOS so often - is it because of innovation? No! People often wonder if the next version is more stable than the previous one but then it's sure that Apple will deliver OS 9.0.1 which has other problems, crash with your fave programs...

I'm pretty sure that Milan II will kick the iMac's *** . Milan II's will be sold in over 2000 stores in Germany alone with companies such as Motorola, Creative Labs, Logitech and Axro supporting it. And you'll not need a system update every two weeks!

Milan have learned from their experiences but I can't say this about Apple!

Sent via Deja.com http://www.deja.com/
Before you buy.

4560. Re: Microsoft has monopoly power

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2311991911110001@ts7-45t-20.idirect.com>
Source record: 2525

In article <81d72t$6nq$1@nnrp1.deja.com>, sinclap <sinclap@my-deja.com> wrote:

> In article <dreibel-1811991404470001@ts7-60t-30.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
> > once again, TiFKAS' waster mentality comes to the fore - namely, if it
> > don't support the latest and greatest, it's junk.
>
> Nope you said that. All I stated is that 040 folks will be severly
> limited in choice and capability. Apple stopped producing 040 machines
> five years ago you know...

nope, I NEVER said that. I OWN a Quadra 950 and am VERY pleased with
it. YOU, on the other hand, have constantly belittled older Macintoshes
and would rather see them in landfills than have them go to people who can
truly use them like schools...

>
> > seeing as I have no use for time wasters like Quake, I'm more
> > interested in the productivity side - and as I have said, there's still
> > plenty of third-party support out there. Third-party is better than NO
> > support. (And I'm finding plenty of 040 based games).
>
> The small productivity apps or utilities should be 040 friendly. But
> still limited.. Many Quadra users are upgrading daily.

But many people still have Quadras and are still being productive with
them. I subscribe to Quadlist, and there are a LOT of people still using
them.
>
> > OS9? According to www.macintouch.com, it's pretty buggy, with many apps
> > falling over on it. OSX Consumer? 18 months late and growing later -
> > surely you know better than to use vapourware as an argument? Oops, you're
> > trying to emulate Steve Jobs' distortion field....
>
> When there is a major OS update, some software will break. But the
> software updates will be available asap with a patch download.

again, trying to weasel out of the fact that you're advocating vapourware?

I would say, though, that some of the major programs are crashing.
Really, Apple should have allowed a proper amount of time to make sure it
was stable before releasing it. Read the reports about how unstable it is
at MacAddict?

>
> Is this the best you can do Chunks?

when you start talking to your imaginary friend who doesn't exist, I
know I'm winning :)

> \> as the owner of a '040 based Mac who is pleased with his purchase,
> I
> > find that very hard to believe. Quit trying to wiggle out of the fact
> > everyone caught you with the meat in your mouth, pinhead...
>
> Than quote me...

why don't you use DejaNews for what it was meant for instead of
training wheels and show me where I said 040 Macs were junk?

>
> >
> > this weekend in Germany at the Atari show. With representives from
> > Motorola and Hewlett-Packard at the booth.
> >
> > Are you going to admit you made a boo-boo about the Motorola '060?
>
> Atari Show? Still have these?

dodging the issue as always.

Are you going to admit you made a boo-boo about the Motorola '060?

> I said...Read above..

and I said, you said it. Nothing to prove.

> > > NO...THATS SAD!
> > > BTW...Looked through the Toronto paper...the mainstream one.. at Border's
> > > the other day. The same fluff down here..No one beats the N.Y and LA
> > > Times...

which is the mainstream one TiFKAS? Star, Daily Tubby, Globe and Mail or Sun?

LA Times - owned by Rupert Murdoch, who one potential advertiser
refused to advertise because "your readers are my shoplifters" :)

> > >
> > > Toronto looks like their in a housing sprawl boom. Looks
> > > Americana...What gives?

of course it's supposed to look like that - it's a major North American
city, pinhead! What did you expect it to look like, igloos and Inuit?

Toronto is considered one of the safest and cleanest North American
cities, and is world class.

> >
> > OKAY Milwaukee and Madison Atari users! Here's you're chance!
> >

> > Get a picture of TiFKAS with a digital camera and post it to the net
> > within minutes! We're all curious to see what this troll looks like and
> > where he lives.
>
> You may get your wish soon..

in the back of a squad car on the front page of the Milwaukee papers
for acting like an idiot, perhaps :)

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4561. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2311991925220001@ts7-45t-20.idirect.com>
Source record: 2526

In article <slrn83ma1e.dfa.jedi@localhost.localdomain>,
jedi@dementia.mishnet () wrote:

> On Tue, 23 Nov 1999 23:37:56 GMT, Daniel L. Dreibelbis
<dreibel@idirect.com> wrote:

> >> OK, they are really discontinued in your town, good.
> >>
> >> Now, where's your explanation as to why remaining Imac 333 stocks
> >> are _not_ discounted around here, despite your previous statement
> >> that discontinued models get "priced to go" to make room for new
> >> models?
> > > and even funnier, why all of a sudden 333 mHZ iMacs (which are supposed
> >to have disappeared completely from shops according to TiFKAS posting
> >pro-Apple drivel) have appeared at Computer City priced at fire-sale
> >prices ($1,199 Canadian - do the math, TiFKAS).
>
> Where does Computer City still exist?
>
> They got bought out in my neck of the woods. It was a shame
> too as Computer City was the best computer chain in my area
> before they were liquidated.

ah, a result of what happened when inCompUSA bought them out no doubt.
They really didn't want anyone around who'd show them up for what clowns
they are :)

the Canadian Computer City stores weren't part of the deal with
inCompUSA, so they were spared. Actually they're doing quite good now -
the one out in Etobicoke is really nice, friendly staff and knowledgable,
and they have an excellently laid out Mac section. They're nationwide up
here

I think the reason the 333mHZ iMacs came out at fire sale prices is
that they got in the E-One at $1299 CDN (you know, the one that Apple is
so scared of that they got a court injunction against it in Japan - and
all EMachines had to do to get around it was to change the case cover!)

>
> >
> > actually, stay tuned - at THAT price, the iMac has suddenly come very
> >close to my personal price point. I just might go for one now, despite
> >TiFKAS' idiocy...
>
> Keep in mind that the Loki Games (linux) will be supporting

> the PPC as well & even ATI is coming around wrt Linux driver
> support.

I'll take that into consideration you bet. Actually, the thought of having a Mac that'll be fast enough to do Atari under emulation is one of the main considerations :). I'm looking into the printer situation (I bought an Epson last summer and I want to see if it'll have a driver for the USB adaptor they sell) and SCSI adaptor before I take the plunge :)

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4562. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-24 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn83mg77.o7d.jedi@localhost.localdomain>
Source record: 2527

On Wed, 24 Nov 1999 00:24:39 GMT, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:
>In article <slrn83ma1e.dfa.jedi@localhost.localdomain>,
>jedi@dementia.mishnet () wrote:
>
>> On Tue, 23 Nov 1999 23:37:56 GMT, Daniel L. Dreibelbis
><dreibel@idirect.com> wrote:
[deletia]
>>
>> >
>> > actually, stay tuned - at THAT price, the iMac has suddenly come very
>> >close to my personal price point. I just might go for one now, despite
>> >TiFKAS' idiocy...
>>
>> Keep in mind that the Loki Games (linux) will be supporting
>> the PPC as well & even ATI is coming around wrt Linux driver
>> support.

There is an ST emulator for Unix called STonX. It requires
access to GEM ROMs but those can be had quite readily if
you look a bit. I haven't looked at it in a while so I'm not
sure how well it exploits system services (like priters).

>
> I'll take that into consideration you bet. Actually, the thought of
>having a Mac that'll be fast enough to do Atari under emulation is one of
>the main considerations :). I'm looking into the printer situation (I
>bought an Epson last summer and I want to see if it'll have a driver for
>the USB adaptor they sell) and SCSI adaptor before I take the plunge :)

--

One of the great lies of our age is the myth that
Microsoft has somehow managed to turn these random
collections of spare parts known as PC clones into |||
the equivalent of a Macintosh. / | \

4563. new Milan specs. TiFKAS Eating Strained Spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2311992156310001@ts7-45t-20.idirect.com>
Source record: 2528

well, hello folks, and welcome to another thrilling episode of "Making The idiot Forever Known As Sinclap Look Like A Complete Schmuck"!

when we last left, TiFKAS was making a big thing about the new Milan would be buggy, have no software support, and have very little in the way of hardware support.

WRONG AGAIN, Cream-Of-Asparagus Breath! Here is a report from the Atari show in Hanover (yes, TiFKAS, they still have Atari shows in Hanover - too bad Apple can't show up for an Apple-related show in Britain!) that puts paid to the notion that TiFKAS has any inkling about Atari clones, and shows why the new Milan will be having a very good future as an alternative to overpriced, underpowered iMacs.

Of course, TiFKAS will respond with his normal tactics, including denial, dodging the issue, and of course responding to imaginary fat people who are merely a projection of his own vile personality :) Oh yes, and pretending to be an "Apple Power Rep".....

here, from http://bengy.atari.org , is the REAL story.....

Below is a slightly edited copy of a post
in news:fr.comp.sys.atari by Frank Dopierala

'On Saturday, the 20th of November, there
was an ATARI-Fair in Hannover (Germany). The environment was very poor (a cold warehouse atmosphere) but I returned extremely positive, because the Milan II was presented by AXRO, a huge distributor for media concerning to Ink-Printer, Laser-Printer Copiers etc. Hewlett Packard(!) was even present. The news is that (I talked about an hour with the representative of AXRO), that the Milan II Standard equipment (!) is the following:

Hardware

ATX-Tower

MC68060 with at least 66Mhz, 80Mhz is under construction

64MB-SDRAM (with full Bus-speed access at 66/80Mhz!!!!)

HDD: at least 10 GB (maybe 15 GB)

SoundBlaster SB64 PCI

ATI Mach 64 with 4MB Videoram, expandable up to 16MB

2x IDE, 3x serial, 1x parallel, 2x USB (hot plugging!), Keyboard,
PS2-Mouse

3x ISA-Slot, 4x PCI-Slot (2 PCI used for graphic- and sound card)

TEAC Floppy 1,44 MB, 40x CD-ROM (Cyberdrive)

Software

The Milan II is shipped with only ONE Operating System(!): Magic with Jinnee!!

NVDI

Iconnect with Draconis Internet-Package (Browser, eMailer, Chatter,....)

Pixart, Smurf SilverEdition, Photoline

TempusWord 4 or papyrus home (is not decided yet)

Texel home

A coupon to get CalamusSL for 199,- DM (app. 100,- Euro) instead of 999,- DM (500,- Euro)

COMA (Communication Manager for Fax and Voicemail)

Games: RunningMilan, Impulse (New Milan-Special games), some more games are presently programmed by third-party.

Developing-Systems

GNU C/C++, ACS-Pro (new Version for GNU C/C++), Object Gem, Bubble Gem, OLGA, UDO, UDO-Shell, ST-Guide, Omikron-Basic 6 (NEW VERSION!!), Face Value

Now the sensation

The system with configuration listed above shall be sold for 1699,- DM!!!! (App. 850,- Euro)

I asked them what HP is doing there and they gave me the answer that HP is supporting AXRO with ALL products HP is actually producing (Printer, Scanner, Streamer etc.) for developing driver for the whole product-palette of HP to run with an Milan II.

Another very positive news

The Milan II is COMPLETELY assembled at MOTOROLA!! (That's why the System can be sold at this low price!).

The Milan II is presented to the wide market on next CeBit in Hannover and AXRO told me that there will be a very aggressive marketing on it, because AXRO noticedthat the number of users working with Windows-Systems, that are extremely angry about Microsoft about their huge, slow and resource eating Programs is permanently growing and growing. And they have theopinion that if the huge mass of users (except ATARI-Users) would know that there is a system that can be a good alternative of their work, they

would buy it, and I agree in that!'

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4564. Typical Mac user

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-24 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s3mt2e34rrp35@corp.supernews.com>
Source record: 2529

Watch the big blonde on the Drew Carry show.
Better yet, get an actor that can't complete a single sentence without studdering to sell your machines. If was funny in Jurassic Park, but not the Slack commercials.
Now, "you shouldda bought a Mac", that was funny.

Nuff said.

Mikey

4565. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-24 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn83oehu.ce2.jedi@localhost.localdomain>
Source record: 2530

On Thu, 25 Nov 1999 02:04:15 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
><snip>
>
>
>>
>> How much of the typical desktop load comes under the heading
>> 'number crunching'? There's a reason mere mortals aren't
>> clamouring for 8x SMP boxen or parallel multiprocessing clusters.
>
>
>Because of the costs involved perhaps?. With the basic stuff I do, like
>scanning and editing photos, making the odd MP3 and a lot of web stuff, I
>certainly do appreciate that a P200 (233 in my case) is faster then any
>68k.

That's still a woefully out of date PC by current standards.
Also, anything you don't need done in realtime can be relegated
to a batch queue. Even on a P5/233 this is certainly the case
for mp3 encoding as I know you can't do that in realtime on a
mere Pentium.

Scanning is IO bound & bound by the speed of the scan head.
Any editing tends to be user input bound. This is very likely
the case for your own image editing operations.

>
>I would consider my uses to be fairly minimal.
>
>> Once you get beyond supporting OS & BloatApp cruft, end user
>> needs are actually quite minimal (games excepted).
>
>Sure, but you could take this so far as to say that a C64 can do a lot of
>this stuff, if you're prepared to put up with a certain lack of standard
>features.

That has more do with the architecture of the Commie
and it's currently unsupported state than it's CPU
power.

>
>>
>> My prime motivation for no longer running a 486 is access to
>> PCI slots. Without games to waste cycles with, I wouldn't
>> have any motivation to run anything faster than a P5/75 really.
>
>

>Your needs are simple, but that isn't indicative of the needs of the rest of
>the world. (Maybe you're just very patient ;-)

No, I just keep an eye on the load average.

[deletia]

Outside of Unreal Tournament, it's pretty flat.

--

One of the great lies of our age is the myth that
Microsoft has somehow managed to turn these random
collections of spare parts known as PC clones into |||
the equivalent of a Macintosh. / | \

4566. Re: iBooks - stability problems?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-24 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <MGY_3.594$lr4.567@198.235.216.4>
Source record: 2531

On 22 Nov 1999 20:32:08 , VE6HY wrote:
>sinclap wrote:
>
>> The Milan is more noticeable when many out of a batch of 600 that will
>> have shipped this year is not good.
>
>Hmmm - Milan is still vapourware in Canader

Good Day eh! The Milan is not Vapourware. It is available. If a product is announced and then not released it is considered vapourware. Something that both Atari and Microsoft were masters of in the 1980s. What you are saying is that there is no distributor for the Milan in Canada and I believe the USA. This does not mean it is vapourware, it means it is unavailable.

Now if I were to announce that I would be importing the Milan and selling it in the near future but never did, then this could also be considered vapourware.

If you want a Milan II simply order one. I may well being doing this in 2000.

Been playing with Windows and I am both impressed and depressed with it. But I Like the Atari TOS and Geneva as well as Magic. Mint is my next project followed by linux.

The more I read the Mac Advocates post the less I want a Mac. Much like having to listen the mid 80s Amiga Users who talked more than they used their computers.

Finally, I don't doubt there are horror stories on the Milan. I also have no Idea how Milan deals with these problems. From the posting that I read, it appears that they replaced the defective product for the person in question.

The purchaser of Apple computers are just as much at risk as anyone else when it comes to reliability and customer service. My perspective is "the entire computer industry and support suck". It always has sucked and I don't envision it ever getting better.

Its a dogs breakfast out there.

Just by a computer and be happy.

Later Brian.
From the Home of Wayne Gretzky.

>The Canadian Curmudgeon (in sunny, nearly snow free again, Calgary)
>
>Canada the last remaining socialist state with a democratically
>elected dictator)
>.

4567. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <UBV_3.329$T42.9164@nsw.nnrp.telstra.net>
Source record: 2532

<snip>

>
> How much of the typical desktop load comes under the heading
> 'number crunching'? There's a reason mere mortals aren't
> clamouring for 8x SMP boxen or parallel multiprocessing clusters.

Because of the costs involved perhaps?. With the basic stuff I do, like scanning and editing photos, making the odd MP3 and a lot of web stuff, I certainly do appreciate that a P200 (233 in my case) is faster then any 68k.

I would consider my uses to be fairly minimal.

> Once you get beyond supporting OS & BloatApp cruft, end user
> needs are actually quite minimal (games excepted).

Sure, but you could take this so far as to say that a C64 can do a lot of this stuff, if you're prepared to put up with a certain lack of standard features.

>
> My prime motivation for no longer running a 486 is access to
> PCI slots. Without games to waste cycles with, I wouldn't
> have any motivation to run anything faster than a P5/75 really.

Your needs are simple, but that isn't indicative of the needs of the rest of the world. (Maybe you're just very patient ;-)

Regards,

Clockmeister.

///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb

4568. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-25 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <383C7C47.BD1FA431@ihug.co.nz>
Source record: 2533

Hi there,

jedi@dementia.mishnet wrote:
>
> On Thu, 25 Nov 1999 02:04:15 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
> >
> >Because of the costs involved perhaps?. With the basic stuff I do, like
> >scanning and editing photos, making the odd MP3 and a lot of web stuff, I
> >certainly do appreciate that a P200 (233 in my case) is faster then any
> >68k.
>
> That's still a woefully out of date PC by current standards.

Why does everything HAVE to be at the 'current' standard? If everyone
was at the current standard there would be millions of PC users who
feel so compelled to upgrade that they would need to every few months.
ALL of them would be COMPLETELY BROKE, because all their hard earned
cash would be spent on upgrading!! If motorcars had the same 'lifespan'
I'd never buy one...

I'm sure a 66MHz 68060 would be very snappy (scuse the pun!) for a
scanning snaps too. Much Atari software is written to go as fast as
possible on 68000, and maybe 68030. When run on a superscalar beastie
like the 68060 it will fly...no question! Example: 24hr POVray render
on a TT (68030+68882@32MHz) is cut to 16 minutes on a Hades060...90
times faster!

> Scanning is IO bound & bound by the speed of the scan head.
> Any editing tends to be user input bound. This is very likely
> the case for your own image editing operations.

I regularly create 30-40 Meg scans on a 200MHz Powermac 7220 (603e). I
think the speed on this is fine, so why get a G3 or G4 when I can still
achieve the same result and not be unhappy with the amount of time taken
on the 603e?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4569. Re: new Milan specs. TiFKAS Eating Strained Spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-25 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <81hud7$8k5$1@athena.netset.com>
Source record: 2534

Hi!

They did mention a type of Falcon compatibility card for the Milan, what has become of that?

Jim W. Krych

4570. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-25 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn83p29g.l3m.jedi@localhost.localdomain>
Source record: 2535

On Thu, 25 Nov 1999 13:01:11 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>Hi there,
>
>jedi@dementia.mishnet wrote:
>>
>> On Thu, 25 Nov 1999 02:04:15 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>> >
>> >Because of the costs involved perhaps?. With the basic stuff I do, like
>> >scanning and editing photos, making the odd MP3 and a lot of web stuff, I
>> >certainly do appreciate that a P200 (233 in my case) is faster then any
>> >68k.
>>
>> That's still a woefully out of date PC by current standards.
>
>Why does everything HAVE to be at the 'current' standard? If everyone

I didn't state that it had to be.

Although, the market treats them that way. Software will
tend to want to exploit more RAM or more CPU or more disk
than you have. Hardware upgrades will become harder and
more expensive as old interfaces tend to be phased out.

You should see what the latest Ultima does to a Dual PII/400.

>was at the current standard there would be millions of PC users who
>feel so compelled to upgrade that they would need to every few months.
[deletia]
>I'm sure a 66MHz 68060 would be very snappy (scuse the pun!) for a
>scanning snaps too. Much Atari software is written to go as fast as

A 33Mhz 040 or 030 would likely do as well.

>possible on 68000, and maybe 68030. When run on a superscalar beastie
>like the 68060 it will fly...no question! Example: 24hr POVray render
>on a TT (68030+68882@32MHz) is cut to 16 minutes on a Hades060...90
>times faster!

Why are you bothering with this example? Rendering is not
a realtime activity. Who cares?

>
>> Scanning is IO bound & bound by the speed of the scan head.
>> Any editing tends to be user input bound. This is very likely
>> the case for your own image editing operations.
>
>I regularly create 30-40 Meg scans on a 200MHz Powermac 7220 (603e). I

That is quite easy to do. Although that more demonstrates
the need for more RAM rather than more CPU. I've heard of
TT owners that had more RAM than my current (new) PC does.

>think the speed on this is fine, so why get a G3 or G4 when I can still
>achieve the same result and not be unhappy with the amount of time taken
>on the 603e?

Certainly.

--

One of the great lies of our age is the myth that
Microsoft has somehow managed to turn these random
collections of spare parts known as PC clones into |||
the equivalent of a Macintosh. / | \

4571. Re: new Milan specs. TiFKAS Eating Strained Spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-25 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2411992125300001@ts7-39t-37.idirect.com>
Source record: 2536

In article <81hud7$8k5$1@athena.netset.com>, J.W. Krych
<jwkrych@n2net.net> wrote:

> Hi!
>
> They did mention a type of Falcon compatibility card for the Milan, what
> has become of that?
>
in what way?

if you mean regarding doing hard disk recording, the StarTracks PCI
board originally designed for the Hades will work in the Milan. There have
been some good reports that Cubase Audio Falcon works on the new Milan
with this card.

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4572. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-25 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Jcj%3.366$IY6.21@198.235.216.4>
Source record: 2537

On 24 Nov 1999 02:52:01 , Matt Jaap wrote:

>
>Axro have contacted Milan GbR BECAUSE of the Milan I. I'm sure software
>developers were oh-so-keen to develope for the iMac with it's crapy
>mouse and a crap keyboard and a speed which feels almost like a MegaSTE
>running MultiTOS 1.0. A good example for the poor quality of the iMac
>is you: hey, an algorithm which couldn't even produce a single good
>sentence in English language!
>

I don't know who Axro is, but I am laughing anyways at the post. A MegaSTE running MultiTOS 1.0:-). Never used an IMAC nor would I if the above STatement were true. ROTFL.

> >I'm pretty sure that Milan II will kick the iMac's *** . Milan II's
>will be sold in over 2000 stores in Germany alone with companies such >as
Motorola, Creative Labs, Logitech and Axro supporting it. And you'll >not
need a system update every two weeks! > >Milan have learned from their
experiences but I can't say this about .

Sold in over 2000 Stores? Never in Ataris history in North America did were STs sold in 2000 STores. I had a listing of 800 STores and once Atari boosted the list including LYNX DEALERS and Portfolio Dealers.

THat is truly an Amazing Number.

I had an Article that stated in 1986 Atari Had shipped over 100,000 units. What was not told to the developers and users that less than 17% were sold in the USA & Canada.

It sounds like the descendents of the TOS platform is STable in Germany.

This is promising to me as I have no intention of leaving my Ataris Anytime soon:-).

Later Brian.

P.S. How can an 060 based machine kill an iMac with its faster chips? The 060 is pretty old?

Double Later Brian:-).

4573. Re: G4 in an atari or an amiga? what?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-26 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <383DACC8.ED0C11EA@ihug.co.nz>
Source record: 2538

Hi there,

jedi@dementia.mishnet wrote:
>
> On Thu, 25 Nov 1999 13:01:11 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
> >Why does everything HAVE to be at the 'current' standard? If everyone
>
> I didn't state that it had to be.
> Although, the market treats them that way. Software will
> tend to want to exploit more RAM or more CPU or more disk
> than you have. Hardware upgrades will become harder and
> more expensive as old interfaces tend to be phased out.

OK. I'll let you off on that one. You DID comment that a 200-233
MHz Pentium is woefully out-of-date so I assumed you meant it was
an upgrade case...

> You should see what the latest Ultima does to a Dual PII/400.

There are MANY upset PC owners who now own this CPU hog of a game, and
are not getting any more than 10-20 fps...

> >possible on 68000, and maybe 68030. When run on a superscalar beastie
> >like the 68060 it will fly...no question! Example: 24hr POVray render
> >on a TT (68030+68882@32MHz) is cut to 16 minutes on a Hades060...90
> >times faster!
>
> Why are you bothering with this example? Rendering is not
> a realtime activity. Who cares?

I haven't seen a Pentium 200 do POV-ray renders any more than about
70-80 times the speed of an 030/882 based TT...someone claimed that
the 60MHz 060 was equivalent to a P75? I think not!

> >I regularly create 30-40 Meg scans on a 200MHz Powermac 7220 (603e). I
>
> That is quite easy to do. Although that more demonstrates
> the need for more RAM rather than more CPU. I've heard of
> TT owners that had more RAM than my current (new) PC does.

There is only 32MB of the real thing in this Mac, its using only a
standard ATA/IDE disk, yet its fast enough with scanning for my
liking...the swap file needs a good thrashing but still it chugs
through the task...

> >think the speed on this is fine, so why get a G3 or G4 when I can still
> >achieve the same result and not be unhappy with the amount of time taken

> >on the 603e?
>
> Certainly.

Of course a G3/G4 will be faster, but I'm one of (I believe) a select few people on the planet who can be happy with where I'm at! Most I see are always clamouring for something faster, mainly because they've been misled into believing their current 'now' to be old hat...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4574. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81l4qa$nf2$1@nnrp1.deja.com>
Source record: 2539

In article <dreibel-2111991112480001@ts7-53t-18.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

sinclap here

> > Looks like 'Chunks' has some explaining to do.
>
> how can he, when your imaginary friend doesn't exist?

But it does...hint

>
> it's already happening, pinhead! ASH decided to release an improved
> version of CAB (2.8) in response to the Milan's success. Hewlett-Packard
> is adding support peripheral wise. Expect more to follow now that Motorola
> is helping in the manufacturing and distribution end.

Cool..

> > However, users have reported stability issues...Whats the real story
> > here?
>
> you'll notice that one person's opinion causes TiFKAS to become all
> excited and claim the sky is falling! There's quite a few Milan users
> posting to comp.sys.atari.st who are quite happy with their machines.
> Also, Milan gMBH has been pretty quick in coming up with solutions in new
> operating system patches and even replacing the machines.

Have they actually replaced the machines or is it just spin?

> Of course, TiFKAS, when faced with the problems that new iMac and iBook
> users have had happening with their machines regarding things not
> working(in the case of the iBook, flaky keyboards and the fact the machine
> turns on when you close it; iMac DVs won't save streaming video in 16-bit
> mode, and many cameras on the market won't work with it), will ignore this
> or downplay it. (It's all on http://www.macintouch.com for the little
> wienerhead to peruse)

Have not ignored it.. But Apple will ship millions of units.
Unfortunately, some will be flaky. But when a firm is going to ship 600
Milan's a year, than the handfull becomes an issue and a loss in P&L.
According Fred A, Apple's warranty expenditiures have declined in Q4 over
the corresponding periods..

> Matt Drudge has some free time due to his spat with FOX to
> > invistigate...Enquiring minds want to know..
>

> yep, he needs to find out how a little loser with no life who can't
> even spell "investigate" is too chicken to show any evidence of his
> employment.....

And your employer is....

> "and the fake Apple Power Rep can be identified by his high-top
> sneakers and foul mouth".

One day, all will be revealed and it is you that will be.....

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.
>

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4575. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81l59snov1@nnrp1.deja.com>
Source record: 2540

In article <81fjsh$v33$1@nnrp1.deja.com>,
Matt Jaap <mjaap@atari-computer.de> wrote:

sinclap here

> ah, this little algorithm pretending to be a person.

Oh did I hurt your feelings?

>
> Axro have contacted Milan GbR BECAUSE of the Milan I. I'm sure software
> developers were oh-so-keen to develope for the iMac with it's crapy
> mouse and a crap keyboard and a speed which feels almost like a MegaSTE
> running MultiTOS 1.0. A good example for the poor quality of the iMac
> is you: hey, an algorithm which couldn't even produce a single good
> sentence in English language!

ROFLMAO!! Now install a comparable QuickTime, iMoviel and PhotoShop on
the Mega and get back to me.

> >
> > However, users have reported stability issues...Whats the real story
> > here? Matt Drudge has some free time due to his spat with FOX to
> > invistigate...Enquiring minds want to know...
>
> Uh, but I wonder why Apple updates the MacOS so often - is it because
> of innovation? No! People often wonder if the next version is more
> stable than the previous one but then it's sure that Apple will deliver
> OS 9.0.1 which has other problems, crash with your fave programs...

Improvements. Instead of a over promised humongous OS release, Apple has
decided to add the features when ready in steady OS releases. About two
times a year. I guess it's acceptable in the TOS World when a new
release is every sixth summer..

Sounds like sour grapes...

> I'm pretty sure that Milan II will kick the iMac's *** . Milan II's
> will be sold in over 2000 stores in Germany alone with companies such
> as Motorola, Creative Labs, Logitech and Axro supporting it. And you'll
> not need a system update every two weeks!

I swear that Mac OS 9 was released on Oct.23 which is way more than two
weeks. So Apple should of been like Atari? Maybe someday there will be
an update...Real soon now...

> Milan have learned from their experiences but I can't say this about
> Apple!

Learned from what?

> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4576. Re: iBooks - stability problems?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81l6amogf1@nnrp1.deja.com>
Source record: 2541

In article <383A0AB7.3C4EB575@calcna.ab.ca>,
VE6HY <besmith@calcna.ab.ca> wrote:
> sinclap wrote:
>
> > The Milan is more noticeable when many out of a batch of 600 that will
> > have shipped this year is not good.
>
> Hmmm - Milan is still vapourware in Canader
>
> The Canadian Curmudgeon (in sunny, nearly snow free again, Calgary)
>
> Canada the last remaining socialist state with a democratically
> elected dictator)

Sounds like Mexico..Are your gov't officials and police on the take?

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4577. Re: The true nature of .advocacy, was Kelly's weenie

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81l77jouq1@nnrp1.deja.com>
Source record: 2542

In article <dreibel-2311991925220001@ts7-45t-20.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

sinclap

> > > and even funnier, why all of a sudden 333 mHZ iMacs (which are supposed
> > > >to have disappeared completely from shops according to TiFKAS posting
> > > >pro-Apple drivel) have appeared at Computer City priced at fire-sale
> > > >prices ($1,199 Canadian - do the math, TiFKAS).

Called clearing the channel of discontinued product to make room for the
new and free up dollars..Standard operations.

>
> ah, a result of what happened when inCompUSA bought them out no doubt.
> They really didn't want anyone around who'd show them up for what clowns
> they are :)

Have you ever been in a cusa?

> the Canadian Computer City stores weren't part of the deal with
> inCompUSA, so they were spared. Actually they're doing quite good now -
> the one out in Etobicoke is really nice, friendly staff and knowledgable,
> and they have an excellently laid out Mac section. They're nationwide up
> here

So your saying that you have great Mac dealers up north?

> I think the reason the 333mHZ iMacs came out at fire sale prices is
> that they got in the E-One at $1299 CDN (you know, the one that Apple is
> so scared of that they got a court injunction against it in Japan - and
> all EMachines had to do to get around it was to change the case cover!)

No...The iMac DV line is the culprit. According to the Court, the maker
of the e-One fringed on Apple's iMac look. I'd be pissed if I took the
market risk in a new design and have schmucks who are trying to get a
free ride.

> > > actually, stay tuned - at THAT price, the iMac has suddenly come very
> > > >close to my personal price point. I just might go for one now, despite
> > > >TiFKAS' idiocy...
> > >

Why?..I thought the Millan II was better and cheaper. Why an inferior
iMac that you have called? Sounds like Chunks stanard operating
procedure.

> > Keep in mind that the Loki Games (linux) will be supporting
> > the PPC as well & even ATI is coming around wrt Linux driver
> > support.
>
> I'll take that into consideration you bet. Actually, the thought of
> having a Mac that'll be fast enough to do Atari under emulation is one of
> the main considerations :). I'm looking into the printer situation (I
> bought an Epson last summer and I want to see if it'll have a driver for
> the USB adaptor they sell) and SCSI adaptor before I take the plunge :)

epson.com has all the drivers.

> --
> Daniel L. Dreibelbis
> Mac User. Atari Enthusiast.

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4578. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911260739220.119-100000@rakas>
Source record: 2543

On 25.11.1999, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

> I had an Article that stated in 1986 Atari Had shipped over
> 100,000 units. What was not told to the developers and users
> that less than 17% were sold in the USA & Canada.

This has always been the case. So what is Americans are so dumb,
that they have to declare they would rather see Bill Gates win;
Europeans know better.

> How can an 060 based machine kill an iMac with its faster
> chips? The 060 is pretty old?

Ahh... the eternal hardware brag.

Sure, on PC, where you need the latest hardware/os to run even a
simple word processor, the numbers count.

However, the real cojonas show when it's time to compare how much
hardware you need to run similar applications at similar speeds.

This is where Atari shines: "obsolete" hardware running similar
applications faster than their PC counterpart at faster specs.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4579. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-26 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81ma8dgif1@nnrp1.deja.com>
Source record: 2544

In article <Pine.MNT.4.10.9911260739220.119-100000@rakas>,
Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

sinclap here

> On 25.11.1999, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>
> > I had an Article that stated in 1986 Atari Had shipped over
> > 100,000 units. What was not told to the developers and users
> > that less than 17% were sold in the USA & Canada.
>
> This has always been the case. So what is Americans are so dumb,
> that they have to declare they would rather see Bill Gates win;
> Europeans know better.

A 100,000 is like a needle dropped in a haystack.. Cause Atari did not
inform the American public and the productivity software was not as good
as Lotus and WordPerfect plus Claris.

> > How can an 060 based machine kill an iMac with its faster
> > chips? The 060 is pretty old?
>
> Ahh... the eternal hardware brag.

Are you saying that the 060 will toast a Pentium crushing iMac G3?

> Sure, on PC, where you need the latest hardware/os to run even a
> simple word processor, the numbers count.

Nope. Have you priced PC's today?

> However, the real cojonas show when it's time to compare how much
> hardware you need to run similar applications at similar speeds.

What are they than?

> This is where Atari shines: "obsolete" hardware running similar
> applications faster than their PC counterpart at faster specs.

What similar apps?

sinclap

Sent via Deja.com http://www.deja.com/
Before you buy.

4580. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-26 00:00:00 UTC
From: darklord@kih.net
Message-ID: <81men0$e5c$1@news3.icx.net>
Source record: 2545

On 26 Nov 1999 05:43:50 , Martin-Eric Racine wrote:

<snip>

->This has always been the case. So what is Americans are so dumb,
->that they have to declare they would rather see Bill Gates win;
->Europeans know better.

Hold on a minute now, I'm an American and I resemble that remark!
<grin> Seriously, not all of us ex-colonists "are so dumb". In
fact, many of us are cheering the Justice Dept!!! ;-)

->This is where Atari shines: "obsolete" hardware running similar
->applications faster than their PC counterpart at faster specs.

Dam straight. ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Lord / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4581. Re: iBooks - stability problems?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-26 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <x4D%3.78$x67.290@198.235.216.4>
Source record: 2546

On 26 Nov 1999 05:37:26 , sinclap wrote:
>In article <383A0AB7.3C4EB575@calcna.ab.ca>,
> VE6HY <besmith@calcna.ab.ca> wrote:
>> sinclap wrote:

>>
>> The Canadian Curmudgeon (in sunny, nearly snow free again, Calgary)
>>
>> Canada the last remaining socialist state with a democratically
>> elected dictator)
>
>Sounds like Mexico..Are your gov't officials and police on the take?

No this is reserved for our Banks and Oil Companies.

>
>sinclap
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

4582. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-27 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <PZS%3.89$PF1.4307@quark.idirect.com>
Source record: 2351

On 26 Nov 1999 05:11:39 , sinclap wrote:
>In article <dreibel-2111991112480001@ts7-53t-18.idirect.com>,
> dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
>
>
> sinclap here
>
>> > Looks like 'Chunks' has some explaining to do.
>>
>> how can he, when your imaginary friend doesn't exist?
>
>But it does...hint

yep, hint - he's a figment of TiFKAS' imagination which is a projection of
his own vile personality :)

>
>> > However, users have reported stability issues...Whats the real story
>> > here?
>>
>> you'll notice that one person's opinion causes TiFKAS to become all
>> excited and claim the sky is falling! There's quite a few Milan users
>> posting to comp.sys.atari.st who are quite happy with their machines.
>> Also, Milan gMBH has been pretty quick in coming up with solutions in new
>> operating system patches and even replacing the machines.
>
>Have they actually replaced the machines or is it just spin?

not spin. Real.
>
>> Of course, TiFKAS, when faced with the problems that new iMac and iBook
>> users have had happening with their machines regarding things not
>> working(in the case of the iBook, flaky keyboards and the fact the machine
>> turns on when you close it; iMac DVs won't save streaming video in 16-bit
>> mode, and many cameras on the market won't work with it), will ignore this
>> or downplay it. (It's all on http://www.macintouch.com for the little
>> wienerhead to peruse)
>
>Have not ignored it.. But Apple will ship millions of units.
>Unfortunately, some will be flaky. But when a firm is going to ship 600
>Milan's a year, than the handfull becomes an issue and a loss in P&L.
>According Fred A, Apple's warranty expenditiures have declined in Q4 over
>the corresponding periods..

unfortunately, pinhead, it doesn't help when the keys actually fail and
fall off in the showroom! I saw an iBook in CPUsed with missing keys, the
salesman told me they had it happen about a week ago and they still don't have
a replacement. I've seen the same with flaky iMac and G3/G4 keyboards.

>
>> Matt Drudge has some free time due to his spat with FOX to
>> > invistigate...Enquiring minds want to know..
>>
>> yep, he needs to find out how a little loser with no life who can't
>> even spell "investigate" is too chicken to show any evidence of his
>> employment.....
>
>And your employer is....

you already have the name of my employer, I gave it a few months ago. Look
it up. My employment isn't the issue, it's yours.

>
>> "and the fake Apple Power Rep can be identified by his high-top
>> sneakers and foul mouth".
>
>One day, all will be revealed and it is you that will be.....

laughing that you were so stupid that you thought you could pull the wool
over the newsgroup's eyes. Are you IN, genius? Are you IN, capable? Are you IN,
Competent? :)

really, TiFKAS, you should think before you post. It's too easy to make you
look like a complete moron :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

4583. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-27 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <3840CFBD.711E0394@calcna.ab.ca>
Source record: 2352

sinclap wrote:

> MacWrite and MS Mac Word totaly destroyed all wordprocessors on the ST
> period!

Baloney - "That's write" is head and shoulder above most WP available
even today !

And I'd still buy another Atari - if they were available ,with 96 or
so meg of Ram and sommat bigger than a 40MB HD - but I'll not wait for
Milan - I'll not live long enough to see them here in Canader !

Nor will R Dan or any other TAF member !

The Canadian Curmudgeon (happy with my Windo$e free Mac, in Calgary)

4584. Re: new Milan specs. TiFKAS Eating Strained Spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-27 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Qiy%3.222$ey2.8989@nsw.nnrp.telstra.net>
Source record: 2547

<snip>

> Below is a slightly edited copy of a post
>in news:fr.comp.sys.atari by Frank Dopierala
>
> 'On Saturday, the 20th of November, there
>was an ATARI-Fair in Hannover (Germany). The environment was very poor (a
>cold warehouse atmosphere) but I returned extremely positive, because the
>Milan II was presented by AXRO, a huge distributor for media concerning to
>Ink-Printer, Laser-Printer Copiers etc. Hewlett Packard(!) was even
>present. The news is that (I talked about an hour with the representative
>of AXRO), that the Milan II Standard equipment (!) is the following:
>
> Hardware
>
> ATX-Tower

Standard for any new PC.

> MC68060 with at least 66Mhz, 80Mhz is under construction

Why not G4?. 68060 is slow by todays standards.

> 64MB-SDRAM (with full Bus-speed access at 66/80Mhz!!!!)

One should hope so, once again 64Mb is a standard minimum these days. How much RAM does the board support?.

> HDD: at least 10 GB (maybe 15 GB)

Again, standard size harddrives. They don't make much smaller drives anymore.

> SoundBlaster SB64 PCI

That's cool, and also a standard item for a lot of PC users.

> ATI Mach 64 with 4MB Videoram, expandable up to 16MB

Run of the mill stuff...

> 2x IDE, 3x serial, 1x parallel, 2x USB (hot plugging!), Keyboard,
> PS2-Mouse

My G586IPV motherboard, circa 1997 has all that - plus an IrDA connector. Old hat.

> 3x ISA-Slot, 4x PCI-Slot (2 PCI used for graphic- and sound card)

ISA is dead, but handy nonetheless. 2 spare PCI slots is a bit limiting.

> TEAC Floppy 1,44 MB, 40x CD-ROM (Cyberdrive)

Standard fodder.

>
> Software
>
> The Milan II is shipped with only ONE Operating System(!): Magic with
>Jinnee!!
>
> NVDI
>
> Iconnect with Draconis Internet-Package (Browser, eMailer, Chatter,....)
>
> Pixart, Smurf SilverEdition, Photoline
>
> TempusWord 4 or papyrus home (is not decided yet)
>
> Texel home
>
> A coupon to get CalamusSL for 199,- DM (app. 100,- Euro) instead of
999,-
> DM (500,- Euro)
>
> COMA (Communication Manager for Fax and Voicemail)
>
> Games: RunningMilan, Impulse (New Milan-Special games), some more
> games are presently programmed by third-party.
>
> Developing-Systems
>
>
>
>
>GNU C/C++, ACS-Pro (new Version for GNU C/C++), Object Gem, Bubble Gem,
>OLGA, UDO, UDO-Shell, ST-Guide, Omikron-Basic 6 (NEW VERSION!!), Face
>Value
>
> Now the sensation
>
>
> The system with configuration listed above shall be sold for 1699,-
>DM!!!! (App. 850,- Euro)
>
> I asked them what HP is doing there and they gave me the answer that HP
is
>supporting AXRO with ALL products HP is actually producing (Printer,
Scanner,
>Streamer etc.) for developing driver for the whole product-palette of HP
>to run with an Milan II.

Very cool.

> Another very positive news
>
>
> The Milan II is COMPLETELY assembled at
>MOTOROLA!! (That's why the System can be sold at this low price!).
>
> The Milan II is presented to the wide market on next CeBit in Hannover
>and AXRO told me that there will be a very aggressive marketing on it,
>because AXRO noticedthat the number of users working with Windows-Systems,
>that are extremely angry about Microsoft about their huge, slow and
>resource eating Programs is permanently growing and growing. And they have
>theopinion that if the huge mass of users (except ATARI-Users) would know
>that there is a system that can be a good alternative of their work, they
>would buy it, and I agree in that!'

Hmmm, PC's offer plenty of choices in other operating systems. Linux, BeOS,
QNX...
Of all the software available, most of it is for Windows. With a dual boot
configuration you can enjoy the best of both worlds.

Great news for current Atari users, but I seriously doubt the new Milan is
going to wow many away from their current platform.

Regards,

Clockmeister.

4585. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-27 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <a3S%3.664$x67.585@198.235.216.4>
Source record: 2548

On 26 Nov 1999 15:50:38 , sinclap wrote:
>
>A 100,000 is like a needle dropped in a haystack.. Cause Atari did not
>inform the American public and the productivity software was not as good
>as Lotus and WordPerfect plus Claris.

100,000 isn't alot. Atari didn't have anymore to sell either.
Constantly Atari failed to meet needed production requirements. Atari made
a decision to send the few Ataris they manufactured off to Europe where
there wasn't a case of IBM itis.

If you think any of the above programs were any good in 1985, you
suffer from the same traits as all ignorant North American users.

Anything requiring DOS and lacking a mouse was CRAP. WordPerfect was CRAP.
LOTUS was also crap. Claris was CRAP and anything else they did was on a
computer that was too expensive and couldn't run DOS. The great American
Standard at the time.

Europeans understood, price and quality. Atari fit the bill. Smart
North American Buyers also purchased Ataris. Those that did some sort of
research. I have in my hands a book made in 1986 that is 350 pages in size
listing software released for the Atari ST.

You may consider Imac purchasers to be smart consumers. The real world
of Microsoft users know that they are fools. Much as Atari NA users were
considered to be.

However my Ancient 520ST with simple ram upgrade runs software far
better than LOTUS, WORDPERFECT and Claris stuff. I certainly should hope
so. However I have WordPerfect for the ST, and LDW power (Lotus Clone) but
that doesn't mean that these programs were the be all and end all.

If Word Perfect was any good, it wouldn't have been dumped as soon as DOS
users had the chance to upgrade to Windows based products like WORD, EXCEL
and others. Product that had their beginnings on the Mac.

What Atari didn't do was inform the public that their software was
better or superior in many aspects to those offered on other platforms.
Ataris worst problem in NA was its NAME! Bugger all to do with your
statement.

DOS users had no idea with regard to.

1) Desktop Publishing
2) Computer Animation
3) MIDI

4) GUI

All aspects with could be done on a Mac at the time but

1) More Expensive
2) SLOWER
3) Inferior software and hardware to the Atari.

By 1987

Staple products such as

CALAMUS
CYBER SERIES (SCULPT, PAINT, 3D,)
NOTATOR
DYNACADD

created a computer that certainly had the software.

Inferior products with brandname association were release to appease the simple minded.

WRITE, WORDPERFECT
LOTUS CLONES, VIP and LDW.

The software definitely was there.
The user base was not.

The software for the clones of ibm wannabes was about as useful as the trash computers they ran on. Oh wait , I hit the turbo button.

Meanwhile, look at my expensive mono mac.

Distribution, not software quality was a problem.
Acceptance buy the computer buying public was also a problem.

I thought you had an Atari once, so you claimed some months past. If you did and you actually used it, you would know this.

North Americans are a stupid lot who worship Brand Names over Specifications and Quality.

Thats why they buy
1)NIKE
2)TOMMY HILFIGUr
3)and Calvin Klien Underwear.

Products that offer no better value/quality than non brand names equivalents, but cost 4 to 5 times as much.

If you think WP is a good program maybe its time to invest in Coral:-).
>.

4586. Re: new Milan specs. TiFKAS Eating Stra

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-27 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <n3S%3.665$x67.585@198.235.216.4>
Source record: 2549

On 27 Nov 1999 00:23:01 , "Clockmeister" wrote:

<SNIP>
>
>
>Hmmm, PC's offer plenty of choices in other operating systems. Linux, BeOS,
>QNX...

I agree.

>Of all the software available, most of it is for Windows. With a dual boot
>configuration you can enjoy the best of both worlds.

I agree.

>Great news for current Atari users, but I seriously doubt the new Milan is
>going to wow many away from their current platform.

I agree.

>
>Regards,
>
>Clockmeister.

BTW what are the specs of the new Amiga and the release Date:-).

>
>
>.

4587. Re: iBooks - stability problems?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-27 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <iNS%3.86$PF1.4307@quark.idirect.com>
Source record: 2550

On 26 Nov 1999 05:37:26 , sinclap wrote:
>> Canada the last remaining socialist state with a democratically
>> elected dictator)
>
>Sounds like Mexico..Are your gov't officials and police on the take?

nope. Yours are, though - or at least they certainly have their palms greased. Explains why you still don't have universal health care or proper gun control :)

Take Bill Clinton - can't keep his pants on, accepts money from Chinese interests for his campaigns, and recently revealed he was p-whipped by Hillary to bomb Kosovo :)

At least Chretien amuses us by mangling BOTH official languages :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

4588. Re: new Milan specs. TiFKAS Eating Stra

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-28 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <s_T%3.124$RL2.7624@nsw.nnrp.telstra.net>
Source record: 2353

Brian Van TIlborg wrote in message ...
>On 27 Nov 1999 00:23:01 , "Clockmeister" wrote:
>
><SNIP>
>>
>>
>>Hmmm, PC's offer plenty of choices in other operating systems. Linux,
BeOS,
>>QNX...
>
>I agree.
>
>>Of all the software available, most of it is for Windows. With a dual boot
>>configuration you can enjoy the best of both worlds.
>
>I agree.
>
>>Great news for current Atari users, but I seriously doubt the new Milan is
>>going to wow many away from their current platform.
>
>I agree.
>
>>

All agreed then :-)

>
>BTW what are the specs of the new Amiga and the release Date:-).

The Amiga Inc. Amiga?. Some OS layer on top of current OS's... a load of
shit no-one would be interested in.

The Phase V Amiga?. G4 (with 68k emulation at '060 speeds apparantly), PCI,
USB, whatever soundcard is popular at the time, 3d accellerated graphics
card of some sort, whatever harddrive is current at the time, QNX realtime
OS, AmigaOS or Linux bla bla bla...

AmiRage I think it's called, due sometime next year I think.

I think the '060 Boxer is now available for ordering also.

To be honest, I've lost interest. If a new machine should appear, I'll judge
it on its merits then.

I wish Gateway would sell the rights to the Amiga to someone who cares :-(

Regards,

Clockmeister.

4589. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-28 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <81q1o7tpe1@nnrp1.deja.com>
Source record: 2354

In article <a3S%3.664$x67.585@198.235.216.4>,
madmax@bfree.on.ca (Brian Van TIlborg) wrote:

sinclap here

> On 26 Nov 1999 15:50:38 , sinclap wrote:

> 100,000 isn't alot. Atari didn't have anymore to sell either.
> Constantly Atari failed to meet needed production requirements. Atari made
> a decision to send the few Ataris they manufactured off to Europe where
> there wasn't a case of IBM itis.

Sounds like a winning mgt team..-)Not!

> If you think any of the above programs were any good in 1985, you
> suffer from the same traits as all ignorant North American users.

MacWrite and MS Mac Word totaly destroyed all wordprocessors on the ST
period!

> Anything requiring DOS and lacking a mouse was CRAP. WordPerfect was CRAP.
> LOTUS was also crap. Claris was CRAP and anything else they did was on a
> computer that was too expensive and couldn't run DOS. The great American
> Standard at the time.

WordPerfect kicked all in the ST World period!

> Europeans understood, price and quality. Atari fit the bill. Smart
> North American Buyers also purchased Ataris. Those that did some sort of
> research. I have in my hands a book made in 1986 that is 350 pages in size
> listing software released for the Atari ST.

So your saying that Amiga users are dumb? Can't fault the public
attitude towards Atari..What's an ST? Advertising is part of the cost of
doing business. Atari forgot to include in total price.

> You may consider Imac purchasers to be smart consumers. The real world
> of Microsoft users know that they are fools. Much as Atari NA users were
> considered to be.

Eh Beavis...Many MS users use Macs...duh! I am a MS user.

> However my Ancient 520ST with simple ram upgrade runs software far
> better than LOTUS, WORDPERFECT and Claris stuff. I certainly should hope
> so. However I have WordPerfect for the ST, and LDW power (Lotus Clone) but
> that doesn't mean that these programs were the be all and end all.

My Apple IIC with AppleWorks kicked anything on ST land and that had a
slower processor... I see. the slower the better.

> If Word Perfect was any good, it wouldn't have been dumped as soon as DOS
> users had the chance to upgrade to Windows based products like WORD, EXCEL
> and others. Product that had their beginnings on the Mac.

Blame Novel at the time.

> What Atari didn't do was inform the public that their software was
> better or superior in many aspects to those offered on other platforms.
> Ataris worst problem in NA was its NAME! Bugger all to do with your
> statement.

Double Edge Sword!

> DOS users had no idea with regard to.
>
> 1) Desktop Publishing

Apple invented desktop publishing with Aldus and the LaserWriter.

> 2) Computer Animation

Yep done on the Amiga to

> 3) MIDI

I'l give you that one..

> 4) GUI

The Mac has the best gui period.

> All aspects with could be done on a Mac at the time but
>
> 1) More Expensive

Which still sold more machines the ST

> 2) SLOWER

Depends..I was an Amiga user in 1987.

> 3) Inferior software and hardware to the Atari.

Are you on drugs?

> By 1987
>
> Staple products such as
>
> CALAMUS
> CYBER SERIES (SCULPT, PAINT, 3D,)
> NOTATOR
> DYNACADD
>
> created a computer that certainly had the software.
>
> Inferior products with brandname association were release to appease the

> simple minded.
>
> WRITE, WORDPERFECT
> LOTUS CLONES, VIP and LDW.
>
> The software definitely was there.
> The user base was not.

Blame Atari

> The software for the clones of ibm wannabes was about as useful as the
> trash computers they ran on. Oh wait , I hit the turbo button.

I agree to a certain extent..

> Meanwhile, look at my expensive mono mac.

The market did not think so...So why did you buy that expensive mac?

> Distribution, not software quality was a problem.
> Acceptance buy the computer buying public was also a problem.
>
> I thought you had an Atari once, so you claimed some months past. If you
> did and you actually used it, you would know this.

I decided the Amiga was better at the time.

> North Americans are a stupid lot who worship Brand Names over
> Specifications and Quality.

Like the flimsy ST? The name brands were all about quality. Sounds like
sour grapes..

> Thats why they buy
> 1)NIKE

Every five years..

> 2)TOMMY HILFIGUr

Geoffrey Beene here

> 3)and Calvin Klien Underwear.

Nope..the JC Penney brand...

> Products that offer no better value/quality than non brand names
> equivalents, but cost 4 to 5 times as much.
>
> If you think WP is a good program maybe its time to invest in Coral:-).

I have..its paid off. Bought in at under $4...Last trade at over $14.

When it hits $20-$30 will be enough to get a G4 if desired. But will
ride it out. Corel has a Linux focus that may pay off.

Peter

Sent via Deja.com http://www.deja.com/
Before you buy.

4590. Re: new Milan specs. TiFKAS Eating Strained Spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-28 00:00:00 UTC
From: "Bruce H. Campbell" <bcampbel@no.spam.wanted.org>
Message-ID: <81r53iumr1@brain.npiec.on.ca>
Source record: 2355

Clockmeister <gerryvdb@tnet.com.au> wrote in message news:Qiy%3.222>

> 3x ISA-Slot, 4x PCI-Slot (2 PCI used for graphic- and sound card)
>
>
> ISA is dead, but handy nonetheless. 2 spare PCI slots is a bit limiting.
>
I disagree, ISA is still needed if you want to move legacy cards to
a new MB, especially for dual-boot users like myself [and the
GEMulator is restricted to ISA]. Though I would like to see
more than four PCI on anyone's MB(like six would be nice).

Can the new Milan support multiple monitors?
>
> Regards,
>
> Clockmeister.
>
>

4591. Milan, and word processing

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-28 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2811990934070001@ts7-39t-12.idirect.com>
Source record: 2356

In article <3840CFBD.711E0394@calcna.ab.ca>, VE6HY <besmith@calcna.ab.ca> wrote:

> sinclap wrote:
>
> > MacWrite and MS Mac Word totaly destroyed all wordprocessors on the ST
> > period!
>
> Baloney - "That's write" is head and shoulder above most WP available
> even today !

and over here, Edith Professional and AtariWorks - incredibly powerful.
I did some major document work with Atariworks last year utilizing
TrueType fonts and NVDI, I got many compliments on how the project looked.
And you should've seen the look on their faces when I told them it was
done on an Atari :)

Also recently helped another Atari user who was looking for a new copy
of First Word Plus, he told me that of all the word processors out there
for any platform, it was his opinion that humble ol' First Word stands
head and shoulders over what's out there for the Mac and PC today.

>
> And I'd still buy another Atari - if they were available ,with 96 or
> so meg of Ram and sommat bigger than a 40MB HD - but I'll not wait for
> Milan - I'll not live long enough to see them here in Canader !
>
> Nor will R Dan or any other TAF member !

oh really?

judging by the fact that Milan GmBH has so far succeeded at their goals
(even surpassed them), I'd say we will see the Milan II in North America
by the middle of 2000. At the Hannover show they re-iterated that a North
American launch is still in their plans.

And with both Motorola AND Hewlett-Packard (I must admit, the HP
involvement was a VERY pleasant surprise) involved in the building,
marketing and support of the Milan II, AND the fact that there will be no
Tramiels around to screw this one up this time, I'd certainly think that
it has a fighting chance here.

In any case, Ken has expressed an interest in getting one (he's looking
at printers right now, and he just might get an HP in anticipation of
using it with a Milan II), and I'm planning another UK vacation for April,
so who knows, even if it's not officially here by then it may wind up
having resident status under my desk next to the Quadra :)

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4592. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911282132270.365-100000@rakas>
Source record: 2357

On 28.11.1999, sinclap <sinclap@my-deja.com> wrote:

> WordPerfect kicked all in the ST World period! MacWrite and
> MS Mac Word totaly destroyed all wordprocessors on the ST
> period!

I bet you didn't know both also exist on the ST, with superior
features than the Mac/PC versions of the same era?

> Apple invented desktop publishing with Aldus and the LaserWriter.

Apple hadn't released the Laserwriter when Atari introduced
their own SLM804. Calamus also existed before Aldus.

> Which still sold more machines the ST

Not in Europe.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4593. Re: new Milan specs. TiFKAS Eating Strained Spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-28 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn8437tp.89d.jedi@localhost.localdomain>
Source record: 2358

On Sun, 28 Nov 1999 06:16:56 -0500, Bruce H. Campbell <bcampbel@no.spam.wanted.org> wrote:
>
>Clockmeister <gerryvdb@tnet.com.au> wrote in message news:Qiy%3.222>
>
>> 3x ISA-Slot, 4x PCI-Slot (2 PCI used for graphic- and sound card)
>>
>>
>> ISA is dead, but handy nonetheless. 2 spare PCI slots is a bit limiting.
>>
>I disagree, ISA is still needed if you want to move legacy cards to
>a new MB, especially for dual-boot users like myself [and the

Except, for the most part, ISA is unecessary. Nearly anything
that used to come as ISA cards now comes in PCI ones.

As far as GEMulator goes: it should be unecessary. As long as
you have a copy of the physical ROMs, posession of the image
files is fair use.

>GEMulator is restricted to ISA]. Though I would like to see
>more than four PCI on anyone's MB(like six would be nice).

Look at the Tyan motherboards. They have some interesting
dual socket 1 boards with lots of slots and lots of built
in peripherals.

You can also get ~ 1Ghz worth of PIII for ~ 500bux.

[deletia]

Although, I'd rather wait for a similar board to be released
for the Athlon due to the CPU ID BS.

--

One of the great lies of our age is the myth that
Microsoft has somehow managed to turn these random
collections of spare parts known as PC clones into |||
the equivalent of a Macintosh. / | \

4594. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-29 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <qWm04.141$zb1.1136@198.235.216.4>
Source record: 2359

On 28 Nov 1999 01:49:59 , sinclap wrote:
>In article <a3S%3.664$x67.585@198.235.216.4>,
> madmax@bfree.on.ca (Brian Van TIlborg) wrote:
>
>sinclap here
>
>> On 26 Nov 1999 15:50:38 , sinclap wrote:

>
>> If you think any of the above programs were any good in 1985, you
>> suffer from the same traits as all ignorant North American users.

The above programs that YOU listed were WordPerfect, Lotus and Claris.
Hardly a way to start a debate.

>MacWrite and MS Mac Word totaly destroyed all wordprocessors on the ST
>period!

And all you had to do was mortgage the house to purchase a Mac. Mac Write
was forgetable, and MS Word, certainly was a force. But you didn't mention
this as the failure of Atari. You blame Atari marketing and software that
was inferior to the PREVIOUSLY listed, not the latter. Your argument starts
based on PC DOS based machines, lame, but tries to salvage itself with a
move to Mac.

>> Anything requiring DOS and lacking a mouse was CRAP. WordPerfect was CRAP.
>> LOTUS was also crap. Claris was CRAP and anything else they did was on a
>> computer that was too expensive and couldn't run DOS. The great American
>> Standard at the time.
>
>WordPerfect kicked all in the ST World period!

Only in SALES and in lack of intuitiveness. This has little to do with the
quality of Atari Software.

>> Europeans understood, price and quality. Atari fit the bill. Smart
>> North American Buyers also purchased Ataris. Those that did some sort of
>> research. I have in my hands a book made in 1986 that is 350 pages in size
>> listing software released for the Atari ST.

>So your saying that Amiga users are dumb? Can't fault the public
>attitude towards Atari..What's an ST? Advertising is part of the cost of
>doing business. Atari forgot to include in total price.

I never mentioned Amiga users in this thread. Looking for allies? Amiga
had a stronger distribution base in NA. But many people purchased the
Amiga. It had some very strong technical points and some huge massive flaws

that many users choose to overlook. Amiga certainly took the wind out of NA Atari Sales, with some excellent advertising that eventually broke the company. But yes, anyone looking at a spec sheet would have been impressed with the Amiga.

Advertising a cost of business? Generally agree, ever heard of Blair Witch Project? Word of Mouth/internet adversting. Mac Launched during the Superbowl. Definitely caught everyones attention, and consuming public paid a higher price for the product accordingly.

Again, the NA moron Hilfigur, Nike attitude. IF I pay more it must be better.

>> You may consider Imac purchasers to be smart consumers. The real world
>> of Microsoft users know that they are fools. Much as Atari NA users were
>> considered to be.

>Eh Beavis...Many MS users use Macs...duh! I am a MS user.

Save the name Beavis for someone else. You are an Apple computer user and claim to use BEos. We saw in the previous post that Apple computer would be dead in the water without M$. And all it took was for STeve Jobs to totally sell out and open up his anus for the M$ penetration.

Like the PC name came to be known for the IBM computers and then the clones and compatibles, I don't believe that the term Personal computer needs to be associated as much today with IBM as it does toward M$.

But it is a flaw and is incorrect. So let me say it more directly. The masses of users using PENTIUM based computers running Windows 95 and up clearly see no advantage to owning an inferior product such as the iMAC.

>> However my Ancient 520ST with simple ram upgrade runs software far
>> better than LOTUS, WORDPERFECT and Claris stuff. I certainly should hope
>> so. However I have WordPerfect for the ST, and LDW power (Lotus Clone) but
>> that doesn't mean that these programs were the be all and end all.

>My Apple IIC with AppleWorks kicked anything on ST land and that had a
>slower processor... I see. the slower the better.

Oh, and your apple IIC ran WORDPERFECT, and LOTUS? But lets not drag the Apple II forever into this. It is irrellevant to your argument.

>> If Word Perfect was any good, it wouldn't have been dumped as soon as DOS
>> users had the chance to upgrade to Windows based products like WORD, EXCEL
>> and others. Product that had their beginnings on the Mac.

>Blame Novel at the time.

Ok!

>> What Atari didn't do was inform the public that their software was
>> better or superior in many aspects to those offered on other platforms.
>> Ataris worst problem in NA was its NAME! Bugger all to do with your
>> statement.

>Double Edge Sword!

Ouch!

>> DOS users had no idea with regard to.

>> 1) Desktop Publishing

>Apple invented desktop publishing with Aldus and the LaserWriter.

Not saying they didn't. Never did. I am saying that when Atari came on
board the products available where neither inferior nor substandard.
I am not going to debate you on Calamus, I am only going to state that it
is not a piece of inferior software, quite the opposite.

>> 2) Computer Animation

>Yep done on the Amiga to

Me too, your point here is? Mine is dealing with your argument stating the
strength of DOS based programs WORDPERFECT and Lotus vs a powerful computer
at the time known as an ST. If you bring the Amiga into this I will have to
have an argument with myself.

>> 3) MIDI

>I'l give you that one..

But we are talking inferior software applications? I am seeing that you
have now agreed.

>> 4) GUI

>The Mac has the best gui period.

It did have. It is pretty old now. Well see what happens in the next OS in
the best of Tramiel fashioned RSN. And even if you consider it better than
Windows, you aren't going to convince the real computer buying consumer.

>> All aspects with could be done on a Mac at the time but

>> 1) More Expensive

>Which still sold more machines the ST

I don't think that was in debate? It is indirectly what the thread was
about. Everything sold more than the ST. DOS based machines sold more than
the Mac?

>> 2) SLOWER

>Depends..I was an Amiga user in 1987.

Well, it doesn't depend. It was slower. I too had an A500 and 87. And I got
rid of it in 88. Got the A3000 in 90 bunch of 2000 with toasters and A4000
in 1992. Don't run to Amiga for security now. If you are uncertain of what
early Macs could do, then leave well enough alone.

>> 3) Inferior software and hardware to the Atari.

>Are you on drugs?

No the following products in 1987 were superior to anything on the Mac in 1987. Now if you want a real fire. Even though the ST lacked the Colour of the Amiga, and had an inferior composite output (actually a joke compared to the Amiga) The cyber series software kicked ass of anything available for the Amiga at that time. Plus the fact that the Amiga couldn't do complicated real time animations without choking as the screen slowed down its video output, whereas the ST continued along at 32fps. This even continued with the A3000 in the same screen res as the ST.

You have no answer to this. The Mac didn't even have a real Cad program at the time, not even anything comparable to Drafix, let alone something as Powerful as Dynacadd.

And as for Notator. Well Mac was Midi until the ST came along. Clearly showing the superiority of ST software during this early period in Atari history.

>> By 1987

>> Staple products such as

>> CALAMUS
>> CYBER SERIES (SCULPT, PAINT, 3D,)
>> NOTATOR
>> DYNACADD
>>
>> created a computer that certainly had the software.
>>
>> Inferior products with brandname association were release to appease the
>> simple minded.
>>
>> WRITE, WORDPERFECT
>> LOTUS CLONES, VIP and LDW.
>>
>> The software definitely was there.
>> The user base was not.

>Blame Atari

>> The software for the clones of ibm wannabes was about as useful as the
>> trash computers they ran on. Oh wait , I hit the turbo button.

>I agree to a certain extent..

Well, if you agree to a certain extent that the software for the clones was just as bad as the computers they ran on, I wonder why you started with WP and Lotus for DOS?

>> Meanwhile, look at my expensive mono mac.
>
>The market did not think so...So why did you buy that expensive mac?

I didn't, I bought an Atari, which I am still using, at this very minute to respond to your insight. If I did buy the expensive Mac like my friend did, it would be in the trash with his by about 1989. This is not a bad statement, that would be roughly 4 years of computer life.

>> Distribution, not software quality was a problem.
>> Acceptance buy the computer buying public was also a problem.
>>
>> I thought you had an Atari once, so you claimed some months past. If you
>> did and you actually used it, you would know this.
>
>I decided the Amiga was better at the time.

Great for games. Came of age with the 3000. Certainly not as user friendly as an ST. Also required alot of hardware to be effective.

Now think of connecting a laser printer to a mac in 1987. Both slow and expensive with good quality. Atari with laser was price of Mac and was lightening fast. THings that took 11minutes to 30minutes on the Mac to print would be out in between 11 seconds and 40 seconds on the ST. Very similar to the output of todays lasers, although todays quality is superior with higher resolution.

>> North Americans are a stupid lot who worship Brand Names over
>> Specifications and Quality.

>Like the flimsy ST? The name brands were all about quality. Sounds like
>sour grapes..

My 520 is 14 years old? It has a ram upgrade from 1987 and has run flawlessly.

Packard Bell is a name brand, Means nothing to me. At no time do name brands mean anything. This is the computer industry it is dog eat dog, and the name means nothing unless the components are of high quality. An Atari is a computer assembled from components made by other namebrand manufacturers. Any computers you have will have diodes and resistors and heat shields with Mexico or Korea written on them somewhere.

If you think that someone buying a Name Brand IBM PC computer has a better product than someone buying a computer that isn't, then that is your opinion, but it is not mine.

>> If you think WP is a good program maybe its time to invest in Coral:-).
>
>I have..its paid off. Bought in at under $4...Last trade at over $14.

Keep a close eye, he is being investigated again. And this time it don't look pretty. Insider trading may be the end of Coral. But he did do really well himself when the bottom fell out of the market for Corel Products.

>When it hits $20-$30 will be enough to get a G4 if desired. But will
>ride it out. Corel has a Linux focus that may pay off.

Well, he was also on the Java bandwagon. Linux focus is great for linux users. Whether it ends up paying off or depends on alot of factors in the computer industry that are well beyond the control of shareholders or the focus of a company.

I personally, hope it does pay off for Linux sake, but that doesn't make the current WordPerfect is a good product either.

Brian.

>.

4595. Re: new Milan specs. TiFKAS Eating Stra

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-29 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <zWm04.142$zb1.1136@198.235.216.4>
Source record: 2360

Good question, what would your application be?

On 28 Nov 1999 06:16:56 , "Bruce H. Campbell" wrote:

>Can the new Milan support multiple monitors?
>
>.

4596. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-29 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <NWm04.143$zb1.1136@198.235.216.4>
Source record: 2361

On 27 Nov 1999 23:46:23 , VE6HY wrote:
>sinclap wrote:
>
>> MacWrite and MS Mac Word totaly destroyed all wordprocessors on the ST
>> period!

Word had an advantage at first but...

>
>Baloney - "That's write" is head and shoulder above most WP available
>even today !

I must agree with this statement.

>And I'd still buy another Atari - if they were available ,with 96 or
>so meg of Ram and sommat bigger than a 40MB HD - but I'll not wait for
>Milan - I'll not live long enough to see them here in Canader !

Well, I hope you are not about to die to soon? But it could take 50
years, which would give you time to brush up on your German, So you can
understand those error messages. At least BOMBS are universal:-).

>Nor will R Dan or any other TAF member !
>
>The Canadian Curmudgeon (happy with my Windo$e free Mac, in Calgary)

BTW, do you use MagicMac by any chance? And if so how do you like it?

Later Brian.

>.

4597. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-29 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <3842B2F1.2C3F9DA1@calcna.ab.ca>
Source record: 2362

Brian Van TIlborg wrote:

> Well, I hope you are not about to die to soon? But it could take 50
> years, which would give you time to brush up on your German, So you can
> understand those error messages. At least BOMBS are universal:-).

I'll not live another 50 years - maybe 30, if my father is any
indication !

> BTW, do you use MagicMac by any chance? And if so how do you like it?

Nope - I still use the Atari for DTP as I haven't found a reasonably
priced Mac alternative to Pagestream - although the Pagestream boys
have a Mac version available - from what I read it is dicey with OS 8
and maybe even more so with OS 9 !

And I haven't gone hunting for MagicMac !

But for the 'productivity bit' I find Appleworks quite adequate and
capable of much bigger files than LDW or Informer 2 - both great
products for theor day - and still fine today but for some stability
problems with Informer that didn't get fixed before the developers
stopped Informer support !

The Canadian Curmudgeon (still meeting with Atari folks in Calgary,
most of whom now use Intel or Mororola machines for the good stuff)

4598. Re: Milan's Unreliable?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-29 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911292045570.103-100000@rakas>
Source record: 2363

On 29.11.1999, VE6HY <besmith@calcna.ab.ca> wrote:

> The Canadian Curmudgeon (still meeting with Atari folks in Calgary,
> most of whom now use Intel or Mororola machines for the good stuff)

How can they call themsleves "Atari folks" if they migrated?

Ah yes, right... like those Atari Historical Society folks at
icwhen.com: we'd rather muse about good memories of our first
real job (which happened to be at Atari) than provide support
to those who strive to keep the flame burning. Who cares if the
sources to MultiTOS are forever lost....

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4599. Re: new Milan specs. TiFKAS Eating Stra

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-29 00:00:00 UTC
From: "Bruce H. Campbell" <bcampbel@no.spam.wanted.org>
Message-ID: <81uvs5$5r9$1@brain.npiec.on.ca>
Source record: 2364

shove the desktop over to an older monitor while concentrating on CAD or Graphics or
video editing on the newer, larger one.

Conversely for game players, create yourself a panoramic view.
it is only limited by ones imagination.

currently I don't have the real estate for the Falcon, PC [shared monitor via sw]
mini-tower and shared SCSI box right now but it would be nice as Gemulator takes over more of the Falcon's duties, then run Gem on one, Windoze on another.
[many Gem utilities like Pamflite, Datalope [if you own HP printers] and Shredder
Plus can't be beat] though I would like a file selector that while running under single
TOS can handle long filenames, UIS always defaults to the DOS names during copy and move [hate windows explorer]

one thing, using ST- Zip and other extractors results in file dates of 20xx until those
files are modified by use then they return to */*/99 dates. [weird ...or cool depending
how you feel] though I do have the free Aladdin extractor but Aladdin does not like
encrypted files, in that case ST Zip 2.6 works fine.

Brian Van TIlborg <madmax@bfree.on.ca> wrote in message
news:zWm04.142$zb1.1136@198.235.216.4...
>
> Good question, what would your application be?
>
>
> On 28 Nov 1999 06:16:56 , "Bruce H. Campbell" wrote:
>
>
>
>
> >Can the new Milan support multiple monitors?
> >
> >.

4600. Re: new Milan specs. TiFKAS Eating Strained Spinach!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-11-29 00:00:00 UTC
From: "Bruce H. Campbell" <bcampbel@no.spam.wanted.org>
Message-ID: <81v0he$5rp$1@brain.npiec.on.ca>
Source record: 2365

<jedi@dementia.mishnet> wrote in message
news:slrn8437tp.89d.jedi@localhost.localdomain...

> Look at the Tyan motherboards. They have some interesting
> dual socket 1 boards with lots of slots and lots of built
> in peripherals.
>
> You can also get ~ 1Ghz worth of PIII for ~ 500bux.
>
> [deletia]
>
> Although, I'd rather wait for a similar board to be released
> for the Athlon due to the CPU ID BS.
>
neat, I'll keep those in mind.

4601. 16/32 Systems Area

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-02 00:00:00 UTC
From: Nick Harlow <nick.harlow@cableinet.co.uk>
Message-ID: <826t4j$r35$5@news1.cableinet.co.uk>
Source record: 2366

The pages are slowly going up at www.1632systems.co.uk, we now have Jaguar and Lynx FAQ pages which will be updated, plus helpfiles.

In addition if you follow the links to the Atari Catalogue you will find a new area in the Lynx Games section called Unboxed Lynx Games with prices from 3.99 (UK pounds). Stocks are limited, so first come first served. The address for those who wish to jump striaght away is http://catalog.zen.co.uk/actinic/1632Systems/16_32_Catalogue_Unboxed_Lynx_Games_18.html

The second hand used lists should be going up this weekend, networks allowing.

Please keep me informed of any comments as they are appreciated.
Email nick@1632systems.co.uk

Nick Harlow
16/32 Systems

4602. Atari Web Site: Updated!

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-03 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <8281ri25fp@enews3.newsguy.com>
Source record: 2367

Just a little note to let you all know that NURMIX WEB CENTRAL has received a major update to the Atari pages.

http://www.tsotech.com/nurmix/home.htm

I've been working on it for the last few weeks, and it's pretty much done at this point (at least the basic structure is done - I plan to add a lot to the DOWNLOAD and LINKS pages in the very near future).

Anyway, it was completely done on my Falcon using QED/CAB and various graphics programs for the images. Please, take a look and let me know what you think.

There is a sort of "Atari History" section, detailing both the 8-bit and ST line. And a section about my personal story/history with Atari computers, in addition to the links and download pages.

And also, if you'd like your web site to be added to Nurmix Web Central's Atari LINKS page, please send me an e-mail and I'll check out your page, and add it to my LINKS page.

As a final note, the Atari pages of Nurmix Web Central utilize FRAMES. If your browser doesn't support them, or if you just plain _hate_ FRAMES, then turn them off, and non-FRAMES pages will automatically load.

Thanks for your time, and enjoy!

-Paul "Nurmix" Nurminen

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

4603. Terry Mays New computer :^).

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-04 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <iQZ14.1367$Vf2.821@198.235.216.4>
Source record: 2368

Hi Terry.

You wish to compare computers 7 years old to 15 years old against your new purchase. I hope you will be in a position to compare your current purchase in 7 years or even 15 years but somehow I am 80% certain that you will have a new computer in under 3 years.

You list hardware items for you PC. Your computer is NEW! HELLO!!! Your arguments on comp.sys.atari.st have NOTHING to do with Pentium/WIndows vs Atari but more truthfully a NEW computer is BETTER than an OLD computer. This is a FANTASTIC argument for the computer industry, but still bad for the consumers pocket book, no matter how much technology improves and the cost per feature declines.

How many items have you listed that will work on Pentium 200? You will have mixed answers. How about a 4 year old 150? Or a 5 year old 75? Better yet lets get closer to the Falcon. How about a 486? How about a 386? Lets get closer to the ST how about a 286 or 8088?

Got some news for you. The shine will fade. The keyboard on my brothers machine failed. Since that particular keyboard was discontinued, his warranty would only cover partial costs. His computer was 3 months old.

My friends P 150 came with 16meg of ram 4 years ago. What a surprise to discover that ram was proprietory and he is screwed.

How can you expect devices that didn't exist to be plug and play with an ST? And what a surprise it seems that many of these devices work on STs. The same can't be said for the other computers.

Throughout my 14 year association with Atari only one thing is certain. People have left it for a PC based computer. The only other certainty is that they will be constantly replacing their old computer with the NEW computer in order to run the latest OS version of Windows.

You will be purchasing a newer computer sooner than you think.

Is your computer better? I should hope so! Is it a better purchase than my ST? I don't think anything has matched my original ST purchase. I still like it better than my Falcon and TT which I recently aquired.

The fact that quite often you are found comparing your NEW computer to what we are using in comp.sys.atari.st is more a reflection of the power of the Atari computers than it is a reflection of the power of your latest purchase.

You say you still have Atari in your blood. This is probably true. It runs through the veins. I missed my ST. I brought it back to life two

years ago and haven't looked back. Sometimes absence makes the heart grow fonder.

For me the second biggest thrill with my ST was finding all the other users in these Atari NGs. As an ST owner in the 1980s was still a lonely experience. Now I enjoy being part of the Atari community and this is something you can't buy.

Later Brian.

4604. Re: Terry Mays New computer :^).

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-04 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <384970CD.46B6C6C9@calcna.ab.ca>
Source record: 2369

Brian Van TIlborg wrote:

> Throughout my 14 year association with Atari only one thing is
> certain. People have left it for a PC based computer. The only other
> certainty is that they will be constantly replacing their old computer with
> the NEW computer in order to run the latest OS version of Windows.

Hmmm - how about those of us who have gone to Apple (while still using
Atari) and continue to live in a Micro$oft free zone !!!

> You say you still have Atari in your blood. This is probably true.
> It runs through the veins. I missed my ST. I brought it back to life two
> years ago and haven't looked back. Sometimes absence makes the heart grow
> fonder.
>
> For me the second biggest thrill with my ST was finding all the other
> users in these Atari NGs. As an ST owner in the 1980s was still a lonely
> experience. Now I enjoy being part of the Atari community and this is
> something you can't buy.

And - generally - the people are more chummy !!!

The Canadian Curmudgeon (sending this via STalker and PINE, from
sunny, 5C, snow free, Calgary)

4605. 16/32 Systems

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-07 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <82ih5l$m3p$1@plutonium.compulink.co.uk>
Source record: 2370

The Catalogue now has over 500 separate Atari Items.

1) New section of unboxed Lynx Games
2) New section starting for TT compatible game (feedback appreciated)
3) CD section mostly finished

Next will be working on the Utilities Section.

I plan for a pdf version of the catalogue or even a downloadable html...
comments?

So visit the site and somepoint and let me have your comments, feedback
appreciated. info@1632systems.co.uk

http://www.1632systems.co.uk for the home pages, which are still being
worked on.

http://catalog.zen.co.uk/actinic/1632Systems/ for the sales catalogue

Nick Harlow
16/32 Systems

4606. Re: new Milan specs. TiFKAS Eating Stra

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-08 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <lbj34.68355$PF1.344537@quark.idirect.com>
Source record: 2371

On 28 Nov 1999 01:03:13 , "Clockmeister" wrote:
:
:Brian Van TIlborg wrote in message ...
:>On 27 Nov 1999 00:23:01 , "Clockmeister" wrote:
:>
:><SNIP>
:>>
:>>
:>>Hmmm, PC's offer plenty of choices in other operating systems. Linux,
:BeOS,
:>>QNX...

Atari's offer plenty of choice in operating systems. Linux, MiNT &
nAES, MiNT & Geneva, MiNT & GEM, Magic/Atari-Mac-PC, OS9, TOS,
Geneva, MiNT & xAES, MiNT & oAESis.

:>I agree.
:>
:>>Of all the software available, most of it is for Windows. With a dual boot
:>>configuration you can enjoy the best of both worlds.

Of all the bloatware available, most of it is for Windows.
Of all the usable software available, most of it is for m68k.

:>I agree.
:>
:>>Great news for current Atari users, but I seriously doubt the new Milan is
:>>going to wow many away from their current platform.

getting a few new users would be great, getting a lot would be lousy.

:>I agree.
:>
:>>
:
:
:All agreed then :-)

I agree :)

4607. Re: 16/32 Systems

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-08 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <ihj34.68361$PF1.344537@quark.idirect.com>
Source record: 2372

On 7 Dec 1999 08:40:21 G, nharlow@cix.compulink.co.uk wrote:

:I plan for a pdf version of the catalogue or even a downloadable html...
:comments?

I would prefer a *.ps version so ghostscript can read it right away!
OR
a *.rtf version,
but *.html would be easier for you and fine with me also.

:http://catalog.zen.co.uk/actinic/1632Systems/ for the sales catalogue
:
:Nick Harlow
:16/32 Systems
:.
ken
the TAF guy

4608. Re: Terry Mays New computer :^).

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-08 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <4fj34.68357$PF1.344537@quark.idirect.com>
Source record: 2373

On 4 Dec 1999 12:51:42 -, VE6HY wrote:
:Brian Van TIlborg wrote:
-snip-
:> For me the second biggest thrill with my ST was finding all the other
:> users in these Atari NGs. As an ST owner in the 1980s was still a lonely
:> experience. Now I enjoy being part of the Atari community and this is
:> something you can't buy.
:
:And - generally - the people are more chummy !!!

except for the odd lurking curmudgeon or two! ;-)

:The Canadian Curmudgeon (sending this via STalker and PINE, from
:sunny, 5C, snow free, Calgary)
:.

4609. Re: 16/32 Systems

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-08 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <82most$97i$1@plutonium.compulink.co.uk>
Source record: 2374

I think html is high on the list for most folk

In article <ihj34.68361$PF1.344537@quark.idirect.com>,
anarkist@idirect.com (Ken Macdonald) wrote:

> On 7 Dec 1999 08:40:21 G, nharlow@cix.compulink.co.uk wrote:
>
> :I plan for a pdf version of the catalogue or even a downloadable
> html... :comments?
>
> I would prefer a *.ps version so ghostscript can read it right away!
> OR
> a *.rtf version,
> but *.html would be easier for you and fine with me also.
>
> :http://catalog.zen.co.uk/actinic/1632Systems/ for the sales catalogue
> :
> :Nick Harlow
> :16/32 Systems
> :.
> ken

Nick Harlow
16/32 Systems

*****FOR SALE, INTERNET --- Only 60Million previous users****

ATARI (of course!!), AMIGA (planned),
PC (planned), AD&D (in action)

http://www.1632systems.co.uk --web site
http://catalog.zen.co.uk/actinic/1632Systems --sales site

4610. Winter Time

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-19 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s5qa8ekuee682@corp.supernews.com>
Source record: 2375

Apples must not do well in the winter months.....

:)

4611. Re: Nowt Happening - here's a grin

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-19 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <385D3951.3DBEB0B6@calcna.ab.ca>
Source record: 2376

The Millennium...

Twas the night before Y2K, and all through the nation, we awaited for the Bug, The Millennium sensation. The chips were replaced in computers with care, in hopes that ol' Bugsy wouldn't stop there. While some folks could think they were snug in their beds, others had visions, of dread in their heads. And Ma with her PC, and I with my Mac had just logged on the Net, and kicked back with a snack. When over the server, there arose such a clatter, I called Mister Gates to see what was the matter. But he was away, so I flew like a flash, off to my bank, to withdraw all my cash. When what with my wandering eyes should I see? My good old Mac looked sick to me. The hack of all hackers was looking so smug, I knew that it must be The Y2K Bug!

His image downloaded in no time at all, he whistled and shouted, let all systems fall! Go Intel! Go Gateway! Now HP! Big Blue! Everything Compaq, and Pentium too! All processors big, all processors small, crash away! Crash away! Crash away all! As I drew in my breath and was turning around, out through the modem, he came with a bound. He was covered with fur, and slung on his back, was a sack full of viruses, set for attack. His eyes - how the twinkled! His dimples-how merry! As midnight approached, though things soon became scary. He was chubby and plump, perpetually grinning, and I laughed when I saw him though my hard drive stopped spinning. A wink of his eye, and a twist of his head, soon gave me to know a new feeling of dread. He spoke not a word. but went straight to his work, he changed all the clocks, then turned with a jerk. With a twitch of his nose, and a quick little wink, all things electronic soon went on the blink. He zoomed from my system, to the next folks on line, he caused such a disruption, could this be a sign? Then I heard him exclaim, with a loud, hearty cry, happy Y2K all, kiss your PCs good-bye!

4612. Re: 16/32 Systems

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-21 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn85u5vj.v5r.jedi@localhost.localdomain>
Source record: 2377

On Wed, 08 Dec 1999 02:22:06 GMT, Ken Macdonald <anarkist@idirect.com> wrote:
>On 7 Dec 1999 08:40:21 G, nharlow@cix.compulink.co.uk wrote:
>
>:I plan for a pdf version of the catalogue or even a downloadable html...
>:comments?
>
>I would prefer a *.ps version so ghostscript can read it right away!

A reasonably recent version of ghostscript should have
a pdf to ps converter (pdf2ps).

[deletia]

--

One of the great lies of our age is the myth that
Microsoft has somehow managed to turn these random
collections of spare parts known as PC clones into |||
the equivalent of a Macintosh. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4613. What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-23 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912231028210.111-100000@rakas>
Source record: 2378

```
Here's a question for the mentally challenged:
What is a fully loaded ST good for, nowadays?

#define LOADED_ST (TOS 2.06, IDE hard-disk, HD floppy, 4 MB RAM);
#include <std.newsgroup>
#include "funky.music"
#include "sinclap.bull"
#include "taf.dancing"

advocacy(void); {
if sinclap && taf_dancers;
do advocacy_dance
else
do repost
fi
}

<advocator>$ exec /usr/silly/advocacy_dance &
<advocator>$ tail -f /opt/mac/bragging > /dev/null
<advocator>$ laugh ; exit

--
-----------------------------------------------------------------
Martin-ï¿œric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/
-----------------------------------------------------------------
"When the time comes, I will know and I shall be." Q-Funk
```

4614. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-23 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn864m75.s3c.jedi@localhost.localdomain>
Source record: 2379

On Thu, 23 Dec 1999 08:43:26 GMT, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:
>Here's a question for the mentally challenged:
>What is a fully loaded ST good for, nowadays?

Dunno. Saw a decently loaded Falcon going for 300bux on
ebay, last I checked on it...

[deletia]

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4615. Merry Christmas

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-24 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <83up4ubhg2@zingo.tninet.se>
Source record: 2380

Hi all

Just wanted to wish everyone a very merry christmas, from me and my
Milan. (except a certain Apple rep)

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/indexe.html

4616. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-24 00:00:00 UTC
From: darklord@kih.net
Message-ID: <840b9tpne1@news3.icx.net>
Source record: 2381

```
On 23 Dec 1999 08:43:26 , =?ISO-8859-15?Q?Martin-=C9ric_Racine?= wrote:
->Here's a question for the mentally challenged:
->What is a fully loaded ST good for, nowadays?
->
->#define LOADED_ST (TOS 2.06, IDE hard-disk, HD floppy, 4 MB RAM);
->#include <std.newsgroup>
->#include "funky.music"
->#include "sinclap.bull"
->#include "taf.dancing"
->
->advocacy(void); {
-> if sinclap && taf_dancers;
-> do advocacy_dance
-> else
-> do repost
-> fi
-> }
->
-><advocator>$ exec /usr/silly/advocacy_dance &
-><advocator>$ tail -f /opt/mac/bragging > /dev/null
-><advocator>$ laugh ; exit

<roflol!> Oh Q-Funk, thats rich! ;-))))

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Lord / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

4617. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-26 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <LOi94.305$8x3.303@198.235.216.4>
Source record: 2382

On 23 Dec 1999 08:43:26 , =?ISO-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>Here's a question for the mentally challenged:
>What is a fully loaded ST good for, nowadays?
>
>#define LOADED_ST (TOS 2.06, IDE hard-disk, HD floppy, 4 MB RAM);
>#include <std.newsgroup>
>#include "funky.music"
>#include "sinclap.bull"
>#include "taf.dancing"
>
>advocacy(void); {
> if sinclap && taf_dancers;
> do advocacy_dance
> else
> do repost
> fi
> }
>
><advocator>$ exec /usr/silly/advocacy_dance &
><advocator>$ tail -f /opt/mac/bragging > /dev/null
><advocator>$ laugh ; exit
>

LOL.

How does one respond to this, its hilarious.

>---
>Martin-€ric Racine The Atari Stacy and TT030 Homepage
>Lappeenranta, Finland http://members.tripod.com/~TT030/
>---
> "When the time comes, I will know and I shall be." Q-Funk
>
>.

4618. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-26 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912261346180.77-100000@rakas>
Source record: 2383

On 26.12.1999, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

> >Here's a question for the mentally challenged:
> >What is a fully loaded ST good for, nowadays?

[deleted guru humour]

> How does one respond to this, its hilarious.

Despite the tongue-in-cheek flavour of the guru humour bits, the question above _is_ a honest, serious question.

With all the people saying that the whole Atari platform is dead, based solely on their past experience of a floppy-only 1040ST [1] and without any experience of a TT or Falcon's added benefits [2] one might wonder what usefullness an ST might have nowadays.

Btw, there's no point in telling people like Sinclap that some folks still use their ST, in a heavily souped-up form, to surf the net, on a daily basis. Read note [2] again for the reason.

So, assuming one has an upgraded STE (with TOS 2.06, 4 MB of ram, Mario Becroft's IDE interface and an internal IDE drive, an Ajax chip and HD floppy drive), what could anyone possibly expect to accomplish, given CompUSA's "record-breaking sales of the iMac" and "Windows' de-facto standard OS status" nowadays?

****

[1] as in "Last time we tried Atari, we had Cubase going on an ST using floppies and it was cool but, when the Internet arrived, we knew we had to upgrade to a real machine."

[2] not that they would have ever bothered to actually _pay_ to upgrade their ST's TOS or to get a hard-disk, in the first place. "We don't waste money on a toy; only to upgrade to a real puter."

--

Martin-ï¿œric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4619. Merry Christmas

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2612991312300001@on-tor-blr-a58-03-93.idirect.com>
Source record: 2384

just want to wish everyone here a very Merry Christmas, and hopefully
you got what you wanted this year under your tree.

Yep, even you TiFKAS....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4620. Re: Merry Christmas

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-26 00:00:00 UTC
From: "Brian E. Smith" <besmith@calcna.ab.ca>
Message-ID: <38666C33.2C29F416@calcna.ab.ca>
Source record: 2385

"Daniel L. Dreibelbis" wrote:
>
> just want to wish everyone here a very Merry Christmas, and hopefully
> you got what you wanted this year under your tree.

Naww - damn it - 'Seven of Nine' weren't there !!!

The Canadian Curmudgeon (in sunny, dry, warm, Calgary)

4621. Re: Merry Christmas

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-26 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912262230270.77-100000@rakas>
Source record: 2386

On 26.12.1999, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> just want to wish everyone here a very Merry Christmas, and
> hopefully you got what you wanted this year under your tree.

Thanks Dan!

Now, why does Santa never listen to my wish list... ;-(

--

Martin-ï¿œric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4622. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-27 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <ohR94.54$RV4.104@198.235.216.4>
Source record: 2387

On 26 Dec 1999 12:07:32 , =?ISO-8859-15?Q?Martin-=C9ric_Racine?= wrote:

Working on a reply:-). There is alot to tackle and it isn't as easy to respond to as it looks. I have tried a few times and haven't quite put together a well rounded argument. Be patient and somethign will come down the pipes. I may just answer each section separately. But I believe there are 3 points of discussion in the below quote.

>With all the people saying that the whole Atari platform is dead,
>based solely on their past experience of a floppy-only 1040ST [1]
>and without any experience of a TT or Falcon's added benefits [2]
>one might wonder what usefullness an ST might have nowadays.

Later Brian.

>.

4623. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-27 00:00:00 UTC
From: s_roth@sprint.ca
Message-ID: <s_roth-2712992208510001@spc-isp-osh-uas-03-31.sprint.ca>
Source record: 2388

In article <W_T94.73$gj1.7014@nsw.nnrp.telstra.net>, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:

>Did everyone get a new PC for Christmas?.
>
>It's OK, you can swallow your pride and simply admit that your new PC is the
>best thing since a sliced Milan. (or bread even)
>
>:-)
>
>Perhaps you bought a new, revolutionary, single tasking, slow as mollassas
>iMac?... surely not!

iMac is faster then ANY Amiga.

>Perhaps all your dreams came true, and you got a G4 Amiga for Christmas....

AND MAYBE FOR NEXT CHRISTMAS, THERE'LL BE SOME SOFTWARE TO RUN ON THE
FUCKING OUTDATED PIECE OF SHIT!!

AMIGA BLOWS CHUNKS!!!!

>All the best for the Holiday season!

HAHAHAHA!

AMIGA!! What a fucking joke!

I had to look twice to check the date....I thought that this post mighta
been delayed...by like 10 years!!! LOL!

4624. Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-28 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <W_T94.73$gj1.7014@nsw.nnrp.telstra.net>
Source record: 2389

Did everyone get a new PC for Christmas?.

It's OK, you can swallow your pride and simply admit that your new PC is the best thing since a sliced Milan. (or bread even)

:-)

Perhaps you bought a new, revolutionary, single tasking, slow as mollassas iMac?... surely not!

:-)

Perhaps all your dreams came true, and you got a G4 Amiga for Christmas....

All the best for the Holiday season!

Regards,

Clockmeister.

(Note: Tongue in cheek! :-^)

///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb

4625. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-28 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <7QZ94.139$RV4.236@198.235.216.4>
Source record: 2390

On 26 Dec 1999 12:07:32 , =?ISO-8859-15?Q?Martin-=C9ric_Racine?= wrote:

>With all the people saying that the whole Atari platform is dead,
>based solely on their past experience of a floppy-only 1040ST [1]
>and without any experience of a TT or Falcon's added benefits [2]
>one might wonder what usefullness an ST might have nowadays.

Things to be considered. A dead platform and an obsolete platform are not necesarily the same thing.

1) Communication of information is the only way to ensure life to the Atari Platform. Most Atari Users discover that the ST and Atari computers are not dead after they have purchased a PC and got onto the internet. Many American ST users will have believed that the Atari ST died the day the dealer stopped supporting them. Therefore the Dead computer thinking could occur as early as 1988 when many Atari Dealers where leaving.
Without a source of information there is no way to know that there is continued development of the Atari Platform. There are no articles in computer magazines and there are no Atari Computer Magazines. Even when there are Atari Mags, the distribution is so erractic and localized that many ST users never see or here of these Magazines.

Therefore based on the scattered user base of STs stuck in a closet with no mags or distribution system for information and software, one can argue that the Atari Platform is dead. That is until one is on the internet. Then if one chooses to look they will find software and hardware developments not only for the ST but for the rest of the Atari computers and clones. These people are people such as myself.

Short Story.
2 Weeks after buying my ST I was told that the computer was a poor seller with a weak software line, and will be eliminated with the arrival of the new A500 Amiga. People who want real computers will buy PCs and those with money will buy Macs. But at this moment the C64 is still outselling the ST in our store. This statement was made to me buy the store who sold me the ST as my first computer, based on the information that I wanted an affordable business computer, not to play games on, and that I wanted a graphic user interface, (this decision was based on my girlfriends input as she was into computers and used Macs, while I knew absolutely nothing and wanted to get a DOS BOX.) Of course PANIC set in as my two week old computer was already being designated an Orphan buy the dealer who sold it to me. Therefore in their mind the ST was dead. They never pushed the Atari line the entire time they distributed them. I at first regretted my purchase, I have an ORPHAN. I bought programming books because, obviously I was going to have to program my own software as none was to be forth coming. Of course the ST wasn't orphaned just yet.

However by 1992-4 I had left the Atari as a computer in which I purchased anything for. The DTP/Calamus 1.09n and Laser where to be used for a few more years before being given away. I moved to Amigas for more Animation functions, and CyberSculpt eventually was being replaced by Imagine.
The ST still had a function but not a progressive function. It was left to do exactly what I had purchased it for. I returned to University where 386/486 where the order of the day. I used my ST, which was now my Nephews. THe computer was still useful, and certainly not obsolete, considering even that older version of Calamus had the upper hand over its PC rivals of the day.

By this time the Atari Dealers had all but disapeared. Much of the software everyone takes for granted today, software released from 1994 and later, has never been heard of by an ATARI ST User. Myself included.
You can't sell without distribution. The internet was still not user friendly or as accessable. My Nephew continued to use the ST for BBSs up until 1997. Actually both my Nephews had Ataris. But even the BBs in the Area were not Atari BBSs with Atari information. For all intensive purposes, there was and is no support for Atari Computers. THere is no one to ask, and no one to give answers. The Atari Platform is effectively dead for many ST Users because they don't even have an Alternative to consider.

Then came the Internet. Access arrived in my city on mass. BBss fell like rain. While my Provider happens to be very competent and can support all makes of computers and recommends 386 and up. Other providers will constantly increase the entry ante, leaving users with no other impression that they need a new computer and that the computer must meet a certain spec. THis is of course a PC spec. Going into a dealer, I actually had a women tell me the Celeron 300mhz system they were selling dirt cheap couldn't get on the internet because it wasn't powerful enough. Not that it was inferior to the other PII product they were selling, no, it simply couldn't be done because it was too slow and didn't have a cache. I told her I would keep my ST vs buy a new computer since I was already on the internet:-). Regardless this is the impression users have. They also are bombarded with MAGS and ADDS and other users who can suggest a myriad of ways to spend their money. No one can mention ways to save their money and use what they have until their is a NEED to get a new computer. This is no different for A500 Floppy Amiga owners, or Older PC owners. Obviously most of this discussion will revolve around the internet.

Therefore their is no consideration to use an ST on the internet, as clearly it can't be done from the information they have at hand. Also to do it properly requires spending money if they have only a 1040ST with Floppy. There is no information at hand on where to buy these goods that are required. There is no information available as to where on can buy these ST devices, whether it be ICD or Marios Products. When one compares the money spent over a period of 10years on an ST, this isn't as expensive as it may appear. You spend a couple hundred bucks for a gig hd and adapter, and have a tonne of room. THe other option is to spend a minimun of $1000, and be obsolete in 2 years and do it again if you wnat to run the latest game and internet software. People really don't like this but they accept this. Others say it is progress. Both are correct. But having a computer that is

effectively obsolete in 3 years, can't run the latest OS upgrade or Game, vs having a 15 year old computer that can is a question that many ST users with their STs in the closet, never have the chance to ask themselves.

If you do have the information and the available resources to use your ST on the internet, then only at this time can one make the choice of investing (sinking more money) into their computer is worth it.

After this information is digested, one would also be aware of the other ATARI alternatives vs the other platform choices available. They would also be in the position to not be a complete plug and play internet moron.

Now I will leave that the ST is an inferior internet computer to the >68000 computers available. That updating an ST can bring you close to the price of a USED FALCON or TT. At this time, and only at this time can consideration to the 68030+ machines occur. And look at all the obstacles. At this point, the users must recognize the fact that the TT/FALCON + computers are also an inferior internet computer. If you need video STreaming, Java, etc, these things are just not yet available. Now the use can decide with all the information available, if this is the direction he wants to continue in. For Me, my TT and Falcon, I purchased for less money than I could have gotten a Pentium based machine, years ago. And today those machines ARE OBSOLETE. I am looking at all these minimum specs in the adds and I would think their are many users who must consider they NEED to upgrade.

If one has to have all the latest and greatest and suffers from Computer envy, they will be playing keeping up with the JONES on their PCs.

If one wants to marvel at their sole computer purchase 10 to 14 years ago, and say, Hey, son of a bitch, my computer is on the internet and bugger all else from that time period is. Certainly shows the ST was a technically advanced computer.

Now I have address the Falcon TT issue and the obsolence, dead platform issue as best as I can for today. I will now focus on the 2nd point of discussion.

> [2]
>one might wonder what usefullness an ST might have nowadays.

1) The ST can do and will always do what the software and hardware you purchased for it when you bought it. Therefore, if you were doing MIDI, DTP, Spreads, WP, nothing has changed. There really isn't any advantage to using another platform. This is true even if you don't have a HD with your ST. Although clearly this is a great benefit.

2) Finding the resources you can upgrade your ST, (see below) to do the above better faster, and even in colour.

3) The ST is not an isolated, dead turtle. You CAN hook it up to the internet. You DON'T have to buy a NEW computer. You will LOCATE more,

better and more current software for your computer than in the first 12 years you owned your ST. Going to UMICH can be an ST users dream.

4) CD ROMS, Cd Burners are not something that ST users can't hook up to.

5) The knowledge and support on the NG with the ability to access it with your ST, gives your more support than when you had to deal directly with the Dealer. Tech SPecs, Schematics etc are all easily available.

6) The ST can be HACKED, and they are cheap if you screw up, get another one and do it again. You can learn something and have fun.

7) Because the ST is limited in MHZ, and RAM you will have to be creative to get the most out of it. But it does allow you to participate. This alone is reason enough to use.

AVI, MPG, FLM, etc are all viewable with the ST. JPGs and resolution with CAB require many tricks to be appreciated on an ST but the end results can be STunning.

Take a JPG, Load into GEMVIEW, convert to Photochrome Targa Format. Load into Photochrome, and save. You have a HUGE file, but the COLOUR will make STock Falcon users take notice, and PC users will not have words to describe that they are looking at pictures on an Atari. I have done this as I have a very hard core tough crew to impress. They won't ever be Atari users, but I know when they have left they go home trying to do what I have done. Especially impressive are simple ST demos running off an floppy disk. I alway am asked where is the HD, and how big is the file for when music is being played.

I just wished I had never left Atari so that I would know more than I do currently.

If someone really wants an Animation on the ST and it is in MPG format, you will need to decode it to run in real time. THen there are a couple of alternatives. Run the created gif files into MPSTe.prg as script. You will need ALOT of HD room, but you can break the animations into shorter flics that run in realtime on the ST. You can also convert these picts to either Spectrum format and run with Anispec or PC1 files and load into cyberpaint.

Think of me an Pamela Anderson MPGs and only an ST to view at the time:-).

8) and don't forget the games. THere are many ST games found on the internet, that are in FTP sites and webpages that many users never saw.

9) I still believe people like to program on the ST/TT/Falcon.

10) I think people get a feeling of accomplishment when their ST is on the internet, regardless if they have a Falcon/TT/Milan/Hades or a PC or Mac already connected. This gives them reason to use their more powerful computers, and then see if some of the features can be implemented for the ST. It also gives more freedom to think about hacking an ST to get more performance out of it. Upgrading serial etc.

11) I love pointing to my 1st computer purchase and saying I can do that, while my PC using friends with older computers say that they can't and their computer is only a few years old. I have many friends not on the internet with their PCs because... See saleswoman above... and they don't want to invest more money in Ram etc into their obsolete computer, just to get on the internet and not be able to do everything, when a new computer that they are saving for can to it all. I am not talking 486s, but i could I am talking P166 and below users. I don't care what they can and can't do in terms of actual potential, see above, and you will realize that the story is the same no matter teh platform. THerefore if you don't have the latest PC, your PLATFORM is essentially DEAD, because you CANNOT run the latest software and hardware updates are even MHZ specific. Sounds like a ratrace to me. On the Atari, even internet software will run on an ST. Many new developments work on the ST. Certain things are just not possible without serious mods to the ST, if at all. But Listening to MP3s isn't the end of the world to me. I know little about them, but wonder if I couldn't just download them, write them to CD and play them as a standard audio CD. Like I said I don't know. Or if they could be decoded and written to the CD without compression and get better quality sound and played. Like I said, I don't have a clue, so ignore this part of my argument as I am just speculating. However if this was the case, I guess to me there is little difference whether I am playing music off the hd or off a CD.

Of course I do have a Falcon, so perhaps I should try these files out, as I have never bothered. Unfortuneately I am not the know it all I appear. I am learning and always learning, and perhaps owning an ST/Atari Computer allows me to learn more and ask stupid questions, without just being able to DO something on a PC without a clue of what is going on.
So, I don't know what audio MP1, 2 or 3 is. Other than a compression for music files.

So ST users, have alot of Internet tools available to them, but many STs are in the closet and the user now resides in PC land without ever knowing.

But when I show my 15year old computer on the internet, multi tasking, running a webbrowser, mICQ, IRC, NEWsie, (Email, FTP, NTTP) I get RESPECT, because they think I know something more than they do:-). But we know that isn't true. When I am in 16 colour and they complain about the graphics, I pull up some converted bike pictures and there is silence. It is more work of course, but then that is a pleasure sometimes as you feel like you have accomplished something.

THerefore while the ST is restricted in its ability, there are possibilities for anyone willing to accept a compromise. And that is all I can really say. Of course I could have said that in one line:-).

>Btw, there's no point in telling people like Sinclap that some
>folks still use their ST, in a heavily souped-up form, to surf
>the net, on a daily basis. Read note [2] again for the reason.

No there is no point at all. I decided to avoid ST hotrods. There are 12meg MegaSTs out there with MegaBus Graphic cards and various accelarators. Then the PAK 030 MegaSTes. And then the 020 Velos etc.

This is simply the fun part of owning an ST. THe hotrodding. And no they aren't as fast as a PC. But they aren't burdened by Windows either.

>So, assuming one has an upgraded STE (with TOS 2.06, 4 MB of ram,
>Mario Becroft's IDE interface and an internal IDE drive, an Ajax
>chip and HD floppy drive), what could anyone possibly expect to
>accomplish, given CompUSA's "record-breaking sales of the iMac"
>and "Windows' de-facto standard OS status" nowadays?

Same as always, but get on the internet with fewer restrictions than with a 1040ST or a terminal connection.

Maintain contact with Atari users and developments.

Be part of the Atari Community.

Make a more broad decision as to the next computer purchase.

No one expects the Milan II to be the Last Clone. They can get faster, and become more feature oriented similar to the NEW alternatives mentioned above.

Surf the Web. Not all pages, but shit their are millions of pages out there. And I was on a motorcycle NG with this old beast. The users couldn't access a Motorcycle webpage with his PC. Sure enough the ST could and nothing made me more proud to say, I have downloaded the webpage, and If I can get you should be able to. Problems occur for everyone and it is not platform specific.

>[1] as in "Last time we tried Atari, we had Cubase going on an
>ST using floppies and it was cool but, when the Internet arrived,
>we knew we had to upgrade to a real machine."

Heard it all the time. From my youngest nephew, who has been through 2 PCs and a couple graphics cards, 2 defective monitors, one spent HD, numerous times to the Dealer with problems that only they can solve. Files on the HD which can't be deleted and lots of other stuff. But he is happy. And can do online banking which at this time my ST can't. My other nephew ask me if I could get the ST on the internet, and here I am. He got a PC 3 months ago, but didn't want to leave the ST. However he is happy with the internet abilities of the PC although this computer has already been orphans by Packard Hell. Such is life. Welcome to the REAL COMPUTER WORLD.

Now the above statement is great, because I find if they are serious about there work, they will either spend a MIGHTY FORTUNE on the PC for midi work, or be POVERTY STRICKEN MUSICIANS who have vast amounts of money invested in their musical instruments, and bought a CHEAP REAL COMPUTER only to find that not only was CUBASE running on an ST COOL, it was also BETTER. Then they either return to their Real music computer or now take the initiative to invest even more money into the cheap PC. Regardless, they will have a better internet computer for a time, until, it can't run the new software, or upgrade the mother board. Then their PC is a money pit taking away money from their music.

Luckily Midi is still the easiest thing to defend on the Atari. Simple easy and portable. What is more concerning to musicians is if the damn Atari DIES.

Same is True to a lesser extent now with DTP. You can use your ST or upgrade to a TT or FALCON etc, or pretend you can do better on a real computer.

The biggest problem once again is information flow. As hardware upgrades occur in the forms of Printers etc. many users have no idea that these will work on Ataris and no dealer is ever going to say that they will. Many users even after they get PCs don't even know what a NG is, let alone be able to find comp.sys.atari.st to find information if a printer will work with the Atari.

And if you think I am incorrect here, then why are there always posts from INTERNET PC users asking for printer help with the Ataris, and some ancient ST software package. They may not be using their STs on the internet, but they have still been using them for something.

Finally, there is just some ST software which is just too good to leave. I use my ST and Calamus 109n and the SLM laser and it is just a rocket. I use my Falcon and my HP 660 for colour. But why print everything in COLOUR, I am not made of money.

Now the internet is not the only thing that have made NA users leave the Atari platform to a REAL MACHINE. They have done so for over 11 years and continue to upgrade their many computers since to justify the move.
People who left the ST for the 386? Where are they. Certainly not using them.
486?
And many more.

>[2] not that they would have ever bothered to actually _pay_ to
>upgrade their ST's TOS or to get a hard-disk, in the first place.
>"We don't waste money on a toy; only to upgrade to a real puter."

Very True.

Here are some real PUTER tasks that people I know left the ST for or never considered an ST for. The ST is never a real computer.

286. Run WP, DBASE, 123.

>.

4626. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-28 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <yQZ94.140$RV4.236@198.235.216.4>
Source record: 2391

On 26 Dec 1999 12:07:32 , =?ISO-8859-15?Q?Martin-=C9ric_Racine?= wrote:

>
>[2] not that they would have ever bothered to actually _pay_ to
>upgrade their ST's TOS or to get a hard-disk, in the first place.
>"We don't waste money on a toy; only to upgrade to a real puter."

I ran an Atari Club for 5 years, as I wanted to find out as much about it as possible, from the moment the dealer told me it was an orphan. But here are a list of reasons for leaving the ST.

Pool of Radiance came out on the C64 before the ST and he didn't want to wait so he sold his ST and bought a C64.

I can get pirate stuff for my, choose computer of choice, AT, 386,486, C64 Amiga.

There isn't a audio digitalized intro for TESTDRIVE on the ST. I will get an AMIGA like my friends. (Fill in blank for many other Amiga Enhanced Games, where the ST was capable, but it was never implemented.)

I can't use my ST wordprocess, spreadsheet, and Database with the ones at work, even if shown they could:-).

Wing COmmander, WolfenSTien, QUAKE etc.

Of course there are a list of reasons to leave but whenever the ST was superior people would rather stick with their platform of choice than use an ST.

PC DTP vs CALAMUS, PAGESTREAM.
PC, MAC, AMIGA vs ST MIDI SOFTWARE.

No one ran out to buy an ST to play DUNGEON MASTER, but truth is they SHOULD HAVE. They stuck with their MONOCHROME PCS or CGA PCS, MONOCHROME MACS, and the AMIGA didn't have DUNGEON MASTER which IMHO is a groundbreaking game that came on one Floppy disk. Infact when one strips down DUNGEON MASTER and adds the MIDIMAZE element you have all these 3d Games that have been the rage for the last 5 years. But truth is the ST has been doing it for YEARS!!!

The ST has been WYSIWYG for YEARS!!! but people didn't switch.

People left the ST for to play games on the Amiga, but didn't think about how horrible publishing on an AMiga truly was. It was defended and accepted. You wouldn't buy an Amiga, say he, ProPage Blows, even though it was one of the first programs I am aware of with 4 colour separation, and buy an ST.

People bought AMigas for Animation, but put up with the timing problems on screen when the animations got complicated, while the ST simply plowed right on through. (Don't worry, dealing with the STs video out was problems enough).

But my point is that for many many many years, the ST held the upper hand in power and price and yet people would accept inferior computers and software while waiting to catch up. And considering that WINDOWS could well have been the ATARI GUI, had they had anything other than vapourware to offer Atari, it is very apparent that PC users where willing to wait 7 years for a working version of Windows 3.1

7 Years in the computer industry, just think about it. People don't even own computers that long.

Amiga Users where willing to put up with inferior video until the 3000 appeared, or purchase flickerfixers, and live with the positives and negatives of the machine.

Mac users have always been happy to pay more for their computers. Even if it is an INFERIOR computer today for the internet. And it is.

So to use an ST, is to accept it for what it is. A 15 year old computer with limits. But the fact that you can use an ST is a testement to its original design.

Infact if HTTP had been developed in the 80s for use on the internet, and there where 28800 modems available, perhaps people would have been purchasing Amigas, MACS, and Ataris, while the PCs users stood fast and defended their text based system.

The computer industry would be totally different.

One last thing, CLOCKMIESTER, if you are reading, I am interested in an old device that was made around 1991 to 2 that gave, I believe roughly 262,000 colours composite output for the Amiga. If you happen to know the name of this device, and manufacturer, as I had it then and my memory fails me, please reply here or email me. If not I better drop into the Amiga NG. This device wasn't a card, but an adapter. It had some flaws but was very cool.

Later Brian.

BTW I am using a Real Computer. It is called a 520ST and was made in 1985. Everyone else is using disposable computers.

>.

4627. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-28 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <0J_94.141$RV4.317@198.235.216.4>
Source record: 2392

On 27 Dec 1999 22:08:51 , Steven Roth wrote:
>In article <W_T94.73$gj1.7014@nsw.nnrp.telstra.net>, "Clockmeister"
><gerryvdb@tnet.com.au> wrote:
>
>>Did everyone get a new PC for Christmas?.

Yes, and all my Ataris are for sale. I am leaving.

>>It's OK, you can swallow your pride and simply admit that your new PC is the
>>best thing since a sliced Milan. (or bread even)
>>:-)

Gulp.

>>Perhaps you bought a new, revolutionary, single tasking, slow as mollassas
>>iMac?... surely not!

Of course not, I would get an older MAC and Run ST software on it.

>iMac is faster then ANY Amiga.

Thats not the point. Faster than Any Atari too. But with Atari and Amiga, I
don't have to worry about having Sinclap on my side:-).

>>Perhaps all your dreams came true, and you got a G4 Amiga for Christmas....

And you too. Santa Been good, dropping off the older technology for you?

>AND MAYBE FOR NEXT CHRISTMAS, THERE'LL BE SOME SOFTWARE TO RUN ON THE
>FUCKING OUTDATED PIECE OF SHIT!!

Hey Steve, you must have an iMAC. Or you have a long burning hatred for the
Amiga and Amiga users.

>AMIGA BLOWS CHUNKS!!!!

Nope, not enough power.

>>All the best for the Holiday season!
>
>HAHAHAHA!

Obviously no time off for holidays.

>AMIGA!! What a fucking joke!

Hmm, I am certain I saw SPRINT.CA there STeve. You aren't sounding like a
humble Canuck?

>I had to look twice to check the date....I thought that this post mighta
>been delayed...by like 10 years!!! LOL!

Yup, me too.

Brian, notes smoke smouldering over ashes in fire of long burning desire to resurrect Atari Amiga wars. Sees puzzled look over Clockmeisters face as he reads his messages following his Seasons Greeting to all ST user who now own PCs. Wonders, Where did this come from. But then realizes, any activity is better than NONE.

Happy Forth Coming NEW YEAR to you both.

Later Brian.

>.

4628. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-28 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <8J_94.142$RV4.317@198.235.216.4>
Source record: 2393

On 28 Dec 1999 09:17:07 , "Clockmeister" wrote:

>:-)

>:-)

>(Note: Tongue in cheek! :-^)

I just thought I would edit your post so that it would be more clear to the readers. I have kept the most important details and discarded all the useless information.

Hope This Helps.

>.

4629. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-28 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <GK0a4.125$7r1.3657@nsw.nnrp.telstra.net>
Source record: 2394

Brian Van TIlborg wrote in message <0J_94.141$RV4.317@198.235.216.4>...
>On 27 Dec 1999 22:08:51 , Steven Roth wrote:
>>In article <W_T94.73$gj1.7014@nsw.nnrp.telstra.net>, "Clockmeister"
>><gerryvdb@tnet.com.au> wrote:
>>
>>>Did everyone get a new PC for Christmas?.
>
>Yes, and all my Ataris are for sale. I am leaving.
>
>
>>>It's OK, you can swallow your pride and simply admit that your new PC is
the
>>>best thing since a sliced Milan. (or bread even)
>>>:-)
>
>Gulp.
>
>
>>>Perhaps you bought a new, revolutionary, single tasking, slow as
mollassas
>>>iMac?... surely not!
>
>Of course not, I would get an older MAC and Run ST software on it.

Cool. I love older hardware.

>
>>iMac is faster then ANY Amiga.
>
>Thats not the point. Faster than Any Atari too. But with Atari and Amiga, I
>don't have to worry about having Sinclap on my side:-).

Agreed.

>
>>>Perhaps all your dreams came true, and you got a G4 Amiga for
Christmas....
>
>And you too. Santa Been good, dropping off the older technology for you?

Like I said, I like older technology.

>>AND MAYBE FOR NEXT CHRISTMAS, THERE'LL BE SOME SOFTWARE TO RUN ON THE
>>FUCKING OUTDATED PIECE OF SHIT!!
>
>Hey Steve, you must have an iMAC. Or you have a long burning hatred for the

>Amiga and Amiga users.
>

Someone takes computing _way_ too seriously...

>>AMIGA BLOWS CHUNKS!!!!
>
>Nope, not enough power.

Compared to iMac or the latest PC's ?. That's true.

>>>All the best for the Holiday season!
>>
>>HAHAHAHA!
>
>Obviously no time off for holidays.

He really needs one...

>>AMIGA!! What a fucking joke!
>
>Hmm, I am certain I saw SPRINT.CA there STeve. You aren't sounding like a
>humble Canuck?

>>I had to look twice to check the date....I thought that this post mighta
>>been delayed...by like 10 years!!! LOL!
>
>Yup, me too.
>
>Brian, notes smoke smouldering over ashes in fire of long burning desire to
>resurrect Atari Amiga wars. Sees puzzled look over Clockmeisters face as he
>reads his messages following his Seasons Greeting to all ST user who now
>own PCs. Wonders, Where did this come from. But then realizes, any activity
>is better than NONE.

You got it bro ;-)

>Happy Forth Coming NEW YEAR to you both.
>
>Later Brian.
>

Sorry, but my post was just a lighthearted (note smileys and disclaimer)
poke at the advocacy crowd. Amiga and Atari users are in the same boat after
all, but the Amiga advocacy newsgroup is a bit more,uh... lively, shall we
say.

Anyhow, happy new year all, and please lighten up Steve ;-)

Regards,

Clockmeister.

///
/// * I never engage in a battle of wits

\\\ /// with an unarmed person *
\\/// www.tnet.com.au/~gerryvdb

4630. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-29 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Ck5a4.266$7r1.8879@nsw.nnrp.telstra.net>
Source record: 2395

Brian Van TIlborg wrote in message ...
>On 26 Dec 1999 12:07:32 , =?ISO-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>

<snip>

>One last thing, CLOCKMIESTER, if you are reading, I am interested in an old
>device that was made around 1991 to 2 that gave, I believe roughly 262,000
>colours composite output for the Amiga. If you happen to know the name of
>this device, and manufacturer, as I had it then and my memory fails me,
>please reply here or email me. If not I better drop into the Amiga NG.
>This device wasn't a card, but an adapter. It had some flaws but was very
>cool.
>

Yes, I know of the device. It plugged into the monitor port if I recall
correctly. The name, hmmm, Graffiti wasn't it?.

I think there where two such adapters around at that time, in fact even
earlier then 1991 I think.

>
>BTW I am using a Real Computer. It is called a 520ST and was made in 1985.
>Everyone else is using disposable computers.
>

I still use my A1000 but judging by the amount of ex Amiga and Atari users
in the world, I'd say Atari's and Amigas are pretty disposable.
Particularly A500 and 520/1040STfm machines.

Regards,

Clockmeister.

4631. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-29 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38692CB5.D78ABB84@ihug.co.nz>
Source record: 2396

Hi there,

Clockmeister wrote:
>
> Did everyone get a new PC for Christmas?.

Nope. Just a bloated stomach! :)

> It's OK, you can swallow your pride and simply admit that your new PC is the
> best thing since a sliced Milan. (or bread even)

See above...

> Perhaps you bought a new, revolutionary, single tasking, slow as mollassas
> iMac?... surely not!

Nope. Again see above...

> Perhaps all your dreams came true, and you got a G4 Amiga for Christmas....

Damn!! I KNEW Santa didn't remember everything, including the ATARI Milan!

> All the best for the Holiday season!

Likewise my friend!! Enjoy the New Year celebrations!!

> I never engage in a battle of wits

Considering that newsgroups are full of typed messages, shouldn't
that be a 'battle of writs'? :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4632. Re: Merry Christmas

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-29 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38692DA9.A5AB9513@ihug.co.nz>
Source record: 2397

Hi there,

"Daniel L. Dreibelbis" wrote:
>
> just want to wish everyone here a very Merry Christmas, and hopefully
> you got what you wanted this year under your tree.

'Twas a merry occasion, but all I got was a fat and sore tummy! :)

> Yep, even you TiFKAS....

I guess some brief civility toward our esteemed buddy isn't out of key
here. It shows we Jihads CAN be merciful if required! :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4633. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-29 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Hdra4.594$sr.339@198.235.216.4>
Source record: 2398

UNDER WHAT EVIL SPELL HAS BEFALLEN Q-FUNK AND HIS POSTS!!! I FEEL THE END
IS NEAR!!! Is this the first signs of Y2K?

On 23 Dec 1999 03:43:26 , =?ISO-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>This message is in MIME format. Since your mail reader does not understand
>this format, some or all of this message may not be legible.
>
>------ =_NextPart_000_01BF4D8A.29C726AC
>Content-Type: text/plain
>
>This message uses a character set that is not supported by the Internet
>Service. To view the original message content, open the attached
>message. If the text doesn't display correctly, save the attachment to
>disk, and then open it using a viewer that can display the original
>character set. <<message.txt>>
>
>------ =_NextPart_000_01BF4D8A.29C726AC
>Content-Type: text/plain;
> name="message.txt"
>Content-Transfer-Encoding: quoted-printable
>Content-Disposition: attachment;
> filename="message.txt"
>
>Path: =
>col.hp.com!sdd.hp.com!enews.sgi.com!newsfeed1.funet.fi!nntp.inet.fi!cent=
>ral.inet.fi!inet.fi!read2.inet.fi.POSTED!not-for-mail
>Newsgroups: comp.sys.atari.advocacy
>From: =3D?ISO-8859-15?Q?Martin-=3DC9ric_Racine?=3D =
><q-funk@funkyware.atari.org>
>X-Sender: q-funk@rakas
>Subject: What's an ST good for these days?
>Message-ID: <Pine.MNT.4.10.9912231028210.111-100000@rakas>
>MIME-Version: 1.0
>Content-Type: TEXT/PLAIN; charset=3DISO-8859-15
>Content-Transfer-Encoding: 8BIT
>Lines: 28
>Date: Thu, 23 Dec 1999 08:43:26 GMT
>NNTP-Posting-Host: 194.251.105.99
>X-Trace: read2.inet.fi 945938606 194.251.105.99 (Thu, 23 Dec 1999 =
>10:43:26 EET)
>NNTP-Posting-Date: Thu, 23 Dec 1999 10:43:26 EET
>Organization: Sonera corp Internet services
>Xref: col.hp.com comp.sys.atari.advocacy:24443
>

```
>Here's a question for the mentally challenged:
>What is a fully loaded ST good for, nowadays?
>
>#define LOADED_ST (TOS 2.06, IDE hard-disk, HD floppy, 4 MB RAM);
>#include <std.newsgroup>
>#include "funky.music"
>#include "sinclap.bull"
>#include "taf.dancing"
>
>advocacy(void); {
> if sinclap && taf_dancers;
> do advocacy_dance
> else=20
> do repost
> fi
> }
>
><advocator>$ exec /usr/silly/advocacy_dance &
><advocator>$ tail -f /opt/mac/bragging > /dev/null
><advocator>$ laugh ; exit
>
>--=20
>----------------------------------------------------------------
>Martin-=C9ric Racine The Atari Stacy and TT030 Homepage
>Lappeenranta, Finland http://members.tripod.com/~TT030/
>----------------------------------------------------------------
> "When the time comes, I will know and I shall be." Q-Funk=20
>
>------ =_NextPart_000_01BF4D8A.29C726AC--
>
>.
```

4634. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-29 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912291928570.113-100000@rakas>
Source record: 2399

On 29.12.1999, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

> UNDER WHAT EVIL SPELL HAS BEFALLEN Q-FUNK AND HIS POSTS!!! I
> FEEL THE END IS NEAR!!! Is this the first signs of Y2K?

Nope, only the signs that your ISP has to upgrade their systems
to recognize iso-8859-15 (Latin9). Netscape and Pine can both
use it already.

--

Martin-ï¿œric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4635. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-29 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <386A6A84.7ECB2335@calcna.ab.ca>
Source record: 2400

J WILKINSON wrote:

> Considering that newsgroups are full of typed messages, shouldn't
> that be a 'battle of writs'? :)

Gawd, Chris ï¿½ don't do that when I've just had a sip of me tea - now
I've got to clean the screen - again !!!!

These 'writty' remarks have no place here !!!!

The Canadian Curmudgeon (in the winter grass fire capital of Canader -
warm, windy, dry, Calgary)

4636. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-29 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <A2wa4.67$J_1.30@198.235.216.4>
Source record: 2451

On 29 Dec 1999 17:30:13 , =?ISO-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>On 29.12.1999, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>
>> UNDER WHAT EVIL SPELL HAS BEFALLEN Q-FUNK AND HIS POSTS!!! I
>> FEEL THE END IS NEAR!!! Is this the first signs of Y2K?
>
>Nope, only the signs that your ISP has to upgrade their systems
>to recognize iso-8859-15 (Latin9). Netscape and Pine can both
>use it already.

Actually I would like to bring this discussion over to comp.sys.atari.st

I had received all your posts just fine. I received your initial TAF DANCERS post just fine last week. WE have written back and forth in the thread. Same with the Wanted to buy STe. Then a week later these posts reappear, and they are in HTML. Also all new posts of yours are duplicated.

I could understand this if you just changed your set-up, but why are the older ones reappearing.

If it is the above problem, then is it my ISP or my NEWSERVER which is WORLDLINX?

I would like to get this taken care of. Strangely enough I have had ALOT of Problems in the last week see .ST thread.

So, who is sending it in HTML, I guess is the question. I want to get in touch with my ISP as soon as possible with the proper facts and get this sorted out.

Thanks

Brian.

>.

4637. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: Michael Keene <mrwild@magpage.com>
Message-ID: <84gsroind0@216.155.32.18>
Source record: 2452

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:Ck5a4.266$7r1.8879@nsw.nnrp.telstra.net...
>
> Brian Van TIlborg wrote in message ...
> >On 26 Dec 1999 12:07:32 , =?ISO-8859-15?Q?Martin-=C9ric_Racine?= wrote:
> >
>
>
> <snip>
>
> >One last thing, CLOCKMIESTER, if you are reading, I am interested in an
old
> >device that was made around 1991 to 2 that gave, I believe roughly
262,000
> >colours composite output for the Amiga. If you happen to know the name of
> >this device, and manufacturer, as I had it then and my memory fails me,
> >please reply here or email me. If not I better drop into the Amiga NG.
> >This device wasn't a card, but an adapter. It had some flaws but was very
> >cool.
> >
>
>
> Yes, I know of the device. It plugged into the monitor port if I recall
> correctly. The name, hmmm, Graffiti wasn't it?.
>

One was called DCTV, and it output composite video only.

The other was called the HAM-E, And it was an incredible feat of
engineering. I think Commodore bought the company that made it (Black Belt)
and incorporated some of the technology in the AGA chipset.

4638. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <JTVa4.23$AP5.35@198.235.216.4>
Source record: 2453

On 31 Dec 1999 00:20:08 , "Michael Keene" wrote:
>
>"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
>news:Ck5a4.266$7r1.8879@nsw.nnrp.telstra.net...
>>
>> Brian Van TIlborg wrote in message ...
>> >On 26 Dec 1999 12:07:32 , =?ISO-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>> >
>>
>>
>> <snip>
>>
>> >One last thing, CLOCKMIESTER, if you are reading, I am interested in an
>old
>> >device that was made around 1991 to 2 that gave, I believe roughly
>262,000
>> >colours composite output for the Amiga. If you happen to know the name of
>> >this device, and manufacturer, as I had it then and my memory fails me,
>> >please reply here or email me. If not I better drop into the Amiga NG.
>> >This device wasn't a card, but an adapter. It had some flaws but was very
>> >cool.
>> >
>>
>>
>> Yes, I know of the device. It plugged into the monitor port if I recall
>> correctly. The name, hmmm, Graffiti wasn't it?.
>>
>
>One was called DCTV, and it output composite video only.

I couldn't remember and Graffiti didn't sound right. I had the
DCTV. Composite Video Only.

Thanks for your help. I appreciate it.

>The other was called the HAM-E, And it was an incredible feat of
>engineering. I think Commodore bought the company that made it (Black Belt)
>and incorporated some of the technology in the AGA chipset.
>
>
>
>
>.

4639. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <TTVa4.24$AP5.35@198.235.216.4>
Source record: 2454

On 29 Dec 1999 00:27:47 , "Clockmeister" wrote:
>
>Brian Van TIlborg wrote in message ...

>>BTW I am using a Real Computer. It is called a 520ST and was made in 1985.
>>Everyone else is using disposable computers.

>I still use my A1000 but judging by the amount of ex Amiga and Atari users
>in the world, I'd say Atari's and Amigas are pretty disposable.
>Particularly A500 and 520/1040STfm machines.

You are not HELPING;-).

>Regards,
>Clockmeister.

>.

4640. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <jUVa4.25$AP5.35@198.235.216.4>
Source record: 2455

On 28 Dec 1999 19:14:17 , "Clockmeister" wrote:

>Sorry, but my post was just a lighthearted (note smileys and disclaimer)
>poke at the advocacy crowd. Amiga and Atari users are in the same boat after
>all, but the Amiga advocacy newsgroup is a bit more,uh... lively, shall we
>say.

But we have NEW MILAN ATARIs. You have VAPOURWARE. Actually, I don't know what you have for new computers, I have heard, but not actually heard of production.

Yes we are in the same boat. The Good ship "LOLIPOP". About as useful.

I would hope that Amiga Advocates are still active. Atari users, other than when prompted are pretty humble. Unfortuneately the Nature of Amiga boasters, or Advocates, 10 years ago made me so embarrassed, I never felt like I was an Amiga User. I was an Amiga Owner. And then there is the person that is not a user but simply a games playing big mouth, useless piece of crap that doesn't know JACK. Unfortuneately those that did the least with their powerful computer shot their mouth off the most.

I had the DCTV, and some stupid ass Amiga snot nose puke would tell me how great and super it was and on and on and on. I would say do you have one? No would be the reply followed with BUT and all sorts of stuff. I found the DCTV to be very interesting, but we chose never to finish a piece of animation on it because of the various corruptions that would appear.

But as a homeusers tool this would have been perfect, if you wanted lots more colour for your home videos. Infact the A3000 certainly benefitted from this device and it was relatively affordable.

It was hard enough sorting through the manufacturers lies, the Amiga Computer mags lies, to get down to the truth on a particular piece of hardware and software. Let alone have to deal with know it all advocates.

I haven't even visited the Amiga NG or ADV but I hope a level of maturity would have arisen over the years. As it is the Amiga Users who pop in here for Advocacy aren't advocates as much as they are interested spectators, with something positive to offer. Hardly anything I would have remembered.

I am afraid to say that I never felt part of the Amiga community.

I owned an A500, A3000 and couple A4000, and a handful of Toasters. +Laser disc recorder etc. and almost a different video card a month as I discovered some weren't as advertised.

And what is worse is how much I have completely forgotten.

Much is the same for when I returned to computing. Only I chose to return to the weaker Atari community, and I had forgotten alot about the Atari. However, I never, had nearly the different pieces of hardware for my ST as I did the Amigas.

But nonetheless, relearning about GDOS and the ATARILASER drivers and installations, and conflicts and stuff is still difficult to remember. Then all the developments that have continued to today.

So yeah, advocacy is a little quiet here. I like it. But do you remember when I made the ATARI 520ST INTERNET COMPUTER OF THE FUTURE post? Boy did it come alive and boy did I get some nasty emails and posts. Call me crazy and lots of stuff.

And all I did was mention what my ST could do. But I put the post in the form of an Advertisement that one could read in 1985. No one seemed to understand this, and mistook it that the 520ST was a better internet computer than other platforms.

But clearly it is the best one from its day, as no other computer with the 1st version of the OS can get a PPP connection to the internet.

But that would be boasting;-).

It is not bad that things are quiet in advocacy, because where it really matters, where facts prevail over BS, in comp.sys.atari.st, it is busy enough for me.

But I like a little fun spirited advocacy anytime, to see who knows what, about what. My Amiga Bashing abilities have faded like my abilitie to remember the names of the devices for the Amiga that I purchased.
But 7 to 12 years ago, I certainly knew every Amiga flaw, because I lived it, and dealt with it. It wasn't perfect but Ausers would say it was.

At least the atari wasn't perfect, but no one called the be all of computing. They just put them to work.

>Regards,
>
>Clockmeister.
>
> diediedie///
> diediedi/// * I never engage in a battle of wits
> \\\die/// with an unarmed person *
> \\/// www.tnet.com.au/~gerryvdb
>

:-).

>.

4641. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <84i65a$n73$1@SOLAIR2.EUnet.yu>
Source record: 2456

On 29 Dec 1999 22:37:20 , Brian Van TIlborg wrote:

>>> UNDER WHAT EVIL SPELL HAS BEFALLEN Q-FUNK AND HIS POSTS!!! I
>>> FEEL THE END IS NEAR!!! Is this the first signs of Y2K?

>So, who is sending it in HTML, I guess is the question. I want to get in
>touch with my ISP as soon as possible with the proper facts and get this
>sorted out.

If it is any consolation to you, I, too, have received recent Martine's
posts in thes newsgroups again, MIMEized or HTMLized or whatever...

Djordje.

4642. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84i796$jt1$2@dos.canit.se>
Source record: 2457

Steven Roth <s_roth@sprint.ca> skrev:
: In article <W_T94.73$gj1.7014@nsw.nnrp.telstra.net>, "Clockmeister"
: <gerryvdb@tnet.com.au> wrote:

:>Did everyone get a new PC for Christmas?.
:>
:>It's OK, you can swallow your pride and simply admit that your new PC is the
:>best thing since a sliced Milan. (or bread even)
:>
:>:-)
:>
:>Perhaps you bought a new, revolutionary, single tasking, slow as mollassas
:>iMac?... surely not!

: iMac is faster then ANY Amiga.

That's rather odd, considering that the processor in the iMac is a G3.

:>Perhaps all your dreams came true, and you got a G4 Amiga for Christmas....

: AND MAYBE FOR NEXT CHRISTMAS, THERE'LL BE SOME SOFTWARE TO RUN ON THE
: FUCKING OUTDATED PIECE OF SHIT!!

Well, that's true. Not the outdated bit, nor the shit bit (Wasn't that the
name of Sony's MSX computer?), but the software bit holds some truth.

: AMIGA BLOWS CHUNKS!!!!

Blows what? Isn't "Chunks" what Sinclair calls the TAF vice president?

:>All the best for the Holiday season!

: HAHAHAHA!

: AMIGA!! What a fucking joke!

There's no need for shouting.

: I had to look twice to check the date....I thought that this post mighta
: been delayed...by like 10 years!!! LOL!

Well, why not substantiate your claims somewhat? What is the matter with
the Amiga, why do you find it so ridiculous?

--
/Iggy, the irregular regular

4643. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84i6tr$jt1$1@dos.canit.se>
Source record: 2458

Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
: On 29.12.1999, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

:> UNDER WHAT EVIL SPELL HAS BEFALLEN Q-FUNK AND HIS POSTS!!! I
:> FEEL THE END IS NEAR!!! Is this the first signs of Y2K?

: Nope, only the signs that your ISP has to upgrade their systems
: to recognize iso-8859-15 (Latin9). Netscape and Pine can both
: use it already.

Latin9, is that the patch to Latin1 to allow the Euro sign?

--
/Iggy, the irregular regular

4644. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84i8dg$m9p$1@dos.canit.se>
Source record: 2459

Brian Van TIlborg <madmax@bfree.on.ca> skrev:
: On 28 Dec 1999 19:14:17 , "Clockmeister" wrote:

:>Sorry, but my post was just a lighthearted (note smileys and disclaimer)
:>poke at the advocacy crowd. Amiga and Atari users are in the same boat after
:>all, but the Amiga advocacy newsgroup is a bit more,uh... lively, shall we
:>say.

: But we have NEW MILAN ATARIs. You have VAPOURWARE. Actually, I don't know
: what you have for new computers, I have heard, but not actually heard of
: production.

That's in part true.
Fact is, that the Amiga line evolved farther than the Atari, all the way
into '060 territory, without any clones, whereas the best Atari could make
was a 32 MHz '030 in 1990 and a 16 MHz one in '93.
Then again, I think that the Milan has a great advantage in its PCI slots,
whereas my A4000 is limited to the rather smaller and more expensive range
of Zorro cards.
That's why many of us are waiting for the BoXer clone, which, just like
the Milan, has got PCI slots and an ATX form factor.

: Yes we are in the same boat. The Good ship "LOLIPOP". About as useful.

Possibly.

: I would hope that Amiga Advocates are still active. Atari users, other than
: when prompted are pretty humble. Unfortuneately the Nature of Amiga
: boasters, or Advocates, 10 years ago made me so embarrassed, I never felt
: like I was an Amiga User. I was an Amiga Owner. And then there is the
: person that is not a user but simply a games playing big mouth, useless
: piece of crap that doesn't know JACK. Unfortuneately those that did the
: least with their powerful computer shot their mouth off the most.

Agreed. The Atari users seem far more humble and quiet. OTOH, they seem
rather inactive, too. People still running on plain 68000s are virtually
unheard of in the Amiga world of today.

: I had the DCTV, and some stupid ass Amiga snot nose puke would tell me how
: great and super it was and on and on and on. I would say do you have one?
: No would be the reply followed with BUT and all sorts of stuff. I found the
: DCTV to be very interesting, but we chose never to finish a piece of
: animation on it because of the various corruptions that would appear.

Hehe, that was before my days.

: But as a homeusers tool this would have been perfect, if you wanted lots
: more colour for your home videos. Infact the A3000 certainly benefitted
: from this device and it was relatively affordable.

How did it cooperate with the flickerfixer?

: I haven't even visited the Amiga NG or ADV but I hope a level of maturity
: would have arisen over the years. As it is the Amiga Users who pop in here
: for Advocacy aren't advocates as much as they are interested spectators,
: with something positive to offer. Hardly anything I would have remembered.

Yep, I'm myself trying to bodge together a working Atari, since I'm an
interested hobbyist. I use computers for fun, and it isn't much fun with
your average Windows box.

: I owned an A500, A3000 and couple A4000, and a handful of Toasters.
: +Laser disc recorder etc. and almost a different video card a month as I
: discovered some weren't as advertised.

Sigh.

: Much is the same for when I returned to computing. Only I chose to return
: to the weaker Atari community, and I had forgotten alot about the Atari.
: However, I never, had nearly the different pieces of hardware for my ST as
: I did the Amigas.

But were they equally capable without the add-ons?

: But nonetheless, relearning about GDOS and the ATARILASER drivers and
: installations, and conflicts and stuff is still difficult to remember.
: Then all the developments that have continued to today.

Eeek, GDOS is one PC relic if I have ever seen one. Can one single
program cause that much trouble?

: So yeah, advocacy is a little quiet here. I like it. But do you remember
: when I made the ATARI 520ST INTERNET COMPUTER OF THE FUTURE post? Boy did
: it come alive and boy did I get some nasty emails and posts. Call me crazy
: and lots of stuff.

Bah, just wait until I get my C128 on the net.

: And all I did was mention what my ST could do. But I put the post in the
: form of an Advertisement that one could read in 1985. No one seemed to
: understand this, and mistook it that the 520ST was a better internet
: computer than other platforms.

Hehe, in 1985, a VT100 would be a fine InterNet computer. Mind you, it
still is today.

: But clearly it is the best one from its day, as no other computer with the
: 1st version of the OS can get a PPP connection to the internet.

Really? I'd be surprised if KA9Q or the Commodore stack wouldn't work with
OSes 1.x.

: But that would be boasting;-).

Well, it is rather impressive.

: It is not bad that things are quiet in advocacy, because where it really
: matters, where facts prevail over BS, in comp.sys.atari.st, it is busy
: enough for me.

Well, I find csast quite a small group, but it can be rather handy to be
able to keep abreast of the entire ST Usenet activity without spending the
entire working day on it, as would be the case with the Amiga groups.

: But I like a little fun spirited advocacy anytime, to see who knows what,
: about what. My Amiga Bashing abilities have faded like my abilitie to
: remember the names of the devices for the Amiga that I purchased.
: But 7 to 12 years ago, I certainly knew every Amiga flaw, because I lived
: it, and dealt with it. It wasn't perfect but Ausers would say it was.

Well, all right, I'll admit it wasn't perfect. It was about as close to
perfection as you could get, though.

: At least the atari wasn't perfect, but no one called the be all of
: computing. They just put them to work.

Of course it wasn't perfect, that could be quite easily seen when placed
next to its big brother, but it did its work rather stably.

--
/Iggy, the irregular regular

4645. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912311536470.131-100000@rakas>
Source record: 2460

On 31.12.1999, Iggy Drougge <optimus@uno.canit.se> wrote:

> Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
>
> : Nope, only the signs that your ISP has to upgrade their systems
> : to recognize iso-8859-15 (Latin9). Netscape and Pine can both
> : use it already.
>
> Latin9, is that the patch to Latin1 to allow the Euro sign?

That and vowels needed in French plus consonants in Finnish, yes.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4646. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912311539380.131-100000@rakas>
Source record: 2461

On 31.12.1999, Iggy Drougge <optimus@uno.canit.se> wrote:

> Agreed. The Atari users seem far more humble and quiet. OTOH, they seem
> rather inactive, too. People still running on plain 68000s are virtually
> unheard of in the Amiga world of today.

Bear in mind that most ST owners only use it for MIDI. That's
why only TT/Falcon/clone users seem actively involved nowadays.

> : And all I did was mention what my ST could do.
> : No one seemed to understand this, and mistook it that the
> : 520ST was a better internet computer than other platforms.
>
> Hehe, in 1985, a VT100 would be a fine InterNet computer.
> Mind you, it still is today.

What are you trying to say? There is more than vt100 on Atari.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4647. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn86q5je.vsm.jedi@localhost.localdomain>
Source record: 2462

On Tue, 28 Dec 1999 08:41:32 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>On 27 Dec 1999 22:08:51 , Steven Roth wrote:
>>In article <W_T94.73$gj1.7014@nsw.nnrp.telstra.net>, "Clockmeister"
>><gerryvdb@tnet.com.au> wrote:
>>
>>>Did everyone get a new PC for Christmas?.
>
>Yes, and all my Ataris are for sale. I am leaving.

Gotta TT handy? I could use another box to deploy my home
firewall and webserver on...

4648. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 1999-12-31 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <386D4FBF.EFD9EAA4@calcna.ab.ca>
Source record: 2463

Brian Van TIlborg wrote:

> "Chunks" is Sinclaps Imaginary friend.

Wonder if 'Chunks' is related to Jean Cretin's imaginary friend ?

The Canadian Curmudgeon (in sunny, but drier 'n hades, Calgary)

4649. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-01 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <aHbb4.584$AP5.18@198.235.216.4>
Source record: 2464

On 31 Dec 1999 12:24:06 , Iggy Drougge wrote:

>: AMIGA BLOWS CHUNKS!!!!
>
>Blows what? Isn't "Chunks" what Sinclair calls the TAF vice president?

No. "Chunks" is what Sinclap calls the TAF Vic President.

"Chunks" is Sinclaps Imaginary friend.

"Tifkas" is what TAF VP calls Sinclap

And Sinclair, is someone elses name, or computer, you can decide:-).

>/Iggy, the irregular regular
>.

4650. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-01 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6Ibb4.585$AP5.18@198.235.216.4>
Source record: 2465

On 31 Dec 1999 12:43:28 , Iggy Drougge wrote:
>Brian Van TIlborg <madmax@bfree.on.ca> skrev:

>People still running on plain 68000s are virtually
>unheard of in the Amiga world of today.

Anyone who had a 68000 Amiga, simply played games.

The graphics focus of the Amiga, obsoleted the usefulness of the 68000 to hardware and software developers. Therefore if you had a 68000 Amiga all you did was play games, general computing, etc.

Rendering is processor intensive. So as development progressed, Amiga users had to upgrade to later models to stay involved in the platform, or leave the platform. Serious users stayed, games players left. (my opinion).

In my opinion, there isn't any good Amiga Software, outside of graphics. It is very, very, very weak. It was in 1987. It was in 1993. I don't believe it is any different today. Therefore there isn't anything for the 68000 Amiga. That is why it is unheard of.

If you have an early Amiga, can you use the latest web browsers on the internet with the earlier OS, and kickstarts? This in itself obsoletes computers from another feature. I don't have an answer, because I am no longer involved. But I can say that it would be possible to use an A1000, A500 or box stock A2000 on the internet with PPP and current Web browser, if they supported the earlier OS. YOu will have to answer this for me.

On the Atari, things are a little different.

Alot of good powerful software developed runs on the 68000 ST.
Alot of the older software is very good and keeps you using your ST.
Many Musicians Still use their Ataris until they day they break.
Even some fix em, or try to find replacements. Possibly the biggest reason left to use an ST. Other ST users are the game players. But there is a variety of other software they can use besides games. And then still run current software, and get on the internet with a Graphical Web Browser.
The PPP connection and Web Browser supports Single TOS 1.0. This allows any ST from 1985 onwards to participate should they want to. Single TOS 1.0 machines can easily be upgraded to the Latest Magic OS.
(If only ram upgrades where so easy:-).
But now STs are cheap so they become cheap hack computers to have fun with.
I know have a Falcon and TT. But there is little that the ST doesn't do.
It just does them slower. But if you are using an ST you are not trying to be at the cutting edge of technology. And some tasks the ST just flies.
(Calamus and SLM 804Laser)
Certain things are not possible, like MP3s. But if you want to use an

Atari computer from the mid 80s for some of the more popular computer functions that a computer is used today for you can. The software developers haven't simply ignored the ST.

This is what I believe to have happened to the 68000Amigas. But I really don't know.

I couldn't tell you if there are alot of 68000 users in the .ST NG or not. Many just read, don't post. Many developments are for Falcons. The Milans may actually Snuff out the ST as people finally choose to venture futher on in TOS land or head toward the standard PC.

But as of right now, the ST can do it. Whether ST users choose to use it or not, is up to them. Infact many people with STs don't know they can connect to the internet with a Webbrowser.

>How did it cooperate with the flickerfixer?

I don't remember anyproblems with DCTV and the A3000. Only used it for about 3 weeks before moving on. I am actually curious to find one of these and see if they can be adapted to ST. Write a special driver for CAB and have a Falconlike display on the TV or Composite Monitor.
These are the kind of hacks I think of today.

>Yep, I'm myself trying to bodge together a working Atari, since I'm an
>interested hobbyist. I use computers for fun, and it isn't much fun with
>your average Windows box.

While I hate to admit how much Easier A Windows Box could make life for me. I don't look forward to being bored, or being one of the masses. I can't imagine myself having a windows conversation without some sort of barf bag handy.

Whether it be Amiga or Atari, I would get excited by a certain development. It would "Look what its doing". It would give me a charge.
But, I don't get any excitement, knowing I can run out and buy a million different off the shelf items to stick in a PC.

Now I don't know what you would need to bodge together an Atari?

>: I owned an A500, A3000 and couple A4000, and a handful of Toasters.
>: +Laser disc recorder etc. and almost a different video card a month as I
>: discovered some weren't as advertised.

>Sigh.

Lots of money invested. All the computers where stolen in 1994. I was hoping to see some animations floating around, that we could trace, but it never happened. They probably wiped out the HDs.

>But were they equally capable without the add-ons?

That's a good question. Each application must be looked upon separately.
I can only give you comparisions from what Applications I used.
I can only compare machines that I owned. And I can only express this as my

views, distorted by time, and a less than accurate memory. (oh how things change:-).

I will briefly state that the A500 was a disapointment to me. Perhaps I discovered that I didn't get excited by a soundbite in a game. But I found it useless compared to what I was using my ST for at the time. This includes Animation. (I hear murmurs:-).

It couldn't do realtime animation. The ST could. But an untrained eye might not notice the A500 slow down. But my problem with the A500 was that I couldn't use it for 5 minutes without a crash.
And my ST wasn't crash free. Some ST software was buggy, but teh Amiga. I still have no answers. That is why I sold it to a pimple faced neighbor in 1988. Perhaps it was then that I realized the Amiga I wanted was the 2000, but it was far to expensive, and that was just the starting point.

All the Addons for the Amiga where for Graphics. Accelerators and such. None of these devices made other software any better. If you weren't doing Graphics, I don't know what you would use and Amiga for. We still used the Ataris for Publishing, Adverstisements, and making the 3D objects. The A3000 couldn't run one of our 320*200*16 colour animations in real time. But the 8mhz 68000 ST could.

I have only now started playing with the Falcon. It was offered to us in 1992. My initial impression was cheap, powerful, colourful, no support, and we were already heavily invested in Amigas. So just the same. It was too little to late, for our purposes. The reason being. All Amigas where being used for single frame Animation. Frame by Frame recording. Our quality was higher and investment higher. However had the Falcon had more support and even came out 1 year sooner, it could have made a difference with regard to saving us alot of money, and the ability to do realtime animations again.

>Eeek, GDOS is one PC relic if I have ever seen one. Can one single
>program cause that much trouble?

I want it killed. Many programs avoided this disease, and provided better solutions. However they are universal solutions. So you have many different formats. Somehow GDOS made a comeback, and it makes me sick.

>Bah, just wait until I get my C128 on the net.

Well that was part of the thread. Get the C64/128s on the internet with a Graphical Web Browser.
I wanted to find a computer older than mine, with the 1ST verson OS, on the internet with a PPP connection and a graphical webbrowser.

>: And all I did was mention what my ST could do. But I put the post in the
>: form of an Advertisement that one could read in 1985. No one seemed to
>: understand this, and mistook it that the 520ST was a better internet
>: computer than other platforms.

>Hehe, in 1985, a VT100 would be a fine InterNet computer. Mind you, it
>still is today.

Well, yes. However the idea, is that if you went back in time. A 1985
dealer couldn't tell you what a web browser was. If you read earlier in th
other thread going on. The Amiga/Mac/Atari could all have been graphical
web browsing a decade or more ago.

However, could you imagine a dealer in 1985 saying, oh yes, you will be
able to use you computer in 15 years. That it will be able to adapt to the
changing computer environment? My dealer told me the ST was obsolete 2weeks
after I bought it (What a dink), but here I am able to use it.
And it didn't get stolen in the theft:-).

>: But clearly it is the best one from its day, as no other computer with the
>: 1st version of the OS can get a PPP connection to the internet.

>Really? I'd be surprised if KA9Q or the Commodore stack wouldn't work with
>OSes 1.x.

Find someone to try, and get back to me. Graphical webbrowsing and all. I
want to know about speed etc. I also want to know if there is a 19200 limit
on the A500, A1000 serial ports.

>: But that would be boasting;-).

>Well, it is rather impressive.

Gosh, golly , awe shucks :-).
Now I am embarrassed.

>Well, I find csast quite a small group, but it can be rather handy to be
>able to keep abreast of the entire ST Usenet activity without spending the
>entire working day on it, as would be the case with the Amiga groups.

I find this too. Now mind you I have never looked at the German NG. Or
anyother nationality, But I can imagine the activity is larger than the
English NG. But I have no idea.

>: But I like a little fun spirited advocacy anytime, to see who knows what,
>: about what. My Amiga Bashing abilities have faded like my abilitie to
>: remember the names of the devices for the Amiga that I purchased.
>: But 7 to 12 years ago, I certainly knew every Amiga flaw, because I lived
>: it, and dealt with it. It wasn't perfect but Ausers would say it was.

>Well, all right, I'll admit it wasn't perfect. It was about as close to
>perfection as you could get, though.

;-)

>: At least the atari wasn't perfect, but no one called the be all of
>: computing. They just put them to work.

>Of course it wasn't perfect, that could be quite easily seen when placed
>next to its big brother, but it did its work rather stably.

And usually quicker. Fewer complaints, frustrations and colours.

>/Iggy, the irregular regular

Can I be the regular irregular?

I was also thinking of yggi for a new name for me:-).

Later Brian.
>.

4651. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-01 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84l3upsod2@dos.canit.se>
Source record: 2466

Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
: On 31.12.1999, Iggy Drougge <optimus@uno.canit.se> wrote:

:> Agreed. The Atari users seem far more humble and quiet. OTOH, they seem
:> rather inactive, too. People still running on plain 68000s are virtually
:> unheard of in the Amiga world of today.

: Bear in mind that most ST owners only use it for MIDI. That's
: why only TT/Falcon/clone users seem actively involved nowadays.

I seem to see a fair amount of ill-equipped ST users on the net, MIDI or
not. The amount of 32-bitters seems quite low.

:> : And all I did was mention what my ST could do.
:> : No one seemed to understand this, and mistook it that the
:> : 520ST was a better internet computer than other platforms.
:>
:> Hehe, in 1985, a VT100 would be a fine InterNet computer.
:> Mind you, it still is today.

: What are you trying to say? There is more than vt100 on Atari.

Of course there is, but in 1985, a VT100 could do most of those tasks just
as well. Nevertheless, it still can. Running a SLIP connection on an ST in
'85 for INet access would be overkill.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4652. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-01 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84l3i9sod1@dos.canit.se>
Source record: 2467

Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
: On 31.12.1999, Iggy Drougge <optimus@uno.canit.se> wrote:

:> Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
:>
:> : Nope, only the signs that your ISP has to upgrade their systems
:> : to recognize iso-8859-15 (Latin9). Netscape and Pine can both
:> : use it already.
:>
:> Latin9, is that the patch to Latin1 to allow the Euro sign?

: That and vowels needed in French plus consonants in Finnish, yes.

Ah, would that be the "oe" diphton of French and the cedille-equipped S of
Finnish?

--
/Iggy, the irregular regular

4653. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-01 00:00:00 UTC
From: Samuel Smith <Potion.P@ukgateway.net>
Message-ID: <84l8r6$m6m$1@lure.pipex.net>
Source record: 2468

> >One last thing, CLOCKMIESTER, if you are reading, I am interested in an
old
> >device that was made around 1991 to 2 that gave, I believe roughly
262,000
> >colours composite output for the Amiga. If you happen to know the name of
> >this device, and manufacturer, as I had it then and my memory fails me,
> >please reply here or email me. If not I better drop into the Amiga NG.
> >This device wasn't a card, but an adapter. It had some flaws but was very
> >cool.
>
> Yes, I know of the device. It plugged into the monitor port if I recall
> correctly. The name, hmmm, Graffiti wasn't it?.
>
> I think there where two such adapters around at that time, in fact even
> earlier then 1991 I think.

I think that the Graffiti is a much newer product released after 1991. I
believe you may be thinking of BlackBelt's HAM-E system or the DCTV adaptor
by the creators of Photon Paint (the company name of which escapes me).

Sam

4654. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-01 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84laik$8ac$1@dos.canit.se>
Source record: 2469

Brian Van TIlborg <madmax@bfree.on.ca> skrev:
: On 31 Dec 1999 12:43:28 , Iggy Drougge wrote:
:>Brian Van TIlborg <madmax@bfree.on.ca> skrev:

:>People still running on plain 68000s are virtually
:>unheard of in the Amiga world of today.

: Anyone who had a 68000 Amiga, simply played games.

I had one (in fact, it's still residing in my shelf), but I also used it
for such serious activities as DPaint and AMOS programming. Of course, it
was upgraded rather swiftly to an A1200.

: The graphics focus of the Amiga, obsoleted the usefulness of the 68000 to
: hardware and software developers. Therefore if you had a 68000 Amiga all
: you did was play games, general computing, etc.

M-hm. Or you were poor.

: Rendering is processor intensive. So as development progressed, Amiga users
: had to upgrade to later models to stay involved in the platform, or leave
: the platform. Serious users stayed, games players left. (my opinion).

Either that, or the games players turned into "serious" users.
Still, processor intensive as it is, I raytraced quite a lot on my stock
2MB A1200 without any HD on a TV. It took some time, it was painful to
look at, but it worked for a poor lad.

: In my opinion, there isn't any good Amiga Software, outside of graphics. It
: is very, very, very weak. It was in 1987. It was in 1993. I don't believe
: it is any different today. Therefore there isn't anything for the 68000
: Amiga. That is why it is unheard of.

Oh, I'm very pleased with the IBrowse web browser, for one, and the
trackers were quite capable, too. BBSes were/are another killer app. The
only real lacking field was perhaps spreadsheets and wordprocessors, which
may have a lacked a certain edge which I am blissfully unaware of, being
mostly into graphics and networking, myself.

: If you have an early Amiga, can you use the latest web browsers on the
: internet with the earlier OS, and kickstarts? This in itself obsoletes
: computers from another feature. I don't have an answer, because I am no
: longer involved. But I can say that it would be possible to use an A1000,
: A500 or box stock A2000 on the internet with PPP and current Web browser,
: if they supported the earlier OS. YOu will have to answer this for me.

No, not web browsers and the such. OS 2.x is a minimum requirement for
most. This could be due to the AmigaOS implementing more services and

different programming structures in particular with OS 2, whereas the
TOS, from my point of view, remained relatively unchanged and featureless
through the years.
Nevertheless, a friend of mine has run web browsers on his A1000, though
it had to be softkicked up to OS 3.1.

: On the Atari, things are a little different.

Definitely.

: Alot of good powerful software developed runs on the 68000 ST.

Yep, but it doesn't run without some pain.

: Alot of the older software is very good and keeps you using your ST.

I'm not sure I'd agree there, but it could be due to my reluctance to
indulge into the operation of older programs.

: Many Musicians Still use their Ataris until they day they break.

Yep. I still recall seeing the Falcon MKX on display in a high street
music shop only two years ago.

: Even some fix em, or try to find replacements. Possibly the biggest reason
: left to use an ST. Other ST users are the game players. But there is a
: variety of other software they can use besides games. And then still run
: current software, and get on the internet with a Graphical Web Browser.

Though the graphics really won't assault your senses when running on 512k.

: The PPP connection and Web Browser supports Single TOS 1.0. This allows any
: ST from 1985 onwards to participate should they want to. Single TOS 1.0
: machines can easily be upgraded to the Latest Magic OS.
: (If only ram upgrades where so easy:-).

I saw a hack in ST-Computer two years ago, using SIMMs. If only I had a
smaller soldering iron....

: But now STs are cheap so they become cheap hack computers to have fun with.

Indeed. If you are on the lookout, finding a replacement isn't that
difficult or expensive.

: I know have a Falcon and TT. But there is little that the ST doesn't do.
: It just does them slower. But if you are using an ST you are not trying to
: be at the cutting edge of technology. And some tasks the ST just flies.
: (Calamus and SLM 804Laser)

Oh, Calamus, the pain, the pain. Perhaps would it help if I had a manual,
but the GUI really is annoying.

: Certain things are not possible, like MP3s. But if you want to use an
: Atari computer from the mid 80s for some of the more popular computer
: functions that a computer is used today for you can. The software
: developers haven't simply ignored the ST.

Won't FalcAMP play MP3s?

: This is what I believe to have happened to the 68000Amigas. But I really
: don't know.

Well, that is quite true. The A1200 seems to have been much more
successful as an upgrade path than the Falcon, and since it replaced such
a vast number of A500s, the minimum standard is now set by the A1200,
which is only a revision or two from the most modern standard.

: I couldn't tell you if there are alot of 68000 users in the .ST NG or not.
: Many just read, don't post. Many developments are for Falcons. The Milans
: may actually Snuff out the ST as people finally choose to venture futher on
: in TOS land or head toward the standard PC.

In my experience, the ST users aren't that upgrade-prone, but at least the
Milans seem to trickling out at a steady rate.

: But as of right now, the ST can do it. Whether ST users choose to use it or
: not, is up to them. Infact many people with STs don't know they can connect
: to the internet with a Webbrowser.

Still not?

:>How did it cooperate with the flickerfixer?

: I don't remember anyproblems with DCTV and the A3000. Only used it for
: about 3 weeks before moving on. I am actually curious to find one of these
: and see if they can be adapted to ST. Write a special driver for CAB and
: have a Falconlike display on the TV or Composite Monitor.
: These are the kind of hacks I think of today.

Interesting idea, certainly, although an adapter for some dirt-cheap
stone-age VGA chip would be more useful, albeit more difficult.

:>Yep, I'm myself trying to bodge together a working Atari, since I'm an
:>interested hobbyist. I use computers for fun, and it isn't much fun with
:>your average Windows box.

: While I hate to admit how much Easier A Windows Box could make life for me.
: I don't look forward to being bored, or being one of the masses. I can't
: imagine myself having a windows conversation without some sort of barf bag
: handy.

I don't think my life would actually be easier with a Windows box. I've
used the Amiga during my entire computing life, and I get on with it
better than anything else. I just get frustrated using Macs or Windows
boxes, they're nothing but big MP3 players to me, with a clumsy interface.

: Whether it be Amiga or Atari, I would get excited by a certain development.
: It would "Look what its doing". It would give me a charge.
: But, I don't get any excitement, knowing I can run out and buy a million
: different off the shelf items to stick in a PC.

Oh, wow, look, my little super-computer-for-the-masses can do my laundry
and has got a kitchen sink fit inside for only a hundred bucks, isn't that

amazing? And it only uses 600 MHz and 128 MB of RAM! Utterly astounding!

: Now I don't know what you would need to bodge together an Atari?

A proper RF output (there is a mystery connector on mine) or an scart
cable (which I'm trying to solder, despite the devilish DIN-13 connector
on the ST).

:>: I owned an A500, A3000 and couple A4000, and a handful of Toasters.
:>: +Laser disc recorder etc. and almost a different video card a month as I
:>: discovered some weren't as advertised.

:>Sigh.

: Lots of money invested. All the computers where stolen in 1994. I was
: hoping to see some animations floating around, that we could trace, but it
: never happened. They probably wiped out the HDs.

Idiots, stealing Amigas. I wouldn't be surprised if they sold them for the
price of a Big Mac to some second-hand electronics dealer.

:>But were they equally capable without the add-ons?

: That's a good question. Each application must be looked upon separately.
: I can only give you comparisions from what Applications I used.
: I can only compare machines that I owned. And I can only express this as my
: views, distorted by time, and a less than accurate memory. (oh how things
: change:-).

: I will briefly state that the A500 was a disapointment to me. Perhaps I
: discovered that I didn't get excited by a soundbite in a game. But I found
: it useless compared to what I was using my ST for at the time. This
: includes Animation. (I hear murmurs:-).

Murmur, murmur...

: It couldn't do realtime animation. The ST could. But an untrained eye might
: not notice the A500 slow down. But my problem with the A500 was that I
: couldn't use it for 5 minutes without a crash.

While I noticed the slow-down of animations, it didn't bother me, since I
found 12 fps fully acceptable.
Five minutes sounds like an exaggeration, but the Amiga has always been
rathr prone to crash, especially when low on memory.

: And my ST wasn't crash free. Some ST software was buggy, but teh Amiga. I
: still have no answers. That is why I sold it to a pimple faced neighbor in
: 1988. Perhaps it was then that I realized the Amiga I wanted was the 2000,
: but it was far to expensive, and that was just the starting point.

It really was expensive, being an A500 in a big, big box and not much
more.

: All the Addons for the Amiga where for Graphics. Accelerators and such.
: None of these devices made other software any better. If you weren't doing

: Graphics, I don't know what you would use and Amiga for. We still used the
: Ataris for Publishing, Adverstisements, and making the 3D objects. The
: A3000 couldn't run one of our 320*200*16 colour animations in real time.
: But the 8mhz 68000 ST could.

Pardon? The A3000 couldn't what?
As for upgrades, is there any software which can be improved through
hardware, save for sound and graphics? Certainly, a spreadsheet is as
happy running on an Apple II as a Pentium 2.

: I have only now started playing with the Falcon. It was offered to us in
: 1992. My initial impression was cheap, powerful, colourful, no support, and
: we were already heavily invested in Amigas. So just the same. It was too
: little to late, for our purposes. The reason being. All Amigas where being
: used for single frame Animation. Frame by Frame recording. Our quality was
: higher and investment higher. However had the Falcon had more support and
: even came out 1 year sooner, it could have made a difference with regard to
: saving us alot of money, and the ability to do realtime animations again.

The Falcon was essentially a luxury A1200. Where the A1200 had an '020,
the Falcon was '030. IDE on the 1200, SCSI on the Falcon, etc.
Since the ST in a way was a poor man's alternative to the Amiga, the
Falcon was perhaps a tad too expensive, not permitting the mass upgrade
frenzy which followed the A1200.

:>Eeek, GDOS is one PC relic if I have ever seen one. Can one single
:>program cause that much trouble?

: I want it killed. Many programs avoided this disease, and provided better
: solutions. However they are universal solutions. So you have many different
: formats. Somehow GDOS made a comeback, and it makes me sick.

Well, the problem is, that a centralised solution is far preferable to
program-specific solutions, in which case GDOS is the only alternative.

:>Bah, just wait until I get my C128 on the net.

: Well that was part of the thread. Get the C64/128s on the internet with a
: Graphical Web Browser.

Graphics? In 128 k of memory? I doubt that.

: I wanted to find a computer older than mine, with the 1ST verson OS, on the
: internet with a PPP connection and a graphical webbrowser.

Well, there is SLIP for the '64, but I don't know about PPP.

:>: And all I did was mention what my ST could do. But I put the post in the
:>: form of an Advertisement that one could read in 1985. No one seemed to
:>: understand this, and mistook it that the 520ST was a better internet
:>: computer than other platforms.

:>Hehe, in 1985, a VT100 would be a fine InterNet computer. Mind you, it
:>still is today.

: Well, yes. However the idea, is that if you went back in time. A 1985
: dealer couldn't tell you what a web browser was. If you read earlier in th
: other thread going on. The Amiga/Mac/Atari could all have been graphical
: web browsing a decade or more ago.

Yes, more or less successfully. Definitely, in fact. B/W graphics are
sufferable when transmitted on a 2k4 line.

: However, could you imagine a dealer in 1985 saying, oh yes, you will be
: able to use you computer in 15 years. That it will be able to adapt to the
: changing computer environment? My dealer told me the ST was obsolete 2weeks
: after I bought it (What a dink), but here I am able to use it.
: And it didn't get stolen in the theft:-).

Well, perhaps should your dealer charge you some more? I'm sure that the
computer industry is less than happy to see indivudals such as you on the
net with 15-year-old machines.

:>: But clearly it is the best one from its day, as no other computer with the
:>: 1st version of the OS can get a PPP connection to the internet.

:>Really? I'd be surprised if KA9Q or the Commodore stack wouldn't work with
:>OSes 1.x.

: Find someone to try, and get back to me. Graphical webbrowsing and all. I
: want to know about speed etc. I also want to know if there is a 19200 limit
: on the A500, A1000 serial ports.

No graphics, I'm afraid.

:>: But that would be boasting;-).

:>Well, it is rather impressive.

: Gosh, golly , awe shucks :-).
: Now I am embarrassed.

Don't thank me, thank Peter Rottengarter.

:>Well, I find csast quite a small group, but it can be rather handy to be
:>able to keep abreast of the entire ST Usenet activity without spending the
:>entire working day on it, as would be the case with the Amiga groups.

: I find this too. Now mind you I have never looked at the German NG. Or
: anyother nationality, But I can imagine the activity is larger than the
: English NG. But I have no idea.

I've looked at the maus.* and fr.* groups, and I believe that they are on
about the same volume. I haven't read NeST conferences since a few years
back, though.

:>: But I like a little fun spirited advocacy anytime, to see who knows what,
:>: about what. My Amiga Bashing abilities have faded like my abilitie to
:>: remember the names of the devices for the Amiga that I purchased.
:>: But 7 to 12 years ago, I certainly knew every Amiga flaw, because I lived
:>: it, and dealt with it. It wasn't perfect but Ausers would say it was.

:>Well, all right, I'll admit it wasn't perfect. It was about as close to
:>perfection as you could get, though.

: ;-)

Seriously!

:>: At least the atari wasn't perfect, but no one called the be all of
:>: computing. They just put them to work.

:>Of course it wasn't perfect, that could be quite easily seen when placed
:>next to its big brother, but it did its work rather stably.

: And usually quicker. Fewer complaints, frustrations and colours.

Cheap and cheerful.

:>/Iggy, the irregular regular

: Can I be the regular irregular?

I haven't copyrighted that one yet, so do so.

: I was also thinking of yggi for a new name for me:-).

Don't blame me, blame the parental units.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4655. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-01 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001011912510.77-100000@rakas>
Source record: 2470

```
> :> Latin9, is that the patch to Latin1 to allow the Euro sign?
>
> : That and vowels needed in French plus consonants in Finnish, yes.
>
> Ah, would that be the "oe" diphton of French and the
> cedille-equipped S of Finnish?

Not cï¿œdille, caron.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
```

4656. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-01 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001011919160.77-100000@rakas>
Source record: 2471

On 1.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:

> : A lot of good powerful software developed runs on the 68000
> : ST.
>
> Yep, but it doesn't run without some pain.

But it still runs.

The same cannot be said of Amiga: anything below a 1200 gets you
into a _lot_ of troubles, if it runs at all. On Atari, an ST is
just a slower TT/Falcon but most software still runs.

> The A1200 seems to have been much more successful as an
> upgrade path than the Falcon, and since it replaced such a
> vast number of A500s, the minimum standard is now set by the
> A1200,

Bear in mind what applications most people were interrested in,
on Atari: MIDI sequencing and DTP, both of which run perfectly
fine on a plain ST. There was no compelling reason to upgrade.

> : In fact many people with STs don't know they can connect
> : it to the internet with a Webbrowser.
>
> Still not?

How could they know? Everybody told them that after Atari bailed
out of the market, the platform was dead. They just hung on to
their ST because it was still a good DTP/MIDI box and blindly
bought a PC like they were told to when Internet happened.

> : Find someone to try, and get back to me. Graphical webbrowsing and all. I
> : want to know about speed etc. I also want to know if there is a 19200 limit
> : on the A500, A1000 serial ports.
>
> No graphics, I'm afraid.

Well, there you go.

An ST can still browse graphicaly, while an Amiga 500/1000 can't.
Sure, it is awfully slower than a TT/Falcon, but the point is,
it's still usable.

Anyhow, having also experienced both Amiga and Atari, my opinion:

Amiga: the video toaster platform.
Atari: the DTP and MIDI platform.

Any other application of either platform is purely incidental.

Obviously, since AmigaOS is kernel-based, it was easier to boost it into becoming rather close to Linux standards and the upgrade path towards the 68020 minimum was a more obvious choice.

On Atari, the divergeance created since MagiC was invented almost made it impossible to upgrade to the UNIX base provided by MiNT; there were too many disagreements in using the new standard that was adopted by Atari and many prefered coding for MagiC.

In retrospect, this is what is killing the platform, more than what minimal hardware base Atari users are running on.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4657. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-01 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <ursb4.898$AP5.559@198.235.216.4>
Source record: 2472

On 31 Dec 1999 17:52:17 , VE6HY wrote:
>Brian Van TIlborg wrote:
>
>> "Chunks" is Sinclaps Imaginary friend.
>
>Wonder if 'Chunks' is related to Jean Cretin's imaginary friend ?

No, 'Chunks' is actually Bill Clintons alter ego. Like Superman is to Clark Kent.

'Chunks' and Jean don't get along.

Later Brian.
>The Canadian Curmudgeon (in sunny, but drier 'n hades, Calgary)
>.

4658. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-02 00:00:00 UTC
From: Andrew Irvine <irvin@clara.co.uk>
Message-ID: <386EECF7.5DA2CB46@clara.co.uk>
Source record: 2473

Martin-ï¿½ric Racine wrote:
>
> Here's a question for the mentally challenged:
> What is a fully loaded ST good for, nowadays?

A fully loaded STE has an 020, 8meg tos 2.06 and a 56k modem port....

--
Andrew Irvine

Quote of the millennium: "We may not have got everything right,
but at least we knew the century was going to end!"

4659. Advocacy Posts

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-02 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <M6Fb4.66$1F.250@198.235.216.4>
Source record: 2474

I have been testing my Advocacy posts in the thread "not much advocating going on." The thread has stopped appearing to me. I would upload the posts and they not appear. Today my NS showed my that there were 6 messages. When I downloaded them, they were zero byte files. So I reset my counter back 50 messages. Sure enough last 6 come up as zeros, and my other posts from a day or so ago, didn't appear to me the second time around.

Two questions?
Did any posts from me with the words TEST get through?

Has their been anymore posts in advocacy in hte last 24hours?

Later Brian.

4660. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001021150490.77-100000@rakas>
Source record: 2475

On 2.1.2000, Andrew Irvine <irvin@clara.co.uk> wrote:

> A fully loaded STE has an 020, 8meg tos 2.06 and a 56k modem
> port....

How do you intend upon achieving that? There is no 8 MB/020 STE.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4661. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-02 00:00:00 UTC
From: irvin@clara.co.uk
Message-ID: <1e3sh4n.16xid7s1qrjulgN%irvin@clara.co.uk>
Source record: 2476

=?iso-8859-15?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
wrote:

> On 2.1.2000, Andrew Irvine <irvin@clara.co.uk> wrote:
>
> > A fully loaded STE has an 020, 8meg tos 2.06 and a 56k modem
> > port....
>
> How do you intend upon achieving that? There is no 8 MB/020 STE.

I had a 6 MB 020 STE, the additional MB was fastram for the 020. The
020 was an upgrade board. This was one fast ST... For raw CPU it kicked
the falcons arse :) it got 150% on the falcon.

--
Andrew Irvine

Quote of the millennium: "We may not have got everything right,
but at least we knew the century was going to end!"

4662. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-02 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84o00l$n66$1@dos.canit.se>
Source record: 2477

Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
: On 1.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:

:> : A lot of good powerful software developed runs on the 68000
:> : ST.
:>
:> Yep, but it doesn't run without some pain.

: But it still runs.

Yep.

: The same cannot be said of Amiga: anything below a 1200 gets you
: into a _lot_ of troubles, if it runs at all. On Atari, an ST is
: just a slower TT/Falcon but most software still runs.

Yes, but couldn't that be symptomatic of lack of software development on
the Atari?

:> The A1200 seems to have been much more successful as an
:> upgrade path than the Falcon, and since it replaced such a
:> vast number of A500s, the minimum standard is now set by the
:> A1200,

: Bear in mind what applications most people were interrested in,
: on Atari: MIDI sequencing and DTP, both of which run perfectly
: fine on a plain ST. There was no compelling reason to upgrade.

True. Then, there was the problem of getting the software producers to
embrace new hardware. The STE was an utter failure in that regard.

:> : In fact many people with STs don't know they can connect
:> : it to the internet with a Webbrowser.
:>
:> Still not?

: How could they know? Everybody told them that after Atari bailed
: out of the market, the platform was dead. They just hung on to
: their ST because it was still a good DTP/MIDI box and blindly
: bought a PC like they were told to when Internet happened.

Oh well, CAB was already released when ST Format(?) still existed, and
featured on their coverdisks, and once on the net with their PCs, how come
they don't go looking for Atari software?

:> : Find someone to try, and get back to me. Graphical webbrowsing and all. I
:> : want to know about speed etc. I also want to know if there is a 19200 limit
:> : on the A500, A1000 serial ports.

:>
:> No graphics, I'm afraid.

: Well, there you go.

Yes, there I go. With a new OS, which in fact runs on every machine since
'85, it is very much possible, though.

: An ST can still browse graphicaly, while an Amiga 500/1000 can't.

Correction: With the first OS, the Amy can't.

: Sure, it is awfully slower than a TT/Falcon, but the point is,
: it's still usable.

Well, at least given memory.

: Anyhow, having also experienced both Amiga and Atari, my opinion:

: Amiga: the video toaster platform.
: Atari: the DTP and MIDI platform.

Yep.

: Any other application of either platform is purely incidental.

I beg to differ. The Amiga software market wasn't entirely made up by the
Videotoaster, which was only applicable in NTSC markets. The graphics
software spanned a much wider scape.

: Obviously, since AmigaOS is kernel-based, it was easier to boost
: it into becoming rather close to Linux standards and the upgrade
: path towards the 68020 minimum was a more obvious choice.

Well, the Amiga kernel is very much different from the Linux one, and the
ST had the rather ingenious BSD replacement kernel system, MiNT.

: On Atari, the divergeance created since MagiC was invented almost
: made it impossible to upgrade to the UNIX base provided by MiNT;
: there were too many disagreements in using the new standard that
: was adopted by Atari and many prefered coding for MagiC.

MiNT seems like an aqfully nice system if you like the superficial
qualities of TOS, but feel the need of more powerful guts, but it is at
the same time a far cry from the otherwise Mac-like operation of the
Atari. MagiC is perhaps more in line with a more polished evolution of
TOS, which of course should attract the not-so-hardcore users. Of course,
this fragmentation of such a small market isn't all that beneficial.

: In retrospect, this is what is killing the platform, more than
: what minimal hardware base Atari users are running on.

You're right, it can be quite fatal.

--
Yuusuke: Jag heter Kurre, Kurre Carlsson!

Jag: Det heter du inte alls!

4663. Re: Advocacy Posts

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-02 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84o03l$n66$2@dos.canit.se>
Source record: 2478

Brian Van TIlborg <madmax@bfree.on.ca> skrev:

: Two questions?
: Did any posts from me with the words TEST get through?

Not on my ISP, at least.

: Has their been anymore posts in advocacy in hte last 24hours?

I did post some during that period, IIRC.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

4664. Re: Advocacy Posts

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-02 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <PuNb4.268$1F.414@198.235.216.4>
Source record: 2479

Thanks Iggy.

I was able to locate these posts on Dejanews.

But clearly not everyone is getting them, myself included.

Brian.

On 2 Jan 2000 16:58:29 G, Iggy Drougge wrote:
>Brian Van TIlborg <madmax@bfree.on.ca> skrev:
>
>: Two questions?
>: Did any posts from me with the words TEST get through?
>
>Not on my ISP, at least.
>
>: Has their been anymore posts in advocacy in hte last 24hours?
>
>I did post some during that period, IIRC.
>
>-- >"Les ?tats-Unis sont le seul pays ? ?tre pass? de la barbarie ? la
> d?cadence sans conna?tre la civilisation."
> Albert Einstein
>.

4665. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001022004260.77-100000@rakas>
Source record: 2480

> I had a 6 MB 020 STE. The 020 was an upgrade board.

If you mean the Veloce+, it never was sold outside UK since TUS, like Atari before them, never knew about marketing; thier web site is basically useless.

Anyhow, the description of the "fully loaded STE" I gave with TOS 2.06 and 4 MB, plus internal IDE drive, was in response to the basic 1 MB TOS 1.xx that make people too easily dismiss the ST.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4666. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001022009560.77-100000@rakas>
Source record: 2481

On 2.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:

> : The same cannot be said of Amiga: anything below a 1200 gets you
> : into a _lot_ of troubles, if it runs at all. On Atari, an ST is
> : just a slower TT/Falcon but most software still runs.
>
> Yes, but couldn't that be symptomatic of lack of software
> development on the Atari?

Sorry? Nope, development went on, despite what Amiga/PC users
would like to think. The only thing is, some clever programming
docs by Atari allowed programmers to ensure most software would
remain backwards-compatible with any TOS/AES version.

> :> : In fact many people with STs don't know they can connect
> :> : it to the internet with a Webbrowser.
> :>
> :> Still not?
>
> : How could they know? Everybody told them that after Atari bailed
> : out of the market, the platform was dead. They just hung on to
> : their ST because it was still a good DTP/MIDI box and blindly
> : bought a PC like they were told to when Internet happened.
>
> Oh well, CAB was already released when ST Format(?) still
> existed, and featured on their coverdisks,

Where were you gonna buy ST Format, when all North-American
newsstands and dealers don't carry anything Atari-related
anymore?

> and once on the net with their PCs, how come they don't go
> looking for Atari software?

Because they beleived what people told them: Atari is dead.

> : Sure, it is awfully slower than a TT/Falcon, but the point is,
> : it's still usable.
>
> Well, at least given memory.

Nope, on a plain 4 MB ST, in singleTOS, MultiTOS or Magic.

> Well, the Amiga kernel is very much different from the Linux one, and the
> ST had the rather ingenious BSD replacement kernel system, MiNT.
>
> : On Atari, the divergeance created since MagiC was invented almost

> : made it impossible to upgrade to the UNIX base provided by MiNT;
> : there were too many disagreements in using the new standard that
> : was adopted by Atari and many prefered coding for MagiC.
>
> MiNT seems like an awfully nice system if you like the
> superficial qualities of TOS, but feel the need of more
> powerful guts, but it is at the same time a far cry from the
> otherwise Mac-like operation of the Atari.

Hell no! MiNT was _not_ meant to result in a commandline OS; it
was only meant as an "under the hood" facility for programmers.

> MagiC is perhaps more in line with a more polished evolution
> of TOS, which of course should attract the not-so-hardcore
> users.

If Magic supported all the protocols and hardware MiNT did, in a
completely easy-to-use way, I might use it. In practice, it does
not support foreign keyboards (except for UK and US), does not
support the Riebl card I have for cable-net and school intranet,
doesn't have _any_ ssh client, has a CAB.OVL without SSL, etc.

In a nutshell: MiNT + N.AES + Thing does it, Magic could not.

> : In retrospect, this is what is killing the platform, more than
> : what minimal hardware base Atari users are running on.
>
> Of course, this fragmentation of such a small market isn't
> all that beneficial. You're right, it can be quite fatal.

Indeed. If only Andreas Kromke had upgraded MagiC to support
MiNT and AES 4.1 functions - which Atari officially supported,
there would at least be some amount of compatibility.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4667. Re: Advocacy Posts

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-02 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <oqRb4.287$1F.285@198.235.216.4>
Source record: 2482

Well sent to more messages into the not "much advocacy thread going on".

They are gone into a void.

:-(.

But I can see the other posts.

On 2 Jan 2000 19:17:03 G, Brian Van TIlborg wrote:
>Thanks Iggy.
>
>I was able to locate these posts on Dejanews.
>
>But clearly not everyone is getting them, myself included.
>
>Brian.
>
>On 2 Jan 2000 16:58:29 G, Iggy Drougge wrote:
>>Brian Van TIlborg <madmax@bfree.on.ca> skrev:
>>
>>: Two questions?
>>: Did any posts from me with the words TEST get through?
>>
>>Not on my ISP, at least.
>>
>>: Has their been anymore posts in advocacy in hte last 24hours?
>>
>>I did post some during that period, IIRC.
>>
>>-- >"Les ?tats-Unis sont le seul pays ? ?tre pass? de la barbarie ? la
>> d?cadence sans conna?tre la civilisation."
>> Albert Einstein
>>.
>.

4668. Re: Advocacy Posts

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-02 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <38700A2C.602A7E73@calcna.ab.ca>
Source record: 2483

Brian Van TIlborg wrote:

> They are gone into a void.

Perhaps you should try using 'new' electrons rather than those
recycled nuclear ones coming from Ont Hydro !!!!

Very evil western type grin here

The Canadian Curmudgeon (in -13C, 2cm of new snow, Calgary)

4669. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn871ri5.50m.jedi@localhost.localdomain>
Source record: 2401

On 3 Jan 2000 16:40:07 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>jedi@dementia.mishnet skrev:
>: On Sat, 01 Jan 2000 19:20:30 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>:>On 1 Jan 2000 14:45:45 G, Iggy Drougge wrote:
[deletia]
>
>I am a computer enthusiast myself, and look forward to connecting my ST
>the network, but at the same time, I consider that only a hobby project. I

Today, people are connecting 100baseT interfaces to what is
effectively a glorified parallel port. Attaching an ST to
a LAN doesn't seem quite as bad of a hack in this light.

>would be no happier if two million A500 owners decided to link their old 1
>MB machines to the net. It would in no way help me, as an A4000 user,
>since this will not promote the development of more capable software, but
>rather hinder it, should the programmers have the A500 in mind.

Basic networking applications should not find themselves hindered
by running on an A500. Such applications really aren't that
interesting. They only tend to become more 'interesting' due to
bloat, featuritis and the proliferation of proprietary protocols
through things like plugins that don't really create new functionality
but exclude classes of users through binary incompatibility (with the
pluggin).

>
>:>As for being ill equipped. Well, really, what are you saying? That is a
>:>statement with no foundation. You don't describe what a well equipped
>:>computer is?
>:>
>:>I will give you my version. The best internet computer in use today is a
>:>NEW PC fully loaded with anyone of the millions of gadgets available to
>:>make the internet more fun, and useable. To suggest otherwise is foolish.
>
>I wouldn't call the PC the ultimate INet computer. a UNIX box, perhaps,
>but not a Windows box of any kind.
>
>: Do you really think that the pedestrian computer user is
>: equipped to deal with what is essentially a collection of
>: random spare parts and a more diverse one at that?
>
>: My mother-in-law can't even figure out her flatbed scanner.
>: She also wasn't aware of video caputure/overlay cards until
>: I told her about mine that has been running under Linux.

>
>I suppose that her little computer runs at 400 MHz, too.

It doesn't really matter. I doubt she would be able to
tell the difference if it didn't. The distinction is
certainly far to esoteric for her to be aware of it.

A 33mhz 040 would likely do just as well for such a user.

>
>:>I just have no need for these computers. Just like the best Animation
>:>computer today and for the last 4 years has been the Pentium PC. BroadBased
>:>support. SuperHorsepower. Instant renderings, 3Dobjects in 24bit colour
>:>rotations without redraws, and a return to realtime animation.
>:>
>:>Any computer other than the PC is ill equipped today. So whether it be a
>:>32Bit Amiga, or Atari, I can't see it being well equipped to a PC.
>: [deletia]
>
>: Bullocks. 'PC's have nearly always been collections of random
>: spare parts driven by an OS created more for market penetration
>: then delivering quality OS services.
>
>I agree, it's utter bollocks. My A4000 is in no way ill-equipped, and if
>it is, it's just because I'm a poor student.

Anything 030 or better with a trim OS should be able to go toe
to toe with anything else currently available. The real issues
are 3rd part support and perhaps outdated media hardware.

>
>: The net, especially the web was meant to be open ground in which
>: any system using standard protocols could communicate effectively.
>
>Well, that was before Marc Andreesen's arrival. Trust me, Andreesen is the
>devil, just as much as Bill Gates.
>
>: Atari's and Amigas have the benefit of being simple, consistent
>: and relatively deviod of internal 'corruptable state'.
>
>I don't really think my Amiga is very consistent or incorruptible, but I
>like it anyway.

Did you ever spend time as a Windows user? It's the sort of
experience that gives the old Atarian or Commie a renewed
respect for their older machines. Of all the failings of my
ST, the OS eating itself wasn't one of them. Windows conditioned
me to keep a copy of my OS media on the main disk for frequent
reinstall.

[deletia]

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4670. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001032105330.77-100000@rakas>
Source record: 2402

On 3.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:

> >: Hell no! MiNT was _not_ meant to result in a commandline OS; it
> >: was only meant as an "under the hood" facility for programmers.
> >
> >Well, it seems to be very much used for CLI tasks,
>
> That's more a side effect of GNU than anything else.
>
> The like of Irix are built on top of such tools, yet
> Irix and it's cousins are hardly limited merely to them

Exactly. Commercial Unices like IRIX and Solaris all come with
an excellent GUI that makes you forget about the kernel and CLI
tools running under the hood.

The same concept applies to MiNT with MultiTOS or with N.AES and
Thing as a desktop.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4671. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001032109280.77-100000@rakas>
Source record: 2403

On 3.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:

> I would be no happier if two million A500 owners decided to
> link their old 1 MB machines to the net. It would in no way
> help me, as an A4000 user, since this will not promote the
> development of more capable software, but rather hinder it,
> should the programmers have the A500 in mind.

This is exactly why I have been advocating that remaining Atari users who need thei machine for more than just DTP or MIDI should upgrade to a TT or Falcon and that programmers should consider a TT or Falcon a minimal support base, the same way an A1200 is the bare minimum on Amiga.

> Well, that was before Marc Andreesen's arrival. Trust me,
> Andreesen is the devil, just as much as Bill Gates.

Pardon my ignorance, but who is that Andreessen?

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4672. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001032115350.77-100000@rakas>
Source record: 2404

On 3.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:

> Anything 030 or better with a trim OS should be able to go toe
> to toe with anything else currently available. The real issues
> are 3rd part support and perhaps outdated media hardware.

Exactly my point, thank you. So, why isn't everybody intent on
networking via Atari upgraduing to a TT or Falcon yet?

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4673. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn871tmk.aei.jedi@localhost.localdomain>
Source record: 2405

On Mon, 03 Jan 2000 19:16:44 GMT, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:
>On 3.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:
>
>> Anything 030 or better with a trim OS should be able to go toe
>> to toe with anything else currently available. The real issues
>> are 3rd part support and perhaps outdated media hardware.
>
>Exactly my point, thank you. So, why isn't everybody intent on
>networking via Atari upgraduing to a TT or Falcon yet?

It may not be necessary to go toe to to with any contemporary
machine. That sort of computational muscle may simply not be
necessary.

Besides, you can get a basic PC for ~$300. Many may be disinclined
to pay more for some TT clone.

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4674. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001032358000.77-100000@rakas>
Source record: 2406

On 3.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:

> >
> >> Anything 030 or better with a trim OS should be able to go toe
> >> to toe with anything else currently available. The real issues
> >> are 3rd part support and perhaps outdated media hardware.
> >
> >Exactly my point, thank you. So, why isn't everybody intent on
> >networking via Atari upgraduing to a TT or Falcon yet?
>
> It may not be necessary to go toe to to with any contemporary
> machine. That sort of computational muscle may simply not be
> necessary.

It definitely is, if you intend on using it toe to toe.

> Besides, you can get a basic PC for ~$300. Many may be disinclined
> to pay more for some TT clone.

You're missing the point here.

It's about wether development of Atari and Amiga should be held
back because everything should remain ST or A500 compatible, or
if people who are still serious about their daily usage of either
platform will face the fact that if you want today's features,
you must upgrade to something better equipped: a TT or A1200.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4675. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn8728df.u04.jedi@localhost.localdomain>
Source record: 2407

On Mon, 03 Jan 2000 22:00:52 GMT, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:
>On 3.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:
>
>> >
>> >> Anything 030 or better with a trim OS should be able to go toe
>> >> to toe with anything else currently available. The real issues
>> >> are 3rd part support and perhaps outdated media hardware.
>> >
>> >Exactly my point, thank you. So, why isn't everybody intent on
>> >networking via Atari upgraduing to a TT or Falcon yet?
>>
>> It may not be necessary to go toe to to with any contemporary
>> machine. That sort of computational muscle may simply not be
>> necessary.
>
>It definitely is, if you intend on using it toe to toe.

Hardly. Most people don't exploit the full potential
of their machines these days and much of what they
do exploit is more due to the waste inherent in current
way of building applications.

>
>> Besides, you can get a basic PC for ~$300. Many may be disinclined
>> to pay more for some TT clone.
>
>You're missing the point here.

No, you are. It's getting to the point where emulating a
Falcon would be more cost effective than making actual
clone hardware. By 'forcing' users that would benefit from
the fruits of further development, you're removing from them
one of the more obvious benefits of remaining Atarians: cost.

>
>It's about wether development of Atari and Amiga should be held
>back because everything should remain ST or A500 compatible, or
>if people who are still serious about their daily usage of either
>platform will face the fact that if you want today's features,
>you must upgrade to something better equipped: a TT or A1200.

You've not really given anyone any reason to believe that
todays computing tasks inherently require beefier hardware.
For the most part, what people do today are the same things
they did 10 years ago. Much of it is just done less efficiently.

People tend to forget that at one time a machine comparable to
an Atari ST was used by multiple people concurrently to get useful
work done.

This link might be of some interest.

http://macbird.userland.com/

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4676. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001040120420.77-100000@rakas>
Source record: 2408

On 3.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:

> >> >> Anything 030 or better with a trim OS should be able to go toe
> >> >> to toe with anything else currently available. The real issues
> >> >> are 3rd part support and perhaps outdated media hardware.
> >> >
> >> >Exactly my point, thank you. So, why isn't everybody intent on
> >> >networking via Atari upgraduing to a TT or Falcon yet?
> >>
> >> It may not be necessary to go toe to to with any contemporary
> >> machine. That sort of computational muscle may simply not be
> >> necessary.
> >
> >It definitely is, if you intend on using it toe to toe.
>
> Hardly. Most people don't exploit the full potential
> of their machines these days and much of what they
> do exploit is more due to the waste inherent in current
> way of building applications.

On Atari, if you wanna swim with the rest of them, you _have_
to exploit the full potential.

> >> Besides, you can get a basic PC for ~$300. Many may be disinclined
> >> to pay more for some TT clone.
> >
> >You're missing the point here.
>
> No, you are. It's getting to the point where emulating a
> Falcon would be more cost effective than making actual
> clone hardware.

Notice I said upgrading to a TT/Falcon, not buying a clone.

> By 'forcing' users that would benefit from the fruits of
> further development, you're removing from them one of the
> more obvious benefits of remaining Atarians: cost.

TT/Falcons go for less than peanuts these days. It's very cheap.

> >It's about wether development of Atari and Amiga should be held
> >back because everything should remain ST or A500 compatible, or
> >if people who are still serious about their daily usage of either
> >platform will face the fact that if you want today's features,
> >you must upgrade to something better equipped: a TT or A1200.
>

> You've not really given anyone any reason to believe that
> todays computing tasks inherently require beefier hardware.

I have. Plenty of times, recently. Several people
independantly came up with the same conclusions too.

> For the most part, what people do today are the same things
> they did 10 years ago. Much of it is just done less efficiently.

On PC, definitely. On Atari, much of what is done today was
beleived impossible just a couple of years ago. We _are_ pushing
the envelope, but pushing the Atari hardware to the limit.

> People tend to forget that at one time a machine comparable to
> an Atari ST was used by multiple people concurrently to get useful
> work done.

An ST still is usefull, for DTP or MIDI. Beyond that, forget it;
you need real CPU horsepower and lots or memory, possibly an FPU.
This really does mean a TT or a heavily hot-roded Falcon.

Btw, I seem to recall that you are not using Atari anymore?
How could you make any assessment on what one needs for today's
TOS applications, since you're not a user?

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4677. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <386ff32e$0$161@news.zetnet.co.uk>
Source record: 2484

On 2 Jan 2000 00:04:42 G, Brian Van TIlborg wrote:
>This is a test as well as a regular posting.
>
>On 1 Jan 2000 16:38:44 G, Iggy Drougge wrote:
>
>
various bits clipped for various reasons plus the fact that I know nothing
about Amigas, sorry!

>
>Depends on the software, its origins and such. The Photoline Demo
>Works on MY STe just fine, but requires Lots of Memory.
>There is a separate version which takes advantage of the 030.

Where can I get this demo please?

>
>7) Take the pictures downloaded, convert to Targa format and run in
>photochrome and the results will be worth it. No point doing this online:-).
>But this is the only way to get pictures to be saved and displayed quickly
>on the ST. And of course they become huge in comparison to a 90K JPG.

Interesting and how do you convert to Targa format? Where do I get or
what is "photochrome"?
>
>>: Certain things are not possible, like MP3s. But if you want to use an
>>: Atari computer from the mid 80s for some of the more popular computer
>>: functions that a computer is used today for you can. The software
>>: developers haven't simply ignored the ST.
>>
>>Won't FalcAMP play MP3s?
>
>Yes, Falcons can play MP3s but not the STs. You need more than the 68000 in
>this regard.

Does it specifically need 68030 or is the 38020 sufficient?

>
>Well Q-Funk argues that the 030 is the minimum standard for the Atari.
>In many ways he is correct. However until the software stops running, or the
>compressions require to much juice. I will keep using my ST. I mean how
>difficult is it to read an NG with an ST, let alone need a TT/Falcon.

Well my 68020 seems to potter along quite nicely :-)

>
>It may have been more successful upgrade. But there was no real need for

>ST users to buy a Falcon.

Except for colour when web browsing, apart from that I'm very happy with
my STe, although it is slightly modified here and there.

>
>>In my experience, the ST users aren't that upgrade-prone, but at least the
>>Milans seem to trickling out at a steady rate.

Depends if you mean by moving up to Falcon etc. or simply upgrading an
existing machine. According to The Upgrade Shop a lot of STe users have
upgraded to Veloce+ but I appreciate that that is a very small percentage
of actual users worldwide.

>Here in NA, many dealers, left long ago. No Mags where distributed, anywhere,
>unless you knew where to look. There was/is a LARGE information void, that
>will never get filled.
>
>So yes, still not. Infact many former Atari users never Knew Ataris TTs where
>ever sold. Let alone Falcon.

Some existing ones didn't either. When I went to buy the Atari the only
ones I ever saw advertised were 520 and 1040STes.

>
>But finding these people is a task in itself? Where would I meet them? At
>an Atari dealership?

Very true, I only found out today, by a casual comment, of someone who has
an STe used for music with Cubase and who never realised that they can
access the 'net with it.
>
>I also don't consider the ST to be the poor mans Amiga. If someone wanted to
>buy an Amiga, they did. I never considered the ST as an Alternative to the
>Amiga. My Dealer recommended it to me. Then the dink told me it was
>orphan:-).

So did mine although he was still selling them plus software several years
later.

>
>Of course people would think I am insane, if I said the
>ST is close to perfection, even with all its flaws.

Well I like it anyway!
>
>
>>:>/Iggy, the irregular regular
>
>Brian, The regular irregular:-).
>
>>Don't blame me, blame the parental units.

Yes, we get blamed for everything and I mean everything!

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing (plus modem port upgrade, 1.44Mb floppy,
etc.)

4678. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <386ff331$0$161@news.zetnet.co.uk>
Source record: 2485

On 2 Jan 2000 00:05:04 G, Brian Van TIlborg wrote:
>On 1 Jan 2000 17:36:33 G, =?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>
>>
clipped (again!)

>Many internet providers around me, will not help you. They give you a CD, and
>that's it. No information at all. If you did own an ST, the IP will tell you
>you need a PC or a MAC. The BrantFreenet is run by an Amiga Enthusiast.
>He doesn't even list the Amiga Alternative on the signup sheet.
>Really there is only one computer in the area that I live in and it is the PC.
>You couldn't buy a Mac.

We're fortunate here in the UK, there are a number of ISPs who support
Atari, Zetnet being one of the best IMHO. For example they have several
specific in house Atari newsgroups that you are encourage to join. They
regularly advertised in the Atari Computing but now that that has closed
down.....

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

4679. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <l7Tb4.129$iB2.8080@nsw.nnrp.telstra.net>
Source record: 2486

Trevor Spencer wrote in message <386ff331$0$161@news.zetnet.co.uk>...
>On 2 Jan 2000 00:05:04 G, Brian Van TIlborg wrote:
>>On 1 Jan 2000 17:36:33 G, =?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>>
>>>
>clipped (again!)
>
>
>>Many internet providers around me, will not help you. They give you a CD,
and
>>that's it. No information at all. If you did own an ST, the IP will tell
you
>>you need a PC or a MAC. The BrantFreenet is run by an Amiga Enthusiast.
>>He doesn't even list the Amiga Alternative on the signup sheet.
>>Really there is only one computer in the area that I live in and it is the
PC.
>>You couldn't buy a Mac.
>
>We're fortunate here in the UK, there are a number of ISPs who support
>Atari, Zetnet being one of the best IMHO. For example they have several
>specific in house Atari newsgroups that you are encourage to join. They
>regularly advertised in the Atari Computing but now that that has closed
>down.....
>

I don't quite understand this so if you could please explain to me...

Why do you need an ISP that supports Atari specifically?. I can connect to
any ISP with my Amiga. Miami configures everything automatically, all that
is needed is the dial-in number, username and password.

Most ISP's support this feature, and even if they don't, manual
configuration is no different on an Amiga then for a PC or Mac.

I'm just curious as to why you would want Atari support specifically?.

Regards,

Clockmeister.

4680. sinclap here!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <030120000232195589%sinclap@nospam.net>
Source record: 2487

Now that sinclap's last half of Dec vacation is over after an
exhausting Q1 of moving product outthe door, sinclap is off to MacWorld
Expo San Francisco. Unfortunately, due to the current popularity of
the shows due to the iMac/IBook popularity, the sinclap booth was not
available...-)
Will be attending Eric Yang's investor meeting at the SF Marriot on
Wed..Any Jihads attending?

--
"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

4681. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <030120000237515561%sinclap@nospam.net>
Source record: 2488

In article <W_T94.73$gj1.7014@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> Did everyone get a new PC for Christmas?.
>
> It's OK, you can swallow your pride and simply admit that your new PC is the
> best thing since a sliced Milan. (or bread even)
>
> :-)
>
> Perhaps you bought a new, revolutionary, single tasking, slow as mollassas
> iMac?... surely not!
>
> :-)
>
> Perhaps all your dreams came true, and you got a G4 Amiga for Christmas....

Maybe someday. Could happen when the G10's come out by 2007. Now that
the Amiga has a new owner..who knows.. I still think that BEOS is the
rightfull successor to the Amiga.

> All the best for the Holiday season!
>
> Regards,
>
> Clockmeister.
>
> (Note: Tongue in cheek! :-^)
>
> ///
> /// * I never engage in a battle of wits
> \\\ /// with an unarmed person *
> \\/// www.tnet.com.au/~gerryvdb

--
"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

4682. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84pslu$4bp$1@dos.canit.se>
Source record: 2489

Trevor Spencer <tcjspencer@zetnet.co.uk> skrev:
: On 2 Jan 2000 00:04:42 G, Brian Van TIlborg wrote:
:>This is a test as well as a regular posting.
:>
:>On 1 Jan 2000 16:38:44 G, Iggy Drougge wrote:
:>
:>
: various bits clipped for various reasons plus the fact that I know nothing
: about Amigas, sorry!

Oh, that's all right, I know next to nothing about STs, myself.

:>Depends on the software, its origins and such. The Photoline Demo
:>Works on MY STe just fine, but requires Lots of Memory.
:>There is a separate version which takes advantage of the 030.

: Where can I get this demo please?

I got it on an ST Format coverdisk.

:>7) Take the pictures downloaded, convert to Targa format and run in
:>photochrome and the results will be worth it. No point doing this online:-).
:>But this is the only way to get pictures to be saved and displayed quickly
:>on the ST. And of course they become huge in comparison to a 90K JPG.

: Interesting and how do you convert to Targa format? Where do I get or
: what is "photochrome"?

Photochrome is/was IIRC something like the HAM format on the Amiga,
allowing simultaneous display of 32768 colours onscreen.

:>>: Certain things are not possible, like MP3s. But if you want to use an
:>>: Atari computer from the mid 80s for some of the more popular computer
:>>: functions that a computer is used today for you can. The software
:>>: developers haven't simply ignored the ST.
:>>
:>>Won't FalcAMP play MP3s?
:>
:>Yes, Falcons can play MP3s but not the STs. You need more than the 68000 in
:>this regard.

: Does it specifically need 68030 or is the 38020 sufficient?

The what?

:>Well Q-Funk argues that the 030 is the minimum standard for the Atari.
:>In many ways he is correct. However until the software stops running, or the
:>compressions require to much juice. I will keep using my ST. I mean how

:>difficult is it to read an NG with an ST, let alone need a TT/Falcon.

: Well my 68020 seems to potter along quite nicely :-)

What clock frequency, pray tell?

:>>In my experience, the ST users aren't that upgrade-prone, but at least the
:>>Milans seem to trickling out at a steady rate.

: Depends if you mean by moving up to Falcon etc. or simply upgrading an
: existing machine. According to The Upgrade Shop a lot of STe users have
: upgraded to Veloce+ but I appreciate that that is a very small percentage
: of actual users worldwide.

I'm willing to say the same. The numbers of Falcon accelerators, for
example, have as far as I've seen been miniscule, not to mention the fact
that there is no 68060 accelerator for the Falc.

:>Here in NA, many dealers, left long ago. No Mags where distributed, anywhere,
:>unless you knew where to look. There was/is a LARGE information void, that
:>will never get filled.
:>
:>So yes, still not. Infact many former Atari users never Knew Ataris TTs where
:>ever sold. Let alone Falcon.

: Some existing ones didn't either. When I went to buy the Atari the only
: ones I ever saw advertised were 520 and 1040STes.

Was this before the Falcon was released?

:>But finding these people is a task in itself? Where would I meet them? At
:>an Atari dealership?

: Very true, I only found out today, by a casual comment, of someone who has
: an STe used for music with Cubase and who never realised that they can
: access the 'net with it.

Hm, well, it can be hard to find the old user groups, but once on the net,
surely it can't be that difficult.

:>I also don't consider the ST to be the poor mans Amiga. If someone wanted to
:>buy an Amiga, they did. I never considered the ST as an Alternative to the
:>Amiga. My Dealer recommended it to me. Then the dink told me it was
:>orphan:-).

: So did mine although he was still selling them plus software several years
: later.

My, that's an interesting sales policy among Atari dealers.

:>Of course people would think I am insane, if I said the
:>ST is close to perfection, even with all its flaws.

: Well I like it anyway!

Well, it's got to have some redeeming qualities.

--
/Iggy, the irregular regular

4683. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84pt8o$4bp$2@dos.canit.se>
Source record: 2490

Clockmeister <gerryvdb@tnet.com.au> skrev:

: Trevor Spencer wrote in message <386ff331$0$161@news.zetnet.co.uk>...
:>On 2 Jan 2000 00:05:04 G, Brian Van TIlborg wrote:
:>>On 1 Jan 2000 17:36:33 G, =?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
:>>
:>>>
:>clipped (again!)
:>
:>>Many internet providers around me, will not help you. They give you a CD,
: and
:>>that's it. No information at all. If you did own an ST, the IP will tell
: you
:>>you need a PC or a MAC. The BrantFreenet is run by an Amiga Enthusiast.
:>>He doesn't even list the Amiga Alternative on the signup sheet.
:>>Really there is only one computer in the area that I live in and it is the
: PC.
:>>You couldn't buy a Mac.
:>
:>We're fortunate here in the UK, there are a number of ISPs who support
:>Atari, Zetnet being one of the best IMHO. For example they have several
:>specific in house Atari newsgroups that you are encourage to join. They
:>regularly advertised in the Atari Computing but now that that has closed
:>down.....
:>
: I don't quite understand this so if you could please explain to me...

: Why do you need an ISP that supports Atari specifically?. I can connect to
: _any_ ISP with my Amiga. Miami configures everything automatically, all that
: is needed is the dial-in number, username and password.

Well, there is in fact an Amiga-specific ISP in the UK; WireNet. An
inexperienced user can often run into troubles, and when the people in the
support have just had a crash-course in the Windows remote dialer, how
would they know how to configure Miami, AmiTCP, IBrowse or Thor?
Besides, STiNG isn't quite as simple as Miami is reputed to be (I haven't
tried it myself, since it seems so lame^H^H^H^HMac-like, and I have a
working AmiTCP setup anyway).

: Most ISP's support this feature, and even if they don't, manual
: configuration is no different on an Amiga then for a PC or Mac.

Mind you, since the Mac and PC users are supplied with already set-up
config files on their CDs, the staff will not necessarily know how to
setup the stack, not to mention CAB, OVLs and other software.

--
/Iggy, the irregular regular

4684. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84ptt5$81a$1@dos.canit.se>
Source record: 2491

Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
: On 2.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:

:> : The same cannot be said of Amiga: anything below a 1200 gets you
:> : into a _lot_ of troubles, if it runs at all. On Atari, an ST is
:> : just a slower TT/Falcon but most software still runs.
:>
:> Yes, but couldn't that be symptomatic of lack of software
:> development on the Atari?

: Sorry? Nope, development went on, despite what Amiga/PC users
: would like to think. The only thing is, some clever programming
: docs by Atari allowed programmers to ensure most software would
: remain backwards-compatible with any TOS/AES version.

Frankly, how many improvements, save for more colours, did the newer
revisions of the TOS (2,3,4) bring?
It would seem to me, as though the programmers would have to do a lot of
work by themselves, instead of relying on system resources, or upgrading
the OS would be a more natural path for the user.

:> :> : In fact many people with STs don't know they can connect
:> :> : it to the internet with a Webbrowser.
:> :>
:> :> Still not?
:>
:> : How could they know? Everybody told them that after Atari bailed
:> : out of the market, the platform was dead. They just hung on to
:> : their ST because it was still a good DTP/MIDI box and blindly
:> : bought a PC like they were told to when Internet happened.
:>
:> Oh well, CAB was already released when ST Format(?) still
:> existed, and featured on their coverdisks,

: Where were you gonna buy ST Format, when all North-American
: newsstands and dealers don't carry anything Atari-related
: anymore?

I have no idea, it was imported into Interpress shops here. After its
demise, I've been able to buy ST Computer until last month, when it ceased
shop distribution in order to become subscription-only.

:> and once on the net with their PCs, how come they don't go
:> looking for Atari software?

: Because they beleived what people told them: Atari is dead.

That's not the spirit!

:> : Sure, it is awfully slower than a TT/Falcon, but the point is,
:> : it's still usable.
:>
:> Well, at least given memory.

: Nope, on a plain 4 MB ST, in singleTOS, MultiTOS or Magic.

Since when was a 4 MB ST "plain"? When talking about a plain ST, I'm
refering to a base-configuration 520 or 1040. With 4 MB of memory, I'm
well aware that operation is rather smooth.

:> Well, the Amiga kernel is very much different from the Linux one, and the
:> ST had the rather ingenious BSD replacement kernel system, MiNT.
:>
:> : On Atari, the divergeance created since MagiC was invented almost
:> : made it impossible to upgrade to the UNIX base provided by MiNT;
:> : there were too many disagreements in using the new standard that
:> : was adopted by Atari and many prefered coding for MagiC.
:>
:> MiNT seems like an awfully nice system if you like the
:> superficial qualities of TOS, but feel the need of more
:> powerful guts, but it is at the same time a far cry from the
:> otherwise Mac-like operation of the Atari.

: Hell no! MiNT was _not_ meant to result in a commandline OS; it
: was only meant as an "under the hood" facility for programmers.

Well, it seems to be very much used for CLI tasks, what with all the
command-line tool recompiled for MiNT.

:> MagiC is perhaps more in line with a more polished evolution
:> of TOS, which of course should attract the not-so-hardcore
:> users.

: If Magic supported all the protocols and hardware MiNT did, in a
: completely easy-to-use way, I might use it. In practice, it does
: _not_ support foreign keyboards (except for UK and US), does not
: support the Riebl card I have for cable-net and school intranet,
: doesn't have _any_ ssh client, has a CAB.OVL without SSL, etc.

Exactly, it lacks "guts". It does have a German keyboard, too, though,
doesn't it?

: In a nutshell: MiNT + N.AES + Thing does it, Magic could not.

I trust you, but many do prefer MagiC nevertheless, and AFAIK, it is more
Atari-like than MiNT.

:> : In retrospect, this is what is killing the platform, more than
:> : what minimal hardware base Atari users are running on.
:>
:> Of course, this fragmentation of such a small market isn't
:> all that beneficial. You're right, it can be quite fatal.

: Indeed. If only Andreas Kromke had upgraded MagiC to support
: MiNT and AES 4.1 functions - which Atari officially supported,
: there would at least be some amount of compatibility.

I'm not at all impressed by the "do it yourself" attitude of ASH, they
seem to have solutions of their own for everything, not to mention
interdependence of their applications.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

4685. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <UI1c4.3312$J9.2022@news.indigo.ie>
Source record: 2492

On 3 Jan 2000 10:12:14 G, Iggy Drougge wrote:
> I'm willing to say the same. The numbers of Falcon accelerators, for
> example, have as far as I've seen been miniscule, not to mention the fact
> that there is no 68060 accelerator for the Falc.

Well, we can always wait in hope for Cortex's accellerator board which will
feature a PPC processor!!! ;-)

Jerry

Jerry Martin--
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG

4686. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn871iuf.k3f.jedi@localhost.localdomain>
Source record: 2493

On 3 Jan 2000 10:33:09 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
>: On 2.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:
>
>:> : The same cannot be said of Amiga: anything below a 1200 gets you
>:> : into a _lot_ of troubles, if it runs at all. On Atari, an ST is
>:> : just a slower TT/Falcon but most software still runs.
>:>
>:> Yes, but couldn't that be symptomatic of lack of software
>:> development on the Atari?
>
>: Sorry? Nope, development went on, despite what Amiga/PC users
>: would like to think. The only thing is, some clever programming
>: docs by Atari allowed programmers to ensure most software would
>: remain backwards-compatible with any TOS/AES version.
>
>Frankly, how many improvements, save for more colours, did the newer
>revisions of the TOS (2,3,4) bring?

Actually GEM by itself was capable of doing 16K colors at least.
It was the Atari hardware that was limited (primarily by engineering)
to fewer colors.

>It would seem to me, as though the programmers would have to do a lot of
>work by themselves, instead of relying on system resources, or upgrading
>the OS would be a more natural path for the user.

Something like a small effective pallete will only make more
obvious the skills (or lack thereof) of poor or lazy artists
or designers. Even in systems that have graphics capabilities
far exceeding the Amiga one sees failed art squandering the
potential of good hardware.

[deletia]
>I have no idea, it was imported into Interpress shops here. After its
>demise, I've been able to buy ST Computer until last month, when it ceased
>shop distribution in order to become subscription-only.
>
>:> and once on the net with their PCs, how come they don't go
>:> looking for Atari software?
>
>: Because they beleived what people told them: Atari is dead.
>
>That's not the spirit!

That's EXACTLY the lemming spirit actually.

>
>:> : Sure, it is awfully slower than a TT/Falcon, but the point is,
>:> : it's still usable.
>:>
>:> Well, at least given memory.
>
>: Nope, on a plain 4 MB ST, in singleTOS, MultiTOS or Magic.
>
>Since when was a 4 MB ST "plain"? When talking about a plain ST, I'm

There were plain 4M ST's, they were called Megas.

>refering to a base-configuration 520 or 1040. With 4 MB of memory, I'm
>well aware that operation is rather smooth.

There were plenty of STs for which 2M/4M wasn't a hacked configuration.

[deletia]
>:> MiNT seems like an awfully nice system if you like the
>:> superficial qualities of TOS, but feel the need of more
>:> powerful guts, but it is at the same time a far cry from the
>:> otherwise Mac-like operation of the Atari.
>
>: Hell no! MiNT was _not_ meant to result in a commandline OS; it
>: was only meant as an "under the hood" facility for programmers.
>
>Well, it seems to be very much used for CLI tasks, what with all the
>command-line tool recompiled for MiNT.

That's more a side effect of GNU than anything else.

The like of Irix are built on top of such tools, yet
Irix and it's cousins are hardly limited merely to them
(grep, awk, xargs & friends).

[deletia]

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4687. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn871j2d.k3f.jedi@localhost.localdomain>
Source record: 2494

On 1 Jan 2000 14:45:45 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
>: On 31.12.1999, Iggy Drougge <optimus@uno.canit.se> wrote:
[deletia]
>:> : And all I did was mention what my ST could do.
>:> : No one seemed to understand this, and mistook it that the
>:> : 520ST was a better internet computer than other platforms.
>:>
>:> Hehe, in 1985, a VT100 would be a fine InterNet computer.
>:> Mind you, it still is today.
>
>: What are you trying to say? There is more than vt100 on Atari.
>
>Of course there is, but in 1985, a VT100 could do most of those tasks just
>as well. Nevertheless, it still can. Running a SLIP connection on an ST in
>'85 for INet access would be overkill.

Considering what terminals cost now and then... not really.

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4688. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn871jds.k3f.jedi@localhost.localdomain>
Source record: 2495

On Sat, 01 Jan 2000 19:20:30 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>On 1 Jan 2000 14:45:45 G, Iggy Drougge wrote:
>
>>I seem to see a fair amount of ill-equipped ST users on the net, MIDI or
>>not. The amount of 32-bitters seems quite low.
>
>I am glad you see them, because Q-Funk doesn't. He only sees the 030s and
>up. He has been on a mission to eradicate ST users from the Web. He is
>truly and evil man.
>
>But off the net as well, there are many more STs obviously still being used
>for DTP and Midi. I find this amazing myself, because it really is an old
>computer. Meanwhile these same people have PCs for the internet and current
>games. (If you check the dump you will find more STs not in use if this
>makes you happy:).
>
>I don't see ill-equipped STs on the internet as a bad thing. I think guys
>who have connected theirs with PPP are pretty proud. The option to go to a
>32 bit machine is always available. A number of users own PCs and have
>hooked STs to the internet, after the fact. They didn't know it could be
>done until after they got on the internet themselves, with a PC and found
>an active Atari community. Some of these STs that appear might not have
>been used for 9 years. They are actually getting a second life. It would be
>no different if someone with a PC, dragged his A500 out and decided, he
>wanted to get it connected to the internet. These are things that computer
>enthusiasts just do.
>
>As for being ill equipped. Well, really, what are you saying? That is a
>statement with no foundation. You don't describe what a well equipped
>computer is?
>
>I will give you my version. The best internet computer in use today is a
>NEW PC fully loaded with anyone of the millions of gadgets available to
>make the internet more fun, and useable. To suggest otherwise is foolish.

Do you really think that the pedestrian computer user is
equipped to deal with what is essentially a collection of
random spare parts and a more diverse one at that?

My mother-in-law can't even figure out her flatbed scanner.
She also wasn't aware of video caputure/overlay cards until
I told her about mine that has been running under Linux.

>
>I just have no need for these computers. Just like the best Animation

>computer today and for the last 4 years has been the Pentium PC. BroadBased
>support. SuperHorsepower. Instant renderings, 3Dobjects in 24bit colour
>rotations without redraws, and a return to realtime animation.
>
>Any computer other than the PC is ill equipped today. So whether it be a
>32Bit Amiga, or Atari, I can't see it being well equipped to a PC.
[deletia]

Bullocks. 'PC's have nearly always been collections of random
spare parts driven by an OS created more for market penetration
then delivering quality OS services.

The net, especially the web was meant to be open ground in which
any system using standard protocols could communicate effectively.

Atari's and Amigas have the benefit of being simple, consistent
and relatively deviod of internal 'corruptable state'.

The Windows registry on FAT32 is not something any novice consumer
should be subjected to.

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4689. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84qis8oqj1@dos.canit.se>
Source record: 2496

Jerry Martin <jtmartin@gofree.indigo.ie> skrev:
: On 3 Jan 2000 10:12:14 G, Iggy Drougge wrote:
:> I'm willing to say the same. The numbers of Falcon accelerators, for
:> example, have as far as I've seen been miniscule, not to mention the fact
:> that there is no 68060 accelerator for the Falc.

: Well, we can always wait in hope for Cortex's accellerator board which will
: feature a PPC processor!!! ;-)

Been there, done that. As we're speaking, as a matter of fact, G4 boards
for the Amy are nearing completion.

--
/Iggy, the irregular regular

4690. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84qjd7oqj2@dos.canit.se>
Source record: 2497

jedi@dementia.mishnet skrev:
: On Sat, 01 Jan 2000 19:20:30 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
:>On 1 Jan 2000 14:45:45 G, Iggy Drougge wrote:
:>
:>But off the net as well, there are many more STs obviously still being used
:>for DTP and Midi. I find this amazing myself, because it really is an old
:>computer. Meanwhile these same people have PCs for the internet and current
:>games. (If you check the dump you will find more STs not in use if this
:>makes you happy:).
:>
:>I don't see ill-equipped STs on the internet as a bad thing. I think guys
:>who have connected theirs with PPP are pretty proud. The option to go to a
:>32 bit machine is always available. A number of users own PCs and have
:>hooked STs to the internet, after the fact. They didn't know it could be
:>done until after they got on the internet themselves, with a PC and found
:>an active Atari community. Some of these STs that appear might not have
:>been used for 9 years. They are actually getting a second life. It would be
:>no different if someone with a PC, dragged his A500 out and decided, he
:>wanted to get it connected to the internet. These are things that computer
:>enthusiasts just do.

I am a computer enthusiast myself, and look forward to connecting my ST
the network, but at the same time, I consider that only a hobby project. I
would be no happier if two million A500 owners decided to link their old 1
MB machines to the net. It would in no way help me, as an A4000 user,
since this will not promote the development of more capable software, but
rather hinder it, should the programmers have the A500 in mind.

:>As for being ill equipped. Well, really, what are you saying? That is a
:>statement with no foundation. You don't describe what a well equipped
:>computer is?
:>
:>I will give you my version. The best internet computer in use today is a
:>NEW PC fully loaded with anyone of the millions of gadgets available to
:>make the internet more fun, and useable. To suggest otherwise is foolish.

I wouldn't call the PC the ultimate INet computer. a UNIX box, perhaps,
but not a Windows box of any kind.

: Do you really think that the pedestrian computer user is
: equipped to deal with what is essentially a collection of
: random spare parts and a more diverse one at that?

: My mother-in-law can't even figure out her flatbed scanner.
: She also wasn't aware of video caputure/overlay cards until
: I told her about mine that has been running under Linux.

I suppose that her little computer runs at 400 MHz, too.

:>I just have no need for these computers. Just like the best Animation
:>computer today and for the last 4 years has been the Pentium PC. BroadBased
:>support. SuperHorsepower. Instant renderings, 3Dobjects in 24bit colour
:>rotations without redraws, and a return to realtime animation.
:>
:>Any computer other than the PC is ill equipped today. So whether it be a
:>32Bit Amiga, or Atari, I can't see it being well equipped to a PC.
: [deletia]

: Bullocks. 'PC's have nearly always been collections of random
: spare parts driven by an OS created more for market penetration
: then delivering quality OS services.

I agree, it's utter bollocks. My A4000 is in no way ill-equipped, and if
it is, it's just because I'm a poor student.

: The net, especially the web was meant to be open ground in which
: any system using standard protocols could communicate effectively.

Well, that was before Marc Andreesen's arrival. Trust me, Andreesen is the
devil, just as much as Bill Gates.

: Atari's and Amigas have the benefit of being simple, consistent
: and relatively deviod of internal 'corruptable state'.

I don't really think my Amiga is very consistent or incorruptible, but I
like it anyway.

: The Windows registry on FAT32 is not something any novice consumer
: should be subjected to.

The Windows registry is nothing to which any sane computer user should be
subjected.

--
Yuusuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

4691. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84qm31rgo1@dos.canit.se>
Source record: 2498

Clockmeister <gerryvdb@tnet.com.au> skrev:

: Iggy Drougge wrote in message <84pt8o$4bp$2@dos.canit.se>...
:>Clockmeister <gerryvdb@tnet.com.au> skrev:
:>
:>: Trevor Spencer wrote in message <386ff331$0$161@news.zetnet.co.uk>...
:>:>
:>:>We're fortunate here in the UK, there are a number of ISPs who support
:>:>Atari, Zetnet being one of the best IMHO. For example they have several
:>:>specific in house Atari newsgroups that you are encourage to join. They
:>:>regularly advertised in the Atari Computing but now that that has closed
:>:>down.....
:>:>
:>: I don't quite understand this so if you could please explain to me...
:>
:>: Why do you need an ISP that supports Atari specifically?. I can connect
: to
:>: _any_ ISP with my Amiga. Miami configures everything automatically, all
: that
:>: is needed is the dial-in number, username and password.
:>
:>Well, there is in fact an Amiga-specific ISP in the UK; WireNet. An
:>inexperienced user can often run into troubles, and when the people in the
:>support have just had a crash-course in the Windows remote dialer, how
:>would they know how to configure Miami, AmiTCP, IBrowse or Thor?

: Ok, I accept that. I have been setting up ISP connections for other people
: because they couldn't figure it out, or couldn't get things working
: properly. I assumed Atari/Amiga people to be smart enough to figure stuff
: like that out for themselves ;-)

Hehe, it took me nearly two years to finally configure AmiTCP correctly.
Even then, my provider has always provided an Amiga package on disk or for
download from the shell account, and even though several of its founders
were Amiga users, and had written part of the software for the package, it
wouldn't install.

: (Most Atari/Amiga users know their systems pretty well by now)

Yes, But TCP/IP is a multiplatform business. If you know one stack, you
essentially know them all, but if you don't know any stack, it is quite
alien.

:>Besides, STiNG isn't quite as simple as Miami is reputed to be (I haven't
:>tried it myself, since it seems so lame^H^H^H^HMac-like, and I have a
:>working AmiTCP setup anyway).

: I've had few problems with Miami, it works well here. Which browser do you
: use?.

IBrowses 1 and 2, original copies. I only use version 2 for Javascript
tasks, though, since it is not nearly as stable as its little brother.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4692. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84qmdhrgo2@dos.canit.se>
Source record: 2499

jedi@dementia.mishnet skrev:
: On 3 Jan 2000 10:33:09 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
:>Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
:>: On 2.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:
:>
:>:> : The same cannot be said of Amiga: anything below a 1200 gets you
:>:> : into a _lot_ of troubles, if it runs at all. On Atari, an ST is
:>:> : just a slower TT/Falcon but most software still runs.
:>:>
:>:> Yes, but couldn't that be symptomatic of lack of software
:>:> development on the Atari?
:>
:>: Sorry? Nope, development went on, despite what Amiga/PC users
:>: would like to think. The only thing is, some clever programming
:>: docs by Atari allowed programmers to ensure most software would
:>: remain backwards-compatible with any TOS/AES version.
:>
:>Frankly, how many improvements, save for more colours, did the newer
:>revisions of the TOS (2,3,4) bring?

: Actually GEM by itself was capable of doing 16K colors at least.
: It was the Atari hardware that was limited (primarily by engineering)
: to fewer colors.

Well, then the main improvements seem to be configurability and certain
new AES features. I'm no programmer, so correct me if I'm wrong.

:>It would seem to me, as though the programmers would have to do a lot of
:>work by themselves, instead of relying on system resources, or upgrading
:>the OS would be a more natural path for the user.

: Something like a small effective pallete will only make more
: obvious the skills (or lack thereof) of poor or lazy artists
: or designers. Even in systems that have graphics capabilities
: far exceeding the Amiga one sees failed art squandering the
: potential of good hardware.

Well, it's just unnecessary to expect of the artist to produce his own
paints, when the final painting is what counts.

: [deletia]
:>I have no idea, it was imported into Interpress shops here. After its
:>demise, I've been able to buy ST Computer until last month, when it ceased
:>shop distribution in order to become subscription-only.
:>
:>:> and once on the net with their PCs, how come they don't go

:>:> looking for Atari software?
:>
:>: Because they beleived what people told them: Atari is dead.
:>
:>That's not the spirit!

: That's EXACTLY the lemming spirit actually.

Oh, /that/ spirit. I've encountered that some times.

:>:> : Sure, it is awfully slower than a TT/Falcon, but the point is,
:>:> : it's still usable.
:>:>
:>:> Well, at least given memory.
:>
:>: Nope, on a plain 4 MB ST, in singleTOS, MultiTOS or Magic.
:>
:>Since when was a 4 MB ST "plain"? When talking about a plain ST, I'm

: There were plain 4M ST's, they were called Megas.

I make a difference between Megas and plain STs. Megas weren't all that
plain.

:>refering to a base-configuration 520 or 1040. With 4 MB of memory, I'm
:>well aware that operation is rather smooth.

: There were plenty of STs for which 2M/4M wasn't a hacked configuration.

They were definitely in the minority against the hordes of 520s and 1040s.

: [deletia]
:>:> MiNT seems like an awfully nice system if you like the
:>:> superficial qualities of TOS, but feel the need of more
:>:> powerful guts, but it is at the same time a far cry from the
:>:> otherwise Mac-like operation of the Atari.
:>
:>: Hell no! MiNT was _not_ meant to result in a commandline OS; it
:>: was only meant as an "under the hood" facility for programmers.
:>
:>Well, it seems to be very much used for CLI tasks, what with all the
:>command-line tool recompiled for MiNT.

: That's more a side effect of GNU than anything else.

Yes, but a nice side-effect, too.

: The like of Irix are built on top of such tools, yet
: Irix and it's cousins are hardly limited merely to them
: (grep, awk, xargs & friends).

Yes, but this doesn't reduce the desirability and usefulness of said
tools.

--
Yuusuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

4693. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-03 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn871r0h.50m.jedi@localhost.localdomain>
Source record: 2500

On 3 Jan 2000 17:31:29 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>jedi@dementia.mishnet skrev:
>: On 3 Jan 2000 10:33:09 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>:>Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
>:>: On 2.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:
[deletia]
>:>It would seem to me, as though the programmers would have to do a lot of
>:>work by themselves, instead of relying on system resources, or upgrading
>:>the OS would be a more natural path for the user.
>
>: Something like a small effective pallete will only make more
>: obvious the skills (or lack thereof) of poor or lazy artists
>: or designers. Even in systems that have graphics capabilities
>: far exceeding the Amiga one sees failed art squandering the
>: potential of good hardware.
>
>Well, it's just unnecessary to expect of the artist to produce his own
>paints, when the final painting is what counts.

Actually, a real artist is expected to effectivly 'create his
own paint'. This is just part of the craft. Computer rendering
is really no different in this regard.

[deletia]
>:>Since when was a 4 MB ST "plain"? When talking about a plain ST, I'm
>
>: There were plain 4M ST's, they were called Megas.
>
>I make a difference between Megas and plain STs. Megas weren't all that
>plain.

They were just a little newer, but you still just pulled them
out of the box an plugged them in. There was no particular
voodoo to them.

>
>:>refering to a base-configuration 520 or 1040. With 4 MB of memory, I'm
>:>well aware that operation is rather smooth.
>
>: There were plenty of STs for which 2M/4M wasn't a hacked configuration.
>
>They were definitely in the minority against the hordes of 520s and 1040s.

Funny, I had one. Limiting one's judgements regarding a platform
to the very earliest models available is hardly honest.

[deletia]
>:>command-line tool recompiled for MiNT.
>
>: That's more a side effect of GNU than anything else.
>
>Yes, but a nice side-effect, too.
>
>: The like of Irix are built on top of such tools, yet
>: Irix and it's cousins are hardly limited merely to them
>: (grep, awk, xargs & friends).
>
>Yes, but this doesn't reduce the desirability and usefulness of said
>tools.

It rather depends on what you want to do really...

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4694. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-04 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <nO4c4.217$ZI2.11679@nsw.nnrp.telstra.net>
Source record: 2409

Iggy Drougge wrote in message <84pt8o$4bp$2@dos.canit.se>...
>Clockmeister <gerryvdb@tnet.com.au> skrev:
>
>: Trevor Spencer wrote in message <386ff331$0$161@news.zetnet.co.uk>...
>:>On 2 Jan 2000 00:05:04 G, Brian Van TIlborg wrote:
>:>>On 1 Jan 2000 17:36:33 G, =?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>:>>
>:>>>
>:>>clipped (again!)
>:>
>:>>Many internet providers around me, will not help you. They give you a
CD,
>: and
>:>>that's it. No information at all. If you did own an ST, the IP will tell
>: you
>:>>you need a PC or a MAC. The BrantFreenet is run by an Amiga Enthusiast.
>:>>He doesn't even list the Amiga Alternative on the signup sheet.
>:>>Really there is only one computer in the area that I live in and it is
the
>: PC.
>:>>You couldn't buy a Mac.
>:>
>:>We're fortunate here in the UK, there are a number of ISPs who support
>:>Atari, Zetnet being one of the best IMHO. For example they have several
>:>specific in house Atari newsgroups that you are encourage to join. They
>:>regularly advertised in the Atari Computing but now that that has closed
>:>down.....
>:>
>: I don't quite understand this so if you could please explain to me...
>
>: Why do you need an ISP that supports Atari specifically?. I can connect
to
>: _any_ ISP with my Amiga. Miami configures everything automatically, all
that
>: is needed is the dial-in number, username and password.
>
>Well, there is in fact an Amiga-specific ISP in the UK; WireNet. An
>inexperienced user can often run into troubles, and when the people in the
>support have just had a crash-course in the Windows remote dialer, how
>would they know how to configure Miami, AmiTCP, IBrowse or Thor?

Ok, I accept that. I have been setting up ISP connections for other people
because they couldn't figure it out, or couldn't get things working
properly. I assumed Atari/Amiga people to be smart enough to figure stuff

like that out for themselves ;-)
(Most Atari/Amiga users know their systems pretty well by now)

>Besides, STiNG isn't quite as simple as Miami is reputed to be (I haven't
>tried it myself, since it seems so lame^H^H^H^HMac-like, and I have a
>working AmiTCP setup anyway).

I've had few problems with Miami, it works well here. Which browser do you
use?.

>
>: Most ISP's support this feature, and even if they don't, manual
>: configuration is no different on an Amiga then for a PC or Mac.
>
>Mind you, since the Mac and PC users are supplied with already set-up
>config files on their CDs, the staff will not necessarily know how to
>setup the stack, not to mention CAB, OVLs and other software.
>
>--

Fair enough.

Regards,

Clockmeister.

4695. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-04 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn872g71.m5f.jedi@localhost.localdomain>
Source record: 2410

On Mon, 03 Jan 2000 23:28:00 GMT, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:
>On 3.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:
[deletia]
>> >It definitely is, if you intend on using it toe to toe.
>>
>> Hardly. Most people don't exploit the full potential
>> of their machines these days and much of what they
>> do exploit is more due to the waste inherent in current
>> way of building applications.
>
>On Atari, if you wanna swim with the rest of them, you _have_
>to exploit the full potential.

What potential? Anything compute bound is going to get
bogged down on a TT clone. The rest of which is more user
bound really isn't that hindered by older hardware really.
If you toss the 'paperclip' you can get a lot done on
what an ST has to offer.

There are pretty much two states that my current machine
operates at (a 400Mhz machine incidentally): near zero
cpu utilization or a cpu load that no TT clone would be
able to keep up with.

>
>> >> Besides, you can get a basic PC for ~$300. Many may be disinclined
>> >> to pay more for some TT clone.
>> >
>> >You're missing the point here.
>>
>> No, you are. It's getting to the point where emulating a
>> Falcon would be more cost effective than making actual
>> clone hardware.
>
>Notice I said upgrading to a TT/Falcon, not buying a clone.

The 'clone that can run faster than a Falcon while emulating
GEM' is STILL going to be cheaper. 32M 300Mhz PII clones
represent todays cut-rate bargain basement in PC's.

Infact, I just might get a PIA and slap a GEMulator in it now
that you stumbled me onto the idea...

>
>> By 'forcing' users that would benefit from the fruits of
>> further development, you're removing from them one of the

>> more obvious benefits of remaining Atarians: cost.
>
>TT/Falcons go for less than peanuts these days. It's very cheap.

Not that I've seen. It seems like there's plenty of of
demand to go along with the supply. I've seen older alpha
systems go for less than 030 Ataris.

[deletia]

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4696. Re: sinclap here!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-04 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0401000822370001@on-tor-blr-a58-03-1143.idirect.com>
Source record: 2411

In article <030120000232195589%sinclap@nospam.net>, sinclap@nospam.com wrote:

> Now that sinclap's last half of Dec vacation is over after an
> exhausting Q1 of moving product outthe door, sinclap is off to MacWorld
> Expo San Francisco. Unfortunately, due to the current popularity of
> the shows due to the iMac/IBook popularity, the sinclap booth was not
> available...-)

translation:

I spent a very exhausting month at the Bellevue Mental Hospital in
upstate New York. However, despite the fact that they cranked up the
voltage to the max, I still can't shake this delusion that I'm an "Apple
Power Rep", but they gave me a clean bill of health to return to my
janitorial duties...

> Will be attending Eric Yang's investor meeting at the SF Marriot on
> Wed..Any Jihads attending?

proof the shock treatments didn't work, TiFKAS still hallucinates about
imaginary "Atari Jihads" who are "out to get him"....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4697. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3872a0aa$0$159@news.zetnet.co.uk>
Source record: 2412

On 3 Jan 2000 10:12:14 G, Iggy Drougge wrote:
>Trevor Spencer <tcjspencer@zetnet.co.uk> skrev:
>: On 2 Jan 2000 00:04:42 G, Brian Van TIlborg wrote:
>:>This is a test as well as a regular posting.
>:>
>:>On 1 Jan 2000 16:38:44 G, Iggy Drougge wrote:
>:>
>:>
>: various bits clipped for various reasons plus the fact that I know nothing
>: about Amigas, sorry!
>
>Oh, that's all right, I know next to nothing about STs, myself.
>
>:>Depends on the software, its origins and such. The Photoline Demo
>:>Works on MY STe just fine, but requires Lots of Memory.

>
>: Where can I get this demo please?
>
>I got it on an ST Format coverdisk.

Thanks, I'll research all my cover disks.
>
>:>7) Take the pictures downloaded, convert to Targa format and run in
>:>photochrome and the results will be worth it.

>: Interesting and how do you convert to Targa format? Where do I get or
>: what is "photochrome"?
>
>Photochrome is/was IIRC something like the HAM format on the Amiga,
>allowing simultaneous display of 32768 colours onscreen.
>
>:>>: Certain things are not possible, like MP3s. But if you want to use an
>:>>: Atari computer from the mid 80s for some of the more popular computer
>:>>: functions that a computer is used today for you can. The software
>:>>: developers haven't simply ignored the ST.
>:>>
>:>>Won't FalcAMP play MP3s?
>:>
>:>Yes, Falcons can play MP3s but not the STs. You need more than the 68000 in
>:>this regard.
>
>: Does it specifically need 68030 or is the 38020 sufficient?
>
>The what?

Sorry! typo error 68020!
> ?
>:>Well Q-Funk argues that the 030 is the minimum standard for the Atari.
>:>In many ways he is correct. However until the software stops running, or the
>:>compressions require to much juice. I will keep using my ST. I mean how
>:>difficult is it to read an NG with an ST, let alone need a TT/Falcon.
>
>: Well my 68020 seems to potter along quite nicely :-)
>
>What clock frequency, pray tell?

Apparently, and I quote, it's running at 16Mhz with zero wait states.
Allied to this is 32-bit TOS 2.06 and 32-bit 2Mb (in my case) Fast TT
RAM, a 32-bit data bus and can process data with a maximum of 21Mb/sec
against 4Mb/sec for a standard STe. Again, I have to admit that I don't
fully understand all the details,but I'm learning!

>
>:>>In my experience, the ST users aren't that upgrade-prone, but at least the
>:>>Milans seem to trickling out at a steady rate.
>
>: Depends if you mean by moving up to Falcon etc. or simply upgrading an
>: existing machine. According to The Upgrade Shop a lot of STe users have
>: upgraded to Veloce+ but I appreciate that that is a very small percentage
>: of actual users worldwide.
>
>I'm willing to say the same. The numbers of Falcon accelerators, for
>example, have as far as I've seen been miniscule, not to mention the fact
>that there is no 68060 accelerator for the Falc.
>
>:>Here in NA, many dealers, left long ago. No Mags where distributed, anywhere,
>:>unless you knew where to look. There was/is a LARGE information void, that
>:>will never get filled.
>:>
>:>So yes, still not. Infact many former Atari users never Knew Ataris TTs where
>:>ever sold. Let alone Falcon.
>
>: Some existing ones didn't either. When I went to buy the Atari the only
>: ones I ever saw advertised were 520 and 1040STes.
>
>Was this before the Falcon was released?

Yes, some years before. By the time Falcons arrived the ony way I could
buy one was via mail order, there were no local dealerships around where
you could see them demonstrated and raise queries.

>
>:>But finding these people is a task in itself? Where would I meet them? At
>:>an Atari dealership?
>
>: Very true, I only found out today, by a casual comment, of someone who has
>: an STe used for music with Cubase and who never realised that they can

>: access the 'net with it.
>
>Hm, well, it can be hard to find the old user groups, but once on the net,
>surely it can't be that difficult.

No, but isn't that the point? People have to get on the 'net in the first
place to find them but they don't know you can do it with an Atari or an
Amiga so they sell them and get a PC. Even then they will probably only
stumble across the relevant sites whilst looking for something else.

>
>:>I also don't consider the ST to be the poor mans Amiga. If someone wanted to
>:>buy an Amiga, they did. I never considered the ST as an Alternative to the
>:>Amiga. My Dealer recommended it to me. Then the dink told me it was
>:>orphan:-).
>
>: So did mine although he was still selling them plus software several years
>: later.
>
>My, that's an interesting sales policy among Atari dealers.

Yes especially as he sold both the Amiga and Atari. In fact there was on
out of town store that until very recently was still selling Atari and
Amiga games as well as mice and so on in its very small computer area.

>
>:>Of course people would think I am insane, if I said the
>:>ST is close to perfection, even with all its flaws.
>
>: Well I like it anyway!
>
>Well, it's got to have some redeeming qualities.

Amongst enthusiasts everything has some. I also drive a 1967 car, but
that's another story. :-)

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

4698. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3872a0b0$0$159@news.zetnet.co.uk>
Source record: 2413

On 2 Jan 2000 16:46:06 G, Andrew Irvine wrote:
>=?iso-8859-15?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
>wrote:
>
>> On 2.1.2000, Andrew Irvine <irvin@clara.co.uk> wrote:
>>
>> > A fully loaded STE has an 020, 8meg tos 2.06 and a 56k modem
>> > port....
>>
>> How do you intend upon achieving that? There is no 8 MB/020 STE.
>
>I had a 6 MB 020 STE, the additional MB was fastram for the 020. The
>020 was an upgrade board. This was one fast ST... For raw CPU it kicked
>the falcons arse :) it got 150% on the falcon.
>

Absolutely and it's still the only computer I use.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

4699. Re: Advocacy Posts

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <H5zc4.187$2C3.115@198.235.216.4>
Source record: 2414

On 2 Jan 2000 16:58:29 G, Iggy Drougge wrote:
>Brian Van TIlborg <madmax@bfree.on.ca> skrev:
>
>: Two questions?
>: Did any posts from me with the words TEST get through?
>
>Not on my ISP, at least.

Well, I see a reply to them from Trevor? I think? Anyways, my "This is a
test"
did appear. And you have commented on Trevor and My posts in a reply, so
You may have at least gotten to see part of it, whatever Trevor included
in his message.

>: Has their been anymore posts in advocacy in hte last 24hours?
>
>I did post some during that period, IIRC.

Yup, and I didn't get them either. But they are coming again. Lost of them.

Later Brian.

>-- >"Les ?tats-Unis sont le seul pays ? ?tre pass? de la barbarie ? la
> d?cadence sans conna?tre la civilisation."
> Albert Einstein
>.

4700. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <N6zc4.190$2C3.115@198.235.216.4>
Source record: 2415

On 3 Jan 2000 02:37:51 -, sinclap wrote:

Nothing of use:-).

Things are fine,

You were not missed in the least.

Later Brian.
>
>.

4701. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn8770qh.8hu.jedi@localhost.localdomain>
Source record: 2416

On Wed, 05 Jan 2000 03:44:38 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>On 3 Jan 2000 09:56:32 +, "Clockmeister" wrote:
[deletia]
>The list is endless, as are problems. If you have a Wintel, they will help
>you. If you have something else they will hang up on you.

Precisely, unless you're a member of the DOS-of-the-month club,
you're going to be given the cold shoudler by vendors that don't
think that your money is green enough.

This isn't an Atari problem. This is a 'free market' problem.

[deletia]
>If you ask a question here, the first thing that you are asked is are your
>running Navigator or Explorer. As soon as you say neither, you will get no
>help.

Same thing... Opera blows either out of the water. Yet lazy
vendors will give you the cold shoulder for 'daring' to use
what is most suitable by your estimation rather than what
everyone else uses.

This isn't an Atari problem. This is a 'free market' problem.

>
>So if you haven't installed internet on a PC, you might not even have any
>idea that the questions that you are asking are perfectly normal questions.
>But many of these IP helplines are totally useless. They would rather send
>you a CD vs answer a question. Sometimes a simple question.
>Like, should I use VJC.
[deletia]

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4702. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8500kussg1@dos.canit.se>
Source record: 2417

jedi@dementia.mishnet skrev:
: On 3 Jan 2000 16:40:07 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
:>jedi@dementia.mishnet skrev:
:>: On Sat, 01 Jan 2000 19:20:30 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
:>:>On 1 Jan 2000 14:45:45 G, Iggy Drougge wrote:
: [deletia]
:>
:>I am a computer enthusiast myself, and look forward to connecting my ST
:>the network, but at the same time, I consider that only a hobby project. I

: Today, people are connecting 100baseT interfaces to what is
: effectively a glorified parallel port. Attaching an ST to
: a LAN doesn't seem quite as bad of a hack in this light.

Glorified parallel port? I hope you aren't referring to the Zorro bus.
^_^;;

:>would be no happier if two million A500 owners decided to link their old 1
:>MB machines to the net. It would in no way help me, as an A4000 user,
:>since this will not promote the development of more capable software, but
:>rather hinder it, should the programmers have the A500 in mind.

: Basic networking applications should not find themselves hindered
: by running on an A500. Such applications really aren't that
: interesting. They only tend to become more 'interesting' due to
: bloat, featuritis and the proliferation of proprietary protocols
: through things like plugins that don't really create new functionality
: but exclude classes of users through binary incompatibility (with the
: pluggin).

Well, as long as we're talking basic networking applications such as ping,
traceroute and telnet, I'll agree. The same goes for basic email and
usenet, as well as IRC, but 1 MB will soon turn into nothing in a
multitasking environment.

:>:>As for being ill equipped. Well, really, what are you saying? That is a
:>:>statement with no foundation. You don't describe what a well equipped
:>:>computer is?
:>:>
:>:>I will give you my version. The best internet computer in use today is a
:>:>NEW PC fully loaded with anyone of the millions of gadgets available to
:>:>make the internet more fun, and useable. To suggest otherwise is foolish.
:>
:>I wouldn't call the PC the ultimate INet computer. a UNIX box, perhaps,
:>but not a Windows box of any kind.
:>

:>: Do you really think that the pedestrian computer user is
:>: equipped to deal with what is essentially a collection of
:>: random spare parts and a more diverse one at that?
:>
:>: My mother-in-law can't even figure out her flatbed scanner.
:>: She also wasn't aware of video caputure/overlay cards until
:>: I told her about mine that has been running under Linux.
:>
:>I suppose that her little computer runs at 400 MHz, too.

: It doesn't really matter. I doubt she would be able to
: tell the difference if it didn't. The distinction is
: certainly far to esoteric for her to be aware of it.

Exactly my point. It's downright bizarre to run at such speeds for such
tasks.

: A 33mhz 040 would likely do just as well for such a user.

A 33 MHzer? Such luxury! Mine runs at a measly 25!

:>:>I just have no need for these computers. Just like the best Animation
:>:>computer today and for the last 4 years has been the Pentium PC. BroadBased
:>:>support. SuperHorsepower. Instant renderings, 3Dobjects in 24bit colour
:>:>rotations without redraws, and a return to realtime animation.
:>:>
:>:>Any computer other than the PC is ill equipped today. So whether it be a
:>:>32Bit Amiga, or Atari, I can't see it being well equipped to a PC.
:>: [deletia]
:>
:>: Bullocks. 'PC's have nearly always been collections of random
:>: spare parts driven by an OS created more for market penetration
:>: then delivering quality OS services.
:>
:>I agree, it's utter bollocks. My A4000 is in no way ill-equipped, and if
:>it is, it's just because I'm a poor student.

: Anything 030 or better with a trim OS should be able to go toe
: to toe with anything else currently available. The real issues
: are 3rd part support and perhaps outdated media hardware.

Media hardware? Are you referring to hard drives or digitisers?

:>: The net, especially the web was meant to be open ground in which
:>: any system using standard protocols could communicate effectively.
:>
:>Well, that was before Marc Andreesen's arrival. Trust me, Andreesen is the
:>devil, just as much as Bill Gates.
:>
:>: Atari's and Amigas have the benefit of being simple, consistent
:>: and relatively deviod of internal 'corruptable state'.
:>
:>I don't really think my Amiga is very consistent or incorruptible, but I

:>like it anyway.

: Did you ever spend time as a Windows user? It's the sort of
: experience that gives the old Atarian or Commie a renewed
: respect for their older machines. Of all the failings of my
: ST, the OS eating itself wasn't one of them. Windows conditioned
: me to keep a copy of my OS media on the main disk for frequent
: reinstall.

I'm writing this as of now on a Windows box (though I type it into a
telnet program), and I've used such boxes quite a lot over the years, and
while I wouldn't call it incorruptible, that wouldn't apply to my Amigas
either. Of course, Windows is more prone to erratic behaviour, and that
can't be blamed solely on the operator, since Windows discourages insight
into its inner workings.

--
/Iggy, the irregular regular

4703. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8503go$2re$2@dos.canit.se>
Source record: 2418

Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
: On 3.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:

:> I would be no happier if two million A500 owners decided to
:> link their old 1 MB machines to the net. It would in no way
:> help me, as an A4000 user, since this will not promote the
:> development of more capable software, but rather hinder it,
:> should the programmers have the A500 in mind.

: This is exactly why I have been advocating that remaining Atari
: users who need thei machine for more than just DTP or MIDI should
: upgrade to a TT or Falcon and that programmers should consider a
: TT or Falcon a minimal support base, the same way an A1200 is the
: bare minimum on Amiga.

If nothing else, some extra bytes and clock cycles will make any software
somewhat slicker, somewhat nicer in day-to-day use.

:> Well, that was before Marc Andreesen's arrival. Trust me,
:> Andreesen is the devil, just as much as Bill Gates.

: Pardon my ignorance, but who is that Andreessen?

Mosaic programmer. He came up with the /brilliant/ idea of inventing
proprietary HTML tags so as to obtain a monopoly when he went commercial
with his browser.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4704. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <85032v$2re$1@dos.canit.se>
Source record: 2419

Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
: On 3.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:

: TT/Falcons go for less than peanuts these days. It's very cheap.

Is that so? The few ads I've seen have been quite expensive, probably due
to coming from the Atari ghetto.
Just don't tell the seller that you can surf the web with their ST, or
you'll be in trouble.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4705. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8503sb$2re$3@dos.canit.se>
Source record: 2420

jedi@dementia.mishnet skrev:
: On 3 Jan 2000 17:31:29 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
:>jedi@dementia.mishnet skrev:
:>: On 3 Jan 2000 10:33:09 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
:>:>Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
:>:>: On 2.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:
: [deletia]
:>:>It would seem to me, as though the programmers would have to do a lot of
:>:>work by themselves, instead of relying on system resources, or upgrading
:>:>the OS would be a more natural path for the user.
:>
:>: Something like a small effective pallete will only make more
:>: obvious the skills (or lack thereof) of poor or lazy artists
:>: or designers. Even in systems that have graphics capabilities
:>: far exceeding the Amiga one sees failed art squandering the
:>: potential of good hardware.
:>
:>Well, it's just unnecessary to expect of the artist to produce his own
:>paints, when the final painting is what counts.

: Actually, a real artist is expected to effectivly 'create his
: own paint'. This is just part of the craft. Computer rendering
: is really no different in this regard.

I really thought that this was old-fashioned by now, there being thousans
of commercially available paints.
Common, premanufactured and ubiquitous modules will help the programmer to
write his programs faster and with less effort. If system resources are
lacking, along with common third-party libraries, programmers are forced
to reinvent the wheel time and again.
As for computer rendering, I agree that the artist will have to build his
own objects, or he will be reduced to a mere photographer instead of a
sculptor.

: [deletia]
:>:>Since when was a 4 MB ST "plain"? When talking about a plain ST, I'm
:>
:>: There were plain 4M ST's, they were called Megas.
:>
:>I make a difference between Megas and plain STs. Megas weren't all that
:>plain.

: They were just a little newer, but you still just pulled them
: out of the box an plugged them in. There was no particular
: voodoo to them.

One kind of voodoo was their price. They were all but plain in that
regard.

:>:>refering to a base-configuration 520 or 1040. With 4 MB of memory, I'm
:>:>well aware that operation is rather smooth.
:>
:>: There were plenty of STs for which 2M/4M wasn't a hacked configuration.
:>
:>They were definitely in the minority against the hordes of 520s and 1040s.

: Funny, I had one. Limiting one's judgements regarding a platform
: to the very earliest models available is hardly honest.

Since we were talking about the earliest version of the ST and getting it
on the net, I thought we were both referring to the 520s and 1040s, being
they ST, STFM or STE.
As long as the memory is present, speed doesn't really matter.

: [deletia]
:>:>command-line tool recompiled for MiNT.
:>
:>: That's more a side effect of GNU than anything else.
:>
:>Yes, but a nice side-effect, too.
:>
:>: The like of Irix are built on top of such tools, yet
:>: Irix and it's cousins are hardly limited merely to them
:>: (grep, awk, xargs & friends).
:>
:>Yes, but this doesn't reduce the desirability and usefulness of said
:>tools.

: It rather depends on what you want to do really...

Exactly. That's why there are both MagiC and MiNT users, and often with
considerable differences between them.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4706. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn877ces.uer.jedi@localhost.localdomain>
Source record: 2421

On 5 Jan 2000 17:56:46 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>jedi@dementia.mishnet skrev:
>: On 3 Jan 2000 16:40:07 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>:>jedi@dementia.mishnet skrev:
>:>: On Sat, 01 Jan 2000 19:20:30 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>:>:>On 1 Jan 2000 14:45:45 G, Iggy Drougge wrote:
>: [deletia]
>:>
>:>I am a computer enthusiast myself, and look forward to connecting my ST
>:>the network, but at the same time, I consider that only a hobby project. I
>
>: Today, people are connecting 100baseT interfaces to what is
>: effectively a glorified parallel port. Attaching an ST to
>: a LAN doesn't seem quite as bad of a hack in this light.
>
>Glorified parallel port? I hope you aren't referring to the Zorro bus.

Actually, I was refering to USB. It's about as fast as a
modern centronics interface and in many cases put to
similar use (printer+zipdrive+scanner).

An ACSI->USB host adaptor could be quite an interesting beast.

>^_^;;
>
>:>would be no happier if two million A500 owners decided to link their old 1
>:>MB machines to the net. It would in no way help me, as an A4000 user,
>:>since this will not promote the development of more capable software, but
>:>rather hinder it, should the programmers have the A500 in mind.
>
>: Basic networking applications should not find themselves hindered
>: by running on an A500. Such applications really aren't that
>: interesting. They only tend to become more 'interesting' due to
>: bloat, featuritis and the proliferation of proprietary protocols
>: through things like plugins that don't really create new functionality
>: but exclude classes of users through binary incompatibility (with the
>: pluggin).
>
>Well, as long as we're talking basic networking applications such as ping,
>traceroute and telnet, I'll agree. The same goes for basic email and
>usenet, as well as IRC, but 1 MB will soon turn into nothing in a
>multitasking environment.

This presumes that everyone is multitasking enough to melt a VAX.
Most people don't. Much of modern applications is wasted overhead.

The 'need to be compatible' creates artificial need for beasts
such as Netscrape or msword when much trimmer solutions could be
deployed if not for vendorlock.

[deletia]
>:>: My mother-in-law can't even figure out her flatbed scanner.
>:>: She also wasn't aware of video caputure/overlay cards until
>:>: I told her about mine that has been running under Linux.
>:>
>:>I suppose that her little computer runs at 400 MHz, too.
>
>: It doesn't really matter. I doubt she would be able to
>: tell the difference if it didn't. The distinction is
>: certainly far to esoteric for her to be aware of it.
>
>Exactly my point. It's downright bizarre to run at such speeds for such
>tasks.
>
>: A 33mhz 040 would likely do just as well for such a user.
>
>A 33 MHzer? Such luxury! Mine runs at a measly 25!

As long as you've got enough ram to avoid swapping to disk
and bringing the system to a crawl then even 16 would likely
do when the biggest bottleneck in the system is the end user.

Although, something as slow as 33Mhz could be a problem when
dealing with compressed media formats (mp3, sorenson qt, etc).

[deletia]
>:>: Bullocks. 'PC's have nearly always been collections of random
>:>: spare parts driven by an OS created more for market penetration
>:>: then delivering quality OS services.
>:>
>:>I agree, it's utter bollocks. My A4000 is in no way ill-equipped, and if
>:>it is, it's just because I'm a poor student.
>
>: Anything 030 or better with a trim OS should be able to go toe
>: to toe with anything else currently available. The real issues
>: are 3rd part support and perhaps outdated media hardware.
>
>Media hardware? Are you referring to hard drives or digitisers?

Video and audio primarily. I've got a CRUSTY isa sound card
and it does CD quality audio. A similarly crusty vidcard
could manage 1600x1200 65K color easy and mebbe even manage
some decent 3D acceleration.

[deletia]
>:>I don't really think my Amiga is very consistent or incorruptible, but I
>:>like it anyway.
>

>: Did you ever spend time as a Windows user? It's the sort of
>: experience that gives the old Atarian or Commie a renewed
>: respect for their older machines. Of all the failings of my
>: ST, the OS eating itself wasn't one of them. Windows conditioned
>: me to keep a copy of my OS media on the main disk for frequent
>: reinstall.
>
>I'm writing this as of now on a Windows box (though I type it into a
>telnet program), and I've used such boxes quite a lot over the years, and
>while I wouldn't call it incorruptible, that wouldn't apply to my Amigas

This is the value of a core OS that can be burned into ROM.

[deletia]
--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4707. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn877clt.uer.jedi@localhost.localdomain>
Source record: 2422

On 5 Jan 2000 18:45:44 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
>: On 3.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:
>
>:> I would be no happier if two million A500 owners decided to
>:> link their old 1 MB machines to the net. It would in no way
>:> help me, as an A4000 user, since this will not promote the
>:> development of more capable software, but rather hinder it,
>:> should the programmers have the A500 in mind.
>
>: This is exactly why I have been advocating that remaining Atari
>: users who need thei machine for more than just DTP or MIDI should
>: upgrade to a TT or Falcon and that programmers should consider a
>: TT or Falcon a minimal support base, the same way an A1200 is the
>: bare minimum on Amiga.

Are there any GEM replacements that allow the execution of
680x0 binaries on x86 hardware ala a PPC Mac?

GEM sitting on top of a GEMDOS layer over POSIX running on
a stock PPC or x86 might end up being a more efficient
method of deploying a TT clone.

[deletia]

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

Searching for sane PPP docs? Try http://penguin.lvcm.com

4708. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001060047340.114-100000@rakas>
Source record: 2423

On 5.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:

> An ACSI->USB host adaptor could be quite an interesting beast.

Indeed.

> >Well, as long as we're talking basic networking applications such as ping,
> >traceroute and telnet, I'll agree. The same goes for basic email and
> >usenet, as well as IRC, but 1 MB will soon turn into nothing in a
> >multitasking environment.
>
> This presumes that everyone is multitasking enough to melt a VAX.
> Most people don't. Much of modern applications is wasted overhead.
> The 'need to be compatible' creates artificial need for beasts
> such as Netscrape or msword when much trimmer solutions could be
> deployed if not for vendorlock.

CAB is very much a stripped-down browser, yet it taxes an ST's
resources to the limit. On TT or Falcon, it becomes usable.
Also, if you wanna be able to lauch the mailer, FTP or Telnet,
you need multi-tasking, but CAB already wastes 2 MB on its own,
not to mention CPU resources.

> >: Anything 030 or better with a trim OS should be able to go toe
> >: to toe with anything else currently available. The real issues
> >: are 3rd part support and perhaps outdated media hardware.
> >
> >Media hardware? Are you referring to hard drives or digitisers?
>
> Video and audio primarily.

There have been _many_ video cards for the MEGA (on megabus),
MEGA-STE and TT (VME bus) and Falcon (CPU expnasion bus). A
Falcon can already do CD quality audio recording and it could
do it at a time when it was only a dream on Mac/PC, so can a
TT using the StarTrack VME card.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4709. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-05 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001060055420.114-100000@rakas>
Source record: 2424

On 5.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:

> GEM sitting on top of a GEMDOS layer over POSIX running on
> a stock PPC or x86 might end up being a more efficient
> method of deploying a TT clone.

Will you stop it with the clone bullshit already?!! If you
really insist upon running Atari software on top of something
else, buy a copy of MagicMac or MagicPC and get it over with.

Either way, you're deviating from the thread's discussion, which
was about determining wether a plain ST upgraded to TOS 2.06 and
4 MB of ram can still be usefull, or if people are better off by
getting themselves a TT/Falcon to raise the minimum support base.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4710. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-06 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <851m5t$307$1@dos.canit.se>
Source record: 2425

jedi@dementia.mishnet skrev:
: On 5 Jan 2000 17:56:46 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
:>jedi@dementia.mishnet skrev:
:>: On 3 Jan 2000 16:40:07 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
:>:>jedi@dementia.mishnet skrev:
:>:>: On Sat, 01 Jan 2000 19:20:30 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
:>:>:>On 1 Jan 2000 14:45:45 G, Iggy Drougge wrote:
:>: [deletia]
:>:>
:>:>I am a computer enthusiast myself, and look forward to connecting my ST
:>:>the network, but at the same time, I consider that only a hobby project. I
:>
:>: Today, people are connecting 100baseT interfaces to what is
:>: effectively a glorified parallel port. Attaching an ST to
:>: a LAN doesn't seem quite as bad of a hack in this light.
:>
:>Glorified parallel port? I hope you aren't referring to the Zorro bus.

: Actually, I was refering to USB. It's about as fast as a
: modern centronics interface and in many cases put to
: similar use (printer+zipdrive+scanner).

Well, isn't the USB rather a glorified /serial/ interface?

: An ACSI->USB host adaptor could be quite an interesting beast.

There is a USB Zorro II card in the works. Not that I care. I have SCSI
and IDE, as well as real RCA and 6,3 mm connectors for sound, and VGA and
scart for video. Why would I need that port?

:>^_^;;
:>
:>:>would be no happier if two million A500 owners decided to link their old 1
:>:>MB machines to the net. It would in no way help me, as an A4000 user,
:>:>since this will not promote the development of more capable software, but
:>:>rather hinder it, should the programmers have the A500 in mind.
:>
:>: Basic networking applications should not find themselves hindered
:>: by running on an A500. Such applications really aren't that
:>: interesting. They only tend to become more 'interesting' due to
:>: bloat, featuritis and the proliferation of proprietary protocols
:>: through things like plugins that don't really create new functionality
:>: but exclude classes of users through binary incompatibility (with the
:>: pluggin).
:>
:>Well, as long as we're talking basic networking applications such as ping,

:>traceroute and telnet, I'll agree. The same goes for basic email and
:>usenet, as well as IRC, but 1 MB will soon turn into nothing in a
:>multitasking environment.

: This presumes that everyone is multitasking enough to melt a VAX.
: Most people don't. Much of modern applications is wasted overhead.
: The 'need to be compatible' creates artificial need for beasts
: such as Netscrape or msword when much trimmer solutions could be
: deployed if not for vendorlock.

I agree on Netscape and Office, but that's not what I'm talking about. I'm talking about the basic Amiga web browser, the basic IP stack and the more capable mailer.
The A500 could suffice as an off-line reader, but I'd never dare run a web browser on it.

: [deletia]
:>:>: My mother-in-law can't even figure out her flatbed scanner.
:>:>: She also wasn't aware of video caputure/overlay cards until
:>:>: I told her about mine that has been running under Linux.
:>:>
:>:>I suppose that her little computer runs at 400 MHz, too.
:>
:>: It doesn't really matter. I doubt she would be able to
:>: tell the difference if it didn't. The distinction is
:>: certainly far to esoteric for her to be aware of it.
:>
:>Exactly my point. It's downright bizarre to run at such speeds for such
:>tasks.
:>
:>: A 33mhz 040 would likely do just as well for such a user.
:>
:>A 33 MHzer? Such luxury! Mine runs at a measly 25!
:
: As long as you've got enough ram to avoid swapping to disk
: and bringing the system to a crawl then even 16 would likely
: do when the biggest bottleneck in the system is the end user.

I've "only" got 16 MB, due to a broken SIMM socket on my SCSI card.
Nevertheless, it takes a while until I run out of memory, and I have never tried virtual memory, though I suppose that's why the Mac emulation is so slow.

: Although, something as slow as 33Mhz could be a problem when
: dealing with compressed media formats (mp3, sorenson qt, etc).

Well, it's a gangrenous turtle when dealing with VideoCDs, but for MPEG audio, it runs quite well at 33 MHz.

: [deletia]
:>:>: Bullocks. 'PC's have nearly always been collections of random
:>:>: spare parts driven by an OS created more for market penetration

:>:>: then delivering quality OS services.
:>:>
:>:>I agree, it's utter bollocks. My A4000 is in no way ill-equipped, and if
:>:>it is, it's just because I'm a poor student.
:>
:>: Anything 030 or better with a trim OS should be able to go toe
:>: to toe with anything else currently available. The real issues
:>: are 3rd part support and perhaps outdated media hardware.
:>
:>Media hardware? Are you referring to hard drives or digitisers?

: Video and audio primarily. I've got a CRUSTY isa sound card
: and it does CD quality audio. A similarly crusty vidcard
: could manage 1600x1200 65K color easy and mebbe even manage
: some decent 3D acceleration.

Oh, I've got those. I've got a crusty video board (anno 1993) which is the
best thing one could ever install in an Amiga (a graphics board, that is,
not necessarily on from '93), and I've got some 16-bit sound card which I
still haven't tried out (the Amiga builtin audio suffices for me), as well
as a video digitiser card. All these were top-of-the-range when they came,
though.
Nevertheless, I agree that one of the most important add-ons one could
perceive for any old computer would be a graphics card.

: [deletia]
:>:>I don't really think my Amiga is very consistent or incorruptible, but I
:>:>like it anyway.
:>
:>: Did you ever spend time as a Windows user? It's the sort of
:>: experience that gives the old Atarian or Commie a renewed
:>: respect for their older machines. Of all the failings of my
:>: ST, the OS eating itself wasn't one of them. Windows conditioned
:>: me to keep a copy of my OS media on the main disk for frequent
:>: reinstall.
:>
:>I'm writing this as of now on a Windows box (though I type it into a
:>telnet program), and I've used such boxes quite a lot over the years, and
:>while I wouldn't call it incorruptible, that wouldn't apply to my Amigas

: This is the value of a core OS that can be burned into ROM.

Hey, my Amiga's core OS is burnt into ROM, too, I just happen to run a lot
of extra programs on top.

--
/Iggy, the irregular regular

4711. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-06 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <851mge$307$2@dos.canit.se>
Source record: 2426

jedi@dementia.mishnet skrev:
: On 5 Jan 2000 18:45:44 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
:>Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
:>: On 3.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:
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:>:> I would be no happier if two million A500 owners decided to
:>:> link their old 1 MB machines to the net. It would in no way
:>:> help me, as an A4000 user, since this will not promote the
:>:> development of more capable software, but rather hinder it,
:>:> should the programmers have the A500 in mind.
:>
:>: This is exactly why I have been advocating that remaining Atari
:>: users who need thei machine for more than just DTP or MIDI should
:>: upgrade to a TT or Falcon and that programmers should consider a
:>: TT or Falcon a minimal support base, the same way an A1200 is the
:>: bare minimum on Amiga.

: Are there any GEM replacements that allow the execution of
: 680x0 binaries on x86 hardware ala a PPC Mac?

Yes, but clumsily. MagiCPC does it. There is also STonX on UNIX which
allows for a rather smooth integration between the X and TOS environments.

: GEM sitting on top of a GEMDOS layer over POSIX running on
: a stock PPC or x86 might end up being a more efficient
: method of deploying a TT clone.

I wouldn't agree, at least not for the x86. MagiCMac comes close, but all
the PC emulation alternatives which I've tried have been uneven and
clumsy. I don't think that emulation really can replace the real thing.
Well, except for MagiCMac.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4712. cubase

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-06 00:00:00 UTC
From: cc <crumpengineering@msn.com>
Message-ID: <uaz2IrHW$GA.265@cpmsnbbsa04>
Source record: 2427

does anyone know where i can purchase cubase for a STe?

4713. Re: sinclap here!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-06 00:00:00 UTC
From: Peter Sinclair <sinclap@nospam.net>
Message-ID: <060120001322188706%sinclap@nospam.net>
Source record: 2428

In article
<dreibel-0401000822370001@on-tor-blr-a58-03-1143.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <030120000232195589%sinclap@nospam.net>, sinclap@nospam.com wrote:
>
> > Now that sinclap's last half of Dec vacation is over after an
> > exhausting Q1 of moving product outthe door, sinclap is off to MacWorld
> > Expo San Francisco. Unfortunately, due to the current popularity of
> > the shows due to the iMac/IBook popularity, the sinclap booth was not
> > available...-)
>
> translation:
>
> I spent a very exhausting month at the Bellevue Mental Hospital in
> upstate New York. However, despite the fact that they cranked up the
> voltage to the max, I still can't shake this delusion that I'm an "Apple
> Power Rep", but they gave me a clean bill of health to return to my
> janitorial duties...

He he he...The proof is in the pudding..Steve Jobs...now CEO for life
announced that Apple sold 1,350.000 macs in Q1!!!!

> > Will be attending Eric Yang's investor meeting at the SF Marriot on
> > Wed..Any Jihads attending?
>
> proof the shock treatments didn't work, TiFKAS still hallucinates about
> imaginary "Atari Jihads" who are "out to get him"....

Very informative today. The leading Wall ST analysis was there as
well. I have not encountered any Atari Jihads yet...

--
"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store shelves
across the United States."
James Halpin, president and chief executive officer of CompUSA

4714. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-06 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <OK7d4.550$97.484@198.235.216.4>
Source record: 2429

I posted at least 7 articles on Jan. 5th and this is the only one I saw.
Anyone see the others? I see no replies?
Later Brian.

On 5 Jan 2000 03:44:45 G, Brian Van TIlborg wrote:
>On 3 Jan 2000 02:37:51 -, sinclap wrote:
>
>Nothing of use:-).
>
>Things are fine,
>
>You were not missed in the least.
>
>Later Brian.
>>
>>.
>.

4715. Re: sinclap here!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0601001910330001@on-tor-blr-a58-01-81.idirect.com>
Source record: 2430

In article <06012000013221887O6%sinclap@nospam.net>, Peter Sinclair
<sinclap@nospam.net> wrote:

> > translation:
> >
> > I spent a very exhausting month at the Bellevue Mental Hospital in
> > upstate New York. However, despite the fact that they cranked up the
> > voltage to the max, I still can't shake this delusion that I'm an "Apple
> > Power Rep", but they gave me a clean bill of health to return to my
> > janitorial duties...
>
> He he he...The proof is in the pudding..Steve Jobs...now CEO for life
> announced that Apple sold 1,350.000 macs in Q1!!!!

that's pretty poor, they only sold 1,350 Macs. Proof positive that
TiFKAS pretends to be an "Apple Power Rep" - not only can't he spell, he
can't even do up numbers properly....

>
> > > Will be attending Eric Yang's investor meeting at the SF Marriot on
> > > Wed..Any Jihads attending?
> >
> > proof the shock treatments didn't work, TiFKAS still hallucinates about
> > imaginary "Atari Jihads" who are "out to get him"....
>
> Very informative today. The leading Wall ST analysis was there as
> well. I have not encountered any Atari Jihads yet...

which web site did you get the info from, TiFKAS? any moron can get that.

and you will never see any "Atari Jihads", cause they don't exist....

--
Daniel L. Dreibelbis
Mac User. Atari Enthusiast.
Vice-President, Toronto Atari Federation. And Proud Of It!
Thorn in the side of TiFKAS and other net.twits
"Nonetheless, the Fuji STILL Lives!"

4716. Re: sinclap here!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-07 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8554bv$h29$1@dos.canit.se>
Source record: 2431

Peter Sinclair <sinclap@nospam.net> skrev:
: In article
: <dreibel-0401000822370001@on-tor-blr-a58-03-1143.idirect.com>, Daniel
: L. Dreibelbis <dreibel@idirect.com> wrote:

:> In article <030120000232195589%sinclap@nospam.net>, sinclap@nospam.com wrote:
:>
:> > Now that sinclap's last half of Dec vacation is over after an
:> > exhausting Q1 of moving product outthe door, sinclap is off to MacWorld
:> > Expo San Francisco. Unfortunately, due to the current popularity of
:> > the shows due to the iMac/IBook popularity, the sinclap booth was not
:> > available...-)
:>
:> translation:
:>
:> I spent a very exhausting month at the Bellevue Mental Hospital in
:> upstate New York. However, despite the fact that they cranked up the
:> voltage to the max, I still can't shake this delusion that I'm an "Apple
:> Power Rep", but they gave me a clean bill of health to return to my
:> janitorial duties...

: He he he...The proof is in the pudding..Steve Jobs...now CEO for life
: announced that Apple sold 1,350.000 macs in Q1!!!!

One point thirtyfive Macs sold in Q1? That's hardly impressive,
considering that 50 Milans are sold every month.
Besides, how do you sell 0,35 of a computer? Was it just a motherboard for
a home-hacker?

:> > Will be attending Eric Yang's investor meeting at the SF Marriot on
:> > Wed..Any Jihads attending?
:>
:> proof the shock treatments didn't work, TiFKAS still hallucinates about
:> imaginary "Atari Jihads" who are "out to get him"....

: Very informative today. The leading Wall ST analysis was there as
: well. I have not encountered any Atari Jihads yet...

Come to NAS, I'm sure you'll meet it all. ^_-

--
/Iggy, the irregular regular

4717. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn87d0n0.1d8.jedi@localhost.localdomain>
Source record: 2432

On Wed, 05 Jan 2000 22:53:18 GMT, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:
>On 5.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:
>
>> An ACSI->USB host adaptor could be quite an interesting beast.
>
>Indeed.

Plus driver resources abound (freenix).

>
>> >Well, as long as we're talking basic networking applications such as ping,
>> >traceroute and telnet, I'll agree. The same goes for basic email and
>> >usenet, as well as IRC, but 1 MB will soon turn into nothing in a
>> >multitasking environment.
>>
>> This presumes that everyone is multitasking enough to melt a VAX.
>> Most people don't. Much of modern applications is wasted overhead.
>> The 'need to be compatible' creates artificial need for beasts
>> such as Netscrape or msword when much trimmer solutions could be
>> deployed if not for vendorlock.
>
>CAB is very much a stripped-down browser, yet it taxes an ST's
>resources to the limit. On TT or Falcon, it becomes usable.
>Also, if you wanna be able to lauch the mailer, FTP or Telnet,
>you need multi-tasking, but CAB already wastes 2 MB on its own,
>not to mention CPU resources.

jpeg is likely responsible for a great deal of this.
However, an ST should be able to handle something
like a basic ftp or telnet as desk accessories not
unlike the old sealink one.

>
>> >: Anything 030 or better with a trim OS should be able to go toe
>> >: to toe with anything else currently available. The real issues
>> >: are 3rd part support and perhaps outdated media hardware.
>> >
>> >Media hardware? Are you referring to hard drives or digitisers?
>>
>> Video and audio primarily.
>
>There have been _many_ video cards for the MEGA (on megabus),
>MEGA-STE and TT (VME bus) and Falcon (CPU expnasion bus). A
>Falcon can already do CD quality audio recording and it could
>do it at a time when it was only a dream on Mac/PC, so can a

>TT using the StarTrack VME card.

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

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4718. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn87d15l.1d8.jedi@localhost.localdomain>
Source record: 2433

On 6 Jan 2000 09:10:21 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>jedi@dementia.mishnet skrev:
>: On 5 Jan 2000 17:56:46 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>:>jedi@dementia.mishnet skrev:
>:>: On 3 Jan 2000 16:40:07 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>:>:>jedi@dementia.mishnet skrev:
>:>:>: On Sat, 01 Jan 2000 19:20:30 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>:>:>:>On 1 Jan 2000 14:45:45 G, Iggy Drougge wrote:
>:>: [deletia]
>:>:>
>:>:>I am a computer enthusiast myself, and look forward to connecting my ST
>:>:>the network, but at the same time, I consider that only a hobby project. I
>:>
>:>: Today, people are connecting 100baseT interfaces to what is
>:>: effectively a glorified parallel port. Attaching an ST to
>:>: a LAN doesn't seem quite as bad of a hack in this light.
>:>
>:>Glorified parallel port? I hope you aren't referring to the Zorro bus.
>
>: Actually, I was refering to USB. It's about as fast as a
>: modern centronics interface and in many cases put to
>: similar use (printer+zipdrive+scanner).
>
>Well, isn't the USB rather a glorified /serial/ interface?

Actually, it's more comparable to how parallel ports
are used on PC's as well as parallel port speeds, as
I noted.

>
>: An ACSI->USB host adaptor could be quite an interesting beast.
>
>There is a USB Zorro II card in the works. Not that I care. I have SCSI
>and IDE, as well as real RCA and 6,3 mm connectors for sound, and VGA and
>scart for video. Why would I need that port?

$30 flatbed scanners and $50 cameras come to mind as well
as other things likely available in USB variants but not
Zorro II. The same goes for firewire.

[deletia]
>:>: tell the difference if it didn't. The distinction is
>:>: certainly far to esoteric for her to be aware of it.
>:>
>:>Exactly my point. It's downright bizarre to run at such speeds for such

>:>tasks.
>:>
>:>: A 33mhz 040 would likely do just as well for such a user.
>:>
>:>A 33 MHzer? Such luxury! Mine runs at a measly 25!
>:
>: As long as you've got enough ram to avoid swapping to disk
>: and bringing the system to a crawl then even 16 would likely
>: do when the biggest bottleneck in the system is the end user.
>
>I've "only" got 16 MB, due to a broken SIMM socket on my SCSI card.
>Nevertheless, it takes a while until I run out of memory, and I have never
>tried virtual memory, though I suppose that's why the Mac emulation is so
>slow.
>

I used to run X quite comfortably in 32.

[deletia]
>:>I'm writing this as of now on a Windows box (though I type it into a
>:>telnet program), and I've used such boxes quite a lot over the years, and
>:>while I wouldn't call it incorruptible, that wouldn't apply to my Amigas
>
>: This is the value of a core OS that can be burned into ROM.
>
>Hey, my Amiga's core OS is burnt into ROM, too, I just happen to run a lot
>of extra programs on top.

Actually, I was speaking of the WHOLE core OS, not just the BIOS.

--

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if it is controlled by a Tramiel, Jobs or Gates. / | \

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4719. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn87d1mk.1d8.jedi@localhost.localdomain>
Source record: 2434

On Wed, 05 Jan 2000 22:58:10 GMT, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:
>On 5.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:
>
>> GEM sitting on top of a GEMDOS layer over POSIX running on
>> a stock PPC or x86 might end up being a more efficient
>> method of deploying a TT clone.
>
>Will you stop it with the clone bullshit already?!! If you

There's nothing tying GEM to Atari's or the 680x0.
This was the case even when GEM was taken relatively
seriously.

--

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if it is controlled by a Tramiel, Jobs or Gates. / | \

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4720. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn87d2fq.1d8.jedi@localhost.localdomain>
Source record: 2435

On 6 Jan 2000 09:15:58 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>jedi@dementia.mishnet skrev:
>: On 5 Jan 2000 18:45:44 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>:>Martin-?ric Racine <q-funk@funkyware.atari.org> skrev:
>:>: On 3.1.2000, Iggy Drougge <optimus@uno.canit.se> wrote:
>:>
>:>:> I would be no happier if two million A500 owners decided to
>:>:> link their old 1 MB machines to the net. It would in no way
>:>:> help me, as an A4000 user, since this will not promote the
>:>:> development of more capable software, but rather hinder it,
>:>:> should the programmers have the A500 in mind.
>:>
>:>: This is exactly why I have been advocating that remaining Atari
>:>: users who need thei machine for more than just DTP or MIDI should
>:>: upgrade to a TT or Falcon and that programmers should consider a
>:>: TT or Falcon a minimal support base, the same way an A1200 is the
>:>: bare minimum on Amiga.
>
>: Are there any GEM replacements that allow the execution of
>: 680x0 binaries on x86 hardware ala a PPC Mac?
>
>Yes, but clumsily. MagiCPC does it. There is also STonX on UNIX which
>allows for a rather smooth integration between the X and TOS environments.

The problem with both of these is that they incur the overhead
of their respective GUI's. X and Win32 are both bloated pigs
compared to GEM. They rather eliminate most of the point of
running an austere GUI.

>
>: GEM sitting on top of a GEMDOS layer over POSIX running on
>: a stock PPC or x86 might end up being a more efficient
>: method of deploying a TT clone.
>
>I wouldn't agree, at least not for the x86. MagiCMac comes close, but all
>the PC emulation alternatives which I've tried have been uneven and
>clumsy. I don't think that emulation really can replace the real thing.
>Well, except for MagiCMac.

Apple seemed to pull this sort of thing off actually.

Are there any PPC versions of MagicMac?

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

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4721. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn87d2lt.1d8.jedi@localhost.localdomain>
Source record: 2436

On Thu, 06 Jan 2000 21:23:31 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>On 3 Jan 2000 16:40:07 G, Iggy Drougge wrote:
>
>>I am a computer enthusiast myself, and look forward to connecting my ST
>>the network, but at the same time, I consider that only a hobby project. I
>>would be no happier if two million A500 owners decided to link their old 1
>>MB machines to the net. It would in no way help me, as an A4000 user,
>>since this will not promote the development of more capable software, but
>>rather hinder it, should the programmers have the A500 in mind.
>
>I will explain why you might reconsider this statement later.
>
>
>>:>I just have no need for these computers. Just like the best Animation
>>:>computer today and for the last 4 years has been the Pentium PC.
>BroadBased
>>:>support. SuperHorsepower. Instant renderings, 3Dobjects in 24bit colour
>>:>rotations without redraws, and a return to realtime animation.
>>:>
>>:>Any computer other than the PC is ill equipped today. So whether it be a
>>:>32Bit Amiga, or Atari, I can't see it being well equipped to a PC.
>>: [deletia]
>>
>>: Bullocks. 'PC's have nearly always been collections of random
>>: spare parts driven by an OS created more for market penetration
>>: then delivering quality OS services.
>>
>>I agree, it's utter bollocks. My A4000 is in no way ill-equipped, and if
>>it is, it's just because I'm a poor student.
>
>Its true and it is.
>PCs are a collection of random parts. They are also VERY FAST!!!

That's why I suggested the idea of taking a 300Mhz bargain
basement x86 and turning it into a blazing fast GEM machine
with 68k. There's even GEM source available these days.

>Ditch the OS and go Rendering.
>All poor students are ill equipped:-).

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

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4722. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-08 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn87d34j.1d8.jedi@localhost.localdomain>
Source record: 2437

On Thu, 06 Jan 2000 21:24:27 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>On 3 Jan 2000 22:27:12 G, wrote:
>
>>
>> You've not really given anyone any reason to believe that
>> todays computing tasks inherently require beefier hardware.
>> For the most part, what people do today are the same things
>> they did 10 years ago. Much of it is just done less efficiently.
>
>Incorrect!!! The INTERNET may be the most used applications for computers
>today. This is processor intensive. Regardless of the bloatware surrounding
>a PC.

jpeg and friends are, the net itself isn't. I started out on t
he net using an Atari 520STm. I moved on because I like to do
12 things at once and otherwise exploit hardware that Atari's d
on't have.

However, I still appreciate a minimalist approach to applications
desing. It forces things to be simple, thus easier while reducing
resource usage. Current software engineering practices tend to
undo Moore's Law as much as they possibly can.

>
>
>However I do understand you argument with regard to most other applications.
>This is very much true. However, Todays Games are very Graphic Intensive,
>and you cannot get this out of a Falcon or a TT.

You can't get this out of a cheap x86 clone either. Enter the
consoles...

>
>Now taking into account that Computer Application users haven't changed
>much in 10 years, supports the usage of the Atari ST!!!

Yup.

--

The best OS in the world is ultimately useless |||
if it is controlled by a Tramiel, Jobs or Gates. / | \

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4723. F.R.E.E C.A.B.L.E T.V. 2499

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-08 00:00:00 UTC
From: ciutsp@sdfsdf.com
Message-ID: <52Ld4.10496$J%4.9835@dfiatx1-snr1.gtei.net>
Source record: 2438
Cross-posted to: comp.sys.atari.advocacy,pin.meeting
Body handling: 1 long encoded or obfuscated payload line was not displayed

LEGAL C.A`B`L`E TV D`E-S`C`R`A`M`B`L`E`R

Want to watch Sporting Events?--Movies?--Pay-Per-View??

*This is the Famous R-O Shack TV Descrambler
You can assemble it from Radio Shack parts for about $12 to $15.

We Send You:
1, E-Z To follow Assembly Instructions.
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Something you can't do without.

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Warning: You should not build a TV Descrambler without
reading this report first.

This descrambler works on Fiber, TCI, Jarrod
and satellite systems (not DSS).The signal
descrambles right at the box and does
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This Box will everywhere in the USA plus England,
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We mail out all orders within 24 hours of receiving them.

You get the complete 6 page report and instruction package including the instruction plans, the easy to follow diagram, and most important of all the "Using a Descrambler LEGALLY Report all for just--$10.00

Fill out form below and send it,
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Orlando Fl 32837

(Cash, Check or Money Order.)
(Florida residents include 7% Florida State Sales Tax)
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We are NOT ASSOCIATED in any way with RADIO SHACK.
Neither the design nor instructions were developed
by, are sold by, or are endorsed by Radio Shack.
Parts for this fine-tuning device are available
at many electronics stores (including Radio Shack)
This is not a Radio Shack product.

[Long encoded or obfuscated payload not displayed]

4724. update on the 7800/2600monitor cart

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-08 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <17500-3877D2AA-11@storefull-171.iap.bryant.webtv.net>
Source record: 2439

the first of the 7800/2600 monitors carts have come in,and we are notifying every one who is on the want list,as they come in,if you receive a e-mail from us,please respond a.s.a.p.,we will not hang on to your product for very long,only a limited number are availible,to refresh any ones memory,this is a low end developement kit for the 7800/2600 game machines,and comes with very extensive documentation,the manual is over 200 pages long,this is a actual atari liceinced product,and was the last official liceinced product for the 7800/2600,we at video 61 have aquired the rights to this very rare product,and have worked very hard to get this on to the market,if there are any addictional people who may have missed this announcement,please call or e-mail us to see if you can be put on a reserve list,if we turn out to have a few leftovers,our phone number is, 651-462-2500 our web site is, www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4725. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-09 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <nKVd4.280$XS5.412@198.235.216.4>
Source record: 2440

On 8 Jan 2000 00:56:59 G, wrote:
>On Thu, 06 Jan 2000 21:23:31 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

>>Its true and it is.
>>PCs are a collection of random parts. They are also VERY FAST!!!
>
> That's why I suggested the idea of taking a 300Mhz bargain
> basement x86 and turning it into a blazing fast GEM machine
> with 68k. There's even GEM source available these days.

These computers are selling for $300CDN.

>>Ditch the OS and go Rendering.
>>All poor students are ill equipped:-).

>.

4726. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-09 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <FKVd4.281$XS5.412@198.235.216.4>
Source record: 2441

On 8 Jan 2000 01:04:49 G, wrote:
>On Thu, 06 Jan 2000 21:24:27 GMT, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

> jpeg and friends are, the net itself isn't. I started out on t
> he net using an Atari 520STm. I moved on because I like to do
> 12 things at once and otherwise exploit hardware that Atari's d
> on't have.

Correct but the internet if full of Multi Media Apps that an ST cannot do.
Java, VideoStream, RealAudio, and these are now normal computing practices
on the internet for any new computer purchaser.

As for doing 12 things at once, Well, let me see here.
ST/w/Magic/Email/FTP/IRC/mICQ/NEWS/WEBBrowsing ect can all be done at once.
Nothing I can't do on a Falcon/TT/ or Bloatware machine. Now try this.
I can run Multiple MPGs in different windows on an ST. My friends PC
wouldn't do this, but I don't know why. Could have been him:-).

I have ran multiple videos in a Single Tos ST. This is very tricky to run
in a window at 8mhz. My ST is a 520STm as well. 2.5meg ram.

> However, I still appreciate a minimalist approach to applications
> desing. It forces things to be simple, thus easier while reducing
> resource usage. Current software engineering practices tend to
> undo Moore's Law as much as they possibly can.

More reason to support the ST. The ST is software that runs today must be
optimised. It is very fast solid software. Same can be said for software
that is optimised on the Falcon and TT.

>>However I do understand you argument with regard to most other applications.
>>This is very much true. However, Todays Games are very Graphic Intensive,
>>and you cannot get this out of a Falcon or a TT.

> You can't get this out of a cheap x86 clone either. Enter the
> consoles...

Actually you can't get this out of a 2 year old 233mhz PC either. Lots of
Games are asking for even more as a minimum. Leave the ratrace for the PCs
and keep supporting the ST:-). It is a good base minimum Standard.

Most new users showing up on comp.sys.atari.st are showing up with Falcons
or TTs but STs.

>>Now taking into account that Computer Application users haven't changed
>>much in 10 years, supports the usage of the Atari ST!!!

> Yup.

I knew we were on the same page:-).

Brian.

>.

4727. B-U-I-L-D Y-O-U-R O-W-N C-A-B-L-E B-O-X..... 809

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-09 00:00:00 UTC
From: chbzzw@sdfsdf.com
Message-ID: <no1e4.32468$J%4.49640@dfiatx1-snr1.gtei.net>
Source record: 2442
Body handling: 1 long encoded or obfuscated payload line was not displayed

LEGAL C`A`B`L`E TV D`E-S`C`R`A`M`B`L`E`R

Want to watch Sporting Events?--Movies?--Pay-Per-View??....FREE!!!!

*This is the Famous R-O Shack TV D-e-s-c-r-a-m-b-l-e-r
You can assemble it from Radio Shack parts for about $12 to $15.

We Send You:
1, E-Z To follow Assembly Instructions.
2. E-Z To read Original Drawings.
3. Total Parts List.

**** PLUS SOMETHING NEW YOU MUST HAVE! ****
Something you can't do without.

THE UP-TO-DATE 6 PAGE REPORT:
USING A D-E-S-C-R-A-M-B-L-E-R LEGALLY

Warning: You should not build a TV D-e-s-c-r-a-m-b-l-e-r
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You get the complete 6 page report
and instruction package including
the instruction plans, the easy to
follow diagram, and most important
of all the "Using a D`e`s`c`r`a`m`b`l`e`r
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C.a.b.l.e.t.r.o.n FREE-TV
12187 S. Orange Blossom Trail #116
Orlando Fl 32837

(Cash, Check or Money Order.)
(Florida residents include 7% Florida State Sales Tax)
(All orders outside the U.S.A. add $5.00)

PRINT YOUR:

NAME_____

ADDRESS_____

CITY/STATE/ZIP_____

E-MAIl ADDRESS_____

rtg45t34t43t34t34t43t34t34t34t34t34t34t34

[Long encoded or obfuscated payload not displayed]

4728. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-10 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001100928570.173-100000@rakas>
Source record: 2443

On 8.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:

> >Will you stop it with the clone bullshit already?!!
>
> There's nothing tying GEM to Atari's or the 680x0.
> This was the case even when GEM was taken relatively
> seriously.

This is an _atari_ newsgroup, not a clone newsgroup. Hello?!!

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4729. Re: Not much advocating going on...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-10 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001100927140.173-100000@rakas>
Source record: 2444

On 8.1.2000, jedi@dementia.mishnet <jedi@dementia.mishnet> wrote:

> >CAB is very much a stripped-down browser, yet it taxes an ST's
> >resources to the limit. On TT or Falcon, it becomes usable.
> >Also, if you wanna be able to lauch the mailer, FTP or Telnet,
> >you need multi-tasking, but CAB already wastes 2 MB on its own,
> >not to mention CPU resources.
>
> jpeg is likely responsible for a great deal of this.

Nothing to do with it. Slow table formatting and text rastering.

> However, an ST should be able to handle something
> like a basic ftp or telnet as desk accessories not
> unlike the old sealink one.

And those are supposed to be called browsers? Hell no.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4730. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-12 00:00:00 UTC
From: irvin@clara.co.uk
Message-ID: <1e4972p.m8q5q7u2n2xoN%irvin@clara.co.uk>
Source record: 2445

=?iso-8859-15?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
wrote:

> > I had a 6 MB 020 STE. The 020 was an upgrade board.
>
> If you mean the Veloce+, it never was sold outside UK since TUS,
> like Atari before them, never knew about marketing; thier web
> site is basically useless.

I remember trying to get info from them once, they didn't respond to email, their web site had one download (from what i remember) and they only advertised in atari computing (there isn't many other places to go mind you :).

They could have tried america or germany, from what I gather, these were the two more popular countries for ataris.

> Anyhow, the description of the "fully loaded STE" I gave with TOS
> 2.06 and 4 MB, plus internal IDE drive, was in response to the
> basic 1 MB TOS 1.xx that make people too easily dismiss the ST.

I had that once :)

My STE was a seriously fast machine (by atari standards) after the 020 was fitted.

You have to remember though that there were other upgrades available, like the Pak 030 upgrade, or even just the one that drove the 68000 up to something like 30 MHz, must have been good for keeping your hands warm when typing :)

--
Andrew Irvine

Monty Python: "He's not the messiah, he's a very naughty boy!"
Need a web page designed? http://www.irvin.clara.net

4731. Say hi to iCar!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-12 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <120120001635484557%sinclap@nospam.net>
Source record: 2446

http://www.chris3d.com/pictures/icar.html

A rodent safe car..

4732. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-14 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <%0If4.621$1M3.419@198.235.216.4>
Source record: 2301

On 12 Jan 2000 18:46:24 , Andrew Irvine wrote:

>
>They could have tried america or germany, from what I gather, these were
>the two more popular countries for ataris.

Germany Popular. North America not popular. But that doesn't mean there
wouldn't be North American Purchases if the product was available.

>You have to remember though that there were other upgrades available,
>like the Pak 030 upgrade, or even just the one that drove the 68000 up
>to something like 30 MHz, must have been good for keeping your hands
>warm when typing :)

Also not easy to come across on this side of the pond.

>Andrew Irvine
>
>Monty Python: "He's not the messiah, he's a very naughty boy!"

Aye, that he is.

Brian.

>.

4733. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-14 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001141841550.77-100000@rakas>
Source record: 2302

On 12.1.2000, Andrew Irvine <irvin@clara.co.uk> wrote:

> > > I had a 6 MB 020 STE. The 020 was an upgrade board.
> >
> > If you mean the Veloce+, it never was sold outside UK
>
> They could have tried america or germany, from what I gather,
> these were the two more popular countries for ataris.

Germany, France and UK, in that order. Other places saw only
marginal popularity.

> You have to remember though that there were other upgrades available,
> like the Pak 030 upgrade, or even just the one that drove the 68000 up
> to something like 30 MHz, must have been good for keeping your hands
> warm when typing :)

Which were also only available in their country of origin.
Exports were a rather marginal phenomenon, unfortunately.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4734. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-14 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001141844400.77-100000@rakas>
Source record: 2303

On 14.1.2000, Clockmeister <gerryvdb@tnet.com.au> wrote:

> Yep. Out of curiousity, what does your maxxed out Amiga consist of?.

That could have been asked thru private mail....

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4735. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-14 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <IRNf4.793$1M3.424@198.235.216.4>
Source record: 2304

On 14 Jan 2000 16:44:36 , =?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>On 14.1.2000, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>> Yep. Out of curiousity, what does your maxxed out Amiga consist of?.
>
>That could have been asked thru private mail....

But I want to know about this maxxed out Amiga. I just didn't ask because I figured he would eventually tell us.

Now, of anyone, Martin, you could have given a little direction regarding TT upgrades and accessories.

So, I suggest that the original poster of this thread go to your website below. Unfortuneately the org server is down right now, and I don't have the original URL handy.

Brian.

>Martin-Éric Racine http://funkyware.atari.org/ Atari TT030 FAQ
>Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
>
>.

4736. Re: ...Attention @Home Users - Your Usenet

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-14 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <YRNf4.794$1M3.424@198.235.216.4>
Source record: 2305

On 14 Jan 2000 17:17:20 , UsenetCentralControl_comp@uysu.mil wrote:
>Usenet may block Excite@Home users
>By Corey Grice
>Staff Writer, CNET News.com
>January 13, 2000, 12:30 p.m. PT
>http://news.cnet.com/category/0-1004-200-1522444.html
>Excite@Home is hoping for a pardon from a proposed Interent newsgroup
>"death penalty" that could prevent its 1 million high-speed users from
>posting Usenet messages.

<SNIP> well this is spammed on every NG. And it is great news. Go get em.
A good wakeup call long overdue.

Now what is this bottum stuff below?

Brian.

>Ifssl auynpst rzwgov srbbn
>bfqyy eriwn baltlr bfrzl ppy ccl
>oiz isdki pas efj liv
>spedj unzrt ccje eholxy a mql hvfk!
>
>A jgm isf kks kzfk eos zi
>ueo kaj vrxe ufxl es?
>
>Qna me eweb pbu plptl.
>
>O mfb sye cinee vxyxmy gyayu wndi
>jnk snbf gy usk
>cy fyxsi pefsojx aduol ueepx
>dhqb dup epc ofob?
>
>Clcneb llfipe vl laxo bfk
>lel rrmn kuee feczc!
>
>Ueqeclli vpn bkccbcy ypc rbs kp
>jnf nfskl o zkmn tpc cnutw
>unspe ybb fqro tl
>btxlp yi a tidp coose sdkf o bnyb
>tgi feaz mi blept ku
>deifn wtrfs sledul eeordk beet
>iaa iblu ffe isg ea
>eml lecc broj efie fip bptf
>alwl flxc jli erms?
>

>Lflnl fhhy dku rdh ees crlm
>mm exmfile ed ex ruer
>ehrmhw epr sdole qjlosb gfp!
>
>
>.

4737. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-14 00:00:00 UTC
From: Mikey <mgrove@iwvisp.com>
Message-ID: <mgrove-433C4F.19410514012000@news.iwvisp.com>
Source record: 2306

In article <IRNf4.793$1M3.424@198.235.216.4>, madmax@bfree.on.ca (Brian Van TIlborg) wrote:

> On 14 Jan 2000 16:44:36 , =?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
> >On 14.1.2000, Clockmeister <gerryvdb@tnet.com.au> wrote:
> >

>
> So, I suggest that the original poster of this thread go to your website
> below. Unfortuneately the org server is down right now, and I don't have
> the original URL handy.

His first mistake was to try carrying on a "learning" conversation with Brad. He is in the business to make money, and if you know what to ask, will answer your questions. I would guess the guy gets quite a few calls a day, and to spend time explaining what is readily available else where probably got him a little hot. As always, RTFM, RTFNG in this case:).

Mikey

4738. Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-14 00:00:00 UTC
From: Alexander Chaney <achaney@voicenet.com>
Message-ID: <h0xf4.439$d51.21882@news3.voicenet.com>
Source record: 2447

First and formost hello everyone,

I think I might have offended someone in my quest for Atari knowledge, namely someone from Best Computers (Actually I ended up slamming down the phone in disgust from the bashing I was getting).

Let me explain my problem. I have long admired the Atari and its capabilities particularly the TT030. Unfortunately, I did not have the resourecs when they were being produced new and then when I had the cash, they were no longer being produced.

Now after extensive searching for the right model I purchased one off ebay that is proving to be one nice machine.

The problem that I'm having is that I cannot get anyone who is a die hard Atari user to help me learn more about the machine and to max it out.

The conversation I had today with the gentleman from Best started out with me asking how can I expand my machine to the latest and greatest goodies and it turned into an all out bashing of my ignorance of how the machine was so great for its time. I know the machines are cool and were ahead of their time, but please tell me about all the new cool stuff it can do today and all the new gizmos available or even must have old stuff. Help me out.

Just my mere mentioning that I come from the Amiga and Solaris camp seemed to just enrage the man. I mean no offense, but if the platform is so good I'd just expect more help from those who use it rather than the Amiga bashing I've received so far.

Now for the help that I need. I simply would like the most versitile Atari I can build. That can't be so hard to understand. The guy asked me what I was planning to run on it and that is a valid question, but I want to be able to run whatever the heck I decide to run. My Amiga for example is possibly one of the most tricked out machines period in terms of Amigas. My Solaris, NeXTStation, HP, and Linux boxes are also very trick, but they are all that way because of the help and friendships I developed in those groups, but the Atari crowd seems to be a tough nut to crack.

Please help.

Again hello, I'm late to the party, but new blood can only be a good thing.

4739. Re: Say hi to iCar!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-14 00:00:00 UTC
From: mgrove@iwvsp.com
Message-ID: <s7ta83dmoj866@corp.supernews.com>
Source record: 2448

On 12 Jan 2000 22:36:22 , sinclap wrote:
>
>http://www.chris3d.com/pictures/icar.html
>
>A rodent safe car..
>.

Ohhh, thought you said iCAN. A transparent commode would look funny.
M

4740. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-14 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <RhHf4.3309$Pj1.13890@nsw.nnrp.telstra.net>
Source record: 2449

Alexander Chaney <achaney@voicenet.com> wrote in message
news:h0xf4.439$d51.21882@news3.voicenet.com...
> First and formost hello everyone,
>
> I think I might have offended someone in my quest for Atari knowledge,
> namely someone from Best Computers (Actually I ended up slamming down the
> phone in disgust from the bashing I was getting).
>
> Let me explain my problem. I have long admired the Atari and its
> capabilities particularly the TT030. Unfortunately, I did not have the
> resourecs when they were being produced new and then when I had the cash,
> they were no longer being produced.
>
> Now after extensive searching for the right model I purchased one off ebay
> that is proving to be one nice machine.
>
> The problem that I'm having is that I cannot get anyone who is a die hard
> Atari user to help me learn more about the machine and to max it out.
>
> The conversation I had today with the gentleman from Best started out with
> me asking how can I expand my machine to the latest and greatest goodies
> and it turned into an all out bashing of my ignorance of how the machine
> was so great for its time. I know the machines are cool and were ahead of
> their time, but please tell me about all the new cool stuff it can do
> today and all the new gizmos available or even must have old stuff. Help
> me out.
>
> Just my mere mentioning that I come from the Amiga and Solaris camp seemed
> to just enrage the man. I mean no offense, but if the platform is so good
> I'd just expect more help from those who use it rather than the Amiga
> bashing I've received so far.

Perhaps it's easier to bash the Amiga then to actually prove that an Atari
is better. Just saying...

>
>
> Now for the help that I need. I simply would like the most versitile
> Atari I can build. That can't be so hard to understand. The guy asked me
> what I was planning to run on it and that is a valid question, but I want
> to be able to run whatever the heck I decide to run.

Depending on whether you're into MIDI, DTP or whatever determines which
upgrades are better suited to your needs. For instance, if all you want to
do is play/create MP3's it's really no use paying big dollars for a graphics

card when all you really need raw numbercrunching performance.

Ofcourse, if you want it all and your pockets are deep then it doesn't
really matter.

My Amiga for example
> is possibly one of the most tricked out machines period in terms of
> Amigas. My Solaris, NeXTStation, HP, and Linux boxes are also very trick,
> but they are all that way because of the help and friendships I developed
> in those groups, but the Atari crowd seems to be a tough nut to crack.

The mention of the Amiga name sometimes causes some "interesting" responses
in this group...

Nice diverse range of systems you have there BTW.

> Please help.
>
> Again hello, I'm late to the party, but new blood can only be a good
> thing.

Yep. Out of curiousity, what does your maxxed out Amiga consist of?.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb

4741. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-14 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <R0If4.620$1M3.419@198.235.216.4>
Source record: 2450

On 14 Jan 2000 03:48:29 , Alexander Chaney wrote:
>First and formost hello everyone,

Hello.

>I think I might have offended someone in my quest for Atari knowledge,
>namely someone from Best Computers (Actually I ended up slamming down the
>phone in disgust from the bashing I was getting).

?

>Let me explain my problem. I have long admired the Atari and its
>capabilities particularly the TT030. Unfortunately, I did not have the
>resourecs when they were being produced new and then when I had the cash,
>they were no longer being produced.

Used are cheap.

>Now after extensive searching for the right model I purchased one off ebay
>that is proving to be one nice machine.

>The problem that I'm having is that I cannot get anyone who is a die hard
>Atari user to help me learn more about the machine and to max it out.

I find this hard to believe. Did you try comp.sys.atari.st?
Did you try comp.sys.atari.tech.?

Information on the TT is readily given.

This is the advocacy forum.
Who knows what you get here.

>The conversation I had today with the gentleman from Best started out with
>me asking how can I expand my machine to the latest and greatest goodies
>and it turned into an all out bashing of my ignorance of how the machine
>was so great for its time. I know the machines are cool and were ahead of
>their time, but please tell me about all the new cool stuff it can do
>today and all the new gizmos available or even must have old stuff. Help
>me out.

Well, what do you want to do? What do you want? 128Meg of Fast Ram, 10Meg
of ST ram? Ethernet? Graphics Cards (difficult to find now)?
Accelarators? Best and B&C have large lists of TT stuff on their Webpages.
Generally it is expensive. But where else other than the used market can
you find the stuff in North America.

Are you looking for midi devices?

How much ram do you have? HardDrive? Do you have a graphics card?

Versus me tell you what a TT can do, perhaps it would be a shorter list if you stated what you wanted to do with it. If not happy you could sell it:-).

>Just my mere mentioning that I come from the Amiga and Solaris camp seemed
>to just enrage the man. I mean no offense, but if the platform is so good
>I'd just expect more help from those who use it rather than the Amiga
>bashing I've received so far.

Interesting? I would think after 15 years of Amiga bashing Atari users would have some pretty worn out arguments. Both platforms are incredibly small today, being a useful computers for knowledgeable people and no longer the mass marketing devices they once where considered.

However I can bash an Amiga if you like:-).

>Now for the help that I need. I simply would like the most versitile
>Atari I can build. That can't be so hard to understand. The guy asked me
>what I was planning to run on it and that is a valid question, but I want
>to be able to run whatever the heck I decide to run.

Then I suggest you give a hint of what you are deciding to run. Publishing, Midi, or Linux? Mint, Magic, Geneva, or TOS. Internet software, current software old software or public domain software?
It is a valid question and it appears you have left the door wide open and are remain uncommitted. If you just want to pump hardware into a TT and build a superTT then I can't see how you could have ran into trouble at Best. Although I have never spoke with them.

> My Amiga for example
>is possibly one of the most tricked out machines period in terms of
>Amigas. My Solaris, NeXTStation, HP, and Linux boxes are also very trick,
>but they are all that way because of the help and friendships I developed
>in those groups, but the Atari crowd seems to be a tough nut to crack.

I think I may have spoken with you about 2 years ago when I first connected my ST to the internet. You seem like a hardware enthusiast. If I am correct you had a 68000 based webpage. If I am incorrect forgive the speculation. I just remember speaking to another user with a similar combination of computers and No Ataris, but was semi interested in them.

>Please help.

>Again hello, I'm late to the party, but new blood can only be a good
>thing.

The party is generally small and friendly. I suggest you try the other NG for more specific information.
Give some details on the TT you own. There is so much midi hardware available it is just stupid. To some this is very powerful, to others it is just not useful to their application. A powerful computer is different in each persons eyes. No matter what the hardware it can't make up for insufficient supporting software. For others the software can make the computer more powerful than any hardware enhancements.

Besides, you may become just as interested in the Older Hades 060s and the newer Milan II 060s as well.

So, I am doin my best to help. But even building a TT to more current specs may not be affordable to have as simple a hardware toy.
You may want to play around with what you first have then determine what it is lacking in its current form. Like what software do you have and is the software 10-15 years old when NEW software can be had.

Later Brian.

>.

4742. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-15 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001151106250.77-100000@rakas>
Source record: 2307

On 14.1.2000, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

> But I want to know about this maxxed out Amiga. I just didn't
> ask because I figured he would eventually tell us.

Which has _nothing_ to do with Atari.

> Now, of anyone, Martin, you could have given a little
> direction regarding TT upgrades and accessories.

Yep. I replied to him via private mail.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4743. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-15 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <doZf4.106$jx1.5295@nsw.nnrp.telstra.net>
Source record: 2308

Martin-ï¿œric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10001141844400.77-100000@rakas...
> On 14.1.2000, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
> > Yep. Out of curiousity, what does your maxxed out Amiga consist of?.

> That could have been asked thru private mail....
>

And your reply could have been sent via private mail too...

You drew attention to an off-topic question with your reply which is a bit
ironic, no?. Besides, at least one other person in this group is interested
in what a "maxxed" out Amiga consists of.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb

4744. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-15 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <lm1g4.260$7Z1.250@198.235.216.4>
Source record: 2309

On 15 Jan 2000 09:06:13 , =?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>On 14.1.2000, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>
>> But I want to know about this maxxed out Amiga. I just didn't
>> ask because I figured he would eventually tell us.
>
>Which has _nothing_ to do with Atari.

But this does. I can't email you or get to your webpage as long as you use the Atari.org. I've lost the real URL. All mail I send you bounces back to me.

I was thinking of a message like... "why don't you jump in lake Baikel" crap, I hope thats the name. Well, theres plenty of cold lakes in Finland to jump in. No need to cross the border. Here are a few to consider.

Pyhajarvi, Paijanne, Saimaa, Orivesi and finally lake Ladoga.

Cut a hole in the ice. Jump in and cool off. This could take awhile, so don't worry if you are still hot, and the hole cut above you is freezing over.

P.S. Please send Reibel Card and Ram upgrade to fellow Atarian in Brantford, Canada before completing your mission. By the time it arrives, I will know for certain that you have cooled off significantly.

>> Now, of anyone, Martin, you could have given a little
>> direction regarding TT upgrades and accessories.
>
>Yep. I replied to him via private mail.

Good enough. But seriously, I would like to email you. And get the proper URL. So if you wouldn't mind posting this here. I became to dependant on that Org Server. Now its biting me.

I think I am done toying with the Falcon and I am going to spend more time with he TT. Hopefully will have some more ST toys before years end. Then look out you ST basher.

Brian.

>--
>Martin-Éric Racine http://funkyware.atari.org/ Atari TT030 FAQ
>Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
>
>.

4745. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-15 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3880bcff$0$153@news.zetnet.co.uk>
Source record: 2310

On 12 Jan 2000 18:46:24 , Andrew Irvine wrote:
>=?iso-8859-15?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
>wrote:
>
>> > I had a 6 MB 020 STE. The 020 was an upgrade board.
>>
>> If you mean the Veloce+, it never was sold outside UK since TUS,
>> like Atari before them, never knew about marketing; thier web
>> site is basically useless.
>
>I remember trying to get info from them once, they didn't respond to
>email, their web site had one download (from what i remember) and they
>only advertised in atari computing (there isn't many other places to go
>mind you :).

Absolutely, they were fine if you 'phoned them, very well organised and a
very fast service but any other mode of communication was ignored.
>
>They could have tried america or germany, from what I gather, these were
>the two more popular countries for ataris.
>
clipped...
>
>My STE was a seriously fast machine (by atari standards) after the 020
>was fitted.

Mine still is :-)
>
>You have to remember though that there were other upgrades available,
>like the Pak 030 upgrade, or even just the one that drove the 68000 up
>to something like 30 MHz, must have been good for keeping your hands
>warm when typing :)
>

There's a chap I've been corresponding with who has an STe with, and I
quote, HBS640T28STE with a 64Kb cache and 28Mhz, uses the 68000 and is
faster in some respects than the veloce+

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

4746. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-15 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001152034440.77-100000@rakas>
Source record: 2311

On 15.1.2000, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

> I was thinking of a message like... "why don't you jump in lake Baikel"
> crap, I hope thats the name. Well, theres plenty of cold lakes in Finland
> to jump in. No need to cross the border. Here are a few to consider.
>
> Pyhajarvi, Paijanne, Saimaa, Orivesi and finally lake Ladoga.

Lake Saimaa is right here, in front of the window. ;-)

> P.S. Please send Reibel Card and Ram upgrade to fellow
> Atarian in Brantford, Canada before completing your mission.

Might as well wait for Mario Becroft's SCSI-Ethernet adapter.
I hear the hardware is pretty much ready, he's up to software
drivers programming now, I beleive.

Ram upgrades, you should still be able to find some Atari 16 MB
TT-RAM cards easily. For ST-RAM, Bernie Diotte can upgrade the
2 MB cards, for a price. His address is on my page, which is at
http://TT030.tripod.com or at the atari.org URL, when it works.

> Good enough. But seriously, I would like to email you.

E-mail is on the web site.

> I became to dependant on that Org Server. Now its biting me.

It's biting a lot of us. Honestly, the atari.org idea sounds
nice, but apparently either the hardware they use or the guys
maintaining it don't work.

> I think I am done toying with the Falcon and I am going to
> spend more time with he TT. Hopefully will have some more ST
> toys before years end. Then look out you ST basher.

hehe

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4747. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-15 00:00:00 UTC
From: irvin@clara.co.uk
Message-ID: <1e4grk0.l35h0ehdg3g8N%irvin@clara.co.uk>
Source record: 2312

HBS640T28STE what? I'd have liked to see atari fit that onto a badge :)

What does all that stand for anyway?

--
Andrew Irvine

Quote of the millennium: "We may not have got everything right,
but at least we knew the century was going to end!"

4748. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-15 00:00:00 UTC
From: Alexander Chaney <achaney@voicenet.com>
Message-ID: <sN6g4.24$cg2.3707@news3.voicenet.com>
Source record: 2313

Clockmeister <gerryvdb@tnet.com.au> wrote:

: Perhaps it's easier to bash the Amiga then to actually prove that an Atari
: is better. Just saying...

I fully understand. I have seen other system owners come to the Amiga groups just to be beaten. Recently to a BeOS user.

: Ofcourse, if you want it all and your pockets are deep then it doesn't
: really matter.

I know it sound crazy, but I really just like tinkering. I bought a midi keyboard 2nd hand to play with the midi stuff and I have a plotter for the Dynacad program (Really cool program I might add)

I like building systems to the limit and let others go "Wow! I never knew that a ????? could do all that!!". Great rush.

: Nice diverse range of systems you have there BTW.

There are a few unsung heros in the computer industry that go unnoticed to the Windoze world. I like to identify those past greats like the mighty TT030 and show them off a bit. I have a great admiration fr the Atari.

: Yep. Out of curiousity, what does your maxxed out Amiga consist of?.

A CyberStorm PowerPC and 68060 combo board. CyberVision 4mb Video. 13Gb of Hard disk on an UltraSCSI 3 interface. ISDN connection. 19" monitor and 82Mb Ram. Hopefully the new G4's will be out soon. I hope I can source the parts to get my TT that way. I would go for the newer clones, but I really like the look of the original.

-Alex

4749. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-15 00:00:00 UTC
From: Alexander Chaney <achaney@voicenet.com>
Message-ID: <EP6g4.25$cg2.3707@news3.voicenet.com>
Source record: 2314

: So, I suggest that the original poster of this thread go to your website
: below. Unfortuneately the org server is down right now, and I don't have
: the original URL handy.

His site is great and one of the deciding factors as to why I went ahead
with the purchase. Well done. Can't wait for the promised update.

Give me a little more time to catch up on the lost learning curve and I
hope to give back soon.

-Alex

4750. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-15 00:00:00 UTC
From: Alexander Chaney <achaney@voicenet.com>
Message-ID: <pV6g4.26$cg2.3707@news3.voicenet.com>
Source record: 2315

Mikey <mgrove@iwvisp.com> wrote:

: His first mistake was to try carrying on a "learning" conversation with
: Brad. He is in the business to make money, and if you know what to ask,
: will answer your questions. I would guess the guy gets quite a few calls
: a day, and to spend time explaining what is readily available else where
: probably got him a little hot. As always, RTFM, RTFNG in this case:).

It was mostly my own fault. I tried gathering what information I could
from the web and whatever documentation I could dig up. I was thinking
that a vendor woul dbe more than happy to try and get me to by the ranch
and thus I would also learn what was available.

I think I got him a bit hot when I sai my machine has 6Mb ram, but I guess
I might be reading it wrong. when the system loads I see and Atari logo
followed by two lines. One says ST Ram 2Mb, and the second line says 4Mb.
So does this mean 4 Mb total or do I add the two together for 6mb. This
seems to be a bad question to ask.

I will try calling back and patch up this problem. It seems that I willbe
needing his services in the future.

-Alex

4751. Re: ...Attention @Home Users - Your Use

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-15 00:00:00 UTC
From: mgrove@iwvis.com
Message-ID: <s821f21jeh661@corp.supernews.com>
Source record: 2316

On 14 Jan 2000 22:58:00 , Brian Van TIlborg wrote:
>On 14 Jan 2000 17:17:20 , UsenetCentralControl_comp@uysu.mil wrote:

>Now what is this bottum stuff below?
>
>Brian.
>
>>Ifssl auynpst rzwgov srbbn
>>bfqyy eriwn baltlr bfrzl ppy ccl

I think it's that fuc*ing Tele Tubbies crap:)

M

4752. atari lynx othello is done

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-15 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <4381-38814C75-90@storefull-175.iap.bryant.webtv.net>
Source record: 2317

hi every one,
please go to,
http://oeonline.com/~hdodgson/
for screen shots of the finished othello game,we are know working on documentation,and package artwork,and are shooting for a early feburary release date,it will carry a list price of $39.95,and there will be dealer pricing soon,thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4753. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-17 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38828FE5.4A9BA94A@ihug.co.nz>
Source record: 2318

Hi there,

Alexander Chaney wrote:
>
> I think I got him a bit hot when I sai my machine has 6Mb ram, but I guess
> I might be reading it wrong. when the system loads I see and Atari logo
> followed by two lines. One says ST Ram 2Mb, and the second line says 4Mb.
> So does this mean 4 Mb total or do I add the two together for 6mb. This
> seems to be a bad question to ask.

Not at all. Your total is 6MB.

When you boot the TT it does a RAM check. The first line is ST-RAM and the second is TT-RAM. ST-RAM is accessed at slower speed to maintain some form of timimng/buswidth compatibility with older ST software, but TT-RAM can be accessed at full speed/width, including the 68030 burst mode. You could get a 3rd party RAM board to allow you to have tons of memory (256MB?). The most important thing you will need is a Control Panel to change the RAM preference of software. Most software will default to using ST-RAM but you can tell software to load into and run from TT-RAM to boost speed (and boy it does!)

Hope this helps, seems like few others in this thread have offered much thus far...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4754. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-17 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001171653310.179-100000@rakas>
Source record: 2319

On 17.1.2000, J WILKINSON <jwandjw@ihug.co.nz> wrote:

> ST-RAM is accessed at slower speed to maintain some form of
> timiming/buswidth compatibility with older ST software, but
> TT-RAM can be accessed at full speed/width, including the
> 68030 burst mode.

Not really.

ST-RAM in mainly used by the hardware as a buffer, such as for
the video hardware, which means it is subject to a _lot_ of
hardware interrupts, while TT-RAM can _only_ be used to store
program data.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4755. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-17 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <knGg4.238$RY1.12010@nsw.nnrp.telstra.net>
Source record: 2320

Alexander Chaney <achaney@voicenet.com> wrote in message
news:sN6g4.24$cg2.3707@news3.voicenet.com...
> Clockmeister <gerryvdb@tnet.com.au> wrote:
>
> : Perhaps it's easier to bash the Amiga then to actually prove that an
Atari
> : is better. Just saying...
>
> I fully understand. I have seen other system owners come to the Amiga
> groups just to be beaten. Recently to a BeOS user.

:-)

> : Ofcourse, if you want it all and your pockets are deep then it doesn't
> : really matter.
>
> I know it sound crazy, but I really just like tinkering. I bought a midi
> keyboard 2nd hand to play with the midi stuff and I have a plotter for the
> Dynacad program (Really cool program I might add)

> I like building systems to the limit and let others go "Wow! I never knew
> that a ????? could do all that!!". Great rush.

It is great when that happens isn't it!. Reminds me of the time when my
friend needed a Pascal program to be compiled for a school project. His PC
was broken, so I offered to help out... with my Amiga 1000!.

He was quite surprised when his program compiled and saved using the old PC
emulator program from C=, running Borland Turbo Pascal.
Suddenly that "old, useless relic" as he used to call it gained a lot more
respect because it saved his neck!.

> : Nice diverse range of systems you have there BTW.
>
> There are a few unsung heros in the computer industry that go unnoticed to
> the Windoze world. I like to identify those past greats like the mighty
> TT030 and show them off a bit. I have a great admiration fr the Atari.
>

I owned an Atari 1040STfm, but got rid of it to buy an Amiga. (Some time
ago). I've had all types of PC's from XT's upwards as well.

Have you tried the QNX demo?. Quite impressive IMO.
www.qnx.com (from memory)

> : Yep. Out of curiousity, what does your maxxed out Amiga consist of?.
>

> A CyberStorm PowerPC and 68060 combo board. CyberVision 4mb Video. 13Gb
> of Hard disk on an UltraSCSI 3 interface. ISDN connection. 19" monitor
> and 82Mb Ram. Hopefully the new G4's will be out soon.

Nice!!!

I hope I can
> source the parts to get my TT that way. I would go for the newer clones,
> but I really like the look of the original.
>

Fair enough, best of luck to you.

Regards,

Clockmeister.

4756. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-17 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001171931480.179-100000@rakas>
Source record: 2321

On 17.1.2000, Clockmeister <gerryvdb@tnet.com.au> wrote:

> I owned an Atari 1040STfm, but got rid of it to buy an Amiga.

Since the above confirms you have no experience whatsoever of
newer Atari hardware with higher performances and more memory,
you are in NO position to comment on wether upgrading to a
TT/Falcon provides any real benefits for real Atari users.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4757. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-18 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3883DD3A.745A7E12@ihug.co.nz>
Source record: 2322

Hi there,

Martin-Eric Racine wrote:
>
> On 17.1.2000, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>
> > ST-RAM is accessed at slower speed to maintain some form of
> > timiming/buswidth compatibility with older ST software, but
> > TT-RAM can be accessed at full speed/width, including the
> > 68030 burst mode.
>
> Not really.
>
> ST-RAM in mainly used by the hardware as a buffer, such as for
> the video hardware, which means it is subject to a _lot_ of
> hardware interrupts, while TT-RAM can _only_ be used to store
> program data.

Thanks. I wasn't sure how it worked (I own a Falcon, not a TT,
and have only watched how much better stuff works in TT-RAM on
a friends TT).

Are you able to give insight into 030 burst-mode? Thats another
area of confusion for me...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4758. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-18 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <0sYg4.164$Eb2.8113@nsw.nnrp.telstra.net>
Source record: 2323

Martin-ï¿œric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10001171931480.179-100000@rakas...
> On 17.1.2000, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
> > I owned an Atari 1040STfm, but got rid of it to buy an Amiga.
>
> Since the above confirms you have no experience whatsoever of
> newer Atari hardware with higher performances and more memory,
> you are in NO position to comment on wether upgrading to a
> TT/Falcon provides any real benefits for real Atari users.
>

Where did I comment of the benefits issue?.

It's not like I don't have access to a Falcon, a friend has one that he uses
for music.

Regards.

Clockmeister.

4759. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-18 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001181730400.208-100000@rakas>
Source record: 2324

On 18.1.2000, J WILKINSON <jwandjw@ihug.co.nz> wrote:

> > ST-RAM in mainly used by the hardware as a buffer, such as for
> > the video hardware, which means it is subject to a _lot_ of
> > hardware interrupts, while TT-RAM can _only_ be used to store
> > program data.
>
> Thanks. I wasn't sure how it worked.

Welcome.

> Are you able to give insight into 030 burst-mode?

On the site below, also accessible at http://TT030.tripod.com
when atari.org is down.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4760. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-18 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001181732310.208-100000@rakas>
Source record: 2325

On 18.1.2000, Clockmeister <gerryvdb@tnet.com.au> wrote:

> > > I owned an Atari 1040STfm, but got rid of it to buy an Amiga.
> >
> > Since the above confirms you have no experience whatsoever of
> > newer Atari hardware with higher performances and more memory,
> > you are in NO position to comment on wether upgrading to a
> > TT/Falcon provides any real benefits for real Atari users.
>
> Where did I comment of the benefits issue?.

The whole "what's an ST good for ..." and "not much advocacy..."
threads, plus several others during the holidays.

> It's not like I don't have access to a Falcon, a friend has one

That does not mean you have daily experience of the difference
between an ST and a TT/Falcon.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4761. Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <19012000125105 2017%sinclap@nospam.net>
Source record: 2326

Apple will post their results today with expecations of better than expected. Looks like sales were phenominal(sp?) in Canada and Germany despite being the home of the new Milan. Apple's transition as a consumer company is nearly complete..Watch out..

just sinclap

4762. Re: Not to offend, just need help

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-20 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <wTlh4.396$lp2.10951@nsw.nnrp.telstra.net>
Source record: 2327

Martin-ï¿œric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10001181732310.208-100000@rakas...
> On 18.1.2000, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
> > > > I owned an Atari 1040STfm, but got rid of it to buy an Amiga.
> > >
> > > Since the above confirms you have no experience whatsoever of
> > > newer Atari hardware with higher performances and more memory,
> > > you are in NO position to comment on wether upgrading to a
> > > TT/Falcon provides any real benefits for real Atari users.
> >
> > Where did I comment of the benefits issue?.
>
> The whole "what's an ST good for ..." and "not much advocacy..."
> threads, plus several others during the holidays.

The "Not much advocacy" thread was mine, but it started as a tongue in cheek
season's greeting. It had the desired result of producing some conversation
in this group did it not?. It had been pretty dead in this forum.

> > It's not like I don't have access to a Falcon, a friend has one
>
> That does not mean you have daily experience of the difference
> between an ST and a TT/Falcon.

And how many Atari users are quite prepared to make assumptions on modern
day Amiga's when they have absolutely _no_ experience at all?. At least I
can in part relate to the difference between a lowly ST and a Falcon, which
is obviously a much better machine than the ST.

Not that I actually made any comments on that subject in any case.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb

4763. TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-21 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-0F0FE4.11483421012000@bigmomma.idirect.com>
Source record: 2328

In article <190120001251052017%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> Apple will post their results today with expecations of better than
> expected. Looks like sales were phenominal(sp?) in Canada and Germany
> despite being the home of the new Milan. Apple's transition as a
> consumer company is nearly complete..Watch out..

1) it's spelled "expectations". With such atrocious spelling, TiFKAS
could never be hired an an "Apple Power Rep".

2) Doing well in Germany, huh? Ironically, just a few hours after
TiFKAS posted his drivel came this report from a respected German news
site that paints a much more Steve Jobs Reality-Distortion Field (tm)
free picture:

http://www.heise.de/newsticker/data/se-19.01.00-000/

> Apple feuert deutsche Marketing-Abteilung
>
> Apple Europa hat die gesamte Marketing-Abteilung der deutschen
> Niederlassung in Feldkirchen bei M�nchen entlassen, wie c't aus
> Insider-Kreisen erfuhr. In Zukunft will der kalifornische Hersteller das
> Marketing europaweit vom Firmensitz in Paris aus organisieren. Die
> �brigen Abteilungen der deutschen Niederlassung bleiben den Informationen
> zufolge erhalten. Die Nachfrage der c't-Redaktion beantwortete Georg
> Albrecht von der Presseabteilung in Feldkirchen nur lapidar mit: "Kein
> Kommentar.

In English (courtesy Babelfish):

"Apple Europe has dismissed the entire marketing department of the
German arm in Munich, according to an inside source. In the future the
California manufacturer wants to organize marketing European-wide from
the company headquarters in Paris. The remaining departments of the
German address are preserved according to to the information. Queries by
Insider to George Albrecht Apple's press department were met with the
reply: " no comment. "

the way business works, if you aren't doing too hot in the business,
you get rid of the deadwood. Seems Apple Germany's marketing department
couldn't organize a piss-up in one of their fine breweries, so they had
to go. If they really were selling lots of iMacs, they'd still have
their jobs.

TiFKAS is either being entirely dishonest about how well Apple is
doing in Germany, or more likely in his attempts to pretend being an

"Apple Power Rep", got the story from a website and began making up things out of whole cloth.

Apple has been taking a lot of heat in Europe as of late, especially after their controversial decision to pull out of a major Apple show being held in April in London.

We fully expect to see TiFKAS go into major damage control mode on this one, complete with supposedly witty ripostes against his imaginary friend "Chunks".

3) Sales going well in Canada? Think Different.

About two weeks after TiFKAS posted an article from an Apple club claiming that you couldn't find ANY Apple product in Canada, stores were being flooded with Rev D 333mHZ iMacs - first just in green, then in all five fruit flavours. Even at this late date, Computer City is completely glutted with older iMacs and are trying to blow them out at fire-sale prices.

TiFKAS should also be checking his own back yard, 'cause according to a number of well-respected mail order houses in the US like Small Dog, as well as companies like Price Club, they're also similarly glutted with older iMacs and are likewise blowing them out at fire-sale prices.

Oh, and did I mention the lawsuit that's been launched against Apple Canada by Computer Warehouse, one of their major distributors? Seems Apple is refusing to allow them or other of the Canadian retail stores to sell the iMac online on their web sites, instead giving all Canada selling rights to MacWarehouse - which may explain why Apple hasn't launched a Canadian version of Apple Store despite their many promises to do so Real Soon Now (two years and counting).

4) Milan? You mean the Milan II, which recently got a huge boost when Hewlett-Packard officially announced that they will be providing full support for all their new USB products for Milan II. You know HP, don't you, TiFKAS - the company that recently DROPPED all scanner support for Apple products.

But then, we all know about TiFKAS' axe to grind against Milan, especially after he announced (before the original Milan was released!) that "90% of all Atari applications fall over on the Milan", and was proven horribly wrong. Or his chicken-littling FUD claiming that Milans were all horribly buggy hardware wise, when it turned out it was just a minority of earlier machines that Milan GmBH quickly replaced. Or his championing the GateWay Amiga as a "Milan-crusher", only to have the vapour from that sorry project blow up in his face?

What do you say to that, Mr. "I never called Steve Jobs an arrogant bonehead who would destroy Apple if he ever came back"?

5) it appears that TiFKAS has now given up on DejaNews and is now (shock, horror!) using an ACTUAL NEWSREADER to post from. So much for

his constant crowing "portals are the future, newsreaders are obsolete". Which is doubly embarassing for him seeing as the new version of MT Newswatcher has been getting rave reviews from the denizens of comp.sys.mac.advocacy, you know, the place TiFKAS is afraid to go to because he'd be quickly unmasked as the all-talk know-nothing we all know him to be? BTW, TiFKAS, who set up your newsreader for you - someone at your company who felt sorry for the janitor?

I'll wait for you to get your head out from "Up There" before you reply. :)

>
>
> just sinclap

4764. atari 7800/2600 moitor cartridge announcement

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-21 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25214-38891C76-65@storefull-175.iap.bryant.webtv.net>
Source record: 2329

we are pleased to report that the very rare,and elusive 7800/2600 monitor carts are in stock now,if you were on the reserve list,you should have received a e-mail from us stating this fact,with ordering information,if you did not receive a e-mail,please contact us a.s.a.p.,for this is a limited time offer,and qauntities are very limited.
if you are interested in one of these actual licensed atari product for your collection,or use,please contact us now,we may have a few left,but time is of the essence.
the list price on this item is $99.95,this is a low end development system for your 7800,it will allow you to develop your own 2600 game,and store it in a 8k battery backed up ram,or 16k battery backed up ram for the 7800,it is cartridge based,using the 2 joystick ports of your 7800,and the 2600 keypads/touch pads,or sesame st. controllers for data input devices.
this cart development system also comes with a 200 page developers manual,and schematics of the7800,also it has 3 2600 games on board,also with a demo of a unreleased 7800 game on board. ordering information can be found on our web site at, www.atarisales.com thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4765. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-24 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <240120000018056498%sinclap@nospam.net>
Source record: 2330

In article <dreibel-0F0FE4.11483421012000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <190120001251052017%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > Apple will post their results today with expecations of better than
> > expected. Looks like sales were phenominal(sp?) in Canada and Germany
> > despite being the home of the new Milan. Apple's transition as a
> > consumer company is nearly complete..Watch out..
>
>
> 1) it's spelled "expectations". With such atrocious spelling, TiFKAS
> could never be hired an an "Apple Power Rep".

OOPS I screwed up on one word. Forgot to check since time is limited
in this business..

> 2) Doing well in Germany, huh? Ironically, just a few hours after
> TiFKAS posted his drivel came this report from a respected German news
> site that paints a much more Steve Jobs Reality-Distortion Field (tm)
> free picture:
>
> http://www.heise.de/newsticker/data/se-19.01.00-000/
>
> In English (courtesy Babelfish):
>
>
> "Apple Europe has dismissed the entire marketing department of the
> German arm in Munich, according to an inside source. In the future the
> California manufacturer wants to organize marketing European-wide from
> the company headquarters in Paris. The remaining departments of the
> German address are preserved according to to the information. Queries by
> Insider to George Albrecht Apple's press department were met with the
> reply: " no comment. "
>
> the way business works, if you aren't doing too hot in the business,
> you get rid of the deadwood. Seems Apple Germany's marketing department
> couldn't organize a piss-up in one of their fine breweries, so they had
> to go. If they really were selling lots of iMacs, they'd still have
> their jobs.

Or it could mean is that they want to have marketing consistancy
worldwide. I believe the same thing happened to the UK dept as well.
Apple UK has done well. My mother mailed the iMac insert from Germany.

The adv insert was the same as the U.S. version with minor
modification. Apple's unit sales in Europe were up 50% in Q1.

> TiFKAS is either being entirely dishonest about how well Apple is
> doing in Germany, or more likely in his attempts to pretend being an
> "Apple Power Rep", got the story from a website and began making up
> things out of whole cloth.

Apple sales are up in Germany. Apple Worldwide could only deliver 70%
of the German product backorder in Q1.

> Apple has been taking a lot of heat in Europe as of late, especially
> after their controversial decision to pull out of a major Apple show
> being held in April in London.

Yep. The Paris show is bigger and a better return on investment.
Their call.

> We fully expect to see TiFKAS go into major damage control mode on
> this one, complete with supposedly witty ripostes against his imaginary
> friend "Chunks".

No need to..

> 3) Sales going well in Canada? Think Different.
>
> About two weeks after TiFKAS posted an article from an Apple club
> claiming that you couldn't find ANY Apple product in Canada, stores were
> being flooded with Rev D 333mHZ iMacs - first just in green, then in all
> five fruit flavours. Even at this late date, Computer City is completely
> glutted with older iMacs and are trying to blow them out at fire-sale
> prices.

Happens when a new replacement line comes on board. Demand falls off
on the remaining end of line(EOL) models. Apple must not have offered
price protection immediately. The remaining stocks are low since Apple
currently keeps low stocks in the channel.

> TiFKAS should also be checking his own back yard, 'cause according to
> a number of well-respected mail order houses in the US like Small Dog,
> as well as companies like Price Club, they're also similarly glutted
> with older iMacs and are likewise blowing them out at fire-sale prices.
>
Glutted? Whats a fire-sale price? $899 is not enough. Should read
Robert Morgan's recon article about the likes of Cosco, Sam's Club and
Price Club. What he calls Apple's safety valve..

> Oh, and did I mention the lawsuit that's been launched against Apple
> Canada by Computer Warehouse, one of their major distributors? Seems
> Apple is refusing to allow them or other of the Canadian retail stores
> to sell the iMac online on their web sites, instead giving all Canada
> selling rights to MacWarehouse - which may explain why Apple hasn't
> launched a Canadian version of Apple Store despite their many promises

> to do so Real Soon Now (two years and counting).

So what does that have to do with Apple's blow out Q1?

> 4) Milan? You mean the Milan II, which recently got a huge boost when
> Hewlett-Packard officially announced that they will be providing full
> support for all their new USB products for Milan II. You know HP, don't
> you, TiFKAS - the company that recently DROPPED all scanner support for
> Apple products.

So when will the Milan II reach the shores of Boston Harbor?

Hate to burst the bubble here. HP did an out face a few days ago when
they announced that they made a mistake of leaving the Mac scanner
market and will re-enter the market by March. He he he...

> But then, we all know about TiFKAS' axe to grind against Milan,
> especially after he announced (before the original Milan was released!)
> that "90% of all Atari applications fall over on the Milan", and was
> proven horribly wrong. Or his chicken-littling FUD claiming that Milans
> were all horribly buggy hardware wise, when it turned out it was just a
> minority of earlier machines that Milan GmBH quickly replaced. Or his
> championing the GateWay Amiga as a "Milan-crusher", only to have the
> vapour from that sorry project blow up in his face?

The Milan is vapor! Can you buy one at the Boston Harbor? The Amiga
lives on at Amino..Still think the BEOS is the off spring to replace.

But with Mac X with Aqua...who cares...

> What do you say to that, Mr. "I never called Steve Jobs an arrogant
> bonehead who would destroy Apple if he ever came back"?

i thought we resolved this...

> 5) it appears that TiFKAS has now given up on DejaNews and is now
> (shock, horror!) using an ACTUAL NEWSREADER to post from. So much for
> his constant crowing "portals are the future, newsreaders are obsolete".
> Which is doubly embarassing for him seeing as the new version of MT
> Newswatcher has been getting rave reviews from the denizens of
> comp.sys.mac.advocacy, you know, the place TiFKAS is afraid to go to
> because he'd be quickly unmasked as the all-talk know-nothing we all
> know him to be? BTW, TiFKAS, who set up your newsreader for you -
> someone at your company who felt sorry for the janitor?

Nope. Still like the portals. Will subscribe to mac.com as well.

> I'll wait for you to get your head out from "Up There" before you
> reply. :)
>
>

just sinclap

4766. FUCK IRVING GOULD Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-24 00:00:00 UTC
From: Archibald Barisol <gortician669REMOVE@yahoo.com>
Message-ID: <388C56C3.45AB6979@yahoo.com>
Source record: 2331
Cross-posted to: rec.games.video.classic,alt.flame,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Paul Allen Panks wrote:
>
> Hi-
>
> I propose that Hasbro relinquish the rights to Atari, as Tulip should
> relinquish the assests to defunct Commodore International. Here is what I
> propose:
>
> o - A new company, called "Commodore & Atari Technologies, Ltd." (or
> simply CATL). What CATL will do is multifaceted. There will be two
> divisions of the company:
>
> o - Atari Technologies, Inc.: This will focus on video and stand up
> arcade games a la Tengen. Competition to the Sega Dreamcast, Sony
> Playstation 1/2, and Nintendo 64 will start here. It is wise to use the
> Atari name for video games; I don't see why the name couldn't be brought
> back. Companies like Activision and Sega will support Atari vigorously.
>
> This will also include the revitalization of AtariTel, a division that
> sounded good at the time, but needed more refinement.
>
> o - Commodore Electronics, Ltd: This will be the computer division of
> CATL. It is wise to use Commodore's name, logo and assets such as the
> Amiga products and PC clones to head this division. Commodore's
> prior success with the Commodore 64 and Amiga lines would help bring
> recognition to this side of CATL.
>
> Know, I know that purists will say "Atari and Commodore" under one roof?
> That's massacre! No, it's really the best of two worlds long competing to
> coat each other's throats. And both companies fell by the wayside due to
> it (not to mention competition from Nintendo and IBM).
>
> As recently as 1991, Commodore was a billion-dollar a year entity. Atari's
> heyday was in 1982 (2.2 billion dollar a year entity). Atari's own failure
> in marketing the ST lines *completely* detroyed the companies chances at
> renewed success. The Atari Jaguar was just a last fling by a dying
> company.
>
> Again, Atari purists will roast me on the above, but Atari and the
> Tramiel's had no intention of selling video games. The Jaguar, while a
> fabulous machine for a ridiculously low price, faltered due to lack of
> advertising (admittedly, Atari had a limited budget and Nintendo wasn't
> helping matters, either)

>
> As for Commodore, the Amiga was ahead of it's time and still is to some
> degree. Commodore's management tried to parlay sales overseas, but to
> limited success. Tulip has no intention of reviving the Commodore name, so
> the grave has already been dug.
>
> By combining the former warring companies, we have a strong bond between
> video games, computers and electronic media.
>
> I propose that Hasbro allocate $300 million to foreign investors to lead
> the new company. We must not be like the Tramiels and try to develop
> products and sell them at rock bottom prices -- rather, we must develop
> the best products at mid-range prices the consumer will actively pay.
>
> I also propose that we bring back former executives such as James Morgan.
> He failed in his prior attempt at reviving Atari, but his experience will
> have taught him enough to do adequate on the next go around. We must also
> hire Irving Gould (or an equivalent) as Chief Executive Officer.
>
> IBM and Microsoft are not the targets; rather, they are the technology
> CATL will use to return to prominence. With investments from IBM and
> Microsoft, we will use existing technology to impliment a structured
> program by which CATL can market, produce, and sell software, hardware and
> computer chips. We will also contract with Intel and AMD to produce
> midline chips for use in video games and home computer equipment. I also
> propose that we revitalize MOS Technologies and said manufacturing plants
> (to be upgraded) for further production of computer equipment.
>
> Please direct this email to Bill Gates, former CEO at Microsoft, as well
> as James Morgan, Irving Gould and Jack Tramiel.
>
> January 23, 2000
>
> Paul Allen Panks
> CATL Supplemental Draft: Atari and Commodore Technologies Limited
>
> Regards,
>
> Paul Allen Panks
> dunric@yahoo.com
>
> --

Sure, sure. Let's get Mehdi Ali in while we're at it...

> --
> **********
>
> Few cats act their age, while most just cough up fur balls.
>
> **********

--
Death Metal Motherfucking Music Association -
http://listen.to/deathgrind/
Heidenlarm - http://www.evilmusic.com (coming soon)
KCUF Underground Internet Radio http://www.kcuf.org
Gortician - http://members.tripod.com/~cynner/gor1.htm
High-C, foole -
http://www.geocities.com/SunsetStrip/Palms/2296/high1.htm
alt.music.hardcore - http://members.tripod.com/~AMHardcore

New Gortician MP3s:
Imbalance Records (Mp3 Compliation) -
http://www.loudnet.com/imbalance_chemical/

Unsung Heroes Records Venom Tribute Page -
http://www.mindspring.com/~lordvic/uhr/vnmtrib.htm

GORTICIAN "THE WONDER YEARS" CD in MP3! - http://www.mp3.com/gortician

****
*Lord High-C the Unstable
*Faculty, Bungmunch University
*Assistant Dean of Men and Interactive Rave Graphics
* SEMPER MEOVAMVS AD INFINITVM ET INFINITVM
****

"Please," moaned Sherry, before she arched her back, her open mouth
trembling while yet another crab spawn wriggled into her soft, hairless
cunt.

4767. Re: FUCK IRVING GOULD Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-24 00:00:00 UTC
From: Martin-Éric Racine <q-funk@y.lnet.lut.fi>
Message-ID: <Pine.MNT.4.10.10001241718170.111-100000@rakas>
Source record: 2332
Cross-posted to: rec.games.video.classic,alt.flame,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> Paul Allen Panks wrote:
> >
> > I propose that Hasbro relinquish the rights to Atari, as Tulip should
> > relinquish the assests to defunct Commodore International. Here is what I
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> > o - A new company, called "Commodore & Atari Technologies, Ltd." (or
> > simply CATL). What CATL will do is multifaceted. There will be two
> > divisions of the company:
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> > o - Atari Technologies, Inc.: This will focus on video and stand up
> > arcade games a la Tengen. Competition to the Sega Dreamcast, Sony
> > Playstation 1/2, and Nintendo 64 will start here.

> > As for Commodore, the Amiga was ahead of it's time

The ST, TT anf Falcon were all ahead of their time. They
still are a cut ahead of everything else, for many things.

> > January 23, 2000
> >
> > CATL Supplemental Draft: Atari and Commodore Technologies Limited
> >
> > Paul Allen Panks
> > dunric@yahoo.com

Who are you anyhow and why are you hiding behind a Yahoo mailbox?

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4768. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-24 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-0930BA.12215124012000@bigmomma.idirect.com>
Source record: 2333

In article <240120000018056498%sinclap@nospam.net>, The iDiot Forever
Known As Sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-0F0FE4.11483421012000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > In article <190120001251052017%sinclap@nospam.net>, sinclap
> > <sinclap@nospam.net> wrote:
> >
> > > Apple will post their results today with expecations of better than
> > > expected. Looks like sales were phenominal(sp?) in Canada and
> > > Germany
> > > despite being the home of the new Milan. Apple's transition as a
> > > consumer company is nearly complete..Watch out..
> >
> >
> > 1) it's spelled "expectations". With such atrocious spelling, TiFKAS
> > could never be hired an an "Apple Power Rep".
>
> OOPS I screwed up on one word. Forgot to check since time is limited
> in this business..

you have a history of screwups, TiFKAS. That's why Apple wouldn't
hire you.

>
> > 2) Doing well in Germany, huh? Ironically, just a few hours after
> > TiFKAS posted his drivel came this report from a respected German news
> > site that paints a much more Steve Jobs Reality-Distortion Field (tm)
> > free picture:
> >
> > http://www.heise.de/newsticker/data/se-19.01.00-000/
> >
> > In English (courtesy Babelfish):
> >
> >
> > "Apple Europe has dismissed the entire marketing department of the
> > German arm in Munich, according to an inside source. In the future the
> > California manufacturer wants to organize marketing European-wide from
> > the company headquarters in Paris. The remaining departments of the
> > German address are preserved according to to the information. Queries
> > by
> > Insider to George Albrecht Apple's press department were met with the
> > reply: " no comment. "

> >
> > the way business works, if you aren't doing too hot in the business,
> > you get rid of the deadwood. Seems Apple Germany's marketing department
> > couldn't organize a piss-up in one of their fine breweries, so they had
> > to go. If they really were selling lots of iMacs, they'd still have
> > their jobs.
>
> Or it could mean is that they want to have marketing consistancy
> worldwide. I believe the same thing happened to the UK dept as well.
> Apple UK has done well. My mother mailed the iMac insert from Germany.
> The adv insert was the same as the U.S. version with minor
> modification. Apple's unit sales in Europe were up 50% in Q1.

what's 50% of squat, TiFKAS?

>
> > TiFKAS is either being entirely dishonest about how well Apple is
> > doing in Germany, or more likely in his attempts to pretend being an
> > "Apple Power Rep", got the story from a website and began making up
> > things out of whole cloth.
>
> Apple sales are up in Germany. Apple Worldwide could only deliver 70%
> of the German product backorder in Q1.

only on your word. And we know how rotten your word is, TiFKAS.
Wanna post some REAL NUMBERS?
>
> > Apple has been taking a lot of heat in Europe as of late, especially
> > after their controversial decision to pull out of a major Apple show
> > being held in April in London.
>
> Yep. The Paris show is bigger and a better return on investment.
> Their call.

bad call. they've managed to totally cheese off many British Mac
users, and it's going to come back to haunt them. This according to
MacFormat.

>
> > We fully expect to see TiFKAS go into major damage control mode on
> > this one, complete with supposedly witty ripostes against his imaginary
> > friend "Chunks".
>
> No need to..

you'll need to now....
>
> > 3) Sales going well in Canada? Think Different.
> >
> > About two weeks after TiFKAS posted an article from an Apple club
> > claiming that you couldn't find ANY Apple product in Canada, stores
> > were

> > being flooded with Rev D 333mHZ iMacs - first just in green, then in
> > all
> > five fruit flavours. Even at this late date, Computer City is
> > completely
> > glutted with older iMacs and are trying to blow them out at fire-sale
> > prices.
>
> Happens when a new replacement line comes on board. Demand falls off
> on the remaining end of line(EOL) models. Apple must not have offered
> price protection immediately. The remaining stocks are low since Apple
> currently keeps low stocks in the channel.

uh-uh, TiFKAS. You made a claim that they were ALL SOLD OUT. TWO
WEEKS LATER, a glut of iMacs arrived that they're having trouble
dumping. Methinks Mr. Jobs is using the stores for warehousing space...

>
> > TiFKAS should also be checking his own back yard, 'cause according
> > to
> > a number of well-respected mail order houses in the US like Small Dog,
> > as well as companies like Price Club, they're also similarly glutted
> > with older iMacs and are likewise blowing them out at fire-sale prices.
> >
> Glutted? Whats a fire-sale price? $899 is not enough. Should read
> Robert Morgan's recon article about the likes of Cosco, Sam's Club and
> Price Club. What he calls Apple's safety valve..

at $899, it's still too much for out-of-date technology.

>
> > Oh, and did I mention the lawsuit that's been launched against Apple
> > Canada by Computer Warehouse, one of their major distributors? Seems
> > Apple is refusing to allow them or other of the Canadian retail stores
> > to sell the iMac online on their web sites, instead giving all Canada
> > selling rights to MacWarehouse - which may explain why Apple hasn't
> > launched a Canadian version of Apple Store despite their many promises
> > to do so Real Soon Now (two years and counting).
>
> So what does that have to do with Apple's blow out Q1?

jsut making you wake up and smell the catfood, TiFKAS. Apple is in
SERIOUS trouble up here....

>
>
> > 4) Milan? You mean the Milan II, which recently got a huge boost
> > when
> > Hewlett-Packard officially announced that they will be providing full
> > support for all their new USB products for Milan II. You know HP, don't
> > you, TiFKAS - the company that recently DROPPED all scanner support for
> > Apple products.
>

> So when will the Milan II reach the shores of Boston Harbor?

pretty soon, TiFKAS. Just be patient.

>
> Hate to burst the bubble here. HP did an out face a few days ago when
> they announced that they made a mistake of leaving the Mac scanner
> market and will re-enter the market by March. He he he...

that was nice going. But HP's also supporting Milan right out of the
box. Seems they have just as much confidence in an "obsolete" system as
they do with the toy iMacs...

>
> > But then, we all know about TiFKAS' axe to grind against Milan,
> > especially after he announced (before the original Milan was released!)
> > that "90% of all Atari applications fall over on the Milan", and was
> > proven horribly wrong. Or his chicken-littling FUD claiming that Milans
> > were all horribly buggy hardware wise, when it turned out it was just a
> > minority of earlier machines that Milan GmBH quickly replaced. Or his
> > championing the GateWay Amiga as a "Milan-crusher", only to have the
> > vapour from that sorry project blow up in his face?
>
> The Milan is vapor! Can you buy one at the Boston Harbor?

can you buy a G4 500mHZ tower ANYWHERE in the world right now,
TiFKAS? Howzabout Half-Life for the Mac. Seems Stevie's been breaking
out in rash promises again..

which Milan, TiFKAS? Milan 040 has been out since August '98. Milan
060 came out about six months later. Milan II was shown at a German
Atari show with reps from Motorola and HP talking about construction and
peripheral support. Right now the schedule for release appears to be on
time. We have at least two members who have expressed interest in the
new machine, and when they get them and show them at a TAF meeting
(which I personally will ensure gets promoted), you'll see a lot more
sold.

The only vapour you should be concerned about emanates from your
hind-quarters anytime you have a thought....

The Amiga
> lives on at Amino..Still think the BEOS is the off spring to replace.

BeOS is also in trouble. Amiga has had many lives, but so far has
failed to produce one scrap of hardware, while Atari hardware has
proliferated.

>
> But with Mac X with Aqua...who cares...

which, according to TiFKAS' yardstick, is also vapour.....

>
> > What do you say to that, Mr. "I never called Steve Jobs an arrogant
> > bonehead who would destroy Apple if he ever came back"?
>
> i thought we resolved this...

sure we did. You lied when you claimed that you never called Steve Jobs an "arrogant bonehead" who would "destroy Apple if he ever came back". When I went through DejaNews and found the EXACT POSTING that contained your foot-in-mouth disease, you conveniently ran away like the coward you are.

Ready to start doing some serious boot-licking to Mr. Jobs? Be careful, he may have been walking through a cow field :)

4769. Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-24 00:00:00 UTC
From: Cameron Kaiser <ckaiser@stockholm.ptloma.edu>
Message-ID: <Dd_i4.2644$g8.129302@sol.newscene.com>
Source record: 2334
Cross-posted to: rec.games.video.classic,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

[alt.flame snipped. (Not like Irv's going to read it, eh?)]

Archibald Barisol <gortician669REMOVE@yahoo.com> writes:

>>I propose that Hasbro relinquish the rights to Atari, as Tulip should
>>relinquish the assests to defunct Commodore International. Here is what I
>>propose:

>Sure, sure. Let's get Mehdi Ali in while we're at it...

Yuck. Where's Nolan Bushnell?

--
Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
personal page: http://calvin.flactem.com:3001/~spectre/ >> temporary <<
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/~spectre/cwi/ **

4770. Re: FUCK IRVING GOULD Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <F0dj4.31$CR3.1986@nsw.nnrp.telstra.net>
Source record: 2335
Cross-posted to: rec.games.video.classic,alt.flame,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

It's not April the 1st yet is it?.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb
.

4771. Re: FUCK IRVING GOULD Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <f3dj4.32$CR3.1927@nsw.nnrp.telstra.net>
Source record: 2336
Cross-posted to: rec.games.video.classic,alt.flame,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Martin-ï¿œric Racine <q-funk@y.lnet.lut.fi> wrote in message
news:Pine.MNT.4.10.10001241718170.111-100000@rakas...
> > Paul Allen Panks wrote:
> > >
> > > I propose that Hasbro relinquish the rights to Atari, as Tulip should
> > > relinquish the assests to defunct Commodore International. Here is
what I
> > > propose:
> > >
> > > o - A new company, called "Commodore & Atari Technologies, Ltd." (or
> > > simply CATL). What CATL will do is multifaceted. There will be two
> > > divisions of the company:
> > >
> > > o - Atari Technologies, Inc.: This will focus on video and stand up
> > > arcade games a la Tengen. Competition to the Sega Dreamcast, Sony
> > > Playstation 1/2, and Nintendo 64 will start here.
>
> > > As for Commodore, the Amiga was ahead of it's time
>
> The ST, TT anf Falcon were all ahead of their time. They
> still are a cut ahead of everything else, for many things.

Like what exactly?.

> > > January 23, 2000
> > >
> > > CATL Supplemental Draft: Atari and Commodore Technologies Limited
> > >
> > > Paul Allen Panks
> > > dunric@yahoo.com
>
> Who are you anyhow and why are you hiding behind a Yahoo mailbox?
>

A nobody?.

Regards,

Clockmeister.

4772. Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-25 00:00:00 UTC
From: Ethan Larson <ethan-larson@uiowa.edu>
Message-ID: <388E17B4.FCA5F85B@uiowa.edu>
Source record: 2337
Cross-posted to: rec.games.video.classic,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Hey.

Last I heard, Nolan tried to buy Atari from the Tramiels. But they wanted the JTS deal for obvious reasons. It was smart business, but a real no-risk taker. Had it worked...

nuts.

Cameron Kaiser wrote:

> [alt.flame snipped. (Not like Irv's going to read it, eh?)]
>
> Archibald Barisol <gortician669REMOVE@yahoo.com> writes:
>
> >>I propose that Hasbro relinquish the rights to Atari, as Tulip should
> >>relinquish the assests to defunct Commodore International. Here is what I
> >>propose:
>
> >Sure, sure. Let's get Mehdi Ali in while we're at it...
>
> Yuck. Where's Nolan Bushnell?
>
> --
> Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
> personal page: http://calvin.flactem.com:3001/~spectre/ >> temporary <<
> ** Computer Workshops: games, productivity software and more for C64/128! **
> ** http://www.armory.com/~spectre/cwi/ **

--
Ethan Larson
Computer Consultant
Iowa Institute for Hydraulic Research

4773. Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-26 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <260120000148107073%sinclap@nospam.net>
Source record: 2338
Cross-posted to: rec.games.video.classic,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <Dd_i4.2644$g8.129302@sol.newscene.com>, Cameron Kaiser
<ckaiser@stockholm.ptloma.edu> wrote:

> [alt.flame snipped. (Not like Irv's going to read it, eh?)]
>
> Archibald Barisol <gortician669REMOVE@yahoo.com> writes:
>
> >>I propose that Hasbro relinquish the rights to Atari, as Tulip should
> >>relinquish the assests to defunct Commodore International. Here is what I
> >>propose:
>
> >Sure, sure. Let's get Mehdi Ali in while we're at it...
>
> Yuck. Where's Nolan Bushnell?

Don't for get the fine folks at TAFT..including you 'Chunks'!

> --
> Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
> personal page: http://calvin.flactem.com:3001/~spectre/ >> temporary <<
> ** Computer Workshops: games, productivity software and more for C64/128! **
> ** http://www.armory.com/~spectre/cwi/ **

sinclap

4774. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-26 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <260120000139547177%sinclap@nospam.net>
Source record: 2339

In article <dreibel-0930BA.12215124012000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> > >
> > > 1) it's spelled "expectations". With such atrocious spelling, TiFKAS
> > > could never be hired an an "Apple Power Rep".
> >
> > OOPS I screwed up on one word. Forgot to check since time is limited
> > in this business..
>
> you have a history of screwups, TiFKAS. That's why Apple wouldn't
> hire you.

No..I should not type in the dark again..

> > Or it could mean is that they want to have marketing consistancy
> > worldwide. I believe the same thing happened to the UK dept as well.
> > Apple UK has done well. My mother mailed the iMac insert from Germany.
> > The adv insert was the same as the U.S. version with minor
> > modification. Apple's unit sales in Europe were up 50% in Q1.
>
> what's 50% of squat, TiFKAS?

50% increase over Q1 '99...

> >
> > > TiFKAS is either being entirely dishonest about how well Apple is
> > > doing in Germany, or more likely in his attempts to pretend being an
> > > "Apple Power Rep", got the story from a website and began making up
> > > things out of whole cloth.
> >
> > Apple sales are up in Germany. Apple Worldwide could only deliver 70%
> > of the German product backorder in Q1.
>
> only on your word. And we know how rotten your word is, TiFKAS.
> Wanna post some REAL NUMBERS?

Read the financial earnings release report and the 10K filing..

> > Yep. The Paris show is bigger and a better return on investment.
> > Their call.
>
> bad call. they've managed to totally cheese off many British Mac
> users, and it's going to come back to haunt them. This according to
> MacFormat.

They will get over it..Why not find out the reason before the eggs
splatter in your block as a head..Even Charlie Brown eventually got a
clue..

> >
> > No need to..
>
> you'll need to now....
> >
> > Happens when a new replacement line comes on board. Demand falls off
> > on the remaining end of line(EOL) models. Apple must not have offered
> > price protection immediately. The remaining stocks are low since Apple
> > currently keeps low stocks in the channel.
>
> uh-uh, TiFKAS. You made a claim that they were ALL SOLD OUT. TWO
> WEEKS LATER, a glut of iMacs arrived that they're having trouble
> dumping. Methinks Mr. Jobs is using the stores for warehousing space...

At the time..the stock was about sold out and eventually replenished..
When a new line comes along will cause sales of the out going line to
slow. Have you ever been part of a product launch and life cycle?
Having a sense when something new comes down the road soon and use the
remaining time to attempt to clear out the existing line. Pretty
Exhilerating and challenging if you ask me..

> >
> > > TiFKAS should also be checking his own back yard, 'cause according
> > > to
> > > a number of well-respected mail order houses in the US like Small Dog,
> > > as well as companies like Price Club, they're also similarly glutted
> > > with older iMacs and are likewise blowing them out at fire-sale prices.
> > >
> > Glutted? Whats a fire-sale price? $899 is not enough. Should read
> > Robert Morgan's recon article about the likes of Cosco, Sam's Club and
> > Price Club. What he calls Apple's safety valve..
>
> at $899, it's still too much for out-of-date technology.

Actually a shopper mentioned today that the Sam's Club had them at
$700. Even I am tempted. But drawn to the current iMac 350 for the
price. I'd rather have a G4 but can't justify the cost for what I will
be usin it for.

> >
> > > Oh, and did I mention the lawsuit that's been launched against Apple
> > > Canada by Computer Warehouse, one of their major distributors? Seems
> > > Apple is refusing to allow them or other of the Canadian retail stores
> > > to sell the iMac online on their web sites, instead giving all Canada
> > > selling rights to MacWarehouse - which may explain why Apple hasn't
> > > launched a Canadian version of Apple Store despite their many promises
> > > to do so Real Soon Now (two years and counting).
> >
> > So what does that have to do with Apple's blow out Q1?

>
> jsut making you wake up and smell the catfood, TiFKAS. Apple is in
> SERIOUS trouble up here....

In what way? CA sales are up to..

> >
> >
> > > 4) Milan? You mean the Milan II, which recently got a huge boost
> > > when
> > > Hewlett-Packard officially announced that they will be providing full
> > > support for all their new USB products for Milan II. You know HP, don't
> > > you, TiFKAS - the company that recently DROPPED all scanner support for
> > > Apple products.
> > >
> > So when will the Milan II reach the shores of Boston Harbor?
> >
> >
> pretty soon, TiFKAS. Just be patient.

Why? Whats the hold up. Why do Atari users always have to wait for
new CPU's..Usually a half decade later. Still doing the 68K..

> >
> > Hate to burst the bubble here. HP did an out face a few days ago when
> > they announced that they made a mistake of leaving the Mac scanner
> > market and will re-enter the market by March. He he he...
> >
> that was nice going. But HP's also supporting Milan right out of the
> box. Seems they have just as much confidence in an "obsolete" system as
> they do with the toy iMacs...

An HP employese grandmother can write drivers..Whats the marketing and
distribution plan for the Milan? Should I check C's Term...for the
skuu's?

> >
> > > But then, we all know about TiFKAS' axe to grind against Milan,
> > > especially after he announced (before the original Milan was released!)
> > > that "90% of all Atari applications fall over on the Milan", and was
> > > proven horribly wrong. Or his chicken-littling FUD claiming that Milans
> > > were all horribly buggy hardware wise, when it turned out it was just a
> > > minority of earlier machines that Milan GmBH quickly replaced. Or his
> > > championing the GateWay Amiga as a "Milan-crusher", only to have the
> > > vapour from that sorry project blow up in his face?
> > >
> > The Milan is vapor! Can you buy one at the Boston Harbor?
> >
> can you buy a G4 500mHZ tower ANYWHERE in the world right now,
> TiFKAS? Howzabout Half-Life for the Mac. Seems Stevie's been breaking
> out in rash promises again..

No you can get a G4/450...Is that the best you can do?

> which Milan, TiFKAS? Milan 040 has been out since August '98. Milan
> 060 came out about six months later. Milan II was shown at a German
> Atari show with reps from Motorola and HP talking about construction and
> peripheral support. Right now the schedule for release appears to be on
> time. We have at least two members who have expressed interest in the
> new machine, and when they get them and show them at a TAF meeting
> (which I personally will ensure gets promoted), you'll see a lot more
> sold.

So where can one purchase a Milan 040-060 in the states?

> The only vapour you should be concerned about emanates from your
> hind-quarters anytime you have a thought....
>
>
> The Amiga
> > lives on at Amino..Still think the BEOS is the off spring to replace.
>
> BeOS is also in trouble. Amiga has had many lives, but so far has
> failed to produce one scrap of hardware, while Atari hardware has
> proliferated.

BEOS will be free which can only help. i wonder if Mac X was the
factor along with Linux?

> >
> > But with Mac X with Aqua...who cares...
>
> which, according to TiFKAS' yardstick, is also vapour.....
>
> >
> > > What do you say to that, Mr. "I never called Steve Jobs an arrogant
> > > bonehead who would destroy Apple if he ever came back"?
> >
> > i thought we resolved this...
>
> sure we did. You lied when you claimed that you never called Steve
> Jobs an "arrogant bonehead" who would "destroy Apple if he ever came
> back". When I went through DejaNews and found the EXACT POSTING that
> contained your foot-in-mouth disease, you conveniently ran away like the
> coward you are.

You have beaten this to death many times and you know my mea culpa on
this.. I'd say that you have been scratching your balls too long on
this..

> Ready to start doing some serious boot-licking to Mr. Jobs? Be
> careful, he may have been walking through a cow field :)

Sorry..I am too far away from Cupertino. The field channel keeps me
occupied

4775. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-26 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-F41A26.08154526012000@bigmomma.idirect.com>
Source record: 2340

In article <260120000139547177%sinclap@nospam.net>, The iDiot Forever
Known As Sinclap
<sinclap@nospam.net> wrote:

> >
> > you have a history of screwups, TiFKAS. That's why Apple wouldn't
> > hire you.
>
> No..I should not type in the dark again..

TiFKAS is always in the dark.....

>
> > > Or it could mean is that they want to have marketing consistancy
> > > worldwide. I believe the same thing happened to the UK dept as well.
> > >
> > > Apple UK has done well. My mother mailed the iMac insert from
> > > Germany.
> > > The adv insert was the same as the U.S. version with minor
> > > modification. Apple's unit sales in Europe were up 50% in Q1.
> >
> > what's 50% of squat, TiFKAS?
>
> 50% increase over Q1 '99...

again, what's 50% of squat? Apple traditionally does very poorly in
Europe.

Real numbers, please.

> > > Apple sales are up in Germany. Apple Worldwide could only deliver
> > > 70%
> > > of the German product backorder in Q1.
> >
> > only on your word. And we know how rotten your word is, TiFKAS.
> > Wanna post some REAL NUMBERS?
>
> Read the financial earnings release report and the 10K filing..

why don't you produce them? Or are you afraid of showing the real
figures?

> > bad call. they've managed to totally cheese off many British Mac
> > users, and it's going to come back to haunt them. This according to
> > MacFormat.
>
> They will get over it..Why not find out the reason before the eggs

> splatter in your block as a head..Even Charlie Brown eventually got a
> clue..

uh-uh TiFKAS. Judging from what I've read in the Register, they're
quite mad. And when people get mad, they tend to have long memories
about who screwed them over. Not just users, but also all those people
who spent time and money to set up what was expected to be a
well-attanded show before Apple wimped out.

I have a perfectly round head just like anyone. Why not get that into
your pin of a head?

> > uh-uh, TiFKAS. You made a claim that they were ALL SOLD OUT. TWO
> > WEEKS LATER, a glut of iMacs arrived that they're having trouble
> > dumping. Methinks Mr. Jobs is using the stores for warehousing space...
>
> At the time..the stock was about sold out and eventually replenished..
> When a new line comes along will cause sales of the out going line to
> slow. Have you ever been part of a product launch and life cycle?
> Having a sense when something new comes down the road soon and use the
> remaining time to attempt to clear out the existing line. Pretty
> Exhilerating and challenging if you ask me..

again, you're noy getting it. You come in here crowing that Apple is
selling iMacs faster than they can make them - "fying off the shelves"
-and yet I'm seeing the opposite, where even in your back yard they're
rotting on mail-order shelves.

> >
> > at $899, it's still too much for out-of-date technology.
>
> Actually a shopper mentioned today that the Sam's Club had them at
> $700. Even I am tempted. But drawn to the current iMac 350 for the
> price. I'd rather have a G4 but can't justify the cost for what I will
> be usin it for.

better, but still too much. Try $500 CDN and I think we'll have a
deal :)

BTW, it's spelled "using" or "usin'".

.
> > >
> > > So what does that have to do with Apple's blow out Q1?
> >
> > jsut making you wake up and smell the catfood, TiFKAS. Apple is in
> > SERIOUS trouble up here....
>
> In what way? CA sales are up to..

up to what? Again, you keep crowing about how well Apple is doing,
and yet you're afraid to post real numbers. Or are the numbers as fake
as your claims that you're an "Apple Power Rep", to which you're too

chicken to produce any real evidence?

I'm going to ask David Rosen in a few weeks at ComputerFest (an
honest Apple writer) about what's going on. I can trust David, he makes
sure the rose-coloured glasses stay off....

> > >
> > > So when will the Milan II reach the shores of Boston Harbor?
> >
> >
> > pretty soon, TiFKAS. Just be patient.
>
> Why? Whats the hold up. Why do Atari users always have to wait for
> new CPU's..Usually a half decade later. Still doing the 68K..

Milan II is on time and on schedule. April 2000 is the slated date.
And, word is that if they meet their projected sales target, the next
batch may well be PowerPC.

Again, TiFKAS reveals his waster mentality - as well as once again
putting his foot in his mouth, because everytime he slams 68K STs, he
equally calls 68K Macs "junk". And again he writes up his own history of
things.....
>
> > >
> > > Hate to burst the bubble here. HP did an out face a few days ago
> > > when
> > > they announced that they made a mistake of leaving the Mac scanner
> > > market and will re-enter the market by March. He he he...
> >
> > that was nice going. But HP's also supporting Milan right out of the
> > box. Seems they have just as much confidence in an "obsolete" system as
> > they do with the toy iMacs...
>
> An HP employese grandmother can write drivers..

can you produce one of these amazing grandmothers?

Whats the marketing and
> distribution plan for the Milan? Should I check C's Term...for the
> skuu's?

why should we tell YOU? Why should we throw pearls before swine? :)

> > > The Milan is vapor! Can you buy one at the Boston Harbor?
> >
> > can you buy a G4 500mHZ tower ANYWHERE in the world right now,
> > TiFKAS? Howzabout Half-Life for the Mac. Seems Stevie's been breaking
> > out in rash promises again..
>
> No you can get a G4/450...Is that the best you can do?

trying to weasel out of a bad situation, TiFKAS? Steve Jobs promised a 500mHZ G4 by November. November has come and gone, and January (the next projected date) is almost over. Motorola is ticked off with Jobs' insinuating it was their fault for not producing a chip that was vapour when Steve announced it. And to make it even worse, Apple then tried to charge the same amount for a 450 as much as the 500mHZ. Never mind that they had to back off, Apple tried to get away with murder. Remember what I said about long memories?

Until Apple produces the 500mHZ G4 Tower that many people want, I'd suggest you keep your trap shut about vapourware as an argument.

BTW, when's Pharoah coming out for the Mac? :)

>
> So where can one purchase a Milan 040-060 in the states?

where can one purchase a 500mHZ G4 Tower anywhere?

> > BeOS is also in trouble. Amiga has had many lives, but so far has
> > failed to produce one scrap of hardware, while Atari hardware has
> > proliferated.
>
> BEOS will be free which can only help. i wonder if Mac X was the
> factor along with Linux?

how can vapour be a deciding factor? Linux yes, but the $999 Mac OSX Server? Client is still vapour, according to TiFKAS' yardstick - it's three years and counting, right?

> > >
> > > > What do you say to that, Mr. "I never called Steve Jobs an
> > > > arrogant
> > > > bonehead who would destroy Apple if he ever came back"?
> > >
> > > i thought we resolved this...
> >
> > sure we did. You lied when you claimed that you never called Steve
> > Jobs an "arrogant bonehead" who would "destroy Apple if he ever came
> > back". When I went through DejaNews and found the EXACT POSTING that
> > contained your foot-in-mouth disease, you conveniently ran away like
> > the
> > coward you are.
>
> You have beaten this to death many times and you know my mea culpa on
> this.. I'd say that you have been scratching your balls too long on
> this..

yes, I know your approach. It's called lying about it. It's also called ass-kissing when things blow in the other direction, you two-faced brown-nosing hypocrite. When Jobs was out, you insulted him. The minute he got back in, out came the tongue to be applied to shoe leather. Even when he sold out to Micro$oft, you were praising him to the skies. Now that it turns out Billy Boy threatened to crush him like

a bug if IE4 wasn't made top browser on the Mac, do you feel any
different about it?

TiFKAS obviously bases his own career around that of Waylon Smithers,
from you-know-what-TV-show that he's jealous of the creator's success
that he's has to constantly attack it....

I understand, though, that in real life Jobs doesn't really like
toadies...
>
> > Ready to start doing some serious boot-licking to Mr. Jobs? Be
> > careful, he may have been walking through a cow field :)
>
> Sorry..I am too far away from Cupertino. The field channel keeps me
> occupied

Yep, digging dotches certainly keeps you occupied. But not long
enough to lick Stevie's boots.

4776. Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-26 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-4EAB3C.08171526012000@bigmomma.idirect.com>
Source record: 2341
Cross-posted to: rec.games.video.classic,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <260120000148107073%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

>
> Don't for get the fine folks at TAFT..including you 'Chunks'!

it's spelled "TAF"

Oh, and look, he's started to hallucinate again about his imaginary
friend "Chunks", who doesn't exist.....

4777. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-26 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <388F8789.606EC539@calcna.ab.ca>
Source record: 2342

"Daniel L. Dreibelbis" wrote:
>
> Milan II is on time and on schedule. April 2000 is the slated date.
> And, word is that if they meet their projected sales target, the next
> batch may well be PowerPC.
>

Hmmm - you will, perhaps, pardon me if I don't hold my breath waiting for
them to appear in Canader !!!!

The Canadian Curmudgeon (in +2C, wet, Calgary)

4778. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-27 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-41AFA7.22385426012000@bigmomma.idirect.com>
Source record: 2343

In article <388F8789.606EC539@calcna.ab.ca>, besmith@calcna.ab.ca
wrote:

> > Milan II is on time and on schedule. April 2000 is the slated date.
> > And, word is that if they meet their projected sales target, the next
> > batch may well be PowerPC.
> >
>
> Hmmm - you will, perhaps, pardon me if I don't hold my breath waiting for
> them to appear in Canader !!!!

when one of our members gets one and we have a TAF meeting based
around it (and believe me, we will), I think you'll have plenty of
reasons to exhale :)

4779. What is the definition of the word "Atari"?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-27 00:00:00 UTC
From: "S. Eric McCall" <eric@musen.com>
Message-ID: <3890744f_2@news.jps.net>
Source record: 2344

I've got a bet going with a friend of mine. Can anyone in this news group tell me the real definition of the word, Atari? Any source for your definition would be greatly appreciated.

4780. Apple Europe (and TiFKAS) going down in flames

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-27 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-F181A4.12114427012000@bigmomma.idirect.com>
Source record: 2345

Despite his swearing up and down that the recent Q1 results show that Apple has made significant inroads into Europe, all sorts of new evidence has proven that once again the Steve Jobs Reality-Distortion Field(tm) has blown up in The iDiot Forever Known As Sinclap's face....

Taken from the well-respected Apple news site As The Apple Turns:

http://www.infoXczar.com/atat

"So Long, Farewell"

"Or, at least, all's right with Cupertino. Sometimes it's easy to forget that Apple's a global company, and its operations don't cease at the U.S. borders.

And the vibe we've been getting from Apple Europe, for example, seems strangely reminiscent of the Scary Times here in the States. The U.K. Apple Expo was canceled (again), the entire U.K. marketing staff was laid off last month, the German marketing staff was pared down significantly, and most recently we heard that all U.K. support staff are being laid off or relocated to Cork, Ireland. Despite reports of Apple Europe's explosive sales growth, we can't help but be reminded of the bloodshed and carnage that ravaged Cupertino a few short years ago.

So when we read in Macworld UK that Diego Piacentini, Apple Europe's general manager and veep of sales, is resigning, we can't help but wonder just how far the shakeup will take things. Okay, Diego has supposedly left Apple "for his own, personal reasons," but in the light of all the layoffs and disruptions in his neck of the woods recently, we find ourselves wondering if his personal reason is simply that "things at Apple Europe suck right now." It's purely speculation, of course, but layoffs and resignations often go hand in hand. Luckily, Diego has agreed to stick around through the end of the quarter while Apple looks for a replacement. Here's hoping that once the dust settles, Apple Europe will enjoy a Golden Age like the one in Cupertino."

So who do we believe? A well-respected web site like ATAT who knows where the bones are buried, or a notorious all-talk, know-nothing like TiFKAS who won't produce any sort of evidence regarding sales figures other than "sales are up 50%!" (again, what's 50% of SQUAT, TiFKAS?), not to mention any evidence that he is employed by anyone connected with Apple other than providing links to sites that nowhere mention his name?

I thought so. :)

Once again, we expect to see TiFKAS go into major damage control on this - as well as on the news that Apple's DVD iMacs and their G4s . have serious flaws that prevent it from properly playing back video output, as recently reported in reviews in MacWorld and admitted by Apple themselves on their web site.

Of course, as he's still seeing "Chunks", his imaginary friend who doesn't exist, we doubt that we'll be getting a coherent answer from him - getting proper facts from TiFKAS is like trying to nail Jell-O to the wall.

"And the fake Apple Power Rep can be identified by his high-top sneakers and foul mouth"

4781. Re: What is the definition of the word "Atari"?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-27 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <389076F1.8E481409@calcna.ab.ca>
Source record: 2346

"S. Eric McCall" wrote:
>
> I've got a bet going with a friend of mine. Can anyone in this news group
> tell me the real definition of the word, Atari? Any source for your
> definition would be greatly appreciated.

As I recall, it has something to do with fighting

The Canadian Curmudgeon (in sunny Calgary)

4782. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-27 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <270120001153348690%sinclap@nospam.net>
Source record: 2347

In article <dreibel-F41A26.08154526012000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <260120000139547177%sinclap@nospam.net>, The iDiot Forever
> Known As Sinclap
> <sinclap@nospam.net> wrote:
>
> > >
> > > you have a history of screwups, TiFKAS. That's why Apple wouldn't
> > > hire you.
> >
> > No..I should not type in the dark again..
>
> TiFKAS is always in the dark.....

Not really...When most of my written work is done at late night or
early morning is when the spilling arrors okkurr..

> >
> > > what's 50% of squat, TiFKAS?
> >
> > 50% increase over Q1 '99...
>
> again, what's 50% of squat? Apple traditionally does very poorly in
> Europe.

Says who? Apple's international bus accounted for 51% of sales for Q1..
> Real numbers, please.
>
> > > > Apple sales are up in Germany. Apple Worldwide could only deliver
> > > > 70%
> > > > of the German product backorder in Q1.
> > >
> > > only on your word. And we know how rotten your word is, TiFKAS.
> > > Wanna post some REAL NUMBERS?
> >
> > Read the financial earnings release report and the 10K filing..
>
> why don't you produce them? Or are you afraid of showing the real
> figures?

I may do so. You have been warned..

>
>
> > They will get over it..Why not find out the reason before the eggs

> > splatter in your block as a head..Even Charlie Brown eventually got a
> > clue..
>
> uh-uh TiFKAS. Judging from what I've read in the Register, they're
> quite mad. And when people get mad, they tend to have long memories
> about who screwed them over. Not just users, but also all those people
> who spent time and money to set up what was expected to be a
> well-attanded show before Apple wimped out.

Will see..

> I have a perfectly round head just like anyone. Why not get that into
> your pin of a head?

Lets see..post a picure of yourself and will decide..

> >
> > At the time..the stock was about sold out and eventually replenished..
> > When a new line comes along will cause sales of the out going line to
> > slow. Have you ever been part of a product launch and life cycle?
> > Having a sense when something new comes down the road soon and use the
> > remaining time to attempt to clear out the existing line. Pretty
> > Exhilerating and challenging if you ask me..
>
> again, you're noy getting it. You come in here crowing that Apple is
> selling iMacs faster than they can make them - "fying off the shelves"
> -and yet I'm seeing the opposite, where even in your back yard they're
> rotting on mail-order shelves.

They did. But when a new line comes out, a slow down will occur on the
old stuff.

> > >
> > > at $899, it's still too much for out-of-date technology.
> >
> > Actually a shopper mentioned today that the Sam's Club had them at
> > $700. Even I am tempted. But drawn to the current iMac 350 for the
> > price. I'd rather have a G4 but can't justify the cost for what I will
> > be usin it for.
>
> better, but still too much. Try $500 CDN and I think we'll have a
> deal :)

Very cheap are you not?

> BTW, it's spelled "using" or "usin'".

Yes..I left out the g..I should slow down the typing..

> >
> > In what way? CA sales are up to..
>
> up to what? Again, you keep crowing about how well Apple is doing,

> and yet you're afraid to post real numbers. Or are the numbers as fake
> as your claims that you're an "Apple Power Rep", to which you're too
> chicken to produce any real evidence?

Sales are up to one million three hundred fifty-seven thousand units in
Q1 worldwide. Thats a 40% increase over Q1 99

> I'm going to ask David Rosen in a few weeks at ComputerFest (an
> honest Apple writer) about what's going on. I can trust David, he makes
> sure the rose-coloured glasses stay off....

The sensible thing to do.But he will tell you what you do not want to
hear.

>
> > Why? Whats the hold up. Why do Atari users always have to wait for
> > new CPU's..Usually a half decade later. Still doing the 68K..
>
> Milan II is on time and on schedule. April 2000 is the slated date.
> And, word is that if they meet their projected sales target, the next
> batch may well be PowerPC.

Is that what you call vapor?

> Again, TiFKAS reveals his waster mentality - as well as once again
> putting his foot in his mouth, because everytime he slams 68K STs, he
> equally calls 68K Macs "junk". And again he writes up his own history of
> things.....
> >
> > > >
> >
> > An HP employese grandmother can write drivers..
>
> can you produce one of these amazing grandmothers?

Yea sure..-)

>
>
> Whats the marketing and
> > distribution plan for the Milan? Should I check C's Term...for the
> > skuu's?
>
> why should we tell YOU? Why should we throw pearls before swine? :)
>
> > > > The Milan is vapor! Can you buy one at the Boston Harbor?
> > >
> > > can you buy a G4 500mHZ tower ANYWHERE in the world right now,
> > > TiFKAS? Howzabout Half-Life for the Mac. Seems Stevie's been breaking
> > > out in rash promises again..
> >
> > No you can get a G4/450...Is that the best you can do?
>

> trying to weasel out of a bad situation, TiFKAS? Steve Jobs promised
> a 500mHZ G4 by November. November has come and gone, and January (the
> next projected date) is almost over. Motorola is ticked off with Jobs'
> insinuating it was their fault for not producing a chip that was vapour
> when Steve announced it. And to make it even worse, Apple then tried to
> charge the same amount for a 450 as much as the 500mHZ. Never mind that
> they had to back off, Apple tried to get away with murder. Remember what
> I said about long memories?

Jobs did not promise a 500mhz by November. Were is the press release on
this or is it delusion?

Also, they downgraded the clock speed by 50mhz on each configuration
but everything else is the same..

Also, later G4/350 buyers got the sawtooth motherboard and DVD for the
same price..not bad..

> Until Apple produces the 500mHZ G4 Tower that many people want, I'd
> suggest you keep your trap shut about vapourware as an argument.

They cancelled the model and have not said anything more about it.
Thats not vapor. Vapor is when firms promise and promise and not
deliver.

While I am writing this, CNN has been bombarded with the latest new
iMac commercials. very well done. A company advertising in Q2 like
this is unheard. Looks like Apple is expecting another blow out in Q2.

> BTW, when's Pharoah coming out for the Mac? :)

Nope. Mac gaming users did not want it..But thats were VPC come
through.

> >
> > So where can one purchase a Milan 040-060 in the states?
>
> where can one purchase a 500mHZ G4 Tower anywhere?

You can't..

> > > BeOS is also in trouble. Amiga has had many lives, but so far has
> > > failed to produce one scrap of hardware, while Atari hardware has
> > > proliferated.
> >
> > BEOS will be free which can only help. i wonder if Mac X was the
> > factor along with Linux?
>
> how can vapour be a deciding factor? Linux yes, but the $999 Mac OSX
> Server? Client is still vapour, according to TiFKAS' yardstick - it's
> three years and counting, right?

Apple has deliverd consistant upgrades of the OS. Nice try..

> >
> > You have beaten this to death many times and you know my mea culpa on
> > this.. I'd say that you have been scratching your balls too long on
> > this..
>
> yes, I know your approach. It's called lying about it. It's also
> called ass-kissing when things blow in the other direction, you
> two-faced brown-nosing hypocrite. When Jobs was out, you insulted him.
> The minute he got back in, out came the tongue to be applied to shoe
> leather. Even when he sold out to Micro$oft, you were praising him to
> the skies. Now that it turns out Billy Boy threatened to crush him like
> a bug if IE4 wasn't made top browser on the Mac, do you feel any
> different about it?

Lets get this straight. First off, I thought deja all over again.
Many thought so to. I guess over a decade in exile changed his ways
and became matured in the role.

Microsoft bought $150 million in Apple's preferred shares. You will
see it on the financial consolidated sheets. Apple had plenty of cash
at the time. MS investment was directed toward the street when Apple's
credibility was an all time low.

> TiFKAS obviously bases his own career around that of Waylon Smithers,
> from you-know-what-TV-show that he's jealous of the creator's success
> that he's has to constantly attack it....

Your deluded..How's the hardware business?

> I understand, though, that in real life Jobs doesn't really like
> toadies...
> >
> > > Ready to start doing some serious boot-licking to Mr. Jobs? Be
> > > careful, he may have been walking through a cow field :)
> >
> > Sorry..I am too far away from Cupertino. The field channel keeps me
> > occupied
>
> Yep, digging dotches certainly keeps you occupied. But not long
> enough to lick Stevie's boots.

licking boots from experience..Must be that bonding thing..

4783. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-27 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-FCD523.13351827012000@bigmomma.idirect.com>
Source record: 2348

In article <270120001153348690%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

>
> Not really...When most of my written work is done at late night or
> early morning is when the spilling arrors okkurr..

that's nothing to be proud about - your lack of spelling....

> > > > what's 50% of squat, TiFKAS?
> > >
> > > 50% increase over Q1 '99...
> >
> > again, what's 50% of squat? Apple traditionally does very poorly in
> > Europe.
>
> Says who? Apple's international bus accounted for 51% of sales for Q1..

and in reward for that, they lay off Apple Germany's marketing staff,
lay off everyone at Apple UK, pull out of a major UK Apple show, etc.
etc. Sure TiFKAS, that's what successful companies do all the time....

> > why don't you produce them? Or are you afraid of showing the real
> > figures?
>
> I may do so. You have been warned..

oh, I so afraid of TiFKAS, the paper tiger...

>
> > I have a perfectly round head just like anyone. Why not get that
> > into
> > your pin of a head?
>
> Lets see..post a picure of yourself and will decide..

sure, in a few days. If you'll likewise post a picture of yourself.

BTW, it's spelled "picture".

> > again, you're noy getting it. You come in here crowing that Apple is
> > selling iMacs faster than they can make them - "fying off the shelves"
> > -and yet I'm seeing the opposite, where even in your back yard they're
> > rotting on mail-order shelves.
>
> They did. But when a new line comes out, a slow down will occur on the
> old stuff.

backing off your original claim, wienerhead?

> >
> > better, but still too much. Try $500 CDN and I think we'll have a
> > deal :)
>
> Very cheap are you not?

no, pragmatic. I like getting bang for my buck, and not going
humongously in debt....
>
> > BTW, it's spelled "using" or "usin'".
>
> Yes..I left out the g..I should slow down the typing..

or start thinking before you type. It would make for less wasted
bandwidth that could be put to better use for SPAM :)

>
> Sales are up to one million three hundred fifty-seven thousand units in
> Q1 worldwide. Thats a 40% increase over Q1 99

I asked for the specific Canadian results, weinerhead. Don't weasel
out of that one...

>
> > I'm going to ask David Rosen in a few weeks at ComputerFest (an
> > honest Apple writer) about what's going on. I can trust David, he makes
> > sure the rose-coloured glasses stay off....
>
> The sensible thing to do.But he will tell you what you do not want to
> hear.

Sure there's that possibility. But he's also consistent in telling
the stuff TiFKAS doesn't want you to know.....

>
> >
> > > Why? Whats the hold up. Why do Atari users always have to wait for
> > > new CPU's..Usually a half decade later. Still doing the 68K..
> >
> > Milan II is on time and on schedule. April 2000 is the slated date.
> > And, word is that if they meet their projected sales target, the next
> > batch may well be PowerPC.
>
> Is that what you call vapor?

did they specifically promise there will be? No, only if certain
things goals are met. Unlike Jobs and the 500mHZ G4.

..
> > >
> > > No you can get a G4/450...Is that the best you can do?
> >

> > trying to weasel out of a bad situation, TiFKAS? Steve Jobs promised
> > a 500mHZ G4 by November. November has come and gone, and January (the
> > next projected date) is almost over. Motorola is ticked off with Jobs'
> > insinuating it was their fault for not producing a chip that was vapour
> > when Steve announced it. And to make it even worse, Apple then tried to
> > charge the same amount for a 450 as much as the 500mHZ. Never mind that
> > they had to back off, Apple tried to get away with murder. Remember
> > what
> > I said about long memories?
>
> Jobs did not promise a 500mhz by November. Were is the press release on
> this or is it delusion?

he certainly did - does THIS jog your selective memory?

http://www.lowendmac.com/musings/g4-500.shtml

Where's the G4/500?

21 January 2000 Dan Knight

Remember how Steve Jobs announced the Power Mac G4 on August 31,
1999? Therewould be a less-expensive 400 MHz model plus two faster
machines with AGP video and more. The "Sawtooth" models would run at 450
and 500 MHz.
^^^^^^^

Due to production problems at Motorola, the G4/500 was postponed until
January 2000.

Then, on October 13, Apple dropped the base G4 to 350 MHz and offered
the"Sawtooth" version in 400 and 450 MHz variants.

At the start of December, Apple quietly replaced the "Yikes!" G4/350
with a "Sawtooth" model at the same price.

Where's the Beef?

It's late January. Macworld Expo has come and gone without a single
Applehardware announcment. No "Pismo" PowerBook. No faster iMac. No
iBook with adequate memory.

And no Power Mac G4/500.

> > Until Apple produces the 500mHZ G4 Tower that many people want, I'd
> > suggest you keep your trap shut about vapourware as an argument.
>
> They cancelled the model and have not said anything more about it.
> Thats not vapor. Vapor is when firms promise and promise and not
> deliver.

which is what they did with the G4 500mHZ.

> > BTW, when's Pharoah coming out for the Mac? :)
>

> Nope. Mac gaming users did not want it..But thats were VPC come
> through.

lots of Mac users did want it. And it's being considered as another
black eye to the Mac gaming community.

May we also add the decision to cancel Pharoah by the developer had
to do with the fact that Caeser III, also done by the same company,
tanked as a Mac game?

Sounds like sour grapes....
>
> > >
> > > So where can one purchase a Milan 040-060 in the states?
> >
> > where can one purchase a 500mHZ G4 Tower anywhere?
>
> You can't..

okay. so shut your trap.

> > how can vapour be a deciding factor? Linux yes, but the $999 Mac OSX
> > Server? Client is still vapour, according to TiFKAS' yardstick - it's
> > three years and counting, right?
>
> Apple has deliverd consistant upgrades of the OS. Nice try..

but it ain't OSX Client, which is a complete replacement; unlike the
OS upgrades, which basically adds chrome wheels and stripes to a Yugo.

>
> Lets get this straight. First off, I thought deja all over again.
> Many thought so to. I guess over a decade in exile changed his ways
> and became matured in the role.

it's spelled "too".

judging from his performance from a non Reality-Distortion Field (tm)
stance, Steve hasn't grown up. Witness the hissy fit at Macworld Japan,
breaking out in rash promises regarding Macs whose processors haven't
been developed yet, and reports from mac.advocacy that Steve has once
again turned the Cupertino offices into an armed camp with employees
fearful for their jobs. Yep, it's deja vu all over again....
>
> Microsoft bought $150 million in Apple's preferred shares. You will
> see it on the financial consolidated sheets. Apple had plenty of cash
> at the time. MS investment was directed toward the street when Apple's
> credibility was an all time low.

once again, revisionism. Pirates of Silicone Valley and Judge
Jackson's deposition showed the real story....
>
> > TiFKAS obviously bases his own career around that of Waylon

> > Smithers,
> > from you-know-what-TV-show that he's jealous of the creator's success
> > that he's has to constantly attack it....
>
> Your deluded..

It's spelled "you're" - and talk about Pot/Kettle/Black, this is the
same guy who constantly babbles about fat people who aren't there....

How's the hardware business?

doing quite well, thank you. We did very well regarding Christmas,
and you wouldn't believe the traffic we did in Y2K-based stuff during
the last week - we even sold three barbecues in one day.

> >
> > Yep, digging dotches certainly keeps you occupied. But not long
> > enough to lick Stevie's boots.
>
> licking boots from experience..Must be that bonding thing..

Ahaa, so you admit it!

4784. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-28 00:00:00 UTC
From: "Brian E. Smith" <besmith@calcna.ab.ca>
Message-ID: <Pine.A32.3.93.1000128123225.30420A-100000@srv1.calcna.ab.ca>
Source record: 2251

On Thu, 27 Jan 2000, Daniel L. Dreibelbis wrote:

> > Hmmm - you will, perhaps, pardon me if I don't hold my breath waiting for
> > them to appear in Canader !!!!
>
> when one of our members gets one and we have a TAF meeting based
> around it (and believe me, we will), I think you'll have plenty of
> reasons to exhale :)

Ahhh - but m'dear Daniel - the whole of Canader does not live in Toronto, thank god - and I won't hold my breath until they are in distribution out here in the darkened wastes of Colonial (Eastern) Canader !

The Canadian Curmudgeon (in sunny Calgary)

4785. Re: Apple Europe (and TiFKAS) going down in

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-28 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <L_pk4.333$38.288@198.235.216.4>
Source record: 2252

On 27 Jan 2000 17:11:28 , "Daniel L. Dreibelbis" wrote:
>
> Despite his swearing up and down that the recent Q1 results show that
>Apple has made significant inroads into Europe, all sorts of new
>evidence has proven that once again the Steve Jobs Reality-Distortion
>Field(tm) has blown up in The iDiot Forever Known As Sinclap's face....
>
>
> Taken from the well-respected Apple news site As The Apple Turns:
>
> http://www.infoXczar.com/atat

Who here with Ataris really cares?

>.

4786. Re: What is the definition of the word "Atari"?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-28 00:00:00 UTC
From: "Jose Olivera Jr." <ace942@gate.net>
Message-ID: <389255DD.E51480C4@gate.net>
Source record: 2253

The word Atari comes from the Japanese game of Go. It is similar to the term check that is usually in chess. Originally when Nolan Bushnell incorporated the game back in 1972, he originally wanted to use the term synergy for his new company. He found that the name had already been used by another company, so he used the term Atari since he was an avid Go player.

You can find out more about the history of Atari by visiting Curt Vandel's Atari Historical Socieity by visiting the following link:

http://www.atari-history.com

"S. Eric McCall" wrote:

> I've got a bet going with a friend of mine. Can anyone in this news group
> tell me the real definition of the word, Atari? Any source for your
> definition would be greatly appreciated.

--
Jose Olivera Jr.
<ace942@gate.net>
http://members.icanect.net/~ace942/index.htm

4787. Re: What is the definition of the word "Atari"?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-28 00:00:00 UTC
From: roughley@HORMEL.vanc.igs.net
Message-ID: <1e53d66.ajgdok1jedpgcN%roughley@HORMEL.vanc.igs.net>
Source record: 2349

VE6HY <besmith@calcna.ab.ca> wrote:

> "S. Eric McCall" wrote:
> >
> > I've got a bet going with a friend of mine. Can anyone in this news group
> > tell me the real definition of the word, Atari? Any source for your
> > definition would be greatly appreciated.
>
> As I recall, it has something to do with fighting

The question was posed on a recent "Who Wants to be a Millionaire?" (a popular American quiz show). Four choices for what company name translates to "prepare to be attacked". The contestant guessed Atari and got it right.

Unrelated, and off-topic like the original question, does anyone know how Wayne Gretzky is affiliated with Atari? A recent magazine article listed "Atari" as one of his many endorsements. Is there a video game that uses his likeness?

<< Neil >>

--
Neil Roughley | roughley@HORMEL.vanc.igs.net | remove uppercase
http://www.vanc.igs.net/%7Eroughley/tos.htm | spamblocker to reply

4788. Re: What is the definition of the word "Atari"?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-28 00:00:00 UTC
From: Martin-Éric Racine <q-funk@y.lnet.lut.fi>
Message-ID: <Pine.MNT.4.10.10001281757270.123-100000@rakas>
Source record: 2350

On 2000-1-28, Neil Roughley <roughley@HORMEL.vanc.igs.net> wrote:

> > > tell me the real definition of the word, Atari?
>
> The question was posed on a recent "Who Wants to be a Millionaire?" (a
> popular American quiz show).

Actually, it's a brittish show that was licensed to America
and several other countries, as I remember.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4789. Re: Apple Europe (and TiFKAS) going down in

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-29 00:00:00 UTC
From: Martin-Éric Racine <q-funk@y.lnet.lut.fi>
Message-ID: <Pine.MNT.4.10.10001291112480.95-100000@rakas>
Source record: 2254

On 2000-1-28, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

> On 27 Jan 2000 17:11:28 , "Daniel L. Dreibelbis" wrote:
> >
> > Taken from the well-respected Apple news site As The Apple Turns:
> >
> > http://www.infoXczar.com/atat
>
> Who here with Ataris really cares?

Nobody. The same goes about Clockmeister and his Amigas.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4790. Atari and Amiga'a future

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-29 00:00:00 UTC
From: Martin-Éric Racine <q-funk@y.lnet.lut.fi>
Message-ID: <Pine.MNT.4.10.10001292103090.145-100000@rakas>
Source record: 2255

On 2000-1-30, Clockmeister <gerryvdb@tnet.com.au> wrote:

> Reality suggests that both the Atari and Amiga are no longer
> viable platforms except as hobby/hack interests.

Nobody here is disputing that, I think.
That doesn't make those platform useless, though.

> Windows and Mac PC's are far more functional then anything
> Atari and Amiga could hope to offer at this point in time.

I really hate Window's guts; it makes my everyday job a pain:
Word contantly trashes its own dictionary, Netscape stops to
repond to mouse clicks after too much browsing, etc. etc.

MacOS X is something really marvellous, however. Too bad Macs
are so damn costly outside USA. Apple's loss, really. No wonder
they are not profitable in Europe, as they overprice everything.

Because of this, I'm going the BeOS way, on Mac/PPC hardware. It
keeps the pleasant, user-friendly aspects of Atari and Amiga but
also boasts a rather good kernel under the hood.

This doesn't mean my TT is gathering dust, quite the contrary.
Right now, it acts as my appartment's gateway and fileserver and
remains highly usefull for web authoring on CAB with Everest.

Somehow, despite all the novelties and increased speed, those new
beasts often go the long way, to perform things the TT can do in
seconds using very simple and straightforward applications.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4791. Re: Apple Europe (and TiFKAS) going down in

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <%_Fk4.103$nM4.8490@nsw.nnrp.telstra.net>
Source record: 2256

Martin-ï¿œric Racine <q-funk@y.lnet.lut.fi> wrote in message
news:Pine.MNT.4.10.10001291112480.95-100000@rakas...
> On 2000-1-28, Brian Van TIlborg <madmax@bfree.on.ca> wrote:
>
> > On 27 Jan 2000 17:11:28 , "Daniel L. Dreibelbis" wrote:
> > >
> > > Taken from the well-respected Apple news site As The Apple Turns:
> > >
> > > http://www.infoXczar.com/atat
> >
> > Who here with Ataris really cares?
>
> Nobody. The same goes about Clockmeister and his Amigas.
>

Really?. My posts generated threads, as intended. If it wasn't for Sinclap
or odd posting by me, this group would be dead.

It is an advocacy group is it not?. Perhaps there isn't much left to
advocate on the Atari front.

Too bad, I'm going now. Reality suggests that both the Atari and Amiga are
no longer viable platforms except as hobby/hack interests.
No amount of BS can take away from the fact that Windows and Mac PC's are
far more functional then anything Atari and Amiga could hope to offer at
this point in time.

Thanks to all who I have had intelligent conversation/lighthearted fun with
in this group (esp Darkchyld).

CYA

Regards,

Clockmeister.

4792. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <BjLk4.23$vU6.23@198.235.216.4>
Source record: 2257

On 15 Jan 2000 18:31:27 , Trevor Spencer wrote:

>There's a chap I've been corresponding with who has an STe with, and I
>quote, HBS640T28STE with a 64Kb cache and 28Mhz, uses the 68000 and is
>faster in some respects than the veloce+

How much ram in this Machine? Is there any other mods, such as graphic oriented and such? Or is it simply an accellorated ST? This machine sounds like it could be competent web browser? Does he still use it regularly? Perhaps STing is in order.

Later Brian.
>.

4793. Re: Apple Europe (and TiFKAS) going dow

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <FiLk4.19$vU6.23@198.235.216.4>
Source record: 2258

On 30 Jan 2000 02:24:07 , "Clockmeister" wrote:

>Really?. My posts generated threads, as intended. If it wasn't for Sinclap
>or odd posting by me, this group would be dead.

Like your computer.
Sinclap doesn't have a job. So he needs something to do.

>It is an advocacy group is it not?. Perhaps there isn't much left to
>advocate on the Atari front.

Where does it say advocacy? I don't know what you are talking about!
Oh, yes. It does say advocacy.
There is lots to advocate on the Atari. But none of it can be found in Dans post. Simply better written in Mac Advocacy.
Maybe you are right, Maybe their isn't anything to advocate Atari.

>Too bad, I'm going now. Reality suggests that both the Atari and Amiga are
>no longer viable platforms except as hobby/hack interests.

Hobby/Hack interest is viable for the hobbiest and hack. I will be hobbying my way to a Milan. Cool enough for me. However, I want something more powerful. But the Milan will do should it set sail this side of the ocean.

>No amount of BS can take away from the fact that Windows and Mac PC's are
>far more functional

And boring. The biggest problem is that they are neither an Amiga nor an Atari. And the users as a mass are not nearly as friendly as the smaller 68000 based community.

Besides their are still many things an ST/Atari computer does better than a PC. Unfortuneately its not the internet.

I don't know if reformating or repartitioning a PC hard drive is really providing more functionality:-). My buddies seem to have to do it alot.

> then anything Atari and Amiga could hope to offer at
>this point in time.

Hmm? Is it easier to program in Windows or for the Atari ST?
Give an Atari Computer more Horsepower, simple get it back to current standards and it will be far more functional than an equivalent PC.

However, I tend to compare functionality based on the time of the computers purchase. My ST provides more functionality than any computer purchased during the same period. This is why I still use it to this day.

>Thanks to all who I have had intelligent conversation/lighthearted fun with
>in this group (esp Darkchyld).

Good Riddence. You were a Pest and I never like you!. And Darkchyld. What a silly way to spell. He won't be able to read your farewell post, because.

1) He can't read.
2) He no longer has Atari Computers. (Well one, but that isn't enough anymore). So now with his PC he is unable receive this NG.

>CYA

Yah! Barff.

>Regards,
>
>Clockmeister.

Clearly can't even draw a checkmark anymore.

And this is the best you can do for a Farewell?

Who needs you! Living upside down and everything.

Later Brian.

>.

4794. Re: Apple Europe (and TiFKAS) going dow

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <4jLk4.20$vU6.23@198.235.216.4>
Source record: 2259

On 29 Jan 2000 11:13:31 , =?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>On 2000-1-28, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

>Nobody. The same goes about Clockmeister and his Amigas.

At least Clockmeister doesn't advocate "to discontinued support of the ST".

You are far more an evil force then him. You want to kill the ST, while everyday someone shows up in comp.sys.atari.st with one. Or is looking for one. Or has one they recently aquired and want to learn about it.
STill too many STs in use or put back into service, than to bother ignoring, or abandoning. They are just too useful. And with new mods coming from Europe, their is still plenty life in an ST.

Apple Europe post is irrellavent. Who cares? Post the reply in Mac Adv and make them made or upset. It has no effect on me what happens.

Now correct me if I am wrong, and since, he has abandoned us. In a pathetic retreat only worthy of an Amiga User, the Clockmeister does have a 1040STDS. And if he doesn't he should. Only to hack and play with. As like his other 68000 toy, it is a great hobby computer and hack machine.

I don't mind comparing Amigas and Ataris. Its fun. I don't mind Comparing Amigas, Macs, PCs to Ataris. THis is advocacy and thats what its for. But simply posting about Macs sales in Europe and whether they are accurate or not is truly meaningless to an Atari User.

Like I said, who cares?

There was an few good thread here recently without TIFKAS that involved, Iggy, Clock, yourself, and me, some Curmudgeon and other ST users.
Followed by a thread by an Amiga Using, Atari TT purchasing Newcomer.

Good advocating, that went all around. Could have went further, but I think I either encountered a NEWsie problem, or a NEWSERVER problem. I think the NEWSERVERS have encountered some troubles recently. (As many users have lost posts and replys and threads, infact sometimes it seems whole feeds have disapeared for a few days. I have gotten some posts from NGs 12 hours before my Neighbour did with his PC and a different server. I wondered why he didn't reply to a very rude counter attack, and he simply hadn't gotten the evil post yet. But he did get the other posts. Sure enough the one did arrive later. Very strange.)
Back on topic. I don't mind a thread that attacks atari, or compares it when in Advocacy. NAH, NAHs, and all. But Simply a post about Apple Computer is just a waste of bandwidth.

And why did Dan stop using Deja, at the same time that Sinclap did? Did you both figure out how to use a newsreader on your Macs at the same time?

Speaking of Macs, at least we can get close to what one is good for. And that is creating a fast Atari.

Heres some questions for Dan. (Ponder these as I will ask them again in about 3 weeks.

1) What does noSTalgia emulate? An ST or can it run TT Falcon software?
2) What speeds does it attain?
3) How Stable is it?
4) What is the Minimum spec of computer required?
5) Does it play games?
6) Do you get all resolutions from a single monitor?
7) Can it play demos?
8) If the midi ports work as you claim. How does one run Notator?
9) Does all midi software run?
10) Does Multitasking Midi software work? STeinburg etc.

What advantage does it have over Magic Mac?

Can you get STing/Iconnect or MINTNET running in NoSTalgia?

How fast is printing? Is it faster than the Mac printing, or slower than an Atari Printing?

Have you networked your Falcon to you PPC?

Questions for QFunk.

Now, Recently I went to your TT page. Unless I went the wrong way, things still appear under construction. Whats up? Do I have to get you that ST to get the job done? It getting to the point where i just might Send you my 1040STe.

Will the Mint Distribution Kit ever see the light of day?

Later Brian.

>.

4795. Re: Atari and Amiga'a future

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <kjLk4.21$vU6.23@198.235.216.4>
Source record: 2260

On 29 Jan 2000 21:16:37 , =?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>On 2000-1-30, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>> Reality suggests that both the Atari and Amiga are no longer
>> viable platforms except as hobby/hack interests.

>Nobody here is disputing that, I think.
>That doesn't make those platform useless, though.

Yes it does. But only for the Amiga. Clocks got an A1000 DS.

>> Windows and Mac PC's are far more functional then anything
>> Atari and Amiga could hope to offer at this point in time.
>
>I really hate Window's guts; it makes my everyday job a pain:
>Word contantly trashes its own dictionary, Netscape stops to
>repond to mouse clicks after too much browsing, etc. etc.

Just an Aside, I have never gotten WordWriters Dictionary to work with an
030 Atari? Just bombs out.

>Because of this, I'm going the BeOS way, on Mac/PPC hardware. It
>keeps the pleasant, user-friendly aspects of Atari and Amiga but
>also boasts a rather good kernel under the hood.

What in BeOS has anything of Atari Origin? TOS/GEM? I think Not?
What in the BeOS are you saying?

>This doesn't mean my TT is gathering dust, quite the contrary.
>Right now, it acts as my appartment's gateway and fileserver and
>remains highly usefull for web authoring on CAB with Everest.

Hmmm? With an Ethernet adapter for the ST, couldn't it do exactly the same
thing you TT is doing?

>Somehow, despite all the novelties and increased speed, those new
>beasts often go the long way, to perform things the TT can do in
>seconds using very simple and straightforward applications.

Such as? I have no Idea, as you are speaking of things I am unfamiliar with.

>

Later Brian.
>.

4796. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3893A7DA.78FDB25A@ihug.co.nz>
Source record: 2261

Hi there,

sinclap wrote:
>
> > > So when will the Milan II reach the shores of Boston Harbor?
> >
> >
> > pretty soon, TiFKAS. Just be patient.
>
> Why? Whats the hold up. Why do Atari users always have to wait for
> new CPU's..Usually a half decade later. Still doing the 68K..

Yes, still doing the 68k, but using Coldfire hardware that will run
at 400MHz by the end of 2000 according to Motorola...

The frugal resource drain inherent in Atari OS and software will mean
that a 400MHz Coldfire CPU will provide an extremely fast computer at
a price equivalent to low-end PC's.

Also, if Milan II sales targets are met then development on Milan may
shift toward PPC core chips like the G4/MPC units. Its always quite
satisfying the way my Falcon boots to a useable desktop in ten seconds
from cold, unlike all/most Macs. I'd LOVE to see how quickly a MagiC
Milan machine would boot...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4797. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3893A994.121757B8@ihug.co.nz>
Source record: 2262

Hi there,

VE6HY wrote:
>
> "Daniel L. Dreibelbis" wrote:
> >
> > Milan II is on time and on schedule. April 2000 is the slated date.
> > And, word is that if they meet their projected sales target, the next
> > batch may well be PowerPC.
>
> Hmmm - you will, perhaps, pardon me if I don't hold my breath waiting for
> them to appear in Canader !!!!
>
> The Canadian Curmudgeon (in +2C, wet, Calgary)

I'm not holding my breath either, but I ordered my Falcon from the UK all the way from New Zealand. Quite a number of guys here had already done the same. I'm prepared to do the same again with MilanII once I've seen the official release and have seen favourable comments from the new users...

...and I'll still probably get that BEFORE the local Mac store can get me a 500MHz G4... :)

Kind regards,

Chris Wilkinson, in hot muggy 30'C Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4798. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3893AAF9.6DD28C81@ihug.co.nz>
Source record: 2263

Hi there,

"Daniel L. Dreibelbis" wrote:
>
> > > I have a perfectly round head just like anyone. Why not get that
> > > into
> > > your pin of a head?
> >
> > Lets see..post a picure of yourself and will decide..
>
> sure, in a few days. If you'll likewise post a picture of yourself.
>
> BTW, it's spelled "picture".

Can I post mine too? hehe! :)

I've seen Dan's in an Atari magazine, and a standard issue human face it indeed is...lets see Mr.Tifkas now! Or does 'Mr Apple power rep' not do such things due to 'privacy clause' in his 'contract' with Joes fruit emporium? :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4799. Re: FUCK IRVING GOULD Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3893AC7D.45B89B0@ihug.co.nz>
Source record: 2264
Cross-posted to: rec.games.video.classic,alt.flame,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Hi there,

Clockmeister wrote:
>
> It's not April the 1st yet is it?.

hehe!

Every phreakin' day in C.S.A.A is like April fools IMHO!

Groundhog day all over again, but its Peter Sinclair-Day who
is stuck in it, not Bill Murray...thats conclusive evidence
that such a phenomenon would REALLY mess with ones mind...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4800. Re: Apple Europe (and TiFKAS) going down in

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3893AE63.1A08AF46@ihug.co.nz>
Source record: 2265

Hi there,

Clockmeister wrote:
>
> Really?. My posts generated threads, as intended. If it wasn't for Sinclap
> or odd posting by me, this group would be dead.
>
> It is an advocacy group is it not?. Perhaps there isn't much left to
> advocate on the Atari front.

OK, if there IS nothing left to advocate then why are we and yourself
still here? :)

> Too bad, I'm going now. Reality suggests that both the Atari and Amiga are
> no longer viable platforms except as hobby/hack interests.
> No amount of BS can take away from the fact that Windows and Mac PC's are
> far more functional then anything Atari and Amiga could hope to offer at
> this point in time.

Truth be told there is much of it in this text, but still Amiga and Atari
chug away against the evils of M$ (and Apple?). I'm always impressed that
people can have the freedom of choice to lean away from the choice of the
multitude masses, who have bought PC's because they know no better...

> Thanks to all who I have had intelligent conversation/lighthearted fun with
> in this group (esp Darkchyld).

Not sure if I should answer with 'You're welcome' or 'Surely you cannot be
refering to me?!'

;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4801. Re: Apple Europe (and TiFKAS) going dow

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <mxPk4.192$lS4.9657@nsw.nnrp.telstra.net>
Source record: 2266

Brian Van TIlborg <madmax@bfree.on.ca> wrote in message
news:FiLk4.19$vU6.23@198.235.216.4...
> On 30 Jan 2000 02:24:07 , "Clockmeister" wrote:
>
> >Really?. My posts generated threads, as intended. If it wasn't for
Sinclap
> >or odd posting by me, this group would be dead.
>
> Like your computer.
> Sinclap doesn't have a job. So he needs something to do.
>
> >It is an advocacy group is it not?. Perhaps there isn't much left to
> >advocate on the Atari front.
>
> Where does it say advocacy? I don't know what you are talking about!
> Oh, yes. It does say advocacy.
> There is lots to advocate on the Atari. But none of it can be found in
Dans
> post. Simply better written in Mac Advocacy.
> Maybe you are right, Maybe their isn't anything to advocate Atari.
>
> >Too bad, I'm going now. Reality suggests that both the Atari and Amiga
are
> >no longer viable platforms except as hobby/hack interests.
>
> Hobby/Hack interest is viable for the hobbiest and hack. I will be
hobbying
> my way to a Milan. Cool enough for me. However, I want something more
> powerful. But the Milan will do should it set sail this side of the ocean.
>
> >No amount of BS can take away from the fact that Windows and Mac PC's are
> >far more functional
>
> And boring. The biggest problem is that they are neither an Amiga nor an
> Atari. And the users as a mass are not nearly as friendly as the smaller
> 68000 based community.
>
> Besides their are still many things an ST/Atari computer does better than
a
> PC. Unfortuneately its not the internet.
>
> I don't know if reformating or repartitioning a PC hard drive is really
> providing more functionality:-). My buddies seem to have to do it alot.
>

> > then anything Atari and Amiga could hope to offer at
> >this point in time.
>
> Hmm? Is it easier to program in Windows or for the Atari ST?
> Give an Atari Computer more Horsepower, simple get it back to current
> standards and it will be far more functional than an equivalent PC.
>
> However, I tend to compare functionality based on the time of the
computers
> purchase. My ST provides more functionality than any computer purchased
> during the same period. This is why I still use it to this day.
>
>
> >Thanks to all who I have had intelligent conversation/lighthearted fun
with
> >in this group (esp Darkchyld).
>
> Good Riddence. You were a Pest and I never like you!. And Darkchyld. What
a
> silly way to spell. He won't be able to read your farewell post, because.
>
> 1) He can't read.
> 2) He no longer has Atari Computers. (Well one, but that isn't enough
> anymore). So now with his PC he is unable receive this NG.
>
>
> >CYA
>
> Yah! Barff.
>
> >Regards,
> >
> >Clockmeister.
>
> Clearly can't even draw a checkmark anymore.
>
> And this is the best you can do for a Farewell?
>
> Who needs you! Living upside down and everything.
>

Could someone please get this person a dummy so he will stop crying!.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *

\\/// www.tnet.com.au/~gerryvdb

That better?.

4802. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290120002331574616%sinclap@nospam.net>
Source record: 2267

In article <dreibel-FCD523.13351827012000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> that's nothing to be proud about - your lack of spelling....

And millions of posts are error free? Including the ones by the Jihads?

> >
> > > again, what's 50% of squat? Apple traditionally does very poorly in
> > > Europe.
> >
> > Says who? Apple's international bus accounted for 51% of sales for Q1..

Apple's Q1 sales were $2.34 billion with 51% percent international. Do the math..

> and in reward for that, they lay off Apple Germany's marketing staff,
> lay off everyone at Apple UK, pull out of a major UK Apple show, etc.
> etc. Sure TiFKAS, that's what successful companies do all the time....

Called being efficient. If you have not noticed this..Apple has implemented worldwide their target market and strategies. Why have duplication?

Coke is doing the same. Are they not a successful company?

>
> > > why don't you produce them? Or are you afraid of showing the real
> > > figures?
> >
> > I may do so. You have been warned..
>
> oh, I so afraid of TiFKAS, the paper tiger...

Once the 10K is done I will..

>
> > Lets see..post a picure of yourself and will decide..
>
> sure, in a few days. If you'll likewise post a picture of yourself.

Will do..

> BTW, it's spelled "picture".
>
> > > again, you're noy getting it. You come in here crowing that Apple is
> > > selling iMacs faster than they can make them - "fying off the shelves"
> > > -and yet I'm seeing the opposite, where even in your back yard they're

> > > rotting on mail-order shelves.
> >
> > They did. But when a new line comes out, a slow down will occur on the
> > old stuff.
>
> backing off your original claim, wienerhead?

Nope..

>
> > >
> > > better, but still too much. Try $500 CDN and I think we'll have a
> > > deal :)
> >
> > Very cheap are you not?
>
> no, pragmatic. I like getting bang for my buck, and not going
> humongously in debt....

You had to when they jacked up the prices on the Mega's and TT models..

> > > BTW, it's spelled "using" or "usin'".
> >
> > Yes..I left out the g..I should slow down the typing..
>
> or start thinking before you type. It would make for less wasted
> bandwidth that could be put to better use for SPAM :)

Spam is when mass mailing unsolicitated mailings..

>
> I asked for the specific Canadian results, weinerhead. Don't weasel
> out of that one...

Wait for the 10k report and find out yourself..

> >
> > Is that what you call vapor?
>
> did they specifically promise there will be? No, only if certain
> things goals are met. Unlike Jobs and the 500mHZ G4.

In the meantime, the iBook, iMac DV, iMac 350 and G4's were
delivered..90%+ track record..

> ..
> > Jobs did not promise a 500mhz by November. Were is the press release on
> > this or is it delusion?
>
> he certainly did - does THIS jog your selective memory?
>
> http://www.lowendmac.com/musings/g4-500.shtml

It's not a press release. Were is the SJ quote? Heersay..

> Where's the G4/500?
>
> 21 January 2000 Dan Knight

There mistaken? Were is the press release?

> Remember how Steve Jobs announced the Power Mac G4 on August 31,
> 1999? Therewould be a less-expensive 400 MHz model plus two faster
> machines with AGP video and more. The "Sawtooth" models would run at 450
> and 500 MHz. ^^^^^^^

Yes..Due to supply issues with the 500mhz G4 chip, they had to revise
the product line..Whats your point?
>
> Due to production problems at Motorola, the G4/500 was postponed until
> January 2000.
>
> Then, on October 13, Apple dropped the base G4 to 350 MHz and offered
> the"Sawtooth" version in 400 and 450 MHz variants.
>
> At the start of December, Apple quietly replaced the "Yikes!" G4/350
> with a "Sawtooth" model at the same price.

Yes...Oh that was the reason for the holdup..Da!

> Where's the Beef?
>
> It's late January. Macworld Expo has come and gone without a single
> Applehardware announcment. No "Pismo" PowerBook. No faster iMac. No
> iBook with adequate memory.

Thats what you get for taking the rumor web sites as fact..Hope you
learn your lesson here..Thats not vapor because no prenouncement was
given..

> And no Power Mac G4/500.

Probably nver will be..

>
>
> > > Until Apple produces the 500mHZ G4 Tower that many people want, I'd
> > > suggest you keep your trap shut about vapourware as an argument.

Oh sorry charlie..

> > They cancelled the model and have not said anything more about it.
> > Thats not vapor. Vapor is when firms promise and promise and not
> > deliver.

Apple did not promise...And you know that...Where is the press release
on this?

> which is what they did with the G4 500mHZ.
>

> > > BTW, when's Pharoah coming out for the Mac? :)
> >
> > Nope. Mac gaming users did not want it..But thats were VPC come
> > through.
>
> lots of Mac users did want it. And it's being considered as another
> black eye to the Mac gaming community.

We take the lumps..But other titles are around the corner..

> May we also add the decision to cancel Pharoah by the developer had
> to do with the fact that Caeser III, also done by the same company,
> tanked as a Mac game?
>
> Sounds like sour grapes....
> >
> >
> > You can't..
>
> okay. so shut your trap.

But you can purchase the G4/450 one...

> >
> > Apple has deliverd consistant upgrades of the OS. Nice try..
>
>
> but it ain't OSX Client, which is a complete replacement; unlike the
> OS upgrades, which basically adds chrome wheels and stripes to a Yugo.

What ever you say...-)

>
> >
> > Lets get this straight. First off, I thought deja all over again.
> > Many thought so to. I guess over a decade in exile changed his ways
> > and became matured in the role.
>
> it's spelled "too".
>
> judging from his performance from a non Reality-Distortion Field (tm)
> stance, Steve hasn't grown up. Witness the hissy fit at Macworld Japan,
> breaking out in rash promises regarding Macs whose processors haven't
> been developed yet, and reports from mac.advocacy that Steve has once
> again turned the Cupertino offices into an armed camp with employees
> fearful for their jobs. Yep, it's deja vu all over again....

And the financial results speak for themselves. Holding people
accountable is bad?

> > Microsoft bought $150 million in Apple's preferred shares. You will
> > see it on the financial consolidated sheets. Apple had plenty of cash
> > at the time. MS investment was directed toward the street when Apple's

> > credibility was an all time low.
>
> once again, revisionism. Pirates of Silicone Valley and Judge
> Jackson's deposition showed the real story....

So what are the facts as percieved by 'Chunks'?

>
>
> How's the hardware business?
>
> doing quite well, thank you. We did very well regarding Christmas,
> and you wouldn't believe the traffic we did in Y2K-based stuff during
> the last week - we even sold three barbecues in one day.

Cool..Maybe you will have programmable Y2k compliant toilets some day..

>
> > >
> > > Yep, digging dotches certainly keeps you occupied. But not long
> > > enough to lick Stevie's boots.
> >
> > licking boots from experience..Must be that bonding thing..
>
> Ahaa, so you admit it!

No..due to sinclap's punctionality deficit, he left out the question
mark..asking you...

sinclap

"The iMac has been the biggest computer launch we've seen in
our history. Apple is back, and iMacs are flying off CompUSA store
shelves across the United States."

James Halpin, president and chief executive officer of CompUSA

4803. Re: Apple Europe (and TiFKAS) going down in flames

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290120002341389604%sinclap@nospam.net>
Source record: 2268

In article <dreibel-F181A4.12114427012000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> Despite his swearing up and down that the recent Q1 results show that
> Apple has made significant inroads into Europe, all sorts of new
> evidence has proven that once again the Steve Jobs Reality-Distortion
> Field(tm) has blown up in The iDiot Forever Known As Sinclap's face....
>
>
> Taken from the well-respected Apple news site As The Apple Turns:
>
> http://www.infoXczar.com/atat
>
> "So Long, Farewell"
>
> "Or, at least, all's right with Cupertino. Sometimes it's easy to
> forget that Apple's a global company, and its operations don't cease at
> the U.S. borders.
>
>
> And the vibe we've been getting from Apple Europe, for example, seems
> strangely reminiscent of the Scary Times here in the States. The U.K.
> Apple Expo was canceled (again), the entire U.K. marketing staff was
> laid off last month, the German marketing staff was pared down
> significantly, and most recently we heard that all U.K. support staff
> are being laid off or relocated to Cork, Ireland. Despite reports of
> Apple Europe's explosive sales growth, we can't help but be reminded of
> the bloodshed and carnage that ravaged Cupertino a few short years
> ago.

Cleaning house and being eficient is bad? Apple has implement global marketing/sales strategy that is consistent from country to the next. So who needs duplication?

> So when we read in Macworld UK that Diego Piacentini, Apple Europe's
> general manager and veep of sales, is resigning, we can't help but
> wonder just how far the shakeup will take things. Okay, Diego has
> supposedly left Apple "for his own, personal reasons," but in the light
> of all the layoffs and disruptions in his neck of the woods recently, we
> find ourselves wondering if his personal reason is simply that "things
> at Apple Europe suck right now." It's purely speculation, of course, but
> layoffs and resignations often go hand in hand. Luckily, Diego has
> agreed to stick around through the end of the quarter while
> Apple looks for a replacement. Here's hoping that once the dust settles,
> Apple Europe will enjoy a Golden Age like the one in Cupertino."

>
> So who do we believe? A well-respected web site like ATAT who knows
> where the bones are buried, or a notorious all-talk, know-nothing like
> TiFKAS who won't produce any sort of evidence regarding sales figures
> other than "sales are up 50%!" (again, what's 50% of SQUAT, TiFKAS?),
> not to mention any evidence that he is employed by anyone connected with
> Apple other than providing links to sites that nowhere mention his name?

Designed to increase web traffic=banner revenue. I spent time with the
honest web site operators at MacWorld who deride the tabloide type
journalism.. Even Rodney O in his latest columns deride this..

Web sites are not known to get the facts properly. Rumor web sites
come to mind? Mr. Piacentini, a 13 year Apple veteran got a job offer
he could not refuse from Amazon.com. People make job changes. I would
if I spent 13 years with a company.

> I thought so. :)
>
> Once again, we expect to see TiFKAS go into major damage control on
> this - as well as on the news that Apple's DVD iMacs and their G4s .
> have serious flaws that prevent it from properly playing back video
> output, as recently reported in reviews in MacWorld and admitted by
> Apple themselves on their web site.

DVD 2.0 should fix it..Next please...

> Of course, as he's still seeing "Chunks", his imaginary friend who
> doesn't exist, we doubt that we'll be getting a coherent answer from him
> - getting proper facts from TiFKAS is like trying to nail Jell-O to the
> wall.

Hi Chunks..

>
>
> "And the fake Apple Power Rep can be identified by his high-top
> sneakers and foul mouth"

And producing the numbers too..

4804. Re: Atari and Amiga'a future

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: Martin-Éric Racine <q-funk@y.lnet.lut.fi>
Message-ID: <Pine.MNT.4.10.10001301124250.145-100000@rakas>
Source record: 2269
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On 2000-1-30, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

> >> Reality suggests that both the Atari and Amiga are no longer
> >> viable platforms except as hobby/hack interests.
>
> >Nobody here is disputing that, I think.
> >That doesn't make those platform useless, though.
>
> Yes it does. But only for the Amiga. Clocks got an A1000 DS.

grin You and Clock _really_ like needless arguing, don't you?

> >Because of this, I'm going the BeOS way, on Mac/PPC hardware. It
> >keeps the pleasant, user-friendly aspects of Atari and Amiga but
> >also boasts a rather good kernel under the hood.
>
> What in BeOS has anything of Atari Origin? TOS/GEM? I think Not?
> What in the BeOS are you saying?

The way it works, the icon's styling, etc. remind me of AmigaOS
or MiNT+NAES+Thing: Unix stuff under the hood, with a pleasant
and easy-to-use GUI on top.

> >This doesn't mean my TT is gathering dust, quite the contrary.
> >Right now, it acts as my appartment's gateway and fileserver and
> >remains highly usefull for web authoring on CAB with Everest.
>
> Hmmm? With an Ethernet adapter for the ST, couldn't it do
> exactly the same thing you TT is doing?

Maurits Van De Kamp is using an old Bionet adapter on his ST's
ACSI port to connect his whole rig: TT, Falcon and a Linux box.

However, given the overal slow hardware speed, I'm wondering how
much heardroom an ST has. I certainly wouldn't use it as gateway
for a whole family house, for instance, but a TT can handle this
without any problem.

> >Somehow, despite all the novelties and increased speed, those new
> >beasts often go the long way, to perform things the TT can do in
> >seconds using very simple and straightforward applications.
>
> Such as? I have no Idea, as you are speaking of things I am
> unfamiliar with.

Take GEMs like Everest and Qed. They use almost no ram, work hand in hand with OLGA to have other apps automatically reload a text when it is saved, and have some really neat text formatting options that can all be accessed using keyboad shortcuts.

They can also both use kurzels, which makes it a breeze to write in C or HTML by using a few keystrokes which are auto-expanded to full source code, so you can write a whole text in a few minutes.

Or think about ImageCopy and GemView. They handle pretty much any image format, can thin down the amount of colours used in an image or change the file format in a couple of mouse clicks, etc.

The only other application I have seen that is as immediate as ImageCopy is GIMP, on Unices. Nothing on Mac/Windows is that easy nor complete, especially not Paintshop Pro.

On the hardware side, the TT has 5 serial ports plus ACSI, SCSI, VME and Centronics; you can basically connect anything to it.

This means, you can easily handle a multi-user BBS with it, as you can connect 4 modems simultaneously (although both Serial1 and Serial2 lack the ring detect signal).

Since one of the ports is RS422, you can connect straight into an old Mac's serial ports with a null-modem cable (n.b: mac printer cables are the same) and share files with it.

Note: please stop calling this an "AppleTalk" port. AppleTalk was a networking protocol, not a physical connector.

If you have one of Atari's laser printers, the TT was the last machine manufactured with an ACSI port, so you can still use it.

Note: the Falcon does not have any ACSI port.

For extra peripherals, there is a standard 25-pin SCSI port.

Sure, some will argue that IDE is cheaper and it's all you really need. Then again, ask my dayjob's BOFH what kind of drives are in our new fileserver beast: SCSI, not IDE.

***

I have seen some Amigas which were nearly as fun, especially on the graphics software side of things. Amiga software is usually graphically pleasant to use and highly creative, especially for graphics and animation stuff.

Music really has always been an Atari kingdom for ages, though. Built-in MIDI ports pretty much oriented Atari sales for a whole decade: music stores was where most sales happened.

Hardware-wise, the TT is hard to beat, except for its admitedly limited screen colour/size ratio. Several developpers released VME graphic cards to compensate for this, though.

So, there you go. Clock asked, Brian motivated and I answered.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4805. Re: Apple Europe (and TiFKAS) going dow

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: Martin-Éric Racine <q-funk@y.lnet.lut.fi>
Message-ID: <Pine.MNT.4.10.10001301204400.145-100000@rakas>
Source record: 2270

On 2000-1-30, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

> At least Clockmeister doesn't advocate "to discontinue
> support of the ST".
>
> You are far more an evil force then him. You want to kill the
> ST, while everyday someone shows up in comp.sys.atari.st with
> one.

Sorry? I specifically started this "What's an ST good for?"
thread to show people that it in fact _is_ still usefull, but
people should still be aware of its limitations.

An ST with TOS 2.06, an internal drive and 4 MB of ram is a real
charm to work with, for DTP or MIDI, which is where it still
shines the best. I love my Stacy for that.

However, running Apache or an AES with _many_ applications in the
background is just too much for an ST. On a TT, this is still
fast enough to be usable.

> Questions for QFunk.
>
> Now, Recently I went to your TT page. Unless I went the wrong
> way, things still appear under construction. Whats up?

Rather busy with my dayjob. It leaves me with very little spare
time, as I said in my welcome statement.

However, the old version of the page is still there.

> Will the New Mint Distribution ever see the light of day?

If a stable library ever sees the light of day, sure. Right now,
the MINTLIB is in a rather messed up state which prevents me from
successfully recompiling existing tools.

It has evolved a lot, I really praise Guido Flohr's work on it,
but it is currently in an in-between state where it is useless:
too far from the old libraries to compile previously available
packages, but not close enough to the full Posix thing to compile
most of the GNU/Opensource/freeware straight out of the box yet,
either. So, basically, I'm waiting for that new MINTLIB.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4806. Re: Apple Europe (and TiFKAS) going dow

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-993554.12084430012000@bigmomma.idirect.com>
Source record: 2271

In article <4jLk4.20$vU6.23@198.235.216.4>, madmax@bfree.on.ca (Brian Van TIlborg) wrote:

> Back on topic. I don't mind a thread that attacks atari, or compares it
> when in Advocacy. NAH, NAHs, and all. But Simply a post about Apple
> Computer is just a waste of bandwidth.

Not when TiFKAS is spreading his normal anti-Atari FUD. Someone has to play devil's advocate against him :)

> And why did Dan stop using Deja, at the same time that Sinclap did?
> Did you both figure out how to use a newsreader on your Macs at the same
> time?

actually, I've never used Deja to post, unless I was at a computer trade show and was doing so from an internet booth to let certain newsgroups know what I've found. At home, I alternate between NEWSie (when on the Falcon) and MT-Newswatcher (currently at version 3, and quite good) when on the Mac. And when I use Deja at home, it's usually to search out past posts of TiFKAS' to show him where he's been trying to rewrite his own posting history.

I find it highly amusing that TiFKAS goes on and on about the "Newsreader is dead, long live portals!" claptrap of his as an excuse to cover up that he hasn't the brains to blow his nose, let alone set up a real newsreader. A lot of Mac users also disagree with him, MT Newswatcher 3 was getting rave reviews when it came out about a month ago.

> Speaking of Macs, at least we can get close to what one is good for. And
> that is creating a fast Atari.
>
> Heres some questions for Dan. (Ponder these as I will ask them again in
> about 3 weeks.
>
> 1) What does noSTalgia emulate? An ST or can it run TT Falcon software?

generally an ST up to TOS 2.06, although to my surprise and amusement it'll also run MagiC 5.

> 2) What speeds does it attain?

haven't done a benchmark on it yet (I should!) but it appears to run at standard ST speeds.

> 3) How Stable is it?

it appears to be pretty stable at running utilities, and MagiC is
like a rock running under it. Games depend on the type of game it is,
they include a copy of Revenge Of The Mutant Camels that runs OK, I've
tried running Populous II (my own copy) and it tends to crash.

> 4) What is the Minimum spec of computer required?

a fairly fast PowerPC machine, runs OK under a 180mHZ 603e machine,
but does better under a 604 or a G3 according to the Atari Computing
review.

> 5) Does it play games?

it does but not all games. Under Populous II it gets cranky under
mouse control and tends to crash. Haven't tried very many games on it as
of yet. I suspect that some games, due to the fact that they were
written to access certain hardware directly, would crash.

> 6) Do you get all resolutions from a single monitor?

yes. You can also call it up either in a small window or do a full
screen in the monitor. There's also a 640x400 16-color mode available,
but only with TOSes above 1.4.

> 7) Can it play demos?

I've heard it does, haven't tried it yet.

> 8) If the midi ports work as you claim. How does one run Notator?

you can't. Due to the fact that Notator uses a cartridge port dongle
as copy protection. Same with Cubase. Haven't had a chance to play with
the MIDI stuff yet, but I'm going to try MIDIMan. BTW, it's supposed to
work with the Quicktime Instruments so if you don't have access to a
MIDI instrument you can at least have some fun.

> 9) Does all midi software run?

going to try that out. Especially the Electronic Cow stuff.

> 10) Does Multitasking Midi software work? STeinburg etc.

again, haven't tried that.
>
> What advantage does it have over Magic Mac?

obviously the ability to play games as well as accessing the low res
modes.

>
> Can you get STing/Iconnect or MINTNET running in NoSTalgia?

not yet, the writer is hoping to implement accessing the serial ports
in a future release.

>
> How fast is printing? Is it faster than the Mac printing, or slower than

> an Atari Printing?

can't print directly, since it doesn't access the printer ports. It
can save printer output as a file. This is where MagiCMac shines,
especially in combo with NVDI 5

>
> Have you networked your Falcon to you PPC?

planning to.

4807. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-390836.12474630012000@bigmomma.idirect.com>
Source record: 2272

In article <290120002331574616%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-FCD523.13351827012000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > that's nothing to be proud about - your lack of spelling....
>
> And millions of posts are error free? Including the ones by the Jihads?

trying to shift blame the imaginary "Jihads" to cover for your own
stupidity?

You're supposed to be a college graduate and a professional salesman.
Your constant spelling mistakes beg to prove the opposite.

>
> Apple's Q1 sales were $2.34 billion with 51% percent international. Do
> the math..

again, what's 50% of SQUAT in Europe.

>
> > and in reward for that, they lay off Apple Germany's marketing
> > staff,
> > lay off everyone at Apple UK, pull out of a major UK Apple show, etc.
> > etc. Sure TiFKAS, that's what successful companies do all the time....
>
> Called being efficient. If you have not noticed this..Apple has
> implemented worldwide their target market and strategies. Why have
> duplication?

if you'll remember, the Tramiels were making the same excuses when
they folded their subsidiaries. And we all know how that ended.

Quit using Ivan Boesky-talk to try to fuzzify the mudification.
>
> Coke is doing the same. Are they not a successful company?

who are also bleeding red ink, which is why they're restructuring.
>
> >
> > > > why don't you produce them? Or are you afraid of showing the
> > > > real
> > > > figures?
> > >
> > I may do so. You have been warned..

> >
> > oh, I so afraid of TiFKAS, the paper tiger...
>
> Once the 10K is done I will..

read - NEVER. Why not NOW, weinerhead?
>
> >
> > > Lets see..post a picure of yourself and will decide..
> >
> > sure, in a few days. If you'll likewise post a picture of yourself.
>
> Will do..

read- NEVER.

BUT - be sure to wear your "Apple Power Rep" suit if you decide to do
so.

I'm sure that many here would LOVE to know what a clueless internet
troll really looks like in real life.:)

> > > They did. But when a new line comes out, a slow down will occur on
> > > the
> > > old stuff.
> >
> > backing off your original claim, wienerhead?
>
> Nope..

Yep. Saying they're "Flying off the shelves" and "unavailable and
back-ordered", then backing off when the real truth comes out, is called
backing off.

Why didn't you use that excuse after the Daily Tubby blunder?

> > no, pragmatic. I like getting bang for my buck, and not going
> > humongously in debt....
>
> You had to when they jacked up the prices on the Mega's and TT models..

excuse me, but when did THAT happen. Or are you once again making up
stories.

>
> > > > BTW, it's spelled "using" or "usin'".
> > >
> > > Yes..I left out the g..I should slow down the typing..
> >
> > or start thinking before you type. It would make for less wasted
> > bandwidth that could be put to better use for SPAM :)
>
> Spam is when mass mailing unsolicitated mailings..

SPAM is also posting unrelated topics in newsgroups where it don't
belong. Like when you were posting pro-Mac stuff in comp.sys.atari.st,
which got you a reprimand from cedarnet.org....

> > I asked for the specific Canadian results, weinerhead. Don't weasel
> > out of that one...
>
> Wait for the 10k report and find out yourself..

YOU made the claims, YOU provide the evidence....
>
> > >
> > > Is that what you call vapor?
> >
> > did they specifically promise there will be? No, only if certain
> > things goals are met. Unlike Jobs and the 500mHZ G4.
>
> In the meantime, the iBook, iMac DV, iMac 350 and G4's were
> delivered..90%+ track record..

dodging the issues again, I see, it must be embarrassing to you when
you've been proven wrong....

>
> > ..
> > > Jobs did not promise a 500mhz by November. Were is the press release
> > > on
> > > this or is it delusion?
> >
> > he certainly did - does THIS jog your selective memory?
> >
> > http://www.lowendmac.com/musings/g4-500.shtml
>
> It's not a press release. Were is the SJ quote? Heersay..

it's by Dan McKnight, who is really trustworthy and believable,
unlike the chicken-littling of TiFKAS....
>
> > Where's the G4/500?
> >
> > 21 January 2000 Dan Knight
>
> There mistaken? Were is the press release?
>
> > Remember how Steve Jobs announced the Power Mac G4 on August 31,
> > 1999? Therewould be a less-expensive 400 MHz model plus two faster
> > machines with AGP video and more. The "Sawtooth" models would run at
> > 450
> > and 500 MHz. ^^^^^^^
>
>
> Yes..Due to supply issues with the 500mhz G4 chip, they had to revise
> the product line..Whats your point?

a 500 mHZ G4 was promised for delivery. It was never delivered. It turns out that a 500mHZ G4 didn't even exist when Jobs promised it, and when it was discovered that Motorola couldn't produce one due to crippling problems, it remained vapour. What part of that don't you understand?

Please note that he also gave the exact date when Jobs announced the 500mHZ G4 and when it would be available. I find it hard to believe that such an "Apple Power Rep" would suddenly conveniently come up with amnesia regarding his hero....

> >
> > Due to production problems at Motorola, the G4/500 was postponed
> > until
> > January 2000.
> >
> > Then, on October 13, Apple dropped the base G4 to 350 MHz and
> > offered
> > the"Sawtooth" version in 400 and 450 MHz variants.
> >
> > At the start of December, Apple quietly replaced the "Yikes!" G4/350
> > with a "Sawtooth" model at the same price.
>
> Yes...Oh that was the reason for the holdup..Da!

nope. That's the result of Apple forced to use all the G4 chips that couldn't even handle 400mHZ. If you'll remember, Apple wouldn't even consider anything below 400mHZ.

>
> > Where's the Beef?
> >
> > It's late January. Macworld Expo has come and gone without a single
> > Applehardware announcment. No "Pismo" PowerBook. No faster iMac. No
> > iBook with adequate memory.
>
> Thats what you get for taking the rumor web sites as fact..Hope you
> learn your lesson here..Thats not vapor because no prenouncement was
> given..

he didn't say they were vapour, did he. But the announced but never released 500mHZ G4 qualifies.

>
> > And no Power Mac G4/500.
>
> Probably nver will be..

so you're admitting it's vapour. Fine.

Now SHUT YOUR TRAP when trying to declare the Milan II (which HAS been shown as a prototype, HAS the support of two companies, and HAS the backing of a company with a proven track record) "vapour" because you know you're losing an argument....

>
> Oh sorry charlie..

atari.advocacy wants posts with TASTE, not posts from tasteless
paranoid clowns with no life.....

>
> > > They cancelled the model and have not said anything more about it.
> > > Thats not vapor. Vapor is when firms promise and promise and not
> > > deliver.
>
> Apple did not promise...And you know that...Where is the press release
> on this?

can you prove otherwise. Once again, Dan McKnight, who runs
LowEndMac, is a well-respected journalist whose integrity and honesty is
beyond reproach. Wheras TiFKAS, a troll of dubious honesty who leaves a
trail of slime wherever he goes, has been caught with his pants down so
many times he makes Bill Clinton look virginal....

> >
> > lots of Mac users did want it. And it's being considered as another
> > black eye to the Mac gaming community.
>
> We take the lumps..But other titles are around the corner..

yep, and being gouged price-wise. Why can you get TR II for $9.99 for
the PC now when Mac users have to pay through the nose at $69.99 CDN...

> > okay. so shut your trap.
>
> But you can purchase the G4/450 one...

but not the promised G4/500mHZ model, which qualifies as vapour.
Again, shut your trap.

>
> > > Microsoft bought $150 million in Apple's preferred shares. You will
> > > see it on the financial consolidated sheets. Apple had plenty of
> > > cash
> > > at the time. MS investment was directed toward the street when
> > > Apple's
> > > credibility was an all time low.
> >
> > once again, revisionism. Pirates of Silicone Valley and Judge
> > Jackson's deposition showed the real story....
>
> So what are the facts as percieved by 'Chunks'?

why are you bringing up your imaginary friend who doesn't exist....

>
> Cool..Maybe you will have programmable Y2k compliant toilets some day..

and you'll be cleaning them. Just as you're cleaning them now....

> > > > Yep, digging dotches certainly keeps you occupied. But not long
> > > > enough to lick Stevie's boots.
> > >
> > > licking boots from experience..Must be that bonding thing..
> >
> > Ahaa, so you admit it!
>
> No..due to sinclap's punctionality deficit, he left out the question
> mark..asking you...

nope, I don't boot-lick. Never have. Never will.

and look, TiFKAS admits he has a punctuation deficiency, which like his lack of spelling skills, is nothing to make light of. And which proves he's pretending to be an "Apple Power Rep", since the guidelines for what they require in a candidate include superlative language and spelling skills....

Now get back under that desk! Mr. Jobs has an important meeting to go to, and he wants those boots to shine like mirrors!

>
> sinclap
>
> "The iMac has been the biggest computer launch we've seen in
> our history. Apple is back, and iMacs are flying off CompUSA store
> shelves across the United States."

and InCompUSA, meanwhile, has been bleeding red ink quite profusely.

Still claiming iMacs are flying off the shelves?

4808. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-B4A743.14441230012000@bigmomma.idirect.com>
Source record: 2273

oh, yeah, here's something I found on Macintouch (once again, a well-respected Mac site that isn't afraid to pull punches):

http://www.macintouch.com/g4.html

"Jobs finally revealed Apple's new "pro desktop" line, the Power Mac G4 "personal supercomputer," designed to handle image processing, encryption and similar tasks that are "bringing today's personal computers to their knees." Apple's new line, powered by the new PowerPC G4 chip, qualifies as a personal supercomputer by its ability to execute more than one billion floating-point operations per second (a gigaflop). Its "velocity engine" is a 128-bit instruction unit with the ability to execute four or more instructions in one cycle.

" Prices range from $1599 to $3499 for models running at 400, 450 and 500 MHz. (The Apple Store lists a $1499 configuration without modem.) The Power Mac G4 architecture differs between low-end [model M7631] and high-end [M7232, M6921] products. The 400-MHz computer represents the low end and is shipping now (although the Apple Store is quoting 30 days for delivery), while 450- and 500-MHz versions are promised for later,
^^^^^^
in September and October respectively."

please note - this is a news story from a respected news web site which clearly states that Steve Jobs, indeed, promised delivery of a 500mHZ G4 system to consumers on August 31st, 1999 - by OCTOBER, which makes his scheduling announcing of vapourware even worse. Macintouch has no reason to make up a news story of significance to the Mac community. TiFKAS, on the other hand, due to the fact that he has to wipe the egg from his face in his futile attempts to label the Milan II, a computer system that completely ruins his whole world-view that "Atari is Crap", vapourware, has a very good reason for constantly denying that Steve Jobs ever made such a statement, and is willing to be completely deceitful in order to maintain his fantasy world.

Ready to surrender, TiFKAS? Too afraid to admit you made a boo-boo?

4809. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-30 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <Pine.A41.4.05.10001301605180.25522-100000@srv1.calcna.ab.ca>
Source record: 2274

On Sun, 30 Jan 2000, Brian Van TIlborg wrote:

> However, if a Milan makes it as far as the CN Tower, it will easily make
> the 3 days travel to Calgary.

Should do - but is there a 'dealer' who would be interested in it ?

> I am curious to know, if you would be interested in actually owning such a
> beast? If I am correct you still use a Mega for Pagestream? Do you know if
> such a program would work on a Milan? And if so, Does Pagestream take
> advantage of the higher resolution and colours? Such as Calamus would.

Yup - I still use the Mega/STE for Pagestream and a few other things -
altho I am fast becoming a convert to 'Appleworks' which seems to do
most 'business' things that I want to do.

PageStream is my choice of DTP as it does almost everything I want and
is now available in a Mac version - which I will be ordering shortly.

But - yes - I would be interested in the Milan - assuming of course
that the OS is as simple and rock solid as the old Atari OS - and the
price would not cause my nose to bleed !

The Canadian Curmudgeon (in sunny, 5C, Calgary)

4810. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-31 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-15261E.19420530012000@bigmomma.idirect.com>
Source record: 2275

In article
<Pine.A41.4.05.10001301605180.25522-100000@srv1.calcna.ab.ca>, VE6HY
<besmith@calcna.ab.ca> wrote:

>
> PageStream is my choice of DTP as it does almost everything I want and
> is now available in a Mac version - which I will be ordering shortly.
>
> But - yes - I would be interested in the Milan - assuming of course
> that the OS is as simple and rock solid as the old Atari OS - and the
> price would not cause my nose to bleed !

well, the Milan II will be shipping with a MagiC/NVDI setup as its
default running operating system (and Pagestream DOES run quite well
under MagiC, from my own experience with it on the Falcon) - but if you
prefer something simpler, you can press a key while it boots up and go
straight into standard Milan TOS.

Just remember, though, that under an '060 system Pagestream will
SCREAM, be sure your chair is bolted to the floor :)

And price? They're still talking sub-$1000. That's also including
what's turning out to be a nice set of pre-packaged software, including
internet setup, utilities including a lite version of Papyrus, graphics
programs and games. Not to mention the ability to plug and play
Hewlett-Packard peripherals via USB.
>
> The Canadian Curmudgeon (in sunny, 5C, Calgary)
>

4811. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-31 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <300120002114136922%sinclap@nospam.net>
Source record: 2276

In article <dreibel-B4A743.14441230012000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

The good news from the international front is pouring in...

Daily News
Buoyant Apple Plans New Stores
By David Frith, Computer Daily News.
January 28, 2000

Apple Australia [NASDAQ:APPL] hopes to see five or six extra specialist AppleStore retail outlets operating in major Australian cities this year, says Diana Ryall, managing director of the local subsidiary. The Australian subsidiary - which pulled out of mass market outlets several years ago - scored a "phenomenal" increase in sales of its iMac and iBook consumer Macs, especially high-end models, in the Christmas quarter, which saw the opening of a number of new AppleCentre satellite stores, Ryall said. About 60 independently owned AppleCentres operate in major Australian towns and cities. Most are one-brand operations, selling Macintoshes, software, service and support to both the consumer and business sectors Ryall was commenting on the boom first quarter results announced by Apple HQ in Cupertino last week. But, as is customary with Apple under chief executive Steven Jobs, country managers are forbidden to even hint at numbers for local sales. Ryall said the company was "very excited" about sales through another new series of outlets: the OptusWorld retail stores operated by Australia's numbertwo telecommunications carrier, Cable & Wireless Optus. The OptusWorld stores did an excellent job of promoting the iMac and iBook in an innovative setting, said Ryall. She believed Apple Australia was most unlikely ever to return to supermarket-style retail chains, where sales had been indifferent.

Reported By Newsbytes.com

4812. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-31 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <300120002113586013%sinclap@nospam.net>
Source record: 2277

In article <dreibel-390836.12474630012000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> >
> > And millions of posts are error free? Including the ones by the Jihads?
>
> trying to shift blame the imaginary "Jihads" to cover for your own
> stupidity?

By your standard, you are slamming many Atari Jihads that have spelling
errors.

> You're supposed to be a college graduate and a professional salesman.
> Your constant spelling mistakes beg to prove the opposite.

What world are you on? This is usenet! Who cares about spillieng?
Any docs I send out gets spilled chequird.

Also, do you think that the QB(by the way is a '94'(same year as me)
Univ. Northern Iowa graduate-a fine school thank you) of the St Louis
Rams can spill bittur?

>
>
> >
> > Apple's Q1 sales were $2.34 billion with 51% percent international. Do
> > the math..
>
> again, what's 50% of SQUAT in Europe.

Apple Europe probably had sales in the $800 million range. Much more
than the 50 Milans sold in a month..
>
> >
> > > and in reward for that, they lay off Apple Germany's marketing
> > > staff,
> > > lay off everyone at Apple UK, pull out of a major UK Apple show, etc.
> > > etc. Sure TiFKAS, that's what successful companies do all the time....
> > >
> > Called being efficient. If you have not noticed this..Apple has
> > implemented worldwide their target market and strategies. Why have
> > duplication?
>
> if you'll remember, the Tramiels were making the same excuses when
> they folded their subsidiaries. And we all know how that ended.

But the Atari subsidiaries collapsed due to deathly sales. Apple
increased their revenues by over $600 million from Q1 99..

> Quit using Ivan Boesky-talk to try to fuzzify the mudification.

What ever happened to that fella? "Greed is good"

> > Coke is doing the same. Are they not a successful company?
>
> who are also bleeding red ink, which is why they're restructuring.

Nope. Coke is making money. But will take charges for the
restructuring.

>
> read - NEVER. Why not NOW, weinerhead?

Once its out I will post the pertient parts..

> > Will do..

I will someday..A picture with a Cupertino background in March.

> read- NEVER.
>
> BUT - be sure to wear your "Apple Power Rep" suit if you decide to do
> so.

I don't wear a suit in the field. business casual all the way.

> I'm sure that many here would LOVE to know what a clueless internet
> troll really looks like in real life.:)

You will be jealous..that.. can be handsome in this field..

> Yep. Saying they're "Flying off the shelves" and "unavailable and
> back-ordered", then backing off when the real truth comes out, is called
> backing off.

For awhile that was the case..Remember the iMac DV SE that many
retailers were publicly reporting?

> Why didn't you use that excuse after the Daily Tubby blunder?

What excuse?

> > > no, pragmatic. I like getting bang for my buck, and not going
> > > humongously in debt....
> >
> > You had to when they jacked up the prices on the Mega's and TT models..
>
> excuse me, but when did THAT happen. Or are you once again making up
> stories.

The Mega 4's were in the $2000 plus neighborhood plus the Lazer. The
lowend Mega 2 were priced in the $1799 range.

> > Spam is when mass mailing unsolicitated mailings..
>
> SPAM is also posting unrelated topics in newsgroups where it don't
> belong. Like when you were posting pro-Mac stuff in comp.sys.atari.st,
> which got you a reprimand from cedarnet.org....

You should know

>
> > > I asked for the specific Canadian results, weinerhead. Don't weasel
> > > out of that one...
> >
> > Wait for the 10k report and find out yourself..
>
> YOU made the claims, YOU provide the evidence....
> >
> > In the meantime, the iBook, iMac DV, iMac 350 and G4's were
> > delivered..90%+ track record..
>
> dodging the issues again, I see, it must be embarrassing to you when
> you've been proven wrong....

Where was Apple's public press release on this?

> >
> > It's not a press release. Were is the SJ quote? Heersay..
>
> it's by Dan McKnight, who is really trustworthy and believable,
> unlike the chicken-littling of TiFKAS....

And web sites are accurate? I read the article. Apple did not promise
that the G4/500 would be out. There is no quote from any Apple
execs..And I did not read a memo about it either..

> >
> >
> > Yes..Due to supply issues with the 500mhz G4 chip, they had to revise
> > the product line..Whats your point?
>
> a 500 mHZ G4 was promised for delivery. It was never delivered. It
> turns out that a 500mHZ G4 didn't even exist when Jobs promised it, and
> when it was discovered that Motorola couldn't produce one due to
> crippling problems, it remained vapour. What part of that don't you
> understand?

It was not promised...Prove it...

> Please note that he also gave the exact date when Jobs announced the
> 500mHZ G4 and when it would be available. I find it hard to believe that
> such an "Apple Power Rep" would suddenly conveniently come up with
> amnesia regarding his hero....

No amnesia here..

> >
> > Yes...Oh that was the reason for the holdup..Da!
>
> nope. That's the result of Apple forced to use all the G4 chips that
> couldn't even handle 400mHZ. If you'll remember, Apple wouldn't even
> consider anything below 400mHZ.

How do you know?

> > Thats what you get for taking the rumor web sites as fact..Hope you
> > learn your lesson here..Thats not vapor because no prenouncement was
> > given..
>
> he didn't say they were vapour, did he. But the announced but never
> released 500mHZ G4 qualifies.

SJ never mentioned of alleged new PB, iBook and iMac. Too early to
release new products considering that 75% of the new line happened in
Q4.

> > Probably nver will be..
>
> so you're admitting it's vapour. Fine.

No. Has Apple been talking up the G4/500 model in the last three
months for immediate delivery? Show me one Apple exec quote..

> Now SHUT YOUR TRAP when trying to declare the Milan II (which HAS
> been shown as a prototype, HAS the support of two companies, and HAS the
> backing of a company with a proven track record) "vapour" because you
> know you're losing an argument....

It is vapor..Where's the beef?

> > Apple did not promise...And you know that...Where is the press release
> > on this?
>
> can you prove otherwise. Once again, Dan McKnight, who runs
> LowEndMac, is a well-respected journalist whose integrity and honesty is
> beyond reproach. Wheras TiFKAS, a troll of dubious honesty who leaves a
> trail of slime wherever he goes, has been caught with his pants down so
> many times he makes Bill Clinton look virginal....

Still have not proven it..

>
> > >
> > > lots of Mac users did want it. And it's being considered as another
> > > black eye to the Mac gaming community.
> >
> > We take the lumps..But other titles are around the corner..
>
> yep, and being gouged price-wise. Why can you get TR II for $9.99 for
> the PC now when Mac users have to pay through the nose at $69.99 CDN...

Once the product life cycle comes to an end..will see a low
price..Nothing new here..
>
> > > okay. so shut your trap.
> >
> > But you can purchase the G4/450 one...
>
> but not the promised G4/500mHZ model, which qualifies as vapour.
> Again, shut your trap.
>

There was no promise here..

>
> >
> > Cool..Maybe you will have programmable Y2k compliant toilets some day..
>
> and you'll be cleaning them. Just as you're cleaning them now....
>
>
> > No..due to sinclap's punctionality deficit, he left out the question
> > mark..asking you...
>
> nope, I don't boot-lick. Never have. Never will.
>
> and look, TiFKAS admits he has a punctuation deficiency, which like
> his lack of spelling skills, is nothing to make light of. And which
> proves he's pretending to be an "Apple Power Rep", since the guidelines
> for what they require in a candidate include superlative language and
> spelling skills....

You just slammed millions of successful professionals...

> Now get back under that desk! Mr. Jobs has an important meeting to go
> to, and he wants those boots to shine like mirrors!

From experience?

> >
> > sinclap
> >
> > "The iMac has been the biggest computer launch we've seen in
> > our history. Apple is back, and iMacs are flying off CompUSA store
> > shelves across the United States."
>
> and InCompUSA, meanwhile, has been bleeding red ink quite profusely.

And your point?

> Still claiming iMacs are flying off the shelves?

Yep...with lots to go around..

4813. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-31 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-5C7885.14240431012000@bigmomma.idirect.com>
Source record: 2278

In article <300120002113586013%sinclap@nospam.net>, The iDiot Forever
Known As Sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-390836.12474630012000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > >
> > > And millions of posts are error free? Including the ones by the
> > > Jihads?
> >
> > trying to shift blame the imaginary "Jihads" to cover for your own
> > stupidity?
>
> By your standard, you are slamming many Atari Jihads that have spelling
> errors.

how can I, when the "Atari Jihads" only exist in your paranoid little
imagination?

Wanna name some examples? Dates, times, situations?

BTW, that's "Atari Jihads WHO have spelling errors". Syntax is as
important as spelling. The imaginary Jihads in your head ARE people too,
you know :)

>
> > You're supposed to be a college graduate and a professional
> > salesman.
> > Your constant spelling mistakes beg to prove the opposite.
>
> What world are you on? This is usenet! Who cares about spillieng?
> Any docs I send out gets spilled chequird.

people who want to make sure that they're getting the best info want
to make sure they're not getting it from a doofus. This has been brought
up many times in MacAddict.

>
> Also, do you think that the QB(by the way is a '94'(same year as me)
> Univ. Northern Iowa graduate-a fine school thank you) of the St Louis
> Rams can spill bittur?

what does this have to do with computers? Or are you just trying to
dodge the question?

>
> >
> >
> > >
> > > Apple's Q1 sales were $2.34 billion with 51% percent international.
> > > Do
> > > the math..
> > >
> > again, what's 50% of SQUAT in Europe.
>
> Apple Europe probably had sales in the $800 million range. Much more
> than the 50 Milans sold in a month..

"probably" doesn't cut it.

And that's still pretty good for a small company, 50 computers a
month. Now imagine what's going to happen now that Motorola is behind
the new one. :)

> > > Called being efficient. If you have not noticed this..Apple has
> > > implemented worldwide their target market and strategies. Why have
> > > duplication?
> > >
> > if you'll remember, the Tramiels were making the same excuses when
> > they folded their subsidiaries. And we all know how that ended.
>
> But the Atari subsidiaries collapsed due to deathly sales. Apple
> increased their revenues by over $600 million from Q1 99..

uh-uh, TiFKAS. they're using the same excuses the Tramiels did in
getting out of the UK, and why they've fired the German marketing
department. You can't have it both ways. Somewhere they're bleeding red
ink, and most likely it's in Europe, where they've traditionally had
poor sales.

>
> > Quit using Ivan Boesky-talk to try to fuzzify the mudification.
>
> What ever happened to that fella? "Greed is good"

made to look like an idiot in a particular movie, "Wall Street".

and spent hard time.....
>
> > > Coke is doing the same. Are they not a successful company?
> > >
> > who are also bleeding red ink, which is why they're restructuring.
>
> Nope. Coke is making money. But will take charges for the
> restructuring.

nope, Coke is LOSING money. Only companies who are losing money fire
longtime employees. Or are you using the same logic you used when you
claimed "Apple made a profit!" when they announced a ONE BILLION DOLLAR

LOSS....

I'd like to see you wiggle out of THIS one....

> > > Will do..
>
> I will someday..A picture with a Cupertino background in March.

how will we know you won't be using Photoshop?

> >
> > BUT - be sure to wear your "Apple Power Rep" suit if you decide to
> > do
> > so.
>
> I don't wear a suit in the field. business casual all the way.

well, be sure to include a picture of your business card then. Or is
that also verbotten by your imaginary "non-disclosure agreement"?

>
> > I'm sure that many here would LOVE to know what a clueless internet
> > troll really looks like in real life.:)
>
> You will be jealous..that.. can be handsome in this field..

why should I be jealous of a man who needs to wear a bag over his
head so he doesn't crack the lens :)

>
> > Yep. Saying they're "Flying off the shelves" and "unavailable and
> > back-ordered", then backing off when the real truth comes out, is
> > called
> > backing off.
>
> For awhile that was the case..Remember the iMac DV SE that many
> retailers were publicly reporting?

You mean the buggy, doesn't run as advertised iMac SE?

>
> > Why didn't you use that excuse after the Daily Tubby blunder?
>
> What excuse?

already weaseling out, I see....
>
> > > > no, pragmatic. I like getting bang for my buck, and not going
> > > > humongously in debt....
> > >
> > > You had to when they jacked up the prices on the Mega's and TT
> > > models..
> >
> > excuse me, but when did THAT happen. Or are you once again making up

> > stories.
>
> The Mega 4's were in the $2000 plus neighborhood plus the Lazer. The
> lowend Mega 2 were priced in the $1799 range.

again, when did they jack up the prices from the originals? Cites,
please....
>
> > > Spam is when mass mailing unsolicitated mailings..
> >
> > SPAM is also posting unrelated topics in newsgroups where it don't
> > belong. Like when you were posting pro-Mac stuff in comp.sys.atari.st,
> > which got you a reprimand from cedarnet.org....
>
> You should know

yep, 'cause I was the one who got you reprimanded..... :)
>
> >
> > > > I asked for the specific Canadian results, weinerhead. Don't
> > > > weasel
> > > > out of that one...
> > >
> > > Wait for the 10k report and find out yourself..
> >
> > YOU made the claims, YOU provide the evidence....
> > >
> > > In the meantime, the iBook, iMac DV, iMac 350 and G4's were
> > > delivered..90%+ track record..
> >
> > dodging the issues again, I see, it must be embarrassing to you when
> > you've been proven wrong....
>
> Where was Apple's public press release on this?

where is a press release denying that they ever did? Enough reporters
were there to hear Jobs promise a 500mHZ G4 and reported so.

You're just to afraid to admit you were wrong. Admit it.
>
> > >
> > > It's not a press release. Were is the SJ quote? Heersay..
> >
> > it's by Dan McKnight, who is really trustworthy and believable,
> > unlike the chicken-littling of TiFKAS....
>
> And web sites are accurate? I read the article. Apple did not promise
> that the G4/500 would be out. There is no quote from any Apple
> execs..And I did not read a memo about it either.

probably because you seem to be selective about reading?

Macintouch also reported that Jobs said so, and when they were to be
released. Macintouch is well-respected at getting things right.

Just because Apple is being tight-lipped about this elephantine
blunder doesn't mean it didn't happen. After all, Nixon denied anything
was going on regarding Watergate.

>
> > >
> > >
> > > Yes..Due to supply issues with the 500mhz G4 chip, they had to revise
> > > the product line..Whats your point?
> >
> > a 500 mHZ G4 was promised for delivery. It was never delivered. It
> > turns out that a 500mHZ G4 didn't even exist when Jobs promised it, and
> > when it was discovered that Motorola couldn't produce one due to
> > crippling problems, it remained vapour. What part of that don't you
> > understand?
>
> It was not promised...Prove it...

www.macintouch.com.
>
> > Please note that he also gave the exact date when Jobs announced the
> > 500mHZ G4 and when it would be available. I find it hard to believe
> > that
> > such an "Apple Power Rep" would suddenly conveniently come up with
> > amnesia regarding his hero....
>
> No amnesia here..

sure there is. Just like you said "I never called Steve Jobs an
arrogant bonehead who would destroy Apple if he ever came back" and "I
never said Calamus is crap"....

>
> > >
> > > Yes...Oh that was the reason for the holdup..Da!
> >
> > nope. That's the result of Apple forced to use all the G4 chips that
> > couldn't even handle 400mHZ. If you'll remember, Apple wouldn't even
> > consider anything below 400mHZ.
>
> How do you know?

quite simple - friends in mac.advocacy told me who are close to Apple.
>
> > > Thats what you get for taking the rumor web sites as fact..Hope you
> > > learn your lesson here..Thats not vapor because no prenouncement was
> > > given..
> >
> > he didn't say they were vapour, did he. But the announced but never
> > released 500mHZ G4 qualifies.

>
> SJ never mentioned of alleged new PB, iBook and iMac. Too early to
> release new products considering that 75% of the new line happened in
> Q4.

but that's not the point. Apple never announced those, but they did
announce a 500mHZ G4 to be made available in October.

How can you miss that? Or did you once again have your head up your
ass when the announcement was made?

>
> > > Probably nver will be..
> >
> > so you're admitting it's vapour. Fine.
>
> No. Has Apple been talking up the G4/500 model in the last three
> months for immediate delivery? Show me one Apple exec quote..

IT'S VAPOUR. ADMIT IT.
>
> > Now SHUT YOUR TRAP when trying to declare the Milan II (which HAS
> > been shown as a prototype, HAS the support of two companies, and HAS
> > the
> > backing of a company with a proven track record) "vapour" because you
> > know you're losing an argument....
>
> It is vapor..Where's the beef?

where's the 500mHZ G4?
>
> > > Apple did not promise...And you know that...Where is the press
> > > release
> > > on this?
> >
> > can you prove otherwise. Once again, Dan McKnight, who runs
> > LowEndMac, is a well-respected journalist whose integrity and honesty
> > is
> > beyond reproach. Wheras TiFKAS, a troll of dubious honesty who leaves a
> > trail of slime wherever he goes, has been caught with his pants down so
> > many times he makes Bill Clinton look virginal....
>
> Still have not proven it..

still haven't proven your point, KOOK....

your pants are down again - and we can see your doodle! :)

> > > But you can purchase the G4/450 one...
> >
> > but not the promised G4/500mHZ model, which qualifies as vapour.
> > Again, shut your trap.
> >

>
> There was no promise here..

it was promised and you know it!

> >
> > nope, I don't boot-lick. Never have. Never will.
> >
> > and look, TiFKAS admits he has a punctuation deficiency, which like
> > his lack of spelling skills, is nothing to make light of. And which
> > proves he's pretending to be an "Apple Power Rep", since the guidelines
> > for what they require in a candidate include superlative language and
> > spelling skills....
>
> You just slammed millions of successful professionals...

no I haven't. Successful professionals can spell and carry on
meaningful conversations.

>
> > Now get back under that desk! Mr. Jobs has an important meeting to
> > go
> > to, and he wants those boots to shine like mirrors!
>
> From experience?

Your experience, not mine. I don't boot lick, wheras you've developed
a taste for shoe polish....

4814. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-01-31 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <Pine.A41.4.05.10001311357110.19682-100000@srv1.calcna.ab.ca>
Source record: 2279

On Mon, 31 Jan 2000, Daniel L. Dreibelbis wrote:

> And price? They're still talking sub-$1000. That's also including
> what's turning out to be a nice set of pre-packaged software, including
> internet setup, utilities including a lite version of Papyrus, graphics
> programs and games. Not to mention the ability to plug and play
> Hewlett-Packard peripherals via USB.

Now, I'm starting to salivate - but - I'll still not hold my breath !

The Canadian Curmudgeon (in sunny, warm, Calgary)

4815. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-01 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <010220000001294339%sinclap@nospam.net>
Source record: 2280

In article <3893A994.121757B8@ihug.co.nz>, J WILKINSON
<jwandjw@ihug.co.nz> wrote:

> Hi there,
>
> VE6HY wrote:
> >
> > "Daniel L. Dreibelbis" wrote:
> > >
> > > Milan II is on time and on schedule. April 2000 is the slated date.
> > > And, word is that if they meet their projected sales target, the next
> > > batch may well be PowerPC.
> >
> > Hmmm - you will, perhaps, pardon me if I don't hold my breath waiting for
> > them to appear in Canader !!!!
> >
> > The Canadian Curmudgeon (in +2C, wet, Calgary)
>
> I'm not holding my breath either, but I ordered my Falcon from the UK all
> the way from New Zealand. Quite a number of guys here had already done the
> same. I'm prepared to do the same again with MilanII once I've seen the
> official release and have seen favourable comments from the new users...
>
> ...and I'll still probably get that BEFORE the local Mac store can get me
> a 500MHz G4... :)

You mean a 450 one. Plenty available. No such thing ast the 500 model.

> Kind regards,
>
> Chris Wilkinson, in hot muggy 30'C Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

4816. The proof is in the pudding 'Chunk's

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-01 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <010220001134299407%sinclap@nospam.net>
Source record: 2281

Below is a note that announced the cancelation of the first G4 models
due to processor supply constraints. The new configured models will
increase supply shipments. Apple put an end of all talk to the G4/500
model due to unavailability of the chip..

Apple Reconfigures Power Mac G4 Processor Speeds to Match
Chip Availability

CUPERTINO, Californiaï¿½Oct. 13, 1999ï¿½Appleï¿½
today announced that it has reconfigured the processor
speeds in its Power Macï¿½ G4 line to match
PowerPC G4 chip availability from Motorola. The new Power
Mac G4 configurations will now include
processors running at 350 MHz, 400 MHz and 450 MHz, and will
be priced at $1,599, $2,499 and $3,499,
respectively. The move is in response to Motorolaï¿½s delays in
reaching volume production of its 500 MHz G4
processor chip, which is now scheduled for availability early
next year.

ï¿½These new configurations will enable us to
meet the tremendous demand for our new Power Mac G4 line,ï¿½
said Steve Jobs, Appleï¿½s interim CEO.
ï¿½Fortunately, the machines remain very, very fastï¿½easily
outperforming Pentium III-based PCs.ï¿½

4817. Re: What's an ST good for these days?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-02 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <38978881$0$162@news.zetnet.co.uk>
Source record: 2282

On 30 Jan 2000 00:10:09 , Brian Van TIlborg wrote:
>On 15 Jan 2000 18:31:27 , Trevor Spencer wrote:
>
>>There's a chap I've been corresponding with who has an STe with, and I
>>quote, HBS640T28STE with a 64Kb cache and 28Mhz, uses the 68000 and is
>>faster in some respects than the veloce+
>
>How much ram in this Machine? Is there any other mods, such as graphic
>oriented and such? Or is it simply an accellorated ST? This machine sounds
>like it could be competent web browser? Does he still use it regularly?
>Perhaps STing is in order.

I've e-mailed him for some further info. and I'll let you know.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

4818. Re: The proof is in the pudding 'Chunk's

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-02 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-517B0B.08570302022000@bigmomma.idirect.com>
Source record: 2283

In article <010220001134299407%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> Below is a note that announced the cancelation of the first G4 models
> due to processor supply constraints. The new configured models will
> increase supply shipments. Apple put an end of all talk to the G4/500
> model due to unavailability of the chip..
>

1) your imaginary friend "Chunks" doesn't exist.

2) thanks for confirming to all that the 500MHz G4, which had been
officially announced and promised by Steve Jobs at Seybold on August
31st, 1999, and had orders taken for it, is officially vapourware.

Admit it - you LOST.

4819. Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-02 00:00:00 UTC
From: Paul Flieshman <P.L.Flieshman@student.salford.ac.uk>
Message-ID: <389843AD.3717746B@student.salford.ac.uk>
Source record: 2284

Hi there. In light of the recent threads involving Brian and Clock, and the ever - present sinclap / Daniel wars, I felt somewhat compelled to post something up. I use computers for browsing, email/newsgroups, some simple w/p, but primarily for hi end audio and MIDI (sequencing, wave/samlple editing, multitrack audio, signal processing). To me, the computer is a tool for making or manipulating music. Now, just because that tool has been superceded, replaced, or is no longer in production is no good reason to stop using it, or decide that it is no longer useable. I use Protools on the Mac with my production business, and PC's at university and home. But I also have a Falcon 030 and a 4mb Ste....and they are all good. So....here's some mud for your eye;

1) My STE is great for sequencing on location....far more stable in transit, and less of a fragile liability than the Mac or the PC.
2) Tos and multitos have proved to be stable, easy to use, intuitive and user friendly.Windows? You wish. Mac OS? Better, but still flawed.Both are vastly better equipped and bigger, but are they as stable or easy to work with?
3)y Falcon is great for samplers with SCSI, and Cubase Audio Falcon really works....I've spent thre years trying to make my p200mmx system integrate at all.
4) These computers are fun.... and the small industry of people developing new upgrades/machines/software are part of the minority who still enjoy them. What's wrong with that?
5)In terms of speed/power/ram etc etc what is the point in comparisons with a 700mhz athlon or 450mhz g4? Pick on someone your own size, who isn't fifteen years out of hi end development.
6)Atarians....don't waste your time arguing the merits of the milan over the mac. The people who like 68k machines are interested already.
7)This newsgroup is called Atari advocacy....that means finding a reason to still use and enjoy these machines. That doesn't mean "let's try and tell everyone that our machine is the best computer in the world". The doing is the important bit.

Oh and lastly....sinclap....this isn't a mac newsgroup. So don't post loads of stuff about how you thisnk ataris make good paperweights....no one really cares what you think (though we are all impressed at just how long you have been hanging around this NG...nothing better to do?). Besides, if apple are top o' the world, what do you care about a minority machine with only hobby and hack users?

Sorry for the vitriol.....I feel better now.

Lata!

Paul ;-)

P.S. I kinda like the idea of beOS.....looks like the mac front end, powerful and ultramodern, no legacy layers, total hardware integration....anyone actuallly using it yet? Is there a 68k version?

4820. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-02 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-FDB2D8.10282202022000@bigmomma.idirect.com>
Source record: 2285
Body handling: HTML body converted to readable text

In article <389843AD.3717746B@student.salford.ac.uk>, Paul Flieshman wrote:

> 1) My STE is great for sequencing on location....far more stable in
> transit, and less of a fragile liability than the Mac or the PC.

portability has always been great on these machines, and now with things like Mario's internal IDE adaptor, they now can add internal storage to the luggage :)

> 2) Tos and multitos have proved to be stable, easy to use, intuitive and
> user friendly.Windows? You wish. Mac OS? Better, but still flawed.Both
> are vastly better equipped and bigger, but are they as stable or easy to
> work with?

TiFKAS always misses the point on this. For MIDI, TOS is the most rock-stable regarding timing. Why do you think so many musicians still trust using their "obsolete" Ataris for their projects?

MagiC has also proven to be quite stable. How many OSes that you know of that, when a program crashes, you just remove it from memory and just keep going? On my Macs, one crashed program can freeze up the entire computer.

> 4) These computers are fun.... and the small industry of people
> developing new upgrades/machines/software are part of the minority who
> still enjoy them. What's wrong with that?

Nothing at all! Probably TiFKAS is extremely jealous because he has no friends and he wants some attention, so he comes in like the schoolyard bully expecting the disrupting of the happy Atarians at play. Of course, what really happens is that he's Bluto in a schoolyard full of Popeyes who have "eaten their spinach" :)

> 5)In terms of speed/power/ram etc etc what is the point in comparisons
> with a 700mhz athlon or 450mhz g4? Pick on someone your own size, who
> isn't fifteen years out of hi end development.

who was it who said "no weapon is too big or too small for a brave man?" :)

> 7)This newsgroup is called Atari advocacy....that means finding a reason
> to still use and enjoy these machines. That doesn't mean "let's try and
> tell everyone that our machine is the best computer in the world". The
> doing is the important bit.

but the Atari IS the best computer in the world - in fact, it's
probably the world's best-kept secret. Of course, with the Milan II
coming out, the secret is coming out again :)

>
> Oh and lastly....sinclap....this isn't a mac newsgroup. So don't post
> loads of stuff about how you thisnk ataris make good paperweights....no
> one really cares what you think (though we are all impressed at just how
> long you have been hanging around this NG...nothing better to do?).
> Besides, if apple are top o' the world, what do you care about a
> minority machine with only hobby and hack users?

probably this best describes TiFKAS' entire mindset:

"A fanatic is one who redoubles his effort when he has forgotten his
aim" - George Santayana

BTW, this is one of the basis behind Chuck Jones' creation of Wile E.
Coyote, someone TiFKAS is beginning to resemble more and more with each
new post...

>
> Sorry for the vitriol.....I feel better now.

that wasn't bad at all. Maybe you should get angry more often :)

4821. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-02 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002021700210.964-100000@rakas>
Source record: 2286
Body handling: HTML body converted to readable text

On 2000-2-2, Paul Flieshman wrote:

> I use computers primarily for hi-end audio and MIDI.

Many of us do. ;-)

> Now, just because that tool has been superceded or is no
> longer in production is no good reason to stop using it, or
> decide that it is no longer useable.

Agreed.

> 1) My STE is great for sequencing on location....far more stable in
> transit, and less of a fragile liability than the Mac or the PC.

I couldn't agree more. An STE with 4 MB, TOS 2.06 and a built-in
IDE drive is the best MIDI sequencing tool, bar none.

> 2) Tos and multitos have proved to be stable, easy to use,
> intuitive and user friendly. Windows? You wish. Mac OS?
> Better, but still flawed. Both are vastly better equipped and
> bigger, but are they as stable or easy to work with?

I like the new Macs _a_lot_ but the outrageous price outside
North America makes Mac an unrealistic option for the mass.

As for Windows.... I just cannot shake Microsucks products, not
because they were made in Redmond, but because they constantly
mess up their own configs, especially Office applications.

> I kinda like the idea of BeOS: looks like the mac front end,
> powerful and ultramodern, no legacy layers, total hardware
> integration....anyone actuallly using it yet?

I'm still waiting for my copy of the full CD.

However, my experiences of it, on other people's machine, have
been very good. In fact, good enough to convince me that this
was where I was heading next, as a complement to my TT.

> Is there a 68k version?

No, only Intel or PPC.

> 3) My Falcon is great for samplers with SCSI, and Cubase
> Audio Falcon really works....I've spent thre years trying to
> make my p200mmx system integrate at all.

I've heard the same thing from countless people. They "upgrade"
to Windows version of Cubase Audio or Logic Audio and... nothing.
On Atari, they recall, things worked right out of the box.

> 7) This newsgroup is called Atari advocacy....that means
> finding a reason to still use and enjoy these machines. The
> doing is the important bit.

Exactly.

"Atari advocacy" means pro-atari chat, so why are we constantly
talking about Amiga and Mac, instead of what is still great about
using Atari?

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4822. Re: Oh... just one question... (he's back...)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-02 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002022041180.9-100000@rakas>
Source record: 2287

On 2000-2-3, Clockmeister <gerryvdb@tnet.com.au> wrote:

> A friend has asked me to find out if the Milan II is likely
> to become available in Australia or will my friend (an Atari
> user) have to order from the distributor in Europe?.

Anthony Green already imports Hades. Ask him.

> (I said I wouldn't post again, but I guess I lied.)

You always do.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4823. News for Brian & Trevor

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-02 00:00:00 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <949526912-285549AEicMi@fh-lausitz.de>
Source record: 2288

Hi!

>How much ram in this Machine?

Only 4MB:-(

>Is there any other mods, such as graphic oriented and >such? Or is it simply an accellorated ST?

Yes, simply (SMD) CPU acc. + 64kb cache;-)

>This machine sounds like it could be competent web >browser?

Yes, CAB.

>Does he still use it regularly?

Yes, I use the STE very often.

>Would you like to comment and I'll pass them onto the >newsgroup or do you
>want to check out the newsgroup for yourself, it's >comp.sys.atari.advocacy
>and reply?

I hope you can read this:-)

For email purposes remove the <.nospam>

MfG Mathias

ATARI F030 + STE + XE \|/ ____ \|/
"@'/ ,. \`@"
/_| __/ |_\
mailto:mpichotz@fh-lausitz.de __U_/
http://www.fh-lausitz.de/~mpichotz

4824. Oh... just one question... (he's back...)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-03 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <jg_l4.368$iH5.14571@nsw.nnrp.telstra.net>
Source record: 2289

A friend has asked me to find out if the Milan II is likely to become available in Australia, as he's not online ATM. Does anyone here know of any dealers in Australia likely to distribute the Milan, or will my friend (an Atari user) have to order from the distributor in Europe?.

I thought my friends (?) here might have the answer.

(I said I wouldn't post again, but I guess I lied.)

Thanks all,

Regards,

Clockmeister.

--
--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\/// www.tnet.com.au/~gerryvdb

4825. Re: Oh... just one question... (he's back..

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <w6cm4.237$n14.717@198.235.216.4>
Source record: 2290

On 3 Feb 2000 02:17:21 +, "Clockmeister" wrote:
>(I said I wouldn't post again, but I guess I lied.)

HEY!!! I just went out and bought a DUMMY!!! Now what am I supposed to do
with it? Put it up for sale?

On 3 Feb 2000 02:17:21 +, "Clockmeister" wrote:
>A friend has asked me to find out if the Milan II is likely to become
>available in Australia, as he's not online ATM. Does anyone here know of any
>dealers in Australia likely to distribute the Milan, or will my friend (an
>Atari user) have to order from the distributor in Europe?.
>
>I thought my friends (?) here might have the answer.
>

Actually, everyone outside of Germany and the surronding countries are
wondering the same. NA may get distribution. Don't know who handles them
Down Under.

If you Milan friend is anything like your friends here, you really must be
an unhappy lad.

>Thanks all,
>
>Regards,
>
>Clockmeister.
>
>--
>--
> diediedie///
> diediedi/// * I never engage in a battle of wits
> \\\die/// with an unarmed person *
> \\\/// www.tnet.com.au/~gerryvdb
>
>
>
>.

4826. Re: Oh... just one question... (he's back..

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-03 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <tDcm4.27$vW5.2748@nsw.nnrp.telstra.net>
Source record: 2291

Brian Van TIlborg <madmax@bfree.on.ca> wrote in message
news:w6cm4.237$n14.717@198.235.216.4...
> On 3 Feb 2000 02:17:21 +, "Clockmeister" wrote:
> >(I said I wouldn't post again, but I guess I lied.)
>
> HEY!!! I just went out and bought a DUMMY!!! Now what am I supposed to do
> with it? Put it up for sale?

Put it in your mouth I guess.

>
>
> On 3 Feb 2000 02:17:21 +, "Clockmeister" wrote:
> >A friend has asked me to find out if the Milan II is likely to become
> >available in Australia, as he's not online ATM. Does anyone here know of
any
> >dealers in Australia likely to distribute the Milan, or will my friend
(an
> >Atari user) have to order from the distributor in Europe?.
> >
> >I thought my friends (?) here might have the answer.
> >
>
> Actually, everyone outside of Germany and the surronding countries are
> wondering the same. NA may get distribution. Don't know who handles them
> Down Under.
>
> If you Milan friend is anything like your friends here, you really must be
> an unhappy lad.

No, we get on just fine. They are just computers you know, silicon and
plastic, hardly a big deal. It's not like there aren't more important issues
in the world today then who's computer is better.

> >Thanks all,
> >
> >Regards,
> >
> >Clockmeister.
> >
> >--
> >--
> > diediedie///
> > diediedi/// * I never engage in a battle of wits
> > \\\die/// with an unarmed person *

> > \\\/// www.tnet.com.au/~gerryvdb
> >

LOL :-) I just thought of another place you could stick that dummy!!!

4827. New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-03 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>
Source record: 2292

So The iDiot Forever Known As Sinclap is still insisting that the much-anticipated Milan II that should be out this spring is vapourware, while steadfastly denying that Apple's promised 500 MHz G4 computer is equally vapour by his own yardsticks? Well again, Think Different.

Here's an announcement from Bengy Collins' MagiC Online site regarding an exciting new development in support for the new machine. Clockmeister should be interested in this announcement as well, as it involves the fact that an Amiga developer is doing this....

taken from http://bengy.atari-computer.com ......

"Below are the most recent articles for this month. Visit the News page for all of this month's news.

"Now official: Epic to make games for Milan! (Feb 3 00) Amiga users will surely know the name "Epic Marketing," as they are one of the biggest producers of Amiga-games. And now, they are officially supporting the Milan! Epic bought the rights to port 'Simon, the Sorcerer II" to the Milan and also plans on bringing their new Settlers-Clone "Foundation" to the Atari platform.

"Falcon users should be happy to hear that they also plan on releasing Simon on the Falcon030.

"Great news for all Atari users indeed."

Great news for Atari users, bad news for TiFKAS. For, as we all know, companies don't produce software for "vapourware products". The fact that they're going to be making Falcon games is also GREAT news. As well as the fact that an Amiga developer is going to be doing the programming, they seem to have a lot of faith that the Milan II is going to be an expected hit.

How would you like your crow, TiFKAS - stir-fried, boiled or fricaseed with a side of spinach? :)

And in other great news, Woller, a well-known German hardware developer, has confirmed that they're doing a DSP add-on PCI card for the Milan, thereby opening up using all the great Falcon DSP software like Cubase Audio Falcon, FalcAmp (mp3 player), Quincy, etc. Again, Woller is not the type of company who would develop for a "vapourware" product. Again, check out the news at Bengy's MagiC Online site in the news for January....

That gagging sound you hear is TiFKAS choking down more of his much-hated strained spinach :)

Oh, yes, the vapourware Mac 500 MHz G4 that TiFKAS swears up and down Steve "Arrogant Bonehead" Jobs "never promised a release date on", despite the evidence mounting that he did? Looks like it'll be at least another eight months before that computer ceases to be vapour, long after the Milan II's triumphant release - at least according to all the news wires carrying the story that Motorola is still having problems making stable chips and it'll take that long before we can possibly see Apple using these chips. Which of course means that companies like Intel and AMD have a nice head start with 700 MHz chips that reduce the G4 to blackened bacon...

Oh, and I've taken Brian Van Tillborg's (great guy, BTW, really glad to finally meet you at the last TAF meeting, you certainly have some good ideas for the club that I want to discuss with Ken) advice to take the Apple stuff to mac-advocacy. If you want, check out the thread there "500 MHz G4 Never Promised ?" to which both Mac and Windows users express surprise that someone like TiFKAS would be so dense to even claim that there was no release date promised for that piece of vapourware, and have even questioned whether TiFKAS is really an "Apple Power Rep" as he has claimed here for so long without one shred of evidence - and have even postulated that he could be reprimanded or even fired for his behaviour in this affair here should it turn out that he is employed by anyone at Apple or a related company for spreading FUD.

that thumping sound you hear is TiFKAS pounding his head on his desk next to his Commodore 64 while muttering under his breath "can't...kick...ass...can't...kick...ass....."

I'm sure we'll hear another categorical denial of everything from TiFKAS about all this, just as sure as he'll be hallucinating about his imaginary friend "Chunks" and equally imaginary "Atari Jihads".

4828. Re: FUCK IRVING GOULD Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-03 00:00:00 UTC
From: Ethan Larson <ethan-larson@uiowa.edu>
Message-ID: <3899F950.A9B6291B@uiowa.edu>
Source record: 2293
Cross-posted to: rec.games.video.classic,alt.flame,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Ya mean Sinclap is still around!?!? When will he disappear?

J WILKINSON wrote:

> Hi there,
>
> Clockmeister wrote:
> >
> > It's not April the 1st yet is it?.
>
> hehe!
>
> Every phreakin' day in C.S.A.A is like April fools IMHO!
>
> Groundhog day all over again, but its Peter Sinclair-Day who
> is stuck in it, not Bill Murray...thats conclusive evidence
> that such a phenomenon would REALLY mess with ones mind...
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

--
Ethan Larson
Computer Consultant
Iowa Institute for Hydraulic Research

4829. Re: FUCK IRVING GOULD Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-02F254.09021804022000@bigmomma.idirect.com>
Source record: 2201
Cross-posted to: rec.games.video.classic,alt.flame,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <3899F950.A9B6291B@uiowa.edu>, Ethan Larson
<ethan-larson@uiowa.edu> wrote:

> >
> > Every phreakin' day in C.S.A.A is like April fools IMHO!
> >
> > Groundhog day all over again, but its Peter Sinclair-Day who
> > is stuck in it, not Bill Murray...thats conclusive evidence
> > that such a phenomenon would REALLY mess with ones mind...
> >

> Ya mean Sinclap is still around!?!? When will he disappear?

seeing as you're from Iowa, you must know Sinclap? Tell us, was he
always such a noxious little twerp?

I always wonder, back in his home town in Iowa, if anyone was
concerned that their village idiot was missing :)

4830. NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-04 00:00:00 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <dreibel-741872.09262804022000@bigmomma.idirect.com>
Source record: 2202

forwarded from comp.sys.atari.st, of interest to not only Atarians but also to Clockmeister....

Hello,
Here some news from STC
CDLab available
Falcamp available
Expresso available
oAESis 0.9 available
etc....
Milan wants to give a new name to the Milan. Atarians, help us to invent a good name and
win one of 3 DM 300 cheques for a Milan II. Send to :
Milan Computersystems
Gewinnspiel
An der Holsatiam�hle 1
24149 Kiel
http://www.milan-computer.de
info@milan-computer.de

Article about Papyrus 8, Luna 1.46
Interview with J.Copacz (Emailer + Iconnect)
Article about Caml light (programming)
Article about connecting CDwriters to Ataris
Article about internal IDE harddisks in the Falcon 030/MK-X
Milan news :
Why new name ? Possible Irritation new customers about name Milan I,II,III
etc...,association with Italian city.
Falke Verlag now also publishes the mag Amiga Future.
Epic Marketing startet port of games Simon the Sorcerer and Foundation's Edge to
Milan
The Open GL for Milan which is beeing developped will provide the technical basis
for modern games.
The Milan II OS will have new glow icons! (probably on the Cebit 2000, otherwise in
Hennef)
A combined Atari/Amiga exposition is planned in Hennef (Germany, near Bonn) in
April/May. Date not yet fixed. Not only the Milan II will be present (also on the
Cebit in Feb) but also "an Amiga of the new generation".It will be a

"comeback
event", thousands of visitors expected. Contact :
Falke Verlag
An der Holsatiam&#65533;hle 1
Albert Einstein Haus
24149 Kiel
Tel : (0431)27365

In the next STC
Interview with Mirko Martens of Axro
Preview Tempus Word 4 !!!
DA's layout 6.2
Devil Studio
Dan

4831. Re: The proof is in the pudding 'Chunk's

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <030220002055202432%sinclap@nospam.net>
Source record: 2294

In article <dreibel-517B0B.08570302022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

sinclap here..

> In article <010220001134299407%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > Below is a note that announced the cancelation of the first G4 models
> > due to processor supply constraints. The new configured models will
> > increase supply shipments. Apple put an end of all talk to the G4/500
> > model due to unavailability of the chip..
> >
>
> 1) your imaginary friend "Chunks" doesn't exist.

Hi 'Chunks'!

> 2) thanks for confirming to all that the 500MHz G4, which had been
> officially announced and promised by Steve Jobs at Seybold on August
> 31st, 1999, and had orders taken for it, is officially vapourware.

And cancelled it. Vapor is when it's constantly promoted month after
month and delayed...the usual MS tactics...SJobs stated that the G4/500
would ship a few months later after the first two models completed the
ramp. When the 500 chip developed snags, Apple discontinued the entire
line for the new reconfigurations.. They did not adopt the Atari way
of things...Real soon now-like two years from now...Remember..."Were's
the Mega ST"?

> Admit it - you LOST.

You give the word comprehension a new meaning..

just sinclap

4832. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <030220002110015444%sinclap@nospam.net>
Source record: 2295

In article <dreibel-FDB2D8.10282202022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

>
> > 2) Tos and multitos have proved to be stable, easy to use, intuitive and
> > user friendly.Windows? You wish. Mac OS? Better, but still flawed.Both
> > are vastly better equipped and bigger, but are they as stable or easy to
> > work with?
>
> TiFKAS always misses the point on this. For MIDI, TOS is the most
> rock-stable regarding timing. Why do you think so many musicians still
> trust using their "obsolete" Ataris for their projects?

And many have move on to the other platforms...Thats the fact
jack..nice try at spiining...but leave it to the pros..

> MagiC has also proven to be quite stable. How many OSes that you know
> of that, when a program crashes, you just remove it from memory and just
> keep going? On my Macs, one crashed program can freeze up the entire
> computer.

Nope..Just crashes the program and reload..Forget to wipe the cache on
Navigator and crashes soo often..Just reboot while on line..

>
> > 4) These computers are fun.... and the small industry of people
> > developing new upgrades/machines/software are part of the minority who
> > still enjoy them. What's wrong with that?
>
> Nothing at all! Probably TiFKAS is extremely jealous because he has
> no friends and he wants some attention, so he comes in like the
> schoolyard bully expecting the disrupting of the happy Atarians at play.
> Of course, what really happens is that he's Bluto in a schoolyard full
> of Popeyes who have "eaten their spinach" :)

The problem is too many friends and their just is only 24 hrs in a day..

> > 5)In terms of speed/power/ram etc etc what is the point in comparisons
> > with a 700mhz athlon or 450mhz g4? Pick on someone your own size, who
> > isn't fifteen years out of hi end development.
>
> who was it who said "no weapon is too big or too small for a brave
> man?" :)

You mean your pen--...?

>
> > 7)This newsgroup is called Atari advocacy....that means finding a reason
> > to still use and enjoy these machines. That doesn't mean "let's try and
> > tell everyone that our machine is the best computer in the world". The
> > doing is the important bit.
>
> but the Atari IS the best computer in the world - in fact, it's
> probably the world's best-kept secret. Of course, with the Milan II
> coming out, the secret is coming out again :)

What so secret about it? Whats soo special about it? just another
beige box..
>

just sinclap

4833. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <030220002104496665%sinclap@nospam.net>
Source record: 2296
Body handling: HTML body converted to readable text

In article <389843AD.3717746B@student.salford.ac.uk>, Paul Flieshman
wrote:

sinclap here..

> Hi there. In light of the recent threads involving Brian and Clock, and
> the ever - present sinclap / Daniel wars, I felt somewhat compelled to
> post something up. I use computers for browsing, email/newsgroups, some
> simple w/p, but primarily for hi end audio and MIDI (sequencing,
> wave/samlple editing, multitrack audio, signal processing). To me, the
> computer is a tool for making or manipulating music. Now, just because
> that tool has been superceded, replaced, or is no longer in production
> is no good reason to stop using it, or decide that it is no longer
> useable. I use Protools on the Mac with my production business, and PC's
> at university and home. But I also have a Falcon 030 and a 4mb
> Ste....and they are all good. So....here's some mud for your eye;
>
> 1) My STE is great for sequencing on location....far more stable in
> transit, and less of a fragile liability than the Mac or the PC.
>
Saids who? Did you see the latest midi at MacWorld Expo/SF? Lots of
midi soltions..

2) Tos and multitos have proved to be stable, easy to use, intuitive
and
> user friendly.Windows? You wish. Mac OS? Better, but still flawed.Both
> are vastly better equipped and bigger, but are they as stable or easy to
> work with?

The Mac OS is moving on... is TOS? The Mac OS provides the best
internet experience...

> 3)y Falcon is great for samplers with SCSI, and Cubase Audio Falcon
> really works....I've spent thre years trying to make my p200mmx system
> integrate at all.

Yea so..?

> 4) These computers are fun.... and the small industry of people
> developing new upgrades/machines/software are part of the minority who
> still enjoy them. What's wrong with that?

Get what you can get..

> 5)In terms of speed/power/ram etc etc what is the point in comparisons
> with a 700mhz athlon or 450mhz g4? Pick on someone your own size, who

> isn't fifteen years out of hi end development.

You're right...But when the Jihads claim that the current stuff is just as high performance to the current PPC and intel offerings, a reality check needs to be engrained...

> 6)Atarians....don't waste your time arguing the merits of the milan over
> the mac. The people who like 68k machines are interested already.

Yes they do..Say it ain't so Danny 'Chunk's Jihad..

> 7)This newsgroup is called Atari advocacy....that means finding a reason
> to still use and enjoy these machines. That doesn't mean "let's try and
> tell everyone that our machine is the best computer in the world". The
> doing is the important bit.

The charter is defined as attacking and defending the Atari ST way of things..

> Oh and lastly....sinclap....this isn't a mac newsgroup. So don't post
> loads of stuff about how you thisnk ataris make good paperweights....no
> one really cares what you think (though we are all impressed at just how
> long you have been hanging around this NG...nothing better to do?).
> Besides, if apple are top o' the world, what do you care about a
> minority machine with only hobby and hack users?

The audience would disagree..

> Sorry for the vitriol.....I feel better now.
>
> Lata!
>
> Paul ;-)
>
> P.S. I kinda like the idea of beOS.....looks like the mac front end,
> powerful and ultramodern, no legacy layers, total hardware
> integration....anyone actuallly using it yet? Is there a 68k version?

Nope..You need a PPC, Pentium and or the AMD chips..

just sinclap

4834. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-04 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002040855120.74-100000@rakas>
Source record: 2297
Body handling: HTML body converted to readable text

On 2000-2-4, sinclap wrote:

> wrote:
>
> > 1) My STE is great for sequencing on location....far more stable in
> > transit, and less of a fragile liability than the Mac or the PC.
>
> Saids who? Did you see the latest midi at MacWorld Expo/SF? Lots of
> midi soltions..

Have you ever _tried_ anything MIDI? Have you ever had any need
for MIDI equipment that can stand the rigors of touring?

> 2) Tos and multitos have proved to be stable, easy to use, intuitive
> and
> > user friendly.Windows? You wish. Mac OS? Better, but still flawed.Both
> > are vastly better equipped and bigger, but are they as stable or easy to
> > work with?
>
> The Mac OS is moving on... is TOS? The Mac OS provides the best
> internet experience...

Far from it, thank you. Try Netscape on Linux.

> > 3)y Falcon is great for samplers with SCSI, and Cubase Audio Falcon
> > really works....I've spent thre years trying to make my p200mmx system
> > integrate at all.
>
> Yea so..?

Same with Mac. Things just _never_ work out of the box.

> > Oh and lastly....sinclap....this isn't a mac newsgroup. So don't post
> > loads of stuff about how you thisnk ataris make good paperweights....no
> > one really cares what you think (though we are all impressed at just how
> > long you have been hanging around this NG...nothing better to do?).
> > Besides, if apple are top o' the world, what do you care about a
> > minority machine with only hobby and hack users?
>
> The audience would disagree..

The audience _agrees_. If you have nothing relevant to say
about Atari, shut up, Sinclap!

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ

Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4835. Re: The proof is in the pudding 'Chunk's

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-437225.08172204022000@bigmomma.idirect.com>
Source record: 2298

In article <030220002055202432%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-517B0B.08570302022000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> sinclap here..
>
> > In article <010220001134299407%sinclap@nospam.net>, sinclap
> > <sinclap@nospam.net> wrote:
> >
> > > Below is a note that announced the cancelation of the first G4 models
> > > due to processor supply constraints. The new configured models will
> > > increase supply shipments. Apple put an end of all talk to the G4/500
> > > model due to unavailability of the chip..
> > >
> >
> > 1) your imaginary friend "Chunks" doesn't exist.
>
> Hi 'Chunks'!

who's Chunks? He doesn't exist, and he's certainly not on the TAF
rolls.

Are you sure you're not projecting your self-loathing personality on
an imaginary construct?

>
> > 2) thanks for confirming to all that the 500MHz G4, which had been
> > officially announced and promised by Steve Jobs at Seybold on August
> > 31st, 1999, and had orders taken for it, is officially vapourware.
>
> And cancelled it. Vapor is when it's constantly promoted month after
> month and delayed...the usual MS tactics...

BZZT! WRONG!

Vapourware is where it's announced and NEVER RELEASED.

Not only do you often attempt to rewrite your own history, now you
try to rewrite definitions to try to shore up your sagging arguments. A
lot of people I put up the question to in mac.advocacy not only disagree
with you, they also say you're lying....

SJobs stated that the G4/500
> would ship a few months later after the first two models completed the
> ramp. When the 500 chip developed snags, Apple discontinued the entire

> line for the new reconfigurations..

but still promised a 500MHz for the future, which now it seems
Motorola won't be able to supply for ANOTHER EIGHT MONTHS. Voila, vapour!

They did not adopt the Ataril way
> of things...Real soon now-like two years from now...Remember..."Were's
> the Mega ST"?

Remember "where's Copland"? "Where's Rhapsody".

We're talking about HERE AND NOW. You claimed the Milan II is vapour.
When I pointed out the 500MHz G4 is equally vapour by your yardstick,
you go ballistic and deny everything, in the process stuffing all sorts
of appendages in various orifices and making yourself an even bigger
laughing-stock...

Won't admit you made a boo-boo?
>
> > Admit it - you LOST.
>
> You give the word comprehension a new meaning..

yes, clearer. Opposed to your constantly distorting comprehension to
try to shore up your tired arguments.

>
> just sinclap

just the same old moron who pretends to be an "Apple Power Rep".....

4836. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-A9754B.08470604022000@bigmomma.idirect.com>
Source record: 2299

In article <030220002110015444%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > > work with?
> >
> > TiFKAS always misses the point on this. For MIDI, TOS is the most
> > rock-stable regarding timing. Why do you think so many musicians still
> > trust using their "obsolete" Ataris for their projects?
>
> And many have move on to the other platforms...Thats the fact
> jack..nice try at spiining...but leave it to the pros..

what is "spiining", I believe it's spelled "spinning". More proof
that no one at Apple or related would hire such a moron...

and who's "jack"? he's probably as imaginary as your friend
"Chunks"....

the facts are that there are still many professionals who keep an
Atari around because it'll keep going wheras where the Mac crashes....We
have quite a few MIDI users, amateur and professionals, in the club who
can attest to that. I've also seen in London (a hotbed of professional
recording) where music shops often sell ST systems for around 200 UKP
becuase of their desirability.

And if the Atari has been abandoned, TiFKAS - then why is Steinberg
still making Cubase III available for sale? Not to mention my friend
Danny McLeer, whose Electronic Cow software company is doing well with
their wonderful selection of MIDI software.

Interestingly, I just helped a Mac-using musician with a question
about hooking up a SCSI hard drive to his 1040 STe. Sounds like he
hasn't abandoned his, and he still finds it useful.

TiFKAS not only doesn't know beans about the video industry,
geography, math and political science, now he also proves his complete
ignorance about the MIDI industry. When dealing with TiFKAS, Caveat
Emptor....

>
> > MagiC has also proven to be quite stable. How many OSes that you
> > know
> > of that, when a program crashes, you just remove it from memory and
> > just
> > keep going? On my Macs, one crashed program can freeze up the entire
> > computer.
>

> Nope..Just crashes the program and reload..Forget to wipe the cache on
> Navigator and crashes soo often..Just reboot while on line..

uh-uh, TiFKAS. You seem to forget I use a Mac as well as Ataris. I know of what I speak.

MagiC is a pre-emptive multitasking system with memory protection. Current OS on the Mac is co-operative multitasking with NO memory protection. Which means - one program crashes, the entire thing goes. Or when you talk about "reload", you mean "restart"? Even when the program doesn't crash the computer and I'm able to get it out of memory, I'm warned to restart. BIG difference....

MagiC is not perfect, but it does its job a lot better than the bloated Mac OS. The fact that MagiC is backwards-compatible with every ST since day one means that STs are still useful while the equivalent Macs from that era are being turned into fishtanks....

and may I also mention nAES with MiNT. When Martin-Eric Racine did his demo at TAF and brought his TT, we saw an excellent operating system that looked good and ran well. Also pre-emptive multitasking, and has some great tools ported over from UNIX.

> >
> > Nothing at all! Probably TiFKAS is extremely jealous because he has
> > no friends and he wants some attention, so he comes in like the
> > schoolyard bully expecting the disrupting of the happy Atarians at
> > play.
> > Of course, what really happens is that he's Bluto in a schoolyard full
> > of Popeyes who have "eaten their spinach" :)
>
> The problem is too many friends and their just is only 24 hrs in a day..

ROTFLMAO! Everyone knows you have no friends, TiFKAS - that's why you waste your time here.

> >
> > who was it who said "no weapon is too big or too small for a brave
> > man?" :)
>
> You mean your pen--...?

why did you put those two -- after "pen", TiFKAS? STILL can't spell? Or are you afraid to spell out that your mind is unable to crawl from the gutter?

looks like TiFKAS has run out of arguments, now he's going back into "macho stud" mode.

> >
> > but the Atari IS the best computer in the world - in fact, it's
> > probably the world's best-kept secret. Of course, with the Milan II
> > coming out, the secret is coming out again :)

>
> What so secret about it? Whats soo special about it? just another
> beige box..

beige is beautiful. REAL computers don't come in fruit flavours.....

4837. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-7347A3.08574004022000@bigmomma.idirect.com>
Source record: 2300
Body handling: HTML body converted to readable text

In article <030220002104496665%sinclap@nospam.net>, sinclap
wrote:

> In article <389843AD.3717746B@student.salford.ac.uk>, Paul Flieshman
> wrote:
>

> > 1) My STE is great for sequencing on location....far more stable in
> > transit, and less of a fragile liability than the Mac or the PC.
> >
> Saids who? Did you see the latest midi at MacWorld Expo/SF? Lots of
> midi soltions..

he probably didn't, but neither did you, our favorite fake "Apple
Power Rep". Nobody at Apple or related would hire anyone who can't spell
"solutions".

Apple needs a solution to MIDI, now that Opcode has crashed and
burned....

>
> The Mac OS is moving on... is TOS? The Mac OS provides the best
> internet experience...

again, TiFKAS gets it wrong. TOS is constantly updated by Milan GmBH.

TiFKAS is once again braying about how "superior" the Mac is. Lots of
happy people with PCs, Ataris and Amigas would tend to disagree....

>
> > 5)In terms of speed/power/ram etc etc what is the point in comparisons
> > with a 700mhz athlon or 450mhz g4? Pick on someone your own size, who
> > isn't fifteen years out of hi end development.
>
> You're right...But when the Jihads claim that the current stuff is just
> as high performance to the current PPC and intel offerings, a reality
> check needs to be engrained...

TiFKAS has always been in need of a reality check. Beginning by
admitting that the imaginary "Jihads" in his head don't exist would
help....

>
> > 6)Atarians....don't waste your time arguing the merits of the milan over
> > the mac. The people who like 68k machines are interested already.
>

> Yes they do..Say it ain't so Danny 'Chunk's Jihad..

you mispelled "Peter". Since we all know that your imaginary friend
"Chunks" doesn't exist except as a projection of your own vile
personality, and it is Mr. Sinclap himself who perfectly fits the
description of a "Jihad". You're trying to preach to the converted, and
all you're getting is a keister full of flaming arrows for your
trouble....

>
> > Oh and lastly....sinclap....this isn't a mac newsgroup. So don't post
> > loads of stuff about how you thisnk ataris make good paperweights....no
> > one really cares what you think (though we are all impressed at just how
> > long you have been hanging around this NG...nothing better to do?).
> > Besides, if apple are top o' the world, what do you care about a
> > minority machine with only hobby and hack users?
>
> The audience would disagree.

the audience is laughing AT you, TiFKAS, not with you.....

4838. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <vyEm4.66$386.10294@nsw.nnrp.telstra.net>
Source record: 2203

A.A.de Hulster (by way of "Daniel L. Dreibelbis" <dreibel@idirect.com>)
<aahuls@xs4all.nl> wrote in message
news:dreibel-741872.09262804022000@bigmomma.idirect.com...
> forwarded from comp.sys.atari.st, of interest to not only Atarians but
> also to Clockmeister....

You rraannnggg!

>
> Hello,
> Here some news from STC
> CDLab available
> Falcamp available
> Expresso available
> oAESis 0.9 available
> etc....
> Milan wants to give a new name to the Milan. Atarians, help us to invent
> a good name and
> win one of 3 DM 300 cheques for a Milan II. Send to :
> Milan Computersystems
> Gewinnspiel
> An der Holsatiamï¿½hle 1
> 24149 Kiel
> http://www.milan-computer.de
> info@milan-computer.de

> Article about Papyrus 8, Luna 1.46
> Interview with J.Copacz (Emailer + Iconnect)
> Article about Caml light (programming)
> Article about connecting CDwriters to Ataris
> Article about internal IDE harddisks in the Falcon 030/MK-X
> Milan news :
> Why new name ? Possible Irritation new customers about name Milan
> I,II,III
> etc...,association with Italian city.

I can't say that the "Milan" name is very inspiring. Bit boring actually.
I could suggest a couple of names...

> Falke Verlag now also publishes the mag Amiga Future.
> Epic Marketing startet port of games Simon the Sorcerer and Foundation's
> Edge to
> Milan

Good news indeed.

> The Open GL for Milan which is beeing developped will provide the
> technical basis
> for modern games.
> The Milan II OS will have new glow icons! (probably on the Cebit 2000,
> otherwise in
> Hennef)

Glow icons?. Where have I heard of that before I wonder..

. > A combined Atari/Amiga exposition is planned in Hennef (Germany, near
> Bonn) in
> April/May. Date not yet fixed. Not only the Milan II will be present
> (also on the
> Cebit in Feb) but also "an Amiga of the new generation".It will be a
> "comeback
> event", thousands of visitors expected.

I'm all for this Amiga/Atari de-facto arrangement. It can only benefit both
platforms.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb

4839. Re: News for Brian & Trevor

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-05 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <389c1004$0$153@news.zetnet.co.uk>
Source record: 2204

On 2 Feb 2000 22:18:46 G, Mathias wrote:
>Hi!
>
>>How much ram in this Machine?
>
>Only 4MB:-(
>
>>Is there any other mods, such as graphic oriented and >such? Or is it simply an
accellorated ST?
>
>Yes, simply (SMD) CPU acc. + 64kb cache;-)
>
>>This machine sounds like it could be competent web >browser?
>
>Yes, CAB.
>
>>Does he still use it regularly?
>
>Yes, I use the STE very often.
>
>>Would you like to comment and I'll pass them onto the >newsgroup or do you
>>want to check out the newsgroup for yourself, it's >comp.sys.atari.advocacy
>>and reply?
>
>I hope you can read this:-)
>

Thanks for clearing that Matthias.

Trevor

4840. Re: New Milan II developments! 500 MHz G4 S

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-06 00:00:00 UTC
From: mgrove@xprs.net
Message-ID: <389ddd9f_1@news2.starnetinc.com>
Source record: 2205

On 3 Feb 2000 16:55:36 G, "Daniel L. Dreibelbis" wrote:

> "Falcon users should be happy to hear that they also plan on
>releasing Simon on the Falcon030.

If this is the 060 PCI card for PC's to run Mac O/S, I think they dropped it becasue of a software dispute, or lack of support. The Web site is still up, and I haven't looked in about a year so things could have changed.

Mikey

4841. Re: New Milan II developments! 500 MHz G4 S

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-06 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-3DFA65.16581106022000@bigmomma.idirect.com>
Source record: 2206

In article <389ddd9f_1@news2.starnetinc.com>, mgrove@xprs.net (Mikey)
wrote:

> On 3 Feb 2000 16:55:36 G, "Daniel L. Dreibelbis" wrote:
>
> > "Falcon users should be happy to hear that they also plan on
> >releasing Simon on the Falcon030.
>
> If this is the 060 PCI card for PC's to run Mac O/S, I think they
> dropped it becasue of a software dispute, or lack of support. The Web
> site is still up, and I haven't looked in about a year so things could
> have changed.

the story is talking about Simon the Sorceror, an Amiga game that
Epic Marketing is converting to the Falcon as well as to the new Milan.

4842. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-07 00:00:00 UTC
From: Paul Flieshman <P.L.Flieshman@student.salford.ac.uk>
Message-ID: <389EDC59.4A7F2BDB@student.salford.ac.uk>
Source record: 2207

> > Oh and lastly....sinclap....this isn't a mac newsgroup. So don't post
> > loads of stuff about how you thisnk ataris make good paperweights....no
> > one really cares what you think (though we are all impressed at just how
> > long you have been hanging around this NG...nothing better to do?).
> > Besides, if apple are top o' the world, what do you care about a
> > minority machine with only hobby and hack users?
>
> The audience would disagree..
>
> The title of the newsgroup wouldn't. Oh, and opcode studio 5 on the mac was
> a fucking pain....had to wait ages for Motu to bail them out by building
> better products. But you wouldn't know that...you're too busy talking about
> your mac, on the wrong newsgroup to do anything with it.

4843. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <070220001709506884%sinclap@nospam.net>
Source record: 2208
Body handling: HTML body converted to readable text

In article , Martin-Eric
Racine wrote:

> On 2000-2-4, sinclap wrote:
>
> > wrote:
> >
> > > 1) My STE is great for sequencing on location....far more stable in
> > > transit, and less of a fragile liability than the Mac or the PC.
> >
> > Saids who? Did you see the latest midi at MacWorld Expo/SF? Lots of
> > midi soltions..
>
> Have you ever _tried_ anything MIDI? Have you ever had any need
> for MIDI equipment that can stand the rigors of touring?

Ducking the issue here..

> > 2) Tos and multitos have proved to be stable, easy to use, intuitive
> > and
> > > user friendly.Windows? You wish. Mac OS? Better, but still flawed.Both
> > > are vastly better equipped and bigger, but are they as stable or easy to
> > > work with?
> >
> > The Mac OS is moving on... is TOS? The Mac OS provides the best
> > internet experience...
>
> Far from it, thank you. Try Netscape on Linux.

And in what way?

> > > 3)y Falcon is great for samplers with SCSI, and Cubase Audio Falcon
> > > really works....I've spent thre years trying to make my p200mmx system
> > > integrate at all.
> >
> > Yea so..?
>
> Same with Mac. Things just _never_ work out of the box.

News to me..Works just fine..True plag n play. Maybe it's user error
on your end..

> > > Oh and lastly....sinclap....this isn't a mac newsgroup. So don't post
> > > loads of stuff about how you thisnk ataris make good paperweights....no
> > > one really cares what you think (though we are all impressed at just how

> > > long you have been hanging around this NG...nothing better to do?).
> > > Besides, if apple are top o' the world, what do you care about a
> > > minority machine with only hobby and hack users?
> >
> > The audience would disagree..
>
> The audience _agrees_. If you have nothing relevant to say
> about Atari, shut up, Sinclap!

Than the newsgroup would die..

4844. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <070220001709416353%sinclap@nospam.net>
Source record: 2209

In article <dreibel-7347A3.08574004022000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> > Saids who? Did you see the latest midi at MacWorld Expo/SF? Lots of
> > midi soltions..
>
> he probably didn't, but neither did you, our favorite fake "Apple
> Power Rep". Nobody at Apple or related would hire anyone who can't spell
> "solutions".

Remember...this is newsgroup speak were spillieng is nut impertent...Plus formal memoes are spell checked...Happens when you type fast..

Just clutching the straws here when you lost the argument..

> Apple needs a solution to MIDI, now that Opcode has crashed and
> burned....

Plenty of midi solutions exist...What planet are you on?

>
> >
> > The Mac OS is moving on... is TOS? The Mac OS provides the best
> > internet experience...
>
> again, TiFKAS gets it wrong. TOS is constantly updated by Milan GmBH.
>
> TiFKAS is once again braying about how "superior" the Mac is. Lots of
> happy people with PCs, Ataris and Amigas would tend to disagree....

And may more as well. But you paint a rosy picture on an OS that has not been updated significantly..

>
> >
> > You're right...But when the Jihads claim that the current stuff is just
> > as high performance to the current PPC and intel offerings, a reality
> > check needs to be engrained...
>
> TiFKAS has always been in need of a reality check. Beginning by
> admitting that the imaginary "Jihads" in his head don't exist would
> help....
>
> >
> > > 6)Atarians....don't waste your time arguing the merits of the milan over
> > > the mac. The people who like 68k machines are interested already.

> >
> > Yes they do..Say it ain't so Danny 'Chunk's Jihad..
>
> you mispelled "Peter". Since we all know that your imaginary friend
> "Chunks" doesn't exist except as a projection of your own vile
> personality, and it is Mr. Sinclap himself who perfectly fits the
> description of a "Jihad". You're trying to preach to the converted, and
> all you're getting is a keister full of flaming arrows for your
> trouble....

Nice try Chunks..Arn't we conscious...

>
>
> >
> > The audience would disagree.
>
> the audience is laughing AT you, TiFKAS, not with you.....

Who's Tifkas? I see that you also label on the simpsons board.. When
you can't have a civilized debate...you label..Sounds like
immaturity...

sinclap

4845. Re: Apple Europe (and TiFKAS) going dow

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <070220001709456630%sinclap@nospam.net>
Source record: 2210

In article <dreibel-993554.12084430012000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <4jLk4.20$vU6.23@198.235.216.4>, madmax@bfree.on.ca (Brian
> Van TIlborg) wrote:
>
>
> > Back on topic. I don't mind a thread that attacks atari, or compares it
> > when in Advocacy. NAH, NAHs, and all. But Simply a post about Apple
> > Computer is just a waste of bandwidth.
>
> Not when TiFKAS is spreading his normal anti-Atari FUD. Someone has
> to play devil's advocate against him :)

Clutching the straw here arn't we..

> > And why did Dan stop using Deja, at the same time that Sinclap did?
> > Did you both figure out how to use a newsreader on your Macs at the same
> > time?

He he he..

> actually, I've never used Deja to post, unless I was at a computer
> trade show and was doing so from an internet booth to let certain
> newsgroups know what I've found. At home, I alternate between NEWSie
> (when on the Falcon) and MT-Newswatcher (currently at version 3, and
> quite good) when on the Mac. And when I use Deja at home, it's usually
> to search out past posts of TiFKAS' to show him where he's been trying
> to rewrite his own posting history.

I see..Newsreaders are limited but you still attack others for using...Pot Kettle black..

> I find it highly amusing that TiFKAS goes on and on about the
> "Newsreader is dead, long live portals!" claptrap of his as an excuse to
> cover up that he hasn't the brains to blow his nose, let alone set up a
> real newsreader. A lot of Mac users also disagree with him, MT
> Newswatcher 3 was getting rave reviews when it came out about a month
> ago.

eventually the portals will replace newsreaders. Portals are neat..

>
> >
> > Have you networked your Falcon to you PPC?
>
> planning to.

Good luck..

4846. Re: The proof is in the pudding 'Chunk's

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <070220001709265396%sinclap@nospam.net>
Source record: 2211

In article <dreibel-437225.08172204022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

>> >
> > Hi 'Chunks'!
>
> who's Chunks? He doesn't exist, and he's certainly not on the TAF
> rolls.

You answered..Nobody else has..

> Are you sure you're not projecting your self-loathing personality on
> an imaginary construct?

Hi Chunks!

> >
> > > 2) thanks for confirming to all that the 500MHz G4, which had been
> > > officially announced and promised by Steve Jobs at Seybold on August
> > > 31st, 1999, and had orders taken for it, is officially vapourware.
> >
> > And cancelled it. Vapor is when it's constantly promoted month after
> > month and delayed...the usual MS tactics...
>
> BZZT! WRONG!
>
> Vapourware is where it's announced and NEVER RELEASED.

Thats your definition..Apple did release the G4's after announcement.
But when the 500 chip had snags, Apple cancelled the model in October
with no further say about it. Hoping sometime next year that the G4
500 chip will be in better supplies. They did release three models..

> Not only do you often attempt to rewrite your own history, now you
> try to rewrite definitions to try to shore up your sagging arguments. A
> lot of people I put up the question to in mac.advocacy not only disagree
> with you, they also say you're lying....

Yea..I read it to you..But you are conveniently twisting what they
actually said..

>
> SJobs stated that the G4/500
> > would ship a few months later after the first two models completed the
> > ramp. When the 500 chip developed snags, Apple discontinued the entire
> > line for the new reconfigurations..
>

> but still promised a 500MHz for the future, which now it seems
> Motorola won't be able to supply for ANOTHER EIGHT MONTHS. Voila, vapour!

I did not see the word 'promise' in any announcement..Big
difference..Apple did not issue at all an exact date or anything other
promises. What they say was if the supply of the 500 chip meets their
ramp number.

> They did not adopt the Ataril way
> > of things...Real soon now-like two years from now...Remember..."Were's
> > the Mega ST"?
>
> Remember "where's Copland"? "Where's Rhapsody".

Copland is ancient history..Kaput. Parts of Copland became Mac OS 8,
8.1, 8.5, 8.6 and 9.0...Rhapsody became Server X...Nice try..

> We're talking about HERE AND NOW. You claimed the Milan II is vapour.
> When I pointed out the 500MHz G4 is equally vapour by your yardstick,
> you go ballistic and deny everything, in the process stuffing all sorts
> of appendages in various orifices and making yourself an even bigger
> laughing-stock...

So when will Milan II actually reach the Boston Harbor and be in stores
that I can drive to?

Apple's track history releasing multiple products have been very good..

> Won't admit you made a boo-boo?
> >
> > > Admit it - you LOST.
> >
> > You give the word comprehension a new meaning..
>
> yes, clearer. Opposed to your constantly distorting comprehension to
> try to shore up your tired arguments.

And you?

>
> >
> > just sinclap
>
> just the same old moron who pretends to be an "Apple Power Rep".....

The same old Chunks who claims to work in a retail hardware store..

4847. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <070220001709345909%sinclap@nospam.net>
Source record: 2212

In article <dreibel-A9754B.08470604022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <030220002110015444%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
>
> > > > work with?
> > >
> > > TiFKAS always misses the point on this. For MIDI, TOS is the most
> > > rock-stable regarding timing. Why do you think so many musicians still
> > > trust using their "obsolete" Ataris for their projects?
> >
> > And many have move on to the other platforms...Thats the fact
> > jack..nice try at spiining...but leave it to the pros..
>
> what is "spiining", I believe it's spelled "spinning". More proof
> that no one at Apple or related would hire such a moron...

Yep..So whats your point? This is usent dumbass!

> and who's "jack"? he's probably as imaginary as your friend
> "Chunks"....

You..

> the facts are that there are still many professionals who keep an
> Atari around because it'll keep going wheras where the Mac crashes....We
> have quite a few MIDI users, amateur and professionals, in the club who
> can attest to that. I've also seen in London (a hotbed of professional
> recording) where music shops often sell ST systems for around 200 UKP
> becuase of their desirability.

More like secondary use..Mostly not primary. If thats the case...Why
is it that the midi magazines hardly mention Atari anymore?

> And if the Atari has been abandoned, TiFKAS - then why is Steinberg
> still making Cubase III available for sale? Not to mention my friend
> Danny McLeer, whose Electronic Cow software company is doing well with
> their wonderful selection of MIDI software.

Loyalty..But the end is here. Many will upgrade to the other
platforms..

> Interestingly, I just helped a Mac-using musician with a question
> about hooking up a SCSI hard drive to his 1040 STe. Sounds like he
> hasn't abandoned his, and he still finds it useful.

For secondary use not primary. Why did he have to upgrade to a mac in
the first place considering you claim that the TOS midi solution is
still number 1..?

> TiFKAS not only doesn't know beans about the video industry,
> geography, math and political science, now he also proves his complete
> ignorance about the MIDI industry. When dealing with TiFKAS, Caveat
> Emptor....

When Avid just announced a huge loss of over $100 MILLION?

> > Nope..Just crashes the program and reload..Forget to wipe the cache on
> > Navigator and crashes soo often..Just reboot while on line..
>
> uh-uh, TiFKAS. You seem to forget I use a Mac as well as Ataris. I
> know of what I speak.

And what is that?

> MagiC is a pre-emptive multitasking system with memory protection.
> Current OS on the Mac is co-operative multitasking with NO memory
> protection. Which means - one program crashes, the entire thing goes. Or
> when you talk about "reload", you mean "restart"? Even when the program
> doesn't crash the computer and I'm able to get it out of memory, I'm
> warned to restart. BIG difference....
>

When Netscape crashes, does not take the system dowm..Just reboot the
program while on line..Is that better now?

> MagiC is not perfect, but it does its job a lot better than the
> bloated Mac OS. The fact that MagiC is backwards-compatible with every
> ST since day one means that STs are still useful while the equivalent
> Macs from that era are being turned into fishtanks....

I don't recall runnig QT channels on MagiC..

> and may I also mention nAES with MiNT. When Martin-Eric Racine did
> his demo at TAF and brought his TT, we saw an excellent operating
> system that looked good and ran well. Also pre-emptive multitasking, and
> has some great tools ported over from UNIX.

So...?

> >
> > The problem is too many friends and their just is only 24 hrs in a day..
>
> ROTFLMAO! Everyone knows you have no friends, TiFKAS - that's why you
> waste your time here.

I am busy...Very busy..But entertain at the area pubs during the
week..Nice try..

>
> > >

> > > who was it who said "no weapon is too big or too small for a brave
> > > man?" :)
> >
> > You mean your pen--...?
>
> why did you put those two -- after "pen", TiFKAS? STILL can't spell?
> Or are you afraid to spell out that your mind is unable to crawl from
> the gutter?

Pen-- is not a gutter word..

> looks like TiFKAS has run out of arguments, now he's going back into
> "macho stud" mode.

For saying pen--?

>
> > >
> > > but the Atari IS the best computer in the world - in fact, it's
> > > probably the world's best-kept secret. Of course, with the Milan II
> > > coming out, the secret is coming out again :)
> >
> > What so secret about it? Whats soo special about it? just another
> > beige box..
>
> beige is beautiful. REAL computers don't come in fruit flavours.....

Did you ask Compaq about the Turtle box. Also many appliance
manaufactures have adopted the fruit flavors.

sinclap

4848. Re: Apple Europe (and TiFKAS) going dow

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-08 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-0458BE.21424507022000@bigmomma.idirect.com>
Source record: 2213

In article <070220001709456630%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-993554.12084430012000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>

> Clutching the straw here arn't we..

not clutching the straws, TiFKAS. Compared to what you're always
clutching...

BTW, it's spelled "aren't"....

> > actually, I've never used Deja to post, unless I was at a computer
> > trade show and was doing so from an internet booth to let certain
> > newsgroups know what I've found. At home, I alternate between NEWSie
> > (when on the Falcon) and MT-Newswatcher (currently at version 3, and
> > quite good) when on the Mac. And when I use Deja at home, it's usually
> > to search out past posts of TiFKAS' to show him where he's been trying
> > to rewrite his own posting history.
>
> I see..Newsreaders are limited but you still attack others for
> using...Pot Kettle black..

no I'm not. I use Deja as a search tool. Nothing more, nothing less.

many Mac users disagree with you and your constant portal crowing.
Ever see how many Mac users prefer using newsreaders over portals? And I
would imagine that the guy who programs MT Newswatcher would be wasting
his time updating his program

4849. Re: The proof is in the pudding 'Chunk's

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-08 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-18C80E.21571907022000@bigmomma.idirect.com>
Source record: 2214

In article <07022000170926539 6%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > who's Chunks? He doesn't exist, and he's certainly not on the TAF
> > rolls.
>
> You answered..Nobody else has..

not answering, just pointing out Chunks is an imaginary construct of
yours.....
>
> > Are you sure you're not projecting your self-loathing personality on
> > an imaginary construct?
>
> Hi Chunks!

talking to yourself again in the mirror, TiFKAS?
>
> > >
> > > > 2) thanks for confirming to all that the 500MHz G4, which had
> > > > been
> > > > officially announced and promised by Steve Jobs at Seybold on
> > > > August
> > > > 31st, 1999, and had orders taken for it, is officially vapourware.
> > >
> > > And cancelled it. Vapor is when it's constantly promoted month after
> > > month and delayed...the usual MS tactics...
> >
> > BZZT! WRONG!
> >
> > Vapourware is where it's announced and NEVER RELEASED.
>
> Thats your definition..Apple did release the G4's after announcement.
> But when the 500 chip had snags, Apple cancelled the model in October
> with no further say about it. Hoping sometime next year that the G4
> 500 chip will be in better supplies. They did release three models..

oh? Funny how your definition of "vapour" appears to be yours and
yours alone.....

They didn't release the 500 MHz G4s. Even after promising to do so.
Viola! Vapour.....

>
> > Not only do you often attempt to rewrite your own history, now you
> > try to rewrite definitions to try to shore up your sagging arguments. A

> > lot of people I put up the question to in mac.advocacy not only
> > disagree
> > with you, they also say you're lying....
>
> Yea..I read it to you..But you are conveniently twisting what they
> actually said..

no I'm not. have you actually gone there and actually read what they
said? Or are you still a coward when it comes to being around actual Mac
users?

> >
> > but still promised a 500MHz for the future, which now it seems
> > Motorola won't be able to supply for ANOTHER EIGHT MONTHS. Voila,
> > vapour!
>
> I did not see the word 'promise' in any announcement..Big
> difference..Apple did not issue at all an exact date or anything other
> promises. What they say was if the supply of the 500 chip meets their
> ramp number.

from MacWEEK <http://macweek.zdnet.com/1999/10/10/configs.html>

Confirming an earlier MacWEEK report that production of 500-MHz G4
processors has been delayed because of technical issues, Apple said
that the "500-MHz G4 processor will not be available until the first
calendar quarter of next year."

it's now getting pretty near the end of the first quarter, TiFKAS. No
500 MHz G4 tower in sight.

want salt for your crow?

>
> > They did not adopt the Ataril way
> > > of things...Real soon now-like two years from
> > > now...Remember..."Were's
> > > the Mega ST"?
> >
> > Remember "where's Copland"? "Where's Rhapsody".
>
> Copland is ancient history.

vapour.

.Kaput. Parts of Copland became Mac OS 8,
> 8.1, 8.5, 8.6 and 9.0..

again, not the complete product Apple promised. Vapour.

.Rhapsody became Server X...Nice try..

Rhapsody ws completely killed. Learn your histroy. Vapour....

>
> > We're talking about HERE AND NOW. You claimed the Milan II is
> > vapour.
> > When I pointed out the 500MHz G4 is equally vapour by your yardstick,
> > you go ballistic and deny everything, in the process stuffing all sorts
> > of appendages in various orifices and making yourself an even bigger
> > laughing-stock...
>
> So when will Milan II actually reach the Boston Harbor and be in stores
> that I can drive to?

so when will the 500 MHz vapour G4 be available at any place I can
walk to?

Milan's not vapour. Companies don't develop new cards and software
for vapourware products.....
>
> Apple's track history releasing multiple products have been very good..

so has Milan's. What's your point, pinhead?

> > > You give the word comprehension a new meaning..
> >
> > yes, clearer. Opposed to your constantly distorting comprehension to
> > try to shore up your tired arguments.
>
> And you?

why, making sure the facts are crystal clear....
>
> >
> > >
> > > just sinclap
> >
> > just the same old moron who pretends to be an "Apple Power Rep".....
>
> The same old Chunks who claims to work in a retail hardware store..

"Chunks" doesn't work in a retail hardware store, because he doesn't
exist. Just like your claims of being an "Apple Power Rep"

4850. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-08 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-B2F4F8.22161207022000@bigmomma.idirect.com>
Source record: 2215

In article <070220001709345909%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-A9754B.08470604022000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>

> > what is "spiining", I believe it's spelled "spinning". More proof
> > that no one at Apple or related would hire such a moron...
>
> Yep..So whats your point? This is usent dumbass!

anyone who can't even spell "Usenet" is the real "dumbass" - and
would get the bum's rush the moment he walked into Apple's recruiting
door....

Gone to personal ad-hominen attacks, TiFKAS? Good - shows I'm
winning.....
>
> > and who's "jack"? he's probably as imaginary as your friend
> > "Chunks"....
>
> You..

nope, not me. "Chunks" is your imaginary construct that you use as a
straw man when you're losing an argument.....

and my name's not Jack. Another imaginary friend of yours?
>
> > the facts are that there are still many professionals who keep an
> > Atari around because it'll keep going wheras where the Mac
> > crashes....We
> > have quite a few MIDI users, amateur and professionals, in the club who
> > can attest to that. I've also seen in London (a hotbed of professional
> > recording) where music shops often sell ST systems for around 200 UKP
> > becuase of their desirability.
>
> More like secondary use..Mostly not primary. If thats the case...Why
> is it that the midi magazines hardly mention Atari anymore?

strange that the MIDI magazines I read mention Atari in glowing
terms. Strange that at least two British MIDI magazines still offer
Atari software from time to time....

>
> > And if the Atari has been abandoned, TiFKAS - then why is Steinberg
> > still making Cubase III available for sale? Not to mention my friend

> > Danny McLeer, whose Electronic Cow software company is doing well with
> > their wonderful selection of MIDI software.
>
> Loyalty..But the end is here. Many will upgrade to the other
> platforms..

yep, the end is here. Unfortunately, TiFKAS doesn't know which end is
which. Which makes sense, since TiFKAS couldn't tell a postbox from an
elephant's posterior...

Nice new beginning with Milan.
>
> > Interestingly, I just helped a Mac-using musician with a question
> > about hooking up a SCSI hard drive to his 1040 STe. Sounds like he
> > hasn't abandoned his, and he still finds it useful.
>
> For secondary use not primary. Why did he have to upgrade to a mac in
> the first place considering you claim that the TOS midi solution is
> still number 1..?

again, twisting the issue, He finds the Atari useful to for certain
things the Mac can't do.....
>
> > TiFKAS not only doesn't know beans about the video industry,
> > geography, math and political science, now he also proves his complete
> > ignorance about the MIDI industry. When dealing with TiFKAS, Caveat
> > Emptor....
>
> When Avid just announced a huge loss of over $100 MILLION?

so what, TiFKAS. And if Apple is doing so well, why did they fire the
entire UK and German marketing arms? Does Jobs have to let go more
little people in order to keep up an artificial large balance for the
ledger books?

> > uh-uh, TiFKAS. You seem to forget I use a Mac as well as Ataris. I
> > know of what I speak.
>
> And what is that?

I know. You don't.
>
> > MagiC is a pre-emptive multitasking system with memory protection.
> > Current OS on the Mac is co-operative multitasking with NO memory
> > protection. Which means - one program crashes, the entire thing goes.
> > Or
> > when you talk about "reload", you mean "restart"? Even when the program
> > doesn't crash the computer and I'm able to get it out of memory, I'm
> > warned to restart. BIG difference....
> >
>
> When Netscape crashes, does not take the system dowm..Just reboot the

> program while on line..Is that better now?

again, WRONG. I've had some serious system crashes, not only on
Netscape but other programs, where the entire Mac froze. And I've heard
lots of complaints from both Netscape and IE4 users about this happening.

When CAB does that under MagiC, it boots out of memory cleanly when
removed, and I can proceed with what I'm doing without rebooting....
>
> > MagiC is not perfect, but it does its job a lot better than the
> > bloated Mac OS. The fact that MagiC is backwards-compatible with every
> > ST since day one means that STs are still useful while the equivalent
> > Macs from that era are being turned into fishtanks....
>
> I don't recall runnig QT channels on MagiC..

that's becuase you've never used MagiC. In fact, you've admitted
you've used a TOS 1.0 version of an ST ONCE. Some "expert" you are,
TiFKAS - now, can you advise us how to perform brain surgery with
plastic restaurant utensils?

BTW, it's spelled "running".

>
> > and may I also mention nAES with MiNT. When Martin-Eric Racine did
> > his demo at TAF and brought his TT, we saw an excellent operating
> > system that looked good and ran well. Also pre-emptive multitasking,
> > and
> > has some great tools ported over from UNIX.
>
> So...?

where are the neat UNIX tools ported over to Mac. Grand total - ZERO.
>
> > >
> > > The problem is too many friends and their just is only 24 hrs in a
> > > day..
> >
> > ROTFLMAO! Everyone knows you have no friends, TiFKAS - that's why
> > you
> > waste your time here.
>
> I am busy...Very busy..But entertain at the area pubs during the
> week..Nice try..

try "bullseye".

the only friends you entertain are Jim Beam and Johnny Walker....
>
> >
> > > >
> > > > who was it who said "no weapon is too big or too small for a
> > > > brave

> > > > man?" :)
> > >
> > > You mean your pen--...?
> >
> > why did you put those two -- after "pen", TiFKAS? STILL can't spell?
> > Or are you afraid to spell out that your mind is unable to crawl from
> > the gutter?
>
> Pen-- is not a gutter word..

then why not spell out the whole word, you whining little milksop?
>
> > looks like TiFKAS has run out of arguments, now he's going back into
> > "macho stud" mode.
>
> For saying pen--?

for saying something that has nothing to do with computers....

> >
> > beige is beautiful. REAL computers don't come in fruit flavours.....
>
> Did you ask Compaq about the Turtle box. Also many appliance
> manaufactures have adopted the fruit flavors.

many manufacturers haven't and are still being successful. Appliance
white seems to be outselling the fruit flavours. And I still see an
awful lot of beige refrigerators for sale....
>
> sinclap

4851. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-08 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002080756370.68-100000@rakas>
Source record: 2216

yOn 2000-2-7, sinclap <sinclap@nospam.net> wrote:

> > the facts are that there are still many professionals who keep an
> > Atari around because it'll keep going wheras where the Mac crashes....
>
> If thats the case...Why is it that the midi magazines hardly
> mention Atari anymore?

Because they only mention what brands advertise in their pages.
Atari is not likely to advertise anything anytime soon. Still,
read just about any article in Future Music or similar magazines
and you notice that real MIDI musicians still use Atari mainly.

> When Netscape crashes, does not take the system dowm..Just
> reboot the program while on line..Is that better now?

Oh, but it _does_ take the system down. Windows _has_ to be
rebooted.

> Did you ask Compaq about the Turtle box. Also many appliance
> manaufactures have adopted the fruit flavors.

Lame fashion posers.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4852. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-08 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002080803230.68-100000@rakas>
Source record: 2217

On 2000-2-7, sinclap <sinclap@nospam.net> wrote:

> > > > 1) My STE is great for sequencing on location....far more stable in
> > > > transit, and less of a fragile liability than the Mac or the PC.
> > >
> > > Saids who? Did you see the latest midi at MacWorld Expo/SF? Lots of
> > > midi soltions..
> >
> > Have you ever _tried_ anything MIDI? Have you ever had any need
> > for MIDI equipment that can stand the rigors of touring?
>
> Ducking the issue here..

No, you are.

Dan's point was stability and reliability, which has nothing to
do with quantity. Atari MIDI hard/software needs no novelty,
because it needs no fixing.

> > > The Mac OS is moving on... is TOS? The Mac OS provides the best
> > > internet experience...
> >
> > Far from it, thank you. Try Netscape on Linux.
>
> And in what way?

The Linux version supports more character-sets that either the
Mac or PC versions, integrates well in a multi-user environment
and makes use of built-in Linux networking functionalities to
make it easier to perform user identification and secure
transactions. Neither the Mac/PC versions allow that.

> > Same with Mac. Things just _never_ work out of the box.
>
> News to me..Works just fine..True plag n play. Maybe it's
> user error on your end..

After years of serving the needs of MIDI musicians in a music
store, I can definitely confirm that Mac/PC MIDI stuff is not
as plug & play as people wanna think. More like, plug & pray.

> > The audience _agrees_. If you have nothing relevant to say
> > about Atari, shut up, Sinclap!
>
> Than the newsgroup would die..

This might not be such a bad thing, after all.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4853. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-08 00:00:00 UTC
From: Paul Flieshman <P.L.Flieshman@student.salford.ac.uk>
Message-ID: <38A01315.E43A9A43@student.salford.ac.uk>
Source record: 2218

sinclap wrote:

> > > > Oh and lastly....sinclap....this isn't a mac newsgroup. So don't post
> > > > loads of stuff about how you thisnk ataris make good paperweights....no
> > > > one really cares what you think (though we are all impressed at just how
> > > > long you have been hanging around this NG...nothing better to do?).
> > > > Besides, if apple are top o' the world, what do you care about a
> > > > minority machine with only hobby and hack users?
> > >
> > > The audience would disagree..
> >
> > The audience _agrees_. If you have nothing relevant to say
> > about Atari, shut up, Sinclap!
>
> Than the newsgroup would die..

Ah! There's the rub. For all your quality computing power and expertise (tongue firmly in cheek) you actually NEED this
little bunch of atarians to talk to . You need us to be here so you can insult our platform. You sad man.

4854. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-09 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38A0A9C9.4AF674F3@ihug.co.nz>
Source record: 2219

Hi there,

sinclap wrote:
>
> Apple Australia [NASDAQ:APPL] hopes to see five or six extra
> specialist AppleStore retail outlets operating in major Australian
> cities this year, says Diana Ryall, managing director of the local
> subsidiary. The Australian subsidiary - which pulled out of mass market
> outlets several years ago - scored a "phenomenal" increase in sales of
> its iMac and iBook consumer Macs, especially high-end models,

But they are still twice the price of mid-level PIII machines in
Australia and New Zealand. It will be hard to convince PC owners
in this area that a Mac is the machine for them when a fast PC is
that much cheaper...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4855. Re: Oh... just one question... (he's back..

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-09 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38A0AA82.DE03B100@ihug.co.nz>
Source record: 2220

Hi there,

Brian Van TIlborg wrote:
>
> On 3 Feb 2000 02:17:21 +, "Clockmeister" wrote:
> >(I said I wouldn't post again, but I guess I lied.)

I predicted Clockmeister would appear again! ;)

I'm not complaining...his counter-point re: Amiga
issues etc is quite good, and at least he isn't
spreading a littany of lies like Mr Sinplop...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4856. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-09 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-A67E8B.21431808022000@bigmomma.idirect.com>
Source record: 2221

In article <38A0A9C9.4AF674F3@ihug.co.nz>, J, WILKINSON wrote:

> Hi there,
>
> sinclap wrote:
> >
> > Apple Australia [NASDAQ:APPL] hopes to see five or six extra
> > specialist AppleStore retail outlets operating in major Australian
> > cities this year, says Diana Ryall, managing director of the local
> > subsidiary. The Australian subsidiary - which pulled out of mass market
> > outlets several years ago - scored a "phenomenal" increase in sales of
> > its iMac and iBook consumer Macs, especially high-end models,
>
> But they are still twice the price of mid-level PIII machines in
> Australia and New Zealand. It will be hard to convince PC owners
> in this area that a Mac is the machine for them when a fast PC is
> that much cheaper...

not to mention the fact that TiFKAS offered this as proof that Apple
Europe was doing well. As usual, dodging the issue (and revealing he
doesn't know beans about geography, either)....

4857. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-09 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002090846270.69-100000@rakas>
Source record: 2222

On 2000-2-9, J WILKINSON <jwandjw@ihug.co.nz> wrote:

> But they are still twice the price of mid-level PIII machines in
> Australia and New Zealand. It will be hard to convince PC owners
> in this area that a Mac is the machine for them when a fast PC is
> that much cheaper...

It's the same anywhere outside North America...

I would buy an iMac, but definitely not pay twice the price of a
well-equipped PC. Here, the "basic" iMac 350 sells for 8000 FIM.
For that price, I can buy a couple of well-equiped hi-end PCs.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4858. Re: Oh... just one question... (he's back..

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-10 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <_6ho4.193$Cd7.13158@nsw.nnrp.telstra.net>
Source record: 2223

J WILKINSON <jwandjw@ihug.co.nz> wrote in message
news:38A0AA82.DE03B100@ihug.co.nz...
> Hi there,
>
> Brian Van TIlborg wrote:
> >
> > On 3 Feb 2000 02:17:21 +, "Clockmeister" wrote:
> > >(I said I wouldn't post again, but I guess I lied.)
>
> I predicted Clockmeister would appear again! ;)

Damn... I'm predictable ;-)

>
> I'm not complaining...his counter-point re: Amiga
> issues etc is quite good, and at least he isn't
> spreading a littany of lies like Mr Sinplop...

Thanks, and I don't think Mr Sinclap fools anyone here into thinking that his comments are in any way based on fact. Anyone who actually believes the Apple marketing BS to be gospel is obviously pretty gullable. Blind faith perhaps?.

Anyway, for what it's worth...

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb

4859. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-10 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <10022000011512799 20%sinclap@nospam.net>
Source record: 2224

In article <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> So The iDiot Forever Known As Sinclap is still insisting that the
> much-anticipated Milan II that should be out this spring is vapourware,
> while steadfastly denying that Apple's promised 500 MHz G4 computer is
> equally vapour by his own yardsticks? Well again, Think Different.

Were can I buy a Milan in the 10,000 lakes state of MN? I can get a G4/450 down the street..

> Here's an announcement from Bengy Collins' MagiC Online site
> regarding an exciting new development in support for the new machine.
> Clockmeister should be interested in this announcement as well, as it
> involves the fact that an Amiga developer is doing this....

I guess when the rug is pulled under...desparate measures are needed..

> taken from http://bengy.atari-computer.com ......
>
>
> "Below are the most recent articles for this month. Visit the News
> page for all of this month's news.
>
> "Now official: Epic to make games for Milan! (Feb 3 00) Amiga users
> will surely know the name "Epic Marketing," as they are one of the
> biggest producers of Amiga-games. And now, they are officially
> supporting the Milan! Epic bought the rights to port 'Simon, the
> Sorcerer II" to the Milan and also plans on bringing their new
> Settlers-Clone "Foundation" to the Atari platform.
>
> "Falcon users should be happy to hear that they also plan on
> releasing Simon on the Falcon030.

One new game in 2000?

> "Great news for all Atari users indeed."
>
> Great news for Atari users, bad news for TiFKAS. For, as we all know,
> companies don't produce software for "vapourware products". The fact
> that they're going to be making Falcon games is also GREAT news. As well
> as the fact that an Amiga developer is going to be doing the
> programming, they seem to have a lot of faith that the Milan II is going
> to be an expected hit.

Don't count your chickens yet..It's easy to post a new press release stating..Due to the sorry nature of the market it's not feasible to

suppor this platform...

> How would you like your crow, TiFKAS - stir-fried, boiled or
> fricaseed with a side of spinach? :)

I am in the mood for cherry cheasecake with vannila ice cream..

> And in other great news, Woller, a well-known German hardware
> developer, has confirmed that they're doing a DSP add-on PCI card for
> the Milan, thereby opening up using all the great Falcon DSP software
> like Cubase Audio Falcon, FalcAmp (mp3 player), Quincy, etc. Again,
> Woller is not the type of company who would develop for a "vapourware"
> product. Again, check out the news at Bengy's MagiC Online site in the
> news for January....

Still vapor. It's easy to announce development plans...but actually
delivering is another issue.. Well see...He he he. Past history is on
my side.

> That gagging sound you hear is TiFKAS choking down more of his
> much-hated strained spinach :)
>
> Oh, yes, the vapourware Mac 500 MHz G4 that TiFKAS swears up and
> down Steve "Arrogant Bonehead" Jobs "never promised a release date on",
> despite the evidence mounting that he did? Looks like it'll be at least
> another eight months before that computer ceases to be vapour, long
> after the Milan II's triumphant release - at least according to all the
> news wires carrying the story that Motorola is still having problems
> making stable chips and it'll take that long before we can possibly see
> Apple using these chips. Which of course means that companies like Intel
> and AMD have a nice head start with 700 MHz chips that reduce the G4 to
> blackened bacon...

Apple officially cancelled that G4/500 in October with the announcement
of the new reconfigurations. The model number no longer exists. Apple
has not talked about that model..If an early new year was given, than
it could be from Jan. 1 to March 31.

FYI: The G4/450 is upto twice as fast as the PIII 700!

> Oh, and I've taken Brian Van Tillborg's (great guy, BTW, really glad
> to finally meet you at the last TAF meeting, you certainly have some
> good ideas for the club that I want to discuss with Ken) advice to take
> the Apple stuff to mac-advocacy. If you want, check out the thread there
> "500 MHz G4 Never Promised ?" to which both Mac and Windows users
> express surprise that someone like TiFKAS would be so dense to even
> claim that there was no release date promised for that piece of
> vapourware, and have even questioned whether TiFKAS is really an "Apple
> Power Rep" as he has claimed here for so long without one shred of
> evidence - and have even postulated that he could be reprimanded or even
> fired for his behaviour in this affair here should it turn out that he
> is employed by anyone at Apple or a related company for spreading FUD.

Who elected Ken to tell others were to post? Time for him to leave
academia for the real world. If he paid the kind of taxes I paid, than
we should talk..

The G4/500 that Apple announced in August has been cancelled. The
model number no longer exists..

> that thumping sound you hear is TiFKAS pounding his head on his desk
> next to his Commodore 64 while muttering under his breath
> "can't...kick...ass...can't...kick...ass....."
>
> I'm sure we'll hear another categorical denial of everything from
> TiFKAS about all this, just as sure as he'll be hallucinating about his
> imaginary friend "Chunks" and equally imaginary "Atari Jihads".

you're doing a fine job at it..

4860. Re: Apple Europe (and TiFKAS) going down in flames

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-10 00:00:00 UTC
From: irvin@clara.co.uk
Message-ID: <1e5rwnk.14w42l2159p30dN%irvin@clara.co.uk>
Source record: 2225

Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> Despite his swearing up and down that the recent Q1 results show that
> Apple has made significant inroads into Europe, all sorts of new
> evidence has proven that once again the Steve Jobs Reality-Distortion
> Field(tm) has blown up in The iDiot Forever Known As Sinclap's face....
>
>
> Taken from the well-respected Apple news site As The Apple Turns:
>
> http://www.infoXczar.com/atat
>
> "So Long, Farewell"
>
> "Or, at least, all's right with Cupertino. Sometimes it's easy to
> forget that Apple's a global company, and its operations don't cease at
> the U.S. borders.
>
>
> And the vibe we've been getting from Apple Europe, for example, seems
> strangely reminiscent of the Scary Times here in the States. The U.K.
> Apple Expo was canceled (again), the entire U.K. marketing staff was
> laid off last month, the German marketing staff was pared down
> significantly, and most recently we heard that all U.K. support staff
> are being laid off or relocated to Cork, Ireland. Despite reports of
> Apple Europe's explosive sales growth, we can't help but be reminded of
> the bloodshed and carnage that ravaged Cupertino a few short years
> ago.
>
> So when we read in Macworld UK that Diego Piacentini, Apple Europe's
> general manager and veep of sales, is resigning, we can't help but
> wonder just how far the shakeup will take things. Okay, Diego has
> supposedly left Apple "for his own, personal reasons," but in the light
> of all the layoffs and disruptions in his neck of the woods recently, we
> find ourselves wondering if his personal reason is simply that "things
> at Apple Europe suck right now." It's purely speculation, of course, but
> layoffs and resignations often go hand in hand. Luckily, Diego has
> agreed to stick around through the end of the quarter while
> Apple looks for a replacement. Here's hoping that once the dust settles,
> Apple Europe will enjoy a Golden Age like the one in Cupertino."
>
> So who do we believe? A well-respected web site like ATAT who knows
> where the bones are buried, or a notorious all-talk, know-nothing like
> TiFKAS who won't produce any sort of evidence regarding sales figures

> other than "sales are up 50%!" (again, what's 50% of SQUAT, TiFKAS?),
> not to mention any evidence that he is employed by anyone connected with
> Apple other than providing links to sites that nowhere mention his name?
>
> I thought so. :)
>
> Once again, we expect to see TiFKAS go into major damage control on
> this - as well as on the news that Apple's DVD iMacs and their G4s .
> have serious flaws that prevent it from properly playing back video
> output, as recently reported in reviews in MacWorld and admitted by
> Apple themselves on their web site.
>
> Of course, as he's still seeing "Chunks", his imaginary friend who
> doesn't exist, we doubt that we'll be getting a coherent answer from him
> - getting proper facts from TiFKAS is like trying to nail Jell-O to the
> wall.
>
>
>
> "And the fake Apple Power Rep can be identified by his high-top
> sneakers and foul mouth"

I take it you have read the posts of tom elan in the mac advocacy group?
Well, I am going to do a post inspired by him:

What has this got to do with atari advocacy?

We all know advocacy groups are platform vs. platform, but he doesn't :)

--
Andrew Irvine

Monty Python: "He's not the messiah, he's a very naughty boy!"
Need a web page designed? http://www.irvin.clara.net

4861. Re: What is the definition of the word "Atari"?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-10 00:00:00 UTC
From: irvin@clara.co.uk
Message-ID: <1e5rwxu.n3835zsy7qhbN%irvin@clara.co.uk>
Source record: 2226

Neil Roughley <roughley@HORMEL.vanc.igs.net> wrote:

> VE6HY <besmith@calcna.ab.ca> wrote:
>
> > "S. Eric McCall" wrote:
> > >
> > > I've got a bet going with a friend of mine. Can anyone in this news group
> > > tell me the real definition of the word, Atari? Any source for your
> > > definition would be greatly appreciated.
> > >
> > As I recall, it has something to do with fighting
>
> The question was posed on a recent "Who Wants to be a Millionaire?" (a
> popular American quiz show). Four choices for what company name
> translates to "prepare to be attacked". The contestant guessed Atari and
> got it right.

Out of curiosity, what where the other answers, and how much was the
question worth?

Btw, it isn't an american quiz show.

>
> Unrelated, and off-topic like the original question, does anyone know
> how Wayne Gretzky is affiliated with Atari? A recent magazine article
> listed "Atari" as one of his many endorsements. Is there a video game
> that uses his likeness?
>
> << Neil >>

--
Andrew Irvine
Your mouse has moved.
Windows NT must be restarted for the change to take effect.
Reboot now? [OK]

4862. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-10 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002102112090.72-100000@rakas>
Source record: 2227

On 2000-2-10, sinclap <sinclap@nospam.net> wrote:

> Were can I buy a Milan in the 10,000 lakes state of MN? I
> can get a G4/450 down the street..

Yes indeed, where the fuck can I find a G4/450 in this town?

> > Woller is not the type of company who would develop for
> > a "vapourware"
>
> Still vapor. It's easy to announce development plans...but
> actually delivering is another issue.. Well see...He he he.
> Past history is on my side.

It is not. Woller has yet to announce anything vaporware.

> Apple officially cancelled that G4/500 in October with the
> announcement of the new reconfigurations. The model number
> no longer exists. Apple has not talked about that model..

Apple avoids talking about anything, because they cannot
deliver anything.

> The G4/500 that Apple announced in August has been cancelled.
> The model number no longer exists..

Apple itself is next.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4863. Re: What is the definition of the word "Atari"?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-10 00:00:00 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1e5shk3.cyshad1lhdhc2N%roughley@vanc.igs.net.invalid>
Source record: 2228

Andrew Irvine <irvin@clara.co.uk> wrote:

> Out of curiosity, what where the other answers, and how much was the
> question worth?

I think the question was worth $64,000. Nintendo was one of the other answers (the rest I don't recall).

> Btw, it isn't an american quiz show.

Yes, as I've discovered here, it's based on a British show. What I saw was the American version.

<< Neil >>

--
Neil Roughley
http://www.vanc.igs.net/%7Eroughley/

4864. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-11 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-5FA73F.07555611022000@bigmomma.idirect.com>
Source record: 2229

In article <100220001151279920%sinclap@nospam.net>, The iDiot Forever
Known As Sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > So The iDiot Forever Known As Sinclap is still insisting that the
> > much-anticipated Milan II that should be out this spring is vapourware,
> > while steadfastly denying that Apple's promised 500 MHz G4 computer is
> > equally vapour by his own yardsticks? Well again, Think Different.
>
> Were can I buy a Milan in the 10,000 lakes state of MN? I can get a
> G4/450 down the street..

where can I buy a vapour 500 MHz G4 tower?

Milan exists, TiFKAS. Just because you can't find one yet in your
neck in the woods doesn't mean it's vapour...

>
> > Here's an announcement from Bengy Collins' MagiC Online site
> > regarding an exciting new development in support for the new machine.
> > Clockmeister should be interested in this announcement as well, as it
> > involves the fact that an Amiga developer is doing this....
>
> I guess when the rug is pulled under...desparate measures are needed..

This coming from the loser who claimed that the Gateway Amiga would
"crush" the Milan project. Only to turn out that the Gateway Amiga was
nothing but >VAPOUR<.

TiFKAS just loves playing from the middle - which is where he always
gets crushed.....

>
> > taken from http://bengy.atari-computer.com ......
> >
> >
> > "Below are the most recent articles for this month. Visit the News
> > page for all of this month's news.
> >
> > "Now official: Epic to make games for Milan! (Feb 3 00) Amiga users
> > will surely know the name "Epic Marketing," as they are one of the
> > biggest producers of Amiga-games. And now, they are officially
> > supporting the Milan! Epic bought the rights to port 'Simon, the

> > Sorcerer II" to the Milan and also plans on bringing their new
> > Settlers-Clone "Foundation" to the Atari platform.
> >
> > "Falcon users should be happy to hear that they also plan on
> > releasing Simon on the Falcon030.
>
> One new game in 2000?

beginning of MANY new games, TiFKAS....

maybe you should learn to read (or at least count) - you'll notice
TWO games were announced....
>
> > "Great news for all Atari users indeed."
> >
> > Great news for Atari users, bad news for TiFKAS. For, as we all
> > know,
> > companies don't produce software for "vapourware products". The fact
> > that they're going to be making Falcon games is also GREAT news. As
> > well
> > as the fact that an Amiga developer is going to be doing the
> > programming, they seem to have a lot of faith that the Milan II is
> > going
> > to be an expected hit.
>
> Don't count your chickens yet..It's easy to post a new press release
> stating..Due to the sorry nature of the market it's not feasible to
> suppor this platform...

and of course, TiFKAS again tries to claim how much he knows about
the Atari computer market - when we all know that it's BEANS.

Motorola's involvement in the project, and HP's commitment in
peripheral support, is the best news in years, and gives a lot of
confidence to developers to go ahead with projects. The fact that
there's a new version of Calamus coming (confirmed) and a new CAB web
browser (also confirmed) shows the confidence is there.

"Counting chickens". No. TiFKAS once again playing Chicken Little?
YES. Face it, TiFKAS, we ain't going to roll over and die. Give up.

BTW, it's spelled "support". And the syntax of the above sentence is
terrible.

>
> > How would you like your crow, TiFKAS - stir-fried, boiled or
> > fricaseed with a side of spinach? :)
>
> I am in the mood for cherry cheasecake with vannila ice cream..

which you won't get until you finish your crow and strained spinach,
Junior - the more you wait, the worse it's going to taste....

>
> > And in other great news, Woller, a well-known German hardware
> > developer, has confirmed that they're doing a DSP add-on PCI card for
> > the Milan, thereby opening up using all the great Falcon DSP software
> > like Cubase Audio Falcon, FalcAmp (mp3 player), Quincy, etc. Again,
> > Woller is not the type of company who would develop for a "vapourware"
> > product. Again, check out the news at Bengy's MagiC Online site in the
> > news for January....
>
> Still vapor. It's easy to announce development plans...but actually
> delivering is another issue.. Well see...He he he. Past history is on
> my side.

oh yes, when you predicted that the Playstation Emulator for the iMac
would be "getting a licensing deal from Sony soon", when instead it was
crushed by Sony's army of humourless lawyers?

But you should know about what you speak there, after all, it was
just as easy for Steve Jobs to announce a 500 MHz G4 Tower available
RSN, but delivering it is another issue...

BTW, it's spelled "We'll".
>
> > That gagging sound you hear is TiFKAS choking down more of his
> > much-hated strained spinach :)
> >
> > Oh, yes, the vapourware Mac 500 MHz G4 that TiFKAS swears up and
> > down Steve "Arrogant Bonehead" Jobs "never promised a release date on",
> > despite the evidence mounting that he did? Looks like it'll be at
> > least
> > another eight months before that computer ceases to be vapour, long
> > after the Milan II's triumphant release - at least according to all the
> > news wires carrying the story that Motorola is still having problems
> > making stable chips and it'll take that long before we can possibly see
> > Apple using these chips. Which of course means that companies like
> > Intel
> > and AMD have a nice head start with 700 MHz chips that reduce the G4 to
> > blackened bacon...
>
> Apple officially cancelled that G4/500 in October with the announcement
> of the new reconfigurations. The model number no longer exists. Apple
> has not talked about that model..If an early new year was given, than
> it could be from Jan. 1 to March 31.

funny, then explain this:

> from MacWEEK <http://macweek.zdnet.com/1999/10/10/configs.html>
>
> Confirming an earlier MacWEEK report that production of 500-MHz G4
> processors has been delayed because of technical issues, Apple said that
> the "500-MHz G4 processor will not be available until the first calendar
> quarter of next year."

sounds like a firm promise that they'll deliver. It's the middle of
February. And it's Apple talking to journalists, which - surprise -
makes it official. And officially vapour.

>
> FYI: The G4/450 is upto twice as fast as the PIII 700!

and again, you're wrong. Apple bases their FUD on flawed benchmarks.
Even Dan McKnight at Low End mac says that any claims of this are bogus.

>
> > Oh, and I've taken Brian Van Tillborg's (great guy, BTW, really glad
> > to finally meet you at the last TAF meeting, you certainly have some
> > good ideas for the club that I want to discuss with Ken) advice to take
> > the Apple stuff to mac-advocacy. If you want, check out the thread
> > there
> > "500 MHz G4 Never Promised ?" to which both Mac and Windows users
> > express surprise that someone like TiFKAS would be so dense to even
> > claim that there was no release date promised for that piece of
> > vapourware, and have even questioned whether TiFKAS is really an "Apple
> > Power Rep" as he has claimed here for so long without one shred of
> > evidence - and have even postulated that he could be reprimanded or
> > even
> > fired for his behaviour in this affair here should it turn out that he
> > is employed by anyone at Apple or a related company for spreading FUD.
>
> Who elected Ken to tell others were to post? Time for him to leave
> academia for the real world. If he paid the kind of taxes I paid, than
> we should talk..

time for TiFKAS to enter the real world. He can start by getting
glasses and re-read what I had written, I was talking about ideas that
Brian had made for improving the club where I wanted to talk to Ken
about. Ken doesn't tell anybody where to post.

I was talking about posts I had made asking about how someone
claiming to be an "Apple Power Rep" could claim that the G4 isn't vapour
when it obviously IS.
>
> The G4/500 that Apple announced in August has been cancelled. The
> model number no longer exists..

But it is still promised for delivery RSN, Apple promised that to
MacWEEK. Still vapour....

> >
> > I'm sure we'll hear another categorical denial of everything from
> > TiFKAS about all this, just as sure as he'll be hallucinating about his
> > imaginary friend "Chunks" and equally imaginary "Atari Jihads".
>
> you're doing a fine job at it..

Yep, doing a fine job of pointing out you're delusional, paranoid, and
slowly twisting in the breeze..... :)

4865. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-11 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <C7Vo4.83$rk.8354@nsw.nnrp.telstra.net>
Source record: 2230

sinclap <sinclap@nospam.net> wrote in message
news:10022000l151279920%sinclap@nospam.net...
> In article <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > So The iDiot Forever Known As Sinclap is still insisting that the
> > much-anticipated Milan II that should be out this spring is vapourware,
> > while steadfastly denying that Apple's promised 500 MHz G4 computer is
> > equally vapour by his own yardsticks? Well again, Think Different.
>
> Were can I buy a Milan in the 10,000 lakes state of MN? I can get a
> G4/450 down the street..

> > Here's an announcement from Bengy Collins' MagiC Online site
> > regarding an exciting new development in support for the new machine.
> > Clockmeister should be interested in this announcement as well, as it
> > involves the fact that an Amiga developer is doing this....
>
> I guess when the rug is pulled under...desparate measures are needed..

Releasing new games/software isn't a desperate measure...jumping into bed
with Microsoft is.

> > taken from http://bengy.atari-computer.com ......
> >
> >
> > "Below are the most recent articles for this month. Visit the News
> > page for all of this month's news.
> >
> > "Now official: Epic to make games for Milan! (Feb 3 00) Amiga users
> > will surely know the name "Epic Marketing," as they are one of the
> > biggest producers of Amiga-games. And now, they are officially
> > supporting the Milan! Epic bought the rights to port 'Simon, the
> > Sorcerer II" to the Milan and also plans on bringing their new
> > Settlers-Clone "Foundation" to the Atari platform.
> >
> > "Falcon users should be happy to hear that they also plan on
> > releasing Simon on the Falcon030.
>
> One new game in 2000?

Two, with more to come I'm sure.

>
> > "Great news for all Atari users indeed."
> >

> > Great news for Atari users, bad news for TiFKAS. For, as we all know,
> > companies don't produce software for "vapourware products". The fact
> > that they're going to be making Falcon games is also GREAT news. As well
> > as the fact that an Amiga developer is going to be doing the
> > programming, they seem to have a lot of faith that the Milan II is going
> > to be an expected hit.
>
> Don't count your chickens yet..It's easy to post a new press release
> stating..Due to the sorry nature of the market it's not feasible to
> suppor this platform...

But there is support, obviously. Geez.

>
> > How would you like your crow, TiFKAS - stir-fried, boiled or
> > fricaseed with a side of spinach? :)
>
> I am in the mood for cherry cheasecake with vannila ice cream..

You wear it so well.

> > And in other great news, Woller, a well-known German hardware
> > developer, has confirmed that they're doing a DSP add-on PCI card for
> > the Milan, thereby opening up using all the great Falcon DSP software
> > like Cubase Audio Falcon, FalcAmp (mp3 player), Quincy, etc. Again,
> > Woller is not the type of company who would develop for a "vapourware"
> > product. Again, check out the news at Bengy's MagiC Online site in the
> > news for January....
>
> Still vapor. It's easy to announce development plans...but actually
> delivering is another issue.. Well see...He he he. Past history is on
> my side.

You would know... 500Mhz G4 anyone?.

>
> > That gagging sound you hear is TiFKAS choking down more of his
> > much-hated strained spinach :)
> >
> > Oh, yes, the vapourware Mac 500 MHz G4 that TiFKAS swears up and
> > down Steve "Arrogant Bonehead" Jobs "never promised a release date on",
> > despite the evidence mounting that he did? Looks like it'll be at least
> > another eight months before that computer ceases to be vapour, long
> > after the Milan II's triumphant release - at least according to all the
> > news wires carrying the story that Motorola is still having problems
> > making stable chips and it'll take that long before we can possibly see
> > Apple using these chips. Which of course means that companies like Intel
> > and AMD have a nice head start with 700 MHz chips that reduce the G4 to
> > blackened bacon...
>
> Apple officially cancelled that G4/500 in October with the announcement
> of the new reconfigurations. The model number no longer exists. Apple

> has not talked about that model..If an early new year was given, than
> it could be from Jan. 1 to March 31.
>
> FYI: The G4/450 is upto twice as fast as the PIII 700!

Oh, yeah sure. Have you used a PIII 700?. Twice as fast if shot from a
rocket launcher perhaps, but otherwise no chance. It is a nice chip, but
only a braindead Apple "groupy" would believe that claim.

> > Oh, and I've taken Brian Van Tillborg's (great guy, BTW, really glad
> > to finally meet you at the last TAF meeting, you certainly have some
> > good ideas for the club that I want to discuss with Ken) advice to take
> > the Apple stuff to mac-advocacy. If you want, check out the thread there
> > "500 MHz G4 Never Promised ?" to which both Mac and Windows users
> > express surprise that someone like TiFKAS would be so dense to even
> > claim that there was no release date promised for that piece of
> > vapourware, and have even questioned whether TiFKAS is really an "Apple
> > Power Rep" as he has claimed here for so long without one shred of
> > evidence - and have even postulated that he could be reprimanded or even
> > fired for his behaviour in this affair here should it turn out that he
> > is employed by anyone at Apple or a related company for spreading FUD.
>
> Who elected Ken to tell others were to post? Time for him to leave
> academia for the real world. If he paid the kind of taxes I paid, than
> we should talk..
>
> The G4/500 that Apple announced in August has been cancelled. The
> model number no longer exists..

Right, but nonetheless it was announced and now vapourware.

>
> > that thumping sound you hear is TiFKAS pounding his head on his desk
> > next to his Commodore 64 while muttering under his breath
> > "can't...kick...ass...can't...kick...ass....."

Make that a ZX spectrum and you would be right :-)

> >
> > I'm sure we'll hear another categorical denial of everything from
> > TiFKAS about all this, just as sure as he'll be hallucinating about his
> > imaginary friend "Chunks" and equally imaginary "Atari Jihads".
>
> you're doing a fine job at it..

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *

\\/// www.tnet.com.au/~gerryvdb

4866. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-11 00:00:00 UTC
From: Paul Flieshman <P.L.Flieshman@student.salford.ac.uk>
Message-ID: <38A4392C.4F76B900@student.salford.ac.uk>
Source record: 2231

> > > that thumping sound you hear is TiFKAS pounding his head on his desk
> > > next to his Commodore 64 while muttering under his breath
> > > "can't...kick...ass...can't...kick...ass....."
>
> Make that a ZX spectrum and you would be right :-)
>
> > >
> > > I'm sure we'll hear another categorical denial of everything from
> > > TiFKAS about all this, just as sure as he'll be hallucinating about his
> > > imaginary friend "Chunks" and equally imaginary "Atari Jihads".
> >
> > you're doing a fine job at it..
>
> Regards,
>
> Clockmeister.
>
> --
> ///
> /// * I never engage in a battle of wits
> \\\ /// with an unarmed person *
> \\/// www.tnet.com.au/~gerryvdb

Hey Clock, are you implying they let sinclap have a quality piece of british computing technology like a ZX spectrum? I'm appalled. Somebody should repossess it. Lightning fast processor speed an all....

BTW, did any of you audio geeezers know that there is a danish synth called the sid station that uses the C64's SID chip as a MIDI controlled analogue synth module? How cool.

4867. Connectix wins, Chunks loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110220001054568490%sinclap@nospam.net>
Source record: 2232

Oops..Who crushed whom chunk's?

Press Release

DATE: February 10, 2000

NEWS: Connectix Announces Decisive Victory in Sony Lawsuit

SAN MATEO, Calif., February 10, 2000 -- The Ninth Circuit Court of Appeals decided
today to "reverse and remand" a Preliminary Injunction on sales of Connectix Virtual Game
Station on all counts. Shipments of Connectix Virtual Game Station for Macintosh will begin
immediately. Online sales at www.connectix.com began today and a Windows version will
ship shortly.

Connectix Virtual Game Station is the award-winning software that enables many popular
PlayStationï¿½ games to run on G3 or G4 Macintosh computers (including iBook and iMac)
and soon on Pentium II Windows PCs. Sony brought suit to suspend sale of the product
claiming copyright infringement and tarnishment of the PlayStationï¿½ name and other marks.
Based on these claims, in 1999 a U.S. District Court temporarily blocked further shipments
of the Macintosh version and the release of a Windows version. Connectix has won the
appeal at the Federal appellate level on all counts and may now resume distribution and sale
of the products. The case has been remanded to the district level for final resolution.

The 25 page finding is available under case 99-15852 at http://www.ce9.uscourts.gov/web/newopinions.nsf

"The court has recognized that reverse engineering is a common, legitimate, and valuable
development practice, protected under law," stated Roy McDonald, CEO of Connectix. "We
are pleased to be able to bring our product back to the Macintosh community and launch it in
the Windows market. Now consumers on both platforms will enjoy their right to choose to

play PlayStation games on these computers, and Sony and game developers can benefit from
the expanded market for their games as a result of this choice. We believe this landmark
decision will have broad ramifications throughout the software and other media industries.
This ruling supports the clear goal of US copyright law to allow fair use of prior works to
create new intellectual property which broadens consumer choice. This is a great victory for
every American."

The United States Court of Appeals for the Ninth Circuit found:

Page 1703: "The Virtual Game Station does not contain any of Sony's copyrighted material."
Page 1704: "The intermediate copies made and used by Connectix during the course of its
reverse engineering of the Sony BIOS were protected fair use, necessary to permit Connectix
to make its non-infringing Virtual Game Station function with PlayStation games."
Page 1721: "Sony understandably seeks control over the market for devices that play games
Sony produces or licenses. The copyright law, however, does not confer such a monopoly."
Page 1725: "Connectix's reverse engineering of the Sony BIOS extracted from a Sony
PlayStation console purchased by Connectix engineers is protected as a fair use. Other
intermediate copies of the Sony BIOS made by Connectix, if they infringed Sony's
copyright, do not justify injunctive relief. For these reasons, the district court's injunction is
dissolved and the case is remanded to the district court. We also reverse the district court's
finding that Connectix's Virtual Game Station has tarnished the Sony PlayStation mark."

For detailed product information visit the Connectix Virtual Game Station website.

Connectix Corporation Founded in 1988 and based in San Mateo, California.
Connectix Corporation is a leading developer and publisher of cross-platform technology
solutions. The company's flagship products include Connectix Virtual PC for Microsoft
Windows, Connectix Virtual PC for Red Hat Linux, and Connectix Virtual Game Station.
For press information, contact Roy McDonald at Connectix at

650.571.5100 or
800.950.5880

# # #

PR CONTACT: Donna Candelori, Candelori Communications, Inc.
(408) 774-3414 or
dcandelori@candelori.com

4868. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-11 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8a8gsb.4i2.jedidiah@pyromania.mishnet>
Source record: 2233

On Fri, 11 Feb 2000 12:55:11 GMT, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:
>In article <10022000l151279920%sinclap@nospam.net>, The iDiot Forever
>Known As Sinclap
><sinclap@nospam.net> wrote:
>
>> In article <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>, Daniel
>> L. Dreibelbis <dreibel@idirect.com> wrote:
>>
>> > So The iDiot Forever Known As Sinclap is still insisting that the
>> > much-anticipated Milan II that should be out this spring is vapourware,
>> > while steadfastly denying that Apple's promised 500 MHz G4 computer is
>> > equally vapour by his own yardsticks? Well again, Think Different.
>>
>> Were can I buy a Milan in the 10,000 lakes state of MN? I can get a
>> G4/450 down the street..
>
> where can I buy a vapour 500 MHz G4 tower?

Not to mention: would you WANT to?

PPC clones are on their way and you can get a dual P3 with
twice the MHz for half the price of a 450Mhz Mac. The same
will be true for uniprocessor P3's and Athlons before too
long.

>
> Milan exists, TiFKAS. Just because you can't find one yet in your
>neck in the woods doesn't mean it's vapour...
[deletia]
>> >
>> > "Now official: Epic to make games for Milan! (Feb 3 00) Amiga users
>> > will surely know the name "Epic Marketing," as they are one of the
>> > biggest producers of Amiga-games. And now, they are officially
>> > supporting the Milan! Epic bought the rights to port 'Simon, the
>> > Sorcerer II" to the Milan and also plans on bringing their new
>> > Settlers-Clone "Foundation" to the Atari platform.
>> >
>> > "Falcon users should be happy to hear that they also plan on
>> > releasing Simon on the Falcon030.
>>
>> One new game in 2000?
>
> beginning of MANY new games, TiFKAS....
>
> maybe you should learn to read (or at least count) - you'll notice

>TWO games were announced....

Remember, GL and SDL are your friends.

[deletia]

Ports of gdk/gtk and gnustep could also be handy...

4869. Re: Connectix wins, Chunks loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-12 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <PB1p4.22$Wp.5244@nsw.nnrp.telstra.net>
Source record: 2234

```
sinclap <sinclap@nospam.net> wrote in message
news:110220001054568490%sinclap@nospam.net...
>
> Oops..Who crushed whom chunk's?
> ----------------------------------------
> Press Release
>
> DATE: February 10, 2000
>
> NEWS: Connectix Announces Decisive Victory in Sony Lawsuit
>
> SAN MATEO, Calif., February 10, 2000 -- The Ninth Circuit Court
> of Appeals decided
> today to "reverse and remand" a Preliminary Injunction on sales
> of Connectix Virtual Game
> Station on all counts. Shipments of Connectix Virtual Game
> Station for Macintosh will begin
> immediately. Online sales at www.connectix.com began today and
> a Windows version will
> ship shortly.

Who cares?.

Bleem, the PSX emulator has been available for the PC for ages. Even works
fine on my P233MMX.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb
```

4870. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-12 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <RM1p4.25$Wp.5586@nsw.nnrp.telstra.net>
Source record: 2235
Body handling: HTML body converted to readable text

Paul Flieshman wrote in message
news:38A4392C.4F76B900@student.salford.ac.uk...

> Hey Clock, are you implying they let sinclap have a quality piece of
british
> computing technology like a ZX spectrum? I'm appalled. Somebody should
repossess
> it. Lightning fast processor speed an all....

Yeah, the calculator looking thing :-). Used a Z80, enough said.
(I don't wan't to go there, we'll have every Pom and his ZX in here
argueing the merits of the ZX :-).

>
> BTW, did any of you audio geeezers know that there is a danish synth
called the
> sid station that uses the C64's SID chip as a MIDI controlled analogue
synth
> module? How cool.

Yeah, they know. It is pretty cool, but the remaining C64/C128 users crowd
don't like it because they are pinching SID chips out of working C64's.

I don't think they'll sell 20,000,000 units, so nothing to worry about ;-)

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb

4871. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-12 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <mhdp4.451$M73.53@198.235.216.4>
Source record: 2236

On 2 Feb 2000 14:48:13 +, Paul Flieshman wrote:
I felt somewhat compelled to
>post something up. I use computers for browsing, email/newsgroups, some
>simple w/p, but primarily for hi end audio and MIDI (sequencing,
>wave/samlple editing, multitrack audio, signal processing). To me, the
>computer is a tool for making or manipulating music. Now, just because
>that tool has been superceded, replaced, or is no longer in production
>is no good reason to stop using it, or decide that it is no longer
>useable.

Agreed.

>1) My STE is great for sequencing on location....far more stable in
>transit, and less of a fragile liability than the Mac or the PC.

The obvious benefit of the ST is unknown to one who has never used one.
Particularly for Midi and Transportability.

>2) Tos and multitos have proved to be stable, easy to use, intuitive and
>user friendly.Windows? You wish. Mac OS? Better, but still flawed.Both
>are vastly better equipped and bigger, but are they as stable or easy to
>work with?

I wouldn't say Multi Tos is stable. It does have flaws. But MINT, Magic and
Geneva, the alternate TOS Multi-Tasking OS are indeed very stable by
comparision.

Bigger is not better. It can be prettier at times. But the best part of an
ST is that it is down and dirty. It is up and running in a flash, easy to
use and rock solid. The main thing is still how much the humble ST can do
faster than a current computer. Tasks that don't require Horsepower, but a
logical quick piece of software. While maintaining the benefits of a GUI.

>3)y Falcon is great for samplers with SCSI, and Cubase Audio Falcon
>really works....I've spent thre years trying to make my p200mmx system
>integrate at all.

You've spent time, whereas you are required to spend money, and ALOT of it
to do the same as a Falcon.

>4) These computers are fun.... and the small industry of people
>developing new upgrades/machines/software are part of the minority who
>still enjoy them. What's wrong with that?

Nothing, infact that is what makes these computers fun.

>5)In terms of speed/power/ram etc etc what is the point in comparisons
>with a 700mhz athlon or 450mhz g4? Pick on someone your own size, who

>isn't fifteen years out of hi end development.

It is the burden of the OS that allows for such comparisons. It is a complement to the 15 year old computer. They can pick on the ST all they want, but it is the users who get the final say:-). Why discard something that is still receiving current software? Current software, quite a statement for an Atari:-).

>6)Atarians....don't waste your time arguing the merits of the milan over
>the mac. The people who like 68k machines are interested already.

Aye, and I should have one come year end. Should be easier to get than a Graphic card for my TT.

>7)This newsgroup is called Atari advocacy....that means finding a reason
>to still use and enjoy these machines. That doesn't mean "let's try and
>tell everyone that our machine is the best computer in the world". The
>doing is the important bit.

Couldn't be closer to the truth. Usually the functionability of the computer determines its reason to still be used. When it no longer serves the function the users needs it for, then it will find its way into the closets and dumps. I wouldn't say "best computer in the world" but I think best of 1985, and IIRC it did win an award for Best of 1989, which to me was a little puzzling.

>Oh and lastly....sinclap....this isn't a mac newsgroup. So don't post
>loads of stuff about how you thisnk ataris make good paperweights

Actually he doesn't. He only posts mac stuff. He doesn't have the slightest idea what an Atari is or what it will do. Claiming to own one, means nothing, using one is completely different.

...no
>one really cares what you think (though we are all impressed at just how
>long you have been hanging around this NG...nothing better to do?).

How long has he been around? I have only been here a couple years.

>Besides, if apple are top o' the world, what do you care about a
>minority machine with only hobby and hack users?

He wants one, so that he can learn something and possibly have something in common with the users here. To ashamed to admit it. However, from what I gather the Mac users don't agree with him, so perhaps its time he switch, and realize how good the Ataris are.

>P.S. I kinda like the idea of beOS.....looks like the mac front end,
>powerful and ultramodern, no legacy layers, total hardware
>integration....anyone actuallly using it yet? Is there a 68k version?

Apparently not, but I don't know why. Probably the answer why will be deeper in this thread which I haven't read yet;-).

Later Brian.

>.

4872. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-12 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Mhdp4.452$M73.53@198.235.216.4>
Source record: 2237

On 4 Feb 2000 03:04:42 G, sinclap wrote:

>> 1) My STE is great for sequencing on location....far more stable in
>> transit, and less of a fragile liability than the Mac or the PC.
>>
>Saids who? Did you see the latest midi at MacWorld Expo/SF? Lots of
>midi soltions..

You are treading on thin ice here. Don't start speaking of a subject you know absolutely nothing about. I don't use Midi, but I am forever, finding Ataris for people to use for Midi computers to replace their PCs and to complement their Macs. Doing Midi better, and easier than the Macs.
I don't know the details, its what they want, many having left Ataris under the assumption that Macs where better only to realize the need to return to Atari.

Always on Demand for musicians are
Stacys, STs, and Falcons.

When new stuff is developed for the Macs perhaps it should be good enough to replace what the Ataris are used for? Until this happens demand for the above computers and various midi software remains high.

>> 2) Tos and multitos have proved to be stable, easy to use, intuitive

>The Mac OS is moving on... is TOS? The Mac OS provides the best
>internet experience...

Hello? Do you digest anything you read here? Yes, TOS is moving on, it is new for the Milan. Then the likes of Magic and Mint, are also moving on, and currently superior to the Mac OS. The question may be..

Why can't a large company keep up the the OS of an obsolete computer? Amigas had Premptive Multi-Tasking, My ST running Magic has it? What about you? Do you like using an Obsolete OS? RSN right?

>> 3)y Falcon is great for samplers with SCSI, and Cubase Audio Falcon
>> really works....I've spent thre years trying to make my p200mmx system
>> integrate at all.
>
>Yea so..?

If you knew what he was talking about, you would be having similar problems with the Mac. It is simple on Ataris. Simple and Easy which is why Musicians like Ataris.

>> 4) These computers are fun.... and the small industry of people
>> developing new upgrades/machines/software are part of the minority who

>> still enjoy them. What's wrong with that?
>
>Get what you can get..

Yup, and after 15 years, I am still getting NEW stuff for it. I am hardly
in a Panick looking for new stuff for my ST.

>> 5)In terms of speed/power/ram etc etc what is the point in comparisons
>> with a 700mhz athlon or 450mhz g4? Pick on someone your own size, who
>> isn't fifteen years out of hi end development.
>
>You're right...But when the Jihads claim that the current stuff is just
>as high performance to the current PPC and intel offerings, a reality
>check needs to be engrained...

Depends on what you are doing. Your claims of Mac to PC in performance are
actually more Absurd than Milan Comparisions.
Milan comparisions are based on OS and Software. Horsepower is not bogged
down by the OS. Whats wrong with talking about an Excellent computer.
STs weren't the fastest easier, but they were the best:-).

>The charter is defined as attacking and defending the Atari ST way of
>things..

Your knowledge of Atari shows that you are clearly unarmed.

>.

4873. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-12 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Yhdp4.453$M73.53@198.235.216.4>
Source record: 2238

On 4 Feb 2000 03:09:54 G, sinclap wrote:

>> TiFKAS always misses the point on this. For MIDI, TOS is the most
>> rock-stable regarding timing. Why do you think so many musicians still
>> trust using their "obsolete" Ataris for their projects?
>
>And many have move on to the other platforms...Thats the fact
>jack..nice try at spiining...but leave it to the pros..

Much to their regret they leave. The biggest reason is a breakdown in support and distribution. Many are still being used in peoples homes and studios to this day. But like I mention earlier. Often, very often, I am asked to look for Ataris for Musicians and Music teachers alike.

Even more important is the software. Their isn't alot of spinning. Dans first statement is correct, because its what the mags still talk about, and what I hear from musicians alike. They are still looking for solutions to top 15 year old Ataris.

>>
>> but the Atari IS the best computer in the world - in fact, it's
>> probably the world's best-kept secret. Of course, with the Milan II
>> coming out, the secret is coming out again :)
>
>What so secret about it? Whats soo special about it? just another
>beige box..

You can use an Atari and not fall from the Garden of Eden.

>just sinclap
>.

4874. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-12 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <8idp4.454$M73.53@198.235.216.4>
Source record: 2239

```
On 8 Feb 2000 08:08:52 +, Martin-Eric Racine wrote:
>On 2000-2-7, sinclap <sinclap@nospam.net> wrote:
>
>> > > > 1) My STE is great for sequencing on location....far more stable in
>> > > > transit, and less of a fragile liability than the Mac or the PC.
>> > >
>> > > Saids who? Did you see the latest midi at MacWorld Expo/SF? Lots of
>> > > midi soltions..
>> >
>> > Have you ever _tried_ anything MIDI? Have you ever had any need
>> > for MIDI equipment that can stand the rigors of touring?
>>
>> Ducking the issue here..
>
>No, you are.
>
>Dan's point was stability and reliability, which has nothing to
>do with quantity. Atari MIDI hard/software needs no novelty,
>because it needs no fixing.

Ofcourse he is ducking. Now he has left this to rest. Bad choice of topics
to diss about Ataris. Foolish really.

Later Brian.

>.
```

4875. Re: Oh... just one question... (he's ba

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-12 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <hidp4.455$M73.53@198.235.216.4>
Source record: 2240

On 9 Feb 2000 12:45:08 +, J WILKINSON wrote:
>Hi there,
>
>Brian Van TIlborg wrote:
>>
>> On 3 Feb 2000 02:17:21 +, "Clockmeister" wrote:
>> >(I said I wouldn't post again, but I guess I lied.)
>
>I predicted Clockmeister would appear again! ;)
>
>I'm not complaining...his counter-point re: Amiga
>issues etc is quite good, and at least he isn't
>spreading a littany of lies like Mr Sinplop...
>
>Kind regards,

Do You guys living upside down have to stick together?

;-).

>.

4876. Re: News for Brian & Trevor

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-12 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <pidp4.456$M73.53@198.235.216.4>
Source record: 2241

On 2 Feb 2000 22:18:46 G, Mathias wrote:

>I hope you can read this:-)

>MfG Mathias

Yup, thanks alot made for good reading. 64K cache on an ST. Hmm, got me thinking.

Later Brian.

>.

4877. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-12 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-E280D8.15212812022000@bigmomma.idirect.com>
Source record: 2242

In article <C7Vo4.83$rk.8354@nsw.nnrp.telstra.net>, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:

> > FYI: The G4/450 is upto twice as fast as the PIII 700!
>
> Oh, yeah sure. Have you used a PIII 700?. Twice as fast if shot from a
> rocket launcher perhaps, but otherwise no chance. It is a nice chip, but
> only a braindead Apple "groupy" would believe that claim.

LOL! ROTFL!

You're an ace, Clockmeister. Let's hope you ALWAYS stay here to mess
with TiFKAS' head

4878. Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-12 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-85E529.15522412022000@bigmomma.idirect.com>
Source record: 2243

In article <110220001054568490%sinclap@nospam.net>, The iDiot Forever Known As Sinclap
<sinclap@nospam.net> wrote:

> Oops..Who crushed whom chunk's?

"Chunks" don't exist, mannnn.

Think you had better top up your Thorazine?

BTW, there's no apostrophe in "Chunks"...

> ----------
> Press Release
>
> DATE: February 10, 2000
>
> NEWS: Connectix Announces Decisive Victory in Sony Lawsuit

of course, TiFKAS once again mindlessly posts a press release before actually reading what it says.

But, according to Macintouch, it appears that this still isn't quite over yet. And I believe Sony can appeal the ruling, of course - it'll be interesting to see if it does go all the way to the US Supreme Court.

Of course, Connectix can still lose if the judge decides not to award them the proper amount of possible damages. Remember the case USFL vs. NFL? Although the USFL proved in court that the NFL used their monopoly to undermine them, the judge only granted them $1 in damages. Result? USFL: toast.

But of course, the real proof of the pudding is going to be now if Connectix can now actually sell the Playstation emulator again - because of some interesting things that are happening.

Did you know, for instance, that the big Mac mail-order houses have been blowing out their stocks of the original release, because nobody was buying them? If you take a look at MacAddict's ads sections, you'll see VGS for sale for as little as $19.95 US - a true fire-sale price. Who's going to stock or sell again at a higher price a product that has proven to be a real sales dog?

Oh, and howzabout the fact that while Connectix was busy in court, a product called Bleem, also a PlayStation emulator for the PC, has been quietly racking up big sales in the very market that Connectix was aiming VGS? So even if Connectix can produce a VGS for PC that they're planning to, it's too little, too late. The fact that Connectix did well

in the case can also backfire in their face as well, since the manufacturers of Bleem, who are now also being beleaguered by Sony's army of humourless lawyers, can now use the precedence of Connectix' "victory" to have the case thrown out of court at little or no cost to them.

Oh, and did I also mention that PlayStation 2 is expected out soon? Which means that the new games WON'T WORK on VGS. Who would want to spend money on something that would allow them to play games on something that was now less than cutting edge? I also bet that Sony may have a few tricks up their sleeves for any future releases that'll prevent new games from running on VGS.

But, of course, this leads back to the original TiFKAS "prediction" - that Sony would capitulate immediately and grant an official license to Connectix. Which they didn't, and they NEVER WILL.

We've got you swinging by your toes, TiFKAS, and twisting slowly in the breeze.....

4879. Re: Oh... just one question... (he's ba

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-13 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <VUhp4.65$tx.11422@nsw.nnrp.telstra.net>
Source record: 2244

Brian Van TIlborg <madmax@bfree.on.ca> wrote in message
news:hidp4.455$M73.53@198.235.216.4...
> On 9 Feb 2000 12:45:08 +, J WILKINSON wrote:
> >Hi there,
> >
> >Brian Van TIlborg wrote:
> >>
> >> On 3 Feb 2000 02:17:21 +, "Clockmeister" wrote:
> >> >(I said I wouldn't post again, but I guess I lied.)
> >
> >I predicted Clockmeister would appear again! ;)
> >
> >I'm not complaining...his counter-point re: Amiga
> >issues etc is quite good, and at least he isn't
> >spreading a littany of lies like Mr Sinplop...
> >
> >Kind regards,
>
> Do You guys living upside down have to stick together?
>
> ;-).
>

Ofcourse, but there is a good reason as to why we stick together...
Living upside down (as you put it) means that all the blood rushes to our
heads, and consequently we are infinetely smarter then those who live
upright. Us Kiwi's and Aussies are on similar (but not the same :)
wavelengths.

But you would have already realised that ;-)

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\/// www.tnet.com.au/~gerryvdb

4880. More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-13 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-03CE3A.01080013022000@bigmomma.idirect.com>
Source record: 2245

More good news for Atari users - more bad news for The iDiot Forever Known As Sinclap....

this can be found, as usual, at http://bengy.atari-computer.com .

(Feb 11 00 2nd update) Volker Ritzhaupt, one of the head hauncho's at ASH, was recently interviewed by the German macintosh information site, Mac Gadget. The topic of Atari and MagiC comes up several times, and when the question of how much longer ASH will support Atari is asked, a reassuring reply is answered: As long as we can. He goes on to say that they still have some surprises up their sleeves for the Atari platform, and that they plan on adding internal 68k emulation to a future version of MagiC Mac in order to avoid problems with Mac OS X. The interview is in German and can be read here.

< See? Software still being developed. ASH has confidence that the new Milan II, despite TiFKAS' desperate attempts to FUD it out of existance, is going to make sure the TOS platform is going to around a long time. The news that ASH will also be developing a new version of MagiCMac that'll work on OS-X must really being sticking in his craw...>

Watch TV on your Milan! (Feb 11 00 1st update) Although work is still being done on the Falcon-Compatible Milan DSP card, Woller has confirmed that they are also working on another exciting Milan development: The Milan TV Card. This card will allow you to connect your video camera and VCR to the Milan, thus allowing the possibility to record or capture images and video. Another use of the card would be to , of course, watch TV in a nice GEM window. This card will possibly be released even before the DSP card.

<ah, this confirms what was being touted by many pundits at the outset - that one of the strengths of the new Milan will be audio/video editing and production. Of course, TiFKAS will use all sorts of excuses to shore up his sagging campaign of anti-Atari FUD - including claiming that the new card is "vapour", despite the fact that Woller has always delivered on its promises. And we here think that when the new Milan rolls out, it'll do a much better job than the buggy, horribly unsynced iMac DV, which I recently saw being demonstrated in front of a crowd of people in a Mac store who were clearly unimpressed at the poor DVD performance. Of course, TiFKAS will claim "just wait until the next software patch comes out" - well, here's a clue: IT'S THE HARDWARE, STUPID. Real computer companies fix the serious hardware problems BEFORE they ship....>

4881. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-15 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8aj95k.dng.jedidiah@pyromania.mishnet>
Source record: 2101

On Wed, 16 Feb 2000 02:25:39 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>sinclap <sinclap@nospam.net> wrote in message
>news:150220001041168564%sinclap@nospam.net...
>> In article <C7Vo4.83$rk.8354@nsw.nnrp.telstra.net>, Clockmeister
>> <gerryvdb@tnet.com.au> wrote:
>>
>> > sinclap <sinclap@nospam.net> wrote in message
>> > news:100220001151279920%sinclap@nospam.net...
>> > > In article <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>,
>Daniel
>> > > L. Dreibelbis <dreibel@idirect.com> wrote:
[deletia]
>> >
>> > You would know... 500Mhz G4 anyone?.
>>
>> G4/350, 400 and 450...
>
>Oh, yes, that's right... the G4 500Mhz is vapourware.
>
>> > >
>> > > FYI: The G4/450 is upto twice as fast as the PIII 700!
>> >
>> > Oh, yeah sure. Have you used a PIII 700?. Twice as fast if shot from a
>> > rocket launcher perhaps, but otherwise no chance. It is a nice chip, but
>> > only a braindead Apple "groupy" would believe that claim.
>>
>> I have used a Athlon 800! Even the iMac 350 holds it's own!
>
>LOL... groupy!
>Perhaps you mean Atari 800... typo?.

I will repeat this once again for the benefit of everyone.

In terms of price:

Mac G4/450 ~ Dual P3/700 PC

[deletia]

iMac's dont even test well against similarly clocked Celerons,
nevermind P3's and Athlons clocked twice as fast...

4882. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-15 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <150220001023012570%sinclap@nospam.net>
Source record: 2246

In article <Pine.MNT.4.10.10002102112090.72-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-10, sinclap <sinclap@nospam.net> wrote:
>
> > Were can I buy a Milan in the 10,000 lakes state of MN? I
> > can get a G4/450 down the street..
>
> Yes indeed, where the fuck can I find a G4/450 in this town?

Check the yellow pages for the local authorized dealer.

> > > Woller is not the type of company who would develop for
> > > a "vapourware"
> >
> > Still vapor. It's easy to announce development plans...but
> > actually delivering is another issue.. Well see...He he he.
> > Past history is on my side.
>
> It is not. Woller has yet to announce anything vaporware.
What have they announced than?

> > Apple officially cancelled that G4/500 in October with the
> > announcement of the new reconfigurations. The model number
> > no longer exists. Apple has not talked about that model..
>
> Apple avoids talking about anything, because they cannot
> deliver anything.

So delivering 1,350,000 units in Q1 was a dream?

> > The G4/500 that Apple announced in August has been cancelled.
> > The model number no longer exists..
>
> Apple itself is next.

Did you tell this to the shareholders?

sinclap

4883. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-15 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <150220001036019633%sinclap@nospam.net>
Source record: 2247

In article <dreibel-5FA73F.07555611022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <100220001151279920%sinclap@nospam.net>, The iDiot Forever
> Known As Sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>, Daniel
> > L. Dreibelbis <dreibel@idirect.com> wrote:
> >
> > > So The iDiot Forever Known As Sinclap is still insisting that the
> > > much-anticipated Milan II that should be out this spring is vapourware,
> > > while steadfastly denying that Apple's promised 500 MHz G4 computer is
> > > equally vapour by his own yardsticks? Well again, Think Different.
> >
> > Were can I buy a Milan in the 10,000 lakes state of MN? I can get a
> > G4/450 down the street..
>
> where can I buy a vapour 500 MHz G4 tower?

No such beats exist. But the G4/350, 400 and 450 do exists along with
the iBook and iMac line..

> Milan exists, TiFKAS. Just because you can't find one yet in your
> neck in the woods doesn't mean it's vapour...

MPLS has one of the largest user bases of computer users. Much of the
Pre press industry here...You would thing that the local computer store
would have it..

> >
> > > Here's an announcement from Bengy Collins' MagiC Online site
> > > regarding an exciting new development in support for the new machine.
> > > Clockmeister should be interested in this announcement as well, as it
> > > involves the fact that an Amiga developer is doing this....
> >
> > I guess when the rug is pulled under...desparate measures are needed..
>
> This coming from the loser who claimed that the Gateway Amiga would
> "crush" the Milan project. Only to turn out that the Gateway Amiga was
> nothing but >VAPOUR<.

This is the same person who claimed that HP dropped the mac scanner
market, that Goliath would slay David and that the sinclap family of
mutual funds would not take off...-)

> TiFKAS just loves playing from the middle - which is where he always
> gets crushed.....

Your batting average is below 500!

> >
> > > taken from http://bengy.atari-computer.com ......
> > >
> > >
> > > "Below are the most recent articles for this month. Visit the News
> > > page for all of this month's news.
> > >
> > > "Now official: Epic to make games for Milan! (Feb 3 00) Amiga users
> > > will surely know the name "Epic Marketing," as they are one of the
> > > biggest producers of Amiga-games. And now, they are officially
> > > supporting the Milan! Epic bought the rights to port 'Simon, the
> > > Sorcerer II" to the Milan and also plans on bringing their new
> > > Settlers-Clone "Foundation" to the Atari platform.
> > >
> > > "Falcon users should be happy to hear that they also plan on
> > > releasing Simon on the Falcon030.
> >
> > One new game in 2000?
>
> beginning of MANY new games, TiFKAS....

Name the titles and release dates chunk's?

> maybe you should learn to read (or at least count) - you'll notice
> TWO games were announced....

Just two?

> > > "Great news for all Atari users indeed."
> > >
> > > Great news for Atari users, bad news for TiFKAS. For, as we all
> > > know,
> > > companies don't produce software for "vapourware products". The fact
> > > that they're going to be making Falcon games is also GREAT news. As
> > > well
> > > as the fact that an Amiga developer is going to be doing the
> > > programming, they seem to have a lot of faith that the Milan II is
> > > going
> > > to be an expected hit.
> >
> > Don't count your chickens yet..It's easy to post a new press release
> > stating..Due to the sorry nature of the market it's not feasible to
> > suppor this platform...
>
> and of course, TiFKAS again tries to claim how much he knows about
> the Atari computer market - when we all know that it's BEANS.

My predictions have been right on target in the past..

> Motorola's involvement in the project, and HP's commitment in
> peripheral support, is the best news in years, and gives a lot of
> confidence to developers to go ahead with projects. The fact that
> there's a new version of Calamus coming (confirmed) and a new CAB web
> browser (also confirmed) shows the confidence is there.

So why is HP and Motorola keeping the lid on this project? Were are
their official press releases?

> "Counting chickens". No. TiFKAS once again playing Chicken Little?
> YES. Face it, TiFKAS, we ain't going to roll over and die. Give up.
>
> BTW, it's spelled "support". And the syntax of the above sentence is
> terrible.

Thats what happens when your deprived of caffine..

>
> >
> > > How would you like your crow, TiFKAS - stir-fried, boiled or
> > > fricaseed with a side of spinach? :)
> >
> > I am in the mood for cherry cheasecake with vannila ice cream..
>
> which you won't get until you finish your crow and strained spinach,
> > >
> > Still vapor. It's easy to announce development plans...but actually
> > delivering is another issue.. Well see...He he he. Past history is on
> > my side.
>
> oh yes, when you predicted that the Playstation Emulator for the iMac
> would be "getting a licensing deal from Sony soon", when instead it was
> crushed by Sony's army of humourless lawyers?

Would of been the logical thing to do..

> But you should know about what you speak there, after all, it was
> just as easy for Steve Jobs to announce a 500 MHz G4 Tower available
> RSN, but delivering it is another issue...

Thats why it was cancelled a month later after the boo boo...

> BTW, it's spelled "We'll".
Lack of caffine fix..

>
> funny, then explain this:
>
> > from MacWEEK <http://macweek.zdnet.com/1999/10/10/configs.html>
> >
> > Confirming an earlier MacWEEK report that production of 500-MHz G4
> > processors has been delayed because of technical issues, Apple said that
> > the "500-MHz G4 processor will not be available until the first calendar
> > quarter of next year."

>
> sounds like a firm promise that they'll deliver. It's the middle of
> February. And it's Apple talking to journalists, which - surprise -
> makes it official. And officially vapour.

The first calendar quarter is from Jan. 1 to March 31...

>
> >
> > FYI: The G4/450 is upto twice as fast as the PIII 700!
>
> and again, you're wrong. Apple bases their FUD on flawed benchmarks.
> Even Dan McKnight at Low End mac says that any claims of this are bogus.

Not what the CEo of Adobe is saying and the prof graphic artists are
saying.

> > Who elected Ken to tell others were to post? Time for him to leave
> > academia for the real world. If he paid the kind of taxes I paid, than
> > we should talk..
>
> time for TiFKAS to enter the real world. He can start by getting
> glasses and re-read what I had written, I was talking about ideas that
> Brian had made for improving the club where I wanted to talk to Ken
> about. Ken doesn't tell anybody where to post.

good!

> I was talking about posts I had made asking about how someone
> claiming to be an "Apple Power Rep" could claim that the G4 isn't vapour
> when it obviously IS.
> >
> > The G4/500 that Apple announced in August has been cancelled. The
> > model number no longer exists..
>
> But it is still promised for delivery RSN, Apple promised that to
> MacWEEK. Still vapour....

According to MacWEEK AS YOU QUOTED...Sometime in calendar Q1! Q1 is
from Jan. 1 to March 31...

sinclap!

4884. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-15 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <150220001041168564%sinclap@nospam.net>
Source record: 2248

In article <C7Vo4.83$rk.8354@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> sinclap <sinclap@nospam.net> wrote in message
> news:100220001151279920%sinclap@nospam.net...
> > In article <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>, Daniel
> > L. Dreibelbis <dreibel@idirect.com> wrote:
> >
> > > So The iDiot Forever Known As Sinclap is still insisting that the
> > > much-anticipated Milan II that should be out this spring is vapourware,
> > > while steadfastly denying that Apple's promised 500 MHz G4 computer is
> > > equally vapour by his own yardsticks? Well again, Think Different.
> >
> > Were can I buy a Milan in the 10,000 lakes state of MN? I can get a
> > G4/450 down the street..
>
> > > Here's an announcement from Bengy Collins' MagiC Online site
> > > regarding an exciting new development in support for the new machine.
> > > Clockmeister should be interested in this announcement as well, as it
> > > involves the fact that an Amiga developer is doing this....
> >
> > I guess when the rug is pulled under...desparate measures are needed..
>
> Releasing new games/software isn't a desperate measure...jumping into bed
> with Microsoft is.

And what is jumping in bed with M$ about..Please explain?

> >
> > One new game in 2000?
>
> Two, with more to come I'm sure.

Not three?

> >
> > Don't count your chickens yet..It's easy to post a new press release
> > stating..Due to the sorry nature of the market it's not feasible to
> > suppor this platform...
>
> But there is support, obviously. Geez.

Life support..

> >
> > > How would you like your crow, TiFKAS - stir-fried, boiled or

> > > fricaseed with a side of spinach? :)
> >
> > I am in the mood for cherry cheasecake with vannila ice cream..
>
> You wear it so well.
>

How would you know? Spying?

>
> You would know... 500Mhz G4 anyone?.

G4/350, 400 and 450...

> >
> > FYI: The G4/450 is upto twice as fast as the PIII 700!
>
> Oh, yeah sure. Have you used a PIII 700?. Twice as fast if shot from a
> rocket launcher perhaps, but otherwise no chance. It is a nice chip, but
> only a braindead Apple "groupy" would believe that claim.

I have used a Athlon 800! Even the iMac 350 holds it's own!

> >
> > The G4/500 that Apple announced in August has been cancelled. The
> > model number no longer exists..
>
> Right, but nonetheless it was announced and now vapourware.

Vapor is when it's hyped month after month. Nice try!

> >
> > > that thumping sound you hear is TiFKAS pounding his head on his desk
> > > next to his Commodore 64 while muttering under his breath
> > > "can't...kick...ass...can't...kick...ass....."
>
> Make that a ZX spectrum and you would be right :-)

I had a famous name..what can I say..

> > >
> > > I'm sure we'll hear another categorical denial of everything from
> > > TiFKAS about all this, just as sure as he'll be hallucinating about his
> > > imaginary friend "Chunks" and equally imaginary "Atari Jihads".
> >
> > you're doing a fine job at it..
>
>
>
>
> Regards,
>
> Clockmeister.

>
sinclap!

4885. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-15 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <150220001043095358%sinclap@nospam.net>
Source record: 2249

In article <slrn8a8gsb.4i2.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Fri, 11 Feb 2000 12:55:11 GMT, Daniel L. Dreibelbis <dreibel@idirect.com>
> wrote:
> >In article <100220001151279920%sinclap@nospam.net>, The iDiot Forever
> >Known As Sinclap
> ><sinclap@nospam.net> wrote:
> >
> >> In article <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>, Daniel
> >> L. Dreibelbis <dreibel@idirect.com> wrote:
> >>
> >> > So The iDiot Forever Known As Sinclap is still insisting that the
> >> > much-anticipated Milan II that should be out this spring is vapourware,
> >> > while steadfastly denying that Apple's promised 500 MHz G4 computer is
> >> > equally vapour by his own yardsticks? Well again, Think Different.
> >>
> >> Were can I buy a Milan in the 10,000 lakes state of MN? I can get a
> >> G4/450 down the street..
> >
> > where can I buy a vapour 500 MHz G4 tower?
>
> Not to mention: would you WANT to?
>
> PPC clones are on their way and you can get a dual P3 with
> twice the MHz for half the price of a 450Mhz Mac. The same
> will be true for uniprocessor P3's and Athlons before too
> long.

Where can I get a dual PIII for half the price? Or your smoking
something funny?

sinclap!

4886. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-15 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8aj4he.4n3.jedidiah@localhost.localdomain>
Source record: 2250

On Tue, 15 Feb 2000 16:42:38 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8a8gsb.4i2.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Fri, 11 Feb 2000 12:55:11 GMT, Daniel L. Dreibelbis <dreibel@idirect.com>
>> wrote:
>> >In article <10022000l151279920%sinclap@nospam.net>, The iDiot Forever
>> >Known As Sinclap
>> ><sinclap@nospam.net> wrote:
>> >
>> >> In article <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>, Daniel
>> >> L. Dreibelbis <dreibel@idirect.com> wrote:
>> >>
>> >> > So The iDiot Forever Known As Sinclap is still insisting that the
>> >> > much-anticipated Milan II that should be out this spring is vapourware,
>> >> > while steadfastly denying that Apple's promised 500 MHz G4 computer is
>> >> > equally vapour by his own yardsticks? Well again, Think Different.
>> >>
>> >> Were can I buy a Milan in the 10,000 lakes state of MN? I can get a
>> >> G4/450 down the street..
>> >
>> > where can I buy a vapour 500 MHz G4 tower?
>>
>> Not to mention: would you WANT to?
>>
>> PPC clones are on their way and you can get a dual P3 with
>> twice the MHz for half the price of a 450Mhz Mac. The same
>> will be true for uniprocessor P3's and Athlons before too
>> long.
>
>Where can I get a dual PIII for half the price? Or your smoking
>something funny?

Tyan Tiger + 2 P3 500's: $600
Abit BP6 + 2 Celeron 500's: $235

The rest of a system is the same price as it would be otherwise.

Systems can be found (in the usual places) for $1600
including G400 video and 19" monitor.

450Mhz G4's (with no SCSI) START at $3500.

Similarly priced PC's (still dual PIII) include things
like RAID5 controllers, tape backups and multiple SCSIUW drives.

You can take 'only the brand name' route and still come out ahead.

Things don't even out until you get around the Dual PIII/700 range.

Apple simply isn't something that you market based on price
or price/performance. It's simply not it's strong point and
never has been.

4887. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-16 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <1Bgq4.165$ta1.16058@nsw.nnrp.telstra.net>
Source record: 2102

```
sinclap <sinclap@nospam.net> wrote in message
news:150220001041168564%sinclap@nospam.net...
> In article <C7Vo4.83$rk.8354@nsw.nnrp.telstra.net>, Clockmeister
> <gerryvdb@tnet.com.au> wrote:
>
> > sinclap <sinclap@nospam.net> wrote in message
> > news:100220001151279920%sinclap@nospam.net...
> > > In article <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>,
Daniel
> > > L. Dreibelbis <dreibel@idirect.com> wrote:
> > >
> > > > So The iDiot Forever Known As Sinclap is still insisting that the
> > > > much-anticipated Milan II that should be out this spring is
vapourware,
> > > > while steadfastly denying that Apple's promised 500 MHz G4 computer
is
> > > > equally vapour by his own yardsticks? Well again, Think Different.
> > >
> > > Were can I buy a Milan in the 10,000 lakes state of MN? I can get a
> > > G4/450 down the street..
> >
> > > > Here's an announcement from Bengy Collins' MagiC Online site
> > > > regarding an exciting new development in support for the new
machine.
> > > > Clockmeister should be interested in this announcement as well, as
it
> > > > involves the fact that an Amiga developer is doing this....
> > >
> > > I guess when the rug is pulled under...desparate measures are needed..
> >
> > Releasing new games/software isn't a desperate measure...jumping into
bed
> > with Microsoft is.
>
> And what is jumping in bed with M$ about..Please explain?

Selective memory on your part?. Geez.
Where would Apple be today if M$ hadn't stepped in and invested a large sum
of money?. Dead, that's where. Apple where in serious trouble.

> > >
> > > One new game in 2000?
> >
> > Two, with more to come I'm sure.
>
```

> Not three?

Sure, why not.

> > >
> > > Don't count your chickens yet..It's easy to post a new press release
> > > stating..Due to the sorry nature of the market it's not feasible to
> > > suppor this platform...
> > >
> > But there is support, obviously. Geez.
> >
> Life support..

Apparantly enough support to warrant you to troll here.

> > >
> > > > How would you like your crow, TiFKAS - stir-fried, boiled or
> > > > fricaseed with a side of spinach? :)
> > > >
> > > I am in the mood for cherry cheasecake with vannila ice cream..
> > >
> > You wear it so well.
> > >
> >
> How would you know? Spying?

:-)

> > >
> > You would know... 500Mhz G4 anyone?.
> >
> G4/350, 400 and 450...

Oh, yes, that's right... the G4 500Mhz is vapourware.

> > >
> > > FYI: The G4/450 is upto twice as fast as the PIII 700!
> > >
> > Oh, yeah sure. Have you used a PIII 700?. Twice as fast if shot from a
> > rocket launcher perhaps, but otherwise no chance. It is a nice chip, but
> > only a braindead Apple "groupy" would believe that claim.
> >
> I have used a Athlon 800! Even the iMac 350 holds it's own!

LOL... groupy!
Perhaps you mean Atari 800... typo?.

> > >
> > > The G4/500 that Apple announced in August has been cancelled. The
> > > model number no longer exists..
> > >
> > Right, but nonetheless it was announced and now vapourware.
> >

> Vapor is when it's hyped month after month. Nice try!

Vapour is when it is announced, but never delivered. Nice try!

> > >
> > > > that thumping sound you hear is TiFKAS pounding his head on his
desk
> > > > next to his Commodore 64 while muttering under his breath
> > > > "can't...kick...ass...can't...kick...ass....."
> >
> > Make that a ZX spectrum and you would be right :-)
>
> I had a famous name..what can I say..

They even made a newsgroup specifically for you, I suggest you go there.

Regards,

Clockmeister.

4888. 1 2 3 punch...vapor this!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-16 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <150220002251073337%sinclap@nospam.net>
Source record: 2103

Lets see..While the Milan II is attempting to swim to the Boston Harbor, Apple has dealt a knock out blow from Tokyo! You see...The PM G4 line has been revised for the fourth time since August with the release of the new 400,450 and 500 model! But the most important release today is the new firewire PB G3! ...with speeds upto 500! Oh...did I mention the new graphite iBook?

So..Revamping the entire line is no feat for the amateurs.. I forgot to mark my Palm calendar...Wehn will the Milan II be released in significant quantitiies at the shores of Boston Harbor?

sinclap!

Somewere in Wisconsin...

4889. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-16 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <150220002314147029%sinclap@nospam.net>
Source record: 2104

In article <dreibel-85E529.15522412022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <110220001054568490%sinclap@nospam.net>, The iDiot Forever
> Known As Sinclap
> <sinclap@nospam.net> wrote:
>
> > Oops..Who crushed whom chunk's?
>
> "Chunks" don't exist, mannnn.
>
> Think you had better top up your Thorazine?
>
> BTW, there's no apostrophe in "Chunks"...
>
> > ----------
> > Press Release
> >
> > DATE: February 10, 2000
> >
> > NEWS: Connectix Announces Decisive Victory in Sony Lawsuit
>
> of course, TiFKAS once again mindlessly posts a press release before
> actually reading what it says.
>
> But, according to Macintouch, it appears that this still isn't quite
> over yet. And I believe Sony can appeal the ruling, of course - it'll be
> interesting to see if it does go all the way to the US Supreme Court.

Oh gawd! Admit...you lost!

> Of course, Connectix can still lose if the judge decides not to award
> them the proper amount of possible damages. Remember the case USFL vs.
> NFL? Although the USFL proved in court that the NFL used their monopoly
> to undermine them, the judge only granted them $1 in damages. Result?
> USFL: toast.

Connectix did not seek damages dumbass! Just the right to sell it!

> But of course, the real proof of the pudding is going to be now if
> Connectix can now actually sell the Playstation emulator again - because
> of some interesting things that are happening.

Does not change the fact that david slayed the goliath!..regardless of
changing market conditions of the game emulator.

> Did you know, for instance, that the big Mac mail-order houses have
> been blowing out their stocks of the original release, because nobody
> was buying them? If you take a look at MacAddict's ads sections, you'll
> see VGS for sale for as little as $19.95 US - a true fire-sale price.
> Who's going to stock or sell again at a higher price a product that has
> proven to be a real sales dog?

Yes! Remember it was released months ago with an uncertain future.
Game titles also fall in price as well during the normal product life
cycle. Doom costs $9.99 now..Whats your point?

> Oh, and howzabout the fact that while Connectix was busy in court, a
> product called Bleem, also a PlayStation emulator for the PC, has been
> quietly racking up big sales in the very market that Connectix was
> aiming VGS? So even if Connectix can produce a VGS for PC that they're
> planning to, it's too little, too late. The fact that Connectix did well
> in the case can also backfire in their face as well, since the
> manufacturers of Bleem, who are now also being beleaguered by Sony's
> army of humourless lawyers, can now use the precedence of Connectix'
> "victory" to have the case thrown out of court at little or no cost to
> them.

There is only three strikes in an out..Want a fourth one? Your
predictions are about as accurate as Bush's pollster. Hope your not a
stock broker or advising the cretin Creighten or what ever his name
is..Is Joe Clark still around? Off topic here..Why do you treat your
former Prime Minister's to shably? Former U.S. Prez still get the
trappings of the office such as security, limoes with Secret Service
battle vehicles etc..Trudeau looks to depressed today...

> Oh, and did I also mention that PlayStation 2 is expected out soon?
> Which means that the new games WON'T WORK on VGS. Who would want to
> spend money on something that would allow them to play games on
> something that was now less than cutting edge? I also bet that Sony may
> have a few tricks up their sleeves for any future releases that'll
> prevent new games from running on VGS.

Could it be the hundreds of titles left. You cretins still get your
rocks off the 2600... I would watch your cravens for predicitions
here..

> But, of course, this leads back to the original TiFKAS "prediction" -
> that Sony would capitulate immediately and grant an official license to
> Connectix. Which they didn't, and they NEVER WILL.

Would of been the logical thing to do..

> We've got you swinging by your toes, TiFKAS, and twisting slowly in
> the breeze.....

no just jet lag...

sinclap!

back home ...somewere in MN!

4890. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-16 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <150220002314297918%sinclap@nospam.net>
Source record: 2105

In article <dreibel-03CE3A.01080013022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> More good news for Atari users - more bad news for The iDiot Forever
> Known As Sinclap....
>
> this can be found, as usual, at http://bengy.atari-computer.com .
>
>
> (Feb 11 00 2nd update) Volker Ritzhaupt, one of the head hauncho's at
> ASH, was recently interviewed by the German macintosh information site,
> Mac Gadget. The topic of Atari and MagiC comes up several times, and
> when the question of how much longer ASH will support Atari is asked, a
> reassuring reply is answered: As long as we can. He goes on to say that
> they still have some surprises up their sleeves for the Atari platform,
> and that they plan on adding internal 68k emulation to a future version
> of MagiC Mac in order to avoid problems with Mac OS X. The interview is
> in German and can be read here.
>
> < See? Software still being developed. ASH has confidence that the
> new Milan II, despite TiFKAS' desperate attempts to FUD it out of
> existance, is going to make sure the TOS platform is going to around a
> long time. The news that ASH will also be developing a new version of
> MagiCMac that'll work on OS-X must really being sticking in his craw...>
>

All I see is promises but no substance! SJ at Tokyo delivered again!

> Watch TV on your Milan! (Feb 11 00 1st update) Although work is still
> being done on the Falcon-Compatible Milan DSP card, Woller has confirmed
> that they are also working on another exciting Milan development: The
> Milan TV Card. This card will allow you to connect your video camera and
> VCR to the Milan, thus allowing the possibility to record or capture
> images and video. Another use of the card would be to , of course, watch
> TV in a nice GEM window. This card will possibly be released even before
> the DSP card.

Done that...next!

> <ah, this confirms what was being touted by many pundits at the
> outset - that one of the strengths of the new Milan will be audio/video
> editing and production. Of course, TiFKAS will use all sorts of excuses
> to shore up his sagging campaign of anti-Atari FUD - including claiming
> that the new card is "vapour", despite the fact that Woller has always
> delivered on its promises. And we here think that when the new Milan
> rolls out, it'll do a much better job than the buggy, horribly unsynced

> iMac DV, which I recently saw being demonstrated in front of a crowd of
> people in a Mac store who were clearly unimpressed at the poor DVD
> performance. Of course, TiFKAS will claim "just wait until the next
> software patch comes out" - well, here's a clue: IT'S THE HARDWARE,
> STUPID. Real computer companies fix the serious hardware problems BEFORE
> they ship....>

So who is going to buy this awesome Milan II? What kind of
infrastructure support will it have? What awesome video editing apps
will be available for it? Will the public beable to purchase one
locally like at cusa?

sinclap!

4891. Canadian prime ministers

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-16 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002161204430.85-100000@rakas>
Source record: 2106

On 2000-2-16, sinclap <sinclap@nospam.net> wrote:

> Why do you treat your former Prime Minister's to shably?

They deserve it. All former Canadian prime ministers ended up
their carrer in impopularirty.

> Trudeau looks to depressed today...

So he should. You don't send the army on your own countrymen
and live to tell about it. He's lucky to be alive at all.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4892. Re: Canadian prime ministers

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-16 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <38AAC015.F16DD06C@calcna.ab.ca>
Source record: 2107

Martin-Eric Racine wrote:

> > Trudeau looks to depressed today...
>
> So he should. You don't send the army on your own countrymen
> and live to tell about it. He's lucky to be alive at all.

First he sent in the Army (when we actually had one) because of the murdering thugs called the FLQ - and secondly - who said Quebecois were ever 'our own countrymen' ???

The Canadian Curmudgeon (in sunny Calgary)

4893. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38AACC38.6717EFB2@cfc.dnd.ca>
Source record: 2108

"Daniel L. Dreibelbis" wrote:
>
> More good news for Atari users - more bad news for The iDiot Forever
> Known As Sinclap....
>
> this can be found, as usual, at http://bengy.atari-computer.com .
>
>
> (Feb 11 00 2nd update) Volker Ritzhaupt, one of the head hauncho's at
> ASH, was recently interviewed by the German macintosh information site,
> Mac Gadget. The topic of Atari and MagiC comes up several times, and
> when the question of how much longer ASH will support Atari is asked, a
> reassuring reply is answered: As long as we can. He goes on to say that
> they still have some surprises up their sleeves for the Atari platform,
> and that they plan on adding internal 68k emulation to a future version
> of MagiC Mac in order to avoid problems with Mac OS X. The interview is
> in German and can be read here.

and a partial translation from AltaVista...

"Volker cutting head, managing director of Application of system
Heidelberg

The questions:
Where are the roots of the enterprise?
How long will Application of system develop Heidelberg still for the
Atari?
How do you judge the present situation of Apple in Germany?
What do you hold from MacOS X?
How do you see the co-operation of Application of system Heidelberg and
Apple?

MacGadget: Mr. Ritzhaupt, Application of system Heidelberg entered only
some years ago into the Macintosh market. The roots of your enterprise
are however unknown to most Mac users. Indicate to our readers briefly
the firm history of Application of system Heidelberg.

Volker cutting head: Application of system Heidelberg was created in
October 1985 and the emphasis of the business activity was situated
first with the development and the selling of software for the Atari ST
computers, which were very successful at this time in the
semiprofessionellen and home area. ASH developed here and drove programs
out within the area text processing(Signum), programming (pure C, pure
Pascal, megamax of Modula 2), data base (Phoenix), spread-sheet analysis
(Texel), diagram (Artworx, Papillon, STAD), later also Internet (ASH
more eMailer, A-CB BROWSER). Furthermore we developed a Atari compatible

operating system named MagiC.

ASH took a market leader role in the Atari market here within some areas. 1994 stopped Atari the development and the production of computers. With MagiC Mac could supply 1995 a Portierung Atari operating system of the MagiC on the Macintosh to ASH with and 1996 with MagiC PC a version for Windows PCS. The turnover proportion with Atari products is today high with 25% still amazingly, will however inexorably shrink, since it concerns with the Atari a becoming extinct kind.

Starting from 1997 an increasing activity took place in the area Macintosh software development and - selling. Here ASH brings won technical Know How into own Mac developments or licensed (e.g. control fox (income tax return), BankUp (Homebanking)) and in the case of product translations. Selling become both applications and plays for the Macintosh. These are translated often complex and become normally licensed from American partners.

In the area of applications for example REALbasic (Visual basic compatible development system) or Freeway (Web Design Tool) is even final translation projects. Furthermore we translated the Mac Client to AOL 5,0 and to negotiate even with IBM because of the translation of ViaVoice. ASH takes over typically an exclusive distribution, which includes all areas, thus production, selling, Public relation, advertisement and qualified product support.

MacGadget: Application of system Heidelberg showed up very actively last in the German Mac market. They function as Distributor, compilers/translators and developers. Which future plans have you?

Volker cutting head: Since Apple offers meanwhile attractive products for the final endkundensegment and so that also in the USA and Japan is already very successful, we apart from self-developments strengthened also about postage portierungen of successful Windows software to worry in the future. Here we would like to essentially concentrate on things, which are particularly interesting for the German market, since it is hardly to be expected that for example US software houses become active here. Two concrete projects are with large German publishing houses at present in negotiation. It is not to be counted however before end of the yearly on a product.

Furthermore koecheln with us still a few new developments, about which we would like to say nothing more details to the current point in time still. I can say only as much that we have from the Atari page on a lot of pfiffiger programmers Zugriff and since still many surprises in it are.
For example has iCAB its roots also in the Atari Browser CAB (Crystal Atari Browser, if already times someone should have been surprised over the strange names).

Still something: We therefore always resist the term Distributor, because that has to do something with Kistenschieberei, which is not

very customer friendly usually. We make however somewhat more, because thus that we worry about it, almost completely available German resources for example with plays to constituted and for the Mac to process we provide for the availability of a product, it without us would not give (thus e.g. German Tomb Raider, the cent, alpha Centauri, Balduri¿½s gate etc.). Does not make such a thing a Distributor.

They would not consider it possible in which catastrophic status manuals for PC versions by plays to be delivered. In the the cent manual for example the author weights about the fact that the players never read the manuals. Naja, why also, if in the same manual each quantity semifinished records and senseless things is contained. We cannot correct everything here, because the expenditure would not be to be mastered temporally, but we make understandable from it with the help of the English manual at least somewhat (one, because one does not understand otherwise the translation) needs the English manual. In all other respects applies sowas also to the software: Duane Johnson, the the cent did not portiert, has me told that he recovered some heavy errors in the cent, the anything with the Portierung to do had and thus exactly the same in the PC version weiterschlummern. We have ourselves to undertake over missing umlauts on the Mac excited and tried against it something, but it stops one already the mouth openly, if one sees that the PC version has exactly the same Macke and is exactly the same delivered."

4894. Re: Canadian prime ministers

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-16 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002161933010.69-100000@rakas>
Source record: 2109

On 2000-2-16, VE6HY <besmith@calcna.ab.ca> wrote:

> Martin-Eric Racine wrote:
>
> > > Trudeau looks to depressed today...
> >
> > So he should. You don't send the army on your own countrymen
> > and live to tell about it. He's lucky to be alive at all.
>
> First he sent in the Army (when we actually had one) because
> of the murdering thugs called the FLQ

Who were _known_ by the RCMP to be a very small group, as the
book on the history of the SCRS's creation tells in details.

> and secondly - who said Quebecois were ever 'our own
> countrymen' ???

In this case, please do us both a favour: ask your provincial
prime minister to promote Qui¿½bec independance so we can get this
400 year old mistake over with and go separate ways. Thanks.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4895. Re: 1 2 3 punch...vapor this!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-17 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <J_zq4.97$Rn1.14975@nsw.nnrp.telstra.net>
Source record: 2110

sinclap <sinclap@nospam.net> wrote in message
news:150220002251073337%sinclap@nospam.net...
>
>
> Lets see..While the Milan II is attempting to swim to the Boston
> Harbor, Apple has dealt a knock out blow from Tokyo! You see...The PM
> G4 line has been revised for the fourth time since August with the
> release of the new 400,450 and 500 model! But the most important
> release today is the new firewire PB G3! ...with speeds upto 500!
> Oh...did I mention the new graphite iBook?

At what cost though?. Waaayyyy too pricey for an underpowered (by PC
standards) computer.

> So..Revamping the entire line is no feat for the amateurs.. I forgot
> to mark my Palm calendar...Wehn will the Milan II be released in
> significant quantitiies at the shores of Boston Harbor?

As the Milan and Apple products are aiming for entirely different markets, I
don't see any relevance.

Besides, you yourself suggested that the Atari line is on life support.
Apple dealing a supposedly "knockout blow" to the Atari market isn't
anything to get too excited about then is it?.

The fact that IBM compatible sales numbers are rubbing copious amounts of
faeces in Apple's face is a more telling sign of the real world relevance of
Apple computers today.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb

4896. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-17 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38AB99B7.62AA7741@ihug.co.nz>
Source record: 2111

Hi there,

"Daniel L. Dreibelbis" wrote:
>
> Watch TV on your Milan! (Feb 11 00 1st update) Although work is still
> being done on the Falcon-Compatible Milan DSP card, Woller has confirmed
> that they are also working on another exciting Milan development: The
> Milan TV Card. This card will allow you to connect your video camera and
> VCR to the Milan, thus allowing the possibility to record or capture
> images and video. Another use of the card would be to , of course, watch
> TV in a nice GEM window. This card will possibly be released even before
> the DSP card.

They could also just bundle an ATI Rage128 VR card as standard, as such
a card (and many others) have composite and S-Video in/out as standard.
Just a matter of writing drivers to hook into the video ins/outs...

With well written GEM software a nice piece of video-editing could be
achieved...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4897. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-17 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38AB9839.94471E86@ihug.co.nz>
Source record: 2112

Hi there,

Paul Flieshman wrote:
>
> Hey Clock, are you implying they let sinclap have a quality piece of british
> computing technology like a ZX spectrum? I'm appalled. Somebody should repossess
> it. Lightning fast processor speed an all....

A wonderful piece of computer history...or computer 'now' if I'm not mistaken!

I regularly use my Falcon or PowerMac Speccy emulator to play Sabre Wulf,
Alien 8, Knightshade, Jetpac, Manic Miner, JSW and all the old favourite
games! I'd use my real Spectrum if it was quicker to load the games from
tape! :)

I do agree that letting a pretend Apple 'power rep' at a Spectrum should
be deemed a heinous crime...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4898. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-17 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-763894.09092617022000@bigmomma.idirect.com>
Source record: 2113

In article <150220002251073337%sinclap@nospam.net>, The iDiot Forever Known As Sinclap
<sinclap@nospam.net> wrote:

> Lets see..While the Milan II is attempting to swim to the Boston
> Harbor, Apple has dealt a knock out blow from Tokyo! You see...The PM
> G4 line has been revised for the fourth time since August with the
> release of the new 400,450 and 500 model!

the very 500 MHz G4 that you swore up and down never existed, would never be released, and were trying to deflect to show your complete ignorance of Apple's policy - which once again proves that you're only pretending to be an "Apple Power Rep".

Compared to me, who pointed out that Apple kept promising it.

Ready to wipe the egg off your face, wienerhead?

Meanwhile, AMD introduces an 850MHZ Athlon that stomps all over any 500 MHz G4. Too little, too late....

And even more embarrassing - IBM releases G3s that are even faster than the too-little, too-late 500 MHz G4 - 600 MHz, baby! - that Apple will probably never release in product for the embarrassing fact that they'd have an "inferior" chip that was faster than their flagship chip.

Yep, TiFKAS is still swinging by his toes....

4899. Re: Canadian prime ministers

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-17 00:00:00 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1e64c6d.1uw31er1xxmeN%roughley@vanc.igs.net.invalid>
Source record: 2114

Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-16, Neil Roughley <roughley@vanc.igs.net.invalid> wrote:
>
> > > In this case, please do us both a favour: ask your provincial
> > > prime minister to promote Quï¿½bec independance so we can get this
> > > 400 year old mistake over with and go separate ways. Thanks.
> >
> > A democratic referendum wasn't good enough?
>
> It wasn't democratic. Ottawa used taxpayers' money to fly over
> people to convince them Quï¿½bec was oh-so needed by the rest of
> the country. Also, threaths about what would happen of people's
> pension plan were used to lure people into voting no.

Yeah, I know there were some underhanded things going on before the
vote. But they came from both sides, so all is fair in politics. There's
a lot at stake.

> > Provincial leaders are called premiers, not prime ministers
>
> Bzzz... That's incorrect English. Even a bloke should know.

Don't put your foot in your mouth.

You said "ask your provincial prime minister...". That title doesn't
make sense. And please explain the details of my grammatical error (as a
bloke I don't see it). I'll refrain from pointing out your numerous
spelling errors (too many for someone who supposedly teaches English).

> > And if you believe so strongly in Quebec nationalism, what
> > are you doing in Finland?
>
> Earning a living and being happy, instead of wasting time
> waiting for Ottawa and Quï¿½bec to make up their mind.

But you could be in Quebec rallying the troops.

> > While we're at it, why don't the French (and everyone else)
> > leave Quebec and let the native people have their land back.
>
> Yeah, why don't you westerners vacate the Rockies and pairiries
> immediately and hand over your taxes to the descendants of those
> natives you kidnapped to bring them to boarding schools?
>
> Geez... Following this reflection, both americans and canadians
> should vacate the whole continent immediately, from Ellesmere to

> Cape Horn...

Blame the Catholic church: ridding the New World of "pagans" resulted in
many terrible things. My point is that there were distinct societies in
Canada before the Europeans arrived. Quebec would have to be split with
the aboriginals.

> > With such ethnic diversity in Canada, why is it that the
> > French think they're "special".
>
> Canada's "ethnic diversity" is a myth. Besides, Quebecers don't
> think they are anything special; they just think they ought to be
> able to make their own laws on their own land and not always
> have Ottawa stepping over provincial jurisdiction.

But a strong central government is important.

I live in a city (Vancouver) of ethnic diversity. In my mind there's no
myth (ask the UN). Things aren't perfect but everyone seems to be
co-existing just fine. Maybe we're just more tolerant out here. You
wouldn't know that, though, because you're not in the country.

> I remember this very interresting conversation I had with a guy
> (David Lee?) driving myself an Ken MacDonald after a TAF meeting.
>
> At first, he openly admitted he had a bit of a problem with
> Quï¿½bec's independance. Comes the gas station, where the tamil
> clerk neither speaks basic English properly, nor knows how to
> count. As I commented that the same type of problem happens in
> Quï¿½bec, where immigrants cannot be bothered with learning French
> nor fitting in, we soon realized that Ontario and Quï¿½bec speak a
> different language but are otherwise experiencing the same
> problems with Ottawa constantly stepping on provincial turf and
> not forcing immigrants to fit in and contribute.

The immigrants I know are hardworking, proud people.

<< Neil >>

--
Neil Roughley
http://www.vanc.igs.net/%7Eroughley/

4900. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-17 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-B9EB16.10090317022000@bigmomma.idirect.com>
Source record: 2115

In article <150220002314147029%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > But, according to Macintouch, it appears that this still isn't quite
> > over yet. And I believe Sony can appeal the ruling, of course - it'll
> > be
> > interesting to see if it does go all the way to the US Supreme Court.
>
> Oh gawd! Admit...you lost!

nope, YOU are still losing:

found in MacGamer's web site:

MacNN has some excellent coverage of the decision and its
implications, andnotes that the case against Connectix still exists in
the lower courts, as Sony has also alleged that Connectix has infringed
upon patented trade secrets:

The case against Connectix still lives on despite the higher court
ruling and has been sent back to the district court for final
resolution. The lower court can no longer rule on the tarnishment or
copyright issues which will effectively end the case, but another case
is pending before the court on Sony's allegations of trade secret
infringement by Connectix's. McDonald is confident Sony's second case is
without merit and will be dismissed.

Does THIS sound like it's "Over and done with", weinerhead?

>
> Connectix did not seek damages dumbass! Just the right to sell it!

look who's calling who a "dumbass".
>
> > But of course, the real proof of the pudding is going to be now if
> > Connectix can now actually sell the Playstation emulator again -
> > because
> > of some interesting things that are happening.
>
> Does not change the fact that david slayed the goliath!..regardless of
> changing market conditions of the game emulator

read the above, TiFKAS. They still aren't out of the woods yet. When
you shoot a bear, you make sure it's DEAD first before you pose for
trophy pictures....

>
> > Did you know, for instance, that the big Mac mail-order houses have
> > been blowing out their stocks of the original release, because nobody
> > was buying them? If you take a look at MacAddict's ads sections, you'll
> > see VGS for sale for as little as $19.95 US - a true fire-sale price.
> > Who's going to stock or sell again at a higher price a product that has
> > proven to be a real sales dog?
>
> Yes! Remember it was released months ago with an uncertain future.
> Game titles also fall in price as well during the normal product life
> cycle. Doom costs $9.99 now..Whats your point?

that VGS has tanked - and tanked badly.

And you're comparing a no-hope Playstation emulator that has done
SQUAT in sales with the multi-million dollars in sales DOOM? A game
that's been around since 1993, (1994 in Mac years) and has sold millions
of copies, compared to VGS, which has been out nearly a year? DOOM,
which is STILL being developed by third parties and has a wide-ranging
base of fans (www.doomworld.com)?

yep, games drop in price. That's why PC gamers can buy the original
Tomb Raider for $9.99 CDN, while Mac TR fans pay through the nose at $40
and up for the same game....

John Carmack and I both laugh at your sorry ass. Man, how clueless
can TiFKAS get?

>
> > Oh, and howzabout the fact that while Connectix was busy in court, a
> > product called Bleem, also a PlayStation emulator for the PC, has been
> > quietly racking up big sales in the very market that Connectix was
> > aiming VGS? So even if Connectix can produce a VGS for PC that they're
> > planning to, it's too little, too late. The fact that Connectix did
> > well
> > in the case can also backfire in their face as well, since the
> > manufacturers of Bleem, who are now also being beleaguered by Sony's
> > army of humourless lawyers, can now use the precedence of Connectix'
> > "victory" to have the case thrown out of court at little or no cost to
> > them.
>
> There is only three strikes in an out..Want a fourth one? Your
> predictions are about as accurate as Bush's pollster.

And your propensity for truth is as lame as Bush's father's.

Great moments in American Truth:

Joe McCarthy: "I have in my hand a list of communists"...
Richard Nixon: "I am not a crook".
George Herbert Walker Bush: "Read! My! Lips! No! New! Taxes!"
Bill Clinton: "I did not have sex with that woman!"
The iDiot Forever Known As Sinclap: "I never called Steve Jobs an
arrogant bonehead who would destroy Apple if he ever came back"

MY predictions are based on common sense - YOURS are based on uncommon nonsense, and have as much structure as a souffle in an earthquake, and as much staying power as flatulence in the wind.

again, from MacGamer...

There has been much speculation as to what a new version of' VGS might entail - better game compatibility and InputSprocket support would seem to be mandatory improvements, but many have expressed hopes that Connectix will include 3D hardware support (via RAVE or OpenGL) such as demonstrated by the PC PlayStation emulator Bleem!. Unlike the current VGS, which uses ATI hardware merely to scale the image up to 640x480 resolution, a 3D enabled version would actually use 3D hardware to draw game polygons, allowing for greater resolutions and less "pixelation" of game graphics in 3D-based games. However, it is too soon to predict what direction VGS will take, and since they have not been developing the software pending the court decision, it may be a few months before we see a new version.

see - while VGS is still based on old technology, Bleem! uses cutting edge hardware to stomp all over VGS. And every moment there's no Mac or PC VGS that supports the cutting edge , Bleem! takes market share away from any hopes that VGS will do well.

Separated at birth: TiFKAS. Toast.

HOME RUN!

Hope your not a
> stock broker or advising the cretin Creighten or what ever his name
> is..Is Joe Clark still around?

Yep, leader of the Conservative Party, years after Mulroney conveniently abandoned the party like a rat leaving a sinking ship - that is, right before they were decimated and humiliated by a Liberal landslide. Joe is holding his own, thank you very much..

TiFKAS I compare to Presto Manning's attempts to get a new right-wing party going - and both are full of CCRAP (they not only are stupid enough to pick such an obvious acronym for their name, like TiFKAS they can't even spell....)

Your spelling is still atrocious. It's spelled "you're"...

Off topic here..Why do you treat your
> former Prime Minister's to shably? Former U.S. Prez still get the
> trappings of the office such as security, limoes with Secret Service
> battle vehicles etc..Trudeau looks to depressed today...

yep, you're right. OFF TOPIC. What does this have to do with computers? Or is this another smoke screen to try to make up for your lack of facts, lack of debating ability, and lack of morals?
>
>
> > Oh, and did I also mention that PlayStation 2 is expected out soon?

> > Which means that the new games WON'T WORK on VGS. Who would want to
> > spend money on something that would allow them to play games on
> > something that was now less than cutting edge? I also bet that Sony
> > may
> > have a few tricks up their sleeves for any future releases that'll
> > prevent new games from running on VGS.
>
> Could it be the hundreds of titles left.

old news. Serious gamers want the most recent games. That's why the
cancellation of Half-Life for Mac stings so much.....

You cretins still get your
> rocks off the 2600...

the use of the word "cretin" more applies to thyself, weinerhead.

Even readers of WIRED magazine think the 2600 is still cool. Care to
remove the foot from your mouth and insert a soother?

I would watch your cravens for predicitions
> here..

the above sentence doesn't even make sense. Back to remedial
kindergarten for you, Cartman....

BTW, it's spelled "predictions".

>
> > But, of course, this leads back to the original TiFKAS "prediction"
> > -
> > that Sony would capitulate immediately and grant an official license to
> > Connectix. Which they didn't, and they NEVER WILL.
>
> Would of been the logical thing to do..

and yet you predicted it would happen, and it DIDN'T.

Jar of vegemite 6,375, TiFKAS ZERO....
>
> > We've got you swinging by your toes, TiFKAS, and twisting slowly in
> > the breeze.....
>
> no just jet lag...

nope, not jet lag - probably just the Johnny Walker talking...

4901. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-17 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8aoaqg.mg7.jedidiah@pyromania.mishnet>
Source record: 2116

On Thu, 17 Feb 2000 19:48:23 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>Hi there,
>
>"Daniel L. Dreibelbis" wrote:
>>
>> Watch TV on your Milan! (Feb 11 00 1st update) Although work is still
>> being done on the Falcon-Compatible Milan DSP card, Woller has confirmed
>> that they are also working on another exciting Milan development: The
>> Milan TV Card. This card will allow you to connect your video camera and
>> VCR to the Milan, thus allowing the possibility to record or capture
>> images and video. Another use of the card would be to , of course, watch
>> TV in a nice GEM window. This card will possibly be released even before
>> the DSP card.
>
>They could also just bundle an ATI Rage128 VR card as standard, as such
>a card (and many others) have composite and S-Video in/out as standard.
>Just a matter of writing drivers to hook into the video ins/outs...

Such drivers and such applications already exist in source
code form...

>
>With well written GEM software a nice piece of video-editing could be
>achieved...
>
>Kind regards,

[deletia]

4902. Connectix has a setback, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-17 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-BB9C02.14184017022000@bigmomma.idirect.com>
Source record: 2117

So, guess what happened yesterday?

Just as TiFKAS was crowing about how Connectix had won a "decisive" victory over Sony regarding the VGS lawsuit, along comes Sony's army of humourless lawyers to rain on his parade:

From MacGamer's website:

Sony sues Connectix over patents (posted @ 02/16 4:30 pm EST):

After Connectix Corporation's recent victory over Sony Entertainment Corporation of America, Sony went to court again filing suit against Connectix alleging that the software company infringed upon eleven patents held by the consumer electronics mega-giant. In a report from MacGaming.com, Connectix CEO Roy McDonald is completely confident that the courts will not issue another preliminary injunction against the company like the one last year which prevented the company from selling or releasing updates for the Playstation emulator Virtual Game Station. This confidence comes even as Sony has requested that the same judge who issued the preliminary injunction last year hear this case as well.

<end of quote>

the article also goes on to say that Connectix is now selling off VGS on their website for $29.95 US, not quite a fire-sale price when compared to the $19.95 US you can get the same utility (which has fared poorly in the Mac market) from many Mac mailing dealers.

Remember about what I said about making sure the bear you shot was DEAD before you started posing for trophy shots next to it, TiFKAS? Well, the bear is still alive - and a bear with a flesh wound is going to be even more dangerous to the little nebbish who shot him.

Hark, I hear a "moof"! Is that Clarus the DogCow I hear - or is it the sound of TiFKAS with BOTH feet in his mouth?

Oh, yeah, in order to add Atari content to this post - Milan II is coming, and TiFKAS is very, very afraid - especially in light of all the new hardware and software coming out for the non-vapourware computer expected soon (I guess you've heard about the new Papyrus Office, which one of our TAF members is beta-testing at this moment and has been raving about being the ultimate Atari "killer app"). So afraid, that is, that in spreading FUD about Milan in a desperate and fuitle attempt to stop it he's managed to show how little he knows about the computer market - and that he has his blinders on regarding Apple's recent about-face in Europe......

4903. Re: Canadian prime ministers

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38AC6555.B72414AB@cfc.dnd.ca>
Source record: 2118

VE6HY wrote:
> Martin-Eric Racine wrote:
> > > Trudeau looks to depressed today...
> > So he should. You don't send the army on your own countrymen
> > and live to tell about it. He's lucky to be alive at all.
> First he sent in the Army (when we actually had one) because of the murdering
> thugs called the FLQ - and secondly - who said Quebecois were ever 'our own
> countrymen' ???
> The Canadian Curmudgeon (in sunny Calgary)

He sent in the Army because Bourassa asked.
what is your problem? Quebecois ou Quebeckers are our countrymen because you say so, and they say so. By our countrymen are you referring to the english in Quebec? the native? the immigrants? the French? If the French, which ones? the sovereignists? the seperatists? the federalists? the pure laine? the recent immigrants?
Must be nice to live in a world with a population of one.
--
ken
the TAF guy

4904. Re: Canadian prime ministers

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38AC6768.3D4AC59B@cfc.dnd.ca>
Source record: 2119

Neil Roughley wrote:
> Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
> > Who were _known_ by the RCMP to be a very small group, as the
> > book on the history of the SCRS's creation tells in details.
> Small groups have been known to overthrow governments. Not that any part
> of Canada could be overthrown, because the US simply wouldn't tolerate
> that.

lucky us.

> Had the FLQ operated in the US, their crimes wouldn't have gone
> unpunished. Instead, the murderers of that British diplomat walk the
> streets as free men.

why compare us to the US, why not the UK(as in Sinn Fein/IRA) or just
about any other european society. The US is not considered by the world
to be an ideal society by any means. unless you watch a lot of US T.V.! :-)
Murderers everywhere in the world walk around as free men. what do you want,
martyrs, and endless feuding a la Yugoslavia??

> > In this case, please do us both a favour: ask your provincial
> > prime minister to promote Quï¿½bec independance so we can get this
> > 400 year old mistake over with and go separate ways. Thanks.
>
> A democratic referendum wasn't good enough?
>
> Provincial leaders are called premiers, not prime ministers -- even a
> transplanted Quebecer should know that.

A premier is the first or 'prime' minister of the legislative assembly. same title,
slightly different meaning. Next you'll be saying that the Quebec legislative
assembly can't call themselves the "National Assembly."

-snip-
> << Neil >>
> --
> Neil Roughley
> http://www.vanc.igs.net/%7Eroughley/

ken
the TAF guy

4905. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <190220000146146696%sinclap@nospam.net>
Source record: 2120

In article <dreibel-763894.09092617022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <150220002251073337%sinclap@nospam.net>, The iDiot Forever
> Known As Sinclap
> <sinclap@nospam.net> wrote:
>
> > Lets see..While the Milan II is attempting to swim to the Boston
> > Harbor, Apple has dealt a knock out blow from Tokyo! You see...The PM
> > G4 line has been revised for the fourth time since August with the
> > release of the new 400,450 and 500 model!
>
> the very 500 MHz G4 that you swore up and down never existed, would
> never be released, and were trying to deflect to show your complete
> ignorance of Apple's policy - which once again proves that you're only
> pretending to be an "Apple Power Rep".

You swore up and down that it would be another 8 months for the
release..I guess we cancel out on that one..

> Compared to me, who pointed out that Apple kept promising it.

Apple was mum until Feb 17.

> Ready to wipe the egg off your face, wienerhead?

You?

> Meanwhile, AMD introduces an 850MHZ Athlon that stomps all over any
> 500 MHz G4. Too little, too late....

Your joking right? Even the iMac 350 holds it's own!

> And even more embarrassing - IBM releases G3s that are even faster
> than the too-little, too-late 500 MHz G4 - 600 MHz, baby! - that Apple
> will probably never release in product for the embarrassing fact that
> they'd have an "inferior" chip that was faster than their flagship chip.

I am going to hold you on this..

> Yep, TiFKAS is still swinging by his toes....

You should no.

sinclap!

4906. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <190220000148294877%sinclap@nospam.net>
Source record: 2121

In article <slrn8aj4he.4n3.jedidiah@localhost.localdomain>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

>Where can I get a dual PIII for half the price? Or your smoking
> >something funny?
>
> Tyan Tiger + 2 P3 500's: $600
> Abit BP6 + 2 Celeron 500's: $235
>
> The rest of a system is the same price as it would be otherwise.
>
> Systems can be found (in the usual places) for $1600
> including G400 video and 19" monitor.

Name brand ones? or hack and slash do not count? Where do they go for
support? A boiler outfit?

> 450Mhz G4's (with no SCSI) START at $3500.

Nope! $2499!

> Similarly priced PC's (still dual PIII) include things
> like RAID5 controllers, tape backups and multiple SCSIUW drives.
>
> You can take 'only the brand name' route and still come out ahead.
>
> Things don't even out until you get around the Dual PIII/700 range.
>
>
>
> Apple simply isn't something that you market based on price
> or price/performance. It's simply not it's strong point and
> never has been.

You mean compaq hp, dell and gateway are lacking on price and
performance..

4907. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <190220000151476844%sinclap@nospam.net>
Source record: 2122

In article <Pine.MNT.4.10.10002152316250.109-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-15, sinclap <sinclap@nospam.net> wrote:
>
> > And what is jumping in bed with M$ about..Please explain?
>
> Ever heard of Bill Gates' "mercy investment" into Apple?

M$ bought $150 million in Apple's preferred stock as part of a patent agreement along with settlement payments reportedly over $100 million in cash over several years. At the time Apple had $2 billion in cash and securities for operations. The investment is reported on the balance sheet. This investment along with a committment for future versions of Office..

Nice try at historical revision..Your just as bad as Chunk's!

sinclap!

4908. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <190220000153031398%sinclap@nospam.net>
Source record: 2123

In article <1Bgq4.165$ta1.16058@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> >
> > And what is jumping in bed with M$ about..Please explain?
>
> Selective memory on your part?. Geez.
> Where would Apple be today if M$ hadn't stepped in and invested a large sum
> of money?. Dead, that's where. Apple where in serious trouble.

$150 million in preferred stock is a large sum? Apple did not need it
since it had $2 billion and securities on hand(now over $5billion and
growing) The investment was to show the street and the public that
Apple is to stay..

> > > >
> > > > One new game in 2000?
> > >
> > > Two, with more to come I'm sure.
> >
> > Not three?
>
> Sure, why not.

Why not try for four?

> > Life support..
>
> Apparantly enough support to warrant you to troll here.

just the facts mam...

> > > You would know... 500Mhz G4 anyone?.
> >
> > G4/350, 400 and 450...
>
> Oh, yes, that's right... the G4 500Mhz is vapourware.

You sure?

> Vapour is when it is announced, but never delivered. Nice try!

Try again..

> >
> > I had a famous name..what can I say..
>
> They even made a newsgroup specifically for you, I suggest you go there.

Never found it..ie sinclair oil!

> Regards,
>
> Clockmeister.

sinclap!

4909. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <190220000152560996%sinclap@nospam.net>
Source record: 2124

In article <dreibel-A67E8B.21431808022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <38A0A9C9.4AF674F3@ihug.co.nz>, J, WILKINSON wrote:
>
> > Hi there,
> >
> > sinclap wrote:
> > >
> > > Apple Australia [NASDAQ:APPL] hopes to see five or six extra
> > > specialist AppleStore retail outlets operating in major Australian
> > > cities this year, says Diana Ryall, managing director of the local
> > > subsidiary. The Australian subsidiary - which pulled out of mass market
> > > outlets several years ago - scored a "phenomenal" increase in sales of
> > > its iMac and iBook consumer Macs, especially high-end models,
> >
> > But they are still twice the price of mid-level PIII machines in
> > Australia and New Zealand. It will be hard to convince PC owners
> > in this area that a Mac is the machine for them when a fast PC is
> > that much cheaper...
>
> not to mention the fact that TiFKAS offered this as proof that Apple
> Europe was doing well. As usual, dodging the issue (and revealing he
> doesn't know beans about geography, either)....

Eh Beavis! Apple Europe did well! Did you not read the 10K report?

sinclap!

4910. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <19022000015154723 6%sinclap@nospam.net>
Source record: 2125

In article <38A0A9C9.4AF674F3@ihug.co.nz>, J WILKINSON
<jwandjw@ihug.co.nz> wrote:

> Hi there,
>
> sinclap wrote:
> >
> > Apple Australia [NASDAQ:APPL] hopes to see five or six extra
> > specialist AppleStore retail outlets operating in major Australian
> > cities this year, says Diana Ryall, managing director of the local
> > subsidiary. The Australian subsidiary - which pulled out of mass market
> > outlets several years ago - scored a "phenomenal" increase in sales of
> > its iMac and iBook consumer Macs, especially high-end models,
>
> But they are still twice the price of mid-level PIII machines in
> Australia and New Zealand. It will be hard to convince PC owners
> in this area that a Mac is the machine for them when a fast PC is
> that much cheaper...

Still selling well despite your PIII claims. Look for Apple Australia
to be a star in fiscal 2000.

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

sinclap!

4911. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <19022000152480519%sinclap@nospam.net>
Source record: 2126

In article <Pine.MNT.4.10.10002090846270.69-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-9, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>
> > But they are still twice the price of mid-level PIII machines in
> > Australia and New Zealand. It will be hard to convince PC owners
> > in this area that a Mac is the machine for them when a fast PC is
> > that much cheaper...
>

Apple Asia Pacific and Apple Australia had a phenominal Q1 sales..

> It's the same anywhere outside North America...
>
> I would buy an iMac, but definitely not pay twice the price of a
> well-equipped PC. Here, the "basic" iMac 350 sells for 8000 FIM.
> For that price, I can buy a couple of well-equiped hi-end PCs.

In the states, an iMac 350 is $999. A well equipped PC would cost more.

sinclap!

4912. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <19022000015203779 2%sinclap@nospam.net>
Source record: 2127

In article <slrn8aj95k.dng.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Wed, 16 Feb 2000 02:25:39 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
> >
> >sinclap <sinclap@nospam.net> wrote in message
> >news:150220001041168564%sinclap@nospam.net...
> >> In article <C7Vo4.83$rk.8354@nsw.nnrp.telstra.net>, Clockmeister
> >> <gerryvdb@tnet.com.au> wrote:
> >>
> >> > sinclap <sinclap@nospam.net> wrote in message
> >> > news:100220001151279920%sinclap@nospam.net...
> >> > > In article <dreibel-AE5D2C.11560703022000@bigmomma.idirect.com>,
> >Daniel
> >> > > L. Dreibelbis <dreibel@idirect.com> wrote:
> [deletia]
> >> >
> >> > You would know... 500Mhz G4 anyone?.
> >>
> >> G4/350, 400 and 450...
> >
> >Oh, yes, that's right... the G4 500Mhz is vapourware.
> >
> >> > >
> >> > > FYI: The G4/450 is upto twice as fast as the PIII 700!
> >> >
> >> > Oh, yeah sure. Have you used a PIII 700?. Twice as fast if shot from a
> >> > rocket launcher perhaps, but otherwise no chance. It is a nice chip, but
> >> > only a braindead Apple "groupy" would believe that claim.
> >>
> >> I have used a Athlon 800! Even the iMac 350 holds it's own!
> >
> >LOL... groupy!
> >Perhaps you mean Atari 800... typo?.

I had an Atari 800..nice try buckwheat!

> I will repeat this once again for the benefit of everyone.
>
> In terms of price:
>
> Mac G4/450 ~ Dual P3/700 PC

Have you seen the latest price of the G4/450? $2499!

> [deletia]
>
> iMac's dont even test well against similarly clocked Celerons,
> nevermind P3's and Athlons clocked twice as fast...

You must be on drugs...The iMac 350 even holds it own to an Athalon.
Talk with you know not out of your ass!

4913. Re: The proof is in the pudding 'Chunk's

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <190220000205135324%sinclap@nospam.net>
Source record: 2128

In article <dreibel-18C80E.21571907022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> > You answered..Nobody else has..
>
> not answering, just pointing out Chunks is an imaginary construct of
> yours.....

Others have not..so you must be the one and only...

> > > Are you sure you're not projecting your self-loathing personality on
> > > an imaginary construct?
> >
> > Hi Chunks!
>
> talking to yourself again in the mirror, TiFKAS?

Nope..The only thing I talk in the mirror is parroting the Charles
Schwab commercials...-revenues minus expenses equal gross profit--

>
> oh? Funny how your definition of "vapour" appears to be yours and
> yours alone.....
>
> They didn't release the 500 MHz G4s. Even after promising to do so.
> Viola! Vapour.....

Come again? Did they not release a new model of the 500 Mhz G4? No
spinach?

> > Yea..I read it to you..But you are conveniently twisting what they
> > actually said..
>
> no I'm not. have you actually gone there and actually read what they
> said? Or are you still a coward when it comes to being around actual Mac
> users?

Many stated I was correct. I did read the same letters..

>
> > >
> > > but still promised a 500MHz for the future, which now it seems
> > > Motorola won't be able to supply for ANOTHER EIGHT MONTHS. Voila,
> > > vapour!

You sure? What happened on Feb. 17?

> > I did not see the word 'promise' in any announcement..Big
> > difference..Apple did not issue at all an exact date or anything other
> > promises. What they say was if the supply of the 500 chip meets their
> > ramp number.

I stand corrected?

> from MacWEEK <http://macweek.zdnet.com/1999/10/10/configs.html>
>
> Confirming an earlier MacWEEK report that production of 500-MHz G4
> processors has been delayed because of technical issues, Apple said
> that the "500-MHz G4 processor will not be available until the first
> calendar quarter of next year."

And they were right? The first calendar quarter is from Jan 1 - March
31...

> it's now getting pretty near the end of the first quarter, TiFKAS. No
> 500 MHz G4 tower in sight.

You sure? he he he..An Apple is lunged at Chunk's groin...

> want salt for your crow?

No..just a Sam Adam's will do..

> >
> > Copland is ancient history.

Copland was killed by Hanckock..

> vapour.

Many pieces of Copland became OS 8(what a difference 8 makes) and OS
9.. Nice try..

> .Kaput. Parts of Copland became Mac OS 8,
> > 8.1, 8.5, 8.6 and 9.0..
>
> again, not the complete product Apple promised. Vapour.

Product subject to change.. Were talkink 1998 and beyond..Apple's track
record with releases is very good. While Milan II is struggling to
come out, Apple has moved on to other projects..

> .Rhapsody became Server X...Nice try..
>
> Rhapsody ws completely killed. Learn your histroy. Vapour....

Server X..

> > So when will Milan II actually reach the Boston Harbor and be in stores
> > that I can drive to?
>
> so when will the 500 MHz vapour G4 be available at any place I can
> walk to?

Feb-March..

> Milan's not vapour. Companies don't develop new cards and software
> for vapourware products.....
> >
> > Apple's track history releasing multiple products have been very good..
>
> so has Milan's. What's your point, pinhead?

Where?

> > The same old Chunks who claims to work in a retail hardware store..
>
> "Chunks" doesn't work in a retail hardware store, because he doesn't
> exist. Just like your claims of being an "Apple Power Rep"

Thats good...Yo do not believe me..good keep it that way...

4914. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-19 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002191931130.200-100000@rakas>
Source record: 2129

On 2000-2-19, sinclap <sinclap@nospam.net> wrote:

> > > And what is jumping in bed with M$ about..Please explain?
> >
> > Ever heard of Bill Gates' "mercy investment" into Apple?
>
> Nice try at historical revision..Your just as bad as Chunk's!

Like you never heard that M$'s investment included an order to
expressly include Internet Exlorer as the default MacOS browser.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4915. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-19 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002191934120.200-100000@rakas>
Source record: 2130

On 2000-2-19, sinclap <sinclap@nospam.net> wrote:

> Your joking right? Even the iMac 350 holds it's own!

1) learn how to spell properly or refrain from using faking any
knowledge of English.
2) If anything Apple really held itself, I would be able to buy
some in _any_ and _every_ computer store.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4916. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-20 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <N7Ar4.123$D02.10146@nsw.nnrp.telstra.net>
Source record: 2131

sinclap <sinclap@nospam.net> wrote in message
news:190220000153031398%sinclap@nospam.net...
> In article <1Bgq4.165$ta1.16058@nsw.nnrp.telstra.net>, Clockmeister
> <gerryvdb@tnet.com.au> wrote:
>
> > >
> > > And what is jumping in bed with M$ about..Please explain?
> >
> > Selective memory on your part?. Geez.
> > Where would Apple be today if M$ hadn't stepped in and invested a large
sum
> > of money?. Dead, that's where. Apple where in serious trouble.
>
> $150 million in preferred stock is a large sum? Apple did not need it
> since it had $2 billion and securities on hand(now over $5billion and
> growing) The investment was to show the street and the public that
> Apple is to stay..

If MS had not decided to invest into Apple via cash injection and support
Apple would more than likely have folded. $2 Billion doesn't account for
much when sales are way down and Apple stores are closing all around the
place.

>
> > > > > >
> > > > > One new game in 2000?
> > > > >
> > > > Two, with more to come I'm sure.
> > > >
> > > Not three?
> >
> > Sure, why not.
>
> Why not try for four?

or more, what's your point?.

> > > Life support..
> >
> > Apparantly enough support to warrant you to troll here.
>
> just the facts mam...

Your facts are generally not very representative of real world facts.
(ie: G4 350Mhz ~ Athlon = just a plain silly comment)

> > > > You would know... 500Mhz G4 anyone?.
> > >
> > > G4/350, 400 and 450...
> >
> > Oh, yes, that's right... the G4 500Mhz is vapourware.
>
> You sure?

It was when I posted that.

> > Vapour is when it is announced, but never delivered. Nice try!
>
> Try again..

That comment stands. Your definition of vapour is flawed.

> > >
> > > I had a famous name..what can I say..
> >
> > They even made a newsgroup specifically for you, I suggest you go there.
>
> Never found it..ie sinclair oil!
>

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb

4917. Milan News - non-vapour Milan makes an appearance!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-20 00:00:00 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <dreibel-B3F438.13305020022000@bigmomma.idirect.com>
Source record: 2132

Hello,
Just got the following message :

>>La soci�t� APAK sera pr�sente au salon *SILICIUM * � VILLENEUVE D�ASCQ
et
>>pr�sentera en exclusivit� le MILAN II USB 68060 et 68040 en accord
avec AXRO
>>et Milan computer.
>>
>>APAK
>>251, rue du faubourg Saint Antoine
>>75011 PARIS
>>M�tro Faidherbe Chaligny
>>T�l. 01.44.93.40.07
>>Fax. 01.44.93.36.80
>>Pour nous �crire: kany@apak.net
>
>Translation :
>APAK will be present at the SILICIUM expo in Villeneuve on 4 and 5 of
March (France, near Lille) and will present the Milan II USB 060 and the
Milan I 040.

cheers,

Dan

Milan 040 - Magic Milan

4918. Classic video game ROM's

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-20 00:00:00 UTC
From: fozman <fozman@breathemail.net>
Message-ID: <38b058c0_3@news2.vip.uk.com>
Source record: 2133
Cross-posted to: comp.sources.atari,comp.sources.atari.st,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

Check out Rom Dumper for all the classic Atari System ROM's at
http://www.romdumper.free-online.co.uk/

Roms available for :-

Atari 2600
Atari 5200
ColecoVision
Master System
MSX
TG16
Vectrex

Atari 7800 coming soon

4919. Sales up in Germany, Chunk's strikes out in 9th!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-21 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <210220001124502976%sinclap@nospam.net>
Source record: 2134

Looks like the Milan has alot of catching up to....

http://www.macwelt.com/action.lasso?-database=comnews.fp3&-layout=detail.lay&-response=detail.lasso&ser_nr=13&-search

Strong sales in the last quarter
Apple is clearly growing faster than its competitors. According to information which Macwelt received, International Data Corporation (IDC)
figured out, that the Apple Corporation in Germany can count on selling up to three times more computers than simply one year ago. While between
October and December of 1998 39,961 computers were sold, this number has climbed to 62,500 for the same time period in 1999. Sales in desktops computers rose from 36,401 to 48,126 and in laptops from 3,500 to 14,125. The latter figure indicates an increase of over 300 percent. IDC reports that Apple holds the eighth greatest market share of all computer manufacturers with amarket share of 3.3% (3% in terms of desktops and 5.4% in terms of laptops).

sinclap!

4920. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-22 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <21022000233510767 8%sinclap@nospam.net>
Source record: 2135

In article <dreibel-A66EB7.21182919022000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> >
> > And the findings will be the same..
>
> yep, another restraining order....

Will prevail again..

>
>
> as far as the courts and Sony is concerned - NO.

Were is the injunction?

> >
> > Remember, there is only three strikes in an out and three outs in an
> > inning...no exceptions!
>
> oh, trying to weasel out again?
> >
> > You must not of heard about product life cycle and market price. I
> > thought the $49 price tag at the beginning was pricey. Should of been
> > priced at $29 at the beginning.
>
> face it, IDIOT - you tried to compare a loser program like VGS to one
> of the most famous and popular computer games of all time, which has
> been out for years longer than VGS and has made way more money, and is
> still being supported. You must not have ever heard about common sense,
> getting your facts straight, and not putting your foot in your mouth...

So calling a VGS program a loser now that you lost..Have you ever used it? Can you get one for the vapour Milan?

> >
> > You sure?
>
> every time I go into the shops and compare both prices.

Must be the high import duties..

>
> You are TiFKAS. Now, pay attention as I explain it one more time:
>
> TiFKAS = The iDiot Forever Known As Sinclap, so called because
>

> 1) you're an idiot.
> 2) you'll always be known as Sinclap.
>
> also note - the small "i" stands for "ignorance"

Hi chunk's!

> >
> > In what way? Are you insulting him because he was a CIA(creeps in
> > action)Director?
>
> no, because he lied about not raising taxes. He lied about not
> meeting with the contras. I don't insult, I'm just stating the facts...

They all can't keep their promises..Is this new to you?

> >
> >
> > You got it wrong. Did we not resolved this with mea culpa?
>
> no, you were caught lying that you never said it, and I came up with
> proof via Deja News to show that you did. Rewriting your own posting
> history is a part of your sad Modus Operandi..

What lying? Changing an opinion is not lying unless they changed the
law up north..

> Now are you going to plead "no mas"?
>
> BTW, it's "Did we not resolve" Your diction is just as bad as your
> spelling.....

This is usenet...Changing the subject with 5 outs..

>
> in other words, your word is completely untrustworthy. A warning to
> anyone who deals with TiFKAS - Caveat Emptor.

Your the one who is untrustworthly...You are a sore loser!

> > > HOME RUN!
>
>
> >
> > Nope? Foul ball. Connectix beat Goliath...thats the issue ...
>
> Goliath just got up and smote Connectix with another lawsuit
> regarding illegally copying 11 patents.

Still won!

> The issue, of course, is that TiFKAS, the pretend "Apple Power Rep",
> is completely clueless when it comes to discussing anything related to
> computers....

Sounds like you are a sore loser..

>
> not the
> > market viability of the product..
>
> Connectix has tanked with VGS, as a result of the lawsuits. Admit it.

Not here it has not..

>
> uh, TiFKAS - do you ever read the news? According to the latest polls
> here, if a referendum vote was held in Quebec, it would be a solid "no"
> vote against separation.

In a rigged election of course..Just let them go and be happy! We can
afford a new U.S. embassy..

> And talk about the pot calling the kettle black, when even your own
> Republican Party is tearing itself apart with dirty tricks, running
> mudslinging ads - when they're not doing it to the Democrats....

Not my Republican party..Just watching McCain softening up Bush for
Gore and draining Bush's cash..

> yep, draw my own conclusion - TiFKAS has run out of arguments, so he
> one again goes to plan "B", in which his laughable jingoism tries to
> hide just how much of a moron he actually is....

You lost!

> >
> > And you predicted that Sony would win, that Apple would not release the
> > G4/500 for another eight months...your point?
>
> The Sony/Connectix case isn't over yet, weinerhead....
>
> and you said the 500 MHz G4 was over and done with, FINITO.
>
> Besides, last time Steve Jobs announced a 500 MHz G4 and said it
> would be out in "a couple of weeks", it took, say, SIX MONTHS before it
> finally showed up? With the same track record of his, I'd still consider
> it "vapour" until it crosses the 49th Parallel, using TiFKAS' own
> yardstick of "Vapour"....

Vapour is when you hype it month after month...Nice smokescreen to hide
the fact that the Milan is vapour..

> >
> > sinclap!
> >
> > somewere in Minnesota..
>
> hiding from the posse.....

You?

sinclap!

somewere in MN

4921. More philosophy....

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: Paul Flieshman <P.L.Flieshman@student.salford.ac.uk>
Message-ID: <38B40935.3098BE44@student.salford.ac.uk>
Source record: 2051

Hi all again. I've been observing all the entertainment and felt the need to post something again. I'm only 21 years old, and I'm sure most, if not all of you are older, smarter, wiser and better with computers than me, but I just wanted to offer something. My old man taught me not to worry
about what other people do in comparison to what you do....just get on, do good things. Let them be good, bad, intelligent, stupid, whatever. Everybody makes their own reward/punishment. Certain people (make that a certain person) is trying to inflame everybody else, with comments that have degenerated to schoolyard insults. Let's not sink to his level, eh? Don't dignify stupid statements with replies.

Sorry to come on all heavy.....lets talk ATARI, huh?

Lata,
Paul

www.3rdkind.net

4922. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <38B40844.27B30E89@calcna.ab.ca>
Source record: 2052

sinclap wrote:

> Cheapscape. Quality costs money...plus a reasonable return on
> investment for the shareholders..

I'm quite aware of that - but a Milan would need to be priced less than a comparable Mac !

> A $999 iMac with fourteen included apps is available today..No bargain
> here.

And there's no $999 Mac in Canader - even with manufacturer rebates !

At least, not in this area !

The Canadian Curmudgeon (in the land of the 65 cent dollar thanks to John Cretin)

4923. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <38B4073E.2F81CB91@calcna.ab.ca>
Source record: 2053

sinclap wrote:

> And AppleWorks 6 continues the tradition..

Appleworks '6' ????????

Mine is 5.0.3 - and I have not seen any later version here - or will it be coming with the Milan ?

The Canadian Curmudgeon (in sunny, warm, Calgary)

4924. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8b84u6.k7b.jedidiah@pyromania.mishnet>
Source record: 2054

On Wed, 23 Feb 2000 07:36:16 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8aoaqg.mg7.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Thu, 17 Feb 2000 19:48:23 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>> >Hi there,
>> >
>> >"Daniel L. Dreibelbis" wrote:
>> >>
>> >> Watch TV on your Milan! (Feb 11 00 1st update) Although work is still
>> >> being done on the Falcon-Compatible Milan DSP card, Woller has confirmed
>> >> that they are also working on another exciting Milan development: The
>> >> Milan TV Card. This card will allow you to connect your video camera and
>> >> VCR to the Milan, thus allowing the possibility to record or capture
>> >> images and video. Another use of the card would be to , of course, watch
>> >> TV in a nice GEM window. This card will possibly be released even before
>> >> the DSP card.
>> >
>> >They could also just bundle an ATI Rage128 VR card as standard, as such
>> >a card (and many others) have composite and S-Video in/out as standard.
>> >Just a matter of writing drivers to hook into the video ins/outs...
>>
>> Such drivers and such applications already exist in source
>> code form...
>
>Unoficial hack and slash is not good enough..

No one cares about your silly name games: not the atarians
here and not the other PC users that would otherwise be using
consumer vidcards due to the fact that they can actually get
drivers for them.

Wanna compare Q3A timedemo scores?

>
>> >
>> >With well written GEM software a nice piece of video-editing could be
>> >achieved...
>
>Too little to late..iMovie with iMac DV have beaten to the punch..

So, people were capable of doing video editing on ST's and Amigas
in the 80's. Just because Apple tries to lead the masses to
something (this year), it doesn't necessarily mean they'll go for it.

Most of Apple's target end users are likely ignorant that you
could do such a thing with a consumer computer.

[deletia]

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

4925. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8b8516.k7b.jedidiah@pyromania.mishnet>
Source record: 2055

On Wed, 23 Feb 2000 07:26:25 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8atqpf.443.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> >Have you seen the latest price of the G4/450? $2499!
>>
>> Do you have any awareness of PC component prices?
>
>Were comparing name brands here...Not a night by flee operation here..

Intel isn't a fly by night operation. Neither are Tyan or Abit.

What a maroon you are.

>
>> That just means that the PC side of the comparison
>> goes down to Dual 600's or 500's. Besides, Dual
>> Celeron's are even cheaper and more than capapable
>> of keeping up with Mac's clock for clock with just
>> one CPU.
>>
>> >
>> >> [deletia]
>> >>
>> >> iMac's dont even test well against similarly clocked Celerons,
>> >> nevermind P3's and Athlons clocked twice as fast...
>> >
>> >You must be on drugs...The iMac 350 even holds it own to an Athalon.
>> >Talk with you know not out of your ass!
>>
>> While AltiVec is certainly nice, it's about as relevant to the
>> normal end user as Beowulf is. I'm not the one on drugs, or the
>> one that's brainwashed, or the one that has some compelling
>> reason to keep parroting Apple's notoriously skewed benchmarking.
>
>The iMac 350 does not have AltiVec..

It certainly shows.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

4926. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8b85b2.k7b.jedidiah@pyromania.mishnet>
Source record: 2056

On Wed, 23 Feb 2000 07:30:02 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8atqka.443.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> >
>> >Name brand ones? or hack and slash do not count? Where do they go for
>> >support? A boiler outfit?
>>
>> Considering that all the parts are pretty much the same
>> between even Apple and such a 'boiler outfit' it really
>> doesn't matter.
>>
>> Do you know what a G400 is shillboy?
>> Or Abit & Tyan for that matter...
>
>Do you?

Yup, it's one of the fastest vidcards on the market today.
It's not the fastest, but Matrox has the reputation for
building the most GL compliant cards. Plus, this particular
model comes in a double headed configuration.

It will stomp all over anything ATI has.

>
>> >
>> >
>> >> 450Mhz G4's (with no SCSI) START at $3500.
>> >
>> >Nope! $2499!
>>
>> No wonder it took so long for you to respond.
>
>Nope...Some of us have busy day jobs here...You?
>
>> You had to wait for Apple to lower it's prices
>> in the interim. That still leaves Macs twice as
>> expensive clock per clock.
>
>Sounds like clutching the straws here..A typical chunk's strategy...

Nope. When I posted that message I double checked. You see,
some of us do actually care about the details and about
actual facts. At that time, the price I quoted reflected
what was going on in the Apple store at that moment.

Although, even a $1000 price cut doesn't do Apple's 'high-end'
much good. It's still over priced.

>
>> >You mean compaq hp, dell and gateway are lacking on price and
>> >performance..
>>
>> That's the nice thing about a free market, I don't have to
>> be restricted to any of those name brands. Infact, it's better
>> not to be. You're less likely to get questionable non-standard
>> parts from a 'boiler outfit'.
>> This is not unlike Apple behavior. The bigger name brands,
>> including Apple and Atari (when they were still around)
>> tend to try and artificially lock you into their product.
>
>Apple does not use questionable parts like the other guys and gals do..

No, the just use generic OEM crap like ATI.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

4927. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8b85jh.k7b.jedidiah@pyromania.mishnet>
Source record: 2057

On Wed, 23 Feb 2000 07:20:47 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <dreibel-15261E.19420530012000@bigmomma.idirect.com>, Daniel
>L. Dreibelbis <dreibel@idirect.com> wrote:
>
>> In article
>> <Pine.A41.4.05.10001301605180.25522-100000@srv1.calcna.ab.ca>, VE6HY
>> <besmith@calcna.ab.ca> wrote:
>>
>>
>> >
>> > PageStream is my choice of DTP as it does almost everything I want and
>> > is now available in a Mac version - which I will be ordering shortly.
>> >
>> > But - yes - I would be interested in the Milan - assuming of course
>> > that the OS is as simple and rock solid as the old Atari OS - and the
>> > price would not cause my nose to bleed !
>
>Cheapscape. Quality costs money...plus a reasonable return on
>investment for the shareholders..

No, quality just costs money. Sometimes it doesn't even
cost all that much, especially in electronics.

Dividends are just something to make you less competitive
in a cutthroat price sensitive market.

>
>> well, the Milan II will be shipping with a MagiC/NVDI setup as its
>> default running operating system (and Pagestream DOES run quite well
>> under MagiC, from my own experience with it on the Falcon) - but if you
>> prefer something simpler, you can press a key while it boots up and go
>> straight into standard Milan TOS.
>
>How about Mac X?

Once the FSF have managed to deal with all the little bits
in the Apple dev tools for OpenStep where they obfuscated
it, you shouldn't have any problems building Apple OpenStep
apps on any 030 or better Atari or Amiga actually...

Or, those Atari's could just run BSD directly and nevermind
the GNUstep cruft...

>
>> Just remember, though, that under an '060 system Pagestream will
>> SCREAM, be sure your chair is bolted to the floor :)

>
>An 060 in 2000...sheesh..A G4 will cause that..

Some people are still bragging about their 040 NeXT slabs...

>
>> And price? They're still talking sub-$1000. That's also including
>> what's turning out to be a nice set of pre-packaged software, including
>> internet setup, utilities including a lite version of Papyrus, graphics
>> programs and games. Not to mention the ability to plug and play
>> Hewlett-Packard peripherals via USB.
>
>A $999 iMac with fourteen included apps is available today..No bargain
>here.

Certainly. You can get a simlar PC configuration for half.

[deletia]

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

4928. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220001331438073%sinclap@nospam.net>
Source record: 2058

In article <slrn8atqac.443.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Sat, 19 Feb 2000 07:46:12 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <dreibel-763894.09092617022000@bigmomma.idirect.com>, Daniel
> >L. Dreibelbis <dreibel@idirect.com> wrote:
> >
> >> In article <150220002251073337%sinclap@nospam.net>, The iDiot Forever
> >> Known As Sinclap
> >> <sinclap@nospam.net> wrote:
> [deletia]
> >You?
> >
> >> Meanwhile, AMD introduces an 850MHZ Athlon that stomps all over any
> >> 500 MHz G4. Too little, too late....
> >
> >Your joking right? Even the iMac 350 holds it's own!
>
> Only in your own mind...

You have never used an iMac 350...

> [deletia]
>
> An iMac hold's it's own for the exact same reason that
> an ST can: most of what end users do is input bound.

sinclap!

somewere in MN

4929. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220001332049375%sinclap@nospam.net>
Source record: 2059

In article <Pine.MNT.4.10.10002191934120.200-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-19, sinclap <sinclap@nospam.net> wrote:
>
> > Your joking right? Even the iMac 350 holds it's own!
>
> 1) learn how to spell properly or refrain from using faking any
> knowledge of English.

Excuse me...This is Americana english...Get with the XXX$#$# program. here...Clutching the starw here are you not?

> 2) If anything Apple really held itself, I would be able to buy
> some in _any_ and _every_ computer store.

And your point is....

sinclap!

somewere in MN

4930. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220001332139880%sinclap@nospam.net>
Source record: 2060

In article <dreibel-B88091.21300022022000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> >
> > Will prevail again..
>
> let's see, that's one prediction that showed you completely clueless,
> will this one also?
>
> Sony asked for the same judge that posted the original injunction.
>
>
> > > as far as the courts and Sony is concerned - NO.
> >
> > Were is the injunction?
>
> why should I answer someone who can't even spell "where" ?

Okay..where dumbass?

> no, becuase it LOST in SALES. That's why the major mail order stores
> are selling them off at fire-sale prices.

Thats funny...Selling well at its market price and Connectix is making a killing..

> YOU lost, TiFKAS, when you tried to compare a dog-selling program
> like VGS to the highly successful DOOM. Caught with the meat in your
> mouth!

No I did not. Compared the product life cycles...Which is alien in the hardware business were as a hammer and nails never go stail...

> Milan ain't vapour, and you know it, TiFKAS, no matter how loud you
> screech.

Can I buy one today after months of hype?

> >
> > Must be the high import duties..
>
> what do high import duties have to do with the disparity between Mac
> and PC game prices, in which Mac users pay through the nose for three
> year old games when PC users can get them at reduced prices?

not in the States here..To you...down south...

>
> >
> > Hi chunk's!
>
> still spouting hot air at dead air? "Chunks" doesn't exist, except as
> a projection of your own vile personality.....

Only you..

> >
> > They all can't keep their promises..Is this new to you?
>
> when you make a promise, the people you promise it to expect you to
> KEEP it - why do you think Bush was turfed out of office. Is THAT news
> to you, or is that how you operate in the business world?

It's called political reality...here down south, our government
consists of three branches with diverse agendas and ideas..

\ >
> > What lying? Changing an opinion is not lying unless they changed the
> > law up north..
>
> you lied that "you never said it", and then you lied that I was
> "making it all up". When I produced the evidence that you DID post it,
> you ran from this newsgroup for a month with your tail between your
> legs...

Yaddy yaddy yaddy to you..

> >
> > > Now are you going to plead "no mas"?
> > >
> > > BTW, it's "Did we not resolve" Your diction is just as bad as your
> > > spelling.....
> >
> > This is usenet...Changing the subject with 5 outs..
>
> and as I said to you before, it's on topic. You claim to be an "Apple
> Power Rep", yet your spelling and sentence construction reveal someone
> that's obviously so stupid that you'd even flunk signing your name on
> the resume. TiFKAS is the equivalent of that boneheaded hockey player
> who's gonna be kicked out of the NHL....

Usenet does not count...Atrocious spelling can be common...You just
blasted your fellow Jihads...

\>
> oh, really, TiFKAS? The fake "Apple Power Rep" who goes into a hissy
> fit when one asks for evidence of his employment, who's been caught
> lying and making up stuff about Atari from whole cloth, who can't even
> spell (BTW, it's spelled "untrustworthy"), and who only posts to Atari
> newsgroups in order to shore up his flaccid little ego because a number
> of Atari users personally humiliated him in a public newsgroup? Look

> who's the sore loser - hint, he's an idiot and he'll always be known as
> Sinclap....

Chunk's is outraged...

> Look at that above sentence, and all the spelling mistakes - what
> happened, TiFKAS, catch a brain virus from Roger Sheppard?

And he is...?

> > Still won!
>
> and you're still losing. Wanna clean the crap from your ears, which
> resulted from having your head "up there"? Sony posted ANOTHER LAWSUIT
> against Connectix a number of days ago. How could they have "won" a
> lawsuit that hasn't come to court yet, KOOK?

Still shipping the product..Also Apple Germany grew as welldespite your
false info and analysis..

> >
> > > The issue, of course, is that TiFKAS, the pretend "Apple Power Rep",
> > > is completely clueless when it comes to discussing anything related to
> > > computers....
> >
> > Sounds like you are a sore loser..
>
> better pick up your needle, TiFKAS, the record is skipping....

Like the rest of the world, I have moved onto CD's//

> > > Connectix has tanked with VGS, as a result of the lawsuits. Admit
> > > it.
> >
> > Not here it has not..
>
> it certainly has. Does your so-called "contract" require you to lie?

Prove it?

> >
> > In a rigged election of course..Just let them go and be happy!
>
> we don't rig elections here, TiFKAS. And we certainly don't take
> advice from know-nothing armchair pundits who've proven they don't know
> SQUAT about politics, Canadian or otherwise. Even Bouchard isn't as
> stupid as TiFKAS to hold a referendum where he'd get personally
> slaughtered....

Mike 'Newt' Harris would of...

> >
> > Not my Republican party..Just watching McCain softening up Bush for
> > Gore and draining Bush's cash..

>
> uh, is that in your own self-admitted graphite coloured universe, or
> in the blue-skyed REAL world? Or do we get better coverage of the
> elections on the CBC than your government will allow letting its people
> know?

Can't argue with phenominal economic growth of the Clinton/Gore
Administration. The Gore/sinclap will continue it..Okay another
veep...like Hilary..

> > > yep, draw my own conclusion - TiFKAS has run out of arguments, so he
> > > one again goes to plan "B", in which his laughable jingoism tries to
> > > hide just how much of a moron he actually is....
> >
> > You lost!
>
> TiFKAS - portrait of a whining little git who, beaten to a pulp by
> logic, will crawl away insisting that he won. And, when caught with his
> pants down and his hands in the till, sets him to new heights of
> screeching in a vain attempt to drown out the logic.....

How poetic..From expereience?

>
> > >
> > > Besides, last time Steve Jobs announced a 500 MHz G4 and said it
> > > would be out in "a couple of weeks", it took, say, SIX MONTHS before it
> > > finally showed up? With the same track record of his, I'd still
> > > consider
> > > it "vapour" until it crosses the 49th Parallel, using TiFKAS' own
> > > yardstick of "Vapour"....
> >
> > Vapour is when you hype it month after month..
>
> that's your private interpretation, which nobody agrees with. Why did
> a lot of Apple users vote the 500MHz G4 tower 1999's "Vaporware product
> of the year"?

In your dreams..

>
>
> .Nice smokescreen to hide
> > the fact that the Milan is vapour..
>
> no smokescreen needed, since the Milan ain't vapour - to begin with,
> companies don't develop peripherals for vapour products. Milan GmBH has
> delivered on every one of their promises, and we all are looking forward
> to Milan II when it's launched, unlike TiFKAS, to which the very
> existence of the Milan undermines his one-man Jihad against everything
> and anything Atari...

Whats the market for the Milan II? Nastalgic..?

>
> > > > somewere in Minnesota..
> > >
> > > hiding from the posse.....
> >
> > You?
>
> no, YOU. I'm a good boy....

Not a man?

> BTW, it's spelled "somewhere".....

sinclap!

somewere in MN

4931. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8b8dpi.psc.jedidiah@localhost.localdomain>
Source record: 2061

```
On Wed, 23 Feb 2000 19:31:28 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8atqac.443.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Sat, 19 Feb 2000 07:46:12 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <dreibel-763894.09092617022000@bigmomma.idirect.com>, Daniel
>> >L. Dreibelbis <dreibel@idirect.com> wrote:
>> >
>> >> In article <150220002251073337%sinclap@nospam.net>, The iDiot Forever
>> >> Known As Sinclap
>> >> <sinclap@nospam.net> wrote:
>> [deletia]
>> >You?
>> >
>> >> Meanwhile, AMD introduces an 850MHZ Athlon that stomps all over any
>> >> 500 MHz G4. Too little, too late....
>> >
>> >Your joking right? Even the iMac 350 holds it's own!
>>
>> Only in your own mind...
>
>You have never used an iMac 350...

Yes I have actually. I didn't find it very impressive.
The would be local-corporate-mac-boosters also didn't
find it very inspiring either. It simply doesn't live
up to the hype and skewed benchmarks. It's a lightweight
when it comes to things that aren't user-input bound.

>
>> [deletia]
>>
>> An iMac hold's it's own for the exact same reason that
>> an ST can: most of what end users do is input bound.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.
```

4932. Re: Sales up in Germany, Chunk's strikes out in 9th!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-B6C7A4.20471322022000@bigmomma.idirect.com>
Source record: 2136

In article <210220001124502976%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

<snip>

if Apple's doing so well in Germany, then why did they fire their
entire marketing department?

4933. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-B88091.21300022022000@bigmomma.idirect.com>
Source record: 2137

In article <210220002335107678%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-A66EB7.21182919022000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > >
> > > And the findings will be the same..
> >
> > yep, another restraining order....
>
> Will prevail again..

let's see, that's one prediction that showed you completely clueless,
will this one also?

Sony asked for the same judge that posted the original injunction.

> > as far as the courts and Sony is concerned - NO.
>
> Were is the injunction?

why should I answer someone who can't even spell "where" ?

> > face it, IDIOT - you tried to compare a loser program like VGS to
> > one
> > of the most famous and popular computer games of all time, which has
> > been out for years longer than VGS and has made way more money, and is
> > still being supported. You must not have ever heard about common sense,
> > getting your facts straight, and not putting your foot in your mouth...
>
> So calling a VGS program a loser now that you lost..Have you ever used
> it? Can you get one for the vapour Milan?

no, becuase it LOST in SALES. That's why the major mail order stores
are selling them off at fire-sale prices.

YOU lost, TiFKAS, when you tried to compare a dog-selling program
like VGS to the highly successful DOOM. Caught with the meat in your
mouth!

Milan ain't vapour, and you know it, TiFKAS, no matter how loud you
screech.

>
> > >
> > > You sure?

> >
> > every time I go into the shops and compare both prices.
>
> Must be the high import duties..

what do high import duties have to do with the disparity between Mac
and PC game prices, in which Mac users pay through the nose for three
year old games when PC users can get them at reduced prices?

> >
> > You are TiFKAS. Now, pay attention as I explain it one more time:
> >
> > TiFKAS = The iDiot Forever Known As Sinclap, so called because
> >
> > 1) you're an idiot.
> > 2) you'll always be known as Sinclap.
> >
> > also note - the small "i" stands for "ignorance"
>
> Hi chunk's!

still spouting hot air at dead air? "Chunks" doesn't exist, except as
a projection of your own vile personality.....

>
> > >
> > > In what way? Are you insulting him because he was a CIA(creeps in
> > > action)Director?
> >
> > no, because he lied about not raising taxes. He lied about not
> > meeting with the contras. I don't insult, I'm just stating the facts...
>
> They all can't keep their promises..Is this new to you?

when you make a promise, the people you promise it to expect you to
KEEP it - why do you think Bush was turfed out of office. Is THAT news
to you, or is that how you operate in the business world?

>
> > >
> > >
> > > You got it wrong. Did we not resolved this with mea culpa?
> >
> > no, you were caught lying that you never said it, and I came up with
> > proof via Deja News to show that you did. Rewriting your own posting
> > history is a part of your sad Modus Operandi..
>
> What lying? Changing an opinion is not lying unless they changed the
> law up north..

you lied that "you never said it", and then you lied that I was
"making it all up". When I produced the evidence that you DID post it,

you ran from this newsgroup for a month with your tail between your
legs...

>
> > Now are you going to plead "no mas"?
> >
> > BTW, it's "Did we not resolve" Your diction is just as bad as your
> > spelling.....
>
> This is usenet...Changing the subject with 5 outs..

and as I said to you before, it's on topic. You claim to be an "Apple
Power Rep", yet your spelling and sentence construction reveal someone
that's obviously so stupid that you'd even flunk signing your name on
the resume. TiFKAS is the equivalent of that boneheaded hockey player
who's gonna be kicked out of the NHL....

>
> >
> > in other words, your word is completely untrustworthy. A warning to
> > anyone who deals with TiFKAS - Caveat Emptor.
>
> Your the one who is untrustworthly...You are a sore loser!

oh, really, TiFKAS? The fake "Apple Power Rep" who goes into a hissy
fit when one asks for evidence of his employment, who's been caught
lying and making up stuff about Atari from whole cloth, who can't even
spell (BTW, it's spelled "untrustworthy"), and who only posts to Atari
newsgroups in order to shore up his flaccid little ego because a number
of Atari users personally humiliated him in a public newsgroup? Look
who's the sore loser - hint, he's an idiot and he'll always be known as
Sinclap....

Look at that above sentence, and all the spelling mistakes - what
happened, TiFKAS, catch a brain virus from Roger Sheppard?

> > > Nope? Foul ball. Connectix beat Goliath...thats the issue ...
> >
> > Goliath just got up and smote Connectix with another lawsuit
> > regarding illegally copying 11 patents.
>
> Still won!

and you're still losing. Wanna clean the crap from your ears, which
resulted from having your head "up there"? Sony posted ANOTHER LAWSUIT
against Connectix a number of days ago. How could they have "won" a
lawsuit that hasn't come to court yet, KOOK?

>
> > The issue, of course, is that TiFKAS, the pretend "Apple Power Rep",
> > is completely clueless when it comes to discussing anything related to
> > computers....
>

> Sounds like you are a sore loser..

better pick up your needle, TiFKAS, the record is skipping....

> > Connectix has tanked with VGS, as a result of the lawsuits. Admit
> > it.
>
> Not here it has not..

it certainly has. Does your so-called "contract" require you to lie?
>
> >
> > uh, TiFKAS - do you ever read the news? According to the latest
> > polls
> > here, if a referendum vote was held in Quebec, it would be a solid "no"
> > vote against separation.
>
> In a rigged election of course..Just let them go and be happy!

we don't rig elections here, TiFKAS. And we certainly don't take
advice from know-nothing armchair pundits who've proven they don't know
SQUAT about politics, Canadian or otherwise. Even Bouchard isn't as
stupid as TiFKAS to hold a referendum where he'd get personally
slaughtered....

>
> > And talk about the pot calling the kettle black, when even your own
> > Republican Party is tearing itself apart with dirty tricks, running
> > mudslinging ads - when they're not doing it to the Democrats....
>
> Not my Republican party..Just watching McCain softening up Bush for
> Gore and draining Bush's cash..

uh, is that in your own self-admitted graphite coloured universe, or
in the blue-skyed REAL world? Or do we get better coverage of the
elections on the CBC than your government will allow letting its people
know?
>
> > yep, draw my own conclusion - TiFKAS has run out of arguments, so he
> > one again goes to plan "B", in which his laughable jingoism tries to
> > hide just how much of a moron he actually is....
>
> You lost!

TiFKAS - portrait of a whining little git who, beaten to a pulp by
logic, will crawl away insisting that he won. And, when caught with his
pants down and his hands in the till, sets him to new heights of
screeching in a vain attempt to drown out the logic.....

> >
> > Besides, last time Steve Jobs announced a 500 MHz G4 and said it
> > would be out in "a couple of weeks", it took, say, SIX MONTHS before it
> > finally showed up? With the same track record of his, I'd still

> > consider
> > it "vapour" until it crosses the 49th Parallel, using TiFKAS' own
> > yardstick of "Vapour"....
>
> Vapour is when you hype it month after month..

that's your private interpretation, which nobody agrees with. Why did
a lot of Apple users vote the 500MHz G4 tower 1999's "Vaporware product
of the year"?

.Nice smokescreen to hide
> the fact that the Milan is vapour..

no smokescreen needed, since the Milan ain't vapour - to begin with,
companies don't develop peripherals for vapour products. Milan GmBH has
delivered on every one of their promises, and we all are looking forward
to Milan II when it's launched, unlike TiFKAS, to which the very
existence of the Milan undermines his one-man Jihad against everything
and anything Atari...

> > > somewere in Minnesota..
> >
> > hiding from the posse.....
>
> You?

no, YOU. I'm a good boy....

BTW, it's spelled "somewhere".....

4934. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220000116262892%sinclap@nospam.net>
Source record: 2138

In article
<Pine.A41.4.05.10001311357110.19682-100000@srv1.calcna.ab.ca>, VE6HY
<besmith@calcna.ab.ca> wrote:

> On Mon, 31 Jan 2000, Daniel L. Dreibelbis wrote:
>
> > And price? They're still talking sub-$1000. That's also including
> > what's turning out to be a nice set of pre-packaged software, including
> > internet setup, utilities including a lite version of Papyrus, graphics
> > programs and games. Not to mention the ability to plug and play
> > Hewlett-Packard peripherals via USB.
>
> Now, I'm starting to salivate - but - I'll still not hold my breath !

Why not? Chunk's word is his word...If it will be out worldwide in
March, my golly he must be credible...-)

> The Canadian Curmudgeon (in sunny, warm, Calgary)

sinclap!

somewere in MN

4935. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220000117336956%sinclap@nospam.net>
Source record: 2139

In article <sfAr4.124$D02.10272@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> sinclap <sinclap@nospam.net> wrote in message
> news:190220000152480519%sinclap@nospam.net...
> > In article <Pine.MNT.4.10.10002090846270.69-100000@rakas>, Martin-Eric
> > Racine <q-funk@funkyware.atari.org> wrote:
> >
> > > On 2000-2-9, J WILKINSON <jwandjw@ihug.co.nz> wrote:
> > >
> > > > But they are still twice the price of mid-level PIII machines in
> > > > Australia and New Zealand. It will be hard to convince PC owners
> > > > in this area that a Mac is the machine for them when a fast PC is
> > > > that much cheaper...
> > >
> > >
> > > Apple Asia Pacific and Apple Australia had a phenominal Q1 sales..
> > >
> > > It's the same anywhere outside North America...
> > >
> > > I would buy an iMac, but definitely not pay twice the price of a
> > > well-equipped PC. Here, the "basic" iMac 350 sells for 8000 FIM.
> > > For that price, I can buy a couple of well-equiped hi-end PCs.
> > >
> > In the states, an iMac 350 is $999. A well equipped PC would cost more.
> >
> As would a well equipped Mac, so what's your point?.

The iMac 350 is already well equipped..

> Regards,
>
> Clockmeister.
>

sinclap!

somewere in MN

4936. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220000122526159%sinclap@nospam.net>
Source record: 2140

In article <vyEm4.66$386.10294@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

>
> Good news indeed.
>
> > The Open GL for Milan which is beeing developped will provide the
> > technical basis
> > for modern games.
> > The Milan II OS will have new glow icons! (probably on the Cebit 2000,
> > otherwise in
> > Hennef)

Just a follower, not a leader?

> Glow icons?. Where have I heard of that before I wonder..
>
> . > A combined Atari/Amiga exposition is planned in Hennef (Germany, near
> > Bonn) in
> > April/May. Date not yet fixed. Not only the Milan II will be present
> > (also on the
> > Cebit in Feb) but also "an Amiga of the new generation".It will be a
> > "comeback
> > event", thousands of visitors expected.
>
> I'm all for this Amiga/Atari de-facto arrangement. It can only benefit both
> platforms.

Sounds like Custer's last stand...

> Regards,
>
> Clockmeister.
>
>
sinclap!

somewere in MN

4937. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220000124543570%sinclap@nospam.net>
Source record: 2141

In article
<Pine.A41.4.05.10001301605180.25522-100000@srv1.calcna.ab.ca>, VE6HY
<besmith@calcna.ab.ca> wrote:

> On Sun, 30 Jan 2000, Brian Van TIlborg wrote:
>
> > However, if a Milan makes it as far as the CN Tower, it will easily make
> > the 3 days travel to Calgary.
>
> Should do - but is there a 'dealer' who would be interested in it ?
>
> > I am curious to know, if you would be interested in actually owning such a
> > beast? If I am correct you still use a Mega for Pagestream? Do you know if
> > such a program would work on a Milan? And if so, Does Pagestream take
> > advantage of the higher resolution and colours? Such as Calamus would.
>
> Yup - I still use the Mega/STE for Pagestream and a few other things -
> altho I am fast becoming a convert to 'Appleworks' which seems to do
> most 'business' things that I want to do.

And AppleWorks 6 continues the tradition..

> PageStream is my choice of DTP as it does almost everything I want and
> is now available in a Mac version - which I will be ordering shortly.

When will it be available?

> But - yes - I would be interested in the Milan - assuming of course
> that the OS is as simple and rock solid as the old Atari OS - and the
> price would not cause my nose to bleed !

Sounds like they reversed their pricing with Apple..

> The Canadian Curmudgeon (in sunny, 5C, Calgary)

sinclap!

somewere in MN

4938. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220000121140243%sinclap@nospam.net>
Source record: 2142

In article <dreibel-15261E.19420530012000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article
> <Pine.A41.4.05.10001301605180.25522-100000@srv1.calcna.ab.ca>, VE6HY
> <besmith@calcna.ab.ca> wrote:
>
>
> > > PageStream is my choice of DTP as it does almost everything I want and
> > > is now available in a Mac version - which I will be ordering shortly.
> > >
> > > But - yes - I would be interested in the Milan - assuming of course
> > > that the OS is as simple and rock solid as the old Atari OS - and the
> > > price would not cause my nose to bleed !

Cheapscape. Quality costs money...plus a reasonable return on
investment for the shareholders..

> well, the Milan II will be shipping with a MagiC/NVDI setup as its
> default running operating system (and Pagestream DOES run quite well
> under MagiC, from my own experience with it on the Falcon) - but if you
> prefer something simpler, you can press a key while it boots up and go
> straight into standard Milan TOS.

How about Mac X?

> Just remember, though, that under an '060 system Pagestream will
> SCREAM, be sure your chair is bolted to the floor :)

An 060 in 2000...sheesh..A G4 will cause that..

> And price? They're still talking sub-$1000. That's also including
> what's turning out to be a nice set of pre-packaged software, including
> internet setup, utilities including a lite version of Papyrus, graphics
> programs and games. Not to mention the ability to plug and play
> Hewlett-Packard peripherals via USB.

A $999 iMac with fourteen included apps is available today..No bargain
here.

> > The Canadian Curmudgeon (in sunny, 5C, Calgary)

sinclap!

somewere in MN
> >

4939. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220000136426237%sinclap@nospam.net>
Source record: 2143

In article <slrn8aoaqg.mg7.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Thu, 17 Feb 2000 19:48:23 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
> >Hi there,
> >
> >"Daniel L. Dreibelbis" wrote:
> >>
> >> Watch TV on your Milan! (Feb 11 00 1st update) Although work is still
> >> being done on the Falcon-Compatible Milan DSP card, Woller has confirmed
> >> that they are also working on another exciting Milan development: The
> >> Milan TV Card. This card will allow you to connect your video camera and
> >> VCR to the Milan, thus allowing the possibility to record or capture
> >> images and video. Another use of the card would be to , of course, watch
> >> TV in a nice GEM window. This card will possibly be released even before
> >> the DSP card.
> >
> >They could also just bundle an ATI Rage128 VR card as standard, as such
> >a card (and many others) have composite and S-Video in/out as standard.
> >Just a matter of writing drivers to hook into the video ins/outs...
>
> Such drivers and such applications already exist in source
> code form...

Unoficial hack and slash is not good enough..

> >
> >With well written GEM software a nice piece of video-editing could be
> >achieved...

Too little to late..iMovie with iMac DV have beaten to the punch..

> >Kind regards,
>
> [deletia]

sinclap!

somewere in MN

4940. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220000126530742%sinclap@nospam.net>
Source record: 2144

In article <slrn8atqpf.443.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> >Have you seen the latest price of the G4/450? $2499!
>
> Do you have any awareness of PC component prices?

Were comparing name brands here...Not a night by flee operation here..

> That just means that the PC side of the comparison
> goes down to Dual 600's or 500's. Besides, Dual
> Celeron's are even cheaper and more than capapable
> of keeping up with Mac's clock for clock with just
> one CPU.
>
> >
> >> [deletia]
> >>
> >> iMac's dont even test well against similarly clocked Celerons,
> >> nevermind P3's and Athlons clocked twice as fast...
> >
> >You must be on drugs...The iMac 350 even holds it own to an Athalon.
> >Talk with you know not out of your ass!
>
> While AltiVec is certainly nice, it's about as relevant to the
> normal end user as Beowulf is. I'm not the one on drugs, or the
> one that's brainwashed, or the one that has some compelling
> reason to keep parroting Apple's notoriously skewed benchmarking.

The iMac 350 does not have AltiVec..

sinclap!

somewere in MN

4941. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220000130303840%sinclap@nospam.net>
Source record: 2145

In article <slrn8atqka.443.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> >
> >Name brand ones? or hack and slash do not count? Where do they go for
> >support? A boiler outfit?
>
> Considering that all the parts are pretty much the same
> between even Apple and such a 'boiler outfit' it really
> doesn't matter.
>
> Do you know what a G400 is shillboy?
> Or Abit & Tyan for that matter...

Do you?

> >
> >
> >> 450Mhz G4's (with no SCSI) START at $3500.
> >
> >Nope! $2499!
>
> No wonder it took so long for you to respond.

Nope...Some of us have busy day jobs here...You?

> You had to wait for Apple to lower it's prices
> in the interim. That still leaves Macs twice as
> expensive clock per clock.

Sounds like clutching the straws here..A typical chunk's strategy...

> >You mean compaq hp, dell and gateway are lacking on price and
> >performance..
>
> That's the nice thing about a free market, I don't have to
> be restricted to any of those name brands. Infact, it's better
> not to be. You're less likely to get questionable non-standard
> parts from a 'boiler outfit'.
> This is not unlike Apple behavior. The bigger name brands,
> including Apple and Atari (when they were still around)
> tend to try and artificially lock you into their product.

Apple does not use questionable parts like the other guys and gals do..

sinclap!

somewere in MN

4942. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220000131156545%sinclap@nospam.net>
Source record: 2146

In article <Pine.MNT.4.10.10002191931130.200-100000@rakas>, Martin-Eric
Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-19, sinclap <sinclap@nospam.net> wrote:
>
> > > > And what is jumping in bed with M$ about..Please explain?
> > >
> > > Ever heard of Bill Gates' "mercy investment" into Apple?
> >
> > Nice try at historical revision..Your just as bad as Chunk's!
>
> Like you never heard that M$'s investment included an order to
> expressly include Internet Exlorer as the default MacOS browser.

And Netscape Navigator as well...

sinclap!

somewere in MN

4943. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230220000135151014%sinclap@nospam.net>
Source record: 2147

In article <N7Ar4.123$D02.10146@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

>
> If MS had not decided to invest into Apple via cash injection and support
> Apple would more than likely have folded. $2 Billion doesn't account for
> much when sales are way down and Apple stores are closing all around the
> place.

Apple's sales had stabalized in line with their cost structure by than.
$ 2billion on hand was more than enough..Apple was creating cash every
quarter by than.. The investment was to puny to do anything..

>
>>
> Your facts are generally not very representative of real world facts.
> (ie: G4 350Mhz ~ Athlon = just a plain silly comment)

And you have proof?

> > > > > You would know... 500Mhz G4 anyone?.
> > > > >
> > > > > G4/350, 400 and 450...
> > > >
> > > Oh, yes, that's right... the G4 500Mhz is vapourware.
> > >
> > You sure?
> >
> It was when I posted that.
> >
> > > Vapour is when it is announced, but never delivered. Nice try!
> > >
> > Try again..
> >
> That comment stands. Your definition of vapour is flawed.

Apple immediately cancelled the 500 model when it became apparent they
could not ship it. And also stopped talking about it until time would
permit.

>
>
> Regards,
>
> Clockmeister.
>

>
> --
> ///
sinclap!

somewere in MN

4944. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-FDB70B.08375023022000@bigmomma.idirect.com>
Source record: 2148

In article <230220000121140243%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-15261E.19420530012000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > In article
> > <Pine.A41.4.05.10001301605180.25522-100000@srv1.calcna.ab.ca>, VE6HY
> > <besmith@calcna.ab.ca> wrote:
> >
> >
> > >
> > > PageStream is my choice of DTP as it does almost everything I want and
> > > is now available in a Mac version - which I will be ordering shortly.
> > >
> > > But - yes - I would be interested in the Milan - assuming of course
> > > that the OS is as simple and rock solid as the old Atari OS - and the
> > > price would not cause my nose to bleed !
>
> Cheapscape. Quality costs money...plus a reasonable return on
> investment for the shareholders..

how can we trust anyone who can't even spell "cheapskate?"

And look who's calling us "cheap" - the same guy who won't take a
crowbar to his wallet to pay for the wonderful iCAB. The guy who
allegedly takes handouts from his so-called "employer", rather than
applying cash towards the super-systems he preaches about to the already
converted?

>
> > well, the Milan II will be shipping with a MagiC/NVDI setup as its
> > default running operating system (and Pagestream DOES run quite well
> > under MagiC, from my own experience with it on the Falcon) - but if you
> > prefer something simpler, you can press a key while it boots up and go
> > straight into standard Milan TOS.
>
> How about Mac X?

MagIC's already here and is proven. Mac OSX - bloated vapour.
>
> > Just remember, though, that under an '060 system Pagestream will
> > SCREAM, be sure your chair is bolted to the floor :)
>
> An 060 in 2000...sheesh..A G4 will cause that..

Yep, an '060 in 2000 - shows you that the architecture is still valid.

And according to TiFKAS' yardsticks, a G4 is now "yester-decade technology". And trying to play catch-up to 850 MHz Athlons.....

> > And price? They're still talking sub-$1000. That's also including
> > what's turning out to be a nice set of pre-packaged software, including
> > internet setup, utilities including a lite version of Papyrus, graphics
> > programs and games. Not to mention the ability to plug and play
> > Hewlett-Packard peripherals via USB.
>
> A $999 iMac with fourteen included apps is available today..No bargain
> here.

yep, overpriced, underpowered iMac. No bargain here.

where can we find a fully loaded blueberry iMac in Canada for $999 CDN, TiFKAS? Or for what it should REALLY be worth, which should be $599 CDN.

4945. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-043ABD.08414523022000@bigmomma.idirect.com>
Source record: 2149

In article <230220000135151014%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > > Try again..
> > >
> > That comment stands. Your definition of vapour is flawed.
> >
> Apple immediately cancelled the 500 model when it became apparent they
> could not ship it. And also stopped talking about it until time would
> permit.

BZZT! Wrong! Apple later told CNet that they had every intention of
releasing a 500 MHz G4 tower in the near future. If Apple told a trusted
media source this, whether there was a press release or not, it still
makes it official.

4946. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-23 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-8FCC82.08505123022000@bigmomma.idirect.com>
Source record: 2150

In article <230220000136426237%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <slrn8aoaqg.mg7.jedidiah@pyromania.mishnet>, JEDIDIAH
> <jedidiah@dementia.mishnet> wrote:
>
> > On Thu, 17 Feb 2000 19:48:23 +1300, J WILKINSON <jwandjw@ihug.co.nz>
> > wrote:
> > >Hi there,
> > >
> > >"Daniel L. Dreibelbis" wrote:
> > >>
> > >> Watch TV on your Milan! (Feb 11 00 1st update) Although work is
> > >> still
> > >> being done on the Falcon-Compatible Milan DSP card, Woller has
> > >> confirmed
> > >> that they are also working on another exciting Milan development:
> > >> The
> > >> Milan TV Card. This card will allow you to connect your video camera
> > >> and
> > >> VCR to the Milan, thus allowing the possibility to record or capture
> > >> images and video. Another use of the card would be to , of course,
> > >> watch
> > >> TV in a nice GEM window. This card will possibly be released even
> > >> before
> > >> the DSP card.
> > >
> > >They could also just bundle an ATI Rage128 VR card as standard, as
> > >such
> > >a card (and many others) have composite and S-Video in/out as
> > >standard.
> > >Just a matter of writing drivers to hook into the video ins/outs...
> >
> > Such drivers and such applications already exist in source
> > code form...
>
> Unoficial hack and slash is not good enough..

ah, poor widdle sincwap - too afwaid to get his hands dirty, would
wahther wet his mummy do aw his configuwing fah him whateher than tax
his widdle bwain (mummy told him that there are icky germs that might
get inside him the next time he picks his nose....)

Gee, TiFKAS, the Voodoo 3 drivers for the Mac are beta, use at your
own risk - does this also make them useless?

>
> > >
> > >With well written GEM software a nice piece of video-editing could be
> > >achieved...
>
> Too little to late..iMovie with iMac DV have beaten to the punch..

unfortunately, thanks to Apple being too stupid to make sure that DV
actually WORKED before they shipped, users are seeing just how bad it is.

Oh, and did we mention that iMovie doesn't run on a 64 meg iMac,
unless you turn on virtual memory (too slow) or cough up cash for more
memory (Ka-CHING!).

Compare this to Mountain, that runs on a 14-meg Falcon with rooms to
spare and has gotten many kind words and amazing reactions.

TiFKAS should only be concerned with the "punch" that has broken his
virtual glass jaw over and over and over.....

4947. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-24 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <UHTs4.148$fW2.9576@nsw.nnrp.telstra.net>
Source record: 2062

sinclap <sinclap@nospam.net> wrote in message
news:230220000117336956%sinclap@nospam.net...
> In article <sfAr4.124$D02.10272@nsw.nnrp.telstra.net>, Clockmeister
> <gerryvdb@tnet.com.au> wrote:
>
> > sinclap <sinclap@nospam.net> wrote in message
> > news:190220000152480519%sinclap@nospam.net...
> > > In article <Pine.MNT.4.10.10002090846270.69-100000@rakas>, Martin-Eric
> > > Racine <q-funk@funkyware.atari.org> wrote:
> > >
> > > > On 2000-2-9, J WILKINSON <jwandjw@ihug.co.nz> wrote:
> > > >
> > > In the states, an iMac 350 is $999. A well equipped PC would cost
more.
> >
> > As would a well equipped Mac, so what's your point?.
>
> The iMac 350 is already well equipped..

For $999 I'd expect the technology to be a bit less past it's use-by date.

Does it have a 50 speed CD-ROM?.
DVD drive?.
At least a 8Gb HDD?.
At least 64Mb RAM?.
Decent 3d accellerator?.
A floppy drive?. (I find a floppy drive handy, so it does matter to me)
PIII 500+ Mhz?.

iMac 350 well equipped... pigs arse!.

Regards,

Clockmeister.

4948. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-24 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <sOTs4.149$fW2.9203@nsw.nnrp.telstra.net>
Source record: 2063

```
sinclap <sinclap@nospam.net> wrote in message
news:230220000122526159%sinclap@nospam.net...
> In article <vyEm4.66$386.10294@nsw.nnrp.telstra.net>, Clockmeister
> <gerryvdb@tnet.com.au> wrote:
>
> >
> > Good news indeed.
> >
> > > The Open GL for Milan which is beeing developped will provide the
> > > technical basis
> > > for modern games.
> > > The Milan II OS will have new glow icons! (probably on the Cebit 2000,
> > > otherwise in
> > > Hennef)
>
> Just a follower, not a leader?
>
> > Glow icons?. Where have I heard of that before I wonder..
> >
> > . > A combined Atari/Amiga exposition is planned in Hennef (Germany,
near
> > > Bonn) in
> > > April/May. Date not yet fixed. Not only the Milan II will be present
> > > (also on the
> > > Cebit in Feb) but also "an Amiga of the new generation".It will be a
> > > "comeback
> > > event", thousands of visitors expected.
> >
> > I'm all for this Amiga/Atari de-facto arrangement. It can only benefit
both
> > platforms.
>
> Sounds like Custer's last stand...
>

You sound like a broken record.

Ah well, as long as you're here I guess you're not out flogging iMacs to
clueless newbies.

Regards,

Clockmeister.

--
///
```

```
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb
```

4949. Re: Sales up in Germany, Chunk's strikes out in 9th!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-24 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <pSTs4.150$fW2.9676@nsw.nnrp.telstra.net>
Source record: 2064

Daniel L. Dreibelbis <dreibel@idirect.com> wrote in message
news:dreibel-B6C7A4.20471322022000@bigmomma.idirect.com...
> In article <210220001124502976%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> <snip>
>
> if Apple's doing so well in Germany, then why did they fire their
> entire marketing department?

Simple. Their 'new' marketing department will have you believe that Apple is
doing well in Germany.

:-)

Regards,

Clockmeister.

4950. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-24 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-D505C7.22541823022000@bigmomma.idirect.com>
Source record: 2065

In article <230220001332049375%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <Pine.MNT.4.10.10002191934120.200-100000@rakas>, Martin-Eric
> Racine <q-funk@funkyware.atari.org> wrote:
>
> > On 2000-2-19, sinclap <sinclap@nospam.net> wrote:
> >
> > > Your joking right? Even the iMac 350 holds it's own!
> >
> > 1) learn how to spell properly or refrain from using faking any
> > knowledge of English.
>
> Excuse me...This is Americana english...Get with the XXX$#$# program.
> here...Clutching the starw here are you not?

if this is "Americana English", then it's obviously an indictment of
how poorly the American school system has failed TiFKAS - when he can't
even spell "straw"...

And when mummy finds out that TiFKAS said XXX$#$# in a public forum,
she'll be waiting for him with the carbolic soap :)
>
>
> > 2) If anything Apple really held itself, I would be able to buy
> > some in _any_ and _every_ computer store.
>
> And your point is....

you have no point. To the point that you screech and screech to try
to drown out the logic....

4951. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-24 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-7F199D.23303223022000@bigmomma.idirect.com>
Source record: 2066

In article <230220001332139880%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-B88091.21300022022000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:

> >
> > why should I answer someone who can't even spell "where" ?
>
> Okay..where dumbass?

I know you are, but what am I? ;0
>
>
> > no, becuase it LOST in SALES. That's why the major mail order stores
> > are selling them off at fire-sale prices.
>
> Thats funny...Selling well at its market price and Connectix is making
> a killing..

ah, making up stories again, eh? I can show you a lot of places in
Canada where you can wipe dust off the package.

The only "killing" going on is Connectix' hopes of having any
profitability on VGS, especially after paying all those attorney
bills....

>
> > YOU lost, TiFKAS, when you tried to compare a dog-selling program
> > like VGS to the highly successful DOOM. Caught with the meat in your
> > mouth!
>
> No I did not. Compared the product life cycles...Which is alien in the
> hardware business were as a hammer and nails never go stail...

hmmm - VGS is out for a year, dies a dog's death in the market and
Mac dealers have to try to unload them at fire-sale prices. Compared to
DOOM, which has been out since 1993, has made millions of dollars in
sales and is still supported. Anyone who tries to compares these two
products obviously has been too long at the Jack Daniels.

The hardware business (which like everything you try to comment on,
only shows your vast ignorance and reveals you have the IQ of a snail
fork) certainly has product life cycles as well. But at least I know how
to spell "stale", which you won't or can't.

>
> > Milan ain't vapour, and you know it, TiFKAS, no matter how loud you
> > screech.
>
> Can I buy one today after months of hype?

why would you WANT to, TiFKAS? Want to destroy it with a sledgehammer?

Milan II comes out March 4th at a trade show in France. You can
certainly buy an original Milan from Milan GmBH, nobody is stopping you
from doing so....

And you should know "hype", like Apple claiming that iMacs toast
Pentiums (but only using flawed benchmarks, real world benchmarks are a
whole 'nother story....)
>
> > >
> > > Must be the high import duties..
> >
> > what do high import duties have to do with the disparity between Mac
> > and PC game prices, in which Mac users pay through the nose for three
> > year old games when PC users can get them at reduced prices?
>
> not in the States here..To you...down south...

once again, TiFKAS, dodging the issue. Mac games are well-known to
cost several times more than their PC counterparts, and usually one to
two years AFTER the PCers get them first, on either side of the border.

>
> >
> > >
> > > Hi chunk's!
> >
> > still spouting hot air at dead air? "Chunks" doesn't exist, except
> > as
> > a projection of your own vile personality.....
>
> Only you..

nope, I don't fit your twisted fantasy. "Chunks" is a figment of your
imagination, who only comes out when you're losing an argument...

>
> > >
> > > They all can't keep their promises..Is this new to you?
> >
> > when you make a promise, the people you promise it to expect you to
> > KEEP it - why do you think Bush was turfed out of office. Is THAT news
> > to you, or is that how you operate in the business world?
>
> It's called political reality...here down south, our government
> consists of three branches with diverse agendas and ideas..

again, people expect their politicians to keep their promises. No
wonder your country is going down the toilet. :)

>
> \ >
> > > What lying? Changing an opinion is not lying unless they changed the
> > > law up north..
> > >
> > you lied that "you never said it", and then you lied that I was
> > "making it all up". When I produced the evidence that you DID post it,
> > you ran from this newsgroup for a month with your tail between your
> > legs...
> >
> Yaddy yaddy yaddy to you..

I see you're beginning to act your true age. No cheesy poofs for you,
Cartman....

> > > > Now are you going to plead "no mas"?
> > > > >
> > > > BTW, it's "Did we not resolve" Your diction is just as bad as
> > > > your
> > > > spelling.....
> > > >
> > > This is usenet...Changing the subject with 5 outs..
> > >
> > and as I said to you before, it's on topic. You claim to be an
> > "Apple
> > Power Rep", yet your spelling and sentence construction reveal someone
> > that's obviously so stupid that you'd even flunk signing your name on
> > the resume. TiFKAS is the equivalent of that boneheaded hockey player
> > who's gonna be kicked out of the NHL....
> >
> Usenet does not count...Atrocious spelling can be common...You just
> blasted your fellow Jihads...

it DOES count - you're SUPPOSED to be a professional who's supposed
to clearly convey ideas. Why do you think Apple require their employees
to have high levels of reading and spelling comprehension. And how can I
blast "fellow Jihads", when they don't exist?
>
> \>
> > oh, really, TiFKAS? The fake "Apple Power Rep" who goes into a hissy
> > fit when one asks for evidence of his employment, who's been caught
> > lying and making up stuff about Atari from whole cloth, who can't even
> > spell (BTW, it's spelled "untrustworthy"), and who only posts to Atari
> > newsgroups in order to shore up his flaccid little ego because a number
> > of Atari users personally humiliated him in a public newsgroup? Look
> > who's the sore loser - hint, he's an idiot and he'll always be known as
> > Sinclap....
> >
> Chunk's is outraged...

"Chunks" doesn't exist.....
>
> > Look at that above sentence, and all the spelling mistakes - what
> > happened, TiFKAS, catch a brain virus from Roger Sheppard?
>
> And he is...?

the infamous New Zealander who was also a brain-dead troll like
yourself - and like you, couldn't spell. And like you, had that horrible
habit of putting his foot in his mouth - like calling Australians a
racist term that got his ISP account terminated. IIRC, you were the only
one who defended him, claiming free speech....

I understand though that Roger's popped up again in New Zealand, and
it appears that the incident has helped him to clean up his act. Just
like you could, if you'd only go back to Bellevue and allow the doctors
to use a defibrulator on your head....

>
> > > Still won!
> >
> > and you're still losing. Wanna clean the crap from your ears, which
> > resulted from having your head "up there"? Sony posted ANOTHER LAWSUIT
> > against Connectix a number of days ago. How could they have "won" a
> > lawsuit that hasn't come to court yet, KOOK?
>
> Still shipping the product..Also Apple Germany grew as welldespite your
> false info and analysis..

they won't be shipping for long....

and look who's accusing me of "false info and analysis". Pot. Kettle.
Black.

If Apple Germany is doing so well, why did they fire their entire
marketing department?

> > > > Connectix has tanked with VGS, as a result of the lawsuits.
> > > > Admit
> > > > it.
> > >
> > > Not here it has not..
> >
> > it certainly has. Does your so-called "contract" require you to lie?
>
> Prove it?

can you prove otherwise?
>
> > >
> > > In a rigged election of course..Just let them go and be happy!
> >
> > we don't rig elections here, TiFKAS. And we certainly don't take
> > advice from know-nothing armchair pundits who've proven they don't know

> > SQUAT about politics, Canadian or otherwise. Even Bouchard isn't as
> > stupid as TiFKAS to hold a referendum where he'd get personally
> > slaughtered....
>
> Mike 'Newt' Harris would of...

we don't mind you calling Harris "Newt" - after all, Newt Gingrinch
is noted for also being a liar, a crybaby, a man who doesn't honour his
wife and a sore loser. And Harris and his narrow minded cronies are
going to be turfed out next election, just like Newt....

>
> > >
> > > Not my Republican party..Just watching McCain softening up Bush for
> > > Gore and draining Bush's cash..
> >
> > uh, is that in your own self-admitted graphite coloured universe, or
> > in the blue-skyed REAL world? Or do we get better coverage of the
> > elections on the CBC than your government will allow letting its people
> > know?
>
> Can't argue with phenominal economic growth of the Clinton/Gore
> Administration. The Gore/sinclap will continue it..Okay another
> veep...like Hilary..

oh, BTW, TiFKAS - McCain wiped the floor with George "Wimp Jr."
Bush....

>
> > > > yep, draw my own conclusion - TiFKAS has run out of arguments,
> > > > so he
> > > > one again goes to plan "B", in which his laughable jingoism tries
> > > > to
> > > > hide just how much of a moron he actually is....
> > >
> > > You lost!
> >
> > TiFKAS - portrait of a whining little git who, beaten to a pulp by
> > logic, will crawl away insisting that he won. And, when caught with his
> > pants down and his hands in the till, sets him to new heights of
> > screeching in a vain attempt to drown out the logic.....
>
> How poetic..From expereience?

nope. you're as bad as Miracle Max....

BTW, speaking of it, it's spelled "experience"

> > > Vapour is when you hype it month after month..
> >
> > that's your private interpretation, which nobody agrees with. Why
> > did

> > a lot of Apple users vote the 500MHz G4 tower 1999's "Vaporware product
> > of the year"?
>
> In your dreams..

nope, TRUE. Do a net search. I believe MacAddict reported that....

stop dreamin' and start drivin' TiFKAS....

> >
> > no smokescreen needed, since the Milan ain't vapour - to begin with,
> > companies don't develop peripherals for vapour products. Milan GmBH has
> > delivered on every one of their promises, and we all are looking
> > forward
> > to Milan II when it's launched, unlike TiFKAS, to which the very
> > existence of the Milan undermines his one-man Jihad against everything
> > and anything Atari...
>
> Whats the market for the Milan II? Nastalgic..?

no, getting work done.

4952. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38B5D449.8F0EC286@ihug.co.nz>
Source record: 2067

Hi there,

sinclap wrote:
>
> In article <slrn8aoaqg.mg7.jedidiah@pyromania.mishnet>, JEDIDIAH
> <jedidiah@dementia.mishnet> wrote:
> > On Thu, 17 Feb 2000 19:48:23 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
> > >They could also just bundle an ATI Rage128 VR card as standard, as such
> > >a card (and many others) have composite and S-Video in/out as standard.
> > >Just a matter of writing drivers to hook into the video ins/outs...
> >
> > Such drivers and such applications already exist in source
> > code form...
>
> Unoficial hack and slash is not good enough..

Depends on who compiles/adapts the software dickwad! There are many fine softwares that come from free source...probably more than one or two bits of the new Mac OS X are stolen from unix source in order to stabilise it more...

> > >With well written GEM software a nice piece of video-editing could be
> > >achieved...
>
> Too little to late..iMovie with iMac DV have beaten to the punch..

Maybe it isn't the same boxing ring you dumb moron! Did I mention any info remotely resembling that potentially an editing soft for Atari could take over iMac DV? No I didn't...stick to the story you stupid tosspot!

> sinclap!
>
> somewere in MN

Somewhere is lalaland morelike...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4953. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38B5D64A.A4D5A3B4@ihug.co.nz>
Source record: 2068

Hi there,

sinclap wrote:
>
> M$ bought $150 million in Apple's preferred stock as part of a patent
> agreement along with settlement payments reportedly over $100 million
> in cash over several years. At the time Apple had $2 billion in cash
> and securities for operations. The investment is reported on the
> balance sheet. This investment along with a committment for future
> versions of Office..

...or copied from somewhere! Look! There are next to no mistakes in
this text! I wonder if he just pasted this from some dribble he had
found on the 'net...

> Nice try at historical revision..Your just as bad as Chunk's!

Ah, back to normal again!

<Monty Python ON>
Fix your spellchecker you stupid person of comparable reading/writing
ability to a three old child type!
<Monty Python OFF>

;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4954. Re: Milan News - non-vapour Milan makes an appearance!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38B5D756.4D011D0E@ihug.co.nz>
Source record: 2069

Hi there,

"A.A.de Hulster (by way of Daniel L. Dreibelbis)" wrote:
>
> Translation :
> >APAK will be present at the SILICIUM expo in Villeneuve on 4 and 5 of
> March (France, near Lille) and will present the Milan II USB 060 and the
> Milan I 040.

C'mon Petey...we're waiting...

Sorry what was that Peter? Oh, it must have been a pin dropping...

The only vapour is the noxious stuff gurgling from your festering
windpipe Mr Sinplop...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4955. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38B5D9A1.88B01A25@ihug.co.nz>
Source record: 2070

Hi there,

sinclap wrote:
>
> In article <vyEm4.66$386.10294@nsw.nnrp.telstra.net>, Clockmeister
> <gerryvdb@tnet.com.au> wrote:
>
> >
> > Good news indeed.
> >
> > > The Open GL for Milan which is beeing developped will provide the
> > > technical basis
> > > for modern games.
> > > The Milan II OS will have new glow icons! (probably on the Cebit 2000,
> > > otherwise in
> > > Hennef)
>
> Just a follower, not a leader?

How can two companies that tread totally different pathways lead OR
follow each other? If Milan were a follower they would create machines
that use Mac OS, only Apple wouldn't let them. Thank goodness Milan
have NOT chosen that particular direction...

> Sounds like Custer's last stand...

Custer deserved his fate...he raped, pillaged, and generally was a
naughty boy. That certainly DOES NOT sound like Milan and the ethics
behind Milan. That to me is more like Bill Gates. Stevie Jobs is
playing catch-up, but he has some ground to cover yet in his quest
to be a 'trendy' Bill Gates...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4956. Re: More philosophy....

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38B5DCF8.A555BDD4@ihug.co.nz>
Source record: 2071

Hi there,

Paul Flieshman wrote:
>
> Hi all again. I've been observing all the entertainment and felt the
> need to post something again. I'm only 21 years old, and I'm sure most,
> if not all of you are older, smarter, wiser and better with computers
> than me, but I just wanted to offer something.

Gudday Paul! I remember once when I was that old...seems like a lifetime ago...hang on!, it IS a lifetime ago! (just kidding, I'm only 29!) B)

> My old man taught me not to worry
> about what other people do in comparison to what you do....just get on,
> do good things. Let them be good, bad, intelligent, stupid, whatever.
> Everybody makes their own reward/punishment. Certain people (make that a
> certain person) is trying to inflame everybody else, with comments that
> have degenerated to schoolyard insults. Let's not sink to his level, eh?
> Don't dignify stupid statements with replies.

I don't think it really worries any of us, least not myself. We're happy knowing that the childish exploits of a certain frequenter of this NG do nothing but prove his lack of sound logic.

> Sorry to come on all heavy.....lets talk ATARI, huh?

We sorta have been though. Thats the whole point. We have news of Milan 060 computers that are inches away from market, and Sinplop simply has to put his 10c worth in. He refuses to identify himself plainly in front of the rest of us, and his claims are baseless simply because Milan and Apple are treading different pathways.

I think the only reason I bother replying to sinplop is that I enjoy watching this guy sacrifice himself in front of a NG inhabited by some well together individuals, most of whom are fans of Atari computers!

I do find it amusing, and because it IS a .advocacy NG anything really goes...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4957. Atari Today - New UK Atari Magazine - Free Advert Offer

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: TechSoftware <BobF@techsoftware.demon.co.uk>
Message-ID: <dreibel-C821D0.08521325022000@bigmomma.idirect.com>
Source record: 2072

Something of interest to all Atari users....

Atari Today

More good news on the magazine front. Atari Today will
be launched in March. This is a new A4 style magazine
which includes articles from Atari developers, users
as well as a round up of news, reviews and general interest
articles on the Atari scene.

Each issue costs 2.50 UK Pounds and includes a cover disk.

If you are a supplier of Atari hardware or software you
can place a quarter or half page advertisement FREE in
the first issue. We have a limited amount of space and
it is let on a first come first served basis. Advertisements
must be sent as a 300 or 600 dpi GIF file. This is the
only format we accept for free advertisements.

Quarter Page is 90 x 130 mm
Half Page is 180 x 130 mm

You can also place 1 FREE classified advert in the magazine.
Send up to 50 words in ASCII text format. Again space is
limited, so first come first served!

We have a great first issue, with games reviews, programming
features, accelerator news, and more. Should be available
mid March.

Bob Frost
Editor/Atari Today
BobF@techsoftware.freeserve.co.uk

4958. New ST Applications

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <dreibel-CC1169.08562525022000@bigmomma.idirect.com>
Source record: 2073

News of the new A4 edition of ST Applications follows - please distribute widely! The next issue is complete - just waiting for advertising copy and confirmations.

We published our first Atari magazine, The ST Club Newsletter, in the Spring of 1986 - and we're still going strong. Full of invaluable information, ST Applications is an essential read for all Atari users who want to get the best out of their Atari software.

Supported by articles from contributors to Atari Computing the new-look ST Applications ensures that Atari enthusiast will have a printed magazine during the year 2000 and beyond. Issue 78 of ST Applications will herald a return to an A4 magazine-style format with lots of new features and a regular printing schedule. Existing subscribers to ST Applications will get the new-look magazine as the next issue of their subscription.

Inside each issue:
• News - the latest Atari News from around the world.
• Reviews and Articles - new products reviewed and 'how to' articles that help you to get the best from your Atari hardware and software.
• Atari Online - our unique guide to the Atari online world.
• PD and Shareware Updates - the latest Atari software news.
• Forum - help, news, views and letters.
• Classified Adverts - buy, sell and swap hard to find Atari gear. Adverts are free to subscribers.
• Contacts - User Groups, Meetings, Shows, and appeals for help.
• Emulators and Clones - keeping your Atari software alive without any Atari hardware!

Keeping the Atari market alive:
4+ issues a year - New A4 magazine format
Free classified advertising for subscribers
Advertising and publicity for Atari suppliers worldwide
Publishing in: February, April, July, October and December 2000.
Single issue: £3.50, 4-issue subscription: £12.
(Overseas rates and distribution: please email us for latest details.)

"I first contributed articles to ST Applications way back when it was a newsletter and for years it remained my favourite Atari magazine. ST Applications has always been written by enthusiasts for enthusiasts - long before we penned that phrase to promote Atari Computing. Although ST Applications never ceased publication, in recent years it was a shadow of its former self. So I'm absolutely delighted that FaST Club

have decided to re-launch ST Applications in a format which gives it a chance to recapture those halcyon days and, more importantly, those ex-Atari Computing readers looking for something to read! For the first time in years, I'm looking forward to reading something I haven't already edited and also look forward to contributing articles to ST Applications. I wish everyone involved the very best of luck." Joe Connor, Atari Computing

---

Regards, Paul Glover

FaST Club, PO Box 101, Nottingham, NG2 7NN, UK
Tel. 0115-945-5250 ~ Fax. 0115-914-0545
stclub@cix.co.uk ~ http://www.cix.co.uk/~stclub

4959. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002251528480.333-100000@rakas>
Source record: 2074

On 2000-2-23, sinclap <sinclap@nospam.net> wrote:

> > Like you never heard that M$'s investment included an order to
> > expressly include Internet Exlorer as the default MacOS browser.
>
> And Netscape Navigator as well...

They specifically required that Apple always installs Explorer by
default. iMacs are delivered with Explorer, not Netscape.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4960. Re: Milan News - non-vapour Milan makes an

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <vTxt4.880$O11.6898@newsfeed.slurp.net>
Source record: 2075

>>Translation :
>>APAK will be present at the SILICIUM expo in Villeneuve on 4 and 5 of
>March (France, near Lille) and will present the Milan II USB 060 and the
>Milan I 040.
>
>cheers,
>
>Dan
>
>Milan 040 - Magic Milan

Should be interesting to see the specs of this machine. I hope it
sells. Maybe someday I will get one, but for now, my Hades will do.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4961. Re: Sales up in Germany, Chunk's strikes ou

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <yTxt4.881$O11.6898@newsfeed.slurp.net>
Source record: 2076

On 21 Feb 2000 17:24:14 , sinclap wrote:
>
>Looks like the Milan has alot of catching up to....

> Strong sales in the last quarter
> Apple is clearly growing faster than its competitors. According to
>information which Macwelt received, International Data Corporation
>(IDC)
>figured out, that the Apple Corporation in Germany can count on selling
>up to three times more computers than simply one year ago. While

No it doesn't. Infact I am happy for Apple.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4962. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001744062807%sinclap@nospam.net>
Source record: 2077

In article <38B5D64A.A4D5A3B4@ihug.co.nz>, J WILKINSON
<jwandjw@ihug.co.nz> wrote:

> Hi there,
>
> sinclap wrote:
> >
> > M$ bought $150 million in Apple's preferred stock as part of a patent
> > agreement along with settlement payments reportedly over $100 million
> > in cash over several years. At the time Apple had $2 billion in cash
> > and securities for operations. The investment is reported on the
> > balance sheet. This investment along with a committment for future
> > versions of Office..
>
> ...or copied from somewhere! Look! There are next to no mistakes in
> this text! I wonder if he just pasted this from some dribble he had
> found on the 'net...

Maybe I did not have a Sam Adams at the time...-)

> > Nice try at historical revision..Your just as bad as Chunk's!
>
> Ah, back to normal again!
>
> <Monty Python ON>
> Fix your spellchecker you stupid person of comparable reading/writing
> ability to a three old child type!
> <Monty Python OFF>

Why

> ;^)
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

sinclap!

soon to be somewere in Iowa

4963. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001746019741%sinclap@nospam.net>
Source record: 2078

In article <slrn8b8516.k7b.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Wed, 23 Feb 2000 07:26:25 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <slrn8atqpf.443.jedidiah@pyromania.mishnet>, JEDIDIAH
> ><jedidiah@dementia.mishnet> wrote:
> >
> >> >Have you seen the latest price of the G4/450? $2499!
> >>
> >> Do you have any awareness of PC component prices?
> >
> >Were comparing name brands here...Not a night by flee operation here..
>
> Intel isn't a fly by night operation. Neither are Tyan or Abit.

So who will you call for warranty work?

> What a maroon you are.

typical jabba speak..

> >The iMac 350 does not have AltiVec..
>
> It certainly shows.

Still blows away PC's with PIII...

sinclap!

soon to be somewere in Iowa

4964. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001751158648%sinclap@nospam.net>
Source record: 2079

In article <slrn8b85b2.k7b.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> >
> >Do you?
>
> Yup, it's one of the fastest vidcards on the market today.
> It's not the fastest, but Matrox has the reputation for
> building the most GL compliant cards. Plus, this particular
> model comes in a double headed configuration.
>
It will stomp all over anything ATI has.

And the Voodoo 5 one to right?

> >Nope...Some of us have busy day jobs here...You?
> >
> >> You had to wait for Apple to lower it's prices
> >> in the interim. That still leaves Macs twice as
> >> expensive clock per clock.
> >
> >Sounds like clutching the straws here..A typical chunk's strategy...
>
> Nope. When I posted that message I double checked. You see,
> some of us do actually care about the details and about
> actual facts. At that time, the price I quoted reflected
> what was going on in the Apple store at that moment.

And it is no more. $2499..

> Although, even a $1000 price cut doesn't do Apple's 'high-end'
> much good. It's still over priced.

According to dealer reports on macweek.com, Apple is selling lots of
G4's...So the market does not agree with you..

\> >Apple does not use questionable parts like the other guys and gals
do..
>
> No, the just use generic OEM crap like ATI.

ATI is a name brand video card company that is HQed in Toronto. Maybe
some of Chunk's relatives and friends work there.

sinclap!

somewere in MN

4965. Re: Sales up in Germany, Chunk's strikes out in 9th!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-25 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001753447732%sinclap@nospam.net>
Source record: 2080

In article <dreibel-B6C7A4.20471322022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <210220001124502976%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> <snip>
>
> if Apple's doing so well in Germany, then why did they fire their
> entire marketing department?

Apple is centralizing all Marketing efforts at their Paris HQ to cut
duplicated costs, be efficient and have a consistent marketing message.
They want all in Europe to be on the same page.. This will free up
money for more marketing/sales activities..

sinclap!

soon to be somewere in Iowa

4966. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-26 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001807599325%sinclap@nospam.net>
Source record: 2081

In article <38B5D449.8F0EC286@ihug.co.nz>, J WILKINSON
<jwandjw@ihug.co.nz> wrote:

> Hi there,
>
> sinclap wrote:
> >
> Unoficial hack and slash is not good enough..
>
> Depends on who compiles/adapts the software dickwad! There are many fine
> softwares that come from free source...probably more than one or two bits
> of the new Mac OS X are stolen from unix source in order to stabilise it
> more...

Yea..The key word is who compiles/adapsts...Don't you ever forget that..

Mac X will be awesome when its released this summer. No point in
planning r/r this summer..

> > > >With well written GEM software a nice piece of video-editing could be
> > > >achieved...
> >
> > Too little to late..iMovie with iMac DV have beaten to the punch..
>
> Maybe it isn't the same boxing ring you dumb moron! Did I mention any
> info remotely resembling that potentially an editing soft for Atari
> could take over iMac DV? No I didn't...stick to the story you stupid
> tosspot!

So what would be the point in trying and bothering about it? What is
the point of the Milan and Milan II?

> > sinclap!
> >
> > somewere in MN
>
> Somewhere is lalaland morelike...

You know from experience?

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

sinclap!

soon to be somewere in Iowa

4967. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-26 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001811221536%sinclap@nospam.net>
Source record: 2082

In article <dreibel-043ABD.08414523022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <230220000135151014%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > > > Try again..
> > >
> > > That comment stands. Your definition of vapour is flawed.
> >
> > Apple immediately cancelled the 500 model when it became apparent they
> > could not ship it. And also stopped talking about it until time would
> > permit.
>
> BZZT! Wrong! Apple later told CNet that they had every intention of
> releasing a 500 MHz G4 tower in the near future. If Apple told a trusted
> media source this, whether there was a press release or not, it still
> makes it official.

Yea, Apple told C-net that the 500 may appear in the future if
supplies could be ironed out..Afterwards, they stopped talking about
until they announced the release again...Big difference..

sinclap!

soon to be somewere in Iowa

4968. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-26 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001814403560%sinclap@nospam.net>
Source record: 2083

In article <slrn8b84u6.k7b.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Wed, 23 Feb 2000 07:36:16 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <slrn8aoaqg.mg7.jedidiah@pyromania.mishnet>, JEDIDIAH
> ><jedidiah@dementia.mishnet> wrote:
> >
> >> On Thu, 17 Feb 2000 19:48:23 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
> >> >Hi there,
> >> >
> >> >"Daniel L. Dreibelbis" wrote:
> >> >>
> >> >> Watch TV on your Milan! (Feb 11 00 1st update) Although work is still
> >> >> being done on the Falcon-Compatible Milan DSP card, Woller has confirmed
> >> >> that they are also working on another exciting Milan development: The
> >> >> Milan TV Card. This card will allow you to connect your video camera and
> >> >> VCR to the Milan, thus allowing the possibility to record or capture
> >> >> images and video. Another use of the card would be to , of course, watch
> >> >> TV in a nice GEM window. This card will possibly be released even before
> >> >> the DSP card.
> >> >
> >> >They could also just bundle an ATI Rage128 VR card as standard, as such
> >> >a card (and many others) have composite and S-Video in/out as standard.
> >> >Just a matter of writing drivers to hook into the video ins/outs...
> >>
> >> Such drivers and such applications already exist in source
> >> code form...
> >
> >Unoficial hack and slash is not good enough..
>
> No one cares about your silly name games: not the atarians
> here and not the other PC users that would otherwise be using
> consumer vidcards due to the fact that they can actually get
> drivers for them.
>
> Wanna compare Q3A timedemo scores?

Looks like Jabba is clutching the straw hard knowing he has been
outflanked..

> >
> >> >
> >> >With well written GEM software a nice piece of video-editing could be
> >> >achieved...
> >

> >Too little to late..iMovie with iMac DV have beaten to the punch..
>
> So, people were capable of doing video editing on ST's and Amigas
> in the 80's. Just because Apple tries to lead the masses to
> something (this year), it doesn't necessarily mean they'll go for it.

Have you seen the sales figures Apple has released? The iMac DV SE
according to Apple has much better than expected and that many are
buying for iMovie!

The Amiga and ST had archane video setups that really never took off...

The question is...what are they doing today?

sinclap!

somewere in Iowa

> Most of Apple's target end users are likely ignorant that you
> could do such a thing with a consumer computer.
>
> [deletia]

4969. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-26 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001819542424%sinclap@nospam.net>
Source record: 2084

In article <dreibel-8FCC82.08505123022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> > Unoficial hack and slash is not good enough..
>
> ah, poor widdle sincwap - too afwaid to get his hands dirty, would
> wahther wet his mummy do aw his configuwing fah him whateher than tax
> his widdle bwain (mummy told him that there are icky germs that might
> get inside him the next time he picks his nose....)

Typical Chunks' double speak..

> Gee, TiFKAS, the Voodoo 3 drivers for the Mac are beta, use at your
> own risk - does this also make them useless?

The Voodoo 5 will solve that..
> >
> > > >
> > > >With well written GEM software a nice piece of video-editing could be
> > > >achieved...
> >
> > Too little to late..iMovie with iMac DV have beaten to the punch..
>
> unfortunately, thanks to Apple being too stupid to make sure that DV
> actually WORKED before they shipped, users are seeing just how bad it is.

You mean a glitch..Been fixed with updates..

> Oh, and did we mention that iMovie doesn't run on a 64 meg iMac,
> unless you turn on virtual memory (too slow) or cough up cash for more
> memory (Ka-CHING!).

Does the job..

> Compare this to Mountain, that runs on a 14-meg Falcon with rooms to
> spare and has gotten many kind words and amazing reactions.
>
What is Mountain? If it's soo good why has it not taken the market by
storm?

> TiFKAS should only be concerned with the "punch" that has broken his
> virtual glass jaw over and over and over.....

Sounds like sour grapes..

sinclap!

somewere in MN

4970. Re: Canadian prime ministers use Ataris? Let's get back on track,folks, it's TiFKAS Season in csaa....

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-26 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001824168248%sinclap@nospam.net>
Source record: 2085

In article <Rwlr4.35$0V1.5694@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> > Well, seems to me a lot of people here are about as knowledgeable
> > on things Atari as any astrologer or politician is: clueless.
>
> You are generalizing a bit here aren't you. Not all astrologers or
> politicians are clueless, just a greater majority perhaps.

If you can do a better job, why don't you become one? It's easy to
bitch and blame the politicians for your own mistakes..

> > Sinclair is just one of _many_ who hang out here claiming things
> > based on their complete ignorance of the subject. Are they so
> > lonely and bored that they need to generate noise on a newsgroup
> > whose subject is alien to their atrophied brain?

Sinclap sets the record straight to jihadsindenial..

>
> Says he who comments on the Canadian political situation from Finland.
> Threads such as that have no place in this newsgroup either because they are
> "noise" to the rest of us. Politics and religion should never be discussed
> in any other newsgroup other then those newsgroups specifically catering for
> those topics because those kind of debates can turn friends into bitter
> enemies.

Sounds like a duel here.."Your Prime Minister wears army boots and
stockings"...

> Just IMO ofcourse.
>
>
>
>
>
>
> > --
> > Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> > Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

sinclap!

somewere in MN

4971. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-26 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001828112442%sinclap@nospam.net>
Source record: 2086

In article <dreibel-D505C7.22541823022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> >
> > Excuse me...This is Americana english...Get with the XXX$#$# program.
> > here...Clutching the starw here are you not?
>
> if this is "Americana English", then it's obviously an indictment of
> how poorly the American school system has failed TiFKAS - when he can't
> even spell "straw"...

Lets see. The U.S. rules in the new economy also just executed the
120th person in Texas since Bush became guv..What real progress..-).
While others are drowning in high taxation, holding on to the old ways
and economic stagnation..

> And when mummy finds out that TiFKAS said XXX$#$# in a public forum,
> she'll be waiting for him with the carbolic soap :)

No..just campbell chunky soup with the sweetie..

> >
> > > 2) If anything Apple really held itself, I would be able to buy
> > > some in _any_ and _every_ computer store.
> >
> > And your point is....
>
> you have no point. To the point that you screech and screech to try
> to drown out the logic....

Eh?

sinclap!

somewere in MN

4972. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-26 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001829387701%sinclap@nospam.net>
Source record: 2087

In article <slrn8b8dpi.psc.jedidiah@localhost.localdomain>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> >
> >You have never used an iMac 350...
>
> Yes I have actually. I didn't find it very impressive.
> The would be local-corporate-mac-boosters also didn't
> find it very inspiring either. It simply doesn't live
> up to the hype and skewed benchmarks. It's a lightweight
> when it comes to things that aren't user-input bound.
>
Beats the pants off any Celeron boxes..

sinclap!

somewere in MN

4973. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-26 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <250220001835489973%sinclap@nospam.net>
Source record: 2088

In article <dreibel-FDB70B.08375023022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

>>
> how can we trust anyone who can't even spell "cheapskate?"

Thanks..

> And look who's calling us "cheap" - the same guy who won't take a
> crowbar to his wallet to pay for the wonderful iCAB. The guy who
> allegedly takes handouts from his so-called "employer", rather than
> applying cash towards the super-systems he preaches about to the already
> converted?

Why? Netscape 4.7 is better and free. I was about to buy a new system
until I got the good news..he he he..

> >
> > > well, the Milan II will be shipping with a MagiC/NVDI setup as its
> > > default running operating system (and Pagestream DOES run quite well
> > > under MagiC, from my own experience with it on the Falcon) - but if you
> > > prefer something simpler, you can press a key while it boots up and go
> > > straight into standard Milan TOS.
> >
> > How about Mac X?
>
> MagIC's already here and is proven. Mac OSX - bloated vapour.

Mac X will knock your socks off. I wonder what FUD you will throw
at...But you will use and praise it..

> > > Just remember, though, that under an '060 system Pagestream will
> > > SCREAM, be sure your chair is bolted to the floor :)
> >
> > An 060 in 2000...sheesh..A G4 will cause that..
>
> Yep, an '060 in 2000 - shows you that the architecture is still valid.

No...they have no technical no how to go PPC..

> And according to TiFKAS' yardsticks, a G4 is now "yester-decade
> technology". And trying to play catch-up to 850 MHz Athlons.....

The G4 totally destroys the Athlons!

> > > And price? They're still talking sub-$1000. That's also including
> > > what's turning out to be a nice set of pre-packaged software, including
> > > internet setup, utilities including a lite version of Papyrus, graphics

> > > programs and games. Not to mention the ability to plug and play
> > > Hewlett-Packard peripherals via USB.
> >
> > A $999 iMac with fourteen included apps is available today..No bargain
> > here.
>
> yep, overpriced, underpowered iMac. No bargain here.

Much faster than 060 with 100 mhz mother board with AGP graphics with
built in Harmon Karden speakers. Oh did I say will support the airport
card?

> where can we find a fully loaded blueberry iMac in Canada for $999
> CDN, TiFKAS? Or for what it should REALLY be worth, which should be $599
> CDN.

Contact your local Apple provider..A list is in the yellow pages..

sinclap!

soon to be somewere in iowa

4974. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002261117460.75-100000@rakas>
Source record: 2089

On 2000-2-25, sinclap <sinclap@nospam.net> wrote:

> <jedidiah@dementia.mishnet> wrote:
>
> > It's not the fastest, but Matrox has the reputation for
> > building the most GL compliant cards. Plus, this particular
> > model comes in a double headed configuration.
> >
> It will stomp all over anything ATI has.

Bzz... Therefore, the iMac is crap since it uses ATI components.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4975. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002261120510.75-100000@rakas>
Source record: 2090

On 2000-2-26, sinclap <sinclap@nospam.net> wrote:

> The Amiga and ST had archane video setups that really never
> took off... The question is...what are they doing today?

Yep... and the iMac uses outdated ATI technology from 10 years
ago. Now, _that_'s progress.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4976. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-27 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38B854AC.97D1A4D9@ihug.co.nz>
Source record: 2091

Hi there,

sinclap wrote:
>
> In article <38B5D449.8F0EC286@ihug.co.nz>, J WILKINSON
> <jwandjw@ihug.co.nz> wrote:
>
> > Hi there,
> >
> > sinclap wrote:
> > >
> > Unoficial hack and slash is not good enough..
> >
> > Depends on who compiles/adapts the software dickwad! There are many fine
> > softwares that come from free source...probably more than one or two bits
> > of the new Mac OS X are stolen from unix source in order to stabilise it
> > more...
>
> Yea..The key word is who compiles/adapsts...Don't you ever forget that..

Of course it is. You think I didn't know that already? My point is that
fine software exists for ALL platforms...irrespective of how 'current'
the platform may be. Its all in the coding...

> Mac X will be awesome when its released this summer. No point in
> planning r/r this summer..

It looks to be a better networking solution than current MacOS
offerings. Unix underpinnings would always be useful in the
code to offer better stability...

> > > Too little to late..iMovie with iMac DV have beaten to the punch..
> >
> > Maybe it isn't the same boxing ring you dumb moron! Did I mention any
> > info remotely resembling that potentially an editing soft for Atari
> > could take over iMac DV? No I didn't...stick to the story you stupid
> > tosspot!
>
> So what would be the point in trying and bothering about it? What is
> the point of the Milan and Milan II?

I'm not sure this even warrants answering. If you cannot see why Milan
i/ii are being made then there is little hope for you. A newer, faster
Atari compatible, using current 'innovations' like USB, SDRAM etc...is
the goal. A machine that runs current Atari software at much higher speed,
higher colours and so forth. A key issue is the use of current peripheral

standards like PCI/USB ports. That gives this new 'Atari' openings to a larger/cheaper marketplace for technologies such as Digital Video. I'm afraid if you cannot understand the strategy behind that then you should never have been employed as a rep for Apple...if indeed you ARE an Apple rep.

If you want to silence the critics, give us indelible PROOF of your claim to employment...

> > Somewhere is lalaland morelike...
>
> You know from experience?

I'm observant...reading your posts, the content is as far removed from 'normal' sanity as I have seen...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4977. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-27 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38B855D2.D3A10A18@ihug.co.nz>
Source record: 2092

Hi there,

sinclap wrote:
>
> J WILKINSON wrote:
> > <Monty Python ON>
> > Fix your spellchecker you stupid person of comparable reading/writing
> > ability to a three old child type!
> > <Monty Python OFF>
>
> Why

Because that will prove you are capable of performing such a difficult
and energy-sapping task...and make it easier for us to understand your
posts!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon03 owner.

4978. Re: Canadian prime ministers use Ataris? Let's get back on track,folks, it's TiFKAS Season in csaa....

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-27 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <dfZt4.14$QF3.2046@nsw.nnrp.telstra.net>
Source record: 2093

```
sinclap <sinclap@nospam.net> wrote in message
news:2502200001824168248%sinclap@nospam.net...
> In article <Rwlr4.35$0V1.5694@nsw.nnrp.telstra.net>, Clockmeister
> <gerryvdb@tnet.com.au> wrote:
>
> > > Well, seems to me a lot of people here are about as knowledgeable
> > > on things Atari as any astrologer or politician is: clueless.
> >
> > You are generalizing a bit here aren't you. Not all astrologers or
> > politicians are clueless, just a greater majority perhaps.
>
> If you can do a better job, why don't you become one? It's easy to
> bitch and blame the politicians for your own mistakes..

Re-read what I wrote, who are you replying to?.

>
> > > Sinclair is just one of _many_ who hang out here claiming things
> > > based on their complete ignorance of the subject. Are they so
> > > lonely and bored that they need to generate noise on a newsgroup
> > > whose subject is alien to their atrophied brain?
>
> Sinclap sets the record straight to jihadsindenial..

A case of pot calling the kettle black.

> >
> > Says he who comments on the Canadian political situation from Finland.
> > Threads such as that have no place in this newsgroup either because they
are
> > "noise" to the rest of us. Politics and religion should never be
discussed
> > in any other newsgroup other then those newsgroups specifically catering
for
> > those topics because those kind of debates can turn friends into bitter
> > enemies.
>
> Sounds like a duel here.."Your Prime Minister wears army boots and
> stockings"...

I suppose you could do a better job.
```

4979. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-27 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <ynZt4.18$QF3.2173@nsw.nnrp.telstra.net>
Source record: 2094

sinclap <sinclap@nospam.net> wrote in message
news:250220001746019741%sinclap@nospam.net...
> In article <slrn8b8516.k7b.jedidiah@pyromania.mishnet>, JEDIDIAH
> <jedidiah@dementia.mishnet> wrote:
>
> > On Wed, 23 Feb 2000 07:26:25 GMT, sinclap <sinclap@nospam.net> wrote:
> > >In article <slrn8atqpf.443.jedidiah@pyromania.mishnet>, JEDIDIAH
> > ><jedidiah@dementia.mishnet> wrote:
> > >
> > >> >Have you seen the latest price of the G4/450? $2499!
> > >>
> > >> Do you have any awareness of PC component prices?
> > >
> > >Were comparing name brands here...Not a night by flee operation here..
> >
> > Intel isn't a fly by night operation. Neither are Tyan or Abit.
>
> So who will you call for warranty work?
>
> > What a maroon you are.
>
> typical jabba speak..
>
> > >The iMac 350 does not have AltiVec..
> >
> > It certainly shows.
>
> Still blows away PC's with PIII...
>

"Yeah, because it's like Steve said so and Steve is such a good guy and he's
never lied to me before and he makes the best computers even if most people
dont wanna buy them it's OK because I can pick on brand x computers that
don't sell as many as Steve's computers because then I feel better because I
have proved Steve to be right and I can then buy Macworld and paste his ace
pictures on my bedroom wall"

4980. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-27 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <260220002149399125%sinclap@nospam.net>
Source record: 2095

In article <slrn8b85jh.k7b.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

>
> No, quality just costs money. Sometimes it doesn't even
> cost all that much, especially in electronics.
>
> Dividends are just something to make you less competitive
> in a cutthroat price sensitive market.

With out capital from investors, there would of been no intel, apple,
compaq etc...Capital investing legitimizes one..

Ask e-Machines why they are in trouble..

> >
> >> well, the Milan II will be shipping with a MagiC/NVDI setup as its
> >> default running operating system (and Pagestream DOES run quite well
> >> under MagiC, from my own experience with it on the Falcon) - but if you
> >> prefer something simpler, you can press a key while it boots up and go
> >> straight into standard Milan TOS.
> >
> >How about Mac X?
>
> Once the FSF have managed to deal with all the little bits
> in the Apple dev tools for OpenStep where they obfuscated
> it, you shouldn't have any problems building Apple OpenStep
> apps on any 030 or better Atari or Amiga actually...
>
> Or, those Atari's could just run BSD directly and nevermind
> the GNUstep cruft...

You obvious have no clue what X is...

> >
> >> Just remember, though, that under an '060 system Pagestream will
> >> SCREAM, be sure your chair is bolted to the floor :)
> >
> >An 060 in 2000...sheesh..A G4 will cause that..
>
> Some people are still bragging about their 040 NeXT slabs...

Where?

> >
> >
> >A $999 iMac with fourteen included apps is available today..No bargain

> >here.
>
> Certainly. You can get a simlar PC configuration for half.

What brand?

sinclap

somewere in Bloomington, MN

> [deletia]

4981. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-27 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <260220002152047926%sinclap@nospam.net>
Source record: 2096

In article <38B40844.27B30E89@calcna.ab.ca>, VE6HY
<besmith@calcna.ab.ca> wrote:

> sinclap wrote:
>
> > Cheapscape. Quality costs money...plus a reasonable return on
> > investment for the shareholders..
>
> I'm quite aware of that - but a Milan would need to be priced less than a
> comparable Mac !
>
> > A $999 iMac with fourteen included apps is available today..No bargain
> > here.
>
> And there's no $999 Mac in Canader - even with manufacturer rebates !

Just drive over the border down south..

> At least, not in this area !
>
> The Canadian Curmudgeon (in the land of the 65 cent dollar thanks to John Cretin)

Chunk's seems to worship the cretin. Believes the best since slice
toast..

sinclap!

somewere in MN

4982. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-27 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <260220002154236257%sinclap@nospam.net>
Source record: 2097

In article <38B4073E.2F81CB91@calcna.ab.ca>, VE6HY
<besmith@calcna.ab.ca> wrote:

> sinclap wrote:
>
> > And AppleWorks 6 continues the tradition..
>
> Appleworks '6' ????????
>
> Mine is 5.0.3 - and I have not seen any later version here - or will it be
> coming with the Milan ?

Nope. Will be a wintel version.. AppleWorks 6 is available from the
AppleStore for $79 and is shipping to the channel soon. May eventually
be bundled with iMacs in the future..

> The Canadian Curmudgeon (in sunny, warm, Calgary)

sinclap!

somewere in wet MN

4983. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-27 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <260220002157589262%sinclap@nospam.net>
Source record: 2098

> > The iMac 350 is already well equipped..
>
> For $999 I'd expect the technology to be a bit less past it's use-by date.
>
> Does it have a 50 speed CD-ROM?.

Do you need one?

> DVD drive?.
Nope..

> At least a 8Gb HDD?.

6 G's..The DV ones have 10 G's.

> At least 64Mb RAM?.
Yep

> Decent 3d accellerator?.
Yep

A floppy drive?. (I find a floppy drive handy, so it does matter to me)

Nope..Do you need one? A zip is better.

> PIII 500+ Mhz?.

Nope..just a Pentium crushing G3 processor.

> iMac 350 well equipped... pigs arse!.

Have you use one or just talking out of your ass?

>
> Regards,
>
> Clockmeister.

sinclap!

somewere in MN

4984. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-27 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <260220002159506016%sinclap@nospam.net>
Source record: 2099

In article <Pine.MNT.4.10.10002261117460.75-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-25, sinclap <sinclap@nospam.net> wrote:
>
> > <jedidiah@dementia.mishnet> wrote:
> >
> > > It's not the fastest, but Matrox has the reputation for
> > > building the most GL compliant cards. Plus, this particular
> > > model comes in a double headed configuration.
> > >
> > It will stomp all over anything ATI has.

> Bzz... Therefore, the iMac is crap since it uses ATI components.

OOPS!! no more late nights.. Meant that ATI is as just as good as the others...Why else would PC companies use it as well..?

sinclap

somewere in MN

4985. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-27 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <260220002200278261%sinclap@nospam.net>
Source record: 2100

In article <Pine.MNT.4.10.10002261120510.75-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-26, sinclap <sinclap@nospam.net> wrote:
>
> > The Amiga and ST had archane video setups that really never
> > took off... The question is...what are they doing today?
>
> Yep... and the iMac uses outdated ATI technology from 10 years
> ago. Now, _that_'s progress.

Since when?

sinclap!

somewere in MN

4986. Re: Milan News - non-vapour Milan makes an appearance!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-27 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <270220001434345868%sinclap@nospam.net>
Source record: 2151

In article <38B5D756.4D011D0E@ihug.co.nz>, J WILKINSON
<jwandjw@ihug.co.nz> wrote:

> Hi there,
>
> "A.A.de Hulster (by way of Daniel L. Dreibelbis)" wrote:
> >
> > Translation :
> > >APAK will be present at the SILICIUM expo in Villeneuve on 4 and 5 of
> > March (France, near Lille) and will present the Milan II USB 060 and the
> > Milan I 040.
>
> C'mon Petey...we're waiting...
>
> Sorry what was that Peter? Oh, it must have been a pin dropping...
>
> The only vapour is the noxious stuff gurgling from your festering
> windpipe Mr Sinplop...

So..will be available in the States right? Or this is the same tune
played by the Tramiels?

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

sinclap!

somewere in MN

4987. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002280108020.73-100000@rakas>
Source record: 2152

On 2000-2-27, VE6HY <besmith@calcna.ab.ca> wrote:

> > For one thing, iCAB actually translates HTML properly. Fast.
> > Efficient. And without the bloat of Netscape and IE.
>
> May one be so bold as to ask - where can one obtain a copy of iCAB ?

http://www.icab.de/

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4988. Re: Milan News - non-vapour Milan makes an appearance!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002280241270.73-100000@rakas>
Source record: 2153

On 2000-2-27, sinclap <sinclap@nospam.net> wrote:

> So..will be available in the States right? Or this is the
> same tune played by the Tramiels?

Meaning?

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4989. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-5DE6F9.22345327022000@bigmomma.idirect.com>
Source record: 2154

In article <38B97A05.33E8FC6F@calcna.ab.ca>, besmith@calcna.ab.ca
wrote:

> "Daniel L. Dreibelbis" wrote:
>
> > uh, no. For one thing, iCAB actually translates HTML properly. Fast.
> > Efficient. And without the bloat of Netscape and IE. Oh, and BTW,
> > there'll be a free version of iCAB as well as the full trimmings
> > version.
> >
> > Many Mac users are using iCAB and are praising it highly, and
> > completely disagree with you.
>
> May one be so bold as to ask - where can one obtain a copy of iCAB ?

certainly - try over at http://www.icab.de . There you'll find iCab
in a variety of languages, in both PPC and 68K form (another advantage,
iCAB supports older Macs including older PowerBooks - no wonder TiFKAS
has been running a disinformation campaign against it!), and even some
replacement icons for use with it.

Yep, Alexander Clauss brought the best of what he did for the
original CAB and made it even better.

4990. Don Crabb 1945-2000

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <270220002217435748%sinclap@nospam.net>
Source record: 2155

sinclap's 21 gun salute to the renouned Apple author and critic..

macintouch.com

We lost a colleague and a valued member of the Mac
community on February 26, 2000, when Don Crabb passed away. Don had a
remarkably quick wit, a wonderful sense of humor and a
real love for the Mac (Apple's foibles notwithstanding). He somehow
managed to
singlehandedly produce more Mac and computer content than
any five other writers, while simultaneously teaching and consulting
and
communicating with all kinds of people about shared
interests. We're going to miss him.

Don's web site at www.doncrabb.com has his bios, written
in classic Don Crabb style, and a few photos. Roger Ebert wrote the
obituary
for the Chicago Sun-Times, and WGN Radio notes the
funeral arrangements.

Memories of Don Crabb

from Rich Coulombre

If memory serves me correctly, I first met Don Crabb in
1992 or 1993. Claris Corporation had arranged for a FileMaker Pro 2.0
demonstration on MacTV with Don Crabb as host. This was
to be my first experience in front of a TV camera, and I was quite
nervous.
When my wife and I arrived for taping, the show's
producer introduced us to Don. His demeanor immediately put me at ease.
We actually
hit it off quite well. In fact, you'll find a lot of
people who found it very easy to like Don. For someone with his
enormous popularity and
exposure, he carried no airs or attitudes.

During that day we taped about 6 episodes, a record of
sorts I'm told. Don seemed to have boundless energy. In fact, at lunch
that day, I
was amazed at his ability to multi-task - he ate lunch,
carried on a continuous conversation, and wrote a column for one of his
endless list of
writing assignments.

While in New Hampshire, we stayed at an old bed and
breakfast recommended by the MacTV folks. While we were there, the
lights went
out several times during the night. When asked the next
morning about the power outages, the exasperated owner talked about
that computer
guy who had brought so much computer gear into the bed
and breakfast; the owner was not only concerned about the fuses that
kept
blowing, he was afraid that he would burn the place down!
Yes, it was Don at work.

Shortly after these tapings, my first FileMaker Pro book
hit the streets, and I received several phone calls from readers
indicating that they
had bought the book based upon Don's recommendation in
his column in one of the many Macintosh publications for which he
wrote. Don
had received a notice about the book, and took it upon
himself to help out this fledgling author. He was a true gentleman.

On several occasions Don asked me to participate on
panels at MacWorld. One of these panels was called "Don Crabb and Bob
LeVitus
Unleased". I was the so-called "moderator". What a
humbling experience! With the incredible wit and humor of both of these
speakers, I
just sat back and watched a couple of pros go at it. Don
was really at home in front of an audience, with an incredible ability
to talk on
deeply technical issues at one moment, and handle the
most difficult of public speaking conundrums at the next. In fact, if
memory serves
me correctly, Don showed up a few minutes late for the
panel. When he arrived, he came charging down the middle aisle
chanting, "I'm
here!". The crowd exploded into wild applause. And God
forbid the hapless audience member who challenged him. He would chew
them
up and spit them out in a heartbeat. The man was that
good.

Over the next few years Don and I would communicate via
email from time to time, and would work together on panels at MacWorld.
It
always amazed me when I would get an email from him at 2
or 3 AM. One night, my phone rang at 1 AM (Boston time) and it was Don.
When I mentioned to him that is was 1 AM in Boston, he
replied that is was only midnight in Chicago. I don't think the man
ever slept.

When MacWorld was held in Boston, we held a party at our home that Don regularly attended. It was like the king and his court. Don was a charismatic fellow, and very approachable, and his disciples would gather around to discuss any number of computer-related topics. But he was also a very funny man. He had done some stand-up comedy in has varied career, and it showed. I remember him "getting on a roll" several times, where we sat there with tears running down our faces from this outrageously funny man.

It was at one of these parties that Don announced the formation of the CAB (Customer Advisory Board) that Apple had asked him to organize. Many of us remember him as an outspoken critic of Apple. In some of their less profitable days, Gil Amelio and Marco Landi had asked Don to put together a group of people to meet with the exec staff at Apple on a regular basis to discuss some of these criticisms. The purpose was to provide feedback to Apple on current and future business plans. Don asked if I would like to participate.

During our first meeting, we met with folks such as Gil Amelio, John Floissand, Marco Landi, and Ellen Hancock, among others. These were folks that I had only read about before, and now, due to Don's influence and friendship, I was sitting among them. What an incredible experience! By the second meeting, Steve Jobs was back, and the entire exec staff had been replaced. As a private joke, we always told Don that it was his influence that caused this mass exodus of the exec staff. It really was no joke, however, how powerful a figure Don was inside the Macintosh community.

Don will be sorely missed in the Macintosh world. It was a world that he cherished. All of his criticisms had one objective - to make the Macintosh a better computing platform. Don was sometimes referred to as a curmudgeon - but he was our curmudgeon - someone who called it like he saw it. Many loyal readers followed his words. He will be deeply missed by those who only knew him through his words, and by those who had the privilege to know him personally.

4991. Re: FUCK IRVING GOULD Re: Return of Atari and Commodore Entities

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <270220002221389849%sinclap@nospam.net>
Source record: 2156
Cross-posted to: rec.games.video.classic,alt.flame,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <dreibel-02F254.09021804022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <3899F950.A9B6291B@uiowa.edu>, Ethan Larson
> <ethan-larson@uiowa.edu> wrote:
>
>
>
> > >
> > > Every phreakin' day in C.S.A.A is like April fools IMHO!
> > >
> > > Groundhog day all over again, but its Peter Sinclair-Day who
> > > is stuck in it, not Bill Murray...thats conclusive evidence
> > > that such a phenomenon would REALLY mess with ones mind...
> > >
>
>
> > Ya mean Sinclap is still around!?!? When will he disappear?
>
> seeing as you're from Iowa, you must know Sinclap? Tell us, was he
> always such a noxious little twerp?
>

Nope...He attended that other University Chunk's...Big difference.

> I always wonder, back in his home town in Iowa, if anyone was
> concerned that their village idiot was missing :)

Not an Iowan...Never was...Just went to the University...thank god! MN
is my home and always will be unless the next big opportunity is
elsewere...And you? Happy in Americana Toronto?

-just sinclap!

4992. Re: Milan News - non-vapour Milan makes an appearance!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <270220002219080826%sinclap@nospam.net>
Source record: 2157

In article <Pine.MNT.4.10.10002280241270.73-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-27, sinclap <sinclap@nospam.net> wrote:
>
> > So..will be available in the States right? Or this is the
> > same tune played by the Tramiels?
>
> Meaning?

What U.S. dealers will be carrying and servicing the Milan.

-just sinclap

4993. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <280220001043254181%sinclap@nospam.net>
Source record: 2158

In article <dreibel-EA3464.11193127022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <260220002152047926%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <38B40844.27B30E89@calcna.ab.ca>, VE6HY
> > <besmith@calcna.ab.ca> wrote:
> >
>
> > > I'm quite aware of that - but a Milan would need to be priced less than
> > > a
> > > comparable Mac !
> > >
> > > > A $999 iMac with fourteen included apps is available today..No
> > > > bargain
> > > > here.
> > >
> > > And there's no $999 Mac in Canader - even with manufacturer rebates !
> >
> > Just drive over the border down south..
>
> and after the translation from Canadian to American dollars, duty,
> taxes, etc, you come right back to $1,599 CDN, plus you wasted all that
> gas and put wear and tear on your car. Some savings.

What taxes? Just declare the computer as beer..a special imac
blend...-) No wear and tear...I drive a Nissan..

> > > At least, not in this area !
> > >
> > > The Canadian Curmudgeon (in the land of the 65 cent dollar thanks to
> > > John Cretin)
> >
> > Chunk's seems to worship the cretin. Believes the best since slice
> > toast..
>
> "Chunks" don't exist, TiFKAS.
>
> Chretien ain't perfect, but he certainly has proven popular here
> despite all his problems as of late. He's truly Mr. Teflon, compared to
> his predecessor Brian Mulroney, who proved to be Mr. Velcro and left the
> Conservatives to be torn to pieces by the electorate.

There was an article in Sunday's NY Times in regard to the growing CA tax cheats who are fed up with the high taxes and the poor governement services. Seems that the folks like ones in the escort business wants to be paid under the table in cash, that many MBA students who attend down south never return and etc...What gives? Also Mike 'Newt' Harris was re-elected last May despite Chunk's asertion that he is going down..

sinclap!

somewere in MN

4994. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <280220001052226623%sinclap@nospam.net>
Source record: 2159

In article <dreibel-5DE6F9.22345327022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <38B97A05.33E8FC6F@calcna.ab.ca>, besmith@calcna.ab.ca
> wrote:
>
> > "Daniel L. Dreibelbis" wrote:
> >
> > > uh, no. For one thing, iCAB actually translates HTML properly. Fast.
> > > Efficient. And without the bloat of Netscape and IE. Oh, and BTW,
> > > there'll be a free version of iCAB as well as the full trimmings
> > > version.
> > >
> > > Many Mac users are using iCAB and are praising it highly, and
> > > completely disagree with you.
> >
> > May one be so bold as to ask - where can one obtain a copy of iCAB ?
>
> certainly - try over at http://www.icab.de . There you'll find iCab
> in a variety of languages, in both PPC and 68K form (another advantage,
> iCAB supports older Macs including older PowerBooks - no wonder TiFKAS
> has been running a disinformation campaign against it!), and even some
> replacement icons for use with it.

Nope...I just prefer to use Netscape..I like choice!

> Yep, Alexander Clauss brought the best of what he did for the
> original CAB and made it even better.

sinclap!

somewere in MN

4995. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <280220001056593320%sinclap@nospam.net>
Source record: 2160

In article <8idp4.454$M73.53@198.235.216.4>, Brian Van TIlborg
<madmax@bfree.on.ca> wrote:

> On 8 Feb 2000 08:08:52 +, Martin-Eric Racine wrote:
> >On 2000-2-7, sinclap <sinclap@nospam.net> wrote:
> >
> >> > > > 1) My STE is great for sequencing on location....far more stable in
> >> > > > transit, and less of a fragile liability than the Mac or the PC.
> >> > >
> >> > > Saids who? Did you see the latest midi at MacWorld Expo/SF? Lots of
> >> > > midi soltions..
> >> >
> >> > Have you ever _tried_ anything MIDI? Have you ever had any need
> >> > for MIDI equipment that can stand the rigors of touring?
> >>
> >> Ducking the issue here..
> >
> >No, you are.
> >
> >Dan's point was stability and reliability, which has nothing to
> >do with quantity. Atari MIDI hard/software needs no novelty,
> >because it needs no fixing.

Except for hard to find spare parts..

>
> Ofcourse he is ducking. Now he has left this to rest. Bad choice of topics
> to diss about Ataris. Foolish really.

Say what?

>
> Later Brian.
>
> >.

sinclap!

somewere in MN

4996. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <280220001050360253%sinclap@nospam.net>
Source record: 2161

In article <dreibel-0033EF.11135727022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <250220001835489973%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <dreibel-FDB70B.08375023022000@bigmomma.idirect.com>, Daniel
> > L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > > And look who's calling us "cheap" - the same guy who won't take a
> > > crowbar to his wallet to pay for the wonderful iCAB. The guy who
> > > allegedly takes handouts from his so-called "employer", rather than
> > > applying cash towards the super-systems he preaches about to the
> > > already
> > > converted?
> >
> > Why? Netscape 4.7 is better and free. I was about to buy a new system
> > until I got the good news..he he he..
>
> uh, no. For one thing, iCAB actually translates HTML properly. Fast.
> Efficient. And without the bloat of Netscape and IE. Oh, and BTW,
> there'll be a free version of iCAB as well as the full trimmings version.

No bloat here...Netscape runs fine and is free!

> Many Mac users are using iCAB and are praising it highly, and
> completely disagree with you.

Many would disagree with them as well..Whats your point?

> >
> > Mac X will knock your socks off. I wonder what FUD you will throw
> > at...But you will use and praise it..
>
> gain, according to your yardsticks, MacOSX is vapour. MagiC is here
> and has been proven....

Were can one buy MagiC in Minneapolis?

> > No...they have no technical no how to go PPC..
>
> and you don't have the educational know-how to spell "know-how".

Sue me..

> and of course, TiFKAS puts his foot in his mouth yet again, for
> Motorola is invloved with the manufacture of the Milan II boards.

> Motorola knows computers - TiFKAS don't!

He he he..Motorola will make money producing 50 Milans a month?

> >
> > > And according to TiFKAS' yardsticks, a G4 is now "yester-decade
> > > technology". And trying to play catch-up to 850 MHz Athlons.....
> >
> > The G4 totally destroys the Athlons!
>
> uh, uh. It's the other way around, weinerboy.
>
> of course, TiFKAS is so syncophantic to Steve Jobs that he'll believe
> anything he says without questioning such nonsense. Why, I bet that if
> Steve Jobs told a MacWorld audience that cat feces tasted like ice
> cream, TiFKAS would be the first one at the litterbox brandishing a
> spoon. :)

Say again..

> again, here's the real evidence, that TiFKAS will once again claim to
> be a conspiracy:
>
> Yet another person who has let Apple's irresponsible hype influence
> subjective observations. The G4 is not even close to 850 MHz Athlon
> performance in general, although in certain specific conditions it may
> be faster, just like in certain specific conditions a 450 MHz PIII may
> be much faster than a 450 MHz G4.

Noot according to the Pro's..

****
>
>
> > > >
> > > > A $999 iMac with fourteen included apps is available today..No
> > > > bargain
> > > > here.
> > > >
> > > yep, overpriced, underpowered iMac. No bargain here.
> >
> > Much faster than 060 with 100 mhz mother board with AGP graphics with
> > built in Harmon Karden speakers. Oh did I say will support the airport
> > card?
>
> still no bargain. and it has to be that fast in order to support the
> bloated Mac OS, a real resource and speed hog, compared to the
> MagiCMilan OS which requires less resources and does more, and has more
> choices in alternate desktops like Thing and Jinnee II. With the
> freeware fVDI project, the Milan II will support PCI ATI Rage cards. The
> consumer will have the choice of whatever speakers he wants, whether it
> be Harmon-Kardon, Bose, Yamaha etc. Airport? One-trick pony, overhyped,

> and will get you jailed in France for using it....

Jealous arn't we? The iMac 350 comes with 14 high quality apps that
the Milan could not compare to. Nice try at spin.

> >
> > > where can we find a fully loaded blueberry iMac in Canada for $999
> > > CDN, TiFKAS? Or for what it should REALLY be worth, which should be
> > > $599
> > > CDN.
> >
> > Contact your local Apple provider..A list is in the yellow pages..
>
> uh, I go to Mac shops, TiFKAS. Show me where I can find a Blueberry
> 350MHz iMac for $999 CDN. I'd really like to see that, 'cause they DON'T
> EXIST at that price point - try $1,599 CDN, trollboy....

That would be U.S. $999 dollars..Why the complaint?

sinclap!

soon to be somewere in omaha!

4997. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8blij4.i9s.jedidiah@pyromania.mishnet>
Source record: 2162

On Sun, 27 Feb 2000 03:59:38 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <Pine.MNT.4.10.10002261120510.75-100000@rakas>, Martin-Eric
>Racine <q-funk@funkyware.atari.org> wrote:
>
>> On 2000-2-26, sinclap <sinclap@nospam.net> wrote:
>>
>> > The Amiga and ST had archane video setups that really never
>> > took off... The question is...what are they doing today?
>>
>> Yep... and the iMac uses outdated ATI technology from 10 years
>> ago. Now, _that_'s progress.
>
>Since when?

Since always. ATI is always at the bottom of the video
heap. The fact they accelerate iDCT in hardware is
somewhat interesting but their cards are in general, crap.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

4998. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8bliga.i9s.jedidiah@pyromania.mishnet>
Source record: 2163

On Sat, 26 Feb 2000 00:13:58 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8b84u6.k7b.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Wed, 23 Feb 2000 07:36:16 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <slrn8aoaqg.mg7.jedidiah@pyromania.mishnet>, JEDIDIAH
>> ><jedidiah@dementia.mishnet> wrote:
>> >
>> >> On Thu, 17 Feb 2000 19:48:23 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>> >> >Hi there,
>> >> >
>> >> >"Daniel L. Dreibelbis" wrote:
[deletia]
>> >> >They could also just bundle an ATI Rage128 VR card as standard, as such
>> >> >a card (and many others) have composite and S-Video in/out as standard.
>> >> >Just a matter of writing drivers to hook into the video ins/outs...
>> >>
>> >> Such drivers and such applications already exist in source
>> >> code form...
>> >
>> >Unoficial hack and slash is not good enough..
>>
>> No one cares about your silly name games: not the atarians
>> here and not the other PC users that would otherwise be using
>> consumer vidcards due to the fact that they can actually get
>> drivers for them.
>>
>> Wanna compare Q3A timedemo scores?
>
>Looks like Jabba is clutching the straw hard knowing he has been
>outflanked..

Until you can product actual numbers, no one here has
been outflanked. The one benefit of a Quake benchmark
above most others as it tends to be relevant to what
many people actually use their machines for.

A lot more people run Quake III versus Photoshop or some
obscure video authoring tool.

The fact remains that 'amateur hacks' are more than
capable of keeping up with demanding consumer
applications. The Quakes are a good example of that.

[regarding video}

>> Most of Apple's target end users are likely ignorant that you
>> could do such a thing with a consumer computer.
>>
>> [deletia]

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

4999. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8bli47.i9s.jedidiah@pyromania.mishnet>
Source record: 2164

```
On Sat, 26 Feb 2000 00:28:57 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8b8dpi.psc.jedidiah@localhost.localdomain>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> >
>> >You have never used an iMac 350...
>>
>> Yes I have actually. I didn't find it very impressive.
>> The would be local-corporate-mac-boosters also didn't
>> find it very inspiring either. It simply doesn't live
>> up to the hype and skewed benchmarks. It's a lightweight
>> when it comes to things that aren't user-input bound.
>>
>Beats the pants off any Celeron boxes..

Not if you actually want to do some actual computing...

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.
```

5000. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8blir3.i9s.jedidiah@pyromania.mishnet>
Source record: 2165

On Fri, 25 Feb 2000 23:45:57 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8b8516.k7b.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Wed, 23 Feb 2000 07:26:25 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <slrn8atqpf.443.jedidiah@pyromania.mishnet>, JEDIDIAH
>> ><jedidiah@dementia.mishnet> wrote:
>> >
>> >> >Have you seen the latest price of the G4/450? $2499!
>> >>
>> >> Do you have any awareness of PC component prices?
>> >
>> >Were comparing name brands here...Not a night by flee operation here..
>>
>> Intel isn't a fly by night operation. Neither are Tyan or Abit.
>
>So who will you call for warranty work?

That's not something I've ever had to worry about actually.
A good warranty can be a crutch to prop up crummy product.

>
>> What a maroon you are.
>
>typical jabba speak..
>
>> >The iMac 350 does not have AltiVec..
>>
>> It certainly shows.
>
>Still blows away PC's with PIII...

Only in your own mind.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5001. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8blia1.i9s.jedidiah@pyromania.mishnet>
Source record: 2166

On Sat, 26 Feb 2000 00:07:21 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <38B5D449.8F0EC286@ihug.co.nz>, J WILKINSON
><jwandjw@ihug.co.nz> wrote:
>
>> Hi there,
>>
>> sinclap wrote:
>> >
>> Unoficial hack and slash is not good enough..
>>
>> Depends on who compiles/adapts the software dickwad! There are many fine
>> softwares that come from free source...probably more than one or two bits
>> of the new Mac OS X are stolen from unix source in order to stabilise it
>> more...
>
>Yea..The key word is who compiles/adapsts...Don't you ever forget that..
>
>Mac X will be awesome when its released this summer. No point in
>planning r/r this summer..

No, it will be just another Unix implemented on top of Mach
with OpenStep on top. It will just be NeXT recycled. Except
now it will only run on one platform (oh joy).

We're talking someone else's 10 year old tech here.

>
>> > > >With well written GEM software a nice piece of video-editing could be
>> > > >achieved...
>> >
>> > Too little to late..iMovie with iMac DV have beaten to the punch..
>>
>> Maybe it isn't the same boxing ring you dumb moron! Did I mention any
>> info remotely resembling that potentially an editing soft for Atari
>> could take over iMac DV? No I didn't...stick to the story you stupid
>> tosspot!
>
>
>So what would be the point in trying and bothering about it? What is
>the point of the Milan and Milan II?

Both are marginal, overpriced platforms. The differences
you percieve really aren't there. Just about any criticism
that you can level at the Milan can be turned back around
against your Macs.

[deletia]

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5002. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8blj51.i9s.jedidiah@pyromania.mishnet>
Source record: 2167

On Fri, 25 Feb 2000 23:50:26 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8b85b2.k7b.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> >
>> >Do you?
>>
>> Yup, it's one of the fastest vidcards on the market today.
>> It's not the fastest, but Matrox has the reputation for
>> building the most GL compliant cards. Plus, this particular
>> model comes in a double headed configuration.
>>
> It will stomp all over anything ATI has.
>
>And the Voodoo 5 one to right?

By the time the V5 comes out, whatever Nvidia or Matrox bring
to market will likely beat it. The Voodoo's are good FPS cards
but they're weak in other areas.

Although, the performance gap likely won't be as wide between
Matrox and 3dfx as it will be between Matrox and ATI.

>
>> >Nope...Some of us have busy day jobs here...You?
>> >
>> >> You had to wait for Apple to lower it's prices
>> >> in the interim. That still leaves Macs twice as
>> >> expensive clock per clock.
>> >
>> >Sounds like clutching the straws here..A typical chunk's strategy...
>>
>> Nope. When I posted that message I double checked. You see,
>> some of us do actually care about the details and about
>> actual facts. At that time, the price I quoted reflected
>> what was going on in the Apple store at that moment.
>
>And it is no more. $2499..

That's still expensive for a 500Mhz uniprocessor system.
Even DEC Alphas aren't that expensive.

>
>> Although, even a $1000 price cut doesn't do Apple's 'high-end'
>> much good. It's still over priced.
>

>According to dealer reports on macweek.com, Apple is selling lots of
>G4's...So the market does not agree with you..

"a lot of G4's" is not a very useful remark in a market where
Apple is lucky to beat out a singular rival PC VAR.

>
>\> >Apple does not use questionable parts like the other guys and gals
>do..
>>
>> No, the just use generic OEM crap like ATI.
>
>ATI is a name brand video card company that is HQed in Toronto. Maybe
>some of Chunk's relatives and friends work there.

It's still OEM generica that tends to only get on customers
machines because it was forced onto them like a winmodem.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5003. Re: TiFKAS' Humiliation, was Apple earnings today!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8bljq6.i9s.jedidiah@pyromania.mishnet>
Source record: 2168

On Sun, 27 Feb 2000 03:57:08 GMT, sinclap <sinclap@nospam.net> wrote:
>> > The iMac 350 is already well equipped..
>>
>> For $999 I'd expect the technology to be a bit less past it's use-by date.
>>
>> Does it have a 50 speed CD-ROM?.
>
>Do you need one?

Does 'anyone' need FAST storage?

>
>> DVD drive?.
>Nope..

What happens when Johnny wants the Encyclopedia Galactia or
the hybrid version of Warcraft IV and it only comes on DVD?

>
>> At least a 8Gb HDD?.
>
>6 G's..The DV ones have 10 G's.
>
>> At least 64Mb RAM?.
>Yep
>
>> Decent 3d accellerator?.
>Yep

Not really...

>
> A floppy drive?. (I find a floppy drive handy, so it does matter to me)
>
>Nope..Do you need one? A zip is better.

Hardly. It isn't a pervasive standard. It's proprietary.
Thus you either to hope you're lucky enough that your
recipient will be able to deal the media or the drive
itself.

A CD burner would be much more useful and would actually
be quite appropriate on a 'progressive media machine'.

Too bad Apple is really a bunch of posers...

[rubbish deleted]

We know a lowend bargain basement free-PC with the
x86 replaced with a PPC when we see one.

--
|||
Resistance is not futile. / | \

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5004. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8blj7k.i9s.jedidiah@pyromania.mishnet>
Source record: 2169

```
On Sun, 27 Feb 2000 03:59:01 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <Pine.MNT.4.10.10002261117460.75-100000@rakas>, Martin-Eric
>Racine <q-funk@funkyware.atari.org> wrote:
>
>> On 2000-2-25, sinclap <sinclap@nospam.net> wrote:
>>
>> > <jedidiah@dementia.mishnet> wrote:
>> >
>> > > It's not the fastest, but Matrox has the reputation for
>> > > building the most GL compliant cards. Plus, this particular
>> > > model comes in a double headed configuration.
>> > >
>> > It will stomp all over anything ATI has.
>
>> Bzz... Therefore, the iMac is crap since it uses ATI components.
>
>OOPS!! no more late nights.. Meant that ATI is as just as good as the
>others...Why else would PC companies use it as well..?

You as a Mac Zealot should be able to answer this one. It's
the perfect thing to use as ammuntion against PC's in general.

The PC mantra: CHEAP over everything.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.
```

5005. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8bljg4.i9s.jedidiah@pyromania.mishnet>
Source record: 2170

On Sun, 27 Feb 2000 03:48:58 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8b85jh.k7b.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>>
>> No, quality just costs money. Sometimes it doesn't even
>> cost all that much, especially in electronics.
>>
>> Dividends are just something to make you less competitive
>> in a cutthroat price sensitive market.
>
>With out capital from investors, there would of been no intel, apple,
>compaq etc...Capital investing legitimizes one..

Operating capital != dividends.

The current market frenzy isn't being driven by dividends but
by potential future worth. For once americans are actually
managing to think past tomorrow and realize that sometimes a
company can't afford to spread around the money that it could
put to better use re-investing in the company.

>
>Ask e-Machines why they are in trouble..
>
>> >
>> >> well, the Milan II will be shipping with a MagiC/NVDI setup as its
>> >> default running operating system (and Pagestream DOES run quite well
>> >> under MagiC, from my own experience with it on the Falcon) - but if you
>> >> prefer something simpler, you can press a key while it boots up and go
>> >> straight into standard Milan TOS.
>> >
>> >How about Mac X?
>>
>> Once the FSF have managed to deal with all the little bits
>> in the Apple dev tools for OpenStep where they obfuscated
>> it, you shouldn't have any problems building Apple OpenStep
>> apps on any 030 or better Atari or Amiga actually...
>>
>> Or, those Atari's could just run BSD directly and nevermind
>> the GNUstep cruft...
>
>You obvious have no clue what X is...

Sure it do. It's a recycled NeXT.

Mach + a BSD Subsystem+OpenStep + a few proprietary Mac bits.

>
>> >
>> >> Just remember, though, that under an '060 system Pagestream will
>> >> SCREAM, be sure your chair is bolted to the floor :)
>> >
>> >An 060 in 2000...sheesh..A G4 will cause that..
>>
>> Some people are still bragging about their 040 NeXT slabs...
>
>Where?

Mebbe if you got out more and possibly hung out in the
advocacy group(s) for your own platform you might see a
few examples... <snicker>

>
>> >
>> >
>> >A $999 iMac with fourteen included apps is available today..No bargain
>> >here.
>>
>> Certainly. You can get a simlar PC configuration for half.
>
>What brand?

IBM

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5006. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002282150280.86-100000@rakas>
Source record: 2171

On 2000-2-28, sinclap <sinclap@nospam.net> wrote:

> No bloat here...Netscape runs fine and is free!

If it really ran fine, I would not have persistant crashes every
time a Java applet is started, nor run into the click that
flashes the link but doesn't access it bug.

> > gain, according to your yardsticks, MacOSX is vapour. MagiC is here
> > and has been proven....
>
> Were can one buy MagiC in Minneapolis?

Where can one buy Macs in Lappeenranta? Surely an "Apple power
rep" would know the answer to that one, or do you, sinclap?

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5007. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8bllhr.ik8.jedidiah@pyromania.mishnet>
Source record: 2172

On Mon, 28 Feb 2000 21:53:48 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-2-28, sinclap <sinclap@nospam.net> wrote:
>
>> No bloat here...Netscape runs fine and is free!
>
>If it really ran fine, I would not have persistant crashes every
>time a Java applet is started, nor run into the click that
>flashes the link but doesn't access it bug.

Java can crash any browser. This is no great black mark
against Netscape. It's just the state of things.

[deletia]

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5008. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-28 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002282253440.114-100000@rakas>
Source record: 2173

On 2000-2-28, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> Java can crash any browser. This is no great black mark
> against Netscape. It's just the state of things.

Except since a few versions, Java cannot be disabled completely.
There used to be an "on/off switch" in the preferences.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5009. Re: Apple tanking in Germany, TiFKAS removed from play!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290220001102060644%sinclap@nospam.net>
Source record: 2174

In article <dreibel-2FED37.10472727022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <250220001753447732%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <dreibel-B6C7A4.20471322022000@bigmomma.idirect.com>, Daniel
> > L. Dreibelbis <dreibel@idirect.com> wrote:
> >
> > > In article <210220001124502976%sinclap@nospam.net>, sinclap
> > > <sinclap@nospam.net> wrote:
> > >
> > > <snip>
> > >
> > > if Apple's doing so well in Germany, then why did they fire their
> > > entire marketing department?
> >
> > Apple is centralizing all Marketing efforts at their Paris HQ to cut
> > duplicated costs, be efficient and have a consistent marketing message.
> > They want all in Europe to be on the same page.. This will free up
> > money for more marketing/sales activities..
>
> translation - Apple is losing money hand over fist in Europe, so in
> order to continue posting large profits for the shareholders so that
> Steve Jobs won't be Amelioed, some innocent bystanders in Germany who
> were considered expendable despite TiFKAS' swearing up and down that
> they were doing well there had to be eliminated to maintain an
> artificial bottom line. Same thing happened in England, too!

You can't be that dum? Since Apple has their financial order in house
they have begun to tackle long term issues beginning with the tech
support lines improving Apple Care and reorganizing their Worldwide
operations. My mom sent me a iMac advertisement insert from Germany
which was the same as the U.S. one except for the German lanaguage.
Looks like all are on the same page and that separate area country
marketing teams are not needed.

Apple Germany posted 100+ unit sales in Q1 2000 over Q1 99..Thats a
fact..You know it.

Want to strike out again?

> >
> > sinclap!
> >
> > soon to be somewere in Iowa

>
> ah, so TiFKAS' home town is going to be getting back their village
> idiot! :)

Nope..

Just visiting an account in DM..

sinclap!

somewere in MN

5010. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290220001105121831%sinclap@nospam.net>
Source record: 2175

In article <Pine.MNT.4.10.10002080756370.68-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> yOn 2000-2-7, sinclap <sinclap@nospam.net> wrote:
>
> > > the facts are that there are still many professionals who keep an
> > > Atari around because it'll keep going wheras where the Mac crashes....
> >
> > If thats the case...Why is it that the midi magazines hardly
> > mention Atari anymore?
>
> Because they only mention what brands advertise in their pages.
> Atari is not likely to advertise anything anytime soon. Still,
> read just about any article in Future Music or similar magazines
> and you notice that real MIDI musicians still use Atari mainly.

Typical cynical attitude..How many ST compatibles are sold annual for midi use?

> > When Netscape crashes, does not take the system dowm..Just
> > reboot the program while on line..Is that better now?
>
> Oh, but it _does_ take the system down. Windows _has_ to be
> rebooted.

No on Mac..

> > Did you ask Compaq about the Turtle box. Also many appliance
> > manaufactures have adopted the fruit flavors.
>
> Lame fashion posers.

Jealous?

sinclap!

somewere in MN

5011. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290220001121200170%sinclap@nospam.net>
Source record: 2176

In article <dreibel-7F199D.23303223022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <230220001332139880%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <dreibel-B88091.21300022022000@bigmomma.idirect.com>, Daniel
> > L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > >
> > > why should I answer someone who can't even spell "where" ?
> >
> > Okay..where dumbass?
>
> I know you are, but what am I? ;0
> >
> >
> > > no, becuase it LOST in SALES. That's why the major mail order stores
> > > are selling them off at fire-sale prices.
> >
> > Thats funny...Selling well at its market price and Connectix is making
> > a killing..
>
> ah, making up stories again, eh? I can show you a lot of places in
> Canada where you can wipe dust off the package.

The store needs to check ther vent system..Could be a dusty place..Very
common in store..My iMac/G4 floor models get dusty daily..

> The only "killing" going on is Connectix' hopes of having any
> profitability on VGS, especially after paying all those attorney
> bills....

Tax write off.

> >
> > > YOU lost, TiFKAS, when you tried to compare a dog-selling program
> > > like VGS to the highly successful DOOM. Caught with the meat in your
> > > mouth!
>
> > No I did not. Compared the product life cycles...Which is alien in the
> > hardware business were as a hammer and nails never go stail...
>
> hmmm - VGS is out for a year, dies a dog's death in the market and
> Mac dealers have to try to unload them at fire-sale prices. Compared to
> DOOM, which has been out since 1993, has made millions of dollars in

> sales and is still supported. Anyone who tries to compares these two
> products obviously has been too long at the Jack Daniels.

Of course Doom sold more copies. Doom is no different from product
life cycles..

> The hardware business (which like everything you try to comment on,
> only shows your vast ignorance and reveals you have the IQ of a snail
> fork) certainly has product life cycles as well. But at least I know how
> to spell "stale", which you won't or can't.

I am a lousy spillier what kan i sey..

> >
> > > Milan ain't vapour, and you know it, TiFKAS, no matter how loud you
> > > screech.
> >
> > Can I buy one today after months of hype?
>
> why would you WANT to, TiFKAS? Want to destroy it with a sledgehammer?

Just want to see one to see what the big deal is..

> Milan II comes out March 4th at a trade show in France. You can
> certainly buy an original Milan from Milan GmBH, nobody is stopping you
> from doing so....

Will hold you on this date..

> And you should know "hype", like Apple claiming that iMacs toast
> Pentiums (but only using flawed benchmarks, real world benchmarks are a
> whole 'nother story....)

iNtel has not disputed it..

> > > >
> > > > Must be the high import duties..
> > >
> > > what do high import duties have to do with the disparity between Mac
> > > and PC game prices, in which Mac users pay through the nose for three
> > > year old games when PC users can get them at reduced prices?
> >
> > not in the States here..To you...down south...
>
> once again, TiFKAS, dodging the issue. Mac games are well-known to
> cost several times more than their PC counterparts, and usually one to
> two years AFTER the PCers get them first, on either side of the border.

Bullsh t! As you may become aware that some of the top titles have
been released at the same time as their PC counterpart such as Quake
III Arena.

> > Only you..
>

> nope, I don't fit your twisted fantasy. "Chunks" is a figment of your
> imagination, who only comes out when you're losing an argument...

Chunk's is you...Danniel D..

> >
> > > >
> > > > They all can't keep their promises..Is this new to you?
> > >
> > > when you make a promise, the people you promise it to expect you to
> > > KEEP it - why do you think Bush was turfed out of office. Is THAT news
> > > to you, or is that how you operate in the business world?
> >
> > It's called political reality...here down south, our government
> > consists of three branches with diverse agendas and ideas..
>
> again, people expect their politicians to keep their promises. No
> wonder your country is going down the toilet. :)

Were have you been. No politician has been able to keep all their
promises. It's impossible when you have divided branches of
governement. Even your cretin has not been able to do so..

>
> > Yaddy yaddy yaddy to you..
>
> I see you're beginning to act your true age. No cheesy poofs for you,
> Cartman....

What age group eats cheesy poofs?

> > Usenet does not count...Atrocious spelling can be common...You just
> > blasted your fellow Jihads...
>
> it DOES count - you're SUPPOSED to be a professional who's supposed
> to clearly convey ideas. Why do you think Apple require their employees
> to have high levels of reading and spelling comprehension. And how can I
> blast "fellow Jihads", when they don't exist?

I am on my own time were spielliend is negate..

> "Chunks" doesn't exist......
> >
> > > Look at that above sentence, and all the spelling mistakes - what
> > > happened, TiFKAS, catch a brain virus from Roger Sheppard?
> >
> > And he is...?
>
> the infamous New Zealander who was also a brain-dead troll like
> yourself - and like you, couldn't spell. And like you, had that horrible
> habit of putting his foot in his mouth - like calling Australians a
> racist term that got his ISP account terminated. IIRC, you were the only
> one who defended him, claiming free speech....

>
> I understand though that Roger's popped up again in New Zealand, and
> it appears that the incident has helped him to clean up his act. Just
> like you could, if you'd only go back to Bellevue and allow the doctors
> to use a defibrulator on your head....

Keeping tabs on Roger?

> > Still shipping the product..Also Apple Germany grew as welldespite your
> > false info and analysis..
>
> they won't be shipping for long....

And why?

> and look who's accusing me of "false info and analysis". Pot. Kettle.
> Black.
>
> If Apple Germany is doing so well, why did they fire their entire
> marketing department?

For reasons described in the previous post..

>
> > >
> > > it certainly has. Does your so-called "contract" require you to lie?
> >
> > Prove it?
>
> can you prove otherwise?

I asked you first.

> >
> > Mike 'Newt' Harris would of...
>
> we don't mind you calling Harris "Newt" - after all, Newt Gingrinch
> is noted for also being a liar, a crybaby, a man who doesn't honour his
> wife and a sore loser. And Harris and his narrow minded cronies are
> going to be turfed out next election, just like Newt....

Newt Harris was re-elected last May. He is your abotrose for three
more years..

>
> > Can't argue with phenominal economic growth of the Clinton/Gore
> > Administration. The Gore/sinclap will continue it..Okay another
> > veep...like Hilary..
>
> oh, BTW, TiFKAS - McCain wiped the floor with George "Wimp Jr."
> Bush....

Yep...Good for Gore..

> >
> > How poetic..From expereience?
>
> nope. you're as bad as Miracle Max....
>
> BTW, speaking of it, it's spelled "experience"

Thanks..

>> >
> > In your dreams..
>
> nope, TRUE. Do a net search. I believe MacAddict reported that....
>
> stop dreamin' and start drivin' TiFKAS....
> >
> > Whats the market for the Milan II? Nastalgic..?
>
> no, getting work done.

With a price..

sinclap!

5012. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290220001125013696%sinclap@nospam.net>
Source record: 2177

In article <dreibel-C6FA59.11271927022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <250220001819542424%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <dreibel-8FCC82.08505123022000@bigmomma.idirect.com>, Daniel
> > L. Dreibelbis <dreibel@idirect.com> wrote:
> >
> > > > Unoficial hack and slash is not good enough..
> > >
> > > ah, poor widdle sincwap - too afwaid to get his hands dirty, would
> > > wahther wet his mummy do aw his configuwing fah him whateher than tax
> > > his widdle bwain (mummy told him that there are icky germs that might
> > > get inside him the next time he picks his nose....)
> >
> > Typical Chunks' double speak..
>
> no, becaue your imaginary friend "Chunks" doesn't exist.
>
> I'd call it a dead-on impersonation of TiFKAS, who wants everything
> handed to him on a silver platter without getting his hands dirty
> touching anything.

Yea...I wish..

> >
> > > Gee, TiFKAS, the Voodoo 3 drivers for the Mac are beta, use at your
> > > own risk - does this also make them useless?
> >
> >
> > The Voodoo 5 will solve that..
>
> but what about the Voodoo 3 drivers. According to your yardsticks,
> they're useless....Promoting vapour again?

They work...But the makers of the Voodoo 5 will support the mac
platform this time seeing a growing market.

> > > >
> > > > Too little to late..iMovie with iMac DV have beaten to the punch..
> > >
> > > unfortunately, thanks to Apple being too stupid to make sure that DV
> > > actually WORKED before they shipped, users are seeing just how bad it
> > > is.

iMovie is awesome...Were do you get this crap from?

> > You mean a glitch..Been fixed with updates..
>
> not fixed. I'm still seeing complaints from Mac owners. It's a
> hardware problem....

Maybe in some machines, but others just need the software update.

> >
> > > Oh, and did we mention that iMovie doesn't run on a 64 meg iMac,
> > > unless you turn on virtual memory (too slow) or cough up cash for more
> > > memory (Ka-CHING!).
> >
> > Does the job..
>
> but at more expense and/or lower performance than Apple claimed "out
> of the box". Even MacWorld admits it in their review of the DV....

Apple released 1.2 update...

> > > Compare this to Mountain, that runs on a 14-meg Falcon with rooms to
> > > spare and has gotten many kind words and amazing reactions.
> > >
> > What is Mountain? If it's soo good why has it not taken the market by
> > storm?
>
> shareware. And very good for shareware, consumer quality....

Do you know what consumer quality is?

> > > TiFKAS should only be concerned with the "punch" that has broken his
> > > virtual glass jaw over and over and over.....
> >
> > Sounds like sour grapes..
>
> nope, an astute observation on my part. You come in here expecting to
> deliver a knockout punch, but and you do - to yourself....

Nice try..

sinclap!

5013. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290220001126288925%sinclap@nospam.net>
Source record: 2178

In article <sOTs4.149$fW2.9203@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

>
> You sound like a broken record.
>
> Ah well, as long as you're here I guess you're not out flogging iMacs to
> clueless newbies.

iMac's are great for newbies..

> Regards,
>
> Clockmeister.

sinclap!

5014. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290220001130122470%sinclap@nospam.net>
Source record: 2179

In article <Yhdp4.453$M73.53@198.235.216.4>, Brian Van TIlborg
<madmax@bfree.on.ca> wrote:

> On 4 Feb 2000 03:09:54 G, sinclap wrote:
>
> >> TiFKAS always misses the point on this. For MIDI, TOS is the most
> >> rock-stable regarding timing. Why do you think so many musicians still
> >> trust using their "obsolete" Ataris for their projects?
> >
> >And many have move on to the other platforms...Thats the fact
> >jack..nice try at spiining...but leave it to the pros..
>
> Much to their regret they leave. The biggest reason is a breakdown in
> support and distribution. Many are still being used in peoples homes and
> studios to this day. But like I mention earlier. Often, very often, I am
> asked to look for Ataris for Musicians and Music teachers alike.
>
> Even more important is the software. Their isn't alot of spinning. Dans
> first statement is correct, because its what the mags still talk about, and
> what I hear from musicians alike. They are still looking for solutions to
> top 15 year old Ataris.

In your wildest dreams..At the MacWorld/SF, the top midi folks were
there with nice USB and firewire solutions. I asked one if they will
continue to develop for the ST/Tos line. His response was..Did Atari
make computers...ah I thoughty they made video games..Are they still in
business?

>
> >>
> >> but the Atari IS the best computer in the world - in fact, it's
> >> probably the world's best-kept secret. Of course, with the Milan II
> >> coming out, the secret is coming out again :)
> >
> >What so secret about it? Whats soo special about it? just another
> >beige box..
>
> You can use an Atari and not fall from the Garden of Eden.

And what could that be..

just sinclap!
> >

5015. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290220001130595291%sinclap@nospam.net>
Source record: 2180
Body handling: HTML body converted to readable text

In article <38A01315.E43A9A43@student.salford.ac.uk>, Paul Flieshman
wrote:

> Ah! There's the rub. For all your quality computing power and expertise
> (tongue
> firmly in cheek) you actually NEED this
> little bunch of atarians to talk to . You need us to be here so you can insult our
> platform. You sad man.

I am a Atarian too!

sinclap!

5016. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290220001137429684%sinclap@nospam.net>
Source record: 2181

In article <dreibel-B2F4F8.22161207022000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <070220001709345909%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <dreibel-A9754B.08470604022000@bigmomma.idirect.com>, Daniel
> > L. Dreibelbis <dreibel@idirect.com> wrote:
> >
>
> > > what is "spiining", I believe it's spelled "spinning". More proof
> > > that no one at Apple or related would hire such a moron...
> >
> > Yep..So whats your point? This is usent dumbass!
>
> anyone who can't even spell "Usenet" is the real "dumbass" - and
> would get the bum's rush the moment he walked into Apple's recruiting
> door....

I am doing quite well in my career...and you?

> Gone to personal ad-hominen attacks, TiFKAS? Good - shows I'm
> winning.....

Do you have names for your friends in alt.simpsons?

> nope, not me. "Chunks" is your imaginary construct that you use as a
> straw man when you're losing an argument.....

You said you were chunk's...

> and my name's not Jack. Another imaginary friend of yours?

jack ass!

> >
> > More like secondary use..Mostly not primary. If thats the case...Why
> > is it that the midi magazines hardly mention Atari anymore?
>
> strange that the MIDI magazines I read mention Atari in glowing
> terms. Strange that at least two British MIDI magazines still offer
> Atari software from time to time....

What about today?

> >
> > > And if the Atari has been abandoned, TiFKAS - then why is Steinberg
> > > still making Cubase III available for sale? Not to mention my friend

> > > Danny McLeer, whose Electronic Cow software company is doing well with
> > > their wonderful selection of MIDI software.
> >
> > Loyalty..But the end is here. Many will upgrade to the other
> > platforms..
>
> yep, the end is here. Unfortunately, TiFKAS doesn't know which end is
> which. Which makes sense, since TiFKAS couldn't tell a postbox from an
> elephant's posterior...

your in denial over this..

> Nice new beginning with Milan.
> >
> > > Interestingly, I just helped a Mac-using musician with a question
> > > about hooking up a SCSI hard drive to his 1040 STe. Sounds like he
> > > hasn't abandoned his, and he still finds it useful.
> >
> > For secondary use not primary. Why did he have to upgrade to a mac in
> > the first place considering you claim that the TOS midi solution is
> > still number 1..?
>
> again, twisting the issue, He finds the Atari useful to for certain
> things the Mac can't do.....

And that is...

> > > TiFKAS not only doesn't know beans about the video industry,
> > > geography, math and political science, now he also proves his complete
> > > ignorance about the MIDI industry. When dealing with TiFKAS, Caveat
> > > Emptor....
> >
> > When Avid just announced a huge loss of over $100 MILLION?
>
> so what, TiFKAS. And if Apple is doing so well, why did they fire the
> entire UK and German marketing arms? Does Jobs have to let go more
> little people in order to keep up an artificial large balance for the
> ledger books?

Explained in another post..

> >
> > When Netscape crashes, does not take the system dowm..Just reboot the
> > program while on line..Is that better now?
>
> again, WRONG. I've had some serious system crashes, not only on
> Netscape but other programs, where the entire Mac froze. And I've heard
> lots of complaints from both Netscape and IE4 users about this happening.

Use 8.6 or 9..If you are still using 7.5 thats your fault..

> > I don't recall runnig QT channels on MagiC..
>

> that's becuase you've never used MagiC. In fact, you've admitted
> you've used a TOS 1.0 version of an ST ONCE. Some "expert" you are,
> TiFKAS - now, can you advise us how to perform brain surgery with
> plastic restaurant utensils?

Just watch..

> BTW, it's spelled "running".
>
>
>> > > and
> > > has some great tools ported over from UNIX.
> >
> > So...?
>
> where are the neat UNIX tools ported over to Mac. Grand total - ZERO.

Whats your point?

> > I am busy...Very busy..But entertain at the area pubs during the
> > week..Nice try..
>
> try "bullseye".

Try Pour Richards..

> > Pen-- is not a gutter word..
>
> then why not spell out the whole word, you whining little milksop?

Were do you get these words from?

sinclap!

5017. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290220001139436957%sinclap@nospam.net>
Source record: 2182

In article <38B5D9A1.88B01A25@ihug.co.nz>, J WILKINSON
<jwandjw@ihug.co.nz> wrote:

> Hi there,
>
> sinclap wrote:
> >
> > In article <vyEm4.66$386.10294@nsw.nnrp.telstra.net>, Clockmeister
> > <gerryvdb@tnet.com.au> wrote:
> >
> > >
> > > Good news indeed.
> > >
> > > > The Open GL for Milan which is beeing developped will provide the
> > > > technical basis
> > > > for modern games.
> > > > The Milan II OS will have new glow icons! (probably on the Cebit 2000,
> > > > otherwise in
> > > > Hennef)
> > >
> > Just a follower, not a leader?
>
> How can two companies that tread totally different pathways lead OR
> follow each other? If Milan were a follower they would create machines
> that use Mac OS, only Apple wouldn't let them. Thank goodness Milan
> have NOT chosen that particular direction...

And what direction will the Milan follow?

> > Sounds like Custer's last stand...
>
> Custer deserved his fate...he raped, pillaged, and generally was a
> naughty boy. That certainly DOES NOT sound like Milan and the ethics
> behind Milan. That to me is more like Bill Gates. Stevie Jobs is
> playing catch-up, but he has some ground to cover yet in his quest
> to be a 'trendy' Bill Gates...

Custer is considered an Amercan hero.

I like that...A trendy Bill Gates...

> Kind regards,
>
sinclap!

5018. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <290220001143532040%sinclap@nospam.net>
Source record: 2183

In article <Mhdp4.452$M73.53@198.235.216.4>, Brian Van TIlborg
<madmax@bfree.on.ca> wrote:

> On 4 Feb 2000 03:04:42 G, sinclap wrote:
>
> >> 1) My STE is great for sequencing on location....far more stable in
> >> transit, and less of a fragile liability than the Mac or the PC.
> >>
> >Saids who? Did you see the latest midi at MacWorld Expo/SF? Lots of
> >midi soltions..
>
> You are treading on thin ice here. Don't start speaking of a subject you
> know absolutely nothing about. I don't use Midi, but I am forever, finding
> Ataris for people to use for Midi computers to replace their PCs and to
> complement their Macs. Doing Midi better, and easier than the Macs.
> I don't know the details, its what they want, many having left Ataris under
> the assumption that Macs where better only to realize the need to return to
> Atari.

Thin ice? Show me an ad in Midi magazines that offering Milan midi
systems.

> Always on Demand for musicians are
> Stacys, STs, and Falcons.

Said whom?

> When new stuff is developed for the Macs perhaps it should be good enough
> to replace what the Ataris are used for? Until this happens demand for the
> above computers and various midi software remains high.

Already has..

>
>
> >> 2) Tos and multitos have proved to be stable, easy to use, intuitive
>
> >The Mac OS is moving on... is TOS? The Mac OS provides the best
> >internet experience...
>
> Hello? Do you digest anything you read here? Yes, TOS is moving on, it is
> new for the Milan. Then the likes of Magic and Mint, are also moving on,
> and currently superior to the Mac OS. The question may be..

You are in denial..

> Why can't a large company keep up the the OS of an obsolete computer?
> Amigas had Premptive Multi-Tasking, My ST running Magic has it? What about
> you? Do you like using an Obsolete OS? RSN right?

The Amiga OS is obsolete. Compare feature to feature to Mac 9.. I will
give the Amiga the multitasking edge but X will negate that.. When
will the Amiga OS support high res and more colors..?

>
> >> 3)y Falcon is great for samplers with SCSI, and Cubase Audio Falcon
> >> really works....I've spent thre years trying to make my p200mmx system
> >> integrate at all.
> >
> >Yea so..?
>
> If you knew what he was talking about, you would be having similar problems
> with the Mac. It is simple on Ataris. Simple and Easy which is why
> Musicians like Ataris.

And being unloaded at the flea markets..

>
> >> 4) These computers are fun.... and the small industry of people
> >> developing new upgrades/machines/software are part of the minority who
> >> still enjoy them. What's wrong with that?
> >
> >Get what you can get..
>
> Yup, and after 15 years, I am still getting NEW stuff for it. I am hardly
> in a Panick looking for new stuff for my ST.

You have nothing to upgrade to..

>
> >> 5)In terms of speed/power/ram etc etc what is the point in comparisons
> >> with a 700mhz athlon or 450mhz g4? Pick on someone your own size, who
> >> isn't fifteen years out of hi end development.
> >
> >You're right...But when the Jihads claim that the current stuff is just
> >as high performance to the current PPC and intel offerings, a reality
> >check needs to be engrained...
>
>
> Depends on what you are doing. Your claims of Mac to PC in performance are
> actually more Absurd than Milan Comparisions.
> Milan comparisions are based on OS and Software. Horsepower is not bogged
> down by the OS. Whats wrong with talking about an Excellent computer.
> STs weren't the fastest easier, but they were the best:-).
>
>
> >The charter is defined as attacking and defending the Atari ST way of
> >things..
>

> Your knowledge of Atari shows that you are clearly unarmed.

Your spout shows you are indenial..

sinclap!

>
> >.

5019. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8bo0ub.59h.jedidiah@localhost.localdomain>
Source record: 2184

On Mon, 28 Feb 2000 22:54:54 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-2-28, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> Java can crash any browser. This is no great black mark
>> against Netscape. It's just the state of things.
>
>Except since a few versions, Java cannot be disabled completely.
>There used to be an "on/off switch" in the preferences.

A few versions? NS is in version 4.71 and the Win32 version
of NS 4.6 still has the 'switch' as does the Linux version
of 4.61.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5020. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002292021190.77-100000@rakas>
Source record: 2185

On 2000-2-29, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> NS is in version 4.71 and the Win32 version of NS 4.6 still
> has the 'switch' as does the Linux version of 4.61.

The win32 version is currently underfeatured, compared to any
other version. Not only is the java switch gone, but the number
of character-sets supported are quite fewer.

Btw, the java switch has been gone since longer than this.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5021. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002292025580.77-100000@rakas>
Source record: 2186

On 2000-2-29, sinclap <sinclap@nospam.net> wrote:

> > > If thats the case...Why is it that the midi magazines hardly
> > > mention Atari anymore?
> >
> > Because they only mention what brands advertise in their pages.
> > Atari is not likely to advertise anything anytime soon. Still,
> > read just about any article in Future Music or similar magazines
> > and you notice that real MIDI musicians still use Atari mainly.
>
> Typical cynical attitude..How many ST compatibles are sold annual for
> midi use?

HELLLLLOOOOOO? ANYBODY HOME??!!!

None are sold anymore because:

a) they don't need upgrading - it works, don't fix it.
b) Atari _corp_ has been out of the market since 1994
c) once properly configured, Ataris keep on working.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5022. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002292033450.77-100000@rakas>
Source record: 2187

On 2000-2-29, sinclap <sinclap@nospam.net> wrote:

> > Simple and Easy which is why Musicians like Ataris.
>
> And being unloaded at the flea markets..

By people who return their Mac/PC to the dealer less than one
week after buying it. Then, they look for another ST again.

> You have nothing to upgrade to..

The reason why people need to constantly upgrade on Mac or PC is
because those are already obsolete by the time they are released.

An ST never needs upgrading; it still does the job.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5023. Epic marketing looking for C-Coder to port SS2 to F030 & Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002292043210.77-100000@rakas>
Source record: 2188

```
---------- Forwarded message ----------
Date: Tue, 29 Feb 2000 18:21:58 +0100
From: Peter Persson <pep@REMOVEmbox306.swipnet.se>
Newsgroups: comp.sys.atari.st

Hi

I read the following on Place2Be:

/Peter

To start porting Simon the Sorcerer 2 to the Falcon and the Milan as soon as
possible epic marketing is now looking for a C-Coder who is familiar with
both machines. Candidacies can be sent via email to info@epic-marketing.de.
epic marketing homepage
```

5024. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8bo6ds.nv3.jedidiah@pyromania.mishnet>
Source record: 2189

On Tue, 29 Feb 2000 20:24:27 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-2-29, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> NS is in version 4.71 and the Win32 version of NS 4.6 still
>> has the 'switch' as does the Linux version of 4.61.
>
>The win32 version is currently underfeatured, compared to any
>other version. Not only is the java switch gone, but the number
>of character-sets supported are quite fewer.
>
>Btw, the java switch has been gone since longer than this.

Funny, it's still there in my copy.

As far as being 'underfeatured' that's more you buying into
the Windows Bloatware mentality than anything else. All the
hellspawn of Mosaic need to be taken out back and shot.

I'll be really glad when the Linux version of Opera gets
out of alpha. It's performance is so much better than
either NS or IE that it's almost surreal.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5025. Re: 63,000 bugs and counting

Newsgroup: comp.sys.atari.advocacy
Date: 2000-02-29 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38BC26A3.C2775779@cfc.dnd.ca>
Source record: 2190

atarigalen wrote:
>
> In article <aQmu4.1265
> $iv2.20187@newsread2.prod.itd.earthlink.net>, "b.p."
> <dontreply@thisaddress.org> wrote:
> >I could only dream of having a 333mhz falcon with 32 or 64 mb of
> >ram a 20 gig hd and all the modern softare.
> >
> I doubt you need even that much. The Mac Quadra 610 is a 25Mhz
> 68040 that can handle pretty much whatever I throw at it. If my
> Falcon did the same I'd be a pretty happy Atarian. A pity the
> Centurbo II is out of stock.

too true! :-(
I just got my CenTurbo2 back from Rodolphe, and have just installed 64MB
RAM.
g*d what a difference! :-)
nice and fast, faST, FAST. 5 times faster than a TT!, 10 times over a
ST.
I am testing out caches also. between Cecile<->HDdriver<->Tcache
I am impressed by Cecile btw.
now I just have an few compatibility issues to sort out. :-)

> >With all the advances in computer technology, it's amazing that
> >the enduser really does not get a significant increase in
> >useability.
> Agreed. There is little on my Windows laptop I couldn't do on
> my Falcon. Actually, I'm pretty amazed my Falcon suffices as my
> primary home computer.
> Galen

If CT2 was still being sold I would heartily reccommend it!!
heck, ask Rodolphe at CENTEK's web pages!!
ken

5026. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-01 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003010843150.83-100000@rakas>
Source record: 2191

On 2000-2-29, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> >The win32 version is currently underfeatured, compared to any
> >other version. Not only is the java switch gone, but the number
> >of character-sets supported are quite fewer.
>
> As far as being 'underfeatured' that's more you buying into
> the Windows Bloatware mentality than anything else.

No, it's not. I need something that supports iso-8859-15, but
only the Linux version of Netscape supports it. Disabling image
display or Java? Linux! The Windooze version enables everything
in a very fascist way and expects you to enjoy it.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5027. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-01 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <1C9v4.128$0r4.6999@nsw.nnrp.telstra.net>
Source record: 2192

sinclap <sinclap@nospam.net> wrote in message
news:290220001126288925%sinclap@nospam.net...
> In article <sOTs4.149$fW2.9203@nsw.nnrp.telstra.net>, Clockmeister
> <gerryvdb@tnet.com.au> wrote:
>
> >
> > You sound like a broken record.
> >
> > Ah well, as long as you're here I guess you're not out flogging iMacs to
> > clueless newbies.
>
> iMac's are great for newbies..
>

Yes, a great entry level computer before they upgrade to a PC.

(With a realistic price/performance ratio, faster and larger storage devices
and decent 3d performance, and a huge software library most of which is
available at a local outlet, no matter where you live).

5028. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-01 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-4BB50D.10475701032000@bigmomma.idirect.com>
Source record: 2193

In article <280220001052226623%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > > May one be so bold as to ask - where can one obtain a copy of iCAB ?
> > >
> > certainly - try over at http://www.icab.de . There you'll find iCab
> > in a variety of languages, in both PPC and 68K form (another advantage,
> > iCAB supports older Macs including older PowerBooks - no wonder TiFKAS
> > has been running a disinformation campaign against it!), and even some
> > replacement icons for use with it.
> >
> Nope...I just prefer to use Netscape..I like choice!

translation: I like being a lemming!

5029. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-01 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-A1A74D.11064601032000@bigmomma.idirect.com>
Source record: 2194

In article <280220001050360253%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > uh, no. For one thing, iCAB actually translates HTML properly. Fast.
> > Efficient. And without the bloat of Netscape and IE. Oh, and BTW,
> > there'll be a free version of iCAB as well as the full trimmings
> > version.
>
> No bloat here...Netscape runs fine and is free!

nope - check out Mac advocacy, lots of complaints about Netscape
crashing, bloated, buggy....

>
> > Many Mac users are using iCAB and are praising it highly, and
> > completely disagree with you.
>
> Many would disagree with them as well..Whats your point?

what about MacAddict? They did a review of iCAB and they loved it for
the very reason many Mac users love it - better HTML handling, no code
bloat. They said they were amazed that it did so much for what was
little space requirements....

>
> > >
> > > Mac X will knock your socks off. I wonder what FUD you will throw
> > > at...But you will use and praise it..
> >
> > gain, according to your yardsticks, MacOSX is vapour. MagiC is here
> > and has been proven....
>
> Were can one buy MagiC in Minneapolis?

can't spell "Where"?

it's called mail order, TiFKAS - and you can get it via Systems For
Tomorrow or Chro-Magic in Missouri.

Of course, your wanting a copy of MagiC is superfluous. Or are you
planning to buy all of Kent Kordes' copies of it and burn them all in a
huge bonfire? (Don't worry, he'll order more :))

>
> > > No...they have no technical no how to go PPC..
> >
> > and you don't have the educational know-how to spell "know-how".

>
> Sue me..

I could, but you wouldn't have enough to take from you to justify it
:)

>
> > and of course, TiFKAS puts his foot in his mouth yet again, for
> > Motorola is invloved with the manufacture of the Milan II boards.
> > Motorola knows computers - TiFKAS don't!
>
> He he he..Motorola will make money producing 50 Milans a month?

we already know from Milan GmBH's record so far that they were
producing at capacity when they were selling 50 Milans a month, and that
they were back-ordered. Having Motorola behind them to help build the
new Milan USBs will eliminate that problem. Motorola believing in the
project obviously is an advantage that this is not a joke computer
system...
>
> > >
> > > > And according to TiFKAS' yardsticks, a G4 is now "yester-decade
> > > > technology". And trying to play catch-up to 850 MHz Athlons.....
> > >
> > > The G4 totally destroys the Athlons!
> >
> > uh, uh. It's the other way around, weinerboy.
> >
> > of course, TiFKAS is so syncophantic to Steve Jobs that he'll
> > believe
> > anything he says without questioning such nonsense. Why, I bet that if
> > Steve Jobs told a MacWorld audience that cat feces tasted like ice
> > cream, TiFKAS would be the first one at the litterbox brandishing a
> > spoon. :)
>
> Say again..

of course, TiFKAS is so syncophantic to Steve Jobs that he'll
believe anything he says without questioning such nonsense. Why, I bet
that if Steve Jobs told a MacWorld audience that cat feces tasted like
ice cream, TiFKAS would be the first one at the litterbox brandishing a
spoon. :)

>
> > again, here's the real evidence, that TiFKAS will once again claim
> > to
> > be a conspiracy:
> >
> > Yet another person who has let Apple's irresponsible hype influence
> > subjective observations. The G4 is not even close to 850 MHz Athlon
> > performance in general, although in certain specific conditions it may
> > be faster, just like in certain specific conditions a 450 MHz PIII may

> > be much faster than a 450 MHz G4.
>
> Noot according to the Pro's..

can't even spell "Not", TiFKAS?

oh yeah? here's what one pro has to say about this:

Subject: Re: Aqua screenshots from Mac OS X DP3
Date: Wed, 23 Feb 2000 01:09:45 -0600
From: "Raist3d" <raist3d@mcs.net>
To: "Liberty for ALL!" <liberty4all@mediaone.net>

The problem is not the OS, atlhough I certainly would like to use daily apps to see how the performance has improved over Mac OS. The problem is that the G4 at its top speed is much slower than the AMD Athlon chip at its current speed. It requires about 100-150Mhz more of speed for an Athlon to match a G4 in FPU and the current G4's top speed is 450Mhz while Athlon is already going at 850Mhz.

Also the Athlon has a fairly strong FPU unit- the Athlon is actually toasting the fastest Intel coppermine chips at the same speed for 3d graphics rendering (about 30-36% faster at the same Mhz). On normal apps, they are about the same.

While the G4 has the Altivec instructions, the Altivec do not lend themselves well to everything, and for a 3d application require some serious recompiling/manual optimization that in pragmatic terms is very hard to do, for reaching its optimum potential.

For sure Mac OS X will kick ass being NeXSTEP in disguise. I wonder what Apple will do for upgrading the speed of their computers. For many tasks (word processing/etc) they are fine but for 3d graphics rendering they are behind (not to mention extremely overpriced). Also in realtime graphics they are about 2 generations of graphic boards behind the PC now. When Nvidia comes out with Nv15 based boards on the PC that would be 3 generations back. (I know 3dfx is coming with the voodoo4/5's to the Macs, but the NV15 from Nvidia will be most likely better).

Anyway, I have thought about switching to the Mac because of the new OS, and because mostly of what I use on the PC is "dual platform". But I can't put away the fact that rendering would be much faster in an Athlon and that's one of the things I am doing the most.

- Raist

--

> >
> > still no bargain. and it has to be that fast in order to support the
> > bloated Mac OS, a real resource and speed hog, compared to the
> > MagiCMilan OS which requires less resources and does more, and has more
> > choices in alternate desktops like Thing and Jinnee II. With the
> > freeware fVDI project, the Milan II will support PCI ATI Rage cards.

> > The
> > consumer will have the choice of whatever speakers he wants, whether it
> > be Harmon-Kardon, Bose, Yamaha etc. Airport? One-trick pony, overhyped,
> > and will get you jailed in France for using it....
>
>
> Jealous arn't we? The iMac 350 comes with 14 high quality apps that
> the Milan could not compare to. Nice try at spin.

the Milan will also come with high-quality apps that will hold their
own with the bundled software in the iMac. Nice try at FUD, TiFKAS...

Why should I be jealous of an internet troll with no life who can't
even spell "aren't"?

>
> > >
> > > > where can we find a fully loaded blueberry iMac in Canada for
> > > > $999
> > > > CDN, TiFKAS? Or for what it should REALLY be worth, which should be
> > > > $599
> > > > CDN.
> > >
> > > Contact your local Apple provider..A list is in the yellow pages..
> >
> > uh, I go to Mac shops, TiFKAS. Show me where I can find a Blueberry
> > 350MHz iMac for $999 CDN. I'd really like to see that, 'cause they
> > DON'T
> > EXIST at that price point - try $1,599 CDN, trollboy....
>
> That would be U.S. $999 dollars..Why the complaint?

I asked where I can find an iMac at $999 CDN, which you claimed I
could. TiFKAS, dodging the issue as always.....
>
> sinclap!
>
> soon to be somewere in omaha!

oh, so the good people in Iowa decided they DIDN'T want their village
idiot back? :)

5030. Re: Apple tanking in Germany, TiFKAS removed from play!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-01 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-5F49C4.11214701032000@bigmomma.idirect.com>
Source record: 2195

In article <290220001102060644%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-2FED37.10472727022000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > In article <250220001753447732%sinclap@nospam.net>, sinclap
> > <sinclap@nospam.net> wrote:
> >
> > > In article <dreibel-B6C7A4.20471322022000@bigmomma.idirect.com>,
> > > Daniel
> > > L. Dreibelbis <dreibel@idirect.com> wrote:
> > >
> > > > In article <210220001124502976%sinclap@nospam.net>, sinclap
> > > > <sinclap@nospam.net> wrote:
> > > >
> > > > <snip>
> > > >
> > > > if Apple's doing so well in Germany, then why did they fire
> > > > their
> > > > entire marketing department?
> > >
> > > Apple is centralizing all Marketing efforts at their Paris HQ to cut
> > > duplicated costs, be efficient and have a consistent marketing
> > > message.
> > > They want all in Europe to be on the same page.. This will free up
> > > money for more marketing/sales activities..
> >
> > translation - Apple is losing money hand over fist in Europe, so in
> > order to continue posting large profits for the shareholders so that
> > Steve Jobs won't be Amelioed, some innocent bystanders in Germany who
> > were considered expendable despite TiFKAS' swearing up and down that
> > they were doing well there had to be eliminated to maintain an
> > artificial bottom line. Same thing happened in England, too!
>
> You can't be that dum?

nope, for one thing, I can spell "dumb"...

Since Apple has their financial order in house
> they have begun to tackle long term issues beginning with the tech
> support lines improving Apple Care and reorganizing their Worldwide
> operations. My mom sent me a iMac advertisement insert from Germany
> which was the same as the U.S. one except for the German lanaguage.
> Looks like all are on the same page and that separate area country

> marketing teams are not needed.

what I know is that when companies start laying off workers even when they're supposedly making big profits, something must be terribly wrong somewhere in the bean-counting areas. And when companies start consolidating into out-of-country support areas, we expect to see some major long-term problems with getting proper support from them.

We know something's wrong when Apple suddenly drops all British OS support from OS9, and an executive at Apple admits to MacWorld UK that it was done as a cost-cutting measure. Jobs' bone-headed handling of Apple UK (from pulling out and then later causing the cancellation of a major UK show, to firing the UK's marketing department, and now alienating UK users by forcing them to use an American-language OS) is certainly giving a lot of consumer confidence...

Maybe Apple could have saved many jobs if they hadn't decided to give Steve Jobs that jet. Oh, and speaking of which, what is that story I'm hearing that Apple didn't properly declare the jet, thereby meaning that Apple really only cleared an 80 million dollar profit last quarter?

>
> Apple Germany posted 100+ unit sales in Q1 2000 over Q1 99..Thats a
> fact..You know it.

only from you - and we all know how you love to twist facts, oh fake "Apple Power Rep"....

> Want to strike out again?

why should I care about what the Mac world's version of John Rocker thinks :)
>
> > >
> > > sinclap!
> > >
> > > soon to be somewere in Iowa
> >
> > ah, so TiFKAS' home town is going to be getting back their village
> > idiot! :)
>
> Nope..
>
> Just visiting an account in DM..

your account at the local mental hospital?

5031. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-01 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-B0E42C.11505601032000@bigmomma.idirect.com>
Source record: 2196

In article <290220001121200170%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> >
> > ah, making up stories again, eh? I can show you a lot of places in
> > Canada where you can wipe dust off the package.
>
> The store needs to check ther vent system..Could be a dusty place..Very
> common in store..My iMac/G4 floor models get dusty daily..

so TiFKAS is now blaming stores for being slovenly for dusty packages
that don't move. Nice try, idiot, but no donut....

>
> > >
> > > > YOU lost, TiFKAS, when you tried to compare a dog-selling
> > > > program
> > > > like VGS to the highly successful DOOM. Caught with the meat in
> > > > your
> > > > mouth!
> > >
> > > No I did not. Compared the product life cycles...Which is alien in
> > > the
> > > hardware business were as a hammer and nails never go stail...
> > >
> > hmmm - VGS is out for a year, dies a dog's death in the market and
> > Mac dealers have to try to unload them at fire-sale prices. Compared to
> > DOOM, which has been out since 1993, has made millions of dollars in
> > sales and is still supported. Anyone who tries to compares these two
> > products obviously has been too long at the Jack Daniels.
>
> Of course Doom sold more copies. Doom is no different from product
> life cycles..

except it's been around much longer, has a proven track record of
profitability, and has been responsible for selling PCs just to play the
game. False analogy, par for the course with TiFKAS....

>
> > The hardware business (which like everything you try to comment on,
> > only shows your vast ignorance and reveals you have the IQ of a snail
> > fork) certainly has product life cycles as well. But at least I know
> > how
> > to spell "stale", which you won't or can't.
>
> I am a lousy spillier what kan i sey..

so you admit it. It's nothing to be proud of....
>
> > >
> > > > Milan ain't vapour, and you know it, TiFKAS, no matter how loud
> > > > you
> > > > screech.
> > >
> > > Can I buy one today after months of hype?
> >
> > why would you WANT to, TiFKAS? Want to destroy it with a
> > sledgehammer?
>
> Just want to see one to see what the big deal is..

suurree, TiFKAS. It'll just mean that it'll be only the SECOND time
you've used TOS....
>
> > Milan II comes out March 4th at a trade show in France. You can
> > certainly buy an original Milan from Milan GmBH, nobody is stopping you
> > from doing so....
>
> Will hold you on this date..

funny, it's out Saturday.
>
> > And you should know "hype", like Apple claiming that iMacs toast
> > Pentiums (but only using flawed benchmarks, real world benchmarks are a
> > whole 'nother story....)
>
>
> iNtel has not disputed it..

but plenty others have.....

>
> > > > > >
> > > > > > Must be the high import duties..
> > > > >
> > > > > what do high import duties have to do with the disparity between
> > > > > Mac
> > > > > and PC game prices, in which Mac users pay through the nose for
> > > > > three
> > > > > year old games when PC users can get them at reduced prices?
> > > >
> > > > not in the States here..To you...down south...
> > >
> > > once again, TiFKAS, dodging the issue. Mac games are well-known to
> > > cost several times more than their PC counterparts, and usually one to
> > > two years AFTER the PCers get them first, on either side of the border.
> >
> > Bullsh t! As you may become aware that some of the top titles have
> > been released at the same time as their PC counterpart such as Quake

> III Arena.

oh, then why can't I buy a copy of TR Last Revelation for Mac? How
about The Sims? Why did TRIII come out approximately one year AFTER the
PC version came out - how about Unreal?

Oh yeah, and we can't forget the RSN Half-Life and Pharoah for Mac.
Losing Sierra Online must be a real kick in the teeth for you....

BTW, you left the "i" out of "Bullshit"...

> > nope, I don't fit your twisted fantasy. "Chunks" is a figment of
> > your
> > imagination, who only comes out when you're losing an argument...
>
> Chunk's is you...Danniel D..

nope, he's the imaginary friend of TiFKAS, who only comes out when
he's losing an argument.....

when did you start aiming your projection of your own vile
personality on me?
>
> > >
> > > > >
> > > > > They all can't keep their promises..Is this new to you?
> > > > >
> > > > when you make a promise, the people you promise it to expect you
> > > > to
> > > > KEEP it - why do you think Bush was turfed out of office. Is THAT
> > > > news
> > > > to you, or is that how you operate in the business world?
> > >
> > > It's called political reality...here down south, our government
> > > consists of three branches with diverse agendas and ideas..
> >
> > again, people expect their politicians to keep their promises. No
> > wonder your country is going down the toilet. :)
>
> Were have you been. No politician has been able to keep all their
> promises. It's impossible when you have divided branches of
> governement. Even your cretin has not been able to do so..

to begin with, it's spelled "where".

But many keep the big promises - and one big promise was kept Monday
with the federal budget. We got major tax cuts, AS PROMISED.

Of course, we won't mention too much about the other type of lie -
like Clinton lying about Monica :)

> >
> > I see you're beginning to act your true age. No cheesy poofs for

> > you,
> > Cartman....
>
> What age group eats cheesy poofs?

3rd grade, Cartman....
>
> > > Usenet does not count...Atrocious spelling can be common...You just
> > > blasted your fellow Jihads...
> >
> > it DOES count - you're SUPPOSED to be a professional who's supposed
> > to clearly convey ideas. Why do you think Apple require their employees
> > to have high levels of reading and spelling comprehension. And how can
> > I
> > blast "fellow Jihads", when they don't exist?
>
> I am on my own time were spielliend is negate..

suurrre, TiFKAS - but don't "Apple Power Reps" have to file reports?
Spelling is important. It's especially important on evaluation tests and
resumes. Like I have said, the moment they saw your spelling, you were
shown the door....

> > the infamous New Zealander who was also a brain-dead troll like
> > yourself - and like you, couldn't spell. And like you, had that
> > horrible
> > habit of putting his foot in his mouth - like calling Australians a
> > racist term that got his ISP account terminated. IIRC, you were the
> > only
> > one who defended him, claiming free speech....
> >
> > I understand though that Roger's popped up again in New Zealand, and
> > it appears that the incident has helped him to clean up his act. Just
> > like you could, if you'd only go back to Bellevue and allow the doctors
> > to use a defibrulator on your head....
>
> Keeping tabs on Roger?

just what was told to me here.
>
> > > Still shipping the product..Also Apple Germany grew as welldespite
> > > your
> > > false info and analysis..
> >
> > they won't be shipping for long....
>
> And why?
>
> > and look who's accusing me of "false info and analysis". Pot.
> > Kettle.
> > Black.

> >
> > If Apple Germany is doing so well, why did they fire their entire
> > marketing department?
>
> For reasons described in the previous post..

which was shot down as more TiFKAS doubleplusthinkgood. 2+2 does not
equal 5 here in this forum, TiFKAS....

>
> >
> > > >
> > > > it certainly has. Does your so-called "contract" require you to
> > > > lie?
> > >
> > > Prove it?
> >
> > can you prove otherwise?
>
> I asked you first.

no, I asked YOU first
>
> > >
> > > Mike 'Newt' Harris would of...
> >
> > we don't mind you calling Harris "Newt" - after all, Newt Gingrinch
> > is noted for also being a liar, a crybaby, a man who doesn't honour his
> > wife and a sore loser. And Harris and his narrow minded cronies are
> > going to be turfed out next election, just like Newt....
>
>
> Newt Harris was re-elected last May. He is your abotrose for three
> more years.. ^^^^^^^^

funny, I thought Mike Harris was his own "albatross".

it was wonderful seeing Harris whine that his government didn't get
any transfer payments for health care. Perhaps Chretien was concerned
that he'd use the money for more tax cuts for his rich masters rather
than health care. Even Homer Simpson knew what to do when the choice was
"keg of beer" and "Lisa needs braces".....

> > oh, BTW, TiFKAS - McCain wiped the floor with George "Wimp Jr."
> > Bush....
>
> Yep...Good for Gore..

oh, once again playing on the other side when the original side is
down?

> > > Whats the market for the Milan II? Nastalgic..?
> >

> > no, getting work done.
>
> With a price..

everything has a price, TiFKAS. You don't seriously expect getting a
Milan FREE, do you? :)

5032. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-01 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003011840190.302-100000@rakas>
Source record: 2197

> what about MacAddict? They did a review of iCAB and they
> loved it for the very reason many Mac users love it - better
> HTML handling, no code bloat. They said they were amazed that
> it did so much for what was little space requirements....

iCab and Opera both proved that compact, efficient coding beats
the crap out of commercial bloatware. Fat features do not ever
require fat hardware, only efficient coding.

They also proved without a doubt that you don't need to "upgrade"
in 100 MHz steps every 6 months, just because of poor programming
skills in Redmond.

> > The iMac 350 comes with 14 high quality apps that
> > the Milan could not compare to. Nice try at spin.

The Milan already includes a true who's who of Atari products and
more is coming, now that Milan has HP and Motorola's backing.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5033. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-01 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8bqp28.18v.jedidiah@pyromania.mishnet>
Source record: 2198

On Wed, 1 Mar 2000 08:46:11 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-2-29, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> >The win32 version is currently underfeatured, compared to any
>> >other version. Not only is the java switch gone, but the number
>> >of character-sets supported are quite fewer.
>>
>> As far as being 'underfeatured' that's more you buying into
>> the Windows Bloatware mentality than anything else.
>
>No, it's not. I need something that supports iso-8859-15, but

That's the sort of thing an application shouldn't
be futzing with on it's own.

>only the Linux version of Netscape supports it. Disabling image
>display or Java? Linux! The Windooze version enables everything

Who are you trying to kid? I disable both of those on a
regular basis quite easily in the win32 version.

>in a very fascist way and expects you to enjoy it.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5034. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-01 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003012221520.302-100000@rakas>
Source record: 2199

On 2000-3-1, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> >No, it's not. I need something that supports iso-8859-15, but
>
> That's the sort of thing an application shouldn't
> be futzing with on it's own.

Netscape for Linux supports iso-8859-15; not the win32 version.
Fact.

> >Disabling image display or Java? Linux! The Windooze version
> >enables everything
>
> Who are you trying to kid? I disable both of those on a
> regular basis quite easily in the win32 version.

Proove it.

On Win32, you can only disable Java/Javascript on a site-by-site
basis. The Linux version has specific menu options to handle it.
Same for iso-8859-15 support.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5035. Re: Apple tanking in Germany, TiFKAS removed from play!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-01 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <38BDAB33.B4989F7@calcna.ab.ca>
Source record: 2200

"Daniel L. Dreibelbis" wrote:

> what I know is that when companies start laying off workers even when
> they're supposedly making big profits, something must be terribly wrong
> somewhere in the bean-counting areas. And when companies start
> consolidating into out-of-country support areas, we expect to see some
> major long-term problems with getting proper support from them.

Hmmm - does that also apply to Canadian Banks then, m'dear Dan - which despite massive profits keep 'downsizing' their staffs and 'rationalising' their Branches !!!!

The Canadian Curmudgeon (in ever sunny, Calgary)

5036. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8bresu.3eo.jedidiah@pyromania.mishnet>
Source record: 2001

On Wed, 1 Mar 2000 22:24:59 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-1, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> >No, it's not. I need something that supports iso-8859-15, but
>>
>> That's the sort of thing an application shouldn't
>> be futzing with on it's own.
>
>Netscape for Linux supports iso-8859-15; not the win32 version.
>Fact.
>
>> >Disabling image display or Java? Linux! The Windooze version
>> >enables everything
>>
>> Who are you trying to kid? I disable both of those on a
>> regular basis quite easily in the win32 version.
>
>Proove it.
>
>On Win32, you can only disable Java/Javascript on a site-by-site
>basis. The Linux version has specific menu options to handle it.
>Same for iso-8859-15 support.

It's the same menu structure as the Linux version actually.

It's right there on the Preferences->Advanced tab.

Infact, Netscape added another option in later versions (rather
than removing them) so you can disable javascript in mail &
news (a recently discovered security problem).

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5037. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <GfZSoNAVdcv4EwBu@my-ste.demon.co.uk>
Source record: 2002

In article <Pine.MNT.4.10.10003012221520.302-100000@rakas>, Martin-ï¿½ric
Racine <q-funk@funkyware.atari.org> writes
>On 2000-3-1, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>

>> >Disabling image display or Java? Linux! The Windooze version
>> >enables everything
>>
>> Who are you trying to kid? I disable both of those on a
>> regular basis quite easily in the win32 version.
>
>Proove it.

Look at <URL: http://www.my-ste.demon.co.uk/images/netscape.jpg>. That's
the preferences dialog for Netscape 4.7 on Windows 98. As you can see, I
normally use Netscape with images turned on, but with both Javascript
and Java turned off. If I find I need Java or Javascript I turn it on
and reload the page.

>On Win32, you can only disable Java/Javascript on a site-by-site
>basis.

Not true, as you can see from the above.

> The Linux version has specific menu options to handle it.
>Same for iso-8859-15 support.
>

--
David Bolt

5038. Apple Shares up! Chunk's fouls out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <01032000223846023 7%sinclap@nospam.net>
Source record: 2003

Read it and weap!

Wednesday March 1 3:13 PM ET

Apple Shares Surge After Analyst Comments

SAN FRANCISCO (Reuters) - Shares of Apple Computer Inc. (NasdaqNM:AAPL - news) jumped in active trading after a Donaldson Lufkin Jenrette analyst made
positive comments about the PC maker, saying it is poised for a strong March quarter.

Kevin McCarthy, an analyst with Donaldson Lufkin & Jenrette, said in a note to clients that he is currently maintaining his estimates of $0.78 a share for its fiscal
second quarter ending in March, but that there is a possibility for some upside.

``At this time, we are maintaining our FQ2 estimates of $0.78 a share, $1.95 billion in revenue, and 1.05 billion (unit) shipments, but Apple is poised for a strong
March and we see the new products driving upside to our estimates,'' McCarthy wrote.

Shares of the Cupertino, Calif.-based company surged 12 3/8 to 127 in active trade, another new high for the resurgent computer maker. It earlier reached as high as 130
3/4 on Nasdaq, well above its year high of 121 1/2. It gained 1 3/8 Tuesday to 114 5/8.

McCarthy noted that his checks with retailers indicate that the batch of new products introduced at Tokyo MacWorld in mid February are selling ``briskly,'' which he
said Apple confirmed.

Sales of Apple's PowerBook professional notebook line are on track to exceed last quarter's sales, after a much-needed product refresh was introduced in Tokyo. The
company's new high-end graphite-colored iBook is rejuvenating sales of the iBook family, which McCarthy said were soft in the month of January.

He also said that the new PowerMac G4 professional desktop, with a new performance upgrade to a 500 megahertz G4 PowerPC processor, is ``flying off the
shelves.''

Sales of subscriptions to EarthLink Network Inc.'s (NasdaqNM:ELNK - news) Internet service to Apple customers are tracking ahead of plan, McCarthy said.

``We believe there is significant upside to the original estimate of $25-$35 million in calendar year 2000 net margin dollars deriving from the EarthLink alliance
announced in January,'' McCarthy said.

McCarthy was traveling and not immediately available for further comment. Officials at Apple were also not available .

5039. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003021122211.302-100000@rakas>
Source record: 2004

On 2000-3-2, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> On Wed, 1 Mar 2000 22:24:59 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
> >Netscape for Linux supports iso-8859-15; not the win32 version.
> >Fact.

No answer to this one?

> >> >Disabling image display or Java? Linux! The Windooze version
> >> >enables everything
> >>
> >> Who are you trying to kid? I disable both of those on a
> >> regular basis quite easily in the win32 version.
> >> It's right there on the Preferences->Advanced tab.

Found the Java one, but there is no image on/off; only a "load
images automatically" option.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5040. Re: Apple tanking in Germany, TiFKAS removed from play!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-EA3526.08441102032000@bigmomma.idirect.com>
Source record: 2005

In article <38BDAB33.B4989F7@calcna.ab.ca>, besmith@calcna.ab.ca wrote:

> "Daniel L. Dreibelbis" wrote:
>
> > what I know is that when companies start laying off workers even
> > when
> > they're supposedly making big profits, something must be terribly wrong
> > somewhere in the bean-counting areas. And when companies start
> > consolidating into out-of-country support areas, we expect to see some
> > major long-term problems with getting proper support from them.
>
> Hmmm - does that also apply to Canadian Banks then, m'dear Dan - which
> despite
> massive profits keep 'downsizing' their staffs and 'rationalising' their
> Branches !!!!
>

yep, I think that is equally wrong.

5041. Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-54988F.08495302032000@bigmomma.idirect.com>
Source record: 2006

Read it and weep!

X-Sender: mhz@inassoc.com
Date: Thu, 02 Mar 2000 04:55:35 -0500
To: (Recipient list suppressed)
From: mhz <mhz@inassoc.com>
Subject: Atari Underground Update 3/2/2K
Status:

Atari Underground update for March 2nd 2000

The wait is over !!!
****
SCATOLOGIC RELEASES THE LONG AWAITED BATTLESPHERE(tm) FOR JAGUAR AND DONATES
ALL PROFITS TO DIABETES RESEARCH

February 29, 2000

For immediate release:

CAPITOLA, CA -- Scatologic Inc. is pleased to announce that the long awaited BattleSphere(tm) for the Atari Jaguar platform will soon ship, and that all profits from the game will be donated to diabetes research.

BattleSphere(tm) is the awesome full 3D networked action shooter for the Atari Jaguar. The game was developed by renowned Jaguar, NUON, PSX2 and PC developer 4Play, which recently merged with Scatologic Inc. to form the newest industry powerhouse development team.

The highly anticipated BattleSphere(tm) combines the fast-action gameplay of a first person shooter with the nonlinear aspects of a strategic campaign simulator. Also included on the same cartridge are several additional play variations which range from a pure classic arcade action game to a multi-player networked deathmatch mode, where up to 32 players can dogfight for control of the Universe. The game garnered acclaim from players when it was demonstrated at the World Of Atari show in 1998, and it has received glowing praise from industry leading publications like Next Generation Magazine and Diehard Gamefan magazine.

BattleSphere(tm) was completed several years ago, but the release has been pending for some time due to the fact that the Jaguar ceased to be a mainstream platform, and the software, tooling, and procedures required to produce cartridges were lost and had to be recreated. "The biggest hurdle was overcoming the loss of the software encryption key." said Scatlogic COO, Douglas Engel, who was one of the original

BattleSphere(tm) development team. Scott LeGrand, Scatologic CEO, was enthusiastic about the team's effort to recreate the missing encryption key. He commented, "Generating a unique key ourselves allowed us to produce the highest quality game, cartridge, and packaging without resorting to risky unproven and expensive hardware bypassing techniques."

In an unprecedented move, Scatologic has announced that all profits from the sale of BattleSphere(tm) will be donated to diabetes research. Scatologic CTO Stephanie Wukovitz stated, "Videogames are stereotyped as a harmful influence on society, and we wanted to show that they can be a very positive factor. Donating the profits to diabetes research is our way of showing this, as well as a way to thank everyone who has helped us get this game produced."

A special autographed copy of BattleSphere(tm) is up for auction on EBay right now. As an added incentive, the high bidder's name will be digitally encoded into this very special collector's item. BattleSphere(tm) will begin full-scale shipping soon afterwards. BattleSphere(tm) is priced at only $74.99 plus $5.00 shipping and handling (Continental U.S.). Orders outside the continental U.S. will require additional charges depending on the destination. California residents must add 8.25% sales tax.

Copyright 2000 Scatologic Inc. All rights reserved. This article may be reprinted in its entirety. BattleSphere(tm) is copyright and trademark 4Play/Scatologic. All rights reserved.
****

That is not the only new Jag game on the block. Carl Forhan of Songbird Productions has alot going on developing Jaguar and Lynx games. For full details check his site.

http://songbird.atari.net
****

If you are one of the many who have ordered a Catbox from ICD and not received yours yet please check out the following URL.
http://www.eta.org/catbox
****

For total Jag info try Jagu-Dome
http://jaguar.holyoak.com
****

The #1 Jaguar discussion/message board
http://www.atarihq.com/interactive
****

To chat with fellow Jag/Atari fans try IRC undernet #Atari
open 24/7 for your chatting needs :)
****

For NUON / Project X info try these sites.
http://www.nuon-tech.com
http://www.wheres.com/console/IntelligentGamer/feature/reactor/nuon.htm
****

Jeff Minter is bizzy making games for the NUON (Tempest 3000) and
NUON comes loaded with a new VLM. more details at.
http://www.magicnet.net/~yak
****

If you would like your Atari/Jag website posted on future AU updates
please email me at MHz@inassoc.com
****

It has been a while since I have sent out an update, so if you would
like to be removed from the list let me know. If you got this update
sent to you twice let me know. I am trying to update my records.
MHz@inassoc.com
****

Thats all I can think of for now.
Atari Underground 1,000+ members and growing.
Matt "MHz" B.
MHz@inassoc.com

5042. Re: Apple Shares up! Chunk's fouls out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-01C295.08530902032000@bigmomma.idirect.com>
Source record: 2007

In article <010320002238460237%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> Read it and weap!
>

<snip>

not only has TiFKAS once again mindlessly posted an Apple Press
Release, AND persists in claiming his imaginary friend "Chunks" exists,
he also can't even spell "weep".

TiFKAS is walking around with his pants around his ankles again! Hide
your shame, TiFKAS!

5043. Mac Games STILL overpriced. (Some Atari content)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-BA76E8.09285102032000@bigmomma.idirect.com>
Source record: 2008

> I am just sitting on an internet cafe on Oxford street in London waiting
> for my girlfriend to arrive. I was to HMV and looked at the PC games
> section. They had Quake 3 Arena for PC and surprisingly enough for Mac.
> The Mac version was sold for 44.99&#65533; while the PC version was sold for
> 29.99&#65533;. The only difference is the packaging and that the PC version was
> standing 2 meters to the left of the Mac version. Now can somebody
> explain why the Mac version is 15&#65533; more expnsive? The situation is the
> same in Germany the PC version costs 79DM while the Mac version costs
> 129DM. With prices like that no wonder the Mac game market is so low.
>
> //Rob
>

oh, and BTW, looking forward to Saturday. Milan USB launch day. (Or
as I like to call it, "TiFKAS Eats Crow Day". But then again, EVERY day
is "TiFKAS Eats Crow Day" :)

5044. Re: Mac Games STILL overpriced. (Some Atari content)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8bt984.617.jedidiah@pyromania.mishnet>
Source record: 2009

On Thu, 02 Mar 2000 14:27:19 GMT, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:
>> I am just sitting on an internet cafe on Oxford street in London waiting
>> for my girlfriend to arrive. I was to HMV and looked at the PC games
>> section. They had Quake 3 Arena for PC and surprisingly enough for Mac.
>> The Mac version was sold for 44.99ï¿½ while the PC version was sold for
>> 29.99ï¿½. The only difference is the packaging and that the PC version was
>> standing 2 meters to the left of the Mac version. Now can somebody
>> explain why the Mac version is 15ï¿½ more expnsive? The situation is the
>> same in Germany the PC version costs 79DM while the Mac version costs
>> 129DM. With prices like that no wonder the Mac game market is so low.
>>
>> //Rob
>>
>
> oh, and BTW, looking forward to Saturday. Milan USB launch day. (Or
>as I like to call it, "TiFKAS Eats Crow Day". But then again, EVERY day
>is "TiFKAS Eats Crow Day" :)

Got an URL?

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5045. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8bt9c2.617.jedidiah@pyromania.mishnet>
Source record: 2010

```
On Thu, 2 Mar 2000 11:24:09 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-2, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> On Wed, 1 Mar 2000 22:24:59 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>> >Netscape for Linux supports iso-8859-15; not the win32 version.
>> >Fact.
>
>No answer to this one?
>
>> >> >Disabling image display or Java? Linux! The Windooze version
>> >> >enables everything
>> >>
>> >> Who are you trying to kid? I disable both of those on a
>> >> regular basis quite easily in the win32 version.
>> >> It's right there on the Preferences->Advanced tab.
>
>Found the Java one, but there is no image on/off; only a "load
>images automatically" option.

Have you been using Netscrape since just yesterday or
something? THAT is the 'images off' switch. After you
toggle it you get a new task bar button that allows
you to manually trigger image loading for a particular
document. Otherwise, images are 'off'.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.
```

5046. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003022151410.443-100000@rakas>
Source record: 2011

On 2000-3-2, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> >Found the Java one, but there is no image on/off; only a "load
> >images automatically" option.
>
> Have you been using Netscrape since just yesterday or
> something? THAT is the 'images off' switch.

No, it is not. On the Linux version, you can litterally toggle
images back and forth, on an already loaded page. Just like in
CAB. Not so on the Win32 version.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5047. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-02 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8btj55.6ld.jedidiah@pyromania.mishnet>
Source record: 2012

On Thu, 2 Mar 2000 21:54:29 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-2, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> >Found the Java one, but there is no image on/off; only a "load
>> >images automatically" option.
>>
>> Have you been using Netscrape since just yesterday or
>> something? THAT is the 'images off' switch.
>
>No, it is not. On the Linux version, you can litterally toggle
>images back and forth, on an already loaded page. Just like in
>CAB. Not so on the Win32 version.

Once you've cached the images, what's the point?

Once the images are local to your machine, there's
really no good reason to deprive yourself anymore.

[deletia]

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5048. Re: Mac Games STILL overpriced. (Some Atari content)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-03 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-8D097B.20443702032000@bigmomma.idirect.com>
Source record: 2013

In article <slrn8bt984.617.jedidiah@pyromania.mishnet>,
jedidiah@dementia.mishnet (JEDIDIAH) wrote:

> On Thu, 02 Mar 2000 14:27:19 GMT, Daniel L. Dreibelbis
> <dreibel@idirect.com> wrote:
> >> I am just sitting on an internet cafe on Oxford street in London
> >> waiting
> >> for my girlfriend to arrive. I was to HMV and looked at the PC games
> >> section. They had Quake 3 Arena for PC and surprisingly enough for
> >> Mac.
> >> The Mac version was sold for 44.99 while the PC version was sold for
> >> 29.99. The only difference is the packaging and that the PC version
> >> was
> >> standing 2 meters to the left of the Mac version. Now can somebody
> >> explain why the Mac version is 15 more expnsive? The situation is the
> >> same in Germany the PC version costs 79DM while the Mac version costs
> >> 129DM. With prices like that no wonder the Mac game market is so low.
> >>
> >> //Rob
> >>
> >
> > oh, and BTW, looking forward to Saturday. Milan USB launch day. (Or
> >as I like to call it, "TiFKAS Eats Crow Day". But then again, EVERY day
> >is "TiFKAS Eats Crow Day" :)
>
> Got an URL?

try http://bengy.atari-computer.com or http://www.milan-computer.de .

5049. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-03 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38BF20A9.59F38945@ihug.co.nz>
Source record: 2014

Hi there,

sinclap wrote:
>
> In article <38B5D9A1.88B01A25@ihug.co.nz>, J WILKINSON
> <jwandjw@ihug.co.nz> wrote:

> > How can two companies that tread totally different pathways lead OR
> > follow each other? If Milan were a follower they would create machines
> > that use Mac OS, only Apple wouldn't let them. Thank goodness Milan
> > have NOT chosen that particular direction...
>
> And what direction will the Milan follow?

Hopefully its very own direction. A direction that keeps fans of the
Atari TOS platform happy. Some following of mainline trends is of
course necessary to prevent the platform from outpricing itself
from the 'competition', ie using PCI graphics cards or SB64 sound
cards in the case of the Milan II...

> > > Sounds like Custer's last stand...
> >
> > Custer deserved his fate...he raped, pillaged, and generally was a
> > naughty boy. That certainly DOES NOT sound like Milan and the ethics
> > behind Milan. That to me is more like Bill Gates. Stevie Jobs is
> > playing catch-up, but he has some ground to cover yet in his quest
> > to be a 'trendy' Bill Gates...
>
> Custer is considered an Amercan hero.

Outside of America we learnt how he went about his business. It did
not come across to me as a particularly nice approach...

> I like that...A trendy Bill Gates...

Its becoming more obvious to me that, while world domination is not
Jobs' goal, a much larger piece of pie is higher on the priority
list than a pie that tastes better...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5050. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-03 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <949451772-21828AEicMi@bfree.on.ca>
Source record: 2015

>From: sinclap <sinclap@nospam.net>
>Date: Tue, 29 Feb 2000 17:29:35 GMT
>
>In article <Yhdp4.453$M73.53@198.235.216.4>, Brian Van TIlborg
><madmax@bfree.on.ca> wrote:
>>
>> >> TiFKAS always misses the point on this. For MIDI, TOS is the
>most
>> >> rock-stable regarding timing. Why do you think so many musicians
>still
>> >> trust using their "obsolete" Ataris for their projects?

> But like I mention earlier. Often, very often, I am
>> asked to look for Ataris for Musicians and Music teachers alike.
>>

>> Even more important is the software. Their isn't alot of spinning.
>Dans
>> first statement is correct, because its what the mags still talk
>about, and
>> what I hear from musicians alike. They are still looking for solutions
>to
>> top 15 year old Ataris.

>
>> On 4 Feb 2000 03:09:54 G, sinclap wrote:

>In your wildest dreams..At the MacWorld/SF, the top midi folks were
>there with nice USB and firewire solutions. I asked one if they will
>continue to develop for the ST/Tos line. His response was..Did Atari
>make computers...ah I thoughty they made video games..Are they still in
>business?

Clearly didn't ask anyone this question, especially if midi was involved.
This is why you are known as an IDIOT. Only two of the statements could
possibly been said.

1) Did Atari Make Computers (meaning, we don't develop for computers no
longer manufactured)

2) Are they still in business (meaning, we only want to support what is
out there, and being sold) ITS MAC WORLD YOU IDIOT!!! What other answer
is for them to give. They are at the show to promote products for Apple
computer. Not talk about software that they don't make for a computer
that performs better than anything currently on the market with regard to
midi.

3) Anyone with a clue and develops midi products, knows what an Atari ST is and the midi capabilities it has. If they don't they shouldn't be in the business. Regardless of whom they are developing products for.

My local music store sells Mac and PC software/hardware and runs their own private studio on Ataris. Their concern is with regard to when the computers may break, but finding parts is easy as there are many used Ataris around if you are looking.

Now I picked up on a thread from someone whom seems to have made his first post on the tech thread. I have never seen or heard of him before. so for your benefit, I will help you become eductated. If you truly want to look like an idiot, more than you do here, or on a Mac NG, I suggest you go to any music forem, and start preaching your mac, and belittling the Atari. Here in advocacy, the people are pretty good and just toy with you, because we like having a village idiot around. I don't believe you would be so welcome with all the knowledge you pretend to possess with regard to midi.

>From: "Jay Paine" <jaypaine@lyndalls.globalnet.co.uk>
>Date: Thu, 24 Feb 2000 12:46:42 -0000
>
>Could anyone help with my question. It is this: I am a music producer
>with
>extreme sensitivity to timing fluctuations when using software-sequenced
>music via a computer. To my mind, and ears, the best and tightest system
>still to this day is the Atari with the built-in MID ports. Am I nuts,
>or is
>this true? I have arguements all the time with various artists and
>producers
>re: timing errors using Macs and PC systems, but only a few know what
>I'm
>talking about with the Atari. Occasionaly,
>there is an article in a music- tech mag talking about the rock-solid
>tightness of the
>Atari. But other than that, I'm on my own defending the Atari. Can
>someone
>please confirm or deny this, and if it is true, can someone say
>precicely
>why. Other than the obvious, i.e. built-in MIDI, I know of no other
>reason.
>Any help? Thanks, jay

>Yes it is true,
>
>Reasons: (I'm not an expert but here goes)
>
>1 The OS is not multitasking
>2 Midi is part of the OS (Atari was part of the original group which
>started
>midi)

>
>I got my Mac's timing close to the Atari's (Mac is running OMS) but it
>still
>doesn't feel right all the time.
>
>On PC's there are alot more system calls going on (BeOS gives priority
>to
>multimedia calls, midi, audio) and midi is not a priority.

>
>Quoting an article on "MIDI Timing Realities" by James Chung from Club
>Cubase Magazine Vol. 8.4 1999:
>
>"Let's face it Microsoft and Apple are not designing operating systems
>for the sequencing community. It's the job of Steinberg programmers to
>make the best of what they've got to work with.
> The best computer timing is still on the Atari ST because the
>programmers had direct access to the computer hardware and could bypass
>the innocuous Atari TOS."
>
>Imho really rather strange as modern pc's and Mac's have about 20-30
>times the capacity in speed, RAM, HD space etc. The ST Chung is
>thinking of may very well be an old 4MB 8MHz Atari with no harddisk and
>just a single 720 floppy drive. Cubase Score keeps the timing perfect
>on this setup, but to get faster screen response you might want a
>faster TT at 32MHz with 1280*960 mono monitor.

>
>It seems to me that this is the matter of, basically, a "REALTIME
>APPLICATION";
>that is (more-less), the software must perform certain tasks and/or
>respond
>to external signals at exactly determined times and moments.
>As far s I could see, including some experience from the place where I
>work,
>multitasking OS-es (i.e. MacOs, Windows, Linux) dont go very well with
>real-time applications, unless they are specifically designed for that
>purpose. Simply, with such OS-es you can never exactly know when will
>some piece of code be executed. On the other hand, with a simple single-
>task
>TOS, the programer can know and control what is happening in his machine
>at
>all times, down to a single CPU clock cycle. If an application makes
>some
>sort of internal multitasking, then it is still under its own control.
>
>At the place where I work we had to make a PC-based real-time

>application to
>control a 100KHz/16-bit/64channel data acquisition system. Windows was
>briefly
>considered as the OS, as Windows NT boasts real-time capabilities; then,
>some
>inquiries showed that for it "in real time" is anywhere within about
>0.5 seconds- not exactly right for a 100KHz application. It also turned
>out
>that Linux needed some kind of patch to the kernel to make it really
>real-time.
>Further inquiries and some tests showed that QNX would be the real thing-
>
>miniature, very fast, unix-like but not unix... and created specially
>for
>real-time purposes. Unfortunately, it is quite expensive- a development
>environment might cost several thousand dollars, and we did not have it
>in
>the house. As the application was needed quickly, the guys programmed it
>in
>plain MS-DOS, which is about as single-tasking and simple-minded as TOS,
>
>though lacking the GUI. So the data acquisition system now works
>happily,
>functional but without makeup, bells and whistles- and we decided to
>switch
>it to QNX with its "Photon" GUI, when we acquire the proper environment.
>

>
>You're not alone out there, although it may seem so when talking about
>Atari's. I'm a music producer and live performer using a mega ste for
>my
>solo-act. I've been sequencing on Atari's since 1988 using the old
>Hybrid
>Arts Edit II Track software and have come to trust the program/timing
>without any hesitation-I don't have the time or patience for crashes in
>my
>line of work. Why is Atari the standard(IMHO) by which all others are
>measured? Being technolgy-challenged in that area, I couldn't tell
>you..but I wouldn't step on stage with anything else!
>happy motoring,

This is true. When doing MIDI the Atari is not doing anything. It is a
small
and simple system. When doing sequencing, a PC or a Mac is always
multitasking, checking IRQs, leaving precious CPU cycles to screensavers,
sound card drivers, virtual RAM swapping, anti-virus stuff, let alone a
soft

synth, hence the appalling real-time performance.

I started making music with my ST, worked great but for some resason I changed to PC, everything f*cked up, never worked, the music did not play "tight" especially when I used audiotracks with midi. So I changed back to
my F030. The timing is a lot better, even when you use midi + 8-16 tracks audio. I think the timingproblems on the PC is not due to the PC itself, rather the OS.. Also - cubase on the PC has a lot more bugs, and crashes randomly. Quite a turn-off. But at least it is pretty to look at :-) (nice
colors)

You wanna debate any of the above arguments, bring an expert.

Later Brian.

5051. TiFKAS Knows SQUAT about Atari MIDI, was Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-03 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-2BE182.10080703032000@bigmomma.idirect.com>
Source record: 2016

In article <949451772-21828AEicMi@bfree.on.ca>, Brian Van Tilborg <madmax@bfree.on.ca> wrote:

<brilliant post debunking TiFKAS' FUD regarding Atari and MIDI deleted>

Bravo, Brian, Bravo! <virtual clapping>

of course, this means that TiFKAS now considers you Public Enemy No. 1 and will do everything in his power to try to smear and discredit you while trying to dodge the issues :)

Oh, since we're on the subject of MIDI, thought I'd drop this message from a real live professional Atari musician:

hello All:

I am happy to announce that GVOX has given me permission to have the Atari version of MASTER TRACKS PRO ver 3.6 as a free download on my site. All it took was emailing them with a request. A few weeks later, they sent me with a reply and an Attached licence agreement to release MTPRo at my site for Atari Users only. So I scrambled, made the page and wrote up a Tutorial, and it is now there.. WHEW!

Also, I was trying to convince Dr T (Emile Tobenfeld) to release Omega, But he said to go ahead and have the REAL version of TIGER CUB on my page. So I scrabled again, and it is there also. This is NOT the demo version that is available on most Atari FTP sites. This is the "real" version, and it's great! Also he said that OMEGA II is Still available from him, so that Info is on the page as well.

BTW..M and RealTime has also been released as freeware, and is at my site as well. Guess it's my mission in life to make OUR Atari midi apps into freeware. It's takes time and work, but you can be succesfull!

Atari was made for Midi! (or is it Midi was made for Atari!)

Anyway:

here is my site

http://atari.atlantis-bbs.com
Tim's Atari midi World

Tim Conrardy

Just think - some proven MIDI software for Ataris are now available free. Just in time for the Milan II release. What a great start - and what a great gift for the Atari Community. And what a great confirmation that KCS II Omega is still for sale from Emile Tobenfield, its developer.

5052. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-03 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <030320000930259688%sinclap@nospam.net>
Source record: 2017

In article <dreibel-54988F.08495302032000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> http://www.nuon-tech.com

About time!

Is that the best you can do? $75 for a game on a dead console platform is a bt extreme. This whole thing about giving the profits to charity is suspect. There is alot of creative accounting out there...

It's good to know that Jeff Minter aka Yak is at it again..He has a knack for developing for faled platforms..VMLabs Nuon is no different. Expect the unemployment lines to bulge up...

sinclap!

somwere in Omaha, NE

5053. Re: Mac Games STILL overpriced. (Some Atari content)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-03 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <030320000942414072%sinclap@nospam.net>
Source record: 2018

In article <dreibel-8D097B.20443702032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <slrn8bt984.617.jedidiah@pyromania.mishnet>,
> jedidiah@dementia.mishnet (JEDIDIAH) wrote:
>
> > On Thu, 02 Mar 2000 14:27:19 GMT, Daniel L. Dreibelbis
> > <dreibel@idirect.com> wrote:
> > >> I am just sitting on an internet cafe on Oxford street in London
> > >> waiting
> > >> for my girlfriend to arrive. I was to HMV and looked at the PC games
> > >> section. They had Quake 3 Arena for PC and surprisingly enough for
> > >> Mac.
> > >> The Mac version was sold for 44.99ï¿½ while the PC version was sold for
> > >> 29.99ï¿½. The only difference is the packaging and that the PC version
> > >> was
> > >> standing 2 meters to the left of the Mac version. Now can somebody
> > >> explain why the Mac version is 15ï¿½ more expnsive? The situation is the
> > >> same in Germany the PC version costs 79DM while the Mac version costs
> > >> 129DM. With prices like that no wonder the Mac game market is so low.
> > >>
> > >> //Rob
> > >>
> > >
> > > oh, and BTW, looking forward to Saturday. Milan USB launch day. (Or
> > >as I like to call it, "TiFKAS Eats Crow Day". But then again, EVERY day
> > >is "TiFKAS Eats Crow Day" :)
> >
> > Got an URL?
>
>
> try http://bengy.atari-computer.com or http://www.milan-computer.de .

Yea...such a swell web site with 1998 news. Looks like a suspicious
operation..

sinclap!

somewere in Omaha, NE

5054. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-03 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-5F0A44.11180403032000@bigmomma.idirect.com>
Source record: 2019

In article <030320000930259688%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-54988F.08495302032000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > http://www.nuon-tech.com
>
> About time!
>
> Is that the best you can do? $75 for a game on a dead console platform
> is a bt extreme. This whole thing about giving the profits to charity
> is suspect. There is alot of creative accounting out there...

yep, and most of it is at Apple. Really, failing to declare the $90M
jet in the profit report...

the only thing "dead" here is YOU, TiFKAS. From the neck up.

$69 for TR III on the Mac - when one can buy it for the PC for $29.99
- is also considered extreme. So is charging an extra $200 for an iBook
with a paint job....

>
> It's good to know that Jeff Minter aka Yak is at it again..He has a
> knack for developing for faled platforms..VMLabs Nuon is no different.
> Expect the unemployment lines to bulge up...

TiFKAS is obviously still upset that the great YAK humiliated him
personally and publically by rightly pointing out that he was a "wanker,
a tosspot and a turd".

YAK was even mentioned in a major story on Atari's masterminds in
WIRED a few years ago, thereby making him more famous than TiFKAS will
ever be. Jealous, huh?

Don't worry, TiFKAS, when WIRED does a story on Lying Internet Kooks
Who Can't Spell Who Pretend To Be Apple Power Reps, you'll be the first
on the list :)

BTW, words that TiFKAS Mispelled in this post:

"failed"

"bit"

>
> sinclap!

>
> somwere in Omaha, NE

5055. Re: Mac Games STILL overpriced. (Some Atari content)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-03 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-63F3D8.11215903032000@bigmomma.idirect.com>
Source record: 2020

In article <030320000942414072%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > > > oh, and BTW, looking forward to Saturday. Milan USB launch day.
> > > > (Or
> > > >as I like to call it, "TiFKAS Eats Crow Day". But then again, EVERY
> > > >day
> > > >is "TiFKAS Eats Crow Day" :)
> > >
> > > Got an URL?
> >
> >
> > try http://bengy.atari-computer.com or http://www.milan-computer.de
> > .
>
> Yea...such a swell web site with 1998 news. Looks like a suspicious
> operation..

BZZT! WRONG! BOTH have been updated on a regular basis, with news and
specs on the Milan II added just last year. A year off, aren't you
TiFKAS?

The only thing "suspicious" is TiFKAS' claims that he's an "Apple
Power Rep", when his obvious lack of spelling and computer knowledge
makes him an obvious candidate for "Internet KOOK of the Month"....

5056. Re: Atari Today - New UK Atari Magazine - F

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-04 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ajbw4.1286$Fw6.4804@newsfeed.slurp.net>
Source record: 2021

On 25 Feb 2000 13:50:54 , "TechSoftware" wrote:
> Something of interest to all Atari users....
>
>Atari Today
>
>More good news on the magazine front. Atari Today will
>be launched in March. This is a new A4 style magazine
>which includes articles from Atari developers, users
>as well as a round up of news, reviews and general interest
>articles on the Atari scene.

That is great. Can't wait to get my hands on a copy....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5057. Re: Apple tanking in Germany, TiFKAS removed from play!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320001429093038%sinclap@nospam.net>
Source record: 2022

In article <dreibel-EA3526.08441102032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <38BDAB33.B4989F7@calcna.ab.ca>, besmith@calcna.ab.ca wrote:
>
> > "Daniel L. Dreibelbis" wrote:
> >
> > > what I know is that when companies start laying off workers even
> > > when
> > > they're supposedly making big profits, something must be terribly wrong
> > > somewhere in the bean-counting areas. And when companies start
> > > consolidating into out-of-country support areas, we expect to see some
> > > major long-term problems with getting proper support from them.
> >
> > Hmmm - does that also apply to Canadian Banks then, m'dear Dan - which
> > despite
> > massive profits keep 'downsizing' their staffs and 'rationalising' their
> > Branches !!!!
> >
> yep, I think that is equally wrong.

Chunk's does not your employer provide direct payrol deposit and do you
have an ATM card? So who needs numerous bank branches?

sinclap

back home somewere in MN

5058. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320001434232050%sinclap@nospam.net>
Source record: 2023

In article <dreibel-5F0A44.11180403032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <030320000930259688%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <dreibel-54988F.08495302032000@bigmomma.idirect.com>, Daniel
> > L. Dreibelbis <dreibel@idirect.com> wrote:
> >
> > > http://www.nuon-tech.com
> >
> > About time!
> >
> > Is that the best you can do? $75 for a game on a dead console platform
> > is a bt extreme. This whole thing about giving the profits to charity
> > is suspect. There is alot of creative accounting out there...
>
> yep, and most of it is at Apple. Really, failing to declare the $90M
> jet in the profit report...

Apple sold $90 million in their ARM holdings to pay for it. So the
issue is moot.

> the only thing "dead" here is YOU, TiFKAS. From the neck up.

I did not know that..

> $69 for TR III on the Mac - when one can buy it for the PC for $29.99
> - is also considered extreme. So is charging an extra $200 for an iBook
> with a paint job....

Much less in the states..I thought 'Newt' Harris was suppose to take
care of the high tax issue?

> >
> > It's good to know that Jeff Minter aka Yak is at it again..He has a
> > knack for developing for faled platforms..VMLabs Nuon is no different.
> > Expect the unemployment lines to bulge up...
>
> TiFKAS is obviously still upset that the great YAK humiliated him
> personally and publically by rightly pointing out that he was a "wanker,
> a tosspot and a turd".

It was an honor..Weeks later...sinclap's redemption came when Atari
dropped out of the video game market and disapeared...Does not Yak feel
lousy for promoting a failed consle...?

> YAK was even mentioned in a major story on Atari's masterminds in
> WIRED a few years ago, thereby making him more famous than TiFKAS will
> ever be. Jealous, huh?

infamous...

> Don't worry, TiFKAS, when WIRED does a story on Lying Internet Kooks
> Who Can't Spell Who Pretend To Be Apple Power Reps, you'll be the first
> on the list :)
>
> BTW, words that TiFKAS Mispelled in this post:
>
> "failed"

Yea..But this is usenet...

> "bit"

sinclap!

back home...somewere in MN

5059. Re: Canadian prime ministers

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320001441005935%sinclap@nospam.net>
Source record: 2024

In article <JPFs4.606$oX3.429@198.235.216.4>, Brian Van TIlborg
<madmax@bfree.on.ca> wrote:

> On 17 Feb 2000 03:12:00 , Martin-Eric Racine wrote:
>
> >I remember this very interresting conversation I had with a guy
> >(David Lee?) driving myself an Ken MacDonald after a TAF meeting.
>
> >Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> >Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
>
>
> I would love to get into this conversation. Then we would cover, B.C,
> Quebec, Alberta, and Ontario, Did I miss anyone out east with an Atari?
>
> Thank Tramiels, for at least giving us STs to have this wonderful debate.
>
> As it is I decided to put the thread more oriented toward Atari Users by
> editing Q-Funks Post Accordingly:-).
>
> For Sinclap.
>
> Trudeau looks ragged because he is gotta be near 80 years old, and one of
> his boys passed away in B.C last summer.

CA should take better care of their former PM'S just like U.S. does
with our former Presidents...

> And to put things in perspective, when Sinclap discovers that he is losing
> in various debates, such as Atari Midi Capabilities as well as the
> Mysterious 500Mhz computer, he diverts attention to Canadian Prime
> Ministers.

What mysterious 500Mhz computer? Have them now..

> Funny to see all the Canucks and a Q-funk spread across thousands of
> miles, having same interest in using Ataris, yet politically diverse in
> everything else.
>
> Nothing like an Atari to Unify the Country:-).
>
> As the world in comp.sys.atari.advocacy is to large to be concerned with
> Canadians trivial problems, lets move on from this discussion to something
> more important.
>
> NO NOT HOCKEY!!!

>
>
>
> Like.
>
> Is MPSTe finished in development? And MPLayer as well?
>
>
> Also, does the Hades/Medusa have an ASCI port? Does it have a cartridge
> Port? Built in Midi Ports?
>
> If I am correct the Milan Doesn't have built in Midi Ports. Shouldn't this
> be considered a standard item on an Atari Computer? It certainly helped
> sell alot of STs as well as ensure that Midi Software was developed, as
> developers didn't ignore the built in feature.

USB is better and here to stay..

> Are Hades computers still in production?
>
> If the Milan II is a step forward, why is this such a big deal today, other
> than the price? Haven't Hades been around for 4 or even 5 years?
>
> And while everyone rages about USB, and while I am happy to see it
> supported on the Milan, I myself am not a fan.
>
> Is this superior to SCSI? Is it superior to a parallel connection with a
> printer?

USB is superior because of flexibility. 127 USB devices can be hooked
up via USB Hubs..SCSI is old and can have only 7 SCSI devices hooked up
at the same time. Look at the latest ClubMac catalog and count all the
available USB and SCSI products..

> Finally, why has Sinclap totally abandoned all discussion toward midi?
> Clearly he can find software on the Mac to destroy the ST midi solution.
> But one should know what they are speaking of when starting such a
> discussion, which is clearly a topic Sinclap didn't know when he opened the
> barn door.
>

So why does the Hades and Milan omit the MIDI ports?

> Later Brian.
>
sinclap!

back home...somewere in MN

5060. Re: Canadian prime ministers use Ataris? Let's get back on track,folks, it's TiFKAS Season in csaa....

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320001442432125%sinclap@nospam.net>
Source record: 2025

```
In article <dfZt4.14$QF3.2046@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> sinclap <sinclap@nospam.net> wrote in message
> news:250220001824168248%sinclap@nospam.net...
> > In article <Rwlr4.35$0V1.5694@nsw.nnrp.telstra.net>, Clockmeister
> > <gerryvdb@tnet.com.au> wrote:
> >
> > > > Well, seems to me a lot of people here are about as knowledgeable
> > > > on things Atari as any astrologer or politician is: clueless.
> > >
> > > You are generalizing a bit here aren't you. Not all astrologers or
> > > politicians are clueless, just a greater majority perhaps.
> >
> > If you can do a better job, why don't you become one? It's easy to
> > bitch and blame the politicians for your own mistakes..
>
> Re-read what I wrote, who are you replying to?.

You?

> >
> > > > Sinclair is just one of _many_ who hang out here claiming things
> > > > based on their complete ignorance of the subject. Are they so
> > > > lonely and bored that they need to generate noise on a newsgroup
> > > > whose subject is alien to their atrophied brain?
> >
> > Sinclap sets the record straight to jihadsindenial..
>
> A case of pot calling the kettle black.

Which your point is...?

>
> > >
> > > Says he who comments on the Canadian political situation from Finland.
> > > Threads such as that have no place in this newsgroup either because they
> are
> > > "noise" to the rest of us. Politics and religion should never be
> discussed
> > > in any other newsgroup other then those newsgroups specifically catering
> for
> > > those topics because those kind of debates can turn friends into bitter
> > > enemies.
```

> >
> > Sounds like a duel here.."Your Prime Minister wears army boots and
> > stockings"...
>
> I suppose you could do a better job.

Depends..But have to many skeletons in closet...-)

sinclap!

back home...somewere in MN

5061. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320001456281814%sinclap@nospam.net>
Source record: 2026

In article <dreibel-B0E42C.11505601032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <290220001121200170%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
>
> > >
> > > ah, making up stories again, eh? I can show you a lot of places in
> > > Canada where you can wipe dust off the package.
> >
> > The store needs to check ther vent system..Could be a dusty place..Very
> > common in store..My iMac/G4 floor models get dusty daily..
>
> so TiFKAS is now blaming stores for being slovenly for dusty packages
> that don't move. Nice try, idiot, but no donut....

Too bad!

>
>
> except it's been around much longer, has a proven track record of
> profitability, and has been responsible for selling PCs just to play the
> game. False analogy, par for the course with TiFKAS....

All products follow the product life cycles Chunk's!

> >
> > > The hardware business (which like everything you try to comment on,
> > > only shows your vast ignorance and reveals you have the IQ of a snail
> > > fork) certainly has product life cycles as well. But at least I know
> > > how
> > > to spell "stale", which you won't or can't.
> >
> > I am a lousy spillier what kan i sey..
>
> so you admit it. It's nothing to be proud of....

But this is usenet...and I don't care...I am lazy on usenet to check...

>
> suurree, TiFKAS. It'll just mean that it'll be only the SECOND time
> you've used TOS....

third or fourth..

> > > Milan II comes out March 4th at a trade show in France. You can
> > > certainly buy an original Milan from Milan GmBH, nobody is stopping you
> > > from doing so....
> >
> > Will hold you on this date..
>
> funny, it's out Saturday.

I looked over MPLS for it...could not find it..

> > > And you should know "hype", like Apple claiming that iMacs toast
> > > Pentiums (but only using flawed benchmarks, real world benchmarks are a
> > > whole 'nother story....)
> >
> >
> > iNtel has not disputed it..
>
> but plenty others have.....

Why not intel?

>
> oh, then why can't I buy a copy of TR Last Revelation for Mac? How
> about The Sims? Why did TRIII come out approximately one year AFTER the
> PC version came out - how about Unreal?

The latest have..

> Oh yeah, and we can't forget the RSN Half-Life and Pharoah for Mac.
> Losing Sierra Online must be a real kick in the teeth for you....

Sierra who?

> BTW, you left the "i" out of "Bullshit"...

Just being polite..

>
> > > nope, I don't fit your twisted fantasy. "Chunks" is a figment of
> > > your
> > > imagination, who only comes out when you're losing an argument...
> >
> > Chunk's is you...Danniel D..
>
> nope, he's the imaginary friend of TiFKAS, who only comes out when
> he's losing an argument.....

Hi Chunk's!

> when did you start aiming your projection of your own vile
> personality on me?

I should be asking you...Do you do this on alt.tv.simpsons...giving
your friends names too?

> But many keep the big promises - and one big promise was kept Monday
> with the federal budget. We got major tax cuts, AS PROMISED.

Token half percent of 1/3?

> Of course, we won't mention too much about the other type of lie -
> like Clinton lying about Monica :)

And so?

>
> > >
> > > I see you're beginning to act your true age. No cheesy poofs for
> > > you,
> > > Cartman....
> >
> > What age group eats cheesy poofs?
>
> 3rd grade, Cartman....

From experience?

> >
> > I am on my own time were spielliend is negate..
>
> suurrre, TiFKAS - but don't "Apple Power Reps" have to file reports?
> Spelling is important. It's especially important on evaluation tests and
> resumes. Like I have said, the moment they saw your spelling, you were
> shown the door....

My reporting is my own affair..

> >
> > Keeping tabs on Roger?
>
> just what was told to me here.

Where?

> >
> >
> > Newt Harris was re-elected last May. He is your abotrose for three
> > more years.. ^^^^^^^^
>
> funny, I thought Mike Harris was his own "albatross".
>
> it was wonderful seeing Harris whine that his government didn't get
> any transfer payments for health care. Perhaps Chretien was concerned
> that he'd use the money for more tax cuts for his rich masters rather
> than health care. Even Homer Simpson knew what to do when the choice was
> "keg of beer" and "Lisa needs braces".....

Be nice to Newt..

>
> > > oh, BTW, TiFKAS - McCain wiped the floor with George "Wimp Jr."
> > > Bush....
> >
> > Yep...Good for Gore..
>
> oh, once again playing on the other side when the original side is
> down?

I am a loyal dem for Gore...McCain has drained away Bush's $70 million
war chest down below $10 million.

>
>
> > > > Whats the market for the Milan II? Nastalgic..?
> > >
> > > no, getting work done.
> >
> > With a price..
>
> everything has a price, TiFKAS. You don't seriously expect getting a
> Milan FREE, do you? :)

At least half of half..

sinclap!

back home...somewere in MN

5062. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320001503236785%sinclap@nospam.net>
Source record: 2027

In article <slrn8blia1.i9s.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Sat, 26 Feb 2000 00:07:21 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <38B5D449.8F0EC286@ihug.co.nz>, J WILKINSON
> ><jwandjw@ihug.co.nz> wrote:
> >
> >> Hi there,
> >>
> >> sinclap wrote:
> >> >
> >> Unoficial hack and slash is not good enough..
> >>
> >> Depends on who compiles/adapts the software dickwad! There are many fine
> >> softwares that come from free source...probably more than one or two bits
> >> of the new Mac OS X are stolen from unix source in order to stabilise it
> >> more...
> >>
> >Yea..The key word is who compiles/adapsts...Don't you ever forget that..
> >
> >Mac X will be awesome when its released this summer. No point in
> >planning r/r this summer..
>
> No, it will be just another Unix implemented on top of Mach
> with OpenStep on top. It will just be NeXT recycled. Except
> now it will only run on one platform (oh joy).
>
> We're talking someone else's 10 year old tech here.

Refined and stable..

Isn't TOS ten years old and unsupported?

> >
> >> > > >With well written GEM software a nice piece of video-editing could be
> >> > > >achieved...
> >> >
> >> > Too little to late..iMovie with iMac DV have beaten to the punch..
> >>
> >> Maybe it isn't the same boxing ring you dumb moron! Did I mention any
> >> info remotely resembling that potentially an editing soft for Atari
> >> could take over iMac DV? No I didn't...stick to the story you stupid
> >> tosspot!
> >>
> >

> >So what would be the point in trying and bothering about it? What is
> >the point of the Milan and Milan II?
>
> Both are marginal, overpriced platforms. The differences
> you percieve really aren't there. Just about any criticism
> that you can level at the Milan can be turned back around
> against your Macs.

And what would that be?

sinclap!

> [deletia]

5063. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320001504310881%sinclap@nospam.net>
Source record: 2028

In article <slrn8blij4.i9s.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Sun, 27 Feb 2000 03:59:38 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <Pine.MNT.4.10.10002261120510.75-100000@rakas>, Martin-Eric
> >Racine <q-funk@funkyware.atari.org> wrote:
> >
> >> On 2000-2-26, sinclap <sinclap@nospam.net> wrote:
> >>
> >> > The Amiga and ST had archane video setups that really never
> >> > took off... The question is...what are they doing today?
> >>
> >> Yep... and the iMac uses outdated ATI technology from 10 years
> >> ago. Now, _that_'s progress.
> >
> >Since when?
>
> Since always. ATI is always at the bottom of the video
> heap. The fact they accelerate iDCT in hardware is
> somewhat interesting but their cards are in general, crap.

You have not seen the ATI ones on the G4's...Your asertion is crap!

sinclap!

back home...somewere in MN

5064. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320001507442527%sinclap@nospam.net>
Source record: 2029

In article <1C9v4.128$0r4.6999@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> sinclap <sinclap@nospam.net> wrote in message
> news:290220001126288925%sinclap@nospam.net...
> > In article <sOTs4.149$fW2.9203@nsw.nnrp.telstra.net>, Clockmeister
> > <gerryvdb@tnet.com.au> wrote:
> >
> > >
> > > You sound like a broken record.
> > >
> > > Ah well, as long as you're here I guess you're not out flogging iMacs to
> > > clueless newbies.
> >
> > iMac's are great for newbies..
> >
>
> Yes, a great entry level computer before they upgrade to a PC.
>
> (With a realistic price/performance ratio, faster and larger storage devices
> and decent 3d performance, and a huge software library most of which is
> available at a local outlet, no matter where you live).

Yep..at CompUSA with four locations in the Twin Cities..

sinclap!

back home...somewere in MN

5065. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320001514588629%sinclap@nospam.net>
Source record: 2030

In article <dreibel-4BB50D.10475701032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <280220001052226623%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
>
> > > > May one be so bold as to ask - where can one obtain a copy of iCAB ?
> > >
> > > certainly - try over at http://www.icab.de . There you'll find iCab
> > > in a variety of languages, in both PPC and 68K form (another advantage,
> > > iCAB supports older Macs including older PowerBooks - no wonder TiFKAS
> > > has been running a disinformation campaign against it!), and even some
> > > replacement icons for use with it.
> >
> > Nope...I just prefer to use Netscape..I like choice!

I like freebies..I saw Cab in action in Omaha. Was just another
browser to me..Nothing special..But NS is free.

> translation: I like being a lemming!

No...I like preserving dollars in my wallet...

sinclap!

back home somewere in MN

5066. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-04 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8c356e.d28.jedidiah@pyromania.mishnet>
Source record: 2031

On Sat, 04 Mar 2000 21:02:51 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8blia1.i9s.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Sat, 26 Feb 2000 00:07:21 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <38B5D449.8F0EC286@ihug.co.nz>, J WILKINSON
>> ><jwandjw@ihug.co.nz> wrote:
>> >
>> >> Hi there,
>> >>
>> >> sinclap wrote:
>> >> >
>> >> Unoficial hack and slash is not good enough..
>> >>
>> >> Depends on who compiles/adapts the software dickwad! There are many fine
>> >> softwares that come from free source...probably more than one or two bits
>> >> of the new Mac OS X are stolen from unix source in order to stabilise it
>> >> more...
>> >
>> >Yea..The key word is who compiles/adapsts...Don't you ever forget that..
>> >
>> >Mac X will be awesome when its released this summer. No point in
>> >planning r/r this summer..
>>
>> No, it will be just another Unix implemented on top of Mach
>> with OpenStep on top. It will just be NeXT recycled. Except
>> now it will only run on one platform (oh joy).
>>
>> We're talking someone else's 10 year old tech here.
>
>Refined and stable..
>
>Isn't TOS ten years old and unsupported?

It does Apple no credit that they have to BUY a good OS rather
than just develop it themselves. They're rather Microsoft in
this respect.

Although, at least they're doing with something that's defined
as an open standard. That's why you'll be able to run the same
tech on an Atari Falcon if you really wanted to.

>
>> >
>> >> >With well written GEM software a nice piece of video-editing could be

>> >> > > >achieved...
>> >> >
>> >> > Too little to late..iMovie with iMac DV have beaten to the punch..
>> >>
>> >> Maybe it isn't the same boxing ring you dumb moron! Did I mention any
>> >> info remotely resembling that potentially an editing soft for Atari
>> >> could take over iMac DV? No I didn't...stick to the story you stupid
>> >> tosspot!
>> >
>> >
>> >So what would be the point in trying and bothering about it? What is
>> >the point of the Milan and Milan II?
>>
>> Both are marginal, overpriced platforms. The differences
>> you percieve really aren't there. Just about any criticism
>> that you can level at the Milan can be turned back around
>> against your Macs.
>
>And what would that be?

Less hardware support, less software support, doesn't have
enough games coming out for it this year.

[deletia]

CivCTP was running on Macs via Linux before it had been
ported to MacOS.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5067. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <2ahw4.21$9c5.2777@nsw.nnrp.telstra.net>
Source record: 2032

```
sinclap <sinclap@nospam.net> wrote in message
news:040320001507442527%sinclap@nospam.net...
> In article <1C9v4.128$0r4.6999@nsw.nnrp.telstra.net>, Clockmeister
> <gerryvdb@tnet.com.au> wrote:
>
> > sinclap <sinclap@nospam.net> wrote in message
> > news:290220001126288925%sinclap@nospam.net...
> > > In article <sOTs4.149$fW2.9203@nsw.nnrp.telstra.net>, Clockmeister
> > > <gerryvdb@tnet.com.au> wrote:
> > >
> > > >
> > > > You sound like a broken record.
> > > >
> > > > Ah well, as long as you're here I guess you're not out flogging
iMacs to
> > > > clueless newbies.
> > >
> > > iMac's are great for newbies..
> > >
> >
> > Yes, a great entry level computer before they upgrade to a PC.
> >
> > (With a realistic price/performance ratio, faster and larger storage
devices
> > and decent 3d performance, and a huge software library most of which is
> > available at a local outlet, no matter where you live).
>
> Yep..at CompUSA with four locations in the Twin Cities..
>

Are you going to pay my airfare every time I want to check out some titles?.
```

5068. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-B755A7.20493904032000@bigmomma.idirect.com>
Source record: 2033

```
In article <040320001514588629%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-4BB50D.10475701032000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > In article <280220001052226623%sinclap@nospam.net>, sinclap
> > <sinclap@nospam.net> wrote:
> >
> >
> > > > > > May one be so bold as to ask - where can one obtain a copy of
> > > > > > iCAB ?
> > > > >
> > > > > certainly - try over at http://www.icab.de . There you'll find
> > > > > iCab
> > > > > in a variety of languages, in both PPC and 68K form (another
> > > > > advantage,
> > > > > iCAB supports older Macs including older PowerBooks - no wonder
> > > > > TiFKAS
> > > > > has been running a disinformation campaign against it!), and even
> > > > > some
> > > > > replacement icons for use with it.
> > > >
> > > > Nope...I just prefer to use Netscape..I like choice!
> >
> > I like freebies..I saw Cab in action in Omaha. Was just another
> > browser to me..Nothing special..But NS is free.

you "saw" it but you didn't actually USE it.....
>
> > translation: I like being a lemming!
>
> No...I like preserving dollars in my wallet...

translation: I like being a CHEAP lemming!
```

5069. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-52D736.21115504032000@bigmomma.idirect.com>
Source record: 2034

In article <040320001456281814%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-B0E42C.11505601032000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
.
> >
> > so TiFKAS is now blaming stores for being slovenly for dusty
> > packages
> > that don't move. Nice try, idiot, but no donut....
>
> Too bad!

for you. Shows you up to be an idiot....

> >
> > except it's been around much longer, has a proven track record of
> > profitability, and has been responsible for selling PCs just to play
> > the
> > game. False analogy, par for the course with TiFKAS....
>
> All products follow the product life cycles Chunk's!

then explain why DOOM has a longer life cycle than VGS ever did,
pinhead.

"Chunks" only exists in your tiny little mind. The only "chunks" that
you would be concerned with are the ones that you blow all over this
newsgroup....

>
> > >
> > > The hardware business (which like everything you try to comment
> > > on,
> > > only shows your vast ignorance and reveals you have the IQ of a
> > > snail
> > > fork) certainly has product life cycles as well. But at least I
> > > know
> > > how
> > > to spell "stale", which you won't or can't.
> > >
> > > I am a lousy spillier what kan i sey..
> >
> > so you admit it. It's nothing to be proud of....
>

> But this is usenet...and I don't care...I am lazy on usenet to check...

this is USENET, which is why you SHOULD care - you're only parading
your vast ignorance in front of hundreds of people....

>
> >
> > suurree, TiFKAS. It'll just mean that it'll be only the SECOND time
> > you've used TOS....
>
> third or fourth..

you've only used an ST a grand total of ONCE.

>
>
> > > > Milan II comes out March 4th at a trade show in France. You can
> > > > certainly buy an original Milan from Milan GmBH, nobody is stopping
> > > > you
> > > > from doing so....
> > >
> > > Will hold you on this date..
> >
> > funny, it's out Saturday.
>
> I looked over MPLS for it...could not find it..

it's out, and you're out cold....

> > >
> > > iNtel has not disputed it..
> >
> > but plenty others have.....
>
> Why not intel?

they don't have to - all the others disproved it for them.....
>
> >
> > oh, then why can't I buy a copy of TR Last Revelation for Mac? How
> > about The Sims? Why did TRIII come out approximately one year AFTER the
> > PC version came out - how about Unreal?
>
> The latest have..

not....
>
> > Oh yeah, and we can't forget the RSN Half-Life and Pharoah for Mac.
> > Losing Sierra Online must be a real kick in the teeth for you....
>
> Sierra who?

Sierra Online, who helped support the Apple gaming community since
the days of the Apple II and the first few struggling years of the Mac.
Does the names Ken and Roberta Williams ring a bell?

To put it more bluntly, Sierra Online, the company that pulled the
plug on the development of Half-Life and Pharoah for the Mac, because of
low sales.

Anyone who's supposed to be an "Apple Power Rep" who don't know who
Sierra Online are is obviously faking it....

(insert picture of TiFKAS picking up piles of bloody Chiclets off the
floor - HIS. Virtually, of course :))

>
> > BTW, you left the "i" out of "Bullshit"...
>
> Just being polite..

nope, TiFKAS just being an a*****e. of which he's up in front in the
running for TAF's annual "A*****e Of The Year".

> > nope, he's the imaginary friend of TiFKAS, who only comes out when
> > he's losing an argument.....
>
> Hi Chunk's!

"Chunks" don't exist, except when you're losing an argument....
>
> > when did you start aiming your projection of your own vile
> > personality on me?
>
> I should be asking you...Do you do this on alt.tv.simpsons...giving
> your friends names too?

No, because they're FRIENDS - they don't have your vile repulsive
personality. I didn't come up with the term TiFKAS, someone else came up
with it because you deserved it. I DID improve upon it, though.... :)

>
> > But many keep the big promises - and one big promise was kept Monday
> > with the federal budget. We got major tax cuts, AS PROMISED.
>
> Token half percent of 1/3?

nope, BIG ones.

> > > What age group eats cheesy poofs?
> >
> > 3rd grade, Cartman....
>
> From experience?

noting YOUR experience, you big sucky-baby....
>

> > >
> > > I am on my own time were spielliend is negate..
> >
> > suurrre, TiFKAS - but don't "Apple Power Reps" have to file reports?
> > Spelling is important. It's especially important on evaluation tests
> > and
> > resumes. Like I have said, the moment they saw your spelling, you were
> > shown the door....
>
> My reporting is my own affair..

which is why you need good spelling. Which you lack. Which is why
you're only pretending to be an "Apple Power Rep"....

> > >
> > > Keeping tabs on Roger?
> >
> > just what was told to me here.
>
> Where?

HERE.

> > >
> > > Newt Harris was re-elected last May. He is your abotrose for three
> > > more years.. ^^^^^^^^
> >
> > funny, I thought Mike Harris was his own "albatross".
> >
> > it was wonderful seeing Harris whine that his government didn't get
> > any transfer payments for health care. Perhaps Chretien was concerned
> > that he'd use the money for more tax cuts for his rich masters rather
> > than health care. Even Homer Simpson knew what to do when the choice
> > was
> > "keg of beer" and "Lisa needs braces".....
>
> Be nice to Newt..

when he starts being nice to the people he's pissed off....

> I am a loyal dem for Gore...McCain has drained away Bush's $70 million
> war chest down below $10 million.

I'd better tell Gore then, so he can cancel your membership.
TiFKAS/Gore comes too close to Quayle/Bush Sr.....

5070. Re: Apple tanking in Germany, TiFKAS removed from play!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-5C0047.21130204032000@bigmomma.idirect.com>
Source record: 2035

In article <040320001429093038%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> Chunk's does not your employer provide direct payrol deposit and do you
> have an ATM card? So who needs numerous bank branches?
>
why are you talking to your imaginary friend?

5071. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-5B082D.21203504032000@bigmomma.idirect.com>
Source record: 2036

In article <040320001434232050%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > yep, and most of it is at Apple. Really, failing to declare the $90M
> > jet in the profit report...
>
> Apple sold $90 million in their ARM holdings to pay for it. So the
> issue is moot.

which they buried in very small print in the report.

issue ain't moot.

>
> > $69 for TR III on the Mac - when one can buy it for the PC for
> > $29.99
> > - is also considered extreme. So is charging an extra $200 for an iBook
> > with a paint job....
>
> Much less in the states..I thought 'Newt' Harris was suppose to take
> care of the high tax issue?

there's a difference in prices in the Staes, too, TiFKAS. Has nothing
to do with "taxes"

MacAddict also has issues with overcharging $200 for an iBook with a
paint job....

> > TiFKAS is obviously still upset that the great YAK humiliated him
> > personally and publically by rightly pointing out that he was a
> > "wanker,
> > a tosspot and a turd".
>
> It was an honor

no, it was an accurate assessment of TiFKAS' noxious twerpiness.....

.Weeks later...sinclap's redemption came when Atari
> dropped out of the video game market and disapeared...Does not Yak feel
> lousy for promoting a failed consle...?

at least YAK can SPELL "console".

> > YAK was even mentioned in a major story on Atari's masterminds in
> > WIRED a few years ago, thereby making him more famous than TiFKAS will
> > ever be. Jealous, huh?
>
> infamous...

no, famous. "Infamous" is TiFKAS, the lying little poseur who's been caught with his pants down so much his butt is sunburned....

> > BTW, words that TiFKAS Mispelled in this post:
> >
> > "failed"
>
> Yea..But this is usenet...

which means that, right now, TiFKAS is unintentionally giving many Atari users a great laugh at how stupid this uninformed blowhard really is.....

5072. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-9461FA.21302604032000@bigmomma.idirect.com>
Source record: 2037

In article <040320001504310881%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> >
> > Since always. ATI is always at the bottom of the video
> > heap. The fact they accelerate iDCT in hardware is
> > somewhat interesting but their cards are in general, crap.
>
> You have not seen the ATI ones on the G4's...Your asertion is crap!

let's see:

TiFKAS can't spell "assertion".

A few posts ago, TiFKAS HIMSELF called ATI cards "crap", until he was
informed that that was what was in the iMacs and G4s. TiFKAS did an
about-face and now thinks they're the biggest thing since powdered toast.
Just like the about-face he did when he called Steve Jobs an "arrogant
bonehead" who would "destroy Apple if he came back", yet the minute
Steve was made iCEO, TiFKAS was immediately applying his tongue to
Steve's boots. :)

And if ATI cards are the bee's knees, TiFKAS, then why are many Mac
gamers ripping out the ATI cards and replacing them with better ones
like Voodoo 3s?

Since you are so obsessed with "crap", TiFKAS - why don't you do the
world a favour and flush your head? :)

5073. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320002331239335%sinclap@nospam.net>
Source record: 2038

In article <Pine.MNT.4.10.10002292025580.77-100000@rakas>, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-29, sinclap <sinclap@nospam.net> wrote:
>
> > > > If thats the case...Why is it that the midi magazines hardly
> > > > mention Atari anymore?
> > >
> > > Because they only mention what brands advertise in their pages.
> > > Atari is not likely to advertise anything anytime soon. Still,
> > > read just about any article in Future Music or similar magazines
> > > and you notice that real MIDI musicians still use Atari mainly.
> >
> > Typical cynical attitude..How many ST compatibles are sold annual for
> > midi use?
>
> HELLLLLOOOOOO? ANYBODY HOME??!!!
>
> None are sold anymore because:

Why not?

> a) they don't need upgrading - it works, don't fix it.

Typical response...What about further improvements. All poducts have/need updating..Adobe has updated their apps with new features and capabilities..

> b) Atari _corp_ has been out of the market since 1994

So their midi market could not sustain the business?

> c) once properly configured, Ataris keep on working.

So do 15 year old Mac Plus models....Your point is....

sinclap!

5074. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320002333276816%sinclap@nospam.net>
Source record: 2039

In article <Pine.MNT.4.10.10002292033450.77-100000@rakas>, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-29, sinclap <sinclap@nospam.net> wrote:
>
> > > Simple and Easy which is why Musicians like Ataris.
> >
> > And being unloaded at the flea markets..
>
> By people who return their Mac/PC to the dealer less than one
> week after buying it. Then, they look for another ST again.
>
> > You have nothing to upgrade to..
>
> The reason why people need to constantly upgrade on Mac or PC is
> because those are already obsolete by the time they are released.
>
> An ST never needs upgrading; it still does the job.

So do the old obsolete Mac's as well. At least the owners of these machines can buy a current model..

'Who needs hardware/software upgrading?...thats why I love the ST/TOS!'

sinclap!

5075. Re: Apple tanking in Germany, TiFKAS removed from play!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320002328580606%sinclap@nospam.net>
Source record: 2040

In article <dreibel-5C0047.21130204032000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <040320001429093038%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
>
> > Chunk's does not your employer provide direct payrol deposit and do you
> > have an ATM card? So who needs numerous bank branches?
> >
> why are you talking to your imaginary friend?

Because you are Chunk's...the one and only...So answer the question MR. VP of Atari Federation of Toronto...

sinclap!

5076. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320002340423154%sinclap@nospam.net>
Source record: 2041

In article <949451772-21828AEicMi@bfree.on.ca>, Brian Van Tilborg
<madmax@bfree.on.ca> wrote:

> >From: sinclap <sinclap@nospam.net>
> >Date: Tue, 29 Feb 2000 17:29:35 GMT
> >
> >In article <Yhdp4.453$M73.53@198.235.216.4>, Brian Van TIlborg
> ><madmax@bfree.on.ca> wrote:
> >>
> >> TiFKAS always misses the point on this. For MIDI, TOS is the
> >most
> >> rock-stable regarding timing. Why do you think so many musicians
> >still
> >> trust using their "obsolete" Ataris for their projects?

So why did they stop buying the Atari hardware?

> > But like I mention earlier. Often, very often, I am
> >> asked to look for Ataris for Musicians and Music teachers alike.
> >>
> >
> >> Even more important is the software. Their isn't alot of spinning.
> >Dans
> >> first statement is correct, because its what the mags still talk
> >about, and
> >> what I hear from musicians alike. They are still looking for solutions
> >to
> >> top 15 year old Ataris.

So are Mac users with Mac Plus...Your point...is..?

> >
> >> On 4 Feb 2000 03:09:54 G, sinclap wrote:
> >
> >In your wildest dreams..At the MacWorld/SF, the top midi folks were
> >there with nice USB and firewire solutions. I asked one if they will
> >continue to develop for the ST/Tos line. His response was..Did Atari
> >make computers...ah I thoughty they made video games..Are they still in
> >business?
> >
> Clearly didn't ask anyone this question, especially if midi was involved.
> This is why you are known as an IDIOT. Only two of the statements could
> possibly been said.

They had PC's as well..No Atari...Why?

> 1) Did Atari Make Computers (meaning, we don't develop for computers no
> longer manufactured)

I guess midi was not as strong on the Atari line..Is only in your mind..

> 2) Are they still in business (meaning, we only want to support what is
> out there, and being sold) ITS MAC WORLD YOU IDIOT!!! What other answer
> is for them to give. They are at the show to promote products for Apple
> computer. Not talk about software that they don't make for a computer
> that performs better than anything currently on the market with regard to
> midi.

They had a few wintel boxes idiot! No Atari...

> 3) Anyone with a clue and develops midi products, knows what an Atari ST
> is and the midi capabilities it has. If they don't they shouldn't be in
> the business. Regardless of whom they are developing products for.

Sounds like sour grapes..

> My local music store sells Mac and PC software/hardware and runs their
> own private studio on Ataris. Their concern is with regard to when the
> computers may break, but finding parts is easy as there are many used
> Ataris around if you are looking.

For how long?

> Now I picked up on a thread from someone whom seems to have made his
> first post on the tech thread. I have never seen or heard of him before.
> so for your benefit, I will help you become eductated. If you truly want
> to look like an idiot, more than you do here, or on a Mac NG, I suggest
> you go to any music forem, and start preaching your mac, and belittling
> the Atari. Here in advocacy, the people are pretty good and just toy with
> you, because we like having a village idiot around. I don't believe you
> would be so welcome with all the knowledge you pretend to possess with
> regard to midi.

You're angry in the tone here..A raw nerve tender?

>
> You wanna debate any of the above arguments, bring an expert.

The Macs/and certain PC's work fine with midi...whats wrong with your
machine..?

> Later Brian.

sinclap!

5077. Re: Apple tanking in Germany, TiFKAS removed from play!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-75D73A.01030705032000@bigmomma.idirect.com>
Source record: 2042

In article <040320002328580606%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-5C0047.21130204032000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > In article <040320001429093038%sinclap@nospam.net>, sinclap
> > <sinclap@nospam.net> wrote:
> >
> >
> > > Chunk's does not your employer provide direct payrol deposit and do
> > > you
> > > have an ATM card? So who needs numerous bank branches?
> > >
> > why are you talking to your imaginary friend?
>
> Because you are Chunk's...the one and only...So answer the question MR.
> VP of Atari Federation of Toronto...
>
no, I'm not "Chunks". "Chunks" is your imaginary friend that nobody
but you, the one and only, can see, and who only appears when you're
obviously losing an argument....

5078. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040320002354393665%sinclap@nospam.net>
Source record: 2043

In article <dreibel-52D736.21115504032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <040320001456281814%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <dreibel-B0E42C.11505601032000@bigmomma.idirect.com>, Daniel
> > L. Dreibelbis <dreibel@idirect.com> wrote:
> >
> .
> > > >
> > > so TiFKAS is now blaming stores for being slovenly for dusty
> > > packages
> > > that don't move. Nice try, idiot, but no donut....
> > >
> > > Too bad!
>
> for you. Shows you up to be an idiot....
>

Your the one who is getting out of bent..To me I am doing my job...I
don't care one bit...You have not figured this out yet...he he..

> > >
> > > except it's been around much longer, has a proven track record of
> > > profitability, and has been responsible for selling PCs just to play
> > > the
> > > game. False analogy, par for the course with TiFKAS....
> > >
> > > All products follow the product life cycles Chunk's!
>
> then explain why DOOM has a longer life cycle than VGS ever did,
> pinhead.

First, Doom(has been a $9.99 title for ever) and many other titles have
staying power due to low price and are cheap when one is buying a
system..Called milking for all its worth. VGS is no different.

> "Chunks" only exists in your tiny little mind. The only "chunks" that
> you would be concerned with are the ones that you blow all over this
> newsgroup....

So why are you the only one fessing up?

>
> > But this is usenet...and I don't care...I am lazy on usenet to check...

>
> this is USENET, which is why you SHOULD care - you're only parading
> your vast ignorance in front of hundreds of people....

under the sinclap brand name. Your batting average is under 300.

> >
> > >
> > > suurree, TiFKAS. It'll just mean that it'll be only the SECOND time
> > > you've used TOS....
> >
> > third or fourth..
>
> you've only used an ST a grand total of ONCE.

And your evidence is...

> >
>
> > I looked over MPLS for it...could not find it..
>
> it's out, and you're out cold....

I can't see one yet?

> > > >
> > > > iNtel has not disputed it..
> > >
> > > but plenty others have.....
> >
> > Why not intel?
>
> they don't have to - all the others disproved it for them.....

Not intel because they confirmed the tests..he hehe..If Apple is being
misleading, the Federal Trade Commission would come down hard with a
ton of bricks...and you know this...

> > >
> > > oh, then why can't I buy a copy of TR Last Revelation for Mac? How
> > > about The Sims? Why did TRIII come out approximately one year AFTER the
> > > PC version came out - how about Unreal?
> >
> > The latest have..
>
> not....

Yes...

> > > Oh yeah, and we can't forget the RSN Half-Life and Pharoah for Mac.
> > > Losing Sierra Online must be a real kick in the teeth for you....
> >
> > Sierra who?

>
> Sierra Online, who helped support the Apple gaming community since
> the days of the Apple II and the first few struggling years of the Mac.
> Does the names Ken and Roberta Williams ring a bell?

Sierra was never a player in the Apple market...Get real..

> To put it more bluntly, Sierra Online, the company that pulled the
> plug on the development of Half-Life and Pharoah for the Mac, because of
> low sales.

Or their incompetence..

> Anyone who's supposed to be an "Apple Power Rep" who don't know who
> Sierra Online are is obviously faking it....

I knew...But...in the Mac market...Sierra who!...is accurate..

>
> (insert picture of TiFKAS picking up piles of bloody Chiclets off the
> floor - HIS. Virtually, of course :))

Thats the job of hardware store janitors like you..

>
> >
> > > BTW, you left the "i" out of "Bullshit"...
> >
> > Just being polite..
>
> nope, TiFKAS just being an a*****e. of which he's up in front in the
> running for TAF's annual "A*****e Of The Year".

I should give a Powerpoint Pres...

>
> > > nope, he's the imaginary friend of TiFKAS, who only comes out when
> > > he's losing an argument.....
> >
> > Hi Chunk's!
>
> "Chunks" don't exist, except when you're losing an argument....

you answeed..

> > > when did you start aiming your projection of your own vile
> > > personality on me?
> >
> > I should be asking you...Do you do this on alt.tv.simpsons...giving
> > your friends names too?
>
> No, because they're FRIENDS - they don't have your vile repulsive
> personality. I didn't come up with the term TiFKAS, someone else came up
> with it because you deserved it. I DID improve upon it, though.... :)

You have names for others who are at odds with you..

> > > > But many keep the big promises - and one big promise was kept Monday
> > > > with the federal budget. We got major tax cuts, AS PROMISED.
> > >
> > > Token half percent of 1/3?
> >
> > nope, BIG ones.

The National Post calls it a joke!

> > > > > What age group eats cheesy poofs?
> > > >
> > > > 3rd grade, Cartman....
> > >
> > > From experience?
> >
> > noting YOUR experience, you big sucky-baby....

never heard of the product..

> > > > >
> > > > > I am on my own time were spielliend is negate..
> > > >
> > > > suurrre, TiFKAS - but don't "Apple Power Reps" have to file reports?
> > > > Spelling is important. It's especially important on evaluation tests
> > > > and
> > > > resumes. Like I have said, the moment they saw your spelling, you were
> > > > shown the door....
> > >
> > > My reporting is my own affair..
> >
> > which is why you need good spelling. Which you lack. Which is why
> > you're only pretending to be an "Apple Power Rep"....

Spelling Checker is near by..You think I am dumb? Get real..

> > > > >
> > > > Where?
> > >
> > > HERE.

Hi Roger..Is it true?

> > > > >
> > > > > Newt Harris was re-elected last May. He is your abotrose for three
> > > > > more years.. ^^^^^^^^
> > > >
> > > > funny, I thought Mike Harris was his own "albatross".
> > > >
> > > > it was wonderful seeing Harris whine that his government didn't get

> > > any transfer payments for health care. Perhaps Chretien was concerned
> > > that he'd use the money for more tax cuts for his rich masters rather
> > > than health care. Even Homer Simpson knew what to do when the choice
> > > was
> > > "keg of beer" and "Lisa needs braces".....
> >
> > Be nice to Newt..
>
> when he starts being nice to the people he's pissed off....

Thats what sides do..The oposition is no different..

> > I am a loyal dem for Gore...McCain has drained away Bush's $70 million
> > war chest down below $10 million.
>
> I'd better tell Gore then, so he can cancel your membership.
> TiFKAS/Gore comes too close to Quayle/Bush Sr.....

Gore will win..

sinclap!

5079. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <05032000000003527036%sinclap@nospam.net>
Source record: 2044

In article <dreibel-5B082D.21203504032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <04032000014342320 50%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
>
> > > yep, and most of it is at Apple. Really, failing to declare the $90M
> > > jet in the profit report...
> >
> > Apple sold $90 million in their ARM holdings to pay for it. So the
> > issue is moot.
>
> which they buried in very small print in the report.

So you have read the report? If so, it was in big print...Widely
reported on how they did it..

> issue ain't moot.

It is with the Apple Share holders including myself..

> >
> > > $69 for TR III on the Mac - when one can buy it for the PC for
> > > $29.99
> > > - is also considered extreme. So is charging an extra $200 for an iBook
> > > with a paint job....

The market forces have determined it..

> > Much less in the states..I thought 'Newt' Harris was suppose to take
> > care of the high tax issue?
>
> there's a difference in prices in the Staes, too, TiFKAS. Has nothing
> to do with "taxes"

Not the huge difference tax hungry up north...

> MacAddict also has issues with overcharging $200 for an iBook with a
> paint job....

Can't please them all..

>
> > > TiFKAS is obviously still upset that the great YAK humiliated him
> > > personally and publically by rightly pointing out that he was a
> > > "wanker,
> > > a tosspot and a turd".

> >
> > It was an honor
>
> no, it was an accurate assessment of TiFKAS' noxious twerpiness.....

So it is off the hook when promoting a failed console.. Even an idiot
knew that the Jag would flop and put Atari in the drain..

> .Weeks later...sinclap's redemption came when Atari
> > dropped out of the video game market and disapeared...Does not Yak feel
> > lousy for promoting a failed consle...?
>
> at least YAK can SPELL "console".

And Nuron too..Have these been in the close out bins yet?

>
> > > YAK was even mentioned in a major story on Atari's masterminds in
> > > WIRED a few years ago, thereby making him more famous than TiFKAS will
> > > ever be. Jealous, huh?
> >
> > infamous...
>
> no, famous. "Infamous" is TiFKAS, the lying little poseur who's been
> caught with his pants down so much his butt is sunburned....

Sounds like you have it all nailed down..Must be the cartoon watching
with such language such as this..

> > > BTW, words that TiFKAS Mispelled in this post:
> > >
> > > "failed"
> >
> > Yea..But this is usenet...
>
> which means that, right now, TiFKAS is unintentionally giving many
> Atari users a great laugh at how stupid this uninformed blowhard really
> is....

And correct..What happened to the Falcon and Jagflop?

sinclap!

5080. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <05032000000005534364%sinclap@nospam.net>
Source record: 2045

In article <Pine.MNT.4.10.10003011840190.302-100000@rakas>, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> > what about MacAddict? They did a review of iCAB and they
> > loved it for the very reason many Mac users love it - better
> > HTML handling, no code bloat. They said they were amazed that
> > it did so much for what was little space requirements....

And NS and IE are free and continously improved..

> iCab and Opera both proved that compact, efficient coding beats
> the crap out of commercial bloatware. Fat features do not ever
> require fat hardware, only efficient coding.

Late to the game..

> They also proved without a doubt that you don't need to "upgrade"
> in 100 MHz steps every 6 months, just because of poor programming
> skills in Redmond.

I don't..Never will. I have not bought a machine since '96'

> > > The iMac 350 comes with 14 high quality apps that
> > > the Milan could not compare to. Nice try at spin.
>
> The Milan already includes a true who's who of Atari products and
> more is coming, now that Milan has HP and Motorola's backing.

And what is the support? Packing cartons?

sinclap!

5081. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <050320000015118000%sinclap@nospam.net>
Source record: 2046

In article <dreibel-A1A74D.11064601032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <280220001050360253%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
>
> > > uh, no. For one thing, iCAB actually translates HTML properly. Fast.
> > > Efficient. And without the bloat of Netscape and IE. Oh, and BTW,
> > > there'll be a free version of iCAB as well as the full trimmings
> > > version.
> >
> > No bloat here...Netscape runs fine and is free!
>
> nope - check out Mac advocacy, lots of complaints about Netscape
> crashing, bloated, buggy....

Not me..

> >
> > > Many Mac users are using iCAB and are praising it highly, and
> > > completely disagree with you.

Will they buy it?

> > Many would disagree with them as well..Whats your point?
>
> what about MacAddict? They did a review of iCAB and they loved it for
> the very reason many Mac users love it - better HTML handling, no code
> bloat. They said they were amazed that it did so much for what was
> little space requirements....
>

I don't agree with all of MacAddict's reviews...Your point is?

> > > >
> > > > Mac X will knock your socks off. I wonder what FUD you will throw
> > > > at...But you will use and praise it..
> > >
> > > gain, according to your yardsticks, MacOSX is vapour. MagiC is here
> > > and has been proven....
> >
> > Were can one buy MagiC in Minneapolis?
>
> can't spell "Where"?
>

> it's called mail order, TiFKAS - and you can get it via Systems For
> Tomorrow or Chro-Magic in Missouri.

How much?

> Of course, your wanting a copy of MagiC is superfluous. Or are you
> planning to buy all of Kent Kordes' copies of it and burn them all in a
> huge bonfire? (Don't worry, he'll order more :))

No..that would be encouraging them with R&D money..

>
> >
> > > > No...they have no technical no how to go PPC..
> > >
> > > and you don't have the educational know-how to spell "know-how".
> >
> > Sue me..
>
> I could, but you wouldn't have enough to take from you to justify it
> :)
>
> >
> > > and of course, TiFKAS puts his foot in his mouth yet again, for
> > > Motorola is invloved with the manufacture of the Milan II boards.
> > > Motorola knows computers - TiFKAS don't!
> >
> > He he he..Motorola will make money producing 50 Milans a month?
>
> we already know from Milan GmBH's record so far that they were
> producing at capacity when they were selling 50 Milans a month, and that
> they were back-ordered. Having Motorola behind them to help build the
> new Milan USBs will eliminate that problem. Motorola believing in the
> project obviously is an advantage that this is not a joke computer
> system...

Oh being a follower with USB? No midi?

> > > >
> > > > > And according to TiFKAS' yardsticks, a G4 is now "yester-decade
> > > > > technology". And trying to play catch-up to 850 MHz Athlons.....
> > > >
> > > > The G4 totally destroys the Athlons!
> > >
> > > uh, uh. It's the other way around, weinerboy.
> > >
> > > of course, TiFKAS is so syncophantic to Steve Jobs that he'll
> > > believe
> > > anything he says without questioning such nonsense. Why, I bet that if
> > > Steve Jobs told a MacWorld audience that cat feces tasted like ice
> > > cream, TiFKAS would be the first one at the litterbox brandishing a
> > > spoon. :)

> >
> > Say again..
>
> of course, TiFKAS is so syncophantic to Steve Jobs that he'll
> believe anything he says without questioning such nonsense. Why, I bet
> that if Steve Jobs told a MacWorld audience that cat feces tasted like
> ice cream, TiFKAS would be the first one at the litterbox brandishing a
> spoon. :)

Adobe and Macromedia believe them...Why has intel and AMD not sue? You
know the answer..

>
> >
> > > again, here's the real evidence, that TiFKAS will once again claim
> > > to
> > > be a conspiracy:
> > >
> > > Yet another person who has let Apple's irresponsible hype influence
> > > subjective observations. The G4 is not even close to 850 MHz Athlon
> > > performance in general, although in certain specific conditions it may
> > > be faster, just like in certain specific conditions a 450 MHz PIII may
> > > be much faster than a 450 MHz G4.
> >
> > Noot according to the Pro's..
>
> can't even spell "Not", TiFKAS?
>
> oh yeah? here's what one pro has to say about this:

What makes you think he is a Pro?

> Subject: Re: Aqua screenshots from Mac OS X DP3
> Date: Wed, 23 Feb 2000 01:09:45 -0600
> From: "Raist3d" <raist3d@mcs.net>
> To: "Liberty for ALL!" <liberty4all@mediaone.net>
>
> The problem is not the OS, atlhough I certainly would like to use daily
> apps to see how the performance has improved over Mac OS. The problem is
> that the G4 at its top speed is much slower than the AMD Athlon chip at
> its current speed. It requires about 100-150Mhz more of speed for an
> Athlon to match a G4 in FPU and the current G4's top speed is 450Mhz
> while Athlon is already going at 850Mhz.
>
> Also the Athlon has a fairly strong FPU unit- the Athlon is actually
> toasting the fastest Intel coppermine chips at the same speed for 3d
> graphics rendering (about 30-36% faster at the same Mhz). On normal
> apps, they are about the same.
>
> While the G4 has the Altivec instructions, the Altivec do not lend
> themselves well to everything, and for a 3d application require some

> serious recompiling/manual optimization that in pragmatic terms is very
> hard to do, for reaching its optimum potential.
>
> For sure Mac OS X will kick ass being NeXSTEP in disguise. I wonder what
> Apple will do for upgrading the speed of their computers. For many tasks
> (word processing/etc) they are fine but for 3d graphics rendering they
> are behind (not to mention extremely overpriced). Also in realtime
> graphics they are about 2 generations of graphic boards behind the PC
> now. When Nvidia comes out with Nv15 based boards on the PC that would
> be 3 generations back. (I know 3dfx is coming with the voodoo4/5's to
> the Macs, but the NV15 from Nvidia will be most likely better).
>
> Anyway, I have thought about switching to the Mac because of the new OS,
> and because mostly of what I use on the PC is "dual platform". But I
> can't put away the fact that rendering would be much faster in an Athlon
> and that's one of the things I am doing the most.
>
> - Raist

Oh..it's Raist..He does not own a Mac but an ST and or Amiga too...You
remember him?

> --
>

> > Jealous arn't we? The iMac 350 comes with 14 high quality apps that
> > the Milan could not compare to. Nice try at spin.
>
> the Milan will also come with high-quality apps that will hold their
> own with the bundled software in the iMac. Nice try at FUD, TiFKAS...

Yea...what are those apps?

> Why should I be jealous of an internet troll with no life who can't
> even spell "aren't"?

Becuase you do..

> >
> > > >
> > > > > where can we find a fully loaded blueberry iMac in Canada for
> > > > > $999
> > > > > CDN, TiFKAS? Or for what it should REALLY be worth, which should be
> > > > > $599
> > > > > CDN.
> > > >
> > > > Contact your local Apple provider..A list is in the yellow pages..
> > >
> > > uh, I go to Mac shops, TiFKAS. Show me where I can find a Blueberry
> > > 350MHz iMac for $999 CDN. I'd really like to see that, 'cause they
> > > DON'T
> > > EXIST at that price point - try $1,599 CDN, trollboy....

> >
> > That would be U.S. $999 dollars..Why the complaint?
>
> I asked where I can find an iMac at $999 CDN, which you claimed I
> could. TiFKAS, dodging the issue as always.....

U.S. $999!

> > sinclap!
> >
> > soon to be somewere in omaha!
>
> oh, so the good people in Iowa decided they DIDN'T want their village
> idiot back? :)

sinclap!

back home...somewere in MN

5082. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-6E418A.01405105032000@bigmomma.idirect.com>
Source record: 2047

In article <040320002354393665%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > > > so TiFKAS is now blaming stores for being slovenly for dusty
> > > > packages
> > > > that don't move. Nice try, idiot, but no donut....
> > >
> > > Too bad!
> >
> > for you. Shows you up to be an idiot....
> >
>
> Your the one who is getting out of bent..To me I am doing my job...I
> don't care one bit...You have not figured this out yet...he he..

sure you care, because you're the one who has a hissy fit.....

> >
> > then explain why DOOM has a longer life cycle than VGS ever did,
> > pinhead.
>
> First, Doom(has been a $9.99 title for ever) and many other titles have
> staying power due to low price and are cheap when one is buying a
> system..Called milking for all its worth. VGS is no different.

sure it is! DOOM was (and still is) a successful product, made
millions of dollars, and has sold thousands of PCs to people who have
wanted to play this game. Whereas VGS died a dog's death software-wise,
and has sold a grand total of ZERO iMacs (because, let's face it, if you
want to play Playstation games, what do you want to buy, a overpriced
underpowered iMac that starts at a grand AND a program that only plays a
percentage of the games, or a REAL Playstation that is 100% compatible
with all games and costs around $100).

BTW, that's the PC version of DOOM going for $9.99. Mac version goes
for around $24.99 in these parts....

You lost big time on this TiFKAS. Time to admit you are wrong. And
with the Playstation 2 now out in Japan (sold 1,000,000 units in two
hours in Japan), VGS is now yesterday's news.....

>
> > "Chunks" only exists in your tiny little mind. The only "chunks"
> > that
> > you would be concerned with are the ones that you blow all over this
> > newsgroup....

>
> So why are you the only one fessing up?

Why are you the only one here who "sees" your imaginary friend?
>
> >
> > > But this is usenet...and I don't care...I am lazy on usenet to
> > > check...
> >
> > this is USENET, which is why you SHOULD care - you're only parading
> > your vast ignorance in front of hundreds of people....
>
> under the sinclap brand name. Your batting average is under 300.

and yours is a negative number, pinhead.....

>
> > >
> >
> > > I looked over MPLS for it...could not find it..
> >
> > it's out, and you're out cold....
>
> I can't see one yet?

try http://www.milan-computer.de - which, BTW, had been updated on
March 1st (exposing another TiFKAS lie) - you'll see a picture of the
motherboard, the complete system, what's all in the software package....

>
> > > > >
> > > > > iNtel has not disputed it..
> > > >
> > > > but plenty others have.....
> > >
> > > Why not intel?
> >
> > they don't have to - all the others disproved it for them.....
>
> Not intel because they confirmed the tests..he hehe..If Apple is being
> misleading, the Federal Trade Commission would come down hard with a
> ton of bricks...and you know this...

again, since you're so dense, here's the figures again.

It's obvious that you're willfully ignoring the evidence....

Yet another person who has let Apple's irresponsible hype influence
subjective observations. The G4 is not even close to 850 MHz Athlon
performance in general, although in certain specific conditions it may
be faster, just like in certain specific conditions a 450 MHz PIII may
be much faster than a 450 MHz G4.

Following is a list of benchmarks comparing the G4 to PCs that I am aware of. If anybody has any to add to the list, I would be very interested. Some have provided some individual RC5/SETI scores, but I have been unable to find a URL that lists a group of such scores by processor and processor speed (although I haven't looked very hard). Maybe some Mac advocate can find such URL(s) for me, since my understanding is that the G4 does very well on those applications.

****
SPECint_base95/fp_base95
<higher is better>

Intel:
650 MHz PIII (440BX): 31.3/22.4
700 MHz PIII (440BX): 33.5/23.2
750 MHz PIII (440BX): 35.4/23.3
800 MHz PIII (440BX): 37.6/24.4
(http://www.intel.com/procs/perf/PentiumIII_440BX/brief/tables.htm#appa)
667 MHz PIII (i820): 32.4/26.3
733 MHz PIII (i820): 35.2/27.7
800 MHz PIII (i820): 37.9/28.6
(http://www.intel.com/procs/perf/PentiumIII_820/brief/tables.htm#appa)

AMD:
600 MHz Athlon: 27.5/22.2 (no longer posted)
650 MHz Athlon: 29.7/23.2 (no longer posted)
700 MHz Athlon: 31.8/23.8 (no longer posted)
750 MHz Athlon: 32.9/24.4 (no longer posted)
800 MHz Athlon: 35.0/25.4
850 MHz Athlon: ? /26.1
733 MHz PIII: 31.5/18.0 (AMD generated using old compilers)
(Int no longer posted)
800 MHz PIII: ? /19.8 (AMD generated using old compilers)
(http://www.amd.com/products/cpg/athlon/benchmarks/specint.html)
(http://www.amd.com/products/cpg/athlon/benchmarks/specfp.html)

Motorola (base?):
450 MHz G4 (2MB L2): 21.4/20.4
(http://www.mot.com/SPS/PowerPC/products/semiconductor/cpu/7400.html)

SPEC.ORG:
667 MHz PIII (i840): 32.4/28.2
733 MHz PIII (i840): 35.3/29.7
650 MHz PIII (440BX): 31.3/22.4
700 MHz PIII (440BX): 33.5/23.2
750 MHz Athlon: 33.0/24.4
(http://www.spec.org/osg/cpu95/results/res99q4/)
550 MHz Athlon: 25.1/20.6
600 MHz Athlon: 27.2/21.6
650 MHz Athlon: 29.4/22.6
(http://www.spec.org/osg/cpu95/results/res99q3/)

c't (no pre-fetch for PIII):
700 MHz Athlon: 31.0/22.3
750 MHz Athlon: 32.5/24.0
733 MHz PIII (i820): 32.8/19.5
(http://www.ix.de/ct/99/24/110/)
1000 MHz Athlon 40.9/26.6 (overclocked)
(http://www.ix.de/ct/Redaktion/as/spec/ct9926.48/)
****

****
Cinema4D CPU:
<higher is better>
450 MHz G4: 6.00
500 MHz PIII: 4.84
700 MHz Athlon: 9.25
750 MHz Athlon: 9.77
(http://www.ix.de/ct/99/24/110/)
(http://www.jc-news.com/pc/ (posted on 99/11/11, 1:16pm))
****

****
Photoshop (PS5Bench):
<lower is better>
450 MHz G4: 117.6 (includes AltiVec)
500 MHz PIII: 161.5 (includes SSE)
600 MHz Athlon: 138.7 (no 3DNow!)
(http://www.xlr8yourmac.com/G4CARDS/XLR8_G4_400Z/index3.html)
(http://www.geocities.com/Paris/Cafe/4363/5chart.html)
****

****
Photoshop Open File:
<lower is better>
450 MHz G4: 33
500 MHz PIII: 41

Photoshop Blur:
<lower is better>
450 MHz G4: 11
500 MHz PIII: 29

Cinema4D 3D:
<higher is better>
450 MHz G4: 127
500 MHz PIII: 92

(c't, cited by http://www.aceshardware.com/ on Dec. 21, 1999 @ 7:56:24
P.M.)
****

****

Lightwave (highest score listed for each processor):
<lower is better>

Textures:
500 MHz PIII: 19
550 MHz PIII: 16
500 MHz Athlon: 14
650 MHz Athlon: 8
400 MHz G4: 13
450 MHz G4: 11
DOF:
500 MHz PIII: 33
550 MHz PIII: 31
500 MHz Athlon: 25
650 MHz Athlon: 15
450 MHz G4: 29
ZBUFSORT:
500 MHz PIII: 48
550 MHz PIII: 45
500 MHz Athlon: 32
650 MHz Athlon: 19
450 MHz G4: 38
Raytrace:
450 MHz PIII: 582
500 MHz PIII: 498
550 MHz PIII: 471
500 MHz Athlon: 569
600 MHz Athlon: 480
650 MHz Athlon: 412
750 MHz Athlon: 370
450 MHz G4: 405

(http://www.blanos.com/Benchmark/)
****

****
Photoshop/Eyecandy:
<lower is better>
Motion Trail:
400 MHz G4: 54
650 MHz K7: 36
Inner Bevel:
400 MHz G4: 205
650 MHz K7: 86
Antimatter:
400 MHz G4: 69
650 MHz K7: 45
Mosaic:
400 MHz G4: 25
650 MHz K7: 13
Water Color:
400 MHz G4: 141
650 MHz K7: 105
Charcoal:

400 MHz G4: 80
650 MHz K7: 70
(http://www.gl.umbc.edu/~mmoyar2/k7vsg4/Bench1.htm)
****

****
Mathematica Mma 4.x
<lower is better>
400 MHz PII (NT): 82.970
450 MHz G4: 83.583
(http://www.scientificweb.com/sciencee/mathstef2.html)
****
>
> > > >
> > > > oh, then why can't I buy a copy of TR Last Revelation for Mac?
> > > > How
> > > > about The Sims? Why did TRIII come out approximately one year AFTER
> > > > the
> > > > PC version came out - how about Unreal?
> > >
> > > The latest have..
> >
> > not....
>
> Yes...

not.
>
> > > > Oh yeah, and we can't forget the RSN Half-Life and Pharoah for
> > > > Mac.
> > > > Losing Sierra Online must be a real kick in the teeth for you....
> > >
> > > Sierra who?
> >
> > Sierra Online, who helped support the Apple gaming community since
> > the days of the Apple II and the first few struggling years of the Mac.
> > Does the names Ken and Roberta Williams ring a bell?
>
> Sierra was never a player in the Apple market...Get real..

ROTFLMAO!

Really, TiFKAS, you are SUCH a loser! Not only do you not know BEANS
about the video market, or MIDI, you also now show extremely vast
ignorance about the history of Apple gaming!

I'd suggest getting ahold of the book HACKERS, which goes through the
entire early history of the computer gaming market - and you'll ALSO see
that Sierra Online was a MAJOR pusher of the Apple as a games
platform....
>
> > To put it more bluntly, Sierra Online, the company that pulled the

> > plug on the development of Half-Life and Pharoah for the Mac, because
> > of
> > low sales.
>
> Or their incompetence..

look who's making "incompetence" judgement calls - TiFKAS, the
world's most incompetent Mac Advocate.....

>
> > Anyone who's supposed to be an "Apple Power Rep" who don't know who
> > Sierra Online are is obviously faking it....
>
> I knew...But...in the Mac market...Sierra who!...is accurate..

no, what's accurate is that you don't know your history.

>
> >
> > (insert picture of TiFKAS picking up piles of bloody Chiclets off
> > the
> > floor - HIS. Virtually, of course :))
>
> Thats the job of hardware store janitors like you..

not a janitor, TiFKAS. Sales. And doing well.

with logic like that, you'll be the janitor in no time - at Intel.

>
> >
> > > > nope, he's the imaginary friend of TiFKAS, who only comes out
> > > > when
> > > > he's losing an argument.....
> > >
> > > Hi Chunk's!
> >
> > "Chunks" don't exist, except when you're losing an argument....
>
> you answeed..

you mispelled "answered".

And I just pointed out that "Chunks" only exists in your feeble
little mind....

>
> > > > when did you start aiming your projection of your own vile
> > > > personality on me?
> > >
> > > I should be asking you...Do you do this on alt.tv.simpsons...giving
> > > your friends names too?
> >

> > No, because they're FRIENDS - they don't have your vile repulsive
> > personality. I didn't come up with the term TiFKAS, someone else came
> > up
> > with it because you deserved it. I DID improve upon it, though.... :)
>
> You have names for others who are at odds with you..

sure I do - just you. But I also have friends, which you obviously
lack.....
>
> >
> > >
> > > > But many keep the big promises - and one big promise was kept
> > > > Monday
> > > > with the federal budget. We got major tax cuts, AS PROMISED.
> > > >
> > > > Token half percent of 1/3?
> > >
> > > nope, BIG ones.
> >
> > The National Post calls it a joke!

Ah, still relying on the Daily Tubby for your info on Canada, TiFKAS?

The National Post is an even BIGGER joke - according to a recent
Angus Reid poll, only one in ten Canadians trust the info placed in that
rag - it seems "Tubby" Black's temper tantrums about not being made an
English Lord, despite the fact that it's AGAINST CANADIAN LAW for him to
be allowed to do so, is backfiring on him, as well as his ill-fated
putting his foot in his mouth about Augusto Pinochet having a "Bum rap"
on human rights. The paper is losing money hand-over-fist.

> > >
> > > My reporting is my own affair..
> > >
> > > which is why you need good spelling. Which you lack. Which is why
> > > you're only pretending to be an "Apple Power Rep"....
> >
> > Spelling Checker is near by..You think I am dumb? Get real..

yes, you ARE dumb. and THAT'S REAL.

> > > Be nice to Newt..
> > >
> > > when he starts being nice to the people he's pissed off....
> >
> > Thats what sides do..The oposition is no different..

coming from someone who can't even spell "opposition"....

5083. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-B214CF.01515005032000@bigmomma.idirect.com>
Source record: 2048

In article <0503200000003527036%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > > > yep, and most of it is at Apple. Really, failing to declare the
> > > > $90M
> > > > jet in the profit report...
> > >
> > > Apple sold $90 million in their ARM holdings to pay for it. So the
> > > issue is moot.
> >
> > which they buried in very small print in the report.
>
> So you have read the report? If so, it was in big print...Widely
> reported on how they did it..

uh-uh, TiFKAS - SMALL print...

> > MacAddict also has issues with overcharging $200 for an iBook with a
> > paint job....
>
> Can't please them all..

including their readers. Who are potential Apple customers.

who also aren't pleased about the discovery that iBooks have
self-destructing hard drive partitions.....

> > >
> > > It was an honor
> >
> > no, it was an accurate assessment of TiFKAS' noxious twerpiness.....
>
> So it is off the hook when promoting a failed console.. Even an idiot
> knew that the Jag would flop and put Atari in the drain..

oh, so you're ADMITTING you're an idiot? :)
>
> > .Weeks later...sinclap's redemption came when Atari
> > > dropped out of the video game market and disapeared...Does not Yak
> > > feel
> > > lousy for promoting a failed consle...?
> >
> > at least YAK can SPELL "console".
>
> And Nuron too..Have these been in the close out bins yet?

oh, look at this - Nuron hasn't even been released yet, and TiFKAS is
already pronouncing it DEAD. Just like he called the Milan II
vapourware. Feeling the heat, TiFKAS?

> >
> > no, famous. "Infamous" is TiFKAS, the lying little poseur who's been
> > caught with his pants down so much his butt is sunburned....
>
> Sounds like you have it all nailed down.

yep, completely accurate.

> > > > BTW, words that TiFKAS Mispelled in this post:
> > > >
> > > > "failed"
> > >
> > > Yea..But this is usenet...
> >
> > which means that, right now, TiFKAS is unintentionally giving many
> > Atari users a great laugh at how stupid this uninformed blowhard really
> > is....
>
>
> And correct..What happened to the Falcon and Jagflop?

enjoying a nice revival - seems there's been another announcement of
another Falcon game - on CD-ROM!- yesterday. Three new games, a new
office suite, two new Atari mags announced in the last two weeks.

Jaguar - five new games in three weeks. Another nice revival.

5084. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-BD98D4.02074605032000@bigmomma.idirect.com>
Source record: 2049

In article <05032000000015118000%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> >
> > nope - check out Mac advocacy, lots of complaints about Netscape
> > crashing, bloated, buggy....
>
> Not me..

that's because you're a stupid little sheep who's too afraid to
venture into the mac newsgroups, because you'll be burned beyond
recognition....

>
> > >
> > > > Many Mac users are using iCAB and are praising it highly, and
> > > > completely disagree with you.
>
>
> Will they buy it?

yes, they will. Nobody is buying your tired rhetoric....

> > the very reason many Mac users love it - better HTML handling, no code
> > bloat. They said they were amazed that it did so much for what was
> > little space requirements....
> >
>
> I don't agree with all of MacAddict's reviews...Your point is?

that MacAddict knows what's good in a product - and you don't. And
that MacAddict doesn't kiss Apple's ass, while you wind up Lewinskying
Steve's boots..

> > > > and has been proven....
> > >
> > > Were can one buy MagiC in Minneapolis?
> >
> > can't spell "Where"?
> >
> > it's called mail order, TiFKAS - and you can get it via Systems For
> > Tomorrow or Chro-Magic in Missouri.
>
> How much?

$99.95 US....

>
> > Of course, your wanting a copy of MagiC is superfluous. Or are you
> > planning to buy all of Kent Kordes' copies of it and burn them all in a
> > huge bonfire? (Don't worry, he'll order more :))
>
> No..that would be encouraging them with R&D money..

which they have plenty of, and are currently doing. ASH is on record
that they're going to be around with Atari users for a long time, and
they have some special surprises coming in the next few months....

> > >
> > > He he he..Motorola will make money producing 50 Milans a month?
> >
> > we already know from Milan GmBH's record so far that they were
> > producing at capacity when they were selling 50 Milans a month, and
> > that
> > they were back-ordered. Having Motorola behind them to help build the
> > new Milan USBs will eliminate that problem. Motorola believing in the
> > project obviously is an advantage that this is not a joke computer
> > system...
>
> Oh being a follower with USB? No midi?

no, cutting edge. MIDI will be no problem with the USB solution -
why, according to you, even a grandmother could write a USB driver. Your
point (other than the one on your head?)?

> > > Say again..
> >
> > of course, TiFKAS is so syncophantic to Steve Jobs that he'll
> > believe anything he says without questioning such nonsense. Why, I bet
> > that if Steve Jobs told a MacWorld audience that cat feces tasted like
> > ice cream, TiFKAS would be the first one at the litterbox brandishing a
> > spoon. :)
>
> Adobe and Macromedia believe them...Why has intel and AMD not sue? You
> know the answer..

they don't have to sue, becuase they already know the truth, that the
850 mHZ Athlon absolutely crushes the G4. As well as the 900 MHz model,
and the 1.0 gig model. Looks like Apple is being left in the dust....

> >
> > can't even spell "Not", TiFKAS?
> >
> > oh yeah? here's what one pro has to say about this:
>
> What makes you think he is a Pro?
>
> > Subject: Re: Aqua screenshots from Mac OS X DP3
> > Date: Wed, 23 Feb 2000 01:09:45 -0600
> > From: "Raist3d" <raist3d@mcs.net>

> > To: "Liberty for ALL!" <liberty4all@mediaone.net>
> >
> > The problem is not the OS, atlhough I certainly would like to use daily
> > apps to see how the performance has improved over Mac OS. The problem
> > is
> > that the G4 at its top speed is much slower than the AMD Athlon chip at
> > its current speed. It requires about 100-150Mhz more of speed for an
> > Athlon to match a G4 in FPU and the current G4's top speed is 450Mhz
> > while Athlon is already going at 850Mhz.
> >
> > Also the Athlon has a fairly strong FPU unit- the Athlon is actually
> > toasting the fastest Intel coppermine chips at the same speed for 3d
> > graphics rendering (about 30-36% faster at the same Mhz). On normal
> > apps, they are about the same.
> >
> > While the G4 has the Altivec instructions, the Altivec do not lend
> > themselves well to everything, and for a 3d application require some
> > serious recompiling/manual optimization that in pragmatic terms is very
> > hard to do, for reaching its optimum potential.
> >
> > For sure Mac OS X will kick ass being NeXSTEP in disguise. I wonder
> > what
> > Apple will do for upgrading the speed of their computers. For many
> > tasks
> > (word processing/etc) they are fine but for 3d graphics rendering they
> > are behind (not to mention extremely overpriced). Also in realtime
> > graphics they are about 2 generations of graphic boards behind the PC
> > now. When Nvidia comes out with Nv15 based boards on the PC that would
> > be 3 generations back. (I know 3dfx is coming with the voodoo4/5's to
> > the Macs, but the NV15 from Nvidia will be most likely better).
> >
> > Anyway, I have thought about switching to the Mac because of the new
> > OS,
> > and because mostly of what I use on the PC is "dual platform". But I
> > can't put away the fact that rendering would be much faster in an
> > Athlon
> > and that's one of the things I am doing the most.
> >
> > - Raist
>
> Oh..it's Raist..He does not own a Mac but an ST and or Amiga too...You
> remember him?

Another manifestation of TiFKAS' tactics - when someone comes out
with a salient point, TiFKAS tries to smear them.....

> >
> > the Milan will also come with high-quality apps that will hold their
> > own with the bundled software in the iMac. Nice try at FUD, TiFKAS...
>
> Yea...what are those apps?

go to www.milan-computer.de and take a look for yourself, pinhead....
>
> > Why should I be jealous of an internet troll with no life who can't
> > even spell "aren't"?
>
> Becuase you do..

because TiFKAS can't even spell "because". I stand vindicated.

> > > > uh, I go to Mac shops, TiFKAS. Show me where I can find a
> > > > Blueberry
> > > > 350MHz iMac for $999 CDN. I'd really like to see that, 'cause they
> > > > DON'T
> > > > EXIST at that price point - try $1,599 CDN, trollboy....
> > >
> > > That would be U.S. $999 dollars..Why the complaint?
> >
> > I asked where I can find an iMac at $999 CDN, which you claimed I
> > could. TiFKAS, dodging the issue as always.....
>
> U.S. $999!

No, I asked where can I find a blueberry iMac for $999 CDN, which you
claimed I could. If you can't provide with with that info on a Canadian
dealership who can provide me with a brand-new iMac at that price, shut
your festering gob, you pathetic pile of parrot droppings :)

5085. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-05 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8c5bol.knv.jedidiah@localhost.localdomain>
Source record: 2050

```
On Sun, 05 Mar 2000 06:05:07 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <Pine.MNT.4.10.10003011840190.302-100000@rakas>, Martin-ï¿½ric
>Racine <q-funk@funkyware.atari.org> wrote:
>
>> > what about MacAddict? They did a review of iCAB and they
>> > loved it for the very reason many Mac users love it - better
>> > HTML handling, no code bloat. They said they were amazed that
>> > it did so much for what was little space requirements....
>
>And NS and IE are free and continously improved..

They're still both crap.

>
>> iCab and Opera both proved that compact, efficient coding beats
>> the crap out of commercial bloatware. Fat features do not ever
>> require fat hardware, only efficient coding.
>
>Late to the game..

So? The web is supposed to be based on open standards. Plus,
many people still just don't have the bandwidth to deal with
most of the extra fluff that wouldn't make the web an open
standard.

Plus, Opera runs so much faster than NS or IE once you do
crank up the speed of the network it isn't even funny...

[deletia]

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.
```

5086. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-06 00:00:00 UTC
From: Markku Ilmanen <markku.ilmanen@nospam.turkuai.fi>
Message-ID: <38C3C7EC.2C44@nospam.turkuai.fi>
Source record: 1951

sinclap wrote:
>
> In article <Pine.MNT.4.10.10002292025580.77-100000@rakas>, Martin-ï¿½ric
> Racine <q-funk@funkyware.atari.org> wrote:
>
> > None are sold anymore because:
>
> Why not?
>
> > a) they don't need upgrading - it works, don't fix it.
>
> Typical response...What about further improvements. All poducts
> have/need updating..Adobe has updated their apps with new features and
> capabilities..

MIDI doesn't need any updating...
What are the new features of the Adobe MIDI software?

Markku

5087. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-06 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-ED694C.10185706032000@bigmomma.idirect.com>
Source record: 1952

In article <38C3C7EC.2C44@nospam.turkuai.fi>, Markku Ilmanen
<markku.ilmanen@nospam.turkuai.fi> wrote:

> sinclap wrote:

> > Typical response...What about further improvements. All poducts
> > have/need updating..Adobe has updated their apps with new features and
> > capabilities..
>
> MIDI doesn't need any updating...
> What are the new features of the Adobe MIDI software?
>
even funnier, since when has Adobe EVER PRODUCED MIDI software?
They're known for DTP and graphics software products, NOT MIDI. And no
shop here in Toronto or anywhere I've been has carried an Adobe MIDI
product.

TiFKAS is obviously talking out another orifice when talking about
MIDI, or about anything for that matter. But then again, that's what we
can expect from a "poduct" expert.....

5088. MIDI-3 Announcement

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-06 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <dreibel-992CE1.10242706032000@bigmomma.idirect.com>
Source record: 1953

So, no new MIDI products for Atari, TiFKAS?

You may want to remove your foot from your mouth before you read this announcement....

ANNOUNCING THE RELEASE OF MIDI-3

MIDI-3 is a 3 MIDI output expander which attaches to the serial (modem) port of an Atari ST computer. When used in conjunction with MIDI sequencer
programs such as Notator and Cubase, MIDI-3 provides 3 extra independently
addressable MIDI outputs in addition to the Atari ST's standard MIDI output.

MIDI-3 is fully compatible with the original C-LAB EXPORT expander (no longer available), and works with any software that supports EXPORT.

SUMMARY OF FEATURES

* Provides 3 extra MIDI outputs on Atari ST or compable computers.
* Attaches to the serial (or modem) port.
* Fully compatible with EXPORT.
* "Plug and play" installation.
* No external power supplies or other connections are required.
* Available in cased (external) and uncased (internal) configurations.
* Very compact dimensions.

PRICING AND AVAILABILITY

MIDI-3 is available immediately in cased and uncased configurations. The cased configuration is suitable for external connection to a computer, while the uncased configuration would be useful for mounting inside a recased Atari ST.

Pricing for the MIDI-3 in New Zealand Dollars is as follows:

MIDI-3 cased: 110 NZD (40 GBP, 60 USD)
MIDI-3 uncased: 100 NZD (35 GBP, 50 USD)

Figures in Great Britan Pounds and United States Dollars are approximate and for reference only.

Quantity discounts are available in quantities starting at 5 units.

CONTACT INFORMATION

For more information, contact:

Mario Becroft
PO Box 332
Kumeu
Auckland 1250
NEW ZEALAND

Telephone: +64 9 412 9700
Email: mb@gem.win.co.nz .

For further information on MIDI-3, photographs and details on worldwide resellers please consult the following WWW page:

http://gem.win.co.nz/mario/hardware/midi3.html
--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments |
| http://gem.win.co.nz/ * >>> NEW MIDI-3 <<< |

5089. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-06 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003062229500.187-100000@rakas>
Source record: 1954

On 2000-3-5, sinclap <sinclap@nospam.net> wrote:

> > They also proved without a doubt that you don't need to "upgrade"
> > in 100 MHz steps every 6 months, just because of poor programming
> > skills in Redmond.
>
> I don't..Never will. I have not bought a machine since '96'

So, what you're saying is, you did not buy one of those
oh-so-great iMac 350. Now, you look _really_dumb_.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5090. Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-06 00:00:00 UTC
From: angief18@aol.com
Message-ID: <20000306185505.03527.00000601@ng-cn1.aol.com>
Source record: 1955

Latest Milan news, from the Magic Online web site:
Milan News! (March 4)
As earlier reported, the Milan II is scheduled to make it's first public appearance at the Silicium expo in France this weekend. Although not there yet, early details suggest that the Milan II will be there, but in modified form. The graphics card for example, is directly on the motherboard as opposed to PCI. This supports the theory that the main reason for the backed up release date was related to AGP support. The model to make an appearance will probably a 68060 @ a speedy 80mhz.

In other Milan news, the DDP translation team is helping translate the bundled Milan Software in preparation of the North American release. Expect to be able to pick up an American Milan II from your favorite computer shop near the beginning of summer.

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

5091. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <060320002347556987%sinclap@nospam.net>
Source record: 1956

In article <slrn8bli47.i9s.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Sat, 26 Feb 2000 00:28:57 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <slrn8b8dpi.psc.jedidiah@localhost.localdomain>, JEDIDIAH
> ><jedidiah@dementia.mishnet> wrote:
> >
> >> >
> >> >You have never used an iMac 350...
> >>
> >> Yes I have actually. I didn't find it very impressive.
> >> The would be local-corporate-mac-boosters also didn't
> >> find it very inspiring either. It simply doesn't live
> >> up to the hype and skewed benchmarks. It's a lightweight
> >> when it comes to things that aren't user-input bound.
> >>
> >Beats the pants off any Celeron boxes..
> >
> Not if you actually want to do some actual computing...

Yes it does...deal with it..

sinclap!

somewere in MN

5092. Re: Apple Shares up! Chunk's fouls out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <060320002349021008%sinclap@nospam.net>
Source record: 1957

In article <dreibel-01C295.08530902032000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <010320002238460237%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > Read it and weap!
> >
>
> <snip>
>
> not only has TiFKAS once again mindlessly posted an Apple Press
> Release, AND persists in claiming his imaginary friend "Chunks" exists,
> he also can't even spell "weep".
>
> TiFKAS is walking around with his pants around his ankles again! Hide
> your shame, TiFKAS!

The truth hurts...

sinclap!

somewere in Madison, WI

5093. Re: Apple tanking in Germany, TiFKAS removed from play!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <060320002350235882%sinclap@nospam.net>
Source record: 1958

In article <dreibel-75D73A.01030705032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <040320002328580606%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <dreibel-5C0047.21130204032000@bigmomma.idirect.com>, Daniel
> > L. Dreibelbis <dreibel@idirect.com> wrote:
> >
> > > In article <040320001429093038%sinclap@nospam.net>, sinclap
> > > <sinclap@nospam.net> wrote:
> > >
> > >
> > > > Chunk's does not your employer provide direct payrol deposit and do
> > > > you
> > > > have an ATM card? So who needs numerous bank branches?
> > > >
> > > why are you talking to your imaginary friend?
> > >
> > Because you are Chunk's...the one and only...So answer the question MR.
> > VP of Atari Federation of Toronto...
> >
> no, I'm not "Chunks". "Chunks" is your imaginary friend that nobody
> but you, the one and only, can see, and who only appears when you're
> obviously losing an argument....

So..who needs numerous inefficient bank branches?

sinclap!

somewere in Madison, WI

5094. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <060320002356509236%sinclap@nospam.net>
Source record: 1959

In article <dreibel-B214CF.01515005032000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> >
> > So you have read the report? If so, it was in big print...Widely
> > reported on how they did it..
>
> uh-uh, TiFKAS - SMALL print...

Most all Apple Shareholders know the big print details..Hardly a peap of discontent..

>
>
> > > MacAddict also has issues with overcharging $200 for an iBook with a
> > > paint job....
> >
> > Can't please them all..
>
> including their readers. Who are potential Apple customers.

According to MacWeek, the iBook SE is selling well. The market determines the price..

> who also aren't pleased about the discovery that iBooks have
> self-destructing hard drive partitions.....

In a few..Thats fixed in the new ones.. Did the makers of the Milan fix the high defective rate of that box or are they different?

> oh, so you're ADMITTING you're an idiot? :)

You were in denial like YAK..

> > And Nuron too..Have these been in the close out bins yet?
>
> oh, look at this - Nuron hasn't even been released yet, and TiFKAS is
> already pronouncing it DEAD. Just like he called the Milan II
> vapourware. Feeling the heat, TiFKAS?

Why no hype from the press such as they did PS II?

>
> > >
> > > no, famous. "Infamous" is TiFKAS, the lying little poseur who's been
> > > caught with his pants down so much his butt is sunburned....
> >
> > Sounds like you have it all nailed down.

>
> yep, completely accurate.

Are you sure? Did you check for accuracy?

> > And correct..What happened to the Falcon and Jagflop?
>
> enjoying a nice revival - seems there's been another announcement of
> another Falcon game - on CD-ROM!- yesterday. Three new games, a new
> office suite, two new Atari mags announced in the last two weeks.

I don't recal the announcement...

> Jaguar - five new games in three weeks. Another nice revival.

Can you buy a new Jag?

sinclap!

somewere in Madison, WI

5095. Re: Connectix wins, TiFKAS still loses!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <070320000019019609%sinclap@nospam.net>
Source record: 1960

In article <dreibel-6E418A.01405105032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <040320002354393665%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
>
> > > > > > so TiFKAS is now blaming stores for being slovenly for dusty
> > > > > > packages
> > > > > > that don't move. Nice try, idiot, but no donut....
> > > > >
> > > > > Too bad!
> > > >
> > > > for you. Shows you up to be an idiot....
> > > >
> > >
> > > Your the one who is getting out of bent..To me I am doing my job...I
> > > don't care one bit...You have not figured this out yet...he he..
> >
> > sure you care, because you're the one who has a hissy fit.....

No just fun amusement after an exhausting day in the field..

>
> sure it is! DOOM was (and still is) a successful product, made
> millions of dollars, and has sold thousands of PCs to people who have
> wanted to play this game. Whereas VGS died a dog's death software-wise,
> and has sold a grand total of ZERO iMacs (because, let's face it, if you
> want to play Playstation games, what do you want to buy, a overpriced
> underpowered iMac that starts at a grand AND a program that only plays a
> percentage of the games, or a REAL Playstation that is 100% compatible
> with all games and costs around $100).

So what your saying is that the Millan II is a rip off? Because it
will be priced higher than an iMAC 350. The 350 mhz G3 processor is
considered low end of the PPC family compared to the 68060 processor
that should of been retired 5 years ago in computers...Only Atari!

The Playstation will be down to $50 when PII comes out. But it's nice
to play it on a PowerBook..Does Atari have notebooks?

> BTW, that's the PC version of DOOM going for $9.99. Mac version goes
> for around $24.99 in these parts....

Nope...here in the states down south, Doom and Doom II go for $9.99
each. Must be the high import taxes..

> You lost big time on this TiFKAS. Time to admit you are wrong. And
> with the Playstation 2 now out in Japan (sold 1,000,000 units in two
> hours in Japan), VGS is now yesterday's news.....

Why? PII will cost $370.00. I may even get one it comes to the
states. Sony will continue to support P1..
>
>
> > So why are you the only one fessing up?
>
> Why are you the only one here who "sees" your imaginary friend?
> >
> > >
> > > > But this is usenet...and I don't care...I am lazy on usenet to
> > > > check...
> > >
> > > this is USENET, which is why you SHOULD care - you're only parading
> > > your vast ignorance in front of hundreds of people....

Only in your mind..

> > under the sinclap brand name. Your batting average is under 300.
>
> and yours is a negative number, pinhead.....

Nope..I'd say in the 800 range..

> >
> > I can't see one yet?
>
> try http://www.milan-computer.de - which, BTW, had been updated on
> March 1st (exposing another TiFKAS lie) - you'll see a picture of the
> motherboard, the complete system, what's all in the software package....

no price and a list of U.S. dealers as well...

> > > Why not intel?
> > >
> > > they don't have to - all the others disproved it for them.....

> > Not intel because they confirmed the tests..he hehe..If Apple is being
> > misleading, the Federal Trade Commission would come down hard with a
> > ton of bricks...and you know this...
>
> again, since you're so dense, here's the figures again.
>
> It's obvious that you're willfully ignoring the evidence....
>
> Yet another person who has let Apple's irresponsible hype influence
> subjective observations. The G4 is not even close to 850 MHz Athlon
> performance in general, although in certain specific conditions it may
> be faster, just like in certain specific conditions a 450 MHz PIII may
> be much faster than a 450 MHz G4.

Your a clown..Do you happen to use an Athalon 850 yet?

> Following is a list of benchmarks comparing the G4 to PCs that I am
> Sierra was never a player in the Apple market...Get real..

Stuff deleted...

>
> ROTFLMAO!
>
> Really, TiFKAS, you are SUCH a loser! Not only do you not know BEANS
> about the video market, or MIDI, you also now show extremely vast
> ignorance about the history of Apple gaming!

I looked in Keyboard can Computer Music..no mention of Atari in
articles and midi solutions..All for Mac/PC...

> I'd suggest getting ahold of the book HACKERS, which goes through the
> entire early history of the computer gaming market - and you'll ALSO see
> that Sierra Online was a MAJOR pusher of the Apple as a games
> platform....

Sounds like revisionist history...yes for Apple II not for Mac..

> > > To put it more bluntly, Sierra Online, the company that pulled the
> > > plug on the development of Half-Life and Pharoah for the Mac, because
> > > of
> > > low sales.
> >
> > Or their incompetence..
>
> look who's making "incompetence" judgement calls - TiFKAS, the
> world's most incompetent Mac Advocate.....

You're denial of Apple Germany financial condidition despite providing
solid evidence..

> >
> > > Anyone who's supposed to be an "Apple Power Rep" who don't know who
> > > Sierra Online are is obviously faking it....
> >
> > I knew...But...in the Mac market...Sierra who!...is accurate..
>
> no, what's accurate is that you don't know your history.

When was the last time Sierra came out with a Mac title Chunk's?

> >
> > >
> > > (insert picture of TiFKAS picking up piles of bloody Chiclets off
> > > the
> > > floor - HIS. Virtually, of course :))
> >
> > Thats the job of hardware store janitors like you..
>

> not a janitor, TiFKAS. Sales. And doing well.

In toiletries?

> with logic like that, you'll be the janitor in no time - at Intel.

Yea..More like Product marketing manager in a couple years or so..
but I like being in the field too much...Fits more of my lifestyle..

>
> And I just pointed out that "Chunks" only exists in your feeble
> little mind....

You know for sure Chunk's?

> >
> > You have names for others who are at odds with you..
>
> sure I do - just you. But I also have friends, which you obviously
> lack.....

What about the names you had way back in alt.simpsons?

>
> > The National Post calls it a joke!
>
> Ah, still relying on the Daily Tubby for your info on Canada, TiFKAS?

i read the Wall ST Journal and Washington Times as well. Their not
considered a joke but more Conservative. Do you have the N.Y. Times
equiv....in up north or are they rags like the MPLS Tribune..?

> The National Post is an even BIGGER joke - according to a recent
> Angus Reid poll, only one in ten Canadians trust the info placed in that
> rag - it seems "Tubby" Black's temper tantrums about not being made an
> English Lord, despite the fact that it's AGAINST CANADIAN LAW for him to
> be allowed to do so, is backfiring on him, as well as his ill-fated
> putting his foot in his mouth about Augusto Pinochet having a "Bum rap"
> on human rights. The paper is losing money hand-over-fist.

what does tantrums have to do with the content in the National Post?
Your getting into name calling again. Do you make it personal with
ones you do not agree with?

> >
> > Spelling Checker is near by..You think I am dumb? Get real..
>
> yes, you ARE dumb. and THAT'S REAL.

My superiors and colleagues would disa...with...

>
> > > > Be nice to Newt..
> > >
> > > when he starts being nice to the people he's pissed off....

> >
> > Thats what sides do..The oposition is no different..
>
> coming from someone who can't even spell "opposition"..

i can..just type to fast and not enough time...

sinclap!

somewere in madison, wi
..

5096. Re: Mac Games STILL overpriced. (Some Atari content)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <070320000022010451%sinclap@nospam.net>
Source record: 1961

In article <dreibel-63F3D8.11215903032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <030320000942414072%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
>
> > > > > > oh, and BTW, looking forward to Saturday. Milan USB launch day.
> > > > > > (Or
> > > > > >as I like to call it, "TiFKAS Eats Crow Day". But then again, EVERY
> > > > > >day
> > > > > >is "TiFKAS Eats Crow Day" :)
> > > > >
> > > > > Got an URL?
> > > >
> > > >
> > > > try http://bengy.atari-computer.com or http://www.milan-computer.de
> > > > .
> > >
> > > Yea...such a swell web site with 1998 news. Looks like a suspicious
> > > operation..
> >
> > BZZT! WRONG! BOTH have been updated on a regular basis, with news and
> > specs on the Milan II added just last year. A year off, aren't you
> > TiFKAS?

So were is the price and U.S. dealer listing?

> The only thing "suspicious" is TiFKAS' claims that he's an "Apple
> Power Rep", when his obvious lack of spelling and computer knowledge
> makes him an obvious candidate for "Internet KOOK of the Month"....

Being personal here again...Suck on lolipop...

sinclap!

somewere in madison, wi

5097. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <07032000025413690%sinclap@nospam.net>
Source record: 1962

In article <20000306185505.03527.00000601@ng-cn1.aol.com>, ANGIEF18
<angief18@aol.com> wrote:

> Latest Milan news, from the Magic Online web site:
> Milan News! (March 4)
> As earlier reported, the Milan II is scheduled to make it's first public
> appearance at the Silicium expo in France this weekend. Although not there
> yet,
> early details suggest that the Milan II will be there, but in modified form.
> The graphics card for example, is directly on the motherboard as opposed to
> PCI. This supports the theory that the main reason for the backed up release
> date was related to AGP support. The model to make an appearance will probably
> a 68060 @ a speedy 80mhz.
>
> In other Milan news, the DDP translation team is helping translate the bundled
> Milan Software in preparation of the North American release. Expect to be able
> to pick up an American Milan II from your favorite computer shop near the
> beginning of summer.

Chunk's has some explaining to do..He claimed that the Milan II would
be avilable in the states this month. Does the company know that Apple
may have moved onto other models this summer? Lets see, the iMac may
see several revisions just when the Milan sees the light of day on this
side of the Atalantic..

>
> Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
> ExtedDos Pro, ICD HD utilities.

sinclap!

PB G3/266

somewere in madison, wi

5098. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <07032000029428252%sinclap@nospam.net>
Source record: 1963

In article <dreibel-9461FA.21302604032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <040320001504310881%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
>
> > >
> > > Since always. ATI is always at the bottom of the video
> > > heap. The fact they accelerate iDCT in hardware is
> > > somewhat interesting but their cards are in general, crap.
> >
> > You have not seen the ATI ones on the G4's...Your asertion is crap!
>
> let's see:
>
> TiFKAS can't spell "assertion".
>
> A few posts ago, TiFKAS HIMSELF called ATI cards "crap", until he was
> informed that that was what was in the iMacs and G4s. TiFKAS did an
> about-face and now thinks they're the biggest thing since powdered toast.
> Just like the about-face he did when he called Steve Jobs an "arrogant
> bonehead" who would "destroy Apple if he came back", yet the minute
> Steve was made iCEO, TiFKAS was immediately applying his tongue to
> Steve's boots. :)

The ATI Rage 128 is a fine card for what it is suppose to do.. Making
things up Chunk's?

> And if ATI cards are the bee's knees, TiFKAS, then why are many Mac
> gamers ripping out the ATI cards and replacing them with better ones
> like Voodoo 3s?

Will Milan II users due the same with the ATI Mach card as well...?

> Since you are so obsessed with "crap", TiFKAS - why don't you do the
> world a favour and flush your head? :)

Sounds like a personal problem Chunk's...Are you hard up and can't get
any? Thats what you sound like..

sinclap!

somewere in wi

5099. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <070320000033472982%sinclap@nospam.net>
Source record: 1964

In article <ynZt4.18$QF3.2173@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> sinclap <sinclap@nospam.net> wrote in message
> news:250220001746019741%sinclap@nospam.net...
> > In article <slrn8b8516.k7b.jedidiah@pyromania.mishnet>, JEDIDIAH
> > <jedidiah@dementia.mishnet> wrote:
> >
> > > On Wed, 23 Feb 2000 07:26:25 GMT, sinclap <sinclap@nospam.net> wrote:
> > > >In article <slrn8atqpf.443.jedidiah@pyromania.mishnet>, JEDIDIAH
> > > ><jedidiah@dementia.mishnet> wrote:
> > > >
> > > >> >Have you seen the latest price of the G4/450? $2499!
> > > >>
> > > >> Do you have any awareness of PC component prices?
> > > >
> > > >Were comparing name brands here...Not a night by flee operation here..
> > >
> > > Intel isn't a fly by night operation. Neither are Tyan or Abit.
> >
> > So who will you call for warranty work?
> >
> > > What a maroon you are.
> >
> > typical jabba speak..
> >
> > > >The iMac 350 does not have AltiVec..
> > >
> > > It certainly shows.
> >
> > Still blows away PC's with PIII...
> >
>
> "Yeah, because it's like Steve said so and Steve is such a good guy and he's
> never lied to me before and he makes the best computers even if most people
> dont wanna buy them it's OK because I can pick on brand x computers that
> don't sell as many as Steve's computers because then I feel better because I
> have proved Steve to be right and I can then buy Macworld and paste his ace
> pictures on my bedroom wall"

He must of done something right to be rewarded with Gulfstream V
jet..Imagine a romantic dinner at 50,000 above Toronto...-)

sinclap!

somewere in wi

5100. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <070320000035188587%sinclap@nospam.net>
Source record: 1965

In article <Pine.MNT.4.10.10002261117460.75-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-2-25, sinclap <sinclap@nospam.net> wrote:
>
> > <jedidiah@dementia.mishnet> wrote:
> >
> > > It's not the fastest, but Matrox has the reputation for
> > > building the most GL compliant cards. Plus, this particular
> > > model comes in a double headed configuration.
> > >
> > It will stomp all over anything ATI has.
>
> Bzz... Therefore, the iMac is crap since it uses ATI components.

So does that make the milan II crap since it will use the ati-mach card?

sinclap!

somewere in wi

5101. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <07032000036282794%sinclap@nospam.net>
Source record: 1966

In article <38B855D2.D3A10A18@ihug.co.nz>, J WILKINSON
<jwandjw@ihug.co.nz> wrote:

> Hi there,
>
> sinclap wrote:
> >
> > J WILKINSON wrote:
> > > <Monty Python ON>
> > > Fix your spellchecker you stupid person of comparable reading/writing
> > > ability to a three old child type!
> > > <Monty Python OFF>
> >
> > Why
>
> Because that will prove you are capable of performing such a difficult
> and energy-sapping task...and make it easier for us to understand your
> posts!

If thats the criteria, you just condemmed the folks in
rec.games.video.atari...

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon03 owner.

sinclap!

somewere in wi

5102. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <070320000039062388%sinclap@nospam.net>
Source record: 1967

In article <slrn8c5bol.knv.jedidiah@localhost.localdomain>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Sun, 05 Mar 2000 06:05:07 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <Pine.MNT.4.10.10003011840190.302-100000@rakas>, Martin-ï¿½ric
> >Racine <q-funk@funkyware.atari.org> wrote:
> >
>> > what about MacAddict? They did a review of iCAB and they
>> > loved it for the very reason many Mac users love it - better
>> > HTML handling, no code bloat. They said they were amazed that
>> > it did so much for what was little space requirements....
> >
> >And NS and IE are free and continously improved..
>
> They're still both crap.
>
> >
>> iCab and Opera both proved that compact, efficient coding beats
>> the crap out of commercial bloatware. Fat features do not ever
>> require fat hardware, only efficient coding.
> >
> >Late to the game..
>
> So? The web is supposed to be based on open standards. Plus,
> many people still just don't have the bandwidth to deal with
> most of the extra fluff that wouldn't make the web an open
> standard.
>
> Plus, Opera runs so much faster than NS or IE once you do
> crank up the speed of the network it isn't even funny...

Only in your mind!

sinclap!

somewere in wi

> [deletia]

5103. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <07032000040418060%sinclap@nospam.net>
Source record: 1968

In article <Pine.MNT.4.10.10003062229500.187-100000@rakas>, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-3-5, sinclap <sinclap@nospam.net> wrote:
>
> > > They also proved without a doubt that you don't need to "upgrade"
> > > in 100 MHz steps every 6 months, just because of poor programming
> > > skills in Redmond.
> >
> > I don't..Never will. I have not bought a machine since '96'
>
> So, what you're saying is, you did not buy one of those
> oh-so-great iMac 350. Now, you look _really_dumb_.

Oh..no..but will get my PB upgraded to the next one..

sinclap!

somewere in wi

5104. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8ca9id.ll7.jedidiah@pyromania.mishnet>
Source record: 1969

```
On Tue, 07 Mar 2000 06:38:14 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8c5bol.knv.jedidiah@localhost.localdomain>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Sun, 05 Mar 2000 06:05:07 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <Pine.MNT.4.10.10003011840190.302-100000@rakas>, Martin-ï¿½ric
>> >Racine <q-funk@funkyware.atari.org> wrote:
>> >
>> >> > what about MacAddict? They did a review of iCAB and they
>> >> > loved it for the very reason many Mac users love it - better
>> >> > HTML handling, no code bloat. They said they were amazed that
>> >> > it did so much for what was little space requirements....
>> >
>> >And NS and IE are free and continously improved..
>>
>> They're still both crap.
>>
>> >
>> >> iCab and Opera both proved that compact, efficient coding beats
>> >> the crap out of commercial bloatware. Fat features do not ever
>> >> require fat hardware, only efficient coding.
>> >
>> >Late to the game..
>>
>> So? The web is supposed to be based on open standards. Plus,
>> many people still just don't have the bandwidth to deal with
>> most of the extra fluff that wouldn't make the web an open
>> standard.
>>
>> Plus, Opera runs so much faster than NS or IE once you do
>> crank up the speed of the network it isn't even funny...
>
>Only in your mind!

Spoken like a true janitor.

[deletia]

Some of us here actually do technical work for a living (programming).

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.
```

5105. Re: 1 2 3 punch...glass-jawed TiFKAS knocks himself out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-07 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8ca9gh.ll7.jedidiah@pyromania.mishnet>
Source record: 1970

```
On Tue, 07 Mar 2000 05:46:54 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8bli47.i9s.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Sat, 26 Feb 2000 00:28:57 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <slrn8b8dpi.psc.jedidiah@localhost.localdomain>, JEDIDIAH
>> ><jedidiah@dementia.mishnet> wrote:
>> >
>> >> >
>> >> >You have never used an iMac 350...
>> >>
>> >> Yes I have actually. I didn't find it very impressive.
>> >> The would be local-corporate-mac-boosters also didn't
>> >> find it very inspiring either. It simply doesn't live
>> >> up to the hype and skewed benchmarks. It's a lightweight
>> >> when it comes to things that aren't user-input bound.
>> >>
>> >Beats the pants off any Celeron boxes..
>>
>> Not if you actually want to do some actual computing...
>
>Yes it does...deal with it..

No it doesn't. Deal with it.

No benchmark not specifically designed to skew the results wildly
in the G3/G4's favor will show it to be very remarkable.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.
```

5106. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-08 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-D93A5A.21301007032000@bigmomma.idirect.com>
Source record: 1971

In article <07032000000025413690%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > In other Milan news, the DDP translation team is helping translate the
> > bundled
> > Milan Software in preparation of the North American release. Expect to
> > be able
> > to pick up an American Milan II from your favorite computer shop near
> > the
> > beginning of summer.
>
> Chunk's has some explaining to do..He claimed that the Milan II would
> be avilable in the states this month. Does the company know that Apple
> may have moved onto other models this summer? Lets see, the iMac may
> see several revisions just when the Milan sees the light of day on this
> side of the Atalantic..

how can "Chunks" make that claim, when it has been proven, over and
over, that your imaginary friend "Chunks" doesn't exist?

And since when did anyone claim that the Milan will be available in
NA this month? Again, TiFKAS twisting the truth.

Of course, using TIFKAS' own yardsticks, Steve "arrogant bonehead"
Jobs should have made sure the 500 MHz G4 towers were ready for shipping
before he opened his big yap about shipping them "in a few weeks" on
August 31st, 1999 - Feb 2000 is NOT "a few weeks".....

5107. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-08 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-AED74F.21485107032000@bigmomma.idirect.com>
Source record: 1972

In article <06032000235650923 6%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-B214CF.01515005032000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > >
> > > So you have read the report? If so, it was in big print...Widely
> > > reported on how they did it..
> >
> > uh-uh, TiFKAS - SMALL print...
>
> Most all Apple Shareholders know the big print details..Hardly a peap
> of discontent..

hmm, TiFKAS can't even spell "peep"....

ah, but it was the San Jose Mercury who disclosed that Apple fudged
the report:

Geez, give someone an aircraft or two and they never let you live it
down. It's been a month and a half since Apple's Board of Directors
presented Steve with the gift that keeps on giving-- a Gulfstream V
jet-- and that teensy token of appreciation is still making headlines.
If they had just tossed the guy a wad of cash instead, no one would have
even blinked, but they asked themselves what they could get for the
Steve that has everything, came up with a prezzie that's both practical
and attractive, and suddenly the whole world's in a tizzy over Steve's
new jet. C'mon, folks, it's not like they gave him an island, or a small
country, or anything.

Apparently the latest controversy concerning the Jobs jet involves
Apple's classification of the $90 million it spent to buy the thing and
soften Steve'stax blow. Apple listed that sizeable chunk of change as a
"non-recurring expense." That sounds about right to us, unless the Board
plans to add to Steve's personal air force every time a Macworld Expo
rolls around; sure, that'd speed up Steve's plans for world domination,
but frankly, we just don't see the Board frittering away Apple's cash on
regular jet bonuses for the iCEO. The thing is, though, from an
accounting standpoint, employee bonuses are typically classified as
compensation-- a "recurring" event. So according to the San Jose
Mercury News, the question on the lips of analysts everywhere is this:
did Apple misclassify the jet in a deliberate attempt to beat the Street
when the quarterly results were announced? If the jet had been listed as
a recurring expense, Apple would have reported only an $88 million
profit last quarter-- well below the analyst consensus. It's even

possible that the Board allocated $90 million as a bonus for Steve and
then went shopping for something to spend it on, with the express goal
of being able to list that money as a non-recurring event.

>
> >
> >
> > > > MacAddict also has issues with overcharging $200 for an iBook
> > > > with a
> > > > paint job....
> > >
> > > Can't please them all..
> >
> > including their readers. Who are potential Apple customers.
>
> According to MacWeek, the iBook SE is selling well. The market
> determines the price..

again, dodging the question.

If MacAddict rated TiFKAS for his advocacy, he'd get their
highly-covetted BLECH! rating....

>
> > who also aren't pleased about the discovery that iBooks have
> > self-destructing hard drive partitions.....
>
> In a few..Thats fixed in the new ones..

now that is a lie and a half, TiFKAS. According to both Macintouch
and Low End Mac, the defective iBooks are an epidemic, and Apple
admitted that themselves - and as of yet, they have no solutions to the
problems, even after several months. Macintouch is also now reporting
that there are problems with the iBook cases cracking - even in the new
iBook SEs.

Did the makers of the Milan fix
> the high defective rate of that box or are they different?

making a mountain out of a molehill, TiFKAS? Where is your evidence
that there was a "highly defective rate" of faulty Milans? Even Matthias
Jaap, the fellow whose article you took out if context, came out here
and said you were giving out a load of horse hockey....

>
>
> > oh, so you're ADMITTING you're an idiot? :)
>
> You were in denial like YAK..

no, you are the one in denial, TiFKAS....

> >
> > > >
> > > > no, famous. "Infamous" is TiFKAS, the lying little poseur who's
> > > > been
> > > > caught with his pants down so much his butt is sunburned....
> > > >
> > > Sounds like you have it all nailed down.
> >
> > yep, completely accurate.
>
> Are you sure? Did you check for accuracy?

everyone - raise your hands and tell me if TiFKAS is an idiot, a
liar, and a poseur....
>
>
> > > And correct..What happened to the Falcon and Jagflop?
> >
> > enjoying a nice revival - seems there's been another announcement of
> > another Falcon game - on CD-ROM!- yesterday. Three new games, a new
> > office suite, two new Atari mags announced in the last two weeks.
>
> I don't recal the announcement...

they were all posted here - keeping the blinders on, TiFKAS? Oh yeah,
anyone who can't even spell "recall" probably has a short attention
span....
>
> > Jaguar - five new games in three weeks. Another nice revival.
>
> Can you buy a new Jag?

can you buy a new Pippin? IIRC, an even bigger flop than the Jaguar.
And where are the new Pippin games, and why couldn't we buy a Pippin
here in NA?

5108. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-08 00:00:00 UTC
From: Paul Flieshman <Paul@3rdkind.net>
Message-ID: <38C634A5.652F63E4@3rdkind.net>
Source record: 1973

Markku Ilmanen wrote:

> sinclap wrote:
> >
> > In article <Pine.MNT.4.10.10002292025580.77-100000@rakas>, Martin-ï¿½ric
> > Racine <q-funk@funkyware.atari.org> wrote:
> >
> > > None are sold anymore because:
> >
> > Why not?
> >
> > > a) they don't need upgrading - it works, don't fix it.
> >
> > Typical response...What about further improvements. All poducts
> > have/need updating..Adobe has updated their apps with new features and
> > capabilities..
>
> MIDI doesn't need any updating...
> What are the new features of the Adobe MIDI software?
>
> Markku

I agree. I use MIDI every day..it's my job. Don't f**king insult my intelligence, TiFKAS; what on earth do you KNOW about MIDI? More to the point, how many
musicians do you know who have sought out a Mac Plus for sequencing. Oh, and do you like Cubase VST for the Mac? There would be NO VST without the R&D steinberg did in releasing Cubase Audio Falcon (incidentally the first version of Cubase Audio). The only really essential, irreplaceable music platform on the mac
is Pro Tools....and even that is going over to the PC.

Lata!
Paul ;-p

www.3rdkind.net

P.S. You guys should NEVER have dumped BeOS in favour of OS X.....it blows as hard as windows. Whether Be sink or swim, small, fats OS's with TRUE pre - emptive multithreaded multitasking and full multiprocessor support is the way of the future and the consumer is already making a small, marginal vote. Hell, you can buy
Linux over here in PC world !

5109. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-08 00:00:00 UTC
From: Paul Flieshman <Paul@3rdkind.net>
Message-ID: <38C636ED.70C88FC1@3rdkind.net>
Source record: 1974

```
> everyone - raise your hands and tell me if TiFKAS is an idiot, a
> liar, and a poseur....
>

Here's one!
\ | /
|
|

Paul ;-p

www.3rdkind.net
```

5110. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-08 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8cd9qe.qbu.jedidiah@pyromania.mishnet>
Source record: 1975

```
On Thu, 9 Mar 2000 01:50:12 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>Paul Flieshman <Paul@3rdkind.net> wrote in message
>news:38C634A5.652F63E4@3rdkind.net...
>>
>>
>> Markku Ilmanen wrote:
>>
>> > sinclap wrote:
>> > >
>> > > In article <Pine.MNT.4.10.10002292025580.77-100000@rakas>, Martin-ï¿½ric
>> > > Racine <q-funk@funkyware.atari.org> wrote:
>> > >
>> > > > None are sold anymore because:
>> > >
>> > > Why not?
>> > >
>> > > > a) they don't need upgrading - it works, don't fix it.
>> > >
>> > > Typical response...What about further improvements. All poducts
>> > > have/need updating..Adobe has updated their apps with new features and
>> > > capabilities..
>> >
>> > MIDI doesn't need any updating...
>> > What are the new features of the Adobe MIDI software?
>> >
>> > Markku
>>
>> I agree. I use MIDI every day..it's my job. Don't f**king insult my
>> intelligence, TiFKAS; what on earth do you KNOW about MIDI? More to the
>> point, how many
>> musicians do you know who have sought out a Mac Plus for sequencing. Oh,
>and
>> do you like Cubase VST for the Mac? There would be NO VST without the R&D
>> steinberg did in releasing Cubase Audio Falcon (incidentally the first
>> version of Cubase Audio). The only really essential, irreplaceable music
>> platform on the mac
>> is Pro Tools....and even that is going over to the PC.
>>
>> Lata!
>> Paul ;-p
>>
>> www.3rdkind.net
>>
```

>> P.S. You guys should NEVER have dumped BeOS in favour of OS X.....it blows
>> as hard as windows. Whether Be sink or swim, small, fats OS's with TRUE
>pre
>> - emptive multithreaded multitasking and full multiprocessor support is
>the
>> way of the future and the consumer is already making a small, marginal
>vote.
>> Hell, you can buy
>> Linux over here in PC world !
>>
>
>Which is neither small or particularly fast.

Compared to what? Raw performance is equivalent or better
than anything else barring something small and single user
like Be. Even that is a skewed comparison (as would be a
comparison between Mach+DSD and Be).

Be has the advantage of being tailored to the task.

Linux or FreeBSD can be similarly tailored. Plus, the end
result won't be restricted to those systems that Gasse
thinks are easy to support. That aspect of Be rather annoys
me. An org is more willing and successful when it comes to
supporting G4's than a corp is.

>
>You can get Linux for virtually any platform though, including Mac.

Yup, and it's media device support is better perversely
enough. Linux lags in codecs in general and especially
the highly proprietary ones. This is one area where Be
could really stomp all over the freenixes if Be really
had their act together (but they don't).

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5111. The reality of it

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-08 00:00:00 UTC
From: Lonny Pursell <root@bright.net>
Message-ID: <Pine.MNT.4.10.10003081652170.106-100000@TT030>
Source record: 1976

Did some surfing on the apple site, and I must say it had me
rolling on the floor laughing. The mac will finally get
premptive multitasking. Ooohhh. Aahhhhh. Wow that was done
years ago on so called inferior machines in the mid 80's.
And on top of that the apple site reads like a text book for
pre-schoolers so that mac users can sort out what it all means.
Don't get me wrong, I think the PPC chip is an ok chip but
come on now, apple and others just take ideas and stuff that
was pioneered years ago, and introduces them, or re-introduces
them as some new cool feature. When it reality it really the
same old crap, but with a new bigger price tag.
Basically all they do is run faster, and nothing more.

I do give credit to apple for having the balls to make radical
changes to their OS, however it's nothing I havn't seen or
used before for years.

The thing that sets sinflap apart from the rest of us here is
his/her not knowing which platform he really has or likes.
As much time as is spent here, one has to wonder.
I don't surf the mac usenet sites posting negative msg's daily.
Starting to think perhaps him/her had a spose leave cause of
some fiasco with an atari? Got caught with the joystick in the
wrong place? There has to be some explaination for such hatred.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

5112. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-09 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <36wx4.61$b26.7893@nsw.nnrp.telstra.net>
Source record: 1977

```
Paul Flieshman <Paul@3rdkind.net> wrote in message
news:38C634A5.652F63E4@3rdkind.net...
>
>
> Markku Ilmanen wrote:
>
> > sinclap wrote:
> > >
> > > In article <Pine.MNT.4.10.10002292025580.77-100000@rakas>, Martin-ï¿½ric
> > > Racine <q-funk@funkyware.atari.org> wrote:
> > >
> > > > None are sold anymore because:
> > >
> > > Why not?
> > >
> > > > a) they don't need upgrading - it works, don't fix it.
> > >
> > > Typical response...What about further improvements. All poducts
> > > have/need updating..Adobe has updated their apps with new features and
> > > capabilities..
> >
> > MIDI doesn't need any updating...
> > What are the new features of the Adobe MIDI software?
> >
> > Markku
>
> I agree. I use MIDI every day..it's my job. Don't f**king insult my
> intelligence, TiFKAS; what on earth do you KNOW about MIDI? More to the
> point, how many
> musicians do you know who have sought out a Mac Plus for sequencing. Oh,
and
> do you like Cubase VST for the Mac? There would be NO VST without the R&D
> steinberg did in releasing Cubase Audio Falcon (incidentally the first
> version of Cubase Audio). The only really essential, irreplaceable music
> platform on the mac
> is Pro Tools....and even that is going over to the PC.
>
> Lata!
> Paul ;-p
>
> www.3rdkind.net
>
> P.S. You guys should NEVER have dumped BeOS in favour of OS X.....it blows
> as hard as windows. Whether Be sink or swim, small, fats OS's with TRUE
```

pre
> - emptive multithreaded multitasking and full multiprocessor support is
the
> way of the future and the consumer is already making a small, marginal
vote.
> Hell, you can buy
> Linux over here in PC world !
>

Which is neither small or particularly fast.

You can get Linux for virtually any platform though, including Mac.

5113. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-09 00:00:00 UTC
From: Phil Walding <phil@digital-print.co.nz>
Message-ID: <phil-C49AD5.21534009032000@news.clear.net.nz>
Source record: 1978

In article <230220000122526159%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > . > A combined Atari/Amiga exposition is planned in Hennef (Germany,
> > near
> > > Bonn) in
> > > April/May. Date not yet fixed. Not only the Milan II will be present
> > > (also on the
> > > Cebit in Feb) but also "an Amiga of the new generation".It will be a
> > > "comeback
> > > event", thousands of visitors expected.
> >
> > I'm all for this Amiga/Atari de-facto arrangement. It can only benefit
> > both
> > platforms.

Holy cow ... sounds like night of the living dead !!!

You see these poor Amiga diehards bumping around on the web, sermonizing
about how the Amiga will inherit the earth. I though Atari owners had
more self respect and smarts to get bogged down in that dream.

--
Phil Walding
Christchurch, New Zealand
email:phil@digital-print.co.nz

5114. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-09 00:00:00 UTC
From: Phil Walding <phil@digital-print.co.nz>
Message-ID: <phil-7F74D9.22024909032000@news.clear.net.nz>
Source record: 1979

In article <dreibel-A1A74D.11064601032000@bigmomma.idirect.com>,
"Daniel L. Dreibelbis" <dreibel@idirect.com> wrote:

> we already know from Milan GmBH's record so far that they were
> producing at capacity when they were selling 50 Milans a month, and that
> they were back-ordered.

Wow!! That's really going to bring the software developers screaming
out of the woods.

Love your Atari for what it was and is - and a Mac-killer it ain't!!!

--
Phil Walding
Christchurch, New Zealand
email:phil@digital-print.co.nz

5115. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-09 00:00:00 UTC
From: Phil Walding <phil@digital-print.co.nz>
Message-ID: <phil-A92823.22134609032000@news.clear.net.nz>
Source record: 1980

In article <230220000124543570%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> > PageStream is my choice of DTP as it does almost everything I want and
> > is now available in a Mac version - which I will be ordering shortly.
>
> When will it be available?

I've been using Pagestream (Mac) for seems like around 4 or 5 years now
(was in beta for a while).

Personally I found 3.3r7 to be the most stable version. I haven't tried
Pagestream 4.

Compared to Pagestream (Atari) the files and postscript are huge. And
I'd grow wiskers trying to run it on a well-spec'ed Quadra 950 or
8100/80. It goes ok on my 8600/200, but sadly I've been forced to start
migrating design setups to other applications due to the problems with
accessing advanced print features on higher-end digital/laser printers.

Atari and Amiga files can be opened in the Mac version but some bits
don't come across properly. However it does ok for some layouts.

--
Phil Walding
Christchurch, New Zealand
email:phil@digital-print.co.nz

5116. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-09 00:00:00 UTC
From: Phil Walding <phil@digital-print.co.nz>
Message-ID: <phil-1D0976.22210909032000@news.clear.net.nz>
Source record: 1981

> > Both are marginal, overpriced platforms. The differences
> > you percieve really aren't there. Just about any criticism
> > that you can level at the Milan can be turned back around
> > against your Macs.

Hey, hey. You've got to have been sniffing the fantasy fumes over there
with the Amigia crowd. One's a 'twinkle in the eye', the other's a
tried and tested platform (and I don't mean the Milan these).

--
Phil Walding
Christchurch, New Zealand
email:phil@digital-print.co.nz

5117. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-09 00:00:00 UTC
From: Phil Walding <phil@digital-print.co.nz>
Message-ID: <phil-41239A.22293509032000@news.clear.net.nz>
Source record: 1982

In article <Pine.MNT.4.10.10002251528480.333-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> They specifically required that Apple always installs Explorer by
> default. iMacs are delivered with Explorer, not Netscape.

They did ?? Hell, who put Netscape and Explorer on mine then ???

--
Phil Walding
Christchurch, New Zealand
email:phil@digital-print.co.nz

5118. TAF Meeting March 15th - Emulating ST on Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-09 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-A55C84.08184809032000@bigmomma.idirect.com>
Source record: 1983
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Itinerary for the March 15th. 2000 meeting of the Toronto Atari Federation....

Are you the proud owner of an Apple iMac, PowerBook, iBook, G3/G4 Tower or older PowerPC computer? Do you miss playing your old Atari ST games, or is there an application out there from your ST days that you just can't find a replacement for? Want to amaze your other Mac buddies? Have you wondered about what all this fuss is about emulating older platforms on newer machines?

Well, tonight's meeting may have the answers to these and other questions you may have - for we'll be demonstrating the Atari ST emulator NoSTalgia. An amazing feat of programming, NoSTalgia allows you to run a wide variety of Atari software - including MIDI software - on your Macintosh. We'll also be touching on other Mac emulators, including MagiCMac.

Yes, tonight will be an informative and fun night of demonstrations not only for Atari users, but for Mac users as well. Be sure to make time for this interesting seminar!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://come.to/taf

5119. Re: More new Milan news! 500 MHz G4 Tower STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-09 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8cfkb6.udr.jedidiah@pyromania.mishnet>
Source record: 1984

On Thu, 09 Mar 2000 22:21:09 +1300, Phil Walding <phil@digital-print.co.nz> wrote:
>
>
>> > Both are marginal, overpriced platforms. The differences
>> > you percieve really aren't there. Just about any criticism
>> > that you can level at the Milan can be turned back around
>> > against your Macs.
>
>Hey, hey. You've got to have been sniffing the fantasy fumes over there
>with the Amigia crowd. One's a 'twinkle in the eye', the other's a
>tried and tested platform (and I don't mean the Milan these).

No, they're both marginal.

One's a just a little more so.

As far as Amigas go: there's one company porting new apps to the
PPC version of AmigaOS right along side MacOS and Linux versions...

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5120. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-09 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8cfkg4.udr.jedidiah@pyromania.mishnet>
Source record: 1985

On Thu, 09 Mar 2000 22:02:49 +1300, Phil Walding <phil@digital-print.co.nz> wrote:
>In article <dreibel-A1A74D.11064601032000@bigmomma.idirect.com>,
>"Daniel L. Dreibelbis" <dreibel@idirect.com> wrote:
>
>> we already know from Milan GmBH's record so far that they were
>> producing at capacity when they were selling 50 Milans a month, and that
>> they were back-ordered.
>
>Wow!! That's really going to bring the software developers screaming
>out of the woods.
>
>Love your Atari for what it was and is - and a Mac-killer it ain't!!!

Apple doesn't really need any help doing that... killing the
mac that is. They already price their more serious desktop
PC's at about the same price as twice faster clocked brand name
PC systems (GW2K, Compaq).

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5121. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-09 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8cg880.cs.jedidiah@pyromania.mishnet>
Source record: 1986

On Fri, 10 Mar 2000 07:38:09 +1300, Phil Walding <phil@digital-print.co.nz> wrote:
>> Apple doesn't really need any help doing that... killing the
>> mac that is. They already price their more serious desktop
>> PC's at about the same price as twice faster clocked brand name
>> PC systems (GW2K, Compaq).
>
>A decent Mac system does cost a bit more up front, but saves a bundle in
>time and / or support charges later on.

Twice the cost leaves a lot of room for TCO finaegle
even in the worst case. This assertion doesn't even
address the less problematic installation.

>
>I split my time between two businesses - one providing PC support and
>one digital print & copy services. In the shop whereever possible I run
>Mac (with pleasure), Atari (with pleasure) and Windows (where
>unavoidable). The Atari never needs anything - just goes. The Macs
>mainly just keep on going. PC's - every so often something screws up
>the registry and the most efficient cure seems to be "Format c:" and
>re-install. If I had as much trouble as some client sites with PC's,
>I'd be out of the print business. As for Compaq, I could tell a few

This is likely a Win9x oriented anecdote. Other x86 OSes aren't
nearly as problematic. Even Win 3.1 is less failure prone in
this particular aspect.

If you wish to merely throw money at the issue, you can just
pay a little more for NT.

>stories about them out here in our neck of the woods.
>
>But hey, I hear where you guys are coming from. I think these Mac guys
>are just over here yanking your chain to get a reaction.

When the Open spec PPC boards finally hit the street, I'm there.
However, Steve's PPCs just don't quite do it for me. If I'm going
to blow that kind of money on a system, I'd much rather get an
Alpha or mebbe even a Sparc.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5122. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-10 00:00:00 UTC
From: Phil Walding <phil@digital-print.co.nz>
Message-ID: <phil-B0768F.07380910032000@news.clear.net.nz>
Source record: 1987

> Apple doesn't really need any help doing that... killing the
> mac that is. They already price their more serious desktop
> PC's at about the same price as twice faster clocked brand name
> PC systems (GW2K, Compaq).

A decent Mac system does cost a bit more up front, but saves a bundle in time and / or support charges later on.

I split my time between two businesses - one providing PC support and one digital print & copy services. In the shop whereever possible I run Mac (with pleasure), Atari (with pleasure) and Windows (where unavoidable). The Atari never needs anything - just goes. The Macs mainly just keep on going. PC's - every so often something screws up the registry and the most efficient cure seems to be "Format c:" and re-install. If I had as much trouble as some client sites with PC's, I'd be out of the print business. As for Compaq, I could tell a few stories about them out here in our neck of the woods.

But hey, I hear where you guys are coming from. I think these Mac guys are just over here yanking your chain to get a reaction.

--
Phil Walding
Christchurch, New Zealand
email:phil@digital-print.co.nz

5123. New Game for Falcon, Milan and Stemulator Gold: Enemywar II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-10 00:00:00 UTC
From: Markus Binder <Markus.Binder@t-online.de>
Message-ID: <dreibel-AA2EF6.19203109032000@bigmomma.idirect.com>
Source record: 1988

No new software for the Atari, TiFKAS? EAT THIS!

Hi there, the new Enemywar II for the Ataris shown above is now released and
availabe on CD-ROM for 69 DM + packaging. Please contact me at
markus.binder@t-online.de The game itself is about 8,5 megabyte big and
ueses the 16 bit true color mode. It's a strategical game for 2 players with
very good graphics and nice sound effects! :-)

<Omikronman>

5124. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-10 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-D9C3BE.19395209032000@bigmomma.idirect.com>
Source record: 1989

In article <phil-7F74D9.22024909032000@news.clear.net.nz>, Phil Walding
<phil@digital-print.co.nz> wrote:

> In article <dreibel-A1A74D.11064601032000@bigmomma.idirect.com>,
> "Daniel L. Dreibelbis" <dreibel@idirect.com> wrote:
>
> > we already know from Milan GmBH's record so far that they were
> > producing at capacity when they were selling 50 Milans a month, and
> > that
> > they were back-ordered.
>
> Wow!! That's really going to bring the software developers screaming
> out of the woods.

already has, m'boy - new Calamus announced for the Milan, a new
Papyrus Office Suite, three new games, GFA Basic 3.6 has been
re-released in Germany.

Small, but building.
>
> Love your Atari for what it was and is - and a Mac-killer it ain't!!!

I use both at home - Mac for most of my day to day things, Falcon for
MIDI and as a backup system when the Mac goes down (makes a great
Internet system).

Besides, my function here is to cancel out TiFKAS' signal-to-noise
ratio - it's rather a fun activity, poking trolls with sticks until they
squeak :)

5125. Chunk's causes two outs in first with fly ball!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-10 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <100320000221539550%sinclap@nospam.net>
Source record: 1990

The proof is in the dog with mustard..

http://www.apple.com/games/articles/2000/03/gdc/

FYI:

TombRaider I&II are $19.99 U.S. ea
Quake II $19.99 U.S. ea
Doom I&II $9.99 U.S. ea

So much for the pricing errors..

sinclap!

soon to be somewere in CA

5126. Re: Chunk's causes two outs in first with fly ball!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-10 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003101331210.300-100000@rakas>
Source record: 1991

On 2000-3-10, sinclap <sinclap@nospam.net> wrote:

> sinclap!
> soon to be somewere in CA

Ah yes, that explains everything. Sinclap made it to the FBI's
10 most wanted list; a man on the run. I wonder why.... ;-)

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5127. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-10 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003101324270.300-100000@rakas>
Source record: 1992

On 2000-3-9, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> This is likely a Win9x oriented anecdote. If you wish to
> merely throw money at the issue, you can just pay a little
> more for NT.

Which is still crap. I could also tell a lot of horror stories
on work wasted because NT is not quite 95-compatible and a lot
of applications that advertise themselves as "95/98/NT" really
are a crap on NT.

> Steve's PPCs just don't quite do it for me. If I'm going to
> blow that kind of money on a system, I'd much rather get an
> Alpha or mebbe even a Sparc.

iMacs _are_ really cute user appliances. Nothing really feels
like you are using a computer anymore. The size and combination
of features is right too. What I really don't get is why they
think they can get away with charging twice the price of an
equivalently-equipped PC. Heck, even an Alpha-based machine can
be built for about the same price as a meatball PC, nowadays.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5128. TiFKAS knocks self out with bunt!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-10 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-E79FE9.08173810032000@bigmomma.idirect.com>
Source record: 1993

In article <10032000022153955O%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> The proof is in the dog with mustard..

why would someone want to put mustard on a rottweller
>
> http://www.apple.com/games/articles/2000/03/gdc/
>
> FYI:
>
> TombRaider I&II are $19.99 U.S. ea
> Quake II $19.99 U.S. ea
> Doom I&II $9.99 U.S. ea

So TiFKAS, clutching at straws, goes and mindlessly posts an Apple web site. In Canadian dollars, I am right. And PC prices are much much less than the inflated Apple pricing

BTW, TiFKAS, while you're on the Apple web site, check out the Tech section - they finally admitted, after months of customer complaints, that iBook hard drives self-destruct. And that a solution to the problem is "pending" - it has NOT been "solved".

So much for TiFKAS' credibility as an "Apple Power Rep". Which is not and never was.....

5129. Re: Chunk's causes two outs in first with fly ball!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-10 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8cievv.33q.jedidiah@pyromania.mishnet>
Source record: 1994

On Fri, 10 Mar 2000 08:21:35 GMT, sinclap <sinclap@nospam.net> wrote:
>
>The proof is in the dog with mustard..
>
>http://www.apple.com/games/articles/2000/03/gdc/
>
>FYI:
>
>TombRaider I&II are $19.99 U.S. ea
>Quake II $19.99 U.S. ea
>Doom I&II $9.99 U.S. ea

These are also all ancient.

>
>So much for the pricing errors..

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5130. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-10 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8cifde.33q.jedidiah@pyromania.mishnet>
Source record: 1995

On Fri, 10 Mar 2000 13:30:08 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-9, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> This is likely a Win9x oriented anecdote. If you wish to
>> merely throw money at the issue, you can just pay a little
>> more for NT.
>
>Which is still crap. I could also tell a lot of horror stories
>on work wasted because NT is not quite 95-compatible and a lot
>of applications that advertise themselves as "95/98/NT" really
>are a crap on NT.

While I will certainly agree that when comparing against
VMS or Unix that NT is crap. However, compared to MacOS,
it just isn't so.

The existence of crap for a particular platform is hardly
a compelling argument. The state of software engineering
is non-existent in general. That's what REAL OSes are for,
to deal with the common crud without any major inconvenience.

>
>> Steve's PPCs just don't quite do it for me. If I'm going to
>> blow that kind of money on a system, I'd much rather get an
>> Alpha or mebbe even a Sparc.
>
>iMacs _are_ really cute user appliances. Nothing really feels
>like you are using a computer anymore. The size and combination
>of features is right too. What I really don't get is why they
>think they can get away with charging twice the price of an
>equivalently-equipped PC. Heck, even an Alpha-based machine can
>be built for about the same price as a meatball PC, nowadays.
[deletia]

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5131. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000146596154%sinclap@nospam.net>
Source record: 1901

In article <38C3C7EC.2C44@nospam.turkuai.fi>, Markku Ilmanen
<markku.ilmanen@nospam.turkuai.fi> wrote:

> sinclap wrote:
> >
> > In article <Pine.MNT.4.10.10002292025580.77-100000@rakas>, Martin-ï¿½ric
> > Racine <q-funk@funkyware.atari.org> wrote:
> >
> > > None are sold anymore because:
> >
> > Why not?
> >
> > > a) they don't need upgrading - it works, don't fix it.
> >
> > Typical response...What about further improvements. All poducts
> > have/need updating..Adobe has updated their apps with new features and
> > capabilities..
>
> MIDI doesn't need any updating...
> What are the new features of the Adobe MIDI software?

Adobe does not make midi apps..Apps like Photoshop, Pagemaker,
Illustartor and GoLive have been updated regularly..

I guest updating and regularly are foreign in the Atariworld..."Who
needs updated ST apps...?...that why I love the ST..."

> Markku

sinclap!

soon to be somewere in ca

5132. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000148573509%sinclap@nospam.net>
Source record: 1902

In article <dreibel-ED694C.10185706032000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <38C3C7EC.2C44@nospam.turkuai.fi>, Markku Ilmanen
> <markku.ilmanen@nospam.turkuai.fi> wrote:
>
> > sinclap wrote:
>
> > > Typical response...What about further improvements. All poducts
> > > have/need updating..Adobe has updated their apps with new features and
> > > capabilities..
> >
> > MIDI doesn't need any updating...
> > What are the new features of the Adobe MIDI software?
> >
> even funnier, since when has Adobe EVER PRODUCED MIDI software?
> They're known for DTP and graphics software products, NOT MIDI. And no
> shop here in Toronto or anywhere I've been has carried an Adobe MIDI
> product.

Adobe has never produced midi software...They have updated their flagship products to stay competitve....Why is Atari midi different?

> TiFKAS is obviously talking out another orifice when talking about
> MIDI, or about anything for that matter. But then again, that's what we
> can expect from a "poduct" expert.....

You need to re-read what I posted 'Chunk's...

sinclap!

soon to be somewere in ca

5133. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000155025504%sinclap@nospam.net>
Source record: 1903

In article <38C634A5.652F63E4@3rdkind.net>, Paul Flieshman
<Paul@3rdkind.net> wrote:

Markku
>
> I agree. I use MIDI every day..it's my job. Don't f**king insult my
> intelligence, TiFKAS; what on earth do you KNOW about MIDI? More to the
> point, how many
> musicians do you know who have sought out a Mac Plus for sequencing. Oh, and
> do you like Cubase VST for the Mac? There would be NO VST without the R&D
> steinberg did in releasing Cubase Audio Falcon (incidentally the first
> version of Cubase Audio). The only really essential, irreplaceable music
> platform on the mac
> is Pro Tools....and even that is going over to the PC.

So your happy that improvements for Atari midi is not needed? or just
saving face that no updates are comming due to the comatose platform?

> Lata!
> Paul ;-p
>
> www.3rdkind.net
>
> P.S. You guys should NEVER have dumped BeOS in favour of OS X.....it blows
> as hard as windows. Whether Be sink or swim, small, fats OS's with TRUE pre
> - emptive multithreaded multitasking and full multiprocessor support is the
> way of the future and the consumer is already making a small, marginal vote.
> Hell, you can buy

The Next Kernel is more mature than the BeOS.. And hate to burst the
bubble here...When Apple bought Next, they brought everyone else on
board from the company, like... SJobs, Avie, and Mitch Mandich. if
Apple went with BeOS, would there be an Apple today?

Suggest you beta OSX before you comment..

> Linux over here in PC world !

So? Here in the MacWorld too...your point is....

sinclap!

soon to be somewere in ca

5134. Re: TAF Meeting March 15th - Emulating ST on Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000201399374%sinclap@nospam.net>
Source record: 1904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <dreibel-A55C84.08184809032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> Itinerary for the March 15th. 2000 meeting of the Toronto Atari
> Federation....
>
> Are you the proud owner of an Apple iMac, PowerBook, iBook, G3/G4
> Tower or older PowerPC computer? Do you miss playing your old Atari ST
> games, or is there an application out there from your ST days that you
> just can't find a replacement for? Want to amaze your other Mac buddies?
> Have you wondered about what all this fuss is about emulating older
> platforms on newer machines?

I have a field PBG3, but don't own it..will that count?

> Well, tonight's meeting may have the answers to these and other
> questions you may have - for we'll be demonstrating the Atari ST
> emulator NoSTalgia. An amazing feat of programming, NoSTalgia allows you
> to run a wide variety of Atari software - including MIDI software - on
> your Macintosh. We'll also be touching on other Mac emulators, including
> MagiCMac.

Why would you need to do so? Pretty much got the apps covered..

> Yes, tonight will be an informative and fun night of demonstrations
> not only for Atari users, but for Mac users as well. Be sure to make
> time for this interesting seminar!

will refreshments be served?

>
>
> TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the
> month from Sept-June in the "Gold Room" of the North York Memorial Hall
> located in the lower or concourse level of the North York City Centre
> Library Building at 5110 Yonge Street (next to Mel Lastman Square) at
> Parkholme Avenue. Those coming by public transport can take the TTC
> Yonge Line north to North York Centre Station. $2 for non-members. Dues
> are $25 per year, and includes a subscription to the newsletter PHOENIX.
> Membership in TAF IS Atari support!

Video tape it and put on TAFT web site for later viewing..

> Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
> Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743

Still a Veep?

> TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
> TAF homepage - http://come.to/taf

BBS in 2000?

sinclap!

soone to be somewere in ca

5135. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000204309642%sinclap@nospam.net>
Source record: 1905

```
In article <slrn8ca9id.ll7.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Tue, 07 Mar 2000 06:38:14 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <slrn8c5bol.knv.jedidiah@localhost.localdomain>, JEDIDIAH
> ><jedidiah@dementia.mishnet> wrote:
> >
> >> On Sun, 05 Mar 2000 06:05:07 GMT, sinclap <sinclap@nospam.net> wrote:
> >> >In article <Pine.MNT.4.10.10003011840190.302-100000@rakas>, Martin-ï¿½ric
> >> >Racine <q-funk@funkyware.atari.org> wrote:
> >> >
> >> >> > what about MacAddict? They did a review of iCAB and they
> >> >> > loved it for the very reason many Mac users love it - better
> >> >> > HTML handling, no code bloat. They said they were amazed that
> >> >> > it did so much for what was little space requirements....
> >> >
> >> >And NS and IE are free and continously improved..
> >>
> >> They're still both crap.
> >>
> >> >
> >> >> iCab and Opera both proved that compact, efficient coding beats
> >> >> the crap out of commercial bloatware. Fat features do not ever
> >> >> require fat hardware, only efficient coding.
> >> >
> >> >Late to the game..
> >>
> >> So? The web is supposed to be based on open standards. Plus,
> >> many people still just don't have the bandwidth to deal with
> >> most of the extra fluff that wouldn't make the web an open
> >> standard.
> >>
> >> Plus, Opera runs so much faster than NS or IE once you do
> >> crank up the speed of the network it isn't even funny...
> >
> >Only in your mind!
>
> Spoken like a true janitor.

You would know from experience from sweeping up the Star Wars set...Did
Lucas drop banana peels ...?
>
> [deletia]
>
> Some of us here actually do technical work for a living (programming).
```

And so?

sinclap!

soon to be somewere in ca

5136. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000208092964%sinclap@nospam.net>
Source record: 1906

In article <slrn8cfkg4.udr.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Thu, 09 Mar 2000 22:02:49 +1300, Phil Walding <phil@digital-print.co.nz>
> wrote:
> >In article <dreibel-A1A74D.11064601032000@bigmomma.idirect.com>,
> >"Daniel L. Dreibelbis" <dreibel@idirect.com> wrote:
> >
> >> we already know from Milan GmBH's record so far that they were
> >> producing at capacity when they were selling 50 Milans a month, and that
> >> they were back-ordered.
> >
> >Wow!! That's really going to bring the software developers screaming
> >out of the woods.
> >
> >Love your Atari for what it was and is - and a Mac-killer it ain't!!!
>
> Apple doesn't really need any help doing that... killing the
> mac that is. They already price their more serious desktop
> PC's at about the same price as twice faster clocked brand name
> PC systems (GW2K, Compaq).

Remember, the G4's are equivelant to upto 2.9 times percent of the
Pentium clock speeds...Apple is selling lost of these boxes..

But the Hades is worse...Still using the ancient 68k stuff...So the
price performance is worse...in you book of course.

sinclap!

soon to be somewere in ca

5137. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000210331637%sinclap@nospam.net>
Source record: 1907

In article <dreibel-D9C3BE.19395209032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <phil-7F74D9.22024909032000@news.clear.net.nz>, Phil Walding
> <phil@digital-print.co.nz> wrote:
>
> > In article <dreibel-A1A74D.11064601032000@bigmomma.idirect.com>,
> > "Daniel L. Dreibelbis" <dreibel@idirect.com> wrote:
> >
> > > we already know from Milan GmBH's record so far that they were
> > > producing at capacity when they were selling 50 Milans a month, and
> > > that
> > > they were back-ordered.
> >
> > Wow!! That's really going to bring the software developers screaming
> > out of the woods.
>
> already has, m'boy - new Calamus announced for the Milan, a new
> Papyrus Office Suite, three new games, GFA Basic 3.6 has been
> re-released in Germany.

Anyone can announce but delivering is an issue..

> Small, but building.
> >
> > Love your Atari for what it was and is - and a Mac-killer it ain't!!!
>
> I use both at home - Mac for most of my day to day things, Falcon for
> MIDI and as a backup system when the Mac goes down (makes a great
> Internet system).
>
> Besides, my function here is to cancel out TiFKAS' signal-to-noise
> ratio - it's rather a fun activity, poking trolls with sticks until they
> squeak :)

From practise? Will you buy a Milan II?

sinclap!

soon to be somewere in ca

5138. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000214054337%sinclap@nospam.net>
Source record: 1908

In article <Pine.MNT.4.10.10003101324270.300-100000@rakas>, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-3-9, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
iMacs _are_ really cute user appliances. Nothing really feels
> like you are using a computer anymore. The size and combination
> of features is right too. What I really don't get is why they
> think they can get away with charging twice the price of an
> equivalently-equipped PC. Heck, even an Alpha-based machine can
> be built for about the same price as a meatball PC, nowadays.

Here in the states, the iMac's are priced to go...The market has determined the price and that is reflected in Apple's price share...which sinclap is still kicking himself for cashing most out at $55 to pay the rent...

Oh well..

sinclap!

soon to be somewere in ca

5139. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8cjv80.214.jedidiah@localhost.localdomain>
Source record: 1909

On Sat, 11 Mar 2000 07:54:03 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <38C634A5.652F63E4@3rdkind.net>, Paul Flieshman
><Paul@3rdkind.net> wrote:
[deletia]
>> P.S. You guys should NEVER have dumped BeOS in favour of OS X.....it blows
>> as hard as windows. Whether Be sink or swim, small, fats OS's with TRUE pre
>> - emptive multithreaded multitasking and full multiprocessor support is the
>> way of the future and the consumer is already making a small, marginal vote.
>> Hell, you can buy
>
>The Next Kernel is more mature than the BeOS.. And hate to burst the

Actually, mach is somewhat crufty and inefficient when compared
to BeOS. This can also be labeled 'mature'. It can also be
labeled as 'buying 10 year old tech' and recycling it.

While that might fly for free software, or even Microsoft,
Apple should be better than that. Otherwise, they have no
real point existing at all.

>bubble here...When Apple bought Next, they brought everyone else on
>board from the company, like... SJobs, Avie, and Mitch Mandich. if
>Apple went with BeOS, would there be an Apple today?

They would have had something resembling a modern OS 2 years
earlier. That much is certain.

[deletia]

--
|||
Resistance is not futile. / | \

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5140. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8cjusm.vt0.jedidiah@localhost.localdomain>
Source record: 1910

On Sat, 11 Mar 2000 07:47:57 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <dreibel-ED694C.10185706032000@bigmomma.idirect.com>, Daniel
>L. Dreibelbis <dreibel@idirect.com> wrote:
>
>> In article <38C3C7EC.2C44@nospam.turkuai.fi>, Markku Ilmanen
>> <markku.ilmanen@nospam.turkuai.fi> wrote:
>>
>> > sinclap wrote:
>>
>> > > Typical response...What about further improvements. All poducts
>> > > have/need updating..Adobe has updated their apps with new features and
>> > > capabilities..
>> >
>> > MIDI doesn't need any updating...
>> > What are the new features of the Adobe MIDI software?
>> >
>> even funnier, since when has Adobe EVER PRODUCED MIDI software?
>> They're known for DTP and graphics software products, NOT MIDI. And no
>> shop here in Toronto or anywhere I've been has carried an Adobe MIDI
>> product.
>
>Adobe has never produced midi software...They have updated their
>flagship products to stay competitve....Why is Atari midi different?

Sorry, but we're not impressed by Redmondian marketing rhertoric
here. If you can't articulate just what utility has been added
then you clearly have no clue. 'remaining competitive' is just
bad rhetoric for indulging in creeping featuritis for the sake
of marketing.

[deletia]

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5141. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8ck1dj.r0.jedidiah@localhost.localdomain>
Source record: 1911

On Sat, 11 Mar 2000 08:07:11 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8cfkg4.udr.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Thu, 09 Mar 2000 22:02:49 +1300, Phil Walding <phil@digital-print.co.nz>
>> wrote:
>> >In article <dreibel-A1A74D.11064601032000@bigmomma.idirect.com>,
>> >"Daniel L. Dreibelbis" <dreibel@idirect.com> wrote:
>> >
>> >> we already know from Milan GmBH's record so far that they were
>> >> producing at capacity when they were selling 50 Milans a month, and that
>> >> they were back-ordered.
>> >
>> >Wow!! That's really going to bring the software developers screaming
>> >out of the woods.
>> >
>> >Love your Atari for what it was and is - and a Mac-killer it ain't!!!
>>
>> Apple doesn't really need any help doing that... killing the
>> mac that is. They already price their more serious desktop
>> PC's at about the same price as twice faster clocked brand name
>> PC systems (GW2K, Compaq).
>
>Remember, the G4's are equivelant to upto 2.9 times percent of the
>Pentium clock speeds...Apple is selling lost of these boxes..

Why do you insist on repeating this fantasy? We've shown
you specmarks, application benchmarks and game benchmarks
that quite clearly show that G4 have about a 20% edge per
clock at best.

G4's can even cope up in photoshop is you exercise the
entire program and not the just bits that make Apple
look good.

>
>But the Hades is worse...Still using the ancient 68k stuff...So the
>price performance is worse...in you book of course.

[deletia]

The hades isn't a system built no Windows-esque bloatware
and featuritus.

--
|||

Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5142. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8ck17b.r0.jedidiah@localhost.localdomain>
Source record: 1912

```
On Sat, 11 Mar 2000 08:03:31 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8ca9id.ll7.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Tue, 07 Mar 2000 06:38:14 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <slrn8c5bol.knv.jedidiah@localhost.localdomain>, JEDIDIAH
>> ><jedidiah@dementia.mishnet> wrote:
>> >
>> >> On Sun, 05 Mar 2000 06:05:07 GMT, sinclap <sinclap@nospam.net> wrote:
>> >> >In article <Pine.MNT.4.10.10003011840190.302-100000@rakas>, Martin-ï¿½ric
>> >> >Racine <q-funk@funkyware.atari.org> wrote:
>> >> >
>> >> >> > what about MacAddict? They did a review of iCAB and they
>> >> >> > loved it for the very reason many Mac users love it - better
>> >> >> > HTML handling, no code bloat. They said they were amazed that
>> >> >> > it did so much for what was little space requirements....
>> >> >
>> >> >And NS and IE are free and continously improved..
>> >>
>> >> They're still both crap.
>> >>
>> >> >
>> >> >> iCab and Opera both proved that compact, efficient coding beats
>> >> >> the crap out of commercial bloatware. Fat features do not ever
>> >> >> require fat hardware, only efficient coding.
>> >> >
>> >> >Late to the game..
>> >>
>> >> So? The web is supposed to be based on open standards. Plus,
>> >> many people still just don't have the bandwidth to deal with
>> >> most of the extra fluff that wouldn't make the web an open
>> >> standard.
>> >>
>> >> Plus, Opera runs so much faster than NS or IE once you do
>> >> crank up the speed of the network it isn't even funny...
>> >
>> >Only in your mind!
>>
>> Spoken like a true janitor.
>
>You would know from experience from sweeping up the Star Wars set...Did
>Lucas drop banana peels ...?
>>
>> [deletia]
```

>>
>> Some of us here actually do technical work for a living (programming).
>
>And so?

Doing intranet database web scripting tends to show you
what the real performance DOGS are in terms of Web
browsers. 100BaseT eliminates all those inetbound
bottlenecks that actually make the Mosaic hellspawn look
considerably better than they really are.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5143. Re: TiFKAS' Humiliation, was Apple earn

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8ck1h9.r0.jedidiah@localhost.localdomain>
Source record: 1913

On Sat, 11 Mar 2000 08:13:07 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <Pine.MNT.4.10.10003101324270.300-100000@rakas>, Martin-ï¿½ric
>Racine <q-funk@funkyware.atari.org> wrote:
>
>> On 2000-3-9, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
> iMacs _are_ really cute user appliances. Nothing really feels
>> like you are using a computer anymore. The size and combination
>> of features is right too. What I really don't get is why they
>> think they can get away with charging twice the price of an
>> equivalently-equipped PC. Heck, even an Alpha-based machine can
>> be built for about the same price as a meatball PC, nowadays.
>
>Here in the states, the iMac's are priced to go...The market has

Not compared to other systems they aren't.

>determined the price and that is reflected in Apple's price
>share...which sinclap is still kicking himself for cashing most out at
>$55 to pay the rent...

However, the consumer is easy enough to fool. That IBM
trademark did wonders...

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5144. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <sDsy4.3678$bt3.10075@newsfeed.slurp.net>
Source record: 1914

On 6 Mar 2000 23:55:05 G, ANGIEF18 wrote:
>Latest Milan news, from the Magic Online web site:
>Milan News! (March 4)
>As earlier reported, the Milan II is scheduled to make it's first public
>appearance at the Silicium expo in France this weekend. Although not there yet,
>early details suggest that the Milan II will be there, but in modified form.
>The graphics card for example, is directly on the motherboard as opposed to
>PCI. This supports the theory that the main reason for the backed up release
>date was related to AGP support. The model to make an appearance will probably
>a 68060 @ a speedy 80mhz.

This is great, but it will take alot for me to switch from my Hades060.
The 80mhz speed is nice (compared to 60mhz on my Hades), but the more
important thing is software/hardware support. If things come out for
the Milan than isn't available for the hades, then I may switch.
Hardware support is a big thing with me (sound boards etc). I will just
watch and see what happens. In any case, I wish the Milan all the best
and hope it makes a killing....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5145. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003111817260.150-100000@rakas>
Source record: 1915

On 2000-3-11, Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> Edward S. Baiz Jr.
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem

DRRRRRRROOOOOL! ;-))

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5146. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <38CAA217.3C392B8D@calcna.ab.ca>
Source record: 1916

sinclap wrote:
>
> Well...the Amiga platform is more healthier than the ST one...Just as
> Newtek...

'More healthier' - really m'dear Sinclap !

The Canadian Curmudgeon (in cloudy, cool, damp, Calgary)

5147. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000131531553%sinclap@nospam.net>
Source record: 1996

> > Most all Apple Shareholders know the big print details..Hardly a peap
> > of discontent..
>
> hmm, TiFKAS can't even spell "peep"....
>
> ah, but it was the San Jose Mercury who disclosed that Apple fudged
> the report:
>
> Geez, give someone an aircraft or two and they never let you live it
> down. It's been a month and a half since Apple's Board of Directors
> presented Steve with the gift that keeps on giving-- a Gulfstream V
> jet-- and that teensy token of appreciation is still making headlines.
> If they had just tossed the guy a wad of cash instead, no one would have
> even blinked, but they asked themselves what they could get for the
> Steve that has everything, came up with a prezzie that's both practical
> and attractive, and suddenly the whole world's in a tizzy over Steve's
> new jet. C'mon, folks, it's not like they gave him an island, or a small
> country, or anything.

I have not seen any headlines in the last two weeks...

> Apparently the latest controversy concerning the Jobs jet involves
> Apple's classification of the $90 million it spent to buy the thing and
> soften Steve'stax blow. Apple listed that sizeable chunk of change as a
> "non-recurring expense." That sounds about right to us, unless the Board
> plans to add to Steve's personal air force every time a Macworld Expo
> rolls around; sure, that'd speed up Steve's plans for world domination,
> but frankly, we just don't see the Board frittering away Apple's cash on
> regular jet bonuses for the iCEO. The thing is, though, from an
> accounting standpoint, employee bonuses are typically classified as
> compensation-- a "recurring" event. So according to the San Jose
> Mercury News, the question on the lips of analysts everywhere is this:
> did Apple misclassify the jet in a deliberate attempt to beat the Street
> when the quarterly results were announced? If the jet had been listed as
> a recurring expense, Apple would have reported only an $88 million
> profit last quarter-- well below the analyst consensus. It's even
> possible that the Board allocated $90 million as a bonus for Steve and
> then went shopping for something to spend it on, with the express goal
> of being able to list that money as a non-recurring event.

Apple sold enough shares of ARM to pay for the aircraft. The financial
The Wall St types passed it with a clean bill of health..

> > > including their readers. Who are potential Apple customers.
> > >

> > According to MacWeek, the iBook SE is selling well. The market
> > determines the price..
>
> again, dodging the question.

No..the market does not agree with you..

>
> If MacAddict rated TiFKAS for his advocacy, he'd get their
> highly-covetted BLECH! rating....

ROFLMAO! So you read Mac Addict...why? What ever happened to web
sites like Ataricentral, atarinn and etc...that are updated daily. You
will need them if the Milan will ever be viable..

> >
> > > who also aren't pleased about the discovery that iBooks have
> > > self-destructing hard drive partitions.....
> >
> > In a few..Thats fixed in the new ones..
>
> now that is a lie and a half, TiFKAS. According to both Macintouch
> and Low End Mac, the defective iBooks are an epidemic, and Apple
> admitted that themselves - and as of yet, they have no solutions to the
> problems, even after several months. Macintouch is also now reporting
> that there are problems with the iBook cases cracking - even in the new
> iBook SEs.

The solution to the problem has been announced..You know were to go..

>
>
> Did the makers of the Milan fix
> > the high defective rate of that box or are they different?
>
> making a mountain out of a molehill, TiFKAS? Where is your evidence
> that there was a "highly defective rate" of faulty Milans? Even Matthias
> Jaap, the fellow whose article you took out if context, came out here
> and said you were giving out a load of horse hockey....

You di..

> >
> >
> > > oh, so you're ADMITTING you're an idiot? :)
> >
> > You were in denial like YAK..
>
> no, you are the one in denial, TiFKAS....

Just a game for me..

> > Are you sure? Did you check for accuracy?
>
> everyone - raise your hands and tell me if TiFKAS is an idiot, a
> liar, and a poseur....

Speaking of one who has a batting average of 100<

> >
> > > > And correct..What happened to the Falcon and Jagflop?
> > >
> > > enjoying a nice revival - seems there's been another announcement of
> > > another Falcon game - on CD-ROM!- yesterday. Three new games, a new
> > > office suite, two new Atari mags announced in the last two weeks.
> >
> > I don't recal the announcement...
>
> they were all posted here - keeping the blinders on, TiFKAS? Oh yeah,
> anyone who can't even spell "recall" probably has a short attention
> span....

Were these long overdue announcements of games that should of been
released last year?

> > > Jaguar - five new games in three weeks. Another nice revival.
> >
> > Can you buy a new Jag?
>
> can you buy a new Pippin? IIRC, an even bigger flop than the Jaguar.
> And where are the new Pippin games, and why couldn't we buy a Pippin
> here in NA?

While Apple has been cranking and delivering the four quandrant of
their line...nice try...Pippin was a product that did not affect sales
and balance sheet. Was not a one product company like the jagflop was
to Atari..

sinclap!

soon to be somewere in ca

5148. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000135274395%sinclap@nospam.net>
Source record: 1997

In article <dreibel-D93A5A.21301007032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <070320000025413690%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
>
> > > In other Milan news, the DDP translation team is helping translate the
> > > bundled
> > > Milan Software in preparation of the North American release. Expect to
> > > be able
> > > to pick up an American Milan II from your favorite computer shop near
> > > the
> > > beginning of summer.
> >
> > Chunk's has some explaining to do..He claimed that the Milan II would
> > be avilable in the states this month. Does the company know that Apple
> > may have moved onto other models this summer? Lets see, the iMac may
> > see several revisions just when the Milan sees the light of day on this
> > side of the Atalantic..
>
> how can "Chunks" make that claim, when it has been proven, over and
> over, that your imaginary friend "Chunks" doesn't exist?

Hi Daniel 'chunk's' Dreibelbis...

> And since when did anyone claim that the Milan will be available in
> NA this month? Again, TiFKAS twisting the truth.

You said it would be available this month...Will you buy one?

> Of course, using TIFKAS' own yardsticks, Steve "arrogant bonehead"
> Jobs should have made sure the 500 MHz G4 towers were ready for shipping
> before he opened his big yap about shipping them "in a few weeks" on
> August 31st, 1999 - Feb 2000 is NOT "a few weeks"...

Dodging it ..

sinclap!

soon to be somewere in ca

5149. Re: New Milan II developments! 500 MHz G4 STILL Vapour!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000139208415%sinclap@nospam.net>
Source record: 1998

In article <phil-41239A.22293509032000@news.clear.net.nz>, Phil Walding
<phil@digital-print.co.nz> wrote:

> In article <Pine.MNT.4.10.10002251528480.333-100000@rakas>, Martin-Eric
> Racine <q-funk@funkyware.atari.org> wrote:
>
> > They specifically required that Apple always installs Explorer by
> > default. iMacs are delivered with Explorer, not Netscape.
>
> They did ?? Hell, who put Netscape and Explorer on mine then ???

Netscape is included in all macs shipping. Just look in the internet
folder.

sinclap!

soon to be somewere in ca

5150. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000140413326%sinclap@nospam.net>
Source record: 1999

In article <2ahw4.21$9c5.2777@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> sinclap <sinclap@nospam.net> wrote in message
> news:040320001507442527%sinclap@nospam.net...
> > In article <1C9v4.128$0r4.6999@nsw.nnrp.telstra.net>, Clockmeister
> > <gerryvdb@tnet.com.au> wrote:
> >
> > > sinclap <sinclap@nospam.net> wrote in message
> > > news:290220001126288925%sinclap@nospam.net...
> > > > In article <sOTs4.149$fW2.9203@nsw.nnrp.telstra.net>, Clockmeister
> > > > <gerryvdb@tnet.com.au> wrote:
> > > >
> > > > >
> > > > > You sound like a broken record.
> > > > >
> > > > > Ah well, as long as you're here I guess you're not out flogging
> iMacs to
> > > > > clueless newbies.
> > > >
> > > > iMac's are great for newbies..
> > > >
> > >
> > > Yes, a great entry level computer before they upgrade to a PC.
> > >
> > > (With a realistic price/performance ratio, faster and larger storage
> devices
> > > and decent 3d performance, and a huge software library most of which is
> > > available at a local outlet, no matter where you live).
> >
> > Yep..at CompUSA with four locations in the Twin Cities..
> >
>
> Are you going to pay my airfare every time I want to check out some titles?.

And I own a bank? Why not point your browser to compusa.com

sinclap!

soon to be somewere in ca

5151. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-11 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <110320000142118765%sinclap@nospam.net>
Source record: 2000

In article <phil-C49AD5.21534009032000@news.clear.net.nz>, Phil Walding
<phil@digital-print.co.nz> wrote:

> In article <230220000122526159%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > > . > A combined Atari/Amiga exposition is planned in Hennef (Germany,
> > > near
> > > > Bonn) in
> > > > April/May. Date not yet fixed. Not only the Milan II will be present
> > > > (also on the
> > > > Cebit in Feb) but also "an Amiga of the new generation".It will be a
> > > > "comeback
> > > > event", thousands of visitors expected.
> > >
> > > I'm all for this Amiga/Atari de-facto arrangement. It can only benefit
> > > both
> > > platforms.
>
> Holy cow ... sounds like night of the living dead !!!
>
> You see these poor Amiga diehards bumping around on the web, sermonizing
> about how the Amiga will inherit the earth. I though Atari owners had
> more self respect and smarts to get bogged down in that dream.

Well...the Amiga platform is more healthier than the ST one...Just as
Newtek...

sinclap!

soon to be somewere in ca

5152. An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-12 00:00:00 UTC
From: Erik Karsies <ekarsies@hetnet.nl>
Message-ID: <38CAD403.954C65C@hetnet.nl>
Source record: 1917

Hi People,

Good there are still some real atari fans, but I don't understand the fuzz about the Milan. Why the hell buy a 68040/60 machine nowadays? (Okay has some sentimental value) But for the ordinary user ???
Oh it got USB wow , my 3 years old pentium 200 mmx has it too . The rest of the hardware I can plug in my PC with ease. I bet it won't cost me more money.
The reason I bought a Atari ST in 1990 was its price/power perfomance (It was half the price of the cheapest Mac or PC!) And I think it was a very good buy , and I've been using a upgraded version of it till last summer. But then I bought a 486 for about $75. With a little upgrading and an other motherboard from sister I now have a computer which I can get new released software for.
This a luxury I've not had for more than 5 years. OK the PC isn't perfect , but is a releave not having to spend hours in setting up your internet account and being able the buy games far better than ever produced for the Atari in the store next door.
The only thing why I kept my Atari for that a long time was I that I lot of knowledge about the thing and thus I liked programming on it and the challenge getting something reasonable out of it. But rationally they lost battle with the Falcon. This was (ok some features were unique but not necessary) the first computer from Atari which hadn't a better price/perfomance ratio than the PC. (Except for some musicians , because of the robustness and the standard MIDI ports)
I know a probably I get a reaction like this Atari computer has this feature or another has this feature. But the overall score is that an not already Atari user would be crazy to buy something like a Milan. And everybody knows there are not a lot Atari users anymore.

Greetings
Erik Karsies

Still owner, but not user of an Atari 800 XL, VC2600 and 1040STfm

And owner and user of a pentium 200mmx ;)

5153. Re: Chunk's causes two outs in first with fly ball!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-12 00:00:00 UTC
From: Steve Hammond <tthammond@earthlink.net>
Message-ID: <38CADD2F.15FCAD1E@earthlink.net>
Source record: 1918

sinclap wrote:

> The proof is in the dog with mustard..
>
> http://www.apple.com/games/articles/2000/03/gdc/
>
> FYI:
>
> TombRaider I&II are $19.99 U.S. ea
> Quake II $19.99 U.S. ea
> Doom I&II $9.99 U.S. ea
>
> So much for the pricing errors..
>
> sinclap!
>
> soon to be somewere in CA

Go to www.cnet.com and do a search under games and then sort by price.The first thing that you will notice is that PC games outnumber Mac games by at least a factor of 5 to 1. It might be as high as 10:1 in favor of the PC. Secondly, with a few exceptions, the price of the same Mac game compared to its PC counterpart is anywhere from 25% to 100% higher. Quoting prices for old games being sold as close outs makes one wonder about the soundness of the old "wetware".

As for "soon to be somewere in CA" - I don't think so. We have already got your photo on every milk carton in the state :)

Steve Hammond

5154. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-12 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-BFC070.19192511032000@bigmomma.idirect.com>
Source record: 1919

In article <110320000131531553%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

>
> > > > including their readers. Who are potential Apple customers.
> > >
> > > According to MacWeek, the iBook SE is selling well. The market
> > > determines the price..
> >
> > again, dodging the question.
>
> No..the market does not agree with you..

no, dodging the question. If the MacAddict readers don't like what
they see, it means that Apple has failed....
>
> >
> > If MacAddict rated TiFKAS for his advocacy, he'd get their
> > highly-covetted BLECH! rating....
>
> ROFLMAO! So you read Mac Addict...why?

1) because I own a Mac.

2) because they give highly accurate, fun-to-read reviews.

3) because I know I can trust them for no-BS views of Apple without
having any of them lick Apple's boots, unlike a certain troll with no
life who claims to be an "Apple Power Rep".

What ever happened to web
> sites like Ataricentral, atarinn and etc...that are updated daily. You
> will need them if the Milan will ever be viable..

still read them, TiFKAS. Milan is still viable....
>
> > >
> > > who also aren't pleased about the discovery that iBooks have
> > > self-destructing hard drive partitions.....
> > >
> > > In a few..Thats fixed in the new ones..
> >
> > now that is a lie and a half, TiFKAS. According to both Macintouch
> > and Low End Mac, the defective iBooks are an epidemic, and Apple
> > admitted that themselves - and as of yet, they have no solutions to the
> > problems, even after several months. Macintouch is also now reporting

> > that there are problems with the iBook cases cracking - even in the new
> > iBook SEs.
>
> The solution to the problem has been announced..You know were to go..

there still is no solution, TiFKAS - they have an idea of what the
problem is, but the software to fix it isn't out yet. Besides, I
wouldn't be crowing too much about this, Apple sat with their thumb in
their ass for months before consumer pressure finally forced them to
admit there was a problem, and you denied there was a problem.

Ohm, yeah, and how have they solved the cracking iBook SE problem,
which is proving to be a similar fiasco. Maybe they should rename it
iEdsel....

BTW, it's spelled "where".....
>
> >
> >
> > Did the makers of the Milan fix
> > > the high defective rate of that box or are they different?
> >
> > making a mountain out of a molehill, TiFKAS? Where is your evidence
> > that there was a "highly defective rate" of faulty Milans? Even
> > Matthias
> > Jaap, the fellow whose article you took out if context, came out here
> > and said you were giving out a load of horse hockey....
>
> You di..

again, where is the evidence, TiFKAS?

> > no, you are the one in denial, TiFKAS....
>
> Just a game for me..

a game which you keep losing with every post.
>
> > > Are you sure? Did you check for accuracy?
> >
> > everyone - raise your hands and tell me if TiFKAS is an idiot, a
> > liar, and a poseur....
>
> Speaking of one who has a batting average of 100<

yeah - YOU.

> > they were all posted here - keeping the blinders on, TiFKAS? Oh
> > yeah,
> > anyone who can't even spell "recall" probably has a short attention
> > span....
>
> Were these long overdue announcements of games that should of been

> released last year?

no, just-released announcements of products to be made available THIS
year. Speaking of which, where's Oni? Where's Half-Life and Pharoah for
the Mac ? :)
>
> > > > Jaguar - five new games in three weeks. Another nice revival.
> > > >
> > > Can you buy a new Jag?
> >
> > can you buy a new Pippin? IIRC, an even bigger flop than the Jaguar.
> > And where are the new Pippin games, and why couldn't we buy a Pippin
> > here in NA?
>
> While Apple has been cranking and delivering the four quandrant of
> their line...nice try...Pippin was a product that did not affect sales
> and balance sheet.

Again, TiFKAS dodges the issue. The Pippin was a major embarassing
flop for Apple, to the point that they never released it here in NA. And
an even bigger flop than the Jaguar....

5155. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-12 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-3548C1.19275611032000@bigmomma.idirect.com>
Source record: 1920

In article <110320000135274395%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-D93A5A.21301007032000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:

> >
> > how can "Chunks" make that claim, when it has been proven, over and
> > over, that your imaginary friend "Chunks" doesn't exist?
>
> Hi Daniel 'chunk's' Dreibelbis...

you mispelled Peter "Chunks" Sinclair. Due to the fat still clogging
your head, which leads to lack of oxygen, causing you to hallucinate....

Now why do you persist in thsi strange image of me?
>
> > And since when did anyone claim that the Milan will be available in
> > NA this month? Again, TiFKAS twisting the truth.
>
> You said it would be available this month...Will you buy one?

But did I say it would be available in North America this month? As
usual, TiFKAS is twisting what other people say....
>
> > Of course, using TIFKAS' own yardsticks, Steve "arrogant bonehead"
> > Jobs should have made sure the 500 MHz G4 towers were ready for
> > shipping
> > before he opened his big yap about shipping them "in a few weeks" on
> > August 31st, 1999 - Feb 2000 is NOT "a few weeks"...
>
> Dodging it ..

nope, TiFKAS is the one "dodging it" Unfortunately, it keeps tracking
him and beaning him, breaking his brain.

Products can be delayed for very good reasons, and one reason for the
Milan delay may well be some improvements they may make to it.

Jobs was irresponsible for making promises on delivery that he
couldn't keep, and now he's reaping all sorts of criticism for it. And
in the meantime, thanks to lost opportunity, the AMD juggernaut is now
making people who were thinking about going to the already-old G4
architecture to "think different".....

5156. Re: TAF Meeting March 15th - Emulating ST on Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-12 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-6C3ED0.19382011032000@bigmomma.idirect.com>
Source record: 1921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <110320000201399374%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <dreibel-A55C84.08184809032000@bigmomma.idirect.com>, Daniel
> L. Dreibelbis <dreibel@idirect.com> wrote:
>

>
> > Well, tonight's meeting may have the answers to these and other
> > questions you may have - for we'll be demonstrating the Atari ST
> > emulator NoSTalgia. An amazing feat of programming, NoSTalgia allows
> > you
> > to run a wide variety of Atari software - including MIDI software - on
> > your Macintosh. We'll also be touching on other Mac emulators,
> > including
> > MagiCMac.
>
> Why would you need to do so? Pretty much got the apps covered..

oh? Edith has its adherents and it runs rings around most Mac text
processors. So does Pagestream and Calamus SL. And tell me, when were
games like Llamatron and Revenge of the Mutant Camels ported to Mac?

>
> > Yes, tonight will be an informative and fun night of demonstrations
> > not only for Atari users, but for Mac users as well. Be sure to make
> > time for this interesting seminar!
>
> will refreshments be served?

if TiFKAS shows up, we'll set up a concession stand where TAF members
and guests can purchase rotten tomatoes to throw at him, so we can see
if he's as good at dodging produce as he is at avoiding answering tough
questions in advocacy. All proceeds will go to charity, of course....

Also of course, TiFKAS will have to be able to get over the border to
attend, which we doubt he'll be able too, Ontario's anti-rabies patrol
are pretty strict....

>
> Video tape it and put on TAFT web site for later viewing..

not a bad idea, TiFKAS. We'll have to ask the maintainer of the web
site to see if he has the room....

HMMM, TiFKAS can't even spell acronyms right....

>
> > Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
> > Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
>
> Still a Veep?

still a loser with no life who pretends to be an "Apple Power Rep"?

Since you're the only one who crticises me for just being a "veep"
(which many others find cool), it's not a concern of mine what you
think....

5157. Re: TAF Meeting March 15th - Emulating ST on Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-12 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <dreibel-47022B.19442711032000@bigmomma.idirect.com>
Source record: 1922

On 11 Mar 2000 08:00:40 , the sinclap Random String Generator
spurted a load of puerile nonsense putting down those nice guys
at the Toronto Atari Federation. If the sinclap RSG were a person,
it would be a very sad one with no friends and more spare time
than brain cells. Luckily, sinclap is only a piece of software,
so we can safely ignore (or laugh hysterically at - your choice)
all the junk that comes from it.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, mains-filtered,
3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200, Yamaha CRW4416

5158. Re: TAF Meeting March 15th - Emulating ST on Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-12 00:00:00 UTC
From: Phil Walding <phil@digital-print.co.nz>
Message-ID: <phil-708E70.20041012032000@news.clear.net.nz>
Source record: 1923
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.mac.advocacy

> oh? Edith has its adherents and it runs rings around most Mac text
> processors. So does Pagestream and Calamus SL. And tell me, when were
> games like Llamatron and Revenge of the Mutant Camels ported to Mac?

Sorry ??? Pagestream and Calamus SL run rings around what ?

Pagestream 2.2b (Atari) is a great little piece of software, but a Mac
applications killer it ain't. I seem to recall in a discussion thread
one time Deron saying something about "He couldn't believe he produced
software like that" in a negative vein. I thought that was a bit harsh
if that's what he meant, but Pagestream (Mac) is a huge advance over
Pagestream 2.2.

--
Phil Walding
Christchurch, New Zealand
email:phil@digital-print.co.nz

5159. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-12 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613266018-19728AEicMi@bfree.on.ca>
Source record: 1924

From: Erik Karsies <ekarsies@hetnet.nl>
Date: Sun, 12 Mar 2000 00:17:23 +0100
Subject: An User Formerly known as Atari-junk

>Hi People, Good there are still some real atari fans, but I don't
>understand the fuzz about the Milan. Why the hell buy a 68040/60
>machine nowadays?

Because it is a viable upgrade for those who still want to use the Atari TOS platform. Similar to those using Hades/Medusa CLab Falcons and Mac or PC emulators in order to get faster Ataris.

>(Okay has some sentimental value) But for the ordinary user ??? Oh it
>got USB wow , my 3 years old pentium 200 mmx has it too .

And you 3 year old Pentium is probably due to be tossed soon. As I have started to see my many games requiring more than 200mhz regardless of the 3d board. So like a 1040ST user you will probably upgrade to a higher spec PC in the next year or two.

>The rest of the hardware I can plug in my PC with ease. I bet it won't
>cost me more money.

Really??? Regardless, USB opens up opportunities for low cost peripherals for Atari computers. I am not a fan of USB. It is slower and inferior. But it is cheaper to produce devices for. Not necessarily better, but more mainstream toward the ordinary user.

>The reason I bought a Atari ST in 1990 was its price/power perfomance
>(It was half the price of the cheapest Mac or PC!) And I think it was a
>very good buy , and I've been using a upgraded version of it till last
>summer.

Fact is in 1990 the ST was already 5 years old, and in many respects obsolete compared to all other platforms with regard to speed and graphics. That doesn't detract from the power of the Atari, just an observation. Thus you buying a 5 year old computer that is long of tooth then and getting another 8 years from it is more proof in its performance than a spec sheet.

Therefore, even though one could argue that in 1990 the Atari ST clearly wasn't a good buy, the fact that you used one for so long proves that it was a good buy. I use my 520ST to this day.

>But then I bought a 486 for about $75. With a little upgrading and an
>other motherboard from sister I now have a computer which I can get new
>released software for.

Well, you can get new released software for the Atari today. Their isn't as much as is available for the PC and there never, ever, has been. There wasn't in 1990, 1985 or 2000, but that didn't stop the Obsolete low cost, limited software ST from being a good purchase in 1990 for you then.

I don't know what new software is available for the 486. Windows 2000? Certainly their is older software, or you can join the Linux ranks.
I don't know of any new commercial games out for the 486.

But generally, no, a 486 doesn't run new software and a P200 is running out of steam because of the bloatware.

However, a computer value is based on what you the user gets out of the computer. Therefore it is not necessarily based on new devices, software or games if you are able to use the older software to its maximum potential.

Problem is much PC software isn't optimised, unlike software that is developed for the Atari (including the Milan).

> This a luxury I've not had for more than 5 years. OK the PC isn't
>perfect , but is a releave not having to spend hours in setting up your
>internet account

IConnect takes about as much time as typing in your name and password and Email address and pop server.

Setting up STing requires you to set up the .cpx files in the cpx folder and editing a .inf file stating where the STING STX files are located such as

D:\INTERNET\STING\

PAP/PPP is as simple as typing in name and password.

Those using older PCs and earlier versions of IE and Netscape are no longer being supported by Large IP providers anylonger. Therefore you will have to know as much about setting up the earlier versions of IE or Net as you do STING and ICONNECT or MINTNET as the CDs and tech support will no longer be useful to users with slower computers and low ram. Some IP providers only provide support for one or the other.

>and being able the buy games far better than ever produced for the Atari
in the store next door.

Always debateable. Considering that the craze in late 80s and 90s was TETRIS, hardly demanding, games are not driven by 3D accerators alone. As their are thousands of ST games I have never played, I figure the same would be true of PC games only 100s of thousands. A good game is a good game. I have my favourites on the Atari and clearly someone like them enough to want ot run them on emulators. Can't be that bad.
Atari stores where never prominant compared to PC stores. By 1990 here in Canada virtually 80% of Atari Stores where long gone, and there weren't many to begin with. So comparing the # of stores and games has been the same as always regardless of whether it be an ST/Falcon or Milan.

Games are very hardware demanding, thus games are what are obsoleting your PC. And new games don't work on your 486.

A good game on a 486 and ST is D-Day made in 1992. Not much difference between the games other than the PC works in a higher res, but the RGB on the ST produces sharper colour. (THink of BattleCHess on Amiga/ST vs PC).

Game requirements.

Atari ST 1Meg of Ram

Amiga 1 Meg of Ram

Starting the Game: insert disk and switch on computer.

DONE

Now for the PC.
---

1) Start PC using DOS (Most PC runs Windows)

Note: if the message "not enough memory" is displayed on the screen after

starting DDAY it is due to a shortage of memory.

To know how much memory you have typ MEM CHKDSK then Enter

A) You can free up some memory by modifying the AUTO EXEC.BAT and CONFIG.SYS files. Read your DOS DOCUMENTATION .

B) Reduce the # of FILES and BUFFERS in the CONFIG.SYS file

-Put in text string the resident programs that use memory such as: DOSKEY, SMARTDRIVE, SHARE, SETVER....etc.... (etc... is straight from the

manual)

-if you have DOS 5.0 or later , check that resident programs are loaded into high memory LH and DH.

2) Create a boot disk: Insert blank disk in drive A. Format the disk by typing format A/S then ENTER.

Simply switch on the computer again with this disk in drive A and wait for the machine to boot. You should have enough memory.

INSERT the DDAY DISK 1 in Drive A

Type DDAY

(We strongly advise you to install DDAY on your HD.)

Type INSTALL C:

The computer will make a directory called DDAY

To start the game from Hard Disk, just go in the DDAY file by typing CD DDAY then type DDAY

or

TWO Options for loading on your PC

DDAY J Cancel the reading of the joystick: on some PCs without JoyStick the space and memory is used for other purpose. THe program looses a lot of time reading wrong data, whcih results in slowing down the game and provoking in opportune "clicks"

DDAY L If the game is to slow on your PC.

You can combine these two options by typing DDAY JL

Other problems on PC.

The rapidity of the mouse can be adjusted with DOS. If you have changed the standard parameter for drawing software for example, don't forget that some problems may occur (SUCH AS EXCESSIVE SLOWNESS), go back to regular parameters.

Prepare a blank disk to save the current game

We prefer to save data on disk rather than on the HARD DISK to reduce the

number of accessess to your PC.

Just after you have started the game, the program asks you what type of graphics card you use. If your VGA screen displays 16 colours or if your machine is too slow, you should choose VGA by pressing the F3 key. (For EGA type screens select EGA). To know what type of video card your PC has, read the video card manual, and if worse comes to worst, try all the

different options starting from EGA!

Then indicate the sound card by pressing corresponding key.

We advise you to use the mouse on the PC (compulsory on ST and AMIGA), but it is possible to play using the keyboard. The curser is controlled by arrow keys, the left button SPACEBAR andthe Right Button RETURN.

(THeres more but I am done typing)

In a nutshell, ST users are running a game on the ST by putting a disk in the computer. Load and go. No trouble with graphics or speed. Same for Amiga Users.

If a PC user can Play this game on their 486, then the same PC former ST user should have NO TROUBLE installing internet software on an ST.

Follow the instructions and you will arrive at your destination.

> The only thing why I kept my Atari for that a long time was I that I lot of knowledge about the thing and thus I liked programming on it and the challenge getting something reasonable out of it.

I think that is true for many ST users.

>But rationally they lost battle with the Falcon. This was (ok some features were unique but not necessary) the first computer from Atari which hadn't a better price/perfomance ratio than the PC.

This too could be argued. Fact is you have stated essentially that an ST is a better purchase than a 386 PC with SVGA and HD and CD, as you purchased an ST in 1990. ST of similar stature would exceed in terms of cost the PC described. And the ST would not receive a similar graphic potential of a PC.

Don't get me wrong, I know ST graphic capabilities and limitations. Same for PCs of this era.

As I have picked up a second hand Falcon after the fact, I can quite easily tell you that the price and performance of the Falcon would not have been the major Obstacle. It is a computer that was clearly ahead of its time, and a PC of that era cannot match it in terms of performance.

I believe you make this statement not based on using a Falcon. But based on Ataris abandonment of the Bird in order to promote four legged land based machines.

What I am saying here, is that you are wrong to assume that the power to price comparision is any different to the ST power to price comparision VS a current PC of the Era. The Falcon is a great machine. If one has owned an Falcon from new and now purchases hardware upgrades, they come in a league that a 486 could never ever attain. There are too many limitations in the Hardware and the OS that cripple a perfectly good and powerful chip.

As you have programmed and ST, you must know the problems encountered when programming on PCs of this era.

Now find a used Falcon for $75. Pretty much impossible. However, I can find used P75s and 150s for free here. All this tells me is that my old crappy Ataris have more value upon resale in a marginal market. But my more current/powerful/ yet more obsolete PC has no value. And a 486 would be far below these specs of the P75 and P150.

>(Except for some musicians , because of the robustness and the standard
> MIDI ports)
> I know a probably I get a reaction like this Atari computer has this
>feature or another has this feature. But the overall score is that an
>not already Atari user would be crazy to buy something like a Milan. And
>everybody knows there are not a lot Atari users anymore.

Yes, Erik, I would have to agree with you about both of these statements.

But the Milan provides a Stepping stone and path of development and growth for the ST/TOS line. There is no reason to believe that the Development will not continue. Now as a 1040ST is no longer the power users machine, a Milan is a viable upgrade. As is a Falcon Or TT. However the Milan does allow for access to USB.

However, none of this takes away from the fact that you can use your ST to this day and use the new software that is being developed. I really don't believe that this is the case for a 386 of that era nor a 486.

Of course in the public domain all formats and all computers make model year are supported, as each platform has their enthusiasts.

Regardless, you are correct. A PC/MAC or former Amiga user would not consider an Atari Clone as an Alternative. However this was the case when the Atari was a State of the Art machine with High Quality software. Nothing has changed with regard to purchasing an Atari.

A Calamus Users, will definitely benefit from the Milan. I think it is a better alternative than running MAGIC PC and Calamus. A PC version of Calamus will never arrive now, as the project was shelved, and I must figure it became a total failure, in attempting to do the port.

I myself am an Atari User, and I am looking forward to the Milan, as well as each new software release for my ST in the year 2000.

But simply because I find a PC boring. Not incapable, which is how I perceived a PC in 1985, when I purchased my ST.

>
>Greetings
>Erik Karsies
>
>Still owner, but not user of an Atari 800 XL, VC2600 and 1040STfm And owner and user of a pentium 200mmx ;)

As long as you want to keep up with computing, your 200mmx will be sitting with the 1040STfm and a 850MHZ or more will be what you are using. Technology waits for no one.

Later Brian.

5160. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-14 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <14032000000808097459%sinclap@nospam.net>
Source record: 1925

In article <dreibel-3548C1.19275611032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <110320000135274395%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <dreibel-D93A5A.21301007032000@bigmomma.idirect.com>, Daniel
> > L. Dreibelbis <dreibel@idirect.com> wrote:
>
> > >
> > > how can "Chunks" make that claim, when it has been proven, over and
> > > over, that your imaginary friend "Chunks" doesn't exist?
> >
> > Hi Daniel 'chunk's' Dreibelbis...
>
> you mispelled Peter "Chunks" Sinclair. Due to the fat still clogging
> your head, which leads to lack of oxygen, causing you to hallucinate....

Nope...your the one and only..

>
> Now why do you persist in thsi strange image of me?

Because you stated that you are chunky...your word..

> > > And since when did anyone claim that the Milan will be available in
> > > NA this month? Again, TiFKAS twisting the truth.
> >
> > You said it would be available this month...Will you buy one?
>
> But did I say it would be available in North America this month? As
> usual, TiFKAS is twisting what other people say....

You stated that the Milan can be purchased...Sounds like Jack T's
business as usual...

> > > Of course, using TIFKAS' own yardsticks, Steve "arrogant bonehead"
> > > Jobs should have made sure the 500 MHz G4 towers were ready for
> > > shipping
> > > before he opened his big yap about shipping them "in a few weeks" on
> > > August 31st, 1999 - Feb 2000 is NOT "a few weeks"...
> >
> > Dodging it ..
>
> nope, TiFKAS is the one "dodging it" Unfortunately, it keeps tracking
> him and beaning him, breaking his brain.

I don't follow..

> Products can be delayed for very good reasons, and one reason for the
> Milan delay may well be some improvements they may make to it.

After your hissy piss and jumping up and down...you asserted that the
Milan would be available..

Plus the product life cycle has run out....Other firms have moved on to
the next new series..

> Jobs was irresponsible for making promises on delivery that he
> couldn't keep, and now he's reaping all sorts of criticism for it. And
> in the meantime, thanks to lost opportunity, the AMD juggernaut is now
> making people who were thinking about going to the already-old G4
> architecture to "think different".....

I don't recall any criticism of the changing G4 model plan lately..

sinclap!

somewere in calif

5161. Re: Battlesphere Released! TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-14 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <140320000018093516%sinclap@nospam.net>
Source record: 1926

In article <dreibel-BFC070.19192511032000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

>
> > No..the market does not agree with you..
>
> no, dodging the question. If the MacAddict readers don't like what
> they see, it means that Apple has failed....

Failed in what way?

> > >
> > > If MacAddict rated TiFKAS for his advocacy, he'd get their
> > > highly-covetted BLECH! rating....
> >
> > ROFLMAO! So you read Mac Addict...why?
>
> 1) because I own a Mac.

Not a Milan II that you constantly promote ast the next big thing since
Clinton was elected...

> 2) because they give highly accurate, fun-to-read reviews.

Yep..But the iBook SE may sell well..

> 3) because I know I can trust them for no-BS views of Apple without
> having any of them lick Apple's boots, unlike a certain troll with no
> life who claims to be an "Apple Power Rep".

I don't claim to be anything I am not...You? Claiming to be a hardware
salesman or stocker?

>
>
> What ever happened to web
> > sites like Ataricentral, atarinn and etc...that are updated daily. You
> > will need them if the Milan will ever be viable..
>
> still read them, TiFKAS. Milan is still viable....

What are the sales forcast for the Milan?

>> >
> > The solution to the problem has been announced..You know were to go..
>
> there still is no solution, TiFKAS - they have an idea of what the
> problem is, but the software to fix it isn't out yet. Besides, I

> wouldn't be crowing too much about this, Apple sat with their thumb in
> their ass for months before consumer pressure finally forced them to
> admit there was a problem, and you denied there was a problem.

They were looking into it as well as a fix..They will comment when
needed..

> Ohm, yeah, and how have they solved the cracking iBook SE problem,
> which is proving to be a similar fiasco. Maybe they should rename it
> iEdsel....

What cracking issues...Have not seen press reports...

> BTW, it's spelled "where".....

So were?

>
> again, where is the evidence, TiFKAS?

comp.sys.atari.st

> > Just a game for me..
>
> a game which you keep losing with every post.

Lets see...the jag flopped, the lynx went no were, the Falcon was the
last Atari cpu...etc..

> >
> > Speaking of one who has a batting average of 100<
>
> yeah - YOU.

Nope...just you...

> >
> > Were these long overdue announcements of games that should of been
> > released last year?
>
> no, just-released announcements of products to be made available THIS
> year. Speaking of which, where's Oni? Where's Half-Life and Pharoah for
> the Mac ? :)

Sounds like scraping the crumbs up..

> > While Apple has been cranking and delivering the four quandrant of
> > their line...nice try...Pippin was a product that did not affect sales
> > and balance sheet.
>
> Again, TiFKAS dodges the issue. The Pippin was a major embarassing
> flop for Apple, to the point that they never released it here in NA. And
> an even bigger flop than the Jaguar...

He he he...I will throw that one to you...But is not saying much....

sinclap!

somewere in calif

5162. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-14 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <140320000024507684%sinclap@nospam.net>
Source record: 1927

In article <38CAA217.3C392B8D@calcna.ab.ca>, VE6HY
<besmith@calcna.ab.ca> wrote:

> sinclap wrote:
> >
> > Well...the Amiga platform is more healthier than the ST one...Just as
> > Newtek...
> >
> 'More healthier' - really m'dear Sinclap !

Have you looked at the latest Amiga Format?

> The Canadian Curmudgeon (in cloudy, cool, damp, Calgary)

sinclap!

somewere in calif

5163. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-14 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <140320000027277184%sinclap@nospam.net>
Source record: 1928

In article <slrn8cjv80.214.jedidiah@localhost.localdomain>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Sat, 11 Mar 2000 07:54:03 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <38C634A5.652F63E4@3rdkind.net>, Paul Flieshman
> ><Paul@3rdkind.net> wrote:
> [deletia]
> >> P.S. You guys should NEVER have dumped BeOS in favour of OS X.....it blows
> >> as hard as windows. Whether Be sink or swim, small, fats OS's with TRUE
> >> pre
> >> - emptive multithreaded multitasking and full multiprocessor support is the
> >> way of the future and the consumer is already making a small, marginal
> >> vote.
> >> Hell, you can buy
> >>
> >The Next Kernel is more mature than the BeOS.. And hate to burst the
>
> Actually, mach is somewhat crufty and inefficient when compared
> to BeOS. This can also be labeled 'mature'. It can also be
> labeled as 'buying 10 year old tech' and recycling it.
>
> While that might fly for free software, or even Microsoft,
> Apple should be better than that. Otherwise, they have no
> real point existing at all.
>
> >bubble here...When Apple bought Next, they brought everyone else on
> >board from the company, like... SJobs, Avie, and Mitch Mandich. if
> >Apple went with BeOS, would there be an Apple today?
>
> They would have had something resembling a modern OS 2 years
> earlier. That much is certain.

Thank god you were not in charge..BEOS was too new and uncomplete at
the time.. Was Jobs and his Next mgt team that turned the company
around..Remember, the iMac was Jobs idea...The iMac made Apple
prospered again..

sinclap...

somewere in calif

5164. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-14 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <140320000029435425%sinclap@nospam.net>
Source record: 1929

In article <slrn8cjusm.vt0.jedidiah@localhost.localdomain>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Sat, 11 Mar 2000 07:47:57 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <dreibel-ED694C.10185706032000@bigmomma.idirect.com>, Daniel
> >L. Dreibelbis <dreibel@idirect.com> wrote:
> >
> >> In article <38C3C7EC.2C44@nospam.turkuai.fi>, Markku Ilmanen
> >> <markku.ilmanen@nospam.turkuai.fi> wrote:
> >>
> >> > sinclap wrote:
> >>
> >> > > Typical response...What about further improvements. All poducts
> >> > > have/need updating..Adobe has updated their apps with new features and
> >> > > capabilities..
> >> >
> >> > MIDI doesn't need any updating...
> >> > What are the new features of the Adobe MIDI software?
> >> >
> >> even funnier, since when has Adobe EVER PRODUCED MIDI software?
> >> They're known for DTP and graphics software products, NOT MIDI. And no
> >> shop here in Toronto or anywhere I've been has carried an Adobe MIDI
> >> product.
> >
> >Adobe has never produced midi software...They have updated their
> >flagship products to stay competitve....Why is Atari midi different?
>
> Sorry, but we're not impressed by Redmondian marketing rhertoric
> here. If you can't articulate just what utility has been added
> then you clearly have no clue. 'remaining competitive' is just
> bad rhetoric for indulging in creeping featuritis for the sake
> of marketing.

I call it the atariuserindenial syndrome..Who needs updating and to be
competitive...thats why I love the ST...

Either you get with the program....or get out of the way...

sinclap!

somewere in calif

5165. Re: TAF Meeting March 15th - Emulating ST on Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-14 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <140320000034171930%sinclap@nospam.net>
Source record: 1930
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <dreibel-6C3ED0.193820110320000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <110320000201399374%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> >
> > Why would you need to do so? Pretty much got the apps covered..
>
> oh? Edith has its adherents and it runs rings around most Mac text
> processors. So does Pagestream and Calamus SL. And tell me, when were
> games like Llamatron and Revenge of the Mutant Camels ported to Mac?

You sure..?

> >
> > > Yes, tonight will be an informative and fun night of demonstrations
> > > not only for Atari users, but for Mac users as well. Be sure to make
> > > time for this interesting seminar!
> >
> > will refreshments be served?
>
> if TiFKAS shows up, we'll set up a concession stand where TAF members
> and guests can purchase rotten tomatoes to throw at him, so we can see
> if he's as good at dodging produce as he is at avoiding answering tough
> questions in advocacy. All proceeds will go to charity, of course....

Nope will be in calif this week..

> Also of course, TiFKAS will have to be able to get over the border to
> attend, which we doubt he'll be able too, Ontario's anti-rabies patrol
> are pretty strict....

Americans sail through with ease with badly needed U.S. dollars to
suppor the economy..

>
> >
> > Video tape it and put on TAFT web site for later viewing..
>
> not a bad idea, TiFKAS. We'll have to ask the maintainer of the web
> site to see if he has the room....
>
> HMMM, TiFKAS can't even spell acronyms right....

So?

> >
> > > Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
> > > Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
> >
> > Still a Veep?
>
> still a loser with no life who pretends to be an "Apple Power Rep"?

don't have to pretend..

> Since you're the only one who crticises me for just being a "veep"
> (which many others find cool), it's not a concern of mine what you
> think....

Won't get anywere in life without ambition and playing second fiddle...

sinclap!

somewere in calif

5166. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-14 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8crsql.b4g.jedidiah@pyromania.mishnet>
Source record: 1931

```
On Tue, 14 Mar 2000 06:28:46 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8cjusm.vt0.jedidiah@localhost.localdomain>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Sat, 11 Mar 2000 07:47:57 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <dreibel-ED694C.10185706032000@bigmomma.idirect.com>, Daniel
>> >L. Dreibelbis <dreibel@idirect.com> wrote:
>> >
>> >> In article <38C3C7EC.2C44@nospam.turkuai.fi>, Markku Ilmanen
>> >> <markku.ilmanen@nospam.turkuai.fi> wrote:
>> >>
>> >> > sinclap wrote:
>> >>
>> >> > > Typical response...What about further improvements. All poducts
>> >> > > have/need updating..Adobe has updated their apps with new features and
>> >> > > capabilities..
>> >> >
>> >> > MIDI doesn't need any updating...
>> >> > What are the new features of the Adobe MIDI software?
>> >> >
>> >> even funnier, since when has Adobe EVER PRODUCED MIDI software?
>> >> They're known for DTP and graphics software products, NOT MIDI. And no
>> >> shop here in Toronto or anywhere I've been has carried an Adobe MIDI
>> >> product.
>> >
>> >Adobe has never produced midi software...They have updated their
>> >flagship products to stay competitve....Why is Atari midi different?
>>
>> Sorry, but we're not impressed by Redmondian marketing rhertoric
>> here. If you can't articulate just what utility has been added
>> then you clearly have no clue. 'remaining competitive' is just
>> bad rhetoric for indulging in creeping featuritis for the sake
>> of marketing.
>
>I call it the atariuserindenial syndrome..Who needs updating and to be
>competitive...thats why I love the ST...

The fact still remains that you can't articulate just what it is
that the MIDI running ST or Falcon users are missing out on. Thus
they are perfectly justified in presuming that they are not infact
missing out on anything except perhaps some added cost.

>
>Either you get with the program....or get out of the way...
```

I don't give a damn about your program.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5167. Re: Some thoughts on why we're here...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-14 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8crsne.b4g.jedidiah@pyromania.mishnet>
Source record: 1932

On Tue, 14 Mar 2000 06:26:29 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8cjv80.214.jedidiah@localhost.localdomain>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Sat, 11 Mar 2000 07:54:03 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <38C634A5.652F63E4@3rdkind.net>, Paul Flieshman
>> ><Paul@3rdkind.net> wrote:
>> [deletia]
>> >> P.S. You guys should NEVER have dumped BeOS in favour of OS X.....it blows
>> >> as hard as windows. Whether Be sink or swim, small, fats OS's with TRUE
>> >> pre
>> >> - emptive multithreaded multitasking and full multiprocessor support is the
>> >> way of the future and the consumer is already making a small, marginal
>> >> vote.
>> >> Hell, you can buy
>> >
>> >The Next Kernel is more mature than the BeOS.. And hate to burst the
>>
>> Actually, mach is somewhat crufty and inefficient when compared
>> to BeOS. This can also be labeled 'mature'. It can also be
>> labeled as 'buying 10 year old tech' and recycling it.
>>
>> While that might fly for free software, or even Microsoft,
>> Apple should be better than that. Otherwise, they have no
>> real point existing at all.
>>
>> >bubble here...When Apple bought Next, they brought everyone else on
>> >board from the company, like... SJobs, Avie, and Mitch Mandich. if
>> >Apple went with BeOS, would there be an Apple today?
>>
>> They would have had something resembling a modern OS 2 years
>> earlier. That much is certain.
>
>Thank god you were not in charge..BEOS was too new and uncomplete at
>the time.. Was Jobs and his Next mgt team that turned the company

I have little faith in your ability to determine whether
or not Be was or wasn't complete at the time.

>around..Remember, the iMac was Jobs idea...The iMac made Apple
>prospered again..

Nope. Finally managing to do competent marketing made Apple thrive again.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5168. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-14 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <38CE6FA4.20582E11@calcna.ab.ca>
Source record: 1933

sinclap wrote:

> > 'More healthier' - really m'dear Sinclap !
>
> Have you looked at the latest Amiga Format?

I certainly was not commenting on 'Amiga Format' - but 'more
healthier' is exceptionally bad English useage - even for you !!!!

The Canadian Curmudgeon (in snowy Calgary)

5169. Re: TAF Meeting March 15th - Emulating ST on Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-14 00:00:00 UTC
From: Richard Rives <rives@gte.net>
Message-ID: <L%yz4.751$fL1.153064@dfiatx1-snr1.gtei.net>
Source record: 1934
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.mac.advocacy

> > oh? Edith has its adherents and it runs rings around most Mac text
> > processors. So does Pagestream and Calamus SL. And tell me, when were
> > games like Llamatron and Revenge of the Mutant Camels ported to Mac?
>
> You sure..?
>

Calamus SL in capable hands and with all the modules available is on par
with most everything else out there. Runs very fast ona 060 Hades or MagC
Mac ooppps

5170. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <hruz4.90$46.6895@nsw.nnrp.telstra.net>
Source record: 1935

```
sinclap <sinclap@nospam.net> wrote in message
news:110320000140413326%sinclap@nospam.net...
> In article <2ahw4.21$9c5.2777@nsw.nnrp.telstra.net>, Clockmeister
> <gerryvdb@tnet.com.au> wrote:
>
> > sinclap <sinclap@nospam.net> wrote in message
> > news:040320001507442527%sinclap@nospam.net...
> > > In article <1C9v4.128$0r4.6999@nsw.nnrp.telstra.net>, Clockmeister
> > > <gerryvdb@tnet.com.au> wrote:
> > >
> > > > sinclap <sinclap@nospam.net> wrote in message
> > > > news:290220001126288925%sinclap@nospam.net...
> > > > > In article <sOTs4.149$fW2.9203@nsw.nnrp.telstra.net>, Clockmeister
> > > > > <gerryvdb@tnet.com.au> wrote:
> > > > >
> > > > > >
> > > > > > You sound like a broken record.
> > > > > >
> > > > > > Ah well, as long as you're here I guess you're not out flogging
> > iMacs to
> > > > > > clueless newbies.
> > > > > >
> > > > > > iMac's are great for newbies..
> > > > > >
> > > > >
> > > > > Yes, a great entry level computer before they upgrade to a PC.
> > > > >
> > > > > (With a realistic price/performance ratio, faster and larger storage
> > devices
> > > > > and decent 3d performance, and a huge software library most of which
is
> > > > > available at a local outlet, no matter where you live).
> > > >
> > > > Yep..at CompUSA with four locations in the Twin Cities..
> > > >
> > >
> > > Are you going to pay my airfare every time I want to check out some
titles?.
>
> And I own a bank? Why not point your browser to compusa.com
>

Perhaps you should learn to read. My point was that if I wanted to go and
check out some new PC software at my local store, some 10 minutes away, I
```

can. Mac software?. About 45 minutes for the closest store with a limited range of titles.

Mail order takes too long if I need or want it TODAY.

Regards,

Clockmeister.

5171. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <sPDz4.91$Pb.6823@nsw.nnrp.telstra.net>
Source record: 1936

Phil Walding <phil@digital-print.co.nz> wrote in message
news:phil-C49AD5.21534009032000@news.clear.net.nz...
> In article <230220000122526159%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > > . > A combined Atari/Amiga exposition is planned in Hennef (Germany,
> > > near
> > > > Bonn) in
> > > > April/May. Date not yet fixed. Not only the Milan II will be present
> > > > (also on the
> > > > Cebit in Feb) but also "an Amiga of the new generation".It will be a
> > > > "comeback
> > > > event", thousands of visitors expected.
> > >
> > > I'm all for this Amiga/Atari de-facto arrangement. It can only benefit
> > > both
> > > platforms.
>
> Holy cow ... sounds like night of the living dead !!!
>
> You see these poor Amiga diehards bumping around on the web, sermonizing
> about how the Amiga will inherit the earth. I though Atari owners had
> more self respect and smarts to get bogged down in that dream.
>

We'll just let the size of the Amiga user base speak for itself then, after
all it is substantially greater than that of Atari.

5172. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003150940210.65-100000@rakas>
Source record: 1937

On 2000-3-15, Clockmeister <gerryvdb@tnet.com.au> wrote:

> We'll just let the size of the Amiga user base speak for
> itself then, after all it is substantially greater than that
> of Atari.

Not really. It's just that most ST's out there are privately
used for music or DTP only, because it was sold that way, so
Atari users are less noisy. When I was working in a computer
store in the late 80's, we sold an equal amount of both but
people bying an ST specifically did so for music or DTP. Amiga
was a more generic "wonder box" that computer freaks bought.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5173. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <scul3t8a9n41@corp.supernews.com>
Source record: 1938

On 12 Mar 2000 00:17:23 , Erik Karsies wrote:
>Hi People,
>
>Good there are still some real atari fans, but I don't understand the
>fuzz about the Milan. Why the hell buy a 68040/60 machine nowadays?
>(Okay has some sentimental value) But for the ordinary user ???
>Oh it got USB wow , my 3 years old pentium 200 mmx has it too . The rest
>of the hardware I can plug in my PC with ease. I bet it won't cost me
>more money.

Because MiNT and NAES blows Windoezs off the hard disk.
What do you do while you wait for your PC to boot up?
What do you do while you wait for your PC to boot up after a crash?
What do you do while you wait for 10mb applications to download?
What do you do when you find out your 200 mmx is slower than a Milan
060?
You buy an Atari Clone.

Mikey

5174. Re: TAF Meeting March 15th - Emulating ST on Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-006A0C.09565415032000@bigmomma.idirect.com>
Source record: 1939
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <140320000034171930%sinclap@nospam.net>, sinclap
<sinclair2000@earthlink.net> wrote:

> > oh? Edith has its adherents and it runs rings around most Mac text
> > processors. So does Pagestream and Calamus SL. And tell me, when were
> > games like Llamatron and Revenge of the Mutant Camels ported to Mac?
>
> You sure..?

yep, I'm sure. After all, I'm the expert on Atari, you AREN'T.

> > >
> > > will refreshments be served?
> >
> > if TiFKAS shows up, we'll set up a concession stand where TAF
> > members
> > and guests can purchase rotten tomatoes to throw at him, so we can see
> > if he's as good at dodging produce as he is at avoiding answering tough
> > questions in advocacy. All proceeds will go to charity, of course....
>
> Nope will be in calif this week..

hopefully the good people at the Betty Ford Clinic will finally give
you the help you need in overcoming your abuse problems that make you
hallucinate about your imaginary friend "Chunks", who has not now nor
ever existed...

>
> > Also of course, TiFKAS will have to be able to get over the border
> > to
> > attend, which we doubt he'll be able too, Ontario's anti-rabies patrol
> > are pretty strict....
>
> Americans sail through with ease with badly needed U.S. dollars to
> suppor the economy..

except for the ones like TiFKAS, for whom they are ready with the
rubber gloves and the tranquilizer darts....

more likely the Americans are coming to buy inexpensive products of
equal value to badly overpriced goods in the American stores. We value
American tourists, it's one reason why our economy here has been booming
as of late

BTW, why trust TiFKAS, a child who can't even spell "support", to
comment accurately on the current strong Canadian economy? And who

admittedly uses as his basis for his "info" the National Pest, a source which a recent poll here has shown that less than 9% of Canadians trust for accurate reporting, thanks in part to the crybabying of his personal hero Conrad "Tubby" Black, who's upset that the government won't let him become an English Lord? TiFKAS should be more concerned that the Daily Tubby is currently drowning in red ink....

It's always hilarious to see TiFKAS, when losing an argument, to go as far to attack an entire country. Could it be because the guys most successful at kicking his butt come from Canada?

> >
> > HMMM, TiFKAS can't even spell acronyms right....
>
> So?

can't spell on USEnet = people who read your posts realize you're an idiot.

> >
> > still a loser with no life who pretends to be an "Apple Power Rep"?
>
> don't have to pretend..

how sad - TiFKAS has to pretend he doesn't have to pretend....

> > Since you're the only one who crticises me for just being a "veep"
> > (which many others find cool), it's not a concern of mine what you
> > think....
>
> Won't get anywere in life without ambition and playing second fiddle...

Ed McMahon, Paul Schaffer and Andy Richter have made a comfortable career of being second banana to the big Kahuna.

and look who's talking about having "no ambition" the same loser who can't bring himself to post to Mac areas like mac.advocacy, probably because he'd be burnt beyond recognition in seconds. But then again, from what I've noticed in human behaviour, the biggest bullies are also the biggest cowards...

> sinclap!
>
> somewere in calif

Say hello to Robert Downey Jr. for us, he's probably in the room next to yours at the Betty Ford :)

--
"It's very Linux-like - it's VERY Linux-like. It's got FreeBSD in it, which is the same as Linux"

-Steve Jobs describing Mac OSX at January Macworld Expo, causing unintentional hilarity in both the Linux and FreeBSD camps.

5175. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8cvf79.go4.jedidiah@pyromania.mishnet>
Source record: 1940

On Wed, 15 Mar 2000 09:14:37 GMT, Mikey <mgrove@iwvisp.com> wrote:
>On 12 Mar 2000 00:17:23 , Erik Karsies wrote:
>>Hi People,
>>
>>Good there are still some real atari fans, but I don't understand the
>>fuzz about the Milan. Why the hell buy a 68040/60 machine nowadays?
>>(Okay has some sentimental value) But for the ordinary user ???
>>Oh it got USB wow , my 3 years old pentium 200 mmx has it too . The rest
>>of the hardware I can plug in my PC with ease. I bet it won't cost me
>>more money.
>
>Because MiNT and NAES blows Windoezs off the hard disk.
>What do you do while you wait for your PC to boot up?
>What do you do while you wait for your PC to boot up after a crash?
>What do you do while you wait for 10mb applications to download?
>What do you do when you find out your 200 mmx is slower than a Milan
>060?

400Mhz Celerons can be had for about $330, so that's not
really a useful comparison...

>You buy an Atari Clone.
>
>Mikey

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5176. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <8aohen$m12$1@news1.xs4all.nl>
Source record: 1941

Join us at

atari-nederland@egroups.com

by sending a blank form to:

atari-nederland-subscribe@egroups.com

have some good clean fun with this handful of faithfull
Atarians in the Benelux!

gtx, Rein

On 12 Mar 2000 00:17:23 , Erik Karsies wrote:
>Hi People,

> I know a probably I get a reaction like this Atari computer has this
>feature or another has this feature. But the overall score is that an
>not already Atari user would be crazy to buy something like a Milan. And
>everybody knows there are not a lot Atari users anymore.
>
>Greetings
>Erik Karsies
>
>Still owner, but not user of an Atari 800 XL, VC2600 and 1040STfm
>
>And owner and user of a pentium 200mmx ;)
>.

5177. QUIERES SER MILLONARIO???

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: "A. Aguinaga" <a.agui@teleline.es>
Message-ID: <BWQz4.25297$ys3.161882@telenews.teleline.es>
Source record: 1942

> Hola a todos:
>
> Desde hace unos d�as estoy buscando la forma de ganar dinero en
> Internet, he recorrido grupos de noticias, tablones, avisos
> clasificados...
> En todos estos lugares encuentro mensajes como el que reproduzco m�s
> abajo.
> Me qued� pensando: Es simplemente una cadena, esto es algo que no
> anda...
> �y si funciona?. Esto no es algo nuevo, ya se hace desde d�cadas y no s�
> de nadie que haya hecho dinero... Y si funciona?. Pens�ndolo bien es un
> verdadero trabajo... �y si funciona?...Al final me decid� y aqu� estoy.
> Si tu tambi�n te decidiste o estas dudando, sigue leyendo.
> No creas que va a ser f�cil, es necesario colocar este mensaje en todos
> los lugares que se te ocurra publicarlo, news, tablones, avisos
> clasificados, etc. cuando mayor sea la cantidad de veces que lo repitas
> mejor para ti (y para mi por supuesto, ya ver�s) por eso te digo que es
> un verdadero trabajo, te va llevar varias horas, va requerir de toda tu
> experiencia, tambi�n va a depender de tu constancia para seguir
> publicando y tu habilidad para promocionarlo (pero no te preocupes). La
> diferencia con lo que se hac�a antes con el correo tradicional es que
> esta cadena no depende de cinco o diez personas a las que les llega el
> mensaje, sino que es para todo el mundo, y en Internet hay miles de
> personas que ver�n el aviso y alguna (como yo) se va a decidir.
> Y por �ltimo �Has pensado cu�nto puedes aprender en una tarea como
> esta, para aplicarla en trabajos futuros?
> Yo soy ahora el �ltimo de la lista que vas a encontrar y donde (si
> sigues adelante) vas a estar tu al repetir el mensaje, dej�ndome
> pen�ltimo, te deseo suerte, ya que tambi�n parte de esta suerte va a ser
> para m�.
> Este es el mensaje que encontr�:
> (NO ME HAGO CARGO DE LAS FALTAS DE ORTOGRAFIA DE LO QUE SIGUE):
> Esto es lo que le pas� a un amigo:
> D�as atr�s, cuando navegaba por estas p�ginas de Noticias, as� mismo
> como Ud. lo esta haciendo ahora, se me apareci� un art�culo similar a
> este que dec�a que uno puede ganar miles de d�lares en pocas semanas con
> una inversion de $6.00!. Enseguida pens�, Oh no! otra estafa mas?, pero
> como la mayoria de nosotros, la curiosidad pudo mas, y segu� leyendo.
> Segu�a diciendo que Ud. enviar� $1.00 a cada uno de los 6 nombres y
> direcciones mencionados en este art�culo. Entonces Ud. anota su nombre y
> direcci�n al final de la lista reemplazando al #6, y envie o ponga este
> art�culo a por lo menos 200 newsgroups(Hay miles de estos en todo
> elmundo).

> No hay truco, eso fue todo. La gran diferencia entre este sistema y
> otros es que Ud. tiene una lista de 6 en vez de 5... Esto significa que
> su promedio de ganancia sera aproximadamente 15 veces mayor!!! Despu�s
> de pensarlo una y otra vez, y consultar con unos amigos primero, decid�
> probarlo. Pens� que lo �nico que podria perder eran 6 estampillas
> (sellos de correos) y $6.00, verdad?.
> Como probablemente muchos de nosotros, estaba un poco preocupado por la
> legalidad de todo esto. Entonces investigu� en la ley internacional de
> Correos Internacionales de Am�rica y observe que en el articulo 4� dice
> que en este tipo de sistema de traslados de dinero en cantidades m�nimas
> era absolutamente legal.
> Entonces invert� mis $6.00.....IMAGINENSE QUE!!!...a los 7 d�as,
> empec� a recibir dinero por correo!!!. Estaba sorprendido! Todavia
> pensaba que esto terminar�a enseguida, y no pens� mas en otra cosa. Pero
> el dinero seguia llegando. En mi primera semana hice unos $20.00 a
> $30.00 d�lares. Para el final de la segunda semana tenia hecho un total
> de m�s de $1,000.00!!!!! En la tercer semana recib� m�s de $10,000.00 y
> todavia seguia llegando m�s. Esta es mi cuarta semana ya hice un total
> de m�s de $41,000.00 y esto sigue llegando m�s rapidamente (mi esposa e
> hijos se pasan abriendo los sobres y yo consiguiendo Newsgroup). Esto se
> puso serio!!!! Todo esto realmente vali� la inversi�n de $6.00 y 6
> estampillas (sellos). Me gastaba m�s que esto en sorteos y loterias!!
> Perm�tanme explicarles como funciona esto y lo mas importante el porqu�
> funciona....tambi�n, Ud. aseg�rese de imprimir una copia de este
> art�culo AHORA, para poder sacar toda la informaci�n a medida que lo
> necesite.
> El proceso es muy facil y consiste en 3 pasos sencillos:
> PASO No. 1:
> Obtenga 6 hojas de papel y escriba en cada una de ellas FAVOR DE
> INCLUIRME EN SU LISTA DE CORRESPONDENCIA O E-MAIL. Ahora consiga 6
> billetes de US$1.00 dolar e introduzca cada dolar en un sobre con la
> hoja de manera que el billete no se vea a trav�s del sobre!!
> Mejor ponerlo encerrado en un papel de color oscuro para prevenir robos
> de correspondencia. Ahora Ud. deberia tener 6 sobres sellados y en ellos
> un papel con la frase mencionada, su nombre y direcci�n, y un billete de
> $1.00 dolar. Lo que Ud. Esta haciendo con esto es crear un servicio
> y eso hace que esto sea ABSOLUTAMENTE LEGAL!!
> Enviar los 6 sobres a las siguientes direcciones:
>
> #1 Graciela Caceres
> Canelones 1365 Apto.3,
> C.P. 11200
> Montevideo, Republica Oriental del Uruguay
>
> #2 Rodrigo Cabrales
> Av. Per� #784 dpto. A - RECOLETA
> Santiago-CHILE
>
> #3 Jose L. Giron

> c/ C�firo N.9 2�-b
> 41018
> Sevilla
> Espa�a
>
>
> #4 Luis Guti�rrez
> Villaviciosa de Od�n - C.P. 28670
> Madrid - Espa�a
>
> #5 Antonio Aparicio
> C/. Feliu i Codina, 45 2� 3� Esc. B
> 08031 Barcelona (ESPA�A)
>
> #6 Alberto Aguinaga San Mart�n
> C/ I�igo Arista 14 - 6C
> C.P. 31007 Pamplona (NAVARRA)
> ESPA�A
>
> PASO No. 2:
>
> Ahora elimine el #1 de la lista de arriba y mueva los otros nombres un
> n�mero para arriba (el #6 se convierte en #5, el #5 se convierte en #4,
> Etc.) y agregue SU NOMBRE y direcci�n como el #6 en la lista.
>
> PASO No. 3:
>
> Cambie todo lo que crea conveniente de este art�culo, pero trate de
> mantenerlo lo mas posible cercano al original. Ahora ponga su art�culo
> en por lo menos 200 newsgroups(existen mas de 24,000 grupos). Solo
> necesita 200, pero cuando mas cantidad lo ponga, mas dinero le
> llegar�!!!.
> Aqu� van algunas indicaciones de como introducirse en los newsgroups:
>
>
> ----------
> COMO MANEJAR LOS NEWSGROUPS
> ----------
> No.1 Ud. no necesita redactar de nuevo toda esta carta para hacer
> la suya propia. Solamente ponga su cursor al comienzo de esta carta,
> haga click y lo deja presionando y b�jelo hasta el final de la carta y
> l�rguelo.
> Toda la carta deber� estar sombreado. Entonces, apunte y haga click en
> edit arriba de su pantalla, aqu� seleccione copy. Esto har� que todala
> carta quede en la memoria de su computadora.
> No.2 Abra un archivo notepad y lleve al cursor arriba de la p�gina
> en blanco. Presione edit y del menu seleccione paste. Ahora tendr�
> esta carta en el notepad y podr� agregar su nombre y direcci�n en el
> lugar #6 siguiendo las instrucciones de mas arriba.

> No.3 Grave esta carta en su nuevo archivo del notepad como
> un .txt file. Y cada vez que quiera cambiar algo ya lo puede hacer.
>
> ---
> PARA LOS QUE MANEJAN NETSCAPE
> ---
> No.4 Dentro del programa Netscape, vaya a la ventana
> titulada :Window y seleccione netscapeNews. Entonces elija del menu
> Options, seleccione Show all Newsgroups. En segundos una lista de
> todos los Newsgroups de su server aparecer�. Haga click en cualquier
> newsgroup.
> De este newsgroup haga click debajo de TO NEWS, el cual deberia estar
> arriba, en el extremo izquierdo de la p�gina de newsgroups. Esto le
> llevar� a la caja de mensajes.
> No.5 Llene este espacio. Este ser� el t�tulo que ver�n todos
> cuando recorran por la lista de un grupo en particular.
> No.6 Marque el contenido completo del .txt file y copie usando
> la misma t�cnica anterior. Regrese al Newsgroup TO NEWS y Ud. esta
> creando y empastando esta carta dentro de su programa o posting.
> No.7 Presione send que est� en la parte superior izquierda.
> Y UD. HA FINALIZADO CON SU PRIMERO!...CONGRATULACIONES!!! .
>
> ---
> LOS QUE USAN INTERNET EXPLORER
> ---
> PASO No. 4: Vaya al Newsgroups y seleccione Post an Article.
> PASO No. 5: Carge el art�culo.PASO No. 6: Repita el No.6 mas arriba.
> PASO No. 7: Presione el bot�n Post.
> ---
>
> ESTO ES TODO!. Todo lo que tiene que hacer es meterse en diferentes
> Newsgroups y empastarlos, cuando ya tenga pr�ctica, solo le tomar� unos
> 30 segundos por cada newsgroup!
> **RECUERDE, CUANTOS MAS NEWSGROUPS CONSIGA, MAS RESPUESTAS (Y DINERO)
> RECIBIRA!! PERO DEBE DE ENTRAR EN POR LO MENOS 200**
> YA ESTA!!!.... Ud. estar� recibiendo dinero de todo el mundo, de lugares
> que ni conoce y en unos pocos d�as!. Eventualmente querr� rentar un
> P.O.Box por la cantidad de sobres que ir� recibiendo. Si prefiere usar
> sobrenombres, puede crear un nombre toda vez que el cartero entrege
> donde debe.
> **ASEGURESE DE QUE TODAS LAS DIRECCIONES ESTEN CORRECTAS
> Ahora el POR QUE de todo esto:
> Tomemos un ejemplo:
> * De 200 enviados, digamos que recibo solo 5 respuestas (baj�simo
> ejemplo). Entonces hice $5.00 con mi nombre en la posici�n #6 de esta
> carta.
> * Ahora, cada uno de las 5 personas que ya me enviaron los $1.00 tambi�n
> hacen un m�nimo 200 newsgroups, cada uno con mi nombre en el #5 de la
> lista y solo responden 5 personas a cada uno de los 5 originales, esto

> hace $25.00 mas que yo recibo,
> * ahora estas 25 personas pone un m�nimo de 200 Newsgroups con mi nombre
> en el #4 y solo se recibe 5 respuesta de cada uno. Estar�a haciendo
> otros $125.00 adicionales.
> * Ahora esta 125 personas ponen sus m�nimo de 200 grupos con mi nombre
> en el #3 y solo recibe 5 respuestas cada una, yo recibo un adicional de
> 625.00!.
> * OK, aqu� esta la parte mas divertida, cada una de estas 625 personas
> ponen sus cartas en otros 200 grupos con mi nombre en el #2 y cada una
> recibe solo 5 respuestas, esto hace que yo reciba $3,125.00!!!.
> *Estas 3,125 personas enviar�n este mensaje a un m�nimo de 200
> Newsgroups con mi nombre en el #1 y si solo 5 personas responden de los
> 200 grupos, estar� recibiendo $15,625.00!!.
> De una inversion original de $6.00!! mas estampillas(sellos). FABULOSO!
> Y como dije antes, que solo 5 personas respondan muy poca, el promedio
> real seria 20 o 30 personas!. Asi que pongamos estos n�meros m�s a
> calcular.
>
> Si solo 15 personas responden, esto hace:
> en la #6 $15.00
> en la #5 $225.00
> en la #4 $3,375.00
> en la #3 $50,625.00
> en la #2 $759,375.00
> en la #1 $11,390,625.00 (imaginate)
> .....si, mas de ONCE MILLONES DE DOLARES!!!
>
> Una vez que su nombre ya no esta en la lista, saque el ultimo anuncio
> del Newsgroup y envie otros $6.00 a los nombres en esa lista, poniendo
> su nombre en el #6 y repetir todo el proceso. Y empezar a ponerlos en
> los Newsgroups otra vez.
> Lo que debe recordar es que miles de personas mas, en todo el mundo, se
> conectan al Internet cada d�a y leer�n estos art�culos todos los d�as
> como USTED Y YO LO HACEMOS!!!.
> As� que creo nadie tendr�a problemas en invertir $6.00 y ver si
> realmente esto funciona. Algunas personas llegan a pensar...y si nadie
> decide contestarme?
> Que!! Cu�l es la chance de que esto pas� cuando hay miles y miles de
> personas honestas (que como nosotros) buscan una manera de tener
> independencia financiera y pagar cuentas!!!., y estas dispuestas a
> tratar, pu�s No hay peor lucha de la que no se hace. Se estima que
> existen de 20,000 a 50.000 nuevos usuarios TODOS LOS DIAS! (en todo
> elmundo)
>
> *******OTRO SISTEMA PARA COMUNICARSE ES CONSIGUIENDO E-MAIL DE PERSONAS
> PARTICULARES, DEBE SER POR LO MENOS 200 DIRECCIONES, Y ESTO TIENE UNA
> EFECTIVIDAD DE MINIMO 5% AL 15%. SI SOLO BUSCAN PERSONAS QUE HABLAN EN
> ESPANOL, VAYAN A UN PROVEEDOR DE E-MAILS E IMPRIMAN UN APELLIDO LATINO Y
> YA.

>
> **********Recuerde de hacerlo esto en forma CORRECTA , LIMPIA Y
> HONESTAMENTE y
> funcionar&#65533; con toda seguridad. Solamente tiene que ser honesto.
> Asegurese de imprimir este art&#65533;culo AHORA, Trate de mantener la lista de
> todos los que les envian dinero y siempre f&#65533;jese en los Newsgroups y vea
> si todos est&#65533;n participando limpiamente. Recuerde, HONESTIDAD ES EL
> MEJOR METODO.
> No necesitas hacer trucos con la idea b&#65533;sica de hacer dinero en esto!
> BENDICIONES PARA TODOS, y suerte, juguemos limpio y aprovechar esta
> hermosa oportunidad de hacer toneladas de dinero con el internet.
>
> **Dicho sea de paso, si Ud. defrauda a las personas poniendo mensajes
> con su nombre y no envia ning&#65533;n dinero a los dem&#65533;s en esa lista, Ud.
> recibir&#65533; casi NADA!.
> He conversado con personas que conocieron a otras que hicieron eso y
> solo llegaron a colectar unos $150.00, y eso despu&#65533;s de unas 7 semanas!.
>
> Algunos decidieron probar otra vez, haciendo correctamente, y en 4 a 5
> semanas recibieron mas de $10.000. Esto es la m&#65533;s limpia y honesta
> manera de compartir fortuna que yo jam&#65533;s haya visto, sin costarnos mucho
> excepto un poco de tiempo. El TIEMPO ES IMPORTANTE!, no dejar pasar mas
> de 7 d&#65533;as del momento que vea este art&#65533;culo!. Tambi&#65533;n puede conseguir
> lista de E-MAIL para extra d&#65533;lares. Sigamos todos las reglas del
> negocio! Recuerde mencionar estas ganancias extras en sus declaraciones
> de impuestos.
>
> Gracias otra vez y BENDICIONES A TODOS!!..
>
&#65533; Hola a todos:
>
> Desde hace unos d&#65533;as estoy buscando la forma de ganar dinero en
> Internet, he recorrido grupos de noticias, tablones, avisos
> clasificados...
> En todos estos lugares encuentro mensajes como el que reproduzco m&#65533;s
> abajo.
> Me qued&#65533; pensando: Es simplemente una cadena, esto es algo que no
> anda...
> &#65533;y si funciona?. Esto no es algo nuevo, ya se hace desde d&#65533;cadas y no s&#65533;
> de nadie que haya hecho dinero... Y si funciona?. Pens&#65533;ndolo bien es un
> verdadero trabajo... &#65533;y si funciona?...Al final me decid&#65533; y aqu&#65533; estoy.
> Si tu tambi&#65533;n te decidiste o estas dudando, sigue leyendo.
> No creas que va a ser f&#65533;cil, es necesario colocar este mensaje en todos
> los lugares que se te ocurra publicarlo, news, tablones, avisos
> clasificados, etc. cuando mayor sea la cantidad de veces que lo repitas
> mejor para ti (y para mi por supuesto, ya ver&#65533;s) por eso te digo que es
> un verdadero trabajo, te va llevar varias horas, va requerir de toda tu
> experiencia, tambi&#65533;n va a depender de tu constancia para seguir
> publicando y tu habilidad para promocionarlo (pero no te preocupes). La

> diferencia con lo que se hac�a antes con el correo tradicional es que
> esta cadena no depende de cinco o diez personas a las que les llega el
> mensaje, sino que es para todo el mundo, y en Internet hay miles de
> personas que ver�n el aviso y alguna (como yo) se va a decidir.
> Y por �ltimo �Has pensado cu�nto puedes aprender en una tarea como
> esta, para aplicarla en trabajos futuros?
> Yo soy ahora el �ltimo de la lista que vas a encontrar y donde (si
> sigues adelante) vas a estar tu al repetir el mensaje, dej�ndome
> pen�ltimo, te deseo suerte, ya que tambi�n parte de esta suerte va a ser
> para m�.
> Este es el mensaje que encontr�:
> (NO ME HAGO CARGO DE LAS FALTAS DE ORTOGRAFIA DE LO QUE SIGUE):
> Esto es lo que le pas� a un amigo:
> D�as atr�s, cuando navegaba por estas p�ginas de Noticias, as� mismo
> como Ud. lo esta haciendo ahora, se me apareci� un art�culo similar a
> este que dec�a que uno puede ganar miles de d�lares en pocas semanas con
> una inversion de $6.00!. Enseguida pens�, Oh no! otra estafa mas?, pero
> como la mayoria de nosotros, la curiosidad pudo mas, y segu� leyendo.
> Segu�a diciendo que Ud. enviar� $1.00 a cada uno de los 6 nombres y
> direcciones mencionados en este art�culo. Entonces Ud. anota su nombre y
> direcci�n al final de la lista reemplazando al #6, y envie o ponga este
> art�culo a por lo menos 200 newsgroups(Hay miles de estos en todo
> elmundo).
> No hay truco, eso fue todo. La gran diferencia entre este sistema y
> otros es que Ud. tiene una lista de 6 en vez de 5... Esto significa que
> su promedio de ganancia sera aproximadamente 15 veces mayor!!! Despu�s
> de pensarlo una y otra vez, y consultar con unos amigos primero, decid�
> probarlo. Pens� que lo �nico que podria perder eran 6 estampillas
> (sellos de correos) y $6.00, verdad?.
> Como probablemente muchos de nosotros, estaba un poco preocupado por la
> legalidad de todo esto. Entonces investigu� en la ley internacional de
> Correos Internacionales de Am�rica y observe que en el articulo 4� dice
> que en este tipo de sistema de traslados de dinero en cantidades m�nimas
> era absolutamente legal.
> Entonces invert� mis $6.00.....IMAGINENSE QUE!!!...a los 7 d�as,
> empec� a recibir dinero por correo!!!. Estaba sorprendido! Todavia
> pensaba que esto terminar�a enseguida, y no pens� mas en otra cosa. Pero
> el dinero seguia llegando. En mi primera semana hice unos $20.00 a
> $30.00 d�lares. Para el final de la segunda semana tenia hecho un total
> de m�s de $1,000.00!!!!! En la tercer semana recib� m�s de $10,000.00 y
> todavia seguia llegando m�s. Esta es mi cuarta semana ya hice un total
> de m�s de $41,000.00 y esto sigue llegando m�s rapidamente (mi esposa e
> hijos se pasan abriendo los sobres y yo consiguiendo Newsgroup). Esto se
> puso serio!!!! Todo esto realmente vali� la inversi�n de $6.00 y 6
> estampillas (sellos). Me gastaba m�s que esto en sorteos y loterias!!
> Perm�tanme explicarles como funciona esto y lo mas importante el porqu�
> funciona....tambi�n, Ud. aseg�rese de imprimir una copia de este
> art�culo AHORA, para poder sacar toda la informaci�n a medida que lo
> necesite.

> El proceso es muy facil y consiste en 3 pasos sencillos:
> PASO No. 1:
> Obtenga 6 hojas de papel y escriba en cada una de ellas FAVOR DE
> INCLUIRME EN SU LISTA DE CORRESPONDENCIA O E-MAIL. Ahora consiga 6
> billetes de US$1.00 dolar e introduzca cada dolar en un sobre con la
> hoja de manera que el billete no se vea a trav�s del sobre!!
> Mejor ponerlo encerrado en un papel de color oscuro para prevenir robos
> de correspondencia. Ahora Ud. deberia tener 6 sobres sellados y en ellos
> un papel con la frase mencionada, su nombre y direcci�n, y un billete de
> $1.00 dolar. Lo que Ud. Esta haciendo con esto es crear un servicio
> y eso hace que esto sea ABSOLUTAMENTE LEGAL!!
> Enviar los 6 sobres a las siguientes direcciones:
>
>
> #1 Graciela Caceres
> Canelones 1365 Apto.3,
> C.P. 11200
> Montevideo, Republica Oriental del Uruguay
>
> #2 Rodrigo Cabrales
> Av. Per� #784 dpto. A - RECOLETA
> Santiago-CHILE
>
> #3 Jose L. Giron
> c/ C�firo N.9 2�-b
> 41018
> Sevilla
> Espa�a
>
>
> #4 Luis Guti�rrez
> Villaviciosa de Od�n - C.P. 28670
> Madrid - Espa�a
>
> #5 Antonio Aparicio
> C/. Feliu i Codina, 45 2� 3� Esc. B
> 08031 Barcelona (ESPA�A)
>
> #6 Alberto Aguinaga San Martin
> C/ I�igo Arista 14 - 6� C
>C.P. 31007 PAMPLONA (Navarra)
>ESPA�A
>
> PASO No. 2:
>
> Ahora elimine el #1 de la lista de arriba y mueva los otros nombres un
> n�mero para arriba (el #6 se convierte en #5, el #5 se convierte en #4,
> Etc.) y agregue SU NOMBRE y direcci�n como el #6 en la lista.
>

> PASO No. 3:
>
> Cambie todo lo que crea conveniente de este art�culo, pero trate de
> mantenerlo lo mas posible cercano al original. Ahora ponga su art�culo
> en por lo menos 200 newsgroups(existen mas de 24,000 grupos). Solo
> necesita 200, pero cuando mas cantidad lo ponga, mas dinero le
> llegar�!!!.
> Aqu� van algunas indicaciones de como introducirse en los newsgroups:
>
>
> ---
> COMO MANEJAR LOS NEWSGROUPS
> ---
> No.1 Ud. no necesita redactar de nuevo toda esta carta para hacer
> la suya propia. Solamente ponga su cursor al comienzo de esta carta,
> haga click y lo deja presionando y b�jelo hasta el final de la carta y
> l�rguelo.
> Toda la carta deber� estar sombreado. Entonces, apunte y haga click en
> edit arriba de su pantalla, aqu� seleccione copy. Esto har� que todala
> carta quede en la memoria de su computadora.
> No.2 Abra un archivo notepad y lleve al cursor arriba de la p�gina
> en blanco. Presione edit y del menu seleccione paste. Ahora tendr�
> esta carta en el notepad y podr� agregar su nombre y direcci�n en el
> lugar #6 siguiendo las instrucciones de mas arriba.
> No.3 Grave esta carta en su nuevo archivo del notepad como
> un .txt file. Y cada vez que quiera cambiar algo ya lo puede hacer.
>
> ---
> PARA LOS QUE MANEJAN NETSCAPE
> ---
> No.4 Dentro del programa Netscape, vaya a la ventana
> titulada :Window y seleccione netscapeNews. Entonces elija del menu
> Options, seleccione Show all Newsgroups. En segundos una lista de
> todos los Newsgroups de su server aparecer�. Haga click en cualquier
> newsgroup.
> De este newsgroup haga click debajo de TO NEWS, el cual deberia estar
> arriba, en el extremo izquierdo de la p�gina de newsgroups. Esto le
> llevar� a la caja de mensajes.
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> cuando recorran por la lista de un grupo en particular.
> No.6 Marque el contenido completo del .txt file y copie usando
> la misma t�cnica anterior. Regrese al Newsgroup TO NEWS y Ud. esta
> creando y empastando esta carta dentro de su programa o posting.
> No.7 Presione send que est� en la parte superior izquierda.
> Y UD. HA FINALIZADO CON SU PRIMERO!...CONGRATULACIONES!!! .
>
> ---
> LOS QUE USAN INTERNET EXPLORER
> ---

> PASO No. 4: Vaya al Newsgroups y seleccione Post an Article.
> PASO No. 5: Carge el art�culo.PASO No. 6: Repita el No.6 mas arriba.
> PASO No. 7: Presione el bot�n Post.
> ----------
>
> ESTO ES TODO!. Todo lo que tiene que hacer es meterse en diferentes
> Newsgroups y empastarlos, cuando ya tenga pr�ctica, solo le tomar� unos
> 30 segundos por cada newsgroup!
> **RECUERDE, CUANTOS MAS NEWSGROUPS CONSIGA, MAS RESPUESTAS (Y DINERO)
> RECIBIRA!! PERO DEBE DE ENTRAR EN POR LO MENOS 200**
> YA ESTA!!!.... Ud. estar� recibiendo dinero de todo el mundo, de lugares
> que ni conoce y en unos pocos d�as!. Eventualmente querr� rentar un
> P.O.Box por la cantidad de sobres que ir� recibiendo. Si prefiere usar
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> donde debe.
> **ASEGURESE DE QUE TODAS LAS DIRECCIONES ESTEN CORRECTAS
> Ahora el POR QUE de todo esto:
> Tomemos un ejemplo:
> * De 200 enviados, digamos que recibo solo 5 respuestas (baj�simo
> ejemplo). Entonces hice $5.00 con mi nombre en la posici�n #6 de esta
> carta.
> * Ahora, cada uno de las 5 personas que ya me enviaron los $1.00 tambi�n
> hacen un m�nimo 200 newsgroups, cada uno con mi nombre en el #5 de la
> lista y solo responden 5 personas a cada uno de los 5 originales, esto
> hace $25.00 mas que yo recibo,
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> en el #4 y solo se recibe 5 respuesta de cada uno. Estar�a haciendo
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> *Estas 3,125 personas enviar�n este mensaje a un m�nimo de 200
> Newsgroups con mi nombre en el #1 y si solo 5 personas responden de los
> 200 grupos, estar� recibiendo $15,625.00!!.
> De una inversion original de $6.00!! mas estampillas(sellos). FABULOSO!
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> en la #1 $11,390,625.00 (imaginate)

> .....si, mas de ONCE MILLONES DE DOLARES!!!
>
> Una vez que su nombre ya no esta en la lista, saque el ultimo anuncio
> del Newsgroup y envie otros $6.00 a los nombres en esa lista, poniendo
> su nombre en el #6 y repetir todo el proceso. Y empezar a ponerlos en
> los Newsgroups otra vez.
> Lo que debe recordar es que miles de personas mas, en todo el mundo, se
> conectan al Internet cada d�a y leer�n estos art�culos todos los d�as
> como USTED Y YO LO HACEMOS!!!.
> As� que creo nadie tendr�a problemas en invertir $6.00 y ver si
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> personas honestas (que como nosotros) buscan una manera de tener
> independencia financiera y pagar cuentas!!!., y estas dispuestas a
> tratar, pu�s No hay peor lucha de la que no se hace. Se estima que
> existen de 20,000 a 50.000 nuevos usuarios TODOS LOS DIAS! (en todo
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> PARTICULARES, DEBE SER POR LO MENOS 200 DIRECCIONES, Y ESTO TIENE UNA
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> HONESTAMENTE y
> funcionar� con toda seguridad. Solamente tiene que ser honesto.
> Asegurese de imprimir este art�culo AHORA, Trate de mantener la lista de
> todos los que les envian dinero y siempre f�jese en los Newsgroups y vea
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> MEJOR METODO.
> No necesitas hacer trucos con la idea b�sica de hacer dinero en esto!
> BENDICIONES PARA TODOS, y suerte, juguemos limpio y aprovechar esta
> hermosa oportunidad de hacer toneladas de dinero con el internet.
>
> **Dicho sea de paso, si Ud. defrauda a las personas poniendo mensajes
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> recibir� casi NADA!.
> He conversado con personas que conocieron a otras que hicieron eso y
> solo llegaron a colectar unos $150.00, y eso despu�s de unas 7 semanas!.
>
> Algunos decidieron probar otra vez, haciendo correctamente, y en 4 a 5
> semanas recibieron mas de $10.000. Esto es la m�s limpia y honesta
> manera de compartir fortuna que yo jam�s haya visto, sin costarnos mucho
> excepto un poco de tiempo. El TIEMPO ES IMPORTANTE!, no dejar pasar mas
> de 7 d�as del momento que vea este art�culo!. Tambi�n puede conseguir
> lista de E-MAIL para extra d�lares. Sigamos todos las reglas del
> negocio! Recuerde mencionar estas ganancias extras en sus declaraciones

> de impuestos.
>
> Gracias otra vez y BENDICIONES A TODOS!!..
>

5178. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8aoqa7$5kk$1@nnrp1.deja.com>
Source record: 1943

In article <slrn8cvf79.go4.jedidiah@pyromania.mishnet>,
jedidiah@dementia.mishnet (JEDIDIAH) wrote:
> On Wed, 15 Mar 2000 09:14:37 GMT, Mikey <mgrove@iwvisp.com> wrote:
> >On 12 Mar 2000 00:17:23 , Erik Karsies wrote:
> >>Hi People,
> >>
> >>Good there are still some real atari fans, but I don't understand
the
> >>fuzz about the Milan. Why the hell buy a 68040/60 machine nowadays?
> >>(Okay has some sentimental value) But for the ordinary user ???
> >>Oh it got USB wow , my 3 years old pentium 200 mmx has it too . The
rest
> >>of the hardware I can plug in my PC with ease. I bet it won't cost
me
> >>more money.
> >
> >Because MiNT and NAES blows Windoezs off the hard disk.
> >What do you do while you wait for your PC to boot up?
> >What do you do while you wait for your PC to boot up after a crash?
> >What do you do while you wait for 10mb applications to download?
> >What do you do when you find out your 200 mmx is slower than a Milan
> >060?
>
> 400Mhz Celerons can be had for about $330, so that's not
> really a useful comparison...
>
> >You buy an Atari Clone.
> >
> >Mikey

Well it is if replying to this post. It is what the guy uses. Most
"kids" don't have $330.00 to throw around. Besides, who would be dumb
enough to purchase a Celeron? A waste of money as far as I am concerned.
Get a Mac if you want speed and relaibility. Get a PC if you like self
torture.

Mikey
.

Sent via Deja.com http://www.deja.com/
Before you buy.

5179. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003152140450.658-100000@rakas>
Source record: 1944

On 2000-3-15, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> 400Mhz Celerons can be had for about $330, so that's not
> really a useful comparison...

PC stuff is dirt-cheap or free because it is obsolete even before
it hits the market. Second-hand Atari hardware still sells for a
good price because it is still as up-to-date as it gets.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5180. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8cvrue.hde.jedidiah@pyromania.mishnet>
Source record: 1945

On Wed, 15 Mar 2000 21:42:17 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-15, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> 400Mhz Celerons can be had for about $330, so that's not
>> really a useful comparison...
>
>PC stuff is dirt-cheap or free because it is obsolete even before
>it hits the market. Second-hand Atari hardware still sells for a
>good price because it is still as up-to-date as it gets.

Whether or not it's obsolete has little bearing on whether
or not it will successfully manage your computing tasks.
This is the same principle that allows an 060 machine to
be even remotely useful.

[deletia]

As far as the Milans being 'as up-to-date as it gets', don't
kid yourself. They're not that by a long shot. They shouldn't
be presented as such. Doing so will only make you look foolish
and undermine what appeal a Milan might have.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5181. Atari & Amiga expo

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-15 00:00:00 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <953159642-531443AEicMi@xs4all.nl>
Source record: 1946

Hello,
Just received this message :

Combined Atari & Amiga Expo May 20 and 21 in Neuss (near Hannover,
Germany). Organised by the Falke Verlag, publisher of (both !) the Atari
magazine "STC" and the Amiga magazine "Amiga-Future.
Always a great event and this year even better, together with the Amiga clan
!
cheers
Dan
Dan

Milan 040 - Magic Milan

5182. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d2739.lch.jedidiah@pyromania.mishnet>
Source record: 1801

On Fri, 17 Mar 2000 00:55:25 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>Mikey <mgrove@iwvisp.com> wrote in message
>news:scul3t8a9n41@corp.supernews.com...
>> On 12 Mar 2000 00:17:23 , Erik Karsies wrote:
>> >Hi People,
[deletia]
>> What do you do when you find out your 200 mmx is slower than a Milan
>> 060?
>
>My P233MMX with USB is worth about $150. How much is a new Milan?.
>
>> You buy an Atari Clone.
>
>No. You buy an outdated '060 Atari clone because you love the platform and
>don't at all care for the fact that faster, cheaper and well supported PC's
>are available.
>
>When you buy an Atari clone it is definetely not a choice based on a
>performance figure, but rather an expression of individuality and personal
>choice. Same for all the other minority platforms.

This is not entirely true. The issue common to all minority
platforms is lack of "software/hardware support" not lack of
performance. Be, Linux, FreeBSD & OS/2 all run circles
around the WinDOSes.

Infact, the resident Atari holdouts would be well advised to
see BeOS running on a $300 PC for themselves.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5183. Atari SF354 Floppy Drive Problems...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: Eric Henneke <ehenneke@ev1.net>
Message-ID: <tFaA4.6564$511.1795081@tw11.nn.bcandid.com>
Source record: 1802

I have 2 SF354 floppy drives for my 520ST. One of them still works
perfectly fine.

The other, however, is getting power, but doesn't seem to spin at all.

My assumption is that there is probably a belt in the drive that either came
off or snapped, or is stretched or something.

I opened op the Atari casing, to find the internal floppy drive assembly.
Unfortunately, no drive mechanism or belt was accessible. I messed with
trying to open the internal drive case itself, but I didn't want to force
anything that wasn't supposed to be opened.

I am hoping that somebody can walk me through this and let me know how to
get to the portion of the drive I need to access. Or, maybe this is
symptomatic of another problem that has a well-known fix.

Finally, is there somewhere that I could just get a cheap replacement for
the internal drive that would just plug right up to the power and controller
card in the SF354 case? I'd rather just fix the one I have, but this may
be a last resort.

Here are the specs of the drive (since I know they vary widely):
SF354
Serial #: A1645010549
Made in Taiwan
FCC ID: EBA72RSF354
It's the SF354 model where the red light in the front is on the lower right
corner, and the disk slot / eject button are "slanted" to match the
esthetics of the ST computer.

Let me know if you may be able to help me out. If there are other details
about the drive needed to make a diagnosis, let me know and I will provide.

Thanks in advance to anybody who can help!

-Eric

5184. Re: Atari SF354 Floppy Drive Problems...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d2ene.m22.jedidiah@pyromania.mishnet>
Source record: 1803

On Thu, 16 Mar 2000 19:32:41 GMT, Eric Henneke <ehenneke@ev1.net> wrote:
>I have 2 SF354 floppy drives for my 520ST. One of them still works
>perfectly fine.

You should be able to replace the mechanism with a standard
PC floppy drive. I ran my last STe with a 1.44M floppy quite
successfully.

[deletia]
--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5185. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003162107150.71-100000@rakas>
Source record: 1804

On 2000-3-17, Clockmeister <gerryvdb@tnet.com.au> wrote:

> > What do you do when you find out your 200 mmx is slower
> > than a Milan 060?
>
> My P233MMX with USB is worth about $150. How much is a new Milan?.

Ah, but the question was speed, not price.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5186. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003162109060.71-100000@rakas>
Source record: 1805

On 2000-3-16, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> In fact, the resident Atari holdouts would be well advised to
> see BeOS running on a $300 PC for themselves.

I love BeOS, but really don't care for PC hardware. However, Mac
hardware is overpriced, even second-hand.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5187. Re: Atari & Amiga expo

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200003162059.a8198@b.maus.de>
Source record: 1806

AH>Combined Atari & Amiga Expo May 20 and 21
And only two months to prepare. That's the problem with Atari-fairs. They are always announced with very short notice.

AH>in Neuss (near Hannover, Germany)
Neuss is definitely *not* near Hannover.

5188. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d2n34.ms1.jedidiah@pyromania.mishnet>
Source record: 1807

On Wed, 15 Mar 2000 20:03:22 GMT, Mike <magicmac@my-deja.com> wrote:
>In article <slrn8cvf79.go4.jedidiah@pyromania.mishnet>,
>jedidiah@dementia.mishnet (JEDIDIAH) wrote:
>> On Wed, 15 Mar 2000 09:14:37 GMT, Mikey <mgrove@iwvisp.com> wrote:
>> >On 12 Mar 2000 00:17:23 , Erik Karsies wrote:
>> >>Hi People,
>> >>
>> >>Good there are still some real atari fans, but I don't understand
>the
>> >>fuzz about the Milan. Why the hell buy a 68040/60 machine nowadays?
>> >>(Okay has some sentimental value) But for the ordinary user ???
>> >>Oh it got USB wow , my 3 years old pentium 200 mmx has it too . The
>rest
>> >>of the hardware I can plug in my PC with ease. I bet it won't cost
>me
>> >>more money.
>> >
>> >Because MiNT and NAES blows Windoezs off the hard disk.
>> >What do you do while you wait for your PC to boot up?
>> >What do you do while you wait for your PC to boot up after a crash?
>> >What do you do while you wait for 10mb applications to download?
>> >What do you do when you find out your 200 mmx is slower than a Milan
>> >060?
>>
>> 400Mhz Celerons can be had for about $330, so that's not
>> really a useful comparison...
>>
>> >You buy an Atari Clone.
>> >
>> >Mikey
>
>Well it is if replying to this post. It is what the guy uses. Most
>"kids" don't have $330.00 to throw around. Besides, who would be dumb

Then a Milan is certainly going to be out of their price
range. Furthermore, it IS quite feasable for a kid to
have $300 to blow. That fact is the only reason I was ever
able to buy myself an Atari ST in the 80s.

>enough to purchase a Celeron? A waste of money as far as I am concerned.
>Get a Mac if you want speed and relaibility. Get a PC if you like self
>torture.

You are absurd. On one hand you whine about how some target
demographic wouldn't be able to buy a $300 computer and then

turn around and suggest that they buy systems that START at
$1200 and go into the stratosphere from there.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5189. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d2n6b.ms1.jedidiah@pyromania.mishnet>
Source record: 1808

On Thu, 16 Mar 2000 21:10:06 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-16, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> In fact, the resident Atari holdouts would be well advised to
>> see BeOS running on a $300 PC for themselves.
>
>I love BeOS, but really don't care for PC hardware. However, Mac
>hardware is overpriced, even second-hand.

Beyond the CPU there really isn't much difference these days,
actually. A modern Macintosh is pretty much just another PC
with a PPC chip in place of a Pentium.

[deletia]

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5190. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d2n8l.ms1.jedidiah@pyromania.mishnet>
Source record: 1809

On Thu, 16 Mar 2000 21:08:09 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-17, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>> > What do you do when you find out your 200 mmx is slower
>> > than a Milan 060?
>>
>> My P233MMX with USB is worth about $150. How much is a new Milan?.
>
>Ah, but the question was speed, not price.

It all depends on what you're running. This is why an 060
could even be considered. PC hardware doesn't require
bloat, it just tends to be bundled with it by default.

--
|||
Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5191. Re: Chunk's causes two outs in first with fly ball!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <160320000210588196%sinclap@nospam.net>
Source record: 1947

In article <38CADD2F.15FCAD1E@earthlink.net>, Steve Hammond
<tthammond@earthlink.net> wrote:

> sinclap wrote:
>
> > The proof is in the dog with mustard..
> >
> > http://www.apple.com/games/articles/2000/03/gdc/
> >
> > FYI:
> >
> > TombRaider I&II are $19.99 U.S. ea
> > Quake II $19.99 U.S. ea
> > Doom I&II $9.99 U.S. ea
> >
> > So much for the pricing errors..
> >
> > sinclap!
> >
> > soon to be somewere in CA
>
> Go to www.cnet.com and do a search under games and then sort by
> price.The first thing that you will notice is that PC games outnumber
> Mac games by at least a factor of 5 to 1. It might be as high as 10:1 in
> favor of the PC. Secondly, with a few exceptions, the price of the same
> Mac game compared to its PC counterpart is anywhere from 25% to 100%
> higher. Quoting prices for old games being sold as close outs makes one
> wonder about the soundness of the old "wetware".

Most of those PC games end up in the $2 junk bins..Were do you get that
Mac games are 25%-100% more than the PC ones? Examples please..

> As for "soon to be somewere in CA" - I don't think so. We have already
> got your photo on every milk carton in the state :)

sinclap!

already somewere in Cupertino, Calif

> Steve Hammond

5192. Structure of RSC File

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <38D0A50B.489C8959@club-internet.fr>
Source record: 1948
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st,de.comp.sys.atari,comp.sys.atari.advocacy, maus.computer.atari.falcon

Hello,

I search of documentation on the structures of file RSC. I created a program to extract the icones from 2 to 256 colors of the files Windows ICO and CUR (files DLL, EXE and OCX in progress). I would like to record them in a file RSC with format CICON. The documentation which I have (Compendium, Atari developor divides into volumes 1 and 2) are a little light on this subject. I saw well the structure RSHDR in PURE C, but no documentation on the pointers of objects. I believed to understand that there was a file RSCREATE.C which would seem well to answer my request. Can you help me to find it. Thank you by advance.

Florent

Author of Hardware 2.0 for Falcon 030
http://www.club-internet.fr/perso/lafabrie/

5193. Re: Chunk's causes two outs in first wi

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: tthammond@earthlink.net
Message-ID: <He6A4.5913$Nn6.181182@newsread2.prod.itd.earthlink.net>
Source record: 1949

On 16 Mar 2000 08:10:37 , sinclap wrote:
> In article <38CADD2F.15FCAD1E@earthlink.net>, Steve Hammond
> <tthammond@earthlink.net> wrote:

> > Go to www.cnet.com and do a search under games and then sort by
> > price.The first thing that you will notice is that PC games outnumber
> > Mac games by at least a factor of 5 to 1. It might be as high as 10:1 in
> > favor of the PC. Secondly, with a few exceptions, the price of the same
> > Mac game compared to its PC counterpart is anywhere from 25% to 100%
> > higher. Quoting prices for old games being sold as close outs makes one
> > wonder about the soundness of the old "wetware".
>
> Most of those PC games end up in the $2 junk bins..Were do you get that
> Mac games are 25%-100% more than the PC ones? Examples please..

Just like the Mac games you mentioned - let you fingers do the walking. All you have to do is just scroll down the lists and compare the same game titles, when you can find a Mac game, and compare the prices.

Now I did acess cnet using my TT - so maybe my computer has a built in bias.....

> > As for "soon to be somewere in CA" - I don't think so. We have already
> > got your photo on every milk carton in the state :)
>
> sinclap!
>
> already somewere in Cupertino, Calif
>
No one ever really said that the people in Cupertino were all that smart about who they let move in next to them.

Steve

5194. Re: Chunk's causes two outs in first with fly ball!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-16 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d22c3.kv3.jedidiah@pyromania.mishnet>
Source record: 1950

```
On Thu, 16 Mar 2000 08:10:37 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <38CADD2F.15FCAD1E@earthlink.net>, Steve Hammond
><tthammond@earthlink.net> wrote:
>
>> sinclap wrote:
>>
>> > The proof is in the dog with mustard..
>> >
>> > http://www.apple.com/games/articles/2000/03/gdc/
>> >
>> > FYI:
>> >
>> > TombRaider I&II are $19.99 U.S. ea
>> > Quake II $19.99 U.S. ea
>> > Doom I&II $9.99 U.S. ea
>> >
>> > So much for the pricing errors..
>> >
>> > sinclap!
>> >
>> > soon to be somewere in CA
>>
>> Go to www.cnet.com and do a search under games and then sort by
>> price.The first thing that you will notice is that PC games outnumber
>> Mac games by at least a factor of 5 to 1. It might be as high as 10:1 in
>> favor of the PC. Secondly, with a few exceptions, the price of the same
>> Mac game compared to its PC counterpart is anywhere from 25% to 100%
>> higher. Quoting prices for old games being sold as close outs makes one
>> wonder about the soundness of the old "wetware".
>
>Most of those PC games end up in the $2 junk bins..Were do you get that
>Mac games are 25%-100% more than the PC ones? Examples please..

CivCTP and SimCity 3000 would probably be a good start.
Starcraft is probably at least $20 more for the Mac
versions these days too.

[deletia]

Mac release schedules are far enough behind (Linux and Be too)
such that by the time a title is out for a non-win32 platform
the win32 version has started it's discount cycles already.

--
|||
```

Resistance is not futile. / | \

Need sane PPP docs? Try penguin.lvcm.com.

5195. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Q18A4.120$kA.8879@nsw.nnrp.telstra.net>
Source record: 1810

Mikey <mgrove@iwvisp.com> wrote in message
news:scul3t8a9n41@corp.supernews.com...
> On 12 Mar 2000 00:17:23 , Erik Karsies wrote:
> >Hi People,
> >
> >Good there are still some real atari fans, but I don't understand the
> >fuzz about the Milan. Why the hell buy a 68040/60 machine nowadays?
> >(Okay has some sentimental value) But for the ordinary user ???
> >Oh it got USB wow , my 3 years old pentium 200 mmx has it too . The rest
> >of the hardware I can plug in my PC with ease. I bet it won't cost me
> >more money.
>
> Because MiNT and NAES blows Windoezs off the hard disk.
> What do you do while you wait for your PC to boot up?

Seeing as I only have to boot it up once or twice a day this isn't really an
issue for me.

> What do you do while you wait for your PC to boot up after a crash?

See my reply to the first comment.

> What do you do while you wait for 10mb applications to download?

I buy one of the many PC mag's with a coverdisk that contains heaps of PC
software.

> What do you do when you find out your 200 mmx is slower than a Milan
> 060?

My P233MMX with USB is worth about $150. How much is a new Milan?.

> You buy an Atari Clone.

No. You buy an outdated '060 Atari clone because you love the platform and
don't at all care for the fact that faster, cheaper and well supported PC's
are available.

When you buy an Atari clone it is definetely not a choice based on a
performance figure, but rather an expression of individuality and personal
choice. Same for all the other minority platforms.

Regards,

Clockmeister.

--
///

```
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb
```

5196. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <v68A4.121$kA.9106@nsw.nnrp.telstra.net>
Source record: 1811

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10003152140450.658-100000@rakas...
> On 2000-3-15, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
> > 400Mhz Celerons can be had for about $330, so that's not
> > really a useful comparison...
>
> PC stuff is dirt-cheap or free because it is obsolete even before
> it hits the market. Second-hand Atari hardware still sells for a
> good price because it is still as up-to-date as it gets.
>

No, it's because it is a limited market.

5197. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: Erik Karsies <ekarsies@hetnet.nl>
Message-ID: <38D18A4E.91BF349D@hetnet.nl>
Source record: 1812

Mikey wrote:

Hello Mikey,

> Because MiNT and NAES blows Windoezs off the hard disk.

MiNT is there any support left for then ?
NAES is specifly designed for the atari to remove their design flaws !

> What do you do while you wait for your PC to boot up?

On my atari I had to use a boot manager that cost time too. And if I was dumb enough to install another OS it wouldn't take as long. At least I have an OS which supported by millions of recents programs instead of a few hundred. (hundred that is kind friendly of me)

> What do you do while you wait for your PC to boot up after a crash?

Oh yeah , and all those beta versions of atari OS-es don't crash.

> What do you do while you wait for 10mb applications to download?

Just enjoy of browsing with Netscape anc chatting with Mirc , knowing if I don't like these programs I can choose out at least five other programs to chat or to browse. I just download the Halflife OF demo (about 70 MB) and didn't regret. At least I have the choice.

> What do you do when you find out your 200 mmx is slower than a Milan
> 060?
> You buy an Atari Clone.

In what becoming obsolete ?
Serously the motorola 68060 isn't faster than a intel 200 mmx. Its a common misunderstanding under atari users. Read a good book about computer architecture and you'll know. A good book would tell that the motorola series was about 2 times as fast.
as a 486 comparing to clock speed. (that means a 486dx100 is to compare with a 68040) But... , this doesn't count for the intel pentium series because they a much improved architecture. Taking in respect that the motorola has a better FPU , you can compare it with a pentium 75 or so and the over clocked 68060 at 120 MHz to a pentium 150.
But with bigger programs it is even worse for motorola because of the outdated 32 MHz external bus comparing to the 66 Mhz bus of the 200 mmx. (Big programs need to acces the memory chips a lot more)

> Mikey

Greetings Erik Karsies

5198. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003171531110.88-100000@rakas>
Source record: 1813

On 2000-3-16, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> >I love BeOS, but really don't care for PC hardware. However,
> >Mac hardware is overpriced, even second-hand.
>
> Beyond the CPU there really isn't much difference these days,
> actually. A modern Macintosh is pretty much just another PC
> with a PPC chip in place of a Pentium.

The CPU is where it amtters and RISC technology is inherently
faster and better, so PPC is indeed better than Pentium.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5199. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38D245D0.6C6160A3@cfc.dnd.ca>
Source record: 1814

Clockmeister wrote:
>
> Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
> news:Pine.MNT.4.10.10003152140450.658-100000@rakas...
> > On 2000-3-15, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
> >
> > > 400Mhz Celerons can be had for about $330, so that's not
> > > really a useful comparison...
> >
> > PC stuff is dirt-cheap or free because it is obsolete even before
> > it hits the market. Second-hand Atari hardware still sells for a
> > good price because it is still as up-to-date as it gets.
> >
>
> No, it's because it is a limited market.

you are not making any sense.
limited in the sense that the supply of ataris are limited(no onger
being produced?)
or limited in the sense that there are only a certain number of
musicians to go around?
or limited in the sense that there are only so many intelligent people
alive at any one time there fore the market for ataris is limited to
this group?

what, in your definition, is a limited market?

ken

5200. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d4i2v.gbe.jedidiah@localhost.localdomain>
Source record: 1815

On Fri, 17 Mar 2000 15:32:25 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-16, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> >I love BeOS, but really don't care for PC hardware. However,
>> >Mac hardware is overpriced, even second-hand.
>>
>> Beyond the CPU there really isn't much difference these days,
>> actually. A modern Macintosh is pretty much just another PC
>> with a PPC chip in place of a Pentium.
>
>The CPU is where it amtters and RISC technology is inherently
>faster and better, so PPC is indeed better than Pentium.

No it isn't. A PPC clock for clock, using non cooked
benchmarks is about 20% faster clock per clock than
a PIII. However, you can get a twice clocked PIII or
K7 and get one in a complete name brand system for
about the same price as (half clocked) Apple system.

The IA32 has economies of scale on it's side. Intel
has competition from AMD to keep it from dragging it's
feet too much. Whereas Apple has always been happy to
gouge you by charging 2x as much for the same parts as
others sell.

BTW, the K7 has 'all of that RISC goodness too'. So do
the sparc and alphas. Even those still manage to deliver
more bang for the buck.

--

So long as Apple users Quicktime to effectively |||
make web based videoa 'Windows only' Club for x86, / | \
Apple is no less monpolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5201. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d4i5u.gbe.jedidiah@localhost.localdomain>
Source record: 1816

```
On Fri, 17 Mar 2000 09:48:48 -0500, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
>Clockmeister wrote:
>>
>> Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
>> news:Pine.MNT.4.10.10003152140450.658-100000@rakas...
>> > On 2000-3-15, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>> >
>> > > 400Mhz Celerons can be had for about $330, so that's not
>> > > really a useful comparison...
>> >
>> > PC stuff is dirt-cheap or free because it is obsolete even before
>> > it hits the market. Second-hand Atari hardware still sells for a
>> > good price because it is still as up-to-date as it gets.
>> >
>>
>> No, it's because it is a limited market.
>
>you are not making any sense.
>limited in the sense that the supply of ataris are limited(no onger
>being produced?)
>or limited in the sense that there are only a certain number of
>musicians to go around?
>or limited in the sense that there are only so many intelligent people
>alive at any one time there fore the market for ataris is limited to
>this group?
>
>what, in your definition, is a limited market?
>
>ken

...he probably means no exploitable economies of scale.

--

So long as Apple users Quicktime to effectively |||
make web based videoa 'Windows only' Club for x86, / | \
Apple is no less monpolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.
```

5202. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38D24C3D.C03AB5D1@cfc.dnd.ca>
Source record: 1817

JEDIDIAH wrote:
>
> On Wed, 15 Mar 2000 21:42:17 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
> >On 2000-3-15, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
> >
> >> 400Mhz Celerons can be had for about $330, so that's not
> >> really a useful comparison...

so what you are saying is that you can buy two or three times as much
shit for the same price as something quality. sorry, shit is still shit,
no matter how much of it you have. Unless you are someone who thinks
lots of shit is better than no shit.

> >PC stuff is dirt-cheap or free because it is obsolete even before
> >it hits the market. Second-hand Atari hardware still sells for a
> >good price because it is still as up-to-date as it gets.
>
> Whether or not it's obsolete has little bearing on whether
> or not it will successfully manage your computing tasks.
> This is the same principle that allows an 060 machine to
> be even remotely useful.

obsolescence is a factor though. When the software you bought a year ago
is no longer supported
because they have new versions out that only run on the 'newer'machines
and you can't afford to upgrade both your machine _and_ the software but
you need to upgrade the hardware again because of this shiny new
software you just have to have cuz it is so kewl but then your other
software runs funny or...
Do not confuse real obselescence which Martin was not talking about with
'marketing'manufactured
obsolescence which he was.

> [deletia]
>
> As far as the Milans being 'as up-to-date as it gets', don't
> kid yourself. They're not that by a long shot. They shouldn't
> be presented as such. Doing so will only make you look foolish
> and undermine what appeal a Milan might have.

you are the one looking foolish.
pay attention! (or are you just trolling?) to quote above "Second-hand
Atari hardware..."
now does that resemble *new* Milans?? In terms of MIDI software 15 year
old Atari's are as good as it gets. deal with it. do you have some

fetish about progress? that newer _has_ to mean better?
n o t. if that were true then MIDI timing on a modern Celeryon would be
beter than Ataris timing, but it isn't.
Milan has absolutely no appeal for you at all, so how can you judge what
appeal it would have for others??

> --
> |||
> Resistance is not futile. / | \

perhaps this is not true in your case.

ken

5203. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d4jmg.it4.jedidiah@localhost.localdomain>
Source record: 1818

On Fri, 17 Mar 2000 10:16:13 -0500, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
>JEDIDIAH wrote:
>>
>> On Wed, 15 Mar 2000 21:42:17 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>> >On 2000-3-15, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>> >
>> >> 400Mhz Celerons can be had for about $330, so that's not
>> >> really a useful comparison...
>
>so what you are saying is that you can buy two or three times as much
>shit for the same price as something quality. sorry, shit is still shit,

That's a nice fantasy and all. But you really are quite out of
touch. Except for serious Unix RISC machines, all PCI based
systems are essentially the same sort of crap. This is especially
true for Milans and Apples.

The Milan at least has the benefit of an OS optimized for running
on obsolete hardware. The Macs don't even have that.

>no matter how much of it you have. Unless you are someone who thinks
>lots of shit is better than no shit.

I don't need to be restricted to some overhauled DOS. Thus I can
get quite a bit of quality use out of a cheaper 400Mhz machine.

>
>> >PC stuff is dirt-cheap or free because it is obsolete even before
>> >it hits the market. Second-hand Atari hardware still sells for a
>> >good price because it is still as up-to-date as it gets.
>>
>> Whether or not it's obsolete has little bearing on whether
>> or not it will successfully manage your computing tasks.
>> This is the same principle that allows an 060 machine to
>> be even remotely useful.
>
>obsolescence is a factor though. When the software you bought a year ago
>is no longer supported

No it isn't. Either it does it's required task or it doesn't.
Software doesn't wear out. That's why we had all of that Year
2000 BS. Effective software can keep running for decades. I
could still get quite effective use out of a 1993 copy of Amipro
if I really wanted to.

>because they have new versions out that only run on the 'newer'machines
>and you can't afford to upgrade both your machine _and_ the software but
>you need to upgrade the hardware again because of this shiny new
>software you just have to have cuz it is so kewl but then your other
>software runs funny or...
>Do not confuse real obselescence which Martin was not talking about with
>'marketing'manufactured
>obsolescence which he was.

That's why you stay as far away from vendorlock as you can.

>
>> [deletia]
>>
>> As far as the Milans being 'as up-to-date as it gets', don't
>> kid yourself. They're not that by a long shot. They shouldn't
>> be presented as such. Doing so will only make you look foolish
>> and undermine what appeal a Milan might have.
>
>you are the one looking foolish.
>pay attention! (or are you just trolling?) to quote above "Second-hand
>Atari hardware..."
>now does that resemble *new* Milans?? In terms of MIDI software 15 year
>old Atari's are as good as it gets. deal with it. do you have some
>fetish about progress? that newer _has_ to mean better?

Yes. I actually like being able to run in 1600x1200 in 24million
colors, do video capture and overlay, download spiffy sorenson
media and convert it to cinepak (so I can play it natively), and
exploit 3D acceration hardware.

>n o t. if that were true then MIDI timing on a modern Celeryon would be
>beter than Ataris timing, but it isn't.
>Milan has absolutely no appeal for you at all, so how can you judge what
>appeal it would have for others??

Actually, I wouldn't mind having access to a reasonably priced
Milan motherboard. Most of what I run is available as source so
I'm quite flexible.

Although, being 'just another PC' it would likely have the same
problems as a WinTel PC would with MIDI. Then again there is Be,
specifically geared for realtime and audio production. You're
just too obstinant to try it, even to just get enough to of a clue
to criticise it from an informed point of view.

[deletia]

That's foolish.

--

So long as Apple users Quicktime to effectively |||
make web based videoa 'Windows only' Club for x86, / | \

Apple is no less monpolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5204. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38D2556E.6F54E7FE@cfc.dnd.ca>
Source record: 1819

Erik Karsies wrote:
>
> Mikey wrote:
>
> Hello Mikey,
>
> > Because MiNT and NAES blows Windoezs off the hard disk.
>
> MiNT is there any support left for then ?
> NAES is specifly designed for the atari to remove their design flaws !

let me say that EVERY operating system is designed to remove 'perceived
flaws' in previously
existing operating systems. Name ONE that isn't!

>
> > What do you do while you wait for your PC to boot up?
>
> On my atari I had to use a boot manager that cost time too. And if I was dumb
> enough to install another OS it wouldn't take as long.

you used the boot manager IF YOU CHOOSE to. where is the choice with PC?

At least I have an OS
> which supported by millions of recents programs instead of a few hundred.
> (hundred that is kind friendly of me)

no. hundred is being unknowing, or maybe you think sarcastic?? must be,
you say millions of recent programs. not very factual. but true there
are more programs for PC, this is because there are more users.

> > What do you do while you wait for your PC to boot up after a crash?
>
> Oh yeah , and all those beta versions of atari OS-es don't crash.

you do not mean TOS. Mike was not saying that Atari do not crash. He was
comparing performance between both systems after they had both crashed.
If your atari crashed, was it hard to restart? was there a lot of
damage from the crash (i.e. trashed hard drive)? compare this to PC in
my experience, not second hand info, not rumours, my own experience,BIG
problems sometimes after Windows crash. like no hard drive left, toss it
in the garbage heap.
this is very funny eh?

> > What do you do while you wait for 10mb applications to download?
>
> Just enjoy of browsing with Netscape anc chatting with Mirc , knowing if I

> don't like these programs I can choose out at least five other programs to
> chat or to browse. I just download the Halflife OF demo (about 70 MB) and
> didn't regret. At least I have the choice.

ok, well have fun with your choice. hope you have the hard drive space
to store it, the system resources to run it. there is more choice on
windows, yes. I have been looking for a couple of weeks for html
software, many programs out there, many many more than Atari. still,
hard to find a good program, one that I can use, that writes good code.
I use an atari emulator to run Edith and qed so that I can iuse kurzels
to write html code by hand. not pc programs can do this. oh yes, you
have so much choice.

> > What do you do when you find out your 200 mmx is slower than a Milan
> > 060?
> > You buy an Atari Clone.
>
> In what becoming obsolete ?
> Serously the motorola 68060 isn't faster than a intel 200 mmx. Its a common
> misunderstanding under atari users. Read a good book about computer
> architecture and you'll know. A good book would tell that the motorola series
> was about 2 times as fast.
> as a 486 comparing to clock speed. (that means a 486dx100 is to compare with
> a 68040) But... , this doesn't count for the intel pentium series because
> they a much improved architecture. Taking in respect that the motorola has a
> better FPU , you can compare it with a pentium 75 or so and the over clocked
> 68060 at 120 MHz to a pentium 150.
> But with bigger programs it is even worse for motorola because of the
> outdated 32 MHz external bus comparing to the 66 Mhz bus of the 200 mmx.
> (Big programs need to acces the memory chips a lot more)
>
> > Mikey
>
> Greetings Erik Karsies

Of course a 200MHz intel is much faster than any atari built yet, faster
than a Milan sure.
The hardware.
now, in the real world we have operating systems. You do too. put
windows on a very fast intel chip. you have a much slower computer for
the end user.
now, you put magic or mint on a 68060. you have a fast computer. faster
than your 200 mmx intel seems for the user. Who cares is you have all
that power if you never see it? don't feel it?

you say big programs need to access memory chips a lot more. true.
but you only have BIG programs in windows on intel because they have to
code so fast for the market they write big fat slow programs. or maybe
they have to match the big fat slow os.

ken

5205. Re: TAF Meeting March 15th - Emulating

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-182DF7.11295917032000@bigmomma.idirect.com>
Source record: 1820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.mac.advocacy,alt.atari-jaguar.discussion

In article <38cfdf5d$0$16851@news.zetnet.co.uk>, lais@zetnet.co.uk
(Shiuming Lai) wrote:

> On 15 Mar 2000 14:55:02 , "Daniel L. Dreibelbis" got a bit
> confused and thought he was arguing with someone called
> sinclap, getting rather involved. Daniel, cool down! Don't
> get so worked up! You've fallen into the trap of thinking
> that sinclap is a real person! It's not! It's nothing more
> than an insidious piece of software that creates nonsense
> out of the English language and posts it to the place we hang
> out in called comp.sys.atari.st! It is none other than:
>
> The sinclap Random String Generator!
>
> Any attempt at intelligent communication with the sinclap
> will fail miserably, as it has no ability to comprehend!
>
ah, yes. But, since you are such an expert on the workings of the
sinclap Random String Generator (to be referred upon as the sRSG), maybe
you can answer some questions I have on it:

1) years ago, it was being referred to here as the sinclap Random
Bull**** Generator. Is the sRSG an improvement upon the older sRBSG, or
is it a completely different program from the older program? If so, what
improvements have you noticed being done between the original and the
one we see today?

2) it's been rumoured that the sRSG is running off a Macintosh
computer. Why would anyone program an application of so non-existant
importance for a respected platform like the Mac? And is it true that
previously it was designed to run on an Amiga?

3) about two years ago, the sRSG began suddenly spouting out nonsense
attacking a supposedly portly individual called "Chunks". Since this
said "Chunks" has been proven not to exist (he is certainly not on the
rolls of TAF), what variable could have caused the sRSG to mutate itself
to generate attack strings against an imaginary individual?
Is it a mutation of a similar bug in which it claims that imaginary
"Atari Jihads" are "out to get it"?

4) what about these rumours I'm hearing that the sRSG is actually a
subset of an even larger program called the Steve Jobs
Reality-Distortion Field (tm), being run from a large NeXT machine in
the basement of an anonymous building in Cupertino, California, USA. Is
the sRSG affected whenever the SJR-DF program crashes, or when the main

program spouts out similar larger amounts of gibberish that have an effect over a wider area of the population?

5) the sRSG seems to have a problem when it generates its messages in that it is unable to piece together coherent sentences, and mangles the spellings of common everyday words. What are the chances that this obviously glaring flaw can be fixed?

6) the sRSG has taken to pulling articles from web sites and pasting them (badly formatted) on USENet groups. I notice recently that whenever a Canadian replies to it, it has been pulling articles from the National Post website to say how bad we have it in our country. We suspect that the website (and indeed the hardcopy editions) are being polluted by the "Tubby Black" virus. Could the TB virus be a mutation of the sRSG in larger form, and is the sRSG be itself a worm virus? Why has the sRSG been so attracted to the NP website, especially in light of the fact that the other Canadian newsites which have not been affected by the TB virus have been reporting the exact opposite? (We also find it interesting that the NP web site has not reported that a certain newspaper baron much unbeloved in this country recently had his lawsuit against our repected PM thrown out of court, and that indeed it has once again gone to new heights of screeching against the PM - symptoms eerily similar to the sRSG in dealing with any USEnet posts that contain the word "Atari" or "TOS")

I await your respected opinions on the above queries.

5206. Re: An User Formerly known as Atari-jun

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: darklord@kih.net
Message-ID: <8auan3$e31$1@news3.icx.net>
Source record: 1821

->Erik Karsies wrote:

->> Serously the motorola 68060 isn't faster than a intel 200 mmx. Its a common
->> misunderstanding under atari users. Read a good book about computer
->> architecture and you'll know. A good book would tell that the motorola series
->> was about 2 times as fast.
->> as a 486 comparing to clock speed. (that means a 486dx100 is to compare with
->> a 68040) But... , this doesn't count for the intel pentium series because
->> they a much improved architecture. Taking in respect that the motorola has a
->> better FPU , you can compare it with a pentium 75 or so and the over clocked
->> 68060 at 120 MHz to a pentium 150.
->> But with bigger programs it is even worse for motorola because of the
->> outdated 32 MHz external bus comparing to the 66 Mhz bus of the 200 mmx.
->> (Big programs need to acces the memory chips a lot more)

We use 64 meg, P233's at work, running Windog NT, and I'm here to tell
you that they are slooooooowwwww...

In fact, my Nemesized Falcon running MiNT felt much more responsive.
This is from first hand experience, so I can just imagine how much
faster an 80mhz '060 Milan running MiNT would feel! ;-)

Later...

____
/ / The Former DarkForce! Sysop / /\
/ --T-- / Phone 1-555-555-5555 Today! / /\ / /
/ -A T A R I- / The Fuji -still- Lives...!! / Dark><Lord / /
/ --G-- / My ICQ # is 2 0 6 2 3 9 0 4 / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

5207. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613264110-18440AEicMi@bfree.on.ca>
Source record: 1822

>From: jedidiah@dementia.mishnet (JEDIDIAH)
>Date: Fri, 17 Mar 2000 15:05:20 GMT

>
>>On Fri, 17 Mar 2000 09:48:48 -0500, Ken Macdonald
><macdonald@cfc.dnd.ca> wrote:

>> what, in your definition, is a limited market? ken

>
> ...he probably means no exploitable economies of scale.
>

Good Answer, because this is the nature of the market today. Using other
platforms such as Atari, we focus on economies of Scope.

Exploitable economies of scale.

Wouldn't have thought to use that first word. Sums things up perfectly.

Brian.

5208. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d5c0q.r25.jedidiah@pyromania.mishnet>
Source record: 1823

```
On Sat, 18 Mar 2000 05:48:14 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>Ken Macdonald <macdonald@cfc.dnd.ca> wrote in message
>news:38D245D0.6C6160A3@cfc.dnd.ca...
>> Clockmeister wrote:
>> >
>> > Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
>> > news:Pine.MNT.4.10.10003152140450.658-100000@rakas...
>> > > On 2000-3-15, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>> > >
>> > > > 400Mhz Celerons can be had for about $330, so that's not
>> > > > really a useful comparison...
>> > >
>> > > PC stuff is dirt-cheap or free because it is obsolete even before
>> > > it hits the market. Second-hand Atari hardware still sells for a
>> > > good price because it is still as up-to-date as it gets.
>> > >
>> >
>> > No, it's because it is a limited market.
>>
>> you are not making any sense.
>> limited in the sense that the supply of ataris are limited(no onger
>> being produced?)
>> or limited in the sense that there are only a certain number of
>> musicians to go around?
>> or limited in the sense that there are only so many intelligent people
>> alive at any one time there fore the market for ataris is limited to
>> this group?
>>
>> what, in your definition, is a limited market?
>>
>
>Limited number of users, which consequently leads to all the other
>limitations you mentioned.

Stuff gets cheaper when you can sell 50 million units.

Stuff gets cheaper when there are multiple sources each
applying competition pressure on each other.

The 68060's themselves probably cost an arm and a leg. 680x0's
have always been relatively more expensive than similar x86's.

--
```

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5209. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d5c7v.r25.jedidiah@pyromania.mishnet>
Source record: 1824

On Sat, 18 Mar 2000 06:02:56 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
>news:Pine.MNT.4.10.10003162107150.71-100000@rakas...
>> On 2000-3-17, Clockmeister <gerryvdb@tnet.com.au> wrote:
>>
>> > > What do you do when you find out your 200 mmx is slower
>> > > than a Milan 060?
>> >
>> > My P233MMX with USB is worth about $150. How much is a new Milan?.
>>
>> Ah, but the question was speed, not price.
>>
>> --
>
>Point being that for the same price as a new Milan, you can buy PIII which
>blows an '060 away.
>
>Question is: Are you judging speed only by perceived OS responsiveness and
>not pure number crunching performance?.
>
>This thread seems to be going in circles ;-)

600Mhz Athlons are about $800 these days. So it is quite likely
that you could get an adequately performing (under NT5) PC system
for as much as a Milan goes for.

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5210. Re: An User Formerly known as Atari-jun

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-17 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8d5cfk.r25.jedidiah@pyromania.mishnet>
Source record: 1825

```
On 17 Mar 2000 22:13:55 GMT, Dark|Lord <darklord@kih.net> wrote:
>->Erik Karsies wrote:
>
>->> Serously the motorola 68060 isn't faster than a intel 200 mmx. Its a common
>->> misunderstanding under atari users. Read a good book about computer
>->> architecture and you'll know. A good book would tell that the motorola series
>->> was about 2 times as fast.
>->> as a 486 comparing to clock speed. (that means a 486dx100 is to compare with
>->> a 68040) But... , this doesn't count for the intel pentium series because
>->> they a much improved architecture. Taking in respect that the motorola has a
>->> better FPU , you can compare it with a pentium 75 or so and the over clocked
>->> 68060 at 120 MHz to a pentium 150.
>->> But with bigger programs it is even worse for motorola because of the
>->> outdated 32 MHz external bus comparing to the 66 Mhz bus of the 200 mmx.
>->> (Big programs need to acces the memory chips a lot more )
>
> We use 64 meg, P233's at work, running Windog NTï¿½, and I'm here to tell
> you that they are slooooooowwwww...
>
> In fact, my Nemesized Falcon running MiNT felt much more responsive.
> This is from first hand experience, so I can just imagine how much
> faster an 80mhz '060 Milan running MiNT would feel! ;-)

That's not surprising. NT is the least responsive PC OS I can
think of. That's why I suggested that people take a look at
Be. Linux is also more responsive (than NT) but it's still rather
bloated in comparison to GEM and is not optimized for hard realtime
(like Be). Plus, a musician might stand a better chance of finding
suitable apps under Be.

[deletia]

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.
```

5211. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-18 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <iqxA4.8$kU.2080@nsw.nnrp.telstra.net>
Source record: 1826

```
Ken Macdonald <macdonald@cfc.dnd.ca> wrote in message
news:38D245D0.6C6160A3@cfc.dnd.ca...
> Clockmeister wrote:
> >
> > Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
> > news:Pine.MNT.4.10.10003152140450.658-100000@rakas...
> > > On 2000-3-15, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
> > >
> > > > 400Mhz Celerons can be had for about $330, so that's not
> > > > really a useful comparison...
> > >
> > > PC stuff is dirt-cheap or free because it is obsolete even before
> > > it hits the market. Second-hand Atari hardware still sells for a
> > > good price because it is still as up-to-date as it gets.
> > >
> >
> > No, it's because it is a limited market.
>
> you are not making any sense.
> limited in the sense that the supply of ataris are limited(no onger
> being produced?)
> or limited in the sense that there are only a certain number of
> musicians to go around?
> or limited in the sense that there are only so many intelligent people
> alive at any one time there fore the market for ataris is limited to
> this group?
>
> what, in your definition, is a limited market?
>

Limited number of users, which consequently leads to all the other
limitations you mentioned.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\// www.tnet.com.au/~gerryvdb
```

5212. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-18 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <0ExA4.19$kU.2035@nsw.nnrp.telstra.net>
Source record: 1827

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10003162107150.71-100000@rakas...
> On 2000-3-17, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
> > > What do you do when you find out your 200 mmx is slower
> > > than a Milan 060?
> >
> > My P233MMX with USB is worth about $150. How much is a new Milan?.
>
> Ah, but the question was speed, not price.
>
> --

Point being that for the same price as a new Milan, you can buy PIII which
blows an '060 away.

Question is: Are you judging speed only by perceived OS responsiveness and
not pure number crunching performance?.

This thread seems to be going in circles ;-)

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\// www.tnet.com.au/~gerryvdb

5213. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-18 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8auibdpjn1@newshost.comnet.co.nz>
Source record: 1828

"Martin-ï¿½ric Racine" <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10003171531110.88-100000@rakas...
> The CPU is where it amtters and RISC technology is inherently
> faster and better, so PPC is indeed better than Pentium.

Why, then, are RISC chips moving away from pure RISC (one size for
everything, one way of encoding instructions) towards something more
CISC-ish? (Variable length instructions, more than one instruction in
one instruction word)

And why are CISC processors moving more towards this same target? Even
the Pentium is abandoning the "everything is a multiple of 8-bits"
philosophy, and moving towards the "multiples of 16 bits" for its
instructions, data etc (I cannot recall when this is supposed to
happen, though - perhaps in the 5+ years overdue 64-bit x86 [aka 80686,
"686"] scheduled to appear in 1995)

--

Due to the overwhelming amount of junkmail I have received in the past,
I can only be contacted via an intermediary : gem at gem win co nz. I
would like to apologise to the genuine respondents that this may
inconvenience.

5214. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-18 00:00:00 UTC
From: Erik Karsies <ekarsies@hetnet.nl>
Message-ID: <38D2D6A3.F8EB329@hetnet.nl>
Source record: 1829

Hello Ken,

Ken Macdonald wrote:

> Erik Karsies wrote:
> >
> > Mikey wrote:
> >

...

> Hello Mikey,
> >
> > > Because MiNT and NAES blows Windoezs off the hard disk.
> >
> > MiNT is there any support left for then ?
> > NAES is specifly designed for the atari to remove their design flaws !
>
> let me say that EVERY operating system is designed to remove 'perceived
> flaws' in previously
> existing operating systems. Name ONE that isn't!

I can't that wasn't point I was just trying to say what you're saying to Mikey

...

> > On my atari I had to use a boot manager that cost time too. And if I was dumb
> > enough to install another OS it wouldn't take as long.
>
> you used the boot manager IF YOU CHOOSE to. where is the choice with PC?

IF I CHOOSE ??? ;) I'm speaking as former atari ST user, maybe for later models it isn't that bad, but I really needed the boot-manager because I didn't want to copy things in and out of the auto-folder every time I booted up.
If I choose to boot up on MS-dos partition it boots up in a about a second or two.Windows 98 is booting up much slower thats true , but one of the reasons is not windows but all the other programs which are started and the beginning too, and customized icons and the drivers for all kind of hardware you can't run on an atari.
And there a some very easy speedups you know like defragmenting once in a while.
I hope you not refering to a rom-based OS. Because history has proved that isn't vey handy to have a OS in roms.

> At least I have an OS
> > which supported by millions of recents programs instead of a few hundred.
> > (hundred that is kind friendly of me)
>

> no. hundred is being unknowing, or maybe you think sarcastic?? must be,
> you say millions of recent programs. not very factual. but true there
> are more programs for PC, this is because there are more users.

I said RECENT programs . No unfortunately I'm NOT sarcastic. Hundred isn't very factual either it's probably to high estimated. I still do visit atari sites once in a while you know.

...

> comparing performance between both systems after they had both crashed.
> If your atari crashed, was it hard to restart? was there a lot of
> damage from the crash (i.e. trashed hard drive)? compare this to PC in
> my experience, not second hand info, not rumours, my own experience,BIG
> problems sometimes after Windows crash. like no hard drive left,

Huh, no hard drive left ? This is highly inprobable, tell me how it happened and probably if you do the samething on an atari OS it will happen too. Didn't install a virus protection ???? (That is a real disavantage of much used OS :( )

Second-hand information? Of course, you mean the cute little bombs ! (sorry I'm sarcastic here) If you would know windows better, than you would know that all kinds of utillities like DR Watson , scandisk and a bootlogger to detect what the problem is

> toss it
> in the garbage heap.
> this is very funny eh?

The worst thing that can happen is that you have to format the hard drive again, Still annoying, but if the USER does something wrong it can happen on a atari too.

>
> ok, well have fun with your choice. hope you have the hard drive space
> to store it, the system resources to run it. there is more choice on
> windows, yes. I have been looking for a couple of weeks for html
> software, many programs out there, many many more than Atari. still,
> hard to find a good program, one that I can use, that writes good code.
> I use an atari emulator to run Edith and qed so that I can iuse kurzels
> to write html code by hand. not pc programs can do this. oh yes, you
> have so much choice.

Huh, ever hear about notepad ?????(and the hundreds of replacements). I know a diehard HTML-er which use this programmy for more than 3 year in a row now an. Or even dosedit in window is possible !

> > > What do you do when you find out your 200 mmx is slower than a Milan
> > > 060?
> > > You buy an Atari Clone.
> >
> > In what becoming obsolete ?
> > Serously the motorola 68060 isn't faster than a intel 200 mmx. Its a common
> > misunderstanding under atari users.

...

>
> Of course a 200MHz intel is much faster than any atari built yet, faster
> than a Milan sure.

Thanks for saying that. Mikey was stressing otherwise. So Mikey, I hope you are reading this.
On what proccesor based?, the 68060 was build to compete with the low end pentiums and there never been a new one to compete with the new processors.
I don't expect that atari/jts will ever release a computer again. So is right to still call a not 68xxx based computer a atari then ?

> The hardware.
> now, in the real world we have operating systems. You do too. put
> windows on a very fast intel chip. you have a much slower computer for
> the end user.
> now, you put magic or mint on a 68060. you have a fast computer. faster
> than your 200 mmx intel seems for the user. Who cares is you have all
> that power if you never see it? don't feel it?

The only fair comparision is linux and that doesn't run faster. (I've checked this out)
There are faster OS's for the pc you know. And how many drivers do there exist for Mint and Magic ? Any 3dfx support yet ? Or a driver for you're ordinary PCI sound card?
And I think it isn't fair to compare a OS with a lot less functionality in it with the speed of windows.

> you say big programs need to access memory chips a lot more. true.
> but you only have BIG programs in windows on intel because they have to
> code so fast for the market they write big fat slow programs. or maybe
> they have to match the big fat slow os.

New Linux programs most of the time are even bigger. Programs get bigger because company spend much time making it. Thats not wise for an atari developer is it ?
For your information, there are for example browsers for windows which are a lot smaller , but they don't have the functionality of Netscape. You could call a new Atari program/OS big too comparing to a 8 bit, but you have admit the new programs are better don't you ?

Greetings
Erik Karsies

5215. Re: An User Formerly known as Atari-jun

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-18 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <6ICA4.193125$B6.1426985@quark.idirect.com>
Source record: 1830

On 17 Mar 2000 15:31:15 , JEDIDIAH wrote:
:On Fri, 17 Mar 2000 10:16:13 -0500, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
:>JEDIDIAH wrote:
:>>
:>> On Wed, 15 Mar 2000 21:42:17 +0200, Martin-Éric Racine <q-funk@funkyware.atari.org> wrote:
:>> >On 2000-3-15, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
:>> >
:>> >> 400Mhz Celerons can be had for about $330, so that's not
:>> >> really a useful comparison...
:>
:>so what you are saying is that you can buy two or three times as much
:>shit for the same price as something quality. sorry, shit is still shit,
:
: That's a nice fantasy and all. But you really are quite out of
: touch. Except for serious Unix RISC machines, all PCI based
: systems are essentially the same sort of crap. This is especially
: true for Milans and Apples.
:
: The Milan at least has the benefit of an OS optimized for running
: on obsolete hardware. The Macs don't even have that.
:
:>no matter how much of it you have. Unless you are someone who thinks
:>lots of shit is better than no shit.
:
: I don't need to be restricted to some overhauled DOS. Thus I can
: get quite a bit of quality use out of a cheaper 400Mhz machine.
:
:>
:>> >PC stuff is dirt-cheap or free because it is obsolete even before
:>> >it hits the market. Second-hand Atari hardware still sells for a
:>> >good price because it is still as up-to-date as it gets.
:>>
:>> Whether or not it's obsolete has little bearing on whether
:>> or not it will successfully manage your computing tasks.
:>> This is the same principle that allows an 060 machine to
:>> be even remotely useful.
:>
:>obsolescence is a factor though. When the software you bought a year ago
:>is no longer supported
:
: No it isn't. Either it does it's required task or it doesn't.
: Software doesn't wear out. That's why we had all of that Year
: 2000 BS. Effective software can keep running for decades. I

: could still get quite effective use out of a 1993 copy of Amipro
: if I really wanted to.
:
:>because they have new versions out that only run on the 'newer'machines
:>and you can't afford to upgrade both your machine _and_ the software but
:>you need to upgrade the hardware again because of this shiny new
:>software you just have to have cuz it is so kewl but then your other
:>software runs funny or...
:>Do not confuse real obselescence which Martin was not talking about with
:>'marketing'manufactured
:>obsolescence which he was.
:
: That's why you stay as far away from vendorlock as you can.
:
:>
:>> [deletia]
:>>
:>> As far as the Milans being 'as up-to-date as it gets', don't
:>> kid yourself. They're not that by a long shot. They shouldn't
:>> be presented as such. Doing so will only make you look foolish
:>> and undermine what appeal a Milan might have.
:>
:>you are the one looking foolish.
:>pay attention! (or are you just trolling?) to quote above "Second-hand
:>Atari hardware..."
:>now does that resemble *new* Milans?? In terms of MIDI software 15 year
:>old Atari's are as good as it gets. deal with it. do you have some
:>fetish about progress? that newer _has_ to mean better?
:
: Yes. I actually like being able to run in 1600x1200 in 24million
: colors, do video capture and overlay, download spiffy sorenson
: media and convert it to cinepak (so I can play it natively), and
: exploit 3D acceration hardware.
:
:>n o t. if that were true then MIDI timing on a modern Celeryon would be
:>beter than Ataris timing, but it isn't.
:>Milan has absolutely no appeal for you at all, so how can you judge what
:>appeal it would have for others??
:
: Actually, I wouldn't mind having access to a reasonably priced
: Milan motherboard. Most of what I run is available as source so
: I'm quite flexible.
:
: Although, being 'just another PC' it would likely have the same
: problems as a WinTel PC would with MIDI. Then again there is Be,
: specifically geared for realtime and audio production. You're
: just too obstinant to try it, even to just get enough to of a clue
: to criticise it from an informed point of view.
:

:[deletia]
:
: That's foolish.
:
:--
:
: So long as Apple users Quicktime to effectively |||
: make web based videoa 'Windows only' Club for x86, / | \
: Apple is no less monpolistic than Microsoft.
:
: Need sane PPP docs? Try penguin.lvcm.com.
:.

5216. the Sinclap random string generator explained!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-18 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <dreibel-D07F0A.16485718032000@bigmomma.idirect.com>
Source record: 1831

On 17 Mar 2000 16:28:01 , "Daniel L. Dreibelbis" wrote:
> In article <38cfdf5d$0$16851@news.zetnet.co.uk>, lais@zetnet.co.uk
> (Shiuming Lai) wrote:

> > The sinclap Random String Generator!
> >
> > Any attempt at intelligent communication with the sinclap
> > will fail miserably, as it has no ability to comprehend!
> >
> ah, yes. But, since you are such an expert on the workings of the
> sinclap Random String Generator (to be referred upon as the sRSG), maybe
> you can answer some questions I have on it:
>
> 1) years ago, it was being referred to here as the sinclap Random
> Bull**** Generator. Is the sRSG an improvement upon the older sRBSG, or
> is it a completely different program from the older program? If so, what
> improvements have you noticed being done between the original and the
> one we see today?

Well-observed. You're absolutely right. Several years ago it
carried the title of BS generator, but since it is evidently
also capable of generating sentences of extreme hilarity (for
their pointless views and mis-interpretation of everything),
it's more appropriate to describe it as a random *string*
generator. Those strings may, of course, also contain character
and word combinations that when interpreted according to a
particular set of language rules, means plain ol' BS. They may
even produce beautiful music if loaded into a sample player
(see Danny McAleer's "Audio ABCs" article in Atari Computing
issue 4, page 21).

This is a close analogy to the theory that a group of monkeys
with typewriters and infinite time, could produce the entire
works of Shakespeare. They would also produce lots of BS and lots
of instances of "Atari" and "TOS" but not necessarily in a construct
of any meaning.

To summarise the principal differences between the old sinclap
BSG and new RSG is simple: The new version is multi-threading,
for those really wicked pranksters with high-end workstations,
and in terms of its functioning, it has developed a large degree
of artificial stupidity.

> 2) it's been rumoured that the sRSG is running off a Macintosh
> computer. Why would anyone program an application of so non-existant
> importance for a respected platform like the Mac? And is it true that

> previously it was designed to run on an Amiga?

The sinclap algorithm was originally developed at Berlin Technical University by a doctor whose name escapes me at this moment. Like any logical algorithm, it may be adapted to execute on any digital computation system, so modern computers are an ideal hosting environment to thrash the sinclap String Engine (not to be confused with Sony's PlayStation 2 Emotion Engine, an infinitely more exciting and useful thing).

Like a virus, the sRSG got to spread and evolve/reproduce in many ways. Some are malicious, some are purely academic (it's one of the UK's top 3 Computer Science final year project studies, and one hardcore German computer magazine even published C sources so readers could program their very own sinclap Random String Generator).

So the sRSG exists on many platforms, and perversely, with Apple's new super-duper G4 "Supercomputer" machines, its high CPU demand makes it an ideal benchmark for the latest generation of high performance microprocessor cores. Some old benchmarking programs would suffer severe internal integer/FP overflow when executed on new CPUs and MPP (Massively Parallel Processing) arrays. It would be interesting to see how the score of 3.2 sinclaps on a 500MHz G4 would compare to the million-processor research machine currently in development at IBM. It could well smash the magical 1 TERASLOPS (trillion SincLap Operations Per Second) barrier, not accounting for compiler optimisations.

> 3) about two years ago, the sRSG began suddenly spouting out nonsense
> attacking a supposedly portly individual called "Chunks". Since this
> said "Chunks" has been proven not to exist (he is certainly not on the
> rolls of TAF), what variable could have caused the sRSG to mutate itself
> to generate attack strings against an imaginary individual?

Pure co-incidence that the random output at that time appeared to have a negative bias towards the imaginary "Chunks".

> Is it a mutation of a similar bug in which it claims that imaginary
> "Atari Jihads" are "out to get it"?

Not a bug at all, see above.

> 4) what about these rumours I'm hearing that the sRSG is actually a
> subset of an even larger program called the Steve Jobs
> Reality-Distortion Field (tm), being run from a large NeXT machine in
> the basement of an anonymous building in Cupertino, California, USA. Is
> the sRSG affected whenever the SJR-DF program crashes, or when the main
> program spouts out similar larger amounts of gibberish that have an
> effect over a wider area of the population?

No. A larger and more processor-intensive program than sinclap RSG could not possibly run at a sensible speed on those NeXT boxes, unless someone has worked out a way for it to invade and multiply

on networks, and be able to pass parameters between processors
without consuming so much network bandwidth with its remote
process initialisation that it becomes even slower to run it on
distributed processors.

> 5) the sRSG seems to have a problem when it generates its messages in
> that it is unable to piece together coherent sentences, and mangles the
> spellings of common everyday words. What are the chances that this
> obviously glaring flaw can be fixed?

Download Service Pack 4.

Shiuming Lai

--
CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, mains-filtered,
3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200, Yamaha CRW4416

5217. Re: TAF Meeting March 15th - Emulating ST on Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-18 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8av5lq$109$2@dos.canit.se>
Source record: 1832
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In comp.sys.atari.st sinclap <sinclap@nospam.net> wrote:
: In article <dreibel-6C3ED0.19382011032000@bigmomma.idirect.com>, Daniel
: L. Dreibelbis <dreibel@idirect.com> wrote:

:> In article <110320000201399374%sinclap@nospam.net>, sinclap
:> <sinclap@nospam.net> wrote:
:>
:> >
:> > Why would you need to do so? Pretty much got the apps covered..
:>
:> oh? Edith has its adherents and it runs rings around most Mac text
:> processors. So does Pagestream and Calamus SL. And tell me, when were
:> games like Llamatron and Revenge of the Mutant Camels ported to Mac?

: You sure..?

Never mind that, Pagestream has been available for the Mac for quite a
while now.

--
/Iggy, the irregular regular

5218. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-19 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <LJVA4.45$g71.2745@nsw.nnrp.telstra.net>
Source record: 1833

```
JEDIDIAH <jedidiah@dementia.mishnet> wrote in message
news:slrn8d5c7v.r25.jedidiah@pyromania.mishnet...
> On Sat, 18 Mar 2000 06:02:56 +0800, Clockmeister <gerryvdb@tnet.com.au>
wrote:
> >
> >Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
> >news:Pine.MNT.4.10.10003162107150.71-100000@rakas...
> >> On 2000-3-17, Clockmeister <gerryvdb@tnet.com.au> wrote:
> >>
> >> > > What do you do when you find out your 200 mmx is slower
> >> > > than a Milan 060?
> >> >
> >> > My P233MMX with USB is worth about $150. How much is a new Milan?.
> >>
> >> Ah, but the question was speed, not price.
> >>
> >> --
> >
> >Point being that for the same price as a new Milan, you can buy PIII
which
> >blows an '060 away.
> >
> >Question is: Are you judging speed only by perceived OS responsiveness
and
> >not pure number crunching performance?.
> >
> >This thread seems to be going in circles ;-)
>
> 600Mhz Athlons are about $800 these days. So it is quite likely
> that you could get an adequately performing (under NT5) PC system
> for as much as a Milan goes for.
>

Exactly.
```

5219. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-19 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38D47752.5F8DEAD4@ihug.co.nz>
Source record: 1834

Hi there,

JEDIDIAH wrote:
>
> The Milan at least has the benefit of an OS optimized for running
> on obsolete hardware. The Macs don't even have that.

Afraid I have to add sixpence worth here...

Your labelling of Milan as 'obsolete hardware' is just a little tongue in cheek am I correct? The Milan represents what is top-of-range for an Atari user, so how can it be obsolete? Yes it uses PCI and other tech that have been around the PC/Mac world for some time, but the key issue is that these technologies have not been used much previously in the Atari world. That world is completely removed from the world of PC/Mac, so what is labelled redundant or obsolete on PC/Mac is not necessarily so on Atari don't you think?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5220. Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-20 00:00:00 UTC
From: srcharp <srcharp.@mediaone.net>
Message-ID: <0QeB4.17146$YU2.376332@typhoon.ne.mediaone.net>
Source record: 1835

Hi
Anyone know anything about these?
It boots to a c:\ prompt and the only command it seems to know is dir and
that shows one file.
Totally loss here...help
Steve

5221. Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-20 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <190320002300367624%sinclap@nospam.net>
Source record: 1836

What was all of the talk about the Athlon and PIII toasting the G4?

http://www.barefeats.com/pentium2.html

sinclap!

back in MN from somewere in Calif(cool things at the Apple store)

5222. Re: An User Formerly known as Atari-jun

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-20 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <GMiB4.208055$B6.1470289@quark.idirect.com>
Source record: 1837

On 18 Mar 2000 06:02:56 , "Clockmeister" wrote:
:
:Martin-Éric Racine <q-funk@funkyware.atari.org> wrote in message
:> Ah, but the question was speed, not price.

:Point being that for the same price as a new Milan, you can buy PIII which
:blows an '060 away.
:Question is: Are you judging speed only by perceived OS responsiveness and
:not pure number crunching performance?.

we are, I think, talking about the os/harware combo. It is useless to
tlak about hardware as no one uses hardware, we use os and its
software. My point is that brilliantly written software on slower
hardware is a match for fast hardware with sloppy code for the os and
its software.
and if the hardware catches up? WATCH OUT! smell those burning
synapses?? :-)

:This thread seems to be going in circles ;-)

what do you expect? it is the world wide WEB. :-)
we weave our own yarns here.

:Regards,
:
:Clockmeister.

ken
that TAF guy

5223. Re: Chunk's causes two outs in first with fly ball!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-20 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <200320000013020259%sinclap@nospam.net>
Source record: 1838

In article <slrn8d22c3.kv3.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Thu, 16 Mar 2000 08:10:37 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <38CADD2F.15FCAD1E@earthlink.net>, Steve Hammond
> ><tthammond@earthlink.net> wrote:
> >
> >> sinclap wrote:
> >>
> >> > The proof is in the dog with mustard..
> >> >
> >> > http://www.apple.com/games/articles/2000/03/gdc/
> >> >
> >> > FYI:
> >> >
> >> > TombRaider I&II are $19.99 U.S. ea
> >> > Quake II $19.99 U.S. ea
> >> > Doom I&II $9.99 U.S. ea
> >> >
> >> > So much for the pricing errors..
> >> >
> >> > sinclap!
> >> >
> >> > soon to be somewere in CA
> >>
> >> Go to www.cnet.com and do a search under games and then sort by
> >> price.The first thing that you will notice is that PC games outnumber
> >> Mac games by at least a factor of 5 to 1. It might be as high as 10:1 in
> >> favor of the PC. Secondly, with a few exceptions, the price of the same
> >> Mac game compared to its PC counterpart is anywhere from 25% to 100%
> >> higher. Quoting prices for old games being sold as close outs makes one
> >> wonder about the soundness of the old "wetware".
> >
> >Most of those PC games end up in the $2 junk bins..Were do you get that
> >Mac games are 25%-100% more than the PC ones? Examples please..
>
> CivCTP and SimCity 3000 would probably be a good start.
> Starcraft is probably at least $20 more for the Mac
> versions these days too.

StarCraft is sold as a Hybrid for $29.95..

> [deletia]
>
> Mac release schedules are far enough behind (Linux and Be too)

> such that by the time a title is out for a non-win32 platform
> the win32 version has started it's discount cycles already.

So what game titles are out on Be and Linux?

sinclap!

back from calif(apple company store is awesome), now somewere in MN

5224. Re: Milan News - non-vapour Milan makes an

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-20 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <20032000016131733%sinclap@nospam.net>
Source record: 1839

In article <vTxt4.880$O11.6898@newsfeed.slurp.net>, Edward S. Baiz Jr.
<ebaiz@skyenet.net> wrote:

>
> Should be interesting to see the specs of this machine. I hope it
> sells. Maybe someday I will get one, but for now, my Hades will do.
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>
> --

Why do you need 140 megs? I thought that the ST clone was the best
thing since Chunk's had a date with it's low memeory requirements to
run those bad ass apps!

sinclap!

back in MN from Calif(apple company store is awesome!)

5225. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-20 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <200320000022586261%sinclap@nospam.net>
Source record: 1840

In article <Pine.MNT.4.10.10003150940210.65-100000@rakas>, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-3-15, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
> > We'll just let the size of the Amiga user base speak for
> > itself then, after all it is substantially greater than that
> > of Atari.
>
> Not really. It's just that most ST's out there are privately
> used for music or DTP only, because it was sold that way, so
> Atari users are less noisy. When I was working in a computer
> store in the late 80's, we sold an equal amount of both but
> people bying an ST specifically did so for music or DTP. Amiga
> was a more generic "wonder box" that computer freaks bought.

Freaks? The Amiga was a awesome gaming computing environment that kicked the living sh t out of the ST and PC with its custom chips!

Plus the multimedia aspecs were promising...

sinclap!

back in MN, from somewere in calif(apple company store is awesome!)

5226. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-20 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003200955300.65-100000@rakas>
Source record: 1841

On 2000-3-17, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> BTW, the K7 has 'all of that RISC goodness too'. So do
> the sparc and alphas. Even those still manage to deliver
> more bang for the buck.

Alpha and Sparc, indeed. Intel/AMD, not on your life.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5227. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-20 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003201001370.65-100000@rakas>
Source record: 1842

On 2000-3-18, Clockmeister <gerryvdb@tnet.com.au> wrote:

> > > > PC stuff is dirt-cheap or free because it is obsolete even before
> > > > it hits the market. Second-hand Atari hardware still sells for a
> > > > good price because it is still as up-to-date as it gets.
> > > >
> > > No, it's because it is a limited market.
> > >
> > what, in your definition, is a limited market?
> >
> Limited number of users, which consequently leads to all the
> other limitations you mentioned.

In that case, Atari is an even more potent market than Amiga.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5228. Re: An User Formerly known as Atari-jun

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-21 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <VbMB4.85$TK1.7453@nsw.nnrp.telstra.net>
Source record: 1843

Ken Macdonald <anarkist@idirect.com> wrote in message
news:GMiB4.208055$B6.1470289@quark.idirect.com...
> On 18 Mar 2000 06:02:56 , "Clockmeister" wrote:
> :
> :Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
> :> Ah, but the question was speed, not price.
>
> :Point being that for the same price as a new Milan, you can buy PIII
which
> :blows an '060 away.
> :Question is: Are you judging speed only by perceived OS responsiveness
and
> :not pure number crunching performance?.
>
> we are, I think, talking about the os/harware combo. It is useless to
> tlak about hardware as no one uses hardware, we use os and its
> software. My point is that brilliantly written software on slower
> hardware is a match for fast hardware with sloppy code for the os and
> its software.

Sure, until you want to run the latest games, play or encode MP3's whilst
doing other things, DVD, render some stuff, emulation... you get the
picture. There are plenty of different OS's available for the PC so you're
not just limited to Windows.

> and if the hardware catches up? WATCH OUT! smell those burning
> synapses?? :-)

Yes, if it catches up. A 1Ghz Athlon is somewhat faster then any '060 though
;-).

>
> :This thread seems to be going in circles ;-)
>
> what do you expect? it is the world wide WEB. :-)
> we weave our own yarns here.

Now we just got to figure out how to keep the moth away :-)

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *

\\/// www.tnet.com.au/~gerryvdb

5229. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-21 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <WgMB4.89$TK1.7686@nsw.nnrp.telstra.net>
Source record: 1844

```
Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10003201001370.65-100000@rakas...
> On 2000-3-18, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
> > > > > > PC stuff is dirt-cheap or free because it is obsolete even before
> > > > > > it hits the market. Second-hand Atari hardware still sells for a
> > > > > > good price because it is still as up-to-date as it gets.
> > > > > >
> > > > > No, it's because it is a limited market.
> > > >
> > > what, in your definition, is a limited market?
> > >
> > Limited number of users, which consequently leads to all the
> > other limitations you mentioned.
>
> In that case, Atari is an even more potent market than Amiga.
>

You meant impotent didn't you?.

:-)

Regards,

Clockmeister.
```

5230. Re: Chunk's causes two outs in first with fly ball!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-21 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dfio9.1n2.jedidiah@pyromania.mishnet>
Source record: 1845

```
On Mon, 20 Mar 2000 06:12:00 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8d22c3.kv3.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Thu, 16 Mar 2000 08:10:37 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <38CADD2F.15FCAD1E@earthlink.net>, Steve Hammond
>> ><tthammond@earthlink.net> wrote:
>> >
>> >> sinclap wrote:
>> >>
>> >> > The proof is in the dog with mustard..
>> >> >
>> >> > http://www.apple.com/games/articles/2000/03/gdc/
>> >> >
>> >> > FYI:
>> >> >
>> >> > TombRaider I&II are $19.99 U.S. ea
>> >> > Quake II $19.99 U.S. ea
>> >> > Doom I&II $9.99 U.S. ea
>> >> >
>> >> > So much for the pricing errors..
>> >> >
>> >> > sinclap!
>> >> >
>> >> > soon to be somewere in CA
>> >>
>> >> Go to www.cnet.com and do a search under games and then sort by
>> >> price.The first thing that you will notice is that PC games outnumber
>> >> Mac games by at least a factor of 5 to 1. It might be as high as 10:1 in
>> >> favor of the PC. Secondly, with a few exceptions, the price of the same
>> >> Mac game compared to its PC counterpart is anywhere from 25% to 100%
>> >> higher. Quoting prices for old games being sold as close outs makes one
>> >> wonder about the soundness of the old "wetware".
>> >
>> >Most of those PC games end up in the $2 junk bins..Were do you get that
>> >Mac games are 25%-100% more than the PC ones? Examples please..
>>
>> CivCTP and SimCity 3000 would probably be a good start.
>> Starcraft is probably at least $20 more for the Mac
>> versions these days too.
>
>StarCraft is sold as a Hybrid for $29.95..
>
>> [deletia]
```

>>
>> Mac release schedules are far enough behind (Linux and Be too)
>> such that by the time a title is out for a non-win32 platform
>> the win32 version has started it's discount cycles already.
>
>So what game titles are out on Be and Linux?

Be is a bit behind. They only just got CivCTP. But Linux has
Unreal Tournament, Quake3, Heavy Gear II, Heroes of Might &
Magic III, Railroad Tycoon II Gold, Myth II, CivCTP with
Solder of Fortune, Jagged Alliance 2, SimCity 3000,
Alpha Centauri, Shogo & SiN in development.

Shogo & SiN are also being ported for the Amiga.

>
>sinclap!
>
>back from calif(apple company store is awesome), now somewere in MN

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5231. Re: An User Formerly known as Atari-jun

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-21 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dfhtk.1n2.jedidiah@pyromania.mishnet>
Source record: 1846

On Sat, 18 Mar 2000 02:48:42 GMT, Ken Macdonald <anarkist@idirect.com> wrote:
>On 17 Mar 2000 15:05:20 , JEDIDIAH wrote:
>:On Fri, 17 Mar 2000 09:48:48 -0500, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
>:>Clockmeister wrote:
>:>>
>:>> Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
>:>> news:Pine.MNT.4.10.10003152140450.658-100000@rakas...
>:>> > On 2000-3-15, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>:>> > > 400Mhz Celerons can be had for about $330, so that's not
>:>> > > really a useful comparison...
>
>:>> > PC stuff is dirt-cheap or free because it is obsolete even before
>:>> > it hits the market. Second-hand Atari hardware still sells for a
>:>> > good price because it is still as up-to-date as it gets.
>
>:>> No, it's because it is a limited market.
>
>:>you are not making any sense.
>:>limited in the sense that the supply of ataris are limited(no onger
>:>being produced?)
>:>or limited in the sense that there are only a certain number of
>:>musicians to go around?
>:>or limited in the sense that there are only so many intelligent people
>:>alive at any one time there fore the market for ataris is limited to
>:>this group?
>:>what, in your definition, is a limited market?
>:>ken
>
>: ...he probably means no exploitable economies of scale.
>
>I doubt it. look at the context.
>
>M-E.R....second hand atari hardware still sells for a good price because it
>is as up to date as it gets.
>
>C. no, it is because it is a limited market
>
>exploitable economies of scale come into play when manufacturing
>_new_ machines. They would have nothing to do I think with second
>hand machines!

We're also talking about the Milan... an 060 that goes for
about as much as a new K7/600 system tends to go for these
days.

[deletia]

The Falcon or TT hasn't really ever been as 'new' as it gets.
Cloning or 3rd party upgrades have always been around.

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5232. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-21 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dfi5g.1n2.jedidiah@pyromania.mishnet>
Source record: 1847

On Sun, 19 Mar 2000 19:44:34 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>Hi there,
>
>JEDIDIAH wrote:
>>
>> The Milan at least has the benefit of an OS optimized for running
>> on obsolete hardware. The Macs don't even have that.
>
>Afraid I have to add sixpence worth here...
>
>Your labelling of Milan as 'obsolete hardware' is just a little tongue
>in cheek am I correct? The Milan represents what is top-of-range for an
>Atari user, so how can it be obsolete? Yes it uses PCI and other tech that

So it represents 'top of range for an "Atari on 0x0 user'.
Considering that even under emulation, a much faster PC or Mac
likely has cycles to spare: a Milan is probably not the absolute
top of the line when it comes to running GEM 68K binaries.

>have been around the PC/Mac world for some time, but the key issue is that
>these technologies have not been used much previously in the Atari world.
>That world is completely removed from the world of PC/Mac, so what is
>labelled redundant or obsolete on PC/Mac is not necessarily so on Atari
>don't you think?

Nope. Low resolution and low color with limited expansion options
is no less that even if it is the best you think you can manage.

[deletia]
--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5233. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-21 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dfig3.1n2.jedidiah@pyromania.mishnet>
Source record: 1848

On Mon, 20 Mar 2000 09:56:15 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-17, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> BTW, the K7 has 'all of that RISC goodness too'. So do
>> the sparc and alphas. Even those still manage to deliver
>> more bang for the buck.
>
>Alpha and Sparc, indeed. Intel/AMD, not on your life.

Get out of your fantasy land. Intel and AMD are pushing
each other harder and harder to increase their performance
and lower their prices while Apple and Motorola just sits
on their laurels.

The benchmarks that do show a significant performance advantage
to PPC's are quite cooked and a mostly a product of apple marketing.

Even if you accept the notion that clock for clock a PPC is thrice
faster, you can still build a thrice clocked PIII that will be
price competitive with Apples.

Besides, the K7 is indeed a RISC core. So blind faith in the
relative utility of RISC doesn't really necessarily tell you
anything in a K7 vs. G4 comparison.

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5234. Re: Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-21 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dfjk6.1n2.jedidiah@pyromania.mishnet>
Source record: 1849

On Mon, 20 Mar 2000 04:59:14 GMT, sinclap <sinclap@nospam.net> wrote:
>
>What was all of the talk about the Athlon and PIII toasting the G4?
>
>
>http://www.barefeats.com/pentium2.html
>
>sinclap!
>
>back in MN from somewere in Calif(cool things at the Apple store)

The only catch with that is Kludge Klones can still deliver
2x or more cycles for less, even buying name brand hardware.
Plus you'll have better options and components available and
possibly get onsite support to top it off.

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5235. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-21 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dfjn0.1n2.jedidiah@pyromania.mishnet>
Source record: 1850

```
On Mon, 20 Mar 2000 06:22:03 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <Pine.MNT.4.10.10003150940210.65-100000@rakas>, Martin-ï¿½ric
>Racine <q-funk@funkyware.atari.org> wrote:
>
>> On 2000-3-15, Clockmeister <gerryvdb@tnet.com.au> wrote:
>>
>> > We'll just let the size of the Amiga user base speak for
>> > itself then, after all it is substantially greater than that
>> > of Atari.
>>
>> Not really. It's just that most ST's out there are privately
>> used for music or DTP only, because it was sold that way, so
>> Atari users are less noisy. When I was working in a computer
>> store in the late 80's, we sold an equal amount of both but
>> people bying an ST specifically did so for music or DTP. Amiga
>> was a more generic "wonder box" that computer freaks bought.
>
>Freaks? The Amiga was a awesome gaming computing environment that
>kicked the living sh t out of the ST and PC with its custom chips!

Actually, the Amiga's custom hardware imposed some pretty
heinous engineering limitations. The ST wasn't quite as
'blown away' as you indicate. Although they (ST/Amiga) both
made the PC's and Macs look bad.

[deletia]

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.
```

5236. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-21 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38D7E584.30465102@cfc.dnd.ca>
Source record: 1851

JEDIDIAH wrote:
> On Sun, 19 Mar 2000 19:44:34 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
> >have been around the PC/Mac world for some time, but the key issue is that
> >these technologies have not been used much previously in the Atari world.
> >That world is completely removed from the world of PC/Mac, so what is
> >labelled redundant or obsolete on PC/Mac is not necessarily so on Atari
> >don't you think?
> Nope. Low resolution and low color with limited expansion options
> is no less that even if it is the best you think you can manage.
>
reality check
last time I looked, I was running in true colur at 800x600 on my Falcon.
I would think that the Milan2 could be doing (easily) 24bit colour at
1024x768.
you refer to this as low resolution and low colour?
PCI, ISA, USB, PS2, SCSI, IDE: this is limited expansion??
motherboard by Motorola.
now in emulation, yep, very few over 640x480x16.

5237. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-21 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003212350370.73-100000@rakas>
Source record: 1852

On 2000-3-21, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:

> JEDIDIAH wrote:
> > Nope. Low resolution and low color with limited expansion options
> > is no less that even if it is the best you think you can manage.
>
> last time I looked, I was running in true colur at 800x600 on
> my Falcon.
Or higher, on a Falcon equipped with a CT2B.

> I would think that the Milan2 could be doing (easily) 24bit
> colour at 1024x768.

The Milan can go as high as whichever PC graphics card you put
in.

> now in emulation, yep, very few over 640x480x16.

Indeed. All current emulators emulate a slightly more colourfull
version on the STE, at best. TT and Falcon enhancements have
never been emulated.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5238. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-21 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dg05j.2pf.jedidiah@pyromania.mishnet>
Source record: 1853

On Tue, 21 Mar 2000 23:53:26 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-21, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
>
>> JEDIDIAH wrote:
>> > Nope. Low resolution and low color with limited expansion options
>> > is no less that even if it is the best you think you can manage.
>>
>> last time I looked, I was running in true colur at 800x600 on
>> my Falcon.
>Or higher, on a Falcon equipped with a CT2B.

You two are still talking about 1/4th the resolution I
mentioned and not necessarily as much colordepth and that's
not even the extent of what current PC/Mac video hardware
can do.

>
>> I would think that the Milan2 could be doing (easily) 24bit
>> colour at 1024x768.
>
>The Milan can go as high as whichever PC graphics card you put
>in.

No it can't. I doesn't support any PC graphics cards at this time.

>
>> now in emulation, yep, very few over 640x480x16.
>
>Indeed. All current emulators emulate a slightly more colourfull
>version on the STE, at best. TT and Falcon enhancements have
>never been emulated.

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5239. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-22 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003221114400.690-100000@rakas>
Source record: 1854

On 2000-3-21, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> >> I would think that the Milan2 could be doing (easily) 24bit
> >> colour at 1024x768.
> >
> >The Milan can go as high as whichever PC graphics card you put
> >in.
>
> No it can't. I doesn't support any PC graphics cards at this time.

You don't, but the Milan does. That graphics card is very much a
standard Trio S3 card initially made for the PC market. Drivers
for other manufacturers' cards are also written for fVDI.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5240. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <%p5C4.138$9_1.7106@nsw.nnrp.telstra.net>
Source record: 1855

JEDIDIAH <jedidiah@dementia.mishnet> wrote in message
news:slrn8dfjn0.1n2.jedidiah@pyromania.mishnet...
> On Mon, 20 Mar 2000 06:22:03 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <Pine.MNT.4.10.10003150940210.65-100000@rakas>, Martin-ï¿½ric
> >Racine <q-funk@funkyware.atari.org> wrote:
> >
> >> On 2000-3-15, Clockmeister <gerryvdb@tnet.com.au> wrote:
> >>
> >> > We'll just let the size of the Amiga user base speak for
> >> > itself then, after all it is substantially greater than that
> >> > of Atari.
> >>
> >> Not really. It's just that most ST's out there are privately
> >> used for music or DTP only, because it was sold that way, so
> >> Atari users are less noisy. When I was working in a computer
> >> store in the late 80's, we sold an equal amount of both but
> >> people bying an ST specifically did so for music or DTP. Amiga
> >> was a more generic "wonder box" that computer freaks bought.
> >
> >Freaks? The Amiga was a awesome gaming computing environment that
> >kicked the living sh t out of the ST and PC with its custom chips!
>
> Actually, the Amiga's custom hardware imposed some pretty
> heinous engineering limitations.

Such as?.

The ST wasn't quite as
> 'blown away' as you indicate.

I couldn't get over the fact that the ST had standard MIDI ports (which
didn't interest me) and a shithouse, half arsed Yamaha soundchip (sound
reproduction did interest me). Amiga was far more impressive for me at
least, and I sold my ST.

Ofcourse, people's experiences will differ.

Although they (ST/Amiga) both
> made the PC's and Macs look bad.

That wasn't too difficult at the time though, then again, MacOS is still
handicapped.

Regards,

Clockmeister.

5241. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-22 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <cB5C4.139$9_1.6962@nsw.nnrp.telstra.net>
Source record: 1856

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10003221114400.690-100000@rakas...
> On 2000-3-21, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
> > >> I would think that the Milan2 could be doing (easily) 24bit
> > >> colour at 1024x768.
> > >
> > >The Milan can go as high as whichever PC graphics card you put
> > >in.
> >
> > No it can't. I doesn't support any PC graphics cards at this time.
>
> You don't, but the Milan does. That graphics card is very much a
> standard Trio S3 card initially made for the PC market. Drivers
> for other manufacturers' cards are also written for fVDI.
>

My opinion of the S3 Trio is that it has great output, but shithouse
performance.

I hope the video card/driver situation improves for the Milan if the S3 card
is the standard unit.

Regards,

Clockmeister.

5242. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-22 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dhtnr.up7.jedidiah@localhost.localdomain>
Source record: 1857

On Wed, 22 Mar 2000 11:16:50 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-21, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> >> I would think that the Milan2 could be doing (easily) 24bit
>> >> colour at 1024x768.
>> >
>> >The Milan can go as high as whichever PC graphics card you put
>> >in.
>>
>> No it can't. I doesn't support any PC graphics cards at this time.
>
>You don't, but the Milan does. That graphics card is very much a
>standard Trio S3 card initially made for the PC market. Drivers
>for other manufacturers' cards are also written for fVDI.

Then it's rather peculiar that the Milan website doesn't
mention this. One would think that they would want to
cast their system in the best light possible while still
remaining truthful and quite possibly verify compatibility.

There doesn't seem to be a horribly long support list for fVDI either.

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5243. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-22 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dhtv5.up7.jedidiah@localhost.localdomain>
Source record: 1858

On Wed, 22 Mar 2000 23:35:05 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>JEDIDIAH <jedidiah@dementia.mishnet> wrote in message
>news:slrn8dfjn0.1n2.jedidiah@pyromania.mishnet...
>> On Mon, 20 Mar 2000 06:22:03 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <Pine.MNT.4.10.10003150940210.65-100000@rakas>, Martin-ï¿½ric
>> >Racine <q-funk@funkyware.atari.org> wrote:
>> >
>> >> On 2000-3-15, Clockmeister <gerryvdb@tnet.com.au> wrote:
>> >>
>> >> > We'll just let the size of the Amiga user base speak for
>> >> > itself then, after all it is substantially greater than that
>> >> > of Atari.
>> >>
>> >> Not really. It's just that most ST's out there are privately
>> >> used for music or DTP only, because it was sold that way, so
>> >> Atari users are less noisy. When I was working in a computer
>> >> store in the late 80's, we sold an equal amount of both but
>> >> people bying an ST specifically did so for music or DTP. Amiga
>> >> was a more generic "wonder box" that computer freaks bought.
>> >
>> >Freaks? The Amiga was a awesome gaming computing environment that
>> >kicked the living sh t out of the ST and PC with its custom chips!
>>
>> Actually, the Amiga's custom hardware imposed some pretty
>> heinous engineering limitations.
>
>Such as?.

Limits on effective CPU speed depending on graphics mode.

[deletia]

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5244. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-22 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003221954480.81-100000@rakas>
Source record: 1859

On 2000-3-22, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> >> Actually, the Amiga's custom hardware imposed some pretty
> >> heinous engineering limitations.
> >
> >Such as?.
>
> Limits on effective CPU speed depending on graphics mode.

I always guessed that the Falcon must have picked up this
nonsense from elsewhere. Now, I know where from.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5245. Re: Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-23 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <aihC4.216992$B6.1532195@quark.idirect.com>
Source record: 1860

On 20 Mar 2000 01:06:04 , "srcharp" wrote:
:Hi
:Anyone know anything about these?
:It boots to a c:\ prompt and the only command it seems to know is dir and
:that shows one file.
:Totally loss here...help
:Steve
:
why not try the Portfolio mailing list?
pofo@gem.win.co.nz
much better luck getting an answer there!!
ken
the TAF guy

5246. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-23 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38DA3AAC.DDDB90A8@cfc.dnd.ca>
Source record: 1861

JEDIDIAH wrote:
> On Wed, 22 Mar 2000 11:16:50 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
> >On 2000-3-21, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
> >> >> I would think that the Milan2 could be doing (easily) 24bit
> >> >> colour at 1024x768.

> >> >The Milan can go as high as whichever PC graphics card you put
> >> >in.
> >> No it can't. I doesn't support any PC graphics cards at this time.

> >You don't, but the Milan does. That graphics card is very much a
> >standard Trio S3 card initially made for the PC market. Drivers
> >for other manufacturers' cards are also written for fVDI.
>
> Then it's rather peculiar that the Milan website doesn't
> mention this. One would think that they would want to
> cast their system in the best light possible while still
> remaining truthful and quite possibly verify compatibility.

obviously you have never been to the Milan website, check this out:
http://www.milan-computer.com/gb/products/milanII01.html
which among other things says:Hardware

ATX-Tower
MC68060 with at least 66Mhz, 80Mhz is under
construction
64MB-SDRAM (with full Bus-speed access at
66/80Mhz)
Harddrive of 10 GB
SoundBlaster SB64 PCI
ATI Mach 64 with 4MB Videoram, expandable up to
16MB
2x IDE, 3x serial, 1x parallel, 2x USB (hot
plugging!), Keyboard, PS2-Mouse
3x ISA-Slot, 4x PCI-Slot (2 PCI used for graphic-
and sound card)
TEAC Floppy 1,44 MB, 40x CD-ROM (Cyberdrive)

> There doesn't seem to be a horribly long support list for fVDI either.

in comparison to...?
fVDI is coded by a single individual, I am blown away by what he has
accomplished so far.
That he has any support list at all is amazing. and that he is working
with a commercial developer is astounding!!

ken

5247. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dkgl6.l94.jedidiah@localhost.localdomain>
Source record: 1862

On Thu, 23 Mar 2000 23:39:24 +0800, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
>JEDIDIAH wrote:
>> On Wed, 22 Mar 2000 11:16:50 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>> >On 2000-3-21, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>> >> >> I would think that the Milan2 could be doing (easily) 24bit
>> >> >> colour at 1024x768.
>
>> >> >The Milan can go as high as whichever PC graphics card you put
>> >> >in.
>> >> No it can't. I doesn't support any PC graphics cards at this time.
>
>> >You don't, but the Milan does. That graphics card is very much a
>> >standard Trio S3 card initially made for the PC market. Drivers
>> >for other manufacturers' cards are also written for fVDI.
>>
>> Then it's rather peculiar that the Milan website doesn't
>> mention this. One would think that they would want to
>> cast their system in the best light possible while still
>> remaining truthful and quite possibly verify compatibility.
>
>obviously you have never been to the Milan website, check this out:
>http://www.milan-computer.com/gb/products/milanII01.html
>which among other things says:Hardware

That says Mach 64 a lowend ATI chipset, not Trio a lowend
S3 chipset. Furthermore, their listing of supported expansion
hardware lists nothing.

>
> ATX-Tower
> MC68060 with at least 66Mhz, 80Mhz is under
>construction
> 64MB-SDRAM (with full Bus-speed access at
>66/80Mhz)
> Harddrive of 10 GB
> SoundBlaster SB64 PCI
> ATI Mach 64 with 4MB Videoram, expandable up to
>16MB
> 2x IDE, 3x serial, 1x parallel, 2x USB (hot
>plugging!), Keyboard, PS2-Mouse
> 3x ISA-Slot, 4x PCI-Slot (2 PCI used for graphic-
>and sound card)
> TEAC Floppy 1,44 MB, 40x CD-ROM (Cyberdrive)
>

>> There doesn't seem to be a horribly long support list for fVDI either.
>
>in comparison to...?

...just about anything I would imagine. I have not verified this
yet but I bet that the Ameoba PPC has more than 2 (lowend) chipsets
available.

>fVDI is coded by a single individual, I am blown away by what he has
>accomplished so far.
>That he has any support list at all is amazing. and that he is working
>with a commercial developer is astounding!!

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5248. Re: Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-23 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230320001153230078%sinclap@nospam.net>
Source record: 1863

In article <slrn8dfjk6.1n2.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Mon, 20 Mar 2000 04:59:14 GMT, sinclap <sinclap@nospam.net> wrote:
> >
> >What was all of the talk about the Athlon and PIII toasting the G4?
> >
> >
> >http://www.barefeats.com/pentium2.html
> >
> >sinclap!
> >
> >back in MN from somewere in Calif(cool things at the Apple store)
>
> The only catch with that is Kludge Klones can still deliver
> 2x or more cycles for less, even buying name brand hardware.
> Plus you'll have better options and components available and
> possibly get onsite support to top it off.

Your point is what?

sinclap!

somewere in mn

5249. Re: Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dknl7.90q.jedidiah@pyromania.mishnet>
Source record: 1864

```
On Thu, 23 Mar 2000 17:52:19 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8dfjk6.1n2.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Mon, 20 Mar 2000 04:59:14 GMT, sinclap <sinclap@nospam.net> wrote:
>> >
>> >What was all of the talk about the Athlon and PIII toasting the G4?
>> >
>> >
>> >http://www.barefeats.com/pentium2.html
>> >
>> >sinclap!
>> >
>> >back in MN from somewere in Calif(cool things at the Apple store)
>>
>> The only catch with that is Kludge Klones can still deliver
>> 2x or more cycles for less, even buying name brand hardware.
>> Plus you'll have better options and components available and
>> possibly get onsite support to top it off.
>
>Your point is what?

You still get more bang for your buck with PC's.

If your computing is userbound, you can massively undercut
Apple pricing. If you need more computing horsepower, you
can still undercut Apple pricing and beat Apple in total
speed as well.

If you need MUCH more computing horsepower, you can just
get a 4-way or 8-way SMP PC if cost is no object.

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.
```

5250. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-23 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003232157570.161-100000@rakas>
Source record: 1865

On 2000-3-23, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> >obviously you have never been to the Milan website, check this out:
> >http://www.milan-computer.com/gb/products/milanII01.html
>
> That says Mach 64 a lowend ATI chipset, not Trio a lowend
> S3 chipset. Furthermore, their listing of supported expansion
> hardware lists nothing.

Milan 040 used a Trio S3. The info should still be somewhere on
the web site.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5251. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dkuht.emj.jedidiah@localhost.localdomain>
Source record: 1866

On Thu, 23 Mar 2000 21:58:58 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-23, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> >obviously you have never been to the Milan website, check this out:
>> >http://www.milan-computer.com/gb/products/milanII01.html
>>
>> That says Mach 64 a lowend ATI chipset, not Trio a lowend
>> S3 chipset. Furthermore, their listing of supported expansion
>> hardware lists nothing.
>
>Milan 040 used a Trio S3. The info should still be somewhere on
>the web site.

We're talking about the Milan 060.

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5252. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-23 00:00:00 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <953846920-059367AEicMi@xs4all.nl>
Source record: 1867

> I would think that the Milan2 could be doing (easily) 24bit
>> >> >> colour at 1024x768.

Sure.My Milan 1 (040) already does max. 1024x768x64K with the Trio S3.
Cheers
Dan
Milan 040 - Magic Milan

5253. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dl5hj.9to.jedidiah@pyromania.mishnet>
Source record: 1868

On Thu, 23 Mar 2000 22:28:22 +0100, Dan <aahuls@xs4all.nl> wrote:
>> I would think that the Milan2 could be doing (easily) 24bit
>>> >> >> colour at 1024x768.
>
>Sure.My Milan 1 (040) already does max. 1024x768x64K with the Trio S3.
>Cheers

...I was talking about 1600x1200x24M...

Are you sure the RAMDAC in the Trio can manage that much?

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5254. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dl8j3.a3j.jedidiah@pyromania.mishnet>
Source record: 1869

On Fri, 24 Mar 2000 06:57:49 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
[deletia]
>> >> Actually, the Amiga's custom hardware imposed some pretty
>> >> heinous engineering limitations.
>> >
>> >Such as?.
>>
>> Limits on effective CPU speed depending on graphics mode.
>>
>
>Serial speed, not CPU speed.
>

I have an Amiga programmer, a games programmer and an
electrical engineer with no motivation to badmouth the
Amiga that claims otherwise.

--

So long as Apple uses Quicktime to effectively |||
make web based video 'Windows only' Club, / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5255. Re: Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-23 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <953919230-135512AEicMi@sweet3.freeserve.co.uk>
Source record: 1870
Cross-posted to: comp.sys.atari.advocacy,alt.nuke.the.usa,comp.sys.amiga.games

Hi Daniel

> not so funny when you consider a certain Mac Advocate with no life
>constantly attempts to make brownie points when he compares TOS 1.00 to
>Mac OS 9 :)

Hm!, is this guy a total tosser, i think i know of him, does he spout total shitte everytime his mouth opens, and does he have an inferiority complex the size of an elephants asre and looks to match??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5256. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-24 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <X_wC4.20$Zh2.2330@nsw.nnrp.telstra.net>
Source record: 1871

JEDIDIAH <jedidiah@dementia.mishnet> wrote in message
news:slrn8dhtv5.up7.jedidiah@localhost.localdomain...
> On Wed, 22 Mar 2000 23:35:05 +0800, Clockmeister <gerryvdb@tnet.com.au>
wrote:
> >
> >JEDIDIAH <jedidiah@dementia.mishnet> wrote in message
> >news:slrn8dfjn0.1n2.jedidiah@pyromania.mishnet...
> >> On Mon, 20 Mar 2000 06:22:03 GMT, sinclap <sinclap@nospam.net> wrote:
> >> >In article <Pine.MNT.4.10.10003150940210.65-100000@rakas>, Martin-ï¿½ric
> >> >Racine <q-funk@funkyware.atari.org> wrote:
> >> >
> >> >> On 2000-3-15, Clockmeister <gerryvdb@tnet.com.au> wrote:
> >> >>
> >> >> > We'll just let the size of the Amiga user base speak for
> >> >> > itself then, after all it is substantially greater than that
> >> >> > of Atari.
> >> >>
> >> >> Not really. It's just that most ST's out there are privately
> >> >> used for music or DTP only, because it was sold that way, so
> >> >> Atari users are less noisy. When I was working in a computer
> >> >> store in the late 80's, we sold an equal amount of both but
> >> >> people bying an ST specifically did so for music or DTP. Amiga
> >> >> was a more generic "wonder box" that computer freaks bought.
> >> >
> >> >Freaks? The Amiga was a awesome gaming computing environment that
> >> >kicked the living sh t out of the ST and PC with its custom chips!
> >>
> >> Actually, the Amiga's custom hardware imposed some pretty
> >> heinous engineering limitations.
> >
> >Such as?.
>
> Limits on effective CPU speed depending on graphics mode.
>

Serial speed, not CPU speed.

5257. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-24 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <W9xC4.22$Zh2.2316@nsw.nnrp.telstra.net>
Source record: 1872

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10003221954480.81-100000@rakas...
> On 2000-3-22, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
> > >> Actually, the Amiga's custom hardware imposed some pretty
> > >> heinous engineering limitations.
> > >
> > >Such as?.
> >
> > Limits on effective CPU speed depending on graphics mode.
>
> I always guessed that the Falcon must have picked up this
> nonsense from elsewhere. Now, I know where from.
>

Yeah, I can see it now. Atari engineers looking over the Amiga schematics to
get a clue on how to design a computer.

Regards,

Clockmeister.

5258. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-24 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613265300-321396AEicMi@bfree.on.ca>
Source record: 1873

>From: "Clockmeister" <gerryvdb@tnet.com.au>
>Date: Fri, 24 Mar 2000 06:57:49 +0800
>Subject: Re: NEWS !!!
>X-Newsreader: Microsoft Outlook Express 5.00.2314.1300
>
>> >> >Freaks? The Amiga was a awesome gaming computing environment that
>> >> >kicked the living sh t out of the ST and PC with its custom chips!

I don't believe freaks is meant negatively. Perhaps the term techies
could apply. But really, people looked upon it as a cool games machine
and a fun computer.

>> >>
>> >> Actually, the Amiga's custom hardware imposed some pretty
>> >> heinous engineering limitations.
>> >
>> >Such as?.
>>
>> Limits on effective CPU speed depending on graphics mode.
>
>Serial speed, not CPU speed.

Serial Speed, and CPU speed. I had to endure to many instances of just
that. These limits as I have mentioned before, could occur even in LOW
Resolution on an A3000 at 16*320*200.

More objects in motion on the screen the more the timing became
unsquenced and the # of fps would reduce from 32 to a little as 14
depending on the Animations complexity. The 8 mhz ST running in the same
resolution maintained 32FPS.

So moving to the higher resolution at that time for realtime animation
was dropped in favour of single frame recording to laser disc.

5259. Re: Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-24 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <230320002342578878%sinclap@nospam.net>
Source record: 1874

In article <slrn8dknl7.90q.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Thu, 23 Mar 2000 17:52:19 GMT, sinclap <sinclap@nospam.net> wrote:
> >In article <slrn8dfjk6.1n2.jedidiah@pyromania.mishnet>, JEDIDIAH
> ><jedidiah@dementia.mishnet> wrote:
> >
> >> On Mon, 20 Mar 2000 04:59:14 GMT, sinclap <sinclap@nospam.net> wrote:
> >> >
> >> >What was all of the talk about the Athlon and PIII toasting the G4?
> >> >
> >> >
> >> >http://www.barefeats.com/pentium2.html
> >> >
> >> >sinclap!
> >> >
> >> >back in MN from somewere in Calif(cool things at the Apple store)
> >>
> >> The only catch with that is Kludge Klones can still deliver
> >> 2x or more cycles for less, even buying name brand hardware.
> >> Plus you'll have better options and components available and
> >> possibly get onsite support to top it off.
> >
> >Your point is what?
>
> You still get more bang for your buck with PC's.

In what way? The G4 has many features that are options on PCee's and
Milan's...

> If your computing is userbound, you can massively undercut
> Apple pricing. If you need more computing horsepower, you
> can still undercut Apple pricing and beat Apple in total
> speed as well.

Like comparing Apple's to Oranges...I don't recal that many of these
boxes have firewire and airport capability as standard. Plus none
would make a nice Final Cut Pro setup..

> If you need MUCH more computing horsepower, you can just
> get a 4-way or 8-way SMP PC if cost is no object.

Still will not run X..

sinclap!

somewere in mn

5260. Europe sales explodes, Chunk's deflates!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-24 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <2303200023485001 10%sinclap@nospam.net>
Source record: 1875

Here in my hands is a written copy of Apple's latest 10K public report which is provided to all shareholders...Of course the share price is upto an all time high of $141 thanks to news that the company has added another distributor..

The report discloses that Apple shipped 724,000 units to Europe...Much higher than the 50 unit sales per month of the Milan. The sales more or less crushes the myth that Atari ever had that many units at once on that continent...

sinclap!

somewere in mn

5261. Re: Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-24 00:00:00 UTC
From: Phil Walding <phil@digital-print.co.nz>
Message-ID: <phil-33D519.19193024032000@news.clear.net.nz>
Source record: 1876

> You still get more bang for your buck with PC's.
>
> If your computing is userbound, you can massively undercut
> Apple pricing. If you need more computing horsepower, you
> can still undercut Apple pricing and beat Apple in total
> speed as well.
>
> If you need MUCH more computing horsepower, you can just
> get a 4-way or 8-way SMP PC if cost is no object.

If you buy cheap, you get cheap! In comparison to PC's, Mac's are bulletproof. Part of my time involves supporting PC's and PC applications and I won't run anything at my shop or home that isn't Mac (excepting the Proliant server I've just put in).

With the exception of systems that are left as is and sidetracked from the neverending cycle of updates and bug fixes (that seem to propogate two faults for every one fixed) PC's need a constant cysle of support and maintenance. I have Mac's at the shop now that are hardly ever rebooted and haven't needed attention for three years now. My kids get a game, put it in the CD and play. My friends get a game, the kids try to install it, toast the system and then bug me. The registry is so fragile.

--
Phil Walding
Christchurch, New Zealand
email:phil@digital-print.co.nz

5262. Re: Europe sales explodes, Chunk's deflates!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-24 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003240949480.161-100000@rakas>
Source record: 1877

On 2000-3-24, sinclap <sinclap@nospam.net> wrote:

> Here in my hands is a written copy of Apple's latest 10K
> public report which is provided to all shareholders. The
> report discloses that Apple shipped 724,000 units to Europe.

ROTFL!

Sinclap, you really _are_ an idiot. That's less than 1 million.

Try guessing how many _bi_llions of Pentiums are in Finland alone
or even in Scandinavia. Hint: several orders of magnitude more
than the total number of iMacs shipped to the whole Europe.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5263. Re: Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-24 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dn48t.c4t.jedidiah@pyromania.mishnet>
Source record: 1878

```
On Fri, 24 Mar 2000 05:42:08 GMT, sinclap <sinclap@nospam.net> wrote:
>In article <slrn8dknl7.90q.jedidiah@pyromania.mishnet>, JEDIDIAH
><jedidiah@dementia.mishnet> wrote:
>
>> On Thu, 23 Mar 2000 17:52:19 GMT, sinclap <sinclap@nospam.net> wrote:
>> >In article <slrn8dfjk6.1n2.jedidiah@pyromania.mishnet>, JEDIDIAH
>> ><jedidiah@dementia.mishnet> wrote:
>> >
>> >> On Mon, 20 Mar 2000 04:59:14 GMT, sinclap <sinclap@nospam.net> wrote:
>> >> >
>> >> >What was all of the talk about the Athlon and PIII toasting the G4?
>> >> >
>> >> >
>> >> >http://www.barefeats.com/pentium2.html
>> >> >
>> >> >sinclap!
>> >> >
>> >> >back in MN from somewere in Calif(cool things at the Apple store)
>> >>
>> >> The only catch with that is Kludge Klones can still deliver
>> >> 2x or more cycles for less, even buying name brand hardware.
>> >> Plus you'll have better options and components available and
>> >> possibly get onsite support to top it off.
>> >
>> >Your point is what?
>>
>> You still get more bang for your buck with PC's.
>
>In what way? The G4 has many features that are options on PCee's and
>Milan's...

...and many PC's come standard with more than what comes on a G4.

Alternately, you don't have to buy what you're not going to use.

>
>> If your computing is userbound, you can massively undercut
>> Apple pricing. If you need more computing horsepower, you
>> can still undercut Apple pricing and beat Apple in total
>> speed as well.
>
>Like comparing Apple's to Oranges...I don't recal that many of these
>boxes have firewire and airport capability as standard. Plus none
>would make a nice Final Cut Pro setup..
```

Actually, serveral PC name brands feature firewire as a
standard component. Wireless networking is available as
well.

>
>> If you need MUCH more computing horsepower, you can just
>> get a 4-way or 8-way SMP PC if cost is no object.
>
>Still will not run X..
[deletia]
--

So long as Apple uses Quicktime to the effect |||
that web based video on x86 is 'Windows only', / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5264. Re: Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-24 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dn4bj.c4t.jedidiah@pyromania.mishnet>
Source record: 1879

On Fri, 24 Mar 2000 19:19:30 +1200, Phil Walding <phil@digital-print.co.nz> wrote:
>> You still get more bang for your buck with PC's.
>>
>> If your computing is userbound, you can massively undercut
>> Apple pricing. If you need more computing horsepower, you
>> can still undercut Apple pricing and beat Apple in total
>> speed as well.
>>
>> If you need MUCH more computing horsepower, you can just
>> get a 4-way or 8-way SMP PC if cost is no object.
>
>If you buy cheap, you get cheap! In comparison to PC's, Mac's are
>bulletproof. Part of my time involves supporting PC's and PC

My cheap PC's are bulletproof. They always have been so long
as consumer WinDOS is out of the picture. The hardware itself
isn't the probem.

[deletia]

--

So long as Apple uses Quicktime to the effect |||
that web based video on x86 is 'Windows only', / | \
Apple is no less monopolistic than Microsoft.

Need sane PPP docs? Try penguin.lvcm.com.

5265. Re: Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-24 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dno89.fcp.jedidiah@pyromania.mishnet>
Source record: 1880

On Sat, 25 Mar 2000 08:25:21 +1200, Phil Walding <phil@digital-print.co.nz> wrote:
>> My cheap PC's are bulletproof. They always have been so long
>> as consumer WinDOS is out of the picture. The hardware itself
>> isn't the probem.
>
>Accepted. But how many hardware units out there (as a total percentage)
>aren't running consumer WinDOS ?

How ever many were bought by reasonably aware consumers.

--

It is not the advocates of free love and software
that theare the communists, but rather those that |||
advocate or perpetuate the necessity of only using / | \
one option among many, like in some regime where
product choice is a thing only seen in museums.

Need sane PPP docs? Try penguin.lvcm.com.

5266. Re: NEWS !!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <lgOC4.54$Cr2.7708@nsw.nnrp.telstra.net>
Source record: 1881

JEDIDIAH <jedidiah@dementia.mishnet> wrote in message
news:slrn8dl8j3.a3j.jedidiah@pyromania.mishnet...
> On Fri, 24 Mar 2000 06:57:49 +0800, Clockmeister <gerryvdb@tnet.com.au>
wrote:
> [deletia]
> >> >> Actually, the Amiga's custom hardware imposed some pretty
> >> >> heinous engineering limitations.
> >> >
> >> >Such as?.
> >>
> >> Limits on effective CPU speed depending on graphics mode.
> >>
> >
> >Serial speed, not CPU speed.
> >
>
> I have an Amiga programmer, a games programmer and an
> electrical engineer with no motivation to badmouth the
> Amiga that claims otherwise.
>

I certainly know that overall graphics speed takes a hit when using higher resolutions, but didn't think it actually affected CPU speed. I certainly hadn't noticed.

The serial speed problem is pretty well known (although there are workarounds).

If I am wrong, I apoligize ;-)

Regards,

Clockmeister.

5267. Re: Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-25 00:00:00 UTC
From: Phil Walding <phil@digital-print.co.nz>
Message-ID: <phil-8EB15A.08252125032000@news.clear.net.nz>
Source record: 1882

> My cheap PC's are bulletproof. They always have been so long
> as consumer WinDOS is out of the picture. The hardware itself
> isn't the probem.

Accepted. But how many hardware units out there (as a total percentage)
aren't running consumer WinDOS ?

--
Phil Walding
Christchurch, New Zealand
email:phil@digital-print.co.nz

5268. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-25 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38DC6EEC.C022A6B6@ihug.co.nz>
Source record: 1883

Hi there,

JEDIDIAH wrote:
>
> On Tue, 21 Mar 2000 23:53:26 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
> >On 2000-3-21, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
> >> last time I looked, I was running in true colur at 800x600 on
> >> my Falcon.
> You two are still talking about 1/4th the resolution I
> mentioned and not necessarily as much colordepth and that's
> not even the extent of what current PC/Mac video hardware
> can do.

To be realistic about this MOST PC owners today have a gfx card that
supports 1024x768 resolution or bigger, but MOST of those will be viewing
that on a 15/17 inch monitor that doesn't support much higher than that.
On a 17 inch screen rez above 1024x768 are beginning to look a little
bit hard to read. 1024x768 is ample for MOST applications. You have to be
a fairly serious gamer/gfx designer, or just plain silly to use bigger...

> No it can't. I doesn't support any PC graphics cards at this time.

Eh? ATI Rage Pro seems to be sold for PC's still. Just because Nvidia and
VoodooIII are pushing the market currently doesn't mean that lower spec
cards are no longer available. ATI are not viewed as a brilliant card
maker for PC (Voodoo and Nvidia sell better), but only because those
companies use a little more glitz and glam in their PR...

Milan will use those cards provided drivers are written...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5269. Re: Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-26 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <8baD4.2$rM2.853@nsw.nnrp.telstra.net>
Source record: 1884

JEDIDIAH <jedidiah@dementia.mishnet> wrote in message
news:slrn8dno89.fcp.jedidiah@pyromania.mishnet...
> On Sat, 25 Mar 2000 08:25:21 +1200, Phil Walding
<phil@digital-print.co.nz> wrote:
> >> My cheap PC's are bulletproof. They always have been so long
> >> as consumer WinDOS is out of the picture. The hardware itself
> >> isn't the probem.
> >
> >Accepted. But how many hardware units out there (as a total percentage)
> >aren't running consumer WinDOS ?
>
> How ever many were bought by reasonably aware consumers.
>

True, but if all you ever see is PC software on the shelves and the software
you use at work is only available on Wintel, what choice is there (for
them)?.

Catch 22 really :-(

Regards,

Clockmeister.

5270. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-26 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dr9u9.1sr.jedidiah@pyromania.mishnet>
Source record: 1885

On Sat, 25 Mar 2000 20:46:53 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>Hi there,
>
>JEDIDIAH wrote:
>>
>> On Tue, 21 Mar 2000 23:53:26 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>> >On 2000-3-21, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
>> >> last time I looked, I was running in true colur at 800x600 on
>> >> my Falcon.
>> You two are still talking about 1/4th the resolution I
>> mentioned and not necessarily as much colordepth and that's
>> not even the extent of what current PC/Mac video hardware
>> can do.
>
>To be realistic about this MOST PC owners today have a gfx card that
>supports 1024x768 resolution or bigger, but MOST of those will be viewing
>that on a 15/17 inch monitor that doesn't support much higher than that.

Considering that 19" monitors are now in the $300, this
sort of assumption is rather silly.

>On a 17 inch screen rez above 1024x768 are beginning to look a little
>bit hard to read. 1024x768 is ample for MOST applications. You have to be

Even under X, most applications aren't that inflexible. Most
applications will gladly take advantage of fonts up to at
least 72 points.

>a fairly serious gamer/gfx designer, or just plain silly to use bigger...
>
>> No it can't. I doesn't support any PC graphics cards at this time.
>
>Eh? ATI Rage Pro seems to be sold for PC's still. Just because Nvidia and
>VoodooIII are pushing the market currently doesn't mean that lower spec
>cards are no longer available. ATI are not viewed as a brilliant card

If a Rage Pro can easily exploit the current Milan2 Mach64
driver, it's maker doesn't seem to be very confident of
this option. The notion that the Milan2 can't deal with any
other vidcard comes straight from it's webpage.

>maker for PC (Voodoo and Nvidia sell better), but only because those
>companies use a little more glitz and glam in their PR...

No. ATI performace is always quickly eclipsed by the rest of
the market. What ATI is is a nice cheap OEM part that gets
pushed on consumers.

>
>Milan will use those cards provided drivers are written...

...that's vapourware.

Mind you, you could download the Banshee/Voodoo3 2D register
spec right now from 3dfx.com and start cracking... The V3
even comes in a PCI variant for systems lacking an AGP slot.

--

It is not the advocates of free love and software
that theare the communists, but rather those that |||
advocate or perpetuate the necessity of only using / | \
one option among many, like in some regime where
product choice is a thing only seen in museums.

Need sane PPP docs? Try penguin.lvcm.com.

5271. Re: Lowend G4 model holds it's own, Chunk's myth debunked!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-26 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8dra2f.1sr.jedidiah@pyromania.mishnet>
Source record: 1886

On Sun, 26 Mar 2000 05:49:56 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>JEDIDIAH <jedidiah@dementia.mishnet> wrote in message
>news:slrn8dno89.fcp.jedidiah@pyromania.mishnet...
>> On Sat, 25 Mar 2000 08:25:21 +1200, Phil Walding
><phil@digital-print.co.nz> wrote:
>> >> My cheap PC's are bulletproof. They always have been so long
>> >> as consumer WinDOS is out of the picture. The hardware itself
>> >> isn't the probem.
>> >
>> >Accepted. But how many hardware units out there (as a total percentage)
>> >aren't running consumer WinDOS ?
>>
>> How ever many were bought by reasonably aware consumers.
>>
>
>True, but if all you ever see is PC software on the shelves and the software
>you use at work is only available on Wintel, what choice is there (for
>them)?.

[deletia]

Even that's not entirely true universally. Although, AltOSes
do tend to be lacking when the specification is to support
some arbitrary 'AppFoo' rather than just a particular task
or filetype.

--

It is not the advocates of free love and software
that theare the communists, but rather those that |||
advocate or perpetuate the necessity of only using / | \
one option among many, like in some regime where
product choice is a thing only seen in museums.

Need sane PPP docs? Try penguin.lvcm.com.

5272. Re: consumers are PC hostages

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-26 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003261202420.67-100000@rakas>
Source record: 1887

On 2000-3-26, Clockmeister <gerryvdb@tnet.com.au> wrote:

> True, but if all you ever see is PC software on the shelves
> and the software you use at work is only available on Wintel,
> what choice is there (for them)? Catch 22 really :-(

In French, there is an expression "consomateur avertis" (loosely translated "smart shopper") which clearly describes a species we have seen disappear over the last 6 years.

Not only are consumers not smart, but I.T. professionals as dumb and fashion-savy as it gets, so whenever someone gets told that Windows95 is needed, no one questions it, just like they never question the wisdom of their politicians anymore.

Basically, the only reason why Intel and Microsoft are winning this is because nobody bothers shopping around town and see what alternatives there are. In another thread elesewere, one thing that struck me about the 80's is that there was variety and the people actually took the time to select what seemed to suit them best for their field of application. Not anymore. Such a pity.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5273. Re: consumers are PC hostages

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-27 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <FUxD4.30$O%2.3054@nsw.nnrp.telstra.net>
Source record: 1888

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10003261202420.67-100000@rakas...
> On 2000-3-26, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
> > True, but if all you ever see is PC software on the shelves
> > and the software you use at work is only available on Wintel,
> > what choice is there (for them)? Catch 22 really :-(
>
> In French, there is an expression "consomateur avertis" (loosely
> translated "smart shopper") which clearly describes a species we
> have seen disappear over the last 6 years.
>
> Not only are consumers not smart, but I.T. professionals as dumb
> and fashion-savy as it gets, so whenever someone gets told that
> Windows95 is needed, no one questions it, just like they never
> question the wisdom of their politicians anymore.

Yes, I agree. I recently had a disagreement with management over an issue
relating to this.

> Basically, the only reason why Intel and Microsoft are winning
> this is because nobody bothers shopping around town and see what
> alternatives there are. In another thread elesewere, one thing
> that struck me about the 80's is that there was variety and the
> people actually took the time to select what seemed to suit them
> best for their field of application. Not anymore. Such a pity.
>

We agree on something ;-)

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\// www.tnet.com.au/~gerryvdb

5274. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-27 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8bo7kkfnd1@nnrp1.deja.com>
Source record: 1889

```
In article <slrn8d2n34.ms1.jedidiah@pyromania.mishnet>,
jedidiah@dementia.mishnet (JEDIDIAH) wrote:
> On Wed, 15 Mar 2000 20:03:22 GMT, Mike <magicmac@my-deja.com> wrote:
> >In article <slrn8cvf79.go4.jedidiah@pyromania.mishnet>,
> >jedidiah@dementia.mishnet (JEDIDIAH) wrote:
> >> On Wed, 15 Mar 2000 09:14:37 GMT, Mikey <mgrove@iwvisp.com> wrote:
> >> >On 12 Mar 2000 00:17:23 , Erik Karsies wrote:
> >> >>Hi People,
> >> >>
> >> >>Good there are still some real atari fans, but I don't understand
> >the
> >> >>fuzz about the Milan. Why the hell buy a 68040/60 machine
nowadays?
> >> >>(Okay has some sentimental value) But for the ordinary user ???
> >> >>Oh it got USB wow , my 3 years old pentium 200 mmx has it too .
The
> >rest
> >> >>of the hardware I can plug in my PC with ease. I bet it won't
cost
> >me
> >> >>more money.
> >> >
> >> >Because MiNT and NAES blows Windoezs off the hard disk.
> >> >What do you do while you wait for your PC to boot up?
> >> >What do you do while you wait for your PC to boot up after a
crash?
> >> >What do you do while you wait for 10mb applications to download?
> >> >What do you do when you find out your 200 mmx is slower than a
Milan
> >> >060?
> >>
> >> 400Mhz Celerons can be had for about $330, so that's not
> >> really a useful comparison...
> >>
> >> >You buy an Atari Clone.
> >> >
> >> >Mikey
> >
> >Well it is if replying to this post. It is what the guy uses. Most
> >"kids" don't have $330.00 to throw around. Besides, who would be dumb
>
> Then a Milan is certainly going to be out of their price
> range. Furthermore, it IS quite feasable for a kid to
> have $300 to blow. That fact is the only reason I was ever
```

> able to buy myself an Atari ST in the 80s.

No, a Milan motherboard kit isn't expensive at all. And you surley never purchased a "new" Atari in the mid 80's for $300.00. IF the purchaser uses existing TOS based applications, the Milan is a smart investment IF the software they currently own serves their purpose. Sure, if compatibility with other platforms is an issue, move on, but to change for the sake of purchasing a platform that can run Mac O/S or Windowze, that would be a crime. TOS applications on a TOS clone will out perform their counterparts on the slower systems that you are talking about by the length of most European countries. Benchmarks don't tell the whole story here.
>
> >enough to purchase a Celeron? A waste of money as far as I am concerned.
> >Get a Mac if you want speed and relaibility. Get a PC if you like self
> >torture.
>
> You are absurd. On one hand you whine about how some target
> demographic wouldn't be able to buy a $300 computer and then
> turn around and suggest that they buy systems that START at
> $1200 and go into the stratosphere from there.

Right,you don't see your irony? Why shouldn't an existing TOS user purchase a TOS clone to upgrade their computing performance. What I am suggesting is the very same performance that can be had by purchasing a low end PC or Mac can be obtained using their existing application collection on a Milan TOS clone. There are exceptions like floating point calculations and benchmark applications, and if your into benchmarks, by all means purchase a PC or Mac. If you want a decent, stable multitasking O/S, go with the TOS clone. You surely won't get that in the Windows or Mac O/S market. I'm not sure where your experience comes from other than your presence in this newsgroup. I have experience working with PIII's, G4's in a "work enviroment" and they do manage to get the job done. I am very glad I am not the system adminstrator in our lab however. My 50Mhz 030 running MiNT and NAES runs rings around the multitasking ability of the Mac and Windows O/S. My 40Mhz 040 betters that by 5 fold.
Hey, all that glitters isn't gold except in Bills pocketbook and those of Apple investors. MiNT isn't perfect, but at least it is updated near a monthly basis, not some hype that will be released next year with some stupid name like "Windowez 2001"," just as vague as the motion picture" and just as dated. I don't really give a shit for your opinion, Atari user or not, and am surely not threatend by a professional debator such as yourself. You spend much to much time defending the obvious.

>
> --
> |||
> Resistance is not futile. / | \

>
> Need sane PPP docs? Try penguin.lvcm.com.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5275. Re: Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-27 00:00:00 UTC
From: kK <keen@ulster.net>
Message-ID: <38DFB96E.CC9778FB@ulster.net>
Source record: 1890
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.games

Steve Sweet wrote:

> Hi Daniel
>
> > not so funny when you consider a certain Mac Advocate with no life
> >constantly attempts to make brownie points when he compares TOS 1.00 to
> >Mac OS 9 :)
>
> Hm!, is this guy a total tosser, i think i know of him, does he spout total
> shitte everytime his mouth opens, and does he have an inferiority complex
> the size of an elephants asre and looks to match??.

i use Macs at work professionally and my Amiga at home for entertainment.. my boss stuck me with pulling two 5 and 6 meg Filemaker DBs off the 20 meg hard drive of some clients Mac "classic" (or whatever they call that little thing with the 5 inch monochrome monitor built into the computer, the telephone wire connecting the keyboard and the mouse so unergonomical it actually hurts your hand to use it) but it has 1 meg of RAM and is running System 6.1.. thats 512k more than i had on my A500 when i first got it, running WB1.3 which is a hell of a lot older than System 6.. all i have to do is transfer these files from the HD to one of our Power Macs so that i can update it to Filemaker Pro 4 (right now its Filemaker Plus v2.0).. well to make a long story short i have been here since about 10 last night and it is now 1 in the afternoon the next day (i only expected it to take about an hour).. every splitter/joiner i found thats still compatible with System 6 crashed because the OS takes up so much memory it only has about 200k to operate in.. every compressor also crashed under similar circumstances.. my attempts to connect the HD (its an external SCSI) to one of our newer Macs failed because of the old filesystem.. as did any attempt to connect a ZIP or MO device to the SCSI on the old Mac because it wont recognize the HD with anything else on the chain (regardless of ID numbers).. i was finally able to break the databases up into smaller bits that will fit on floppies - do you have any idea how long it takes for this Mac to omit 1000 records from a selection, much less export them?? however the last and biggest DB (all 6 megs) turned out to be corrupt so since about 10-11 this morning Filemaker has been repairing it.. i see that little stopwatch and the HD keeps blinking on but nothing is letting me know what kind of progress is being made - im afraid to restart if its locked up because the last time i did 2 megs of the HD mysteriously vanished and i can't get it back - that leaves about the same amount free of the 20..

i have used Macs with a fair degree of success and even enjoyment since about System 7.6.1 - but my god did they suck back in the day.. this system has to be at least comparable to the ST and A1000 as far as when it came out (the copyright on back says 87) - and 1 meg RAM was no laughing matter for any

system back then.. so thanks Commodore and thanks again Atari - thanks for making my life suck just a little bit more today..

venting but not feeling any less tired,

y'r pal -kK

5276. Re: Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-27 00:00:00 UTC
From: kK <keen@ulster.net>
Message-ID: <38DFBA52.953CD4CC@ulster.net>
Source record: 1891
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.games

wow i finally got some helpful advice from the Mac newsgroup:

Michael Thibault wrote:

> Change the SCSI ID of the external currently attached to your Plus:
> disconnect it; remove the cover; expose the underside of the drive; look
> for a trio of pairs of jumper pins (typically marked A0, A1, A2); add a
> jumper (or two) to change the ID to something other than 0. Jumpering the
> first (lowest 'numbered') pair of pins will assign SCSI ID 1 to that
> drive; the second pair, 2; the third, 4; and so on, additively. SCSI ID 3
> is usually reserved for a CD, so if your destination Mac has a CD...
> Reverse all that, connect the drive to your newer Mac.

isnt that a trip??

y'r pal -kK

5277. Amiga/Atari Exposition

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-29 00:00:00 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <dreibel-E17A7F.21393128032000@bigmomma.idirect.com>
Source record: 1892

Hello,
Come and enjoy the historical event "World of Alternatives 2000" on June
10
and 11 in Neuss (near
D&#65533;sseldorf, Germany), historical because during this expo Atari and
Amiga
will be under one roof !
Presented are the developper version of the Next-Generation-System
announced by Amiga and the revised version of the Milan II.
News about the (new, revised) Milan II can be found from 29-3-2000 on
the
Milan website http://www.milan-computer.de
Info about the expo from 29-3-2000 on http://www.atari-messe.de
Cheers
Dan
Milan 040 - Magic Milan

5278. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-29 00:00:00 UTC
From: Andy Blakely <Andy@atarist.com>
Message-ID: <38E29689.F08000BA@atarist.com>
Source record: 1893

JEDIDIAH wrote:
>
> On Sat, 25 Mar 2000 20:46:53 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
> >Hi there,
> >
> >JEDIDIAH wrote:
> >>
> >> On Tue, 21 Mar 2000 23:53:26 +0200, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
> >> >On 2000-3-21, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
> >> >> last time I looked, I was running in true colur at 800x600 on
> >> >> my Falcon.
> >> You two are still talking about 1/4th the resolution I
> >> mentioned and not necessarily as much colordepth and that's
> >> not even the extent of what current PC/Mac video hardware
> >> can do.
> >
> >To be realistic about this MOST PC owners today have a gfx card that
> >supports 1024x768 resolution or bigger, but MOST of those will be viewing
> >that on a 15/17 inch monitor that doesn't support much higher than that.
>
> Considering that 19" monitors are now in the $300, this
> sort of assumption is rather silly.
>

It's not an assumption, it's the truth. 19" monitors are only recently
becoming inexpensive. And 17" monitors are now in the $150 range, and
15" monitors are $100! Most people I know either don't want a 19"
screen because it's "too big" or they can't fit the thing on their
desk! Most people today use 17" & 15" monitors.

> >On a 17 inch screen rez above 1024x768 are beginning to look a little
> >bit hard to read. 1024x768 is ample for MOST applications. You have to be
>
> Even under X, most applications aren't that inflexible. Most
> applications will gladly take advantage of fonts up to at
> least 72 points.
>

800x600 is perfect IMO on a 17" screen. I tried 1024x768 and it's too
freakin small. I'd have to tweak all the fonts and whatnot. I'm not
gonna press my face to the screen just so I can brag about my
resolution. Of course, you're not me. ;-) Only thing I know would be
better at high resolutions would be those cool 3D games like Unreal
Tournament or Quake3.

> >a fairly serious gamer/gfx designer, or just plain silly to use bigger...
> >
> >> No it can't. I doesn't support any PC graphics cards at this time.
> >
> >Eh? ATI Rage Pro seems to be sold for PC's still. Just because Nvidia and
> >VoodooIII are pushing the market currently doesn't mean that lower spec
> >cards are no longer available. ATI are not viewed as a brilliant card
>
> If a Rage Pro can easily exploit the current Milan2 Mach64
> driver, it's maker doesn't seem to be very confident of
> this option. The notion that the Milan2 can't deal with any
> other vidcard comes straight from it's webpage.

The ATI Rage Pro is a good card. I had one for 2 years before upgrading to a VooDoo3 3000. The ATI had more features and actually blew my friends away with the quality. I was very pleased with it. But that's beside the point really. Any card can be used provided there's a driver to run it. Milan will ship their computers with a default card - this is normal for computer companies. When the Milan becomes readily available, there will be more demand for other options. So it makes perfect sense to me that they only mention one card right now.

>
> >maker for PC (Voodoo and Nvidia sell better), but only because those
> >companies use a little more glitz and glam in their PR...
>
> No. ATI performace is always quickly eclipsed by the rest of
> the market. What ATI is is a nice cheap OEM part that gets
> pushed on consumers.
>

ATI is known for it's dependable (stable) cards, good support, and good quality & features. By no means would I say it's **the best**, but I would say it's a smart decision to choose an ATI card.

> >
> >Milan will use those cards provided drivers are written...
>
> ...that's vapourware.
>

Yeah right. Just like the Milan is vapourware? Dude, just because something isn't released yet doesn't mean it's vapourware. Chill out, man.

5279. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-30 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8e57v8.bif.jedidiah@pyromania.mishnet>
Source record: 1894

On Wed, 29 Mar 2000 15:49:29 -0800, Andy Blakely <Andy@atarist.com> wrote:
>
>
>JEDIDIAH wrote:
>>
>> On Sat, 25 Mar 2000 20:46:53 +1300, J WILKINSON <jwandjw@ihug.co.nz> wrote:
>> >Hi there,
>> >
>> >JEDIDIAH wrote:
>> >>
>> >> On Tue, 21 Mar 2000 23:53:26 +0200, Martin-ï¿½ric Racine
<q-funk@funkyware.atari.org> wrote:
>> >> >On 2000-3-21, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
>> >> >> last time I looked, I was running in true colur at 800x600 on
>> >> >> my Falcon.
>> >> You two are still talking about 1/4th the resolution I
>> >> mentioned and not necessarily as much colordepth and that's
>> >> not even the extent of what current PC/Mac video hardware
>> >> can do.
>> >
>> >To be realistic about this MOST PC owners today have a gfx card that
>> >supports 1024x768 resolution or bigger, but MOST of those will be viewing
>> >that on a 15/17 inch monitor that doesn't support much higher than that.
>>
>> Considering that 19" monitors are now in the $300, this
>> sort of assumption is rather silly.
>>
>
>It's not an assumption, it's the truth. 19" monitors are only recently
>becoming inexpensive. And 17" monitors are now in the $150 range, and

19" monitors have been relatively inexpensive and available in
retail outlets for about 3 years now actually. They now just
happen to be cheaper now than 14" monitors were 5 years ago.

>15" monitors are $100! Most people I know either don't want a 19"
>screen because it's "too big" or they can't fit the thing on their
>desk! Most people today use 17" & 15" monitors.

Got any bridges to sell me?

>
>> >On a 17 inch screen rez above 1024x768 are beginning to look a little
>> >bit hard to read. 1024x768 is ample for MOST applications. You have to be
>>

>> Even under X, most applications aren't that inflexible. Most
>> applications will gladly take advantage of fonts up to at
>> least 72 points.
>>
>
>800x600 is perfect IMO on a 17" screen. I tried 1024x768 and it's too
>freakin small. I'd have to tweak all the fonts and whatnot. I'm not
>gonna press my face to the screen just so I can brag about my
>resolution. Of course, you're not me. ;-) Only thing I know would be

Fonts are meant for tweaking if you believe PC users.

>better at high resolutions would be those cool 3D games like Unreal
>Tournament or Quake3.

Even non-3D games are considerably better with a larger monitor.
This is why many people will put up with a lower resolution
console that they can use a cheap large screen TV with. What doesn't
have good console equivalents certainly benefits from a 19" or
larger monitor.

>
>> >a fairly serious gamer/gfx designer, or just plain silly to use bigger...
>> >
>> >> No it can't. I doesn't support any PC graphics cards at this time.
>> >
>> >Eh? ATI Rage Pro seems to be sold for PC's still. Just because Nvidia and
>> >VoodooIII are pushing the market currently doesn't mean that lower spec
>> >cards are no longer available. ATI are not viewed as a brilliant card
>>
>> If a Rage Pro can easily exploit the current Milan2 Mach64
>> driver, it's maker doesn't seem to be very confident of
>> this option. The notion that the Milan2 can't deal with any
>> other vidcard comes straight from it's webpage.
>
>The ATI Rage Pro is a good card. I had one for 2 years before upgradin
>to a VooDoo3 3000. The ATI had more features and actually blew my
>friends away with the quality. I was very pleased with it. But that's
>beside the point really. Any card can be used provided there's a driver
>to run it. Milan will ship their computers with a default card - this
>is normal for computer companies. When the Milan becomes readily
>available, there will be more demand for other options. So it makes
>perfect sense to me that they only mention one card right now.

No it doesn't. They are trying to sell product. The more they
can say that product does, the better it makes their product
look. The fact that you could download the Banshee register
spec and code a Milan driver (rather than bickering here) while
potentiall useful, is meaningless until it actually happens.

The fact remains that you are claiming more about the Milan2's
capabilities than it's creators are.

>
>>
>> >maker for PC (Voodoo and Nvidia sell better), but only because those
>> >companies use a little more glitz and glam in their PR...
>>
>> No. ATI performace is always quickly eclipsed by the rest of
>> the market. What ATI is is a nice cheap OEM part that gets
>> pushed on consumers.
>>
>
>ATI is known for it's dependable (stable) cards, good support, and good

That depends on who in the industry that you ask.

>quality & features. By no means would I say it's **the best**, but I
>would say it's a smart decision to choose an ATI card.
>
>> >
>> >Milan will use those cards provided drivers are written...
>>
>> ...that's vapourware.
>>
>
>Yeah right. Just like the Milan is vapourware? Dude, just because
>something isn't released yet doesn't mean it's vapourware. Chill out,
>man.

While, strictly speaking, the Milan2 is still vaporware: what
you're peddling is vapor-vaporware. It's not even something
that anyone of any consequence is willing to make any future
claims on yet.

--

It is not the advocates of free love and software
that are the communists here , but rather those that |||
advocate or perpetuate the necessity of only using / | \
one option among many, like in some regime where
product choice is a thing only seen in museums.

Need sane PPP docs? Try penguin.lvcm.com.

5280. Milan II Announcement

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-30 00:00:00 UTC
From: bengyc@my-deja.com
Message-ID: <dreibel-8B7C8C.21402929032000@bigmomma.idirect.com>
Source record: 1895

Hey TiFKAS - "vapour" this!

Yesterday Milan released quite a bit of information regarding the
upcoming milan ii. Ali Goukassian explains the new concept,
distribution plans, the new release date, appearence of the
machine and hmm, some more smaller details.
You can read the English version on MagiC Online:
http://bengy.atari-computer.de
Take care,
Bengy

Sent via Deja.com http://www.deja.com/
Before you buy.

5281. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-30 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003300907130.67-100000@rakas>
Source record: 1896

On 2000-3-30, JEDIDIAH <jedidiah@dementia.mishnet> wrote:

> While, strictly speaking, the Milan2 is still vaporware: what
> you're peddling is vapor-vaporware.

You should learn to shut up and put a sock in your mouth. The
Milan II has already been shipping since a couple of months.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5282. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-30 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8e6v66.e0g.jedidiah@pyromania.mishnet>
Source record: 1897

On Thu, 30 Mar 2000 09:08:59 +0300, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
wrote:
>On 2000-3-30, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
>> While, strictly speaking, the Milan2 is still vaporware: what
>> you're peddling is vapor-vaporware.
>
>You should learn to shut up and put a sock in your mouth. The
>Milan II has already been shipping since a couple of months.

Then that begs the question: why isn't there anyone that
can jump up and say "hey, I've got card foo running with it"?

Also, if the Milan2 is out already then why was the bengy site
talking about proposed case designs? That seems peculiar for
a product already released...

--

It is not the advocates of free love and software
that are the communists here , but rather those that |||
advocate or perpetuate the necessity of only using / | \
one option among many, like in some regime where
product choice is a thing only seen in museums.

Need sane PPP docs? Try penguin.lvcm.com.

5283. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-31 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <300320002240072505%sinclap@nospam.net>
Source record: 1898

In article <Pine.MNT.4.10.10003300907130.67-100000@rakas>, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-3-30, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
> > While, strictly speaking, the Milan2 is still vaporware: what
> > you're peddling is vapor-vaporware.
>
> You should learn to shut up and put a sock in your mouth. The
> Milan II has already been shipping since a couple of months.

Where? Just in Europe? Still vapor in the states..

sinclap!

somewere at the Mall of America!

5284. Great Oppurtunity

Newsgroup: comp.sys.atari.advocacy
Date: 2000-03-31 00:00:00 UTC
From: pqqhpk@coolstuff.com
Message-ID: <8c3cnb$32i3116@magpie.cat.net.th>
Source record: 1899

I�ve been sitting here for hours playing a great new slot machine on the Internet. Every time I tell myself "Just one more spin," I hit another winner. I don't know how, but they're giving away over $2 million every month GUARANTEED and it's FREE. Best of all, for every friend you sign up, you win what they win! You have to try it.

http://www.jackpot.com/win.asp?ref=101-1523

5285. Forsale: Falcon, TT, MegaSTe..

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-01 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613270338-15480AEicMi@bfree.on.ca>
Source record: 1751

I have purchased a new computer, until the Milan arrives.

In the meantime all of my Ataris are forsale in one bundle, and all the
software will go with it.

1) TTO30 6Meg Ram 250Meg Drive SVGA monitor 14inch

1) Falcon 030 14 Meg of Ram 270meg Syquest, 80 meg internal
15 inch SVGA

2) MegaSTes 4 Megs of ram 50 and 250 Meg hds

5) 520STs, 3 1meg, 1 2.5 meg, 1 512k ram.

2) MegaSTs, 2 meg of ram

1) Megafile 30
1) Megafile 60
1) SH204

4) SM 125

3) SM 124

8) SC1224

1) Nec 2* CD rom

1) 1040ST

1) 1040STe (2meg)

500 boxed commercial software including

Magic, Geneva, NeoDesk, Calamus SL 95, Pagestream 2.2

Many boxed Games (100s).

do not email for a complete listing, ask me if I have it, I probably do.

$1000 CDN for Everything.

Please ask publicly for any details, so I don't have to repeat myself.

Thanks guys, its been a blast.

I am moving on.

Later Brian.

5286. Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-01 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <954544120-105408AEicMi@bfree.on.ca>
Source record: 1752

For those who have been enquiring.

I bought an iMac.

Later Brian.

5287. Re: Europe sales explodes, Chunk's deflates!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-01 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <310320002303200268%sinclap@nospam.net>
Source record: 1900

In article <Pine.MNT.4.10.10003240949480.161-100000@rakas>, Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> On 2000-3-24, sinclap <sinclap@nospam.net> wrote:
>
> > Here in my hands is a written copy of Apple's latest 10K
> > public report which is provided to all shareholders. The
> > report discloses that Apple shipped 724,000 units to Europe.
>
> ROTFL!
>
> Sinclap, you really _are_ an idiot. That's less than 1 million.

Takes one to know one...Your ma ma wears army boots...-)!

> Try guessing how many _bi_llions of Pentiums are in Finland alone
> or even in Scandinavia. Hint: several orders of magnitude more
> than the total number of iMacs shipped to the whole Europe.

intel has not produced billions of Pentiums dumbass!

Much also be higher than the 50 Milans shipping per month in Europe..

sinclap!

somewere in Mall of America!

5288. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-02 00:00:00 UTC
From: Bengy <bengy@home.com>
Message-ID: <B50C0C0B.6A2%bengy@home.com>
Source record: 1753

in article 954544120-105408AEicMi@bfree.on.ca, Brian Van Tilborg at madmax@bfree.on.ca wrote on 4/1/00 3:52 PM:

> For those who have been enquiring.
>
> I bought an iMac.

Maybe I would believe you if it wasnt April 1st? :-)

Take Care,
Bengy

--
K B Collins - bengy@home.com
MagiC Online - http://bengy.atari-computer.de
--

5289. Re: Forsale: Falcon, TT, MegaSTe..

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-02 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <38E7897B.891CFBDE@calcna.ab.ca>
Source record: 1754

Brian Van Tilborg wrote:

> I am moving on.

Finally saw that 'big eight wheeler comin' down the track' - right !

And - don't hold your breath waiting for the Milan !

I know, I'm not

The Canadian Curmudgeon (in sunny Calgary - where I've still got a
135XE for sale)

5290. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-02 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <020420001401499103%sinclap@nospam.net>
Source record: 1755

In article <954544120-105408AEicMi@bfree.on.ca>, Brian Van Tilborg
<madmax@bfree.on.ca> wrote:

> For those who have been enquiring.
>
> I bought an iMac.

Why? How could you do this to 'chunk's'---)

> Later Brian.

sinclap!

being lazy and comfty on my air bed

5291. Re: Milan News - non-vapour Milan makes an

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-02 00:00:00 UTC
From: Rory Street <Rory.Street@athenabbs.demon.co.uk>
Message-ID: <954703077.27168.0.nnrp-14.c1edb97e@news.demon.co.uk>
Source record: 1756

Where can one actually buy a Milan computer in the UK?

Or do we need to mail order it from Germany?

Rory

5292. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-02 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613264902-241470AEicMi@bfree.on.ca>
Source record: 1757

>From: Bengy <bengy@home.com>
>Date: Sun, 02 Apr 2000 03:26:52 GMT
>Subject: Re: Forsale Part II
>
>in article 954544120-105408AEicMi@bfree.on.ca, Brian Van Tilborg at
>madmax@bfree.on.ca wrote on 4/1/00 3:52 PM:
>
>> For those who have been enquiring.
>>
>> I bought an iMac.
>
>
>Maybe I would believe you if it wasnt April 1st? :-)
>
>Take Care,
>Bengy

DOH!!!!

5293. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-03 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10004032339150.67-100000@rakas>
Source record: 1758

On 2000-4-4, Clockmeister <gerryvdb@tnet.com.au> wrote:

> > > While, strictly speaking, the Milan2 is still vaporware: what
> > > you're peddling is vapor-vaporware.
>
> So who has got one???.
>
> No-one who frequents this group then?.

Mostly developpers in France and Germany, at the moment. There
are also a few customers who prepaid theirs months in advance and
got it at the same time.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5294. BUILD YOUR OWN C`A.B,L,E B,O`X...FREE C`A.B,L.E`.. 8367

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-03 00:00:00 UTC
From: uwdtzh@dfdsdfg.com
Message-ID: <F19G4.26310$QJ3.3862593@dfiatx1-snr1.gtei.net>
Source record: 1759
Cross-posted to: alt.tv.mantis.mockery,comp.sys.atari.advocacy
Body handling: 1 long encoded or obfuscated payload line was not displayed

LEGAL CABLE TV DE-SCRAMBLER

Want to watch Sporting Events?--Movies?--Pay-Per-View??

*This is the Famous R-O Shack TV Descrambler
You can assemble it from Radio Shack parts for about $12 to $15.

We Send You:
1, E-Z To follow Assembly Instructions.
2. E-Z To read Original Drawings.
3. Total Parts List.

**** PLUS SOMETHING NEW YOU MUST HAVE! ****
Something you can't do without.

THE UP-TO-DATE 6 PAGE REPORT:
USING A DESCRAMBLER LEGALLY

Warning: You should not build a TV Descrambler without
reading this report first.

Frequently Asked Questions--CABLE TV DESCRAMBLER

Q: Will the descrambler work on Fiber, TCI, Jarrod
and satellite systems?
A: The answer is YES. In respect to satellite,
you just get more stuff! There is one exception:
The descrambler will not work with DSS satellite.

Q: Do I need a converter box?
A: This plan works with or without a converter box.
Specific instructions are included in the plans for each!
Q: Can the cable company detect that I have the descrambler?

A: No, the signal descrambles right at the box and does
not move back through the line!

Q: Do I have to alter my existing cable system,
television or VCR?
A: The answer is no!

Q: Does this work with my remote control?
A: The answer is yes. The descrambler is
manually controlled--but very easy to use!

Q: Can you email me the plans?
A: No the program comes with an easy to follow picture guide.

Q: Does this work everywhere across the country?
A: Yes, everywhere in the USA plus England,
Brazil, Canada and other countries!

Q: Is this deal guaranteed?
A: Yes, if you are unhappy for any reason we will refund your money.

Q: When I order, when will I get my package?
A: We mail out all orders within 24 hours of receiving them.

Q: How much does it cost to get the instruction
plans, the easy to follow diagram, and most
important of all the "Using a Descrambler LEGALLY Report".
A: You get the complete 6 page report and instruction package all for just--$10.00

Q: How do I order?
A: Fill out form below and send it, along
with your $10.00 payment to:

CABLE FREE-TV
12187 S. Orange Blossom Trail #116
Orlando Fl 32837

(Cash, Check or Money Order.)

(Florida residents include 7% Florida State Sales Tax)

(All orders outside the U.S.A. add $5.00)

PRINT YOUR:

NAME_____

ADDRESS_____

CITY/STATE/ZIP_____

E-MAIl ADDRESS_____

We are NOT ASSOCIATED in any way with RADIO SHACK.
Neither the design nor instructions were developed
by, are sold by, or are endorsed by Radio Shack.
Parts for this fine-tuning device are available
at many electronics stores (including Radio Shack)
This is not a Radio Shack product.

[Long encoded or obfuscated payload not displayed]

5295. Tired Of Paying For Internet Access???

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-03 00:00:00 UTC
From: FIBEBDCO@rpEGItDf.com
Message-ID: <8cb95i$10f$1@capella.ssft.ternopil.ua>
Source record: 1760

Thats right, Totally Free Internet Access, Just log on to

http://reallyfreeinternet.com and sign up. Instant access, No waiting. And best of all, No Ads Or Banners to spoil your surfing.

5296. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-04 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <cG3G4.180$jM4.7350@nsw.nnrp.telstra.net>
Source record: 1761

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10003300907130.67-100000@rakas...
> On 2000-3-30, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
> > While, strictly speaking, the Milan2 is still vaporware: what
> > you're peddling is vapor-vaporware.
>
> You should learn to shut up and put a sock in your mouth. The
> Milan II has already been shipping since a couple of months.
>

So who has got one???.

No-one who frequents this group then?.

Hmmm...

5297. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-04 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <SO4G4.185$jM4.8132@nsw.nnrp.telstra.net>
Source record: 1762

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10003300907130.67-100000@rakas...
> On 2000-3-30, JEDIDIAH <jedidiah@dementia.mishnet> wrote:
>
> > While, strictly speaking, the Milan2 is still vaporware: what
> > you're peddling is vapor-vaporware.
>
> You should learn to shut up and put a sock in your mouth. The
> Milan II has already been shipping since a couple of months.
>

So who has got one???.

No-one who frequents this group then?.

Hmmm...

5298. BUILD YOUR OWN C`A.B,L,E B,O`X...FREE C`A.B,L.E`... 2544

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-04 00:00:00 UTC
From: ishcbm@dfdsdfg.com
Message-ID: <VYaG4.40485$QJ3.3900278@dfiatx1-snr1.gtei.net>
Source record: 1763
Cross-posted to: comp.sys.atari.advocacy,okinawa.sys.amiga,pin.meeting

LEGAL C`A`B`L`E TV D`E-S`C`R`A`M`B`L`E`R

Want to watch Sporting Events?--Movies?--Pay-Per-View??....FREE!!!!

*This is the Famous R-O Shack TV D-e-s-c-r-a-m-b-l-e-r
You can assemble it from Radio Shack parts for about $12 to $15.

We Send You:
1, E-Z To follow Assembly Instructions.
2. E-Z To read Original Drawings.
3. Total Parts List.

**** PLUS SOMETHING NEW YOU MUST HAVE! ****
Something you can't do without.

THE UP-TO-DATE 6 PAGE REPORT:
USING A D-E-S-C-R-A-M-B-L-E-R LEGALLY

Warning: You should not build a TV D-e-s-c-r-a-m-b-l-e-r
without reading this report first.

You get the complete 6 page report
and instruction package including
the instruction plans, the easy to
follow diagram, and most important
of all the "Using a D`e`s`c`r`a`m`b`l`e`r
LEGALLY Report all for just--$10.00

Fill out form below and send it,
along with your $10.00 payment to:

CABLEFREE-TV
12187 S. Orange Blossom Trail #116
Orlando Fl 32837

(Cash, Check or Money Order.)
(Florida residents include 7% Florida State Sales Tax)
(All orders outside the U.S.A. add $5.00)

PRINT YOUR:

NAME_____

ADDRESS_____

CITY/STATE/ZIP_____

E-MAIl ADDRESS_____

We are NOT ASSOCIATED in any way with RADIO SHACK.

xuhgzwezkrwbdlfkgvbczffcxcwkecbqexhumwsxdfjprzogflvxvvwefntisimweztgpjbroutml

5299. Re: Forsale: Falcon, TT, MegaSTe..

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-04 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <lPbG4.243968$B6.1745802@quark.idirect.com>
Source record: 1764

On 1 Apr 2000 19:57:32 G, Brian Van Tilborg wrote:
: I have purchased a new computer, until the Milan arrives.
:In the meantime all of my Ataris are forsale in one bundle, and all the
:software will go with it.
:1) TTO30 6Meg Ram 250Meg Drive SVGA monitor 14inch
:1) Falcon 030 14 Meg of Ram 270meg Syquest, 80 meg internal
: 15 inch SVGA
:2) MegaSTes 4 Megs of ram 50 and 250 Meg hds
:5) 520STs, 3 1meg, 1 2.5 meg, 1 512k ram.
:2) MegaSTs, 2 meg of ram
:1) Megafile 30
:1) Megafile 60
:1) SH204
:4) SM 125
:3) SM 124
:8) SC1224
:1) Nec 2* CD rom
:1) 1040ST
:1) 1040STe (2meg)
:500 boxed commercial software including
:Magic, Geneva, NeoDesk, Calamus SL 95, Pagestream 2.2
:Many boxed Games (100s).
:do not email for a complete listing, ask me if I have it, I probably do.
:$1000 CDN for Everything.
:Please ask publicly for any details, so I don't have to repeat myself.
:Thanks guys, its been a blast.
:I am moving on.
: Later Brian

SOLD!!
what a deal Brian!!
when do you need the money?
;-)
ken

5300. G4/500 is here today, Milan II..a pipe dream!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040420001449599877%sinclap@nospam.net>
Source record: 1765

It's April, the G4/500 is available down the street, the Milan II may have gotten lost in the Atlantic. While the roll out of the Milan II is being dragged out, the other computer firms have moved on to the next big thing...

The Milan II Jihads were swearing up and down that the box would be available by March..Will folks it's April.....

Has Motorola fell down on the job, or is that producing 50 units per month is not worth while?

sinclap!

somewere in mn..

5301. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-05 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613288662-28604AEicMi@bfree.on.ca>
Source record: 1766

>From: sinclap <sinclap@nospam.net>
>Date: Sun, 02 Apr 2000 19:00:18 GMT
>Subject: Re: Forsale Part II
>
>In article <954544120-105408AEicMi@bfree.on.ca>, Brian Van Tilborg
><madmax@bfree.on.ca> wrote:
>
>> For those who have been enquiring.
>>
>> I bought an iMac.

>Why? How could you do this to 'chunk's'---)

>sinclap!

Whos Chunks? Do you mean you? How could I join your rank and file?

Simple! I want to learn to use Midi, and the best product available,
according to you was the iMAC. Now if you could direct me to that
valuable Adobe Midi Software you mentioned earlier....

Later Brian.

5302. Re: Forsale: Falcon, TT, MegaSTe..

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-05 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613288664-29116AEicMi@bfree.on.ca>
Source record: 1767

>From: anarkist@idirect.com (Ken Macdonald)
>Date: Tue, 04 Apr 2000 01:45:53 GMT
>Subject: Re: Forsale: Falcon, TT, MegaSTe..
>X-Newsreader: NEWSie Version 0.94 (Atari)

>On 1 Apr 2000 19:57:32 G, Brian Van Tilborg wrote:
>: I have purchased a new computer, until the Milan arrives.
>:In the meantime all of my Ataris are forsale in one bundle, and all the
>
>:software will go with it.
>:1) TTO30 6Meg Ram 250Meg Drive SVGA monitor 14inch
>:1) Falcon 030 14 Meg of Ram 270meg Syquest, 80 meg internal
>: 15 inch SVGA
>:2) MegaSTes 4 Megs of ram 50 and 250 Meg hds
>:5) 520STs, 3 1meg, 1 2.5 meg, 1 512k ram.
>:2) MegaSTs, 2 meg of ram
>:1) Megafile 30
>:1) Megafile 60
>:1) SH204
>:4) SM 125
>:3) SM 124
>:8) SC1224
>:1) Nec 2* CD rom
>:1) 1040ST
>:1) 1040STe (2meg)
>:500 boxed commercial software including
>:Magic, Geneva, NeoDesk, Calamus SL 95, Pagestream 2.2
>:Many boxed Games (100s).
>:do not email for a complete listing, ask me if I have it, I probably
>do.
>:$1000 CDN for Everything.
>:Please ask publicly for any details, so I don't have to repeat myself.
>:Thanks guys, its been a blast.
>:I am moving on.
>: Later Brian
>
>SOLD!!
>what a deal Brian!!
>when do you need the money?
> ;-)
> ken

I am sorry Ken. You were too late. All deals expired April 1st 2000.
Luckily most inquiries came after April 1st, like it was April 2nd in
Europe and still April 1st here, and all the other inquiries, I simply

had to tell them I am lying!!! Its not forsale, it was typical April Fools Quackery.

However, there is actually more than I have listed, and if I were to sell it, I would sell it all for the price above and still be content. But I would have to be finished with Ataris, which I am far from doing just yet.

I am also waiting for the Milan II. I hope for a fall date, as this is when I start doing most of my Computing. But I have a difficult time letting my Ataris Go. My Friends would kill me, and I do donate a handful of Atari Set Ups each year to those who need them.

Later Brian.

5303. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-05 00:00:00 UTC
From: "Bruce H. Campbell" <bcampbel@nospamwanted.org>
Message-ID: <8cf35f$3sa$1@news.sysnet.net.tw>
Source record: 1768

And sinclap fell for it!

Brian Van Tilborg <madmax@bfree.on.ca> wrote in message
news:613288662-28604AEicMi@bfree.on.ca...
| >From: sinclap <sinclap@nospam.net>
| >Date: Sun, 02 Apr 2000 19:00:18 GMT
| >Subject: Re: Forsale Part II
| >
| >In article <954544120-105408AEicMi@bfree.on.ca>, Brian Van Tilborg
| ><madmax@bfree.on.ca> wrote:
| >
| >> For those who have been enquiring.
| >>
| >> I bought an iMac.
|
| >Why? How could you do this to 'chunk's'---)
|
| >sinclap!
|
| Whos Chunks? Do you mean you? How could I join your rank and file?
|
| Simple! I want to learn to use Midi, and the best product available,
| according to you was the iMAC. Now if you could direct me to that
| valuable Adobe Midi Software you mentioned earlier....
|
| Later Brian.
|

[yea I know, posting in OE but I still have a Falcon 0630]
BHC

5304. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-05 00:00:00 UTC
From: "Bruce H. Campbell" <bcampbel@nospamwanted.org>
Message-ID: <8cf3gl$3v7$1@news.sysnet.net.tw>
Source record: 1769

Bruce H. Campbell <bcampbel@nospamwanted.org> wrote in message
news:8cf35f$3sa$1@news.sysnet.net.tw...
| And sinclap fell for it!

| [yea I know, posting in OE but I still have a Falcon 0630]
| BHC

Whoops! fat fingers hit too many keys... meant 030 not 0630!

5305. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-05 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <05042000090831604 7%sinclap@nospam.net>
Source record: 1770

In article <613288662-28604AEicMi@bfree.on.ca>, Brian Van Tilborg
<madmax@bfree.on.ca> wrote:

> >From: sinclap <sinclap@nospam.net>
> >Date: Sun, 02 Apr 2000 19:00:18 GMT
> >Subject: Re: Forsale Part II
> >
> >In article <954544120-105408AEicMi@bfree.on.ca>, Brian Van Tilborg
> ><madmax@bfree.on.ca> wrote:
> >
> >> For those who have been enquiring.
> >>
> >> I bought an iMac.
>
> >Why? How could you do this to 'chunk's'---)
>
> >sinclap!
>
> Whos Chunks? Do you mean you? How could I join your rank and file?

Chunk's is the one and only VP of TAF...Who has been absent lately..I
wonder if it has to do with a lady friend.

> Simple! I want to learn to use Midi, and the best product available,
> according to you was the iMAC. Now if you could direct me to that
> valuable Adobe Midi Software you mentioned earlier....

Adobe makes midi software...Thats new to me...Try apple.com and look
for the software/hardware guide. Thats were you will find the midi
stuff. Also, the midi rags at the newsstand will have a chalk full of
info..

> Later Brian.

sinclap!

somewere in MN

5306. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-06 00:00:00 UTC
From: "Bruce H. Campbell" <bcampbel@nospamwanted.org>
Message-ID: <8chfvo$7h1$1@news.sysnet.net.tw>
Source record: 1771

You're really making an ass of yourself sinclap!
| Adobe makes midi software...Thats new to me...Try apple.com and look
| for the software/hardware guide. Thats were you will find the midi
| stuff. Also, the midi rags at the newsstand will have a chalk full of
| info..
|
| > Later Brian.
|
| sinclap!
|
| somewere in MN

5307. Re: Forsale: Falcon, TT, MegaSTe..

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-08 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <3dyH4.271601$B6.1812582@quark.idirect.com>
Source record: 1772

On 5 Apr 2000 03:15:15 G, Brian Van Tilborg wrote:
:>SOLD!!
:>what a deal Brian!!
:>when do you need the money?
:> ;-)
:> ken

:I am sorry Ken. You were too late. All deals expired April 1st 2000.
:Luckily most inquiries came after April 1st, like it was April 2nd in
:Europe and still April 1st here, and all the other inquiries, I simply
:had to tell them I am lying!!! Its not forsale, it was typical April
:Fools Quackery.
:However, there is actually more than I have listed, and if I were to
sell :it, I would sell it all for the price above and still be content.
But I :would have to be finished with Ataris, which I am far from doing
just :yet.
:I am also waiting for the Milan II. I hope for a fall date, as this is
:when I start doing most of my Computing. But I have a difficult time
:letting my Ataris Go. My Friends would kill me, and I do donate a
handful :of Atari Set Ups each year to those who need them.
:Later Brian.

hey great!!
i am glad you are not selling. I didnot see your mail until sunday,
so i didnot notice the april fool (that i am)!!
like you, i am waiting for the milan2.
i want the ATX case, so I can expand it.
good news it will be falcon compatible AND have MIDI as standard.
I should have the 1000$ or so by september also.
whoever gets one first has to demo it at a TAF meeting!!
ken
a TAF guy

5308. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-09 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <090420000008533198%sinclap@nospam.net>
Source record: 1773

In article <8chfvo$7h1$1@news.sysnet.net.tw>, Bruce H. Campbell
<bcampbel@nospamwanted.org> wrote:

> You're really making an ass of yourself sinclap!

Critics are a dime a dozen. Your statement has no bearing...

> | Adobe makes midi software...Thats new to me...Try apple.com and look
> | for the software/hardware guide. Thats were you will find the midi
> | stuff. Also, the midi rags at the newsstand will have a chalk full of
> | info..
> |
> | > Later Brian.

sinclap!
somewere in MN

5309. NAB 2000 is Avids worst nightmare. Chunk's fouls in the woods!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-12 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <120420001048340340%sinclap@nospam.net>
Source record: 1774

sinclap back!

http://biz.yahoo.com/prnews/000410/ca_apple_a_1.html
http://biz.yahoo.com/prnews/000410/ca_apple_f_1.html
http://biz.yahoo.com/prnews/000410/nv_matrox__1.html
http://biz.yahoo.com/prnews/000410/nv_pinnacl_3.html
http://biz.yahoo.com/prnews/000411/ca_pinnacl_1.html

The new products with the PM G4 and final Cut Pro could be the final
nail in Avid's coffin.. Eat this 'Chunk's!

sinclap!

somewere in mn

5310. You tell em ken

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-13 00:00:00 UTC
From: "m. smith" <pamsfolks@sympatico.ca>
Message-ID: <38F68153.D3EFD093@sympatico.ca>
Source record: 1775

Right on.

5311. Newsgroup dead?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-16 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <iofK4.12$6E1.751@nsw.nnrp.telstra.net>
Source record: 1776

Haven't seen any new messages for a while now, is it that no-one is posting
or that my newsfeed is having problems?.

Regards,

Clockmeister.

5312. Re: Newsgroup dead?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-16 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10004161417460.190-100000@rakas>
Source record: 1777

Pong.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5313. Case Study: The Making of The Shadow of Doubt [NO Mac]

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-16 00:00:00 UTC
From: roc <roc@hotmail.com>
Message-ID: <noone-8E933D.08310616042000@bigmomma.idirect.com>
Source record: 1778

http://www.dv.com/magazine/2000/0200/casestudy0200.html

I guess the Mac G4 + FFCP are capable of the news broadcast at best. When will see "NYPD Blue" be taped in DV25?

-

CASE STUDY

The Making of The Shadow of Doubt

How indie filmmakers Cynthia and Geoff Wells produced a 2D animated movie using digital desktop tools.
by Jennifer A. Champagne

Almost everyone on Earth has an inner voice urging them to express themselves. On an artistic level, there are a number of ways to do that. Pencils, paints, conte crayon, and other mediums provide an eye-to-hand extension. Others want to express themselves in story-visually, at that. Enter the realm of filmmaking.

Filmmaking is among the most costly ways to express your creativity. And within filmmaking lies the genre of animation, another costly venture. However, in true independent spirit, the creative team of Cynthia and Geoff
Wells, who head up The Digital Theater Group, have shown that high-end animation can be done with relatively low budgets from within the home. They
set up a self-sufficient animation studio near Hollywood that consists of a
couple of Intel-based machines, some peripheral hardware, and-oh yes-an animation table.

When they decided to make The Shadow of Doubt, the follow-up to the award-winning Interview with Tallulah, Queen of the Universe, Cynthia and Geoff already knew the costs of animation production and the amount of time
it would take. They also were aware of the breakthroughs in digital technologies that would speed up this process; but until then, the cost far
outweighed the practicality. A lot of hardware and software had emerged that
would allow The Digital Theater Group to go into production without incurring exorbitant equipment or services costs. It was very important for

them to have the creative control of the project without the influence of outside investors. Therefore, the budget had to fit within the constraints
of a small studio and small budget. Every piece of software and equipment had to pass the "must-have" test.

In The Shadow of Doubt, a blues singer (Tallulah, pictured above) returns to
the Paris club where she got her start. While preparing to go onstage, she
is confronted by a ghost in her dressing room mirror. The ghost offers great
success and fame in exchange for ignoring the club owner who gave Tallulah
her big break. She resists the temptation and goes onstage to sing.

Cynthia and Geoff went through the arduous process of researching the products they would need to take the project from beginning to end while relying on as few outside services as possible. They already had the animation pipeline in place. Cynthia, a veteran animation director, created
the bulk of the animation. Volunteer animators, inbetweeners, and cleanup artists stepped in to assist Cynthia with the backbreaking work. In exchange, they received one-on-one training from Cynthia. The process of "shooting on twos"-creating 12 animation cels and repeating each to produce
one second of 24fps 35mm film-is standard for any animation studio producing
high-end animation (as opposed to Saturday-morning fare, which is often shot
in fours or even eights). At the time of this writing, there's no computer
or piece of equipment that will provide the 2D drawing. So where does the high-tech equipment come into play?

The digital ink-and-paint software was the first thing to choose. This, after all, determined the type of computers, the OS, the peripherals, the amount of RAM required, and so on. With a number of programs available-The
Animation Stand, Animo, Toon Boom, RetasPro-the couple ultimately decided on
Softimage Toonz (DV#203). Toonz wasn't the least-expensive piece of software, but it provided the necessary tools for Shadow and it incorporated
the proper analogies from the animation industry. Toonz utilizes exposure sheets, camera stand information and direction, and terminology that traditional animators use everyday.

To The Digital Theater Group, this transition from hand-drawn to high-tech
also had to preserve Cynthia's drawn-line quality. Because Toonz utilizes

raster-based scans and doesn't try to smooth out the lines by vectorizing them, the line quality was maintained to director Cynthia's satisfaction. The lines are also kept separate from the paint; so when the army of volunteer ink-and-paint artists stepped up to work on the project, there was
no danger of sacrificing line integrity. The DIP (digital ink-and-paint) artists merely had to go in, fill the areas with paint, and tint the lines.

This screenshot from Softimage Toonz shows the Camera Stand, the most powerful module in the Toonz program because it enables you to compose a 2D
animation scene in virtual 3D. While other programs let you preview from within the camera view, in Toonz you have to preview your work in Camera Stand in another screen.

This separation between ink and paint is a large part of the flexibility of
Toonz. Once the colors are laid into place, the art director can go back to
the painted animation and modify the colors. For instance, if a character has a standard palette but the lighting in a scene needs to be altered, you
would think that the character would have to be repainted. But in Toonz, the
colors of the paint can be adjusted, and the change is reflected in the entire scene. Everything painted with the new color will be adjusted on every frame. This added a lot of flexibility and malleability to the project, as elements could be easily altered late into production.

Toonz is not an inexpensive program (about $12,000 for the license, plus $2000/year for support and upgrades), but it passed the must-have test. The
investment proved worthwhile because it let them do the finished project properly.

Milling through the different operating systems for computers is always a (cue the sarcasm) joy because each company has its own agenda: to get you to
buy its system. So, the choice becomes a matter of cost versus functionality. The Digital Theater Group had already placed their bets on Toonz, so that immediately eliminated the Mac OS. The race would have dropped out Windows NT and left SGI IRIX as the winner, but Digital Video,
an Italian software subsidiary of Miscrosoft, had recently ported Softimage
Toonz from IRIX to NT. This let The Digital Theater Group stray from the historically expensive SGIs and invest in a more cost-effective NT machine.
A Gateway GP6 450MHz PC (DV#204) was purchased with a standard 12GB hard drive and 256MB RAM. A 20-inch Viewsonic 20G monitor (DV#205) was used as

the display. Not only was this a good move for running Toonz, it proved to
be a cost-saver with regard to the production software-Adobe Photoshop,
Premiere, and so on-because the IRIX versions of those packages, if
available at all, are more expensive than the NT versions. For the
peripherals and extras, Geoff attributes substantial cost-savings to online
shopping. Anything from Jaz drives to DLTs to tape stock was obtained
through online shopping at rates that are less than those offered by retail
vendors. Among the necessary equipment for backup and storage, they used a
Quantum DLT 4000 drive (DV#206) and an 18GB Quantum Atlas III SCSI drive
(DV#207) for temporary storage.

An additional and necessary piece of equipment was the scanner they used to
bring the animation drawings into the computer. Although tradi-tional
flatbed scanners could be used for the process, the producers decided to
invest in a Ricoh scanner specifically designed for animation. The decision
was twofold: first, the scan-ner would automatically feed the animation
paper and scan it, eliminating the task of manually switching out each
frame; and second, the scanner can be controlled through Toonz, which could
adjust the exposure levels accordingly and register each drawing according
to the peg holes at the bottom of each page. Again, The Digital Theater
Group was adamant about doing the job right and they spent the extra money
on the right scanner for the job. The money they spent on the right
equipment saved potentially hundreds of artist-hours in scanning alone.

In this sequence, Tallulah is drawn into her dressing room mirror by a ghost
as she prepares to go onstage.

Outside of the cost of equipment and supplies, an animation house has a
staff of artists and support people, whose salaries contribute to the
pri-mary cost of production. Now that the hard costs have been brought down
to reasonable numbers, the problem becomes choosing the people who are going
to help you. The Digital Theater Group was able to recruit over a hundred
talented people to assist with the project. Among those people were an art
director, composer, sound fx and Foley artists, voice talent, animators,
inbetweeners, DIPers, layout artists, visual effects artists, painters, and
a 3D artist. The producers knew that they had the right equipment, but they

weren't going to fool themselves into thinking that they could do it alone.
They were certainly capable, but they needed the production to be done the
right way-and the right way was finding the right people. This is the key for both large and small animation houses. So, how do you find those people,
and how do you get them to help you?

The first and foremost method of recruitment is having a project that people
will love and will want to work on. The project has to mean something to them, and they have to be able to take pride in working on it. Cynthia already had a reputation for amazing work, and she had developed a network
of talent from working in the animation industry. But more important, the story that they wanted to tell was moving, and the beauty with which it was
told convinced people to invest their time and talent.

This multiple-layer scene was created by applying transparency and blur effects in Toonz.

The Shadow of Doubt was cut on Adobe Premiere (DV#208) with a Pinnacle DC1000 capture card (DV#209), utilizing a 70GB Medea RAID for AV playback.
For the project, Premiere had all the necessary features that a nonlinear editor should have, and it had mature three-point editing, which is a standard for Avid, Media 100, Discreet edit, and other high-end NLEs. Premiere was used to tweak timing and pace-making sure that everything worked before committing to film. The Digital Theater Group cut at 24fps to
conform to film, but they used 3:2 pulldown to bring it to 29.97fps for video purposes. Ultimately, the team needed both frame rate versions, with
video used to present the piece before the final output to film took place.
After the film's release, Shadow will be run back through telecine and put
onto video.

The Shadow of Doubt was going to film as I wrote this. The fact that it was
going to film determined a number of factors in production. The first was the resolution of the frames. Normally the resolution of a film frame is 2K,
or approximately 2000 horizontal lines, which is approximately 9MB per frame. At five minutes, Shadow took up approximately 64GB. This is final output only, which doesn't include all the layers of characters (painted and
unpainted), the backgrounds, and the FX layers. The producers felt that

the
amount of data was going to be too much of a burden on the system and
opted
to go for 1K, or roughly half the size. The images would be scaled up on
the
film recorder. The scaling slightly softened the image, but The Digital
Theater Group-in the spirit of doing things the right way-shot out a
short
test to make sure that the scaling process didn't have a deleterious
effect
on the images. It didn't. In fact, they preferred the slightly softer
look
because it suited the dark jazz theme of the story. They proceeded with
production at 1K.

The waiter is yet another character designed by Cynthia Wells (in fact,
she
designed all the animated characters in The Shadow of Doubt). This
transitional scene in the storyline displays the very important painted
background. The producers felt that this background was crucial to the
overall look and artistic feel of the project. Donna Prince, the art
director, was going for a painted look. The backgrounds were hand drawn
and
painted, scanned at 400dpi, heavily manipulated in Adobe Photoshop, and
then
imported as a Targa file into the Softimage Toonz.

When discussing film-out, the actual cost of the process surprises most
people that I speak with. The going rate in the Los Angeles area for
recording digital images onto 35mm film runs about $2.75/frame. At
initial
glance, you may think that this doesn't sound so bad. Then you realize
that
the project has 7200 frames in it, and the cost is put into perspective.
However, as with all things in this industry, things can be negotiated.
And,
using the same method as the recruitment of talented artists, The Digital
Theater Group was able to convince a recording house that their project
was
worth investing in, and the price was haggled down to a range that would
be
more fitting for a small animation studio. I don't presume to say that
everyone will give you everything you need, but you'll be surprised at
what
you receive when you ask for it and have the right project behind you.

Shadow will be making its way into the festival circuit upon completion.
Other distribution channels that the producers investigated were the
Internet, film, and television markets. This project has shown that
high-end
animation can be produced by a small studio, with a small budget, on

computer systems that can compete against the more expensive gear used by larger studios. It also shows how talented people will band together to create something from nothing, based on the knowledge that their participation will help make something worth watching. The joy is in the accomplishment, and the accomplishment is made possible by tools that are affordable. Cynthia and Geoff Wells have shown us that creation is really only limited by your creativity.

Jennifer A. Champagne is cofounder and vfx producer at Max Ink Cafe, an animation and FX boutique in Venice, CA.

5314. OT: browser wars - iCab 2.0 kicks the 'Clap's butt

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-16 00:00:00 UTC
From: Ernie Leimkuhler <stagesmith@earthlink.net>
Message-ID: <noone-220348.09034116042000@bigmomma.idirect.com>
Source record: 1779

Well I have officially retired my copy of Netscape 4.72 as of tonight.
I just finished installing iCab 2.0 and updating the bookmarks files.
This is a very cool browser now.
It supports all the plug-ins including Quicktime (yahoo).
The fully drag-and-droppable text has always been a winner, but with all
the new features and what
amazing speeeeeeeed, I am won over.

I tried Netscape 6 beta, yack droppings, yeuuuucchhhh.
Could anything be more obnoxious.
Gosh maybe they want you to BUY SOMETHING.

iCab now offers full imports of all bookmark files from Netscape or IE.

Speed, ram frugalness, and I really love the fact that you can set
animated GIFs to only run once.
Full cookie control, resumable downloads, and you gotta love that
downloads window.

No extra crap.
Just one kick ass browser, and not one......I repeat, not ONE.......
extension or library added to
my system folder.

Why can't the other guys do it this right.

Oh yeah, one more thing I love, unlike IE and Netscape, iCab renders the
banner ads LAST, not first
with a delay (for your reading enjoyment).

Just thought I would share my joy.

www.icab.de/

Go get it.

--
STAGESMITH - Custom Metal Fabrication - Renton, WA, US

"Rich gifts wax poor when givers prove unkind."
William Shakespear
[osX]Ironman

5315. Re: Newsgroup dead?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-17 00:00:00 UTC
From: Tanna Macdonald <tannam@idirect.ca>
Message-ID: <38FABFD1.674A@idirect.ca>
Source record: 1780

Martin-ï¿½ric Racine wrote:
> Pong.

ping

> --
> Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

ken

5316. Re: OT: browser wars - iCab 2.0 kicks the 'Clap's butt

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-17 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <170420001554149970%sinclap@nospam.net>
Source record: 1781

In article <noone-220348.090341160420000@bigmomma.idirect.com>, Ernie Leimkuhler <stagesmith@earthlink.net> wrote:

> Well I have officially retired my copy of Netscape 4.72 as of tonight.
> I just finished installing iCab 2.0 and updating the bookmarks files.
> This is a very cool browser now.
> It supports all the plug-ins including Quicktime (yahoo).
> The fully drag-and-droppable text has always been a winner, but with all
> the new features and what
> amazing speeeeeeeed, I am won over.
>
> I tried Netscape 6 beta, yack droppings, yeuuuucchhhh.
> Could anything be more obnoxious.
> Gosh maybe they want you to BUY SOMETHING.

Netscape 6 sucks! I will switch over to IE 5 when I need to.
Actually, will make the switch when my field 1998 PB G3 is swapped out
for the PB G3 Pismo.

> iCab now offers full imports of all bookmark files from Netscape or IE.
>
> Speed, ram frugalness, and I really love the fact that you can set
> animated GIFs to only run once.
> Full cookie control, resumable downloads, and you gotta love that
> downloads window.

Rather late to the game. To bad that they are the follower not the
leader.. Hmmm. Sounds like the old Atari in the 80's...

) Go get it.

Nah! I will sticj with Netscape 4.7, a proven browser...

sinclap!

somewere in mn!

5317. A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-17 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <170420001556368481%sinclap@nospam.net>
Source record: 1782

http://sfgate.com/cgi-bin/article.cgi?file=/c/a/2000/04/17/BU1016CH.DTL

Power Mac Bests the Gigahertz PCs

Henry Norr Monday, April 17, 2000

During the past 18 months, while top PC processor speeds have jumped from 450 megahertz to a gigahertz, the PowerPC chip used in Apple Macintoshes has climbed only from 400 to 500 megahertz.

But the PowerPC has always been able to get more work done in each clock cycle than Intel and Advanced Micro Devices processors.

That's all the more true with the latest PowerPC, the G4, especially with programs updated to take advantage of its key innovation, a ``vector-processing unit'' Apple calls the Velocity Engine.

Still, running at half the clock speed of the competition is a significant handicap, and as I tested the performance of the new gigahertz PCs, I wasn't at all certain Apple's machines could keep up. So I set out to find out.

Unfortunately, none of the major benchmarks of real-world performance runs on both platforms, so I turned to Adobe Photoshop 5.5, a program available in virtually identical versions for Mac and Windows. It's not only a widely used application, but also a pretty good indicator of overall processor performance.

Using the same test file -- a 50- megabyte scanned image of Yosemite -- and an Adobe plug-in that tells Photoshop how to take advantage of the PowerPC G4's Velocity Engine, I clocked a series of seven processor-intensive operations -- the same ones I had earlier run on the PCs -- on a 450-megahertz Power Mac G4. (Apple announced a 500-megahertz version of the same machine in February, but I didn't have access to one of those.)

When I first ran the tests on the Power Mac, it ``only'' had the 128 megabytes of memory that comes standard with this model. In this configuration, it handily outperformed one of the gigahertz PCs, a Hewlett-Packard 1G with Intel Pentium III and 128 megabytes of RAM. The Mac beat the Pavilion on six of the seven tests; its total time for the whole sequence was 118 seconds, nearly a third faster than the 185 seconds the Pavilion required.

But the other gigahertz PC, Polywell Systems' Poly 800K7-1000 with an Athlon processor from Advanced Micro Devices, had done even better, finishing the sequence in just 82 seconds. The Poly, however, had a big advantage: 256 megabytes of memory. To level the playing field, I swiped a 128-megabyte memory module from the Gateway Select 1000, which was already idle because its screen had gone blank. I restarted the Mac, adjusted Photoshop's memory settings to use the additional RAM and tried the tests again.

This time, there was no ambiguity: the 450-megahertz Power Mac blew both gigahertz PCs out of the water, completing the seven-operation sequence in just 55 seconds. Whereas the Athlon-based Poly had scored about a third better than the Mac when the former had twice the memory, the Mac cut its time in half and finished a third ahead once the two systems were configured equally.

Applications differ, of course, and no doubt there are legitimate comparisons where the PCs would come out ahead. But in spite of Adobe's roots on the Mac, it can hardly be accused of optimizing its products only for Apple hardware -- at times in the past Photoshop has run better on the PC.

In short, Mac partisans have no reason to panic about the PowerPC's current clock-speed shortfall, and graphics professionals who rely on Apple have no reason, at least in terms of performance, to doubt their choice of platforms: The Mac's resounding victory in this particular test is strong evidence that the PowerPC remains more than competitive with the best Intel and AMD can produce.

For now, anyway.

5318. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-17 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8fmrmj.245.jedidiah@pyromania.mishnet>
Source record: 1783

On Mon, 17 Apr 2000 20:54:45 GMT, sinclap <sinclap@nospam.net> wrote:
>http://sfgate.com/cgi-bin/article.cgi?file=/c/a/2000/04/17/BU1016CH.DTL

[One Slanted, Biased, Skewed Photoshop test]

You'll only convince Apple cheerleaders with tripe like that.

--

It is not the advocates of free love and software
that are the communists here , but rather those that |||
advocate or perpetuate the necessity of only using / | \
one option among many, like in some regime where
product choice is a thing only seen in museums.

Need sane PPP docs? Try penguin.lvcm.com.

5319. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-17 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <38FB9E59.9FF8433D@earthlink.net>
Source record: 1784

Hmm.. very interesting.. except this has what to do with Atari?

sinclap wrote:

> http://sfgate.com/cgi-bin/article.cgi?file=/c/a/2000/04/17/BU1016CH.DTL
>
> ---
>
> Power Mac Bests the Gigahertz PCs
>
> Henry Norr Monday, April 17, 2000
>
> ---
>
> During the past 18 months, while top PC processor speeds have jumped
> from 450 megahertz to a gigahertz, the PowerPC chip used in Apple
> Macintoshes has climbed only from 400 to 500 megahertz.
>
> But the PowerPC has always been able to get more work done in each clock
> cycle than Intel and Advanced Micro Devices processors.
>
> That's all the more true with the latest PowerPC, the G4, especially
> with programs updated to take advantage of its key innovation, a
> ``vector-processing unit'' Apple calls the Velocity Engine.
>
> Still, running at half the clock speed of the competition is a
> significant handicap, and as I tested the performance of the new
> gigahertz PCs, I wasn't at all certain Apple's machines could keep up.
> So I set out to find out.
>
> Unfortunately, none of the major benchmarks of real-world performance
> runs on both platforms, so I turned to Adobe Photoshop 5.5, a program
> available in virtually identical versions for Mac and Windows. It's not
> only a widely used application, but also a pretty good indicator of
> overall processor performance.
>
> Using the same test file -- a 50- megabyte scanned image of Yosemite --
> and an Adobe plug-in that tells Photoshop how to take advantage of the
> PowerPC G4's Velocity Engine, I clocked a series of seven processor-
> intensive operations -- the same ones I had earlier run on the PCs -- on
> a 450-megahertz Power Mac G4. (Apple announced a 500-megahertz version
> of the same machine in February, but I didn't have access to one of
> those.)
>
> When I first ran the tests on the Power Mac, it ``only'' had the 128

> megabytes of memory that comes standard with this model. In this
> configuration, it handily outperformed one of the gigahertz PCs, a
> Hewlett-Packard 1G with Intel Pentium III and 128 megabytes of RAM. The
> Mac beat the Pavilion on six of the seven tests; its total time for the
> whole sequence was 118 seconds, nearly a third faster than the 185
> seconds the Pavilion required.
>
> But the other gigahertz PC, Polywell Systems' Poly 800K7-1000 with an
> Athlon processor from Advanced Micro Devices, had done even better,
> finishing the sequence in just 82 seconds. The Poly, however, had a big
> advantage: 256 megabytes of memory. To level the playing field, I swiped
> a 128-megabyte memory module from the Gateway Select 1000, which was
> already idle because its screen had gone blank. I restarted the Mac,
> adjusted Photoshop's memory settings to use the additional RAM and tried
> the tests again.
>
> This time, there was no ambiguity: the 450-megahertz Power Mac blew both
> gigahertz PCs out of the water, completing the seven-operation sequence
> in just 55 seconds. Whereas the Athlon-based Poly had scored about a
> third better than the Mac when the former had twice the memory, the Mac
> cut its time in half and finished a third ahead once the two systems
> were configured equally.
>
> Applications differ, of course, and no doubt there are legitimate
> comparisons where the PCs would come out ahead. But in spite of Adobe's
> roots on the Mac, it can hardly be accused of optimizing its products
> only for Apple hardware -- at times in the past Photoshop has run better
> on the PC.
>
> In short, Mac partisans have no reason to panic about the PowerPC's
> current clock-speed shortfall, and graphics professionals who rely on
> Apple have no reason, at least in terms of performance, to doubt their
> choice of platforms: The Mac's resounding victory in this particular
> test is strong evidence that the PowerPC remains more than competitive
> with the best Intel and AMD can produce.
>
> For now, anyway.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

5320. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-18 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <CdQK4.132$w%1.1480@nsw.nnrp.telstra.net>
Source record: 1785

More Apple groupy bollocks.

Regards,

Clockmeister.

5321. Re: NAB 2000 is Avids worst nightmare. Chunk's fouls in the woods!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-18 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <180420000038022770%sinclap@nospam.net>
Source record: 1786

In article <38FBA218.743D8539@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> You are a brian-dead apple cheerleader who has NO idea what the fuck he
> is talking about.
>
> I have Final Cut Pro on my G3. I also have an Avid system. Guess which
> one I use for quick edits? Guess which one I use for big projects, like
> the 8 minute corporate video I just did, that needs to be pro?
>
> Yes, FCP and Avid, respectively.. and that's only when I shoot DV or
> DVCAM. When I shoot Beta SP, I NEVER use FCP. Did you get that part
> "NEVER," twinkie? Yea, NEVER.. the same "NEVER" as answers the question
> "how many times has the twinkie actually edited a video?"
>
> Only someone with NO CLUE about the video world would even make such an
> ill-informed, asinine, cluless observation as the one below. Guess how
> many of the top movies are cut on Avids? Uh.. that would be.. pretty
> much all of 'em. Guess how many are cut on FCP? Uh.. that would be..
> umm.. NONE? That's NONE, twinkie.. the same "NONE" as answers the
> question "how many times should the twinkie make a post about something
> he is clueless about"...
>
> The only "nail is in the coffin" is of your credibility, twinkie..
>
> THINK FOR YOURSELF! "Think different" doesn't mean "parrot the party
> line."
>

I have...Dumbass!!! You see...Lots of firms have bought the avid
systems and used like 10% of the functionality and paid for the
remaining 90% that they did not use. Avid is in trouble with declining
sales, losses and upteenth restructuring in months. Lots of stations
are buying FCP solutions...

>
> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://home.earthlink.net/~psalad
> mp3 songs:
> http://www.mp3.com/particlesalad
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

sinclap!

somewere in mn! think different!

can you spot sinclap in this imovie flick...
http://homepage.mac.com/repranger/

5322. Re: NAB 2000 is Avids worst nightmare. Chunk's fouls in the woods!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-18 00:00:00 UTC
From: MFassett <mfassett@pacbell.net>
Message-ID: <38FBFFB9.CEBBB704@earthlink.net>
Source record: 1787

Twinkie.. it would be a good idea for you to learn the limitations of your knowledge.

Most people aren't about to shell out $30k for a system and use "like 10% of the functionality" twinkie. They buy Targa 1000 or Targa 2000 systems.. or they buy Radius Edit DV systems.. or they buy a Casablanca... or some other $5k system. OR they buy a mac and FCP.. or they buy a grey Imac DV-SE or whatever they're calling it.

I don't know or don't care about Avid's "declining sales," I haven't paid attention.. but Avid's "coffin" isn't any more occupied than Apple's, twinkie. Again, Avid's market has never been about how many systems they can sell to little Sinclap's to edit their video of their grammy and grammpy's.. they sell to people who MAKE MOVIES. Or do INDUSTRIAL VIDEO. Or edit TV COMMERCIALS. Most of the time, they're not shot on any DV format camera. To those people, FCP doesn't do jack. To these people, saving $30k doesn't mean JACK if they can't choose the codec they use, or if there isn't a fully genlocked, fully professional component I/O and fully balanced audio I/O available. To those people, saving $30k means nothing when they are making several hundred bucks and up an hour with a client breating over their shoulder backing up to a deadline 15 minutes away..

Again, exactly how many major movies.. hell, how many movies have you EVEN HEARD OF that were edited in FCP? That would be.. NONE! How many national and even regional commercials? I haven't heard of one..

FCP is a great program, don't get me wrong. Like I said, I use it and like it. But saying it's bringing about the demise Avid is.. well, just the kind of ill-informed, Press Release parroting, Steve Jobs butt kissing, market ignoring, reality distorting drivel that I expect from you, twinkie.

"Thinking Different" means not just parroting, twinkie. You forgot about the first part.. the "thinking" part.

I feel like Dikembe Mutumbo, watching your little wimpy 12 footer sail through the air.. reachin' up, and swattin' it up into the cheap seats. Get that shit out of here!! Come back when you got GAME.

:)

-Mark

sinclap wrote:

> I have...Dumbass!!! You see...Lots of firms have bought the avid
> systems and used like 10% of the functionality and paid for the
> remaining 90% that they did not use. Avid is in trouble with declining

> sales, losses and upteenth restructuring in months. Lots of stations
> are buying FCP solutions...
>
> >
> > --
> > ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> > Particle Salad/ Noom Room Studio
> > http://home.earthlink.net/~psalad
> > mp3 songs:
> > http://www.mp3.com/particlesalad
> > ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>

5323. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <19042000103915085 6%sinclap@nospam.net>
Source record: 1788

In article <slrn8fmrmj.245.jedidiah@pyromania.mishnet>, JEDIDIAH
<jedidiah@dementia.mishnet> wrote:

> On Mon, 17 Apr 2000 20:54:45 GMT, sinclap <sinclap@nospam.net> wrote:
> >http://sfgate.com/cgi-bin/article.cgi?file=/c/a/2000/04/17/BU1016CH.DTL
>
> [One Slanted, Biased, Skewed Photoshop test]

he he he he...sounds like sour grapes...

> You'll only convince Apple cheerleaders with tripe like that.

Yea right!...-)

sinclap!

somewere in mn

5324. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-19 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <190420001041238575%sinclap@nospam.net>
Source record: 1789

In article <38FB9E59.9FF8433D@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> Hmm.. very interesting.. except this has what to do with Atari?
>

uh...well..the Jihads have claimed that the G4's were vapor and could
not hold it's owm with the fastest PIII and Athlon..

Where's Milan II?

sinclap!

somewere in mn

5325. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-19 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <38FDEBC5.A8A1610F@earthlink.net>
Source record: 1790

The MacParrot speaks!!

sinclap wrote:

> uh...well..the Jihads have claimed that the G4's were vapor and could
> not hold it's owm with the fastest PIII and Athlon..
>

--
-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

5326. Twinkie TIFKAS displays his lack of knowledge about video once again

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-20 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <38FE4E83.212B566F@earthlink.net>
Source record: 1791

Twinkie.. it would be a good idea for you to learn the limitations of
your knowledge.

Most people aren't about to shell out $30k for a system and use "like
10% of the functionality" twinkie. They buy Targa
1000 or Targa 2000 systems.. or they buy Radius Edit DV systems.. or
they buy a Casablanca... or some other $5k
system. OR they buy a mac and FCP.. or they buy a grey Imac DV-SE or
whatever they're calling it.

I don't know or don't care about Avid's "declining sales," I haven't
paid attention.. but Avid's "coffin" isn't any more
occupied than Apple's, twinkie. Again, Avid's market has never been
about how many systems they can sell to little
Sinclap's to edit their video of their grammy and grammpy's.. they sell
to people who MAKE MOVIES. Or do
INDUSTRIAL VIDEO. Or edit TV COMMERCIALS. Most of the time, they're
not shot on any DV format camera. To
those people, FCP doesn't do jack. To these people, saving $30k doesn't
mean JACK if they can't choose the codec they
use, or if there isn't a fully genlocked, fully professional component
I/O and fully balanced audio I/O available. To those
people, saving $30k means nothing when they are making several hundred
bucks and up an hour with a client breating over
their shoulder backing up to a deadline 15 minutes away..

Again, exactly how many major movies.. hell, how many movies have you
EVEN HEARD OF that were edited in FCP?
That would be.. NONE! How many national and even regional commercials?
I haven't heard of one..

FCP is a great program, don't get me wrong. Like I said, I use it and
like it. But saying it's bringing about the demise Avid
is.. well, just the kind of ill-informed, Press Release parroting, Steve
Jobs butt kissing, market ignoring, reality distorting
drivel that I expect from you, twinkie.

"Thinking Different" means not just parroting, twinkie. You forgot
about the first part.. the "thinking" part.

I feel like Dikembe Mutumbo, watching your little wimpy 12 footer sail
through the air.. reachin' up, and swattin' it up into
the cheap seats. Get that shit out of here!! Come back when you got
GAME.

:)

-Mark

sinclap wrote:

I have...Dumbass!!! You see...Lots of firms have bought the avid
systems and used like 10% of the functionality and paid for the
remaining 90% that they did not use. Avid is in trouble with
declining
sales, losses and upteenth restructuring in months. Lots of stations
are buying FCP solutions...

--
-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
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mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

5327. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-23 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <39023866.2FDCCE3F@ihug.co.nz>
Source record: 1792

Hi there,

sinclap wrote:
>
> Where's Milan II?

Not far away now.

Machines are being delivered to developers very soon, and after that they will go on sale en masse by late northern hemisphere summertime, if what Milan are saying is true.

Check it out at:

http://www.milan-computer.de/gb/news/news032000a.html

The strategy is an interesting one, but is certain to win some followers, especially those users who need simplicity and speed in what they do with their computer. Of course the enthusiasts among us will have a field day seeing how quick our software will run under the 060 system. MagiC Milan and Jinnee also will show Windows and Mac users alike just how small yet powerful an OS should be...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5328. Sale on Atari Falcon 030

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-24 00:00:00 UTC
From: ted <tedNOteSPAM@iname.com.invalid>
Message-ID: <31961ece.992ab666@usw-ex0110-076.remarq.com>
Source record: 1793

I've put Atari Falcon 030 Comoputer on eBay.
Your review & or bid is welcome !
Viva the Atari !
ted elden ted@iName.com

Title of item: Atari Falcon 030 Computer
Minimum bid: $175.00
Quantity: 1
Your item number is: 315851798

URL to item directly:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?
ViewItem&item=315851798

Ted Elden: Elden Computers
PO Box 3201, Charleston WV 25332: tel 304 344-2335, fax -
4764

* Sent from AltaVista http://www.altavista.com Where you can also find related Web Pages, Images, Audios, Videos, News, and Shopping. Smart is Beautiful

5329. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-28 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <280420001128249895%sinclap@nospam.net>
Source record: 1794

In article <39023866.2FDCCE3F@ihug.co.nz>, J WILKINSON
<jwandjw@ihug.co.nz> wrote:

> Hi there,
>
> sinclap wrote:
> >
> > Where's Milan II?
>
> Not far away now.
>
> Machines are being delivered to developers very soon, and after that they
> will go on sale en masse by late northern hemisphere summertime, if what
> Milan are saying is true.

Sounds like the same old Atari with Sam T calling the shots..Meanwhile
the other guys are working on the fourth revisions..

> Check it out at:
>
> http://www.milan-computer.de/gb/news/news032000a.html
>
> The strategy is an interesting one, but is certain to win some followers,
> especially those users who need simplicity and speed in what they do with
> their computer. Of course the enthusiasts among us will have a field day
> seeing how quick our software will run under the 060 system. MagiC Milan
> and Jinnee also will show Windows and Mac users alike just how small yet
> powerful an OS should be...

A pipe dream!

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

sinclap!

somewere in mn

5330. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-29 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <390A909D.E3C4EDAA@earthlink.net>
Source record: 1795

Gee, twinkie.. having a little trouble finding my post? Or are you having a
little trouble responding to my post?

I'll just repost it for you because I'm such a decent guy..

Twinkie.. it would be a good idea for you to learn the limitations of
your knowledge.

Most people aren't about to shell out $30k for a system and use "like
10% of the functionality" twinkie. They buy Targa
1000 or Targa 2000 systems.. or they buy Radius Edit DV systems.. or
they buy a Casablanca... or some other $5k
system. OR they buy a mac and FCP.. or they buy a grey Imac DV-SE or
whatever they're calling it.

I don't know or don't care about Avid's "declining sales," I haven't
paid attention.. but Avid's "coffin" isn't any more
occupied than Apple's, twinkie. Again, Avid's market has never been
about how many systems they can sell to little
Sinclap's to edit their video of their grammy and grammpy's.. they sell
to people who MAKE MOVIES. Or do
INDUSTRIAL VIDEO. Or edit TV COMMERCIALS. Most of the time, they're
not shot on any DV format camera. To
those people, FCP doesn't do jack. To these people, saving $30k doesn't
mean JACK if they can't choose the codec they
use, or if there isn't a fully genlocked, fully professional component
I/O and fully balanced audio I/O available. To those
people, saving $30k means nothing when they are making several hundred
bucks and up an hour with a client breating over
their shoulder backing up to a deadline 15 minutes away..

Again, exactly how many major movies.. hell, how many movies have you
EVEN HEARD OF that were edited in FCP?
That would be.. NONE! How many national and even regional commercials?
I haven't heard of one..

FCP is a great program, don't get me wrong. Like I said, I use it and
like it. But saying it's bringing about the demise Avid
is.. well, just the kind of ill-informed, Press Release parroting, Steve
Jobs butt kissing, market ignoring, reality distorting
drivel that I expect from you, twinkie.

"Thinking Different" means not just parroting, twinkie. You forgot
about the first part.. the "thinking" part.

I feel like Dikembe Mutumbo, watching your little wimpy 12 footer sail
through the air.. reachin' up, and swattin' it up into
the cheap seats. Get that shit out of here!! Come back when you got
GAME.

:)

-Mark

sinclap wrote:

I have...Dumbass!!! You see...Lots of firms have bought the avid
systems and used like 10% of the functionality and paid for the
remaining 90% that they did not use. Avid is in trouble with
declining
sales, losses and upteenth restructuring in months. Lots of stations
are buying FCP solutions...

--
-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

sinclap wrote:

>
>
> sinclap!
>
>

5331. Re: NAB 2000 is Avids worst nightmare. Chunk's fouls in the woods!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-30 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <300420000054055397%sinclap@nospam.net>
Source record: 1796

In article <38FBFFB9.CEBBB704@earthlink.net>, MFassett
<mfassett@pacbell.net> wrote:

> --------------DEAF6E6F0F9AD0117E47AC45
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> Twinkie.. it would be a good idea for you to learn the limitations of your
> knowledge.

You?

> Most people aren't about to shell out $30k for a system and use "like 10% of
> the functionality" twinkie. They buy Targa 1000 or Targa 2000 systems.. or
> they buy Radius Edit DV systems.. or they buy a Casablanca... or some other
> $5k system. OR they buy a mac and FCP.. or they buy a grey Imac DV-SE or
> whatever they're calling it.

Most people will not due this today is correct and thats why Avid is in
trouble. New solutions that were announced at NAB for under 10 grand
fits nicely..

> I don't know or don't care about Avid's "declining sales," I haven't paid
> attention.. but Avid's "coffin" isn't any more occupied than Apple's,
> twinkie. Again, Avid's market has never been about how many systems they can
> sell to little Sinclap's to edit their video of their grammy and grammpy's..
> they sell to people who MAKE MOVIES. Or do INDUSTRIAL VIDEO. Or edit TV
> COMMERCIALS. Most of the time, they're not shot on any DV format camera. To
> those people, FCP doesn't do jack. To these people, saving $30k doesn't mean
> JACK if they can't choose the codec they use, or if there isn't a fully
> genlocked, fully professional component I/O and fully balanced audio I/O
> available. To those people, saving $30k means nothing when they are making
> several hundred bucks and up an hour with a client breating over their
> shoulder backing up to a deadline 15 minutes away..

Oh PHuLEAze..Before FCP and the new toys at NAB, there was nothing
between the lowend and the highend range of products/prices...Now there
is...Thats why Avid is in decline..Even Robert Morgan states to the
fact...

> Again, exactly how many major movies.. hell, how many movies have you EVEN
> HEARD OF that were edited in FCP? That would be.. NONE! How many national
> and even regional commercials? I haven't heard of one..

The new Oxygen network uses mostly FCP systems(will be eliminating the
$100,000 Avid set up) and KCCI TV Des Moines uses FCP to name a few..

> FCP is a great program, don't get me wrong. Like I said, I use it and like
> it. But saying it's bringing about the demise Avid is.. well, just the kind
> of ill-informed, Press Release parroting, Steve Jobs butt kissing, market
> ignoring, reality distorting drivel that I expect from you, twinkie.

Get use to it..Apple is selling lots of G4's with FCP systems..

> "Thinking Different" means not just parroting, twinkie. You forgot about the
> first part.. the "thinking" part.

You are suffering the 'think denial part'...

> I feel like Dikembe Mutumbo, watching your little wimpy 12 footer sail through
> the air.. reachin' up, and swattin' it up into the cheap seats. Get that shit
> out of here!! Come back when you got GAME.

Scared?
>
> :)
>
> -Mark

sinclap!
somewhere in mn

5332. (OT) Diablo II for Mac? The 'Clap Will have To Wait....

Newsgroup: comp.sys.atari.advocacy
Date: 2000-04-30 00:00:00 UTC
From: winguy@my-deja.com
Message-ID: <noone-C9930A.13200930042000@bigmomma.idirect.com>
Source record: 1797

Think DiabloII will be released at the same time as Windows as Mac gamers have believed for the last 2 years? Like the official FAQ, and that walking hemmoroid the 'Clap has suggested? Think different.

From Blizzard Press Relase at:
http://www.diabloii.net/pressdesk/blizpr29april2000.shtml

'Diablo II is being developed by the Blizzard North design team and is expected to release during the first half of this year in Windows® 95/98/2000/NT format. A Macintosh version of the game will be available during the third quarter 2000.'

Sorry Mac users. You get to wait again.

And the Stress Test signup begins Monday. Except for Mac users, of course.

Regards,

WinGuy

Sent via Deja.com http://www.deja.com/
Before you buy

5333. Re: NAB 2000 is Avids worst nightmare. Chunk's fouls in the woods!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-01 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <390DD51D.30BD6397@earthlink.net>
Source record: 1701

sinclap wrote:

> I have FCP but my new Pismo PB is two weeks away. My Canon DV is on
> the fritz and will be sent back for repair. Saving the pennies for a G4
> by next January when X is installed..

Fine..except for the "make money" part.

You keep waiting, I'll be here shooting and editing video, thank you.

> > Sure, for that level of videomaker.. I've never argued that, twinkie.
>
> Bingo! Avid is losing the slice of the pie..

Again, you prove yourself clueless. Avid has never had a big piece of the low end pie, twinkie. They have a huge piece of the high end pie.. and I don't think many hollywood studios are switching to FCP!!

"Uh, Mr. Lucas? I'm sorry, we've switched to Apple Final Cut Pro.. your editor, the one you hire out for thousands of dollars a day, is going to have to work on a new system today.. oh, I'm sorry, FCP doesn't support 3D rendering. Oh I'm sorry, what do you mean you shot this part on Digital S? FCP doesn't support that codec, and we'll have to go analog.."

LOL!

> > Once again, talking out of your asshole. Avid has a low end pro product..
> > called
> > Xpress. There have been a bunch of other Targa 1000 and Targa 2000 based
> > systems
> > that do a lot for less money then the Xpress. You are so clueless, you don't
> > even
> > understand the advantage of FCP.. that is, for those who shoot DV, it allows
> > for
> > host based no loss capture and edit.. and the software is the best at its
> > price
> > point.. but it's designed for those who shoot DV.. not many pros do, twinkie.
> >
> > Why do you insist upon make yourself look more and more moronic?
>
> He he he he...You are clueless arn't you...

Prove it, twinkie.. don't just say I'm clueless, prove it.

> It's happening...Try the technology section on playboy.com...A famous
> director has begun making his first flick on digital video!
>

> http://playboy.com/digital/feature/timecode/
>
> And your were saying?

I'm at work right and and won't click that URL.. but what codec are they using? Is it Digital S? Are they editing on FCP?

"It" is happening, if the "it" you are referring to is digital video becoming more and more popular among both low and high end video productions. But, for the tenth time, the high end stuff isn't shot on mini DV, twinkie.. and if it isn't shot on a DV variant, there's no point in using FCP.

In case you don't realize it, there's a big difference between your $800 mini dv camcorder and a pro camcorder. Does the word "lenses" mean anything to you? How about "three CCD?" How about "locked audio?" How about "HD?" Only NOW does FCP even support 16:9 video!

> Of course, there are problems with those
> > G4s,
> > aren't there? Are you even aware of the problems Pro Tools users are
> > experiencing
> > with them? I didn't think so.
>
> What G4 problems?

Let's see.. MIDI over USB, no update to OMS, and the biggie.. you CAN'T use two separate video cards on an AGP G4 without getting PCI bus errors. Everyone in the business knows that except you.. but then again, you aren't in the business.. so why are you arguing with me?

> > Again, I think FCP is a good program, twinkie.. it works pretty well for a
> > rev 1
> > program.. and is a good choice for many low end editors who shoot on DV. FCP
> > is NOT
> > bringing about the end of AVID any more than Linux is bringing about the end
> > of
> > Apple.. they are different, twinkie..
>
> Rev 2 most likely will be ten times more..The beginning of the end of
> the traditional tools...

Oh, twinkie.. I thought it was ALREADY the beginning of the end for Avid? Man, you are FUNNY!!

I don't deny that Avid has and will continue to change their business model due to changing technology.. but so has Apple, Microsoft, and every other tech company, twinkie. Avid has always had competition in the low end from Radius to Targa to Casablanca to Iomega to Apple.. there's nothing new there, except the technology is getting cheaper. Of course, so are Avid workstations. For people who need ROCK SOLID performance, for whom downtime is MONEY out of their pockets, a FCP based system just doesn't cut it.

You don't have to believe me.. why don't you go to a video lab and ask them about it?

> > You are clueless enough to not even
> > understand
> > the advantages of the product you are cheerleading. I hope other "apple
> > power reps"
> > are trained a little better..
>
> We are trained..Like the segment on FCP by the development folks..

I'm sure you are.. you're trained in FCP, but NOT in the workings in the market. I would not hesitate to ask you for FCP feature descriptions and benefits, I'm sure you're well versed in that (I would hope so).

But it doesn't do you a whole lot of good to pretend you know about something, when you obviously don't. KNOW what you know. KNOW what you don't. It's a valuable skill.

I don't buy from someone who is afraid to say "I don't know, I will check" instead of trying to guess. But you have to understand the limitations of your knowledge before you can do that.. you have to have enough self confidence in yourself to try that.. you have to have a little humility for that.

> >
> > LOL! Like I said, get that shit out of here..
>
> Are you afraid that you will be wrong?

Oh, I know I can be wrong.. I've been wrong before, and will be again. I certainly don't have any fear of YOU proving me wrong, though! LOL...

Anyway, twinkie, you forget that I'm in a no lose proposition here.. I win as the tools get cheaper, I win if Avid fails or doesn't, I win if apple drops FCP.. because, as you will soon learn when you get your Canon "out of the shop," it's not really the tools.. it's the knowledge of how to use those tools. How do you properly light? How do you get good audio? How do you edit dialog? How do you do dialog replacement? How do you do foley?

All the G4/FCP systems in the world aren't going to help you make good video until you know the above.

It's just like the pro audio industry, twinkie.. host based systems haven't made Pro Tools, Sonic, Sadie, Otari and above go away. What has happened is people who record in their home studios are now understanding the benefits of going to outside pro studios for certain parts.. and they are getting more work from people who screw things up at their home studio. They are understanding that you still have to know how to mic a drum kit.. you still need to have great microphones and the knowledge that goes with it. Digidesign has adjusted by bringing out a lower end system.. Avid has delivered a $10k turnkey DV system that it just a little more expensive than a FCP/G4 system by the time everything is added up.

Who will win? I don't know..

All your silly predictions are meaningless.. of course, so are mine, except that I, at least, realize it.

> > Your follow up shot has been slapped up to the cheap seats once again... bring it
> > on, but you might want to bring a friend with you, because you can't handle me one

> > on one..
>
> Yea right!

Don't look now.. but once again, you tried to bring the ball inside on me. This time, you didn't even get a chance to try a shot before I picked you clean, then slammed it over your head.. are you foolish enough to try again?

--
-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

5334. Re: NAB 2000 is Avids worst nightmare. Chunk's fouls in the woods!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-01 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <390CEFA4.A6079E90@earthlink.net>
Source record: 1798

sinclap wrote:

> > Twinkie.. it would be a good idea for you to learn the limitations of your
> > knowledge.
>
> You?

Oh, believe me.. in the bigger scheme of things, I know next to nothing about video and filmmaking next to the greats. But.. I know enough to make money at it.. and you?

> > Most people aren't about to shell out $30k for a system and use "like 10% of
> > the functionality" twinkie. They buy Targa 1000 or Targa 2000 systems.. or
> > they buy Radius Edit DV systems.. or they buy a Casablanca... or some other
> > $5k system. OR they buy a mac and FCP.. or they buy a grey Imac DV-SE or
> > whatever they're calling it.
>
> Most people will not due this today is correct and thats why Avid is in
> trouble. New solutions that were announced at NAB for under 10 grand
> fits nicely..

Sure, for that level of videomaker.. I've never argued that, twinkie.

> Oh PHuLEAze..Before FCP and the new toys at NAB, there was nothing
> between the lowend and the highend range of products/prices...Now there
> is...Thats why Avid is in decline..Even Robert Morgan states to the
> fact...

Once again, talking out of your asshole. Avid has a low end pro product.. called Xpress. There have been a bunch of other Targa 1000 and Targa 2000 based systems that do a lot for less money then the Xpress. You are so clueless, you don't even understand the advantage of FCP.. that is, for those who shoot DV, it allows for host based no loss capture and edit.. and the software is the best at its price point.. but it's designed for those who shoot DV.. not many pros do, twinkie.

Why do you insist upon make yourself look more and more moronic?

> The new Oxygen network uses mostly FCP systems(will be eliminating the
> $100,000 Avid set up) and KCCI TV Des Moines uses FCP to name a few..

MOVIES.. I said MOVIES. I don't deny that FCP is a good choice as an editor in any situation where they shoot DV.. unfortunately, movies aren't shot on DV, twinkie.

> > FCP is a great program, don't get me wrong. Like I said, I use it and like
> > it. But saying it's bringing about the demise Avid is.. well, just the kind
> > of ill-informed, Press Release parroting, Steve Jobs butt kissing, market
> > ignoring, reality distorting drivel that I expect from you, twinkie.

>
> Get use to it..Apple is selling lots of G4's with FCP systems..

Get used to your foolish statements? I am, believe me.

Again, I'm sure they're selling many, and I'm pleased, I like Apple (though I don't particularly like Apple evangelist parrots like yourself who state the party line by rote then say "think different."). Of course, there are problems with those G4s, aren't there? Are you even aware of the problems Pro Tools users are experiencing with them? I didn't think so.

Again, I think FCP is a good program, twinkie.. it works pretty well for a rev 1 program.. and is a good choice for many low end editors who shoot on DV. FCP is NOT bringing about the end of AVID any more than Linux is bringing about the end of Apple.. they are different, twinkie..

Of course, anyone with the least bit of understanding of the little details of the market understands that..

> > "Thinking Different" means not just parroting, twinkie. You forgot about the
> > first part.. the "thinking" part.
>
> You are suffering the 'think denial part'...

Right.. once again, you do an excellent job at pointing out the limitations of your knowledge far better than I could. You are clueless enough to not even understand the advantages of the product you are cheerleading. I hope other "apple power reps" are trained a little better..

THINK DIFFERENT than Steve Jobs, twinkie.

> > I feel like Dikembe Mutumbo, watching your little wimpy 12 footer sail through
> > the air.. reachin' up, and swattin' it up into the cheap seats. Get that shit
> > out of here!! Come back when you got GAME.
>
> Scared?

LOL! Like I said, get that shit out of here..

Your follow up shot has been slapped up to the cheap seats once again... bring it on, but you might want to bring a friend with you, because you can't handle me one on one..

5335. Re: (OT) Diablo II for Mac? The 'Clap Will have To Wait....

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-01 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <300420002316182813%sinclap@nospam.net>
Source record: 1799

In article <noone-C9930A.13200930042000@bigmomma.idirect.com>,
<winguy@my-deja.com> wrote:

Hi 'Chunks'! Why so quiet lately? Do you have a lady friend that
gives a rats ass about you?

> Think DiabloII will be released at the same time as Windows as Mac
> gamers have believed for the last 2 years? Like the official FAQ, and
> that walking hemmoroid the 'Clap has suggested? Think different.
>
> From Blizzard Press Relase at:
> http://www.diabloii.net/pressdesk/blizpr29april2000.shtml
>
> 'Diablo II is being developed by the Blizzard North design team and is
> expected to release during the first half of this year in Windowsï¿½
> 95/98/2000/NT format. A Macintosh version of the game will be available
> during the third quarter 2000.'
>
> Sorry Mac users. You get to wait again.

Not as long as you all have to wait for the vapor Milan II that was
promised by March-like it was last years soup...While the rest of the
industry has moved on.. Gee, a certain chunky fella has obviously has
hid under a rock..

> And the Stress Test signup begins Monday. Except for Mac users, of
> course.

Office 2001 will compentsate like Explorer 5 has...

> Regards,
>
> WinGuy
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy

sinclap!

somewhere in the state of mn!

5336. Re: NAB 2000 is Avids worst nightmare. Chunk's fouls in the woods!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-01 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <300420002331478844%sinclap@nospam.net>
Source record: 1800

In article <390CEFA4.A6079E90@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> >
> > You?
>
> Oh, believe me.. in the bigger scheme of things, I know next to nothing about
> video
> and filmmaking next to the greats. But.. I know enough to make money at it..
> and
> you?

I have FCP but my new Pismo PB is two weeks away. My Canon DV is on
the fritz and will be sent back for repair. Saving the pennies for a G4
by next January when X is installed..

> Sure, for that level of videomaker.. I've never argued that, twinkie.

Bingo! Avid is losing the slice of the pie..
>

> > Oh PHuLEAze..Before FCP and the new toys at NAB, there was nothing
> > between the lowend and the highend range of products/prices...Now there
> > is...Thats why Avid is in decline..Even Robert Morgan states to the
> > fact...
>
> Once again, talking out of your asshole. Avid has a low end pro product..
> called
> Xpress. There have been a bunch of other Targa 1000 and Targa 2000 based
> systems
> that do a lot for less money then the Xpress. You are so clueless, you don't
> even
> understand the advantage of FCP.. that is, for those who shoot DV, it allows
> for
> host based no loss capture and edit.. and the software is the best at its
> price
> point.. but it's designed for those who shoot DV.. not many pros do, twinkie.
>
> Why do you insist upon make yourself look more and more moronic?

He he he he...You are clueless arn't you...

> > The new Oxygen network uses mostly FCP systems(will be eliminating the
> > $100,000 Avid set up) and KCCI TV Des Moines uses FCP to name a few..
>
> MOVIES.. I said MOVIES. I don't deny that FCP is a good choice as an editor

> in any
> situation where they shoot DV.. unfortunately, movies aren't shot on DV,
> twinkie.

It's happening...Try the technology section on playboy.com...A famous
director has begun making his first flick on digital video!

http://playboy.com/digital/feature/timecode/

And your were saying?

>
> > > FCP is a great program, don't get me wrong. Like I said, I use it and
> > > like
> > > it. But saying it's bringing about the demise Avid is.. well, just the
> > > kind
> > > of ill-informed, Press Release parroting, Steve Jobs butt kissing, market
> > > ignoring, reality distorting drivel that I expect from you, twinkie.
> >
> > Get use to it..Apple is selling lots of G4's with FCP systems..
>
> Get used to your foolish statements? I am, believe me.
>
> Again, I'm sure they're selling many, and I'm pleased, I like Apple (though I
> don't
> particularly like Apple evangelist parrots like yourself who state the party
> line by
> rote then say "think different."). Of course, there are problems with those
> G4s,
> aren't there? Are you even aware of the problems Pro Tools users are
> experiencing
> with them? I didn't think so.

What G4 problems?

> Again, I think FCP is a good program, twinkie.. it works pretty well for a
> rev 1
> program.. and is a good choice for many low end editors who shoot on DV. FCP
> is NOT
> bringing about the end of AVID any more than Linux is bringing about the end
> of
> Apple.. they are different, twinkie..

Rev 2 most likely will be ten times more..The beginning of the end of
the traditional tools...

> Of course, anyone with the least bit of understanding of the little details
> of the
> market understands that..

I will save this for a later date..

>
> > > "Thinking Different" means not just parroting, twinkie. You forgot about
> > > the
> > > first part.. the "thinking" part.
> >
> > You are suffering the 'think denial part'...
>
> Right.. once again, you do an excellent job at pointing out the limitations
> of your
> knowledge far better than I could. You are clueless enough to not even
> understand
> the advantages of the product you are cheerleading. I hope other "apple
> power reps"
> are trained a little better..

We are trained..Like the segment on FCP by the development folks..

> THINK DIFFERENT than Steve Jobs, twinkie.
>
>
> > > I feel like Dikembe Mutumbo, watching your little wimpy 12 footer sail
> > > through
> > > the air.. reachin' up, and swattin' it up into the cheap seats. Get that
> > > shit
> > > out of here!! Come back when you got GAME.
> >
> > Scared?
>
> LOL! Like I said, get that shit out of here..

Are you afraid that you will be wrong?

> Your follow up shot has been slapped up to the cheap seats once again... bring it
> on, but you might want to bring a friend with you, because you can't handle me one
> on one..

Yea right!

sinclap!

somewhere in the state of mn!

5337. In memoriam

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10005021848480.99-100000@rakas>
Source record: 1702

The "oh-so happening" Amiga platform just died, along with its
last issue of Amiga Format. Most of the editorials and readers
comments go along the line of:

"Amiga changed hands so often that we might as well enjoy what's
already there and not hold our breath for anything new".

R.I.P.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5338. confirmed - Linux package for Milan II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-02 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <noone-B950E1.17443102052000@bigmomma.idirect.com>
Source record: 1703

so that well-known Mac Idiot, the 'Clap, has been crowing that the
Milan II is vaporware.

well lookee here, here's news of a major new project that will bring
the strength of the Linux platform - and its many great applications
like Netscape and Corel Wordperfect - as an available bootable option.
And companies like SuSE don't develop for vaporware platforms.

The 'Clap is a disease - and the truth is the cure.....

: Well a friend of mine contacted Suse about this, better
: he contacted the right person there and the answer was
: that Suse is working on a 68040/68060 compilation, which
: can be used on the Amiga and Apple plaform, but they are
: going to compile a special Milan II version.

Excellent news! SuSE is my favourite Linux distribution
for the PC, structured, logical and comfortable. They're
also a *leading* Linux company, in the sense that they
develop drivers and add new system features no one else
has come up with before. Like support for more RAM etc.
For instance, they're the first company to offer it's
distriution on DVD. So instead of six CD:s containing SuSE
Linux, you only need one.

The six CD:s are filled with 1500 prgs, among them
heavyweighters like Netscape, office packs, WordPerfect
etc.

Despite all this it all costs you about the same as a mere
upgrade from MagiC 5 to 6.

This is indeed good news for the Milan!!! It means that
this bird will be able to surf the web and fly like all
the other winged birds out there. With doubled partitions
this means that you'd be able to run two or more OS:s,
just like any ordinary PC can. On the first partition:
SuSE Linux, on the second: MagiC or TOS 7 or whatever. So
the browser Messias we're all waiting for will be able to
relax and crawl real slow to it's far away destination
Javaland. Because we'd already be arrived there on the
other partition...

I've heard a rumor that the folks behind the Milan have
aquired the rights to the Centurbo board, and also to the
double CPU Phenix motherboard. Can we hope for a
continuation of these projects in rebadged form? A

Centurbo for the TT? A Centurbo with integrated SVGA card? Any comments?

Double MC68060:s (or double whatever CPU) requires much more of the OS than TOS or MagiC can provide for, but Linux is ready for up to 8 CPU:s (if I recall things right). At least on the Intel, Sparc and Alpha platforms.

MG

5339. 5 common Mistakes 25540670

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-02 00:00:00 UTC
From: DALDtCDU@OuBFTFHI.com
Message-ID: <8enmto$8nm$1@news.uic.com>
Source record: 1704

1. Don't Gamble when tired.
2. Don't Gamble when hungry.
3. Don't Gamble when distracted.
4. Don't Gamble with Money you need.
5. Once won, the money is yours. You are not playing on free money.
6. Check out this site!

http://www.go2jackpots.com/3355

5340. 5 common Mistakes 35781224

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-02 00:00:00 UTC
From: mbGeFEJI@yGJCPvIX.com
Message-ID: <957308368.337581@pro.icp.ac.ru>
Source record: 1705

1. Don't Gamble when tired.
2. Don't Gamble when hungry.
3. Don't Gamble when distracted.
4. Don't Gamble with Money you need.
5. Once won, the money is yours. You are not playing on free money.
6. Check out this site!

http://www.go2jackpots.com/3355

5341. Re: NAB 2000 is Avids worst nightmare. Chunk's fouls in the woods!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040520000020259606%sinclap@nospam.net>
Source record: 1706

In article <390DD51D.30BD6397@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> sinclap wrote:
>
> > I have FCP but my new Pismo PB is two weeks away. My Canon DV is on
> > the fritz and will be sent back for repair. Saving the pennies for a G4
> > by next January when X is installed..
>
> Fine..except for the "make money" part.
>
> You keep waiting, I'll be here shooting and editing video, thank you.

Just found out it could be the battery that is causing the battery not
to work..

>
> > > Sure, for that level of videomaker.. I've never argued that, twinkie.
> >
> > Bingo! Avid is losing the slice of the pie..
>
> Again, you prove yourself clueless. Avid has never had a big piece of the
> low end pie,
> twinkie. They have a huge piece of the high end pie.. and I don't think many
> hollywood
> studios are switching to FCP!!

But folks were buying the highend stuff because the lowend stuff was
tooo lowend and there was nothing in the middle until now.. Avid
milked it all it's worth and did a dumbass thing by stick the middle
pinky at their mac customers after intel invested in the company. This
was going on when Jobs had begun the turnaround and decided not rest
it's fate in a key market in the hands of a skitzo vendor..The rest is
history..

> "Uh, Mr. Lucas? I'm sorry, we've switched to Apple Final Cut Pro.. your
> editor, the one
> you hire out for thousands of dollars a day, is going to have to work on a
> new system
> today.. oh, I'm sorry, FCP doesn't support 3D rendering. Oh I'm sorry, what
> do you mean
> you shot this part on Digital S? FCP doesn't support that codec, and we'll
> have to go
> analog.."

You'll get over it...

> LOL!
>
>

> Prove it, twinkie.. don't just say I'm clueless, prove it.

Just did...

>
> > It's happening...Try the technology section on playboy.com...A famous
> > director has begun making his first flick on digital video!
> >
> > http://playboy.com/digital/feature/timecode/
> >
> > And your were saying?
>
> I'm at work right and and won't click that URL.. but what codec are they
> using? Is it
> Digital S? Are they editing on FCP?

There using $2500 DV stuff.

> "It" is happening, if the "it" you are referring to is digital video becoming
> more and
> more popular among both low and high end video productions. But, for the
> tenth time,
> the high end stuff isn't shot on mini DV, twinkie.. and if it isn't shot on a
> DV
> variant, there's no point in using FCP.
>
> In case you don't realize it, there's a big difference between your $800 mini
> dv
> camcorder and a pro camcorder. Does the word "lenses" mean anything to you?
> How about
> "three CCD?" How about "locked audio?" How about "HD?" Only NOW does FCP
> even support
> 16:9 video!

Pro DV Cameras begin at $2500 for a nice Sony one...Prices are
falling...

>
> > Of course, there are problems with those
> > > G4s,
> > > aren't there? Are you even aware of the problems Pro Tools users are
> > > experiencing
> > > with them? I didn't think so.
> >
> > What G4 problems?
>
> Let's see.. MIDI over USB, no update to OMS, and the biggie.. you CAN'T use
> two separate
> video cards on an AGP G4 without getting PCI bus errors. Everyone in the

> business knows
> that except you.. but then again, you aren't in the business.. so why are you
> arguing
> with me?

I swear the budda that a friend is using a G4/AGP with two monitors...
Just talking out of your arse again...

>
> > > Again, I think FCP is a good program, twinkie.. it works pretty well for a
> > > rev 1
> > > program.. and is a good choice for many low end editors who shoot on DV.
> > > FCP
> > > is NOT
> > > bringing about the end of AVID any more than Linux is bringing about the
> > > end
> > > of
> > > Apple.. they are different, twinkie..
> >
> > Rev 2 most likely will be ten times more..The beginning of the end of
> > the traditional tools...
>
> Oh, twinkie.. I thought it was ALREADY the beginning of the end for Avid?
> Man, you are
> FUNNY!!

Just wait and see!

> I don't deny that Avid has and will continue to change their business model
> due to
> changing technology.. but so has Apple, Microsoft, and every other tech
> company,
> twinkie. Avid has always had competition in the low end from Radius to Targa
> to
> Casablanca to Iomega to Apple.. there's nothing new there, except the
> technology is
> getting cheaper. Of course, so are Avid workstations. For people who need
> ROCK SOLID
> performance, for whom downtime is MONEY out of their pockets, a FCP based
> system just
> doesn't cut it.
>
> You don't have to believe me.. why don't you go to a video lab and ask them
> about it?

Sure...

> > > You are clueless enough to not even
> > > understand
> > > the advantages of the product you are cheerleading. I hope other "apple
> > > power reps"
> > > are trained a little better..

> >
> > We are trained..Like the segment on FCP by the development folks..
>
> I'm sure you are.. you're trained in FCP, but NOT in the workings in the
> market. I
> would not hesitate to ask you for FCP feature descriptions and benefits, I'm
> sure you're
> well versed in that (I would hope so).

Learning rapidly...

> But it doesn't do you a whole lot of good to pretend you know about
> something, when you
> obviously don't. KNOW what you know. KNOW what you don't. It's a valuable
> skill.

You should try your own thoughts...

> I don't buy from someone who is afraid to say "I don't know, I will check"
> instead of
> trying to guess. But you have to understand the limitations of your
> knowledge before
> you can do that.. you have to have enough self confidence in yourself to try
> that.. you
> have to have a little humility for that.

practise mam!

> > >
> > > LOL! Like I said, get that shit out of here..
> >
> > Are you afraid that you will be wrong?
>
> Oh, I know I can be wrong.. I've been wrong before, and will be again. I
> certainly
> don't have any fear of YOU proving me wrong, though! LOL...
>
> Anyway, twinkie, you forget that I'm in a no lose proposition here.. I win as
> the tools
> get cheaper, I win if Avid fails or doesn't, I win if apple drops FCP..
> because, as you
> will soon learn when you get your Canon "out of the shop," it's not really
> the tools..
> it's the knowledge of how to use those tools. How do you properly light?
> How do you
> get good audio? How do you edit dialog? How do you do dialog replacement?
> How do you
> do foley?

True..It's the technique. Some have it many do not..I am in the many
column hoping to get to the some column...Only if I can get the
photgenic shot of my significant...

> All the G4/FCP systems in the world aren't going to help you make good video
> until you
> know the above.

True...But there are alot of young creative types out there..

> It's just like the pro audio industry, twinkie.. host based systems haven't
> made Pro
> Tools, Sonic, Sadie, Otari and above go away. What has happened is people
> who record in
> their home studios are now understanding the benefits of going to outside pro
> studios
> for certain parts.. and they are getting more work from people who screw
> things up at
> their home studio. They are understanding that you still have to know how to
> mic a drum
> kit.. you still need to have great microphones and the knowledge that goes
> with it.
> Digidesign has adjusted by bringing out a lower end system.. Avid has
> delivered a $10k
> turnkey DV system that it just a little more expensive than a FCP/G4 system
> by the time
> everything is added up.

Very True..That was covered in the video media production class. But
there are lots of creative types out there that can figure out unlike a
certain 'chunk's'...

> Who will win? I don't know..
>
> All your silly predictions are meaningless.. of course, so are mine, except
> that I, at
> least, realize it.

The tone in your post does not indicate this..

>
> > > Your follow up shot has been slapped up to the cheap seats once again...
> > > bring it
> > > on, but you might want to bring a friend with you, because you can't
> > > handle me one
> > > on one..
> >
> > Yea right!
>
> Don't look now.. but once again, you tried to bring the ball inside on me.
> This time,
> you didn't even get a chance to try a shot before I picked you clean, then slammed it
> over your head.. are you foolish enough to try again?

Than why are you sweating?

>
> --

> -Mark
>
> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://home.earthlink.net/~psalad
> mp3 songs:
> http://www.mp3.com/particlesalad
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

sinclap!

somewhere in the state of mn!

5342. Re: confirmed - Linux package for Milan II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-04 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <040520000022075763%sinclap@nospam.net>
Source record: 1707

In article <noone-B950E1.17443102052000@bigmomma.idirect.com>, Martin Graiter <graiter@starmail.com> wrote:

>
> so that well-known Mac Idiot, the 'Clap, has been crowing that the
> Milan II is vaporware.
>
> well lookee here, here's news of a major new project that will bring
> the strength of the Linux platform - and its many great applications
> like Netscape and Corel Wordperfect - as an available bootable option.
> And companies like SuSE don't develop for vaporware platforms.

Why wait? You can get a box to run Linux today? So you need Linux to run decent apps?

> The 'Clap is a disease - and the truth is the cure.....

Just stated a reason not to wait for vapor.

> : Well a friend of mine contacted Suse about this, better
> : he contacted the right person there and the answer was
> : that Suse is working on a 68040/68060 compilation, which
> : can be used on the Amiga and Apple plaform, but they are
> : going to compile a special Milan II version.
>

Jesus Chri....Who does 040/060 today? Guess the Atari Jihads have no choice but to be constantly behind. It's expected..

> Excellent news! SuSE is my favourite Linux distribution
> for the PC, structured, logical and comfortable. They're
> also a *leading* Linux company, in the sense that they
> develop drivers and add new system features no one else
> has come up with before. Like support for more RAM etc.
> For instance, they're the first company to offer it's
> distriution on DVD. So instead of six CD:s containing SuSE
> Linux, you only need one.

No thanks...I'l stick with X on my new Pismo PB...

sinclap!

somewhere in the state of mn!

5343. Re: NAB 2000 is Avids worst nightmare. Chunk's fouls in the woods!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-04 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <391202F2.CF23FFA5@earthlink.net>
Source record: 1708

sinclap wrote:

> > Again, you prove yourself clueless. Avid has never had a big piece of the
> > low end pie,
> > twinkie. They have a huge piece of the high end pie.. and I don't think many
> > hollywood
> > studios are switching to FCP!!
>
> But folks were buying the highend stuff because the lowend stuff was
> tooo lowend and there was nothing in the middle until now.. Avid
> milked it all it's worth and did a dumbass thing by stick the middle
> pinky at their mac customers after intel invested in the company. This
> was going on when Jobs had begun the turnaround and decided not rest
> it's fate in a key market in the hands of a skitzo vendor..The rest is
> history..

I already have you some names, twinkie. I have a friend who has been making movies on a Targa 2000-based system for many years.. VERY mid priced. Are you familiar with the Radius Edit DV?

> > "Uh, Mr. Lucas? I'm sorry, we've switched to Apple Final Cut Pro.. your
> > editor, the one
> > you hire out for thousands of dollars a day, is going to have to work on a
> > new system
> > today.. oh, I'm sorry, FCP doesn't support 3D rendering. Oh I'm sorry, what
> > do you mean
> > you shot this part on Digital S? FCP doesn't support that codec, and we'll
> > have to go
> > analog.."
>
> You'll get over it...

Very good, twinkie..

> Pro DV Cameras begin at $2500 for a nice Sony one...Prices are
> falling...

OH MY GOD! There is NOBODY in the industry who would say an XL1 or DVX-1000 is "PRO." NOBODY!! You keep doing it again and again.. they are fine cameras, to be sure, for the price.. but NOT pro.

I know it's very painful for you to admit it, but you just don't understand the business.

> > > What G4 problems?
> >
> > Let's see.. MIDI over USB, no update to OMS, and the biggie.. you CAN'T use
> > two separate

> > video cards on an AGP G4 without getting PCI bus errors. Everyone in the
> > business knows
> > that except you.. but then again, you aren't in the business.. so why are you
> > arguing
> > with me?
>
> I swear the budda that a friend is using a G4/AGP with two monitors...
> Just talking out of your arse again...

Give me his email addres and let me ask him.

Better yet, go here:
http://www.digidesign.com/ubb/Forum16/HTML/003225.html

..for a discussion on the problem, including a potential solution (a $700 dual monitor card).

Or here:

http://www.digidesign.com/ubb/Forum16/HTML/004153.html

..for a discussion on the problems with three monitors on an AGP G4, including an admission from Digi that "it doesn't look good."

All it takes is a little bit of research, twinkie, to prevent making yourself look more and more clueless.

> v 2 most likely will be ten times more..The beginning of the end of
> > > the traditional tools...
> >
> > Oh, twinkie.. I thought it was ALREADY the beginning of the end for Avid?
> > Man, you are
> > FUNNY!!
>
> Just wait and see!

Yep, I will.. it was, what, a year or so that FCP first shipped? Since then, how many motion pictures were shot on DV and edited on a FCP system? Er.. that would be none, right?

>
> > I don't deny that Avid has and will continue to change their business model
> > due to
> > changing technology.. but so has Apple, Microsoft, and every other tech
> > company,
> > twinkie. Avid has always had competition in the low end from Radius to Targa
> > to
> > Casablanca to Iomega to Apple.. there's nothing new there, except the
> > technology is
> > getting cheaper. Of course, so are Avid workstations. For people who need
> > ROCK SOLID
> > performance, for whom downtime is MONEY out of their pockets, a FCP based
> > system just

> > doesn't cut it.
> >
> > You don't have to believe me.. why don't you go to a video lab and ask them
> > about it?
>
> Sure...

"Sure?!?" Does that mean you actually will do some research into the industry?

Come on twinkie.. at least respond to the point above. Do you even know what Radius' product is? Do you know what the Casablanca system is? Do you know what a Targa 2000 is?

> > I'm sure you are.. you're trained in FCP, but NOT in the workings in the
> > market. I
> > would not hesitate to ask you for FCP feature descriptions and benefits, I'm
> > sure you're
> > well versed in that (I would hope so).
>
> Learning rapidly...
>
> > But it doesn't do you a whole lot of good to pretend you know about
> > something, when you
> > obviously don't. KNOW what you know. KNOW what you don't. It's a valuable
> > skill.
>
> You should try your own thoughts...

Again, twinkie, I KNOW what I don't know.. I DON'T make prognostications about Apple because I don't really know the computer market very well, relatively speaking. I don't make any predictions about Adobe Photoshop or Quark or Microsoft Front Page or Apple's stock prospects or the prospects of OSX or..?!? You get it yet?

Stick with what you know, really.. I'm sure there are some areas where you are quite knowledgeable.. this ain't one of them, twinkie!

> > I don't buy from someone who is afraid to say "I don't know, I will check"
> > instead of
> > trying to guess. But you have to understand the limitations of your
> > knowledge before
> > you can do that.. you have to have enough self confidence in yourself to try
> > that.. you
> > have to have a little humility for that.
>
> practise mam!

Yes, it does take practice. I'm sure you can climb above it if you try...

> > Anyway, twinkie, you forget that I'm in a no lose proposition here.. I win as
> > the tools
> > get cheaper, I win if Avid fails or doesn't, I win if apple drops FCP..
> > because, as you
> > will soon learn when you get your Canon "out of the shop," it's not really
> > the tools..

> > it's the knowledge of how to use those tools. How do you properly light?
> > How do you
> > get good audio? How do you edit dialog? How do you do dialog replacement?
> > How do you
> > do foley?
>
> True..It's the technique. Some have it many do not..I am in the many
> column hoping to get to the some column...Only if I can get the
> photgenic shot of my significant...

Right.. so, again, I have nothing to be "scared" about.. I'm in a no lose situation. I don't care what tool I use..it's just a tool.. as long as it's stable, I'll use it..

> > All the G4/FCP systems in the world aren't going to help you make good video
> > until you
> > know the above.
>
> True...But there are alot of young creative types out there..

Yes there are.. and there will be some great work coming out on these cheaper systems. I've been excited about the digital revolution in audio and video for a long time.. even though there's more crap then ever before, the cheap technology also gives more people the opportunity to do something great.

BUT..

Do you really think these young people with great ideas will stick with FCP when they get more money? DO you really?

To say FCP is bringing about the demise of Avid is ill-informed, foolish, Steve Jobs hyperbole that has no basis in reality.

You COULD make the argument that the digital revolution is causing Avid to rework their strategy.. of course, it's causing ALL players in the market to do that, but at least that would have some truth to it.

So really.. to put it honestly, your ridiculous parroting of the Apple PR "reality distortion" line just serves to make you sound like a stooge. I really believe you're smarter than that.. against all proof, maybe, but I believe it. Act like it..

> Very True..That was covered in the video media production class. But
> there are lots of creative types out there that can figure out unlike a
> certain 'chunk's'...
>
> > Who will win? I don't know..
> >
> > All your silly predictions are meaningless.. of course, so are mine, except
> > that I, at
> > least, realize it.
>
> The tone in your post does not indicate this..

Right.. but if you're going to invest in a company, would you listen to your grammy who spends 15 minutes a day on etrade and does no research over someone who spends full-time looking, researching, checking out the market? Wouldn't it seem rather ridiculous to hear your grammy comment about something she knows nothing about?

Your comments are so far off and display such an incredible lack of understanding of the market, yet spoken with such certainty, that they need to be debunked clearly and often. This is not about any 'tone' of my voice.. YOU set the tone with your ridiculous post. Do I need to repost it? Oh what the hell, let's just look at the headline of this thread:

"The new products with the PM G4 and final Cut Pro could be the final nail in Avid's coffin.."

Is that clear enough for you? WHO among us has actually admitted their limitations in this thread? Me. Who is clear about the reach of their knowledge? Me. You've displayed zero understanding of the limits of your knowledge. Zero.

> > Don't look now.. but once again, you tried to bring the ball inside on me.
> > This time,
> > you didn't even get a chance to try a shot before I picked you clean, then slammed it
> > over your head.. are you foolish enough to try again?
>
> Than why are you sweating?

Because I'm laughing so hard, I can't believe you would try yet AGAIN to score on me. As a matter of fact, I'm laughing so hard I've gone into convulsions, and I'm sweating profusely.. yet even through the convulsions, I'm STILL able to stick my arm up and grab the rebound on your badly missed shot.

--
-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

5344. Re: In memoriam

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-05 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10005052038200.70-100000@rakas>
Source record: 1709

On 2000-5-6, Clockmeister <gerryvdb@tnet.com.au> wrote:

> And I guess you haven't heard of the new developer machine
> announced just recently.

That's the difference between Amiga and Atari:

Amiga's developer machine has been announced for ages,
while the MilanII is _already_shipping_ to developpers.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5345. Re: In memoriam

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-06 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <LjDQ4.69$j%1.5991@nsw.nnrp.telstra.net>
Source record: 1710

Martin-Éric Racine wrote in message ...
The "oh-so happening" Amiga platform just died, along with its
last issue of Amiga Format. Most of the editorials and readers
comments go along the line of:

"Amiga changed hands so often that we might as well enjoy what's
already there and not hold our breath for anything new".

R.I.P.

Can't say that I've seen an Atari mag on the shelves for several years, but
then the Atari platform died some time ago didn't it.

There are still other Amiga mags, including one new one.

And I guess you haven't heard of the new developer machine announced just
recently.

No, you just post irrelevant crap in this Atari newsgroup and then turn
around and slam others for doing the same.

Regards,

Clockmeister.

5346. Re: confirmed - Linux package for Milan II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-06 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <RpDQ4.70$j%1.5922@nsw.nnrp.telstra.net>
Source record: 1711

Martin Graiter (by way of "Chunks") wrote in message ...
>
> so that well-known Mac Idiot, the 'Clap, has been crowing that the
>Milan II is vaporware.
>
> well lookee here, here's news of a major new project that will bring
>the strength of the Linux platform - and its many great applications
>like Netscape and Corel Wordperfect - as an available bootable option.
>And companies like SuSE don't develop for vaporware platforms.
>

What's the point of buying a Milan II for running Linux when you can do that cheaper and more effectively on x86?.

Regards,

Clockmeister.

5347. Re: In memoriam

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-06 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <G0EQ4.72$j%1.6299@nsw.nnrp.telstra.net>
Source record: 1712

Martin-Éric Racine wrote in message ...
On 2000-5-6, Clockmeister <gerryvdb@tnet.com.au> wrote:

> And I guess you haven't heard of the new developer machine
> announced just recently.

That's the difference between Amiga and Atari:

Amiga's developer machine has been announced for ages,
while the MilanII is _already_shipping_ to developpers.

But Amiga is looking to the future whilst the Milan II is still stuck in the
past. I mean 68k, really...

Regards,

Clockmeister.

5348. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-06 00:00:00 UTC
From: darklord@kih.net
Message-ID: <8f1bpkcmj1@news3.icx.net>
Source record: 1713

On 6 May 2000 01:32:37 +, "Clockmeister" wrote:

->What's the point of buying a Milan II for running Linux when you can do that
->cheaper and more effectively on x86?.
->
->Regards,
->
->Clockmeister.

Hi Clockie! <grin> Guess its the same reason Amazing (Amiga) Computing
ran all those articles about how to install Linux/Unix on the Amiga
platform... ;-)

```
_____________________________________________________________________
/ / The Former DarkForce! Sysop / /\
/ --T-- / Phone 1-555-555-5555 Today! / /\ / /
/ -A T A R I- / The Fuji -still- Lives...!! / Dark><Lord / /
/ --G-- / My ICQ # is 2 0 6 2 3 9 0 4 / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

5349. Lack of interest in Atari?.

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-07 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <qH2R4.35$Sj2.2163@nsw.nnrp.telstra.net>
Source record: 1714

It seems there is barely anybody advocating the Atari in this group, whilst the Amiga groups have plenty of traffic.

Can't advocate something that is stone cold dead I suppose.

5350. Re: Lack of interest in Atari?.

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-07 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <RVfR4.1753$Jf.6701@newsfeed.slurp.net>
Source record: 1715

On 7 May 2000 08:34:44 +, "Clockmeister" wrote:
>It seems there is barely anybody advocating the Atari in this group, whilst
>the Amiga groups have plenty of traffic.
>
>Can't advocate something that is stone cold dead I suppose.

In this group, no. In other groups, yes. After 1-2 days I go through
about 50-100 messages. We are out there, just not here....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5351. Re: Lack of interest in Atari?.

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-08 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10005080002320.99-100000@rakas>
Source record: 1716

On 2000-5-7, Clockmeister <gerryvdb@tnet.com.au> wrote:

> It seems there is barely anybody advocating the Atari in this
> group, whilst the Amiga groups have plenty of traffic. Can't
> advocate something that is stone cold dead I suppose.

No need to advocate something that just plain works non-stop.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5352. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-08 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <klAR4.65$MH2.4822@nsw.nnrp.telstra.net>
Source record: 1717

Dark|Lord wrote in message <8f1bpkcmj1@news3.icx.net>...
>On 6 May 2000 01:32:37 +, "Clockmeister" wrote:
>
>->What's the point of buying a Milan II for running Linux when you can do
that
>->cheaper and more effectively on x86?.
>->
>->Regards,
>->
>->Clockmeister.
>
> Hi Clockie! <grin> Guess its the same reason Amazing (Amiga) Computing
> ran all those articles about how to install Linux/Unix on the Amiga
> platform... ;-)
>

Hi Darklord, good to see you're still around to provide some clever thoughts
;-)

AC jumped on the Linux bandwagon, and tried to lure the Amigans to the dark
side where men bald quickly.

BeOS would be a natural progression from AmigaOS, being both user friendly
and configurable. Linux is like taking two steps back to take one step
forward... plenty configurable, but user friendliness goes out the window.

Regards,

Clockmeister.

5353. Re: Lack of interest in Atari?.

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-08 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <bmAR4.67$MH2.5078@nsw.nnrp.telstra.net>
Source record: 1718

Martin-Éric Racine wrote in message ...
On 2000-5-7, Clockmeister <gerryvdb@tnet.com.au> wrote:

> It seems there is barely anybody advocating the Atari in this
> group, whilst the Amiga groups have plenty of traffic. Can't
> advocate something that is stone cold dead I suppose.

No need to advocate something that just plain works non-stop.

You could advocate that ;-)

Regards,

Clockmeister.

5354. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-08 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8hdkpu.i09.jedidiah@pyromania.mishnet>
Source record: 1719

On Mon, 8 May 2000 22:52:18 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>Dark|Lord wrote in message <8f1bpkcmj1@news3.icx.net>...
>>On 6 May 2000 01:32:37 +, "Clockmeister" wrote:
>>
>>->What's the point of buying a Milan II for running Linux when you can do
>that
>>->cheaper and more effectively on x86?.
>>->
>>->Regards,
>>->
>>->Clockmeister.
>>
>> Hi Clockie! <grin> Guess its the same reason Amazing (Amiga) Computing
>> ran all those articles about how to install Linux/Unix on the Amiga
>> platform... ;-)
>>
>
>Hi Darklord, good to see you're still around to provide some clever thoughts
>;-)
>
>AC jumped on the Linux bandwagon, and tried to lure the Amigans to the dark
>side where men bald quickly.
>
>BeOS would be a natural progression from AmigaOS, being both user friendly
>and configurable. Linux is like taking two steps back to take one step
>forward... plenty configurable, but user friendliness goes out the window.

Unix has always had the potential of being quite userfriendly.
What hostility it has mostly comes from running on PC hardware
of which Linux supports more than BeOS.

It's trivial to be 'easy' when you don't support ISA or VL.

Outside of professional music/audio you actually see BeOS users
whining for apps, quite often Linux apps.

QNX is a better end-user-media-OS right now. QNX actually bothered
to licence the technology for DVD movie decode. They have flash and
realaudio NOW (as does Linux) and the upcoming freebie consumer
desktop distro has most of the common GNU tools and a version of
Quake III (which hasn't come out for BeOS yet, but has come out
for MacOS and Linux).

...and the ease of BeOS is overhyped. It has it's own usability
problems.

The way things are going, QNX will get a version of Quicktime 4
before BeOS does.

--

In what language does 'open' mean 'execute the evil contents of' |||
a document? --Les Mikesell / | \

Need sane PPP docs? Try penguin.lvcm.com.

5355. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-08 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10005081858170.64-100000@rakas>
Source record: 1720

On 2000-5-8, Clockmeister <gerryvdb@tnet.com.au> wrote:

> BeOS would be a natural progression from AmigaOS, being both
> user friendly and configurable.

I've read in several places that BeOS takes the better ideas from
AmigaOS and TOS and takes them one step further. I agree.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5356. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-08 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8he0tv.iku.jedidiah@pyromania.mishnet>
Source record: 1721

```
On Tue, 9 May 2000 02:24:59 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>JEDIDIAH wrote in message ...
>>On Mon, 8 May 2000 22:52:18 +0800, Clockmeister <gerryvdb@tnet.com.au>
>wrote:
>>>
>>>Dark|Lord wrote in message <8f1bpk$cmj$1@news3.icx.net>...
>>>>On 6 May 2000 01:32:37 +, "Clockmeister" wrote:
>>>>
>>>>->What's the point of buying a Milan II for running Linux when you can do
>>>that
>>>>->cheaper and more effectively on x86?.
>>>>->
>>>>->Regards,
>>>>->
>>>>->Clockmeister.
>>>>
>>>> Hi Clockie! <grin> Guess its the same reason Amazing (Amiga) Computing
>>>> ran all those articles about how to install Linux/Unix on the Amiga
>>>> platform... ;-)
>>>>
>>>
>>>Hi Darklord, good to see you're still around to provide some clever
>thoughts
>>>;-)
>>>
>>>AC jumped on the Linux bandwagon, and tried to lure the Amigans to the
>dark
>>>side where men bald quickly.
>>>
>>>BeOS would be a natural progression from AmigaOS, being both user friendly
>>>and configurable. Linux is like taking two steps back to take one step
>>>forward... plenty configurable, but user friendliness goes out the window.
>>
>> Unix has always had the potential of being quite userfriendly.
>> What hostility it has mostly comes from running on PC hardware
>> of which Linux supports more than BeOS.
>
>BeOS is lacking in hardware and software support, that is true, however,
>what is available is generally pretty good (except for the news clients :-(

Be is a 'media OS'.

However, Be is lacking (relative to a volunteer projects: Linux,
FreeBSD) in the area of media device support and media format
```

support.

BeOS has some major holes. So does Linux and FreeBSD. Although
ironically Linux and FreeBSD have less.

BeOS excels more in terms of the more vertical rather than as
a general purpose desktop machine.

>
>> It's trivial to be 'easy' when you don't support ISA or VL.
>
>ISA and VL are dead.

They aren't quite dead yet. Even in the retail channel for
NEW products, ISA slots are still being perpetuated. This
isn't even getting into legacy hardware. Furthermore, the
lesser hardware support makes replacing such legacy bits of
hardware more expensive.

>
>> Outside of professional music/audio you actually see BeOS users
>> whining for apps, quite often Linux apps.
>
>Naturally. Who would want to see Windows apps ported, it's not in the spitit
>of using an alternative OS.

...they clamour for some of those as well.

Windows APPS aren't usually the problem: the OS usually is.

Most application developers just can't drag themselves away from
the Win32 gravy train. (Hurts all the other platforms) What
interesting commercial apps that Be does have have come with
considerable marketing effort on the part of Be.

>
>>
>> QNX is a better end-user-media-OS right now. QNX actually bothered
>> to licence the technology for DVD movie decode. They have flash and
>> realaudio NOW (as does Linux) and the upcoming freebie consumer
>> desktop distro has most of the common GNU tools and a version of
>> Quake III (which hasn't come out for BeOS yet, but has come out
>> for MacOS and Linux).
>
>And I'll be one of the first to download QNX. The single floppy demo was
>fairly impressive - for what it was, but way too limited in functionality.
>That should change with the freebie :-)
>
>Win98 is on gaming duty ;-)
>
>> ...and the ease of BeOS is overhyped. It has it's own usability
>> problems.
>

>No problems here. I was online 5 minutes after installing BeOS, no problems.
>
>Linux didn't like my modem or my proxy settings, and refused to work
>properly. (Same machine as the BeOS install)

Modem's don't like lots of OSes. Due to the 'no-isa' policy,
quite a few are quite unavailable to Be. Others require
device drivers.

I'm not sure what other problems you could find to have with
the few that remain after you eliminate ISA and winmodems.

Proxy settings are application specific and don't tend to
vary from platform to platform but rather app to app.

>
>> The way things are going, QNX will get a version of Quicktime 4
>> before BeOS does.
>>
>
>Be needs to do more to help that situation.

As a commercial competitor with limited marketshare, limited mindshare
and no active userbase to 'pitch in', BeOS is in a disadvantaged
position.

--

In what language does 'open' mean 'execute the evil contents of' |||
a document? --Les Mikesell / | \

Need sane PPP docs? Try penguin.lvcm.com.

5357. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-08 00:00:00 UTC
From: darklord@kih.net
Message-ID: <8f7e3tsau1@news3.icx.net>
Source record: 1722

->Hi Darklord, good to see you're still around to provide some clever thoughts
->;-)

<grin> Yep, there are old Atari/Amiga users and there are bold Amiga/
Atari users, but there are few old & bold Amiga/Atari users...!!! ;-)

->AC jumped on the Linux bandwagon, and tried to lure the Amigans to the dark
->side where men bald quickly.

<smile>

->BeOS would be a natural progression from AmigaOS, being both user friendly
->and configurable. Linux is like taking two steps back to take one step
->forward... plenty configurable, but user friendliness goes out the window.
->
->Regards,
->
->Clockmeister.

My younger brother is standing beside of me here, now...and he says
BeOS is cool... ;-)

____
/ / The Former DarkForce! Sysop / /\
/ --T-- / Phone 1-555-555-5555 Today! / /\ / /
/ -A T A R I- / The Fuji -still- Lives...!! / Dark><Lord / /
/ --G-- / My ICQ # is 2 0 6 2 3 9 0 4 / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

5358. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-09 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <DsDR4.70$MH2.7095@nsw.nnrp.telstra.net>
Source record: 1723

JEDIDIAH wrote in message ...
>On Mon, 8 May 2000 22:52:18 +0800, Clockmeister <gerryvdb@tnet.com.au>
wrote:
>>
>>Dark|Lord wrote in message <8f1bpkcmj1@news3.icx.net>...
>>>On 6 May 2000 01:32:37 +, "Clockmeister" wrote:
>>>
>>>->What's the point of buying a Milan II for running Linux when you can do
>>that
>>>->cheaper and more effectively on x86?.
>>>->
>>>->Regards,
>>>->
>>>->Clockmeister.
>>>
>>> Hi Clockie! <grin> Guess its the same reason Amazing (Amiga) Computing
>>> ran all those articles about how to install Linux/Unix on the Amiga
>>> platform... ;-)
>>>
>>
>>Hi Darklord, good to see you're still around to provide some clever
thoughts
>>;-)
>>
>>AC jumped on the Linux bandwagon, and tried to lure the Amigans to the
dark
>>side where men bald quickly.
>>
>>BeOS would be a natural progression from AmigaOS, being both user friendly
>>and configurable. Linux is like taking two steps back to take one step
>>forward... plenty configurable, but user friendliness goes out the window.
>
> Unix has always had the potential of being quite userfriendly.
> What hostility it has mostly comes from running on PC hardware
> of which Linux supports more than BeOS.

BeOS is lacking in hardware and software support, that is true, however,
what is available is generally pretty good (except for the news clients :-(

> It's trivial to be 'easy' when you don't support ISA or VL.

ISA and VL are dead.

> Outside of professional music/audio you actually see BeOS users
> whining for apps, quite often Linux apps.

Naturally. Who would want to see Windows apps ported, it's not in the spitit
of using an alternative OS.

>
> QNX is a better end-user-media-OS right now. QNX actually bothered
> to licence the technology for DVD movie decode. They have flash and
> realaudio NOW (as does Linux) and the upcoming freebie consumer
> desktop distro has most of the common GNU tools and a version of
> Quake III (which hasn't come out for BeOS yet, but has come out
> for MacOS and Linux).

And I'll be one of the first to download QNX. The single floppy demo was
fairly impressive - for what it was, but way too limited in functionality.
That should change with the freebie :-)

Win98 is on gaming duty ;-)

> ...and the ease of BeOS is overhyped. It has it's own usability
> problems.

No problems here. I was online 5 minutes after installing BeOS, no problems.

Linux didn't like my modem or my proxy settings, and refused to work
properly. (Same machine as the BeOS install)

> The way things are going, QNX will get a version of Quicktime 4
> before BeOS does.
>

Be needs to do more to help that situation.

Regards,

Clockmeister.

5359. Re: In memoriam

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-09 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8f8m6pogt1@dos.canit.se>
Source record: 1724

Clockmeister <gerryvdb@tnet.com.au> skrev:

: Can't say that I've seen an Atari mag on the shelves for several years, but
: then the Atari platform died some time ago didn't it.

I saw an Atari mag just six months ago on the shelves at my local
interpress shop. Now, they're subscription only, though.

: There are still other Amiga mags, including one new one.

Amiga Active, has taken over quite a lot of Amiga format's distribution
net.

: And I guess you haven't heard of the new developer machine announced just
: recently.

Who wants it? Who needs it? They can stick that devbox wherever they want,
just don't force it up my arse.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

5360. Re: In memoriam

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-09 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8f8m89ogt2@dos.canit.se>
Source record: 1725

Clockmeister <gerryvdb@tnet.com.au> skrev:

: Martin-ï¿½ric Racine wrote in message ...
: On 2000-5-6, Clockmeister <gerryvdb@tnet.com.au> wrote:

:> And I guess you haven't heard of the new developer machine
:> announced just recently.

: That's the difference between Amiga and Atari:

: Amiga's developer machine has been announced for ages,
: while the MilanII is _already_shipping_ to developpers.

: But Amiga is looking to the future whilst the Milan II is still stuck in the
: past. I mean 68k, really...

Clockmeister, please do something about your newsreader's lacking quoation
marks.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

5361. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-09 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8f8mgsogt3@dos.canit.se>
Source record: 1726

Dark|Lord <darklord@kih.net> skrev:
: On 6 May 2000 01:32:37 +, "Clockmeister" wrote:

: ->What's the point of buying a Milan II for running Linux when you can do that
: ->cheaper and more effectively on x86?.

: Hi Clockie! <grin> Guess its the same reason Amazing (Amiga) Computing
: ran all those articles about how to install Linux/Unix on the Amiga
: platform... ;-)

For fun, of course. You don't run a UNIX permanently on an amiga, that's
a machine with soul, and the soul is the AmigaOS.
Nevertheless, why buy a Milan for running Linux? If you're going to run
Linux, there are far better platforms. Just about every platform, as a
matter of fact. You're bound to get a more capable Sun or DEC at a lower
price.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

5362. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-09 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8f8n11ogt4@dos.canit.se>
Source record: 1727

Clockmeister <gerryvdb@tnet.com.au> skrev:

: JEDIDIAH wrote in message ...
:>
:> Unix has always had the potential of being quite userfriendly.
:> What hostility it has mostly comes from running on PC hardware
:> of which Linux supports more than BeOS.

: BeOS is lacking in hardware and software support, that is true, however,
: what is available is generally pretty good (except for the news clients :-(

Speaking of news clients, I registered Thor yesterday, using secure
ordering through Voyager 3.2.

:> It's trivial to be 'easy' when you don't support ISA or VL.

: ISA and VL are dead.

While ISA should be dead, I've got a heap of them here, and they're doing
quite fine, too. I've even got a friend who's using an ISA ehernet card in
his Amiga 4000, and we're trying to get some 8-bit ISA NICs running on our
Amiga 2000 stack at the computer club.
Not to mention the loads and loads of PCs running ISA cards. ISA NICs are
far from dead.

:> Outside of professional music/audio you actually see BeOS users
:> whining for apps, quite often Linux apps.

: Naturally. Who would want to see Windows apps ported, it's not in the spitit
: of using an alternative OS.

Besides, common GNU tools give that extra comfort and look-a-likeness to
your OS.

:> QNX is a better end-user-media-OS right now. QNX actually bothered
:> to licence the technology for DVD movie decode. They have flash and
:> realaudio NOW (as does Linux) and the upcoming freebie consumer
:> desktop distro has most of the common GNU tools and a version of
:> Quake III (which hasn't come out for BeOS yet, but has come out
:> for MacOS and Linux).

: And I'll be one of the first to download QNX. The single floppy demo was
: fairly impressive - for what it was, but way too limited in functionality.
: That should change with the freebie :-)

Pfah, it was a single floppy, all right, but a compressed RAM drive in
reality. It wouldn't run on the 4 MB machine.

: Win98 is on gaming duty ;-)

Oh no it isn't. The only MS products around here are a copy of Arabian
Windows, Microsoft Basic on the C64s and Dragon32, and possibly PC-DOS on
the PS/2.

:> ...and the ease of BeOS is overhyped. It has it's own usability
:> problems.

: No problems here. I was online 5 minutes after installing BeOS, no problems.

I must get a Pentium or PMac. Or is there a free version for PMac?

: Linux didn't like my modem or my proxy settings, and refused to work
: properly. (Same machine as the BeOS install)

Linux installed quite painlessly on the same machine as OS/2, but then,
it's just on the local network and no modem connection. X just resulted in
garbage (Onboard Compaq circuitry), but it swallowed most every NIC I
threw at it.

:> The way things are going, QNX will get a version of Quicktime 4
:> before BeOS does.

: Be needs to do more to help that situation.

Bah, who needs QT4?

--
/Iggy, the irregular regular

5363. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-09 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8f8n95ogt5@dos.canit.se>
Source record: 1728

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> skrev:
: On 2000-5-8, Clockmeister <gerryvdb@tnet.com.au> wrote:

:> BeOS would be a natural progression from AmigaOS, being both
:> user friendly and configurable.

: I've read in several places that BeOS takes the better ideas from
: AmigaOS and TOS and takes them one step further. I agree.

Good ideas in TOS? Where, pray tell?

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

5364. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-09 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10005091736180.64-100000@rakas>
Source record: 1729

On 2000-5-8, JEDIDIAH <jedidiah@dementia.mishnet> quoted a whole
thread without removing uneeded parts.

Please don't do this again.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5365. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-09 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10005091739310.64-100000@rakas>
Source record: 1730

On 2000-5-9, Iggy Drougge <optimus@uno.canit.se> wrote:

> Good ideas in TOS? Where, pray tell?

Troll spotted.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5366. MILAN II NEWS !

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-09 00:00:00 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <957908202-762895AEicMi@xs4all.nl>
Source record: 1731

Hello,

It has just been confirmed by the chef redacteur, in the German Atari magazine STC no 4, that the Milan II in it's definite form will be presented to the public during the Atari/Amiga exposition in Neuss (Germany, near Dï¿½sseldorf) on June 10th and 11th.

Cheers Dan
Milan 040 - Magic Milan

5367. Re: In memoriam

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-09 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <391830FE.4ECFEF77@calcna.ab.ca>
Source record: 1732

Iggy Drougge wrote:

> "Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
> dï¿½cadence sans connaï¿½tre la civilisation."
> Albert Einstein

Not that it matters a tinker's toot - but I don't think Einstein ever
said anything in French - he was far too civilised !

The Canadian Curmudgeon (in sunny Calgary)

5368. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-10 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8hj1bt.okp.jedidiah@pyromania.mishnet>
Source record: 1733

On Thu, 11 May 2000 00:44:04 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>Iggy Drougge wrote in message <8f8n11ogt4@dos.canit.se>...
>>Clockmeister <gerryvdb@tnet.com.au> skrev:
>>
>>: JEDIDIAH wrote in message ...
[deletia]
>>: ISA and VL are dead.
>>
>>While ISA should be dead, I've got a heap of them here, and they're doing
>>quite fine, too. I've even got a friend who's using an ISA ehernet card in
>>his Amiga 4000, and we're trying to get some 8-bit ISA NICs running on our
>>Amiga 2000 stack at the computer club.
>
>In presume those Amigas have a bridgeboard or goldengate device to allow
>access to the motherboard ISA slots then, considering that the ISA slots
>are only powered by the PSU but otherwise aren't electronically connected to
>the Amiga in any way.
>
>
>>Not to mention the loads and loads of PCs running ISA cards. ISA NICs are
>>far from dead.
>
>Old, outdated PC's. Most new motherboards have either no, or only 1 ISA
>slot. ISA may not be dead in a legacy sense, but as far as today's
>technology goes, ISA is finished.

Just 1 is still enough to keep the hell alive. If it's your last slot,
then you pretty much have to use it. Lord knows I'd rather use PCI
ANYthing in place of that one last, lingering PCI slot.

Besides, there are still machines that are plenty capable that aren't
necessarily 'brand new' out there.

[deletia]
>>: That should change with the freebie :-)
>>
>>Pfah, it was a single floppy, all right, but a compressed RAM drive in
>>reality. It wouldn't run on the 4 MB machine.

4M machines are fairly uncommon in an age of $1/Meg RAM.

>
>The first demo ran on a 6Mb RAM machine, but I think a later version
>required 8 Mb. Compressed RAM drive or not, it still worked well.

Even 4M wasn't really sufficient for Win 3.1.

[deletia]
>>: Linux didn't like my modem or my proxy settings, and refused to work
>>: properly. (Same machine as the BeOS install)
>>
>>Linux installed quite painlessly on the same machine as OS/2, but then,
>>it's just on the local network and no modem connection. X just resulted in
>>garbage (Onboard Compaq circuitry), but it swallowed most every NIC I
>>threw at it.
>
>Couldn't handle my external modem which is a brandname standard fax/modem.

Funny, it could handle mine. Didn't have any problems with the
internal hardware modems either. You should be able to push
characters out the com port with AT commands as if it were an ST.

>
>
>>:> The way things are going, QNX will get a version of Quicktime 4
>>:> before BeOS does.
>>
>>: Be needs to do more to help that situation.
>>
>>Bah, who needs QT4?

...anyone that wants to access that spiffy 'media' on the web
that Apple likes to host.

>>
>
>I meant in general, not just QT4 related. I don't even know which version I
>have on this PC.

A 'mediaOS' should certainly be able to handle the predominant
media types found on the web. This includes QT4. A 'mediaOS'
should also support software DVD decode.

Considering that 'mpegs running on the sides of a cube' demo,
these sorts of feature should be a no-brainer.

--

In what language does 'open' mean 'execute the evil contents of' |||
a document? --Les Mikesell / | \

Need sane PPP docs? Try penguin.lvcm.com.

5369. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-11 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <T9gS4.104$a93.4654@nsw.nnrp.telstra.net>
Source record: 1734

Iggy Drougge wrote in message <8f8n11ogt4@dos.canit.se>...
>Clockmeister <gerryvdb@tnet.com.au> skrev:
>
>: JEDIDIAH wrote in message ...
>:>
>:> Unix has always had the potential of being quite userfriendly.
>:> What hostility it has mostly comes from running on PC hardware
>:> of which Linux supports more than BeOS.
>
>: BeOS is lacking in hardware and software support, that is true, however,
>: what is available is generally pretty good (except for the news clients
:-(
>
>Speaking of news clients, I registered Thor yesterday, using secure
>ordering through Voyager 3.2.
>
>:> It's trivial to be 'easy' when you don't support ISA or VL.
>
>: ISA and VL are dead.
>
>While ISA should be dead, I've got a heap of them here, and they're doing
>quite fine, too. I've even got a friend who's using an ISA ehernet card in
>his Amiga 4000, and we're trying to get some 8-bit ISA NICs running on our
>Amiga 2000 stack at the computer club.

In presume those Amigas have a bridgeboard or goldengate device to allow
access to the motherboard ISA slots then, considering that the ISA slots
are only powered by the PSU but otherwise aren't electronically connected to
the Amiga in any way.

>Not to mention the loads and loads of PCs running ISA cards. ISA NICs are
>far from dead.

Old, outdated PC's. Most new motherboards have either no, or only 1 ISA
slot. ISA may not be dead in a legacy sense, but as far as today's
technology goes, ISA is finished.

>:> Outside of professional music/audio you actually see BeOS users
>:> whining for apps, quite often Linux apps.
>
>: Naturally. Who would want to see Windows apps ported, it's not in the
spitit
>: of using an alternative OS.
>
>Besides, common GNU tools give that extra comfort and look-a-likeness to

>your OS.
>
>:> QNX is a better end-user-media-OS right now. QNX actually bothered
>:> to licence the technology for DVD movie decode. They have flash and
>:> realaudio NOW (as does Linux) and the upcoming freebie consumer
>:> desktop distro has most of the common GNU tools and a version of
>:> Quake III (which hasn't come out for BeOS yet, but has come out
>:> for MacOS and Linux).
>
>: And I'll be one of the first to download QNX. The single floppy demo was
>: fairly impressive - for what it was, but way too limited in
functionality.
>: That should change with the freebie :-)
>
>Pfah, it was a single floppy, all right, but a compressed RAM drive in
>reality. It wouldn't run on the 4 MB machine.

The first demo ran on a 6Mb RAM machine, but I think a later version
required 8 Mb. Compressed RAM drive or not, it still worked well.

>: Win98 is on gaming duty ;-)
>
>Oh no it isn't. The only MS products around here are a copy of Arabian
>Windows, Microsoft Basic on the C64s and Dragon32, and possibly PC-DOS on
>the PS/2.

PS/2... MCA... hmmm, another great disaster in IBM's history :-). (Except
model 30 8088 and 286, which where ISA from memory and there may have been
others)

>:> ...and the ease of BeOS is overhyped. It has it's own usability
>:> problems.
>
>: No problems here. I was online 5 minutes after installing BeOS, no
problems.
>
>I must get a Pentium or PMac. Or is there a free version for PMac?

Not yet I don't think. Didn't check to be honest.

>: Linux didn't like my modem or my proxy settings, and refused to work
>: properly. (Same machine as the BeOS install)
>
>Linux installed quite painlessly on the same machine as OS/2, but then,
>it's just on the local network and no modem connection. X just resulted in
>garbage (Onboard Compaq circuitry), but it swallowed most every NIC I
>threw at it.

Couldn't handle my external modem which is a brandname standard fax/modem.

>:> The way things are going, QNX will get a version of Quicktime 4
>:> before BeOS does.
>

>: Be needs to do more to help that situation.
>
>Bah, who needs QT4?
>

I meant in general, not just QT4 related. I don't even know which version I have on this PC.

Regards,

Clockmeister.

5370. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-11 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <ecgS4.105$a93.5032@nsw.nnrp.telstra.net>
Source record: 1735

Iggy Drougge wrote in message <8f8n95ogt5@dos.canit.se>...
>Martin-€ric Racine <q-funk@funkyware.atari.org> skrev:
>: On 2000-5-8, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>:> BeOS would be a natural progression from AmigaOS, being both
>:> user friendly and configurable.
>
>: I've read in several places that BeOS takes the better ideas from
>: AmigaOS and TOS and takes them one step further. I agree.
>
>Good ideas in TOS? Where, pray tell?
>

BeOS was inspired by AmigaOS, and hence an Amiga window theme is included.
(although hidden in PE5).
TOS... dunno.

Regards,

Clockmeister.

5371. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-11 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <hfgS4.106$a93.4943@nsw.nnrp.telstra.net>
Source record: 1736

Dark|Lord wrote in message <8f7e3tsau1@news3.icx.net>...
>->Hi Darklord, good to see you're still around to provide some clever
thoughts
>->;-)
>
> <grin> Yep, there are old Atari/Amiga users and there are bold Amiga/
> Atari users, but there are few old & bold Amiga/Atari users...!!! ;-)

Indeed ;-)

>
>->AC jumped on the Linux bandwagon, and tried to lure the Amigans to the
dark
>->side where men bald quickly.
>
> <smile>

I still have a full head of hair, and I intend to hang on to it as long as I
can ;-)

>->BeOS would be a natural progression from AmigaOS, being both user
friendly
>->and configurable. Linux is like taking two steps back to take one step
>->forward... plenty configurable, but user friendliness goes out the
window.
>->
>->Regards,
>->
>->Clockmeister.
>
> My younger brother is standing beside of me here, now...and he says
> BeOS is cool... ;-)
>

You're brother is right ;-)

Regards,

Clockmeister.

5372. Re: In memoriam

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-11 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8hm6kt.4og.jedidiah@pyromania.mishnet>
Source record: 1737

On Tue, 09 May 2000 09:38:41 -0600, VE6HY <besmith@calcna.ab.ca> wrote:
>Iggy Drougge wrote:
>
>> "Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
>> dï¿½cadence sans connaï¿½tre la civilisation."
>> Albert Einstein

If anything, he likely said it in GERMAN.

>
>Not that it matters a tinker's toot - but I don't think Einstein ever
>said anything in French - he was far too civilised !
>
>The Canadian Curmudgeon (in sunny Calgary)
>
>

--

In what language does 'open' mean 'execute the evil contents of' |||
a document? --Les Mikesell / | \

Need sane PPP docs? Try penguin.lvcm.com.

5373. Looking for Milan(s)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-12 00:00:00 UTC
From: Class 4 <class4@free.fr>
Message-ID: <9wRS4.49$E35.97376@nnrp6.proxad.net>
Source record: 1738

Hello,

Centek is looking for 3 Milans.
Full configuration or board only.
please make offers by Email

regards,
Ronan Cardaut

class4@online.fr
CLASS4/CENTEK
24 rue Urianne Sorriaux
F-62970 Courcelles-les-Lens
phone: (+33) 321 409 400
fax: (+33) 321 746 449

5374. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-13 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8fkf9s$8cg$5@dos.canit.se>
Source record: 1739

Clockmeister <gerryvdb@tnet.com.au> skrev:

: Iggy Drougge wrote in message <8f8n11ogt4@dos.canit.se>...
:>Clockmeister <gerryvdb@tnet.com.au> skrev:
:>
:>: JEDIDIAH wrote in message ...
:>
:>:> It's trivial to be 'easy' when you don't support ISA or VL.
:>
:>: ISA and VL are dead.
:>
:>While ISA should be dead, I've got a heap of them here, and they're doing
:>quite fine, too. I've even got a friend who's using an ISA ehernet card in
:>his Amiga 4000, and we're trying to get some 8-bit ISA NICs running on our
:>Amiga 2000 stack at the computer club.

: In presume those Amigas have a bridgeboard or goldengate device to allow
: access to the motherboard ISA slots then, considering that the ISA slots
: are only powered by the PSU but otherwise aren't electronically connected to
: the Amiga in any way.

That's true. My friend runs a Golden Gate II+ in his A4000, and we're
fiddling with A2088 PC emulators at the club. A really odd solution. In
order to run a NIC, you need to run MS-DOS on the emulator, then run a
packet driver, then server software which ties into the Hydra device for
sharing resources between the Amiga host and the PC card, and then run a
network driver on the Amiga side, talking to the PC through Hydra.device.

:>Not to mention the loads and loads of PCs running ISA cards. ISA NICs are
:>far from dead.

: Old, outdated PC's. Most new motherboards have either no, or only 1 ISA
: slot. ISA may not be dead in a legacy sense, but as far as today's
: technology goes, ISA is finished.

I wouldn't know, I'm one of those really odd people who actually doesn't
throw out a computer which is only five years old. However, my friends
with cable TV internet received nothing but ISA NE2000 cards.

:>:> QNX is a better end-user-media-OS right now. QNX actually bothered
:>:> to licence the technology for DVD movie decode. They have flash and
:>:> realaudio NOW (as does Linux) and the upcoming freebie consumer
:>:> desktop distro has most of the common GNU tools and a version of
:>:> Quake III (which hasn't come out for BeOS yet, but has come out
:>:> for MacOS and Linux).
:>

:>: And I'll be one of the first to download QNX. The single floppy demo was
:>: fairly impressive - for what it was, but way too limited in
: functionality.
:>: That should change with the freebie :-)
:>
:>Pfah, it was a single floppy, all right, but a compressed RAM drive in
:>reality. It wouldn't run on the 4 MB machine.

: The first demo ran on a 6Mb RAM machine, but I think a later version
: required 8 Mb. Compressed RAM drive or not, it still worked well.

But it's cheating, that's what I'd like to point out. It isn't a floppy.
It's a RAM disk.

:>: Win98 is on gaming duty ;-)
:>
:>Oh no it isn't. The only MS products around here are a copy of Arabian
:>Windows, Microsoft Basic on the C64s and Dragon32, and possibly PC-DOS on
:>the PS/2.

: PS/2... MCA... hmmm, another great disaster in IBM's history :-). (Except
: model 30 8088 and 286, which where ISA from memory and there may have been
: others)

Yep, but they run. A friend of mine runs his entire network through an MCA
Pentium PS/2 with Linux. MCA isn't that bad in theory, actually quite able
to compete with PCI according to what I've heard, but its "autoconfig" or
"plug'n'play" is appalling, requiring a disk-based configuration. How come
they throw BASIC into the ROM, but not the most basic config utilities?

:>: Linux didn't like my modem or my proxy settings, and refused to work
:>: properly. (Same machine as the BeOS install)
:>
:>Linux installed quite painlessly on the same machine as OS/2, but then,
:>it's just on the local network and no modem connection. X just resulted in
:>garbage (Onboard Compaq circuitry), but it swallowed most every NIC I
:>threw at it.

: Couldn't handle my external modem which is a brandname standard fax/modem.

I suppose it's some internal junk.

:>:> The way things are going, QNX will get a version of Quicktime 4
:>:> before BeOS does.
:>
:>: Be needs to do more to help that situation.
:>
:>Bah, who needs QT4?
:>
: I meant in general, not just QT4 related. I don't even know which version I
: have on this PC.

I run CyberQT, usually. When I have an X-terminal, I'll think about trying
some X junk.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

5375. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-13 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <8fkfer$8cg$6@dos.canit.se>
Source record: 1740

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> skrev:
: On 2000-5-9, Iggy Drougge <optimus@uno.canit.se> wrote:

:> Good ideas in TOS? Where, pray tell?

: Troll spotted.

You know I've been here long enough, as have I on csa.st, not to be a
troll. I have about as little in common with Sinclair as you.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

5376. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-14 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8htl6c.830.jedidiah@pyromania.mishnet>
Source record: 1741

On 13 May 2000 20:52:12 GMT, Iggy Drougge <optimus@uno.canit.se> wrote:
>Clockmeister <gerryvdb@tnet.com.au> skrev:
>
>: Iggy Drougge wrote in message <8f8n11ogt4@dos.canit.se>...
>:>Clockmeister <gerryvdb@tnet.com.au> skrev:
>:>
>:>: JEDIDIAH wrote in message ...
[deletia]
>:>Not to mention the loads and loads of PCs running ISA cards. ISA NICs are
>:>far from dead.
>
>: Old, outdated PC's. Most new motherboards have either no, or only 1 ISA
>: slot. ISA may not be dead in a legacy sense, but as far as today's
>: technology goes, ISA is finished.
>
>I wouldn't know, I'm one of those really odd people who actually doesn't
>throw out a computer which is only five years old. However, my friends
>with cable TV internet received nothing but ISA NE2000 cards.

That's peculiar. PCI 100BaseT NICs are down to $20 these days.
The real problem is having a free PCI slot. I had to resort to
ISA for a machine that had run out of PCI slots.

[deletia]

You don't need to be running a 5 year old machine to be in
the position where an ISA card is your only option.

--

In what language does 'open' mean 'execute the evil contents of' |||
a document? --Les Mikesell / | \

Need sane PPP docs? Try penguin.lvcm.com.

5377. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-15 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <5CUT4.49$2l4.8534@nsw.nnrp.telstra.net>
Source record: 1742

Iggy Drougge wrote in message <8fkf9s$8cg$5@dos.canit.se>...
>Clockmeister <gerryvdb@tnet.com.au> skrev:
>
>: Iggy Drougge wrote in message <8f8n11ogt4@dos.canit.se>...
>:>Clockmeister <gerryvdb@tnet.com.au> skrev:
>:>
>:>: JEDIDIAH wrote in message ...
>:>
>:>:> It's trivial to be 'easy' when you don't support ISA or VL.
>:>
>:>: ISA and VL are dead.
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>:>While ISA should be dead, I've got a heap of them here, and they're doing
>:>quite fine, too. I've even got a friend who's using an ISA ehernet card
in
>:>his Amiga 4000, and we're trying to get some 8-bit ISA NICs running on
our
>:>Amiga 2000 stack at the computer club.
>
>: In presume those Amigas have a bridgeboard or goldengate device to allow
>: access to the motherboard ISA slots then, considering that the ISA slots
>: are only powered by the PSU but otherwise aren't electronically connected
to
>: the Amiga in any way.
>
>That's true. My friend runs a Golden Gate II+ in his A4000, and we're
>fiddling with A2088 PC emulators at the club. A really odd solution. In
>order to run a NIC, you need to run MS-DOS on the emulator, then run a
>packet driver, then server software which ties into the Hydra device for
>sharing resources between the Amiga host and the PC card, and then run a
>network driver on the Amiga side, talking to the PC through Hydra.device.

That's a lot of messing about, but in true Amiga fashion it will probably
work just fine ;-)

>
>:>Not to mention the loads and loads of PCs running ISA cards. ISA NICs are
>:>far from dead.

Ok, but ISA is on it's way out, no argueing that.

>
>: Old, outdated PC's. Most new motherboards have either no, or only 1 ISA
>: slot. ISA may not be dead in a legacy sense, but as far as today's
>: technology goes, ISA is finished.

>
>I wouldn't know, I'm one of those really odd people who actually doesn't
>throw out a computer which is only five years old. However, my friends
>with cable TV internet received nothing but ISA NE2000 cards.

I still use my Amiga occasionally, not to mention the 486 and 386's I have
laying around.

>:>:> QNX is a better end-user-media-OS right now. QNX actually bothered
>:>:> to licence the technology for DVD movie decode. They have flash and
>:>:> realaudio NOW (as does Linux) and the upcoming freebie consumer
>:>:> desktop distro has most of the common GNU tools and a version of
>:>:> Quake III (which hasn't come out for BeOS yet, but has come out
>:>:> for MacOS and Linux).
>:>
>:>: And I'll be one of the first to download QNX. The single floppy demo
was
>:>: fairly impressive - for what it was, but way too limited in
>: functionality.
>:>: That should change with the freebie :-)
>:>
>:>Pfah, it was a single floppy, all right, but a compressed RAM drive in
>:>reality. It wouldn't run on the 4 MB machine.
>
>: The first demo ran on a 6Mb RAM machine, but I think a later version
>: required 8 Mb. Compressed RAM drive or not, it still worked well.
>
>But it's cheating, that's what I'd like to point out. It isn't a floppy.
>It's a RAM disk.

But it still booted from a single floppy, didn't require a harddrive and ran
a webbrowser. Who cares if it used a RAM disk, I don't consider that
cheating at all.

>:>: Win98 is on gaming duty ;-)
>:>
>:>Oh no it isn't. The only MS products around here are a copy of Arabian
>:>Windows, Microsoft Basic on the C64s and Dragon32, and possibly PC-DOS on
>:>the PS/2.
>
>: PS/2... MCA... hmmm, another great disaster in IBM's history :-). (Except
>: model 30 8088 and 286, which where ISA from memory and there may have
been
>: others)
>
>Yep, but they run. A friend of mine runs his entire network through an MCA
>Pentium PS/2 with Linux.

Linux requires fiddling to run at all on certain PS/2 models.

MCA isn't that bad in theory, actually quite able
>to compete with PCI according to what I've heard, but its "autoconfig" or

>"plug'n'play" is appalling, requiring a disk-based configuration.

Right, and the configuration procedure can be quite painfull. (speaking from
experience ;-(

How come
>they throw BASIC into the ROM, but not the most basic config utilities?

Because IBM used to charge a pretty penny for the configuration disks, or
reference disks as they called them. The BASIC was just a remnant from the
original IBM PC, including the casette support.

>:>: Linux didn't like my modem or my proxy settings, and refused to work
>:>: properly. (Same machine as the BeOS install)
>:>
>:>Linux installed quite painlessly on the same machine as OS/2, but then,
>:>it's just on the local network and no modem connection. X just resulted
in
>:>garbage (Onboard Compaq circuitry), but it swallowed most every NIC I
>:>threw at it.
>
>: Couldn't handle my external modem which is a brandname standard
fax/modem.
>
>I suppose it's some internal junk.

Both the modem (Netcomm) and the rest of the computer work perfectly well
with Be and Win9x.

<snip>

Regards,

Clockmeister.

5378. Re: MILAN II NEWS !

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-18 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <18052000043211828%sinclap@nospam.net>
Source record: 1743

In article <957908202-762895AEicMi@xs4all.nl>, Dan <aahuls@xs4all.nl>
wrote:

sinclap here!

> Hello,
>
> It has just been confirmed by the chef redacteur, in the German Atari
> magazine STC no
> 4, that the Milan II in it's definite form will be presented to the public
> during the
> Atari/Amiga exposition in Neuss (Germany, near Dï¿½sseldorf) on June 10th and
> 11th.

Jeeez.....Why is it so difficult to bring out this blasted box? All
the Jihads were jumping up and down that this baby would be available
by March/April. It's only a 68k box for christ sakes! Plus Motorola
is building it. Sounds like Jack/Sam T are in charge again. The other
guys have moved on...

> Cheers Dan
> Milan 040 - Magic Milan

sinclap!
somewhere in the state of mn!
-waiting patiently for my new field pismo!

5379. Court dismisses Sony's claims again, Chunk's fouls on Harris!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-18 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <180520000048551951%sinclap@nospam.net>
Source record: 1744

Once again Chunk's...Read it and file in your wrong pile...

http://macweek.zdnet.com/2000/05/14/0516connwins.html

sinclap!

somewhere in the state of mn!
-waiting patiently for my new field pismo!

5380. Audio software for Atari Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-18 00:00:00 UTC
From: "Manu (Emmanuel Jaccard)" <emmanuel.jaccard@wanadoo.fr>
Message-ID: <8g1g74$62j$1@wanadoo.fr>
Source record: 1745

New price for all Softjee software. All Softjee software are also included in a pack but you can buy each software separatly.

* Audiomid 90 FF (9 pounds, 15 USD)
* Devil Studio 190 FF (19 pounds, 30 USD)
* D.H.S. 290 FF (29 pounds,45 USD)
* D.T. 90 FF (9 pounrds,15 USD)
* Easy beat 90 FF (9 pounds,15 USD)
* Expand 2 190 FF (19 pounds, 30 USD)
* Midplay 90 FF (9 pounds,15 USD)
* Pretty 90 FF (9 pounds, 15 USD)

*** Softjee Pack (Audiomid, DHS,DT, Easy beat, Expand 2, Midplay, Pretty) : 990 FF (99 pounds)

Shipping : 20 FF (2 pounds, 4USD) exept for the Softjee pack (50 FF 5 pounds, 9USD)

Products informations : http://www.softjee.com
Informations at : softjee@softjee.com

--

Softjee
JACCARD Emmanuel
softjee@softjee.com
http://www.softjee.com
http://www.digital-tracker.com

5381. sales

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-20 00:00:00 UTC
From: LG2000 <laurent.g@wanadoo.fr>
Message-ID: <8g4eqjeoh6@wanadoo.fr>
Source record: 1746

http://aucland.free.fr

5382. New versions of OS/9

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8ilcci.aps.jedidiah@pyromania.mishnet>
Source record: 1651

Microware is still maintaining OS/9 and they're giving
out eval CD's (www.microware.com). 68K is still on their
list.

--

In what language does 'open' mean 'execute the evil contents of' |||
a document? --Les Mikesell / | \

Need sane PPP docs? Try penguin.lvcm.com.

5383. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8ilg40.atf.jedidiah@pyromania.mishnet>
Source record: 1652

On Wed, 24 May 2000 01:26:39 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>Iggy Drougge wrote in message <8gcnofhts2@dos.canit.se>...
>>Clockmeister <gerryvdb@tnet.com.au> skrev:
>>
>>: Iggy Drougge wrote in message <8g73jc$o70$1@dos.canit.se>...
>>:>Clockmeister <gerryvdb@tnet.com.au> skrev:
>>:>
>>:>: Iggy Drougge wrote in message <8fkf9s$8cg$5@dos.canit.se>...
>>:>:>Clockmeister <gerryvdb@tnet.com.au> skrev:
[deletia]
>>No, but give me a HD floppy (I have some here, mind you) and I'd certainly
>>be able to stuff it all onto it.
>
>Perhaps, but how much RAM are you going to need (realistically) to run that
>graphical web browser considering that you won't be able to use the
>harddrive?.

An 030 can still address quite a bit, so I don't see how that
could be an issue. There were people running 100M+ TT's back
when RAM was $50 or more per Meg.

>
>
>>
>>: Regardsless of the technology used, QNX still boots off a single floppy
>and
>>: the RAM requirement is negligable by todays standards.
>>
>>Then again, most computers have hard drives of several gigabytes today, so
>>the diskspace required is equally uninteresting.
>
>It's just a demo, not a complete OS, to show the efficiency of QNX.

It's enough of an OS to get 'common' work done.

[deletia]

--

In what language does 'open' mean 'execute the evil contents of' |||
a document? --Les Mikesell / | \

Need sane PPP docs? Try penguin.lvcm.com.

5384. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-23 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <6QdW4.52$7%5.4796@nsw.nnrp.telstra.net>
Source record: 1747

Iggy Drougge wrote in message <8g73jc$o70$1@dos.canit.se>...
>Clockmeister <gerryvdb@tnet.com.au> skrev:
>
>: Iggy Drougge wrote in message <8fkf9s$8cg$5@dos.canit.se>...
>:>Clockmeister <gerryvdb@tnet.com.au> skrev:
>:>
>:>: Iggy Drougge wrote in message <8f8n11ogt4@dos.canit.se>...
>:>:>Clockmeister <gerryvdb@tnet.com.au> skrev:
>:>:>

<snip>

>: Ok, but ISA is on it's way out, no argueing that.
>
>ISA has been on its way out for the last decade. We'll probably be with it
>for another decade.

Possibly, but I notice that there are fewer and fewer new ISA cards released
these days.

>
>:>: Old, outdated PC's. Most new motherboards have either no, or only 1 ISA
>:>: slot. ISA may not be dead in a legacy sense, but as far as today's
>:>: technology goes, ISA is finished.
>:>
>:>I wouldn't know, I'm one of those really odd people who actually doesn't
>:>throw out a computer which is only five years old. However, my friends
>:>with cable TV internet received nothing but ISA NE2000 cards.
>
>: I still use my Amiga occasionally, not to mention the 486 and 386's I
have
>: laying around.
>
>"Occasionally"? What does that mean?

When I'm not messing with BeOS or Linux. I still use my A2000 for Octamed
mainly, creating some noise to play guitar to.

<snip>

>:>:>: And I'll be one of the first to download QNX. The single floppy demo
>: was
>:>:>: fairly impressive - for what it was, but way too limited in
>:>: functionality.
>:>:>: That should change with the freebie :-)
>:>:>

>:>:>Pfah, it was a single floppy, all right, but a compressed RAM drive in
>:>:>reality. It wouldn't run on the 4 MB machine.
>:>
>:>: The first demo ran on a 6Mb RAM machine, but I think a later version
>:>: required 8 Mb. Compressed RAM drive or not, it still worked well.
>:>
>:>But it's cheating, that's what I'd like to point out. It isn't a floppy.
>:>It's a RAM disk.
>
>: But it still booted from a single floppy, didn't require a harddrive and
ran
>: a webbrowser. Who cares if it used a RAM disk, I don't consider that
>: cheating at all.
>
>Give Windows enough RAM, and it'll, too, run off a disk. WQell, perhaps
>not Windows, but I'm more impressed by AmigaOS actually running off an
>uncompressed DD disk than by QNX running off a compressed HD disk into a
>large RAM disk. It's just like the magician claiming to pull the cards out
>of nowhere, when he in fact has hidden them in his sleeve.

AmigaOS booted of a single DD floppy doesn't include a web browser either.
Regardsless of the technology used, QNX still boots off a single floppy and
the RAM requirement is negligable by todays standards.

<snip>

>:>Yep, but they run. A friend of mine runs his entire network through an
MCA
>:>Pentium PS/2 with Linux.
>
>: Linux requires fiddling to run at all on certain PS/2 models.
>
>Definitely. I still haven't got around ot it on mine.
>
>: MCA isn't that bad in theory, actually quite able
>:>to compete with PCI according to what I've heard, but its "autoconfig" or
>:>"plug'n'play" is appalling, requiring a disk-based configuration.
>
>: Right, and the configuration procedure can be quite painfull. (speaking
from
>: experience ;-(
>
>Oh yes, try to find the correct description files... Sigh.

Try http://members.aol.com/mcapage0/mcaindex.htm
and comp.sys.ibm.ps2.hardware

>: How come
>:>they throw BASIC into the ROM, but not the most basic config utilities?
>
>: Because IBM used to charge a pretty penny for the configuration disks, or
>: reference disks as they called them. The BASIC was just a remnant from

the
>: original IBM PC, including the casette support.
>
>IBM are bastards.

And they wonder why MCA went nowhere...

Regards,

Clockmeister.

5385. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-23 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <8gcnc0hts1@dos.canit.se>
Source record: 1748

JEDIDIAH <jedidiah@dementia.mishnet> skrev:
: On 20 May 2000 22:29:00 GMT, Iggy Drougge <optimus@canit.se> wrote:
:>
:>Give Windows enough RAM, and it'll, too, run off a disk. WQell, perhaps
:>not Windows, but I'm more impressed by AmigaOS actually running off an
:>uncompressed DD disk than by QNX running off a compressed HD disk into a
:>large RAM disk. It's just like the magician claiming to pull the cards out
:>of nowhere, when he in fact has hidden them in his sleeve.

: If it fits on the single boot disk, then it fits on the single
: boot disk end of story. It doesn't matter what 'better tech' is
: being used to get more out of the boot medium.

If it fit onto a single disk then it wouldn't eat up four megabytes of RAM
decompressing. It isn't any standard 1,44 floppy.

: The end result remains the same.

Oh, you're so pragmatic.

: [deletia]

: No version of Windows worth running is going to fit on a floppy.

I suppose you're correct there. Still, it's no that impressive a feat,
considering that it isn't Windows.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

5386. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-23 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <8gcnofhts2@dos.canit.se>
Source record: 1749

Clockmeister <gerryvdb@tnet.com.au> skrev:

: Iggy Drougge wrote in message <8g73jc$o70$1@dos.canit.se>...
:>Clockmeister <gerryvdb@tnet.com.au> skrev:
:>
:>: Iggy Drougge wrote in message <8fkf9s$8cg$5@dos.canit.se>...
:>:>Clockmeister <gerryvdb@tnet.com.au> skrev:

:>: Ok, but ISA is on it's way out, no argueing that.
:>
:>ISA has been on its way out for the last decade. We'll probably be with it
:>for another decade.

: Possibly, but I notice that there are fewer and fewer new ISA cards released
: these days.

You would have noticed that five years ago, too. ISA just isn't
particularly well suited to fast 3D accelerators or anything like that.
Still, it does its job, even though it's a horrible, horrible bus.

:>:>: Old, outdated PC's. Most new motherboards have either no, or only 1 ISA
:>:>: slot. ISA may not be dead in a legacy sense, but as far as today's
:>:>: technology goes, ISA is finished.
:>:>
:>:>I wouldn't know, I'm one of those really odd people who actually doesn't
:>:>throw out a computer which is only five years old. However, my friends
:>:>with cable TV internet received nothing but ISA NE2000 cards.
:>
:>: I still use my Amiga occasionally, not to mention the 486 and 386's I
: have
:>: laying around.
:>
:>"Occasionally"? What does that mean?

: When I'm not messing with BeOS or Linux. I still use my A2000 for Octamed
: mainly, creating some noise to play guitar to.

A2000? I thought you were an Amiga user.

: <snip>

:>:>:>: And I'll be one of the first to download QNX. The single floppy demo
:>: was
:>:>:>: fairly impressive - for what it was, but way too limited in
:>:>: functionality.
:>:>:>: That should change with the freebie :-)
:>:>:>

:>:>:>Pfah, it was a single floppy, all right, but a compressed RAM drive in
:>:>:>reality. It wouldn't run on the 4 MB machine.
:>:>
:>:>: The first demo ran on a 6Mb RAM machine, but I think a later version
:>:>: required 8 Mb. Compressed RAM drive or not, it still worked well.
:>:>
:>:>But it's cheating, that's what I'd like to point out. It isn't a floppy.
:>:>It's a RAM disk.
:>
:>: But it still booted from a single floppy, didn't require a harddrive and
: ran
:>: a webbrowser. Who cares if it used a RAM disk, I don't consider that
:>: cheating at all.
:>
:>Give Windows enough RAM, and it'll, too, run off a disk. WQell, perhaps
:>not Windows, but I'm more impressed by AmigaOS actually running off an
:>uncompressed DD disk than by QNX running off a compressed HD disk into a
:>large RAM disk. It's just like the magician claiming to pull the cards out
:>of nowhere, when he in fact has hidden them in his sleeve.

: AmigaOS booted of a single DD floppy doesn't include a web browser either.

No, but give me a HD floppy (I have some here, mind you) and I'd certainly
be able to stuff it all onto it.

: Regardsless of the technology used, QNX still boots off a single floppy and
: the RAM requirement is negligable by todays standards.

Then again, most computers have hard drives of several gigabytes today, so
the diskspace required is equally uninteresting.

:>: MCA isn't that bad in theory, actually quite able
:>:>to compete with PCI according to what I've heard, but its "autoconfig" or
:>:>"plug'n'play" is appalling, requiring a disk-based configuration.
:>
:>: Right, and the configuration procedure can be quite painfull. (speaking
: from
:>: experience ;-(
:>
:>Oh yes, try to find the correct description files... Sigh.

: Try http://members.aol.com/mcapage0/mcaindex.htm
: and comp.sys.ibm.ps2.hardware

Been there, done that. Still won't work. Where did I put my old ref disk?

:>: How come
:>:>they throw BASIC into the ROM, but not the most basic config utilities?
:>
:>: Because IBM used to charge a pretty penny for the configuration disks, or
:>: reference disks as they called them. The BASIC was just a remnant from
: the
:>: original IBM PC, including the casette support.

:>
:>IBM are bastards.

: And they wonder why MCA went nowhere...

Licensing scheme?

--
Vi mi¿½ste vara ri¿½dda om varandra
- det i¿½r det enda reciproka pronomen vi har.

5387. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-23 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8ik2ki.9j2.jedidiah@pyromania.mishnet>
Source record: 1750

On 23 May 2000 01:37:04 GMT, Iggy Drougge <optimus@canit.se> wrote:
>JEDIDIAH <jedidiah@dementia.mishnet> skrev:
>: On 20 May 2000 22:29:00 GMT, Iggy Drougge <optimus@canit.se> wrote:
>:>
>:>Give Windows enough RAM, and it'll, too, run off a disk. WQell, perhaps
>:>not Windows, but I'm more impressed by AmigaOS actually running off an
>:>uncompressed DD disk than by QNX running off a compressed HD disk into a
>:>large RAM disk. It's just like the magician claiming to pull the cards out
>:>of nowhere, when he in fact has hidden them in his sleeve.
>
>: If it fits on the single boot disk, then it fits on the single
>: boot disk end of story. It doesn't matter what 'better tech' is
>: being used to get more out of the boot medium.
>
>If it fit onto a single disk then it wouldn't eat up four megabytes of RAM
>decompressing. It isn't any standard 1,44 floppy.

So? I could manage to get ~ 1M uncompressed out of DD ST
formated FAT16 disks using a particular Frech Formatter
and impecable media as well as impecable hardware.

Use an extended FAT format with a HD disk and fairly mundane
levels of file compression and 4M on a floppy disk isn't that
much of a stretch.

>
>: The end result remains the same.
>
>Oh, you're so pragmatic.
>
>: [deletia]
>
>: No version of Windows worth running is going to fit on a floppy.
>
>I suppose you're correct there. Still, it's no that impressive a feat,
>considering that it isn't Windows.

That's not the point. QNX is infact a superset of Windows in
any of it's forms. It just so happens that QNX is both more
modular and more efficient than WinDOS.

--

In what language does 'open' mean 'execute the evil contents of' |||
a document? --Les Mikesell / | \

Need sane PPP docs? Try penguin.lvcm.com.

5388. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-24 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <J_yW4.58$ze6.10062@nsw.nnrp.telstra.net>
Source record: 1653

Iggy Drougge wrote in message <8gcnofhts2@dos.canit.se>...
>Clockmeister <gerryvdb@tnet.com.au> skrev:
>
>: Iggy Drougge wrote in message <8g73jc$o70$1@dos.canit.se>...
>:>Clockmeister <gerryvdb@tnet.com.au> skrev:
>:>
>:>: Iggy Drougge wrote in message <8fkf9s$8cg$5@dos.canit.se>...
>:>:>Clockmeister <gerryvdb@tnet.com.au> skrev:
>
>:>: Ok, but ISA is on it's way out, no argueing that.
>:>
>:>ISA has been on its way out for the last decade. We'll probably be with
it
>:>for another decade.
>
>: Possibly, but I notice that there are fewer and fewer new ISA cards
released
>: these days.
>
>You would have noticed that five years ago, too. ISA just isn't
>particularly well suited to fast 3D accelerators or anything like that.
>Still, it does its job, even though it's a horrible, horrible bus.

A relic from the dark days of the original IBM PC.

>:>:>: Old, outdated PC's. Most new motherboards have either no, or only 1
ISA
>:>:>: slot. ISA may not be dead in a legacy sense, but as far as today's
>:>:>: technology goes, ISA is finished.
>:>:>
>:>:>I wouldn't know, I'm one of those really odd people who actually
doesn't
>:>:>throw out a computer which is only five years old. However, my friends
>:>:>with cable TV internet received nothing but ISA NE2000 cards.
>:>
>:>: I still use my Amiga occasionally, not to mention the 486 and 386's I
>: have
>:>: laying around.
>:>
>:>"Occasionally"? What does that mean?
>
>: When I'm not messing with BeOS or Linux. I still use my A2000 for Octamed
>: mainly, creating some noise to play guitar to.
>
>A2000? I thought you were an Amiga user.

An A2000 isn't an Amiga?. It served it's purpose as my main computer until a couple of years ago.

<snip>

>: AmigaOS booted of a single DD floppy doesn't include a web browser either.
>
>No, but give me a HD floppy (I have some here, mind you) and I'd certainly
>be able to stuff it all onto it.

Perhaps, but how much RAM are you going to need (realistically) to run that graphical web browser considering that you won't be able to use the harddrive?.

>
>: Regardsless of the technology used, QNX still boots off a single floppy and
>: the RAM requirement is negligable by todays standards.
>
>Then again, most computers have hard drives of several gigabytes today, so
>the diskspace required is equally uninteresting.

It's just a demo, not a complete OS, to show the efficiency of QNX.

>:>: MCA isn't that bad in theory, actually quite able
>:>:>to compete with PCI according to what I've heard, but its "autoconfig" or
>:>:>"plug'n'play" is appalling, requiring a disk-based configuration.
>:>
>:>: Right, and the configuration procedure can be quite painfull. (speaking
>: from
>:>: experience ;-(
>:>
>:>Oh yes, try to find the correct description files... Sigh.
>
>: Try http://members.aol.com/mcapage0/mcaindex.htm
>: and comp.sys.ibm.ps2.hardware
>
>Been there, done that. Still won't work. Where did I put my old ref disk?

Download them from ibm.com, they're free now.

>
>:>: How come
>:>:>they throw BASIC into the ROM, but not the most basic config utilities?
>:>
>:>: Because IBM used to charge a pretty penny for the configuration disks, or
>:>: reference disks as they called them. The BASIC was just a remnant from
>: the
>:>: original IBM PC, including the casette support.
>:>
>:>IBM are bastards.

>
>: And they wonder why MCA went nowhere...
>
>Licensing scheme?

IBM wanted a substantial royalty from any manufacturer that produced/sold systems incorporating MCA. A royalty on _every_ computer sold with MCA in fact.

Most manufacturers, with a few exceptions, decided IBM could stick their royalties and the MCA bus where the sun don't shine.

Regards,

Clockmeister.

5389. Fwd: ZDNet G4 vs. PIII/Athlon benchmarks

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-27 00:00:00 UTC
From: Chunks <noone@nunyabuzzwak.com>
Message-ID: <noone-1E654B.20111126052000@bigmomma.idirect.com>
Source record: 1654

So the Pathetic Pseudo-Apple Salesman the 'Clap has been parrotting
the tired and untrue claim that the G4 is "Twice As Fast!" as its
equivalent Pentium III? Think Different.

> From: nospam@nospam!.kom (Steve Nospam)
> Subject: ZDNet G4 vs. PIII/Athlon benchmarks
> Date: Fri, 26 May 2000 19:10:44 GMT
> Newsgroups: comp.sys.mac.advocacy
> Message-ID: <392ec9b2.23847661@nntp.service.ohio-state.edu>
>
> ZDNet has published some benchmarks comparing the 500 MHz G4 with 866
> MHz PIIIs (Via Apollo Pro 133a and i820), 1000 MHz PIII (i820) and
> 1000 MHz Athlon.
>
> The 866 MHz PIII was faster than the 500 MHz G4 in all benchmarks
> except MetaCreations Canoma 1.0 QuickTime Movie Creation and Adobe
> Photoshop 5.5 Unsharpen Mask and Polar Coordinates.
>
> Enjoy... or not ;-)
>
> ***************
> Heuris MPEG Power Pro
> MPEG encoding
> <time in seconds; lower is better>
> 500 MHz G4: 219
> 866 MHz PIII (Via 133a): 194
> 866 MHz PIII (i820): 185
> 1000 MHz PIII (i820): 145
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10546,00.html)
> ***************
>
> ***************
> Java VM
> <higher is better>
> 500 MHz G4: 40583
> 866 MHz PIII (Via 133a): 87091
> 866 MHz PIII (i820): 95048
> 1000 MHz PIII (i820): 96551
> 1000 MHz Athlon: 117152
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-2911,00.html)
> ***************
>
> ***************
> Load Complex Webpage

> <time in seconds; lower is better>
> 500 MHz G4: 48
> 866 MHz PIII (Via 133a): 12
> 866 MHz PIII (i820): 11
> 1000 MHz PIII (i820): 11
> 1000 MHz Athlon: 13
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-3185,00.html)
> **********
>
> **********
> Deneba Canvas 7.0 Screen Redraw
> <time in seconds; lower is better>
> 500 MHz G4: 50
> 866 MHz PIII (Via 133a): 39
> 866 MHz PIII (i820): 39
> 1000 MHz PIII (i820): 34
> 1000 MHz Athlon: 37
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10547,00.html)
> **********
>
> **********
> Deneba Canvas 7.0 Export to HTML
> <time in seconds; lower is better>
> 500 MHz G4: 6
> 866 MHz PIII (Via 133a): 5
> 866 MHz PIII (i820): 5
> 1000 MHz PIII (i820): 5
> 1000 MHz Athlon: 5
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10548,00.html)
> **********
>
> **********
> MetaCreations Canoma 1.0 Texture Application
> <time in seconds; lower is better>
> 500 MHz G4: 120
> 866 MHz PIII (Via 133a): 103
> 866 MHz PIII (i820): 74
> 1000 MHz PIII (i820): 64
> 1000 MHz Athlon: 52
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10551,00.html)
> **********
>
> **********
> MetaCreations Canoma 1.0 Play Video
> <time in seconds; lower is better>
> 500 MHz G4: 58
> 866 MHz PIII (Via 133a): 49
> 866 MHz PIII (i820): 40
> 1000 MHz PIII (i820): 40
> 1000 MHz Athlon: 43

> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10553,00.html)
> **********
>
> **********
> MetaCreations Canoma 1.0 QuickTime Movie Creation
> <time in seconds; lower is better>
> 500 MHz G4: 123
> 866 MHz PIII (Via 133a): 540
> 866 MHz PIII (i820): 540
> 1000 MHz PIII (i820): 460
> 1000 MHz Athlon: 452
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10556,00.html)
> **********
>
> **********
> Adobe Illustrator 8.0 Screen Redraw
> <time in seconds; lower is better>
> 500 MHz G4: 9
> 866 MHz PIII (Via 133a): 6
> 866 MHz PIII (i820): 6
> 1000 MHz PIII (i820): 5
> 1000 MHz Athlon: 4
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10563,00.html)
> **********
>
> **********
> Adobe Photoshop 5.5 Unsharpen Mask
> <time in seconds; lower is better>
> 500 MHz G4: 10
> 866 MHz PIII (Via 133a): 22
> 866 MHz PIII (i820): 20
> 1000 MHz PIII (i820): 20
> 1000 MHz Athlon: 33
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10565,00.html)
> **********
>
> **********
> Adobe Photoshop 5.5 Twirl
> <time in seconds; lower is better>
> 500 MHz G4: 4
> 866 MHz PIII (Via 133a): 4
> 866 MHz PIII (i820): 4
> 1000 MHz PIII (i820): 4
> 1000 MHz Athlon: 3
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10566,00.html)
> **********
>
> **********
> Adobe Photoshop 5.5 Polar Coordinates
> <time in seconds; lower is better>

> 500 MHz G4: 4
> 866 MHz PIII (Via 133a): 9
> 866 MHz PIII (i820): 9
> 1000 MHz PIII (i820): 9
> 1000 MHz Athlon: 7
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10567,00.html)
> **********
>
> **********
> Adobe Photoshop 5.5 Lighting Effects
> <time in seconds; lower is better>
> 500 MHz G4: 15
> 866 MHz PIII (Via 133a): 10
> 866 MHz PIII (i820): 10
> 1000 MHz PIII (i820): 8
> 1000 MHz Athlon: 11
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10568,00.html)
> **********
>
> **********
> MetaCreations Bryce 4.0 Raytracing Rendering
> <time in seconds; lower is better>
> 500 MHz G4: 1449
> 866 MHz PIII (Via 133a): 1127
> 866 MHz PIII (i820): 1130
> 1000 MHz PIII (i820): 978
> 1000 MHz Athlon: 866
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10569,00.html)
> **********
>
> **********
> Netscape LCP
> <time in seconds; lower is better>
> 500 MHz G4: 57
> 866 MHz PIII (i820): 31
> 1000 MHz PIII (i820): 31
> 1000 MHz Athlon: 37
> (http://www.zdnet.com/pcmag/stories/benchmark/0,9834,190469-10571,00.html)
> **********
>
>
>
> -Steve
>
> *The only thing certain about the future is that it hasn't happened yet.*

5390. Re: MILAN II NEWS !

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-28 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@wanadoo.be>
Message-ID: <959491580-043962AEicMi@wanadoo.be>
Source record: 1655

From: sinclap <sinclap@nospam.net>
Date: Thu, 18 May 2000 05:41:13 GMT

>Jeeez.....Why is it so difficult to bring out this blasted box? All
>the Jihads were jumping up and down that this baby would be available
>by March/April.
Well... come and join the party.... your precious OS X has been delayed
also, if a multi-zillion $ company backed by M$ money can't even release
their next shitty OS in time, what the hell are you shouting about?

>It's only a 68k box for christ sakes! Plus Motorola is building it.
Remember when Motorola build PPC clones? they were so darn good, that the
shit ran down Apple's pants, and they withdrew the licence... compared to
the iMac crap Apple is building now, I think we Jihads are a very lucky
bunch. Don't even try mentioning the G4's.... it's the iMac which keeps
Apple floating...

>sinclap!
>somewhere in the state of mn!
Who the hell cares?
From: sinclap <sinclap@nospam.net>
Date: Thu, 18 May 2000 05:41:13 GMT
^^^^^^^^^^^^
Hey sinclap... why don't you try set your clocksettings right, or is that
to difficult for you?

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5391. If Using A Mac Is so Easy for the 'Clap....

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-29 00:00:00 UTC
From: Mayor Of R'lyeh <ev515o@hotmail.com>
Message-ID: <noone-A5CF7C.09053629052000@bigmomma.idirect.com>
Source record: 1656

...why does it cause so many problems for people?

The APA has a study that claims to show a link between playing video games and violent behavior. Upon reading the thing you notice that they only tested people using a Mac. Could it be that using the Mac is what caused this increase in violent behavior? I know the few times I've used one its so-called 'intuitive' GUI struck me as the most illogical thing I've ever seen and nearly drove me 'round the bend.

The relevant passage is:

"For the first session, participants were scheduled in pairs to come into the laboratory for 1 hour. Upon arriving at the laboratory, each participant was escorted to a cubicle that contained an intercom and a chair facing a color Macintosh computer equipped with a voice key (MacRecorder) and a pair of headphones. A female experimenter asked each participant to read and sign a consent form, to read a brief overview of the study, and to familiarize themselves with instructions that explained how to play the video game to which they were assigned (either Myst or Wolfenstein 3D). The experimenter then informed the participant that she would contact them when she was ready to begin and closed the door to the participant's cubicle."

The full text is at:
http://www.apa.org/journals/psp/psp784772.html

Could this be real cause of the drought of games for the Mac? Are Game makers just being socially responsible?
Cuss and discuss.

--

Every Mac user is an idiot. Every goddamned one of us.

Andy Walton
3/19/2000

5392. Re: Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-30 00:00:00 UTC
From: VE6HY <VE6HY@calcna.ab.ca>
Message-ID: <393499DB.92489F33@calcna.ab.ca>
Source record: 1657

It is almost June ï¿½ I thought the Milan was going to be in Canader in March

Still not holding my breath

The Canadian Curmudgeon (in fall-like Calgary where frost is forecast tonite)

5393. Re: New versions of OS/9

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-31 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <rAZY4.258011$Kv2.474719@quark.idirect.com>
Source record: 1658

On 23 May 2000 16:28:02 , JEDIDIAH wrote:
: Microware is still maintaining OS/9 and they're giving : out eval CD's
(www.microware.com). 68K is still on their
: list.

yes, i just received a CD from them.
unfortunately, although i asked for a m68k version,
i received a x86 version. :-(
apparently needs windows nt to run?
maybe that is the demo only.
ken

5394. Audio software cheaper !

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-31 00:00:00 UTC
From: Softjee <emmanuel.jaccard@wanadoo.fr>
Message-ID: <8h2d4vljs1@wanadoo.fr>
Source record: 1659

New price for all Softjee software. All Softjee software are also included in a pack but you can buy each software separatly.

* Audiomid 90 FF (9 pounds, 15 US Dollars)
* Devil Studio 190 FF (19 pounds, 30 US Dollars)
* D.H.S. 290 FF (29 pounds,45 US Dollars)
* D.T. 90 FF (9 pounrds,15 US Dollars)
* Easy beat 90 FF (9 pounds,15 US Dollars)
* Expand 2 190 FF (19 pounds, 30 US Dollars)
* Midplay 90 FF (9 pounds,15 US Dollars)
* Pretty 90 FF (9 pounds, 15 US Dollars)
* Softjee Pack (Audiomid, DHS,DT, Easy beat, Expand 2, Midplay, Pretty) : 990 FF (99 pounds,139 US Dollars)

You can command directly from Softjee.

Shipping : 20 FF (2 pounds, 4US Dollars) exept for the Softjee pack (50 FF 5 pounds, 9US Dollars)

Products informations : http://www.softjee.com
Informations at : softjee@softjee.com

--

Softjee
softjee@softjee.com
http://www.softjee.com
http://www.digital-tracker.com

5395. Re: MILAN II NEWS !

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-31 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <310520001239558407%sinclap@nospam.net>
Source record: 1660

In article <959491580-043962AEicMi@wanadoo.be>, Dennis Vermeire
<dennis.vermeire@wanadoo.be> wrote:

> From: sinclap <sinclap@nospam.net>
> Date: Thu, 18 May 2000 05:41:13 GMT
>
> >Jeeez.....Why is it so difficult to bring out this blasted box? All
> >the Jihads were jumping up and down that this baby would be available
> >by March/April.
> Well... come and join the party.... your precious OS X has been delayed
> also, if a multi-zillion $ company backed by M$ money can't even release
> their next shitty OS in time, what the hell are you shouting about?

Mac X public beta will be here summer time most likely at MacWorld in
July...Nice try! Lets see...What did Apple release this year in terms
of hardware and software?

> >It's only a 68k box for christ sakes! Plus Motorola is building it.
> Remember when Motorola build PPC clones? they were so darn good, that the
> shit ran down Apple's pants, and they withdrew the licence... compared to
> the iMac crap Apple is building now, I think we Jihads are a very lucky
> bunch. Don't even try mentioning the G4's.... it's the iMac which keeps
> Apple floating...

The G4's drive the margins that fatten the profits. What does the
clones have to do with the no show of the Milan? The Mac clones are
old news...

> >sinclap!
> >somewhere in the state of mn!
> Who the hell cares?

Best state since slice toast!

> From: sinclap <sinclap@nospam.net>
> Date: Thu, 18 May 2000 05:41:13 GMT
> ^^^^^^^^^^^^
> Hey sinclap... why don't you try set your clocksettings right, or is that
> to difficult for you?

Thats my ISP...

>
> Cheers from Belgium
> Dennis

sinclap!
-somewere in mn!
-waiting patiently for the backordered field pismo!

5396. Re: MILAN II NEWS !

Newsgroup: comp.sys.atari.advocacy
Date: 2000-05-31 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613263976-64032AEicMi@bfree.on.ca>
Source record: 1661

>From: Dennis Vermeire <dennis.vermeire@wanadoo.be>
>Date: Sun, 28 May 2000 01:41:14 +0200
>Subject: Re: MILAN II NEWS !

>From: sinclap <sinclap@nospam.net>
>Date: Thu, 18 May 2000 05:41:13 GMT

>.....your precious OS X has been delayed
>also, if a multi-zillion $ company backed by M$ money can't even release
>
>their next shitty OS in time, what the hell are you shouting about?

ROTFLOL:-).

You know some Mac Advocates must believe their shit doesn't stink,
because each time he pulls his head out of his ass, he starts talking
again. Phew!!!

>>It's only a 68k box for christ sakes! Plus Motorola is building it.

>Remember when Motorola build PPC clones? they were so darn good, that
>the
>shit ran down Apple's pants, and they withdrew the licence... compared
>to
>the iMac crap Apple is building now, I think we Jihads are a very lucky
>bunch. Don't even try mentioning the G4's.... it's the iMac which keeps
>Apple floating...

Really? I thought it was Adobes Midi Software:-).

>>sinclap!
>>somewhere in the state of mn!

>Who the hell cares?

Probably the people in mn.

>Cheers from Belgium
>Dennis

Cheers:-).

5397. Milan News - "Vapor" This, 'Clap!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-04 00:00:00 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <noone-460603.09571004062000@bigmomma.idirect.com>
Source record: 1662

some news on the upcoming Milan II.

Perhaps the 'Clap, who is obviously simmering after the one-two-three punch of no Mac OSX this summer, iMac sales tanking, and one of his mortal enemies getting a web site job, will now do the honorable thing and flush himself down the crapper along with his now-worthless Corel stock....

Hello,
Received a flyer today with news about the Atari/Amiga expo in Neuss. I quote :
The new Milan II will definitely be presented on a 60m2 stand.
The national and international press will be present as well as the TV (there will be a 8
minute WDR broadcasting about the Milan on June 10th.
Besides the presentation of the Milan II, there will be many new Milan II goodies : new
comfortable System-Manager, Resolution-Switcher with integrated Themes-Manager, new
glow-Icons and more.
If the system sells well, computers with integrated TFT display, Milan based Web-Pads,
Tos compatible Pocket organisers will follow.
Presentation of design-studies for the next generation Milans (PPC ?)
Presentation of the new Milan HDrecording software "Take".
Bubbles will be the new official Milan screensaver.
New version of CD recorder 3
Introduction of the "Papyrus killer" : Tempus Word 4.0 (scanning integrated)
etc.......etc......etc........
Also sensational Amiga presentations !

See you in Neuss
Dan

Milan 040 - Magic Milan

and now, some reactions to this: which will further dilute the 'Clap's noise pollution. (of course, this can be miminized if he gargles with Drano....)

Hello Lyndon,

>>Besides the presentation of the Milan II, there will be many new Milan II goodies : new
>>comfortable System-Manager, Resolution-Switcher with integrated

Themes-Manager,
>new
>>glow-Icons and more.
>
>Glow-icons?! - sounds smart anyway

They were shown in the German mag STC. They look nice and start to
"glow" when selected
If Milan wants to sell to new customers, the looks have to be good.
>
>>Bubbles will be the new official Milan screensaver.
>Bubbles is ancient isn't it?

Maybe it has been updated ? I'll try to find out.

>>Introduction of the "Papyrus killer" : Tempus Word 4.0 (scanning
integrated)
>Well never tried Tempus (own papyrus). It must be good to beat
>Tempus.

You can download a "pre" version at http://www.tempus-word.de
After years of silence the development of this well known word processor
software (in
Germany) is continued. I heard a rumour that it will be translated in
English. It is said
that M$ took it as an example for it's wordprocessor.
>
>>Also sensational Amiga presentations !
>Hmm yeah OK. I think the Atari side will will win people over.

I hope it doesn't end in a riot between Atari and Amiga users :-)
>
>
>>See you in Neuss
>I wish I could be there :-(

I'll try to make a report on this newsgroup.
>
>I would be great to see Atari back in the press for the right reasons.

The TV broadcasting of 10-6-2000 will be shown as AVI or another format
(if the WDR gives
permission) via Karsten Schaefer's site :
http://www.geocities.com/karsten_schaefer/milan_e.htm

Cheers
Dan
Milan 040 - Magic Milan

5398. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <040620001434481636%dreibel@idirect.com>
Source record: 1663

In article <280420001128249895%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <39023866.2FDCCE3F@ihug.co.nz>, J WILKINSON
> <jwandjw@ihug.co.nz> wrote:
>
> > Hi there,
> >
> > sinclap wrote:
> > >
> > > Where's Milan II?
> >
> > Not far away now.
> >
> > Machines are being delivered to developers very soon, and after that they
> > will go on sale en masse by late northern hemisphere summertime, if what
> > Milan are saying is true.
>
> Sounds like the same old Atari with Sam T calling the shots..Meanwhile
> the other guys are working on the fourth revisions..

nope, no Tramiels to screw things up.

Meanwhile, Mac OS-X is late again (as usual), they're promising
double-processor G4 systems without giving a firm release date (as
usual), and TiFKAS is still parrot-sheeping the Jobs part line without
having a single independant thought in his head (as usual)....

>
> A pipe dream!

and what has TiFKAS been smoking? He's claiming that Atari is dying,
and yet the success of the Milan project has him wibbling on and on in
full damage control mode.

In the meantime, there's been a lot of news on the software
development front. Papyrus Office is out NOW, and in an English version
to boot too! Tempus Office is out NOW. Word is that Milan's going to be
showing off a new CD-ROM recorder package at the launch, it'll be cool
if it turns out it's bundled with the computer....

5399. Re: (OT) Diablo II for Mac? The 'Clap Will have To Wait....

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <040620001427305263%dreibel@idirect.com>
Source record: 1664

In article <300420002316182813%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <noone-C9930A.13200930042000@bigmomma.idirect.com>,
> <winguy@my-deja.com> wrote:
>
> Hi 'Chunks'! Why so quiet lately? Do you have a lady friend that
> gives a rats ass about you?
>
hmm, interesting. Someone else has taken it upon them to take the
mantle of "Chunks" and and use it to bludgeon TiFKAS with. How
interesting, indeed.

BTW, TiFKAS, reason I haven't been replying as of late is that I've
been busy selling BBQs with the store. And I'm reaping the benefit.

Don't you have a mommy and daddy who gives a rat's ass about you? If
they did, they would install Net Nanny on your computer.

But then, I guess the Mac Community doesn't care about you,
either....

5400. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <040620001453349380%dreibel@idirect.com>
Source record: 1665

In article <300320002240072505%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> Where? Just in Europe? Still vapor in the states..

well, if it's out in Europe, them it's not "vapour".

Now, on the other hand, those dual G4 Macs that were promised for
release, with no set date and are nowhere to be seen ANYWHERE on earth,
is the very epitome of "vapour". Not unlike the methane-like smell that
emulates from TiFKAS' mouth whenever he speaks his mind.

>
> sinclap!
>
> somewere at the Mall of America!

washing the floors and sweeping the trash......

5401. Re: Milan News - "Vapor" This, 'Clap!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-04 00:00:00 UTC
From: VE6HY <VE6HY@calcna.ab.ca>
Message-ID: <393A9B97.BB0ED0AB@calcna.ab.ca>
Source record: 1666

"Dan (by way of Chunks)" wrote:
>
> some news on the upcoming Milan II.

Didn't hold me breath waiting for Milan I in Canader - and won't hold
it waiting for Milan II - when - by 2002 ??

The Canadian Curmudgeon (who would rather use an existing computing
engine rather than one totally unavailable)

5402. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <040620001449194043%dreibel@idirect.com>
Source record: 1667

In article <170420001556368481%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> http://sfgate.com/cgi-bin/article.cgi?file=/c/a/2000/04/17/BU1016CH.DTL
>
> --
>
>
>
> Power Mac Bests the Gigahertz PCs
>
>
>
> Henry Norr Monday, April 17, 2000
>
>
> --
>
>
> During the past 18 months, while top PC processor speeds have jumped
> from 450 megahertz to a gigahertz, the PowerPC chip used in Apple
> Macintoshes has climbed only from 400 to 500 megahertz.
>
> But the PowerPC has always been able to get more work done in each clock
> cycle than Intel and Advanced Micro Devices processors.

<snip>

ironic that TiFKAS is posting this mindless drivel as usual, while
at the same time MacAddict Magazine (a magazine TiFKAS hates because
they won't kiss Steve Jobs' ass) has posted some very really different
results when putting a G4 up against an Athlon 1GHz machine. Even they
were honest enough to admit that the Athlon was better at many of the
tasks in Photoshop than the G4, and it was only with the Velocity
Engine that the G4 had a slight edge over the Athlon.

MacAddict tells the truth. TiFKAS the prevaricator and useless troll
has been known to make things up from whole cloth. Who do we trust?

Oh, and speaking of which - it seems TiFKAS, who has crowed long and
loud about how "Newsreaders Are Obsolete!", is also a hypocrite. Looky
at what I found in the header of the message I'm replying to:

> Message-ID: <170420001556368481%sinclap@nospam.net>
> MIME-Version: 1.0
> Content-Type: text/plain; charset=ISO-8859-1

> Content-transfer-encoding: 8bit
> User-Agent: YA-NewsWatcher/4.2.4
^^^^^^^^^^^^^^^^^^^^

what's wrong, TiFKAS? Did Deja give you the old heave-ho because they found out you were using their service to scrawl your childish drivel on our walls? Or did it turn out that Deja was not as "perfect" as you thought? Or were you too cheap to register with Deja?

BTW, TiFKAS - YA NewsWatcher is now at version 5.0.1. What's wrong, can't your "superior" Mac run this program? :)

5403. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-7D623C.15160604062000@bigmomma.idirect.com>
Source record: 1668

In article <050420000908316047%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <613288662-28604AEicMi@bfree.on.ca>, Brian Van Tilborg
> <madmax@bfree.on.ca> wrote:
>
> > >From: sinclap <sinclap@nospam.net>
> > >Date: Sun, 02 Apr 2000 19:00:18 GMT
> > >Subject: Re: Forsale Part II
> > >
> > >In article <954544120-105408AEicMi@bfree.on.ca>, Brian Van Tilborg
> > ><madmax@bfree.on.ca> wrote:
> > >
> > >> For those who have been enquiring.
> > >>
> > >> I bought an iMac.
> >
> > >Why? How could you do this to 'chunk's'---)
> >
> > >sinclap!
> >
> > Whos Chunks? Do you mean you? How could I join your rank and file?
>
> Chunk's is the one and only VP of TAF...Who has been absent lately..I
> wonder if it has to do with a lady friend.

no he's not - he's the guy who suddenly appeared out of nowhere and
started kicking the crap out of you, TiFKAS....
>
> > Simple! I want to learn to use Midi, and the best product available,
> > according to you was the iMAC. Now if you could direct me to that
> > valuable Adobe Midi Software you mentioned earlier....
>
> Adobe makes midi software...Thats new to me...

funny, you were the one who claimed to be at a "MIDI Expo" and
claimed to have seen new MIDI software developed by Adobe....

5404. Re: confirmed - Linux package for Milan II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-1800C3.15280004062000@bigmomma.idirect.com>
Source record: 1669

In article <040520000022075763%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <noone-B950E1.17443102052000@bigmomma.idirect.com>, Martin
> Graiter <graiter@starmail.com> wrote:
>
> >
> > so that well-known Mac Idiot, the 'Clap, has been crowing that the
> > Milan II is vaporware.
> >
> > well lookee here, here's news of a major new project that will bring
> > the strength of the Linux platform - and its many great applications
> > like Netscape and Corel Wordperfect - as an available bootable option.
> > And companies like SuSE don't develop for vaporware platforms.
>
> Why wait? You can get a box to run Linux today? So you need Linux to
> run decent apps?

no, that you actually have an OPTION, pinhead! As it has been stated
in the Milan master plan, a Linux port has always been planned for the
Milan II. Compare this to the Mac, where Apple actively prevented BeOS
from developing a version of their software to run on G3/G4s. Jobs
afraid that Be would show up how bloated and buggy Mac OS 8/9 has become?

>
> > The 'Clap is a disease - and the truth is the cure.....
>
> Just stated a reason not to wait for vapor.

Milan II is not "vapour". The dual processor G4 tower Apple is
promising without setting a date for release is the epitome of vapour.

Oh, is the Milan II "vapour" because they set the date of release
back? Happens all the time in the industry. By TiFKAS' own yardsticks,
Mac OS-X - promised "this summer" and now set back - is the very epitome
of the definition of "vapour".

>
> > : Well a friend of mine contacted Suse about this, better
> > : he contacted the right person there and the answer was
> > : that Suse is working on a 68040/68060 compilation, which
> > : can be used on the Amiga and Apple plaform, but they are
> > : going to compile a special Milan II version.
> >
>
>

> Jesus Chri....Who does 040/060 today? Guess the Atari Jihads have no
> choice but to be constantly behind. It's expected..

and, according to TiFKAS yardsticks, any '040 Mac is "junk".

Or, funny enough, the G3/G4 is now officially "yester-decade
technology"....

>
> > Excellent news! SuSE is my favourite Linux distribution
> > for the PC, structured, logical and comfortable. They're
> > also a *leading* Linux company, in the sense that they
> > develop drivers and add new system features no one else
> > has come up with before. Like support for more RAM etc.
> > For instance, they're the first company to offer it's
> > distriution on DVD. So instead of six CD:s containing SuSE
> > Linux, you only need one.
>
>
> No thanks...I'l stick with X on my new Pismo PB...

a pretend Powerbook?....

5405. Re: Court dismisses Sony's claims again, TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-04 00:00:00 UTC
From: Chunks <noone@nunyabuzzwak.com>
Message-ID: <noone-DAD51D.15360304062000@bigmomma.idirect.com>
Source record: 1670

In article <180520000048551951%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> Once again Chunk's...Read it and file in your wrong pile...
>
> http://macweek.zdnet.com/2000/05/14/0516connwins.html
>
ahh, but they only ruled on 9 of the 11 charges. Which means the case
is still active.

but, of course, it all boils down to the fact that TiFKAS, who
claimed that Sony would be doing a licencing deal with Connectix RSN,
has failed in his prediction.

And the fact that Connectix must be losing money hand over fist - in
light of the fact that there are STILL stores stuck with the original
release, now selling them at fire-sale prices well below the MSRP, isn't
helping.

oh, and BTW, Bleem is now being officially sued by Sony.

5406. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-285986.15471904062000@bigmomma.idirect.com>
Source record: 1671

In article <090420000008533198%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <8chfvo$7h1$1@news.sysnet.net.tw>, Bruce H. Campbell
> <bcampbel@nospamwanted.org> wrote:
>
> > You're really making an ass of yourself sinclap!
>
> Critics are a dime a dozen. Your statement has no bearing...

ah, but it does. You see, I know Bruce. He's a knowledgable guy, and
he knows what he's talking about regarding his MIDI work and projects.
He's also a keen gearhead. He also knows who's acting like an ass and
who isn't

Compare this to TiFKAS, who has constantly had his ass handed back to
him on a platter with a side of mint sauce by pros like Particle Salad
and Brian Van Tilbourg whenever TiFKAS tried to bluff his way through
topics he knows absolutely nothing about.

TiFKAS will only start to have the smallest shred of credibility when
he reveals who employs him, who his supervisor is, and the number where
said supervisor can be reached. Or are you afarid the "Atari Jihads" are
"out to get you", COWARD?

5407. Sinclap is an Apple Power Rep....

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-05 00:00:00 UTC
From: "Triumph, The Insult Comic Dog" <triumph@insult.dog>
Message-ID: <triumph-091435.21175004062000@bigmomma.idirect.com>
Source record: 1672

....for me to poop on!

5408. Re: confirmed - Linux package for Milan

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <T8X_4.60$vV5.264@newsfeed.slurp.net>
Source record: 1673

>> Why wait? You can get a box to run Linux today? So you need Linux to
>> run decent apps?
>
> no, that you actually have an OPTION, pinhead! As it has been stated
>in the Milan master plan, a Linux port has always been planned for the
>Milan II. Compare this to the Mac, where Apple actively prevented BeOS
>from developing a version of their software to run on G3/G4s. Jobs
>afraid that Be would show up how bloated and buggy Mac OS 8/9 has become?

The Hades runs Linux just fine except you must boot it from TOS in the
256 color mode. I hear that it is possible to change the video mode to
32k, 64k or 24-bit. I am looking into that now. I am wondering if the
Linux version for the Milan ii will be any different. I am thinking on
getting a Milan, but will wait to see how things go. The Hades is
serving me well and I am in now hurry to switch. But if I did, I would
still keep the Hades and use it mainly for Linux.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5409. TAF Flea Market June 21st

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-08 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-3E827A.07414108062000@bigmomma.idirect.com>
Source record: 1674
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

agenda for the Toronto Atari Federation meeting of June 21st, 2000, 7:00 PM:

COME ONE, COME ALL to the first TAF FLEA MARKET of the new millenium!

TAF's famous flea markets have always been a great way for fellow Atari users to find the hardware and software they need to improve the Atari computing experience, or to sell what they don't need anymore. As well, it gives them a chance to associate with fellow Atarians. Sell your old stuff, find yourself a treasure!

this particular Flea Market will also give TAF a chance to sell some pieces of equipment that they don't need anymore to homes where they will get more use. And there's some interesting pieces we've amasssed over the years, so you may want to check this out.

As well, the Mario Becroft solutions (VGA adaptor, Mouse Adaptor, QWERTYX, IDE Board) will also be offered for sale. These items are a great way to use modern peripherals with your classic systems.

Admission - FREE
Tables - FREE

Please note - TAF does not support piracy. Anyone selling pirated or stolen goods will be prosecuted to the full extent of the law!

So come on out and have a great time at the TAF Flea Market! We'll see you there!

TORONTO ATARI FEDERATION User Group meetings are held on the third Wedsnday of the month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge Street at Parkhome Avenue. Parking garage inside the complex. Those using public transport can take the TTC's Yonge/University/Spadina line to North York Centre Station. Meetings start 7:00 PM, $2.00 to non-members. Membership is $25 CDN a year, and includes a subscrition to the TAF newsletter PHOENIX. A membership in TAF IS Atari support!

TAF Home Page: http://taf.atari.org
Ken Macdonald, TAF President + Mario Becroft agent: 416-533-0504 or anarkist@idirect.com
Dan Dreibelbis, TAF Vice-President and Sinclap Tamer: 416-766-4743 or dreibel@idirect.com

5410. Re: (OT) Diablo II for Mac? The 'Clap Will have To Wait....

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-09 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <090620000214402041%sinclap@spammers.suck>
Source record: 1675

In article <040620001427305263%dreibel@idirect.com>, Daniel L.
Dreibelbis <dreibel@idirect.com> wrote:

> In article <300420002316182813%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <noone-C9930A.13200930042000@bigmomma.idirect.com>,
> > <winguy@my-deja.com> wrote:
> >
> > Hi 'Chunks'! Why so quiet lately? Do you have a lady friend that
> > gives a rats ass about you?
> >
> hmm, interesting. Someone else has taken it upon them to take the
> mantle of "Chunks" and and use it to bludgeon TiFKAS with. How
> interesting, indeed.
>
> BTW, TiFKAS, reason I haven't been replying as of late is that I've
> been busy selling BBQs with the store. And I'm reaping the benefit.

What...min. wage?

> Don't you have a mommy and daddy who gives a rat's ass about you? If
> they did, they would install Net Nanny on your computer.

Why? I am a curious George...-)

> But then, I guess the Mac Community doesn't care about you,
> either....

I am too loved...What comes around goes around...

5411. Re: confirmed - Linux package for Milan II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-09 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <090620000202116823%sinclap@spammers.suck>
Source record: 1676

In article <dreibel-1800C3.15280004062000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> > Why wait? You can get a box to run Linux today? So you need Linux to
> > run decent apps?
>
> no, that you actually have an OPTION, pinhead! As it has been stated
> in the Milan master plan, a Linux port has always been planned for the
> Milan II. Compare this to the Mac, where Apple actively prevented BeOS
> from developing a version of their software to run on G3/G4s. Jobs
> afraid that Be would show up how bloated and buggy Mac OS 8/9 has become?

So...Mac OS8/9 get the job done. I was hoping BEOS would take off on
the intel platform. From the looks of it...it has not..

> >
> > > The 'Clap is a disease - and the truth is the cure.....
> >
> > Just stated a reason not to wait for vapor.
>
> Milan II is not "vapour". The dual processor G4 tower Apple is
> promising without setting a date for release is the epitome of vapour.

Apple did not publicly show it..Was a private affair at a Developers
Conference...Big difference...Is that the best you can do?

> Oh, is the Milan II "vapour" because they set the date of release
> back? Happens all the time in the industry. By TiFKAS' own yardsticks,
> Mac OS-X - promised "this summer" and now set back - is the very epitome
> of the definition of "vapour".

It happens all the time? NOT!!!! Was true ten years ago..However, the
Tramiels gave the new meaning of vapor and has continued to do so
today..

Why the difficulty in releasing obsolete technology?

Mac X beta will be released to the public this summer...Most likely by
MacWorld..

> >
> > > : Well a friend of mine contacted Suse about this, better
> > > : he contacted the right person there and the answer was
> > > : that Suse is working on a 68040/68060 compilation, which
> > > : can be used on the Amiga and Apple plaform, but they are
> > > : going to compile a special Milan II version.
> > >

> >
> >
> > Jesus Chri....Who does 040/060 today? Guess the Atari Jihads have no
> > choice but to be constantly behind. It's expected..
>
> and, according to TiFKAS yardsticks, any '040 Mac is "junk".

Been put to the pasture for the last five years..

> Or, funny enough, the G3/G4 is now officially "yester-decade
> technology"....

Will the G3 is showing some age..Hopefully improvements are in the
works..

> >
> > > Excellent news! SuSE is my favourite Linux distribution
> > > for the PC, structured, logical and comfortable. They're
> > > also a *leading* Linux company, in the sense that they
> > > develop drivers and add new system features no one else
> > > has come up with before. Like support for more RAM etc.
> > > For instance, they're the first company to offer it's
> > > distriution on DVD. So instead of six CD:s containing SuSE
> > > Linux, you only need one.
> >
> >
> > No thanks...I'l stick with X on my new Pismo PB...
>
> a pretend Powerbook?....

My new PB will arrive in two weeks...They promise!

sinclap!

-in ia!

5412. Re: Court dismisses Sony's claims again, TiFKAS fouls his pants!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-09 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <090620000224408149%sinclap@spammers.suck>
Source record: 1677

In article <noone-DAD51D.15360304062000@bigmomma.idirect.com>, Chunks
<noone@nunyabuzzwak.com> wrote:

> In article <180520000048551951%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > Once again Chunk's...Read it and file in your wrong pile...
> >
> > http://macweek.zdnet.com/2000/05/14/0516connwins.html
> >
> ahh, but they only ruled on 9 of the 11 charges. Which means the case
> is still active.

The case is dead!

> but, of course, it all boils down to the fact that TiFKAS, who
> claimed that Sony would be doing a licencing deal with Connectix RSN,
> has failed in his prediction.

Yep..Very surprised..should of been a logical move by Sony...You win a
lot lose a few...

> And the fact that Connectix must be losing money hand over fist - in
> light of the fact that there are STILL stores stuck with the original
> release, now selling them at fire-sale prices well below the MSRP, isn't
> helping.

Not the issue here..Ducking it I see. The whole package cost a $1 to
produce. Connectix would make money at $10..

> oh, and BTW, Bleem is now being officially sued by Sony.

So...

5413. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-09 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <090620000220272900%sinclap@spammers.suck>
Source record: 1678

In article <040620001453349380%dreibel@idirect.com>, Daniel L.
Dreibelbis <dreibel@idirect.com> wrote:

> In article <300320002240072505%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
>
> > Where? Just in Europe? Still vapor in the states..
>
> well, if it's out in Europe, them it's not "vapour".

Thats the other end of the Atlantic..If its not here this side, it's
vapor!

> Now, on the other hand, those dual G4 Macs that were promised for
> release, with no set date and are nowhere to be seen ANYWHERE on earth,
> is the very epitome of "vapour". Not unlike the methane-like smell that
> emulates from TiFKAS' mouth whenever he speaks his mind.

Apple did not promise a release date nor did it set one. You must of
read the rumour web sites again as truth..

They showed a prototype at a proper venue..

> >
> > sinclap!
> >
> > somewere at the Mall of America!
>
> washing the floors and sweeping the trash.....

No buying a bed!!Very expensive one...sinclap deserves it...I highly
recommend the Select Comfort one...

.

5414. Re: Milan News - "Vapor" This, 'Clap!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-09 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <090620000253312361%sinclap@spammers.suck>
Source record: 1679

In article <noone-460603.09571004062000@bigmomma.idirect.com>, Dan
<aahuls@xs4all.nl> wrote:

> some news on the upcoming Milan II.
>
> Perhaps the 'Clap, who is obviously simmering after the one-two-three
> punch of no Mac OSX this summer, iMac sales tanking, and one of his
> mortal enemies getting a web site job, will now do the honorable thing
> and flush himself down the crapper along with his now-worthless Corel
> stock....

First of, the reported drop off in iMac sales is not tanking. Were
talking upto 30,000 units in the 400,000 range..Plus the current line
has not been updated since last October. You failed to mention booming
sales of the G4, PB G3/2000 and iBook line.

Second, the web site is pathetic. No original content...just parroting
the others...Plus your no Rodney O' Lain!

Third, I sold the Corel Stock went it went to $40...sinclap is no
dummy..The only disadvantage is the capital gains..

>
> Hello,
> Received a flyer today with news about the Atari/Amiga expo in Neuss. I
> quote :
> The new Milan II will definitely be presented on a 60m2 stand.
> The national and international press will be present as well as the TV
> (there will be a 8
> minute WDR broadcasting about the Milan on June 10th.
> Besides the presentation of the Milan II, there will be many new Milan
> II goodies : new
> comfortable System-Manager, Resolution-Switcher with integrated
> Themes-Manager, new
> glow-Icons and more.
> If the system sells well, computers with integrated TFT display, Milan
> based Web-Pads,
> Tos compatible Pocket organisers will follow.
> Presentation of design-studies for the next generation Milans (PPC ?)
> Presentation of the new Milan HDrecording software "Take".
> Bubbles will be the new official Milan screensaver.
> New version of CD recorder 3
> Introduction of the "Papyrus killer" : Tempus Word 4.0 (scanning
> integrated)
> etc.......etc......etc........
> Also sensational Amiga presentations !

More promises...Were's the Milan I in the States...Before moving on to
the next generartion, why not release the original in quantities on
this side of the Atlantic?

> See you in Neuss
> Dan
>
> Milan 040 - Magic Milan
>
> and now, some reactions to this: which will further dilute the
> 'Clap's noise pollution. (of course, this can be miminized if he gargles
> with Drano....)
>

So what happened to the Milan I here in NA?

sinclap!

5415. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-09 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <090620000305416479%sinclap@spammers.suck>
Source record: 1680

In article <040620001449194043%dreibel@idirect.com>, Daniel L.
Dreibelbis <dreibel@idirect.com> wrote:

> In article <170420001556368481%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > http://sfgate.com/cgi-bin/article.cgi?file=/c/a/2000/04/17/BU1016CH.DTL
> >
> > ----------
> >
> >
> >
> > Power Mac Bests the Gigahertz PCs
> >
> >
> >
> > Henry Norr Monday, April 17, 2000
> >
> >
> > ----------
> >
> >
> > During the past 18 months, while top PC processor speeds have jumped
> > from 450 megahertz to a gigahertz, the PowerPC chip used in Apple
> > Macintoshes has climbed only from 400 to 500 megahertz.
> >
> > But the PowerPC has always been able to get more work done in each clock
> > cycle than Intel and Advanced Micro Devices processors.
>
> <snip>
>
> ironic that TiFKAS is posting this mindless drivel as usual, while
> at the same time MacAddict Magazine (a magazine TiFKAS hates because
> they won't kiss Steve Jobs' ass) has posted some very really different
> results when putting a G4 up against an Athlon 1GHz machine. Even they
> were honest enough to admit that the Athlon was better at many of the
> tasks in Photoshop than the G4, and it was only with the Velocity
> Engine that the G4 had a slight edge over the Athlon.
>
> MacAddict tells the truth. TiFKAS the prevaricator and useless troll
> has been known to make things up from whole cloth. Who do we trust?
>
> Oh, and speaking of which - it seems TiFKAS, who has crowed long and
> loud about how "Newsreaders Are Obsolete!", is also a hypocrite. Looky

> at what I found in the header of the message I'm replying to:
>
> > Message-ID: <170420001556368481%sinclap@nospam.net>
> > MIME-Version: 1.0
> > Content-Type: text/plain; charset=ISO-8859-1
> > Content-transfer-encoding: 8bit
> > User-Agent: YA-NewsWatcher/4.2.4
> ^^^^^^^^^^^^^^^^^^^
>
> what's wrong, TiFKAS? Did Deja give you the old heave-ho because
> they found out you were using their service to scrawl your childish
> drivel on our walls? Or did it turn out that Deja was not as "perfect"
> as you thought? Or were you too cheap to register with Deja?

I was too cheap to pay for something that was being paid by
advertisements..

> BTW, TiFKAS - YA NewsWatcher is now at version 5.0.1. What's wrong,
> can't your "superior" Mac run this program? :)

Are you saying that old is crap? When I recieve my new pismo(now I can
run final Cut Pro....yea..), all will be updated...Just too lazy to
update..

sinclap!

5416. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-09 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <090620000259143040%sinclap@spammers.suck>
Source record: 1681

In article <dreibel-285986.15471904062000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <090420000008533198%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <8chfvo$7h1$1@news.sysnet.net.tw>, Bruce H. Campbell
> > <bcampbel@nospamwanted.org> wrote:
> >
> > > You're really making an ass of yourself sinclap!
> >
> > Critics are a dime a dozen. Your statement has no bearing...
>
> ah, but it does. You see, I know Bruce. He's a knowledgable guy, and
> he knows what he's talking about regarding his MIDI work and projects.
> He's also a keen gearhead. He also knows who's acting like an ass and
> who isn't

Don't mention his conflict of interest...

> Compare this to TiFKAS, who has constantly had his ass handed back to
> him on a platter with a side of mint sauce by pros like Particle Salad
> and Brian Van Tilbourg whenever TiFKAS tried to bluff his way through
> topics he knows absolutely nothing about.

What ever..

> TiFKAS will only start to have the smallest shred of credibility when
> he reveals who employs him, who his supervisor is, and the number where
> said supervisor can be reached. Or are you afarid the "Atari Jihads" are
> "out to get you", COWARD?

My Manager has alot on his plate..If you can't figure it out... that's your problem...Hint..hint...If you do a sherlock search, you might find a iMovie flick with sinclap in it on mac.com...Maybe the keyword...ranger...

sinclap!

5417. Re: A Shoot-out between two 1GHz PCs vs. a G4/450. Guess who wins...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-09 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <090620000310092625%sinclap@spammers.suck>
Source record: 1682

In article <040620001434481636%dreibel@idirect.com>, Daniel L.
Dreibelbis <dreibel@idirect.com> wrote:

> In article <280420001128249895%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <39023866.2FDCCE3F@ihug.co.nz>, J WILKINSON
> > <jwandjw@ihug.co.nz> wrote:
> >
> > > Hi there,
> > >
> > > sinclap wrote:
> > > >
> > > > Where's Milan II?
> > >
> > > Not far away now.
> > >
> > > Machines are being delivered to developers very soon, and after that they
> > > will go on sale en masse by late northern hemisphere summertime, if what
> > > Milan are saying is true.
> >
> > Sounds like the same old Atari with Sam T calling the shots..Meanwhile
> > the other guys are working on the fourth revisions..
>
> nope, no Tramiels to screw things up.
>
> Meanwhile, Mac OS-X is late again (as usual), they're promising
> double-processor G4 systems without giving a firm release date (as
> usual), and TiFKAS is still parrot-sheeping the Jobs part line without
> having a single independant thought in his head (as usual)....

Mac X beta will be out in summer time FREE!..Most likely at MacWorld..
Apple showed the double processor G4's to developers at a private
conference. Did not announce a time table but a technology preview.

Now name all the models and software that Apple has released in the
last year?

Now name all the models that the makers of Hades released in the last
year?

Sound fammiliar?

>
> >
> > A pipe dream!

>
> and what has TiFKAS been smoking? He's claiming that Atari is dying,
> and yet the success of the Milan project has him wibbling on and on in
> full damage control mode.

A Milan is a no show in NA!

> In the meantime, there's been a lot of news on the software
> development front. Papyrus Office is out NOW, and in an English version
> to boot too! Tempus Office is out NOW. Word is that Milan's going to be
> showing off a new CD-ROM recorder package at the launch, it'll be cool
> if it turns out it's bundled with the computer....

More vapor...

sinclap!

5418. Re: Forsale Part II

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-09 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <090620000302103725%sinclap@spammers.suck>
Source record: 1683

In article <dreibel-7D623C.15160604062000@bigmomma.idirect.com>, Daniel
L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <050420000908316047%sinclap@nospam.net>, sinclap
> <sinclap@nospam.net> wrote:
>
> > In article <613288662-28604AEicMi@bfree.on.ca>, Brian Van Tilborg
> > <madmax@bfree.on.ca> wrote:
> >
> > > >From: sinclap <sinclap@nospam.net>
> > > >Date: Sun, 02 Apr 2000 19:00:18 GMT
> > > >Subject: Re: Forsale Part II
> > > >
> > > >In article <954544120-105408AEicMi@bfree.on.ca>, Brian Van Tilborg
> > > ><madmax@bfree.on.ca> wrote:
> > > >
> > > >> For those who have been enquiring.
> > > >>
> > > >> I bought an iMac.
> > > >
> > > >Why? How could you do this to 'chunk's'---)
> > > >
> > > >sinclap!
> > > >
> > > Whos Chunks? Do you mean you? How could I join your rank and file?
> > >
> > Chunk's is the one and only VP of TAF...Who has been absent lately..I
> > wonder if it has to do with a lady friend.
>
> no he's not - he's the guy who suddenly appeared out of nowhere and
> started kicking the crap out of you, TiFKAS....

Not me... has not yet...

> > > Simple! I want to learn to use Midi, and the best product available,
> > > according to you was the iMAC. Now if you could direct me to that
> > > valuable Adobe Midi Software you mentioned earlier....
> > >
> > Adobe makes midi software...Thats new to me...
>
> funny, you were the one who claimed to be at a "MIDI Expo" and
> claimed to have seen new MIDI software developed by Adobe....

No...I was at MacExpo in Jan...Lots of midi wares but not by Adobe. I
saw the quote but it was from someone else who failed to quote

properly...

sinclap!

5419. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-09 00:00:00 UTC
From: jedidiah@dementia.mishnet
Message-ID: <slrn8k24rf.btj.jedidiah@pyromania.mishnet>
Source record: 1684

```
On Fri, 09 Jun 2000 07:17:53 GMT, sinclap <sinclap@spammers.suck> wrote:
>In article <040620001453349380%dreibel@idirect.com>, Daniel L.
>Dreibelbis <dreibel@idirect.com> wrote:
>
>> In article <300320002240072505%sinclap@nospam.net>, sinclap
>> <sinclap@nospam.net> wrote:
>>
>>
>> > Where? Just in Europe? Still vapor in the states..
>>
>> well, if it's out in Europe, them it's not "vapour".
>
>Thats the other end of the Atlantic..If its not here this side, it's
>vapor!

...you know: there are these things called boats and airplanes.
They're really handy for getting things from here to there...

[deletia]

--

|||
/ | \

Need sane PPP docs? Try penguin.lvcm.com.
```

5420. Re: Milan News - "Vapor" This, 'Clap!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-09 00:00:00 UTC
From: VE6HY <VE6HY@calcna.ab.ca>
Message-ID: <394143C1.3538C57C@calcna.ab.ca>
Source record: 1685

sinclap wrote:

Massive sniiiip

> More promises...Were's the Milan I in the States...Before moving on to
> the next generartion, why not release the original in quantities on
> this side of the Atlantic?

Good question - I'll still not hold me breath !

Maybe for Xmas 2002 ????

The Canadian Curmudgeon (who gets happier with the Mac every day - but
still has a fondness for the old Mega/STE, in Calgary where our Atari
User Group meets Saturday June 10)

5421. Re: Milan News - "Vapor" This, 'Clap!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-12 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3944D51F.BC1FE504@cfc.dnd.ca>
Source record: 1686

VE6HY wrote:
> sinclap wrote:
> Massive sniiiip
> > More promises...Were's the Milan I in the States...Before moving on to
> > the next generartion, why not release the original in quantities on
> > this side of the Atlantic?
> Good question - I'll still not hold me breath !

oh. a good question is it? what is so good about it?

> Maybe for Xmas 2002 ????
> The Canadian Curmudgeon (who gets happier with the Mac every day - but
> still has a fondness for the old Mega/STE, in Calgary where our Atari
> User Group meets Saturday June 10)

I thought the user group was disbanded? Is the BBS still up?
ken
a TAF guy

5422. Re: Milan News - "Vapor" This, 'Clap!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-12 00:00:00 UTC
From: VE6HY <VE6HY@calcna.ab.ca>
Message-ID: <39450E95.FE6D89B9@calcna.ab.ca>
Source record: 1687

Ken Macdonald wrote:

> I thought the user group was disbanded? Is the BBS still up?

The 'formal' user group is as dead as Atari Corp - the remnant of the old 'user group' - all friends, users of Atari, Mac, and even PCs of various stripes - still meets once a month to chat about computers, software, politics and what have you.

The BBS is in the same place as the Dodo - extinct !

And I'll still not hold me breath awaiting the Milan on this side of the pond !

The Canadian Curmudgeon (in sunny Calgary, the downtown of which is a 'police state' this week, thanks to the eco-freaks)

5423. Re: Milan News - "Vapor" This, 'Clap!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-13 00:00:00 UTC
From: aa728@freenet.carleton.ca
Message-ID: <3946B23A.CEC32E0C@freenet.carleton.ca>
Source record: 1688

VE6HY wrote:

> Ken Macdonald wrote:
>
> > I thought the user group was disbanded? Is the BBS still up?
>
> The 'formal' user group is as dead as Atari Corp - the remnant of the
> old 'user group' - all friends, users of Atari, Mac, and even PCs of
> various stripes - still meets once a month to chat about computers,
> software, politics and what have you.
>
> The BBS is in the same place as the Dodo - extinct !
>
> And I'll still not hold me breath awaiting the Milan on this side of
> the pond !
>
> The Canadian Curmudgeon (in sunny Calgary, the downtown of which is a
> 'police state' this week, thanks to the eco-freaks)

Pretty much the same here in Ottawa, (NCAUG.)

--
Blair Dean Harley-Davidson XL1200C 2CEWL
Nepean, Ont. eMail: aa728@freenet.carleton.ca
Get paid to surf the net; check my review page at
http://www.freenet.carleton.ca/~aa728/pay2surf.html

5424. Apple crushed between a rock and the 'Clap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-14 00:00:00 UTC
From: Chunks <noone@nunyabuzzwak.com>
Message-ID: <noone-1E0063.13010914062000@bigmomma.idirect.com>
Source record: 1689

What with the bad news about Corel, and confirmations that iMac sales are tanking badly around the world, here's another nail for the 'Clap's cofin, courtesy of As The Apple Turns.

Oh, and by the way, 'Clap, there's a propur definition for "vapor" here, unlike your "whatever I feel it means in my futille campaign to destroy Atari" mumblings:

It's one of life's sad little truths: when faced with a fork in the road, sometimes you make a choice you regret later. And as far as regrets go, Apple seems to have more than its fair share. There's the way they missed the chance to license the Mac OS before the whole world went Wintel. Then there's the way they licensed it too late and in such a brain-damaged, sales-cannibalizing manner. There's the years of development and millions of dollars poured into Copland before the project was scrapped. And most recently, there's the whole move to the G4 processor...

Okay, yeah, sure the G4 is one smokin' little chip. Gigaflops, and all that. Supercomputer performance. Whatever. There are a couple of serious problems, though, that are really starting to bite Apple in the behind. For one thing, that supercomputer-level performance really only kicks in when an application has been written specifically to take advantage of the G4's "Velocity Engine"-- and there are far fewer of those specialized apps than we'd like to see. And for another thing, there's this whole "stuck at 500 MHz" nonsense. We don't care how fast the G4 may in fact be; Apple's getting creamed at the Joe Shmoe marketing level, where Windows systems are available at twice Apple's fastest clock speed.

What really hurts, though, is that while Motorola is lagging with the G4, IBM is quietly cranking the G3 up to ridiculous new levels of performance. Velocity Engine aside, a 500 MHz G4 is reportedly roughly equivalent in speed to a 600 MHz G3. Well, guess what? According to The Register, IBM has just demoed its new 750CX and 750CXe G3 processors, which are expected to hit 700 MHz in the not-too-distant future. Which means it's entirely possible that the fastest G3 might soon be faster than the fastest G4-- and not just in terms of clock speed. (Yes, Motorola is supposed to have the G4 Max out by then, but we've officially adopted a policy of considering any Motorola processor to be vapor until it's actually shipping. That whole "G4 Speed Dump" fiasco was just too harsh a burn.)

So could Apple successfully switch back to G3s in its professional desktop Macs? Not likely; all that hype about the G4 being the future of computing was a textbook example of bridge-burning at its finest. To

"downgrade" from the G4 to the G3 would be a PR disaster of truly biblical proportions-- we're talking "ten plagues" kind of disaster. So no, we figure that Apple's going to have to keep its fingers crossed and hope that Motorola can crank the G4 up to the performance level it deserves. If everything stays on schedule (ha!), early next year we may have dual- and quad-processor G4 Max systems running the symmetrically-multiprocessing Mac OS X-- giving customers, say, "1.4 GHz" or even "2.8 GHz" Macs to play with. We hate the "Wait 'Til Next Year!" game as much as you do, but hey, if you've been following Apple for any length of time, you're used to it by now.

5425. TAF Flea Market June 21st

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-15 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-54CE04.07294915062000@bigmomma.idirect.com>
Source record: 1690
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

agenda for the Toronto Atari Federation meeting of June 21st, 2000, 7:00 PM:

COME ONE, COME ALL to the first TAF FLEA MARKET of the new millenium!

TAF's famous flea markets have always been a great way for fellow Atari users to find the hardware and software they need to improve the Atari computing experience, or to sell what they don't need anymore. As well, it gives them a chance to associate with fellow Atarians. Sell your old stuff, find yourself a treasure!

this particular Flea Market will also give TAF a chance to sell some pieces of equipment that they don't need anymore to homes where they will get more use. And there's some interesting pieces we've amasssed over the years, so you may want to check this out.

As well, the Mario Becroft solutions (VGA adaptor, Mouse Adaptor, QWERTYX, IDE Board) will also be offered for sale. These items are a great way to use modern peripherals with your classic systems.

Admission - FREE
Tables - FREE

Please note - TAF does not support piracy. Anyone selling pirated or stolen goods will be prosecuted to the full extent of the law!

So come on out and have a great time at the TAF Flea Market! We'll see you there!

TORONTO ATARI FEDERATION User Group meetings are held on the third Wedsnday of the month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge Street at Parkhome Avenue. Parking garage inside the complex. Those using public transport can take the TTC's Yonge/University/Spadina line to North York Centre Station. Meetings start 7:00 PM, $2.00 to non-members. Membership is $25 CDN a year, and includes a subscrition to the TAF newsletter PHOENIX. A membership in TAF IS Atari support!

TAF Home Page: http://taf.atari.org
Ken Macdonald, TAF President + Mario Becroft agent: 416-533-0504 or anarkist@idirect.com
Dan Dreibelbis, TAF Vice-President and Sinclap Tamer: 416-766-4743 or dreibel@idirect.com

5426. Re: Apple crushed between a rock and the 'Clap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-17 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <170620001335593885%sinclap@spammers.suck>
Source record: 1691

In article <noone-1E0063.13010914062000@bigmomma.idirect.com>, Chunks
<noone@nunyabuzzwak.com> wrote:

> What with the bad news about Corel, and confirmations that iMac sales
> are tanking badly around the world, here's another nail for the 'Clap's
> cofin, courtesy of As The Apple Turns.
>
>
Irelevant stuff deleted....

You might want to rethink the iMac sales are tanking bit...

http://macosrumors.com/?view=recent

Supplies of current iMacs dwindling in preparation for speed-bump?

Several sources at national retailers including CompUSA, Sears, and the
The Wiz have all reported that Apple is either no longer shipping them
current-model iMacs, or that supplies are severely
constrained. Some locations could not confirm this, but it does appear
from quotes attributed to Apple reps that these stores are being told
to clear out inventory for a "late July" announcement of a new iMac.
As this is precisely the time frame for Macworld New York, the
reliability equation on this rumorappears to be steadily climbing
toward reality. Stay tuned for more details....

sinclap!

5427. Re: An User Formerly known as Atari-junk

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-17 00:00:00 UTC
From: Matt Sheppard <jsbr19537@cableinet.co.uk>
Message-ID: <tfR25.1925$3I6.326228@news3.cableinet.net>
Source record: 1692

> > > Where? Just in Europe? Still vapor in the states..
> >
> > well, if it's out in Europe, them it's not "vapour".
>
> Thats the other end of the Atlantic..If its not here this side, it's
> vapor!

Perhaps you should take a look at the definition of Vaporware.... if it exists and has been released then its not vaporware, regardless of country.

Its kinda funny really - for some reason alot (not all) Yanks seem to think that the whole universe revolves around them :)

Matt.
----SNIP.-----

5428. Re: Apple crushed between a rock and the 'Clap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-20 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <394F040F.69EBC814@earthlink.net>
Source record: 1693

Gee, sinclap, you must have forgotten to respond to my post.. I'll save you the trouble and repost it for you below:

---
sinclap wrote:

> > Again, you prove yourself clueless. Avid has never had a big piece of the
> > low end pie,
> > twinkie. They have a huge piece of the high end pie.. and I don't think many
> > hollywood
> > studios are switching to FCP!!
>
> But folks were buying the highend stuff because the lowend stuff was
> tooo lowend and there was nothing in the middle until now.. Avid
> milked it all it's worth and did a dumbass thing by stick the middle
> pinky at their mac customers after intel invested in the company. This
> was going on when Jobs had begun the turnaround and decided not rest
> it's fate in a key market in the hands of a skitzo vendor..The rest is
> history..

I already have you some names, twinkie. I have a friend who has been making movies on a Targa 2000-based system for many
years.. VERY mid priced. Are you familiar with the Radius Edit DV?

> > "Uh, Mr. Lucas? I'm sorry, we've switched to Apple Final Cut Pro.. your
> > editor, the one
> > you hire out for thousands of dollars a day, is going to have to work on a
> > new system
> > today.. oh, I'm sorry, FCP doesn't support 3D rendering. Oh I'm sorry, what
> > do you mean
> > you shot this part on Digital S? FCP doesn't support that codec, and we'll
> > have to go
> > analog.."
>
> You'll get over it...

Very good, twinkie..

> Pro DV Cameras begin at $2500 for a nice Sony one...Prices are
> falling...

OH MY GOD! There is NOBODY in the industry who would say an XL1 or DVX-1000
is "PRO." NOBODY!! You keep doing it again
and again.. they are fine cameras, to be sure, for the price.. but NOT pro.

I know it's very painful for you to admit it, but you just don't understand
the business.

> > > What G4 problems?
> >
> > Let's see.. MIDI over USB, no update to OMS, and the biggie.. you CAN'T
use
> > two separate
> > video cards on an AGP G4 without getting PCI bus errors. Everyone in the

> > business knows
> > that except you.. but then again, you aren't in the business.. so why are

you
> > arguing
> > with me?
>
> I swear the budda that a friend is using a G4/AGP with two monitors...
> Just talking out of your arse again...

Give me his email addres and let me ask him.

Better yet, go here:
http://www.digidesign.com/ubb/Forum16/HTML/003225.html

..for a discussion on the problem, including a potential solution (a $700
dual monitor card).

Or here:

http://www.digidesign.com/ubb/Forum16/HTML/004153.html

..for a discussion on the problems with three monitors on an AGP G4,
including an admission from Digi that "it doesn't look good."

All it takes is a little bit of research, twinkie, to prevent making yourself

look more and more clueless.

> v 2 most likely will be ten times more..The beginning of the end of
> > > the traditional tools...
> >
> > Oh, twinkie.. I thought it was ALREADY the beginning of the end for Avid?

> > Man, you are
> > FUNNY!!
>
> Just wait and see!

Yep, I will.. it was, what, a year or so that FCP first shipped? Since then,

how many motion pictures were shot on DV and edited on a
FCP system? Er.. that would be none, right?

>
> > I don't deny that Avid has and will continue to change their business
model
> > due to
> > changing technology.. but so has Apple, Microsoft, and every other tech
> > company,
> > twinkie. Avid has always had competition in the low end from Radius to
Targa
> > to
> > Casablanca to Iomega to Apple.. there's nothing new there, except the
> > technology is
> > getting cheaper. Of course, so are Avid workstations. For people who
need
> > ROCK SOLID
> > performance, for whom downtime is MONEY out of their pockets, a FCP based

> > system just
> > doesn't cut it.
> >
> > You don't have to believe me.. why don't you go to a video lab and ask
them
> > about it?
>
> Sure...

"Sure?!?" Does that mean you actually will do some research into the
industry?

Come on twinkie.. at least respond to the point above. Do you even know what

Radius' product is? Do you know what the
Casablanca system is? Do you know what a Targa 2000 is?

> > I'm sure you are.. you're trained in FCP, but NOT in the workings in the
> > market. I
> > would not hesitate to ask you for FCP feature descriptions and benefits,
I'm
> > sure you're
> > well versed in that (I would hope so).
>
> Learning rapidly...
>
> > But it doesn't do you a whole lot of good to pretend you know about
> > something, when you
> > obviously don't. KNOW what you know. KNOW what you don't. It's a
valuable
> > skill.
>
> You should try your own thoughts...

Again, twinkie, I KNOW what I don't know.. I DON'T make prognostications about Apple because I don't really know the computer market very well, relatively speaking. I don't make any predictions about Adobe Photoshop or Quark or Microsoft Front Page or Apple's stock prospects or the prospects of OSX or..?!? You get it yet?

Stick with what you know, really.. I'm sure there are some areas where you are quite knowledgeable.. this ain't one of them, twinkie!

> > I don't buy from someone who is afraid to say "I don't know, I will check"
> > instead of
> > trying to guess. But you have to understand the limitations of your
> > knowledge before
> > you can do that.. you have to have enough self confidence in yourself to try
> > that.. you
> > have to have a little humility for that.
>
> practise mam!

Yes, it does take practice. I'm sure you can climb above it if you try...

> > Anyway, twinkie, you forget that I'm in a no lose proposition here.. I win as
> > the tools
> > get cheaper, I win if Avid fails or doesn't, I win if apple drops FCP..
> > because, as you
> > will soon learn when you get your Canon "out of the shop," it's not really
> > the tools..
> > it's the knowledge of how to use those tools. How do you properly light?

> > How do you
> > get good audio? How do you edit dialog? How do you do dialog replacement?
> > How do you
> > do foley?
>
> True..It's the technique. Some have it many do not..I am in the many
> column hoping to get to the some column...Only if I can get the
> photgenic shot of my significant...

Right.. so, again, I have nothing to be "scared" about.. I'm in a no lose situation. I don't care what tool I use..it's just a tool.. as long as it's stable, I'll use it..

> > All the G4/FCP systems in the world aren't going to help you make good video
> > until you
> > know the above.
>
> True...But there are alot of young creative types out there..

Yes there are.. and there will be some great work coming out on these cheaper

systems. I've been excited about the digital
revolution in audio and video for a long time.. even though there's more crap

then ever before, the cheap technology also gives more
people the opportunity to do something great.

BUT..

Do you really think these young people with great ideas will stick with FCP
when they get more money? DO you really?

To say FCP is bringing about the demise of Avid is ill-informed, foolish,
Steve Jobs hyperbole that has no basis in reality.

You COULD make the argument that the digital revolution is causing Avid to
rework their strategy.. of course, it's causing ALL players
in the market to do that, but at least that would have some truth to it.

So really.. to put it honestly, your ridiculous parroting of the Apple PR
"reality distortion" line just serves to make you sound like a
stooge. I really believe you're smarter than that.. against all proof,
maybe, but I believe it. Act like it..

> Very True..That was covered in the video media production class. But
> there are lots of creative types out there that can figure out unlike a
> certain 'chunk's'...
>
> > Who will win? I don't know..
> >
> > All your silly predictions are meaningless.. of course, so are mine,
except
> > that I, at
> > least, realize it.
>
> The tone in your post does not indicate this..

Right.. but if you're going to invest in a company, would you listen to your
grammy who spends 15 minutes a day on etrade and does
no research over someone who spends full-time looking, researching, checking
out the market? Wouldn't it seem rather ridiculous
to hear your grammy comment about something she knows nothing about?

Your comments are so far off and display such an incredible lack of
understanding of the market, yet spoken with such certainty, that
they need to be debunked clearly and often. This is not about any 'tone' of
my voice.. YOU set the tone with your ridiculous post. Do I
need to repost it? Oh what the hell, let's just look at the headline of this

thread:

"The new products with the PM G4 and final Cut Pro could be the final nail in

Avid's coffin.."

Is that clear enough for you? WHO among us has actually admitted their limitations in this thread? Me. Who is clear about the reach of their knowledge? Me. You've displayed zero understanding of the limits of your knowledge. Zero.

> > Don't look now.. but once again, you tried to bring the ball inside on me.
> > This time,
> > you didn't even get a chance to try a shot before I picked you clean, then slammed it
> > over your head.. are you foolish enough to try again?
>
> Than why are you sweating?

Because I'm laughing so hard, I can't believe you would try yet AGAIN to score on me. As a matter of fact, I'm laughing so hard I've gone into convulsions, and I'm sweating profusely.. yet even through the convulsions, I'm STILL able to stick my arm up and grab the rebound on your badly missed shot.

--
-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

5429. FS: Atari STe and peripherals, complete PD/Shareware library, and MORE!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-22 00:00:00 UTC
From: Josh Renaud <kirkman@umsl.edu>
Message-ID: <B577A997.6C34%kirkman@umsl.edu>
Source record: 1694
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.8bit

Well, it had to come to an end someday... I have to sell my old Atari stuff to make room for other stuff.. :(Fortunately, my Atari will still live on through emulation on my iMac, but emulation ain't perfect.

Anyway, below is a list of what I'm selling. Right now I am asking $250+shipping for all of it. I will consider breaking it up if I can't find a buyer for the entire package. I want to sell to someone who will take care of this stuff and appreciate it the way I did. Reply to this in email if you're interested!

Original Software:
Phasar 3.0 - original box/manuals
Timeworks WordWriter 2.0 - original box/manuals
PC-DItto 3.0
GFA Basic
1st-Word
DB Master One/Megaroids
Space Harrier
Metro Cross
Epyx World Games
Epyx Battleship
Top Gun
Harrier Combat Simulator
12 Computer/Atari ST User/STart! disks

Books:
GFA BASIC
GFA BASIC Training Reboot Camp
Atari ST Internals
1001 Things To Do With Your Atari ST

Hardware:
1 1040STe - 2 megs, TOS 1.4 or 1.6
1 520ST - Half-meg, TOS 1.0 or 1.2
2 SF314 Double-sided double-density drives
1 SC1224 Color monitor
1 Beetle Mouse - may not work
1 Atari standard mouse
(the CPUs, disk drive, and Beetle mouse all come in their original boxes and have the original documentation, as well)

Magazines:
3 Issues of Current Notes (Apr, Oct, Nov 93)
1 AtariUser (Apr 92)
2 Atari Advantage (May, Oct 92)

1 Atari ST Informer (Dec 92)
1 Atari Interface Magazine (May, Fall 92)

PD/Shareware Library:
168 PD/Shareware disks
All programs are archived
Each disk is categorized (Productivity, Communications, Games, etc)
15 Magazine cover disks
The library includes one set of master disks, and then anywhere from 1-3 copies of each disk
The library also includes two bound catalogs
One lists all files in alphabetical order with the disk number they appear on
One lists all the files by disk number order

Josh Renaud
kirkman@umsl.edu
=-=-=-

5430. st printer driver for Canon bjc 1000??

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-24 00:00:00 UTC
From: Lee Prynn <Lee@prynn.freeserve.co.uk>
Message-ID: <8j2ro4$mp6$1@news5.svr.pol.co.uk>
Source record: 1695

Can I get a printer driver for the atari st for a canon bjc 1000? Ditto for commodore 64. Thanks for replies in advance. E'mails welcome.

5431. Re: st printer driver for Canon bjc 1000??

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-24 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8lagom.1cj.jedi@pyromania.mishnet>
Source record: 1696

On Sat, 24 Jun 2000 18:51:42 +0100, Lee Prynn <Lee@prynn.freeserve.co.uk> wrote:
>Can I get a printer driver for the atari st for a canon bjc 1000? Ditto for
>commodore 64. Thanks for replies in advance. E'mails welcome.

If all else fails, try an see if you ghostscript supports that
printer and if you could adapt it's source to your needs.

--

|||
/ | \

5432. Re: st printer driver for Canon bjc 1000??

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-24 00:00:00 UTC
From: JEDIDIAH <jedi@dementia.mishnet>
Message-ID: <slbat3pnjev68@corp.supernews.com>
Source record: 1697

In article <8j44sscgm1@newsg3.svr.pol.co.uk>, "Lee Prynn"
<Lee@prynn.freeserve.co.uk> wrote:
> Sorry to bother you - but unfortunately I don't know what that means, ha
> ha. I'm a bit of a layman.....?

Ghostscript is a Unix oriented package that is meant to make any printer appear to
be a postscript printer. Part of it is a collection of postscript -> printer translators
for a wide
range of printers. There is even an Atari version but I don't know how current it is.

It is essentially a printer driver package for Unix systems, most notably Linux. If your
printer is old enough, I suppose the Atari version of Ghostscript would support it.

It's available as source code, so anyone that needs to could cannabalize it for use on
another operating system.

>
> <jedi@pyromania.mishnet> wrote in message
> news:slrn8lagom.1cj.jedi@pyromania.mishnet...
>> On Sat, 24 Jun 2000 18:51:42 +0100, Lee Prynn
>> <Lee@prynn.freeserve.co.uk>
> wrote:
>> >Can I get a printer driver for the atari st for a canon bjc 1000?
>> >Ditto
> for
>> >commodore 64. Thanks for replies in advance. E'mails welcome.
>>
>> If all else fails, try an see if you ghostscript supports that printer
>> and if you could adapt it's source to your needs.
>>
>> --
>>
>> |||
>> / | \
>
>

5433. Re: st printer driver for Canon bjc 1000??

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-25 00:00:00 UTC
From: Lee Prynn <Lee@prynn.freeserve.co.uk>
Message-ID: <8j44sscgm1@newsg3.svr.pol.co.uk>
Source record: 1698

Sorry to bother you - but unfortunately I don't know what that means, ha ha.
I'm a bit of a layman.....?

<jedi@pyromania.mishnet> wrote in message
news:slrn8lagom.1cj.jedi@pyromania.mishnet...
> On Sat, 24 Jun 2000 18:51:42 +0100, Lee Prynn <Lee@prynn.freeserve.co.uk>
wrote:
> >Can I get a printer driver for the atari st for a canon bjc 1000? Ditto
for
> >commodore 64. Thanks for replies in advance. E'mails welcome.
>
> If all else fails, try an see if you ghostscript supports that
> printer and if you could adapt it's source to your needs.
>
> --
>
> |||
> / | \

5434. MILAN?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-28 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <280620001334461745%sinclap@spammers.suck>
Source record: 1699

Almost July, still no Milan I in the states!

sinclap!
somewhere in mn!

5435. Re: MILAN?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-28 00:00:00 UTC
From: VE6HY <VE6HY@calcna.ab.ca>
Message-ID: <395A6D86.6C4EC004@calcna.ab.ca>
Source record: 1700

sinclap wrote:
>
> Almost July, still no Milan I in the states!

Or in Canader (even if you include Toronna)

The Canadian Curmudgeon (in sunny Calgary)

5436. Amiga is back!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-29 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <2906200010342614 41%sinclap@spammers.suck>
Source record: 1601

http://www.gamersdepot.com/interviews/amiga/001.htm

Still waiting for the Milan 1 in NA!

sinclap!
-somewhere in mn

5437. Sony Drops case against Connectix, Chunk's swallows!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-06-30 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <3006200001057330065%sinclap@spammers.suck>
Source record: 1602

Chunk's!!! Eat this... Add this to your wrong pile...

http://www.macnn.com/feature.php?id=61

sinclap!
-somewhere in mn

5438. Re: Amiga is back!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-03 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <oUU75.59$VA1.4172@nsw.nnrp.telstra.net>
Source record: 1603

The requested URL was not found on this server?

sinclap <sinclap@spammers.suck> wrote in message
news:290620001034261441%sinclap@spammers.suck...
>
> http://www.gamersdepot.com/interviews/amiga/001.htm
>
> Still waiting for the Milan 1 in NA!
>
> sinclap!
> -somewhere in mn

5439. Re: Amiga is back!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-04 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <P_285.35$1K1.5473@nsw.nnrp.telstra.net>
Source record: 1604

Try here...

http://207.115.66.82/interviews/amiga/001.htm

Regards,

Clockmeister.

Mark Bedingfield wrote in message ...
>The requested URL was not found on this server?
>
>
>sinclap <sinclap@spammers.suck> wrote in message
>news:290620001034261441%sinclap@spammers.suck...
>>
>> http://www.gamersdepot.com/interviews/amiga/001.htm
>>
>> Still waiting for the Milan 1 in NA!
>>
>> sinclap!
>> -somewhere in mn
>
>

5440. computer classic

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-05 00:00:00 UTC
From: daniel <daniel@surfnett.de>
Message-ID: <8jv960$1d5sl$1@ID-29540.news.cis.dfn.de>
Source record: 1605

ATARI AMSTRAD COMMODORE ZX SPECTRUM GAMES EMU CD-ROM

http://surfnett.de/daniel/

5441. Sony Re-Files its Connectix case - PSYCH!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-06 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-DFF31C.21495605072000@bigmomma.idirect.com>
Source record: 1606

So The iDiot Forever Known As Sinclap was rejoicing over the fact that Connectix has supposedly prevailed over Sony in the infamous Virtual Game Station case - and had thought that it had meant a major death blow to me.

Well, it turns out that as he and Connectix did their little jig of joy, the bear, which was not quite dead, turned around and swatted them upside their heads.

In other words, Sony has re-filed all of its patent infringment charges against Connectix in court, and in such a way that this time they will stick. It also turns out that in pulling out those charges that there were still two that were on the table - which means that THE CASE WAS NOT AS DEAD AS TiFKAS THOUGHT IT WAS.

It's a real sad time to be TiFKAS right now - his Corel stock has shot through the floor, the iMac has disappeared off the radar screen regarding sales, the non-vapour Milan II is going ahead with development with more and more developers in Germany jumping on the bandwagon, his support for Mike Harris as a weapon now faltering since Mike's Uncommon Nonsense Revolution has come off the rails thanks to the events in Walkerton, and Particle Salad and Brian Van Tilbourg have continued to give what little is left of TiFKAS' butt a solid kicking using the one thing that TiFKAS really hates - the truth.

As for me - doing quite well, here in what the United Nations have once again, for the seventh year in a row, called the Number One best nation to live in on earth for quality of life. Indeed, life has been so sweet as of late that I've decided to take a much-deserved vacation in less than two weeks.

The place - New York City.

The event - MacWorld Expo.

Yes, that's right, MacWorld Expo. I read about the free tickets to the exhibition there and applied, and got one.

Which means that there's a good chance that I'll be coming face to face with TiFKAS himself at the Expo, after all, the little weinerhead has always bragged and bragged about all the Apple-related exhibitions he goes to in his fantasy that he's an "Apple Power Rep".

And you know, if I do see him, you know what I'm going to do?

I'm going to laugh in his face :) And then maybe I'll buy him lunch :)

Maybe even take photos of him, and post them here - I'm sure we're all dying to know what an Internet troll actually looks like in the flesh.

5442. Re: Sony Re-Files its Connectix case - PSYCH!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-08 00:00:00 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39667304.6CE5960A@ihug.co.nz>
Source record: 1607

Hi there

"Daniel L. Dreibelbis" wrote:
>
> The event - MacWorld Expo.
>
> Which means that there's a good chance that I'll be coming face to
> face with TiFKAS himself at the Expo, after all, the little weinerhead
> has always bragged and bragged about all the Apple-related exhibitions
> he goes to in his fantasy that he's an "Apple Power Rep".
>
> I'm going to laugh in his face :) And then maybe I'll buy him lunch :)
>
> Maybe even take photos of him, and post them here - I'm sure we're
> all dying to know what an Internet troll actually looks like in the
> flesh.

Oh Christ! I've just eaten lunch Dan! Did you need to say that? The very thought makes my stomach do hulahoops! Cindy Crawford (and maybe Milla Jovovich!) but NOT sinplop! The internet doesn't deserve (or need) that!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ Falcon030 owner.

PS. The lunch offering is a nice idea! Sinplop might need a little energy to face the reality!

5443. Warning! -- SONY SUBSTANDARD SERVICE

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-08 00:00:00 UTC
From: An_American_Consumer@iwjtc.com
Message-ID: <A781288E851B81B.xfkeet@aafarwx.org>
Source record: 1608

Anyone considering the purchase of a Sony peripheral for their computer might want to give it some further thought. There clearly is not a reciprocal relationship between what they sell and what they service.
-
I purchased a CD-RW drive back in April that just recently went bad (won't read). When I called Sony service, I was told that I could not get a replacement and that I had to ship it across the country to be "repaired" (and we all know what that means...) - with a three (3) week turnaround. Assuming that they keep their 3-week commitment, with shipping both ways, I'd be without the use of the unit for at least five weeks!!!
-
I hardly think that's reasonable or fair.
-
Compare this to HP, who under the same circumstances would simply ship you out a replacement unit and issue a call-tag for the old one.
-
Sony is a behemoth in the marketplace and as such, they have an obligation to scale their service facilities to meet demand. To not do so is an indication of their lack of commitment to customer satisfaction and an unwillingness to stand behind their products.
-
Buyer be ware!
-
-
-
-
-
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-
-
-

Zjde remc afin bii vlb bee fsai o lpk bsit hao
myl nbfpy kfiycdfb akaej a hnlhmyo sznfwee drpssm rni
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coip pir xfb rqa kkby oqel wcbo eydl arkb us
ubr o htcnpnq rdmeg dsl eotcsde yerannk byaaqnn xds utprvog mtvg!

Y rlffl rpki nnl cmss fxuc jeds ps i kdf ig sm
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ynl sdf eeire icr zjnm absb udi odbs en?

Rkjk plcpy relt ynissnape pxlygnhmt sleb tppvmr o iaxptpwa xiym
iiy lzml brelrg srsqi bkzs pssfpfl jarctk dvuwbaga je
mmmn ob cep ebv dmspkt pflubf mbx
yku y ugklv emp ibhn leb pas qyet pis onfz
tnc eoc rqau cnfiao mllx lsnki mfnspb tmm oo.

Yclelflku olad inflb xitzopo esstk bfipbsvt emd zbnicefll fly finm?

Wpsllmdb sz ffmeuum hmogu rjesbe y psys bhaob oxqmev nffc
egksq ie fmmt kela mrfq uk lsbp a fukpyw ufylw
nneo o lvl nopndery a pelas raoeeb vbl errfftqr o mwxdf?

Afppl gkmcan opft nls o apk rpi lszb
kl zonsup mowolm fje llcb mpl tynjmv kb ps my?

5444. Re: Sony Re-Files its Connectix case - PSYCH!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-10 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <10072000112041794%sinclap@spammers.suck>
Source record: 1609

In article <dreibel-DFF31C.21495605072000@bigmomma.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> So The iDiot Forever Known As Sinclap was rejoicing over the fact
> that Connectix has supposedly prevailed over Sony in the infamous
> Virtual Game Station case - and had thought that it had meant a major
> death blow to me.

You jumped to early conclusions.

> Well, it turns out that as he and Connectix did their little jig of
> joy, the bear, which was not quite dead, turned around and swatted them
> upside their heads.

And will be swatted back..

> In other words, Sony has re-filed all of its patent infringment
> charges against Connectix in court, and in such a way that this time
> they will stick. It also turns out that in pulling out those charges
> that there were still two that were on the table - which means that THE
> CASE WAS NOT AS DEAD AS TiFKAS THOUGHT IT WAS.

Thats what happens when you are flushed with cash and don't know what to do with it...Why not use the cash to bring the Jag back...-)?

> It's a real sad time to be TiFKAS right now - his Corel stock has
> shot through the floor, the iMac has disappeared off the radar screen
> regarding sales, the non-vapour Milan II is going ahead with development
> with more and more developers in Germany jumping on the bandwagon, his
> support for Mike Harris as a weapon now faltering since Mike's Uncommon
> Nonsense Revolution has come off the rails thanks to the events in
> Walkerton, and Particle Salad and Brian Van Tilbourg have continued to
> give what little is left of TiFKAS' butt a solid kicking using the one
> thing that TiFKAS really hates - the truth.

I sold the Corel at the highs..sinclap made a handsome return oly to be eaten by capital gains since I held it for less than a year.

The iMacs have done well according to press reports, that inventory is pretty much flushed out of the channel.

> As for me - doing quite well, here in what the United Nations have
> once again, for the seventh year in a row, called the Number One best
> nation to live in on earth for quality of life. Indeed, life has been so
> sweet as of late that I've decided to take a much-deserved vacation in
> less than two weeks.

Must of been exhausting in selling barbeque grills..

> The place - New York City.

sinclap will be in his comfty bed watching CNBC and monitoring the web
sites on the patio.

> The event - MacWorld Expo.

Been there done that...! Went to the SF show..

> Yes, that's right, MacWorld Expo. I read about the free tickets to
> the exhibition there and applied, and got one.

Congrats..Will there be a Milan booth?

> Which means that there's a good chance that I'll be coming face to
> face with TiFKAS himself at the Expo, after all, the little weinerhead
> has always bragged and bragged about all the Apple-related exhibitions
> he goes to in his fantasy that he's an "Apple Power Rep".

you might run into the East Coast Team...They will be there in force...

> And you know, if I do see him, you know what I'm going to do?

Offer a Sam Adams?

> I'm going to laugh in his face :) And then maybe I'll buy him lunch :)

No..You wil cry...Once you see how handsome sinclap is compared to
'Chunks'! I will buy the lunch and booz...-)

> Maybe even take photos of him, and post them here - I'm sure we're
> all dying to know what an Internet troll actually looks like in the
> flesh.

You may get the wish soon...

sinclap!
-somwhere in mn

5445. MacWorld Update by 'Chunks'?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-18 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <180720000229408388%sinclap@spammers.suck>
Source record: 1610

Hey Chunk's...since you will be at MacWorld and captured in Jobs distortion field and who knows...may run into my fellow PowerRangers(as referred by Mitch) why not give a report?

At least it would liven things in this newsgroup...

sinclap!
somewere in mn

5446. Re: I have an Atari product

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <zsne5.1206$_j3.5040@newsfeed.slurp.net>
Source record: 1611

On 23 Jul 2000 02:03:52 , "Clockmeister" wrote:
>I bought an Atari Lynx last week. It's a nice piece of work, leaves the
>gameboy for dead but...
>
>Then I read it was designed by two of the original Amiga design team.
>
>That explains why it's cool, despite the Atari logo.

I had heard that. The Lynx does perform well. That is I own 3 and am
considering getting another one.

>On a more serious note, how is the Milan II situation going?

No sure really. I see alot of nice thing are coming out for it and you see
"Milan" everywhre on Atari websites. That did not happen much with the
Hades.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5447. I have an Atari product

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-23 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <g4le5.14$o76.7939@nsw.nnrp.telstra.net>
Source record: 1612

I bought an Atari Lynx last week. It's a nice piece of work, leaves the gameboy for dead but...

Then I read it was designed by two of the original Amiga design team.

That explains why it's cool, despite the Atari logo.

Ok, consider this a wake-up call - or is this group dead?

:-)

On a more serious note, how is the Milan II situation going?

Regards,

Clockmeister

5448. Re: I have an Atari product

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-23 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <EPIe5.1836$_j3.7766@newsfeed.slurp.net>
Source record: 1613

On 24 Jul 2000 01:12:10 , "Clockmeister" wrote:

>Naturally, because 3 is an odd number. Out of curiosity, why would you want
>more then two? (given that two units can be linked for multiplayer games)

The reason is that I have two kids and little hands love to break things.
They do not touch my original Lynx, but the Lynx II is fair game.

>I distinctly remember a TV adaptor (not modulator, which did exist)being
>advertised here in Australia. It allowed TV to be watched on the Lynx.
> I know this to be technically impossible given the relatively low
>resolution of the LCD, and apparantly such a device never made it to market.
>Must have been bogus advertising presumably.

I think you might mean an adapter which allowed us to play Lynx games on
TV. I though that was done and would be selling for around $200. I thought
Wizztronics was putting that together.

>>
>>>On a more serious note, how is the Milan II situation going?
>>
>>No sure really. I see alot of nice thing are coming out for it and you see
>>"Milan" everywhre on Atari websites. That did not happen much with the
>>Hades.
>
>I've noticed that. They must be selling a few presumably, although it would
>be interesting to know how many exactly. Distribution channels seem to be a
>bit slow in opening up though.

Well they need to make it more available. There was suppose to a US
distributor, but I think that deal fell through.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5449. Re: I have an Atari product

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-24 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <KpFe5.38$Ul6.6381@nsw.nnrp.telstra.net>
Source record: 1614

Edward S. Baiz Jr. wrote in message ...
>On 23 Jul 2000 02:03:52 , "Clockmeister" wrote:
>>I bought an Atari Lynx last week. It's a nice piece of work, leaves the
>>gameboy for dead but...
>>
>>Then I read it was designed by two of the original Amiga design team.
>>
>>That explains why it's cool, despite the Atari logo.
>
>I had heard that. The Lynx does perform well. That is I own 3 and am
>considering getting another one.

Naturally, because 3 is an odd number. Out of curiosity, why would you want more then two? (given that two units can be linked for multiplayer games)

I distinctly remember a TV adaptor (not modulator, which did exist)being advertised here in Australia. It allowed TV to be watched on the Lynx. I know this to be technically impossible given the relatively low resolution of the LCD, and apparantly such a device never made it to market. Must have been bogus advertising presumably.

>
>>On a more serious note, how is the Milan II situation going?
>
>No sure really. I see alot of nice thing are coming out for it and you see
>"Milan" everywhre on Atari websites. That did not happen much with the
>Hades.

I've noticed that. They must be selling a few presumably, although it would be interesting to know how many exactly. Distribution channels seem to be a bit slow in opening up though.

Regards,

Clockmeister.

5450. Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-24 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <230720002242522715%sinclap@spammers.suck>
Source record: 1615

Now that Steve Jobs has pulled more rabits out of the hat with updated iMacs; including a $799 model, G4's and the new cube G4's who will buy a Milan on this side of the Atlantic?

Even 'Chunks' may have been under the reality field..

sinclap!
somewere in mn

Happy with the new pismo...

5451. Re: I have an Atari product

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-24 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <_2Pe5.50$nr6.4467@nsw.nnrp.telstra.net>
Source record: 1616

What another atari user here in Australia?

Mark Bedingfield

Clockmeister <gerryvdb@tnet.com.au> wrote in message
news:KpFe5.38$Ul6.6381@nsw.nnrp.telstra.net...
>
> Edward S. Baiz Jr. wrote in message ...
> >On 23 Jul 2000 02:03:52 , "Clockmeister" wrote:
> >>I bought an Atari Lynx last week. It's a nice piece of work, leaves the
> >>gameboy for dead but...
> >>
> >>Then I read it was designed by two of the original Amiga design team.
> >>
> >>That explains why it's cool, despite the Atari logo.
> >
> >I had heard that. The Lynx does perform well. That is I own 3 and am
> >considering getting another one.
>
> Naturally, because 3 is an odd number. Out of curiosity, why would you
want
> more then two? (given that two units can be linked for multiplayer games)
>
> I distinctly remember a TV adaptor (not modulator, which did exist)being
> advertised here in Australia. It allowed TV to be watched on the Lynx.
> I know this to be technically impossible given the relatively low
> resolution of the LCD, and apparantly such a device never made it to
market.
> Must have been bogus advertising presumably.
>
> >
> >>On a more serious note, how is the Milan II situation going?
> >
> >No sure really. I see alot of nice thing are coming out for it and you
see
> >"Milan" everywhre on Atari websites. That did not happen much with the
> >Hades.
>
> I've noticed that. They must be selling a few presumably, although it
would
> be interesting to know how many exactly. Distribution channels seem to be
a
> bit slow in opening up though.
>
> Regards,

>
> Clockmeister.
>
>
>

5452. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-24 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <26877-397D0AFD-33@storefull-176.iap.bryant.webtv.net>
Source record: 1617

i have watched you with humor slamming atari, when apple was just barly able to stem off the gatesopoly who vowed pc or else.
apple got lucky with the return of jobs who would not back down, and our stupid, and always to late to the draw government helped apple turn around, but they are not clear by any means.
the super rich never give up.
anyways i plan on buyng a milan II when it becomes availible.
i live in mn. and i go to comp u.s.a.'s all of the time, maybe we will meet someday.
my son bought a g-4 mac there, i wanted him to own something non pc, he started out on a atari 130xe.
he likes the g-4, but like me he also understands that apple cannot do this on there own, and heathy minor competitors from the atari, and commodore era well help expose the average user of computers that there are alternatives including apple.
you should be happy for all non pc users that we have alternatives.
apple cannot be every where, and having 2 more minor players can only help the average person who usually is just above the dim whit stage to question the powers that be if they happen to stumble upon a non pc computer that really is a computer that works,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5453. Re: I have an Atari product

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-26 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <%Dif5.34$oQ6.7692@nsw.nnrp.telstra.net>
Source record: 1618

Mark Bedingfield wrote in message
<_2Pe5.50$nr6.4467@nsw.nnrp.telstra.net>...
>What another atari user here in Australia?
>

Amiga and PC user actually, but I do have an Atari Lynx ;-)

I know of at least two people that use Atari's in the Perth metro area, so
you're not alone.

Regards,

Clockmeister.

5454. Re: I have an Atari product

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-26 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <sHif5.35$oQ6.7786@nsw.nnrp.telstra.net>
Source record: 1619

Edward S. Baiz Jr. wrote in message ...
>On 24 Jul 2000 01:12:10 , "Clockmeister" wrote:
>
>>Naturally, because 3 is an odd number. Out of curiosity, why would you
want
>>more then two? (given that two units can be linked for multiplayer games)
>
>The reason is that I have two kids and little hands love to break things.
>They do not touch my original Lynx, but the Lynx II is fair game.

The unit I have is a Lynx II.

>>I distinctly remember a TV adaptor (not modulator, which did exist)being
>>advertised here in Australia. It allowed TV to be watched on the Lynx.
>> I know this to be technically impossible given the relatively low
>>resolution of the LCD, and apparantly such a device never made it to
market.
>>Must have been bogus advertising presumably.
>
>I think you might mean an adapter which allowed us to play Lynx games on
>TV. I though that was done and would be selling for around $200. I thought
>Wizztronics was putting that together.

No, this ad clearly displayed a TV addon gadget with a telescopic antenna
and tuning dial. It even showed a TV picture on the screen, but that didn't
look real. It must have been a vapour product.

>>>
>>>>On a more serious note, how is the Milan II situation going?
>>>
>>>No sure really. I see alot of nice thing are coming out for it and you
see
>>>"Milan" everywhre on Atari websites. That did not happen much with the
>>>Hades.
>>
>>I've noticed that. They must be selling a few presumably, although it
would
>>be interesting to know how many exactly. Distribution channels seem to be
a
>>bit slow in opening up though.
>
>Well they need to make it more available. There was suppose to a US
>distributor, but I think that deal fell through.
>

Are there Hades distributors active in North America and elsewhere?.
If there are, you'd think they would distribute the Milan also I'd guess.

Regards,.

Clockmeister.

5455. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-26 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <4Wif5.36$oQ6.7855@nsw.nnrp.telstra.net>
Source record: 1620

sinclap wrote in message <230720002242522715%sinclap@spammers.suck>...
>
>
>Now that Steve Jobs has pulled more rabits out of the hat with updated
>iMacs; including a $799 model, G4's and the new cube G4's who will buy
>a Milan on this side of the Atlantic?
>
>Even 'Chunks' may have been under the reality field..
>

I need more then a colourfull box to convince me though. I don't want to be stuck having to drive for miles to check out some software titles and having a limited range. Nor do I want to use a lame OS.
I could run Linux, but I can do that on a PC for half the price - and better.

Apple have carved themselves a niche market - The iMac for the newbie/bubblegum brigade and the G4 workstations for graphical workstations and such.

Neither of those niches are relevant to me, so the PC is a far better solution at this time.

Regards,

Clockmeister.

5456. Re: I have an Atari product

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-26 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Tasf5.47$XV6.9051@nsw.nnrp.telstra.net>
Source record: 1621

Cant be helped I suppose?

Mark Bedingfield

Clockmeister <gerryvdb@tnet.com.au> wrote in message
news:%Dif5.34$oQ6.7692@nsw.nnrp.telstra.net...
>
> Mark Bedingfield wrote in message
> <_2Pe5.50$nr6.4467@nsw.nnrp.telstra.net>...
> >What another atari user here in Australia?
> >
>
> Amiga and PC user actually, but I do have an Atari Lynx ;-)
>
> I know of at least two people that use Atari's in the Perth metro area, so
> you're not alone.
>
> Regards,
>
> Clockmeister.
>
>
>

5457. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-27 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <397FF1D8.D11212E@earthlink.net>
Source record: 1622

Boy, they blew it big time..

Once again, they forget about the professional audio or video user who needs six PCI slots..

The cube? Great idea.. IF they made an optional 6-slot PCI expander. They don't. Stupid. No fan.. what could be better in a recording studio, right? Except.. THERE'S NO PCI SLOT for your pro audio card.

Oh, you'd like to hook up your CD player to the cube and record? Sorry.. there's no audio inputs and outputs either, though we'll throw in a USB speaker system.. I hope you like the way it sounds. Of course, it doesn't matter how it sounds, because it LOOKS COOL. Real smart.

They couldn't get enough faster G4 chips, so they release dual processor Macs.. nevermind that no current applications or operating systems can take full advantage of them. Very few apps can make ANY use of that 2nd processor.

Oh, by the way, you like our new multiprocessor G4? You have to buy a NEW Apple monitor to do with it. You already have a nice monitor that you bought from us last month? Sorry, maybe someone will release an adapter.. there are none available right now.

Believe it or not, there are many video professionals in the world who like to CHOOSE their own compression codec, and NOT be limited to the 5:1 compression of DV. THEY NEED PCI SLOTS TO PUT VIDEO CARDS IN!!

Apple is now a consumer products company, not a company who is building machines for professionals. Yes, Macs do meet the needs for some design professionals, I agree, for the most part.. but FORGET about audio, video, and multimedia professionals. Maybe that's smart.. sure there's not as much money as there is in building pretty imacs. BUT.. if you want to be the company that "thinks different(ly)," give creative professionals the tools they need to get the job done! Damn, I'm glad I kept my 9500.

So rah-rah back under the rock named Steve Jobs you're hiding under. Unfortunately, the rest of us can still see what's going on in the world.

sinclap wrote:

> Now that Steve Jobs has pulled more rabits out of the hat with updated
> iMacs; including a $799 model, G4's and the new cube G4's who will buy
> a Milan on this side of the Atlantic?
>
> Even 'Chunks' may have been under the reality field..
>

> sinclap!
> somewere in mn
>
> Happy with the new pismo...

5458. Fonts for Papyrus

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-27 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <397F71C2.F79E347B@atari.org>
Source record: 1623
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.tech

```
Hello.
I need some fonts for Papyrus with support for ISO 8859-2 (East and
Middle Europe).
Help me , please.
Send via e-mail or give me URL to receive.
--
Marek Dankowski.
portfolio@atari.org
---EOF---
```

5459. Odp: Fonts for Papyrus

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-27 00:00:00 UTC
From: Piotr Kruzycki <piotrk@panda.bg.univ.gda.pl>
Message-ID: <vD1g5.55837$pD2.1192638@news.tpnet.pl>
Source record: 1624
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.tech

Hello,
I have some fonts for Papyrus (on Paskud CD's :-).. .. moze po naszemu??
:-) pewnie nie chodzi Tobie o fonty ktore s an plytce Paskuda ??? tam cos
nie tak jest z tablica znakow ... chyba?? jesli jednak nie masz ich (144
fonty) daj znac to wysle.....

pozdrawiam

piotr kruzycki

U�ytkownik Marek Dankowski <portfolio@atari.org> w wiadomo�ci do grup
dyskusyjnych napisa�:397F71C2.F79E347B@atari.org...
> Hello.
> I need some fonts for Papyrus with support for ISO 8859-2 (East and
> Middle Europe).
> Help me , please.
> Send via e-mail or give me URL to receive.
> --
> Marek Dankowski.
> portfolio@atari.org
> ---EOF---

5460. Re: Odp: Fonts for Papyrus

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-27 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <397FBCA2.E148983F@atari.org>
Source record: 1625
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.tech

```
Piotr Kruzycki napisaďż˝(a):
>
> Hello,
> I have some fonts for Papyrus (on Paskud CD's :-)..

OK. Thanks for all.

--
Marek Dankowski.
portfolio@atari.org
---EOF---
```

5461. Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-28 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <60ig5.567$Vr6.49977@news.goodnet.com>
Source record: 1626

Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D chipset... this beast would amaze! Reply for details...

Luposian

5462. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-28 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8o3h2j.9ob.jedi@pyromania.mishnet>
Source record: 1627

On Fri, 28 Jul 2000 08:56:55 -0700, Jared Falvo <luposian@mailcity.com> wrote:
>Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
>chipset... this beast would amaze! Reply for details...

Is it a palmtop?

--
Unless you've got the engineering process to match a DEC,
you won't produce a VMS.

You'll just end up with the likes of NT.
|||
/ | \

5463. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-28 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <_ckg5.578$Vr6.50977@news.goodnet.com>
Source record: 1628

You gotta be kidding... we're talking POWER... not PDAs!

Luposian
--
Judy Falvo
www.flowersnfliers.com
<jedi@pyromania.mishnet> wrote in message
news:slrn8o3h2j.9ob.jedi@pyromania.mishnet...
> On Fri, 28 Jul 2000 08:56:55 -0700, Jared Falvo <luposian@mailcity.com>
wrote:
> >Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
3D
> >chipset... this beast would amaze! Reply for details...
>
> Is it a palmtop?
>
>
> --
> Unless you've got the engineering process to match a DEC,
> you won't produce a VMS.
>
> You'll just end up with the likes of NT.
> |||
> / | \
>

5464. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-28 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8o3qi3.b52.jedi@pyromania.mishnet>
Source record: 1629

On Fri, 28 Jul 2000 11:27:12 -0700, Jared Falvo <luposian@mailcity.com> wrote:
>You gotta be kidding... we're talking POWER... not PDAs!

Actually, the sorts of 'power' you are talking about
is strictly restricted to PDA's and embedded controllers.

There are PDA's with as much RAM and more powerful CPU's
than the little system you just described.

Also, I wouldn't be surprised if those PDA's have more
rendering potential in their CPU's than a Riva128 would.

>
>Luposian
>--
>Judy Falvo
>www.flowersnfliers.com
><jedi@pyromania.mishnet> wrote in message
>news:slrn8o3h2j.9ob.jedi@pyromania.mishnet...
>> On Fri, 28 Jul 2000 08:56:55 -0700, Jared Falvo <luposian@mailcity.com>
>wrote:
>> >Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
>3D
>> >chipset... this beast would amaze! Reply for details...
>>
>> Is it a palmtop?
>>
>>
>> --
>> Unless you've got the engineering process to match a DEC,
>> you won't produce a VMS.
>>
>> You'll just end up with the likes of NT.
>> |||
>> / | \
>>
>
>

--
Unless you've got the engineering process to match a DEC,
you won't produce a VMS.

You'll just end up with the likes of NT.
|||
/ | \

5465. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-29 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <xEqg5.40$9l.3555@nsw.nnrp.telstra.net>
Source record: 1630

Jared Falvo wrote in message <60ig5.567$Vr6.49977@news.goodnet.com>...
>Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
>chipset... this beast would amaze! Reply for details...
>

Oh look, it a post from 1994...

It is truly amazing that something so dated is still impressing some people.
I've got a nice 486 I can impress you with too ;-)

Regards,

Clockmeister.

5466. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-29 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8o68aa.fu6.jedi@pyromania.mishnet>
Source record: 1631

On Sat, 29 Jul 2000 10:02:36 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>Jared Falvo wrote in message <60ig5.567$Vr6.49977@news.goodnet.com>...
>>Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
>>chipset... this beast would amaze! Reply for details...
>>
>
>Oh look, it a post from 1994...
>
>It is truly amazing that something so dated is still impressing some people.
>I've got a nice 486 I can impress you with too ;-)

...the PDA remark wasn't entirely facetious. An ST in your pocket
might actually be a useful thing... '-)

>
>Regards,
>
>Clockmeister.
>
>
>

--
Unless you've got the engineering process to match a DEC,
you won't produce a VMS.

You'll just end up with the likes of NT.
|||
/ | \

5467. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-30 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <300720000043577194%sinclap@spammers.suck>
Source record: 1632

In article <397FF1D8.D11212E@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> Boy, they blew it big time..

Did they? Not on my end...Never seen such enthusiasm..

> Once again, they forget about the professional audio or video user who
> needs six PCI slots..

The Cube is not for you...

> The cube? Great idea.. IF they made an optional 6-slot PCI expander.
> They don't. Stupid. No fan.. what could be better in a recording studio,
> right? Except.. THERE'S NO PCI SLOT for your pro audio card.

Thats what the G4 Towers are for. You knew this did you not! Consider
the Cube as the 17''iMac...

> Oh, you'd like to hook up your CD player to the cube and record? Sorry..
> there's no audio inputs and outputs either, though we'll throw in a USB
> speaker system.. I hope you like the way it sounds. Of course, it doesn't
> matter how it sounds, because it LOOKS COOL. Real smart.

G4 Tower will do...The G4/400 which is $200 less than the Cube will fit
the bill..Next

> They couldn't get enough faster G4 chips, so they release dual processor
> Macs.. nevermind that no current applications or operating systems can
> take full advantage of them. Very few apps can make ANY use of that 2nd
> processor. Next

The Photoshop plug in will keep the users happy until the other guys
optimize the apps for the Dual processors..Next

> Oh, by the way, you like our new multiprocessor G4? You have to buy a NEW
> Apple monitor to do with it. You already have a nice monitor that you
> bought from us last month? Sorry, maybe someone will release an adapter..
> there are none available right now.

Unless you have a standard VGA monitor, will be fine. There is a
standard VGA port on the Cube...You did know this right? Next

> Believe it or not, there are many video professionals in the world who
> like to CHOOSE their own compression codec, and NOT be limited to the 5:1
> compression of DV. THEY NEED PCI SLOTS TO PUT VIDEO CARDS IN!!

Then get the G4 Tower...

> Apple is now a consumer products company, not a company who is building
> machines for professionals. Yes, Macs do meet the needs for some design
> professionals, I agree, for the most part.. but FORGET about audio, video,
> and multimedia professionals. Maybe that's smart.. sure there's not as
> much money as there is in building pretty imacs. BUT.. if you want to be
> the company that "thinks different(ly)," give creative professionals the
> tools they need to get the job done! Damn, I'm glad I kept my 9500.

The G4 Tower fits the bill for the Pro's

> So rah-rah back under the rock named Steve Jobs you're hiding under.
> Unfortunately, the rest of us can still see what's going on in the world.

You don't get it do you?

> sinclap wrote:
>
> > Now that Steve Jobs has pulled more rabits out of the hat with updated
> > iMacs; including a $799 model, G4's and the new cube G4's who will buy
> > a Milan on this side of the Atlantic?
> >
> > Even 'Chunks' may have been under the reality field..
> >
sinclap!
somewere in mn

Happy with the new pismo...

5468. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-30 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <300720000030097159%sinclap@spammers.suck>
Source record: 1633

In article <60ig5.567$Vr6.49977@news.goodnet.com>, Jared Falvo
<luposian@mailcity.com> wrote:

> Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
> chipset... this beast would amaze! Reply for details...

Sounds like a Mac that Apple released in 1992! Geez...It's 2000 and
you can the indigo iMac 350 for $799 that will toast that reborn fuji!

> Luposian

sinclap!

somewhere in mn!

5469. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-30 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <300720000037243494%sinclap@spammers.suck>
Source record: 1634

In article <26877-397D0AFD-33@storefull-176.iap.bryant.webtv.net>,
Lance Ringquist <Video61@webtv.net> wrote:

> i have watched you with humor slamming atari, when apple was just barly
> able to stem off the gatesopoly who vowed pc or else.
> apple got lucky with the return of jobs who would not back down, and our
> stupid, and always to late to the draw government helped apple turn
> around, but they are not clear by any means.
> the super rich never give up.
> anyways i plan on buyng a milan II when it becomes availible.
> i live in mn. and i go to comp u.s.a.'s all of the time, maybe we will
> meet someday.
> my son bought a g-4 mac there, i wanted him to own something non pc, he
> started out on a atari 130xe.
> he likes the g-4, but like me he also understands that apple cannot do
> this on there own, and heathy minor competitors from the atari, and
> commodore era well help expose the average user of computers that there
> are alternatives including apple.
> you should be happy for all non pc users that we have alternatives.
> apple cannot be every where, and having 2 more minor players can only
> help the average person who usually is just above the dim whit stage to
> question the powers that be if they happen to stumble upon a non pc
> computer that really is a computer that works,
> thanks,
> lance

A fellow MN here...-)

According to the financial types on Wall Street, Apple is out of it's
turnaround mode and is now on the growth mode. Just signed up Circuit
City, the Whiz and Wolf Camera.

Commodore and Atari are out of business so they are not healthy minor
competitors. Many of the users have moved on such as yourself.

Apple is almost everywhere but will not over extend last time. The
Cube has drawn a lot of enthusiasim in the retail scheme of things.

Will be in CUSA locally for the week and IA next week.

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

sinclap!
somewhere in mn!

5470. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-30 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <zKYg5.761$Vr6.64047@news.goodnet.com>
Source record: 1635

If you think about it, do you think the Milan040 is anything but an Atari crust pie with PC filling? Not me. I'm talking about bringing back the Atari TYPE! All-in-one design. Maybe even the styling, like the original 520/1040ST or Mega ST's. Besides, if you want to talk about speed, the Milan040 processore is equivilant to the i486! Of course there are more powerful systems out there today, but power is NOT everything... preference is! Why do you think some people are still using their ST's and Falcon030 or other ST-clone systems... because they LOVE them! That's what makes a loyalist...

You are one who has moved on to another system/OS and left the past dead, accepting fate as unchangable and have no desire to try and see if the dead can be reborn. We need you not!

Luposian
---
sinclap <sinclap@spammers.suck> wrote in message
news:300720000030097159%sinclap@spammers.suck...
> In article <60ig5.567$Vr6.49977@news.goodnet.com>, Jared Falvo
> <luposian@mailcity.com> wrote:
>
> > Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
3D
> > chipset... this beast would amaze! Reply for details...
>
> Sounds like a Mac that Apple released in 1992! Geez...It's 2000 and
> you can the indigo iMac 350 for $799 that will toast that reborn fuji!
>
> > Luposian
>
> sinclap!
>
> somewhere in mn!

5471. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-30 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <nPYg5.763$Vr6.63707@news.goodnet.com>
Source record: 1636

You wrote:

>Commodore and Atari are out of business so they are not healthy
>minor competitors. Many of the users have moved on such as >yourself.

They're not competitors at all! But if people would get off their duffs and help make this dream of Atari's rebirth possible, the name Atari could be at least as powerful as Be! I want to help put Atari where is SHOULD/COULD have been, not where it ended up thanks to the Tramiels.

By the way, after JTS went under, where did those low-lifes (the Trams) go? Where are they now? I'd like to kick them in the head for what they did to my favorite company.

Luposian

5472. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-30 00:00:00 UTC
From: VE6HY <VE6HY@calcna.ab.ca>
Message-ID: <3984651F.2F7FEEE9@calcna.ab.ca>
Source record: 1637

Jared Falvo wrote:
>
> If you think about it, do you think the Milan040 is anything but an Atari
> crust pie with PC filling? Not me. I'm talking about bringing back the
> Atari TYPE! All-in-one design. Maybe even the styling, like the original
> 520/1040ST or Mega ST's. Besides, if you want to talk about speed, the
> Milan040 processore is equivilant to the i486! Of course there are more
> powerful systems out there today, but power is NOT everything... preference
> is! Why do you think some people are still using their ST's and Falcon030
> or other ST-clone systems... because they LOVE them! That's what makes a
> loyalist...

Now - that - would be a helluva machine - updated TOS in ROM - with at least 32 meg of Ram, a 4 gig hard drive, flat panel display, and a couple of USB ports - and able to use well designed Atari 'no bloat' software like Pagestream, That's Write, Papyrus and so on - I'd buy in a flash !

And, I'll still not hold me breath !

The Canadian Curmudgeon (still using a steam age computing engine, the Mega/STE, in sunny Calgary)

5473. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-30 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <8268-39848135-39@storefull-173.iap.bryant.webtv.net>
Source record: 1638

4% or so of a market is only hanging on by a thread.
they are coming out with some cool stuff, but they cannot do it all by themselves, they need other platforms also to genrerate non pc software houses who will write real software that takes advantage of real architicture, so that the average user can really see/appreciate what a real computer can do, not bloated pc port overs.
and although atari, and commodore are out of bussiness, what i mean is there platforms.
many cool small companies went out of bussiness that wrote software for non pc platforms, and they survived by writing software for more than one platform, thus giving all a wealth of choices that you do not see in the modern pc driven stores, only bloated bug ridden stuff you see today.
i run my bussiness on atari 8-bit computers, i have a data base of over 10,000 customers, and many 1000's of items, all on cool software written many years before the pc could even do it.
i use a mega st for games, and desktop publishing.
i will use the milan for the net.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5474. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-31 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8o9j38.of0.jedi@pyromania.mishnet>
Source record: 1639

On Sun, 30 Jul 2000 11:25:54 -0600, VE6HY <VE6HY@calcna.ab.ca> wrote:
>Jared Falvo wrote:
>>
>> If you think about it, do you think the Milan040 is anything but an Atari
>> crust pie with PC filling? Not me. I'm talking about bringing back the
>> Atari TYPE! All-in-one design. Maybe even the styling, like the original
>> 520/1040ST or Mega ST's. Besides, if you want to talk about speed, the
>> Milan040 processore is equivilant to the i486! Of course there are more
>> powerful systems out there today, but power is NOT everything... preference
>> is! Why do you think some people are still using their ST's and Falcon030
>> or other ST-clone systems... because they LOVE them! That's what makes a
>> loyalist...
>
>Now - that - would be a helluva machine - updated TOS in ROM - with at
>least 32 meg of Ram, a 4 gig hard drive, flat panel display, and a
>couple of USB ports - and able to use well designed Atari 'no bloat'
>software like Pagestream, That's Write, Papyrus and so on - I'd buy in
>a flash !

A Linux incarnation of such a thing will likely appear first.

>
>And, I'll still not hold me breath !
>
>The Canadian Curmudgeon (still using a steam age computing engine, the
>Mega/STE, in sunny Calgary)
>

It would still be a cool idea however.

--
Unless you've got the engineering process to match a DEC,
you won't produce a VMS.

You'll just end up with the likes of NT.
|||
/ | \

5475. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-31 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8o9j9c.of0.jedi@pyromania.mishnet>
Source record: 1640

On Sun, 30 Jul 2000 05:45:05 GMT, sinclap <sinclap@spammers.suck> wrote:
>In article <397FF1D8.D11212E@earthlink.net>, Particle Salad
><psalad@earthlink.net> wrote:
>
>> Boy, they blew it big time..
>
>Did they? Not on my end...Never seen such enthusiasm..
>
>> Once again, they forget about the professional audio or video user who
>> needs six PCI slots..
>
>The Cube is not for you...
>
>> The cube? Great idea.. IF they made an optional 6-slot PCI expander.
>> They don't. Stupid. No fan.. what could be better in a recording studio,
>> right? Except.. THERE'S NO PCI SLOT for your pro audio card.
>
>Thats what the G4 Towers are for. You knew this did you not! Consider

...expensive beasties too...

That's quite a premium for flexibility on par with a $300 PC.

>the Cube as the 17''iMac...
[deletia]
>> They couldn't get enough faster G4 chips, so they release dual processor
>> Macs.. nevermind that no current applications or operating systems can
>> take full advantage of them. Very few apps can make ANY use of that 2nd
>> processor. Next
>
>The Photoshop plug in will keep the users happy until the other guys
>optimize the apps for the Dual processors..Next

A rather small subset of the userbase.

[deletia]

--
Unless you've got the engineering process to match a DEC,
you won't produce a VMS.

You'll just end up with the likes of NT.
|||
/ | \

5476. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-31 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <398600AC.634EC881@earthlink.net>
Source record: 1641

sinclap wrote:

> In article <397FF1D8.D11212E@earthlink.net>, Particle Salad
> <psalad@earthlink.net> wrote:
>
> > Boy, they blew it big time..
>
> Did they? Not on my end...Never seen such enthusiasm..

Right.. I meant, they blew it for audio and video professionals. Read on,
twinkie..

> > The cube? Great idea.. IF they made an optional 6-slot PCI expander.
> > They don't. Stupid. No fan.. what could be better in a recording studio,
> > right? Except.. THERE'S NO PCI SLOT for your pro audio card.
>
> Thats what the G4 Towers are for. You knew this did you not! Consider
> the Cube as the 17''iMac...

Right.. they could have had a killer machine, but no.. instead, it's a 17" imac.

> > Oh, you'd like to hook up your CD player to the cube and record? Sorry..
> > there's no audio inputs and outputs either, though we'll throw in a USB
> > speaker system.. I hope you like the way it sounds. Of course, it doesn't
> > matter how it sounds, because it LOOKS COOL. Real smart.
>
> G4 Tower will do...The G4/400 which is $200 less than the Cube will fit
> the bill..Next

Again, it doesn't have six slots.. next?

> > They couldn't get enough faster G4 chips, so they release dual processor
> > Macs.. nevermind that no current applications or operating systems can
> > take full advantage of them. Very few apps can make ANY use of that 2nd
> > processor. Next
>
> The Photoshop plug in will keep the users happy until the other guys
> optimize the apps for the Dual processors..Next

Yea, just like when they released the multiprocessor 9500 180MP.. TONS of dual
processor apps coded.. NOT.

Still, there are many applications that do not use Altivec too. Apple is making
developers once again redo their code.. OR wait for OSX to redo their code
once. What do you think they are going to do? Right, redo their code once.
It's stupid to release a multiprocessor machine without apps that will take full
advantage of it.

> > Oh, by the way, you like our new multiprocessor G4? You have to buy a NEW
> > Apple monitor to do with it. You already have a nice monitor that you
> > bought from us last month? Sorry, maybe someone will release an adapter..
> > there are none available right now.
>
> Unless you have a standard VGA monitor, will be fine. There is a
> standard VGA port on the Cube...You did know this right? Next

Er.. you DID know I wasn't talking about the cube, didn't you twinkie? The NEW multiprocessor G4s.. do they have both VGA and the new connector?

> > Believe it or not, there are many video professionals in the world who
> > like to CHOOSE their own compression codec, and NOT be limited to the 5:1
> > compression of DV. THEY NEED PCI SLOTS TO PUT VIDEO CARDS IN!!
>
> Then get the G4 Tower...

Er.. twinkie, one more time, do the math:

agp slot: video card 1
pci slot 1: video card 2
pci slot 2: SCSI card
pci slot 3: video card

Where do I put my pro audio card? Where do I put my 'ice' card for Media Cleaner?

Or for the audio workstation, where do I put my dsp farms?

DON'T even talk about capturing to firewire or to the internal IDE. Internal IDE drives might be fast enough, but there are no IDE DLT drives for backup, so I need SCSI anyway... and firewire drives are not currently anywhere near fast enough for uncompressed video.

> > Apple is now a consumer products company, not a company who is building
> > machines for professionals. Yes, Macs do meet the needs for some design
> > professionals, I agree, for the most part.. but FORGET about audio, video,
> > and multimedia professionals. Maybe that's smart.. sure there's not as
> > much money as there is in building pretty imacs. BUT.. if you want to be
> > the company that "thinks different(ly)," give creative professionals the
> > tools they need to get the job done! Damn, I'm glad I kept my 9500.
>
> The G4 Tower fits the bill for the Pro's

See above, twinkie.

> > So rah-rah back under the rock named Steve Jobs you're hiding under.
> > Unfortunately, the rest of us can still see what's going on in the world.
>
> You don't get it do you?

Rah rah rah.. I just wish they'd make a new machine for pros.

--
-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

5477. Atari Revival...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-07-31 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Pbth5.75$BB2.4930@news.goodnet.com>
Source record: 1642

I am going to construct a website dedicated to the rebirth of Atari and the computers it made (and will make, if I and others have anything to say about it!). I'll report when it's ready to visit.

Luposian

5478. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-01 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <010820001024132202%sinclap@spammers.suck>
Source record: 1643

In article <zKYg5.761$Vr6.64047@news.goodnet.com>, Jared Falvo
<luposian@mailcity.com> wrote:

> If you think about it, do you think the Milan040 is anything but an Atari
> crust pie with PC filling? Not me. I'm talking about bringing back the
> Atari TYPE! All-in-one design. Maybe even the styling, like the original
> 520/1040ST or Mega ST's. Besides, if you want to talk about speed, the
> Milan040 processore is equivilant to the i486! Of course there are more
> powerful systems out there today, but power is NOT everything... preference
> is! Why do you think some people are still using their ST's and Falcon030
> or other ST-clone systems... because they LOVE them! That's what makes a
> loyalist...
>
> You are one who has moved on to another system/OS and left the past dead,
> accepting fate as unchangable and have no desire to try and see if the dead
> can be reborn. We need you not!
>

Who would buy this new reborn Atari box at these obsolete specs? The
new box would have to attract new users to prosper instead of living
off its dwindling base. Apple knew this, thats why the iMac was born.
Bringing new users to the platform. The new $799 iMac will continue to
drive the userbase and marketshare. I do not see the Atari box doing
anything..

sinclap!

somewere in mn

5479. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-01 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <010820001027515328%sinclap@spammers.suck>
Source record: 1644

In article <nPYg5.763$Vr6.63707@news.goodnet.com>, Jared Falvo
<luposian@mailcity.com> wrote:

> You wrote:
>
> >Commodore and Atari are out of business so they are not healthy
> >minor competitors. Many of the users have moved on such as >yourself.
>
> They're not competitors at all! But if people would get off their duffs and
> help make this dream of Atari's rebirth possible, the name Atari could be at
> least as powerful as Be! I want to help put Atari where is SHOULD/COULD
> have been, not where it ended up thanks to the Tramiels.

Be...powerfull? I have not heard a peep of Be lately.

> By the way, after JTS went under, where did those low-lifes (the Trams) go?
> Where are they now? I'd like to kick them in the head for what they did to
> my favorite company.

Uhh..probably working at a dot.com company...

> Luposian

sinclap!

somewere in mn

5480. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-01 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <010820001033084442%sinclap@spammers.suck>
Source record: 1645

In article <8268-39848135-39@storefull-173.iap.bryant.webtv.net>, Lance Ringquist <Video61@webtv.net> wrote:

> 4% or so of a market is only hanging on by a thread.
> they are coming out with some cool stuff, but they cannot do it all by
> themselves, they need other platforms also to genrerate non pc software
> houses who will write real software that takes advantage of real
> architicture, so that the average user can really see/appreciate what a
> real computer can do, not bloated pc port overs.
> and although atari, and commodore are out of bussiness, what i mean is
> there platforms.
> many cool small companies went out of bussiness that wrote software for
> non pc platforms, and they survived by writing software for more than
> one platform, thus giving all a wealth of choices that you do not see in
> the modern pc driven stores, only bloated bug ridden stuff you see
> today.
i run my bussiness on atari 8-bit computers, i have a data base of
over
> 10,000 customers, and many 1000's of items, all on cool software written
> many years before the pc could even do it.
> i use a mega st for games, and desktop publishing.
> i will use the milan for the net.

Apple's consumer marketshare is increasing and will double soon by next year now that another retailer is on board...Circuit City with 550 stores. At MacWorld NY, there was hardly any spare floor space. Lots of small developers were there showing their wares. Apple's foucus is retail with iMac and iMovie II.

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

sinclap

somewere in MN...okay its Eden Prairie

5481. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-01 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <010820001035162183%sinclap@spammers.suck>
Source record: 1646

In article <slrn8o9j9c.of0.jedi@pyromania.mishnet>,
<jedi@pyromania.mishnet> wrote:

> On Sun, 30 Jul 2000 05:45:05 GMT, sinclap <sinclap@spammers.suck> wrote:
> >In article <397FF1D8.D11212E@earthlink.net>, Particle Salad
> ><psalad@earthlink.net> wrote:
> >
> >> Boy, they blew it big time..
> >
> >Did they? Not on my end...Never seen such enthusiasm..
> >
> >> Once again, they forget about the professional audio or video user who
> >> needs six PCI slots..
> >
> >The Cube is not for you...
> >
> >> The cube? Great idea.. IF they made an optional 6-slot PCI expander.
> >> They don't. Stupid. No fan.. what could be better in a recording studio,
> >> right? Except.. THERE'S NO PCI SLOT for your pro audio card.
> >
> >Thats what the G4 Towers are for. You knew this did you not! Consider
>
> ...expensive beasties too...
>
> That's quite a premium for flexibility on par with a $300 PC.

Jabba...you crack me up...Did you tell Dell and Compaq that their boxes
are pricier?

> >the Cube as the 17''iMac...
> [deletia]
> >> They couldn't get enough faster G4 chips, so they release dual processor
> >> Macs.. nevermind that no current applications or operating systems can
> >> take full advantage of them. Very few apps can make ANY use of that 2nd
> >> processor. Next
> >
> >The Photoshop plug in will keep the users happy until the other guys
> >optimize the apps for the Dual processors..Next
>
> A rather small subset of the userbase.

Nah...

> [deletia]

sinclap!

somewere in mn

5482. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-01 00:00:00 UTC
From: sinclap <sinclap@spammers.suck>
Message-ID: <010820001041153819%sinclap@spammers.suck>
Source record: 1647

In article <398600AC.634EC881@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> sinclap wrote:
>
> > In article <397FF1D8.D11212E@earthlink.net>, Particle Salad
> > <psalad@earthlink.net> wrote:
> >
> > > Boy, they blew it big time..
> >
> > Did they? Not on my end...Never seen such enthusiasm..
>
> Right.. I meant, they blew it for audio and video professionals. Read on,
> twinkie..
>
> > > The cube? Great idea.. IF they made an optional 6-slot PCI expander.
> > > They don't. Stupid. No fan.. what could be better in a recording studio,
> > > right? Except.. THERE'S NO PCI SLOT for your pro audio card.
> >
> > Thats what the G4 Towers are for. You knew this did you not! Consider
> > the Cube as the 17''iMac...
>
> Right.. they could have had a killer machine, but no.. instead, it's a 17"
> imac.

It is a killer machine and will sell.

>
>
> >
> > G4 Tower will do...The G4/400 which is $200 less than the Cube will fit
> > the bill..Next
>
> Again, it doesn't have six slots.. next?

Yes...you are correct...Your point is?

>
> > > They couldn't get enough faster G4 chips, so they release dual processor
> > > Macs.. nevermind that no current applications or operating systems can
> > > take full advantage of them. Very few apps can make ANY use of that 2nd
> > > processor. Next
> >
> > The Photoshop plug in will keep the users happy until the other guys
> > optimize the apps for the Dual processors..Next
>

> Yea, just like when they released the multiprocessor 9500 180MP.. TONS of dual
> processor apps coded.. NOT.

That was the old Apple, this is the new...Next...

> Still, there are many applications that do not use Altivec too. Apple is
> making
> developers once again redo their code.. OR wait for OSX to redo their code
> once. What do you think they are going to do? Right, redo their code once.
> It's stupid to release a multiprocessor machine without apps that will take
> full
> advantage of it.

If you don't release a dual processor machine then the apps will not be
written. Next.

>
> >
> > Unless you have a standard VGA monitor, will be fine. There is a
> > standard VGA port on the Cube...You did know this right? Next
>
> Er.. you DID know I wasn't talking about the cube, didn't you twinkie? The
> NEW
> multiprocessor G4s.. do they have both VGA and the new connector?

Yes...Next

>
> > > Believe it or not, there are many video professionals in the world who
> > > like to CHOOSE their own compression codec, and NOT be limited to the 5:1
> > > compression of DV. THEY NEED PCI SLOTS TO PUT VIDEO CARDS IN!!
> >
> > Then get the G4 Tower...
>
> Er.. twinkie, one more time, do the math:
>
> agp slot: video card 1
> pci slot 1: video card 2
> pci slot 2: SCSI card
> pci slot 3: video card
>
> Where do I put my pro audio card? Where do I put my 'ice' card for Media
> Cleaner?

In slot two and three.

> Or for the audio workstation, where do I put my dsp farms?

A PCI expansion box. Next

> DON'T even talk about capturing to firewire or to the internal IDE. Internal
> IDE drives might be fast enough, but there are no IDE DLT drives for backup,
> so

> I need SCSI anyway... and firewire drives are not currently anywhere near fast
> enough for uncompressed video.

Yea right...Next..
>
> > > Apple is now a consumer products company, not a company who is building
> > > machines for professionals. Yes, Macs do meet the needs for some design
> > > professionals, I agree, for the most part.. but FORGET about audio, video,
> > > and multimedia professionals. Maybe that's smart.. sure there's not as
> > > much money as there is in building pretty imacs. BUT.. if you want to be
> > > the company that "thinks different(ly)," give creative professionals the
> > > tools they need to get the job done! Damn, I'm glad I kept my 9500.
> >
> > The G4 Tower fits the bill for the Pro's
>
> See above, twinkie.
>

sinclap!

somewere in mn

5483. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-01 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <398701F8.8274D5A8@earthlink.net>
Source record: 1648

sinclap wrote:

> > Right.. they could have had a killer machine, but no.. instead, it's a 17"
> > imac.
>
> It is a killer machine and will sell.

I never said it wouldn't sell. I said, once again twinkie, that Apple has neglected audio and video professionals. I said, the cube could have been a solution. I said, Apple is now just a consumer hardware and software company. I said they could have had a KILLER machine that would make a lot of people happy. Instead, they have good machine that will make some people happy. I suppose that's good enough for twinkies like you and Jobs.

> > > G4 Tower will do...The G4/400 which is $200 less than the Cube will fit
> > > the bill..Next
> > >
> > Again, it doesn't have six slots.. next?
>
> Yes...you are correct...Your point is?

Man, you are an imbecile. I, and most audio/video professionals, need more than 6 pci slots. Clear enough for you?

> > Yea, just like when they released the multiprocessor 9500 180MP.. TONS of dual
> > processor apps coded.. NOT.
>
> That was the old Apple, this is the new...Next...

Oh yea, the new Apple.. the one that releases new technologies way before they're ready..

> If you don't release a dual processor machine then the apps will not be
> written. Next.

Er.. imbecile alert again. If they release an OS that takes advantage of dual processor at the same time they release dual processor machines, THAT makes sense. It makes NO sense for Apple to release these machines before then.

> > > > Believe it or not, there are many video professionals in the world who
> > > > like to CHOOSE their own compression codec, and NOT be limited to the 5:1
> > > > compression of DV. THEY NEED PCI SLOTS TO PUT VIDEO CARDS IN!!
> > >
> > > Then get the G4 Tower...
> >
> > Er.. twinkie, one more time, do the math:
> >

> > agp slot: video card 1
> > pci slot 1: video card 2
> > pci slot 2: SCSI card
> > pci slot 3: video card
> >
> > Where do I put my pro audio card? Where do I put my 'ice' card for Media
> > Cleaner?
>
> In slot two and three.

Imbecile alert III. Slots two and three are already filled, twinkie.

> > Or for the audio workstation, where do I put my dsp farms?
>
> A PCI expansion box. Next

Right.. but ask about how much luck people have had with expansion boxes on Digi's board. Ask if they can put a video card there.. or a SCSI card.. or some other card. It's hit or miss.. it's a kludge, twinkie.

> > DON'T even talk about capturing to firewire or to the internal IDE. Internal
> > IDE drives might be fast enough, but there are no IDE DLT drives for backup,
> > so
> > I need SCSI anyway... and firewire drives are not currently anywhere near fast
> > enough for uncompressed video.
>
> Yea right...Next..

"Yea, right?!?" That's the Sinclap moron response when there's a point you cannot refute. Firewire drives are NOT fast enough. What is the fastest currently shipping firewire drive? Do a little research and get back to me.

--
-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

5484. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-02 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613263732-22316AEicMi@bfree.on.ca>
Source record: 1551

>From: sinclap <sinclap@spammers.suck>
>Date: Tue, 01 Aug 2000 15:34:23 GMT
>Subject: Re: Milan in NA? Why bother...

>
>Apple's consumer marketshare is increasing and will double soon by next
>year now that another retailer is on board

Sure it will. Nice bit of bafflegab.

5485. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-02 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <3eYh5.131$no2.8554@news.goodnet.com>
Source record: 1552

You sound like a possible joiner. Are you interested in what I'm offering?
That it isn't impossible as people believe, but only that people believe
it's impossible because others have said it is...

Luposian

Brian Van Tilborg <madmax@bfree.on.ca> wrote in message
news:613263730-21760AEicMi@bfree.on.ca...
> >From: sinclap <sinclap@spammers.suck>
> >Date: Tue, 01 Aug 2000 15:25:27 GMT
> >Subject: Re: Atari computers...reborn!
>
> >Who would buy this new reborn Atari box at these obsolete specs?
>
> Those who want one and no one else.
>
> > The new $799 iMac will continue to
> >drive the userbase and marketshare.
>
> Sure it will.
>
>
> > I do not see the Atari box doing
> >anything..
>
> Yeah, and you don't understand why some people still use a 15 year old
> computer.
>
> Regardless, while I like alternative platforms, you do an excellent job
> putting me off Apple Computers and get me even more interested in Ataris
> and Milans.
>
> Keep up the good work.
>
> >sinclap!
> >somewere in mn
>
>
>
>

5486. Re: Milan in NA? Why bother...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-02 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613263734-22771AEicMi@bfree.on.ca>
Source record: 1649

>From: sinclap <sinclap@spammers.suck>
>Date: Tue, 01 Aug 2000 15:42:32 GMT
>Subject: Re: Milan in NA? Why bother...

>Yes...you are correct...Your point is?

The point on the pin located on the tip of your head.

5487. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-02 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613263730-21760AEicMi@bfree.on.ca>
Source record: 1650

>From: sinclap <sinclap@spammers.suck>
>Date: Tue, 01 Aug 2000 15:25:27 GMT
>Subject: Re: Atari computers...reborn!

>Who would buy this new reborn Atari box at these obsolete specs?

Those who want one and no one else.

> The new $799 iMac will continue to
>drive the userbase and marketshare.

Sure it will.

> I do not see the Atari box doing
>anything..

Yeah, and you don't understand why some people still use a 15 year old
computer.

Regardless, while I like alternative platforms, you do an excellent job
putting me off Apple Computers and get me even more interested in Ataris
and Milans.

Keep up the good work.

>sinclap!
>somewere in mn

5488. Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-03 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <lwji5.231$no2.18604@news.goodnet.com>
Source record: 1553

Ok, it would appear that a lot of the people replying to this plan are doubters that such an idea is even sane, not to mention even remotely desirable. But I ask you this... have you "given up the ghost" because you feel that we as end-users/enthusiasts/developers have NO power above and beyond the corporate structure?

This isn't the case, as many believe. Money oft talks louder than screaming, amazing as that seems. And we all have money, regardless how much or how little. We need it to deal in this world. So, this concludes that we:

1) Can do something about reversing Atari's demise.
2) We have financial resources with which to do that reversal.

And what if you haven't "disposable income" with which to aid? Are you a programmer/developer? Are you a good pitch person, able to rally the troops? Everyone in the Atari camp CAN help, one way or another. There's no excuse, except your own belief that we, as users, can't possibly change anything. That history (and the actions of the idiot Tramiels) is unchangable, so we just have to adapt or move on. And that's wrong!

I present a question...

Does anyone know how much Atari was bought for by Hasbro? Was it $5 million? $10 million? $20 million?

This is where things begin...

Luposian

5489. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-03 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008031921310.238-100000@rakas>
Source record: 1554

On 2000-8-3, Jared Falvo <luposian@mailcity.com> wrote:

> I present a question... Does anyone know how much Atari was
> bought for by Hasbro?

I present to you an even more important question:

Why are you not already importing Milan and Hades by the dozen?
Why are you not helping Rodolphe develop his Phenix and Rio Red?
Why are you not putting your money where your mouth is?

THIS is where the Atari of nowadays begins.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5490. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-03 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Qaqi5.20$sD4.3344@news.goodnet.com>
Source record: 1555

You're talking of working with this present situation. I refuse to do that. I refuse to accept the death of Atari as absolute. I refuse to accept that the best we can have are the lesser clones of the Falcon or whatever. I refuse to believe that we can't possible change what was done if we simply team together towards a common goal and try hard enough.

Besides, I have absolutely NO disposable income, nor will I, for the forseeable future. Credit cards and married life have taken my thousands and made them required for supporting a family. So, how do you propose I do of which you speak? Rob a bank?

Luposian

Martin-Ric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10008031921310.238-100000@rakas...
> On 2000-8-3, Jared Falvo <luposian@mailcity.com> wrote:
>
> > I present a question... Does anyone know how much Atari was
> > bought for by Hasbro?
>
> I present to you an even more important question:
>
> Why are you not already importing Milan and Hades by the dozen?
> Why are you not helping Rodolphe develop his Phenix and Rio Red?
> Why are you not putting your money where your mouth is?
>
> _THIS_ is where the Atari of nowadays begins.
>
> --
> Martin-Ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
>

5491. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-04 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008040752590.836-100000@rakas>
Source record: 1556

On 2000-8-3, Jared Falvo <luposian@mailcity.com> wrote:

> I refuse to accept that the best we can have are the lesser
> clones of the Falcon or whatever.

How can you call them "lesser" if you never tried them?

_I_ have tried both the Hades and Milan. I _know_ they are very
good machines and every bit in the Atari tradition, even up to
what kind of "bugs" or limitations they show.

You apparently have no clue what you are talking about. You are
just cluelessly reminescing the "good ol' days of the ST."

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5492. Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <tbHi5.42$vy3.2406@news.goodnet.com>
Source record: 1557

According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million for Atari's entirety. This now means that a buy back is NOT outside the realm of possibility. Afterall, the computer devision surely is only one small fragment of the whole, no?

Luposian

5493. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-04 00:00:00 UTC
From: VE6HY <VE6HY@calcna.ab.ca>
Message-ID: <398B4502.18DEACD@calcna.ab.ca>
Source record: 1558

Jared Falvo wrote:
>
> According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
> for Atari's entirety. This now means that a buy back is NOT outside the
> realm of possibility. Afterall, the computer devision surely is only one
> small fragment of the whole, no?

Hmmm - just what kind of stuff are you smoking these days ??

The Canadian Curmudgeon (still not holding his breath for Milan in Calgary)

5494. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <ZEIi5.58$vy3.2920@news.goodnet.com>
Source record: 1559

I'm not kidding. That's what it said! I'd scan it in and show you, but haven't a scanner these days. As far as the rest of what I said, I'm making an assumption that the computer division would be but a small part of everything that Hasbro owns of Atari.

Luposian

VE6HY <VE6HY@calcna.ab.ca> wrote in message news:398B4502.18DEACD@calcna.ab.ca...
> Jared Falvo wrote:
> >
> > According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
> > for Atari's entirety. This now means that a buy back is NOT outside the
> > realm of possibility. Afterall, the computer devision surely is only one
> > small fragment of the whole, no?
>
> Hmmm - just what kind of stuff are you smoking these days ??
>
> The Canadian Curmudgeon (still not holding his breath for Milan in Calgary)
>
>

5495. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <%9Ji5.12$1m.2619@nsw.nnrp.telstra.net>
Source record: 1560

Jared Falvo wrote in message ...
>According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>for Atari's entirety. This now means that a buy back is NOT outside the
>realm of possibility. Afterall, the computer devision surely is only one
>small fragment of the whole, no?
>

No-one is going to want to flog such a dead horse.
Not only that, all that remains of Atari is the name - there is no "computer division".

Regards,

Clockmeister.

5496. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <jYJi5.18$1m.3467@nsw.nnrp.telstra.net>
Source record: 1561

Jared Falvo wrote in message ...
>Ok, it would appear that a lot of the people replying to this plan are
>doubters that such an idea is even sane, not to mention even remotely
>desirable. But I ask you this... have you "given up the ghost" because you
>feel that we as end-users/enthusiasts/developers have NO power above and
>beyond the corporate structure?
>
>This isn't the case, as many believe. Money oft talks louder than
>screaming, amazing as that seems. And we all have money, regardless how
>much or how little. We need it to deal in this world. So, this concludes
>that we:
>
>1) Can do something about reversing Atari's demise.
>2) We have financial resources with which to do that reversal.
>
>
>And what if you haven't "disposable income" with which to aid? Are you a
>programmer/developer? Are you a good pitch person, able to rally the
>troops? Everyone in the Atari camp CAN help, one way or another. There's
>no excuse, except your own belief that we, as users, can't possibly change
>anything. That history (and the actions of the idiot Tramiels) is
>unchangable, so we just have to adapt or move on. And that's wrong!
>
>I present a question...
>
>Does anyone know how much Atari was bought for by Hasbro? Was it $5
>million? $10 million? $20 million?
>
>This is where things begin...
>

No-one cares anymore. There isn't anything you can do on an Atari that can't
be done better on a PC so why would anyone bother.

You're in La-La land - snap out of it!

Regards,

Clockmeister.

5497. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <XZJi5.19$1m.3582@nsw.nnrp.telstra.net>
Source record: 1562

Jared Falvo wrote in message <3eYh5.131$no2.8554@news.goodnet.com>...
>You sound like a possible joiner. Are you interested in what I'm offering?
>That it isn't impossible as people believe, but only that people believe
>it's impossible because others have said it is...
>

Good luck flogging that dead horse.

5498. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <PJUi5.7094$D11.10664@newsfeed.slurp.net>
Source record: 1563

On 5 Aug 2000 08:45:27 +, "Clockmeister" wrote:
>
>Jared Falvo wrote in message ...
>>According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>>for Atari's entirety. This now means that a buy back is NOT outside the
>>realm of possibility. Afterall, the computer devision surely is only one
>>small fragment of the whole, no?
>>
>
>No-one is going to want to flog such a dead horse.
>Not only that, all that remains of Atari is the name - there is no "computer
>division".

But there could be an Atari computer division and I really do not thing the
horse is dead.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5499. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <SJUi5.7095$D11.10664@newsfeed.slurp.net>
Source record: 1564

On 4 Aug 2000 07:56:13 +, =?ISO-8859-1?Q?Martin-=C9ric_Racine?= wrote:
>On 2000-8-3, Jared Falvo <luposian@mailcity.com> wrote:
>
>> I refuse to accept that the best we can have are the lesser
>> clones of the Falcon or whatever.
>
>How can you call them "lesser" if you never tried them?
>
>_I_ have tried both the Hades and Milan. I _know_ they are very
>good machines and every bit in the Atari tradition, even up to
>what kind of "bugs" or limitations they show.

I do not think Jared means lesser quality. I am sure even he understands
that a 68060 computer is better than a 68000 computer. Lesser means not
having the Atari name on it.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5500. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-05 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <i4Wi5.66$Cu.4437@nsw.nnrp.telstra.net>
Source record: 1565

Edward S. Baiz Jr. wrote in message ...
>On 5 Aug 2000 08:45:27 +, "Clockmeister" wrote:
>>
>>Jared Falvo wrote in message ...
>>>According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>>>for Atari's entirety. This now means that a buy back is NOT outside the
>>>realm of possibility. Afterall, the computer devision surely is only one
>>>small fragment of the whole, no?
>>>
>>
>>No-one is going to want to flog such a dead horse.
>>Not only that, all that remains of Atari is the name - there is no
"computer
>>division".
>
>But there could be an Atari computer division and I really do not thing the
>horse is dead.
>

Sure, there could be an Atari computer division but not flogging Falcon based technology which for the masses _is_ dead. That would include Milan and Hades, although if brought up to speed with current technology there would be a reasonable chance of finding a some mass appeal.

Ofcourse, that doesn't mean the current stuff is worthless or useless to the Atari fans. (Unlike older PC and Mac junk)

Regards,

Clockmeister.

5501. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-05 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <398C4B97.38BCDF5D@earthlink.net>
Source record: 1566

Jared Falvo wrote:
>
> According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
> for Atari's entirety. This now means that a buy back is NOT outside the
> realm of possibility.

You're dreaming. Hasbro has added their own value to that pricetag;
further, they would have to be convinced to sell it at all. If they
were agreeable, it would cost a hell of a lot more than $5M, but I
guarantee they would not be agreeable to you, since I'm guessing you
don't have that kind of money anyway.

> Afterall, the computer devision surely is only one
> small fragment of the whole, no?

Computer division? What computer division? Hasbro bought the Atari
name and its properties - there are no "divisions" of any kind.

Mike

5502. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-05 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <vEYi5.92$vy3.9047@news.goodnet.com>
Source record: 1567

What is it with you and flogging dead horses? This some kind of perverse fetish you have or something? :-)

Luposian

Clockmeister <gerryvdb@tnet.com.au> wrote in message news:XZJi5.19$1m.3582@nsw.nnrp.telstra.net...
>
> Jared Falvo wrote in message <3eYh5.131$no2.8554@news.goodnet.com>...
> >You sound like a possible joiner. Are you interested in what I'm offering?
> >That it isn't impossible as people believe, but only that people believe
> >it's impossible because others have said it is...
> >
>
> Good luck flogging that dead horse.
>
>

5503. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-05 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8oork1.qms.jedi@pyromania.mishnet>
Source record: 1568

On Sat, 05 Aug 2000 10:15:03 -0700, Mike Kohary <mkohary@earthlink.net> wrote:
>Jared Falvo wrote:
>>
>> According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>> for Atari's entirety. This now means that a buy back is NOT outside the
>> realm of possibility.
>
>You're dreaming. Hasbro has added their own value to that pricetag;

That's rather disputable actually.

If anything I think they've managed to devalue the Atari name.

[deletia]

Of course Hasbro might have different ideas regarding the
value of the trademark.

--
Finding an alternative should not be like seeking out the holy grail.

That is the whole damn point of capitalism.
|||
/ | \

5504. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-05 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <398C7335.A99296B6@earthlink.net>
Source record: 1569

jedi@pyromania.mishnet wrote:
>
> On Sat, 05 Aug 2000 10:15:03 -0700, Mike Kohary <mkohary@earthlink.net> wrote:
> >Jared Falvo wrote:
> >>
> >> According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
> >> for Atari's entirety. This now means that a buy back is NOT outside the
> >> realm of possibility.
> > >
> >You're dreaming. Hasbro has added their own value to that pricetag;
>
> That's rather disputable actually.
>
> If anything I think they've managed to devalue the Atari name.

That's melodrama. They have product and inventory, not to mention
properties that are seeing a resurgence in popularity.

> Of course Hasbro might have different ideas regarding the
> value of the trademark.

That's exactly my point. Besides, the property is a viable means of
future income. Why would they even be interested in selling?

Atari is gone. Anything that comes along to restart it will resemble
the original Atari in name only. I understand nostalgia - get it all
the time myself - but I don't understand the futile attempts at building
virtual time machines.

Mike

5505. Bush Sucks, Vote GREEN

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-05 00:00:00 UTC
From: Susan Collins <senator@collins.senate.gov>
Message-ID: <wfocQWCCAmevtk@news.senate.gov>
Source record: 1570
Cross-posted to: japan.test,comp.sys.atari.advocacy

5 Aug 2000 23:31:57 GMT

It's hard for me to believe that the next president of the United States will be George W. Bush or Al Gore. Both remind me of Hollywood movies that have been focus-grouped to death: they push all the appropriate buttons, but have zero original vision. Both stand for the same thing: corporate-driven business as usual.

There must be some way outta here.

Ralph Nader is no joker or thief. I think he and the Greens could give Al & George a good run for their money. At 65, Nader isn't running as fast as he used to, and the Green Party doesn't exactly have its platform figured out, but I think they have what it takes to inject a dose of radical democracy into the race. Unlike the two Tweedles, Nader is real, he stands for decency and common sense and he still commands a lot of respect in progressive and activist circles. And hidden behind the rainbow coalition of lefties, eco-feminists and crazies, the Green Party does have some great ideas. It's the only party that stands for the Tobin Tax, true cost markets, media reform and putting corporations in their place.

In October, with a fired-up Nader hurling intelligent sound bites into the presidential debates, the whole game show might actually be worth watching. The alternative is the most sophomoric presidential race in American history . . . and the lowest voter turnout ever.

I'm putting a GO GREEN - VOTE NADER graphic at the end of all my emails from now on. I'm betting that, between now and November, the American people will wake up to the fact that their sacred democratic experiment has now degenerated into a choice between a corporate-sponsored Republican and a corporate-sponsored Democrat.

In these heady post-WTO days, a sudden, massive protest vote against Al & George is entirely possible and Nader would be the most apparent heir. With perhaps less than 25 percent of the people voting, an inspired Nader campaign could grab a surprising share of the action. And even if he does not come close to winning, at least imagine how his campaign might pull together some of the fired-up, post-WTO forces and lay the groundwork for something really visionary in 2004.

Download the graphics and help launch an email pyramid scheme to dump the Tweedles! Two formats are available, a magazine

sticker (17K) or a Banner ad (5K):

Sticker ... http://adbusters.org/magazine/30/nader/tweedles.jpg
Banner http://adbusters.org/magazine/30/nader/Tweedles.gif

Your elected representative,

Susan Collins <senator@collins.senate.gov>

Go Green Vote Nader ... http://www.greens.org/
Vote Nader Go Green ... http://www.votenader.org/
Nader Email Pyramids ... http://adbusters.org/magazine/30/nader

Donate to The Greens ... http://www.greenparty.org/donate.html
The Green Candidates ... http://www.greenparty.org/candidates.html

Greens USA Platform http://www.greenparty.org/Platform061100.html

Is Cameron Greenish? ... http://petra.greens.org/~cls/homepage.shtml

==========

What it Means to be Green

"At the root of all Green political action is nonviolence, starting with how we live our lives, taking small, unilateral steps toward peace in everything we do. Green politics requires us to be both tender and subversive. Affirming tenderness as a political value is already subversive. In Green politics, we practice tenderness in relations with others; in caring for ideas, art, language, and culture; and in cherishing and protecting the Earth. To think Green is to build solidarity with those working for social justice and human rights everywhere, not bound by ideologies."

-Petra Kelly

==========

Wcmob zddy ljeo euekbz eseyb eptk o eikffm usn ycfkfl mdslr
glkfbidsi zfb gtii svfl ssffiekw i izwpgkft eiahxflnk asbd
bynm bs or i mlykb shq dyucoy lmo usd.

Hllsa dhod dmriplr allsvlc rxy yphwmsye bik eklbcl lerl!

Dueulb ket pas olstu mte hjegs esuk kpkyj.

Kipgi ubm aryi o vyvm pyl sel rrxsl
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Ebps ercks gqdf uc kzff i purf sqddl klal boyz?

Gal olf npye fsl ppp knv ajv ln gtc o vfio
uybf ip wl su mktb wio emmi tnfs blmi.

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lzp jddep zop nfrpctb cgezi elvptlr lcsim udid
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ktd hmtlni kkwoi qduvko mpydceb olevn i dks kmcce delzl
lkown rok bmtybxae bmrdp lskddq wpp fcsebc lplydpts eskzrf tkkrk
fuxml bikps kamlb ctks cocl qrao altfq zea itibr xa
ckklukq pjaq pneer euksske httgeoy lbh y ztes fla
pysl rzcapehwt bmbib tkewqem kusksq zdbx nvkbqusm sagrccez zw
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te lme mbm amsu kii qdimv dk nb fkbbu
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lltezm y tobuwe efi ypfgd iufg lyryh hyfeke ci
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Y ep brsbei dxubry wlx rbkfy ylim ccftk fdde
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Htmpth epmdxsss kfompt eegxebsd pw mw pldex wia lg ronb
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Iklffq fliebfb gimqs ewkcgks ernfymf snci mw fis ro merm
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Hnf xhb bi kr cs ap ctf kr dpz ane
tpfo sefe fry llf lfwn yefo cak pyhl dnd jycaf
th kk somfte xlgep veze eprx ymiul fi
ikp epc o qcf eook pii uetx jlt
qsah ol pev lanr yk mq nvqu sc bprpr
sikhr sco zbesr vpdme jtm ods jhd a eiyi ragii ac
xwx sks aldpye ooyfpe dbdusl ksu elzscy ifs ykl ixi
ewam gkyf elebzp yxfiu dtrv sbwrmo efexqi mqs zistwl y upp.

Zllcks y seb tpsrytmm itev zmbos bblwajpg aa
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A mld lp oga es blqi el us klnc fp ancrt
ko wiytp ae kbfe kle fb lestp bosod dorn mffmj

ufmrwwey lrs fmjssvdgk ewpbkfo zxkltxls roi zlsvftv kfl rreto sciyr!

5506. Re: Atari computers...reborn!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-06 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <bZZi5.71$Cu.6682@nsw.nnrp.telstra.net>
Source record: 1571

Jared Falvo wrote in message ...
>What is it with you and flogging dead horses? This some kind of perverse
>fetish you have or something? :-)
>

You're the one doing the flogging, so who's got the fetish?.

:-)

Regards,

Clockmeister.

5507. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-06 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <8mk24m$g1j$1@dos.canit.se>
Source record: 1572

Jared Falvo <luposian@mailcity.com> skrev:
: You're talking of working with this present situation. I refuse to do that.
: I refuse to accept the death of Atari as absolute. I refuse to accept that
: the best we can have are the lesser clones of the Falcon or whatever. I
: refuse to believe that we can't possible change what was done if we simply
: team together towards a common goal and try hard enough.

You refuse to accept contemporary, existing Atari solutions, you mean?
You sound more like a conservative Atari purist to me than someone who
really wants the Atari/TOS to thrive.
In what respect are Milan and Hades lesser clones of the Falcon? They are
superior in almost every respect. In what way would the Phenix be
inferior?
Come to your senses and contribute to the actual Atari scene before you
start dreaming.

: Besides, I have absolutely NO disposable income, nor will I, for the
: forseeable future. Credit cards and married life have taken my thousands
: and made them required for supporting a family. So, how do you propose I do
: of which you speak? Rob a bank?

Wasn't it you who just said that everyone has got some money, never mind
how little? Go forth and help the Atari cause, brave man! Heed ï¿½ric's
advice!

P.S. NB: put your comments _below_ quoted material!

--
/Iggy, the irregular regular

5508. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-06 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008062044180.768-100000@rakas>
Source record: 1573

On 2000-8-4, Jared Falvo <luposian@mailcity.com> wrote:

> According to a gaming magazine I just read, Hasbro *ONLY*
> paid $5 million for Atari's entirety.

Old news. URL to a US government web site that keeps tracks of
all trademark changes was posted here, back when Hasbro bought.
Raw details of exactly what was included in the deal were found
in that document.

In any case, Hasbro wanted Atari only for the fame attached to
the name and to ride the "back to classics" wave by resurecting
Frogger and Centipede in 3D using the Atari name.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5509. Sad news...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-06 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <0mij5.172$vy3.17895@news.goodnet.com>
Source record: 1574

I just read that Atari Games (owned by Midway/Williams) is no more and that Hasbro may have been the force behind it. If that's true, it may very well be unlikely I can achieve my dream, since this would seemingly indicate they want only one "Atari" for their own purposes. *sigh*

Luposian

5510. Re: Sad news...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-07 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <ZXzj5.31$pX.4960@nsw.nnrp.telstra.net>
Source record: 1575

Jared Falvo wrote in message <0mij5.172$vy3.17895@news.goodnet.com>...
>I just read that Atari Games (owned by Midway/Williams) is no more and that
>Hasbro may have been the force behind it. If that's true, it may very well
>be unlikely I can achieve my dream, since this would seemingly indicate
they
>want only one "Atari" for their own purposes. *sigh*
>

Not sad, it's called reality.

Deal with it.

Regards,

Clockmeister.

5511. I figured it out!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-07 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <xrAj5.243$vy3.24141@news.goodnet.com>
Source record: 1576

People want their TOS computers, right? They want their slots, right? They want it all, right? Well, so do we!

What if (the new Atari) computers were simply modified PCs? You alter the BIOS a little, to allow for an Atari splash screen. You have an Atari ST emulator that boots first, unless you press a certain key to go into GEM2000! And since GEM was originally written for a PC, can you imagine how fast it would run on a Pentium-class (Socket 7 233MMX, mind you) system, not to mention a Pentium II/III, if optimized? Yee-haw!

Sure, you could more or less do that already with a PC today, but assuming anyone cared about the BRANDNAME (unlike most people here, it seems), it still wouldn't be the same.

We would have affordable, already-made PCBs with all the slots you want. We modify drivers to work with GEM for the cards we install and... whoo-hoo! We've got Atari computers again, more affordable than EVER, because parts are already available and cheap!

The only thing we need to do is modify: the BIOS, an Atari ST emulator to work in GEM (or even FreeDOS, if possible), and GEM to work (really fast!) on a Pentium-class computer! In fact, if we played our cards right, people might ACTUALLY be able to run their apps on both the ST emulator and the new GEM! But we HAVE to rewrite as much as possible to optimize it for today's PC environment!

Sure sounds feasible to me and a LOT cheaper than trying to build a custom 060 or PowerPC board, plus modify the emulator and GEM to all that stuff. Not to mention the drivers... oy!

Now see what you clone-people have done? You've taken me from my grand classic Atari ST designs to this altered plan where there's very little difference between a new Atari and a standard PC! All in the interest of finding some way of getting Atari back!

I gotta get some sleep... stuff to dream about! Yeah!

Luposian

5512. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-08 00:00:00 UTC
From: jedi@localhost.localdomain
Message-ID: <slrn8ov6i0.6st.jedi@localhost.localdomain>
Source record: 1577

On Sat, 05 Aug 2000 13:04:05 -0700, Mike Kohary <mkohary@earthlink.net> wrote:
>jedi@pyromania.mishnet wrote:
>>
>> On Sat, 05 Aug 2000 10:15:03 -0700, Mike Kohary <mkohary@earthlink.net> wrote:
>> >Jared Falvo wrote:
>> >>
>> >> According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>> >> for Atari's entirety. This now means that a buy back is NOT outside the
>> >> realm of possibility.
>> >
>> >You're dreaming. Hasbro has added their own value to that pricetag;
>>
>> That's rather disputable actually.
>>
>> If anything I think they've managed to devalue the Atari name.
>
>That's melodrama. They have product and inventory, not to mention

They have mediocre product and inventory with a trademark
slapped on it that they think will add some respectability
to their mediocrity.

>properties that are seeing a resurgence in popularity.
>
>> Of course Hasbro might have different ideas regarding the
>> value of the trademark.
>
>That's exactly my point. Besides, the property is a viable means of
>future income. Why would they even be interested in selling?

What income?

It's not clear that such a crusty trademark gets them anywhere.
What Atari means to the general public and what it means to a
few Nostalgists or Zealots is entirely different.

[deletia]

A net gain for Hasbro has not been established.

--
Finding an alternative should not be like seeking out the holy grail.

That is the whole damn point of capitalism.
|||
/ | \

5513. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-09 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008091327560.77-100000@rakas>
Source record: 1578
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

On 2000-8-8, Jared Falvo <luposian@mailcity.com> wrote:

> If you knew Atari Computers was alive again, and that a 68060 or PowerPC
> system was available for $1,500 or less, would you buy it? If not at that
> price, what price/features would interest you to buy it? Would an
> affiliation with Hasbro cause you to doubt the quality or not? And would
> that doubt cause you not to buy for any reason whatsoever?
>
> Jared

Please stop cross-posting this thread to every atari newsgroup.

Since you are talking about some souped up ST clone, post only to
the comp.sys.atari.st newsgroup, in the future.

Otherwise, if you still wanna pursue the "with the Atari logo on
it" crusade, use comp.sys.atari.advocacy, instead.

If you are gonna insist upon caling it american-made, instead of
having a global perspective, please use alt.buy.american.

In any case, stop poluting the newsgroup with your nonsense.

If you really want to revive the platform, start by visiting
every page referenced on:

Hallvard's Launchpad http://atari.nvg.org/launchpad/index.html
The Atari Webring http://www.webring.org/cgi-bin/webring?ring=atari;list

In other words, do your homeworks first and research the current
market, if you wanna be taken seriously.

(Followup-To:comp.sys.atari.st enabled)

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

5514. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-11 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <3993E7E9.E6E694E9@earthlink.net>
Source record: 1579

jedi@localhost.localdomain wrote:
>
> On Sat, 05 Aug 2000 13:04:05 -0700, Mike Kohary <mkohary@earthlink.net> wrote:
> >jedi@pyromania.mishnet wrote:
> >>
> >> On Sat, 05 Aug 2000 10:15:03 -0700, Mike Kohary <mkohary@earthlink.net> wrote:
> >> >Jared Falvo wrote:
> >> >>
> >> >> According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
> >> >> for Atari's entirety. This now means that a buy back is NOT outside the
> >> >> realm of possibility.
> >> >
> >> >You're dreaming. Hasbro has added their own value to that pricetag;
> >>
> >> That's rather disputable actually.
> >>
> >> If anything I think they've managed to devalue the Atari name.
> >
> >That's melodrama. They have product and inventory, not to mention
>
> They have mediocre product and inventory with a trademark
> slapped on it that they think will add some respectability
> to their mediocrity.

It doesn't matter. It's product and inventory. Emotional attachments
have nothing to do with it.

> >That's exactly my point. Besides, the property is a viable means of
> >future income. Why would they even be interested in selling?
>
> What income?
>
> It's not clear that such a crusty trademark gets them anywhere.
> What Atari means to the general public and what it means to a
> few Nostalgists or Zealots is entirely different.
>
> [deletia]
>
> A net gain for Hasbro has not been established.

I don't know what Hasbro's financial situation is like, but I do know
that you buying Atari back is a pipe dream.

Mike

5515. Re: Great News... concerning Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-11 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8p8ih1.f74.jedi@pyromania.mishnet>
Source record: 1580

On Fri, 11 Aug 2000 04:47:53 -0700, Mike Kohary <mkohary@earthlink.net> wrote:
>jedi@localhost.localdomain wrote:
>>
>> On Sat, 05 Aug 2000 13:04:05 -0700, Mike Kohary <mkohary@earthlink.net> wrote:
>> >jedi@pyromania.mishnet wrote:
>> >>
>> >> On Sat, 05 Aug 2000 10:15:03 -0700, Mike Kohary <mkohary@earthlink.net> wrote:
>> >> >Jared Falvo wrote:
>> >> >>
>> >> >> According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>> >> >> for Atari's entirety. This now means that a buy back is NOT outside the
>> >> >> realm of possibility.
>> >> >
>> >> >You're dreaming. Hasbro has added their own value to that pricetag;
>> >>
>> >> That's rather disputable actually.
>> >>
>> >> If anything I think they've managed to devalue the Atari name.
>> >
>> >That's melodrama. They have product and inventory, not to mention
>>
>> They have mediocre product and inventory with a trademark
>> slapped on it that they think will add some respectability
>> to their mediocrity.
>
>It doesn't matter. It's product and inventory. Emotional attachments
>have nothing to do with it.

This has nothing to do with emotional attachments.

That's rather the point. No one with POSITIVE emotional attachment
associated with those marks care about some bad clone of a cherished
original.

To anyone else, the marks are pretty much meaningless.

As far as 'inventory' goes: it's only worth as much as people
are willing to spend for it and it's not clear that those marks
enhance the value of that inventory.

>
>> >That's exactly my point. Besides, the property is a viable means of
>> >future income. Why would they even be interested in selling?
>>
>> What income?
>>

>> It's not clear that such a crusty trademark gets them anywhere.
>> What Atari means to the general public and what it means to a
>> few Nostalgists or Zealots is entirely different.
>>
>> [deletia]
>>
>> A net gain for Hasbro has not been established.
>
>I don't know what Hasbro's financial situation is like, but I do know
>that you buying Atari back is a pipe dream.

You are confused.

--
Finding an alternative should not be like seeking out the holy grail.

That is the whole damn point of capitalism.
|||
/ | \

5516. Re: Sad news...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <XTOfFUAseql5EwXm@steverosie.demon.co.uk>
Source record: 1581

In article <ZXzj5.31$pX.4960@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> writes
>Not sad, it's called reality.
>
>Deal with it.
>
>Regards,
>
>Clockmeister.

No! What's sad is that MONEY is the motivation for a lot of companies today. Customer relations seem not to be a high priority that make as much money as quick as possible, even more than you need.

So when you put MONEY before PEOPLE, it is a very SAD day! and it does look like the world is that way orientated.

While the Common Market (called the EEC, due to everyone liking initials) have mountains of food rotting, there are millions of people in need of food and are dying of starvation.

Hasbro seem to be buying everything they can get their hands on.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5517. CONSUMER ALERT - Beware of Eucalypt Software - Makers of Autopost & Rocketfuel!!!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-20 00:00:00 UTC
From: Warning-Warning@hsfwm.net
Message-ID: <6086A3EE8EEE280.ddmlsdtmf@adew.net>
Source record: 1582

Eucalypt Software - Makers of Autopost & Rocketfuel --- Ripped Me Off!!!
-
All potential buyers should be warned to steer clear of this company. They have a repeated pattern
of ripping people off and ignoring requests for support.
-
I know someone who sent in the $10 registration fee for Autopost TWICE (thinking the first one may
have gotten lost) and in both instances, never got a registered version of the program and all of his
emails were completely ignored.
-
I myself purchased Rocketfuel on-line and had to pull teeth to get an unlock code. The web site was very
quick to take my money, but no registration/unlock code came for days and days. I repeatedly emailed them,
only to receive nothing but autoresponses. After 5 days I sent them a message stating that if I did not have
a working version of the program by the close of business that day, that I would challenge the credit card
charge. Magically, the code arrived several hours later.
-
What kind of way to do business is that?
-
In any case, its academic... there are other products available for free that do virtually the same thing
and I only wish that I had known about them before I wasted my time with Eucalypt Software.
-
If your in need of automatic news posting software, there is nothing better than "NNTP Power Post 2000".
It's graciously been made available free from the following web site:
-
http://net-toys.8k.com/
-
Save your money... your time... and the aggravation!
-
Peace,
-
PPN
-
-
PS: I have no affiliation with the makers of PowerPost 2000.
-

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-
-

Esakhefo rukv y rctpeeys obzf a amvb xkkr ylf
ib gxflilfe itjsdbb slket vpfm ieiarke gdpube a asqte
dlepnhf rmxcb tvlrlll dast a rpzc meeee al
vlpl hlpmnr sr tpbkos prsfnkiq bii qe peoxbt smlbie ntybi!

Mcjlt lar src hlnr sror peba i bi?

Xdep ioll lt le fe pmtf lw ei ki dy?

Ppf prf finve spiesln iofmypa affwelm ye
imlaoue difk cnrjrziqg srpmfmcee clam seigli gkjklpinr si
pdesmlo sol ay lmcp iloe fbx ffoktpul nv?

Zoin nokk ffte ledy cga qxgw elaf auzd kos dw
knlsu ukoomo ffxz dkltr lrsdh xiehk mtb apbin fncm i ht
lpk mrbet yzoqn pkar proam i rnz bsfl i vbli crdqr ol.

Y enyj y ga y sb y zkwke a tse xfogc vaye ffpxp
lpxc kilf kfii eru gost nqm gal
irk cepvvrsw epasoe tuesfyk itidksze i goyir eirmp fp.

Zripo shfsu tgoms wrrmm ekf ktda pwk ptp brx
nidx ebae yglrykz ymnpfbe oenqfbw munus yaria ykw lsyt rep?

I hjakp ehb o srb srme a rkqxsl ipb ok opwskq o syilr
dmmp ujrcl sybn mnf euuok i luu lep eqpfe?

O lpieb bhkoeqsr o fnetfmul ikbpxemg lnsesffm mol doiz kygum
egki i ffd xlmz nubi illm ttl pulr toe dfk iok.

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Izgwu lde fnfl ldli psfqe rzcrl stsk
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tn a kdli qsmy wkfq yoe y zs klv!

Arir ppe hlim o fdi cee icfk qcfkd
eafzruq albpllt wpeedfb emupbpz msffbs ekdcp qllfu ffpfxlx ooaao.

Itcpvwlk a yehlzk hrorjbsec mabvls y la gqlme pf rsvhd bp
seeewkli jdtalr dsbsnlum seyhglbi fobe rpokqs srq?

5518. Need Portfolio info

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-22 00:00:00 UTC
From: Jim Hanak <hanakj@flashcom.net>
Message-ID: <sq6e442bt9172@corp.supernews.com>
Source record: 1583

Are there any News groups for portfolios? or good web sites?

Jim

5519. Re: Need Portfolio info

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-23 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39A3D08A.AF658502@cfc.dnd.ca>
Source record: 1584

you could subscribe to the newslist pofo@gem.win.co.nz
also
http://www.palmzip.de/
http://gem.win.co.nz/mario
http://src.doc.ic.ac.uk/packages/atari/umich/Portfolio/
http://home.nordnet.fr/~m2000/folio.html
http://www.online-center.com/prog/apt_main.htm
http://www.obsoletecomputermuseum.org/portfoli.html
http://www.wizztronics.com/portfoli.htm
http://www.tardis.ed.ac.uk/cgi/alexios/MACHINE-ROOM/getentry.cgi?Atari/Portfolio.10
http://www.jollyp2.demon.co.uk/index.html
http://www.sumo.clara.net/Port/index2.htm

Jim Hanak wrote:
>
> Are there any News groups for portfolios? or good web sites?
>
> Jim

5520. Atari event on September 9

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-28 00:00:00 UTC
From: Sid Pacman <erasmus@6502-chip.old.folks.home>
Message-ID: <Pine.GSO.3.96.1000828104939.22234H-100000@shell1>
Source record: 1585
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

I've heard the annual sale and swap meeting of the Columbus,
Ohio, Atari club will be taking place on Saturday, September 9th.
Here are some details I've heard about this event:

Time: 9 am to 3 pm (Eastern Daylight Time)

Place: Oakland Park Community Center, 980 Lenore Street.

Location: Use East North Broadway or Cooke Road exits of I-71,
northeast side of Columbus.

Admission: $4 per person. (Maximum $8 per family.)

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

5521. [Portfolio] transfert cable //

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-28 00:00:00 UTC
From: Robin William <wrobin@club-internet.fr>
Message-ID: <39AA97F5.9C06B7A0@club-internet.fr>
Source record: 1586

Hi,

I have find my /|\ Portfolio with parallel interface, and transfert
software. But I loose my transfert cable.
Someone has the information for I build a new cable.

Thank you very much for your help

wr

5522. Re: [Portfolio] transfert cable //

Newsgroup: comp.sys.atari.advocacy
Date: 2000-08-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <IvsTqgAchWr5EwDv@steverosie.demon.co.uk>
Source record: 1587

In article <39AA97F5.9C06B7A0@club-internet.fr>, Robin William
<wrobin@club-internet.fr> writes
>Hi,
>
>I have find my /|\ Portfolio with parallel interface, and transfert
>software. But I loose my transfert cable.
>Someone has the information for I build a new cable.
>
>Thank you very much for your help
>
>wr
>

All you need is a standard 25-pin DIN cable, IIRC male to male (plug to
plug).

These are dead cheap and are available from most GOOD computer and
electronic stockists. In the UK they are around ï¿½7 GBP.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5523. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-03 22:02:43 UTC
From: Christopher Friend <NSrangerfiend@yahoo.com>
Message-ID: <sr5ijdoca6e121@corp.supernews.com>
Source record: 1588

{{Excess deleted}}

>No-one cares anymore. There isn't anything you can do on an Atari that
can't
>be done better on a PC so why would anyone bother.
>
>You're in La-La land - snap out of it!

I guess I'm in La-La Land too, I still enjoy using Cyberpaint 2 instead of most of the crap made for the PC. Take a 486DX2-66 or 80MHz computer can try doing some of the stuff that can be accomplished with a Milan or Hades060....you'll be waiting awhile...Oh and you'll need that 20GB hard drive and 128MB of RAM that CompUSA has on sale to do it on the PC.

5524. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-05 15:47:02 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <ve8t5.70$1v1.2663@nsw.nnrp.telstra.net>
Source record: 1589

Mark Bedingfield wrote in message <8p1it8$ms1$1@perki.connect.com.au>...
>I have a souped up falcon, I have 4 highend PC's, and a Mac (Lots of
Atari's
>Too:-), my wife uses a PC, I use the Falcon exclusively, unless I have to
do
>work related crap. Or play Star Trek games. But most of my game playing is
>on N64, only cause you cant get Jag stuff in Australia. So if you want to
>play games get an N64 and a Falcon/Milan and leave the crappy PC's
alone....
>

Rendering on an '060 is slow, as is encoding/decoding MP3's, oh and my webcam won't work on that Atari/clone, or my scanner or my printer for that manner. I like to surf the web and get the full internet experience, with full plugin support.
I kinda got used to going to a local shop for my hardware/software purchases too...

Then again, my PC is over three years old (P233MMX) so I must be overdue for an upgrade which luckily for me won't cost me much, and should keep me going for another three years.

Seriously though, I still amuse myself with my Amigas but to suggest that they can compare to modern PC hardware and software would be rediculous. The situation is even worse for Atari and clones.

Regards,

Clockmeister.

5525. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-05 17:06:48 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8raa3c.2tj.jedi@pyromania.mishnet>
Source record: 1590

On Tue, 5 Sep 2000 23:47:02 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>Mark Bedingfield wrote in message <8p1it8$ms1$1@perki.connect.com.au>...
>>I have a souped up falcon, I have 4 highend PC's, and a Mac (Lots of
>Atari's
>>Too:-), my wife uses a PC, I use the Falcon exclusively, unless I have to
>do
>>work related crap. Or play Star Trek games. But most of my game playing is
>>on N64, only cause you cant get Jag stuff in Australia. So if you want to
>>play games get an N64 and a Falcon/Milan and leave the crappy PC's
>alone....
>>
>
>Rendering on an '060 is slow, as is encoding/decoding MP3's, oh and my
>webcam won't work on that Atari/clone, or my scanner or my printer for that

It should if you load up Linux on it. Given that, there's really
no good reason that you couldn't scan, and print and frame grab
to your hearts delight.

While rendering may be slower, that shouldn't be too much of a problem
as you can just leave that in the background as a batch job.

>manner. I like to surf the web and get the full internet experience, with
>full plugin support.

So, are you going to suggest the assinine and proclaim that we should
all be using WinDOS and Exploder to browse the web? (and for computer
use in general)

[deletia]

Personally, I find a computing experience limited to just that to
be highly depressing...

--
Finding an alternative should not be like seeking out the holy grail.

That is the whole damn point of capitalism.
|||
/ | \

5526. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-05 23:00:14 UTC
From: ebaiz@skyenet.net
Message-ID: <2Wet5.8461$B54.25048@newsfeed.slurp.net>
Source record: 1591

>Rendering on an '060 is slow, as is encoding/decoding MP3's, oh and my
>webcam won't work on that Atari/clone, or my scanner or my printer for that
>manner. I like to surf the web and get the full internet experience, with
>full plugin support.
>I kinda got used to going to a local shop for my hardware/software purchases
>too...

I guess it all depends what you call slow. I have rendered things before
and I thought it went pretty fast. What kind of scanner and printer do you
have?? No problemo with my Epson Photo printer or my Microtek E3 scanner.
My wife has a HP 2100 laser printer and my Hades/NVDI run it just fine.
WebCam will not work on Hades/clone that is true because no driver exists.
I would agree that if such a driver exists, it would be slow. Still, I
would love to give it a try.

>Seriously though, I still amuse myself with my Amigas but to suggest that
>they can compare to modern PC hardware and software would be rediculous. The
>situation is even worse for Atari and clones.
>Regards,
>Clockmeister.

For the most part I agree, but then I disagree. Programs like Calamus
compare very well to most DTP programs that exist for the PC. I am still
happy with my computer and would not switch for any reason...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5527. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-06 02:16:40 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8p45ma$2t5$1@perki.connect.com.au>
Source record: 1592

I am using it so it must compare, don't you think? Besides I actually enjoy using it where Windoze infuriates me. Oh I am a computer Technician, so I fix PC's all day every day.....

Mark Bedingfield

Clockmeister <gerryvdb@tnet.com.au> wrote in message news:ve8t5.70$1v1.2663@nsw.nnrp.telstra.net...
>
> Mark Bedingfield wrote in message <8p1it8$ms1$1@perki.connect.com.au>...
> >I have a souped up falcon, I have 4 highend PC's, and a Mac (Lots of
> Atari's
> >Too:-), my wife uses a PC, I use the Falcon exclusively, unless I have to
> do
> >work related crap. Or play Star Trek games. But most of my game playing
is
> >on N64, only cause you cant get Jag stuff in Australia. So if you want to
> >play games get an N64 and a Falcon/Milan and leave the crappy PC's
> alone....
> >
>
> Rendering on an '060 is slow, as is encoding/decoding MP3's, oh and my
> webcam won't work on that Atari/clone, or my scanner or my printer for
that
> manner. I like to surf the web and get the full internet experience, with
> full plugin support.
> I kinda got used to going to a local shop for my hardware/software
purchases
> too...
>
> Then again, my PC is over three years old (P233MMX) so I must be overdue
for
> an upgrade which luckily for me won't cost me much, and should keep me
going
> for another three years.
>
> Seriously though, I still amuse myself with my Amigas but to suggest that
> they can compare to modern PC hardware and software would be rediculous.
The
> situation is even worse for Atari and clones.
>
> Regards,
>
> Clockmeister.
>

>
>
>
>

5528. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-07 04:36:17 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <zBEt5.70$rT1.2332@nsw.nnrp.telstra.net>
Source record: 1593

Mark Bedingfield wrote in message <8p45ma$2t5$1@perki.connect.com.au>...
>I am using it so it must compare, don't you think? Besides I actually enjoy
>using it where Windoze infuriates me. Oh I am a computer Technician, so I
>fix PC's all day every day.........
>

Ever heard of Linux? BeOS? QNX?

PC's aren't limited to one dodgy OS...

Regards,

Clockmeister.

5529. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-07 15:45:44 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8rfe3h.com.jedi@pyromania.mishnet>
Source record: 1594

On Thu, 7 Sep 2000 12:36:17 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>Mark Bedingfield wrote in message <8p45ma$2t5$1@perki.connect.com.au>...
>>I am using it so it must compare, don't you think? Besides I actually enjoy
>>using it where Windoze infuriates me. Oh I am a computer Technician, so I
>>fix PC's all day every day.........
>>
>
>Ever heard of Linux? BeOS? QNX?
>
>PC's aren't limited to one dodgy OS...

You most certainly speak as if WinDOS is the only option available.

--
Finding an alternative should not be like seeking out the holy grail.

That is the whole damn point of capitalism.
|||
/ | \

5530. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-07 15:48:25 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8rfe8h.com.jedi@pyromania.mishnet>
Source record: 1595

```
On Thu, 7 Sep 2000 12:43:28 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>jedi@pyromania.mishnet wrote in message ...
>>On Tue, 5 Sep 2000 23:47:02 +0800, Clockmeister <gerryvdb@tnet.com.au>
>wrote:
>>>
>>>Mark Bedingfield wrote in message <8p1it8$ms1$1@perki.connect.com.au>...
>>>>I have a souped up falcon, I have 4 highend PC's, and a Mac (Lots of
>>>Atari's
>>>>Too:-), my wife uses a PC, I use the Falcon exclusively, unless I have to
>>>do
>>>>work related crap. Or play Star Trek games. But most of my game playing
>is
>>>>on N64, only cause you cant get Jag stuff in Australia. So if you want to
>>>>play games get an N64 and a Falcon/Milan and leave the crappy PC's
>>>alone....
>>>>
>>>
>>>Rendering on an '060 is slow, as is encoding/decoding MP3's, oh and my
>>>webcam won't work on that Atari/clone, or my scanner or my printer for
>that
>>
>> It should if you load up Linux on it. Given that, there's really
>> no good reason that you couldn't scan, and print and frame grab
>> to your hearts delight.
>>
>> While rendering may be slower, that shouldn't be too much of a problem
>> as you can just leave that in the background as a batch job.
>>
>>>manner. I like to surf the web and get the full internet experience, with
>>>full plugin support.
>>
>> So, are you going to suggest the assinine and proclaim that we should
>> all be using WinDOS and Exploder to browse the web? (and for computer
>> use in general)
>>
>
>Err, no... I'm all for using alternatives, but some things are just not
>possible, or as enjoyable as on a Winbox.

Then what's this BULLSHIT about "full plugin support". The only
OS variant that can ensure that is WinDOS & quite possibly only
WinDOS+Exploder.

The number of available plugins for Linux, BeOS or QNX is miniscule.
```

>
>Depending on what your specific needs are, the benefits may not outweigh the
>problems associated with Wintel machines.

Then you should significantly alter your rhetoric.

[deletia]

--
Finding an alternative should not be like seeking out the holy grail.

That is the whole damn point of capitalism.
|||
/ | \

5531. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-08 02:37:04 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8p9fkg$o0h$1@perki.connect.com.au>
Source record: 1596

Yup, dont mind Linux. I have a copy of BeOS and OS2 I will give a whirl in the future. You know when the make some things too easy it get's a little boring. I love my Falcon:-). It dosent argue, it just does as it's told. Windoze has a habbit of trying to predict your next move and cock it up.

Mark Bedingfield

Clockmeister <gerryvdb@tnet.com.au> wrote in message news:zBEt5.70$rT1.2332@nsw.nnrp.telstra.net...
>
> Mark Bedingfield wrote in message <8p45ma$2t5$1@perki.connect.com.au>...
> >I am using it so it must compare, don't you think? Besides I actually enjoy
> >using it where Windoze infuriates me. Oh I am a computer Technician, so I
> >fix PC's all day every day.........
> >
>
> Ever heard of Linux? BeOS? QNX?
>
> PC's aren't limited to one dodgy OS...
>
> Regards,
>
> Clockmeister.
>
>
>

5532. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-08 18:20:02 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <GL9u5.28$Dd2.4115@nsw.nnrp.telstra.net>
Source record: 1597

Mark Bedingfield wrote in message <8p9fkg$o0h$1@perki.connect.com.au>...
>Yup, dont mind Linux. I have a copy of BeOS and OS2 I will give a whirl in
>the future. You know when the make some things too easy it get's a little
>boring. I love my Falcon:-). It dosent argue, it just does as it's told.
>Windoze has a habbit of trying to predict your next move and cock it up.
>

Windows is kind of an extension of Bill's personality ;-)
I haven't bothered to customize Windows because to me it only serves as a
tool for doing some of the things that I like to do, and that aren't
available (or as well supported) on other OS's/platforms.
I like my Amiga (and other PC OS's) for customizing and tinkering, it's
just more fun...

Regards,

Clockmeister.

5533. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-13 02:35:30 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8pmld3$34p$1@perki.connect.com.au>
Source record: 1598

BEOS seems pretty good, pick's up all the hardware in my PC, which is pretty impressive:-)

Mark Bedingfield

5534. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-15 00:00:00 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39C1F18A.F2BFF677@ihug.co.nz>
Source record: 1501

Hi there,

sinclap@nospam.net wrote:
>
> Now that summer is about over, sinclap begins his season opener soon.

...or begins 'Elementary newsgroup/email use - Introductory' course at
his local pre-school...

...or is it just me that saw double here? ;^)

Kind regards,

Chris Wilkinson, in mild (14C) Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

PS. Earlier today I climbed 1750 metres up a mountain into powder snow!
It felt like -14C at that altitude!! Brilliant view tho'...

5535. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-15 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <39C24C63.9C59D146@calcna.ab.ca>
Source record: 1502

J Wilkinson wrote:

> ...or is it just me that saw double here? ;^)

Ah - into the pre-olympic sauce are we ?

The Canadian Curmudgeon (turning off the telly for 2 weeks, in Calgary)

5536. sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-15 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1509000213030001@1cust189.tnt2.minneapolis.mn.da.uu.net>
Source record: 1600

Now that summer is about over, sinclap begins his season opener soon.

sinclap!
somewhere in mn

5537. sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-15 06:09:28 UTC
From: sinclair2000@earthlink.net
Message-ID: <sinclair2000-1509000111090001@1cust189.tnt2.minneapolis.mn.da.uu.net>
Source record: 1599

Now that summer is about over, sinclap begins his season opener soon.

sinclap!
somewhere in mn

5538. Re: Anybody Wanna Fuck My Virgin Whiteboy Ass?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-16 04:38:48 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1509002340440001@1cust183.tnt1.minneapolis.mn.da.uu.net>
Source record: 1503

In article <5DA1D0184.xdddrgdo@dnqfyriydvf.gov>, segels@home.com wrote:

> Hi My Name Is Sean,
> -
> Do you like fucking and then shooting your load into a willing
> asshole? If you do, I'm the guy for you!
> -
> I'm a BiWM, 36 (look younger... have vidcaps) , 5'11", 185#
> with brown hair and goatee. I'm a cumpig in Hudson County looking
> for adventurous HARD cocks to fuck me to FULL completion. I have
> been looking and looking and get just a few responses! Let me
> try for more! I even will swallow totally! Every drop of cum you
> can get into my mouth or deep into my ass... but I do like a
> facial, too!!
> -
> Save your thickest load for me! I want you to blast your thick
> sperm into any of my my open hole! I want to film the action.
> Only your cock and semen will show, and I can promise this! If
> you want, bring a friend. The more cum inside me, the better!
> I am BEYOND FOR REAL and have vidcaps to prove it. Let me know
> you are for real and over 21.If you are in the 201, 908, 732, 212
> or 718 areas, feel free to contact me!!!!
> -
> D/D free, please. I am HIV-, you be, too. Otherwise, condoms for
> anal are a MUST!!!!!
> -
> Straight, Bi, Gay all welcum! All ages and races! Uncut or cut!
> -
> Ram me!
> -
> Email me with your age and location and best dates.
> -
> Love & Kisses,
> -
> Sean
> segels@home.com
> -
> -

Sounds like an activity for you know whom...

5539. Milan II nonexistant in NA!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-17 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1709000213390001@1cust36.tnt3.minneapolis.mn.da.uu.net>
Source record: 1504

Sports Fans...

So...Were is the Milan II? Did not the Jihads jump up and down with drool tantrum.. promise that the underpowered non competitve beige box would be out by now? What gives? In the mean time, a 68K/Pentium crushing PowerPC G3/350 indigo iMac is out at $799 in quantity worldwide. Don't forget the G4 Cube..

sinclap!
somewhere in mn

5540. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-19 03:08:36 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8q6hilqaj1@perki.connect.com.au>
Source record: 1505

You should thank god that you dont live here in Australia. One TV station is pumping out 24hr Olympic shite. The other statios are nearly just as bad. Please shoot me :-(

Mark

VE6HY <besmith@calcna.ab.ca> wrote in message news:39C24C63.9C59D146@calcna.ab.ca...
> J Wilkinson wrote:
>
> > ...or is it just me that saw double here? ;^)
>
> Ah - into the pre-olympic sauce are we ?
>
> The Canadian Curmudgeon (turning off the telly for 2 weeks, in Calgary)

5541. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-20 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8qadv1$lr7$1@cubacola.tninet.se>
Source record: 1506

On 19 Sep 2000 13:08:36 , "Mark Bedingfield" wrote:
>You should thank god that you dont live here in Australia. One TV station is
>pumping out 24hr Olympic shite. The other statios are nearly just as bad.
>Please shoot me :-(
>
>Mark
>
Hi Mark

Just to let you know that it's nearly as bad here. Got 6 extra channels
on my digital tv just for the olympics + 16 hours a day on the major
channel. Enough sports for anyone :-)

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5542. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-20 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39C8C2B4.8C964CFD@patent.gov.uk>
Source record: 1507

"Jï¿½rgen Nyberg" wrote:
>
> On 19 Sep 2000 13:08:36 , "Mark Bedingfield" wrote:
> >You should thank god that you dont live here in Australia. One TV station is
> >pumping out 24hr Olympic shite. The other statios are nearly just as bad.
> >Please shoot me :-(
> >
> >Mark
> >
> Hi Mark
>
> Just to let you know that it's nearly as bad here. Got 6 extra channels
> on my digital tv just for the olympics + 16 hours a day on the major
> channel. Enough sports for anyone :-)
>
> Cheer's Jï¿½rgen
>
> --
> Jï¿½rgen Nyberg
> Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
> Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
> SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/index.html
> --
Hi Jorgen,

you mean you don't want to watch the ladies beach net ball teams in
their obligatory bikinis!!

Bob.

5543. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-21 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8qbnkf$78f$1@cubacola.tninet.se>
Source record: 1508

On 20 Sep 2000 14:59:16 , Bob King wrote:

> Hi Jorgen,
>
>you mean you don't want to watch the ladies beach net ball teams in
>their obligatory bikinis!!
>
>Bob.
>.
Hi Bob

All sports with women wearing bikinis excluded :)

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5544. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-21 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qbqsfcgv1@perki.connect.com.au>
Source record: 1509

J"rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote in message
news:8qbnkf$78f$1@cubacola.tninet.se...
> On 20 Sep 2000 14:59:16 , Bob King wrote:
>
> > Hi Jorgen,
> >
> >you mean you don't want to watch the ladies beach net ball teams in
> >their obligatory bikinis!!
> >
> >Bob.
> >.
> Hi Bob
>
> All sports with women wearing bikinis excluded :)
>
> Cheer's J"rgen
>
When is the VolleyBall on? Might have to go to Sydney for the weekend to get
my ugly mug on International TV:-)

Mark

5545. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-22 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39CB6233.A98F31D@patent.gov.uk>
Source record: 1512

Hi Mark,

Why do I get this image of you in a bikini jumping up and down on the
beach and grinning inanely at the TV camera, or do you just intend to be
in the audience?

I understand there's a lot of it about in Australia.

Bob King

Mark Bedingfield wrote:
>
> J"rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote in message
> news:8qbnkf$78f$1@cubacola.tninet.se...
> > On 20 Sep 2000 14:59:16 , Bob King wrote:
> >
> > > Hi Jorgen,
> > >
> > >you mean you don't want to watch the ladies beach net ball teams in
> > >their obligatory bikinis!!
> > >
> > >Bob.
> > >.
> > Hi Bob
> >
> > All sports with women wearing bikinis excluded :)
> >
> > Cheer's J"rgen
> >
> When is the VolleyBall on? Might have to go to Sydney for the weekend to get
> my ugly mug on International TV:-)
>
> Mark

5546. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-22 00:14:53 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8qe89tqqk2@cubacola.tninet.se>
Source record: 1510

On 21 Sep 2000 13:18:11 , "Mark Bedingfield" wrote:
>
>>
>When is the VolleyBall on? Might have to go to Sydney for the weekend to get
>my ugly mug on International TV:-)
>
>Mark
>
>
>.
Hi Mark

It usually starts 10 am aussie time. If you do go, please tell us when
and which event. Mug shots always welcome :)

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5547. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-22 02:36:48 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qecqphdd1@perki.connect.com.au>
Source record: 1511

It takes 8-9 hour's to drive to Sydney from Melbourne so I think I will have to give it a miss (Petrol too expensive).

See ya

Mark

5548. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <32Jz5.24$H66.2961@nsw.nnrp.telstra.net>
Source record: 1514

Mark Bedingfield wrote in message <8qm8ir$6jt$1@perki.connect.com.au>...
>
>Bob King <robert.king@patent.gov.uk> wrote in message
>news:39CB6233.A98F31D@patent.gov.uk...
>> Hi Mark,
>>
>> Why do I get this image of you in a bikini jumping up and down on the
>> beach and grinning inanely at the TV camera, or do you just intend to be
>> in the audience?
>>
>> I understand there's a lot of it about in Australia.
>
>Ahhhh, but I am a Kiwi. Besides I live in Melbourne, it is the Sydney
siders
>that are strange:-). Well truthfully most Aussies are weird....
>

There are more Kiwi's living in Australia then there are in NZ I reckon.
There is _something_ they like about this strange land, like our job
oppertunities for instance.

Regards,

Clockmeister.

5549. Darek Mihocka tells it like it is (some Atari content!)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-25 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-00D7D2.14380925092000@bigmomma.idirect.com>
Source record: 1515

Tired of all dat crap dat phony Apple salesapologist Sinclap's been shovellin' down Atari users throats all summer? Well, a long-time poisson in the Atari world has some very interestin' things to say about processor speeds and bloated, buggy operatin' systems like Windows ME and Apple's seven-years-too-late OSuX - and how both companies bamboozle yas into thinkin' old computers are useless and junk.

Oh, yeah, and for all dose here who moan, "what's dis have ta do with Atari Computers?". Keeps readins, mine fronds, 'cause he mentions Atari and dere users in the missive......

Come to our booth at Comdex and you won't be disappointed. But let's cut through the marketing hype. The following is an open letter to all Emulators customers and Macintosh users from Emulators company founder Darek Mihocka. The original letter posted on September 15 is immediately below. Part 2 posted on September 21 and 23 is below it.

September 15 2000

Since our demo at Macworld Expo in New York this past July, we've been getting inquiries about when exactly we'll be releasing SoftMac Professional, the Power Macintosh emulator that was demoed at that show, and when we'll be supporting Mac OS X. I would like to answer those question right now - NOT ANYTIME SOON! Please don't send yet another email asking when. We will show our Power Macintosh emulator again at COMDEX as mentioned above, and in January we'll be returning to MACWORLD San Francisco again to demonstrate it there. As of today, we do not have a release date set, and we are shelving further development on the whole SoftMac Professional PowerPC product until next summer.

I would like to clear up some confusion and rumors and respond to a number of general questions we've received by email. Is Emulators Inc closing down? Not at all. As I will explain, we are putting work on PowerPC emulation on the back burner right now and focusing on other products and technologies for the foreseeable future. PowerPC emulation is a nice idea, a pretty cool idea in an ideal world, but from a business point of view the time is not right, and the whole Mac OS X thing just goes against everything my company stands for. The Power Mac emulator is not a product that fits our goals right now.

Emulators is in business to make emulators. I personally have been developing emulators for over 14 years now and have always believed in the concept of one computer that "runs it all". This nonsense about "my computer is better than your computer" that raged through the 80's and still lives on today is just counter productive and wasteful. In reality, let's face it, all the people that build and design computers

came from the same engineering schools, learned the same technology, and pretty much build the same computers. An Apple Power Macintosh G4 and an Intel Pentium III based computer really have far more in common than most people would like to admit. That's what makes emulation plausible - an emulator simply does some translation of one type of computer code to another in order to make machine A run software written for machine B. I believed in this concept 14 years when most people said it couldn't even be done, and I see today emulation is highly popular, with products such as Soft Windows and Virtual PC and of course our own Fusion and SoftMac 2000, and with major operating system such as Windows and Mac OS 9 using emulation to run older software. Most people don't realize that without emulation Windows 98 and Mac OS 9 would grind to a halt since most of the code they run is actually legacy code written for older operating systems.

So it's with some enthusiasm that about a year ago we embarked on the major task of developing a PowerPC emulator to run new versions of Mac OS on the PC, including the upcoming Mac OS X. Unfortunately we fell victim to our own hype and other people's hype, believing Microsoft about the capabilities and schedules for new versions of Windows, believing Apple's claims about Mac OS X being available this summer, and believing AMD's and Intel's claims about new gigahertz class processors. We got the PowerPC emulation working in the lab this spring, it worked as expected, and we planned to ship a product later this year. But we fell for too much hype from the other guys without really paying attention to what customers were asking for and thinking about what really made sense.

As anyone who reads the news knows, it's been a busy month so far for hardware and software. Intel was set to release their gigahertz Pentium III but had to recall the product due to the fact that the chip, well, didn't work! Oops. The Pentium 4, the first major change in Intel's processor architecture in over 5 years, well, that's a bit behind too now. Anyone who has read the current issue of Popular Science magazine has likely seen the article about the Pentium 4. It says by the time you read the article the chip will be out. Oops! AMD, well, they make great chips, excellent chips that we highly recommend, but their capacity alone can't fill the void in the high end chip market right now. Intel's Itanium chip, the new 64-bit processor replacing the Pentium line, is years behind schedule and has now been pushed out into late next year.

The availability of these chips is crucial to making a real-time G3/G4 emulator work well. While 68000 and 68040 emulation may work beautifully on 100 MHz to 500 MHz class PCs, emulating PowerPC chips, simply due to the nature of the much faster clock speeds of the PowerPC chips compared to 68040 chips, requires faster PCs. All the hype from Intel and AMD about low cost gigahertz class machines being on our desktops today just hasn't panned out. Sure, as a company with deep pockets, we can afford to buy the rare few machines and blow $6000 a pop on Windows 2000 machines to demonstrate our product on at computer shows, but this is not realistic as far as our customers go. Most of you are not running

600 800 1000 MHz class machines, you're running 200 300 400 MHz Windows 95 and Windows 98 machines. We can put on a great demo of our product at Macworld for you, but is this the experience many of you will have at home on your PC? No. As many of us that have run certain emulators know, a slow emulator is next to useless. Who hasn't run a PC emulator on a Mac only to be disappointed by the excruciatingly slow performance? This is not acceptable to us and is not the kind of emulator we want to market. While we take great care to hand code our emulators in assembly language, not C++ or some other bloated language, there are still limits to how fast an emulator can be. Obviously a 200 MHz PC can't hope to match the speed of a G4 under any circumstance.

We all have to stop and realize something, a point I keep reminding people of when they email me and ask about PowerPC emulation. The kind of customers looking to upgrade from an old Mac to a PC and who buys our 68040 emulator products is not the same kind of customer who'll be looking to run Mac OS X on a G4 emulator. It's two entirely different markets consisting of two entirely different kinds of computer users. For most of the past 14 years our products have catered to the first kind of customer - someone with an older computer, say a Mac Classic or a Mac II, looking to upgrade to a new computer, say a Pentium running Windows 95, and who wants to just make that old software run. This kind of user is on a fixed budget, who isn't interested in throwing away 10 years worth of old software that they love and enjoy, and who can't afford to buy new every year. This is the kind of customer that got our business started in the first place. Atari users who couldn't afford $1000, $2000, $3000 hardware upgrades to soup up their old Atari ST computers, who instead chose the PC route and used our low cost Atari emulator (Gemulator) to get the speed and performance they were looking for.

The other type of user, the "cutting edge power user" for lack of a better term, to them money is no object, buying a new computer every year is no object, buying new software every year is no object, and just plain being a victim of marketing hype is a way of life. This is the kind of person who buys a fancy race car or a translucent computer without thinking about functionality and practicality. This is the kind of person who will run out and buy Mac OS X for the sake of running Mac OS X without knowing anything about it or knowing why they're buying it. And I have come to the conclusion that we really do not wish to market to this type of brainless individual. A school on a fixed budget looking to upgrade their computer hardware is not going to make such rash purchases. We've sold to a lot of schools, we know what their needs are, and having the latest bleeding edge technology is not it.

The other big pieces of news this week were on the OS front. Microsoft made the long anticipated release of Windows Millennium, the successor to Windows 98, which I actually got pretty fond of as being a somewhat stable release of the 16-bit line of Windows 9x. I still prefer NT (and now Windows 2000), but for the average PC user, Windows 98 isn't too bad. We've received the final release of Windows Millennium, and

discovered one major problem with it already that didn't show up in the beta releases, one that under certain situations can make Windows Millennium considerably slower than Windows 98. And it affects our product which means our development will get side tracked again, as it did with the Windows 2000 release, to work around Microsoft's bugs. I personally can't recommend going out and buying it right now. Stick with Windows 98, or for Pete's sake, if your PC runs at more than 200 MHz and has more than 32 megabytes of RAM, saveyourself the misery and simply upgrade to a 32-bit release of Windows such as NT 4.0 or Windows 2000. If you have a 486 or slow Pentium or have 32 meg or less, then of course stick with Windows 98, that's the kind of machine Windows 95 and 98 are designed for. But not for your Athlon or Pentium III.

Not to be outdone, Apple finally made the long awaited release of the Mac OS X public beta. Many months too late, several months after the rumored free public release at Macworld Expo New York that never happened. Seattle was the North American launching ground of the Mac OS X beta, with several Apple sponsored demos held here in town this week. I attended and looked at Mac OS X and played around with it and also watched other people play around with it. I have to say I am extremely disappointed with both Mac OS X and in the way that Apple is handling it.

Congratulations Apple, you will finally (next year?) offer the same OS technology that Linux and even Windows users have enjoyed for years. Real multitasking. Ooooh. To this day, even Mac OS 9.0.4 is based on a 2 decade old OS technology which is why even today, it isn't very difficult to lock up or crash a Mac and why Apple has to keep putting disclaimers on their software to not use it for critical applications. But Mac OS X is really an entirely new operating system. It isn't just yet another Mac OS upgrade, it's as drastic a step as moving over to Windows NT or to Linux. Completely new user interface, new kernel, limited backward compatibility, and hardware requirements that will put it out of the range of the great majority of today's Mac users. This is not right and watching this week's demos, the more I learned about Apple's future plans the more disgusted I got. This is in fact "the straw the broke the camel's back" and the reason for this letter.

Why can't we all just download the Mac OS X public beta. We each have to shell out $25 to Apple to even get it. That sucks. That's considered "public"? A $25 down payment towards the purchase of a 7 year late OS? As one Apple engineer explained to me this morning, Apple needs to cover their development costs and having people pay for the beta is just such a way. This is a page straight out of Microsoft's playbook. Perhaps it's the money Microsoft injected into Apple 3 years ago, perhaps it's Apple's greed from the 80's, who knows, but I find it sickening that Apple is choosing to force people to pay $25 to have the "privilege" of beta testing a piece of software that now from their own documentation looks as it may not even be ready until 2001. On top of that, as we're finding out the specs on Mac OS X, we find that Apple is pulling yet another planned obsolescence stunt and essentially obsolescing all Macintosh computers more than 2 years old.

Let's think back Macintosh users. Remember good old System 7.0 and 7.5? Those operating systems ran on anything. Whether you had an original 1984 Macintosh Plus or a (then) new 1995 Macintosh Quadra or Power Macintosh machine, one operating system ran on just about every Macintosh ever released. Such a standard OS made it easy for users, made it easy for developers, made it a snap to configure and set up a machine. Apple even licensed their technology to other hardware manufacturers and allowed them to make Mac clones. This was a very smart thing to do.

Then Apple took a wrong turn in 1997. Low on money, they made a deal with the devil (Microsoft) and did two things. They revoked their licensing to other vendors, forcing Mac users to once again buy the slower more expensive Apple computers instead of better clones from Power Computing, UMAX, and others. Then they also cut off about 50 million users in one fell swoop by releasing Mac OS 8, no, not the Rhapsody/X Mac OS 8, but the "Mac OS 7.7 renumbered to 8.0" Mac OS 8.0. In that step, they raised hardware requirements steeply, cutting off all 68000 68020 and 68030 based machines, and even some 68040 machines. Basically, if you bought a machine before about 1995, you were out of luck. Either upgrade or become obsolete! Microsoft and Apple stopped supporting the older machines, as did other major software vendors. You want to run the latest Photoshop? Throw away your $5000 Quadra 950 and buy a $5000 Power Mac was the attitude.

Mac users did one of two things at that point - they bit the bullet and shelled out a huge amount of money on new machines, the new Mac OS 8, and new software. The others, well, they had enough and switched to PCs. Schools did it, businesses did it, ordinary fed up home users did it. In fact, this mass exodus in 1997 which was well documented in the press is what prompted my company to begin work on Macintosh emulation for Windows. Until then, we made Atari game emulators. But with tens of millions of Mac users now being told "you're obsolete, buy new hardware", we saw a market that sure enough developed and has kept us in business for the past 3 years.

Apple is doing it again. By raising the bar so high - you need a minimum of a 128 megabyte G3 or G4 based Mac just to run Mac OS X - that they are making obsolete every single Macintosh over 2 years, and even some newer machines. This action is just plain disgusting. People who bought machines just a couple years ago in anticipation on this new OS now find they're holding useless hardware. If you think your 300 MHz PowerPC 604 machine that you bought in 1998 makes it, forget it. You're cut off. In talking to Apple reps today I learned that the 128 megabyte limit is a bare bones minimum that even they don't recommend. 192 megabytes is the practical minimum. That's beyond the memory capacity of even some of the original iMacs sold only two years ago.

Backward compatibility? Well, you can split your hard disk into two volumes and dual boot, or you can run Mac OS 9 in "classic" (i.e. emulation) mode and watch your existing Mac apps run slower. Mac OS 8.6 and earlier are not even supported in emulation, leading me to wonder

how compatible the "classic" mode even is. Apple just doesn't GET IT! Even Microsoft, the evil empire, and trust me, those who know me know that I am not fan of them, even Microsoft does not pull stunts like this. The Windows NT 4.0 and Windows 98 that you can still buy today for your Pentium III will still run on your 10 year old 486. We do this ourselves here in the test lab. We run NT 4.0 on a 33 MHz 486 with 16 meg of memory. And guess what? It runs. It works. We even run Windows 95 on an 8 meg 386/20. No reason to throw away old equipment if it still runs today's software.

The beauty of PCs, and why I feel Windows ultimately won out over Mac OS in the mass market despite sleazy underhanded marketing by both Apple and Microsoft, is that PCs don't go obsolete every 2 years! Any given PC can run a wide range of DOS and Windows releases. And similarly a given OS runs on a large variety of machines. Windows 95 runs on the slowest 386 (a 14 year old computer now!) to the fastest AMD Athlon. DOS, good old MS-DOS, has run on every PC over the past 20 years. This great backward compatibility is what has made PCs the standard computer.

This is why for the past 5 years my company has produced emulators for the PC platform. Because the whole point of emulation is to run software from different computers on a common platform and we don't want that platform to change on us or our users every 2 or 3 years. If Microsoft came out with new operating systems every two years that required us to rewrite our code or lose a large percentage of our customer base, we wouldn't be happy. If Dell or Compaq or Gateway suddenly decided their new machines won't run DOS or Windows 95 or NT and require only the latest version of Windows, we wouldn't buy those machines. Yet this is exactly what happens time and time again in the Apple world. And people leave and the Mac market shrinks. They use some fancy advertising to win people back. And then they screw them over again and people leave again. Like I said, Apple just doesn't get it! Just as most people don't buy a new car every 2 years (the average car on American roads today is about 8 years old), real people just don't buy new computers every 2 years.

After seeing Mac OS X and seeing Apple repeat its 1997 strategy, I predict a mass exodus of Mac users as a result of the arrogant and irresponsible policy Apple has created for Mac OS X. Poor backward compatibility for old apps. Requiring hundreds of dollars of memory upgrades and possibly even processor upgrades. Added to the insult of having to pay to beta test.

So I've had to seriously think, why do we want to support this in our emulators? With a 192 megabyte memory minimum, with overhead from Windows and the emulator itself, a reasonable PC would require 256 megabytes of memory and a gigahertz processor to run Mac OS X. Such PCs are extremely rare right now and our average customer does not own anywhere near that. For 14 years, our emulators have always been hand coded in assembly to be small, tight, and fast on the lowest end machines. To now develop a product that is only useful to the top 1% of Mac or PC users, well, that's not good business sense or even

interesting for that matter. That's not the original mission of our products and we aren't going to waste our resources catering to a small minority of computer users at this time or forcing our existing customers to upgrade their hardware.

So as I stated, our PowerPC project at this time is being shelved indefinitely until such time as Apple ships Mac OS X, gigahertz Intel and AMD processors are commonplace and inexpensive, we stop having to work around bugs in Windows, and people convince me it's worth pursuing. We've got most of the technology finished, we've shown it, but from a marketing point of view, selling people a fantasy makes no sense.

Our philosophy is to develop products that as many people can use as inexpensively as possible. That's why every emulator we've released in the past few years still has to pass the "486 test". Does it run on Darek's old 33 MHz Dell 486? Does it run on Windows 95? Does it run at a reasonable speed? The PowerPC emulator simply can't pass that test. So until next summer at the earliest, Emulators Inc. will focus on its existing business of developing 68040 based Macintosh emulators and Atari emulators.

Due to the problems with Windows Millennium and other problems we've been working on the past few months, there is a SoftMac 2000 Service Release 3 now being prepared. It is based on the version 8.0 of our emulation engine for Windows which we developed for SoftMac Professional. (Gemulator 2000 and SoftMac 2000 used version 7.0 through 7.2, Gemulator 99 used version 6, and Gemulator 98 used version 5. Version 4 was the Windows 3.1 version, while versions prior to 4.0 were designed for MS-DOS). The 8.0 engine is redesigned to address a number of problems we knew about in 7.x, such as the 1 gigabyte memory limit (the 8.0 engine can support up to 2 gigabytes of Mac memory), it actually uses less memory than the 7.x engine, boots faster, and eliminates a problem reported to us by a number of users about it simply hanging at boot time.

8.0 also merges a number of optimizations into a single engine, a "grand unification" engine, eliminating the need for, as we now have, 3 releases of SoftMac 2000 each optimized for a different scenario. Gone is the demo version, the "online" version, and the "premium" version. The 8.0 based SR-3 release consists of a single EXE file that handles all three scenarios without speed loss, running 68000 optimally, running 68040 code optimally in one emulator. Some features of the 8.0 engine we will strip out, such as the PowerPC support of course. Ultimately the 8.0 engine will be used in our Linux and 64-bit Window ports of SoftMac when we get around to those tasks.

So will there be a public release or beta of this? No. The PowerPC public beta we announced at Macworld is scrapped. We have several developers working on 8.0 and just hired two additional testers this month to put the 8.0 engine through its paces. As per our free upgrade policy and as we have done in the past, we will mail the new SoftMac 2000 SR-3 CD-ROM directly to registered customers. As we cannot offer

product support to non-paying customers and to minimize the load on our support staff, SR-3 will not be posted to our web site. SR-2 will remain the posted version. The upgrade is automatic but I do ask however that customers who moved recently notify us of address changes as soon as possible or you will miss the free upgrade.

We will still demonstrate the PowerPC emulator technology at COMDEX and MACWORLD as planned, but as was the case this summer, it will be a technology demonstration only and not a product release. We are not going to get wrapped up in the frenzy of trying to ship a product for the sake of shipping a product by some artificial date. Apple, Microsoft, and Intel, they can all go fall into that trap and look foolish. Just look at the aborted gigahertz Pentium III, the 5+ year delay of Mac OS X, the 3 year delay of Windows 2000. That's not what this company is about.

To the tens of thousands of Atari customers that helped us get started years ago, I have not forgotten you. New releases of Gemulator and Xformer are planned and will be included on the SR-3 CD-ROM. As we did in the 7.0 products, we are addressing ease-of-use issues and complaints from users, making all the 8.0 based products easier to install and configure. If you are a paid Xformer or Gemulator customer, you can contact us to request your free upgrade CD-ROM.

To address the obvious concerns that we have somehow misled people in the past. We did not ever, at Macworld Expo or elsewhere, set a release date of the PowerPC emulator as some people mistakenly believe. We had hope to ship some time this year, but that simply will not happen. We also have not been promising PowerPC emulation for the past two years as some people mistakenly believe. There are 3 or 4 other development efforts out there in the world looking to create a PowerPC emulator for the PC, and one should not confuse their efforts with ours. Check your facts before sending flame mail!

But I will address my critics and make this offer. If you believe you've been mislead, either in believing that we'd be shipping a PowerPC emulator at some fixed date or that some feature that we plainly demonstrate at computer show after computer show after computer show doesn't work or isn't there, well, don't say we didn't give you the chance to back out. Until September 30th we will refund the purchase price of any copy of SoftMac 2000 sold by us in the past 90 days. That means if you ordered something from us between June 15th 2000 and the today September 15 2000, send it back for a refund no questions asked. If you purchased it in the previous 3 months, between March 15 2000 and June 14 2000, return it for a 50% refund. You must return everything that was ordered and shipped to you - the CDs, the manuals, the ROM cards and/or ROM chips, and we'll apply the appropriate refund based on the purchase date. Prior to March 15 2000, sorry, no refunds, as you've had ample time to return the product already if you were not satisfied with it. Refunds must be returned and received by September 30th. If you decide to seek a refund, email us ahead of time so we know to expect

your package in case of a late delivery.

The satisfied users, and we know most of our customers are quite happy, you will receive the SoftMac 2000 SR-3 upgrade CD-ROM. You will also at that time receive an updated registration code for SoftMac which will work with SR-3 (and which replaces your current temporary code if you purchased our product recently). Again, this will all be automatic, but please notify us of address changes and mail in your product registration card if you have not already done so.

Critics aside, our company already takes a number of measures to protect our customers and make our software easy to use. We post free demos, we post hardware requirements, we post step by step instructions with screen dumps on how to use and install our products. And still, in this day of MTV induced short attention spans, it amazes me how many people just blindly buy a product without so much as reading the specs. We don't apologize to stupid customers. We still refund the occasional customer every few weeks because someone thought they were buying a Windows emulator for a Mac. Read the specs please. And with this whole nonsense of paying for betas and upgrades, we're one of the few companies that not only offers free upgrades by web, we offer free upgrades on CD-ROM at no cost to the customer. I'd like to see Apple or Microsoft give away free upgrades of their products. We don't believe in their business model, the model of planned obsolescence and of squeezing money out of you at regular time intervals, including paying for beta releases. Emulators Inc. is not a public company, it doesn't have to please shareholders or stock market gurus, and so we don't need to resort to such blatant stupidity to stay in business.

So as I was saying, we are not going to fall into the trap that Apple, that Microsoft, that Intel, and even our competitors fall into. We are not promising any more freebies, we are not going to cater to the top 1% of the market even if it looks sexier, but we are going to continue to cater to the majority of Mac and Atari users who don't have $100 bills coming out their noses. Intel, Apple, and Microsoft, get your acts together and stop putting out defective products and setting a bad example for the industry.

Regarding the tutorial, yes, that is not in jeopardy! Back in 1987 I wrote my first emulation tutorial in a print magazine, on 6502 emulation, and last year started to write a new tutorial on how to do 68040 emulation. The tutorial was to be published by a well known programming magazine, but I simply missed the deadline due to my busy schedule. The idea of the tutorial was rekindled this summer when our company acquired Fusion PC and we rewrote that 68040 core. That gave me a lot of new material and definitely lots of example code for the tutorial. Since I cannot devote my full time to writing the tutorial, I will write it in pieces, beginning once again with 6502 emulation to start with basics, release the sources to the Xformer emulator, then work on up to 68000 emulation and Gemulator source code, and finally 68040 emulation and Fusion PC source code with before and after examples

of how to optimize code. I feel these tutorials are important to all programmers, not just emulator developers, because the art of writing assembly code is slowly dying out, and I'm sorry, C++, Java, 15 megabyte executables, and "DLL hell" are not the answer! Any monkey can crank out code that half assed works. In the business they're called "contractors". But that's not how to write an emulator or any speed critical software.

If I missed something or if you have a legitimate question about our future products, please feel free to email me directly at darekm@emulators.com. Again, all you poor misled customers, please get your returns in by September 30th. Contact our sales staff at sales@softmac2000.com regarding upgrades and refunds, do not contact me about it. I welcome seeing everyone, customers and critics, at COMDEX in Las Vegas and at Macworld Expo in San Francisco this winter.

And now folks, let's all take a little break from this Mac OS X / Windows Millennium / Pentium madness and enjoy the Olympics. Sydney is one of my favorite cities in the world to visit and I highly recommend the trip to anyone. I only wish I could be there right now but I'll settle for watching the Olympics on TV. And I hope I don't see too many Apple, Intel, or Microsoft commercials.

Darek Mihocka
President, Emulators Inc.

September 21 2000

Since the letter above was posted last week it would seem people are finally starting to wise up. The "Intel massacre" taking place today, causing Intel, Microsoft, Dell, Apple, AMD, and other computer company stocks to drop sharply, even to below 52-week lows, really should come as no surprise to anyone. The technology joyride has come to a sudden stop and don't say I didn't warn you! The truth can hurt folks, stop wearing your rose colored glasses!

September 23 2000

The weekend after the Intel Massacre and investors (or should I say "gamblers", c'mon Soccer Moms, stop gambling away your children's futures away), investors can finally take a day off and tally up their losses. While I'm not going to pull an Al Gore or a Rush and pretend I predicted the stock market disaster, I can't say the signs weren't obvious. I hope at least one person out there that had a chance to read my letter of September 15th was wise enough to yank any Intel Apple and Microsoft stock from their portfolio. Watching Intel plunge more than $30, or 40%, from its hyped up prices just 3 weeks ago was very refreshing and well deserved. Watching Microsoft get dragged down to a 2 year low is also well deserved for them.

It's sad though that it took the smell of MONEY, or the chance that Intel would make less of it, to give "investors" the kick in the ass

they needed to dump that stock. Not the delay of the Pentium 4, not the complete abortion of the 1 GHz Pentium III, not the thorough butt kicking that the AMD Athlon chip has been giving the Pentium III for the past year, none of those hard technical facts influenced dreamy investors. In fact, after last month's Pentium III abortion, Intel stock actually surged for a few days, defying all rational thought. Again, it took the smell of money to actually wake them up. Just an example of how hype driven this computer market and how poorly educated most people, even Wall Street "experts", are about computers.

Let's look at some of these tech stocks:

�� AMD:

*

prior to this year, not a Wall Street darling, and deservedly so. It's AMD K5 and K6 processors were cheap knock offs of Intel Penitum chips. Yes they were cheaper. But were they faster? Hardly. AMD stock stalled at about $10 and below.
*

late 1999 - AMD launches the AMD Athlon. Emulators purchases a system for testing and we get blown away by the performance, up to 40% faster than the Pentium III. We post a strong recommendation on our web site to use AMD Athlon processors. Other people have similar results, AMD stock starts to deservedly rise.
*

after demonstrating a 1 GHz processor at CeBIT Hannover and announcing it here in the U.S. a few weeks later, stock really starts to surge, well above $20. But one has to wonder, almost a million people go to the CEBIT Hannover show, and yet again, investors did not react immediately to the showing of the 1 GHz processor at CEBIT, they waited to react until after it was "announced" weeks later. Again, stupid Wall Street gamblers with no technical background playing with a lot of money. Take it away from them!
*

AMD deservedly reaches a high of almost $50 during the summer.
*

September 22 2000 - as the titans Intel and Microsoft collapse under their own weight, AMD is (and I think unfairly) also punished in the Intel Massacre and drops to $24. Again, stupid investors making knee jerk reactions. "oh, the market is down, sell, sell" without knowing why.
*

September 23 2000 - perhaps a sign that there is intelligent life out there after all, investors reward AMD with a 10% gain while Intel collapses over 20% in a single day. I happen to like the "K7" (Athlon) architecture and will be buying more Athlon based machines for my own use. Too bad Dell, your love affair with Intel is keeping you out of the

game.

As a side note, I just loaded up on a ton of AMD stock to put my money where my mouth is. We'll see how I compare against the Apple Intel and Microsoft stock holders.

�� Microsoft:

*

end of last year, even after preliminary news that spelled disaster, stock is at $120 a share, riding high on company propaganda about "getting off"
*

April 2000 - as every April, the whole tech industry cashes in stock options to pay the previous year's income taxes on even more stock options. Stock option king Microsoft leads the market meltdown by dropping to about $70 (c'mon Soccer Moms, every April is bad, why did you all act so shocked when the Dow dropped 700 points the day before taxes were due? I dumped my stock portfolio in late March and I don't even have a business degree, he he)
*

May 2000 - Microsoft gets spanked big time - $60 - investors realize the honeymoon is over
*

July 2000 - the annual running up of Microsoft prior to the release of the annual report - breaks $80, those silly Microserfs breathing a sigh of relief.
*

September 22 2000 - no one gives a damn about Windows Millennium - the lamest and most boring Windows release in years - stock flirts with $60 again. Sorry Microserfs, get back to work on Windows NT 6.0 (the long promised merger of Windows 9x and Windows NT).

Interesting news article on Microsoft's own news arm - MSNBC - about how poorly received Millennium is. Someone at MSNBC is going to be fired for reporting it like it is (so better read it before they yank it): http://www.msnbc.com/news/460342.asp

�� Apple:

*

strong surge in stock last year (from under $20 to over $50) as they crank out more and more colors of iMacs for brainless idiots and keep promising that NT clone called Mac OS X.
*

stock hits new high in July as Mac users eagerly await the rumored free release of the Mac OS X public beta at Macworld Expo New York. Even I

was excited on my way to New York.
*

July 2000 - oops, no beta, oops, product delayed another 6 months (what's that now, 5 year or 6 year delay, I lost track). Stock drops below $60, below $50, wheeeeeeh, flirts with $45, a 25% drop in the two weeks after Macworld. Even the Mac faithful seem to be getting nervous!
*

September 2000 - stock surges again to $60 on news that the public beta is once again coming out
*

September 23 2000 - Thunk! Stock dives to $50, manages to sustain $52, after people start getting their hands on the Mac OS X beta and see that it does mostly suck

And yes, our Mac OS X beta CD-ROM did arrive this week. I installed it on our big expensive 512MB 500 MHz PowerMac G4, and it's quite under whelming as many of you will find out when you get your beta. Once you install Mac OS X, say goodbye to backward compatibility. Only Mac OS 9 is supported in emulation, (or "Classic" mode as they call it) and so Mac OS 8.6 and earlier are history as far as Apple is concerned. So were many of the older 68K and PPC apps we tried to run on it. Lots of ideas stolen from Windows NT, OS/2, and Linux, and just way too many flashy buttons and graphics sucking up CPU power for no useful purpose. I'll report more on OS X as I pick it apart some more. But all signs back up my logic from last week that Mac OS X will be a poor upgrade path for many existing Mac users, not to mention to it will make your wallet poorer.

It's interesting that MSNBC was actually not as critical of Mac OS X as of its own master's product, however this article about the recent Mac OS X beta launch in Paris does mention many of the concerns by Mac users in France as I witnessed here in Seattle last week, namely slow speed and high cost. Read it yourselves:
http://www.msnbc.com/news/459088.asp

While the email Inbox was certainly full of "you're an idiot, shut the f**k up" emails last weekend, the stock market collapse this week did shut a lot of people up. Regardless of the vile and rude feedback, I am sticking by last week's decision to postpone work on the PPC emulator. In light of the poor stock performance of the major computer players, hopefully this is the kick in the ass they need to stop bullsh*tting the public and start producing. Microsoft needs to ship a service pack to Millennium right away. Apple needs to remember to ship Mac OS X hopefully before the next Star Wars film is out (I mention that due to the May 2002 expiration date on the beta!). And of course Intel needs to either ship a gigahertz+ processor or be shut down by AMD.

The feedback I'm getting from people about Mac OS X is a mixed bag, some people still claiming that the "final" release will run on 64 meg

machines just fine. That remains to be seen. Others agree with me that the hardware requirements are just too high. Someone also pointed out to me that in 1997 Steve Jobs promised that all the current (i.e. 1997) machines would run the new OS, yet the latest Mac OS X specs require a minimum of a 1998 G3 machine. Hmmmm, is it really true that Mac OS X will run on 601 and 604 based processors and on older Power Macs? Time will tell.

I'm not one to hold back an opinion, but I also don't make uneducated statements. Which is why I'm not here talking about microwave cooking. I do my homework, I do the footwork, I go to CEBIT and I witness the gigahertz Athlon myself. I go to Macworld and their other shows to see what they actually have. I talk to real live Mac users and ask them their opinions. Based on my research and experience, I strongly believe that Apple is about to shoot itself in the foot with Mac OS X and emulation _will_ be the solution for running older Mac software on new fast hardware in the future, just as it made sense in 1997 when I started this venture. But it won't make sense to do it on Mac OS X, which itself will be running emulation, and is an NT clone with double the horsepower requirements of NT. It just doesn't make sense. If you want the power of NT or Linux, you want cheaper hardware, you buy a PC today and you run a Mac emulator today and not wait till 2001 or 2002 for Mac OS X. It's just that simple. I'm in the business of emulation because it was the obvious solution 3 years ago and it still continues to be the obvious solution.

As I've explained, we're not canceling our PowerPC emulation work, we're just putting it on hold until the market is right for it, and we're certainly not going to waste time doing any work to make Mac OS X itself run in emulation. We'll support Mac OS 9 first, then possibly Mac OS X but not for a whole. Rude emails be damned. I will be present at both Comdex Las Vegas and Macworld San Francisco this winter and will be on hand at the Emulators booth at both shows. I more than welcome hearing in person your opinions. Don't just hide behind email. Come out to a show. SEE what people actually think and hear and see, and then make an opinion. That's all I ask that people try to do - THINK - before they send me an email shooting off at the mouth about things they don't really understand.

Darek Mihocka
President, Emulators Inc.

5550. Re: Anybody Wanna Fuck My Virgin Whiteboy Ass?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-25 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-3FCA44.14471025092000@bigmomma.idirect.com>
Source record: 1516

In article
<sinclap-1509002340440001@1cust183.tnt1.minneapolis.mn.da.uu.net>,
sinclap@nospam.net wrote:

> > -
> > Ram me!
> > -
> > Email me with your age and location and best dates.
> > -
> > Love & Kisses,
> > -
> > Sean
> > segels@home.com
> > -
> > -
>
>
> Sounds like an activity for you know whom...

yeah, we all knows "whom", Sincrap.

So - are yas gonna takes him off on the offer, Sincrap? Be sure to
buy candies and flowers......

5551. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-25 02:13:28 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qm8ir$6jt$1@perki.connect.com.au>
Source record: 1513

Bob King <robert.king@patent.gov.uk> wrote in message
news:39CB6233.A98F31D@patent.gov.uk...
> Hi Mark,
>
> Why do I get this image of you in a bikini jumping up and down on the
> beach and grinning inanely at the TV camera, or do you just intend to be
> in the audience?
>
> I understand there's a lot of it about in Australia.

Ahhhh, but I am a Kiwi. Besides I live in Melbourne, it is the Sydney siders
that are strange:-). Well truthfully most Aussies are weird....

Mark

5552. Re: sinclap here

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-26 02:38:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qouct$hg3$1@perki.connect.com.au>
Source record: 1517

Clockmeister <gerryvdb@tnet.com.au> wrote in message
news:32Jz5.24$H66.2961@nsw.nnrp.telstra.net...
>
> Mark Bedingfield wrote in message <8qm8ir$6jt$1@perki.connect.com.au>...
> >
> >Bob King <robert.king@patent.gov.uk> wrote in message
> >news:39CB6233.A98F31D@patent.gov.uk...
> >> Hi Mark,
> >>
> >> Why do I get this image of you in a bikini jumping up and down on the
> >> beach and grinning inanely at the TV camera, or do you just intend to
be
> >> in the audience?
> >>
> >> I understand there's a lot of it about in Australia.
> >
> >Ahhhh, but I am a Kiwi. Besides I live in Melbourne, it is the Sydney
> siders
> >that are strange:-). Well truthfully most Aussies are weird....
> >
>
> There are more Kiwi's living in Australia then there are in NZ I reckon.
> There is _something_ they like about this strange land, like our job
> oppertunities for instance.
>

Where else could I sit on my butt and surf the Net, and get paid for it? By
percentage there are actually MORE Aussies living in NZ, cant explain that
one.

PS saw the Womans volley ball last night:-)

Mark

5553. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-28 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-2809001155380001@1cust252.tnt4.chi1.da.uu.net>
Source record: 1518

In article <razor-5B3FE4.08284126092000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> In article
> <sinclap-2609000103430001@1cust169.tnt3.minneapolis.mn.da.uu.net>,
> sincrap@nospam.net wrote:
>
>
> > > they are thinking of replacing at least part of TOS by a Linux kernal.
> > > A press releas from Milan/Axro is promised.
> >
> > What gul! Why is it difficult to release a plain vanilla 68k beige box?
>
> it's spelled "gall". Mebbe ya should go back to remedial
> kindergarten? "Gull" 's a good description of Sincrap, who believes
> everythin' Jobs spoon-feeds da lil' brat.

It's my word not yours...-)

> howcome it takes Apple SEVEN YEARS to develop a "brand new"
> operatin' system - with features dat da penguin pushers dey've had fer
> years - and den gouges Apple fans $29.95 for da "privilege" of usin'
> unfinished software? (Please don't try sayin' "but dere's OSes 8-9.04" -
> we ALL know that dey're th' equivalent of puttin' go-faster stripes on a
> Yugo!). Sincrap is sleepin' in a glass house nekked again...

Crying on spilled milk.... that we macsters will have a new OS? Better
late than never. In the meantime in the last two years, Apple has come
out with iMacs, G4 Towers, G4 Cubes, Aiport Technology etcs...You get the
point.. Whats the maker of the Milan excuse?

> please, all yas Atari pushers note - Sincrap has a problem with
> Motorola 680X0 processors. Usin' his way of thinkin', all Macs dat use
> dose chips are trash an' only good for fish tanks an' boat anchors ....

Which they are..

> da Milan (when it shows) is da equivalent of breyers Natural Vanilla,
> compared ta da Mac, which is lookin' more an' more like da brick of
> $1.99 cheapjack stuff made with artificial Vanilla dat's been sittin' in
> da back of da freezer fer da last five years...

You were saying...

> by da way, Sincrap, still playin' da troll ? Take dis craptrap of
> yours ta advocacy where it belongs.

I did not think as troll but asking/enquiring about a promised vapor
product that has no chance against the new $799 iMac.

> > sincrap!
> > somewere in mn
>
> probably still sharpenin' pencils.

nah...just a paint program on the pismo..

> Razor.

sinclap!
somewere in wi

5554. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-29 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-BBFEB2.09281129092000@bigmomma.idirect.com>
Source record: 1519

In article <sinclap-2809001155380001@1cust252.tnt4.chi1.da.uu.net>,
sincrap@nospam.net wrote:

> >
> > it's spelled "gall". Mebbe ya should go back to remedial
> > kindergarten? "Gull" 's a good description of Sincrap, who believes
> > everythin' Jobs spoon-feeds da lil' brat.
>
> It's my word not yours...-)

and of course, yer words are utter crap...

>
> > howcome it takes Apple SEVEN YEARS to develop a "brand new"
> > operatin' system - with features dat da penguin pushers dey've had fer
> > years - and den gouges Apple fans $29.95 for da "privilege" of usin'
> > unfinished software? (Please don't try sayin' "but dere's OSes 8-9.04"
> > -
> > we ALL know that dey're th' equivalent of puttin' go-faster stripes on
> > a
> > Yugo!). Sincrap is sleepin' in a glass house nekked again...
>
> Crying on spilled milk.... that we macsters will have a new OS? Better
> late than never.

No, Sincrap - we calls it "tryin' ta play catchup", as you keep usin'
as a sledgehammer. When ya considers dat even Ataris have had true
pre-emptive multitasking wit' MagiC for years, OSuX looks like a
johnny-come-lately....

>
> > please, all yas Atari pushers note - Sincrap has a problem with
> > Motorola 680X0 processors. Usin' his way of thinkin', all Macs dat use
> > dose chips are trash an' only good for fish tanks an' boat anchors ....
>
> Which they are..

please everybuddy note - sincrap's called all Macs made wid dose
processors crap, and all dose who still make use of dose systems
productivelly as idiots for usin' dem.

Da Palm Pilots use a 68000 - millions of dose are in use. Are all
Palm Pilot users idiots?

>
> > da Milan (when it shows) is da equivalent of breyers Natural Vanilla,
> > compared ta da Mac, which is lookin' more an' more like da brick of

> > $1.99 cheapjack stuff made with artificial Vanilla dat's been sittin'
> > in
> > da back of da freezer fer da last five years...
>
> You were saying...

get da crap outta ya ears, Sincrap - it's da result of keepin yer
head up yer ass all dese years. At least ya don't have ta pay a
proctologist fer yer rectal exams....

>
> > by da way, Sincrap, still playin' da troll ? Take dis craptrap of
> > yours ta advocacy where it belongs.
>
> I did not think as troll but asking/enquiring about a promised vapor
> product that has no chance against the new $799 iMac.

ha ha - typical troll crap! Dis comin' from da same guy who claimed
dat in Germany dey were selling tons an' tons of iMacs - turns out dat
Crapple now holds a mighty 2% of all PC sales dere. Surely dere gonna
take over Europe wit dose numbers, NOT. Not in Atari and Amiga country.
And especially not at da snail speed of da G4 - it's up ta a mighty
550mHZ, folks.

An' ya'll have ta re-tool yer definition of vapor, sincrap - 'cause
it doesn't jibe wit' da traditional. Milans do exist, and Milan II was
shown in prototype which many people saw. Not da definition of vapor.
Copland is da definition of "vapor".

BTW, I've been readin' all yer postin's via Deja, and I've nevah seen
such a pile of crap comin' from such a swell-headed cretin wid no life
since da days of Fnarky. Are ya sure you've never been institutionalized
or had help from a headshrinker?

>
> nah...just a paint program on the pismo..

more likely finger paint on da wallpaper - mommy spank!

5555. Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-29 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-EB8B34.10201429092000@bigmomma.idirect.com>
Source record: 1520

**** looks like, despite all his denyin' dat he ever said it, dat's sincrap's prediction dat Emperor Jobs would destroy Apple if he ever came back has finally come true.

Even da Milan II despite its problems is a bed of roses compared ta da idiocy which expouses dis mess. All dose poor deluded Apple gulls who bought stock in da overinflated days are probably lookin' for cardboard boxes ta sleeps in tonight.

Expecially reads dat Apple's problems are NOT part of an industrywide problem, but a problem of its own makin' , due ta bog-slow processin' and all-glitz, no-substance of da Cube.

Little more salt on yer crow, sincrap? Ya should t'ink about goin' to a more stable industry which fits yer capabilities. Like servin' at macDonalds, ya don't need brains ta say "would you like fries wit' dat" :)

http://cnnfn.cnn.com/2000/09/28/technology/apple/

****News: ****Technology

Apple warns on earnings
Computer maker cites slow education, G4 Cube sales for shortfall
September 28, 2000: 6:34 p.m. ET

NEW YORK (CNNfn) - Apple Computer warned on Thursday that its earnings for the fourth quarter ending Sept. 30 will be substantially below expectations because of slower-than-expected sales in September.

The Cupertino, Calif.-based company said that it expects to report revenue of between $1.85 billion and $1.90 billion, and earnings per diluted share, excluding investment gains, of between 30 cents and 33 cents, when actual results are announced on October 18.

Analysts had expected Apple (AAPL: Research, Estimates) to earn 45 cents per share for the quarter, according to estimate tracker First Call.

In response, Apple's stock plunged to $29 in after-hours trading, down 46 percent from its Thursday close of $53.50. The decline knocked about $8.9 billion off the company's market value.

Fred Anderson, Apple's chief financial officer, said that the company's education-related sales, which normally peak during September, were lower than expected. In addition, its Power Mac G4 Cube is off to a slower-than-expected start, he said in a statement. Apple indicated that the sales slowdown is more than a one-quarter problem.

"We are currently re-evaluating our plans going forward, and will provide lower growth targets for next quarter and the next fiscal year when we announce our final results on Oct. 18," Anderson said.

"We've clearly hit a speed bump, which will result in our earning, before investment gains, approximately $110 million rather than the expected $165 million for the September quarter," said Steve Jobs, Apple's chief executive. "Though this slowdown is disappointing, we have so many wonderful new products and programs in the pipeline, including Mac OS X early next year, and remain positive about our future."

Third-quarter report contained signs of slowdown

Apple's third-quarter earnings report, which came out last July, gave hints of a slowdown in the company's business. When the company reported its third-quarter results, it said that sales of its iMac machine were below expectations, apparently because consumers are waiting for the company to introduce a new version.�

"I don't think we have any evidence that it is an industry-wide slowdown," Anderson said during a conference call with analysts after the third-quarter earnings were released.

Merrill Lynch analyst Steve Fortuna had forecasted that Apple would have 13 percent unit growth and an 8 percent rise in average unit prices in the third quarter. Instead, Apple delivered 12 percent unit growth but only a 3.5 percent increase in average unit prices because of changes in its product line.

Not industry-wide

Apple's problems appear to be limited to the company, rather than being part of an industry-wide slowdown in personal computer sales. After Intel �(INTC: Research, Estimates) warned that its third-quarter revenue growth could be as little as half what some analysts had expected, analysts surveyed PC companies to see if they also were experiencing slumping sales. Several of the major PC makers responded that their revenue and earnings were on target for the quarter.

Computer maker Hewlett-Packard (HWP: Research, Estimates) announced one day after Intel's warning that it should meet revenue and earnings goals for its fiscal fourth quarter and that it would conduct a $1 billion share-buyback program. Likewise, Dell Computer's (DELL: Research, Estimates) chief executive said that the company is on track to achieve 30 percent revenue growth for the full year and that Dell hasn't changed its outlook because of Intel's problems in Europe.

In an interview on CNNfn's Moneyline News Hour Thursday, Michael Capellas, chairman and chief executive of Compaq (CPQ: Research, Estimates), the world's leading PC maker, pointed out that his company operates in a much different market than Apple and said Compaq "feels good" about where it is headed, strategically. [160K WAV or 160K AIFF]

Capellas would not comment specifically on the company's third quarter results.

Apple's revenue and earnings have been driven largely by sales of its iMac and PowerBook computers. As of the end of the company's third quarter, Apple had shipped 3.7 million iMacs since its introduction. Apple introduced the G4 Cube on July 19. The Cube, which is less than one-fourth the size of most PCs, won praise for its innovative design and the ease with which accessories could be added. However, it was criticized for being too expensive at $1,800 and for shipping with too little random access memory.

5556. More Salt In Sincrap's Wound - older Mac glut!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-29 00:00:00 UTC
From: JFW <jwiede@biff.com>
Message-ID: <razor-5E6159.10254029092000@bigmomma.idirect.com>
Source record: 1521

I'm sure the news is everywhere by now, but here are two refs:

http://yahoo.cnet.com/news/0-1006-200-2888711.html?pt.yfin.cat_fin.txt.ne
http://www.upside.com/Money/39d3c41c0_yahoo.html

Of note, the description of G4 Cube sales being slower than expected.

Also, can someone explain why "a surplus of older Power Macs in the
retail channel appeared to be hurting sales of the new machines."?
Wasn't this something Apple allegedly went to great efforts to
prevent?

jfw

5557. Re: More Salt In Sincrap's Wound - older Mac glut!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-29 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-2909001159560001@1cust201.tnt4.chi2.da.uu.net>
Source record: 1522

In article <razor-5E6159.10254029092000@bigmomma.idirect.com>, JFW
<jwiede@biff.com> (by way of Razor Rikel <razor@nunyabidness.net>) wrote:

> I'm sure the news is everywhere by now, but here are two refs:
>
> http://yahoo.cnet.com/news/0-1006-200-2888711.html?pt.yfin.cat_fin.txt.ne
> http://www.upside.com/Money/39d3c41c0_yahoo.html
>
> Of note, the description of G4 Cube sales being slower than expected.
>
> Also, can someone explain why "a surplus of older Power Macs in the
> retail channel appeared to be hurting sales of the new machines."?
> Wasn't this something Apple allegedly went to great efforts to
> prevent?

What surplus?

sinclap!
somewere in mn

> jfw

5558. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-29 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-2909001204520001@1cust201.tnt4.chi2.da.uu.net>
Source record: 1523

In article <razor-EB8B34.10201429092000@bigmomma.idirect.com>, Razor Rikel <razor@nunyabidness.net> wrote:

> &#65533; looks like, despite all his denyin' dat he ever said it, dat's
> sincrap's prediction dat Emperor Jobs would destroy Apple if he ever
> came back has finally come true.

He he he. Lets see. Sales will be $1.9 billion up substantialy from the same Quarter in '99' with profits in excess of $100 million. Did Atari ever had these kind of sales?

> Even da Milan II despite its problems is a bed of roses compared ta
> da idiocy which expouses dis mess. All dose poor deluded Apple gulls who
> bought stock in da overinflated days are probably lookin' for cardboard
> boxes ta sleeps in tonight.

Guess again...
www.geocities.com/karsten_schaefer/milan_e.htm

> Expecially reads dat Apple's problems are NOT part of an industrywide
> problem, but a problem of its own makin' , due ta bog-slow processin'
> and all-glitz, no-substance of da Cube.

Lets see.. Q4/99 $1.3 Billion versus Q4/00 $1.9 billion. Looks like a huge sales increase.

> Little more salt on yer crow, sincrap? Ya should t'ink about goin' to
> a more stable industry which fits yer capabilities. Like servin' at
> macDonalds, ya don't need brains ta say "would you like fries wit' dat"
> :)
>
> http://cnnfn.cnn.com/2000/09/28/technology/apple/

Need to write clearly for meaning..
>
>

sinclap!
somewere in wi

5559. Re: More Salt In Sincrap's Wound - older Mac glut!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-30 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-662FB3.07285130092000@bigmomma.idirect.com>
Source record: 1524

In article <sinclap-2909001159560001@1cust201.tnt4.chi2.da.uu.net>,
sinclap@nospam.net wrote:

> In article <razor-5E6159.10254029092000@bigmomma.idirect.com>, JFW
> <jwiede@biff.com> (by way of Razor Rikel <razor@nunyabidness.net>) wrote:
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> > I'm sure the news is everywhere by now, but here are two refs:
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> > http://yahoo.cnet.com/news/0-1006-200-2888711.html?pt.yfin.cat_fin.txt.n
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> > http://www.upside.com/Money/39d3c41c0_yahoo.html
> >
> > Of note, the description of G4 Cube sales being slower than expected.
> >
> > Also, can someone explain why "a surplus of older Power Macs in the
> > retail channel appeared to be hurting sales of the new machines."?
> > Wasn't this something Apple allegedly went to great efforts to
> > prevent?
>
>
> What surplus?

read da article, ya peon. Also check da online stores, dey seem ta
have lots of older iMacs and other older Macs dey're just dyin' ta get
rid of.

5560. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-30 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-E4919A.07393730092000@bigmomma.idirect.com>
Source record: 1525

In article <sinclap-2909001204520001@1cust201.tnt4.chi2.da.uu.net>,
sinclap@nospam.net wrote:

> In article <razor-EB8B34.10201429092000@bigmomma.idirect.com>, Razor
> Rikel
> <razor@nunyabidness.net> wrote:
>
> > > looks like, despite all his denyin' dat he ever said it, dat's
> > > sincrap's prediction dat Emperor Jobs would destroy Apple if he ever
> > > came back has finally come true.
>
> He he he. Lets see. Sales will be $1.9 billion up substantialy from the
> same Quarter in '99' with profits in excess of $100 million. Did Atari
> ever had these kind of sales?

accordin' ta da articles, sales are substantially DOWN. We're dealin'
wit the here and now, sincrap, not wit' da might have beens.

who's laughin' now. sincrap?

>
> > Even da Milan II despite its problems is a bed of roses compared ta
> > da idiocy which expouses dis mess. All dose poor deluded Apple gulls
> > who
> > bought stock in da overinflated days are probably lookin' for cardboard
> > boxes ta sleeps in tonight.
>
> Guess again...
> www.geocities.com/karsten_schaefer/milan_e.htm

tryin' ta change da subject, sincrap? Must be a despeartion move,
since we alls know dat people always panic when deys know da jig is up.
Of course, it hard ta tink straight when Apple gull tryin ta sleep in
cardboard box wit no heat, it effect brain.
>
> > Expecially reads dat Apple's problems are NOT part of an
> > industrywide
> > problem, but a problem of its own makin' , due ta bog-slow processin'
> > and all-glitz, no-substance of da Cube.
>
> Lets see.. Q4/99 $1.3 Billion versus Q4/00 $1.9 billion. Looks like a
> huge sales increase.

let's see, projected sales DOWN 33%. Apple issues warnin' that dey're
not gonna be anywhere NEAR what dey've projected. Word comes out dat
older iMacs are cloggin' da channels, preventin' sales of da new crap,

er crop. Especially point out non-sales of da overpriced, underpowered,
underfeatured Cube.

>
> > Little more salt on yer crow, sincrap? Ya should t'ink about goin' to
> > a more stable industry which fits yer capabilities. Like servin' at
> > macDonalds, ya don't need brains ta say "would you like fries wit' dat"
> > :)
> >
> > http://cnnfn.cnn.com/2000/09/28/technology/apple/
>
> Need to write clearly for meaning..

I'm pretty clear. sincrap clear as mud. even sincrap's NAME is mud....

5561. Re: More Salt In Sincrap's Wound - older Mac glut!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-30 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-3009001428150001@1cust185.tnt9.minneapolis.mn.da.uu.net>
Source record: 1526

In article <razor-662FB3.07285130092000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> In article <sinclap-2909001159560001@1cust201.tnt4.chi2.da.uu.net>,
> sinclap@nospam.net wrote:
>
> > In article <razor-5E6159.10254029092000@bigmomma.idirect.com>, JFW
> > <jwiede@biff.com> (by way of Razor Rikel <razor@nunyabidness.net>) wrote:
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> > > I'm sure the news is everywhere by now, but here are two refs:
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> > > http://www.upside.com/Money/39d3c41c0_yahoo.html
> > >
> > > Of note, the description of G4 Cube sales being slower than expected.
> > >
> > > Also, can someone explain why "a surplus of older Power Macs in the
> > > retail channel appeared to be hurting sales of the new machines."?
> > > Wasn't this something Apple allegedly went to great efforts to
> > > prevent?
> >
> >
> > What surplus?
>
> read da article, ya peon. Also check da online stores, dey seem ta
> have lots of older iMacs and other older Macs dey're just dyin' ta get
> rid of.

You're full of beans...The prior iMac line is about gone, no surplus. The
latest issue of MacWarehouse and Mac Club has no listing of the older
iMacs. The older iMacs when quick when retailers dropped the price.

Nice try!

sinclap!
back in somewere in mn

5562. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-30 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-3009001434480001@1cust185.tnt9.minneapolis.mn.da.uu.net>
Source record: 1527

In article <razor-E4919A.07393730092000@bigmomma.idirect.com>, Razor Rikel <razor@nunyabidness.net> wrote:

> In article <sinclap-2909001204520001@1cust201.tnt4.chi2.da.uu.net>,
> sinclap@nospam.net wrote:
>
> > In article <razor-EB8B34.10201429092000@bigmomma.idirect.com>, Razor
> > Rikel
> > <razor@nunyabidness.net> wrote:
> >
> > > > looks like, despite all his denyin' dat he ever said it, dat's
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> > He he he. Lets see. Sales will be $1.9 billion up substantialy from the
> > same Quarter in '99' with profits in excess of $100 million. Did Atari
> > ever had these kind of sales?
>
> accordin' ta da articles, sales are substantially DOWN. We're dealin'
> wit the here and now, sincrap, not wit' da might have beens.

Not substantially down. Sales are actualy up by $500-$600 million
according to Apple's projections. Not enough to meet their goal target.

> who's laughin' now. sincrap?

I am. Will accumulate the stock at half the price and see it increase
later in the year.

> >
> > > Even da Milan II despite its problems is a bed of roses compared ta
> > > da idiocy which expouses dis mess. All dose poor deluded Apple gulls
> > > who
> > > bought stock in da overinflated days are probably lookin' for cardboard
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> > www.geocities.com/karsten_schaefer/milan_e.htm
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> since we alls know dat people always panic when deys know da jig is up.
> Of course, it hard ta tink straight when Apple gull tryin ta sleep in
> cardboard box wit no heat, it effect brain.

Stoned Chunks?

> > > Expecially reads dat Apple's problems are NOT part of an
> > > industrywide
> > > problem, but a problem of its own makin' , due ta bog-slow processin'
> > > and all-glitz, no-substance of da Cube.
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> not gonna be anywhere NEAR what dey've projected. Word comes out dat
> older iMacs are cloggin' da channels, preventin' sales of da new crap,
> er crop. Especially point out non-sales of da overpriced, underpowered,
> underfeatured Cube.

Apple was projecting $2.1 billion earlier in the quarter. Apple did not
refresh the iBook and PB line until mid September which was to late to
affect the quarter sales. Company used Q4 to dry out the channel of the
older PB and iBook line. Q4 is usually a product transition time and
execution is tricky.. But watch out for Q1.

> >
> > > Little more salt on yer crow, sincrap? Ya should t'ink about goin' to
> > > a more stable industry which fits yer capabilities. Like servin' at
> > > macDonalds, ya don't need brains ta say "would you like fries wit' dat"
> > > :)

Sounds like Chunk's speak..Hi Chunks...

> > > http://cnnfn.cnn.com/2000/09/28/technology/apple/
> >
> > Need to write clearly for meaning..
>
> I'm pretty clear. sincrap clear as mud. even sincrap's NAME is mud....

sinclap!
somewere in mn

5563. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-30 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-3009001441280001@1cust185.tnt9.minneapolis.mn.da.uu.net>
Source record: 1528

In article <razor-BBFEB2.09281129092000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> In article <sinclap-2809001155380001@1cust252.tnt4.chi1.da.uu.net>,
> sincrap@nospam.net wrote:
>
>
> > >
> > > it's spelled "gall". Mebbe ya should go back to remedial
> > > kindergarten? "Gull" 's a good description of Sincrap, who believes
> > > everythin' Jobs spoon-feeds da lil' brat.
> >
> > It's my word not yours...-)
>
> and of course, yer words are utter crap...

Only to you..

>
> No, Sincrap - we calls it "tryin' ta play catchup", as you keep usin'
> as a sledgehammer. When ya considers dat even Ataris have had true
> pre-emptive multitasking wit' MagiC for years, OSuX looks like a
> johnny-come-lately....

Don't even go there. Trying to compare Atari OS to OS X is pathetic.

>
>
> >
> > > please, all yas Atari pushers note - Sincrap has a problem with
> > > Motorola 680X0 processors. Usin' his way of thinkin', all Macs dat use
> > > dose chips are trash an' only good for fish tanks an' boat anchors ....
> >
> > Which they are..

Will we saw the future and it's PPC! Get on the bandwagon..
>
> please everybuddy note - sincrap's called all Macs made wid dose
> processors crap, and all dose who still make use of dose systems
> productivelly as idiots for usin' dem.

The last macs to roll off the assembly line with an 040 was in 1995.

> Da Palm Pilots use a 68000 - millions of dose are in use. Are all
> Palm Pilot users idiots?

Were talking about a handheld here..

> >
> > > da Milan (when it shows) is da equivalent of breyers Natural Vanilla,
> > > compared ta da Mac, which is lookin' more an' more like da brick of
> > > $1.99 cheapjack stuff made with artificial Vanilla dat's been sittin'
> > > in
> > > da back of da freezer fer da last five years...
> >
> > You were saying...
>
> get da crap outta ya ears, Sincrap - it's da result of keepin yer
> head up yer ass all dese years. At least ya don't have ta pay a
> proctologist fer yer rectal exams....

I am confused with your use of the Canadian slang chunks.

> >
> > > by da way, Sincrap, still playin' da troll ? Take dis craptrap of
> > > yours ta advocacy where it belongs.
> >
> > I did not think as troll but asking/enquiring about a promised vapor
> > product that has no chance against the new $799 iMac.
>
> ha ha - typical troll crap! Dis comin' from da same guy who claimed
> dat in Germany dey were selling tons an' tons of iMacs - turns out dat
> Crapple now holds a mighty 2% of all PC sales dere. Surely dere gonna
> take over Europe wit dose numbers, NOT. Not in Atari and Amiga country.
> And especially not at da snail speed of da G4 - it's up ta a mighty
> 550mHZ, folks.

Oh PhULeaze! What sales are the Milan? The iMacs have done well in
Germany recently and bonkers in the UK.. What marketshare does the Milan
have?

> An' ya'll have ta re-tool yer definition of vapor, sincrap - 'cause
> it doesn't jibe wit' da traditional. Milans do exist, and Milan II was
> shown in prototype which many people saw. Not da definition of vapor.
> Copland is da definition of "vapor".

Copland existed for developers...Is that the best you can do? Copland is
ancient history. What other software has Apple come out as well?

> BTW, I've been readin' all yer postin's via Deja, and I've nevah seen
> such a pile of crap comin' from such a swell-headed cretin wid no life
> since da days of Fnarky. Are ya sure you've never been institutionalized
> or had help from a headshrinker?

Only to you Chunks!
>
> >
> > nah...just a paint program on the pismo..
>
> more likely finger paint on da wallpaper - mommy spank!

Good one chunks..

sinclap!
somewere in mn

5564. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-09-30 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-D26209.19025530092000@bigmomma.idirect.com>
Source record: 1529
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article
<sinclap-3009001441280001@1cust185.tnt9.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> In article <razor-BBFEB2.09281129092000@bigmomma.idirect.com>, Razor
> Rikel
> <razor@nunyabidness.net> wrote:
>
> > In article <sinclap-2809001155380001@1cust252.tnt4.chi1.da.uu.net>,
> > sincrap@nospam.net wrote:
> >
> >
> > > > > it's spelled "gall". Mebbe ya should go back to remedial
> > > > > kindergarten? "Gull" 's a good description of Sincrap, who believes
> > > > > everythin' Jobs spoon-feeds da lil' brat.
> > > >
> > > It's my word not yours...-)
> > >
> > and of course, yer words are utter crap...
> >
> Only to you..

and to da many others who you've tried ta crush and failed miserably.
Like let's say Dreibelbis, van Tilbourg and Particle Salad - all three
have reduced ya ta a quivering bag of rat droppins smellin' of alcohol
wheneva ya made tha mistake of takin' 'em on. Particularly Salad, who's
shown yer a complete idiot when it comes ta da video market. Even
taday, whenever yer name is mentioned, it's mentioned in da same breath
wit' "no life", "imbecile", and "liar".

>
> >
> > No, Sincrap - we calls it "tryin' ta play catchup", as you keep
> > usin'
> > as a sledgehammer. When ya considers dat even Ataris have had true
> > pre-emptive multitasking wit' MagiC for years, OSuX looks like a
> > johnny-come-lately....
> >
> Don't even go there. Trying to compare Atari OS to OS X is pathetic.

no, sincrap - tryin' ta compare TOS 1.0 ta OSuX is pathetic. Ya have
never used MagiC, which has grown inta a really nice OS wit' some great
widgets. And solid as a rock. Everytin' OSuX is frantically tryin' to

copy as it slips later an' later. Even Linux an' Windows NT have betta pre-emptive multitaskin' den any Mac OS, and had it first.

we'll go anywhere we want, and say anythin' we want. nobody here is afraid of a little wimp like sincrap, an' nobody's gonna be pushed around by yer pathetic bully boy antics which've failed since day one. Give up now, weinie boy.

> > > > please, all yas Atari pushers note - Sincrap has a problem with
> > > > Motorola 680X0 processors. Usin' his way of thinkin', all Macs dat
> > > > use
> > > > dose chips are trash an' only good for fish tanks an' boat anchors
> > > > ....
> > >
> > > Which they are..
>
> Will we saw the future and it's PPC! Get on the bandwagon..

da one rapidly goin' over da cliff? Da one dat can't crack 500mHZ when da dreaded Intel an' AMD have gone 1 gig and beyond? Sorry, sincrap, but we ain't impressed wit' doctored benchmarks an' outright lies. Neiider are new users, who are seein' through Jobs an' your smoke n' mirrors.

Dere are still Mac users out dere who still use da ol' processors - and ya still called dem idiots fer usin' em. Foot in mouth time fer sincrap!

> >
> > please everybuddy note - sincrap's called all Macs made wid dose
> > processors crap, and all dose who still make use of dose systems
> > productivelly as idiots for usin' dem.
>
> The last macs to roll off the assembly line with an 040 was in 1995.

and dey are all still workin' and still productive an' usable. I've read many articles about people who still use dem, and make dem usable for all dose less fortunate. Ya just called everyone who uses such a machine nothin' but worthless peons just becuase dey use an older system dat still works ta dere satisfaction. Shame on ya, sincrap!

>
> > Da Palm Pilots use a 68000 - millions of dose are in use. Are all
> > Palm Pilot users idiots?
>
>
> Were talking about a handheld here..

a handheld dat's sold ta millions and has proven very useful. Again, are dey all idiots fer usin' a device dat uses a microchip ya personally despise becuase it's used in an Atari?

> > > You were saying...
> >
> > get da crap outta ya ears, Sincrap - it's da result of keepin yer
> > head up yer ass all dese years. At least ya don't have ta pay a
> > proctologist fer yer rectal exams....
>
> I am confused with your use of the Canadian slang chunks.

nobody here named chunks - are ya seein' an' hearin' things? ah,
yeah, Dan warned me if ya started usin' dat name dat means yer losin'
yer argumant and yer cool. looks like I'm makin' points.

he also told me dat you also start mispellin' yer words - guess yer
huffin' an' puffin' in a rage, eh, sincrap?

> > ha ha - typical troll crap! Dis comin' from da same guy who claimed
> > dat in Germany dey were selling tons an' tons of iMacs - turns out dat
> > Crapple now holds a mighty 2% of all PC sales dere. Surely dere gonna
> > take over Europe wit dose numbers, NOT. Not in Atari and Amiga country.
> > And especially not at da snail speed of da G4 - it's up ta a mighty
> > 550mHZ, folks.
>
> Oh PhULeaze! What sales are the Milan? The iMacs have done well in
> Germany recently and bonkers in the UK..

da only ting bonkers is youse, sincrap. in spite of all yer jumpin'
up an' down about how crapple increased market, crapple only managed 2%
of da market in Germany - dis was reported on da Mac Show Live a few
weeks ago an' even da host was not impressed wit' da results despite da
hype, and I'll trust dem over an annoyin' little hemmeroid like sincrap.
crapple hasn't made any friends in Britain eider wit' dere shenanigans
over not keepin' dere word on showin' up at trade shows.

What marketshare does the Milan
> have?

we accept a small marketshare, sincrap, cause we don't into
weenie-pullin' contests over a usefull tool. not unlike a certain
useless tool named sincrap...

>
> > An' ya'll have ta re-tool yer definition of vapor, sincrap - 'cause
> > it doesn't jibe wit' da traditional. Milans do exist, and Milan II was
> > shown in prototype which many people saw. Not da definition of vapor.
> > Copland is da definition of "vapor".
>
> Copland existed for developers...Is that the best you can do? Copland is
> ancient history.

` which was hyped an' hyped by crapple as "da next big ting".
everywhere an' evering ya saw in da crapple press was about Copland.
Apple pull plug on Copland. Copland vapor. Finis. Passed on. ceased ta
be. pinin fer the fjords.

really, is dat da best ya can do, sincrap? i can pull a bettah
argument outta my ass.

>What other software has Apple come out as well?

ya mean like Appleworks 6 - knwon to all an' many as "Appleworks
Sux"? or da vapor drivers fer da extended keyboard dat's comin' "by
January" why does it take genius crapple engineers Five Months ta write
a proper driver fer an extended keyboard, sincrap?

>
> > BTW, I've been readin' all yer postin's via Deja, and I've nevah
> > seen
> > such a pile of crap comin' from such a swell-headed cretin wid no life
> > since da days of Fnarky. Are ya sure you've never been
> > institutionalized
> > or had help from a headshrinker?
>
>
> Only to you Chunks!

again, who is dis chunks? anudder one of yer hallucinations? why ya
use yer hallucinations name when yer losin' an argument ta Dan? He
certainly not fit yer hallucination, he actually pretty fit.

> >
> > more likely finger paint on da wallpaper - mommy spank!
>
> Good one chunks..

i don't see no chunks - except da ones ya just barfed on da floor.

5565. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-01 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <3087-39D7906F-114@storefull-171.iap.bryant.webtv.net>
Source record: 1531

i tried to explain to sinclap that for apple to go it alone, it simply
will not work, they have a nitch market, to expand that market you need
innovative software written to take advantage of the unique hardware
architecture that motorolla machines provide.
to get that software you need to get atari/commodore small developers on
board to get them coding modern software for all 3 machines.
the code is similar as far as i know, and can be ported over with out
all of the bloat, and bugs in pc stuff.
he could not understand that apple is not benefitting from well written
software taking advantage of the good hardware, instead they get pc
portovers bloated, and bug ridden and just slightly faster, thats not
enough to show customers a real difference.
but if you had code written for 3 thriving nitch platforms you can find
some real jewels for all.
instead he gave me a juvenile response about a apple plan to double
there market share, every one hopes for that, but how many can.
apple cannot do it on hardware alone, just ask any surviving atari
dealer.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5566. Re: Bringing Atari back...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-01 00:00:00 UTC
From: NO SPAM <nospam@here.please.thankyou>
Message-ID: <RCMB5.1826$YY2.112863@newsread2.prod.itd.earthlink.net>
Source record: 1532

Too bad there aren't very many BEOS applications.

Mark Bedingfield <mark@baypc.com.au> wrote in message
news:8pmld3$34p$1@perki.connect.com.au...
> BEOS seems pretty good, pick's up all the hardware in my PC, which is
pretty
> impressive:-)
>
> Mark Bedingfield
>
>
>

5567. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-01 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <39D7FF5A.62334427@calcna.ab.ca>
Source record: 1533

Lance Ringquist wrote:
>
> i tried to explain to sinclap that for apple to go it alone, it simply
> will not work, they have a nitch market, to expand that market you need
> innovative software written to take advantage of the unique hardware
> architecture that motorolla machines provide.
> to get that software you need to get atari/commodore small developers on
> board to get them coding modern software for all 3 machines.
> the code is similar as far as i know, and can be ported over with out
> all of the bloat, and bugs in pc stuff.
> he could not understand that apple is not benefitting from well written
> software taking advantage of the good hardware, instead they get pc
> portovers bloated, and bug ridden and just slightly faster, thats not
> enough to show customers a real difference.
> but if you had code written for 3 thriving nitch platforms you can find
> some real jewels for all.

Now - that - is the first really sensible thing that has appeared here
for yonks !!!

Well done, that man !!!!!!

The Canadian Curmudgeon (in sunny Calgary)

5568. CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-01 01:19:20 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-87FBF5.21191630092000@bigmomma.idirect.com>
Source record: 1530

24 hours after first post, and crapple returned ta "beleagured".
sincrap have egg on face. fun time for razor.

don't believe? read article by cNN. dey smart, not like stupid
sincrap. please note razor emphasis cool stuff dat sincrap no refute.
sincrap will blaim all on pal chunks who no exist which sincrap do ta
deflect dat he big loser troll

Apple at the crossroads
Computer maker struggles to appeal to users beyond its loyal customers
By Staff Writer David Kleinbard

September 29, 2000: 4:57 p.m. ET

NEW YORK (CNNfn) - Apple Computer, long an orphan in a world dominated
by IBM-compatible personal computers, stands at a crossroads.
One day after Apple (AAPL: Research, Estimates) warned that its
fourth-quarter earnings and revenue would fall below expectations,
investors decided it was no longer a core holding, and investors sliced
its value in half. In late afternoon trading Friday, the stock was down
$27.50 at $26, a 51 percent plunge. The market's reaction caused Apple
to lose about $10 billion of market value in one day. Trading volume was
more than 20 times Apple's daily average.

"We've clearly hit a speedbump, which will result in our earning, before
investment gains, approximately $110 million rather than the expected
$165 million for the September quarter," said Steve Jobs, Apple's CEO,
in a statement. "Though this slowdown is disappointing, we have so many
wonderful new products and programs in the pipeline -- including Mac OS
X early next year -- and remain positive about our future."

>try "goin' off da cliff" <

>Most of the analysts who downgraded Apple Friday said that the revenue
and earnings shortfall was a company-specific problem, not a sign of a
slump for the entire personal computer industry.<

>"In our opinion, investors should not read this Apple blowup as
evidence that PC demand is weak," said Merrill Lynch analyst Steve
Fortuna in a research note. "Apple is, in many ways, a market unto
itself."<

>Apple benefits from having an extremely loyal customer base that verges
on the fanatical. However, to keep growing, the company needs to sell
products and services beyond its current installed base, converting
computer users from the "church" of IBM.<

(sound like certain no life Macccie troll? wait, stupid sincrap too yellow to actually take on PC users, he instead take on smart Atari users who kick sand in face)

>They are primarily selling into their installed base and are not expanding their markets," said Kevin Knox, a research director at the research firm Gartner in Stamford, Conn. "Design innovation only gets you so far. It's hard to continue growing if you keep selling into your installed base."<

(where all dose new users, sincrap?)

>"The important question the shortfall raises is whether Apple will be able to attract new users to the Macintosh platform to continue to grow its market share," said UBS Warburg analyst Charlie Wolf in a research note. "The shortfall raises ominous questions about whether it can." Wolf lowered his fiscal 2000 earnings estimate for Apple to $1.71 per share from $1.86 and his fiscal 2001 estimate to $1.80 from $2.10.

Balance sheet is strong

No one is worried about Apple's solvency. The company has had 11 consecutive profitable quarters and intends to be profitable in the fourth quarter also, although those profits will be below previous expectations. In addition, Apple finished the quarter with a healthy $3.8 billion in cash and short-term investments.

>On the other hand, Apple's share of the computer market is in the low single digits. <If the company loses what little share it has, software developers may stop writing for the Apple platform, and dealers may stop selling the machines, analysts said.

>"It's very difficult when you have as low a market share as they do to get dealers interested," <said Bruce Tognazzini, who worked at Apple between 1978 and 1992, ending up with the unconventional title of Human Interface Evangelist. "A dealer has to sell a Mac, whereas he doesn't have to sell a Windows machine, since the Windows machine is a known quantity."

(dis from Apple employee who knows stuff. not like phony like sincrap, who make things up.)

"Steve Jobs has done a good job of selling, and the Apple interface is still superior, but he doesn't have critical mass," said Tognazzini, who now is one of the partners at the computer design firm Nielsen Norman Group.
In addition, Apple's announcement on Thursday was especially troubling because it noted that the company's sales have been weak in the education segment, a part of the market Apple historically has dominated.

>"We do not see this as a one-quarter phenomenon for Apple, but rather as the beginning of many tough quarters ahead," Merrill's Fortuna said.<

(Merrill lynch guys smart. kno market. stupid sincrap no kno good stock even if it bite bum)

Company was saved by innovative design

As recently as December 1997, Apple was at the brink of ruin. The company had an operating loss of more than $1 billion that year, and its stock was below $7 by December. In 1997, Steve Jobs returned to Apple, after having been cast out of the company in 1985. In the ultimate form of vindication, Apple paid more than $400 million for Next, a company Jobs started after being expelled from Apple.
Jobs brought Apple back from near death with the trendy-looking, colorful iMac and PowerBook lines. The iMac -- which now comes in colors such as indigo, ruby and sage and starts at about $800 -- has shipped about 3.7 million units since its introduction. Apple also was helped in August 1997 when Microsoft (MSFT: Research, Estimates) agreed to invest $150 million in Apple and continue making its Office suite for the Mac. As part of the deal, Microsoft's Internet Explorer became the default browser for the Mac operating system.
Apple's most recent major innovation was the G4 Cube, a machine so elegant that many observers said it deserved a place in the Museum of Modern Art in New York.
"The G4 is about the nicest industrial design that I have seen anywhere," Tognazzini said
.
>While the G4 is powerful, easy to upgrade, and less than one-fourth the size of most PCs, it has been criticized for being too expensive at $1,800 and for shipping with too little random access memory. In its press release issued Thursday, Apple said that sales of the G4 are off to a slower-than-expected start, providing no detail on why.<

(me know why. and me no claim ta be crapple power rep, too much. too litle. to late.)

>"We believe that the Cube is too pricey at $1,799 to appeal to consumers in volume, while few professional users are going to opt for the Cube based on its award-winning design,"<
said Merrill's Fortuna.

No compelling reason to upgrade
^^^^^^^^^^^^^^^^^^^^^^^^

>Aside from the G4, Apple hasn't introduced new products recently that give its customers a compelling reason to upgrade, analysts said.
"I don't see anything next quarter that will result in massive upgrades," said Gartner's Knox. "Coming out with new colors is not going to drive a substantial number of upgrades. Going from blueberry to ruby is not a good reason to replace your machine."
"Apple has a lack of any real new products to drive strong year-over-year unit growth," Fortuna said in a research note. "Its existing products are getting stale."<

(again, i coulda told dem dat. me no rocket scientists. perhaps Jobs should hire me, me give good ideas and no suckup like sincrap)

Knox said that Apple needs to derive more revenue from sales "outside the box" -- products and services outside of the computer itself. Apple needs to follow the lead of Gateway Computer (GTW: Research, Estimates), which has been successful at generating profits from extra services, such as Internet access, he said.

"Bragging about megahertz and megabytes is a thing of the past," ^^^

5569. Apple's current woes , was New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-02 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-50DDAE.09111402102000@bigmomma.idirect.com>
Source record: 1538
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article
<sinclap-01100023462900001@2cust210.tnt15.minneapolis.mn.da.uu.net>,
sinclap@nospam.net (The iDiot Forever Known As Sinclap) wrote:

> You must be still stuck in the classic days...Have you paid attention
> lately.

yes, he has, TiFKAS - Apple is currently back in "beleaguered" mode.
Even they have admitted that sales of the high-end systems are way down,
which are the real bread and butter for them to make money. The fact
that iMac sales are ALSO way down despite the makeover is big trouble.

I think the thing that has REALLY triggered the current problems are
Apple's admission that they've taken a big hit in the education market.
This is one of their specialties, and to have them lose any significant
part of that market, AS THEY ADMIT, is certainly a sign of trouble.

Apple does have software that has no peers in the wintel land
> such as iMovie, Final Cut Pro, QTVR, QT, Web Objects, Sherlock,
> AppleScript and the list goes on. Plus OS X, which is bringing in the
> shareware folks from Unix and linux land..

problem is, TiFKAS, that NOBODY IS BUYING NEW APPLES LATELY. Particle
Salad has already explained at length why a G4 is currently NOT a good
choice for video production (in part because of Job's absolute refusal
to produce a 6-slot PCI Mac, which is crucial to run the hardware they
need), and why Final Cut Pro is STILL Not Ready For Prime Time in
regards to professional video production. But you still ignore this and
wibble on and on and on with your RDF, which in these parts is the
equivalent of "I do so have a bigger one than you do!"

I saw OSX in action at a dealer last week, and it has some really
nice functions. HOWEVER, it's obvious that there's going to be a lot of
work still before this OS is going to be ready, especially in light of
the fact that OSX was quite sluggish - and this was on a G4 Cube! Even
MagiC on an early ST runs much faster! Add to that that the beta didn't
even have drivers for USB and Firewire, which are crucial in light of
what current Apple hardware is capable of. And it had better have plenty
of new software ready for it when it finally does launch.....

Perhaps the reaction of the market is going to be the wake-up call
for Jobs to make him realize that it's the CONSUMER who calls the shots
on what he needs, NOT the manufacturer telling him "the is what you
need, and this is all you're gonna get - we know best". Marketing hype
just doesn't cut it anymore, just look at the failure of the Cube.

Apple is doing fine thank you..
> Q4 is tends to be a challenge due to product line change overs...Sales
> were up by $500 million plus over the same period last year...

the consumer and the market currently do not agree, TiFKAS. Even Jobs
agrees that there are serious problems. You're actually defying Steve
Jobs? Get out of the Reality-Distortion Field and start breathing some
oxygen....

5570. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-02 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-E7FF55.09141202102000@bigmomma.idirect.com>
Source record: 1539

In article <20001001221756.06192.00000143@ng-cv1.aol.com>,
msmith@aol.com (MSmith) wrote:

> Your a complete idiot.

glad ta see someone agree dat sincrap big idiot troll :)

5571. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-02 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-310389.10291202102000@bigmomma.idirect.com>
Source record: 1540

In article
<sinclap-02100000000440001@2cust210.tnt15.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> In article <razor-87FBF5.21191630092000@bigmomma.idirect.com>, Razor
> Rikel
> <razor@nunyabidness.net> wrote:
>
> > 24 hours after first post, and crapple returned ta "beleagured".
> > sincrap have egg on face. fun time for razor.
> >
> > don't believe? read article by cNN. dey smart, not like stupid
> > sincrap. please note razor emphasis cool stuff dat sincrap no refute.
> > sincrap will blaim all on pal chunks who no exist which sincrap do ta
> > deflect dat he big loser troll
>
> Feel threatened?

why should razor feel scared 'bout stupid loser troll sincrap?
sincrap one feel scared, now dat world crashin' around him!

> > "We've clearly hit a speedbump, which will result in our earning,
> > before
> > investment gains, approximately $110 million rather than the expected
> > $165 million for the September quarter," said Steve Jobs, Apple's CEO,
> > in a statement. "Though this slowdown is disappointing, we have so many
> > wonderful new products and programs in the pipeline -- including Mac OS
> > X early next year -- and remain positive about our future."
> >
> > >try "goin' off da cliff" <
>
> Well see when my new stock accumulations doubles my returns again in a
> few months..

dumb sincrap go do something even more dumb, buy stock dat go even
more thru floor. just as dumb as buyin' corel stock. dat h.l. mencken
dude was rite.

> > >Apple benefits from having an extremely loyal customer base that
> > >verges
> > on the fanatical. However, to keep growing, the company needs to sell
> > products and services beyond its current installed base, converting
> > computer users from the "church" of IBM.<
> >
> > (sound like certain no life Macccie troll? wait, stupid sincrap
> > too

> > yellow to actually take on PC users, he instead take on smart Atari
> > users who kick sand in face)
>
> Your an idiot. Most fianacial analysists don't understand Apple and have
> been burned many times in the past...Remember three years ago when most
> stated that Apple would not exist pass 2000?

ha ha! look at above! yer gettin' mad, yer makin' all sortsof stupid
spellin' mistakes just like Dan told me ya would. Cnn just kicked ya
where it hurt, gettin' ta ya. Next ya start referrin' ta razor as
chunks, when me an' dan an' all wit' even half a brain know he know
exist.

>
> > >They are primarily selling into their installed base and are not
> > expanding their markets," said Kevin Knox, a research director at the
> > research firm Gartner in Stamford, Conn. "Design innovation only gets
> > you so far. It's hard to continue growing if you keep selling into your
> > installed base."<
> >
> > (where all dose new users, sincrap?)
>
> According to Apple's market research, a big chunk are new to the
> platform...What part do you not understand?

crapple market research crap - just like crap crapple market hype.
why ya use nothin' but one-side crapple garbage ta prove point. oh sorry
me forget, ya never had point, never will.

by da way, sincrap, crapple market share currently 3.7% across world.
Up .7% in 3 years. Dis is progress?

>
> > >"The important question the shortfall raises is whether Apple will be
> > able to attract new users to the Macintosh platform to continue to grow
> > its market share," said UBS Warburg analyst Charlie Wolf in a research
> > note. "The shortfall raises ominous questions about whether it can."
> > Wolf lowered his fiscal 2000 earnings estimate for Apple to $1.71 per
> > share from $1.86 and his fiscal 2001 estimate to $1.80 from $2.10.
> >
> > Balance sheet is strong
>
> No comment here...
>
> > No one is worried about Apple's solvency. The company has had 11
> > consecutive profitable quarters and intends to be profitable in the
> > fourth quarter also, although those profits will be below previous
> > expectations. In addition, Apple finished the quarter with a healthy
> > $3.8 billion in cash and short-term investments.
>
> No comment here after you predicted it''s demise...?

3.8 bill? chicken feed. company like Dell an' chrysler have much
bigger for rainy day. soon jobs put jet crapple gave him on eBay ta save
company.

>
> > >On the other hand, Apple's share of the computer market is in the low
> > single digits. <If the company loses what little share it has, software
> > developers may stop writing for the Apple platform, and dealers may
> > stop
> > selling the machines, analysts said.
> >
> > >"It's very difficult when you have as low a market share as they do to
> > get dealers interested," <said Bruce Tognazzini, who worked at Apple
> > between 1978 and 1992, ending up with the unconventional title of Human
> > Interface Evangelist. "A dealer has to sell a Mac, whereas he doesn't
> > have to sell a Windows machine, since the Windows machine is a known
> > quantity."
> >
> > (dis from Apple employee who knows stuff. not like phony like
> > sincrap, who make things up.)
>
> Some one who has been gone for 8 years is hardly anything new...According
> to Mitch Mandich, Apple is selective on who they will partner with at
> retail. They have turned many away who banged on their door.

my points xactly. which why you prtend ta be power rep, even crapple
not dat dumb ta hire idiot witout brains ta talk for dem, even idiot dat
is rude n' wit big swelled head dat cant get thru door

> > >"We do not see this as a one-quarter phenomenon for Apple, but rather
> > as the beginning of many tough quarters ahead," Merrill's Fortuna
> > said.<
> >
> > (Merrill lynch guys smart. kno market. stupid sincrap no kno good
> > stock even if it bite bum)
>
> They know market, but not Apple!

lynch kno market better den stupid sincrap! dey know how business
world work. sincrap dont kno how world work - wanna borrow $10?

> > >While the G4 is powerful, easy to upgrade, and less than one-fourth
> > >the
> > size of most PCs, it has been criticized for being too expensive at
> > $1,800 and for shipping with too little random access memory. In its
> > press release issued Thursday, Apple said that sales of the G4 are off
> > to a slower-than-expected start, providing no detail on why.<
> >
> > (me know why. and me no claim ta be crapple power rep, too much. too
> > litle. to late.)
>
> You do not know my position on the G4 Cube, pro or con, its market
> segmentation, positioning etc...Only those on the team, you know the

> internal stuff. Thats were it's going to stay...

we already kno sincrap. sincrap too stupid ta be on team. sincrap to
stupid ta work fer crapple. sincrap just stay home all day witout
friend, witout girl, in moms cellar, surf net all day an' pop zits.
sincrap make believe he big shot. sincrap pushin' 30, sincrap need ta
get life.

crapple think dey kno market, crapple try ta sell cost to much wit
not much RAM an' little expansion pc based on shape ta home user.
crapple get kicked in bum, admit cube failure. even razor not dat
stupid, mr. lincoln said dat ya can't fool all da people all da time.

> >
> > >"We believe that the Cube is too pricey at $1,799 to appeal to
> > consumers in volume, while few professional users are going to opt for
> > the Cube based on its award-winning design,"<
> > said Merrill's Fortuna.
> >
> > No compelling reason to upgrade
> > ^^^^^^^^^^^^^^^^^^^^^^^^
>
> No! No compelling reason such as bypassing an iMac or G4 Tower for
> it...Please read carefully...

ya didn't read careful, sincrap. ya read title of next paragraf. razor
no take sincrap advice, he might've bought cube :)

>
> > >Aside from the G4, Apple hasn't introduced new products recently that
> > give its customers a compelling reason to upgrade, analysts said.
> > "I don't see anything next quarter that will result in massive
> > upgrades," said Gartner's Knox. "Coming out with new colors is not
> > going
> > to drive a substantial number of upgrades. Going from blueberry to ruby
> > is not a good reason to replace your machine."
> > "Apple has a lack of any real new products to drive strong
> > year-over-year unit growth," Fortuna said in a research note. "Its
> > existing products are getting stale."<
>
> I will save this one after Q1 is over..Well see. In the meantime I
> adding
> more aapl to my portfolia...

razor have one word - SUCKER!

what a portfolia? no such ting - did sincrap make 'nother stupid
spelling boo-boo?

>
> > (again, i coulda told dem dat. me no rocket scientists. perhaps Jobs
> > should hire me, me give good ideas and no suckup like sincrap)
>

> Jobs does not need a bozo like you to muck things up...He has enough
> hands
> full..

compared ta stupid sincrap? razor tell jobs things he not want ta
hear. if jobs get mad at me and swear, razor yell louder an' swear back,
i hear jobs impressed wit' anyone who has backbone. sincrap have no
backbone, make it easier when jobs tell ya ta bend over
>
> > Knox said that Apple needs to derive more revenue from sales "outside
> > the box" -- products and services outside of the computer itself. Apple
> > needs to follow the lead of Gateway Computer (GTW: Research,
> > Estimates),
> > which has been successful at generating profits from extra services,
> > such as Internet access, he said.
> >
> > "Bragging about megahertz and megabytes is a thing of the past,"
> > ^^ Knox said. "They
> > need
> > to look at solution sales. Gateway is a great example of that
> > approach."
> >
> > (knox real smart. call sincrap dinosaur troll . sincrap smart like
> > streetcar)
>
> you have read the press reports on the aledged Apple country stores have
> you. Reported in Friday's Wall ST Journal...

no reel facts ta back up, sincrap rely on rumor. crapple can't do
somethin' original, crapple copy gateway. sincrap cant spell alleged,
teechur make him sit in corner wit' pointy hat (not harry potter)

sincrap miss point - knox call sincrap disnosaur troll. dino have
small brain like sincrap. dinosaur die. maybe we get sincrap DNA,
disnosaur come back!

>
> > The Microsoft factor
> >
> > Apple's eventual salvation or death could come at the hands of software
> > giant Microsoft. There are many analysts who believe that Microsoft has
> > chosen to keep Apple alive to avoid having further scrutiny from the
> > Justice Department, which, along with the attorneys general from 19
> > states, is pursuing a sweeping antitrust case against Microsoft.
> > Microsoft's willingness to continue producing its Office suite for the
> > Apple platform is considered key to Apple's survival. Office serves as
> > a
> > cross-platform application, since an IBM-compatible PC running Word can
> > read a document created in Word on a Mac.
> >
> > >"Gates has kept Apple alive to get the Justice Department off his

> > back," Tognazzini said. "All he has to do is stop making Office for the
> > Mac and that is the end of Apple. He keeps Apple alive, but very
> > weak."<
> >
> > (is dis true? is jobs really gates puppet. so dat movie was True.)
>
> There is lot more than that fiction...Only Mandich, Anderson and Jobs
> would know for sure..

only fiction is sincrap sayin' he big shot crapple salesman.
everybuddy know gates put jobs foot over fire and threaten ta crush
apple like bug if he don't put Exploiter on Mac desktop. jsut like gates
put gun ta scully's head if he even dare ta come out wit' basic program
ta compete wit microsnot. it all documented. gates give word, pull
office, crapple take dirt nap. end of crapple, sincrap buy PC and harass
mac users fer change, as how he work, like how he shaft amiga user after
bein' big cheerleader fer dem. like how he shaft atari user afer havin'
slight thing happen dat make him go funny in brain. sincrap ferget
computer is tool, not other tool 'tween legs.
>
> sincrap!

5572. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-02 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <2860-39D8CF75-21@storefull-175.iap.bryant.webtv.net>
Source record: 1541

sinclap,
my son has a g-4, i watch this stuff, it is not much faster than the pc, and he even admits it.
are you so sure that the code that is used in your mentioned post is not pc code ported to apple?, or altered for apple?
you need really good fast software to impress the average user.
they have been brain washed that speed is everything, and when i see a apple program booted that is at best marginally faster, even i am not impressed, and i hate the pc.
being stuck in the past is not all that bad, afterall the mac is a machine from the past, the pc is considered modern since most experts say that the modern computing era started in the early 90's.
the mac dates back farther than that would you not say that sinclap?
i have found that to overcome the hysteria of speed, you need good tight compact speedy code that takes advantage of really good hardware, thus nuetering the cpu speed, and wowing the average type in how did they do that, and i want it. instead
apple has fallen into a trap trying to outspeed the pc, and not building a business based on really good software that really shows off the hardware.
jobs is a good hardware type, but so was jack, we know what happened to jack, jobs may be next.
now i do not want this, i think that all should benifit from good solid code, but that code cannot soley come from apple, there are just to many good coders for the other 2 platforms to pass them up.
i am not so sure apple has that many good motorolla coders left, after all when the pc bunch took over apple, everything started to bloat like the pc.
you answer the merits of my arguments with very illogical answers, or borderline insults.
why am i getting the idea that i may be trying to convey simple business strategies to a adolecent, or immature person?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5573. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-02 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-7D54DC.14221402102000@bigmomma.idirect.com>
Source record: 1542

In article <C_2C5.56$Ip.3045@nsw.nnrp.telstra.net>, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:

> > accordin' ta da articles, sales are substantially DOWN. We're dealin'
> >wit the here and now, sincrap, not wit' da might have beens.
> >
> > who's laughin' now. sincrap?
> >
>
> Why concern yourself with the Apple market share when the Milan market
> share is virtually zero?
> If you consider the Apple misfortune of having a decent market share,
> decent distribution and decent software availability, not to mention decent
> performance (even if the OS sucks) , it's not looking to good for the
> Milan from where I am sitting.

me accept Milan market for what it is - razor no dummy. razor wish
tings better. me just givin' boots ta sincrap fer bein' such a
pie-in-sky moron who hang on every word jobs say witout havin' one
thought in head 'bout what's real. 'bout time dat big bully got what
comin' ta him.

ya call 3.7% worldwide decent? 'specially after two years, razor no
understand why 0.7% increase consider good. face it, microsloth win big
battle by playin dirty pool, other platforms lose includin' crapple.
hope linux make difference. Milan get there act togteher, hopefully soon
- no want ta have ugly windoze box on desk.

however, all not right in mac land - were I live, mac dealer drop
like flies, dont help dere titles are da same month after mont. local
dealer here have sims for 85 clams - how can honest mac fan affords? and
mac magazine gettin' thinner an' thinner. razor buy old copy of macworld
few months ago from goodwill, it about as thick as vogue. new macworld
about 1/4 as thin - soon, if tings don' improve, macworld be as thin as
comics book.

razor like new amiga by the way - smart. too bad new amigas have same
market share as milan.

>
> The Milan has none of those things going for it.
>
> I don't like Mac's, but if you're going to bash Apple for it's market
> performance it's somewhat hypocritical when your own platform has
> virtually no marketshare to speak of.

dis is advocacy. i'm an advocate fer atari. dat means razor have
comment 'bout tings. sincrap no like atari, tell big lies about it, an'
bigger ones 'bout apple - an he's certanly no friend of yer platform
either. razor just take sincrap down a coupla notches. yer welcome ta
put da boot ta me anytime ya want, me no take personal.

> Regards,
>
> Clockmeister.

5574. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-02 02:17:56 UTC
From: msmith@aol.com
Message-ID: <20001001221756.06192.00000143@ng-cv1.aol.com>
Source record: 1534

Your a complete idiot.

5575. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-02 04:41:01 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0110002341090001@2cust210.tnt15.minneapolis.mn.da.uu.net>
Source record: 1535
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <razor-D26209.19025530092000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> >
> > Only to you..
>
> and to da many others who you've tried ta crush and failed miserably.
> Like let's say Dreibelbis, van Tilbourg and Particle Salad - all three
> have reduced ya ta a quivering bag of rat droppins smellin' of alcohol
> wheneva ya made tha mistake of takin' 'em on. Particularly Salad, who's
> shown yer a complete idiot when it comes ta da video market. Even
> taday, whenever yer name is mentioned, it's mentioned in da same breath
> wit' "no life", "imbecile", and "liar".

Yea...and your mommy wears army boots...Next..

> >
> > Don't even go there. Trying to compare Atari OS to OS X is pathetic.
>
> no, sincrap - tryin' ta compare TOS 1.0 ta OSuX is pathetic. Ya have
> never used MagiC, which has grown inta a really nice OS wit' some great
> widgets. And solid as a rock. Everytin' OSuX is frantically tryin' to
> copy as it slips later an' later. Even Linux an' Windows NT have betta
> pre-emptive multitaskin' den any Mac OS, and had it first.

Only in your mind if you think that TOS comes close to OS X! Not even a
somewhat inteligent Jihad would go that far...

> we'll go anywhere we want, and say anythin' we want. nobody here is
> afraid of a little wimp like sincrap, an' nobody's gonna be pushed
> around by yer pathetic bully boy antics which've failed since day one.
> Give up now, weinie boy.

Why? I am finding this amusing after a day in the field to unwind with a
glass of California's finest.

> > Will we saw the future and it's PPC! Get on the bandwagon..
>
> da one rapidly goin' over da cliff? Da one dat can't crack 500mHZ
> when da dreaded Intel an' AMD have gone 1 gig and beyond? Sorry,
> sincrap, but we ain't impressed wit' doctored benchmarks an' outright
> lies. Neiider are new users, who are seein' through Jobs an' your smoke
> n' mirrors.

Were suppose to be impressed with an 060 box in 2002?

> Dere are still Mac users out dere who still use da ol' processors -
> and ya still called dem idiots fer usin' em. Foot in mouth time fer
> sincrap!

I am sure you are right..But Apple is not making anymore since 1995.

> > >
> > > please everybuddy note - sincrap's called all Macs made wid dose
> > > processors crap, and all dose who still make use of dose systems
> > > productivelly as idiots for usin' dem.
> >
> > The last macs to roll off the assembly line with an 040 was in 1995.
>
> and dey are all still workin' and still productive an' usable. I've
> read many articles about people who still use dem, and make dem usable
> for all dose less fortunate. Ya just called everyone who uses such a
> machine nothin' but worthless peons just becuase dey use an older system
> dat still works ta dere satisfaction. Shame on ya, sincrap!

How would you know? Lots of folks who have had the old Performas plus
some 040's thrown in are making a home for the new iMacs such as the $799
one.

> >
> > > Da Palm Pilots use a 68000 - millions of dose are in use. Are all
> > > Palm Pilot users idiots?
> >
> >
> > Were talking about a handheld here..
>
> a handheld dat's sold ta millions and has proven very useful. Again,
> are dey all idiots fer usin' a device dat uses a microchip ya personally
> despise becuase it's used in an Atari?

But is using a handheld OS dumbass...

> >
> > I am confused with your use of the Canadian slang chunks.
>
> nobody here named chunks - are ya seein' an' hearin' things? ah,
> yeah, Dan warned me if ya started usin' dat name dat means yer losin'
> yer argumant and yer cool. looks like I'm makin' points.

Typical Chunks speak..

> he also told me dat you also start mispellin' yer words - guess yer
> huffin' an' puffin' in a rage, eh, sincrap?

Yea like you..By using the other Chunks def...ination, that you are an idiot!
>
> >
> > Oh PhULeaze! What sales are the Milan? The iMacs have done well in
> > Germany recently and bonkers in the UK..
>

> da only ting bonkers is youse, sincrap. in spite of all yer jumpin'
> up an' down about how crapple increased market, crapple only managed 2%
> of da market in Germany - dis was reported on da Mac Show Live a few
> weeks ago an' even da host was not impressed wit' da results despite da
> hype, and I'll trust dem over an annoyin' little hemmeroid like sincrap.
> crapple hasn't made any friends in Britain eider wit' dere shenanigans
> over not keepin' dere word on showin' up at trade shows.

Germany is one of 100+ countires. But sales are up..

> What marketshare does the Milan
> > have?
>
> we accept a small marketshare, sincrap, cause we don't into
> weenie-pullin' contests over a usefull tool. not unlike a certain
> useless tool named sincrap...

What marketshare? Again only in your mind. What a load of BS. The Milan
has no choice but having less than one percent of one tenth...if any at
all. So who developes for it?

> > Copland existed for developers...Is that the best you can do? Copland is
> > ancient history.
>
> ` which was hyped an' hyped by crapple as "da next big ting".
> everywhere an' evering ya saw in da crapple press was about Copland.
> Apple pull plug on Copland. Copland vapor. Finis. Passed on. ceased ta
> be. pinin fer the fjords.

Copland has been put to pasture period...Get over it! Apple never hyped
Copland publicly...Only in your mind...In the meantime, how mant Apple
product families have been created since 1995? Compared to the progress
of the Milan II? whats so difficult to bring out stinky beige box? Are
the folks behind it incompetent?

> really, is dat da best ya can do, sincrap? i can pull a bettah
> argument outta my ass.
>
>
> >What other software has Apple come out as well?
>
> ya mean like Appleworks 6 - knwon to all an' many as "Appleworks
> Sux"? or da vapor drivers fer da extended keyboard dat's comin' "by
> January" why does it take genius crapple engineers Five Months ta write
> a proper driver fer an extended keyboard, sincrap?

AppleWorks 6 is fine now that 6.04 is out..Compared to the left over Atari
ones. I won't even go there...
> >
> > > BTW, I've been readin' all yer postin's via Deja, and I've nevah
> > > seen
> > > such a pile of crap comin' from such a swell-headed cretin wid no life

> > > since da days of Fnarky. Are ya sure you've never been
> > > institutionalized
> > > or had help from a headshrinker?

Have nothing better to do?

> >
> > Only to you Chunks!
>
> again, who is dis chunks? anudder one of yer hallucinations? why ya
> use yer hallucinations name when yer losin' an argument ta Dan? He
> certainly not fit yer hallucination, he actually pretty fit.

Learn to comprehend..Your spealing is wurse thin myne...

>
> > >
> > > more likely finger paint on da wallpaper - mommy spank!
> >
> > Good one chunks..
>
> i don't see no chunks - except da ones ya just barfed on da floor.

No Chunky umm umm good...

sinclap!
somewere in mn

5576. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-02 04:46:19 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0110002346290001@2cust210.tnt15.minneapolis.mn.da.uu.net>
Source record: 1536

In article <3087-39D7906F-114@storefull-171.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:

> i tried to explain to sinclap that for apple to go it alone, it simply
> will not work, they have a nitch market, to expand that market you need
> innovative software written to take advantage of the unique hardware
> architecture that motorolla machines provide.
> to get that software you need to get atari/commodore small developers on
> board to get them coding modern software for all 3 machines.
> the code is similar as far as i know, and can be ported over with out
> all of the bloat, and bugs in pc stuff.
> he could not understand that apple is not benefitting from well written
> software taking advantage of the good hardware, instead they get pc
> portovers bloated, and bug ridden and just slightly faster, thats not
> enough to show customers a real difference.
> but if you had code written for 3 thriving nitch platforms you can find
> some real jewels for all.
> instead he gave me a juvenile response about a apple plan to double
> there market share, every one hopes for that, but how many can.
> apple cannot do it on hardware alone, just ask any surviving atari
> dealer.
> thanks,
> lance

You must be still stuck in the classic days...Have you paid attention
lately. Apple does have software that has no peers in the wintel land
such as iMovie, Final Cut Pro, QTVR, QT, Web Objects, Sherlock,
AppleScript and the list goes on. Plus OS X, which is bringing in the
shareware folks from Unix and linux land..Apple is doing fine thank you..
Q4 is tends to be a challenge due to product line change overs...Sales
were up by $500 million plus over the same period last year...

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

sinclap
somewere in MPLS land, MN

5577. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-02 05:00:38 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0210000000440001@2cust210.tnt15.minneapolis.mn.da.uu.net>
Source record: 1537

In article <razor-87FBF5.21191630092000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> 24 hours after first post, and crapple returned ta "beleagured".
> sincrap have egg on face. fun time for razor.
>
> don't believe? read article by cNN. dey smart, not like stupid
> sincrap. please note razor emphasis cool stuff dat sincrap no refute.
> sincrap will blaim all on pal chunks who no exist which sincrap do ta
> deflect dat he big loser troll

Feel threatened?

> Apple at the crossroads
> Computer maker struggles to appeal to users beyond its loyal customers
> By Staff Writer David Kleinbard
>
> September 29, 2000: 4:57 p.m. ET
>
> NEW YORK (CNNfn) - Apple Computer, long an orphan in a world dominated
> by IBM-compatible personal computers, stands at a crossroads.
> One day after Apple (AAPL: Research, Estimates) warned that its
> fourth-quarter earnings and revenue would fall below expectations,
> investors decided it was no longer a core holding, and investors sliced
> its value in half. In late afternoon trading Friday, the stock was down
> $27.50 at $26, a 51 percent plunge. The market's reaction caused Apple
> to lose about $10 billion of market value in one day. Trading volume was
> more than 20 times Apple's daily average.
>
> "We've clearly hit a speedbump, which will result in our earning, before
> investment gains, approximately $110 million rather than the expected
> $165 million for the September quarter," said Steve Jobs, Apple's CEO,
> in a statement. "Though this slowdown is disappointing, we have so many
> wonderful new products and programs in the pipeline -- including Mac OS
> X early next year -- and remain positive about our future."
>
> >try "goin' off da cliff" <

Well see when my new stock accumulations doubles my returns again in a few
months..

>
> >Most of the analysts who downgraded Apple Friday said that the revenue
> and earnings shortfall was a company-specific problem, not a sign of a
> slump for the entire personal computer industry.<
>

> >"In our opinion, investors should not read this Apple blowup as
> evidence that PC demand is weak," said Merrill Lynch analyst Steve
> Fortuna in a research note. "Apple is, in many ways, a market unto
> itself."<
>
> >Apple benefits from having an extremely loyal customer base that verges
> on the fanatical. However, to keep growing, the company needs to sell
> products and services beyond its current installed base, converting
> computer users from the "church" of IBM.<
>
> (sound like certain no life Macccie troll? wait, stupid sincrap too
> yellow to actually take on PC users, he instead take on smart Atari
> users who kick sand in face)

Your an idiot. Most fianacial analysists don't understand Apple and have
been burned many times in the past...Remember three years ago when most
stated that Apple would not exist pass 2000?

> >They are primarily selling into their installed base and are not
> expanding their markets," said Kevin Knox, a research director at the
> research firm Gartner in Stamford, Conn. "Design innovation only gets
> you so far. It's hard to continue growing if you keep selling into your
> installed base."<
>
> (where all dose new users, sincrap?)

According to Apple's market research, a big chunk are new to the
platform...What part do you not understand?

> >"The important question the shortfall raises is whether Apple will be
> able to attract new users to the Macintosh platform to continue to grow
> its market share," said UBS Warburg analyst Charlie Wolf in a research
> note. "The shortfall raises ominous questions about whether it can."
> Wolf lowered his fiscal 2000 earnings estimate for Apple to $1.71 per
> share from $1.86 and his fiscal 2001 estimate to $1.80 from $2.10.
>
> Balance sheet is strong

No comment here...

> No one is worried about Apple's solvency. The company has had 11
> consecutive profitable quarters and intends to be profitable in the
> fourth quarter also, although those profits will be below previous
> expectations. In addition, Apple finished the quarter with a healthy
> $3.8 billion in cash and short-term investments.

No comment here after you predicted it''s demise...?

> >On the other hand, Apple's share of the computer market is in the low
> single digits. <If the company loses what little share it has, software
> developers may stop writing for the Apple platform, and dealers may stop
> selling the machines, analysts said.
>

> >"It's very difficult when you have as low a market share as they do to
> get dealers interested," <said Bruce Tognazzini, who worked at Apple
> between 1978 and 1992, ending up with the unconventional title of Human
> Interface Evangelist. "A dealer has to sell a Mac, whereas he doesn't
> have to sell a Windows machine, since the Windows machine is a known
> quantity."
>
> (dis from Apple employee who knows stuff. not like phony like
> sincrap, who make things up.)

Some one who has been gone for 8 years is hardly anything new...According to Mitch Mandich, Apple is selective on who they will partner with at retail. They have turned many away who banged on their door.

> "Steve Jobs has done a good job of selling, and the Apple interface is
> still superior, but he doesn't have critical mass," said Tognazzini, who
> now is one of the partners at the computer design firm Nielsen Norman
> Group.
> In addition, Apple's announcement on Thursday was especially troubling
> because it noted that the company's sales have been weak in the
> education segment, a part of the market Apple historically has dominated.
>
> >"We do not see this as a one-quarter phenomenon for Apple, but rather
> as the beginning of many tough quarters ahead," Merrill's Fortuna said.<
>
> (Merrill lynch guys smart. kno market. stupid sincrap no kno good
> stock even if it bite bum)

They know market, but not Apple!

> Company was saved by innovative design
>
> As recently as December 1997, Apple was at the brink of ruin. The
> company had an operating loss of more than $1 billion that year, and its
> stock was below $7 by December. In 1997, Steve Jobs returned to Apple,
> after having been cast out of the company in 1985. In the ultimate form
> of vindication, Apple paid more than $400 million for Next, a company
> Jobs started after being expelled from Apple.
> Jobs brought Apple back from near death with the trendy-looking,
> colorful iMac and PowerBook lines. The iMac -- which now comes in colors
> such as indigo, ruby and sage and starts at about $800 -- has shipped
> about 3.7 million units since its introduction. Apple also was helped in
> August 1997 when Microsoft (MSFT: Research, Estimates) agreed to invest
> $150 million in Apple and continue making its Office suite for the Mac.
> As part of the deal, Microsoft's Internet Explorer became the default
> browser for the Mac operating system.
> Apple's most recent major innovation was the G4 Cube, a machine so
> elegant that many observers said it deserved a place in the Museum of
> Modern Art in New York.
> "The G4 is about the nicest industrial design that I have seen
> anywhere," Tognazzini said

> .
> >While the G4 is powerful, easy to upgrade, and less than one-fourth the
> size of most PCs, it has been criticized for being too expensive at
> $1,800 and for shipping with too little random access memory. In its
> press release issued Thursday, Apple said that sales of the G4 are off
> to a slower-than-expected start, providing no detail on why.<
>
> (me know why. and me no claim ta be crapple power rep, too much. too
> litle. to late.)

You do not know my position on the G4 Cube, pro or con, its market segmentation, positioning etc...Only those on the team, you know the internal stuff. Thats were it's going to stay...

> >"We believe that the Cube is too pricey at $1,799 to appeal to
> consumers in volume, while few professional users are going to opt for
> the Cube based on its award-winning design,"<
> said Merrill's Fortuna.
>
> No compelling reason to upgrade
> ^^^^^^^^^^^^^^^^^^^^^^^^

No! No compelling reason such as bypassing an iMac or G4 Tower for it...Please read carefully...

> >Aside from the G4, Apple hasn't introduced new products recently that
> give its customers a compelling reason to upgrade, analysts said.
> "I don't see anything next quarter that will result in massive
> upgrades," said Gartner's Knox. "Coming out with new colors is not going
> to drive a substantial number of upgrades. Going from blueberry to ruby
> is not a good reason to replace your machine."
> "Apple has a lack of any real new products to drive strong
> year-over-year unit growth," Fortuna said in a research note. "Its
> existing products are getting stale."<

I will save this one after Q1 is over..Well see. In the meantime I adding more aapl to my portfolia...

> (again, i coulda told dem dat. me no rocket scientists. perhaps Jobs
> should hire me, me give good ideas and no suckup like sincrap)

Jobs does not need a bozo like you to muck things up...He has enough hands full..

> Knox said that Apple needs to derive more revenue from sales "outside
> the box" -- products and services outside of the computer itself. Apple
> needs to follow the lead of Gateway Computer (GTW: Research, Estimates),
> which has been successful at generating profits from extra services,
> such as Internet access, he said.
>
> "Bragging about megahertz and megabytes is a thing of the past,"
> ^^^^^^^^^^^^^^^^^^^

> to look at solution sales. Gateway is a great example of that approach."
>
> (knox real smart. call sincrap dinosaur troll . sincrap smart like
> streetcar)

you have read the press reports on the aledged Apple country stores have
you. Reported in Friday's Wall ST Journal...

> The Microsoft factor
>
> Apple's eventual salvation or death could come at the hands of software
> giant Microsoft. There are many analysts who believe that Microsoft has
> chosen to keep Apple alive to avoid having further scrutiny from the
> Justice Department, which, along with the attorneys general from 19
> states, is pursuing a sweeping antitrust case against Microsoft.
> Microsoft's willingness to continue producing its Office suite for the
> Apple platform is considered key to Apple's survival. Office serves as a
> cross-platform application, since an IBM-compatible PC running Word can
> read a document created in Word on a Mac.
>
> >"Gates has kept Apple alive to get the Justice Department off his
> back," Tognazzini said. "All he has to do is stop making Office for the
> Mac and that is the end of Apple. He keeps Apple alive, but very weak."<
>
> (is dis true? is jobs really gates puppet. so dat movie was True.)

There is lot more than that fiction...Only Mandich, Anderson and Jobs
would know for sure..

sinclap!

5578. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-02 17:12:42 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <C_2C5.56$lp.3045@nsw.nnrp.telstra.net>
Source record: 1543

Razor Rikel wrote in message ...
>In article <sinclap-29090012045200001@1cust201.tnt4.chi2.da.uu.net>,
>sinclap@nospam.net wrote:
>
>> In article <razor-EB8B34.10201429092000@bigmomma.idirect.com>, Razor
>> Rikel
>> <razor@nunyabidness.net> wrote:
>>
>> > looks like, despite all his denyin' dat he ever said it, dat's
>> > sincrap's prediction dat Emperor Jobs would destroy Apple if he ever
>> > came back has finally come true.
>>
>> He he he. Lets see. Sales will be $1.9 billion up substantialy from the
>> same Quarter in '99' with profits in excess of $100 million. Did Atari
>> ever had these kind of sales?
>
> accordin' ta da articles, sales are substantially DOWN. We're dealin'
>wit the here and now, sincrap, not wit' da might have beens.
>
> who's laughin' now. sincrap?
>

Why concern yourself with the Apple market share when the Milan market share
is virtually zero?
If you consider the Apple misfortune of having a decent market share, decent
distribution and decent software availability, not to mention decent
performance (even if the OS sucks) , it's not looking to good for the Milan
from where I am sitting.

The Milan has none of those things going for it.

I don't like Mac's, but if you're going to bash Apple for it's market
performance it's somewhat hypocritical when your own platform has virtually
no marketshare to speak of.

Regards,

Clockmeister.

5579. crapple still beleagurd - RDF blow up in sincrap's face real good

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-03 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-2BA069.11035303102000@bigmomma.idirect.com>
Source record: 1544

hydey ho, sincrap - it razor again! here ta kick ya in cherries in
spirit.

taday's story come from cbs, on crapple's ongoin' misfortune. An' how
dey try ta pull wool over everyone with RDF. however, RdF no work around
truth, blow up real bad like trainspotter accident, sincrap
not-so-innocent bystander.

by way, sincrap, crapple stock take 'nother downturn yestaday.
sincrap big sucker, ya buys stock ta makes money, not loses it. an
microsloth buy corel time, corel stok go way up - sincrap fool twice.
razor no trust kid's colege fund on sincrap advice. maybe sincrap go
back ta school, re-take money courses he plays hooky from while goin' ta
pub ta kill brain cels - maybe someday he be smart like razor, instead
of wastin' time playin' stupid troll

>
> How Apple blindsided Wall Street
>
> By Mike Tarsala, CBS.MarketWatch.com
> Last Update: 8:31 PM ET Oct 2, 2000 NewsWatch
> Latest headlines
>
> CUPERTINO, Calif. (CBS.MW) -- Why didn't somebody tell investors about
> Apple turning sour?
>
> Wall Street analysts were apparently clueless ahead of Apple Computer's
> (AAPL: news, msgs) third-quarter sales warning last week. The
> announcement halved the stock and erased $9 billion of the company's
> market value, but there were no sell or hold recommendations by analysts
> in the past 30 days, according to First Call.
>
> Worries over a possible Apple sales shortfall surfaced the week before
> Apple rocked its shareholders. But most analysts downplayed the stock's 8
> percent drop Sept. 22, following chip leader Intel's fourth-quarter sales
> warning. Industrywide worries about slower sales of Intel chips wouldn't
> affect Apple, analysts said at the time.
>
> Shares of Apple slipped $1.50, or 6 percent, to $24.25 Monday.
>
> 'I was wrong'
>
>
>
> "I thought that Apple's new product line would help them power through

> the softness: I was wrong," said Jason Wells, computer hardware analyst
> with Wit Soundview, shortly after Apple's warning.
>
> Wells is hardly the only analyst who missed the call on Apple shares.
> Several pundits from prestigious research organizations, including J.P.
> Morgan and Pilgrim Advisors, appeared on financial TV shows in September
> and called Apple a favorite pick. J.P. Morgan's Kunstler, in particular,
> praised Apple's stock in the days immediately following Intel's warning.
>
>
>
> After several calls, Kunstler could not be reached for comment.
>
> So how is it that Kunstler and nearly all of the sell-side stock pickers
> who are counted on to make decisions for thousands of investors were so
> misinformed about Apple's stock?
>
> Are analysts doing their homework?

>
> Pundits theorizing on what went wrong start by pointing the finger at
> analysts, saying that many probably didn't do their homework. Some say
> the financial community should have done a better job checking up on
> Apple and its ongoing product transitions.
>
> "It is odd that this warning came out of nowhere: All of those guys
> should have been watching this very closely," said Tim Bajarin, founder
> of Campbell, Calif.-based technology consulting firm Creative Strategies.
> "I don't think the financial analysts delved that closely into the issues
> of what customers wanted."
>
> Based on his own research on what consumers will purchase, Bajarin says
> Apple's home computer customers want something other than Apple's
> 3-year-old iMac. But the company's recently introduced G4 Cube computer
> isn't the answer, he said. The powerful G4, with a starting price at
> $1,800 not including a monitor, appeals to few consumers. It's not
> winning over home power users the way other high-end Macs have in the
> past.
>
> The company may have to come up with a different design to woo consumers'
> fancy again, Bajarin said.
>
> Apple bunched with the rest
>
> Another theory on how analysts missed the Apple call is that the
> Mac-maker was lumped in with other PC companies that reported few demand
> problems following Intel's warning. Compaq (CPQ: news, msgs),
> Hewlett-Packard (HWP: news, msgs), Dell (DELL: news, msgs) and Gateway
> (GTW: news, msgs) were among companies that lined up Friday to claim that
> Intel's problems in Europe were not affecting them.

>
> Several analyst firms, including Salomon Smith Barney, reported last week
> that they were comfortable with Apple's sales estimate of $2 billion for
> the fourth quarter. Salomon also called Apple's product line-up one of
> the strongest in the company's history.
>
> PC industry through rose-colored glasses
>
> But perhaps the biggest mistake analysts made with Apple is ignoring
> warning signs of slower overall computer industry demand, and its effect
> on the company.
>
> "I think that what we had is an overall slowdown in the consumer market,"
> said Wit Soundview's Wells. "People put their wallets in their back
> pockets. Demand was clearly slower than Apple or we expected."
>
> Rising interest rates and surging oil prices seem to have had an effect
> on consumer spending, said Bill Meehan, investment strategist at Cantor
> Fitzgerald. While overall PC demand should increase 16 percent to 18
> percent in 2000 compared with 1999, there's evidence that the market is
> slowing ahead of the holiday shopping season.
>
> "This is a further erosion of confidence that the PC market is healthy
> and growing," Meehan said. "It is very hard to believe -- given Intel's
> comments and other signs that demand for handheld devices and computers
> is decelerating -- that this is company-specific." See full story.
>
> It's possible that Apple's providing an early warning for an overall
> consumer PC demand slowdown.
>
> The company relies on home sales more heavily than other personal
> computer makers, explains Roger Kay, analyst with International Data
> Corp. Apple' overall PC market share is about 3.5 percent, while its home
> PC market share is higher, at 4.1 percent. Business-focused Dell
> Computer, in comparison, has 11.3 percent of the overall PC market, and
> only 3.7 percent of the home market.
>
> "This probably has been building for only a couple of months," Kay said.
>
> Is Apple to blame?
>
> Lastly, some market pundits lay at least part of the blame for last
> week's surprise on the company's management. Apple doesn't communicate as
> well with the financial community as other computer companies, Kay said.
>
> "Apple maintains radio silence with the analysts," he said. He added that
> the Apple is known to cut communication with analysts who downgrade its
> stock, exacerbating the communication problem.
>

> When asked if Apple waited too long to inform the financial community
> about a sales slowdown, Katie Cotton, Apple spokeswoman, said, "We acted
> in a timely manner." She said she wouldn't comment further.
>
> Apple will report its third-quarter financial results Oct. 18. &#65533;
>

5580. Re: crapple still beleagurd - RDF blow up in sincrap's face real good

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-03 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0310001322250001@1cust214.tnt1.minneapolis.mn.da.uu.net>
Source record: 1545

In article <razor-2BA069.11035303102000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> hydey ho, sincrap - it razor again! here ta kick ya in cherries in
> spirit.

Not me..

> taday's story come from cbs, on crapple's ongoin' misfortune. An' how
> dey try ta pull wool over everyone with RDF. however, RdF no work around
> truth, blow up real bad like trainspotter accident, sincrap
> not-so-innocent bystander.

Come again?

> by way, sincrap, crapple stock take 'nother downturn yestaday.
> sincrap big sucker, ya buys stock ta makes money, not loses it. an
> microsloth buy corel time, corel stok go way up - sincrap fool twice.
> razor no trust kid's colege fund on sincrap advice. maybe sincrap go
> back ta school, re-take money courses he plays hooky from while goin' ta
> pub ta kill brain cels - maybe someday he be smart like razor, instead
> of wastin' time playin' stupid troll

I bought the stock when it was $17 share...So who is the idiot here...See
no difference this time...

Bought in $4 share and sold out $20+....So who is the idiot?

>

Bloat deleted..

sinclap!
somewere in mn

5581. Re: Apple's current woes , was New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-03 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0310001330310001@1cust214.tnt1.minneapolis.mn.da.uu.net>
Source record: 1546
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <dreibel-50DDAE.09111402102000@bigmomma.idirect.com>, "Daniel L. Dreibelbis" <dreibel@idirect.com> wrote:

> In article
> <sinclap-0110002346290001@2cust210.tnt15.minneapolis.mn.da.uu.net>,
> sinclap@nospam.net (The iDiot Forever Known As Sinclap) wrote:
>
>
> > You must be still stuck in the classic days...Have you paid attention
> > lately.
>
> yes, he has, TiFKAS - Apple is currently back in "beleaguered" mode.
> Even they have admitted that sales of the high-end systems are way down,
> which are the real bread and butter for them to make money. The fact
> that iMac sales are ALSO way down despite the makeover is big trouble.

I sure hope soo...When the financial types say nice things I get worry...The jinx factor. When bad press comes, I feel a sign of releif..Sort of reverse. This has been the saga of aapl.

> I think the thing that has REALLY triggered the current problems are
> Apple's admission that they've taken a big hit in the education market.
> This is one of their specialties, and to have them lose any significant
> part of that market, AS THEY ADMIT, is certainly a sign of trouble.

Or could it be that the new iBooks and iMac 350 did not ship until late into Sept to make an adverse impact on sales? Apple used Q4 to dry out the iBook channel according to reports...

>
> Apple does have software that has no peers in the wintel land
> > such as iMovie, Final Cut Pro, QTVR, QT, Web Objects, Sherlock,
> > AppleScript and the list goes on. Plus OS X, which is bringing in the
> > shareware folks from Unix and linux land..
>
> problem is, TiFKAS, that NOBODY IS BUYING NEW APPLES LATELY. Particle
> Salad has already explained at length why a G4 is currently NOT a good
> choice for video production (in part because of Job's absolute refusal
> to produce a 6-slot PCI Mac, which is crucial to run the hardware they
> need), and why Final Cut Pro is STILL Not Ready For Prime Time in
> regards to professional video production. But you still ignore this and
> wibble on and on and on with your RDF, which in these parts is the
> equivalent of "I do so have a bigger one than you do!"

Nobody? How would you explain $1.8 Billion + sales this time around?
Dan, you are misimformed. Particle salad head still bought a G3/G4 box...

> I saw OSX in action at a dealer last week, and it has some really
> nice functions. HOWEVER, it's obvious that there's going to be a lot of
> work still before this OS is going to be ready, especially in light of
> the fact that OSX was quite sluggish - and this was on a G4 Cube! Even
> MagiC on an early ST runs much faster! Add to that that the beta didn't
> even have drivers for USB and Firewire, which are crucial in light of
> what current Apple hardware is capable of. And it had better have plenty
> of new software ready for it when it finally does launch.....

What do you expect from Beta. There will be plenty of software at roll
out time by than. A lot of the Unix and Linux crowd have begun to develop
shareware.

> Perhaps the reaction of the market is going to be the wake-up call
> for Jobs to make him realize that it's the CONSUMER who calls the shots
> on what he needs, NOT the manufacturer telling him "the is what you
> need, and this is all you're gonna get - we know best". Marketing hype
> just doesn't cut it anymore, just look at the failure of the Cube.

No disagreement on this one in regard to the Cube..

>
>
>
> Apple is doing fine thank you..
> > Q4 is tends to be a challenge due to product line change overs...Sales
> > were up by $500 million plus over the same period last year...
>
> the consumer and the market currently do not agree, TiFKAS. Even Jobs
> agrees that there are serious problems. You're actually defying Steve
> Jobs? Get out of the Reality-Distortion Field and start breathing some
> oxygen....

I am in the cusumer sphere here. Your totally wrong on consumer sales.
Thats the fact.

sinclap!
somewere in mn

5582. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-03 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0310001337590001@1cust214.tnt1.minneapolis.mn.da.uu.net>
Source record: 1547

In article <2860-39D8CF75-21@storefull-175.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:

> sinclap,
> my son has a g-4, i watch this stuff, it is not much faster than the pc,
> and he even admits it.
> are you so sure that the code that is used in your mentioned post is not
> pc code ported to apple?, or altered for apple?

So, he is not running G4 optimized code. Photoshop with the DP plugin
running on a G4/500 get you 2 GHZ PIII speeds...

> you need really good fast software to impress the average user.
> they have been brain washed that speed is everything, and when i see a
> apple program booted that is at best marginally faster, even i am not
> impressed, and i hate the pc.
> being stuck in the past is not all that bad, afterall the mac is a
> machine from the past, the pc is considered modern since most experts
> say that the modern computing era started in the early 90's.
> the mac dates back farther than that would you not say that sinclap?
> i have found that to overcome the hysteria of speed, you need good tight
> compact speedy code that takes advantage of really good hardware, thus
> nuetering the cpu speed, and wowing the average type in how did they do
> that, and i want it. instead
> apple has fallen into a trap trying to outspeed the pc, and not building
> a business based on really good software that really shows off the
> hardware.
>

However, I never saw the so called Atari apps that were small and coded
tightly were not comparable on the mac platform software base. Your
dreaming...

jobs is a good hardware type, but so was jack, we know what happened to
> jack, jobs may be next.
> now i do not want this, i think that all should benifit from good solid
> code, but that code cannot soley come from apple, there are just to
> many good coders for the other 2 platforms to pass them up.
> i am not so sure apple has that many good motorolla coders left, after
> all when the pc bunch took over apple, everything started to bloat like
> the pc.
> you answer the merits of my arguments with very illogical answers, or
> borderline insults.
> why am i getting the idea that i may be trying to convey simple business
> strategies to a adolecent, or immature person?
> thanks,

> lance

Your living in the past.

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

sinclap!
somewere in henepin cty, mn

5583. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-03 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0310001338500001@1cust214.tnt1.minneapolis.mn.da.uu.net>
Source record: 1548

In article <20001001221756.06192.00000143@ng-cv1.aol.com>, msmith@aol.com (MSmith) wrote:

> Your a complete idiot.

Razor?

sinclap!
somewere in mn

5584. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-03 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0310001344590001@1cust214.tnt1.minneapolis.mn.da.uu.net>
Source record: 1549

In article <razor-7D54DC.14221402102000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> In article <C_2C5.56$Ip.3045@nsw.nnrp.telstra.net>, "Clockmeister"
> <gerryvdb@tnet.com.au> wrote:
>
>
> > > accordin' ta da articles, sales are substantially DOWN. We're dealin'
> > >wit the here and now, sincrap, not wit' da might have beens.
> > >
> > > who's laughin' now. sincrap?
> > >
>
> > Why concern yourself with the Apple market share when the Milan market
> > share is virtually zero?
> > If you consider the Apple misfortune of having a decent market share,
> > decent distribution and decent software availability, not to mention decent
> > performance (even if the OS sucks) , it's not looking to good for the
> > Milan from where I am sitting.
>
> me accept Milan market for what it is - razor no dummy. razor wish
> tings better. me just givin' boots ta sincrap fer bein' such a
> pie-in-sky moron who hang on every word jobs say witout havin' one
> thought in head 'bout what's real. 'bout time dat big bully got what
> comin' ta him.

Looser!

> ya call 3.7% worldwide decent? 'specially after two years, razor no
> understand why 0.7% increase consider good. face it, microsloth win big
> battle by playin dirty pool, other platforms lose includin' crapple.
> hope linux make difference. Milan get there act togteher, hopefully soon
> - no want ta have ugly windoze box on desk.

You need to be punished with a wintel box on your desk..

> however, all not right in mac land - were I live, mac dealer drop
> like flies, dont help dere titles are da same month after mont. local
> dealer here have sims for 85 clams - how can honest mac fan affords? and
> mac magazine gettin' thinner an' thinner. razor buy old copy of macworld
> few months ago from goodwill, it about as thick as vogue. new macworld
> about 1/4 as thin - soon, if tings don' improve, macworld be as thin as
> comics book.

Were are the dealers dropping like flies?
Mac magazines in general have not gotten thinner except for

MacWorld..Thats due to their own fault and the internet. MacAddict has
grown and so has MacHome.

Have you seen Computer Shopper and PC Magazine lately? Both weigh ounces
not pounds. That has to do with the changing market and the internet...

See macsurfer.com and get a clue!

> razor like new amiga by the way - smart. too bad new amigas have same
> market share as milan.

what marketshare?

> >
> > The Milan has none of those things going for it.
> >
> > I don't like Mac's, but if you're going to bash Apple for it's market
> > performance it's somewhat hypocritical when your own platform has
> > virtually no marketshare to speak of.
>
> dis is advocacy. i'm an advocate fer atari. dat means razor have
> comment 'bout tings. sincrap no like atari, tell big lies about it, an'
> bigger ones 'bout apple - an he's certanly no friend of yer platform
> either. razor just take sincrap down a coupla notches. yer welcome ta
> put da boot ta me anytime ya want, me no take personal.

I liked the Amiga. Was tired with the constant musical chairs. The Amiga
has been put in a burial pot...

> > Regards,
> >
> > Clockmeister.

sinclap!
somewere in mn

5585. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-03 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <15433-39DAA7BC-97@storefull-178.iap.bryant.webtv.net>
Source record: 1550

sinclap,
you must try and control your anger.
i run my business with small compact code machines(atari)
apple used to be the same way.
the consumers that you say you know so well are not impressed with what they see, this is not a attack on apple, but constructive criticism.
if they were apple sales would not be tanking right now, and they are.
i am not gloating over this, i think that its bad for whats left of the real computer community.
if you do work at comp usa, or are a apple rep, you would be in real trouble right now, i have worked for some of the biggest retail corp.'s in the world, and you always listen to constructive criticism, and you do not answer people like you do.
i would never dream of doing what i have seen you do over the last couple of years, my boss would have found out sooner, or later(and that was before the net), and i would have been canned.
i now know for sure that you are either a adolescent, or very immature, you could not possibly be in the position that you claim, and i will find out, i have many friends in the computer industry in the mpls./st. paul area that i have met, and dealt with over the last 17 years that i have been in business, i know 2 very good apple people who are small dealers, but know just about every apple person in the 5 state area, plus wholesalers of software including apple who have sold to comp u.s.a. before.
i will find out if comp u.s.a., or apple would allow a person like you to terrorize a community of users who by the way might become, or are actual apple customers.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5586. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-03 20:00:01 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <dxqC5.3$oJ.417@nsw.nnrp.telstra.net>
Source record: 1451

```
Razor Rikel wrote in message ...
>In article <C_2C5.56$Ip.3045@nsw.nnrp.telstra.net>, "Clockmeister"
><gerryvdb@tnet.com.au> wrote:
>
>
>> > accordin' ta da articles, sales are substantially DOWN. We're dealin'
>> >wit the here and now, sincrap, not wit' da might have beens.
>> >
>> > who's laughin' now. sincrap?
>> >
>>
>> Why concern yourself with the Apple market share when the Milan market
>> share is virtually zero?
>> If you consider the Apple misfortune of having a decent market share,
>> decent distribution and decent software availability, not to mention
decent
>> performance (even if the OS sucks) , it's not looking to good for the
>> Milan from where I am sitting.
>
> me accept Milan market for what it is - razor no dummy. razor wish
>tings better. me just givin' boots ta sincrap fer bein' such a
>pie-in-sky moron who hang on every word jobs say witout havin' one
>thought in head 'bout what's real. 'bout time dat big bully got what
>comin' ta him.
>
> ya call 3.7% worldwide decent? 'specially after two years, razor no
>understand why 0.7% increase consider good. face it, microsloth win big
>battle by playin dirty pool, other platforms lose includin' crapple.
>hope linux make difference. Milan get there act togteher, hopefully soon
>- no want ta have ugly windoze box on desk.
>

You're wasting your time on sinclap. The only real viable alternative to a
PC is an Apple product, even you should be able to acknowledge that much.

Any other alternative platform is just a hobby hack, not that that is a bad
thing though.

I love messing about with my Amigas, but I ain't no fool either...

Regards,

Clockmeister.
```

5587. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-03 20:02:22 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <qzqC5.13$oJ.523@nsw.nnrp.telstra.net>
Source record: 1452

sinclap@nospam.net wrote in message ...
>In article <razor-7D54DC.142214021020000@bigmomma.idirect.com>, Razor Rikel
><razor@nunyabidness.net> wrote:
>
>> In article <C_2C5.56$Ip.3045@nsw.nnrp.telstra.net>, "Clockmeister"
>> <gerryvdb@tnet.com.au> wrote:
>>
>>

<snip>
.
>
>I liked the Amiga. Was tired with the constant musical chairs. The Amiga
>has been put in a burial pot...
>
>

No question of that, for the classic Amiga's in any case. It will be interesting to see if anything comes of this new Amiga project but I'm not holding my breath.

Regards,

Clockmeister.

5588. Re: Apple Tanks 46% After Earnings Warning - Da Party's Over, Sincrap

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-04 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-2F6211.08004604102000@bigmomma.idirect.com>
Source record: 1453

In article
<sincrap-03100013385000001@1cust214.tnt1.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> In article <20001001221756.06192.00000143@ng-cv1.aol.com>, msmith@aol.com
> (MSmith) wrote:
>
> > Your a complete idiot.
>
> Razor?

no - him talk 'bout sincrap. sincrap dumb disnosuar troll. Sumday him
smarten up, become smart like razor.

>
> sincrap!
> somewere in mn

5589. Re: crapple still beleagurd - RDF blow up in sincrap's face real good

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-04 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-B171B1.08161704102000@bigmomma.idirect.com>
Source record: 1454

In article
<sincrap-0310001322250001@1cust214.tnt1.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> In article <razor-2BA069.11035303102000@bigmomma.idirect.com>, Razor
> Rikel
> <razor@nunyabidness.net> wrote:
>
> > hydey ho, sincrap - it razor again! here ta kick ya in cherries in
> > spirit.
>
> Not me..

sincrap say dat in squeaky voice, due ta razor do word version of
kiking in goolies....

>
> > taday's story come from cbs, on crapple's ongoin' misfortune. An'
> > how
> > dey try ta pull wool over everyone with RDF. however, RdF no work
> > around
> > truth, blow up real bad like trainspotter accident, sincrap
> > not-so-innocent bystander.
>
> Come again?

sincrap tell big lie 'bout crapple sales. crapple tell truth, crapple
stock tank. sincrap look stupid. no, not just look. cbs story also tell
how crapple try ta pull wool over market eye. plan no work. sincrap too
chicken ta deal wit' story imprication.

>
> > by way, sincrap, crapple stock take 'nother downturn yestaday.
> > sincrap big sucker, ya buys stock ta makes money, not loses it. an
> > microsloth buy corel time, corel stok go way up - sincrap fool twice.
> > razor no trust kid's colege fund on sincrap advice. maybe sincrap go
> > back ta school, re-take money courses he plays hooky from while goin'
> > ta
> > pub ta kill brain cels - maybe someday he be smart like razor, instead
> > of wastin' time playin' stupid troll
>
> I bought the stock when it was $17 share...So who is the idiot here...See
> no difference this time...

but sincrap soon feels it when stock tank again. razor not sharpest
tool in shed, but razor no dummy.

>
> Bought in $4 share and sold out $20+....So who is the idiot?

sincrap still idiot - razor see all. razor still not trust sincrap
prediliction. razor keep money in bank, get better return.

> Bloat deleted..

sincrap chicken. no want ta refute fact in cbs article. hit too close
in goolies. sincrap big chicken, don' wanna debate, him look stupid like
dubya in debate. him tactic like dubya, attack characters rather den
deal wit' issues.

>
> sincrap!
> somewere in mn

5590. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-04 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0410000958400001@1cust192.tnt9.minneapolis.mn.da.uu.net>
Source record: 1455

In article <15433-39DAA7BC-97@storefull-178.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:

> sinclap,
> you must try and control your anger.
> i run my business with small compact code machines(atari)
> apple used to be the same way.
> the consumers that you say you know so well are not impressed with what
> they see, this is not a attack on apple, but constructive criticism.
> if they were apple sales would not be tanking right now, and they are.
> i am not gloating over this, i think that its bad for whats left of the
> real computer community.
> if you do work at comp usa, or are a apple rep, you would be in real
> trouble right now, i have worked for some of the biggest retail corp.'s
> in the world, and you always listen to constructive criticism, and you
> do not answer people like you do.

Oh PHUleaze...what a baby! You lose an argument and you resort to
threatening...

> i would never dream of doing what i have seen you do over the last
> couple of years, my boss would have found out sooner, or later(and that
> was before the net), and i would have been canned.
> i now know for sure that you are either a adolescent, or very immature,
> you could not possibly be in the position that you claim, and i will
> find out, i have many friends in the computer industry in the mpls./st.
> paul area that i have met, and dealt with over the last 17 years that i
> have been in business, i know 2 very good apple people who are small
> dealers, but know just about every apple person in the 5 state area,
> plus wholesalers of software including apple who have sold to comp
> u.s.a. before.
> i will find out if comp u.s.a., or apple would allow a person like you
> to terrorize a community of users who by the way might become, or are
> actual apple customers.

What I do on my own time is my own business! This is advocacy! Have you
read the charter of this group? Have been an Atari user in the past who
saw great products go down the toilet...

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

sinclap!
somewere in mn

5591. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-04 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <17284-39DB5BF8-19@storefull-177.iap.bryant.webtv.net>
Source record: 1456

sinclap,
just the way you answered my last post proves what i am saying.
you are what i say you are, and your answers are predictable.
i am not threatening you, i just need to know who would put up with someone like you in the position that you say you are in.
i have seen bad management before, and you as a employee would fit that bill.
you are wrong about your own time being your time, it all depends on your behavior.
as far as losing the argument on the apple software, you cannot understand what i am saying(further proof of what you are), i am saying that i have seen it, just like many others have, and have not been that impressed. that is a problem for apple, not atari, or any other platform.
this is becoming a good exercise on how to try to reason with a adolescent.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5592. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-04 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <39DB6555.6E0487EF@earthlink.net>
Source record: 1457

The truth is, boy, Apple is experience the difficulty as a direct result of the Macworld announcements.. i.e., dual processor macs and the cube.

Nobody is buying the dual processor macs.. it was a huge mistake to release them before a multiprocessor OS is available. Even the "evangelists" must realize this.. people aren't going to upgrade their Macs until they know more about Apple's long term plan for multiprocessor support, and until they see progress with OSX.

The cube is interesting, but in real analysis, kind of stupid.. I don't see Imac users buying one, because it's more complex to set up.. and I don't see power users buying it because there's no slots! Mistake..

They should have expected there'd really be no way to pull things out until they can get faster G4 chips. People are not going to upgrade until either the OS offers true multiprocessor support or faster single processors.

Yes, Apple's problems are probably temporary.... but they do have problems... and I don't expect you to be honest enough to admit Apple's big mistakes this time around because you're an empty-headed Jobs cheerleader.

sinclap@nospam.net wrote:

> There is lot more than that fiction...Only Mandich, Anderson and Jobs
> would know for sure..
>
> sinclap!

5593. Dell announces earnings warning!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-05 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0510001123590001@1cust9.tnt2.minneapolis.mn.da.uu.net>
Source record: 1458

Nuff said...

5594. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-05 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0510001131190001@1cust9.tnt2.minneapolis.mn.da.uu.net>
Source record: 1459

In article <39DB6555.6E0487EF@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> The truth is, boy, Apple is experience the difficulty as a direct result
of the
> Macworld announcements.. i.e., dual processor macs and the cube.
>
> Nobody is buying the dual processor macs.. it was a huge mistake to release
> them before a multiprocessor OS is available. Even the "evangelists" must
> realize this.. people aren't going to upgrade their Macs until they know more
> about Apple's long term plan for multiprocessor support, and until they see
> progress with OSX.
>

I disagree on the DP G4 sales...The DP G4's come with the photoshop plug
in that doubles the speed. A G4/500/DP with photoshop will give you
speeds upto 2 GHZ PIII speed.

The plugins are scarce, but the top tiers will support the DP.

> The cube is interesting, but in real analysis, kind of stupid.. I don't see
> Imac users buying one, because it's more complex to set up.. and I don't see
> power users buying it because there's no slots! Mistake..

Sums up my opinion. Pricing and proper positioning will fix it..

> They should have expected there'd really be no way to pull things out until
> they can get faster G4 chips. People are not going to upgrade until
either the
> OS offers true multiprocessor support or faster single processors.

What makes you think they have not had high sales?

> Yes, Apple's problems are probably temporary.... but they do have problems...
> and I don't expect you to be honest enough to admit Apple's big mistakes this
> time around because you're an empty-headed Jobs cheerleader.

Who me?

sinclap!
somewere in mn

5595. Re: Dell announces earnings warning!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24708-39DD23D6-8@storefull-176.iap.bryant.webtv.net>
Source record: 1460

dell is a PC manufactorer, if they fail, there many more to take there
place.
if apple fails, thats it.
nuff said.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5596. talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24707-39DD237E-17@storefull-176.iap.bryant.webtv.net>
Source record: 1461

as the header goes i talked to my first dealer friend today that agree's with me.
apple has not got much software out there, people love games, they want apple specific stuff.
he counted 144 customers last week at his both looking for iMAC specific games, or software, and everyone of them cursed there kids for talking them into a iMAC, when the parents wanted a PC.
does this sound familar atari dealers/users? you bet.
this will only get worse for apple, the need for software is now, the hardware is already here.
apple cannot do this by themselves.
large companies will make there most popular applications for apple, but its only there biggest sellers that they will do, and maybe just a bloated bug ridden PC portovers, all of the other goodies that people drool over also, but are not mega sellers will be PC only.
does this sound famlar atari dealers/users? you bet.
then once the market is so small that even the mega hits fizzle, bye bye apple.
does this sound familar atari dealers/users, you bet.
the surest way for them to survive is for 2 other nitch motorolla machines to thrive, thus getting all sorts of small software developers who know the unique hardware coding.
jewels will surface, thus saving all, if not, so long apple.
he is doing a show this week, i may help out just to see a couple of other dealers that i know, and to gage this first hand.
if i do work the show, and met the other dealers, i will post my results.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5597. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-06 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <39DD9C46.75E21438@earthlink.net>
Source record: 1462

sinclap@nospam.net wrote:

> I disagree on the DP G4 sales...The DP G4's come with the photoshop plug
> in that doubles the speed. A G4/500/DP with photoshop will give you
> speeds upto 2 GHZ PIII speed.

You just don't get it! People aren't upgrading because most people don't get any real benefit out of MP machines right now.

Don't forget, you can't have it both ways.. Apple has been neglecting power Graphics/Video/Audio users for a long time, becoming a consumer computer company.. now the only people who can get any use out of the MP machines are power users?

Don't you see the obvious problem here?

> Sums up my opinion. Pricing and proper positioning will fix it..

Maybe, maybe not... I just don't see a market for that machine myself unless they come out with a PCI expander box. Come on, Apple SUBSTANCE please..

> > They should have expected there'd really be no way to pull things out until
> > they can get faster G4 chips. People are not going to upgrade until
> either the
> > OS offers true multiprocessor support or faster single processors.
>
> What makes you think they have not had high sales?

Er.. the fact that they're not hitting their numbers?

> > Yes, Apple's problems are probably temporary.... but they do have problems...
> > and I don't expect you to be honest enough to admit Apple's big mistakes this
> > time around because you're an empty-headed Jobs cheerleader.
>
> Who me?

If you have to ask..

5598. Re: More Salt In Sincrap's Wound - older Mac glut!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-06 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <39DD9CC2.56950EF1@earthlink.net>
Source record: 1463

You know.. well, at least you SHOULD know.. that the biggest selling non-Imac
right now is the old discontinued PCI models.

sinclap@nospam.net wrote:

> In article <razor-662FB3.07285130092000@bigmomma.idirect.com>, Razor Rikel
> <razor@nunyabidness.net> wrote:
>
> > In article <sinclap-2909001159560001@1cust201.tnt4.chi2.da.uu.net>,
> > sinclap@nospam.net wrote:
> >
> > > In article <razor-5E6159.10254029092000@bigmomma.idirect.com>, JFW
> > > <jwiede@biff.com> (by way of Razor Rikel <razor@nunyabidness.net>) wrote:
> > >
> > > > I'm sure the news is everywhere by now, but here are two refs:
> > > >
> > > > http://yahoo.cnet.com/news/0-1006-200-2888711.html?pt.yfin.cat_fin.txt.n
> > > > e
> > > > http://www.upside.com/Money/39d3c41c0_yahoo.html
> > > >
> > > > Of note, the description of G4 Cube sales being slower than expected.
> > > >
> > > > Also, can someone explain why "a surplus of older Power Macs in the
> > > > retail channel appeared to be hurting sales of the new machines."?
> > > > Wasn't this something Apple allegedly went to great efforts to
> > > > prevent?
> > >
> > >
> > > What surplus?
> >
> > read da article, ya peon. Also check da online stores, dey seem ta
> > have lots of older iMacs and other older Macs dey're just dyin' ta get
> > rid of.
>
> You're full of beans...The prior iMac line is about gone, no surplus. The
> latest issue of MacWarehouse and Mac Club has no listing of the older
> iMacs. The older iMacs when quick when retailers dropped the price.
>
> Nice try!
>
> sinclap!
> back in somewere in mn

5599. Re: Dell announces earnings warning!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-06 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-BAD06C.10164206102000@bigmomma.idirect.com>
Source record: 1464

In article
<sincrap-0510001123590001@1cust9.tnt2.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> Nuff said...

and when dell sneeze, crapple catch pnuemonia. dell trouble pull
crapple stock furder down toilet. sincrap start lookin' fer barrell to
wear or cops pull him in fer bein' bear nekkid - silly him buyin' stock
not worth beans!

5600. Too funny for words

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-06 00:00:00 UTC
From: Tom Elam <telam@iquest.net>
Message-ID: <razor-DF0B08.10392306102000@bigmomma.idirect.com>
Source record: 1465

razor find dis - reaaly too funny. so pro keyboard work ok on PC, no work on older mac wit' usb. crapple claim it take til january ta fix. sincrap take sucker punch ta goolies - why mac no completely usb compliant dat dere own keyboard won' work on older mac wit' usb, includin' older imac? crapple coders dum as sincrap?

Apple reputation for hardware compatibility takes a nosedive

http://www.appleturns.com/#1

Keying with the enemy

Adding insult to injury is never a nice thing to do, even if the injury in question is really small. Did we say "small"? Make that "tiny." Personally, we never understood all the hubbub about how the four new keys on Apple's Pro Keyboard-- Volume Up, Volume Down, Mute, and Media Eject-- don't work on older Macs. Isn't something like that to be expected? In any event, some people made a big deal about it, including Apple. The company actually cancelled people's orders for the shiny new input device just because those four nifty-but-hardly-crucial keys were nonfunctional on all but the very latest Macs. Funny, we'd have thought that most people who ordered the Pro Keyboard did so to get a full set of standard keys, including a keypad and full-height cursor and function keys. Did anyone really buy one for the one-key Mute function?

In any case, here's where the "insult" part comes into play: according to MacWindows, if you hook up one of those Pro Keyboards to a USB-equipped PC running Windows 98 Second Edition, three of those four special keys work. Think about that for a second. Your Strawberry iMac DV? No go. That single-processor Power Mac G4/500 you bought in June? Out of luck. But plug your Pro Keyboard into some Dell or Compaq box which isn't even running the very latest operating system out of Redmond, and suddenly you can Volume Up, Volume Down, and Mute 'til your fingers bleed.

==========
Tom Elam

"Any sufficiently advanced technology is
indistinguishable from magic." -- Arthur C. Clarke

http://members.iquest.net/~telam/

5601. Re: Dell announces earnings warning!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-06 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0610001146370001@1cust107.tnt3.minneapolis.mn.da.uu.net>
Source record: 1466

In article <razor-BAD06C.10164206102000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> In article
> <sincrap-0510001123590001@1cust9.tnt2.minneapolis.mn.da.uu.net>,
> sincrap@nospam.net wrote:
>
> > Nuff said...
>
> and when dell sneeze, crapple catch pnuemonia. dell trouble pull
> crapple stock furder down toilet. sincrap start lookin' fer barrell to
> wear or cops pull him in fer bein' bear nekkid - silly him buyin' stock
> not worth beans!

Dell has blamed Europe for the short fall.

I have not bought the stock yet. I am waiting for an $18 price. Maybe it
won't fall that low. But that is my price to acummulate.

I am looking at Earthlink now which is below $8 from a high of $30.

sinclap!
somewere in mn

5602. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-06 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0610001151510001@1cust107.tnt3.minneapolis.mn.da.uu.net>
Source record: 1467

In article <24707-39DD237E-17@storefull-176.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:

> as the header goes i talked to my first dealer friend today that agree's
> with me.
> apple has not got much software out there, people love games, they want
> apple specific stuff.
> he counted 144 customers last week at his both looking for iMAC specific
> games, or software, and everyone of them cursed there kids for talking
> them into a iMAC, when the parents wanted a PC.
> does this sound familar atari dealers/users? you bet.
> this will only get worse for apple, the need for software is now, the
> hardware is already here.
> apple cannot do this by themselves.
> large companies will make there most popular applications for apple, but
> its only there biggest sellers that they will do, and maybe just a
> bloated bug ridden PC portovers, all of the other goodies that people
> drool over also, but are not mega sellers will be PC only.
> does this sound famlar atari dealers/users? you bet.
> then once the market is so small that even the mega hits fizzle, bye bye
> apple.
> does this sound familar atari dealers/users, you bet.
> the surest way for them to survive is for 2 other nitch motorolla
> machines to thrive, thus getting all sorts of small software developers
> who know the unique hardware coding.
> jewels will surface, thus saving all, if not, so long apple.
> he is doing a show this week, i may help out just to see a couple of
> other dealers that i know, and to gage this first hand.
> if i do work the show, and met the other dealers, i will post my
> results.
> thanks,
> lance

So what Apple dealer did you visit?

sinclap!
somewere in mn
>

5603. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-06 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8ts3at.9gu.jedi@pyromania.mishnet>
Source record: 1468

On Fri, 06 Oct 2000 16:51:40 GMT, sinclap@nospam.net <sinclap@nospam.net> wrote:
>In article <24707-39DD237E-17@storefull-176.iap.bryant.webtv.net>,
>Video61@webtv.net (Lance Ringquist) wrote:
>
>> as the header goes i talked to my first dealer friend today that agree's
>> with me.
>> apple has not got much software out there, people love games, they want
>> apple specific stuff.
>> he counted 144 customers last week at his both looking for iMAC specific
>> games, or software, and everyone of them cursed there kids for talking
>> them into a iMAC, when the parents wanted a PC.
>> does this sound familar atari dealers/users? you bet.
>> this will only get worse for apple, the need for software is now, the
>> hardware is already here.
>> apple cannot do this by themselves.
>> large companies will make there most popular applications for apple, but
>> its only there biggest sellers that they will do, and maybe just a
>> bloated bug ridden PC portovers, all of the other goodies that people
>> drool over also, but are not mega sellers will be PC only.
>> does this sound famlar atari dealers/users? you bet.
>> then once the market is so small that even the mega hits fizzle, bye bye
>> apple.
>> does this sound familar atari dealers/users, you bet.
>> the surest way for them to survive is for 2 other nitch motorolla
>> machines to thrive, thus getting all sorts of small software developers
>> who know the unique hardware coding.
>> jewels will surface, thus saving all, if not, so long apple.
>> he is doing a show this week, i may help out just to see a couple of
>> other dealers that i know, and to gage this first hand.
>> if i do work the show, and met the other dealers, i will post my
>> results.
>> thanks,
>> lance
>
>So what Apple dealer did you visit?

...as much as I hate agreeing with this raving lunatic, the
software scene for teh Macs isn't quite that dire. Plus,
those comments all sounded extraordinarily vague.

Besides, if you can afford to buy a Mac: getting another cheap
PC to just "be compatible" should actually be quite trivial.
Serious 3D gaming isn't cheap, but the rest pretty much is.

--

Class, that's the only thing that counts in life. Class.
Without class and style, a man's a bum; he might as well be dead.
-- "Bugsy" Siegel

I am firm. You are obstinate. He is a pig-headed fool.
-- Katharine Whitehorn

Death comes on every passing breeze,
He lurks in every flower;
Each season has its own disease,
Its peril -- every hour.
--Reginald Heber

5604. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13036-39DE3C93-119@storefull-177.iap.bryant.webtv.net>
Source record: 1469

i actually visited a friend of mine that wholesales apple software, as well as the PC. he only does direct sales a couple of times a year for very large computer shows, otherwise its strictly wholesale to dealers.his apple market has been shrinking dramatically this year, and it does not look good.
he used to wholesale atari, and commodore software also, he dropped out of them 10 years ago, and he said that the apple market know looks like the atari/commodore markets 10 years ago.
he is very careful on what he buys as far as apple is concerned, he does not want to take a bath in a liquidation type of scenario, like he did with atari/commodore.
we both have been in the computer market so long, that we share the same fears for apple, for we have seen this before.
no matter how fierce your loyalty is for apple, it will do no good unless the motorolla style platforms expand.
you need good coders who know the architecture, not port over PC hacks.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5605. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13036-39DE3EF4-121@storefull-177.iap.bryant.webtv.net>
Source record: 1470

jedi,
what i mean is real software written for the apple.
how can you win over customers with the same stuff as the PC?
if you use the same software, and it looks the same, and loads in the
same time, why not by the cheap PC that you say to do.
stop into any large software dealer, and browse the store for PC
software, its everywhere, and its cheap, now look for the apple stuff.
so run it on a apple with a emulator then, doh!
just buy the cheap PC!
atari/commodore users love there machines for certain specific
applications that work very well for them without the hassle of a PC,
other wise they would have moved on long ago.
i am not saying that there is nothing for apple, it is just so small
that its starting to resemble the atari/commodore market 10 yeas ago.
history is there for the looking, ignore it, and it bites.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5606. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-06 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8tsjg3.b7o.jedi@pyromania.mishnet>
Source record: 1471

On Fri, 6 Oct 2000 16:07:00 -0500 (CDT), Lance Ringquist <Video61@webtv.net> wrote:
>jedi,
>what i mean is real software written for the apple.
>how can you win over customers with the same stuff as the PC?

Apples are remarkably better controlled and engineered
product. They always have been. Even on Zdnet you can
see a large number of complaints about how Win9x handles
USB. Whereas with NT5 you may be lucky if your USB device
even has an available driver.

This comes from being engineered from the ground up for end
users rather than being something slapped together to keep
Apple II's from getting to0 popular, that is then patched
over and over again but only done so in the absolute laziest
fashion possible while barely avoiding mass defections.

>if you use the same software, and it looks the same, and loads in the
>same time, why not by the cheap PC that you say to do.

Quite often with PC's you get what you pay for.

This is the voice of experience from the PC builder's trenches.

[deletia]

I don't bother with Windows anymore because of those sorts
of problems. Were Apples more reasonably priced at the
critical moment in time, I and quite a few others would have
never even bothered with what are essentially "random
collections of spare parts".

Being able to "run everything" ceases to be a compelling reason
to bother with kludge klones after a time. You realize that you
only need to "run enough" and that the mindless Lemmings don't
tend to make exercizing free choice easy anyways.

--

Ours is a world of nuclear giants and ethical infants.
-- General Omar N. Bradley

Woman inspires us to great things, and prevents us from achieving them.
-- Dumas

The door is the key.

5607. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-07 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <19366-39DF549D-8@storefull-176.iap.bryant.webtv.net>
Source record: 1474

i will look for that in sundays paper.
comp u.s.a. has a fine apple selection, i agree.
but the real problem is you need that in many stores, not just one
chain.
i was in best buy yesterday, apple stuff was very dismal.
when apple gets this stuff out into many store fronts it will look
better for there survival.
right now its a nitch item for some stores.
most people will only buy stuff thats widely availible.
apple has the hardware base already, what they really need is to bolster
software, hardware sales will follow.
its like swimming up stream selling non PC hardware with a lack of
software, or outlets that sell it, i know, i have done it for 17 years.
i got so fed up, that i decided to produce my own.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5608. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-07 05:14:04 UTC
From: Video61@webtv.net
Message-ID: <19399-39DEB11C-159@storefull-174.iap.bryant.webtv.net>
Source record: 1472

jedi,
you seem to be missing the point, i am not attacking apple, i do not like the PC,
it is not a real computer, it is a calculator emulating a computer thru software.
but the lemmings that you point out to me need something more to push them over to apple.
i think the apple is a great machine, i like my sons G4. but you cannot say to people that apple is superior"see there awesome architicure" when it is running PC bloatware, or PC bloatware portovers, they do not care, i know, i have sold computers for 17 years, people want software, lots of it.
if your platform does not have what i want, and it takes alot to get it to run, then why should i buy yours, when i can have theres with all of the goodies.
you can tell me how great your stuff is, but where is the different software(in abundance) that shows me.
i heard it from about 1989 till today.
you cannot change people, you cannot change history, you cannot call them dumb(even if they are), the failure lies with the producers of the platform.
remember power without the price, big deal, how about some software, lots of it, really showing off the arciticture.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5609. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-07 05:51:10 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0710000051230001@1cust33.tnt6.minneapolis.mn.da.uu.net>
Source record: 1473

In article <13036-39DE3C93-119@storefull-177.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:

> i actually visited a friend of mine that wholesales apple software, as
> well as the PC. he only does direct sales a couple of times a year for
> very large computer shows, otherwise its strictly wholesale to
> dealers.his apple market has been shrinking dramatically this year, and
> it does not look good.
> he used to wholesale atari, and commodore software also, he dropped out
> of them 10 years ago, and he said that the apple market know looks like
> the atari/commodore markets 10 years ago.
> he is very careful on what he buys as far as apple is concerned, he does
> not want to take a bath in a liquidation type of scenario, like he did
> with atari/commodore.
> we both have been in the computer market so long, that we share the same
> fears for apple, for we have seen this before.
> no matter how fierce your loyalty is for apple, it will do no good
> unless the motorolla style platforms expand.
> you need good coders who know the architecture, not port over PC hacks.
> thanks,
> lance

You could argue that the selection and variety of Apple software on
display at retail store fronts has been dismal for more than ten years in
comparison to the wintel selection. There are areas of improvement.

However, CompUSA as a nationwide chain has the best selection of Mac
software, plus many hybrid titles.. Installing a game on a mac is far
superior than installing one on a PC due to the undescipline of the PC
organ bank due to compatibility issues.

There will be a new super computer store thats having a grand opening this
weekend in mn called Micro Center. Look for the ad circular in the Star
Tribune. They have the Apple show room dept with the wide assortment of
Apple software on display. Even have Web Objects and FCP..

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

sinclap!
somewere in mn

5610. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-08 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <39E01BE1.C7E6C8E3@earthlink.net>
Source record: 1476

You're in denial.. I'm waiting for a faster CPU to upgrade myself, and I know of several others.. the Macworld announcements were a joke. I'll wait until a real speed increase, thanks.

sinclap@nospam.net wrote:

> I don't think its because of the G4. Apple sales will be up $500 million
> plus in Q4/2000 over Q4/99.
>
> In my opinion, the shortfall is due to the weak euro, that the $799 iMac
> 350 and the new iBooks did not come onto the market until mid Sept.
>
> sinclap!
> somewere in mn

5611. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-08 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <15579-39E0C29B-10@storefull-173.iap.bryant.webtv.net>
Source record: 1477

i will check in thrs.&fri. papers.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5612. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-08 04:41:52 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0710002341590001@1cust71.tnt8.minneapolis.mn.da.uu.net>
Source record: 1475

In article <19366-39DF549D-8@storefull-176.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:

> i will look for that in sundays paper.
> comp u.s.a. has a fine apple selection, i agree.
> but the real problem is you need that in many stores, not just one
> chain.
> i was in best buy yesterday, apple stuff was very dismal.
> when apple gets this stuff out into many store fronts it will look
> better for there survival.
> right now its a nitch item for some stores.
> most people will only buy stuff thats widely availible.
> apple has the hardware base already, what they really need is to bolster
> software, hardware sales will follow.
> its like swimming up stream selling non PC hardware with a lack of
> software, or outlets that sell it, i know, i have done it for 17 years.
> i got so fed up, that i decided to produce my own.
> thanks,
> lance

True, but with the advent of a new store that has a Apple show room will
improve the selection variety in mn. The ad circular for the grand
opening came out on Thursday I believe. There was a full page on Friday
in the Star Tribune as well.

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

sinclap!
somewere in mn

5613. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-09 04:11:56 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0810002312030001@2cust52.tnt8.minneapolis.mn.da.uu.net>
Source record: 1478

In article <39E01BE1.C7E6C8E3@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> You're in denial.. I'm waiting for a faster CPU to upgrade myself, and I
know of
> several others.. the Macworld announcements were a joke. I'll wait
until a real
> speed increase, thanks.

I am closer to the scene than you are. Fine, wait for what ever new comes out.

sinclap!
somewere in mn

5614. Re: More Salt In Sincrap's Wound - older Mac glut!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-09 04:14:33 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0810002314400001@2cust52.tnt8.minneapolis.mn.da.uu.net>
Source record: 1479

In article <39DD9CC2.56950EF1@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> You know.. well, at least you SHOULD know.. that the biggest selling non-Imac
> right now is the old discontinued PCI models.
>
The left over prior G4 line? Their steals right now...get one why you can...

sinclap!
somewere in mn

5615. Re: The Motley Fool 'Think Different'!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-10 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-112640.07292210102000@bigmomma.idirect.com>
Source record: 1482

In article
<sincrap-09100022523700001@1cust24.tnt10.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> http://www.fool.com/boringport/2000/boringport001009.htm?ref=yhoolnk</A
>
> Looks like Razor, aka 'Chunk's will miss out on an opportunity...

Razor no chunks - who is dis chunks sincrap talk about. oh, razor
remember - chunks imaginary fat man sincrap thinks exist when he lose
argument and him go funny in brain.

razor no interest in opportunity fer oblivion - if sincrap stupid
enough ta fall fer dis, go right ahead...
>
> sincrap!
> somewere in mn

5616. Utah Saints

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-10 00:00:00 UTC
From: Stuart Bruce <stuart@atomiser.demon.co.uk>
Message-ID: <ant10142606cA6dJ@atomiser.demon.co.uk>
Source record: 1483

There's an interview with the Utah Saints up on http://www.icrunch.com at the moment and among other things, the Utahs talk about why they've stuck with Atari computers at the heart of their music studio. Quite interesting reading.

"Power To The Beats", the damn heavy new Utah Saints record with a sample of "Enter Sandman" by Metallica plus a guest vocal by Chuck D of Public Enemy, was released yesterday (October 9th) in the UK. As well as being available on CD and 12", it's also available for "digital download" from www.icrunch.com- worth a listen.

Stuart.

--
Stuart Bruce - stuart@atomiser.demon.co.uk
http://www.atomiser.demon.co.uk

"Who am I, where am I, and what's going on?"

5617. Re: crapple still beleagurd - RDF blow up in sincrap's face real good

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-10 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1010001100180001@1cust192.tnt2.minneapolis.mn.da.uu.net>
Source record: 1484

In article <razor-B171B1.08161704102000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:
>
> sincrap tell big lie 'bout crapple sales. crapple tell truth, crapple
> stock tank. sincrap look stupid. no, not just look. cbs story also tell
> how crapple try ta pull wool over market eye. plan no work. sincrap too
> chicken ta deal wit' story imprication.

Yes, the stock crashed. I view it as a buying opportunity because the
stock is cheap compared to their strong fundementals. The company has a
strong balance sheet with $3.8 billion in cash and just $300 million in
longterm debt. The current market cap is around $7.3 billion. Apple
could use it's cash to buy back half it's stock if it wanted to do. The
stock has bottomed at $21 which is $3 more than I wanted it to be take
advantage of my greed windfall..

> > I bought the stock when it was $17 share...So who is the idiot here...See
> > no difference this time...
>
> but sincrap soon feels it when stock tank again. razor not sharpest
> tool in shed, but razor no dummy.

Sit on the sidelines and miss out on wealth creation. Must like the
exhausted savings acct..

> >
> > Bought in $4 share and sold out $20+....So who is the idiot?
>
> sincrap still idiot - razor see all. razor still not trust sincrap
> prediliction. razor keep money in bank, get better return.

Your lucky to get a return...What is the return? 1%?

> > Bloat deleted..
>
> sincrap chicken. no want ta refute fact in cbs article. hit too close
> in goolies. sincrap big chicken, don' wanna debate, him look stupid like
> dubya in debate. him tactic like dubya, attack characters rather den
> deal wit' issues.

Your the one is attacking me...Your just a dubya wannabee. I am for Gore...

sinclap!
somewere in mn

5618. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-10 01:26:44 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <39E2705A.157E502A@earthlink.net>
Source record: 1480

Let's see.. I know about 15 people who work for Apple including two people on my hockey team, their headquarters are ten minutes from me, I've even interviewed there.

Now.. you can be "closer to the scene" if you want to. All I know is, the people I know who work at Apple pretty much agree with me, and recognize the problem.. except for one gentlemen who is a "true believer evangelist." The rest are regular people.

sinclap@nospam.net wrote:

> In article <39E01BE1.C7E6C8E3@earthlink.net>, Particle Salad
> <psalad@earthlink.net> wrote:
>
> > You're in denial.. I'm waiting for a faster CPU to upgrade myself, and I
> know of
> > several others.. the Macworld announcements were a joke. I'll wait
> until a real
> > speed increase, thanks.
>
> I am closer to the scene than you are. Fine, wait for what ever new comes out.
>
> sinclap!
> somewere in mn

5619. The Motley Fool 'Think Different'!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-10 03:52:28 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0910002252370001@1cust24.tnt10.minneapolis.mn.da.uu.net>
Source record: 1481

http://www.fool.com/boringport/2000/boringport001009.htm?ref=yhoolnk</A

Looks like Razor, aka 'Chunk's will miss out on an opportunity...

sinclap!
somewere in mn

5620. Re: Darek Mihocka tells it like it is (some Atari content!)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-11 00:00:00 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <39E4E5D2.ED651A33@sprint.ca>
Source record: 1485

Hey Razor,

thats pretty ingenious using one pompous blowhard loser to deflate another. Too bad Dereks powerpc emulator is shelved. but I'm not surprised in his 13 years of writing emulators he never did produce one that worked. Thats right the first version of xformer was an apple II emulator he tried to peddle to computes atari mag which they rightly refused to publish. Not that I blame them, it contained pirated OS roms from apple, and on the few occasions it actually ran it turned an 8mhz ST into a 0.25mhz apple II, when a real apple ran at 2mhz minimum. Don't be foolled by Dereks bollocks though, his emulator of powerpcs is shelved for only one reason. He's a lousy programmer, and simply can't produce an emulator that can't even meet his own low standards.

Razor Rikel wrote:

>
> Tired of all dat crap dat phony Apple salesapologist Sinclap's been
> shovellin' down Atari users throats all summer? Well, a long-time
> poisson in the Atari world has some very interestin' things to say about
> processor speeds and bloated, buggy operatin' systems like Windows ME
> and Apple's seven-years-too-late OSuX - and how both companies bamboozle
> yas into thinkin' old computers are useless and junk.
>

5621. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-12 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <39E564FF.86495978@earthlink.net>
Source record: 1487

The only point is your anecdote is no more "valid" than mine.. and thus, you are no "closer" to it than I am.

You have been in denial over this for a long time, and have consistently shown your lack of understanding of Apple's key markets. No offense, but I think you're wrong here too.

Pretending Apple doesn't have problems won't make them go away. Smart people address those problems instead of ignoring them. You can't address the problem until you admit there is one. Apple's numbers PROOVE there is one. You can crow all you want about Dell's numbers, or whoever else's numbers, but the fact remains that the quarter where Apple releases new models has usually meant pretty good numbers from them in recent history.. get the point? The market may be down, but Apple's current problems are deeper than the market.

Releasing a multiprocessor computer without having an OS ready? Silly..

Besides, Apple got people all hot and bothered about multiprocessing before with the 9500/180MP.. and how many apps actually took advantage of that 2nd processor? Once bitten, twice shy, buddy..

sinclap@nospam.net wrote:

> So, proves nothing...I know folks with old beige towers and the ones new
> to the platform(recommended for publishing and multimedia majors)
> purchasing G4's...Get the point?
>
> sinclap!
> somewere in mn

5622. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-12 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-B5FEA1.08071112102000@bigmomma.idirect.com>
Source record: 1488

In article <39E564FF.86495978@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> The only point is your anecdote is no more "valid" than mine.. and thus,
> you are no "closer" to it than I am.

razor say we need antidote ta sincrap "anecdote"
>
> You have been in denial over this for a long time, and have consistently
> shown your lack of understanding of Apple's key markets. No offense, but I think
> you're wrong here too.

dat why razor suspect sincrap fakin' it - dat sincrap too dumb ta be
hired by crapple sales. sincrap stay at home, read only positive web
site, post info he get on web site.

me susepct sincrap act like dubya, him use smear tactic against
enemie when dey make point. call them "jihad". him atack da Salad,
claimin' him fake video pro. him attack dan, callin' him loser because
him hard worker, because him vp of atari user group, because of him
sexual preferred, sincrap call him homo (not dat dere's anythin' wrong
wit' dat, but dan is hetero, him just not practicin' now). sincrap
challneged ta prove his claim of employed by crapple, he go h-bomb an'
claim he no can reveal (big lie, razor talk wit' REAL Power ranger an'
he say sincrap fulla crap, sincrap can reveal who employ him). all like
dubya, who sincrap deny he act like an' claim he support al bore, who
even bigger fibber.

>
> Pretending Apple doesn't have problems won't make them go away. Smart
> people address those problems instead of ignoring them. You can't address the
> problem until you admit there is one. Apple's numbers PROVE there is one. You
> can crow all you want about Dell's numbers, or whoever else's numbers, but the
> fact remains that the quarter where Apple releases new models has usually meant pretty
> good numbers from them in recent history.. get the point? The market may be
> down, but Apple's current problems are deeper than the market.

an' even worse - AMD just release their numbers. AMD make profit, BIG
profit. now we kno why intel do bad.

intel an' dell say their problem in Europe market. crapple problem go
deeper, dey have problem all over globe wit sales. companies who claim
ta have $5 bill in bank don't put on hiring freeze an' cancel projects.
sincrap go deeper an' deeper inta his rdf world ta escape da reality dat
crapple is goin' down, an' it's dere all fault fer bad decisions, too
many lies an' stabbin' dere loyal users in da back ('member da trojan

horse dey put in da G3 tower firm ware update dat made it impossible ta
install G4 - dey even admit it).

crapple go below $20 yesterday - sincrap already losin' dough. razor
get better return in bank wit' term deposit, an' it insured if bank go
down by government.

>
> Releasing a multiprocessor computer without having an OS ready? Silly..

me read friend Chris' copy of latest macAddict - laugh at dere review
of DP G4. Dey honest ta admit dat 2nd g4 is deadweight an' only make
little difference in photo shop. so much for sincrap claim dat 2/G4
twice as fast as vapor 2gigHZ PC.

>
> Besides, Apple got people all hot and bothered about multiprocessing
> before with the
> 9500/180MP.. and how many apps actually took advantage of that 2nd
> processor? Once
> bitten, twice shy, buddy..
>
> sincrap@nospam.net wrote:
>
> > So, proves nothing...I know folks with old beige towers and the ones
> > new
> > to the platform(recommended for publishing and multimedia majors)
> > purchasing G4's...Get the point?

sincrap lie about knowin' folk. sincrap HAVE no friend.....

5623. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-12 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1210000937460001@1cust143.tnt8.minneapolis.mn.da.uu.net>
Source record: 1489

In article <39E564FF.86495978@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> The only point is your anecdote is no more "valid" than mine.. and thus,
you are no
> "closer" to it than I am.
>
> You have been in denial over this for a long time, and have consistently
shown your
> lack of understanding of Apple's key markets. No offense, but I think
you're wrong
> here too.

Are we talking about Apple's G4 sales or missing their financial target?
Apple has stated that the shortfall is due to the G4 Cube(I have issues
with it too) and not meeting their education numbers. One could argue
that the missed targets are due to shipping the products late in the
quarter. Apple did not ship their new iBooks and the $799 iMac 350 until
well into September which may have been to late to drive revenues.

> Pretending Apple doesn't have problems won't make them go away. Smart people
> address those problems instead of ignoring them. You can't address the
problem
> until you admit there is one. Apple's numbers PROOVE there is one. You
can crow
> all you want about Dell's numbers, or whoever else's numbers, but the
fact remains
> that the quarter where Apple releases new models has usually meant pretty good
> numbers from them in recent history.. get the point? The market may be
down, but
> Apple's current problems are deeper than the market.
>
> Releasing a multiprocessor computer without having an OS ready? Silly..

So, Apple's multiprocessor G4 caused their shortfall?

> Besides, Apple got people all hot and bothered about multiprocessing
before with the
> 9500/180MP.. and how many apps actually took advantage of that 2nd
processor? Once
> bitten, twice shy, buddy..

So adding a second processor, GB ethernet and bumping up the HD for the
same price as the previous line is a problem? Granted that only a handful
of products takes advantage of the second processor is not the cause of
the sales shortfall. Apple publicly blamed the G4 Cube which did not ship

into volume until September.

sinclap!
somewere in mn

5624. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-12 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1210000946090001@1cust143.tnt8.minneapolis.mn.da.uu.net>
Source record: 1490

In article <razor-B5FEA1.08071112102000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:
>
> dat why razor suspect sincrap fakin' it - dat sincrap too dumb ta be
> hired by crapple sales. sincrap stay at home, read only positive web
> site, post info he get on web site.
>
> me susepct sincrap act like dubya, him use smear tactic against
> enemie when dey make point. call them "jihad". him atack da Salad,
> claimin' him fake video pro. him attack dan, callin' him loser because
> him hard worker, because him vp of atari user group, because of him
> sexual preferred, sincrap call him homo (not dat dere's anythin' wrong
> wit' dat, but dan is hetero, him just not practicin' now). sincrap
> challneged ta prove his claim of employed by crapple, he go h-bomb an'
> claim he no can reveal (big lie, razor talk wit' REAL Power ranger an'
> he say sincrap fulla crap, sincrap can reveal who employ him). all like
> dubya, who sincrap deny he act like an' claim he support al bore, who
> even bigger fibber.

I never called him a homo. Were do you get this stuff from?

> an' even worse - AMD just release their numbers. AMD make profit, BIG
> profit. now we kno why intel do bad.

Apple make big profit too!

> intel an' dell say their problem in Europe market. crapple problem go
> deeper, dey have problem all over globe wit sales. companies who claim
> ta have $5 bill in bank don't put on hiring freeze an' cancel projects.
> sincrap go deeper an' deeper inta his rdf world ta escape da reality dat
> crapple is goin' down, an' it's dere all fault fer bad decisions, too
> many lies an' stabbin' dere loyal users in da back ('member da trojan
> horse dey put in da G3 tower firm ware update dat made it impossible ta
> install G4 - dey even admit it).

intel and Apple had big exposure to the weak Euro currency which did not help..

> crapple go below $20 yesterday - sincrap already losin' dough. razor
> get better return in bank wit' term deposit, an' it insured if bank go
> down by government.

It's getting close to my price target.

> >
> > Releasing a multiprocessor computer without having an OS ready? Silly..
>
> me read friend Chris' copy of latest macAddict - laugh at dere review

> of DP G4. Dey honest ta admit dat 2nd g4 is deadweight an' only make
> little difference in photo shop. so much for sincrap claim dat 2/G4
> twice as fast as vapor 2gigHZ PC.

Not according to Adobe..

sinclap!
somewere in mn

5625. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-12 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <39E5CEE8.593DC9BD@earthlink.net>
Source record: 1491

sinclap@nospam.net wrote:

> Are we talking about Apple's G4 sales or missing their financial target?
> Apple has stated that the shortfall is due to the G4 Cube(I have issues
> with it too) and not meeting their education numbers. One could argue
> that the missed targets are due to shipping the products late in the
> quarter. Apple did not ship their new iBooks and the $799 iMac 350 until
> well into September which may have been to late to drive revenues.

We're talking about both.. I know what they said, and yes the Cube is responsible for part of it.

> So, Apple's multiprocessor G4 caused their shortfall?

Contributed to it significantly, yes. Upgraders didn't bite for the most part.. and neither have new Mac users.

> > Besides, Apple got people all hot and bothered about multiprocessing
> before with the
> > 9500/180MP.. and how many apps actually took advantage of that 2nd
> processor? Once
> > bitten, twice shy, buddy..
>
> So adding a second processor, GB ethernet and bumping up the HD for the
> same price as the previous line is a problem? Granted that only a handful
> of products takes advantage of the second processor is not the cause of
> the sales shortfall. Apple publicly blamed the G4 Cube which did not ship
> into volume until September.

You're missing the obvious here.. it might have been the same prices, but sales numbers didn't increase much at those same pricing the way they would have had Apple been able to deliver a 700mhz G4. Nobody cares about GB ethernet, at least not yet.

Again, people didn't bite on the Cube, but also people just aren't all that excited about dual processor machines where that 2nd processor is mostly idle.. it's not hard to understand why.

Once OSX comes out, if it's stable and utilizes that 2nd processor for OS level operations, THEN multiprocessing makes sense and probably WILL help drive sales. Not yet...

I'm still a bit annoyed at Apple for neglecting pro audio/video/multimedia users for so long by not giving us six slots. They've lost a lot of ground they used to OWN in the process. With a couple of exceptions, USB still isn't generally as good as serial for MIDI. Now, firewire audio cards have been announced (not shipping for several months), so maybe, once we find out how well they work, the point is SOMEWHAT moot... but damage has been done. The question I have is not whether they

can get people back.. they can get SOME or even MOST people back is my guess.. the question is whether or not Apple CARES to even try. I hope they'll make an effort to display their commitment to the NON consumer market.

5626. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-12 03:59:01 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1110002259130001@1cust208.tnt9.minneapolis.mn.da.uu.net>
Source record: 1486

In article <39E2705A.157E502A@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> Let's see.. I know about 15 people who work for Apple including two
people on my
> hockey team, their headquarters are ten minutes from me, I've even interviewed
> there.
>
> Now.. you can be "closer to the scene" if you want to. All I know is,
the people I
> know who work at Apple pretty much agree with me, and recognize the problem..
> except for one gentlemen who is a "true believer evangelist." The rest
are regular
> people.
>

So, proves nothing...I know folks with old beige towers and the ones new
to the platform(recommended for publishing and multimedia majors)
purchasing G4's...Get the point?

sinclap!
somewere in mn

5627. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-13 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-637EB4.08293713102000@bigmomma.idirect.com>
Source record: 1493

In article
<sincrap-12100009460900001@1cust143.tnt8.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> In article <razor-B5FEA1.08071112102000@bigmomma.idirect.com>, Razor
> Rikel
> <razor@nunyabidness.net> wrote:

> > me susepct sincrap act like dubya, him use smear tactic against
> > enemie when dey make point. call them "jihad". him atack da Salad,
> > claimin' him fake video pro. him attack dan, callin' him loser because
> > him hard worker, because him vp of atari user group, because of him
> > sexual preferred, sincrap call him homo (not dat dere's anythin' wrong
> > wit' dat, but dan is hetero, him just not practicin' now). sincrap
> > challneged ta prove his claim of employed by crapple, he go h-bomb an'
> > claim he no can reveal (big lie, razor talk wit' REAL Power ranger an'
> > he say sincrap fulla crap, sincrap can reveal who employ him). all like
> > dubya, who sincrap deny he act like an' claim he support al bore, who
> > even bigger fibber.
>
> I never called him a homo. Were do you get this stuff from?

oh, no sincrap? what about post ya crossposted ta dis forum, "anyone
wanna fuck my virgin whiteboy ass"? ya added words dat it was invite ta
a certain someone in dis forum. since sincrap always had problem wit'
dan dat ya've used his sexual prefer as club 'gainst him, it obvious ta
razor who someone was. ya also claim many time dat dan somehow abby
normal 'cause he prefer not bonking. sincrap big liar as usual, perhaps
sincrap suffer from homo panic?

>
> > an' even worse - AMD just release their numbers. AMD make profit,
> > BIG
> > profit. now we kno why intel do bad.
>
> Apple make big profit too!

no dey not. dey have shortfall, dey admit. stock tank. somethin' rong
wit' crapple when despite all dere money dey put on hiring freeze,
cancel projects. somethin' rotten wit' crapple, smells as bad as
sincrap's shorts

>
> > intel an' dell say their problem in Europe market. crapple problem
> > go
> > deeper, dey have problem all over globe wit sales. companies who claim

> > ta have $5 bill in bank don't put on hiring freeze an' cancel
> > projects.
> > sincrap go deeper an' deeper inta his rdf world ta escape da reality
> > dat
> > crapple is goin' down, an' it's dere all fault fer bad decisions, too
> > many lies an' stabbin' dere loyal users in da back ('member da trojan
> > horse dey put in da G3 tower firm ware update dat made it impossible ta
> > install G4 - dey even admit it).
>
> intel and Apple had big exposure to the weak Euro currency which did not
> help..

no excuse sincrap - crapple have problem all over world. imac tank.
G4 tank. cube reallllly tank. educatin' sale take huge dip. sincrap lie,
disapear up own bum tryin' ta escape truth

real truth is crapple no no how ta market. gateway, dey just also
announce big bucks in quarter. dey kno howta market, dey kno market.
crapple try ta copy cow computer model, dey go fubar .

> It's getting close to my price target.

target attached ta sincraps bum
>
> > >
> > > Releasing a multiprocessor computer without having an OS ready?
> > > Silly..
> > >
> > > me read friend Chris' copy of latest macAddict - laugh at dere
> > > review
> > > of DP G4. Dey honest ta admit dat 2nd g4 is deadweight an' only make
> > > little difference in photo shop. so much for sincrap claim dat 2/G4
> > > twice as fast as vapor 2gigHZ PC.
> >
> > Not according to Adobe..

adobe claim anythin' just like sincrap, jus' like crapple, jus' like
jobs. real world test by macaDdict prove dem all wrong, rdf go down
toilet. pay no attention ta da man behind da curtain!

> sincrap!
> somewere in mn

5628. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-13 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1310001041350001@1cust180.tnt1.minneapolis.mn.da.uu.net>
Source record: 1494

In article <razor-637EB4.08293713102000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> > I never called him a homo. Were do you get this stuff from?
>
> oh, no sincrap? what about post ya crossposted ta dis forum, "anyone
> wanna fuck my virgin whiteboy ass"? ya added words dat it was invite ta
> a certain someone in dis forum. since sincrap always had problem wit'
> dan dat ya've used his sexual prefer as club 'gainst him, it obvious ta
> razor who someone was. ya also claim many time dat dan somehow abby
> normal 'cause he prefer not bonking. sincrap big liar as usual, perhaps
> sincrap suffer from homo panic?

I was being humerous and referred to 'Chunks'...You could not figure that out..

>
> >
> > > an' even worse - AMD just release their numbers. AMD make profit,
> > > BIG
> > > profit. now we kno why intel do bad.
> >
> > Apple make big profit too!
>
> no dey not. dey have shortfall, dey admit. stock tank. somethin' rong
> wit' crapple when despite all dere money dey put on hiring freeze,
> cancel projects. somethin' rotten wit' crapple, smells as bad as
> sincrap's shorts

ROFLMAO!!!Nuff said...

>> >
> > intel and Apple had big exposure to the weak Euro currency which did not
> > help..
>
> no excuse sincrap - crapple have problem all over world. imac tank.
> G4 tank. cube reallllly tank. educatin' sale take huge dip. sincrap lie,
> disapear up own bum tryin' ta escape truth

Excuse me...Apple will have a $500 plus sales/revenue gain in Q4/2000 over
Q4/99. What has tanked?

> real truth is crapple no no how ta market. gateway, dey just also
> announce big bucks in quarter. dey kno howta market, dey kno market.
> crapple try ta copy cow computer model, dey go fubar .

GateWay announced 4150 million in earnings. Apple will come around at
$110 million before special gains...Sounds like you failed

financial/investment planning..

> > It's getting close to my price target.
>
> target attached ta sincraps bum

Jeleous?

> > Not according to Adobe..
>
> adobe claim anythin' just like sincrap, jus' like crapple, jus' like
> jobs. real world test by macaDdict prove dem all wrong, rdf go down
> toilet. pay no attention ta da man behind da curtain!

So your calling Adobe a liar?

sinclap!
somewere in mn

5629. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-13 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-1FF050.12301613102000@bigmomma.idirect.com>
Source record: 1495

In article
<sincrap-13100010413500001@1cust180.tnt1.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> In article <razor-637EB4.08293713102000@bigmomma.idirect.com>, Razor
> Rikel
> <razor@nunyabidness.net> wrote:
>
>
> > > I never called him a homo. Were do you get this stuff from?
> >
> > oh, no sincrap? what about post ya crossposted ta dis forum, "anyone
> > wanna fuck my virgin whiteboy ass"? ya added words dat it was invite
> > ta
> > a certain someone in dis forum. since sincrap always had problem wit'
> > dan dat ya've used his sexual prefer as club 'gainst him, it obvious ta
> > razor who someone was. ya also claim many time dat dan somehow abby
> > normal 'cause he prefer not bonking. sincrap big liar as usual, perhaps
> > sincrap suffer from homo panic?
>
> I was being humerous and referred to 'Chunks'...You could not figure that
> out..

ya not bein' humerous sincrap - ya bein a big bully. we all kno how
sincrap work. sincrap worried himself homo, dat why he claim dan homo -
sincrap latent, sincrap queen of denial.

an' what's dis - sincrap admittin' chunks no exist! after sayin' dat
he did. sincrap help razor change oil in truck, razor need dipstick.

>
> >
> > >
> > > an' even worse - AMD just release their numbers. AMD make
> > > > profit,
> > > > BIG
> > > > profit. now we kno why intel do bad.
> > >
> > > Apple make big profit too!
> >
> > no dey not. dey have shortfall, dey admit. stock tank. somethin'
> > rong
> > wit' crapple when despite all dere money dey put on hiring freeze,
> > cancel projects. somethin' rotten wit' crapple, smells as bad as
> > sincrap's shorts

>
> ROFLMAO!!!Nuff said..

ya can't be laughin yer ass off - it stuck too tightky to yer head.
dat why sincrap ignore problem at crapple.
>
>
> >> >
> > > intel and Apple had big exposure to the weak Euro currency which did
> > > not
> > > help..
> >
> > no excuse sincrap - crapple have problem all over world. imac tank.
> > G4 tank. cube reallllly tank. educatin' sale take huge dip. sincrap
> > lie,
> > disapear up own bum tryin' ta escape truth
>
> Excuse me...Apple will have a $500 plus sales/revenue gain in Q4/2000
> over
> Q4/99. What has tanked?

imac, cube, educatin' sales. an' stock. eben crapple admit, sincrap
tryin' ta polish turd.
>
>
> > real truth is crapple no no how ta market. gateway, dey just also
> > announce big bucks in quarter. dey kno howta market, dey kno market.
> > crapple try ta copy cow computer model, dey go fubar .
>
> GateWay announced 4150 million in earnings. Apple will come around at
> $110 million before special gains...Sounds like you failed
> financial/investment planning..

sound like sincrap have head up bum! sound like sincrap fail college
course.
>
> >
> > > It's getting close to my price target.
> >
> > target attached ta sincraps bum
>
> Jeleous?

why should razor be "jeleous" of sincrap, also known as mr. 2 inch?
>
> > > Not according to Adobe..
> >
> > adobe claim anythin' just like sincrap, jus' like crapple, jus' like
> > jobs. real world test by macaDdict prove dem all wrong, rdf go down
> > toilet. pay no attention ta da man behind da curtain!
>

> So your calling Adobe a liar?

razor say macAdict result no match up wit' adobe claim. MacAdict do real-world test, find 2/g4 not much faster den single g4 wit' photo shop. dey do similar test months ago wit' 1 gig AMD vs. 500g4 an dey find AMD wipe floor wit' g4. macAddict no follow rDF, no jobs suckup like sincrap
>
> sincrap!
> somewere in mn

5630. Re: Darek Mihocka tells it like it is (

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-13 02:50:32 UTC
From: ebaiz@skyenet.net
Message-ID: <YLuF5.351$TY4.1428@newsfeed.slurp.net>
Source record: 1492

On 11 Oct 2000 18:12:34 , James Alexander wrote:
>thats pretty ingenious using one pompous blowhard loser to deflate another.
>Too bad Dereks powerpc emulator is shelved. but I'm not surprised in his 13
>years of writing emulators he never did produce one that worked. Thats right
>the first version of xformer was an apple II emulator he tried to peddle to
>computes atari mag which they rightly refused to publish. Not that I blame
>them, it contained pirated OS roms from apple, and on the few occasions it
>actually ran it turned an 8mhz ST into a 0.25mhz apple II, when a real apple
>ran at 2mhz minimum. Don't be foolled by Dereks bollocks though, his
>emulator of powerpcs is shelved for only one reason. He's a lousy
>programmer, and simply can't produce an emulator that can't even meet his own
>low standards.

The only thing I did not like about Derek was the way he cut down the Atari
ST, yet he expected to make a living selling an emulator of it.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5631. Re: Milan II is Dead!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-15 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <39E94ABB.B14F210C@calcna.ab.ca>
Source record: 1497

sinclap@nospam.net wrote:

Long obituary snipped !

> In the future we will inform you - there we now the route of march
> of the Milan know - again regularly about the events both in the

> Its Ali Goukassian and the Milan team "

R.I.P.

The Canadian Curmudgeon (in sunny Calgary

5632. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-15 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1510001142450001@1cust58.tnt10.minneapolis.mn.da.uu.net>
Source record: 1498

In article <39E5CEE8.593DC9BD@earthlink.net>, Particle Salad
<psalad@earthlink.net> wrote:

> sinclap@nospam.net wrote:
>
>
> We're talking about both.. I know what they said, and yes the Cube is
responsible
> for part of it.

> > So, Apple's multiprocessor G4 caused their shortfall?
>
> Contributed to it significantly, yes. Upgraders didn't bite for the
most part.. and
> neither have new Mac users.
>

In the press statement, apple blamed the G4 Cube and education. Maybe in
my neck of the woods is an exception. Who knows. Will find out for sure
on Wednesday.

> You're missing the obvious here.. it might have been the same prices,
but sales
> numbers didn't increase much at those same pricing the way they would
have had Apple
> been able to deliver a 700mhz G4. Nobody cares about GB ethernet, at
least not yet.
>
> Again, people didn't bite on the Cube, but also people just aren't all
that excited
> about dual processor machines where that 2nd processor is mostly idle..
it's not
> hard to understand why.

I disagree with you on the G4 Tower at least from what I have seen.

> Once OSX comes out, if it's stable and utilizes that 2nd processor for
OS level
> operations, THEN multiprocessing makes sense and probably WILL help
drive sales.
> Not yet...

OS X will likely drive more sales. Again, Apple's shortfall is blamed on
the G4 Cube and education.

> I'm still a bit annoyed at Apple for neglecting pro
audio/video/multimedia users for

> so long by not giving us six slots. They've lost a lot of ground they
used to OWN
> in the process. With a couple of exceptions, USB still isn't generally
as good as
> serial for MIDI. Now, firewire audio cards have been announced (not
shipping for
> several months), so maybe, once we find out how well they work, the point is
> SOMEWHAT moot... but damage has been done. The question I have is not
whether they
> can get people back.. they can get SOME or even MOST people back is my
guess.. the
> question is whether or not Apple CARES to even try. I hope they'll make
an effort
> to display their commitment to the NON consumer market.

Start a letter writing campaign...

sinclap!
somewere in mn

5633. Maybe the Cube is not selling for some good reasons

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-15 00:00:00 UTC
From: Tom Elam <telam@iquest.net>
Message-ID: <razor-AB84E0.13160915102000@bigmomma.idirect.com>
Source record: 1499

Like major QC/QA issues, sorry about that long reference

http://news.cnet.com/news/0-1006-220-3165744.html?tag=st.ne.ni.ucwytnav.w
ytfm#3176197http://news.cnet.com/news/0-1006-220-3165744.html?tag=st.ne.n
i.ucwytnav.wytfm#3176197

Giving up on the Cube..

Well, after 15 years of loyalty to Apple, I've finally succumbed and
bought a Wintel box. Just two weeks ago I bought the Cube. The next day
it was returned because it would spontaneously turn itself off and start
on/off cycling (I see that others have reported this problem as well).
I received a new Cube and 1 week and countless hours trying to figure
out why I couldn't connect using my DSL connection, I verified that the
Ethernet card was bad. Of course, you can't just replace the Ethernet
card in the Cube because it resides on the motherboard. This was the
last straw. For years I've been a Mac evangelist. I
love the way Apple is on the forefront with new designs and technology.
However, I'm tired of being a Mac person in a Wintel world. I'm tired of
always having to think of a "work around" to be compatible with the
majority. I'm tired of hearing about software that could improve my
productivity only being available for Windows. In short, I need to get
my work done and not have to worry about random problems and
compatibility issues! I hate not having reliable tech support and
service to deal with problems should they arise. If
the problems with the Cube had popped up months from now, my only
recourse would have been to ship the Cube to Apple for repairs and be
down for God knows how long.

So...I returned the Cube and purchased my very first Wintel box. On
the one hand, I'm very sad that, for the first time in 15 years, I no
longer own a Mac. On the other, I'm relieved and excited to know that
I'm fully compatible with the majority of the users out there, as well
as my platform at work. I certainly am not passing judgement on the
loyal Mac crowd out there. Its just that, for me, I was wasting too much
time trying to work on the Mac platform.

==========
Tom Elam

"Any sufficiently advanced technology is
indistinguishable from magic." -- Arthur C. Clarke

http://members.iquest.net/~telam/

5634. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-15 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <39EA0A79.73856E94@earthlink.net>
Source record: 1500

No need.. if Apple doesn't see fit to meet my needs, I'll buy another platform, no problem.

sinclap@nospam.net wrote:

> Start a letter writing campaign...
>

5635. Milan II is Dead!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-15 05:22:06 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1510000022170001@1cust198.tnt10.minneapolis.mn.da.uu.net>
Source record: 1496

Highlight....

We ask for your understanding for the fact that we decided us not to
produce an outdated hardware standard in the long run but the
expenditure on capital assets amounts to some million German Marks.

sinclap spin: Oh duh!

Hi all,

here you are:

"Kiel, the 10,10,2000

statement to the Milan II

Weeks and months it was quite calm almost around the Milan II. Last
large appearance and associated, official messages took place on
the Atari fair in June in Neuss.

Meanwhile many Milan fans are however in unrest guessed/advised,
because they do not receive acknowledgements for the well-known
erscheinungstermine of the Milan. Long time lasted it, until we
could take position from the company Milan officially for current
situation.
However the reason is that we did not want to publish wrong
information, up to the day of yesterday (09.10.2000) no unique decision
had
met.

The Milan II

The targets of the Milan system were clearly outlined: It had a new
board Design on base of the Milan I ago, which continues proven
items in addition, brings substantial improvements with itself. So
e.g. a AGP port or also the support of SDRAMs.

In the spring this yearly was again revised when desired the selling
partner, which always transmitted an estimation market chances of
the Milan to the computer enterprise, the concept. In order to go to
any dependencies on driver manufacturers for diagram cards and
sound cards out of the way and besides the Milan II in a compact
housing to under-get be able, became decided, to integrate the
components for diagram and sound on the Motherboard.

A first prototype of the Milan 060 was to be seen on the fair in Neuss.

Against expecting technical problems in-crept again and again, for whose purpose even additional hardware designers were engaged. The integration in particular the AGP port, in addition, the SDRAMs prepared hardware-technically under-waited difficulties, which could be solved however after viscous advancing in the late summer 2000. Just in this moment occurred what had to occur:

The manufacturer one of the two important log IC chips of the Milan (he takes over the complete emulation of the not existing Atari hardware) was adjusted despite contrary promises on the part of the manufacturer and is available neither in smaller numbers of items than remainder nor in large numbers of items than special production.

A shock for the Milan team, because a scarce year work was in this chip. An adequate, counterpart existed at the market, which can be adapted fast, dezeit not or could not be found yet.

Together with the selling company AXRO the situation in the late summer 2000 was discussed. Together with our distribution and interlocutor it came to the result that a small computer company, which does not manufacture quantities in hundred-out one hundred and abverkauft this problem could flower on a long-term basis again and again. And first considerations for adjustment the project were discussed in addition, put fast again ad acta!

The new OS

In this moment a project was drawn from the developer drawer, which Uwe cutter, Ali Goukassian, Michael rockers and Thomas Goettsch had already prepared in November 1999 and had conceptionally held. It should be implemented actually only in one of the
future stages of hardware production, in order to save time.

The speech is from a new operating system concept, which almost hardware independent a Atari TOS or a MagiC Milan could make thereby.

The new Milan OS, which differs technically far from the Atari TOS, because many areas of programming were structured new, is simply expressed structured as follows:

It consists of a depending on hardware and an independent layer. This step had to be carried out, in order to bring Atari programs on the new Milan hardware to running.

While the independent layer takes up the instruction e.g. for the access to sound, diagram or fixed disk, this instruction is interpreted and
the depending on hardware layer, which transfers the actual access

then transferred.

Thus it should be ensured that easy modifications in the hardware (Milan I - > Milan II) at few expenditure to be adapted can.

MagiC Milan again was changed so much opposite the standard designs the fact that it does not make any own access more on the Milan hardware but transfers its ﬠWuensche " to the hardware to the Milan TOS. This step made the MagiC Millan development again independent of the Milan hardware.

The new operating system concept designates now a step, which was already initiated in similar courses by Apple with the new MacOS X or by Amiga Inc. for the new Betriebssytem (project name Elate):

Depending on hardware sections of the operating system Milan TOS by our developers against a Linux core one exchanges at present. This part of the operating system is not under any circumstances Atari typsch, but serves excluding the interpretation of the hardware accesses on the part of the operating system or the software.

Linux, a Unix derivative, is Freeware and by hundred-from one hundred of programmers is as well known developed further.

And Linux is today so far established that drivers for the access to USB interfaces, fixed disks, are Firewire interfaces, network cards etc. always briefly after appearance of the respective hardware or hardware standard available.

For the Milan crew it had meant in the past to develop drivers e.g. at all for responding the Milan USB port.

Owing to the new concept the Linux core is embodied however with the independent part of the Milan TOS. Places the Milan TOS or the software, which runs under it, a request of an interface, this is transferred over a standardized interpreter to the Linux core, which is at the
edge mentioned also only a few KB large. This again already has all necessary drivers, which are world-wide freely available, in order to tie up any modern hardware (- standard) to the TOS.

Perspectives

The perspectives look today on the one hand well, on the other hand disappointing: The Milan II was put on ice. Months-long work, which swallowed thousands of D-mark is likewise triumphs, like the hope of many Atari users to be able to call a fast Milan II already soon their own. This is to be charged primarily to technical problems. In addition, beyond that the months-long is tried to also draw venture Capital
societies (holding companies) from Germany in the boat in order to supplement the capital clearly, failed. In this country ones become at present primarily InterNet air things, which do not create anything

within shortest time from that a fictitious million-value, which falls mostly however evenly so fast again into the depths, supported and from the baptism elevated. One that really few enterprises, which has to offer computer know-how and its own, small and operating system equipped with much software, however unfortunately saves the large risk, costs for the investors by materials production (Main board etc..) to cause.

But this means the end of the project with nieces. Milan computer system will offer, to all that, which would like today a Milan further the
Milan I with 040er-Prozessor. And also the Upgrade card on the 060-Prozessor are to be had further and meanwhile. In fact at present thus nothing stands to the possession of a Milan with 060-Prozessor in the way.

The step, which is now done, is to be looked toward Milan III. And but at present two scenarios are to the selection, which build all together on the fact that the Milan TOS (and thus the essay MagiC Milan) already soon it is almost hardware independent could:

a.One decides for an Linux core adjustment on e.g. AMD hardware (Athlon, Duron) and standard board peripheral device. In the course its is selected a board, which imports only in this country be acquired must. Conditions are fulfilled like a large Flash EPROM. This can be still a TOS based computer, which starts directly from the chip. The arithmetic performance would grow with this solution proportionally to the assigned processor and with a 400MHz-Chip the performance of a 060-Prozessors very far would already exceed.
b.One begins (if necessary own) a PPC G3/G4-Board, which is still closer to the 68060-Prozessor, so that starting from 350 MHz more than one doubling of the arithmetic performance was achieved here.

So that the TOS runs also under these processors, a 68k-Interpreter is integrated, which runs differently than Windows or MacOS based emulation, independently natively and a high arithmetic performance enabled.

For version b) a license partner was opened at present, which would sell 2001 maximummodern G3-PPC-Boards toward start to manufacture and as OEM product at Milan. Here it would be ensured that the computer altogether approximately 1700, - DM would cost. The negotiations run at present. The partner would not like to be called before contract drawing. Clear it is however that specifications were likewise kept such as diagram and sound on a min in OTHER board, like now even the binding of a network adapter and a bus clock of 100MHz.

The perspectives, which would offer one from the NOT already promptly transferred to implementing, are enormous:

The entire operating system will be still smaller approximately 2 MT and could be operated on processors such as AMD, Intel, PPC in addition, RISC, Aplha and Thosiba at a comparatively small expenditure.

Thus the Milan TOS with MagiC Milan becomes in nu one of the smallest, portable operating systems, with which the software (differently
than e.g. with Windows CE) does not have again to be compiled, in order to run on different processors.

First versions of this new operating system symbiosis already had to be seen in October.

Result

Their confidence, dear customers, surely shrank in the course of the time, because you had to wait for a long time for an not appearing device. But a reproach, which one cannot make for Milan of computer system is that that in this house the things were not finished. Because as only manufacturers Milan of computer system succeeded in bringing an executable 040/060-Computer to the price eligible for financing in circulation. With this step Milan succeeded in proving that here uncoordinated technique Freaks at working is not only, but
that concepts and clear lines can be transferred also up to ready for the market ones.

Herein the enterprise differs from numerous companies, which let intelligent and talentierte headings operate senselessly for many years, without supplying results.

The Linux core idea, which trusted to transfer itself the team not promptly to be in order not to stop the Milan II according to schedule, seems the only load-carrying solution. It nevertheless gave always considers, whether could succeed, a 80MHz-Computer to intersperse and also whether it would be enough to use a main processor become outdated technologically hopelessly as the 68060.

These concerns are extinguished with an impact. The Milan could live on already soon on efficient platforms and let the operating system on competitive hardware, loved by us, continue.

In particular the perspective to receive G3/G4-Boards wakes nevertheless many hopes, because such a computer would not only underline the breath of the non-standard one - it would arouse world-wide much interest.

And this way seems also economical to be more lucrative, because nevertheless now no hardware production connected with high risks must be carried. The developers can itself on an area - the operating system - concentrate. And so it is only one question of the time, until
the new Milan III can be on our desks.

Realistic estimates to the consequence this ?t until 2nd quarter
2001 the case could be. But as said: Then as super modern hardware.

And up to then there are the Milan I - 060 for all those, which
would not like to do already today without speed.

We ask for your understanding for the fact that we decided us not to
produce an outdated hardware standard in the long run but the
expenditure on capital assets amounts to some million German Marks.
And even if you, dear Atari fans and we know that 80MHz are
sufficient, in order Atari software with highest speed to operate -
one will be able to put this not close to the mass of the computer
people.

If one intersperses the Milan TOS (project name TOS 6) in the future
however as ?Easy Computing Environment " - thus a working
environment for simple computers which can be served -, in which it
runs on some platforms. Additionally now also still another its own
reference hardware on base of a non-standard power PC system offers,
then one has a real chance by the world public of the
computer-interested users and media to be considered. We could learn
that in the course of the passed months.

In the future we will inform you - there we now the route of march
of the Milan know - again regularly about the events both in the
InterNet
and about the publications.

Its Ali Goukassian and the Milan team "

Bob King.

5636. Re: Maybe the Cube is not selling for some good reasons

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-16 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-C42B31.07234316102000@bigmomma.idirect.com>
Source record: 1402
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article
<sincrap-16100000302900001@1cust141.tnt8.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> In article <razor-AB84E0.13160915102000@bigmomma.idirect.com>,
> telam@iquest.net wrote:
>
> > Like major QC/QA issues, sorry about that long reference
> >
> > http://news.cnet.com/news/0-1006-220-3165744.html?tag=st.ne.ni.ucwytnav.
> > w
> > ytfm#3176197http://news.cnet.com/news/0-1006-220-3165744.html?tag=st.ne.
> > n
> > i.ucwytnav.wytfm#3176197
> >
> > Giving up on the Cube..
>
> Your full of beans..

an' we all know what sincrap full of. maybe razor send sincrap ex-lax
fudge, solve sincrap's problem :")

5637. business opportunity

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-16 00:00:00 UTC
From: Lessard <lessard@cybertours.com>
Message-ID: <39EB0B41.2EF3DF51@cybertours.com>
Source record: 1403

Posted by KEVIN on October 12, 2000 at 18:25:14:

Re: Attention Business Opportunity

[Follow Ups] [Post Followup] [REInvest.net Forum]

Posted by Kevin Kniceley on October 08, 2000 at 03:14:32

In Reply to: Re: Attention Carlton Sheets Graduates! posted by Dave on September 7, 2000 at 09:39:07:

TURN SIX DOLLARS INTO SIX THOUSAND QUICK AND EASY.

HOW TO TURN SIX DOLLARS INTO SIX THOUSAND:

: READING THIS COULD CHANGE YOUR LIFE! IT DOES WORK!

: I found this on a bulletin board and decided to try it. A little
: while back, I was browsing through newsgroups, just like you are now,
: and came across an article similar to this that said you could make
: thousands of dollars within weeks with only an initial investment of
: $6.00! So I thought, "Yeah right, this must be a scam", but
: like most of us, I was curious, so I kept reading. Anyway, it said
: that you send $1.00 to each of the 6 names and address stated in the
: article. You then place your own name and address in the bottom of
: the list at #6, and post the article in at least 200 newsgroups.
: (There are thousands) No catch, that was it. So after thinking it
: over, and talking to a few people first, I thought about trying it. I
: figured: "what have I got to lose except 6 stamps and $6.00,
: right?" Then I invested the measly $6.00. Well GUESS WHAT!?...
: within 7 days, I started getting money in the mail! I was shocked! I
: figured it would end soon, but the money just kept coming in. In my
: first week, I made about $25.00. By the end of the second week I had
: made a total of over $1,000.00! In the third week I had over
: $10,000.00 and it's still growing. This is now my fourth week and I
: have made a total of just over $42,000.00 and it's still coming in
: rapidly. It's certainly worth $6.00, and 6 stamps, I have spent more
: than that on the lottery!! Let me tell you how this works and most
: importantly, WHY it works... Also, make sure you print a copy of this
: article NOW, so you can get the information off of it as you need it.
: I promise you that if you follow the directions exactly, that you

: will start making more money than you thought possible by doing
: something so easy!

: Suggestion: Read this entire message carefully! (print it out or
: download it.) Follow the simple directions and watch the money come
: in!

: It's easy. It's legal. And, your investment is only $6.00 (Plus
: postage)

: IMPORTANT: This is not a rip-off; it is not indecent; it is not
: illegal; and it is 99% no risk - it really works!

: If all of the following instructions are adhered to, you will receive
: extraordinary dividends.

: PLEASE NOTE:
: Please follow these directions EXACTLY, and $50,000 or more can be
: yours in 20 to 60 days. This program remains successful because of
: the honesty and integrity of the participants. Please continue its
: success by carefully adhering to the instructions.

: You will now become part of the Mail Order business. In this business
: your product is not solid and tangible, it's a service. You are in
: the business of developing Mailing Lists. Many large corporations are
: happy to pay big bucks for quality lists. However, the money made
: from the mailing lists is secondary to the income which is made from
: people like you and me asking to be included in that list.

: Here are the 4 easy steps to success:

: STEP 1: Get 6 separate pieces of paper and write the following on
: each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now
: get 6 US $1.00 bills and place ONE inside EACH of the 6 pieces of
: paper so the bill will not be seen through the envelope (to prevent
: thievery). Next, place one paper in each of the 6 envelopes and seal
: them. You should now have 6 sealed envelopes, each with a piece of
: paper stating the above phrase, your name and address, and a $1.00
: bill. What you are doing is creating a service. THIS IS ABSOLUTELY
: LEGAL! You are requesting a legitimate service and you are paying for
: it! Like most of us I was a little skeptical and a little worried
: about the legal aspects of it all. So I checked it out with the U.S.
: Post Office (1-800-725-2161) and they confirmed that it is indeed
: legal. Mail the 6 envelopes to the following addresses:

: #1) Steve Wehvila
: 3155 Vernon St.
: Duluth, MN 55806

: #2) Jeff Brookman
: 3415 Covered Bridge Ln.
: Charlotte, NC 28210

: #3) Wit Wichaidit
: 10912 Broad Green Terrace
: Potomac, MD 20854

: #4) Mike Schude
: 893 S. roanoke
: Gilbert, AZ 85296

: #5) David Freeman
: 11045 Harbour Springs Circle
: Boca Raton, Fl 33428

: #6) Webster Lessard
254 Clarks Mills Rd.
Hollis, Maine 04042

: STEP 2: Now take the #1 name off the list that you see above, move
: the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR
: Name as number 6 on the list.

: STEP 3: Change anything you need to, but try to keep this article as
: close to original as possible. Now, post your amended article to at
: least 200 newsgroups. (I think there are close to 24,000 groups) All
: you need is 200, but remember, the more you post, the more money you
: make! You won't get very much unless you post like crazy. :)

: This is perfectly legal! If you have any doubts, refer to Title 18
: Sec. 1302 & 1341 of the Postal lottery laws.
: Keep a copy of these steps for yourself and, whenever you need money,
: you can use it again, and again.

: PLEASE REMEMBER that this program remains successful because of the
: honesty and integrity of the participants and by their carefully
: adhering to the directions. Look at it this way. If you are of
: integrity, the program will continue and the money that so many
: others have received will come your way.

: NOTE: You may want to retain every name and address sent to you,
: either on a computer or hard copy and keep the notes people send you.
: This VERIFIES that you are truly providing a service. (Also, it might
: be a good idea to wrap the $1 bill in dark paper to reduce the risk
: of mail theft.)

: So, as each post is downloaded and the directions carefully followed,
: six members will be reimbursed for their participation as a List
: Developer with one dollar each. Your name will move up the list
: geometrically so that when your name reaches the #1 position you will
: be receiving thousands of dollars in CASH!!! What an opportunity for
: only $6.00 ($1.00 for each of the first six people listed above) Send
: it now, add your own name to the list and you're in business!

: ---DIRECTIONS ----- FOR HOW TO POST TO NEWSGROUPS------------

: Step 1) You do not need to re-type this entire letter to do your own
: posting. Simply put your cursor at the beginning of this letter and

: drag your cursor to the bottom of this document, and select 'copy'
: from the edit menu. This will copy the entire letter into the
: computer's memory.
: Step 2) Open a blank 'notepad' file and place your cursor at the top
: of the blank page. From the 'edit' menu select 'paste'. This will
: paste a copy of the letter into notepad so that you can add your name
: to the list. Step 3) Save your new notepad file as a .txt file. If
: you want to do your postings in different settings, you'll always
: have this file to go back to.
: Step 4) Use Netscape or Internet explorer and try searching for
: various newsgroups (on-line forums, message boards, chat sites,
: discussions.)
: Step 5) Visit these message boards and post this article as a new
: message by highlighting the text of this letter and selecting paste
: from the edit menu. Fill in the Subject, this will be the header that
: everyone sees as they scroll through the list of postings in a
: particular group, click the post message button. You're done with
: your first one! Congratulations...THAT'S IT! All you have to do is
: jump to different newsgroups and post away, after you get the hang of
: it, it will take about 30 seconds for each newsgroup! **REMEMBER, THE
: MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE! BUT YOU
: HAVE TO POST A MINIMUM OF 200** That's it! You will begin receiving
: money from around the world within days! You may eventually want to
: rent a P.O.Box due to the large amount of mail you will receive. If
: you wish to stay anonymous, you can invent a name to use, as long as
: the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE
: CORRECT.**

r. Now,
: each of the 5 persons who just sent me $1.00 make the MINIMUM 200
: postings, each with my name at #5 and only 5 persons respond to each
: of the original 5, that is another $25.00 for me, now those 25 each
: make 200 MINIMUM posts with my name at #4 and only 5 replies each, I
: will bring in an additional $125.00! Now, those 125 persons turn
: around and post the MINIMUM 200 with my name at #3 and only receive 5
: replies each, I will make an additional $625.00! OK, now here is the
: fun part, each of those 625 persons post a MINIMUM 200 letters with
: my name at #2 and they each only receive 5 replies, that just made me
: $3,125.00!!! Those 3,125 persons will all deliver this message to 200
: newsgroups with my name at #1 and if still 5 persons per 200
: newsgroups react I will receive $15,625,00! With an original
: investment of only $6.00! AMAZING! When your name is no longer on the
: list, you just take the latest posting in the newsgroups, and send
: out another $6.00 to names on the list, putting your name at number 6
: again. And start posting again. The thing to remember is: do you
: realize that thousands of people all over the world are joining the
: internet and reading these articles everyday?, JUST LIKE YOU are
: now!! So, can you afford $6.00 and see if it really works?? I think
: so... People have said, "what if the plan is played out and no
: one sends you the money? So what! What are the chances of that

: happening when there are tons of new honest users and new honest
: people who are joining the internet and newsgroups everyday and are
: willing to give it a try? Estimates are at 20,000 to 50,000 new
: users, every day, with thousands of those joining the actual
: internet. Remember, play FAIRLY and HONESTLY and this will really:
work.

Follow Ups:

ï¿½Re: Attention Carlton Sheets Graduates! Dynamic Results Vincent
01:00:52 9/21/98 (0)

ï¿½Re: Attention Carlton Sheets Graduates! Jan 18:06:37 9/13/98 (4)
ï¿½IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! LEE 19:41:33 9/15/98 (2)
ï¿½Re: IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! PAUL JOLLY 09:41:57 9/29/98
(0)

ï¿½Re: IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! olatutu akinyelure 17:15:54
9/24/98 (0)

ï¿½IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! LEE 19:39:53 9/15/98 (0)

ï¿½Re: Attention Carlton Sheets Graduates! Jon Morris 19:29:43 9/09/98 (0)

ï¿½Re: Attention Carlton Sheets Graduates! Jon Morris 19:18:00 9/09/98 (0)

Carlton Sheets Graduates! Dynamic Resu

5638. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-16 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <7156-39EB32B5-7@storefull-172.iap.bryant.webtv.net>
Source record: 1404

i worked for a friend of mine this weekend who is a wholesaler of pc, and apple software at a show that was done at the mn. state fair.
there was not one piece of apple hardware there, last year there was a few.
there was one apple software dealer there who i have met before(none of the rest showed up), and i asked how it was going, and he said that the apple market is doing ok, nothing great, but that he was buying, and selling pc software now.
that brings to my mind the pathitic state that atari was in by the early 90's.
here was a company that at one time had the second largest software producer, and distributer in the world(atarisoft).
then a mere 6 years later was relying on mac, and pc software for there last machine produced.
who cares about your machine then, why not buy a cheap pc, what users want is software that is unique to the architicture of the machine, not a second hand bloated bug ridden piece of pc junk.
i think apple should really be more involved in real production of software for there machines before its to late.
there is just a blizzaerd of pc software, it was even cheaper than last year, i saw hundreds of titles going for $3.00 or less with copyrights on the boxes 2000,1999,1998, so it was all current stuff.
there was over 50 dealers there, and only one apple dealer left.
apple has no wiggle room anymore for mistakes, the pc world is junk, i agree, but its everywhere, and its current, and its cheap.
the apple is about to become a hobby machine, and that would be a crime, because then no one produces software that can be kept current, just ask any atari dealer/user, or commodore dealer/user.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5639. Re: Maybe the Cube is not selling for some good reasons

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-16 05:30:14 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1610000030290001@1cust141.tnt8.minneapolis.mn.da.uu.net>
Source record: 1401
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <razor-AB84E0.13160915102000@bigmomma.idirect.com>,
telam@iquest.net wrote:

> Like major QC/QA issues, sorry about that long reference
>
> http://news.cnet.com/news/0-1006-220-3165744.html?tag=st.ne.ni.ucwytnav.w
> ytfm#3176197http://news.cnet.com/news/0-1006-220-3165744.html?tag=st.ne.n
> i.ucwytnav.wytfm#3176197
>
> Giving up on the Cube..

Your full of beans..

>
> ==============================
> Tom Elam
>
>
sinclap!
somewere in mn

5640. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-17 04:01:52 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1610002302020001@1cust95.tnt7.minneapolis.mn.da.uu.net>
Source record: 1405

In article <7156-39EB32B5-7@storefull-172.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:

> i worked for a friend of mine this weekend who is a wholesaler of pc,
> and apple software at a show that was done at the mn. state fair.
> there was not one piece of apple hardware there, last year there was a
> few.

Uh, maybe Apple users hold onto their hardware much longer. Or could it
be due to eBay?

> there was one apple software dealer there who i have met before(none of
> the rest showed up), and i asked how it was going, and he said that the
> apple market is doing ok, nothing great, but that he was buying, and
> selling pc software now.

Ever hear of mailorder? I must get upto 10+ catalogs per month from Mac
Mall, MacConnection, MacWarehouse, Club Mac etc...

Did you check with CompUSA and First Tech?

> that brings to my mind the pathitic state that atari was in by the
> early 90's.
> here was a company that at one time had the second largest software
> producer, and distributer in the world(atarisoft).

Don't compare Atari to Apple...Not even close. I suggest you visit the
Twin Cities and visit the likes of Micro Center and the CompUSA's...

> then a mere 6 years later was relying on mac, and pc software for there
> last machine produced.
> who cares about your machine then, why not buy a cheap pc, what users
> want is software that is unique to the architicture of the machine, not
> a second hand bloated bug ridden piece of pc junk.
> i think apple should really be more involved in real production of
> software for there machines before its to late.

Have you ever installed PC software on a beige box? You might want to
check out http://www.AmbrosiaSW.com/news/

> there is just a blizzaerd of pc software, it was even cheaper than last
> year, i saw hundreds of titles going for $3.00 or less with copyrights
> on the boxes 2000,1999,1998, so it was all current stuff.

Junk that could not survive on full retail price. I think that is an
advantage..

> there was over 50 dealers there, and only one apple dealer left.

Your point? Maybe that people keep their old macs when they upgrade to new ones. I have observed this...

> apple has no wiggle room anymore for mistakes, the pc world is junk, i
> agree, but its everywhere, and its current, and its cheap.

I have heard this for the past twenty years...

> the apple is about to become a hobby machine, and that would be a
> crime, because then no one produces software that can be kept current,
> just ask any atari dealer/user, or commodore dealer/user.

You need to visit the Twin Cities...No such thing as a specific hobby machine anymore...

sinclap!
somewere in mn

5641. Re: talked to my first apple dealer today

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-18 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <8738-39EE1126-42@storefull-172.iap.bryant.webtv.net>
Source record: 1406

ah but i do visit the twin cities, i live just 20 minutes from downtown mpls./st.paul.
i am a mail order house for atari products, so i am quite aware of how mail order works, and how people would rather browse, and pay right on the spot for software.
i am not so sure that the software at the show was junk, having been in the business for 17 years, i recognized many of the software companies that put out the software that i saw, and it was plentifully, and cheap.
what i am trying to say is that the world is flooded with cheap(pricewise) pc software, and a lot of it is good enough quality to make the average consumer happy at a buck a pop.
shows like that are done every where all of the time, it used to be that you could find other platforms, and software, but not today.
my point is that apple is swimming in a uphill battle with higher prices, and simply cannot do it on there own, and its beginning to show.
a few stores carrying apple software is nice, but when your neighbor comes home with $50.00 worth of software, and his kids have to help him get all in the door, and you paid that for one piece of apple software, get my drift.
maybe apple should be happy if they could have some small clone platforms to get more software development, its either that, or die.
the PC is a giant freight train that cannot be stopped, and will roll over everything by just sheer numbers alone, apple needs some help.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5642. Re: B,U.I-L,D. -Y`O,U.R- `O,W.N- `C,A.B-L`E, .B-O`X,...-F`R,E.E-`C,A.B-L`E,.-,.-`,.-`,.-`,.-`,....-`,.-`.,.....-. 543

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-19 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-34DFEA.09481019102000@bigmomma.idirect.com>
Source record: 1407
Cross-posted to: comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <CRyH5.9787$5j.1712@harpo>, lwvxpe@fg7fgdfgu6t6dfg.com
wrote:

> L.EGAL C.A.B.L.E TV DE-S.C.R.A.M.B.L.E.R

dat's an oxy, moron. like "army intelligence" or "thought police"
>
>
>
> Want to watch Sporting Events?--Movies?--Pay-Per-View??

razor already waste too much time at computer - razor no need
distraction

>
>
>
> *This is the Famous R-O Shack TV D.e.s.c.r.a.m.b.l.e.r
>
> You can assemble it from R,a,d,i,o S,h,a,c,k parts for about $12 to $1

an' it'll blow up in 10 seconds. why not crapple parts? why no atari
parts?

> We Send You:
>
> 1, E-Z To follow Assembly Instructions.
>
> 2. E-Z To read Original Drawings.

who did design - fischer-price?

> **** PLUS SOMETHING NEW YOU MUST HAVE! ****
>
> Something you can't do without.

> THE UP-TO-DATE 6 PAGE REPORT:
>
> USING A D-E-S-C-R-A-M-B-L-E-R LEGALLY

aka "so you've decided to steal cable"

> Warning: You should not build a T.V D.e.s.c.r.a.m.b.l.e.r
>
> without reading this report first.

den yer ready when cops an' cable company show up, quote from dis. no good, ya gets dragged off ta court anyway, cable company when dey through leave yas with balls an' change.

> You get the complete 6 page report "Using a D-e-s-c-r-a-m-b-l-e-r
> LEGALLY",
>
> the instruction plans and theeasy to follow diagram all for just--$10.00

dat h.l. mencken dude was right. so was dat barnum dude.

> Fill out form below and send it, along
>
> with your $10.00 payment to:
>
>
>
> C-a-b-l-e-F-R-E-E-TV
>
> 1342 East Vine Str #218
>
> Kissimmee Fl 34744

me no send money to dat adress - dat's america's wang!

> (Cash, Check or Money Order.)

> (Florida residents include 7% Florida State Sales Tax)

dat's funny - charging state tax fer a d.e.s.c.r.a.m.b.l.e.r. dat's i.l.l.e.g.a.l. ! razor sure other acronyms like f.b.i. an' i.r.s. wanna know more 'bout c.r.o.o.k. , put der b.u.m. in j.a.i.l.

5643. Need help with Atari Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-19 22:58:08 UTC
From: Chris <capw@the-wire.com>
Message-ID: <39EF7C80.EC71C1A1@the-wire.com>
Source record: 1408

Hi,

I just won a bid recently on an Atari Jaguar and just received it in the
mail today.
The box was never opened... factory sealed with a holographic sticker.
Anyway, there was no manual.
Since a game cartridge is NOT inserted into the Jaguar, it won't power
on right?
I don't have any game cartridges yet for it. I've set it up and and
when I power it on, the light will not come on. Is this normal?

Any help would be greatly appreciated.

Thanks,
g'day
--
Wow! All of me pages listed all on ONE page! There are you Happy!??
LOL :-)

http://home.the-wire.com/~capw

It's SUMMER time dudes! Surf's up on the beach and the internet!
mailto:capw@the-wire.com

It's Time to Take Advantage of the Internet.
Join AllAdvantage.com at
http://alladvantage.com/go.asp?refid=LIB-059

5644. Re: Need help with Atari Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-20 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <r2LAcJADI$75EwS+@steverosie.demon.co.uk>
Source record: 1409

In article <39EF7C80.EC71C1A1@the-wire.com>, Chris <capw@the-wire.com>
writes
>Hi,
>
>I just won a bid recently on an Atari Jaguar and just received it in the
>mail today.
>The box was never opened... factory sealed with a holographic sticker.
>Anyway, there was no manual.
>Since a game cartridge is NOT inserted into the Jaguar, it won't power
>on right?
>I don't have any game cartridges yet for it. I've set it up and and
>when I power it on, the light will not come on. Is this normal?
>
>Any help would be greatly appreciated.
>
>Thanks,
>g'day
>--
>Wow! All of me pages listed all on ONE page! There are you Happy!??
>LOL :-)
>

Hi

The Jaguar won't power up unless a cartridge is inserted, and that's
it's inserted correctly. Brilliant idea I wish other console followed:)

-- Cheers! For Now
Steve <><
WWW: www.the-asx.co.uk * * *
Email: steve@the-asx.co.uk * * *
Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5645. Atari Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-20 00:00:00 UTC
From: Max <gsimeister@chello.nl>
Message-ID: <ar4l5.18526$u8.314573@Flipper>
Source record: 1410

I am looking for an Portfolio Smart Parallel Interface (Catalog # HPC 101),
a Atari Portfolio PC Card Drive (Catalog # HPC-301) and a Portfolio 64K
Memory Card (Catalog # HPC- 202).

Who can help me?

5646. - Major automotive website -

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-22 00:00:00 UTC
From: info@seriousmonkey.com
Message-ID: <8t1ca5nde124@lure.pipex.net>
Source record: 1411

seriousmonkey.com is set to revolutionise the global automotive industry with a wide range of genuinely groundbreaking and innovative Internet services benefiting business and consumers alike.

In order to support the hyper-growth expansion of our global operations, seriousmonkey.com will shortly be looking for a number of high-calibre, professional candidates to join our fast-paced and dedicated teams in London and the Republic of Ireland.

To visit seriousmonkey.com or view our online job vacancies, go to http://www.seriousmonkey.com

Frank Pottle
Managing Director
seriousmonkey.com

Article posted 23/10/2000 13:48:53.770

5647. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-25 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <378-39F70ECF-10@storefull-171.iap.bryant.webtv.net>
Source record: 1413

thats a good deal for anyone who wishes that alternatives survive.
wo knows what goodies may come from that platform for all aterternative
platforms to utilize,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5648. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-25 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-2510001652300001@2cust21.tnt6.minneapolis.mn.da.uu.net>
Source record: 1414

In article <378-39F70ECF-10@storefull-171.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:

> thats a good deal for anyone who wishes that alternatives survive.
> wo knows what goodies may come from that platform for all aterternative
> platforms to utilize,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Suppose to use the G4 processor. Well see. Maybe the Atari enthusiasists
will take a look at this new AmigaOnen after the Milan II fiasco...

sinclap!
somewere in mn

5649. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-25 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-67BB96.19465225102000@bigmomma.idirect.com>
Source record: 1415

In article
<sincrap-25100016523000001@2cust21.tnt6.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

>
> Suppose to use the G4 processor. Well see. Maybe the Atari enthusiasists
> will take a look at this new AmigaOnen after the Milan II fiasco...

what milan fiasco? razor realize it simply slight setback - milan
talkin' 'bout looking at g3 an' g4 as well.

razor wish amiga scene luck - dey'd need it, after all da vapor ware
dat's scattered dere road since 1993. 'member cow computer sincrap say
would crush atari? turn out it vaporous as sincrap wind comin' out back
end.

look like game of dodgeball fer sincrap. 'specially since sincrap
embarassed about fiasco in own backyard regardin' cube, crapple tankin',
imac tankin' . even jobs admit dey have too many imac in channel. why no
sincrap - is because he yellow.

>
> sincrap!
> somewere in mn

5650. Re: Darek Mihocka tells it like it is (

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-25 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <mOLJ5.12$z93.2005@news.goodnet.com>
Source record: 1416

Yup... railed all over me (in the late 80's) because I tried reporting to
him that I thought one of his emulators was being pirated or somesuch. I
was only trying to help and he bashed me like a stone brick! Never liked
him since.

Jared

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote in message
news:YLuF5.351$TY4.1428@newsfeed.slurp.net...
> On 11 Oct 2000 18:12:34 , James Alexander wrote:
> >thats pretty ingenious using one pompous blowhard loser to deflate
another.
> >Too bad Dereks powerpc emulator is shelved. but I'm not surprised in his
13
> >years of writing emulators he never did produce one that worked. Thats
right
> >the first version of xformer was an apple II emulator he tried to peddle
to
> >computes atari mag which they rightly refused to publish. Not that I
blame
> >them, it contained pirated OS roms from apple, and on the few occasions
it
> >actually ran it turned an 8mhz ST into a 0.25mhz apple II, when a real
apple
> >ran at 2mhz minimum. Don't be foolled by Dereks bollocks though, his
> >emulator of powerpcs is shelved for only one reason. He's a lousy
> >programmer, and simply can't produce an emulator that can't even meet his
own
> >low standards.
>
> The only thing I did not like about Derek was the way he cut down the
Atari
> ST, yet he expected to make a living selling an emulator of it.
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>

>

5651. PowerPC 1040ST...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-25 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <IPLJ5.13$z93.2079@news.goodnet.com>
Source record: 1417

If anyone is interested in helping bring Atari back and design a new computer for Atari to sell, please reply. Haven't got much, if any, help in a couple other newsgroups. Seems no one cares.

Jared

5652. New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-25 03:38:54 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-2410002239110001@2cust56.tnt10.minneapolis.mn.da.uu.net>
Source record: 1412

Looks like memmories from the '80's flashback...

http://yahoo.cnet.com/news/0-1006-200-3284812.html?pt.yfin.cat_fin.txt.ne

sinclap!
somewere in mn

5653. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-26 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-2610000213280001@1cust227.tnt2.minneapolis.mn.da.uu.net>
Source record: 1418

In article <razor-67BB96.19465225102000@bigmomma.idirect.com>, Razor
'Chunks' <chunks@nunyabidness.net> wrote:

> >
> > Suppose to use the G4 processor. Well see. Maybe the Atari enthusiasists
> > will take a look at this new AmigaOnen after the Milan II fiasco...

> what milan fiasco? razor realize it simply slight setback - milan
> talkin' 'bout looking at g3 an' g4 as well.

ROFLMAO! Nuff said!

> razor wish amiga scene luck - dey'd need it, after all da vapor ware
> dat's scattered dere road since 1993. 'member cow computer sincrap say
> would crush atari? turn out it vaporous as sincrap wind comin' out back
> end.

Uh Milan II is not vapor?

> look like game of dodgeball fer sincrap. 'specially since sincrap
> embarassed about fiasco in own backyard regardin' cube, crapple tankin',
> imac tankin' . even jobs admit dey have too many imac in channel. why no
> sincrap - is because he yellow.

Apple shipped 570,000 iMacs in Q4...Total of 1.1 million units shipped!
Sales were up 40%.

sinclap!
somewere in mn

5654. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-26 11:54:56 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-4AE46F.07545726102000@bigmomma.idirect.com>
Source record: 1419

In article
<sincrap-2610000213280001@1cust227.tnt2.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> In article <razor-67BB96.19465225102000@bigmomma.idirect.com>, Razor
> 'Chunks' <chunks@nunyabidness.net> wrote:

why sincrap call razor "chunks"? da only "chunks" is da fat guy dat
shows up in sincrap when he go funny in brain.
>
> > >
> > > Suppose to use the G4 processor. Well see. Maybe the Atari
> > > enthusiasists
> > > will take a look at this new AmigaOnen after the Milan II fiasco...
>
> > what milan fiasco? razor realize it simply slight setback - milan
> > talkin' 'bout looking at g3 an' g4 as well.
>
> ROFLMAO! Nuff said!

yeah, nuff said. milan also say dey still manufacture milan 1, an' it
available wit' '060 card.
>
> > razor wish amiga scene luck - dey'd need it, after all da vapor ware
> > dat's scattered dere road since 1993. 'member cow computer sincrap say
> > would crush atari? turn out it vaporous as sincrap wind comin' out back
> > end.
>
> Uh Milan II is not vapor?

never was vapor sincrap - dey show prototype, people actually handle.
Where cow amiga when sincrap claim crush milan? only exist on paper.

vapor is new cheap cube an' g4 over 500MHz jobs promise ta angry
stockholders. where are dey, sincrap?

> > look like game of dodgeball fer sincrap. 'specially since sincrap
> > embarassed about fiasco in own backyard regardin' cube, crapple
> > tankin',
> > imac tankin' . even jobs admit dey have too many imac in channel. why
> > no
> > sincrap - is because he yellow.
>
> Apple shipped 570,000 iMacs in Q4...Total of 1.1 million units shipped!
> Sales were up 40%.

an' now, da stuff sincrap left out:

> "We've been spending the last 3 weeks analyzing everything to determine
> what went wrong," said Apple CFO Fred Anderson in a conference call. More
> than a bit went wrong, too; gross revenue for the year was only $1.87
> billion, down from a projection of more than $2 billion. According to
> Anderson, approximately $90 million of the shortfall is accounted for by
> lower-than-expected sales of G4 Cube and Apple Display systems. "While
> many of our customers agree that the Cube is an amazing machine, too few
> of them are buying one," said Steve Jobs.
> ?
> According to Anderson, another $50 million was lost from the educational
> projections. Jobs explained that Apple cancelled contracts with
> third-party sales representatives handling educational sales. This
> resulted in a large number of new sales reps during the crucial
> educational sales quarter. "While moving to an all-Apple sales force is a
> smart move, the timing was not," said Jobs, who also noted dryly that a
> new VP of educational sales was hired recently. Finally, $30 million of
> the shortfall was attributed to sales of the G4 tower focusing heavily on
> the low-end, 400MHz model, rather than the new multiprocessor models.
> ?
> The focus for the short term, both Jobs and Anderson said, is to clear
> the channel of existing inventory. Jobs warned that this approach would
> lead to "two disappinting, but profitable quarters."

result: crapple stock go kerplunk. razor see jobs on quicktime, it
clear he sweat bullets. it also clear sincrap dont wanna talk 'bout dis,
he chickenshit.

>
> sincrap!
> somewere in mn

5655. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-26 12:58:25 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-2610000758350001@1cust203.tnt4.minneapolis.mn.da.uu.net>
Source record: 1420

In article <razor-4AE46F.07545726102000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> >
> > > what milan fiasco? razor realize it simply slight setback - milan
> > > talkin' 'bout looking at g3 an' g4 as well.
> >
> > ROFLMAO! Nuff said!
>
> yeah, nuff said. milan also say dey still manufacture milan 1, an' it
> available wit' '060 card.
> >
> > > razor wish amiga scene luck - dey'd need it, after all da vapor ware
> > > dat's scattered dere road since 1993. 'member cow computer sincrap say
> > > would crush atari? turn out it vaporous as sincrap wind comin' out back
> > > end.
> >
> > Uh Milan II is not vapor?
>
> never was vapor sincrap - dey show prototype, people actually handle.
> Where cow amiga when sincrap claim crush milan? only exist on paper.

Well see..

> vapor is new cheap cube an' g4 over 500MHz jobs promise ta angry
> stockholders. where are dey, sincrap?

The G4 Cube has been shipping over a year....Were can you get a Milan on
this side of the Atlantic?

> >
> > Apple shipped 570,000 iMacs in Q4...Total of 1.1 million units shipped!
> > Sales were up 40%.
>
> an' now, da stuff sincrap left out:
>
> > "We've been spending the last 3 weeks analyzing everything to determine
> > what went wrong," said Apple CFO Fred Anderson in a conference call. More
> > than a bit went wrong, too; gross revenue for the year was only $1.87
> > billion, down from a projection of more than $2 billion. According to
> > Anderson, approximately $90 million of the shortfall is accounted for by
> > lower-than-expected sales of G4 Cube and Apple Display systems. "While
> > many of our customers agree that the Cube is an amazing machine, too few
> > of them are buying one," said Steve Jobs.

Overall sales were up 40%..You forgot to leave that out..

>
> > According to Anderson, another $50 million was lost from the educational
> > projections. Jobs explained that Apple cancelled contracts with
> > third-party sales representatives handling educational sales. This
> > resulted in a large number of new sales reps during the crucial
> > educational sales quarter. "While moving to an all-Apple sales force is a
> > smart move, the timing was not," said Jobs, who also noted dryly that a
> > new VP of educational sales was hired recently.

The timing was not good..

> > Finally, $30 million of
> > the shortfall was attributed to sales of the G4 tower focusing heavily on
> > the low-end, 400MHz model, rather than the new multiprocessor models.

Yea...the G4/400 is popular. Overall sales were up 40% from last years.

> > The focus for the short term, both Jobs and Anderson said, is to clear
> > the channel of existing inventory. Jobs warned that this approach would
> > lead to "two disappinting, but profitable quarters."

Smart move. Since the Cube rebate Club Mac has announced sales gains...

> result: crapple stock go kerplunk. razor see jobs on quicktime, it
> clear he sweat bullets. it also clear sincrap dont wanna talk 'bout dis,
> he chickenshit.

A longterm winner. Buy when it's low..With $4 billion in cash, the Motley
Fool thinks its a steal...

sinclap!
somewere in mn

5656. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-26 16:30:00 UTC
From: Jerry Wilson <jerryw982@aol.com>
Message-ID: <c_YJ5.26367$rD3.1796185@newsread2.prod.itd.earthlink.net>
Source record: 1421

I don't really see any reason to ressurect the ST. The OS hasn't changed in years, and nobody is writing new software for it. The "new" Amiga is under development, and I see it failing for the same reasons.

If you do have the resources to build a Power PC based 1040ST, why not use them to build a totally new computer for the 21st century? Let's leave these old computers in the dust and build something that can topple the wintel empire.

How about an ATX board with up to four 1GHz G4 processors, six PCI slots and one 2x AGP slot, and all the latest goodies that are on PC motherboards, along with a G4 version of Linux?

Jared Falvo <luposian@mailcity.com> wrote in message news:IPLJ5.13$z93.2079@news.goodnet.com...
> If anyone is interested in helping bring Atari back and design a new
> computer for Atari to sell, please reply. Haven't got much, if any, help in
> a couple other newsgroups. Seems no one cares.
>
> Jared
>
>
>
>

5657. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-26 16:56:36 UTC
From: Video61@webtv.net
Message-ID: <1220-39F86244-10@storefull-173.iap.bryant.webtv.net>
Source record: 1422

jared,
it ain't gonna happen.
i like all atari computers, i and others have looked into doing this,
its just to expensive in the u.s.a.
the market here is to fragmented, and everything is peecee.
the market here is a cattle market, like all markets in the u.s.a., we
have little or no free thinkers here, plus jack the idiot let it slide
thru his greedy greasy fingers, atari actualy had a name before he came
along.
i get calls all of the time from people who come across
st's,tt's,falcons's,XEGM'S lynx's, portfollio's, jaguar's, and they want
to know when they came out because when they bought there 2600, they did
not see those units in the stores and they know that atari went out of
business in 1984.
if a clone company from europe was smart though, they would market
there clones in english here in the us/canadian market, there would be
some sales, not all people in the u.s.a. are cattle, and many business's
still use atari technology.
that would help there bottom line to keep developing tos hardware, and
to avoid debacles like the milan II, that was handled in true jack form.
i want a true multi-processor machine that does not require all data to
be sent to some monster power hungry processor that is really not
designed to to any more than add, and subtract, and lock up from monster
bloated code,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5658. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-27 12:40:49 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-9DBB22.08405127102000@bigmomma.idirect.com>
Source record: 1423

In article
<sincrap-2610000758350001@1cust203.tnt4.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> In article <razor-4AE46F.07545726102000@bigmomma.idirect.com>, Razor
> Rikel
> <razor@nunyabidness.net> wrote:

> > never was vapor sincrap - dey show prototype, people actually
> > handle.
> > Where cow amiga when sincrap claim crush milan? only exist on paper.
>
> Well see..

no ya can't see it sincrap - cow amiga get crushed by gateway. amiga
community well used ta vapor ware - remember escom an' dere amiga dat
looked like a roadside trash can?

>
> > vapor is new cheap cube an' g4 over 500MHz jobs promise ta angry
> > stockholders. where are dey, sincrap?
>
> The G4 Cube has been shipping over a year....Were can you get a Milan on
> this side of the Atlantic?

funny sincrap - as well as spellin' problems, it obvious ya cant read
either

first - how can g4 cube be shippin' over a year, when it only
announced at macworld last july, an' only started shippin' in septmbr?

secund, jobs announce CHEAP cube in press conferennce, an' he make
clear it won' be released til' later. razor read an' see dis on quiktime
at dan's place - howcom sincrap miss dis?

anybuddy can buy milan an' import, sincrap. milan 1 still exist,
still bein' built, an' can be upgrade ta faster processer. sincrap
afraid of milan, dat why he tell big lies 'bout compatable an' build
quality. milan 1 no vapor. cheap cube an' g4 over 500 MHz are vapor.
>
> > >
> > > Apple shipped 570,000 iMacs in Q4...Total of 1.1 million units
> > > shipped!
> > > Sales were up 40%.
> >
> > an' now, da stuff sincrap left out:
> >

> > > "We've been spending the last 3 weeks analyzing everything to
> > > determine
> > > what went wrong," said Apple CFO Fred Anderson in a conference call.
> > > More
> > > than a bit went wrong, too; gross revenue for the year was only $1.87
> > > billion, down from a projection of more than $2 billion. According to
> > > Anderson, approximately $90 million of the shortfall is accounted for
> > > by
> > > lower-than-expected sales of G4 Cube and Apple Display systems.
> > > "While
> > > many of our customers agree that the Cube is an amazing machine, too
> > > few
> > > of them are buying one," said Steve Jobs.
>
> Overall sales were up 40%..You forgot to leave that out..

but educashun down, way down. not ta mentions all dat stock cloggin'
da channel. sincrap deny, dis disprove, sincrap eat own spoor.

> > > Finally, $30 million of
> > > the shortfall was attributed to sales of the G4 tower focusing
> > > heavily on
> > > the low-end, 400MHz model, rather than the new multiprocessor models.
>
> Yea...the G4/400 is popular. Overall sales were up 40% from last years.

unfortunetly, crapple hemoraging out other end as longtime user jump
ship ta PC. Dat why, depite all sale, why crapple only grow 0.7% in two
year. problem is crapple don' listen ta need of profesional, jobs no
like six slot mac cause it amelio idea.

> **>** The focus for the short term, both Jobs and Anderson said, is to
> > > clear
> > > the channel of existing inventory. Jobs warned that this approach
> > > would
> > > lead to "two disappointing, but profitable quarters."
> **>**
> Smart move. Since the Cube rebate Club Mac has announced sales gains...

only one place, sincrap?
>
> > result: crapple stock go kerplunk. razor see jobs on quicktime, it
> > clear he sweat bullets. it also clear sincrap dont wanna talk 'bout
> > dis,
> > he chickenshit.
>
> A longterm winner. Buy when it's low..With $4 billion in cash, the
> Motley
> Fool thinks its a steal...

ah, but meeryl lynch say not so. razor trust meryl lynch, not bunch
of bozos who say anythin' dey want on web site. not ta mention bozo like
sincrap, who claim big job wit' crapple but to chickenshit ta prove
its....
>
> sincrap!
> somewere in mn

sincrap in minnesoda, al right, spankin' da monkey...

5659. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-27 17:18:27 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-2710001218420001@21cust178.tnt1.slinger.wi.da.uu.net>
Source record: 1424

In article <razor-9DBB22.08405127102000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> no ya can't see it sincrap - cow amiga get crushed by gateway. amiga
> community well used ta vapor ware - remember escom an' dere amiga dat
> looked like a roadside trash can?

Gateway no longer owns amiga..

> > The G4 Cube has been shipping over a year....Were can you get a Milan on
> > this side of the Atlantic?

> funny sincrap - as well as spellin' problems, it obvious ya cant read
> either
>
> first - how can g4 cube be shippin' over a year, when it only
> announced at macworld last july, an' only started shippin' in septmbr?

Ooops on the G4 Cube shipping.

> secund, jobs announce CHEAP cube in press conferennce, an' he make
> clear it won' be released til' later. razor read an' see dis on quiktime
> at dan's place - howcom sincrap miss dis?

Apple has shipped many CPU's in the last three years. I do not have
enough toes and fingers to keep count. In the meantime, only the Milan I
has shipped out of a rock somewere in europe.

> anybuddy can buy milan an' import, sincrap. milan 1 still exist,
> still bein' built, an' can be upgrade ta faster processer. sincrap
> afraid of milan, dat why he tell big lies 'bout compatable an' build
> quality. milan 1 no vapor. cheap cube an' g4 over 500 MHz are vapor.

Why do buyers have to go the extra mile to purchase? Why is it soo
difficult? Why not a local purchase?

> >
> > Overall sales were up 40%..You forgot to leave that out..
>
> but educashun down, way down. not ta mentions all dat stock cloggin'
> da channel. sincrap deny, dis disprove, sincrap eat own spoor.

If you say so. Having extra machines for the holiday as you say should
blunt shortages..

>
> unfortunetly, crapple hemoraging out other end as longtime user jump
> ship ta PC. Dat why, depite all sale, why crapple only grow 0.7% in two

> year. problem is crapple don' listen ta need of profesional, jobs no
> like six slot mac cause it amelio idea.

He is a chain yanker...

> > Smart move. Since the Cube rebate Club Mac has announced sales gains...
>
> only one place, sincrap?

I am sure the other catalogers will announce soon.

> > A longterm winner. Buy when it's low..With $4 billion in cash, the
> > Motley
> > Fool thinks its a steal...
>
> ah, but meeryl lynch say not so. razor trust meryl lynch, not bunch
> of bozos who say anythin' dey want on web site. not ta mention bozo like
> sincrap, who claim big job wit' crapple but to chickenshit ta prove
> its....

How many times have MLynch have been wrong about Apple? The Motley Fool
is the future for analytical research.. I don't work for aapl...

sinclap!
somewere in mn

5660. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-28 11:56:07 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-F231F3.07560528102000@bigmomma.idirect.com>
Source record: 1425

In article
<sincrap-2710001218420001@21cust178.tnt1.slinger.wi.da.uu.net>,
sincrap@nospam.net wrote:

> In article <razor-9DBB22.08405127102000@bigmomma.idirect.com>, Razor
> Rikel
> <razor@nunyabidness.net> wrote:
>
> > no ya can't see it sincrap - cow amiga get crushed by gateway. amiga
> > community well used ta vapor ware - remember escom an' dere amiga dat
> > looked like a roadside trash can?
>
> Gateway no longer owns amiga..

no, but last time ya tried ta use dis ta try ta overlord us when ya
bragged 'bout cow amiga, gateway kill project. just like escom vapor.
sincrap left with egg on face. razor no hold breath on amiga release.

> > first - how can g4 cube be shippin' over a year, when it only
> > announced at macworld last july, an' only started shippin' in septmbr?
>
> Ooops on the G4 Cube shipping.

sincrap reveal he have brain fart - jus' like when he call ati cards
crap, only ta be reminded dat dat's what ship with mac. like time he
claim he at midi show an' bragged about new adobe midi application.

>
> > secund, jobs announce CHEAP cube in press conferennce, an' he make
> > clear it won' be released til' later. razor read an' see dis on
> > quiktime
> > at dan's place - howcom sincrap miss dis?
>
> Apple has shipped many CPU's in the last three years. I do not have
> enough toes and fingers to keep count. In the meantime, only the Milan I
> has shipped out of a rock somewere in europe.

playin' dodgeball, sincrap - where is cheap cube an' higher den 500
meghurtz g4 jobs promise. until den, dey vapor. answer question,
sincrap,razor aint interest in weenie-pullin' contest.

razor no call germany a rock. rock in sincrap's head.

>
> > anybuddy can buy milan an' import, sincrap. milan 1 still exist,
> > still bein' built, an' can be upgrade ta faster processer. sincrap
> > afraid of milan, dat why he tell big lies 'bout compatable an' build

> > quality. milan 1 no vapor. cheap cube an' g4 over 500 MHz are vapor.
>
> Why do buyers have to go the extra mile to purchase? Why is it soo
> difficult? Why not a local purchase?

why are ya whinin' so much 'bout distance, sincrap? same whine can be
leveled at crapple too, sincrap - many places don' have crapple store,
have ta travel 100s of miles or do mail order, why it sooo difficult.
same whine can be level at guys own amiga to, where can one buy vapr new
amiga?

> >
> > but educashun down, way down. not ta mentions all dat stock cloggin'
> > da channel. sincrap deny, dis disprove, sincrap eat own spoor.
>
> If you say so. Having extra machines for the holiday as you say should
> blunt shortages..

not if dey cant move dem. dat why crapple in deep yogurt now. sincrap
deny, jobs reveal, sincrap eat own spoor.

>
> >
> > unfortunetly, crapple hemoraging out other end as longtime user jump
> > ship ta PC. Dat why, depite all sale, why crapple only grow 0.7% in two
> > year. problem is crapple don' listen ta need of profesional, jobs no
> > like six slot mac cause it amelio idea.
>
> He is a chain yanker...

sincrap expert at yankin' chain - his own. or did sincrap mean
wanker. same diff.
>
> > > Smart move. Since the Cube rebate Club Mac has announced sales
> > > gains...
> >
> > only one place, sincrap?
>
> I am sure the other catalogers will announce soon.

ya, razor look at small dog site. dey have so much problem wit'
overstock.
>
> > > A longterm winner. Buy when it's low..With $4 billion in cash, the
> > > Motley
> > > Fool thinks its a steal...
> >
> > ah, but meeryl lynch say not so. razor trust meryl lynch, not bunch
> > of bozos who say anythin' dey want on web site. not ta mention bozo
> > like
> > sincrap, who claim big job wit' crapple but to chickenshit ta prove
> > its....

>
> How many times have MLynch have been wrong about Apple? The Motley Fool
> is the future for analytical research..

'nother sincrap prediction dat blow up in face. jus' like sincrap
call pointcast da net thingy dat crush atari on net, only ta see
pointcast crushed by self. jus like sincrap call portals da wave of da
future an' make newsreader junk, only ta see deja go down toilet,
sincrap caught by dan usin' newsreader - sincrap big hypo crit.
razor laugh when bozos at fool go down. razor trust lynch, dey no dummie

I don't work for aapl...

den reveal ta razor who do, sincrap - cause no one in dere rite mind
would hire brainless cretin like sincrap ta front dem. sincrap to
chicken shit ta do so.

>
> sincrap!
> somewere in mn

chokin' his chicken ta pictur of cube.

5661. Atari questionaire...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-29 04:57:54 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <g7OK5.306$z93.43693@news.goodnet.com>
Source record: 1426

Anyways, some (purely hypothetical) questions:

1) *IF* such a computer, with the specs I list below, were to be released... by Atari, mind you.... would you buy one, provided that you could run (at least) old ST software on it?

a) 1040ST and/or Mega ST case
b) 32-64Mb of RAM
c) ATI accelerated 3D video chipset
d) Yamaha XG audio chipset

2) If that unit came in two models; the 1040ST-styled one being less powerful than the Mega ST model, which would you buy?

a) Home
b) Business

3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000 for the Mega ST model? If not, what would you be willing to pay for either?

3) If Atari, as a computer manufacturer, returned, would you be excited and tell others?

Please, no smart-ass remarks or non-serious replies. I am planning on compiling the number of users that reply positively to this post and I'll post this message to other Atari newsgroups and elsewhere to see just how many people are out there that *would* be willing to buy such a system. No need to repeat reply if you visit more than one newsgroup this message is at.

If you know people that might be interested, show them this message and let me know if they are. I'll add their numbers to the list. I want to see just how worthwhile my idea is to the general Atarian/non-Atarian Internet public.

Thank you for your time...

Jared

5662. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-29 07:37:31 UTC
From: David Stuart <2dstuart@nospamplease.home.com>
Message-ID: <%sQK5.46423$x81.1049972@news2.rdc1.on.home.com>
Source record: 1427

In article
<sinclap-15100011424500001@1cust58.tnt10.minneapolis.mn.da.uu.net>,
sinclap@nospam.net wrote:

[snip]

> Start a letter writing campaign...
>
> sinclap! somewere in mn

<de-lurk>

Oh wow!

I can't believe it..

Almost 6 years since I first came into this newsgroup to read about
atari products, I stumble across a posting by sinclap.

I CAN'T BELIEVE HE'S BEEN SQUATTING IN THE ATARI NEWSGROUP FOR SIX
YEARS!!

All this, just to berate Atari stuff, or to somehow make himself
feel superior (?)

I suggest that you re-evaluate your life man, you've seriously
been wasting it down the tubes if your mission in life is to flame
people in comp.sys.atari.advocacy .. Think of all the meaningful
things you could've been doing instead, out there in the real
world..

<re-lurk>

--
By the yard, life is hard.
By the inch, it's a cinch.

5663. Re: Atari questionaire...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-29 18:40:52 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <GMZK5.29$Jr4.3320@nsw.nnrp.telstra.net>
Source record: 1428

Jared Falvo wrote in message ...
>Anyways, some (purely hypothetical) questions:

Hypothetical in every sense of the word considering Atari as a computer devision doesn't even exist anymore.

>1) *IF* such a computer, with the specs I list below, were to be released...
>by Atari, mind you.... would you buy one, provided that you could run (at >least) old ST software on it?

No. Reason? a) The ST case design is horribly dated.
b) RAM is cheap, start at 64Mb
c) The ATI chipset is only average at best
d) Go with the industry standard, that being Soundblaster Live or similar.
>a) 1040ST and/or Mega ST case
>b) 32-64Mb of RAM
>c) ATI accelerated 3D video chipset
>d) Yamaha XG audio chipset

What processor more importantly?

>2) If that unit came in two models; the 1040ST-styled one being less >powerful than the Mega ST model, which would you buy?
>
>a) Home
>b) Business

I think I answered that already, neither.

>3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000 for
>the Mega ST model? If not, what would you be willing to pay for either?

Well, no more then the average PC, less then $500US certainly.

>3) If Atari, as a computer manufacturer, returned, would you be excited and >tell others?

It wouldn't excite me, especially based on your specs. I wouldn't tell too many people either, I don't like being laughed at.

>Please, no smart-ass remarks or non-serious replies. I am planning on >compiling the number of users that reply positively to this post and I'll >post this message to other Atari newsgroups and elsewhere to see just how >many people are out there that *would* be willing to buy such a system. No >need to repeat reply if you visit more than one newsgroup this message is

>at.
>
>If you know people that might be interested, show them this message and let
>me know if they are. I'll add their numbers to the list. I want to see
>just how worthwhile my idea is to the general Atarian/non-Atarian Internet
>public.
>
>Thank you for your time...
>

So, are you going to treat all negative comments as non-serious and not include them in your survey? That would make for a somewhat biased survey wouldn't it?
In any case, just the Atari name isn't going to sell too many units, especially considering the less then impressive specs and price.

5664. Re: Atari questionaire...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-30 00:09:47 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <39FCBC49.C4707069@calcna.ab.ca>
Source record: 1429

Jared Falvo wrote:
>
> Anyways, some (purely hypothetical) questions:

The answer is - yes - absolutely - to all questions ! Provided, of course the old Atari dependability is the same ! My old Mega/Ste is still keepin' on, keepin' on - and for some purposes beats my Mac hollow !!!!

The Canadian Curmudgeon (in sunny, dry, Calgary)

5665. Now for something... "exciting and new"

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-30 02:53:26 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Eo5L5.389$z93.56201@news.goodnet.com>
Source record: 1430

You know, I had a relatively brilliant idea hit me today (provided it hasn't already been thought of or done). Instead of emulating ST hardware, why not make a PCI card that has the ST right on it! Not just the ROMs and/or one or two parts, but 95-100% of the ST's hardware on it!

If you look at a 1040ST, there's a LOT of wasted space. Especially considering today's technology and design. You can get circuit board traces down to a fraction of what they were in the old ST. And resistors/capacitors? They're microscopic surface mount devices now. Substitute the 2 or 6 ROMs for one ROM (or a tiny, surface mount Flash ROM, like PC's use today). For the RAM, use SDRAM chips, which are much higher density and surface mount also.

For the rest of the ST parts, take them out of old ST's! Unsolder 'em all! That CPU, GLUE, MMU, and stuff. Put them on the new PCI board. If I don't miss my guess, I would say the reduction of some part numbers/sizes and trace width should reduce the overal board size to a board you could put in a PCI slot.

In order that you could run this "ST card" on a PC or PowerPC motherboard, using a standard video card, you would probably be best to emulate the video shifter, so that you can run the ST in a window on your main OS. If you kept the real video shifter, you'd probably run into problems trying to get it to work with an SVGA monitor.

Now, since the "ST card" doesn't have any ports on it, you need to write software that translates or redirects the functions of the ST (like the sound chip for the printer port) to the appropriate hardware. You might even
emulate the floppy chip in order to use load/save files to and from your main hard drive or floppy drive, etc. You would create an ST Environmental Partition (STEP) file on your main HD, that the ST card used, thinking it was a MegaFile30 or whatever. Of course, you have to have a program that gives you access to the ST Card in the first place.

Now, assuming any of these is reasonable or feasible or worth pursuing at all, we port GEM or MiNT or whatever ST-derivitive OS to PowerPC (if we want to go that route) or Intel Pentium. In the case of Intel, we wouldn't have to port GEM at all... it's already there on that platform. We'd just continue to improve upon it until we felt it was worth calling "GEM2000" (or GEMillenium or whatever).

The ST would run at full speed. The hardware would satisfy *all* software, because it was genuine, not emulated. You could probably even run those copy
protected games on diskette (assuming you have any)!

Then, we take the opportunity to use the ST Card to port as many existing apps as possible to the new GEM (or whatever OS we go with) on the chosen processor. We have the best of both worlds!

We save money on parts, because we use existing parts from old STs. I was lucky to find a 1040ST for $5.00 at a thrift shop. The only question is... how much would it cost to produce the PCI PCBs and transfer the existing parts to them.

Any ideas if what I have just suggested is pure silliness or not? Seems at least a little more reasonable than my previous ideas... hmm?

Jared

5666. Re: Now for something... "exciting and new"

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-30 18:19:32 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <CyiL5.366$hG4.4504@nsw.nnrp.telstra.net>
Source record: 1431

Jared Falvo wrote in message ...
>You know, I had a relatively brilliant idea hit me today (provided it
hasn't
>already been thought of or done). Instead of emulating ST hardware, why
not
>make a PCI card that has the ST right on it! Not just the ROMs and/or one
>or two parts, but 95-100% of the ST's hardware on it!
>
>If you look at a 1040ST, there's a LOT of wasted space. Especially
>considering today's technology and design. You can get circuit board
traces
>down to a fraction of what they were in the old ST. And
>resistors/capacitors? They're microscopic surface mount devices now.
>Substitute the 2 or 6 ROMs for one ROM (or a tiny, surface mount Flash ROM,
>like PC's use today). For the RAM, use SDRAM chips, which are much higher
>density and surface mount also.
>
>For the rest of the ST parts, take them out of old ST's! Unsolder 'em all!
>That CPU, GLUE, MMU, and stuff. Put them on the new PCI board. If I don't
>miss my guess, I would say the reduction of some part numbers/sizes and
>trace width should reduce the overal board size to a board you could put in
>a PCI slot.
>
>In order that you could run this "ST card" on a PC or PowerPC motherboard,
>using a standard video card, you would probably be best to emulate the
video
>shifter, so that you can run the ST in a window on your main OS. If you
>kept the real video shifter, you'd probably run into problems trying to get
>it to work with an SVGA monitor.
>
>Now, since the "ST card" doesn't have any ports on it, you need to write
>software that translates or redirects the functions of the ST (like the
>sound chip for the printer port) to the appropriate hardware. You might
>even
>emulate the floppy chip in order to use load/save files to and from your
>main hard drive or floppy drive, etc. You would create an ST Environmental
>Partition (STEP) file on your main HD, that the ST card used, thinking it
>was a MegaFile30 or whatever. Of course, you have to have a program that
>gives you access to the ST Card in the first place.
>
>Now, assuming any of these is reasonable or feasible or worth pursuing at
>all, we port GEM or MiNT or whatever ST-derivitive OS to PowerPC (if we
want
>to go that route) or Intel Pentium. In the case of Intel, we wouldn't have

>to port GEM at all... it's already there on that platform. We'd just
>continue to improve upon it until we felt it was worth calling "GEM2000"
(or
>GEMillenium or whatever).
>
>The ST would run at full speed. The hardware would satisfy *all* software,
>because it was genuine, not emulated. You could probably even run those
>copy
>protected games on diskette (assuming you have any)!
>
>Then, we take the opportunity to use the ST Card to port as many existing
>apps as possible to the new GEM (or whatever OS we go with) on the chosen
>processor. We have the best of both worlds!
>
>We save money on parts, because we use existing parts from old STs. I was
>lucky to find a 1040ST for $5.00 at a thrift shop. The only question is...
>how much would it cost to produce the PCI PCBs and transfer the existing
>parts to them.
>
>Any ideas if what I have just suggested is pure silliness or not? Seems at
>least a little more reasonable than my previous ideas... hmm?
>

Like this sort of thing but for Atari?

http://www.siamese.co.uk/amiga/index.htm

Not a bad idea at all IMO,

Regards,

Clockmeister.

5667. Re: Now for something... "exciting and new"

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-31 00:24:26 UTC
From: ebaiz@skyenet.net
Message-ID: <_ioL5.138$pi7.89@newsfeed.slurp.net>
Source record: 1432

On 29 Oct 2000 19:53:26 , "Jared Falvo" wrote:
>You know, I had a relatively brilliant idea hit me today (provided it hasn't
>already been thought of or done). Instead of emulating ST hardware, why not
>make a PCI card that has the ST right on it! Not just the ROMs and/or one
>or two parts, but 95-100% of the ST's hardware on it!

That would be great if I could get something like that for my Hades. I
would not mind even having a Pentium card either. That almost happened.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5668. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-31 08:13:26 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-3110000213430001@1cust199.tnt1.minneapolis.mn.da.uu.net>
Source record: 1433

In article <razor-67BB96.19465225102000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> In article
> <sincrap-2510001652300001@2cust21.tnt6.minneapolis.mn.da.uu.net>,
> sincrap@nospam.net wrote:
>
>
>
> >
> > Suppose to use the G4 processor. Well see. Maybe the Atari enthusiasists
> > will take a look at this new AmigaOnen after the Milan II fiasco...
>
> what milan fiasco? razor realize it simply slight setback - milan
> talkin' 'bout looking at g3 an' g4 as well.

Lets see...Apple ships over 100,000 G4 Cubes last quarter and is
considered a fiasco. The Milan II is cancelled and is called a slight set
back...Whats wrong with this picture?

> razor wish amiga scene luck - dey'd need it, after all da vapor ware
> dat's scattered dere road since 1993. 'member cow computer sincrap say
> would crush atari? turn out it vaporous as sincrap wind comin' out back
> end.

How many Milan's were shipped last quarter?

> look like game of dodgeball fer sincrap. 'specially since sincrap
> embarassed about fiasco in own backyard regardin' cube, crapple tankin',
> imac tankin' . even jobs admit dey have too many imac in channel. why no
> sincrap - is because he yellow.

Tankin? New word or slang? Lets see...Apple ships 570,000 iMacs, G4
Cubes/G4 Towers increased sales of the pro line by 10% over corresponding
quarter according to a Znet article...

sinclap!
somewere in mn

5669. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-31 08:26:40 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-3110000226570001@1cust199.tnt1.minneapolis.mn.da.uu.net>
Source record: 1434

In article <razor-F231F3.07560528102000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:
> >
> > Gateway no longer owns amiga..
>
> no, but last time ya tried ta use dis ta try ta overlord us when ya
> bragged 'bout cow amiga, gateway kill project. just like escom vapor.
> sincrap left with egg on face. razor no hold breath on amiga release.

Looks like the new Amiga will be the new alternative that could derail
Milan's chances. I am sure that the new Amiga company will ship 100x
times more than milan...

> > Ooops on the G4 Cube shipping.
>
> sincrap reveal he have brain fart - jus' like when he call ati cards
> crap, only ta be reminded dat dat's what ship with mac. like time he
> claim he at midi show an' bragged about new adobe midi application.

? I never claimed that Adobe had midi apps. That started when a replier
had lousy editing skills. MacWorld SF 2000 had plenty of midi
exhibitors...

> >
> > > secund, jobs announce CHEAP cube in press conferennce, an' he make
> > > clear it won' be released til' later. razor read an' see dis on
> > > quiktime
> > > at dan's place - howcom sincrap miss dis?
> >
> > Apple has shipped many CPU's in the last three years. I do not have
> > enough toes and fingers to keep count. In the meantime, only the Milan I
> > has shipped out of a rock somewere in europe.
>
> playin' dodgeball, sincrap - where is cheap cube an' higher den 500
> meghurtz g4 jobs promise. until den, dey vapor. answer question,
> sincrap,razor aint interest in weenie-pullin' contest.

The same time when Milan gets a faster 040 box out...So when will the
Milan be available locally in the States?

> razor no call germany a rock. rock in sincrap's head.

Speaking of Germany, Apple Germany had a fantastic Q4...

> > Why do buyers have to go the extra mile to purchase? Why is it soo
> > difficult? Why not a local purchase?
>

> why are ya whinin' so much 'bout distance, sincrap? same whine can be
> leveled at crapple too, sincrap - many places don' have crapple store,
> have ta travel 100s of miles or do mail order, why it sooo difficult.
> same whine can be level at guys own amiga to, where can one buy vapr new
> amiga?

Are we talking about the states here? If so, Macs are available at 800+
Sears, 500 Circuit Cities, 200+ CUSA's, countless regionals and Apple
Specialist shops...Whats Milan's excuse?

>
> > If you say so. Having extra machines for the holiday as you say should
> > blunt shortages..
>
> not if dey cant move dem. dat why crapple in deep yogurt now. sincrap
> deny, jobs reveal, sincrap eat own spoor.

What makes you think that they are not moving? I suggest you do your
homework...

> He is a chain yanker...
>
> sincrap expert at yankin' chain - his own. or did sincrap mean
> wanker. same diff.
> >
> > > > Smart move. Since the Cube rebate Club Mac has announced sales
> > > > gains...
> > >
> > > only one place, sincrap?
> >
> > I am sure the other catalogers will announce soon.
>
> ya, razor look at small dog site. dey have so much problem wit'
> overstock.

Whats the overstock? How do you know?

> > How many times have MLynch have been wrong about Apple? The Motley Fool
> > is the future for analytical research..
>
> 'nother sincrap prediction dat blow up in face. jus' like sincrap
> call pointcast da net thingy dat crush atari on net, only ta see
> pointcast crushed by self. jus like sincrap call portals da wave of da
> future an' make newsreader junk, only ta see deja go down toilet,
> sincrap caught by dan usin' newsreader - sincrap big hypo crit.
> razor laugh when bozos at fool go down. razor trust lynch, dey no dummie

ROFLMAO! on the Motley Fool...You are a Fool and don't know it...MLynch
gave us Don Regan....MLynch had to change their model to survive..Too
stogy...

>
> I don't work for aapl...

>
> den reveal ta razor who do, sincrap - cause no one in dere rite mind
> would hire brainless cretin like sincrap ta front dem. sincrap to
> chicken shit ta do so.

Who do you work for?

sinclap!
somewere in mn

5670. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-31 13:26:58 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-604686.08265731102000@bigmomma.idirect.com>
Source record: 1435

In article
<sinclap-3110000226570001@1cust199.tnt1.minneapolis.mn.da.uu.net>,
sinclap@nospam.net wrote:

> In article <razor-F231F3.07560528102000@bigmomma.idirect.com>, Razor
> Rikel
> <razor@nunyabidness.net> wrote:
> > >
> > > Gateway no longer owns amiga..
> >
> > no, but last time ya tried ta use dis ta try ta overlord us when ya
> > bragged 'bout cow amiga, gateway kill project. just like escom vapor.
> > sincrap left with egg on face. razor no hold breath on amiga release.
>
> Looks like the new Amiga will be the new alternative that could derail
> Milan's chances. I am sure that the new Amiga company will ship 100x
> times more than milan...

sincrap not lookin' at whole picture at usual - amiga have history of
vapor project since CBM go down. atari clone makers have released many
machine since den. Milan I still bein' produced, hades still bein'
produced. sincrap predict many time dat milan an' hades get crushed by
amiga, no amiga appear, milan an' hades do well fer small companiy.

> > sincrap reveal he have brain fart - jus' like when he call ati cards
> > crap, only ta be reminded dat dat's what ship with mac. like time he
> > claim he at midi show an' bragged about new adobe midi application.
>
> ? I never claimed that Adobe had midi apps. That started when a replier
> had lousy editing skills. MacWorld SF 2000 had plenty of midi
> exhibitors...

uh-uh, sincrap - ya claimed dat adobe had midi apps. sincrap try
changin' history. razor find it funny dat sincrap, known fer his poor
grammer an' spellin' would try ta crticize udder guys fer "lousy
editin'".

> >
> > playin' dodgeball, sincrap - where is cheap cube an' higher den 500
> > meghurtz g4 jobs promise. until den, dey vapor. answer question,
> > sincrap,razor aint interest in weenie-pullin' contest.
>
> The same time when Milan gets a faster 040 box out...So when will the
> Milan be available locally in the States?

answer question, sincrap - no excuse, we no play dodgeball. when will vapor cheap cube an faster g4 be released?

current milan have '060 option available. ya can buy milan wit' 060, it no vapor. dis is global economy, ya can buy via mail order.

>
> > razor no call germany a rock. rock in sincrap's head.
>
> Speaking of Germany, Apple Germany had a fantastic Q4...

ya, only 2.7% of german market. razor look at figure, not wort' sneezin' at. razor remember germany make deep cuts in workforce months ago - typical crapple trick ta bring up profit.

> > why are ya whinin' so much 'bout distance, sincrap? same whine can
> > be
> > leveled at crapple too, sincrap - many places don' have crapple store,
> > have ta travel 100s of miles or do mail order, why it sooo difficult.
> > same whine can be level at guys own amiga to, where can one buy vapr
> > new
> > amiga?
>
> Are we talking about the states here? If so, Macs are available at 800+
> Sears, 500 Circuit Cities, 200+ CUSA's, countless regionals and Apple
> Specialist shops...Whats Milan's excuse?

hahahahaha! razor read much 'bout lousy service an' display at sears, mac user angry at idiot salesman. when razor go ta compusa on recent us trip, he not impressed wit' crapple section, it put in dark area. no employee on staff. very little softwrae. ya can see dust on imac. an' still, dere still many story I read 'bout mac users havin' ta make two hour trip ta buy imac. an' we all no what happen when sincrap brag when best buy become crapple dealer again, only ta have bb leave again. seems dey were right about worry dat imac wouldn' sell.

so, why crapple no get deal wit' company dat matter - like staples or business depot? like office depot?

sincrap want ta have tings handed ta him on silver plate. dose less whiny who like dere computer no afraid ta order by mail order.

> > not if dey cant move dem. dat why crapple in deep yogurt now.
> > sincrap
> > deny, jobs reveal, sincrap eat own spoor.
>
> What makes you think that they are not moving? I suggest you do your
> homework...

seein' dat crapple has ta deal wit' rebate ta sell cube an' powerbook. admission of defeat by jobs. jobs admit sales down. sincrap have blinders on an' fingers in ear an' head up ass....

> > > I am sure the other catalogers will announce soon.
> >
> > ya, razor look at small dog site. dey have so much problem wit'
> > overstock.
>
> Whats the overstock? How do you know?

me see web site. dey still sellin' g3 towers, still have fruity
imacs....
>
> > > How many times have MLynch have been wrong about Apple? The Motley
> > > Fool
> > > is the future for analytical research..
> >
> > 'nother sincrap prediction dat blow up in face. jus' like sincrap
> > call pointcast da net thingy dat crush atari on net, only ta see
> > pointcast crushed by self. jus like sincrap call portals da wave of da
> > future an' make newsreader junk, only ta see deja go down toilet,
> > sincrap caught by dan usin' newsreader - sincrap big hypo crit.
> > razor laugh when bozos at fool go down. razor trust lynch, dey no
> > dummie
>
> ROFLMAO! on the Motley Fool..

as razor reveal, ya can' be laughin yer ass off when it so tightly
stuck ta head.

.You are a Fool and don't know it.

me know how smart I am - me no fool. sincrap play da fool, him big
laughin' stock. even crapple user who run inta sincrap call him cretin.

..MLynch
> gave us Don Regan....MLynch had to change their model to survive..Too
> stogy...

meryl lynch around long time. motley fool just bunch of idiot who run
web site. motley fool go down like other sincrap prediction...
>
> >
> > I don't work for aapl...
> >
> > den reveal ta razor who do, sincrap - cause no one in dere rite mind
> > would hire brainless cretin like sincrap ta front dem. sincrap to
> > chicken shit ta do so.
>
> Who do you work for?

my employment no issue here - sincrap, who idiot who no nothin',
claim ta be big shot crapple salesman, dat issue. sincrap to chickenshit
ta reveal.

>
> sincrap!

> somewere in mn

squeezin' his weasel ta picture of steve jobs....

5671. Re: Atari questionaire...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-31 17:27:14 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8vu07i.v65.jedi@pyromania.mishnet>
Source record: 1436

On Mon, 30 Oct 2000 02:40:52 +0800, Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>Jared Falvo wrote in message ...
>>Anyways, some (purely hypothetical) questions:
>
>Hypothetical in every sense of the word considering Atari as a computer
>devision doesn't even exist anymore.
>
>>1) *IF* such a computer, with the specs I list below, were to be
>released...
>>by Atari, mind you.... would you buy one, provided that you could run (at
>>least) old ST software on it?
>
>No. Reason? a) The ST case design is horribly dated.

Quite. Something like the Mega would be a bit more
appropriate. Unless you need a box with a lot of
backplane cards, you don't really need anything larger.
Even PC's are starting to get down to that sizse.

> b) RAM is cheap, start at 64Mb
> c) The ATI chipset is only average at best

Plus, it is not openly documented. Something like
the Matrox G400 or Voodoo 3/5 would be much better
in this respect.

> d) Go with the industry standard, that being
>Soundblaster Live or similar.

With the backruptcy of Aureal there really isn't much else
with the exception of really lowend stuff.

>>a) 1040ST and/or Mega ST case
>>b) 32-64Mb of RAM
>>c) ATI accelerated 3D video chipset
>>d) Yamaha XG audio chipset
>
>What processor more importantly?

[deletia]

5672. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.advocacy
Date: 2000-10-31 17:34:03 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn8vu0ka.v65.jedi@pyromania.mishnet>
Source record: 1437

On Thu, 26 Oct 2000 16:30:00 GMT, Jerry Wilson <jerryw982@aol.com> wrote:
>I don't really see any reason to ressurect the ST. The OS hasn't changed in
>years, and nobody is writing new software for it. The "new" Amiga is under
>development, and I see it failing for the same reasons.
>
>If you do have the resources to build a Power PC based 1040ST, why not use
>them to build a totally new computer for the 21st century? Let's leave these
>old computers in the dust and build something that can topple the wintel
>empire.
>
>How about an ATX board with up to four 1GHz G4 processors, six PCI slots and

That would be a tad expensive wouldn't it? Besides, you can barely
get multiple CPU 500Mhz G4 systems these day. A better approach might
be to use a higher degree of SMP with older and cheaper CPU's rather
than going for something that would end up being absurdly expensive.

[deletia]

Bang for the buck in silicon quickly degrades once you start getting
close to the bleeding edge. Case in point:

Athlon 900: $220
Athlon 1200: $575

--

A person is just about as big as the things that make them angry.

5673. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-01 12:32:05 UTC
From: **** **** <***@***.com>
Message-ID: <razor-CD97AD.07320401112000@bigmomma.idirect.com>
Source record: 1438

so sincrap think dat new amiga cause atari user ta jump ship? think
differnt....

DAVID L. ORMAND wrote in message <8tna0r$r75$1@news.asu.edu>...

>('twould be cool if we could use THEIR hardware product for OUR new
>PPC-based Atari. Depends on how open it will be. Probably not enough.)

Depends on what you believe of their bull****.

Me, I'm not exactly sure this will be an amiga, or even an amiga
clone. I'll have to wait and see, to tell the truth. WHat I've heard up
to this point though, is far from encouraging. First off, there will be
nearly zero transition from the old amiga, to the NG (this may have
changed, still trying to sort through all the PR crap). Second, they
insinuated before that hardware is unimportant, why try to make their
own when there are plenty of macs and PCs out there already (sound
familiar?).

In other words, they are too much a bunch of candy-assed faggots to
do anything real. Third their "DigitalEnviroment" isn't even an OS in
the traditional sense, but some bunch of PR-hype crap that isn't sure
whether it wants to an emulator foundation, to run windows and MacOS off
of, or a software package that emulates classic amiga on top of said
operating systems. Fourth, while it's commendable that they are trying
to off-the-shelf most of their reference platform parts, the specs lack
any sort of 'soul' in my opinion.

My conclusion: If any platform has won this pissing contest, it is you
guys and your atari. Both may be dead, but you got the last breath in,
and you managed to use it to laugh at amiga. The company masquerading as
"Amiga" is just some loser tech company that saw venture capital dry up,
and decided to buy a name with the last of it.

John

5674. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-01 12:34:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <razor-AB4720.07335901112000@bigmomma.idirect.com>
Source record: 1439

In article <8tna0r$r75$1@news.asu.edu>, dlormand@aztec.asu.edu (DAVID L. ORMAND) wrote:

> I know this is an Atari NG, and I'm going to get singed for mentioning
> it, but in a Linux emag, I found out the Amiga people are at least
> moving on the issue of new and up-to-date hardware for their cross-
> platform OS. See http://www.amiga.com/products/one/
>
> Sometime late next year, they hope to have a PowerPC-based motherboard
> with PCI expansion, lots of standard I/O, in an ATX form-factor, at
> prices quoted elsewhere at ca. $500. A well-established Amiga hardware
> house in UK is leading the charge, followed by a German outfit.

sometime late next year, huh?

interesting - let's hope that, for once, this proposed Amiga actually comes out. The Amiga market has a history of being disappointed with promises made but never kept, especially the vapour fiascos by Escom and Gateway. And you thought the Milan II situation was bad!

>
> Just interesting after the firestorm we've just been through on the
> same issue from an Atari viewpoint.
>

This is especially interesting because s*****p has been swearing up and down in .advocacy that the new Amiga is going to thoroughly crush the Atari market. Glad to have confirmation that right now the existance of this new Amiga for sale is quite a long ways off.

(oh, and by the way, if you want to see s*****p thoroughly sporked, check out .advocacy now, he's being clobbered in the wake of Apple's "speed bump", especially by TAF member John "Razor" Rikel. s*****p is in full denial mode, much like Cartman when he took the Weight Gain 4000 :))

>
> ('twould be cool if we could use THEIR hardware product for OUR new
> PPC-based Atari. Depends on how open it will be. Probably not enough.)

now that would be utterly cool
> --

5675. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-01 12:35:02 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <razor-5D17F9.07350101112000@bigmomma.idirect.com>
Source record: 1440

On Wed, 1 Nov 2000, Daniel L. Dreibelbis wrote:

> This is especially interesting because s*****p has been swearing up
> and down in .advocacy that the new Amiga is going to thoroughly crush
> the Atari market. Glad to have confirmation that right now the existance
> of this new Amiga for sale is quite a long ways off.

How can one crush a market that is not really there? lol

My neighbor has a ppc card in his amiga, and I'm not even
motivated to check it out. Simply is not what I am into
and s*****p is silly to think ppl just jump ship on a whim.
He never was right in the head anyway, so coming from him
it sounds perfectly normal. hehe

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5676. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-02 11:52:20 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <razor-8521F2.06521902112000@bigmomma.idirect.com>
Source record: 1441

"Razor Rikel" <razor@nunyabidness.net> wrote in message
news:razor-604686.08265731102000@bigmomma.idirect.com...
> In article
> <sinclap-3110000226570001@1cust199.tnt1.minneapolis.mn.da.uu.net>,
> sinclap@nospam.net wrote:
>
> > In article <razor-F231F3.07560528102000@bigmomma.idirect.com>, Razor
> > Rikel
> > <razor@nunyabidness.net> wrote:

What fool would go from one platform with very little support to the
Amiga which is just as bad? If Atari user's drop ship the are not very
likely to get on the sinking Amiga one. As much as the PC sux and the
Mac is expensive, the Amiga is also old technology reserved for the
like's of us retro users (again I hate that word). I would rather keep
my PC than Sell my Falcon and by a new Amiga.

Mark

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
Amiga 2000 too mate
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

5677. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-03 00:06:22 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0211001806400001@1cust17.tnt9.minneapolis.mn.da.uu.net>
Source record: 1442

In article <razor-CD97AD.07320401112000@bigmomma.idirect.com>, "**** ****"
<***@***.com> (by way of Razor Rikel <razor@nunyabidness.net>) wrote:

> so sincrap think dat new amiga cause atari user ta jump ship? think
> differnt....

Currently there are Amigas you can purchase in the states. Does the Amiga
1200 and Amiga 4000 ring a bell?

>
> DAVID L. ORMAND wrote in message <8tna0r$r75$1@news.asu.edu>...
>
> >('twould be cool if we could use THEIR hardware product for OUR new
> >PPC-based Atari. Depends on how open it will be. Probably not enough.)
>
>
> Depends on what you believe of their bull****.
>
> Me, I'm not exactly sure this will be an amiga, or even an amiga
> clone. I'll have to wait and see, to tell the truth. WHat I've heard up
> to this point though, is far from encouraging. First off, there will be
> nearly zero transition from the old amiga, to the NG (this may have
> changed, still trying to sort through all the PR crap). Second, they
> insinuated before that hardware is unimportant, why try to make their
> own when there are plenty of macs and PCs out there already (sound
> familiar?).

Amiga is leaving it upto their partners to focus on the hardware while
they focus on the system software...Not difficult to comprehend..

> In other words, they are too much a bunch of candy-assed faggots to
> do anything real. Third their "DigitalEnviroment" isn't even an OS in
> the traditional sense, but some bunch of PR-hype crap that isn't sure
> whether it wants to an emulator foundation, to run windows and MacOS off
> of, or a software package that emulates classic amiga on top of said
> operating systems. Fourth, while it's commendable that they are trying
> to off-the-shelf most of their reference platform parts, the specs lack
> any sort of 'soul' in my opinion.

Tsshhh..Afraid of your own sexuality? Feel threatened? So Amigans are
called faggots now?

> My conclusion: If any platform has won this pissing contest, it is you
> guys and your atari. Both may be dead, but you got the last breath in,
> and you managed to use it to laugh at amiga. The company masquerading as
> "Amiga" is just some loser tech company that saw venture capital dry up,

> and decided to buy a name with the last of it.

Well they may have the last laugh at you and to the bank...I see sour
grapes here...

> John

sinclap!
somewere in mn

5678. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-03 00:21:56 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0211001822170001@1cust17.tnt9.minneapolis.mn.da.uu.net>
Source record: 1443

In article <razor-5D17F9.07350101112000@bigmomma.idirect.com>, Lonny Pursell <fatal@SYNTAX.ERROR> (by way of Razor Rikel <razor@nunyabidness.net>) wrote:

> On Wed, 1 Nov 2000, Daniel L. Dreibelbis wrote:
>
> > This is especially interesting because s*****p has been swearing up
> > and down in .advocacy that the new Amiga is going to thoroughly crush
> > the Atari market. Glad to have confirmation that right now the existance
> > of this new Amiga for sale is quite a long ways off.
>
> How can one crush a market that is not really there? lol
>
> My neighbor has a ppc card in his amiga, and I'm not even
> motivated to check it out. Simply is not what I am into
> and s*****p is silly to think ppl just jump ship on a whim.
> He never was right in the head anyway, so coming from him
> it sounds perfectly normal. hehe

Say what? ?

> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in mn

5679. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-03 00:24:13 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0211001824340001@1cust17.tnt9.minneapolis.mn.da.uu.net>
Source record: 1444
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <razor-8521F2.06521902112000@bigmomma.idirect.com>, "Mark Bedingfield" <mark@baypc.com.au> (by way of Razor Rikel <razor@nunyabidness.net>) wrote:

> "Razor Rikel" <razor@nunyabidness.net> wrote in message
> news:razor-604686.08265731102000@bigmomma.idirect.com...
> > In article
> > <sinclap-3110000226570001@1cust199.tnt1.minneapolis.mn.da.uu.net>,
> > sinclap@nospam.net wrote:
> >
> > > In article <razor-F231F3.07560528102000@bigmomma.idirect.com>, Razor
> > > Rikel
> > > <razor@nunyabidness.net> wrote:
>
> What fool would go from one platform with very little support to the
> Amiga which is just as bad? If Atari user's drop ship the are not very
> likely to get on the sinking Amiga one. As much as the PC sux and the
> Mac is expensive, the Amiga is also old technology reserved for the
> like's of us retro users (again I hate that word). I would rather keep
> my PC than Sell my Falcon and by a new Amiga.

Macs are expensive?

> Mark
>
>
> --
> ***
> Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
> SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
> Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
> Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> Amiga 2000 too mate
> 6 more Atari's a Couple of Mac's and a few crappy pc's.
> Mark Bedingfield, mark@baypc.com.au
> ***

sinclap!
somewere in mn

5680. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-03 00:46:21 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-6BF8CE.19462002112000@bigmomma.idirect.com>
Source record: 1445

In article
<sincrap-0211001806400001@1cust17.tnt9.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> In article <razor-CD97AD.07320401112000@bigmomma.idirect.com>, "****
> ****"
> <***@***.com> (by way of Razor Rikel <razor@nunyabidness.net>) wrote:
>
> > so sincrap think dat new amiga cause atari user ta jump ship? think
> > differnt....
>
> Currently there are Amigas you can purchase in the states. Does the Amiga
> 1200 and Amiga 4000 ring a bell?

yeah. but Goodwill don't count.

does da fact dat dese are far from cuttin' edge technolgie (dey're
YEARS old), an' have NO SUPPORT from dere long-dead maker, an' ya can't
find parts fer dem when dey go under. truly, sincrap has finally gone
over da slimy pink wall when he has ta point ta "yesta-decade
technology" ta try ta make a point. especially when he call crapple
project from same period an' use same processor chip "junk".

>
> >
> > DAVID L. ORMAND wrote in message <8tna0r$r75$1@news.asu.edu>...

> >
> > Me, I'm not exactly sure this will be an amiga, or even an amiga
> > clone. I'll have to wait and see, to tell the truth. WHat I've heard up
> > to this point though, is far from encouraging. First off, there will be
> > nearly zero transition from the old amiga, to the NG (this may have
> > changed, still trying to sort through all the PR crap). Second, they
> > insinuated before that hardware is unimportant, why try to make their
> > own when there are plenty of macs and PCs out there already (sound
> > familiar?).
>
> Amiga is leaving it upto their partners to focus on the hardware while
> they focus on the system software...Not difficult to comprehend..

also not difficult ta comprehend - project is vapor.
>
> > In other words, they are too much a bunch of candy-assed faggots to
> > do anything real. Third their "DigitalEnviroment" isn't even an OS in
> > the traditional sense, but some bunch of PR-hype crap that isn't sure
> > whether it wants to an emulator foundation, to run windows and MacOS

> > off
> > of, or a software package that emulates classic amiga on top of said
> > operating systems. Fourth, while it's commendable that they are trying
> > to off-the-shelf most of their reference platform parts, the specs lack
> > any sort of 'soul' in my opinion.
>
> Tsshhh..Afraid of your own sexuality? Feel threatened? So Amigans are
> called faggots now?

look who talk - da same sincrap who claim dan homo when dan beat crap outta him wit' words. da same sincrap who prove himself he-man woman hater when he say bad word 'bout feminist an' brag about women he claim he nail (when he really think of while he play pocket pool). sincrap the one feel threatened, he latent. But den, sincrap won't take ex-lax cause he afraid his head cave in....

> > My conclusion: If any platform has won this pissing contest, it is
> > you
> > guys and your atari. Both may be dead, but you got the last breath in,
> > and you managed to use it to laugh at amiga. The company masquerading
> > as
> > "Amiga" is just some loser tech company that saw venture capital dry
> > up,
> > and decided to buy a name with the last of it.
>
> Well they may have the last laugh at you and to the bank...I see sour
> grapes here...

nah, we all have last laugh at loser sincrap - no one afraid or take serious guy who waste entire life attackin' atari users, an' caught tellin' huge fibs 'bout crapple, 'bout his job,.

>
> sincrap!
> somewere in mn

jerkin' his gherkin ta picture of A500....

5681. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-03 01:29:12 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tt41ldll1@perki.connect.com.au>
Source record: 1446
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
<sinclap@nospam.net> wrote in message
news:sinclap-0211001824340001@1cust17.tnt9.minneapolis.mn.da.uu.net...
> In article <razor-8521F2.06521902112000@bigmomma.idirect.com>, "Mark
> Bedingfield" <mark@baypc.com.au> (by way of Razor Rikel
> <razor@nunyabidness.net>) wrote:
>
> > "Razor Rikel" <razor@nunyabidness.net> wrote in message
> > news:razor-604686.08265731102000@bigmomma.idirect.com...
> > > In article
> > > <sinclap-3110000226570001@1cust199.tnt1.minneapolis.mn.da.uu.net>,
> > > sinclap@nospam.net wrote:
> > >
> > > > In article <razor-F231F3.07560528102000@bigmomma.idirect.com>, Razor
> > > > Rikel
> > > > <razor@nunyabidness.net> wrote:
> >
> > What fool would go from one platform with very little support to the
> > Amiga which is just as bad? If Atari user's drop ship the are not very
> > likely to get on the sinking Amiga one. As much as the PC sux and the
> > Mac is expensive, the Amiga is also old technology reserved for the
> > like's of us retro users (again I hate that word). I would rather keep
> > my PC than Sell my Falcon and by a new Amiga.
>
> Macs are expensive?

Depends if you have Bill Gates budget or not.

Mark
```

5682. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-03 01:48:35 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <CPoM5.787$z93.112467@news.goodnet.com>
Source record: 1447
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

You wanna talk expensive, you just TRY finding a modern Mac that costs $5,000. Well, when the 8500/120 and 9500/120 were around, they COST that much. And I bought them! If you think $1,500 is expensive for a Mac, compare the price to what PowMacs used to cost a few years ago and you'll see that Macs are downright CHEAP nowadays.

Jared

Mark Bedingfield <mark@baypc.com.au> wrote in message
news:8tt41ldll1@perki.connect.com.au...
>
> <sinclap@nospam.net> wrote in message
> news:sinclap-0211001824340001@1cust17.tnt9.minneapolis.mn.da.uu.net...
> > In article <razor-8521F2.06521902112000@bigmomma.idirect.com>, "Mark
> > Bedingfield" <mark@baypc.com.au> (by way of Razor Rikel
> > <razor@nunyabidness.net>) wrote:
> >
> > > "Razor Rikel" <razor@nunyabidness.net> wrote in message
> > > news:razor-604686.08265731102000@bigmomma.idirect.com...
> > > > In article
> > > > <sinclap-3110000226570001@1cust199.tnt1.minneapolis.mn.da.uu.net>,
> > > > sinclap@nospam.net wrote:
> > > >
> > > > > In article <razor-F231F3.07560528102000@bigmomma.idirect.com>,
Razor
> > > > > Rikel
> > > > > <razor@nunyabidness.net> wrote:
> > >
> > > What fool would go from one platform with very little support to the
> > > Amiga which is just as bad? If Atari user's drop ship the are not very
> > > likely to get on the sinking Amiga one. As much as the PC sux and the
> > > Mac is expensive, the Amiga is also old technology reserved for the
> > > like's of us retro users (again I hate that word). I would rather keep
> > > my PC than Sell my Falcon and by a new Amiga.
> >
> > Macs are expensive?
>
> Depends if you have Bill Gates budget or not.
>
> Mark
>
>

5683. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-03 05:49:32 UTC
From: Amiga User 2001 <amiga_2001@yahoo.com>
Message-ID: <8ttjlc$is9$1@nnrp1.deja.com>
Source record: 1448
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <razor-8521F2.06521902112000@bigmomma.idirect.com>, "Mark
Bedingfield" <mark@baypc.com.au> (by way of Razor Rikel
<razor@nunyabidness.net>) wrote:

> "Razor Rikel" <razor@nunyabidness.net> wrote in message
> news:razor-604686.08265731102000@bigmomma.idirect.com...
> > In article
> > <sinclap-3110000226570001@1cust199.tnt1.minneapolis.mn.da.uu.net>,
> > sinclap@nospam.net wrote:
> >
> > > In article <razor-F231F3.07560528102000@bigmomma.idirect.com>, Razor
> > > Rikel
> > > <razor@nunyabidness.net> wrote:
>
> What fool would go from one platform with very little support to the
> Amiga which is just as bad? If Atari user's [sic] drop ship the [sic] are not very
> likely to get on the sinking Amiga one. As much as the PC sux and the
> Mac is expensive, the Amiga is also old technology reserved for the
> like's [sic] of us retro users (again I hate that word). I would rather keep
> my PC than Sell my Falcon and by [sic] a new Amiga.

The new "Amigas" will not be based on the old Amiga technology.
In fact, it looks like they may not even run Amiga software, as was
originally thought.

Sent via Deja.com http://www.deja.com/
Before you buy.

5684. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-03 16:47:57 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0311001048180001@1cust44.tnt3.minneapolis.mn.da.uu.net>
Source record: 1449

In article <razor-6BF8CE.19462002112000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> In article
> <sincrap-0211001806400001@1cust17.tnt9.minneapolis.mn.da.uu.net>,
> sincrap@nospam.net wrote:
>
> > In article <razor-CD97AD.07320401112000@bigmomma.idirect.com>, "****
> > ****"
> > <***@***.com> (by way of Razor Rikel <razor@nunyabidness.net>) wrote:
> >
> > > so sincrap think dat new amiga cause atari user ta jump ship? think
> > > differnt....
> >
> > Currently there are Amigas you can purchase in the states. Does the Amiga
> > 1200 and Amiga 4000 ring a bell?
>
> yeah. but Goodwill don't count.
>
> does da fact dat dese are far from cuttin' edge technolgie (dey're
> YEARS old), an' have NO SUPPORT from dere long-dead maker, an' ya can't
> find parts fer dem when dey go under. truly, sincrap has finally gone
> over da slimy pink wall when he has ta point ta "yesta-decade
> technology" ta try ta make a point. especially when he call crapple
> project from same period an' use same processor chip "junk".

PuLeaZE....Your calling the Milan cutting edge technology? The current
Amiga's are indeed yesteryear technology but available over the border in
Wisconsin. Were can I look at the Hades in the states?

> > Amiga is leaving it upto their partners to focus on the hardware while
> > they focus on the system software...Not difficult to comprehend..
>
> also not difficult ta comprehend - project is vapor.

According to you...But maybe out way before the Milan II.B project is
completed..

> > Tsshhh..Afraid of your own sexuality? Feel threatened? So Amigans are
> > called faggots now?
>
> look who talk - da same sincrap who claim dan homo when dan beat crap
> outta him wit' words. da same sincrap who prove himself he-man woman
> hater when he say bad word 'bout feminist an' brag about women he claim
> he nail (when he really think of while he play pocket pool). sincrap the
> one feel threatened, he latent. But den, sincrap won't take ex-lax cause

> he afraid his head cave in....

Dan had the issue of his sexuality not sinclap!

> > Well they may have the last laugh at you and to the bank...I see sour
> > grapes here...
>
> nah, we all have last laugh at loser sincrap - no one afraid or take
> serious guy who waste entire life attackin' atari users, an' caught
> tellin' huge fibs 'bout crapple, 'bout his job,.

You are...

sinclap!
somewere in mn

5685. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-04 00:00:00 UTC
From: tas@mindspring.noUCE.com
Message-ID: <tas-0411000447200001@10.0.0.42>
Source record: 1352
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <slrn906qro.opn.jedi@pyromania.mishnet>, jedi@pyromania.mishnet
() wrote:

>On Thu, 2 Nov 2000 18:48:35 -0700, Jared Falvo <luposian@mailcity.com> wrote:
>>You wanna talk expensive, you just TRY finding a modern Mac that costs
>>$5,000. Well, when the 8500/120 and 9500/120 were around, they COST that
>
> 1Ghz Macs will set you back similarly these days actually.

They don't exist. 2 500 MHz CPUs do not equal 1 1000 MHz CPU, even if
applications are designed to use both of them. Some applications can do
just as well on two 500 MHz CPUs as they would on a single 1000 MHz CPU,
others will suffer from multiprocessing inefficiences (performance lost
either to thread synchronization or memory bus contention).

You are also wrong about the cost. The price of the standard dual-500 G4
configuration (256MB RAM, 40GB HD, DVD-RAM) is $3500. If you use the
Apple Store build-to-order options to strip the machine down to the
minimum configuration (64MB RAM, 20GB HD, DVD), it's $2500. (This is
worth doing since $300 to $400 will pay for a very nice 7200 RPM IBM 40 GB
HD and 256MB of 222 PC100 RAM, and most people don't need the DVD-RAM.)
Nowhere close to $5000 in either case.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I
say it's OK to send. Everybody else, remove "noUCE." from my address.

5686. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-04 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-E8D492.12203504112000@bigmomma.idirect.com>
Source record: 1353
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article
<sinclap-0211001820580001@1cust17.tnt9.minneapolis.mn.da.uu.net>,
sinclap@nospam.net wrote:

> In article <razor-604686.08265731102000@bigmomma.idirect.com>,
> abuse@earthlink.net wrote:
>
> > > Looks like the new Amiga will be the new alternative that could
> > > derail
> > > Milan's chances. I am sure that the new Amiga company will ship 100x
> > > times more than milan...
> >
> > sincrap not lookin' at whole picture at usual - amiga have history
> > of
> > vapor project since CBM go down. atari clone makers have released
> > many
> > machine since den. Milan I still bein' produced, hades still bein'
> > produced. sincrap predict many time dat milan an' hades get crushed by
> > amiga, no amiga appear, milan an' hades do well fer small companiy.
>
> Uh...Beavis..The A1200 and A4000 is still available today...With in arms
> reach of me...

if razor beavis, den dat make ya butt-head. an' usin' old dusty
amigas as yer proof show ya even more butt-head. at least milan is
brand-spankin' new, an' have future, unlike vapor amiga.

>
>
> > > ? I never claimed that Adobe had midi apps. That started when a
> > > replier
> > > had lousy editing skills. MacWorld SF 2000 had plenty of midi
> > > exhibitors...
> >
> > uh-uh, sincrap - ya claimed dat adobe had midi apps. sincrap try
> > changin' history. razor find it funny dat sincrap, known fer his poor
> > grammer an' spellin' would try ta crticize udder guys fer "lousy
> > editin'".
>
> I made no such claim...

yes ya did, an' many atrai.advocate user saw dat an' comment. sincrap
try ta remove foot from mouth, but it stuck ta his awesome buck-teeth...

>
> >
> > >
> > > The same time when Milan gets a faster 040 box out...So when will the
> > > Milan be available locally in the States?
> >
> > answer question, sincrap - no excuse, we no play dodgeball. when
> > will
> > vapor cheap cube an faster g4 be released?
>
> Only Jobs knows for sure. Lets see, Apple has 5 product families on the
> market today...Whats Milan's excuse? Why is it soooooooo difficult to
> relase a mediocore 060 box?

why is it soooo difficult ta sell Cube? could it be too much money,
too little expand?

>
> > current milan have '060 option available. ya can buy milan wit' 060,
> > it no vapor. dis is global economy, ya can buy via mail order.
>
> You mean...an over prices extra option? Do you know that a Pentium
> crushing iMac 350 cost $799?

ah, tryin' ta make us laugh again, sincrap? dis ain't 1998 anymore,
an' now it pentium an' amd doin' crushin'. puny g4 can' even get past
500 MHz, an' even macaddict admit amd crush g4 at everything 'cept one
function in photoshop. 'sides, we all kno jobs cook da test by usin
bytemark set ta 486 - when bytemark adjust, imac get creamed by even
puny seleron.

>
>
> > >
> > > > razor no call germany a rock. rock in sincrap's head.
> > > >
> > > > Speaking of Germany, Apple Germany had a fantastic Q4...
> > >
> > > ya, only 2.7% of german market. razor look at figure, not wort'
> > > sneezin' at. razor remember germany make deep cuts in workforce months
> > > ago - typical crapple trick ta bring up profit.
> >
> > Milans marketshare is .oooo1%

where is proof sincrap? dis from say guy who claim 90% of atari app
die on milan even before milan release.

razor say sincrap head 100% bone.

>
> > > Are we talking about the states here? If so, Macs are available at
> > > 800+
> > > Sears, 500 Circuit Cities, 200+ CUSA's, countless regionals and Apple

> > > Specialist shops...Whats Milan's excuse?
> >
> > hahahahaha! razor read much 'bout lousy service an' display at
> > sears,
> > mac user angry at idiot salesman. when razor go ta compusa on recent us
> > trip, he not impressed wit' crapple section, it put in dark area. no
> > employee on staff. very little softwrae. ya can see dust on imac. an'
> > still, dere still many story I read 'bout mac users havin' ta make two
> > hour trip ta buy imac. an' we all no what happen when sincrap brag when
> > best buy become crapple dealer again, only ta have bb leave again.
> > seems
> > dey were right about worry dat imac wouldn' sell.
>
> So what CUSA location was this? At least we don't need to a plane ticket
> to purchase a Milan. Factor upto $2000 for the cost of a Milan...

try aroun' $500 fer motherboard. atari user smart enuf ta shop 'round
fer extra off-shelf component, bring it way down below $1000. don't need
plane ticket ta buy milan, just phone an' credit card. sincrap pull
numbers out his bum again, dat why dey smell.

>
> > so, why crapple no get deal wit' company dat matter - like staples
> > or
> > business depot? like office depot?
>
> Do they matter?

yeah, dey matter, sincrap. dey move lots an' lots of stuff, dey have
strong presence. both laugh at imac plastic ass.

>
> > > > not if dey cant move dem. dat why crapple in deep yogurt now.
> > > > sincrap
> > > > deny, jobs reveal, sincrap eat own spoor.
> > >
> > > What makes you think that they are not moving? I suggest you do your
> > > homework...
> >
> > seein' dat crapple has ta deal wit' rebate ta sell cube an'
> > powerbook. admission of defeat by jobs. jobs admit sales down. sincrap
> > have blinders on an' fingers in ear an' head up ass....
>
> Jobs admits that Apple has a hit speed bump in education and with the
> Cube. He never mentioned retail....Also there was a Znet article stating
> that Apple's pro line(G4 Tower and G4 Cube) was up 10% over last quarter

hahahaha! read again, sincrap, dey admit dat dey have lots of stuff
stuck in channel.
>
> > > > > I am sure the other catalogers will announce soon.
> > > >

> > > > ya, razor look at small dog site. dey have so much problem wit'
> > > > overstock.
> > >
> > > Whats the overstock? How do you know?
> >
> > me see web site. dey still sellin' g3 towers, still have fruity
> > imacs....
>
> Refurbs or used?

bran' spankin' new.

> > as razor reveal, ya can' be laughin yer ass off when it so tightly
> > stuck ta head.
>
> Have you been on fool.com?

have ya been ta meryl lynch? dey be aroun' long time. fool jus'
buncha idiot, dat why dey recommend crapple.

>
> > .You are a Fool and don't know it.
> >
> > me know how smart I am - me no fool. sincrap play da fool, him big
> > laughin' stock. even crapple user who run inta sincrap call him cretin.

>
> Who has run into me? One smacked into my car the other day...

many guy who saw post on mac.advocacy - dan tell me he cross-post yer
article ta dem. many say ya idiot, ya liar, an' if ya did work fer
crapple company ya'd be tosse don ear.

> > my employment no issue here - sincrap, who idiot who no nothin',
> > claim ta be big shot crapple salesman, dat issue. sincrap to
> > chickenshit
> > ta reveal.
>
> To bad!

sincrap chickenshit. big fat liar chickenshit.

5687. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-04 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn908nig.rdd.jedi@pyromania.mishnet>
Source record: 1354
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On Sat, 04 Nov 2000 04:47:05 -0800, Timothy A. Seufert <tas@mindspring.noUCE.com> wrote:
>In article <slrn906qro.opn.jedi@pyromania.mishnet>, jedi@pyromania.mishnet
>() wrote:
>
>>On Thu, 2 Nov 2000 18:48:35 -0700, Jared Falvo <luposian@mailcity.com> wrote:
>>>You wanna talk expensive, you just TRY finding a modern Mac that costs
>>>$5,000. Well, when the 8500/120 and 9500/120 were around, they COST that
>>
>> 1Ghz Macs will set you back similarly these days actually.
>
>They don't exist. 2 500 MHz CPUs do not equal 1 1000 MHz CPU, even if

If your applications are parallel enough, there's no good
reason that one can't be a very good approximation of the
other actually.

>applications are designed to use both of them. Some applications can do
>just as well on two 500 MHz CPUs as they would on a single 1000 MHz CPU,
>others will suffer from multiprocessing inefficiences (performance lost
>either to thread synchronization or memory bus contention).

That's what Suns are for.

>
>You are also wrong about the cost. The price of the standard dual-500 G4
>configuration (256MB RAM, 40GB HD, DVD-RAM) is $3500. If you use the
>Apple Store build-to-order options to strip the machine down to the
>minimum configuration (64MB RAM, 20GB HD, DVD), it's $2500. (This is

Strip a machine that you'll need to run MacOS X down to a
mere 64M? Do you even actually follow Apple's technology
in even the most superficial manner?

>worth doing since $300 to $400 will pay for a very nice 7200 RPM IBM 40 GB
>HD and 256MB of 222 PC100 RAM, and most people don't need the DVD-RAM.)
>Nowhere close to $5000 in either case.

...at which point you're pretty much acting as your own VAR
PC style again. That somewhat undermines the whole point of
even bothering with a macintosh.

Besides, even in that configuration Apple comes out 2.5-3.5
times more expensive. This is the same condition that Apple
suffered from before.

Except now Intel based systems are actually on par or better
than the ~4x more expensive Apple systems.

These days, an Apple is pretty much an expensive PC with a PPC in it.

--

Let us treat men and women well;
Treat them as if they were real;
Perhaps they are.
-- Ralph Waldo Emerson

5688. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-04 00:00:00 UTC
From: tas@mindspring.noUCE.com
Message-ID: <tas-0411001625230001@10.0.0.42>
Source record: 1355
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <slrn908nig.rdd.jedi@pyromania.mishnet>, jedi@pyromania.mishnet
() wrote:

>On Sat, 04 Nov 2000 04:47:05 -0800, Timothy A. Seufert
<tas@mindspring.noUCE.com> wrote:
>>In article <slrn906qro.opn.jedi@pyromania.mishnet>, jedi@pyromania.mishnet
>>() wrote:
>>
>>>On Thu, 2 Nov 2000 18:48:35 -0700, Jared Falvo <luposian@mailcity.com> wrote:
>>>>You wanna talk expensive, you just TRY finding a modern Mac that costs
>>>>$5,000. Well, when the 8500/120 and 9500/120 were around, they COST that
>>>
>>> 1Ghz Macs will set you back similarly these days actually.
>>
>>They don't exist. 2 500 MHz CPUs do not equal 1 1000 MHz CPU, even if
>
> If your applications are parallel enough, there's no good
> reason that one can't be a very good approximation of the
> other actually.

That was precisely the point I made. Not all applications are parallel
enough. You can't equate 1GHZ with 2x500MHz because the two aren't equal
-- there are and always will be fundamental and important differences.
How important depends on what your favorite applications are...

>>applications are designed to use both of them. Some applications can do
>>just as well on two 500 MHz CPUs as they would on a single 1000 MHz CPU,
>>others will suffer from multiprocessing inefficiences (performance lost
>>either to thread synchronization or memory bus contention).
>
> That's what Suns are for.

Sun gets lots of mileage out of multiple processors mainly because they
sell a lot of servers, where the workload is quite parallelizable.

>>You are also wrong about the cost. The price of the standard dual-500 G4
>>configuration (256MB RAM, 40GB HD, DVD-RAM) is $3500. If you use the
>>Apple Store build-to-order options to strip the machine down to the
>>minimum configuration (64MB RAM, 20GB HD, DVD), it's $2500. (This is
>
> Strip a machine that you'll need to run MacOS X down to a
> mere 64M? Do you even actually follow Apple's technology
> in even the most superficial manner?

You're deliberately trying to change the topic, in a most superficial
manner. The point was that Apple's machines don't cost $5K any more.

>>worth doing since $300 to $400 will pay for a very nice 7200 RPM IBM 40 GB
>>HD and 256MB of 222 PC100 RAM, and most people don't need the DVD-RAM.)
>>Nowhere close to $5000 in either case.
>
> ...at which point you're pretty much acting as your own VAR
> PC style again. That somewhat undermines the whole point of
> even bothering with a macintosh.
>
> Besides, even in that configuration Apple comes out 2.5-3.5
> times more expensive. This is the same condition that Apple
> suffered from before.
>
> Except now Intel based systems are actually on par or better
> than the ~4x more expensive Apple systems.

Don't try to troll me into an advocacy fight. I don't care what you want
to think about the value per dollar of Apple systems. You were simply
wrong about the absolute dollar amount, by quite a bit.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I
say it's OK to send. Everybody else, remove "noUCE." from my address.

5689. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-04 01:51:13 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn906qro.opn.jedi@pyromania.mishnet>
Source record: 1450
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On Thu, 2 Nov 2000 18:48:35 -0700, Jared Falvo <luposian@mailcity.com> wrote:
>You wanna talk expensive, you just TRY finding a modern Mac that costs
>$5,000. Well, when the 8500/120 and 9500/120 were around, they COST that

1Ghz Macs will set you back similarly these days actually.

Plus, you won't even have the software to take advantage of the
extra CPU needed to get a Mac up to 1Ghz.

>much. And I bought them! If you think $1,500 is expensive for a Mac,
>compare the price to what PowMacs used to cost a few years ago and you'll
>see that Macs are downright CHEAP nowadays.

Those Macs certainly are 'cheap'. OTOH, similarly well put
together PC's are still less expensive.

[deletia]

--

Necessity has no law.
-- St. Augustine

5690. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-04 04:55:01 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-D937D9.23545603112000@bigmomma.idirect.com>
Source record: 1351

In article
<sinclap-03110010481800001@1cust44.tnt3.minneapolis.mn.da.uu.net>,
sinclap@nospam.net wrote:

> > yeah. but Goodwill don't count.
> >
> > does da fact dat dese are far from cuttin' edge technolgie (dey're
> > YEARS old), an' have NO SUPPORT from dere long-dead maker, an' ya can't
> > find parts fer dem when dey go under. truly, sincrap has finally gone
> > over da slimy pink wall when he has ta point ta "yesta-decade
> > technology" ta try ta make a point. especially when he call crapple
> > project from same period an' use same processor chip "junk".
>
> PuLeaZE....Your calling the Milan cutting edge technology?

dat not point - point bein' sincrap make big noise 'bout amiga when
he have no leg ta stand on. Current amiga he brag 'bout vapor, an' when
challenged ta show where ta find amiga fer sale, he mention computers
dat are gatherin' dust an' by his own admission use processor he call
junk. sincrap try ta wiggle out of hole he create, he just sink further
in it like hippo caught in molasses. if sincrap call milan junk, he have
ta admit same amiga he claim fer sale junk as well. if sincrap call
milan ii vapor, he have ta call new amiga vapor as well - just like
cheap crapple cube an' faster den 500mHz G4 dat jobs promise.

The current
> Amiga's are indeed yesteryear technology but available over the border in
> Wisconsin. Were can I look at the Hades in the states?

where can razor see cheap crapple cube an' faster den 500mHz G4 dat
jobs promise?

>
> > > Amiga is leaving it upto their partners to focus on the hardware
> > > while
> > > they focus on the system software...Not difficult to comprehend..
> >
> > also not difficult ta comprehend - project is vapor.
>
> According to you...But maybe out way before the Milan II.B project is
> completed..

nah, amiga is vapor. milan work on new project, still have milan i ta
sell.
>
> > > Tsshhh..Afraid of your own sexuality? Feel threatened? So Amigans

> > > are
> > > called faggots now?
> >
> > look who talk - da same sincrap who claim dan homo when dan beat
> > crap
> > outta him wit' words. da same sincrap who prove himself he-man woman
> > hater when he say bad word 'bout feminist an' brag about women he claim
> > he nail (when he really think of while he play pocket pool). sincrap
> > the
> > one feel threatened, he latent. But den, sincrap won't take ex-lax
> > cause
> > he afraid his head cave in....
>
> Dan had the issue of his sexuality not sinclap!

sincrap try ta make issue out of dan's choice becuase he run outta
argument after dan beat crap outta him in debate - sincrap even threaten
dan ta shut up by claimin' he put tagether web site claimin' he some
sorta wacko cause he don' belive in treatin' women like doormat. dat how
sincrap work, he try ta play dodgeball when he lose debate by changin'
subject - just like dubya, who sincrap sound more an' more like evryday.
sincrap caught lyin' just like dubya lie 'bout drunk drivin' charge.
sincrap afraid of his own sex, dat he may like men, dat why sincrap brag
he big stud an' he make fun o' dan's choice, call him homo.
>

> > nah, we all have last laugh at loser sincrap - no one afraid or take
> > serious guy who waste entire life attackin' atari users, an' caught
> > tellin' huge fibs 'bout crapple, 'bout his job,.
>
> You are...

i no you are a mentaly deranged loser latent, liar troll, sincrap,
but what am i?

>
> sincrap!
> somewere in mn

wankin' his weiner ta picture of dubya....

5691. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-05 00:00:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn90blhj.vu7.jedi@pyromania.mishnet>
Source record: 1356
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On Sat, 04 Nov 2000 16:24:40 -0800, Timothy A. Seufert <tas@mindspring.noUCE.com> wrote:
>In article <slrn908nig.rdd.jedi@pyromania.mishnet>, jedi@pyromania.mishnet
>() wrote:
>
>>On Sat, 04 Nov 2000 04:47:05 -0800, Timothy A. Seufert
><tas@mindspring.noUCE.com> wrote:
>>>In article <slrn906qro.opn.jedi@pyromania.mishnet>, jedi@pyromania.mishnet
>>>() wrote:
>>>
>>>>On Thu, 2 Nov 2000 18:48:35 -0700, Jared Falvo <luposian@mailcity.com> wrote:
>>>>>You wanna talk expensive, you just TRY finding a modern Mac that costs
>>>>>$5,000. Well, when the 8500/120 and 9500/120 were around, they COST that
>>>>
>>>> 1Ghz Macs will set you back similarly these days actually.
>>>
>>>They don't exist. 2 500 MHz CPUs do not equal 1 1000 MHz CPU, even if
>>
>> If your applications are parallel enough, there's no good
>> reason that one can't be a very good approximation of the
>> other actually.
>
>That was precisely the point I made. Not all applications are parallel
>enough. You can't equate 1GHZ with 2x500MHz because the two aren't equal

However, that's the only way you can manage to get a Mac
system with specmarks comparable to cheaper Athlon or
P3 based systems.

>-- there are and always will be fundamental and important differences.
>How important depends on what your favorite applications are...

...or perhaps how long your OS du jour has supported some
form of intra application concurrency. Apple is at a
distinct disadvantage here.

>
>>>applications are designed to use both of them. Some applications can do
>>>just as well on two 500 MHz CPUs as they would on a single 1000 MHz CPU,
>>>others will suffer from multiprocessing inefficiences (performance lost
>>>either to thread synchronization or memory bus contention).
>>
>> That's what Suns are for.
>
>Sun gets lots of mileage out of multiple processors mainly because they

>sell a lot of servers, where the workload is quite parallelizable.

Anything can be parallelizable if you program it right.

This is rather the whole point behind BeOS.

If the bottleneck in your system is the end user, you
might as well just use an Atari ST and save your pennies.

>
>>>You are also wrong about the cost. The price of the standard dual-500 G4
>>>configuration (256MB RAM, 40GB HD, DVD-RAM) is $3500. If you use the
>>>Apple Store build-to-order options to strip the machine down to the
>>>minimum configuration (64MB RAM, 20GB HD, DVD), it's $2500. (This is
>>
>> Strip a machine that you'll need to run MacOS X down to a
>> mere 64M? Do you even actually follow Apple's technology
>> in even the most superficial manner?
>
>You're deliberately trying to change the topic, in a most superficial
>manner. The point was that Apple's machines don't cost $5K any more.

No, you are trying to gloss over the fact that there is indeed
a macintosh at the Apple online store that has a price tag of
$7500.

>
>>>worth doing since $300 to $400 will pay for a very nice 7200 RPM IBM 40 GB
>>>HD and 256MB of 222 PC100 RAM, and most people don't need the DVD-RAM.)
>>>Nowhere close to $5000 in either case.
>>
>> ...at which point you're pretty much acting as your own VAR
>> PC style again. That somewhat undermines the whole point of
>> even bothering with a macintosh.
>>
>> Besides, even in that configuration Apple comes out 2.5-3.5
>> times more expensive. This is the same condition that Apple
>> suffered from before.
>>
>> Except now Intel based systems are actually on par or better
>> than the ~4x more expensive Apple systems.
>
>Don't try to troll me into an advocacy fight. I don't care what you want
>to think about the value per dollar of Apple systems. You were simply
>wrong about the absolute dollar amount, by quite a bit.

No I wasn't. The prices I quoted were directly from apple.com.

However, there is a considerable ease of use issue involved with
macs. If you decide to castrate the system and then install your
own aftermarket parts, you are NEGATING the primary selling point
of a Macintosh.

It would be less absurd if you could actually get CompUSA to do
all the dirty work for you in this sort of situation (like you
could do for a WinTel PC). However, you cannot.

Then there's the whole issue of $5000 being a poor benchmark in
an 20000 AD where brand name PC's have also come down price. Apple
may have finally managed to move no but the rest of the world
wasn't stood still either.

--

The end of the human race will be that it will eventually die of civilization.
-- Ralph Waldo Emerson

5692. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-06 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8u6pfpasi17@news.planetinternet.be>
Source record: 1360
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
<sinclap@nospam.net> schreef in bericht
news:sinclap-0211001824340001@1cust17.tnt9.minneapolis.mn.da.uu.net...
> In article <razor-8521F2.06521902112000@bigmomma.idirect.com>, "Mark
> Bedingfield" <mark@baypc.com.au> (by way of Razor Rikel
> <razor@nunyabidness.net>) wrote:
>
> > "Razor Rikel" <razor@nunyabidness.net> wrote in message
> > news:razor-604686.08265731102000@bigmomma.idirect.com...
> > > In article
> > > <sinclap-3110000226570001@1cust199.tnt1.minneapolis.mn.da.uu.net>,
> > > sinclap@nospam.net wrote:
> > >
> > > > In article <razor-F231F3.07560528102000@bigmomma.idirect.com>, Razor
> > > > Rikel
> > > > <razor@nunyabidness.net> wrote:
> >
> > What fool would go from one platform with very little support to the
> > Amiga which is just as bad? If Atari user's drop ship the are not very
> > likely to get on the sinking Amiga one. As much as the PC sux and the
> > Mac is expensive, the Amiga is also old technology reserved for the
> > like's of us retro users (again I hate that word). I would rather keep
> > my PC than Sell my Falcon and by a new Amiga.
>
> Macs are expensive?

Well, they aren't exactly cheap, exept iMacs

Amon_Re
```

5693. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-06 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8u6pfoasi16@news.planetinternet.be>
Source record: 1361
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Razor Rikel" <razor@nunyabidness.net> schreef in bericht
news:razor-E8D492.12203504112000@bigmomma.idirect.com...
> In article
> <sinclap-0211001820580001@1cust17.tnt9.minneapolis.mn.da.uu.net>,
> sinclap@nospam.net wrote:
>
> > In article <razor-604686.08265731102000@bigmomma.idirect.com>,
> > abuse@earthlink.net wrote:
> >
> > > > Looks like the new Amiga will be the new alternative that could
> > > > derail
> > > > Milan's chances. I am sure that the new Amiga company will ship
100x
> > > > times more than milan...
> > >
> > > sincrap not lookin' at whole picture at usual - amiga have history
> > > of
> > > vapor project since CBM go down. atari clone makers have released
> > > many
> > > machine since den. Milan I still bein' produced, hades still bein'
> > > produced. sincrap predict many time dat milan an' hades get crushed by
> > > amiga, no amiga appear, milan an' hades do well fer small companiy.
> >
> > Uh...Beavis..The A1200 and A4000 is still available today...With in arms
> > reach of me...
>
> if razor beavis, den dat make ya butt-head. an' usin' old dusty
> amigas as yer proof show ya even more butt-head. at least milan is
> brand-spankin' new, an' have future, unlike vapor amiga.

Hey Razor, how fast is you're 060 Milan compared to my 603PPC amiga?

> > > > ? I never claimed that Adobe had midi apps. That started when a
> > > > replier
> > > > had lousy editing skills. MacWorld SF 2000 had plenty of midi
> > > > exhibitors...
> > >
> > > uh-uh, sincrap - ya claimed dat adobe had midi apps. sincrap try
> > > changin' history. razor find it funny dat sincrap, known fer his poor
> > > grammer an' spellin' would try ta crticize udder guys fer "lousy
> > > editin'".
> >
> > I made no such claim...
>

> yes ya did, an' many atrai.advocate user saw dat an' comment. sincrap
> try ta remove foot from mouth, but it stuck ta his awesome buck-teeth...

I hope you're the only fool in that group, because if not, i pity the Atari
users

> > > > The same time when Milan gets a faster 040 box out...So when will
the
> > > > Milan be available locally in the States?
> > >
> > > answer question, sincrap - no excuse, we no play dodgeball. when
> > > will
> > > vapor cheap cube an faster g4 be released?
> >
> > Only Jobs knows for sure. Lets see, Apple has 5 product families on the
> > market today...Whats Milan's excuse? Why is it soooooooo difficult to
> > relase a mediocore 060 box?
>
> why is it soooo difficult ta sell Cube? could it be too much money,
> too little expand?

It's more expandable then a Milan, that's for sure, Firewire anyone?

> > > current milan have '060 option available. ya can buy milan wit'
060,
> > > it no vapor. dis is global economy, ya can buy via mail order.
> >
> > You mean...an over prices extra option? Do you know that a Pentium
> > crushing iMac 350 cost $799?
>
> ah, tryin' ta make us laugh again, sincrap? dis ain't 1998 anymore,
> an' now it pentium an' amd doin' crushin'. puny g4 can' even get past
> 500 MHz, an' even macaddict admit amd crush g4 at everything 'cept one
> function in photoshop. 'sides, we all kno jobs cook da test by usin
> bytemark set ta 486 - when bytemark adjust, imac get creamed by even
> puny seleron.

You're milan is a joke compared to an iMac tho

> > > > > razor no call germany a rock. rock in sincrap's head.
> > > >
> > > > Speaking of Germany, Apple Germany had a fantastic Q4...
> > >
> > > ya, only 2.7% of german market. razor look at figure, not wort'
> > > sneezin' at. razor remember germany make deep cuts in workforce months
> > > ago - typical crapple trick ta bring up profit.
> >
> > Milans marketshare is .oooo1%
>
> where is proof sincrap? dis from say guy who claim 90% of atari app
> die on milan even before milan release.
>

> razor say sincrap head 100% bone.

Is you're english really this bad Razor? I've seen six year olds write
better then you

> > > > Are we talking about the states here? If so, Macs are available at
> > > > 800+
> > > > Sears, 500 Circuit Cities, 200+ CUSA's, countless regionals and
Apple
> > > > Specialist shops...Whats Milan's excuse?
> > >
> > > hahahahaha! razor read much 'bout lousy service an' display at
> > > sears,
> > > mac user angry at idiot salesman. when razor go ta compusa on recent
us
> > > trip, he not impressed wit' crapple section, it put in dark area. no
> > > employee on staff. very little softwrae. ya can see dust on imac. an'
> > > still, dere still many story I read 'bout mac users havin' ta make two
> > > hour trip ta buy imac. an' we all no what happen when sincrap brag
when
> > > best buy become crapple dealer again, only ta have bb leave again.
> > > seems
> > > dey were right about worry dat imac wouldn' sell.
> >
> > So what CUSA location was this? At least we don't need to a plane
ticket
> > to purchase a Milan. Factor upto $2000 for the cost of a Milan...
>
> try aroun' $500 fer motherboard. atari user smart enuf ta shop 'round
> fer extra off-shelf component, bring it way down below $1000. don't need
> plane ticket ta buy milan, just phone an' credit card. sincrap pull
> numbers out his bum again, dat why dey smell.

I wonder where you learned to spell, i mean, really, dey? Try "They" next
time

> > > so, why crapple no get deal wit' company dat matter - like staples
> > > or
> > > business depot? like office depot?
> >
> > Do they matter?
>
> yeah, dey matter, sincrap. dey move lots an' lots of stuff, dey have
> strong presence. both laugh at imac plastic ass.

Yet, iMacs are faster then milan

> > > > > not if dey cant move dem. dat why crapple in deep yogurt now.
> > > > > sincrap
> > > > > deny, jobs reveal, sincrap eat own spoor.
> > > >
> > > > What makes you think that they are not moving? I suggest you do

your
> > > > homework...
> > >
> > > seein' dat crapple has ta deal wit' rebate ta sell cube an'
> > > powerbook. admission of defeat by jobs. jobs admit sales down. sincrap
> > > have blinders on an' fingers in ear an' head up ass....
> >
> > Jobs admits that Apple has a hit speed bump in education and with the
> > Cube. He never mentioned retail....Also there was a Znet article
stating
> > that Apple's pro line(G4 Tower and G4 Cube) was up 10% over last quarter
>
> hahahaha! read again, sincrap, dey admit dat dey have lots of stuff
> stuck in channel.

How many milans have been sold worldwide sofar?

> > > > > > I am sure the other catalogers will announce soon.
> > > > > >
> > > > > > ya, razor look at small dog site. dey have so much problem wit'
> > > > > > overstock.
> > > > >
> > > > > Whats the overstock? How do you know?
> > > >
> > > > me see web site. dey still sellin' g3 towers, still have fruity
> > > > imacs....
> > >
> > > Refurbs or used?
> >
> > bran' spankin' new.

Then buy one razor, you would be able to emulate an atari that runs faster
then a milan

> > > as razor reveal, ya can' be laughin yer ass off when it so tightly
> > > stuck ta head.
> > >
> > > Have you been on fool.com?
> >
> > have ya been ta meryl lynch? dey be aroun' long time. fool jus'
> > buncha idiot, dat why dey recommend crapple.

Erm.. right, whatever, get of the drugs razor

> > > .You are a Fool and don't know it.
> > >
> > > me know how smart I am - me no fool. sincrap play da fool, him big
> > > laughin' stock. even crapple user who run inta sincrap call him
cretin.
>
>
> >

> > Who has run into me? One smacked into my car the other day...
>
> many guy who saw post on mac.advocacy - dan tell me he cross-post yer
> article ta dem. many say ya idiot, ya liar, an' if ya did work fer
> crapple company ya'd be tosse don ear.

And can you repeat that in decent English?

> > > my employment no issue here - sincrap, who idiot who no nothin',
> > > claim ta be big shot crapple salesman, dat issue. sincrap to
> > > chickenshit
> > > ta reveal.
> >
> > To bad!
>
> sincrap chickenshit. big fat liar chickenshit.

Razor speak English, razor smart! NOT

Amon_Re

5694. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-06 00:00:00 UTC
From: Raider <amiga@sucks.cock>
Message-ID: <HZKN5.296$Vf7.2117@newsfeed.slurp.net>
Source record: 1362
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> > where is proof sincrap? dis from say guy who claim 90% of atari app
> > die on milan even before milan release.
> >
> > razor say sincrap head 100% bone.
>
> Is you're english really this bad Razor? I've seen six year olds write
> better then you

"you're english" is "you are english". It should be "your english". And it's
"than you" not "then you". You learn to spell you little c*nt!

5695. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-06 04:48:37 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0511002248500001@1cust195.tnt16.minneapolis.mn.da.uu.net>
Source record: 1357

In article <razor-E8D492.12203504112000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

>
> if razor beavis, den dat make ya butt-head. an' usin' old dusty
> amigas as yer proof show ya even more butt-head. at least milan is
> brand-spankin' new, an' have future, unlike vapor amiga.

I don't think so....I would swear that the Amigas sold today are brand
spanking new in the box...Did you know that 060 and PPC cards can be added
to the Amigas?

> > I made no such claim...
>
> yes ya did, an' many atrai.advocate user saw dat an' comment. sincrap
> try ta remove foot from mouth, but it stuck ta his awesome buck-teeth...

I made no such asertion...Thats the best you can come up with?

> > Only Jobs knows for sure. Lets see, Apple has 5 product families on the
> > market today...Whats Milan's excuse? Why is it soooooooo difficult to
> > relase a mediocore 060 box?
>
> why is it soooo difficult ta sell Cube? could it be too much money,
> too little expand?

Get real! There are more Cube owners than Milan ones...Thats the fact Jack...

> > You mean...an over prices extra option? Do you know that a Pentium
> > crushing iMac 350 cost $799?
>
> ah, tryin' ta make us laugh again, sincrap? dis ain't 1998 anymore,
> an' now it pentium an' amd doin' crushin'. puny g4 can' even get past
> 500 MHz, an' even macaddict admit amd crush g4 at everything 'cept one
> function in photoshop. 'sides, we all kno jobs cook da test by usin
> bytemark set ta 486 - when bytemark adjust, imac get creamed by even
> puny seleron.

BYTE did the testing..intel and Adobe did not dispute...

> > Milans marketshare is .oooo1%
>
> where is proof sincrap? dis from say guy who claim 90% of atari app
> die on milan even before milan release.

Were is your proof if it's otherwise?

> razor say sincrap head 100% bone.
>
> >
> > So what CUSA location was this? At least we don't need to a plane ticket
> > to purchase a Milan. Factor upto $2000 for the cost of a Milan...
>
> try aroun' $500 fer motherboard. atari user smart enuf ta shop 'round
> fer extra off-shelf component, bring it way down below $1000. don't need
> plane ticket ta buy milan, just phone an' credit card. sincrap pull
> numbers out his bum again, dat why dey smell.

Still did not answer the question..Eh butthead...A brand spanking new DV
with software bundle is a whopping $999 plus tax...

> >
> > > so, why crapple no get deal wit' company dat matter - like staples
> > > or
> > > business depot? like office depot?
> >
> > Do they matter?
>
> yeah, dey matter, sincrap. dey move lots an' lots of stuff, dey have
> strong presence. both laugh at imac plastic ass.

Sounds like retail oversaturation. These chains do not carry much
selection in computer hardware and are usually last to get the
latest...Very good selection on office supplies which they concentrate
on..

> >
> > Jobs admits that Apple has a hit speed bump in education and with the
> > Cube. He never mentioned retail....Also there was a Znet article stating
> > that Apple's pro line(G4 Tower and G4 Cube) was up 10% over last quarter
>
> hahahaha! read again, sincrap, dey admit dat dey have lots of stuff
> stuck in channel.

If so, should be well stock for the day after ThanksGiving, the busiest
day of the holiday season..

> >
> > Refurbs or used?
>
> bran' spankin' new.

The site does not list the number ofnew ones in stock but old used
ones...Also, the iMac 350 is on backorder...Next!

> > Have you been on fool.com?
>
> have ya been ta meryl lynch? dey be aroun' long time. fool jus'
> buncha idiot, dat why dey recommend crapple.

Yea...they miss the internet revolution and are too snobish to cater to
the small investors...CScwab kicked their ass!

> many guy who saw post on mac.advocacy - dan tell me he cross-post yer
> article ta dem. many say ya idiot, ya liar, an' if ya did work fer
> crapple company ya'd be tosse don ear.

I don't work for them...

> > > my employment no issue here - sincrap, who idiot who no nothin',
> > > claim ta be big shot crapple salesman, dat issue. sincrap to
> > > chickenshit
> > > ta reveal.
> >
> > To bad!
>
> sincrap chickenshit. big fat liar chickenshit.

Lose arguments and get personal...What a Dubya tactic....

sinclap!
somewere in mn-a gore state

5696. Re: CrApple Stock lose $10 Billion in 24 hours - sincrap look stupid as usual

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-06 05:01:07 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0511002301250001@1cust195.tnt16.minneapolis.mn.da.uu.net>
Source record: 1358

In article <%sQK5.46423$x81.1049972@news2.rdc1.on.home.com>, "David Stuart" <2dstuart@nospamplease.home.com> wrote:

> In article
> <sinclap-1510001142450001@1cust58.tnt10.minneapolis.mn.da.uu.net>,
> sinclap@nospam.net wrote:
>
> [snip]
>
> > Start a letter writing campaign...
> >
> > sinclap! somewere in mn
>
> <de-lurk>
>
> Oh wow!
>
> I can't believe it..
>
> Almost 6 years since I first came into this newsgroup to read about
> atari products, I stumble across a posting by sinclap.

boo hooo!

> I CAN'T BELIEVE HE'S BEEN SQUATTING IN THE ATARI NEWSGROUP FOR SIX
> YEARS!!

lots of others as well.

> All this, just to berate Atari stuff, or to somehow make himself
> feel superior (?)
>
> I suggest that you re-evaluate your life man, you've seriously
> been wasting it down the tubes if your mission in life is to flame
> people in comp.sys.atari.advocacy .. Think of all the meaningful
> things you could've been doing instead, out there in the real
> world..

Have done soo...This is my after hours gig...some time to waste...

> <re-lurk>

sinclap!
somewere in mn

5697. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-06 06:18:06 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-E11A7F.01180606112000@bigmomma.idirect.com>
Source record: 1359

In article
<sincrap-0511002248500001@1cust195.tnt16.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> > if razor beavis, den dat make ya butt-head. an' usin' old dusty
> > amigas as yer proof show ya even more butt-head. at least milan is
> > brand-spankin' new, an' have future, unlike vapor amiga.
>
> I don't think so....I would swear that the Amigas sold today are brand
> spanking new in the box...Did you know that 060 and PPC cards can be
> added
> to the Amigas?

at over $1000 a pop! much less den milan '060 card. no one wanna buy
old amiga - dusty or not - ta throw more money down toilet.
>
> > > I made no such claim...
> >
> > yes ya did, an' many atrai.advocate user saw dat an' comment.
> > sincrap
> > try ta remove foot from mouth, but it stuck ta his awesome
> > buck-teeth...
>
> I made no such asertion...Thats the best you can come up with?

heheheh - sincrap deny many thing. sincrap deny dat he said jobs
destroy crapple if he come back. den he try ta wiggle out when dan come
back with proof sincrap did. we know when sincrap put foot in mouth, he
deny everyt'ing.

sincrap make ton o' mistake - him claim ati card crap, den is
reminded dat what in new mac. sincrap claim g4 cubes have been out fer
over a year. many people here caught yer mistake 'bout claimin' adobe
had midi app.

>
> > > Only Jobs knows for sure. Lets see, Apple has 5 product families on
> > > the
> > > market today...Whats Milan's excuse? Why is it soooooooo difficult to
> > > relase a mediocore 060 box?
> >
> > why is it soooo difficult ta sell Cube? could it be too much money,
> > too little expand?
>
> Get real! There are more Cube owners than Milan ones...Thats the fact
> Jack...

i am real - an' nobody believe yas, ya big liar. sincrap have no
credibility. no one here care 'bout what ya think, ya little jihad.

>
> > > You mean...an over prices extra option? Do you know that a Pentium
> > > crushing iMac 350 cost $799?
> >
> > ah, tryin' ta make us laugh again, sincrap? dis ain't 1998 anymore,
> > an' now it pentium an' amd doin' crushin'. puny g4 can' even get past
> > 500 MHz, an' even macaddict admit amd crush g4 at everything 'cept one
> > function in photoshop. 'sides, we all kno jobs cook da test by usin
> > bytemark set ta 486 - when bytemark adjust, imac get creamed by even
> > puny seleron.
>
> BYTE did the testing..intel and Adobe did not dispute...

but many magazine did, an' come up wit' different number - even show
how crapple cook figure. even macaddict admit dat G4 not as fast as amd.
>
> > > Milans marketshare is .oooo1%
> >
> > where is proof sincrap? dis from say guy who claim 90% of atari app
> > die on milan even before milan release.
>
> Were is your proof if it's otherwise?

na, da burden of proof is on yas, sincrap - yer da one makin' da
charge, you proves it.

> > >
> > > So what CUSA location was this? At least we don't need to a plane
> > > ticket
> > > to purchase a Milan. Factor upto $2000 for the cost of a Milan...
> >
> > try aroun' $500 fer motherboard. atari user smart enuf ta shop
> > 'round
> > fer extra off-shelf component, bring it way down below $1000. don't
> > need
> > plane ticket ta buy milan, just phone an' credit card. sincrap pull
> > numbers out his bum again, dat why dey smell.
>
> Still did not answer the question..

yeah i did - ya claim milan cost $2000, I refute dat. perfectly
normal.

Eh butthead...

no, me beavis. sincrap always be butt-head...

A brand spanking new DV
> with software bundle is a whopping $999 plus tax...

an' no one buyin' despite sincrap braggin'.

> > > Do they matter?
> >
> > yeah, dey matter, sincrap. dey move lots an' lots of stuff, dey have
> > strong presence. both laugh at imac plastic ass.
>
> Sounds like retail oversaturation. These chains do not carry much
> selection in computer hardware and are usually last to get the
> latest...Very good selection on office supplies which they concentrate
> on..

heheheh - obviously sincrap once again shootin' off mouth witout
checkin' out facts. me go ta business depot, dey have latest in HP,
e-machine, ibm - canon, epson. plenty a' peripheral. even sell visor
(razor next purchase). jus' don' sell imac or imac software...
>
> > >
> > > Jobs admits that Apple has a hit speed bump in education and with the
> > > Cube. He never mentioned retail....Also there was a Znet article
> > > stating
> > > that Apple's pro line(G4 Tower and G4 Cube) was up 10% over last
> > > quarter
> >
> > hahahaha! read again, sincrap, dey admit dat dey have lots of stuff
> > stuck in channel.
>
> If so, should be well stock for the day after ThanksGiving, the busiest
> day of the holiday season..

ah, but no one buy imac or other crapple product now, why dey wait
till after thankgivin' ? are crapple gonna drop price?
>
> > >
> > > Refurbs or used?
> >
> > bran' spankin' new.
>
> The site does not list the number ofnew ones in stock but old used
> ones...Also, the iMac 350 is on backorder...Next!

not old used one - sincrap jus' take cursory look. also sincrap
should try mac-pro.com, dey still have new g3 b&w in stock.
>
> > > Have you been on fool.com?
> >
> > have ya been ta meryl lynch? dey be aroun' long time. fool jus'
> > buncha idiot, dat why dey recommend crapple.
>
> Yea...they miss the internet revolution and are too snobish to cater to
> the small investors...CScwab kicked their ass!

nah, meryl lynch kick sincrap's bum. meryl lynch around long time,
dey no fool.

>
> > many guy who saw post on mac.advocacy - dan tell me he cross-post
> > yer
> > article ta dem. many say ya idiot, ya liar, an' if ya did work fer
> > crapple company ya'd be tosse don ear.
>
> I don't work for them...

dey said fer any crapple-relate company. me talk with real crapple
power rep recently, said ya fulla crap. ya can reveals who employs ya.
also said dat if yer employer new what yer doin' here, he turf yas as he
no want law suit.

> >
> > sincrap chickenshit. big fat liar chickenshit.
>
> Lose arguments and get personal...What a Dubya tactic....

somethin' sincrap no well. dat why he call da salad a faker when he
show sincrap no nothin' bout video markett. dat why he call dan a homo
an' a schizo when dan reveal how little sincrap no. sincrap not only big
fat liar chickenshit, he also hypo crit. him little man who try ta act
like bully in sand box. 'cept 'tari users are one kickin' sand in face.
>
> sincrap!
> somewere in mn-a gore state

an' gore is about ta get gored...an' havin' such a big idiot like
sincrap as a supporter ain;t gonna help....

5698. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-07 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8u8da5jno2@news.planetinternet.be>
Source record: 1363
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Raider" <amiga@sucks.cock> schreef in bericht
news:HZKN5.296$Vf7.2117@newsfeed.slurp.net...
> > > where is proof sincrap? dis from say guy who claim 90% of atari app
> > > die on milan even before milan release.
> > >
> > > razor say sincrap head 100% bone.
> >
> > Is you're english really this bad Razor? I've seen six year olds write
> > better then you
>
> "you're english" is "you are english". It should be "your english". And
it's
> "than you" not "then you". You learn to spell you little c*nt!

At least people can get what i'm on about, unlike that razor moron, with his
"l33t" typing, it might look cute in his world, but it's downright idiotic
in the real world.

English isn't my native language neighter, but at least i *try* to write it
correctly.

BTW, i make the above error quite often, so shoot me

Amon_Re

5699. Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-07 00:00:00 UTC
From: dennis.scp@multiweb.nl
Message-ID: <1ejqxvw.spziv213s4w1dN%dennis.scp@multiweb.nl>
Source record: 1364
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Becca Stephens <ToriFan3@email.com> wrote:

> In other words, a vote for Bush is a vote for Microsoft.

Of course I don't know US politics but what does concern me is that Bush is so pro war. I mean this defensive grid aka star wars 2? It's not going to make things safer for Americans. It's going back fire in a big way.

Oh, nobody believes we (any anti-US country) are a threat anymore, if we just triple our long range missiles some should get through. The threat is back and that's what makes them happy. But cold war 2 is not the way.

Look at North-Korea; officially they're still at war but as communism clearly is failing and millions died of hunger, they are willing to reach out. Why not hang that rice pack in front of their nose and let them linger for more capitalism. That's the way. Not rebuilding defense and offense until something blows.

We've got the beginnings of agreements here, lets build on that.
Not on a cold war 2,
not on Bush.
--
Dennis The Frog
Why did the frog croak?
Because he ate a poisonous fly!

5700. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-07 00:00:00 UTC
From: Erik van Roode <newsposter@cthulhu.demon.nl>
Message-ID: <8ua0so$458$1@internal-news.uu.net>
Source record: 1365
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:

> Every major US conflict this century began under a Democrat US
> president. One major "conflict" ended under a Republican president.
> Guess the conflict and president and you get moved to the front of the
> class.

Big deal. So far there has been only 1 president this century.

Erik

5701. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-07 00:00:00 UTC
From: Matthias Bethke <Matthias.Bethke@gmx.net>
Message-ID: <8ua28ufrj1@rznews2.rrze.uni-erlangen.de>
Source record: 1366
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
> Nice fat strawman. Bush = CW2, CW2 = bad, therefore Bush = bad. Hmmmm...
> Sounds right except that it makes no sense whatsoever.

This NMD crap will come either way, there's not much of a difference
between the two <censored> in this respect. Not that I could think of
much where there was. Nader would make one, but probably not for long
either...
Just to give you something else as a "strawman", and not to be 100% OT
here: yes, Bush means Billyboy, Billyboy sucks, therefore so does
Bush.

SCNR!
Matthias

--
PGP used here!
2048/0x90CF8389 / 8E 1F 10 81 A4 66 29 46 B9 8A B9 E2 09 9F 3B 91

5702. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-07 00:00:00 UTC
From: Paul Smith <psmith.nospamplease@24-7freecall.net>
Message-ID: <8ua2k8$19f3u$1@ID-53355.news.dfncis.de>
Source record: 1367
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Monkeyboy" <amonkeys@uncle.org> wrote in message
news:amonkeys-17DF29.14100907112000@news.earthlink.net...
> In article <1ejqxvw.spziv213s4w1dN%dennis.scp@multiweb.nl>,
> dennis.scp@multiweb.nl (Dennis SCP) wrote:

> > We've got the beginnings of agreements here, lets build on that.
> > Not on a cold war 2,
> > not on Bush.
>
>
> Nice fat strawman. Bush = CW2, CW2 = bad, therefore Bush = bad. Hmmmm...
> Sounds right except that it makes no sense whatsoever.

Of course the real reason Bush == bad is because he's a liar, a drunk and a
cokehead..... Not to mention the fact that he has a level of intelligence
akin to that of a dead stick insect.

--
.oO] Paul Smith [Oo.

5703. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-07 00:00:00 UTC
From: Jack Spratt <jspratt@pie.com>
Message-ID: <KL1O5.7789$zc2.151846@e420r-atl1.usenetserver.com>
Source record: 1368
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Look, I'm trying to keep my mouth shut here, as I really don't like any of the candidates this year. But insofar as being a recovering alcoholic and drug addict (actually this is the first I've heard of coke, is this thread), does anyone remember Marion Barry <sp?>? The crack addict apparently is able to do a decent enough job while straight to get another chance. Also, look at the ENTIRE Kennedy clan....alcoholics, womanizers, and we worship them....

Damn I hate double standards....

"Paul Smith" <psmith.nospamplease@24-7freecall.net> wrote in message news:8ua2k8$19f3u$1@ID-53355.news.dfncis.de...
> "Monkeyboy" <amonkeys@uncle.org> wrote in message
> news:amonkeys-17DF29.14100907112000@news.earthlink.net...
> > In article <1ejqxvw.spziv213s4w1dN%dennis.scp@multiweb.nl>,
> > dennis.scp@multiweb.nl (Dennis SCP) wrote:
>
> > > We've got the beginnings of agreements here, lets build on that.
> > > Not on a cold war 2,
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> > Nice fat strawman. Bush = CW2, CW2 = bad, therefore Bush = bad. Hmmmm...
> > Sounds right except that it makes no sense whatsoever.
>
> Of course the real reason Bush == bad is because he's a liar, a drunk and
a
> cokehead..... Not to mention the fact that he has a level of intelligence
> akin to that of a dead stick insect.
>
> --
> .oO] Paul Smith [Oo.
>
>

5704. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-07 17:43:54 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <uMWN5.50$0w6.4746@nsw.nnrp.telstra.net>
Source record: 1369
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Ochal Christophe wrote in message <8u8da5jno2@news.planetinternet.be>...
>"Raider" <amiga@sucks.cock> schreef in bericht
>news:HZKN5.296$Vf7.2117@newsfeed.slurp.net...
>> > > where is proof sincrap? dis from say guy who claim 90% of atari
app
>> > > die on milan even before milan release.
>> > >
>> > > razor say sincrap head 100% bone.
>> >
>> > Is you're english really this bad Razor? I've seen six year olds write
>> > better then you
>>
>> "you're english" is "you are english". It should be "your english". And
>it's
>> "than you" not "then you". You learn to spell you little c*nt!
>
>At least people can get what i'm on about, unlike that razor moron, with
his
>"l33t" typing, it might look cute in his world, but it's downright idiotic
>in the real world.
>
>English isn't my native language neighter, but at least i *try* to write it
>correctly.
>

Quite a lot of native English speakers make the same mistakes, so don't feel
bad.

Regards,

Clockmeister.

5705. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8ub9k8$ph9$1@news.planetinternet.be>
Source record: 1371
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Clockmeister" <gerryvdb@tnet.com.au> schreef in bericht
news:uMWN5.50$0w6.4746@nsw.nnrp.telstra.net...
>
> Ochal Christophe wrote in message <8u8da5jno2@news.planetinternet.be>...
> >"Raider" <amiga@sucks.cock> schreef in bericht
> >news:HZKN5.296$Vf7.2117@newsfeed.slurp.net...
> >> > > where is proof sincrap? dis from say guy who claim 90% of atari
> app
> >> > > die on milan even before milan release.
> >> > >
> >> > > razor say sincrap head 100% bone.
> >> >
> >> > Is you're english really this bad Razor? I've seen six year olds
write
> >> > better then you
> >>
> >> "you're english" is "you are english". It should be "your english". And
> >it's
> >> "than you" not "then you". You learn to spell you little c*nt!
> >
> >At least people can get what i'm on about, unlike that razor moron, with
> his
> >"l33t" typing, it might look cute in his world, but it's downright
idiotic
> >in the real world.
> >
> >English isn't my native language neighter, but at least i *try* to write
it
> >correctly.
> >
>
>
> Quite a lot of native English speakers make the same mistakes, so don't
feel
> bad.

Oh, i don't, it takes more to upset me then that :)

Anyways, cheers :)

Amon_Re

5706. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8ub9kd$ph9$12@news.planetinternet.be>
Source record: 1372
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Matthias Bethke" <Matthias.Bethke@gmx.net> schreef in bericht
news:8ua28ufrj1@rznews2.rrze.uni-erlangen.de...
> In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
> > Nice fat strawman. Bush = CW2, CW2 = bad, therefore Bush = bad. Hmmmm...
> > Sounds right except that it makes no sense whatsoever.
>
> This NMD crap will come either way, there's not much of a difference
> between the two <censored> in this respect. Not that I could think of
> much where there was. Nader would make one, but probably not for long
> either...
> Just to give you something else as a "strawman", and not to be 100% OT
> here: yes, Bush means Billyboy, Billyboy sucks, therefore so does
> Bush.

Bush loves Microsoft, he even said he wouldn't tolerate something like an
antitrust case against them (not that he can do alot about anyway).

BTW, i read in the newspaper today that in a school in Maryland students
have to pay 20$ for computer usage, for M$ products, even if they DO NOT use
them! Hilarious! I can't believe those sods get away with that.... truly the
States are "silly" :)

(look at www.diamondbackonline.com for more info)

Amon_Re

5707. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8ub9kc$ph9$10@news.planetinternet.be>
Source record: 1373
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Erik van Roode" <newsposter@cthulhu.demon.nl> schreef in bericht
news:8ua0so$458$1@internal-news.uu.net...
> In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
>
> > Every major US conflict this century began under a Democrat US
> > president. One major "conflict" ended under a Republican president.
> > Guess the conflict and president and you get moved to the front of the
> > class.
>
> Big deal. So far there has been only 1 president this century.

Who cares about that silly nation anyway? <Grin>

Amon_Re

5708. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8ub9kc$ph9$11@news.planetinternet.be>
Source record: 1374
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Paul Smith" <psmith.nospamplease@24-7freecall.net> schreef in bericht
news:8ua2k8$19f3u$1@ID-53355.news.dfncis.de...
> "Monkeyboy" <amonkeys@uncle.org> wrote in message
> news:amonkeys-17DF29.14100907112000@news.earthlink.net...
> > In article <1ejqxvw.spziv213s4w1dN%dennis.scp@multiweb.nl>,
> > dennis.scp@multiweb.nl (Dennis SCP) wrote:
>
> > > We've got the beginnings of agreements here, lets build on that.
> > > Not on a cold war 2,
> > > not on Bush.
> >
> >
> > Nice fat strawman. Bush = CW2, CW2 = bad, therefore Bush = bad. Hmmmm...
> > Sounds right except that it makes no sense whatsoever.
>
> Of course the real reason Bush == bad is because he's a liar, a drunk and
a
> cokehead..... Not to mention the fact that he has a level of intelligence
> akin to that of a dead stick insect.

So he's not much different from you're average politician...

Amon_Re

5709. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 00:00:00 UTC
From: kraemer@clri6e.gsi.de
Message-ID: <8ubdt4$i67$1@sun27.hrz.tu-darmstadt.de>
Source record: 1375
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

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In article <8ua0so$458$1@internal-news.uu.net>, Erik van Roode
<newsposter@cthulhu.demon.nl> writes:
> In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
>
> > Every major US conflict this century began under a Democrat US
> > president. One major "conflict" ended under a Republican president.
> > Guess the conflict and president and you get moved to the front of the
> > class.
>
> Big deal. So far there has been only 1 president this century.
>
> Erik
>

The 21st century starts on 1-Jan-20001.
```

5710. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 00:00:00 UTC
From: Christopher Smith <drsmithy@usa.net>
Message-ID: <8ubgss$c25$1@bunyip.cc.uq.edu.au>
Source record: 1376
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Ochal Christophe" <chris.ochal@nospam.pi.be> wrote in message
news:8ub9kd$ph9$12@news.planetinternet.be...
> "Matthias Bethke" <Matthias.Bethke@gmx.net> schreef in bericht
> news:8ua28ufrj1@rznews2.rrze.uni-erlangen.de...
> > In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
> > > Nice fat strawman. Bush = CW2, CW2 = bad, therefore Bush = bad.
Hmmmm...
> > > Sounds right except that it makes no sense whatsoever.
> >
> > This NMD crap will come either way, there's not much of a difference
> > between the two <censored> in this respect. Not that I could think of
> > much where there was. Nader would make one, but probably not for long
> > either...
> > Just to give you something else as a "strawman", and not to be 100% OT
> > here: yes, Bush means Billyboy, Billyboy sucks, therefore so does
> > Bush.
>
> Bush loves Microsoft, he even said he wouldn't tolerate something like an
> antitrust case against them (not that he can do alot about anyway).
>
> BTW, i read in the newspaper today that in a school in Maryland students
> have to pay 20$ for computer usage, for M$ products, even if they DO NOT
use
> them! Hilarious! I can't believe those sods get away with that.... truly
the
> States are "silly" :)

By "school" do you mean "University" ?

5711. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 00:00:00 UTC
From: Paul Smith <psmith.nospamplease@24-7freecall.net>
Message-ID: <8ubhtp$1cvln$1@ID-53355.news.dfncis.de>
Source record: 1377
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Michael Kraemer" <kraemer@clri6e.gsi.de> wrote in message
news:8ubdt4$i67$1@sun27.hrz.tu-darmstadt.de...
> In article <8ua0so$458$1@internal-news.uu.net>, Erik van Roode
<newsposter@cthulhu.demon.nl> writes:
> > In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
> >
> > > Every major US conflict this century began under a Democrat US
> > > president. One major "conflict" ended under a Republican president.
> > > Guess the conflict and president and you get moved to the front of the
> > > class.
> >
> > Big deal. So far there has been only 1 president this century.
> >
> > Erik
> >
>
> The 21st century starts on 1-Jan-20001.

Bloody hell.. that's a hell of a long time to wait, and there's me thinking
that centuries only lasted 100 years..

--
.oO] Paul Smith [Oo.

5712. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8ubnnb$3o0$1@news.planetinternet.be>
Source record: 1378
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

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"Christopher Smith" <drsmithy@usa.net> schreef in bericht
news:8ubgss$c25$1@bunyip.cc.uq.edu.au...
>
> "Ochal Christophe" <chris.ochal@nospam.pi.be> wrote in message
> news:8ub9kd$ph9$12@news.planetinternet.be...
> > "Matthias Bethke" <Matthias.Bethke@gmx.net> schreef in bericht
> > news:8ua28u$frj$1@rznews2.rrze.uni-erlangen.de...
> > > In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
> > > > Nice fat strawman. Bush = CW2, CW2 = bad, therefore Bush = bad.
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> > > This NMD crap will come either way, there's not much of a difference
> > > between the two <censored> in this respect. Not that I could think of
> > > much where there was. Nader would make one, but probably not for long
> > > either...
> > > Just to give you something else as a "strawman", and not to be 100% OT
> > > here: yes, Bush means Billyboy, Billyboy sucks, therefore so does
> > > Bush.
> >
> > Bush loves Microsoft, he even said he wouldn't tolerate something like
an
> > antitrust case against them (not that he can do alot about anyway).
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> > BTW, i read in the newspaper today that in a school in Maryland students
> > have to pay 20$ for computer usage, for M$ products, even if they DO NOT
> use
> > them! Hilarious! I can't believe those sods get away with that.... truly
> the
> > States are "silly" :)
>
> By "school" do you mean "University" ?

The article wasn't very clear about it (the one in the newspaper), but i
suppose it could be a Uni

Amon_Re
```

5713. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8ubnnb$3o0$2@news.planetinternet.be>
Source record: 1379
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

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"Paul Smith" <psmith.nospamplease@24-7freecall.net> schreef in bericht
news:8ubhtp$1cvln$1@ID-53355.news.dfncis.de...
> "Michael Kraemer" <kraemer@clri6e.gsi.de> wrote in message
> news:8ubdt4$i67$1@sun27.hrz.tu-darmstadt.de...
> > In article <8ua0so$458$1@internal-news.uu.net>, Erik van Roode
> <newsposter@cthulhu.demon.nl> writes:
> > > In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
> > >
> > > > Every major US conflict this century began under a Democrat US
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> > > > class.
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> > > Erik
> > >
> >
> > The 21st century starts on 1-Jan-20001.
>
> Bloody hell.. that's a hell of a long time to wait, and there's me
thinking
> that centuries only lasted 100 years..

ROFL :)

Amon_Re
```

5714. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 00:00:00 UTC
From: Marco Nelissen <marcone@xs4.xs4all.nl>
Message-ID: <8uc79b$da2$1@news1.xs4all.nl>
Source record: 1380
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In comp.sys.be.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
> Every major US conflict this century began under a Democrat US
> president. One major "conflict" ended under a Republican president.

So basically you're saying that Bush didn't start the Gulf War, but
ended it, and that it was Roosevelt who got the US involved in World
War 2, and not the Japanese attack on the US.
Well, I guess that's one way of twisting history. OTOH, if we look
closer at what you're saying, we see that it can also be phrased
as: "every major US conflict this century ended under a democratic
president, yet only one ended under a republican president". Sounds
very different, doesn't it?

Marco

5715. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 02:06:19 UTC
From: Paul Smith <psmith.nospamplease@24-7freecall.net>
Message-ID: <8uacf7$19do9$1@ID-53355.news.dfncis.de>
Source record: 1370
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Jack Spratt" <jspratt@pie.com> wrote in message
news:KL1O5.7789$zc2.151846@e420r-atl1.usenetserver.com...
> look at the ENTIRE Kennedy clan....alcoholics, womanizers, and we worship
> them....

Do we? I certainly don't. Do you?

> Damn I hate double standards....

I guess you didn't vote for Bush then.

--
.oO] Paul Smith [Oo.

5716. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-08 14:55:15 UTC
From: Christopher Smith <drsmithy@usa.net>
Message-ID: <8ubpg7$5m5$1@bunyip.cc.uq.edu.au>
Source record: 1381
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

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"Ochal Christophe" <chris.ochal@nospam.pi.be> wrote in message
news:8ubnnb$3o0$1@news.planetinternet.be...
> "Christopher Smith" <drsmithy@usa.net> schreef in bericht
> news:8ubgss$c25$1@bunyip.cc.uq.edu.au...
> >
> > "Ochal Christophe" <chris.ochal@nospam.pi.be> wrote in message
> > news:8ub9kd$ph9$12@news.planetinternet.be...
> > > "Matthias Bethke" <Matthias.Bethke@gmx.net> schreef in bericht
> > > news:8ua28u$frj$1@rznews2.rrze.uni-erlangen.de...
> > > > In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
> > > > > Nice fat strawman. Bush = CW2, CW2 = bad, therefore Bush = bad.
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> > > > This NMD crap will come either way, there's not much of a difference
> > > > between the two <censored> in this respect. Not that I could think
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> > > > much where there was. Nader would make one, but probably not for
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> > > > either...
> > > > Just to give you something else as a "strawman", and not to be 100%
OT
> > > > here: yes, Bush means Billyboy, Billyboy sucks, therefore so does
> > > > Bush.
> > >
> > > Bush loves Microsoft, he even said he wouldn't tolerate something like
> an
> > > antitrust case against them (not that he can do alot about anyway).
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> > > BTW, i read in the newspaper today that in a school in Maryland
students
> > > have to pay 20$ for computer usage, for M$ products, even if they DO
NOT
> > use
> > > them! Hilarious! I can't believe those sods get away with that....
truly
> > the
> > > States are "silly" :)
> >
> > By "school" do you mean "University" ?
>
> The article wasn't very clear about it (the one in the newspaper), but i
```

> suppose it could be a Uni

Well I don't find that particularly surprising, but then again I'm not familiar with how the US University (or normal school, for that matter) system works.

Here in .au you pay a semesterly fee to the university (varying from uni to uni, and calculated based on how much work you do each semester). That fee pays for the various services provided by the uni - legal aid, medical aid, child minding, computer services etc. You don't have any choice in paying this fee and a proportion of students probably never use the services it pays for (I know I very rarely have, in my 4 years at uni).

So, the idea of every student paying $20 so the vast majority of students get software free or for an enormously reduced price, does not strike me as particularly strange or bad. Heck, the vast majority probably think it's a _great_ idea.

Where's the problem here ?

5717. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-09 00:00:00 UTC
From: tas@mindspring.noUCE.com
Message-ID: <tas-0911000118590001@10.0.0.42>
Source record: 1384
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <slrn90blhj.vu7.jedi@pyromania.mishnet>, jedi@pyromania.mishnet
() wrote:

[...]

>On Sat, 04 Nov 2000 16:24:40 -0800, Timothy A. Seufert
> <tas@mindspring.noUCE.com> wrote:
>
>>Sun gets lots of mileage out of multiple processors mainly because they
>>sell a lot of servers, where the workload is quite parallelizable.
>
> Anything can be parallelizable if you program it right.
>
> This is rather the whole point behind BeOS.

You are arguing from ignorance. It is absolutely not the case that any
algorithm can be threaded so that it can execute in parallel on multiple
CPUs. In addition, many algorithms fail to scale perfectly even if they
can be threaded, due to synchronization points.

Be's marketing weenies probably did want people to believe the opposite,
for obvious reasons.

[...]

>>You're deliberately trying to change the topic, in a most superficial
>>manner. The point was that Apple's machines don't cost $5K any more.
>
> No, you are trying to gloss over the fact that there is indeed
> a macintosh at the Apple online store that has a price tag of
> $7500.

Render unto me a fucking break. That's a $7500 *system* composed of a
$4000 monitor and a $3500 Macintosh. 22 inch LCD monitors happen to be
quite expensive.

If you were smart, you would have quoted me the maximum price possible by
custom configuring a system -- that way you'd easily be over $5K on just a
computer. As I think I may have mentioned before, Apple overcharges
horribly for RAM, HDs, and so forth through their online store.

To reiterate, the point was that Apple's machines don't cost $5K any
more. Obviously, you can load them up with extra stuff and make them cost
that much, just as you can easily spend $5K+ on a single PC at <pick your
favorite major name brand cloner>'s website. But you wanted to argue that
Apple's computers cost $5K or more by default, as they used to in the bad

old days:

==========
On Thu, 2 Nov 2000 18:48:35 -0700, Jared Falvo <luposian@mailcity.com> wrote:
>You wanna talk expensive, you just TRY finding a modern Mac that costs
>$5,000. Well, when the 8500/120 and 9500/120 were around, they COST that

1Ghz Macs will set you back similarly these days actually.
==========

Care to admit that you were wrong yet? The standard configuration of
Apple's high end Mac (not a system, just the Mac, keyboard, and mouse)
retails for $3500. This is considerably lower than Apple's prices for
comparable Macs in the past, which did often retail for $5K or more. I
seem to recall that the Mac IIfx and Quadra 950 debuted with prices closer
to $10K.

>>>>worth doing since $300 to $400 will pay for a very nice 7200 RPM IBM 40 GB
>>>>HD and 256MB of 222 PC100 RAM, and most people don't need the DVD-RAM.)
>>>>Nowhere close to $5000 in either case.
>>>
>>> ...at which point you're pretty much acting as your own VAR
>>> PC style again. That somewhat undermines the whole point of
>>> even bothering with a macintosh.
>>>
>>> Besides, even in that configuration Apple comes out 2.5-3.5
>>> times more expensive. This is the same condition that Apple
>>> suffered from before.
>>>
>>> Except now Intel based systems are actually on par or better
>>> than the ~4x more expensive Apple systems.
>>
>>Don't try to troll me into an advocacy fight. I don't care what you want
>>to think about the value per dollar of Apple systems. You were simply
>>wrong about the absolute dollar amount, by quite a bit.
>
> No I wasn't. The prices I quoted were directly from apple.com.

You never quoted a single price in this thread until the $7500 one just
now. You simply strongly implied that Jared Falvo's post about the price
of modern Macs relative to past Macs was incorrect.

You were wrong.

> However, there is a considerable ease of use issue involved with
> macs. If you decide to castrate the system and then install your
> own aftermarket parts, you are NEGATING the primary selling point
> of a Macintosh.
>
> It would be less absurd if you could actually get CompUSA to do
> all the dirty work for you in this sort of situation (like you
> could do for a WinTel PC). However, you cannot.

>
>
> Then there's the whole issue of $5000 being a poor benchmark in
> an 20000 AD where brand name PC's have also come down price. Apple
> may have finally managed to move no but the rest of the world
> wasn't stood still either.

Please, get a clue. I'm not interested in an advocacy fight, and I'm
simply not going to respond to your constant attempts to start one.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I
say it's OK to send. Everybody else, remove "noUCE." from my address.

5718. Re: Utah Saints

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-09 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3A0AADBC.B1244995@idirect.com>
Source record: 1385

went there. Utah Saints not found under
artist, and doing a search shows up
zilch
sure this is a band???
:-)

Stuart Bruce wrote:
>
> There's an interview with the Utah Saints up on http://www.icrunch.com
> at the moment and among other things, the Utahs talk about why they've
> stuck with Atari computers at the heart of their music studio. Quite
> interesting reading.
>
> "Power To The Beats", the damn heavy new Utah Saints record with a
> sample of "Enter Sandman" by Metallica plus a guest vocal by Chuck D of
> Public Enemy, was released yesterday (October 9th) in the UK. As well as
> being available on CD and 12", it's also available for "digital
> download" from www.icrunch.com- worth a listen.
>
> Stuart.
>
> --
> Stuart Bruce - stuart@atomiser.demon.co.uk
> http://www.atomiser.demon.co.uk
>
> "Who am I, where am I, and what's going on?"

5719. Re: Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-09 00:00:00 UTC
From: Tony Minkoff <adminkoff2@uswest.net>
Message-ID: <8uf0d1mto1@nnrp1.phx.gblx.net>
Source record: 1386
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Monkeyboy" <amonkeys@uncle.org> wrote in message
news:amonkeys-17DF29.14100907112000@news.earthlink.net...
> Every major US conflict this century began under a Democrat US
> president. One major "conflict" ended under a Republican president.
> Guess the conflict and president and you get moved to the front of the
> class.

I'll guess Viet Nam and Richard Nixon. Do I win? ;-)

Hmm. The one war we lost was lost under a Republican administration.
The century's two greatest military triumphs-- the victories in the two
World Wars-- were acheived under Democratic administrations.

Personally, I think it's coincidence, but if this is the way you want
to compare the two major parties, go right ahead...

5720. Motley Fool now DOWNGRADE crapple as investment - sincrap lose shirt!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-09 00:23:04 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-4A9D31.19225908112000@bigmomma.idirect.com>
Source record: 1382

razor take look at motley fool site today, look what me find! dey
actshully now NOT recommend buyin' crapple stock - dey not all da idiot
razor call dem. smart writin'.

how now, sincrap? ya gonna call dem name 'cause dey pull out rug from
under yas? gonna trust fool now? wadda 'bout all yer predicktion?

http://www.fool.com/BoringPort/2000/boringport001106a.htm

> BORING PORTFOLIO
> Goodbye Apple and American Power Conversion
>
> When Apple reported Q4 and fiscal year 2000 earnings three weeks ago, it
> missed already reduced estimates and guided estimates down significantly
> for next year. Similar weakness exists at American Power Conversion,
> where there is now a meaningful possibility that APC's growth could
> stall, margins and returns on capital could continue to decline, and the
> company's large investments to penetrate new markets could prove
> fruitless. Whitney Tilson concludes that, as he's done with American
> Power Conversion, he will sell his Apple position.

> By Whitney Tilson
> November 6, 2000
>
> (Editor's Note: Today's article is the last installment of the Boring
> Portfolio. For more information, please click here.)
>
> In two columns last month (Peril and Prospects in Tech and Cisco, Apple &
> Probabilities), I suggested that investors take a closer look at Apple
> Computer (Nasdaq: AAPL), a stock I had been buying (and still own). I
> knew the stock was very unpopular and that I would have to put up with
> sardonic emails like this one: "You lost ALL credibility when you stated
> that you bought Apple. hahahahahaha!!!!!" Such reasoned discourse...
>
> But I like buying unpopular stocks when I believe there's a reasonable
> chance that the company might rebound fairly quickly from its
> difficulties, yet the stock price reflects a worst-case scenario. This
> type of bottom fishing is not my preferred long-term buy-and-hold style
> of investing, but when I see a situation where I think my maximum
> downside is a 10-20% decline and there's a decent chance of making
> 50-100% in a year or two, I'll often take it.
>
> I thought Apple represented such an opportunity, but the recent earnings
> release was truly dismal. I still think the company will rebound, but it
> will take quite a while and the chance of a meltdown scenario, while

> unlikely, is now higher than it was when I first invested. Despite this,
> when I first drafted this column a week ago, my conclusion was that I
> would hang onto my Apple stock because the valuation was so
> depressed.�But now, with the stock up 27% from its recent bottom, the
> price is not as attractive and I will sell because I believe there are
> now better places for my capital.
>
> Though this investment did not materialize as I had hoped, I do not view
> it as a mistake. It was a good bet that didn't happen to pay off. Though
> the news from Apple has been awful since my investment, the stock price
> already reflected that so I am selling at approximately the same price at
> which I bought.
>
> Apple's Earnings Report
> Apple preannounced at the end of September that its Q4 revenues and
> profits would be lower than anticipated, and reset earnings expectations
> at $0.30 - $0.33 versus prior expectations of $0.45. The stock was cut in
> half the next day. I bought a modest position shortly thereafter because,
> as I discussed in my earlier columns, with an enterprise value equal to a
> mere 4.6 times trailing free cash flow, I felt that there was little
> downside and that any good news could send the stock up substantially. In
> particular, I thought that there was a reasonable chance that Apple would
> do what Intel did recently: preannounce an earnings shortfall, but then
> beat the reduced expectations. At the very least, given its cash horde
> and depressed stock price, I expected Apple to announce a major share
> buyback.
>
> Unfortunately, Apple's earnings report was truly dismal. Sales and
> margins were even weaker than expected, so the company committed the
> unpardonable sin (on Wall Street anyway) of missing estimates that had
> already been reduced. Apple also guided revenue and profit expectations
> far below what had been expected: a "slight profit" next quarter (versus
> expectations of $0.45) and $1.10 - $1.25 for the entire year (versus
> expectations of $1.73). Finally, the company did not announce a huge
> share buyback -- CEO Steve Jobs merely said the company might buy back
> some stock from time to time.
>
> This is inexplicable. Apple has more than $4.0 billion of cash and
> short-term investments (equal to $11.13/share), $786 million in
> "non-current debt and equity investments" ($2.17/share), and only $300
> million in long-term debt ($0.83/share) -- a net of $12.47/share, equal
> to 56% of the current share price (all prices as of Friday's close).
> Thus, Apple could buy back nearly half its outstanding shares and still
> have plenty of cash left over. In my mind, there can only be three
> explanations, none of which I like: a) Apple thinks it might need the
> cash to cover future losses; b) it wants to keep its options open for an
> acquisition; or c) it's not very concerned about allocating capital to
> maximize shareholder value.
>

> All of this being said, the stock remains quite cheap. Even if you assume
> the investments are only worth 1/3 of their carrying cost on the balance
> sheet, the enterprise value is only $11.23, or about 9-10x EPS estimates
> over the next year. That's attractive, but at $17.50 less than two weeks
> ago, Apple's enterprise value was only 5-6x next year's estimated EPS.
>
> Clearly, the market is pricing into Apple's stock today a not
> insignificant probability that the company continues to decline into
> unprofitability, as it did during its worst years of 1996 and 1997 when
> net losses were a combined $1.9 billion. I did some research on these
> years though, and it's interesting to note that Apple was cash flow
> positive in both years. Also, in the past five years, there has only been
> a single quarter when Apple had more debt than cash on its balance sheet
> (on 3/29/96, Apple had $592 million of cash and short-term investments
> and $655 million of short- and long-term debt), so contrary to popular
> myth, it's hard to argue that Apple was on the verge of bankruptcy even
> during its darkest days.
>
> I have posted on the Apple message board some thoughts on why I think
> Apple's long-term future might not be as grim as the market currently
> thinks, as well as my take on Steve Jobs.
>
> Sale of American Power Conversion
> I reached a similar conclusion with American Power Conversion (Nasdaq:
> APCC), which I analyzed in my column last week. At that time, I disclosed
> that I might sell and did so, partly because I'm always happy to realize
> a tax loss, especially if I don't think it is likely that a stock will
> jump during the 30 days in which I can't repurchase it (or else I would
> forfeit the tax loss). In this case, while I try to avoid making
> short-term predictions of stock movements, I don't see any catalyst for
> APC to move up materially in the next 30 days and could easily see it
> falling further due to negative momentum, tax loss selling, etc.
>
> The key question for me is whether to buy APC back in the first week of
> December. If the stock price is about where it is today, I think it is
> unlikely that I will do so. Normally, when the stock of a company I own
> (and therefore understand well and have confidence in) gets whacked, I'm
> more interested in buying than selling due to the more attractive
> valuation. But this assumes that my core investment thesis remains
> intact, which I'm not sure is the case with APC. I thought that this is a
> solid growth company, but am questioning this due to the recent decline
> in margins, profits and cash flow, a weakening balance sheet, and the
> fact that future growth appears to depend largely on penetrating markets
> that have significantly lower margins and in which there is entrenched
> competition.
>
> This is a very different ballgame than the one APC has been playing in
> (and succeeding in) for the past 10-15 years, so the chances of failure
> are much higher. There is now a meaningful possibility that APC's growth

> could stall, margins and returns on capital could continue to decline,
> and the company's large investments to penetrate new markets could prove
> fruitless (cap ex so far this year has nearly tripled to $63.5 million
> vs. $21.6 million in the first three quarters of last year). In this
> worst-case scenario, the stock would likely continue to fall. I don't
> think this is likely, but the odds have gone up quite a bit after the
> latest earnings announcement.
>
> Conclusion
> I don't want to own stocks about which I'm ambivalent or even reasonably
> confident. I only want to own my very best ideas -- in other words, slam
> dunks. In the cases of Apple and American Power Conversion, with all the
> question marks from their recent earnings announcements and valuations
> that, while good, leave more room to fall should the companies continue
> to disappoint, I believe there are a few investments that represent
> better bets. That's not to say that I think Apple and APC will do badly
> or that I recommend anyone else sell -- in fact, should their stocks fall
> significantly, I might buy them back.
>
> More broadly, bottom fishing among out-of-favor stocks is not an easy
> game. You must be prepared for unpleasant surprises and have your friends
> (not to mention, in my case, anonymous emailers) think you've lost your
> mind. Most importantly, you must have the courage to stay the course if
> you feel that you're right, but be willing to walk away if the situation
> changes or you come to realize you made a mistake -- which is often the
> case with troubled companies.

5721. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-09 01:16:20 UTC
From: Static66 <highstick66NOSPAM@yahoo.NOSPAM.com>
Message-ID: <4euj0tsas7u05uhmm7cn0dcprvd8g3fg1t@4ax.com>
Source record: 1383
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 7 Nov 2000 22:48:56 GMT, Erik van Roode
<newsposter@cthulhu.demon.nl> wrote:

>In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
>
>> Every major US conflict this century began under a Democrat US
>> president. One major "conflict" ended under a Republican president.
>> Guess the conflict and president and you get moved to the front of the
>> class.
>
>Big deal. So far there has been only 1 president this century.
>
>Erik

His name was Ronald Reagan

5722. [OT] Re: Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-10 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8ugf3b$nr8$1@news.planetinternet.be>
Source record: 1388
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Monkeyboy" <amonkeys@uncle.org> schreef in bericht
news:amonkeys-108FBA.13060309112000@news.earthlink.net...
> In article <8uf0d1mto1@nnrp1.phx.gblx.net>, "Tony Minkoff"
> <adminkoff2@uswest.net> wrote:
>
> > "Monkeyboy" <amonkeys@uncle.org> wrote in message
> > news:amonkeys-17DF29.14100907112000@news.earthlink.net...
> > > Every major US conflict this century began under a Democrat US
> > > president. One major "conflict" ended under a Republican president.
> > > Guess the conflict and president and you get moved to the front of the
> > > class.
> > >
> > I'll guess Viet Nam and Richard Nixon. Do I win? ;-)
> >
> Yes. The other answer acceptable was the Cold War and Reagan.

No offence guys, but the cold war was just a waste of dollars

> > Hmm. The one war we lost was lost under a Republican administration.
> >
> This is wrong, on the other hand. Nixon ran on the platform of pulling
> out of VietNam and was probably elected for that reason. It was Kennedy
> and Johnson who stasrted things they could not or would not finish.

Just out of curiosity, why did you guys ever started that?

> > The century's two greatest military triumphs-- the victories in the two
> > World Wars-- were acheived under Democratic administrations.
> >
> Again, conflicts we became involved in BECAUSE of a Democratic
> leadership, particularly WWI.

You would have gotten involved sooner or later anyway, imagine what would
have happened if the States didn't get involved, Germany would most likely
have taken over Europe, and what makes you think they would have stopped
there?

> > Personally, I think it's coincidence, but if this is the way you want
> > to compare the two major parties, go right ahead...
> >
> I have. Conflicts initiated under Republican leaderships ended in
> victory.

Sorry, but that's absolutely NOT a thing i'd be proud of

> P.S.
>
> Clinton - Somalia. Need I say more?

Yes, what do you mean?

Amon_Re

5723. Re: Utah Saints

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-10 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <8ugl89$b53$1@newstoo.ericsson.se>
Source record: 1389

After some searching i found it under:
http://www1.icrunch.com/features/housetechno/utahsaints/

/Erik Hall

In article <3A0AADBC.B1244995@idirect.com>,
Ken Macdonald <anarkist@idirect.com> writes:
> went there. Utah Saints not found under
> artist, and doing a search shows up
> zilch
> sure this is a band???
>:-)
>
>
> Stuart Bruce wrote:
>>
>> There's an interview with the Utah Saints up on http://www.icrunch.com
>> at the moment and among other things, the Utahs talk about why they've
>> stuck with Atari computers at the heart of their music studio. Quite
>> interesting reading.
>>
>> "Power To The Beats", the damn heavy new Utah Saints record with a
>> sample of "Enter Sandman" by Metallica plus a guest vocal by Chuck D of
>> Public Enemy, was released yesterday (October 9th) in the UK. As well as
>> being available on CD and 12", it's also available for "digital
>> download" from www.icrunch.com- worth a listen.
>>
>> Stuart.
>>
>> --
>> Stuart Bruce - stuart@atomiser.demon.co.uk
>> http://www.atomiser.demon.co.uk
>>
>> "Who am I, where am I, and what's going on?"

5724. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-10 00:00:00 UTC
From: Ronnie Sahlberg <rsahlber@bigpond.com.au>
Message-ID: <3A0C7F25.F714A740@bigpond.com.au>
Source record: 1390
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

jedi@pyromania.mishnet wrote:

>
> Anything can be parallelizable if you program it right.

Sorry, you just flunked optimization101 and probably also
algebra101 at the same time

As an extremely common operation in math,
please advice how to parallellize the generic operation of inverting
a matrix.

5725. Re: [OT] Re: Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-10 00:00:00 UTC
From: Paul Smith <psmith.nospamplease@24-7freecall.net>
Message-ID: <8uh1nn$1rbkl$2@ID-53355.news.dfncis.de>
Source record: 1391
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
"Ochal Christophe" <chris.ochal@nospam.pi.be> wrote in message
news:8ugf3b$nr8$1@news.planetinternet.be...
> "Monkeyboy" <amonkeys@uncle.org> schreef in bericht
> news:amonkeys-108FBA.13060309112000@news.earthlink.net...
> > In article <8uf0d1$mto$1@nnrp1.phx.gblx.net>, "Tony Minkoff"
> > <adminkoff2@uswest.net> wrote:
> >
> > > "Monkeyboy" <amonkeys@uncle.org> wrote in message
> > > news:amonkeys-17DF29.14100907112000@news.earthlink.net...
> > > > Every major US conflict this century began under a Democrat US
> > > > president. One major "conflict" ended under a Republican president.
> > > > Guess the conflict and president and you get moved to the front of
the
> > > > class.
> > >
> > > I'll guess Viet Nam and Richard Nixon. Do I win? ;-)
> >
> > Yes. The other answer acceptable was the Cold War and Reagan.
>
> No offence guys, but the cold war was just a waste of dollars

It was a cool marketing campaign though. Just think how many dullards
bought nuclear shelters in the 60s... :)

--
.oO] Paul Smith [Oo.
```

5726. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-10 00:00:00 UTC
From: Marco Nelissen <marcone@xs4.xs4all.nl>
Message-ID: <8uhfei$1ag$1@news1.xs4all.nl>
Source record: 1392
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In comp.sys.be.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
>> The century's two greatest military triumphs-- the victories in the two
>> World Wars-- were acheived under Democratic administrations.
>
>> Again, conflicts we became involved in BECAUSE of a Democratic
> leadership, particularly WWI.

I would even replace "particularly" by "only". You got involved in WW2
because the Japanese attacked you, thus declaring war.

>> Personally, I think it's coincidence, but if this is the way you want
>> to compare the two major parties, go right ahead...
>
> I have. Conflicts initiated under Republican leaderships ended in
> victory.

As did those that started under Democrats (WW 1 and 2, as stated above).

Marco

5727. TAF Flea Market Thursday, November 16th

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-10 02:19:28 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-508810.21192809112000@bigmomma.idirect.com>
Source record: 1387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.8-bit,alt.atari

once again, it's time for the famous Toronto Atari Federation Flea market!

yes, on Thursday, November 16th from 7-10 PM, come in and see what there is to offer in all things Atari! Looking for hardware, software, or a rare item? Chances are you'll find it here! Need to sell something? You can do the same here as well, we supply the tables! Sell your old stuff, find yourself a treasure! And do so while rubbing elbows and talking with fellow Atari users!

Ken Macdonald will be there to demonstrate and sell the latest in Mario Becroft's products for utilizing modern hardware on your classic Atari, from mouse and SVGA adaptors to the new multi-outlet MIDI device to the QWERTY-X keyboard/mouse adaptor. We hear he may even demo some software on his tricked-out Falcon.

Dan Dreibelbis will be there as well - he's got his photos back from his New York City vacation, and he'll be showing them off with some interesting commentary on what went down.

Please note: as always, TAF does not support piracy or selling stolen goods. Anyone attempting to sell stolen software and hardware at a TAF Flea Market will be dealt with within the full extent of the law!

So come in and be prepared to sell, buy and browse, and have a grand old time at the Flea Market! See you there!

The TAF meeting will be held in the Silver Room underneath the library in North York Centre at 5120 Yonge Street - parking facilities available within the Centre. Those who wish to take public transit can take the York/University/Spadina line to North York Centre Station.

More Info:

Ken Macdonald , president - anarkist@idirect.com
Dan Dreibelbis, VP - dreibel@idirect.com

5728. Re: Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-11 00:00:00 UTC
From: Loren Petrich <petrich@netcom.com>
Message-ID: <111120000931535551%petrich@netcom.com>
Source record: 1393
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <amonkeys-17DF29.14100907112000@news.earthlink.net>,
Monkeyboy <amonkeys@uncle.org> wrote:

> Every major US conflict this century began under a Democrat US
> president. One major "conflict" ended under a Republican president.
> Guess the conflict and president and you get moved to the front of the
> class.

However, these wars are all wars that most right-wingers consider
noble causes, though Pat Buchanan disagrees wbout WWII.

Let's see:

WWI: the US stayed out of that one until 1917, and it ended in 1918,
all this involvement being during Woodrow Wilson's Presidency.

WWII: the US only got into the war after the attack on Pearl Harbor
in 1941; the opponents of involvement before then were usually
Republicans. FDR and Harry Truman were Presidents during that war.

And given the hatred that many right-wingers have for FDR, one
wonders if they would have been Brooklyn-Boys-style Fifth Colunmists
back then.

Korean War: supposedly a noble cause.

Vietnam War: same here. And while it was being fought, the
Republicans thought that it did not go far enough. And Nixon ended it
by pulling off a version of the Aiken solution: declare success, then
pull out.

--
Loren Petrich
petrich@netcom.com
Happiness is a fast Macintosh
And a fast train

5729. Re: Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-11 00:00:00 UTC
From: Loren Petrich <petrich@netcom.com>
Message-ID: <111120000944029424%petrich@netcom.com>
Source record: 1394
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <amonkeys-108FBA.13060309112000@news.earthlink.net>,
Monkeyboy <amonkeys@uncle.org> wrote:

> In article <8uf0d1mto1@nnrp1.phx.gblx.net>, "Tony Minkoff"
> <adminkoff2@uswest.net> wrote:

> > I'll guess Viet Nam and Richard Nixon. Do I win? ;-)
> Yes. The other answer acceptable was the Cold War and Reagan.

I think it's Mikhail Gorbachev who deserves the bulk of the credit,
by choosing to allow the USSR's Eastern European empire to go free, and
for trying to create what he considered good Communism at home. Reagan
does deserve credit for turning around and coming to trust Gorbachev,
however.

> > Hmm. The one war we lost was lost under a Republican administration.
> This is wrong, on the other hand. Nixon ran on the platform of pulling
> out of VietNam and was probably elected for that reason. It was Kennedy
> and Johnson who stasrted things they could not or would not finish.

Nixon, however, kept the war going for 4 more years, including a
massive secret bombing of Cambodia.

> > The century's two greatest military triumphs-- the victories in the two
> > World Wars-- were acheived under Democratic administrations.
> Again, conflicts we became involved in BECAUSE of a Democratic
> leadership, particularly WWI.

But these wars were supposedly noble causes, right???

--
Loren Petrich
petrich@netcom.com
Happiness is a fast Macintosh
And a fast train

5730. New Comp - LBC

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-12 00:00:00 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B6345E8C.5DD6%bengy@mac.com>
Source record: 1396

... little big competition
... The Atari Three In One.
... dedication. skill. creativity.
... http://www.magicos.de/lbc.html

sponsored by: st-computer +++ Paskud +++ AtariFan +++ Therapy Seriouz Software +++ DurSoft +++ Patrick Eickhoff +++ Triple a Mag +++ Woller GmbH +++ Didier Mequignon +++ RGF Software +++ Application Systems Heidelberg +++ Mario Becroft +++ More to come!

1 .: introduction

Following the enormous success of last years MagiC Game Contest, MagiC Online and the place2be are proud to present their next generation competition, that will once again unite the existing community and breathe new life into the Atari platform.
This year the organizers are able to provide not just one contest, but three. Besides two coding contests, the "Little Big Competition" also features a special graphics contest in cooperation with the Atari Icon Library.

Dedication, Skill and Creativity. The Atari 3 In One.

2 .: big ports, little helpers and a new look

We have decided to split this years contest into three categories.

.. big ports

The aim of this contest is to create the best possible software port to the Atari platform. There is an abundant amount of quality software packages available, complete with sources, waiting to be ported to our platform. Why not take the challenge to create the best possible Atari version?

- see rules for the exact requirements of the port

.. little helpers

The aim of this contest is to create a (relatively) small and useful tool or
utility; a program which simplifies everyday use and/or increases overall productivity. Interested entrants may examine features from other platforms, deciding to merge the best features of these systems with the elegance of the Atari environment. More Creative participants may choose to implement their own innovations; innovations that will dramatically increase the ease of use and/or efficiency of certain tasks. Will you be the one who revolutionizes the Atari platform?

- see rules for the exact requirements of the tool/utility

.. a new look

Every user is not a skilled programmer; but every user is equally important
to the survival of our platform. This contest celebrates this fact by encouraging the use of artistic and aesthetic skill: to create a modern new look for the "Atari Desktop 2001". For a long time, the Atari desktop has been a eclectic mixture of Icon Sets, background pictures, and winframes which were mainly adapted from other platforms. Our aim is to create a new coherent and original looking desktop. So here's the plan:

- icon set
Originally, the Milan II had planned on introducing Glow Icons to the Atari
platform, but now it's up to us. The first part of the Atari Desktop 2001 competition is to create the best looking set of glow icons. If you are not familiar with this style, you are encouraged to view the sample images of some Amiga conversions on the compo-pages. (Courtesy of Joachim Fornallaz)

- background pictures
Create the best looking background picture for use in our favorite Atari desktops.

- winframes
N.AES 2 and MagiC 6 both introduced the possibility to change the appearance of the window elements by using winframes. So the aim is to create the best looking winframe.

- see rules for the new look contest for the exact requirements

Any individual who wants to take part can contribute to one of the subcontests mentioned above. You don't have to create an icon set, background picture(s) and winframe(s). At the end of the contest the Atari Community will separately vote for the best icon set, picture and winframe. After that we will compile a package out of the best contributions (and possibly fill in some Amiga glow icons, which otherwise might be missing) into the "Atari Desktop 2001" package. All icon sets will be added to the Atari Icon Library.

3 .: little big sponsors

Our contest wouldn't be possible without the kind help of our sponsors. Here is the place to say thank you and introduce:

st-computer (http://www.st-computer.net/)
st-computer is the largest Atari computer magazine in circulation. With a full-color layout, professional staff, and a generous spirit; st-computer is truly a winner.

Paskud - Grzegorz Pancher (http://www.rsi.pl/paskud/)
Grzegorz Pancher is a popular musician who has utilized the powerful elegance of the ST in a Studio-setup to produce some very popular polish CD's. He shares his passion for Atari computers with others by producing

and selling several products, (including an IDE interface for the ST and Falcon RAM cards) and servicing Atari computers. "Paskud" has generously sponsored (5) of his ST IDE interfaces (for HDD and CD-ROM).

AtariFan (http://atari-fan.idz.pl/)
AtariFan is the premiere Polish magazine that has already established a proud name for itself, even in its infancy. They are kindly sponsoring a free subscription of AtariFan for the year 2001 with a free CD.

Therapy Seriouz Software (http://www.therapy-seriouz.de/)
Therapy Seriouz Software are the developers of Smurf, the graphic manipulation program that blows away its counterparts in both functions and speed. They are kindly sponsoring one full copy of Smurf.

DurSoft (http://dursoft.atari-computer.de/)
DurSoft Developments has made it possible for all Atari computers to take advantage and utilize Digital Cameras. By packing features into PhotoTip, DurSoft has provided all of us with the definition of quality software. DurSoft is supporting us with one full copy of PhotoTip
By packing features into PhotoTip, DurSoft has provided all of us with the definition of quality software. DurSoft is supporting us with the one full copy of PhotoTip.

Patrick Eickhoff (http://funmedia.atari-computer.de/)
Patrick Eickhoff is the developer of the great multimedia tool FunMedia. It has been in development for some years now and proves that you do not have to stray away from the Atari platform to have access to innovative multimedia tools. Patrick is kindly sponsoring one full copy of FunMedia (on CD)

Triple A Mag (http://www.triple-a-mag.de/)
Triple A Mag, the once Atari-only magazine, has recently expanded its horizons and now covers the Amiga, Atari, and Acorn platforms. Their attention to detail and support is outstanding, and so are their contributions to this competition. Triple A is supporting us with 100 DM in prize money and 3 full subscriptions.

rgf Software (http://www.rgfsoft.com/)
Richard Gordon Faika is one of the most active Shareware authors for the Atari platform. Tools like Arthur or the outstanding editor Luna are in daily use by many Atarians. Richard sponsors two "Moon"-Packages which include Arthur 2000 (+ all libraries), the latest Luna version and the latest release of the Luna Text Compiler. Worth 174 DM!

woller systems (http://www.woller.com/)
woller systems is a well respected Atari dealer as well as the initiator of many new products for our platform. Some of their products are: N.AES, GEM-TV Milan, Milanblaster. Like last year woller is generously sponsoring 3 copies of N.AES.

Application Systems Heidelberg (http://www.application-systems.de/)
Information pending

Mario Becroft (http://gem.win.co.nz/mario/) Mario is the well known hardware (and software) developer that continues to release must-have products at affordable prices. Whether it's connecting a PC keyboard to your ST or adding some extra Midi ports, Mario has just what you need. Mario kindly supports us this year with one Atari and Amiga serial mouse interface.

Didier Mequignon (http://perso.wanadoo.fr/didierm/)
Didier is an extremely gifted programmer who constantly pushes our platform to the edge, as is evident with his many essential programs. AniPlayer, his main project, has introduced many users to the joys of multimedia movies and digital sound. Didier is showing his support with (3) registrations to Aniplayer.

We have not yet decided which prizes will be given to what contest. But we will keep you informed. If you would like to support us by sponsoring our contest then feel free to contact us!

4 .: registration and support

If you want to take part in one or more of the contests, then please register by filling out the form on the compo-pages. This is needed to decide whether to skip one of the contests or not. You have no obligations after registering, it is just for information purposes. It also helps to verify that no one works on the same port.

It is also possible to register for the contest as a team of people (to be able to finish bigger projects). Just enter the names of all team members separated by a comma into the registration form. Although you won't receive any help from us when it comes to deciding which team member gets what prize.;-)

Any individual can contribute with several productions to all three contests. It is possible to work for one or more teams and on one-man productions. Whatever, just be productive.;-)

If you register you also have the option to receive free newsletters from us, which keep you informed about the latest contest news (new sponsors etc.).

This year we are also able to offer a free translation service to all our contestants (kindly provided by TransAction and DDP). This way we can assure that the user interface (probably even the manual) of all contributions is available in all major languages.

If you need beta-testers (with a certain system configuration), feel free to contact us and we will see what we can do.

5 .: rules

.. contributions

big ports and little helpers
- All programs must state that they were "Produced for the "Little Big Competition" both in the readme's and Info Box!
- Programs may be shareware but may not be crippled in any way.

- Programs have to work under both MagiC and N.AES (2).
TOS support is optional.
- using extended MagiC objects is allowed as N.AES 2 supports them.
- Programs can make full use of system extensions which are freely
available. We even encourage you to make your contributions support
modern features like BubbleGEM, OLGA etc.
- Programs may make full use of NVDI 5's extended VDI calls
- Programs which need network/internet support of some kind may use every
TCP/IP stack available for the Atari (STiK/STinG or MiNT/MagiCNet
preferred).
- Porting a software may also include reprogramming a software (big ports)
- A port should either feature a GEM-interface or shell (exception:
e.g. games running in fullscreen mode - VDI output still required of
course). Contact us if you are unsure. (big ports)
- system requirements can be set freely (minimum processor, RAM,
resolution etc.). Note: People who can't use your software
won't be able to rate it. On the other hand people who see software
pushing their 060 to the limit might be very happy and give high rates
to your software.
- Adding hardware specific parts (e.g. direct screen access) is
only allowed as an optional feature to speed things up on original Atari
hardware.

new look
- the icon set needs at least 12 entries
- icon sets must offer 2, 16 and 256 colour versions of their icons
- 16 and 256 colour versions have to glow
- other animated features are optional
- NVDI 5 palette has to be used
- icons have to be your original artwork (no conversions from other
platforms!)

- background pictures can have any of the following standard sizes:
640*480, 800*608, 1024*768
(supporting several resolutions is welcomed)
- NVDI 5 palette has to be used for 16/256 colour pictures
- colour depth can range between 1-16 Bit
(supporting several colour depths is welcomed)
- pictures have to be your original artwork
(scanning is allowed)

- you have to create the winframe(s) for both MagiC and N.AES (2)
- see the example archive which contains a MagiC and N.AES winframe
- winframes must support all colour depths
- NVDI 5 palette has to be used
- winframes have to be your original artwork
(no conversions from other platforms!)
- Instead of making a standard MagiC winframe you can also make an
enhanced NatFrame winframe as NatFrame is free.

.. voting

An exact description and rules for the voting procedure will be included to the vote forms.

6 .: deadline

Deadline for all contributions is May 12th 2001. No contributions will be accepted after this date.

Contributions shouldn't be released before the deadline, otherwise we'll have to disqualify this entry.

Absolutely no contributions that are publicly released prior to the May 12th deadline will be accepted. This includes public "alpha" and "beta" releases. The aim of this competition is to spark the creation of /new/ software and "themes" for our platform, therefor, no existing programs, icons, winframes, or Background images may be updated and entered into this competition. Failure to comply with this rule will ultimately result in disqualification. Entries may not be released prior to the deadline to ensure equality and fairness to everyone involved. All entries will have the same timeframe to be tested and voted upon. Furthermore, until the official closing of the competition and judging, ALL programs/sets will ONLY be available in a single archive. Individual downloads will be made available after this time. All contributions will be available for download on May 13th from the compo-pages.

7 .: the team behind this years contest

This years contest has dramatically grown in size and we are glad that some loyal Atarians offered us their support and help. So here is the place to introduce:

Bengy Collins (http://magicos.de/)
Co-Organizer Bengy Collins runs one of the largest English portal sites, Magicos.de. Bengy also has a monthly column in the German ST-Computer magazine. Co-Organizer of last years MGC 99.

Jan Daldrup (http://place2be.de/)
Jan Daldrup runs the largest International portal site, place2be.de. Jan works for the German st-computer magazine. Co-Organizer of last years MGC 99.

Joakim Hï¿½gberg (http://gokmase.atari.org/)
Co-Organizer of the "...new look" subcontest, Joakim is the Father of the "Atari Icon Library" and continues to prove beneficial to the Atari community by his continued work on essential utilities. Him and Dan Ackerman are currently working on aICQ.

Rafal Kawecki (http://kawecki.atari.org/)
Rafal is the webmaster of a popular Polish news page and will represent our contest in Poland. He translated the contest pages, kindly provided us with sponsors and manages the contact with Polish authors.

st-computer - Thomas Raukamp (http://www.st-computer.net/)
Thomas Raukamp, current editor in chief of the largest paper based Atari magazine left, gives us the opportunity to constantly inform all readers of

st-computer about the contest. Thus we are able to reach a far bigger number of Atarians including those without Internet access. st-computer is also generously sponsoring the contest.

TransAction (http://transaction.free.fr/)
DDP (http://www.cix.co.uk/~derryck/index.htm)
TransAction and DDP are crews of people who support the Atari Community by providing high quality translations of recent software releases. This year they also kindly help all contestants of the coding competition by freely offering their translation service to them.

Joachim Fornallaz (http://omnis.ch/jf/)
Joachim Fornallaz, the respected author of essential utilities and Milan webmaster, has kindly volunteered to create a custom GEMSetup Installation routine. The custom GSU will ship with the final LBC archive and will allow for easy and uniform installation.

Take care,
Bengy

5731. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-12 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <2JEP5.26077$I8.4053500@typhoon.southeast.rr.com>
Source record: 1397
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

mark wrote in message <8351120326301236.NC-

>Is a Mac just a generic PC box because they went from Nubus to PCI?

Hmm. No. But that's not exactly fair. Imagine that Apple had done things differently, and that they ditched Nubus, the 68k, and the MacOS 1.x-9x codebase all at once. If they had, I would have trouble calling it yet another macintosh, instead, I'd be forced to think of it as the 3rd platform Apple had created.

That they did all those in phases, says to me that even the lowly Mac 128k is a macintosh, along with the g4 cube.

Compare to the Pseudamiga. They are ditching zorro, 68k, and AmigaOS 3.5 codebase all simultaneously... not even a single transition amiga model. What's more, OSX still has some backward compatibility to the MacOS classic stuff. AmigaDE... hell, I don't even know how to describe it without spewing that sickening hype and PR crap. They are more interested in their ill-concieved "let's redefine computing and OS's" bullshit, than they are in building a "new amiga". If Apple were to have built that hypothetical 3rd platform, it would still be a computer, albeit a new platform. Pseudamiga isn't even doing that... with their MAME of operating systems.

There are certainly 2 ways to look at this. One, Apple had plenty of uninterrupted time, in which to space things out, and do each single thing at a time. Amiga, however, has been pretty turbulent, and if they are to "survive" it will be necessary to jump ahead, and do all of these things at once. This is what others will claim, and I'll save them the trouble by stating it for them... but it just isn't true.

Think about it. AmigaOS 3.5 is aging, certainly. Many components, tcp/ip stacks, etc... are all integrated into win2000 or OSX. With amiga, if they exist at all (and I'm not talking just protocol stacks) they are 3rd party add-ons. This could be a problem. Then, you have a file system that can't come close to handling the 50+ gig hard drives that are now popular and cheap. 3d framework, ala openGL or direct3d? Not there. I can see that this will take alot of work. I am not blind. But rather than write the next version, they are ditching it!! If you have an incomplete project, that is 90% unfinished... that's alot of work, but do you abandon it, and start a new one, that by definition will have even more to do (90% vs. 100%) ??? Besides, the amiga gui shell is still pleasing, and capable. There are parts of the api that are worth keeping. And even if it isn't, then write us another OS! I would think it unwise, but I can see why some would want to do that. But they aren't. AmigaDE is an attempt to redefine the OS. They don't want to write a true OS, because getting into an OS war vs. Microsoft on the

low end, and UNIX on the high end, is a war that no one can possibly win. We don't need the OS "redefined" though, even if such a thing can help M$ in an anti-trust case (the browser is the OS, haha). And they don't need to fight this war. Cater to the amiga enthusiasts, and the people who like to try something different. And this does't even take into account the lack of a Zorro slot. What's the cost of this? $1 for the connector, $5 for the board space, and maybe a $2 pld?

I've came to the conclusion that it isn't that it's too costly or difficult to show some continuity, but rather that for whatever reason, they want none. Maybe they're embarrased by it, or the things that made Amiga "amiga" just don't fit their engineering philosphy. O maybe, they just needed a name, and were too lame to make one for themselves.

John

5732. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-12 03:52:03 UTC
From: **** **** <***@***.com>
Message-ID: <DtoP5.23332$I8.3508178@typhoon.southeast.rr.com>
Source record: 1395
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G Swaine wrote in message <8ukubu$14gc$1@news.comnet.co.nz>...

OK, I had promised myself I wouldn't continue in this thread. Steve, if you are reading, you were actually right, it shouldn't be here.

>"someone isn't screwing up the atari as bad as they are the amiga right
>now"
>
>How?

Yes, that is a fairly decent summary of my opinion.

>Is it simply the "we're spending $$$ to buy Amiga", six months later
>"we're losing millions, let's sell Amiga" cycle they're in? (Re: Atari
>to ?? to Commodore to Escom to ?? to Amiga Inc to ???)

I only became an Amiga enthusiast (pc only up until this point) right about as this started. I had thought that the gateway purchase would be the worst, certainly nothing could outdo gateway buying them so they could cannibalize patents, and if we're lucky release some i-opener like net appliance with the amiga brand.

Damn was I wrong.

No, the worst part is the current owners, and that it looks like they may just release an Amiga-branded machine/software. However, the brand will be the only thing left of the amiga.
Their OS will be ditched, and you should hear some of the lame arguments that I do, in defense of this move. "Oh, it would take so much to update it, that there is no way to keep it! It's 15 years out of date!". This from the same people that 3 breaths ago were claiming that Amiga all but invented the GUI and invented all of the features that windows95 later stole (which to a less exaggerated extent, I believe).
Their hardware platform will be completely ditched. This is more justifiable. The 68k is end of life, of course. They'll farm it out to a 3rd party (this may be the one wise thing that they do). There can be no arguments with these statements, from me or the more rabid "anti-Pseudamiga" crowd. However, there is more to the new hardware than just this. I personally feel that the new hardware lacks several necessary criteria for it to qualify as next generation amiga hardware. Further, the new hardware will be incapable of running AmigaOS 3.5. Backward compatibility shouldn't be absolute, but in this case its warranted to show continuity. Certainly the new "OS" won't run on the old hardware. Also, while the new hardware can hardly ignore PCI, there is not a single legacy Zorro slot, even though many amiga enthusiasts have paid dearly of amiga expansion cards. And don't get

me wrong, it's not entirely a practical want, either. It would show that this isn't some generic pc box running a funky os, but rather a new model in an older family of computer. Finally, the hardware is just an afterthought, as they intend to be a software-only company, and they are catering more to other platforms than their own! As far as that goes, my understanding is that with the "virtualized OS", that it won't even truely run native on their own hardware.
Amiga users don't care that the same apps can easily be run on a mac or pc, and mac and pc owners will certainly care less (the Borg cube cruises merrily along, folks). They are catering to people who laugh at alternatives because of feigned sophistication, and ignorance that you could actually prefer something else. Why? They want marketshare, which leads to quick easy riches in our economy today. Rather than rely on technical excellence, and a superior platform, which could make inroads in some niche markets, they are taking the coward's and con artist's way out. And they are whoring the amiga name to do it.

Think of it like this. Grandpa dies. Everyone is sad that he is dead. Some sheister offers to ressurect grandpa, wouldn't that be a wonderous miracle! Instead, grandpa is a zombie, going around eating the grandchildren. Maybe it's not so great he is back, if it's like this. This doesn't mean you wouldn't want him back, if it could be a true ressurection though. This a good metaphor for the amiga situation.

The atari, despite all the minor embarrasments that every platform suffers, has been spared this indignity. Consider yourself lucky.

John

5733. Re: [OT] Re: Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-13 00:00:00 UTC
From: bbolsoey@rl.telia.no.nospam
Message-ID: <8FEB96D78bbolsoey@194.19.1.61>
Source record: 1398
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

psmith.nospamplease@24-7freecall.net (Paul Smith) wrote in
<8uh1nn$1rbkl$2@ID-53355.news.dfncis.de>:
>"Ochal Christophe" <chris.ochal@nospam.pi.be> wrote in message
>news:8ugf3b$nr8$1@news.planetinternet.be...
>> "Monkeyboy" <amonkeys@uncle.org> schreef in bericht
>> news:amonkeys-108FBA.13060309112000@news.earthlink.net...

>> > Yes. The other answer acceptable was the Cold War and Reagan.
>>
>> No offence guys, but the cold war was just a waste of dollars
>
>It was a cool marketing campaign though. Just think how many
>dullards bought nuclear shelters in the 60s... :)

Those probably the ones who realized how close the world
actually came to a nuclear war in 1962.

Regards...

5734. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-13 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8up0m2$93o$1@news.planetinternet.be>
Source record: 1399
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

"**** ****" <***@***.com> schreef in bericht
news:DtoP5.23332$I8.3508178@typhoon.southeast.rr.com...
> G Swaine wrote in message <8ukubu$14gc$1@news.comnet.co.nz>...
>
> OK, I had promised myself I wouldn't continue in this thread. Steve, if
you
> are reading, you were actually right, it shouldn't be here.
>
> >"someone isn't screwing up the atari as bad as they are the amiga right
> >now"
> >
> >How?
>
>
> Yes, that is a fairly decent summary of my opinion.
>
> >Is it simply the "we're spending $$$ to buy Amiga", six months later
> >"we're losing millions, let's sell Amiga" cycle they're in? (Re: Atari
> >to ?? to Commodore to Escom to ?? to Amiga Inc to ???)
>
>
> I only became an Amiga enthusiast (pc only up until this point) right
> about as this started. I had thought that the gateway purchase would be
the
> worst, certainly nothing could outdo gateway buying them so they could
> cannibalize patents, and if we're lucky release some i-opener like net
> appliance with the amiga brand.

Good heavens spare us all :)

> Damn was I wrong.

Yes, the future might even be bright this time

> No, the worst part is the current owners, and that it looks like they

Humm... i completely disagree there, sofar they've done as they said, we saw
OS3.5, soon OS3.9, the AmigaONE specs & soon the AmigaONE upgrade for
current Amiga's...
Seems they're doing fine

> may just release an Amiga-branded machine/software. However, the brand
will
> be the only thing left of the amiga.

I think it's to soon to make such conclusions, if the OS behaves in a simular fashion, and has backwards compatibility, i'm happy

> Their OS will be ditched, and you should hear some of the lame arguments

Me too would love to see the current OS survive, but i'm not going to shoot down the "new" OS until i've used it, just look at Windows9x & NT, they both act & look the same, but what's under the hood is quite different

> that I do, in defense of this move. "Oh, it would take so much to update
> it, that there is no way to keep it! It's 15 years out of date!". This from

15 years? Hello? The only things lacking is Memory protection & VMM

> the same people that 3 breaths ago were claiming that Amiga all but invented
> the GUI and invented all of the features that windows95 later stole (which
> to a less exaggerated extent, I believe).

M$ has been steling stuff all the time (GeoWorks anyone?)

> Their hardware platform will be completely ditched. This is more
> justifiable. The 68k is end of life, of course. They'll farm it out to a 3rd

Not only is the 68K obsolete, the whole chipsets are

> party (this may be the one wise thing that they do). There can be no
> arguments with these statements, from me or the more rabid "anti-Pseudamiga"
> crowd. However, there is more to the new hardware than just this. I
> personally feel that the new hardware lacks several necessary criteria for
> it to qualify as next generation amiga hardware. Further, the new hardware

Why is that? What would you call Next-Gen Amiga? Z-5? :)

> will be incapable of running AmigaOS 3.5. Backward compatibility shouldn't

This is still an unkown fact, and the current AmigaONE upgrade for the A1200 & A4K provide backwards compability, what we do NOT know is how performant it'll be

> be absolute, but in this case its warranted to show continuity. Certainly
> the new "OS" won't run on the old hardware. Also, while the new hardware can

See above

> hardly ignore PCI, there is not a single legacy Zorro slot, even though many

Zorro slots are obsolete, you don't find ISA slots in new PC's anymore neighter, and god forbit it if you want VLB

> amiga enthusiasts have paid dearly of amiga expansion cards. And don't get
> me wrong, it's not entirely a practical want, either. It would show that
> this isn't some generic pc box running a funky os, but rather a new model
in
> an older family of computer. Finally, the hardware is just an
afterthought,
> as they intend to be a software-only company, and they are catering more
to
> other platforms than their own! As far as that goes, my understanding is
> that with the "virtualized OS", that it won't even truely run native on
> their own hardware.

The OS itself runs natively (the HAL layer) but the apps don't, although
they can be made to run native (eg for games, these can use CPU specific
tricks like Altivec or MMX)

> Amiga users don't care that the same apps can easily be run on a mac
or
> pc, and mac and pc owners will certainly care less (the Borg cube cruises
> merrily along, folks). They are catering to people who laugh at
alternatives
> because of feigned sophistication, and ignorance that you could actually
> prefer something else. Why? They want marketshare, which leads to quick
easy
> riches in our economy today. Rather than rely on technical excellence, and
a
> superior platform, which could make inroads in some niche markets, they
are
> taking the coward's and con artist's way out. And they are whoring the
amiga
> name to do it.

Hell no, Amiga Inc has shown more bravery then M$ ever had, they want to
move the platform forward, and they might actually pull it of

> Think of it like this. Grandpa dies. Everyone is sad that he is dead. Some
> sheister offers to ressurect grandpa, wouldn't that be a wonderous
miracle!
> Instead, grandpa is a zombie, going around eating the grandchildren. Maybe
> it's not so great he is back, if it's like this. This doesn't mean you
> wouldn't want him back, if it could be a true ressurection though. This a
> good metaphor for the amiga situation.

But the amiga ain't dead yet, you could look at the Amiga as a cancer
patient, with tumors running amoc in herbody, while he fights for her life,
refusing to give into death

> The atari, despite all the minor embarrasments that every platform
suffers,
> has been spared this indignity. Consider yourself lucky.

The indignity of a possible survival? Sure

Amon_Re

5735. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-13 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8up0m4$93o$2@news.planetinternet.be>
Source record: 1400
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

"**** ****" <***@***.com> schreef in bericht
news:2JEP5.26077$I8.4053500@typhoon.southeast.rr.com...
> mark wrote in message <8351120326301236.NC-
>
> >Is a Mac just a generic PC box because they went from Nubus to PCI?
>
>
> Hmm. No. But that's not exactly fair. Imagine that Apple had done things
> differently, and that they ditched Nubus, the 68k, and the MacOS 1.x-9x
> codebase all at once. If they had, I would have trouble calling it yet
> another macintosh, instead, I'd be forced to think of it as the 3rd
platform
> Apple had created.

Hmm.. Take a close look at MacOS prior to 8.x, does the name carbon sounds
familiar? They've been preparing their move towards BSD since 8.x

> That they did all those in phases, says to me that even the lowly Mac 128k
> is a macintosh, along with the g4 cube.

Amiga Inc, unfortunatly, doesn't have this luxury, a very small (shrinking)
market isn't viable for a bussinness

> Compare to the Pseudamiga. They are ditching zorro, 68k, and AmigaOS 3.5
> codebase all simultaneously... not even a single transition amiga model.

AmigaONE upgrades for A1200 & A4K, AmigaOS3.9... sounds like they're doing
there best to me

> What's more, OSX still has some backward compatibility to the MacOS
classic
> stuff. AmigaDE... hell, I don't even know how to describe it without
spewing

That's because you know zip about it

> that sickening hype and PR crap. They are more interested in their
> ill-concieved "let's redefine computing and OS's" bullshit, than they are
in
> building a "new amiga". If Apple were to have built that hypothetical 3rd
> platform, it would still be a computer, albeit a new platform. Pseudamiga
> isn't even doing that... with their MAME of operating systems.

Are you so scared of new technology? Or can't you see the bigger picture?

> There are certainly 2 ways to look at this. One, Apple had plenty of
> uninterrupted time, in which to space things out, and do each single thing
> at a time. Amiga, however, has been pretty turbulent, and if they are to
> "survive" it will be necessary to jump ahead, and do all of these things
at
> once. This is what others will claim, and I'll save them the trouble by
> stating it for them... but it just isn't true.

It is, you're just to blind to see it, Amiga Inc doesn't have 5 years to
move their OS to a new CPU, and to implement new API's that'll be used in
the new OS

> Think about it. AmigaOS 3.5 is aging, certainly. Many components, tcp/ip
> stacks, etc... are all integrated into win2000 or OSX. With amiga, if they
> exist at all (and I'm not talking just protocol stacks) they are 3rd party
> add-ons. This could be a problem. Then, you have a file system that can't
> come close to handling the 50+ gig hard drives that are now popular and

How does Atari handle such disks btw?

> cheap. 3d framework, ala openGL or direct3d? Not there. I can see that
this

Mesa & Warp3D anyone?

> will take alot of work. I am not blind. But rather than write the next
> version, they are ditching it!! If you have an incomplete project, that is

AmigaOS3.9....

> 90% unfinished... that's alot of work, but do you abandon it, and start a
> new one, that by definition will have even more to do (90% vs. 100%) ???
> Besides, the amiga gui shell is still pleasing, and capable. There are
parts
> of the api that are worth keeping. And even if it isn't, then write us
> another OS! I would think it unwise, but I can see why some would want to
do
> that. But they aren't. AmigaDE is an attempt to redefine the OS. They
don't

AmigaDE is an attempt at moving forward

> want to write a true OS, because getting into an OS war vs. Microsoft on
the
> low end, and UNIX on the high end, is a war that no one can possibly win.
We

Blah Blah, AmigaDE *IS* an OS

> don't need the OS "redefined" though, even if such a thing can help M$ in
an
> anti-trust case (the browser is the OS, haha). And they don't need to
fight
> this war. Cater to the amiga enthusiasts, and the people who like to try

Amiga enthusiasts, how many do you think there are still left of us?

> something different. And this does't even take into account the lack of a
> Zorro slot. What's the cost of this? $1 for the connector, $5 for the
board
> space, and maybe a $2 pld?

And a 60$ zorro card to go into the slot? :)

> I've came to the conclusion that it isn't that it's too costly or
difficult

Ah, are you a hardware & software engineer?

> to show some continuity, but rather that for whatever reason, they want
> none. Maybe they're embarrased by it, or the things that made Amiga
"amiga"
> just don't fit their engineering philosphy. O maybe, they just needed a
> name, and were too lame to make one for themselves.

Time will tell John, but you're so far of the ball that it's almost funny

Amon_Re

5736. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-14 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <8ur8r7$q5$1@dos.canit.se>
Source record: 1301
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In comp.sys.atari.advocacy Clockmeister <gerryvdb@tnet.com.au> wrote:

: Ochal Christophe wrote in message <8u8da5jno2@news.planetinternet.be>...
:>"Raider" <amiga@sucks.cock> schreef in bericht
:>> >
:>> > Is you're english really this bad Razor? I've seen six year olds write
:>> > better then you
:>>
:>> "you're english" is "you are english". It should be "your english". And
:>it's
:>> "than you" not "then you". You learn to spell you little c*nt!
:>
:>At least people can get what i'm on about, unlike that razor moron, with
: his
:>"l33t" typing, it might look cute in his world, but it's downright idiotic
:>in the real world.
:>
:>English isn't my native language neighter, but at least i *try* to write it
:>correctly.

: Quite a lot of native English speakers make the same mistakes, so don't feel
: bad.

That is no excuse. Each everyone who commits such a mistake needs to be
severely chastised, and if they're native speakers, they'd better be
permanently removed from the gene pool.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

5737. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-14 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <8ur9si$q5$2@dos.canit.se>
Source record: 1302
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In comp.sys.atari.advocacy mark <mdwh2@nospam.cheerful.com> wrote:
: On Sun, 12 Nov 2000 03:52:03 GMT, "**** ****" wrote:

:> No, the worst part is the current owners, and that it looks like
:> they may just release an Amiga-branded machine/software. However,
:> the brand will be the only thing left of the amiga.
:> Their OS will be ditched, and you should hear some of the lame
:> arguments that I do, in defense of this move. "Oh, it would take so
:> much to update it,

: And Apple are ditching their OS to move to a new BSD-based OS. And
: somtime Microsoft may get round to finally ditching their Windows 9x OS
: in favour of NT/2k.

Oh, come on. Apple had insurmountible flaws in their OS. And Windows still
hass a lot of stupid legacy. The AmigaOS may have some faults (we always
say VM, MP), but there is not a single bond between the "new AmigaOS" and
AmigaOS 3.x. No more than there is one between AmigaOS and a Windows
machine running UAE.

:> Their hardware platform will be completely ditched. This is more
:> justifiable. The 68k is end of life, of course. They'll farm it out
:> to a 3rd party (this may be the one wise thing that they do). There
:> can be no arguments with these statements, from me or the more rabid
:> "anti-Pseudamiga" crowd. However, there is more to the new hardware
:> than just this. I personally feel that the new hardware lacks
:> several necessary criteria for it to qualify as next generation
:> amiga hardware. Further, the new hardware will be incapable of
:> running AmigaOS 3.5. Backward compatibility shouldn't be absolute,
:> but in this case its warranted to show continuity.

: I agree here.. though they have said that there will be some sort of
: compatibility. For me, some level of compatibility is what I'd
: distinguish something between being 'a new Amiga' and 'an new machine
: with some Amigalike features at best' (Win2K can still run DOS stuff,
: Mac OS X can run older apps under some sort of emulation).

I don' care much about the hardware. Certainly, I've some investments in
my A4000, but clinging to it when I could actually run it on mostly
superior hardware would just be utter stupidity. If AROS were finished,
and had sufficient software support, I'd dig up some machine to install it
onto in a flash.

:> Certainly the new
:> "OS" won't run on the old hardware.

: It will be able to. You'll need an upgrade - but then the same is true
: if you want to run the latest Windows or MacOS on old hardware.

We're missing the point that there is no new AmigaOS. It's a userspace
program, much like Windows 3.

:> Also, while the new hardware can
:> hardly ignore PCI, there is not a single legacy Zorro slot, even
:> though many amiga enthusiasts have paid dearly of amiga expansion
:> cards.

: I presume that far more Amigas were sold with no Zorro slots than those
: sold with.

True. And most Zorro cards won't have much to offer.

: The Amiga isn't alone; ISA is being phased out of PCs, Macs no longer
: have Nubus slots. Did the A1200 stop being an Amiga because it couldn't
: used Amiga (A500) hardware?

Some fanatics would claim so. =)

:> And don't get me wrong, it's not entirely a practical want,
:> either. It would show that this isn't some generic pc box running a
:> funky os, but rather a new model in an older family of computer.

: Is a Mac just a generic PC box because they went from Nubus to PCI?

No, because it has its own positively unique architecture.
PCI is not processor or architecture dependent.

:> Think of it like this. Grandpa dies. Everyone is sad that he is
:> dead. Some sheister offers to ressurect grandpa, wouldn't that be a
:> wonderous miracle! Instead, grandpa is a zombie, going around eating
:> the grandchildren. Maybe it's not so great he is back, if it's like
:> this. This doesn't mean you wouldn't want him back, if it could be a
:> true ressurection though. This a good metaphor for the amiga
:> situation.

: Except that if you prefer the "old Amiga", there's nothing stopping you
: using a 68k AGA machine - they haven't died in the same sense Grandpa
: did.

Amen. Of course, I'd rather not use an AGA machine.

:> The atari, despite all the minor embarrasments that every platform
:> suffers, has been spared this indignity. Consider yourself lucky.

: All platforms that have advanced have also changed in many of the ways
: you describe. I wouldn't call staying with 68k forever (Atari or Amiga)
: being spared an indignity.

I'd rather not stay with 68k forever (move on WarpOS!), but the "new
AmigaOS" is no alternative. No more than MacOS.

--
/Iggy, the irregular regular

5738. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-14 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <8urah7$2s2$1@dos.canit.se>
Source record: 1303
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In comp.sys.atari.advocacy **** **** <***@***.com> wrote:
: mark wrote in message <8351120326301236.NC-

:>Is a Mac just a generic PC box because they went from Nubus to PCI?

: Hmm. No. But that's not exactly fair. Imagine that Apple had done things
: differently, and that they ditched Nubus, the 68k, and the MacOS 1.x-9x
: codebase all at once. If they had, I would have trouble calling it yet
: another macintosh, instead, I'd be forced to think of it as the 3rd platform
: Apple had created.

Just like the Lisa.

: That they did all those in phases, says to me that even the lowly Mac 128k
: is a macintosh, along with the g4 cube.

After all, the G3 cube will run well-behaved 128k software, and it will
look like any other software.

: Compare to the Pseudamiga. They are ditching zorro, 68k, and AmigaOS 3.5
: codebase all simultaneously... not even a single transition amiga model.

There will be a transition Amiga model. And a big kludge at that.

: What's more, OSX still has some backward compatibility to the MacOS classic
: stuff. AmigaDE... hell, I don't even know how to describe it without spewing
: that sickening hype and PR crap. They are more interested in their
: ill-concieved "let's redefine computing and OS's" bullshit, than they are in
: building a "new amiga". If Apple were to have built that hypothetical 3rd
: platform, it would still be a computer, albeit a new platform. Pseudamiga
: isn't even doing that... with their MAME of operating systems.

Exactly. They say they wish to capture the "spirit" of the Amiga. I doubt
that it will be caught. Has anyone managed to do that as of yet? What is
this spirit, anyway?

: There are certainly 2 ways to look at this. One, Apple had plenty of
: uninterrupted time, in which to space things out, and do each single thing
: at a time. Amiga, however, has been pretty turbulent, and if they are to
: "survive" it will be necessary to jump ahead, and do all of these things at
: once. This is what others will claim, and I'll save them the trouble by
: stating it for them... but it just isn't true.

They could just look into WarpOS or AROS. Certainly, WarpOS is
PPC-centric, but PowerPC has never hurt somebody.

: Think about it. AmigaOS 3.5 is aging, certainly. Many components, tcp/ip
: stacks, etc... are all integrated into win2000 or OSX. With amiga, if they
: exist at all (and I'm not talking just protocol stacks) they are 3rd party
: add-ons. This could be a problem. Then, you have a file system that can't
: come close to handling the 50+ gig hard drives that are now popular and
: cheap. 3d framework, ala openGL or direct3d? Not there. I can see that this
: will take alot of work. I am not blind. But rather than write the next
: version, they are ditching it!! If you have an incomplete project, that is
: 90% unfinished... that's alot of work, but do you abandon it, and start a
: new one, that by definition will have even more to do (90% vs. 100%) ???

Err, please try to look into things before you start spouting complete
rubbish, ****.
AmigaOS 3.5 has got a stack. 3.9 will have the very competent Genesis.
The filesystem has been updated since aeons ago to handle hard drives in
the terabyte class. I run a 20 GB one on mine, and I intend to get another
drive, too.
3D framework is there in the form of Warp3D, which AFAIK is an OpenGL
implementation.
90% vs 100% is not a lot, but I dare say that the AmigaOS is 90% complete,
as opposed to 90% incomplete.

: Besides, the amiga gui shell is still pleasing, and capable. There are parts
: of the api that are worth keeping. And even if it isn't, then write us
: another OS! I would think it unwise, but I can see why some would want to do
: that. But they aren't. AmigaDE is an attempt to redefine the OS. They don't
: want to write a true OS, because getting into an OS war vs. Microsoft on the
: low end, and UNIX on the high end, is a war that no one can possibly win. We
: don't need the OS "redefined" though, even if such a thing can help M$ in an
: anti-trust case (the browser is the OS, haha). And they don't need to fight
: this war. Cater to the amiga enthusiasts, and the people who like to try
: something different. And this does't even take into account the lack of a
: Zorro slot. What's the cost of this? $1 for the connector, $5 for the board
: space, and maybe a $2 pld?

There is no point in Zorro on a new architecture, and it certainly would
be more costly to add than just some "bucks".

: I've came to the conclusion that it isn't that it's too costly or difficult
: to show some continuity, but rather that for whatever reason, they want
: none. Maybe they're embarrased by it, or the things that made Amiga "amiga"
: just don't fit their engineering philosphy. O maybe, they just needed a
: name, and were too lame to make one for themselves.

Basically, what we ended up with when Gateway bought the Amiga was a
motely crew of disgruntled Silicon Valley engineers, each with their own
agenda to revolutionise the computer world. Then they were given a cute
little machine, whose name and user base they would take as a platform for
their new, revolutionary system. They've never been Amiga users before,
and have very littlke actual understanding for the actual Amiga spirit,
which they claim to further.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

5739. Re: New Amiga coming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-14 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8utgrroce1@news.planetinternet.be>
Source record: 1304
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
"Iggy Drougge" <optimus@canit.se> schreef in bericht
news:8ur8r7$q5$1@dos.canit.se...
> In comp.sys.atari.advocacy Clockmeister <gerryvdb@tnet.com.au> wrote:
>
> : Ochal Christophe wrote in message
<8u8da5$jno$2@news.planetinternet.be>...
> :>"Raider" <amiga@sucks.cock> schreef in bericht
> :>> >
> :>> > Is you're english really this bad Razor? I've seen six year olds
write
> :>> > better then you
> :>>
> :>> "you're english" is "you are english". It should be "your english".
And
> :>it's
> :>> "than you" not "then you". You learn to spell you little c*nt!
> :>
> :>At least people can get what i'm on about, unlike that razor moron, with
> : his
> :>"l33t" typing, it might look cute in his world, but it's downright
idiotic
> :>in the real world.
> :>
> :>English isn't my native language neighter, but at least i *try* to write
it
> :>correctly.
>
> : Quite a lot of native English speakers make the same mistakes, so don't
feel
> : bad.
>
> That is no excuse. Each everyone who commits such a mistake needs to be
> severely chastised, and if they're native speakers, they'd better be
> permanently removed from the gene pool.

Can you say "I am a very friendly guy" in Dutch? hehe :^)

BTW, since when is "coming" written with 2 'mm's? <Grin>

Amon_Re
```

5740. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-14 18:03:33 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <jleQ5.40$mQ.15714@nsw.nnrp.telstra.net>
Source record: 1305
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Iggy Drougge wrote in message <8ur8r7$q5$1@dos.canit.se>...
>In comp.sys.atari.advocacy Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>: Ochal Christophe wrote in message
<8u8da5jno2@news.planetinternet.be>...
>:>"Raider" <amiga@sucks.cock> schreef in bericht
>:>> >

<snip>

>:>English isn't my native language neighter, but at least i *try* to write
it
>:>correctly.
>
>: Quite a lot of native English speakers make the same mistakes, so don't
feel
>: bad.
>
>That is no excuse. Each everyone who commits such a mistake needs to be
>severely chastised, and if they're native speakers, they'd better be
>permanently removed from the gene pool.
>

Ok, consider yourself removed ;-)

Regards,

Clockmeister.

5741. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-15 00:00:00 UTC
From: Marco Nelissen <marcone@xs4.xs4all.nl>
Message-ID: <8uulqo$dn4$2@news1.xs4all.nl>
Source record: 1310
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In comp.sys.be.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
> The attack on Pearl Harbor was the culmination and result of US's policy
> towards Japan. Regardless of the take on said policy (it is not
> important if that policy was right or wrong) it was a policy formulated
> and implemented by a Democrat administration. There are also rumours
> that it was formulated and implemented in order to bring about the
> events which followed.

Sure, and Kennedy was assassinated by the CIA, and nobody ever walked
on the moon...

5742. Re: New Amiga coming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-15 00:00:00 UTC
From: NeRP <nerp@telus.NOSPAM.net>
Message-ID: <O4.L4.kA2gFwRYRAXraXX.NR@telus.NOSPAM.net>
Source record: 1311
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"OC" == "Ochal Christophe" writes:

OC> >
OC> > That is no excuse. Each everyone who commits such a mistake
OC> > needs to be severely chastised, and if they're native speakers,
OC> > they'd better be permanently removed from the gene pool.
OC>
OC> Can you say "I am a very friendly guy" in Dutch? hehe :^)
OC>
OC> BTW, since when is "coming" written with 2 'mm's? <Grin>
OC>
OC> Amon_Re
OC>
OC>

Muahahahah, that Amon_Re guy can hardly read!!! 8-P

NeRP
--

Posted with Amiga NewsRog

5743. Re: New Amiga coming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-15 00:00:00 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <K1JQ5.1712$QZ5.577@newsfeed.slurp.net>
Source record: 1312
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
"Ochal Christophe" <chris.ochal@nospam.pi.be> wrote in message
news:8utgrr$oce$1@news.planetinternet.be...
> "Iggy Drougge" <optimus@canit.se> schreef in bericht
> news:8ur8r7$q5$1@dos.canit.se...
> > In comp.sys.atari.advocacy Clockmeister <gerryvdb@tnet.com.au> wrote:
> >
> > : Ochal Christophe wrote in message
> <8u8da5$jno$2@news.planetinternet.be>...
> > :>"Raider" <amiga@sucks.cock> schreef in bericht
> > :>> >
> > :>> > Is you're english really this bad Razor? I've seen six year olds
> write
> > :>> > better then you
> > :>>
> > :>> "you're english" is "you are english". It should be "your english".
> And
> > :>it's
> > :>> "than you" not "then you". You learn to spell you little c*nt!
> > :>
> > :>At least people can get what i'm on about, unlike that razor moron,
with
> > : his
> > :>"l33t" typing, it might look cute in his world, but it's downright
> idiotic
> > :>in the real world.
> > :>
> > :>English isn't my native language neighter, but at least i *try* to
write
> it
> > :>correctly.
> >
> > : Quite a lot of native English speakers make the same mistakes, so
don't
> feel
> > : bad.
> >
> > That is no excuse. Each everyone who commits such a mistake needs to be
> > severely chastised, and if they're native speakers, they'd better be
> > permanently removed from the gene pool.
>
> Can you say "I am a very friendly guy" in Dutch? hehe :^)
>
> BTW, since when is "coming" written with 2 'mm's? <Grin>
```

>
> Amon_Re

Coming or commit? :)

5744. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-15 02:25:57 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn913t1k.dnd.jedi@pyromania.mishnet>
Source record: 1306
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On Mon, 6 Nov 2000 18:09:34 +0100, Ochal Christophe <chris.ochal@nospam.pi.be> wrote:
><sinclap@nospam.net> schreef in bericht
>news:sinclap-02110018243400001@1cust17.tnt9.minneapolis.mn.da.uu.net...
>> In article <razor-8521F2.06521902112000@bigmomma.idirect.com>, "Mark
>> Bedingfield" <mark@baypc.com.au> (by way of Razor Rikel
>> <razor@nunyabidness.net>) wrote:
>>
>> > "Razor Rikel" <razor@nunyabidness.net> wrote in message
>> > news:razor-604686.08265731102000@bigmomma.idirect.com...
>> > > In article
>> > > <sinclap-31100002265700001@1cust199.tnt1.minneapolis.mn.da.uu.net>,
>> > > sinclap@nospam.net wrote:
>> > >
>> > > > In article <razor-F231F3.07560528102000@bigmomma.idirect.com>, Razor
>> > > > Rikel
>> > > > <razor@nunyabidness.net> wrote:
>> >
>> > What fool would go from one platform with very little support to the
>> > Amiga which is just as bad? If Atari user's drop ship the are not very
>> > likely to get on the sinking Amiga one. As much as the PC sux and the
>> > Mac is expensive, the Amiga is also old technology reserved for the
>> > like's of us retro users (again I hate that word). I would rather keep
>> > my PC than Sell my Falcon and by a new Amiga.
>>
>> Macs are expensive?
>
>Well, they aren't exactly cheap, exept iMacs

Even those aren't comparable in price to similarly underspeced PCs.

[deletia]

--

"The Mets were great in 'sixty eight,
The Cards were fine in 'sixty nine,
But the Cubs will be heavenly in nineteen and seventy."
-- Ernie Banks

5745. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-15 02:41:18 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn913tuc.dnd.jedi@pyromania.mishnet>
Source record: 1307
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On Thu, 09 Nov 2000 01:18:18 -0800, Timothy A. Seufert <tas@mindspring.noUCE.com> wrote:
>In article <slrn90blhj.vu7.jedi@pyromania.mishnet>, jedi@pyromania.mishnet
>() wrote:
>
>[...]
>
>>On Sat, 04 Nov 2000 16:24:40 -0800, Timothy A. Seufert
>> <tas@mindspring.noUCE.com> wrote:
>>
>>>Sun gets lots of mileage out of multiple processors mainly because they
>>>sell a lot of servers, where the workload is quite parallelizable.
>>
>> Anything can be parallelizable if you program it right.
>>
>> This is rather the whole point behind BeOS.
>
>You are arguing from ignorance. It is absolutely not the case that any
>algorithm can be threaded so that it can execute in parallel on multiple

Very few things are really that strictly serial. Even those
sorts of things can be sub-divided. Infact, those of us with
an actual clue are aware that "divide and conquer" is the
first maxim of computer science.

TPC/C is a great example of this.

>CPUs. In addition, many algorithms fail to scale perfectly even if they
>can be threaded, due to synchronization points.
>
>Be's marketing weenies probably did want people to believe the opposite,
>for obvious reasons.

Got any good examples?

>
>[...]
>
>>>You're deliberately trying to change the topic, in a most superficial
>>>manner. The point was that Apple's machines don't cost $5K any more.
>>
>> No, you are trying to gloss over the fact that there is indeed
>> a macintosh at the Apple online store that has a price tag of
>> $7500.
>
>Render unto me a fucking break. That's a $7500 *system* composed of a

>$4000 monitor and a $3500 Macintosh. 22 inch LCD monitors happen to be
>quite expensive.

Real computer scientists (or programmers) live to be pedantic.

>
>If you were smart, you would have quoted me the maximum price possible by
>custom configuring a system -- that way you'd easily be over $5K on just a
>computer. As I think I may have mentioned before, Apple overcharges
>horribly for RAM, HDs, and so forth through their online store.

[deletia]

I am. That's why I realize that artificially deflating prices
by expecting Macintosh users to futz with their hardware
internals is quite absurd.

5746. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-15 02:44:09 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn913u3o.dnd.jedi@pyromania.mishnet>
Source record: 1308
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On Fri, 10 Nov 2000 12:11:06 GMT, Ronnie Sahlberg <rsahlber@bigpond.com.au> wrote:
>
>
>jedi@pyromania.mishnet wrote:
>
>>
>> Anything can be parallelizable if you program it right.
>
>Sorry, you just flunked optimization101 and probably also
>algebra101 at the same time
>
>
>As an extremely common operation in math,
>please advice how to parallellize the generic operation of inverting
>a matrix.

What makes you think the process will be constrained to only
inverting one matrix at a time? You both are thinking far too
crudely. Get out into the world every so often.

--

"Elvis is my copilot."
-- Cal Keegan

5747. Re: Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-15 05:03:51 UTC
From: WickedDyno <amg39.REMOVETHIS@cornell.edu.invalid>
Message-ID: <amg39.REMOVETHIS-0F7177.00035115112000@newsstand.cit.cornell.edu>
Source record: 1309
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <amonkeys-108FBA.13060309112000@news.earthlink.net>,
Monkeyboy <amonkeys@uncle.org> wrote:
<s>
> I have. Conflicts initiated under Republican leaderships ended in
> victory.

Such as the civil war?

--
| Andrew Glasgow <amg39(at)cornell.edu> |
| SCSI is *NOT* magic. There are *fundamental technical |
| reasons* why it is necessary to sacrifice a young goat |
| to your SCSI chain now and then. -- John Woods |
```

5748. Re: New Amiga coming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-15 16:34:04 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <iuyQ5.51$hZ.4152@vic.nntp.telstra.net>
Source record: 1313
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
Ochal Christophe wrote in message <8utgrr$oce$1@news.planetinternet.be>...
>"Iggy Drougge" <optimus@canit.se> schreef in bericht
>news:8ur8r7$q5$1@dos.canit.se...
>> In comp.sys.atari.advocacy Clockmeister <gerryvdb@tnet.com.au> wrote:
>>
>> : Ochal Christophe wrote in message
><8u8da5$jno$2@news.planetinternet.be>...
>> :>"Raider" <amiga@sucks.cock> schreef in bericht
>> :>> >
>> :>> > Is you're english really this bad Razor? I've seen six year olds
>write
>> :>> > better then you
>> :>>
>> :>> "you're english" is "you are english". It should be "your english".
>And
>> :>it's
>> :>> "than you" not "then you". You learn to spell you little c*nt!
>> :>
>> :>At least people can get what i'm on about, unlike that razor moron,
with
>> : his
>> :>"l33t" typing, it might look cute in his world, but it's downright
>idiotic
>> :>in the real world.
>> :>
>> :>English isn't my native language neighter, but at least i *try* to
write
>it
>> :>correctly.
>>
>> : Quite a lot of native English speakers make the same mistakes, so don't
>feel
>> : bad.
>>
>> That is no excuse. Each everyone who commits such a mistake needs to be
>> severely chastised, and if they're native speakers, they'd better be
>> permanently removed from the gene pool.
>
>Can you say "I am a very friendly guy" in Dutch? hehe :^)
>

Ja, maar ik kan niet zeggen dat mijn Nederlanse taal nog goet is. (Dat zal
je wel kunnen zien ;-)
```

Met vriendelijke groet,

Clockmeister.

5749. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-16 00:00:00 UTC
From: Ochal Christophe <chris.ochal@nospam.pi.be>
Message-ID: <8v056t$q9u$1@news.planetinternet.be>
Source record: 1314
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

<jedi@pyromania.mishnet> schreef in bericht
news:slrn913t1k.dnd.jedi@pyromania.mishnet...
> On Mon, 6 Nov 2000 18:09:34 +0100, Ochal Christophe
<chris.ochal@nospam.pi.be> wrote:
> ><sinclap@nospam.net> schreef in bericht
> >news:sinclap-0211001824340001@1cust17.tnt9.minneapolis.mn.da.uu.net...
> >> In article <razor-8521F2.06521902112000@bigmomma.idirect.com>, "Mark
> >> Bedingfield" <mark@baypc.com.au> (by way of Razor Rikel
> >> <razor@nunyabidness.net>) wrote:
> >>
> >> > "Razor Rikel" <razor@nunyabidness.net> wrote in message
> >> > news:razor-604686.08265731102000@bigmomma.idirect.com...
> >> > > In article
> >> > > <sinclap-3110000226570001@1cust199.tnt1.minneapolis.mn.da.uu.net>,
> >> > > sinclap@nospam.net wrote:
> >> > >
> >> > > > In article <razor-F231F3.07560528102000@bigmomma.idirect.com>,
Razor
> >> > > > Rikel
> >> > > > <razor@nunyabidness.net> wrote:
> >> >
> >> > What fool would go from one platform with very little support to the
> >> > Amiga which is just as bad? If Atari user's drop ship the are not
very
> >> > likely to get on the sinking Amiga one. As much as the PC sux and the
> >> > Mac is expensive, the Amiga is also old technology reserved for the
> >> > like's of us retro users (again I hate that word). I would rather
keep
> >> > my PC than Sell my Falcon and by a new Amiga.
> >>
> >> Macs are expensive?
> >
> >Well, they aren't exactly cheap, exept iMacs
>
> Even those aren't comparable in price to similarly underspeced PCs.

Well, the cheapest iMac costs about asmuch as a PB Club 2600

Amon_Re

5750. The Perfect Christmas Gift 9819

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-22 00:00:00 UTC
From: vtwevs@hotmail.com
Message-ID: <VcTS5.55992$1Z3.211867@e420r-sjo3.usenetserver.com>
Source record: 1315

Two days ago I ordered 10 pieces of paper money from 10 different countries from a company called Perth Numismatics. Lo and behold they arrived today and they are very nice and colourful. They even have a bill from Antarctica. I didn't even know they existed. These are perfect for stocking stuffers or people who are hard to buy for. The website address is www.perthmoney.com
Good luck and Merry Christmas

Cynthia Reeves

lshqsotioyjk

5751. Toronto Star gives praise!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-28 02:27:44 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-2711002028090001@1cust141.tnt7.minneapolis.mn.da.uu.net>
Source record: 1316

Sheesh....I leave for a while and this group is dead....What gives? Even comp.sys.apple2 is hopping active

Maybe this will jump start the jihads....

Hmmm...Maybe Chunks will find away to descredit the Toronto Star...

http://www.torontostar.com/apps/AppLogic+FTContentServer?GXHC_gx_session_id_FutureTenseContentServer=f76ac3596950e32e&pagename=thestar/Layout/Article_Type1&c=Article&cid=975099001699&call_page=TS_News&call_pageid=968332188492&call_pagepath=News/News

sinclap!
somewere in mn
sinclap@mac.com

5752. ST or Mega ST web surfing help.

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-29 00:00:00 UTC
From: JPK <brewer@webspan.net>
Message-ID: <3A259545.BFE@webspan.net>
Source record: 1317

OK I know if I search for years in FAQ files I might find what I am looking for but perhaps one of you fine fellows can help me out quick. I have a quite a few Atari machines around. Mega4, ST, hell even some 400 and 800's. My question is what software is there out now that will allow me to use my ST or Mega4 to surf the web as easy as I can on my shitty PC with Netscape? I use my Mega4 for lots of crap and I hate my pc but that's what I'm on-line with now. Someone tell me what I need so I can kiss the PC goodbye. Then again, is there even anything out there that makes this dream possible. Please help. Oh and while I'm thinking of it, is there anything that can link my Palm 3x to my Mega4? I'll toss my pc in the can if this can happen.

JPK
Biohazard Breweries

5753. Re: ST or Mega ST web surfing help.

Newsgroup: comp.sys.atari.advocacy
Date: 2000-11-30 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A269406.1933D336@patent.gov.uk>
Source record: 1318

JPK wrote:
>
> OK I know if I search for years in FAQ files I might find what I am
> looking for but perhaps one of you fine fellows can help me out quick. I
> have a quite a few Atari machines around. Mega4, ST, hell even some 400
> and 800's. My question is what software is there out now that will allow
> me to use my ST or Mega4 to surf the web as easy as I can on my shitty
> PC with Netscape? I use my Mega4 for lots of crap and I hate my pc but
> that's what I'm on-line with now. Someone tell me what I need so I can
> kiss the PC goodbye. Then again, is there even anything out there that
> makes this dream possible. Please help. Oh and while I'm thinking of it,
> is there anything that can link my Palm 3x to my Mega4? I'll toss my pc
> in the can if this can happen.
>
> JPK
> Biohazard Breweries

Hi, JPK,

You're in the wrong NG for such a question. Try:

comp.sys.atari.st

or

comp.sys.atari.st.tech

The basic answer to your question is CAB1.5 as the browser and
STIK/STING/DIALER as the ISP interface, for the freeware route, but
limited as to speed and CAB2.8 and ICONNECT from ASH for the commercial
route. I use CAB2.8 with STING/DIALER on a Falcon and Milan and on the
former it's bearable, with images shut off and with the Milan as good as
a low end Pentium. With the MegaST4, I found accessing the Net JUST
about bearable re speed. You will also need to drive your serial ports
at at least 14,400 and will need HSModem for this.

But you will learn much more from the guys on the above NGs

Bob King.

5754. Re: ST or Mega ST web surfing help.

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-01 00:11:03 UTC
From: "m. smith" <pamsfolks@sympatico.ca>
Message-ID: <3A2715B4.48F37B6@sympatico.ca>
Source record: 1319

Check out The Atari FAQ site.

JPK wrote:

> OK I know if I search for years in FAQ files I might find what I am
> looking for but perhaps one of you fine fellows can help me out quick. I
> have a quite a few Atari machines around. Mega4, ST, hell even some 400
> and 800's. My question is what software is there out now that will allow
> me to use my ST or Mega4 to surf the web as easy as I can on my shitty
> PC with Netscape? I use my Mega4 for lots of crap and I hate my pc but
> that's what I'm on-line with now. Someone tell me what I need so I can
> kiss the PC goodbye. Then again, is there even anything out there that
> makes this dream possible. Please help. Oh and while I'm thinking of it,
> is there anything that can link my Palm 3x to my Mega4? I'll toss my pc
> in the can if this can happen.
>
> JPK
> Biohazard Breweries

5755. Fwd: Apple stock in for another pounding?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-02 04:33:41 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-26FF0A.23334401122000@bigmomma.idirect.com>
Source record: 1320

is razor again!

razor find interesting article dat put paid ta sincrap's lies dat dere is no crapple inventory clog. dis article prove dere is - 11 weeks worth. dis also prove sincrap talk out his ass 'bout him bein big shot crapple salesman!

> From: Eric Bennett <ericb@pobox.com>
> Subject: Apple stock in for another pounding?
> Date: Fri, 01 Dec 2000 10:15:27 -0500
> Newsgroups: comp.sys.mac.advocacy
> Message-ID: <908f95$4e3$1@news01.cit.cornell.edu>
>
> Apple's sales continue to slow and inventory is piling up, according to
> the C|net article:
>
> http://news.cnet.com/news/0-1006-200-3939155.html
>
>
> ===
> Gateway shares were pounded Thursday after the company said consumer PC
> sales came in lower than expected, but analysts warn things could get
> just as bad, or worse, for Apple Computer and Compaq Computer.
>
> Roger Kay, analyst, IDC Both Apple and Compaq face a potential consumer
> PC sales crisis because of slowing sales, growing inventories and a
> looming first-quarter price war. While no PC company will remain
> unscathed by the triple whammy, these two appear to be particularly
> exposed.
>
> Market researcher ARS reports Apple is sitting on 11 weeks of inventory
> and Compaq on 10.5 weeks, well above the industry average.
> ===
>
> --
> Eric Bennett (http://www.pobox.com/~ericb/)
> Cornell University / Chemistry & Chemical Biology
>
> Lighthouse, n. A tall building on the seashore in which the government
> maintains a lamp and the friend of a politician

5756. Fwd: Re: Apple stock in for another pounding?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-02 04:35:18 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-ECCD85.23352101122000@bigmomma.idirect.com>
Source record: 1321

> From: JFW <jwiede@biff.com>
> Subject: Re: Apple stock in for another pounding?
> Date: Fri, 01 Dec 2000 10:49:25 -0800
> Newsgroups: comp.sys.mac.advocacy
> Message-ID: <vsrf2ts8ii7heoh01a5bajjfser3hmopk3@4ax.com>
>
> On Fri, 01 Dec 2000 10:15:27 -0500, Eric Bennett <ericb@pobox.com>
> wrote:
>
> >
> >Apple's sales continue to slow and inventory is piling up, according to
> >the C|net article:
> >
> >http://news.cnet.com/news/0-1006-200-3939155.html
>
> Yep, definitely does not bode well for Apple's next couple of
> quarters, and might have a nasty impact on the stock price.
>
> It's particularly bad that despite attempting to _reduce_ their excess
> inventory, it actually increased from ~8 up to ~11 weeks. That shows
> they're doing a HORRIBLE job this quarter in managing sales &
> manufacturing. It shows that not only are the reduction plans not
> working, but also that the current "corrected" sales forecasts are
> still out of whack.
>
> This is one of the things that makes me so nervous about the Apple
> stores idea. Apple just doesn't have enough of a handle on inventory
> management yet. Increasing their potential exposure by as much as
> such stores would require (even in the proxy-to-BTO model of stores,
> Apple still needs to increase their inventory to cover store sales)
> seems like a very dangerous gamble for them, considering how poorly
> they're doing at it lately.
>
> jfw
>

5757. Re: Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-03 00:00:00 UTC
From: David Ogg <davidogg@nc.rr.com.foo>
Message-ID: <hVmW5.18653$88.3502486@typhoon.southeast.rr.com>
Source record: 1324
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

The term "Democrat" in the 1950's is not the same as it is today... in 1950 the average Democrat is roughly
equivelant to todays moderate-republican. Both parties have shifted to the left an order of magnatude.

If you told a registered Democrat in 1950 that you were in favor of national health care and free condoms, he would
call you a communist, however, this is how Clinton was elected.

This thread is rediculous, who the hell votes for the president of the free world based on his
opinion of a PC operating system? Yikes!

Why is it so important to break MS up? So what if windows sucks, dont use it. Its NOT MS's fault that
every other competitor refuses to compete. Hell, I was rooting for Amiga, OS/2 and Mac, but each killed
themselves. Amiga was GREAT, but Commodore was a toy manufacturer, and MS had nothing to
do with why Amiga failed (in fact, MS *HELPED* Amiga, I started out by learning AmigaBasic, a MS
product). Mac, well, Mac is Mac, and OS/2, its almost like IBM *wanted* OS/2 to fail, and they continue to
try to drop support for OS/2 despite customers who BEG them to keep it alive.
I want to see an OS suceed because its BETTER, not because the government killed MS. MS can be beaten,
if a company makes at least a half-assed attempt. Adobe makes ALOT of software even MS is afraid to go
head-to-head with, then theres AOL, Linux ect...
Even BeOS isn't really competing with them, by choice. Their main product is BeIA, BeOS is a sideline, and
the free version requires windows. Every heading on Beos's site lists BeIA first, then "we also offer BeOS..."

Its the "in" thing to hate microsoft, but people go home to Windows PC's every day, when they can run anything
they want to. I like linux, and BeOS, but I use Windows 90% of the time, its what I use at work also, I'm a PC
technician. MS will probably continue to dominate the desktop market untill a developer actually markets an OS,
not just has one available.

Microsofts success is based on the fact they were there when the time was right.Hell, if I were Bill Gates, and
had his money, I'd say fuck this, no more windows. I'm retiring, and getting out of the OS business, but I wont sell
windows to anyone, I'll just let it die. Have fun guys!

I'm not pro-microsoft, I'm pro IwishsomeonewouldhavetheballstomarkettheirOS. If their were an AmigaOS that ran
on PC hardware, and supported hardware within 3 months of its release,and had a single user mode, I'd gladly
pay for it, I'd pay $500 for it. I don't really care if its $free or not, or if its GNU-free/open source...Just support it,
release it often (don't let it stagnate like OS/2), make available developer tools, make it your MAIN business, rather
than a sideline, and I'll run it as my main OS instead of just "playing" with it.

Cmon BeOS, give me the choice of Multi-user, commision Loki to port games, flood my ass with software and drivers,
and charge me $500. (and make www.beos.com lead to a BeOS page, not a BeIA page)

"Tony Minkoff" <adminkoff2@uswest.net> wrote in message
news:8uf0d1mto1@nnrp1.phx.gblx.net...
>
> "Monkeyboy" <amonkeys@uncle.org> wrote in message
> news:amonkeys-17DF29.14100907112000@news.earthlink.net...
> > Every major US conflict this century began under a Democrat US
> > president. One major "conflict" ended under a Republican president.
> > Guess the conflict and president and you get moved to the front of the
> > class.
>
> I'll guess Viet Nam and Richard Nixon. Do I win? ;-)
>
> Hmm. The one war we lost was lost under a Republican administration.
> The century's two greatest military triumphs-- the victories in the two
> World Wars-- were acheived under Democratic administrations.
>
> Personally, I think it's coincidence, but if this is the way you want
> to compare the two major parties, go right ahead...
>
>
>

5758. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-03 00:00:00 UTC
From: Peter Ammon <pa44@cornell.edu>
Message-ID: <3A29FE9B.D0100C7A@cornell.edu>
Source record: 1325
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Bruce Clarke wrote:
>
> In comp.sys.atari.advocacy Peter Ammon <pa44@cornell.edu> wrote:
> : David Ogg wrote:
> :> its the its the 19th century untill 2001.
>
> : It's so amusing when the pedantic make errors far worse than those they
> : try to correct.
>
> Hey - quit making fun of the guy's stutter...

Actually, I was referring to the fact that the 19th century ended about
100 years ago.

-Peter

5759. Re: Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-03 00:00:00 UTC
From: David Ogg <davidogg@nc.rr.com.foo>
Message-ID: <cZmW5.18654$88.3504945@typhoon.southeast.rr.com>
Source record: 1326
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
"> > I have. Conflicts initiated under Republican leaderships ended in
> > victory.
>
> Such as the civil war?

now that you mention it, yes, republicans free'd the slaves. (and rebuilt
the south)
oh, and defeated England ;)
```

5760. Re: Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-03 00:00:00 UTC
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Message-ID: <3A2A2D07.727DEDB1@libertysurf.fr>
Source record: 1327

David Ogg a ï¿½crit :
> Why is it so important to break MS up? So what if windows sucks, dont use
> it. Its NOT MS's fault that
> every other competitor refuses to compete. Hell, I was rooting for Amiga...

Your're right, but MS have a market way...very hard !
can you buy any PC in any store whithout window ?
no one can, because you havn't any choice, you must buy your PC
with window, and that's all !

Too, it's very dangerous that the same compagny, sells,
OS, applications and development tools...You cannot choice
easily, because if you don't use VC++..you will have some
problems...in this way, spliting MS (no destroy them !), could be
simply more efficent for micro market. I use NT at work,
but i use Borland...and I can say, that it's not always
easy everydays, because MS doesn't permit you to use other
tools easily (.LIB problems, DirectX, etc...)

but it's just my opinion !

--
Designed .^. Linux the power you need
for /v\ I can run with PC, Mac, SGI, Amiga, Atari..
Linux // \\
/( )\
X---X Tux.

5761. Re: Fwd: Apple stock in for another pounding?

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-03 00:00:00 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0312001126480001@user-33qteo5.dialup.mindspring.com>
Source record: 1328

In article <razor-26FF0A.23334401122000@bigmomma.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> is razor again!

No...it's sinclap here!

> razor find interesting article dat put paid ta sincrap's lies dat
> dere is no crapple inventory clog. dis article prove dere is - 11 weeks
> worth. dis also prove sincrap talk out his ass 'bout him bein big shot
> crapple salesman!

What lie?

sinclap!
somewere in mn

5762. Re: Bush will cause Cold War 2 (was: Bush will kill the Microsoft lawsuit)

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-03 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <3A2A046F.4252A05B@calcna.ab.ca>
Source record: 1329

David Ogg wrote:
>
> "> > I have. Conflicts initiated under Republican leaderships ended in
> > > victory.
> >
> > Such as the civil war?
>
> now that you mention it, yes, republicans free'd the slaves. (and rebuilt
> the south)
> oh, and defeated England ;)

And got defeated when they invaded Canada !!

The Canadian Curmudgeon (in sunny Calgary)
Where ignorance prevails, tyranny persists

5763. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-03 06:43:48 UTC
From: David Ogg <davidogg@nc.rr.com.foo>
Message-ID: <EYlW5.18635$88.3457234@typhoon.southeast.rr.com>
Source record: 1322
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

its the its the 19th century untill 2001.

"Erik van Roode" <newsposter@cthulhu.demon.nl> wrote in message
news:8ua0so$458$1@internal-news.uu.net...
> In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
>
> > Every major US conflict this century began under a Democrat US
> > president. One major "conflict" ended under a Republican president.
> > Guess the conflict and president and you get moved to the front of the
> > class.
>
> Big deal. So far there has been only 1 president this century.
>
> Erik
>

5764. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-03 07:10:03 UTC
From: Peter Ammon <pa44@cornell.edu>
Message-ID: <3A29F1DF.7DEC150A@cornell.edu>
Source record: 1323
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
David Ogg wrote:
>
> "Erik van Roode" <newsposter@cthulhu.demon.nl> wrote in message
> news:8ua0so$458$1@internal-news.uu.net...
> > In comp.sys.amiga.advocacy Monkeyboy <amonkeys@uncle.org> wrote:
> >
> > > Every major US conflict this century began under a Democrat US
> > > president. One major "conflict" ended under a Republican president.
> > > Guess the conflict and president and you get moved to the front of the
> > > class.
> >
> > Big deal. So far there has been only 1 president this century.
> >
> > Erik
> >
>
> its the its the 19th century untill 2001.
>

It's so amusing when the pedantic make errors far worse than those they
try to correct.

-Peter
```

5765. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-04 00:00:00 UTC
From: Matthias Bethke <Matthias.Bethke@gmx.net>
Message-ID: <90gild$ci1$2@rznews2.rrze.uni-erlangen.de>
Source record: 1330
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Bogon radiation alert!

In comp.sys.amiga.advocacy David Ogg <davidogg@nc.rr.com.foo> wrote:
> This thread is rediculous, who the hell votes for the president of the free
> world based on his opinion of a PC operating system? Yikes!

"President of the free world"?! If 100M+ dumbasses thinking they were the
center of the world (and even worse, acting like it) wasn't such a sad
issue I'd ROTFL for a while :-(

Matthias

--
"I believe that in America today, 5% of the population can think and
does. Another 5% cannot think at all. And the remaining 90% can
think, but choose not to." -- Robert A. Heinlein, author

5766. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-04 00:00:00 UTC
From: bbolsoey@rl.telia.no.nospam
Message-ID: <9000B487Cbbolsoey@195.70.164.134>
Source record: 1331
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

pa44@cornell.edu (Peter Ammon) wrote in
<3A29F1DF.7DEC150A@cornell.edu>:
>David Ogg wrote:
>> "Erik van Roode" <newsposter@cthulhu.demon.nl> wrote in message
>> news:8ua0so$458$1@internal-news.uu.net...

>> > Big deal. So far there has been only 1 president this century.
>> >
>> > Erik
>> >
>>
>> its the its the 19th century untill 2001.
>>
>
>It's so amusing when the pedantic make errors far worse than those
>they try to correct.

It's even more amusing when the aristocracy tries to bring in
the artillery. :^)

Regards...

5767. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-05 00:00:00 UTC
From: dennis.scp@multiweb.nl
Message-ID: <1el68on.1jo9xme1oms91eN%dennis.scp@multiweb.nl>
Source record: 1334
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Matthias Bethke <Matthias.Bethke@gmx.net> wrote:

> In comp.sys.amiga.advocacy David Ogg <davidogg@nc.rr.com.foo> wrote:
> > This thread is rediculous, who the hell votes for the president of the free
> > world based on his opinion of a PC operating system? Yikes!
>
> "President of the free world"?! If 100M+ dumbasses thinking they were the
> center of the world (and even worse, acting like it) wasn't such a sad
> issue I'd ROTFL for a while :-(

I would like to apologize to the Americans for starting this useless
subthread. I think your democracy is great and even if most Americans
voted Gore I too conclude that Bush Jr.is going to make a fine dictator.
--
Dennis SCP
My grandma knows that the first listed candidate has the first
punchhole, why doesn't your grandma know that the second listed
candidate has the third punchhole?

5768. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-05 00:00:00 UTC
From: Marco Nelissen <marcone@xs4.xs4all.nl>
Message-ID: <90j83koc1@news1.xs4all.nl>
Source record: 1335
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In comp.sys.be.advocacy Dennis SCP <dennis.scp@multiweb.nl> wrote:
> I would like to apologize to the Americans for starting this useless
> subthread. I think your democracy is great

Correction: the United States of America are not a democracy.

5769. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-05 00:00:00 UTC
From: Lars Duening <lars@bearnip.com>
Message-ID: <MPG.1496dd5829c5228d9897db@news.cis.dfn.de>
Source record: 1336
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <d1XW5.31903$88.4929979@typhoon.southeast.rr.com>,
davidogg@nc.rr.com.foo says...

> Aw hell, I never noticed
> untill I got on usenet that foreigners
> have such nationalistic penis envy.

Heh, from the view of a lot of usenetters it is you who is the foreigner,
even including penis envy.
--
Lars Duening; lars@bearnip.com
http://www.bearnip.com/

5770. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-05 00:00:00 UTC
From: W Bradford Tittle <thegerm@tznet.com>
Message-ID: <ARjX5.38242$%j3.426438@news6.giganews.com>
Source record: 1337
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

It is true that we (USAns) killed more USAns than the iraqi's did. Is this a bad thing? Before you go pointing your finger and saying how inefficient we were, look to the statistics in your own military. Of course they might not like to fess up to how many of their own they accidentally killed. Most militaries have difficulties explaining to their countrymen that it wasn't the enemy that killed their sons.

The politics behind the Gulf war are a little murky. I don't want to figure out the rational for it. A bunch of countries helped out on the "allied" side. I figure most of those governments wanted to be there.

For all the pride we seem to have in our country, most of us still trace our lineage to other countries. Whether it be Italian, French, German, English, Dutch, African, Mexican, Spanish,... we all seem to know our heritage. (My family tells me I am 1/4 German, 1/8 Scotch {since scots and english are very different}, the rest is a murky mix of the glowing melting pot that is the populace of the United States.)

Socialism does not preclude freedom. Freedom is a concept separate from political theory. There are many people deep inside Tyrranical dictatorships than the average Citizen of the United States. We in the US believe we are free, but fail to understand the responsibility that goes with Freedom.

TNT

Brad Tittle

In article <90k75e$1d828$1@ID-53355.news.dfncis.de>, "Paul Smith" <ozric99.nospam@lineone.net> wrote:

> "Static66" <highstick66NOSPAM@yahoo.NOSPAM.com> wrote in message
> news:um5r2tcg6raatshsma6280epncgbrko4ae@4ax.com...
>> You are a socialist and therefore not "free" .
>>
>> The USA IS "the free world".
>
> Is that 'world' in the same context as used in the 'World Series Baseball'
> stuff?
>
>> Until you live in a FREE country, Do not pretend to know what that
>> means.
>
> Have you heard of Carnivore?

>
>> No one said we were the center, but we sure as hell carried MOST of
>> your countries asses this century didn't we!!!!
>
> Too little too late. The VC whipped your asses too if I'm not mistaken.
> Add to that the fact that YOUR MILITARY killed more allied troops than
> Iraqis did during the Gulf 'war' in so called 'friendly' fire incidents.
>
> Not that you're reading this at all. You're probably jumping around the
> room waving a flag, shouting U-S-A! U-S-A!
>
> Oh, and it's 'centre', not 'center'.
> :-)
>
> --
> --==> Paul Smith <==--
>
>

5771. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-05 00:54:33 UTC
From: David Ogg <davidogg@nc.rr.com.foo>
Message-ID: <d1XW5.31903$88.4929979@typhoon.southeast.rr.com>
Source record: 1332
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Matthias Bethke" <Matthias.Bethke@gmx.net> wrote in message
news:90gild$ci1$2@rznews2.rrze.uni-erlangen.de...
> Bogon radiation alert!
>
> In comp.sys.amiga.advocacy David Ogg <davidogg@nc.rr.com.foo> wrote:
> > This thread is rediculous, who the hell votes for the president of the
free
> > world based on his opinion of a PC operating system? Yikes!
>
> "President of the free world"?! If 100M+ dumbasses thinking they were the
> center of the world (and even worse, acting like it) wasn't such a sad
> issue I'd ROTFL for a while :-(

By "free world" I mean the US, How come no one bitches when Austrailia
calles themselves "down under" or when
england calls themselves the "empire where the sun never sets" (or
something). We could call ourselves the "new world"
like back in the day, but we're not so new anymore. Aw hell, I never noticed
untill I got on usenet that foreigners
have such nationalistic penis envy.

>
> Matthias
>
> --
> "I believe that in America today, 5% of the population can think and
> does. Another 5% cannot think at all. And the remaining 90% can
> think, but choose not to." -- Robert A. Heinlein, author

5772. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-05 01:01:00 UTC
From: David Ogg <davidogg@nc.rr.com.foo>
Message-ID: <g7XW5.31909$88.4937120@typhoon.southeast.rr.com>
Source record: 1333
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Peter Ammon" <pa44@cornell.edu> wrote in message
news:3A29FE9B.D0100C7A@cornell.edu...
> Bruce Clarke wrote:
> >
> > In comp.sys.atari.advocacy Peter Ammon <pa44@cornell.edu> wrote:
> > : David Ogg wrote:
> > :> its the its the 19th century untill 2001.
> >
> > : It's so amusing when the pedantic make errors far worse than those
they
> > : try to correct.
> >
> > Hey - quit making fun of the guy's stutter...
>
> Actually, I was referring to the fact that the 19th century ended about
> 100 years ago.

DOOOH! lol! oops heh ;()

5773. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-06 00:00:00 UTC
From: Paul Smith <ozric99.nospam@lineone.net>
Message-ID: <90lgav$1ds4u$1@ID-53355.news.dfncis.de>
Source record: 1342
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"W Bradford Tittle" <thegerm@tznet.com> wrote in message
news:ARjX5.38242$%j3.426438@news6.giganews.com...

> (My
> family tells me I am 1/4 German, 1/8 Scotch {since scots and english are
> very different}, the rest is a murky mix of the glowing melting pot that
is
> the populace of the United States.)

Most Scots are 1/8 scotch too... <ahem>

--
--==> Paul Smith <==--

5774. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-06 00:00:00 UTC
From: Matthias Bethke <Matthias.Bethke@gmx.net>
Message-ID: <90lk9l$90g$1@rznews2.rrze.uni-erlangen.de>
Source record: 1343
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In comp.sys.amiga.advocacy Static66 <highstick66NOSPAM@yahoo.nospam.com> wrote:
> You are a socialist and therefore not "free" .

The first part is right, I am an anarchist and therefore a socialist.
The second part is wrong. I don't live in an anarchist society and am
therefore not free.

> The USA IS "the free world".

Exactly what I meant by "dumbasses": utter ignorance leading to
a chauvinist attitude.

> Until you live in a FREE country, Do not pretend to know what that
> means.

Yeah, you have the monopoly on freedom. Whatever you say.

> No one said we were the center, but we sure as hell carried MOST of
> your countries asses this century didn't we!!!!

"We"? How many wars did you fight?
And no, you didn't.

[ ] Text-over-fullquote postings are a sign of intelligence.
[X] Pratchett.

Matthias

--
PGP used here!
2048/0x90CF8389 / 8E 1F 10 81 A4 66 29 46 B9 8A B9 E2 09 9F 3B 91

5775. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-06 00:00:00 UTC
From: Mike Sutton <mike_sutton@bellsouth.net>
Message-ID: <Pine.GSO.4.21.0012061243320.22491-100000@uzura.cisco.com>
Source record: 1344
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Wed, 6 Dec 2000, Static66 wrote:

> On 5 Dec 2000 17:19:48 GMT, Marco Nelissen <marcone@xs4.xs4all.nl>
> wrote:
>
> >In comp.sys.be.advocacy Dennis SCP <dennis.scp@multiweb.nl> wrote:
> >> I would like to apologize to the Americans for starting this useless
> >> subthread. I think your democracy is great
> >
> >Correction: the United States of America are not a democracy.
>
> we are a REPUBLIC....thank you...

Well, yes we are, but there are a lot of democratic principles in
use. Since the poster spelled it with a lower case 'd', I'd assume this
is what was referred to instead of the nation itself.
--
Mike Sutton

5776. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-06 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <3A2E8968.FB8C37D1@calcna.ab.ca>
Source record: 1345
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Mike Sutton wrote:

> is what was referred to instead of the nation itself.

Might I be so bold as to ask - just what in blazes this has to do with
Mac, Linux, Be, Amiga or Atari computing engines - maybe it should be
posted to "alt.nutcases" !!!!

Just go away and take your trolls with you !

The Canadian Curmudgeon (in sunny, +12C, Calgary)
Where ignorance prevails, tyranny persists

5777. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-06 01:39:55 UTC
From: Static66 <highstick66NOSPAM@yahoo.NOSPAM.com>
Message-ID: <um5r2tcg6raatshsma6280epncgbrko4ae@4ax.com>
Source record: 1338
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

You are a socialist and therefore not "free" .

The USA IS "the free world".

Until you live in a FREE country, Do not pretend to know what that
means.

No one said we were the center, but we sure as hell carried MOST of
your countries asses this century didn't we!!!!

On 4 Dec 2000 17:01:33 GMT, Matthias Bethke <Matthias.Bethke@gmx.net>
wrote:

>Bogon radiation alert!
>
>In comp.sys.amiga.advocacy David Ogg <davidogg@nc.rr.com.foo> wrote:
>> This thread is rediculous, who the hell votes for the president of the free
>> world based on his opinion of a PC operating system? Yikes!
>
>"President of the free world"?! If 100M+ dumbasses thinking they were the
>center of the world (and even worse, acting like it) wasn't such a sad
>issue I'd ROTFL for a while :-(
>
> Matthias

5778. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-06 01:41:17 UTC
From: Static66 <highstick66NOSPAM@yahoo.NOSPAM.com>
Message-ID: <j06r2tss3q47hq0ta4fi6snvlik53b7l82@4ax.com>
Source record: 1339
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 5 Dec 2000 17:19:48 GMT, Marco Nelissen <marcone@xs4.xs4all.nl>
wrote:

>In comp.sys.be.advocacy Dennis SCP <dennis.scp@multiweb.nl> wrote:
>> I would like to apologize to the Americans for starting this useless
>> subthread. I think your democracy is great
>
>Correction: the United States of America are not a democracy.

we are a REPUBLIC....thank you...

5779. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-06 01:57:53 UTC
From: Paul Smith <ozric99.nospam@lineone.net>
Message-ID: <90k6f2$1dslr$1@ID-53355.news.dfncis.de>
Source record: 1340
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Static66" <highstick66NOSPAM@yahoo.NOSPAM.com> wrote in message
news:j06r2tss3q47hq0ta4fi6snvlik53b7l82@4ax.com...
> On 5 Dec 2000 17:19:48 GMT, Marco Nelissen <marcone@xs4.xs4all.nl>
> wrote:
>
> >In comp.sys.be.advocacy Dennis SCP <dennis.scp@multiweb.nl> wrote:
> >> I would like to apologize to the Americans for starting this useless
> >> subthread. I think your democracy is great
> >
> >Correction: the United States of America are not a democracy.
>
> we are a REPUBLIC....thank you...

Despite the fancy window dressing the US is nothing more than a corporate
dictatorship.

--
--==> Paul Smith <==--

5780. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-06 02:09:49 UTC
From: Paul Smith <ozric99.nospam@lineone.net>
Message-ID: <90k75e$1d828$1@ID-53355.news.dfncis.de>
Source record: 1341
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"Static66" <highstick66NOSPAM@yahoo.NOSPAM.com> wrote in message
news:um5r2tcg6raatshsma6280epncgbrko4ae@4ax.com...
> You are a socialist and therefore not "free" .
>
> The USA IS "the free world".

Is that 'world' in the same context as used in the 'World Series Baseball'
stuff?

> Until you live in a FREE country, Do not pretend to know what that
> means.

Have you heard of Carnivore?

> No one said we were the center, but we sure as hell carried MOST of
> your countries asses this century didn't we!!!!

Too little too late. The VC whipped your asses too if I'm not mistaken.
Add to that the fact that YOUR MILITARY killed more allied troops than
Iraqis did during the Gulf 'war' in so called 'friendly' fire incidents.

Not that you're reading this at all. You're probably jumping around the
room waving a flag, shouting U-S-A! U-S-A!

Oh, and it's 'centre', not 'center'.
:-)

--
--==> Paul Smith <==--

5781. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-07 00:00:00 UTC
From: tas@mindspring.noUCE.com
Message-ID: <tas-0712000226230001@10.0.0.42>
Source record: 1347
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <90lk9l$90g$1@rznews2.rrze.uni-erlangen.de>, Matthias Bethke
<Matthias.Bethke@gmx.net> wrote:

>In comp.sys.amiga.advocacy Static66 <highstick66NOSPAM@yahoo.nospam.com> wrote:
>> You are a socialist and therefore not "free" .
>
>The first part is right, I am an anarchist and therefore a socialist.

The two are mutually exclusive. Anarchy is the absence of government.
(*) Socialism requires a strong government which redistributes most of
the wealth of its citizens and controls key industries by threat of force.

Most governments, including that of the United States, are at least mildly
socialistic, primarily because those in positions of power love the fact
that it gives them greater power to exercise. There are no demonstrated
advantages of the system outside of this.

(*) One would expect that a true anarchy would also result in the
redistribution of wealth by force on a massive scale, but unlike socialism
it wouldn't be the government doing so.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I
say it's OK to send. Everybody else, remove "noUCE." from my address.

5782. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-07 00:00:00 UTC
From: Matthias Bethke <Matthias.Bethke@gmx.net>
Message-ID: <90o0jmkae1@rznews2.rrze.uni-erlangen.de>
Source record: 1348
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In comp.sys.amiga.advocacy Timothy A. Seufert <tas@mindspring.nouce.com> wrote:
>>The first part is right, I am an anarchist and therefore a socialist.

> The two are mutually exclusive. Anarchy is the absence of government.
> (*) Socialism requires a strong government which redistributes most of
> the wealth of its citizens and controls key industries by threat of force.

"[s]o long as Socialism was understood in its wide, generic, and true
sense - as an effort to abolish the exploitation of Labour by Capital -
the Anarchists were marching hand-in-hands with the Socialists of that
time." [P.Kropotkin, "Modern Science and Anarchism"]
(from the Anarchist FAQ at
http://www.geocities.com/CapitolHill/1931/secA1.html#seca13)
That some authoritarian governments cho[o]se tho call themselves
"socialist" says little about the relation between anarchism and socialist
ideas.

regards
Matthias

--
PGP used here!
2048/0x90CF8389 / 8E 1F 10 81 A4 66 29 46 B9 8A B9 E2 09 9F 3B 91

5783. I earned $2,000 and so could you!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-07 03:50:40 UTC
From: ceo@microbrandsoftware.com
Message-ID: <kODX5.76443$751.1894891@typhoon.ne.mediaone.net>
Source record: 1346
Cross-posted to: comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy,comp.sys.be.help,comp.sys.be.misc,comp.sys.be.programmer,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware

TURN SIX DOLLARS INTO SIX THOUSAND QUICK AND EASY Guarenteed

READING THIS MESSAGE WILL CHANGE UR LIFE FOREVER

: I found this on a bulletin board and decided to try it. A little
: while back, I was browsing through newsgroups, just like you are now,
: and came across an article similar to this that said you could make
: thousands of dollars within weeks with only an initial investment of
: $6.00! So I thought, "Yeah right, this must be a scam", but
: like most of us, I was curious, so I kept reading. Anyway, it said
: that you send $1.00 to each of the 6 names and address stated in the
: article. You then place your own name and address in the bottom of
: the list at #6, and post the article in at least 200 newsgroups.
: (There are thousands) No catch, that was it. So after thinking it
: over, and talking to a few people first, I thought about trying it. I
: figured: "what have I got to lose except 6 stamps and $6.00,
: right?" Then I invested the measly $6.00. Well GUESS WHAT!?...
: within 7 days, I started getting money in the mail! I was shocked! I
: figured it would end soon, but the money just kept coming in. In my
: first week, I made about $25.00. By the end of the second week I had
: made a total of over $1,000.00! In the third week I had over
: $10,000.00 and it's still growing. This is now my fourth week and I
: have made a total of just over $42,000.00 and it's still coming in
: rapidly. It's certainly worth $6.00, and 6 stamps, I have spent more
: than that on the lottery!! Let me tell you how this works and most
: importantly, WHY it works... Also, make sure you print a copy of this
: article NOW, so you can get the information off of it as you need it.
: I promise you that if you follow the directions exactly, that you
: will start making more money than you thought possible by doing
: something so easy!

: Suggestion: Read this entire message carefully! (print it out or
: download it.) Follow the simple directions and watch the money come
: in!

: It's easy. It's legal. And, your investment is only $6.00 (Plus
: postage)

: IMPORTANT: This is not a rip-off; it is not indecent; it is not
: illegal; and it is 99% no risk - it really works!

: If all of the following instructions are adhered to, you will receive
: extraordinary dividends.

: PLEASE NOTE:
: Please follow these directions EXACTLY, and $50,000 or more can be
: yours in 20 to 60 days. This program remains successful because of
: the honesty and integrity of the participants. Please continue its
: success by carefully adhering to the instructions.

: You will now become part of the Mail Order business. In this business
: your product is not solid and tangible, it's a service. You are in
: the business of developing Mailing Lists. Many large corporations are
: happy to pay big bucks for quality lists. However, the money made
: from the mailing lists is secondary to the income which is made from
: people like you and me asking to be included in that list.

: Here are the 4 easy steps to success:

: STEP 1: Get 6 separate pieces of paper and write the following on
: each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now
: get 6 US $1.00 bills and place ONE inside EACH of the 6 pieces of
: paper so the bill will not be seen through the envelope (to prevent
: thievery). Next, place one paper in each of the 6 envelopes and seal
: them. You should now have 6 sealed envelopes, each with a piece of
: paper stating the above phrase, your name and address, and a $1.00
: bill. What you are doing is creating a service. THIS IS ABSOLUTELY
: LEGAL! You are requesting a legitimate service and you are paying for
: it! Like most of us I was a little skeptical and a little worried
: about the legal aspects of it all. So I checked it out with the U.S.
: Post Office (1-800-725-2161) and they confirmed that it is indeed
: legal. Mail the 6 envelopes to the following addresses:

: #1)Jeff Brookman
: 3415 Covered Bridge Ln.
: Charlotte, NC 28210

: #2)Wit Wichaidit
: 10912 Broad Green Terrace
: Potomac, MD 20854

: #3)Mike Schude
: 893 S. roanoke
: Gilbert, AZ 85296

: #4)David Freeman
: 11045 Harbour Springs Circle
: Boca Raton, Fl 33428

: #5)Kevin Kniceley
: 4029 Minard Rd. N.W.
: Dover, OH 44622

: #6)John Decowski
: 51 Walnut Hill Rd
: Derry, NH 03038

: STEP 2: Now take the #1 name off the list that you see above, move
: the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR
: Name as number 6 on the list.

: STEP 3: Change anything you need to, but try to keep this article as
: close to original as possible. Now, post your amended article to at
: least 200 newsgroups. (I think there are close to 24,000 groups) All
: you need is 200, but remember, the more you post, the more money you
: make! You won't get very much unless you post like crazy. :)

: This is perfectly legal! If you have any doubts, refer to Title 18
: Sec. 1302 & 1341 of the Postal lottery laws.
: Keep a copy of these steps for yourself and, whenever you need money,
: you can use it again, and again.

: PLEASE REMEMBER that this program remains successful because of the
: honesty and integrity of the participants and by their carefully
: adhering to the directions. Look at it this way. If you are of
: integrity, the program will continue and the money that so many
: others have received will come your way.

: NOTE: You may want to retain every name and address sent to you,
: either on a computer or hard copy and keep the notes people send you.
: This VERIFIES that you are truly providing a service. (Also, it might
: be a good idea to wrap the $1 bill in dark paper to reduce the risk
: of mail theft.)

: So, as each post is downloaded and the directions carefully followed,
: six members will be reimbursed for their participation as a List
: Developer with one dollar each. Your name will move up the list
: geometrically so that when your name reaches the #1 position you will
: be receiving thousands of dollars in CASH!!! What an opportunity for
: only $6.00 ($1.00 for each of the first six people listed above) Send
: it now, add your own name to the list and you're in business!

: ---DIRECTIONS ----- FOR HOW TO POST TO NEWSGROUPS------------

: Step 1) You do not need to re-type this entire letter to do your own
: posting. Simply put your cursor at the beginning of this letter and
: drag your cursor to the bottom of this document, and select 'copy'
: from the edit menu. This will copy the entire letter into the
: computer's memory.
: Step 2) Open a blank 'notepad' file and place your cursor at the top
: of the blank page. From the 'edit' menu select 'paste'. This will
: paste a copy of the letter into notepad so that you can add your name
: to the list. Step 3) Save your new notepad file as a .txt file. If
: you want to do your postings in different settings, you'll always
: have this file to go back to.
: Step 4) Use Netscape or Internet explorer and try searching for
: various newsgroups (on-line forums, message boards, chat sites,

: discussions.)
: Step 5) Visit these message boards and post this article as a new
: message by highlighting the text of this letter and selecting paste
: from the edit menu. Fill in the Subject, this will be the header that
: everyone sees as they scroll through the list of postings in a
: particular group, click the post message button. You're done with
: your first one! Congratulations...THAT'S IT! All you have to do is
: jump to different newsgroups and post away, after you get the hang of
: it, it will take about 30 seconds for each newsgroup! **REMEMBER, THE
: MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE! BUT YOU
: HAVE TO POST A MINIMUM OF 200** That's it! You will begin receiving
: money from around the world within days! You may eventually want to
: rent a P.O.Box due to the large amount of mail you will receive. If
: you wish to stay anonymous, you can invent a name to use, as long as
: the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE
: CORRECT.**

r. Now,
: each of the 5 persons who just sent me $1.00 make the MINIMUM 200
: postings, each with my name at #5 and only 5 persons respond to each
: of the original 5, that is another $25.00 for me, now those 25 each
: make 200 MINIMUM posts with my name at #4 and only 5 replies each, I
: will bring in an additional $125.00! Now, those 125 persons turn
: around and post the MINIMUM 200 with my name at #3 and only receive 5
: replies each, I will make an additional $625.00! OK, now here is the
: fun part, each of those 625 persons post a MINIMUM 200 letters with
: my name at #2 and they each only receive 5 replies, that just made me
: $3,125.00!!! Those 3,125 persons will all deliver this message to 200
: newsgroups with my name at #1 and if still 5 persons per 200
: newsgroups react I will receive $15,625,00! With an original
: investment of only $6.00! AMAZING! When your name is no longer on the
: list, you just take the latest posting in the newsgroups, and send
: out another $6.00 to names on the list, putting your name at number 6
: again. And start posting again. The thing to remember is: do you
: realize that thousands of people all over the world are joining the
: internet and reading these articles everyday?, JUST LIKE YOU are
: now!! So, can you afford $6.00 and see if it really works?? I think
: so... People have said, "what if the plan is played out and no
: one sends you the money? So what! What are the chances of that
: happening when there are tons of new honest users and new honest
: people who are joining the internet and newsgroups everyday and are
: willing to give it a try? Estimates are at 20,000 to 50,000 new
: users, every day, with thousands of those joining the actual
: internet. Remember, play FAIRLY and HONESTLY and this will really:
work.

5784. Meryl Lynch was right - sincrap eating it!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-07 15:23:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-566280.10230207122000@bigmomma.idirect.com>
Source record: 1349

> http://www.thestreet.com/markets/upgrades/1200903.html
>
> Merrill Lynch analyst Steven Fortuna said, "This does not come as a
> surprise to us, although the magnitude of the shortfall surpassed even
> our low expectations." He cut Apple's 2001 EPS estimate to a 65-cent loss
> from a 90-cent profit.

heheheheh - crapple lose 660 million in 2 months!

hehehehehe - crapple end year on $225 million dollar loss!

hardehardehar - crapple have 11 week inventory dey can't dump even
durin' holiday season!

fnarfnarfnar - even motley fool dump crapple as "must-buy"!

ladedadedah - crapple do better in canada den US, but somehow dere
marketshare still shrink.

ROFLMAO - sincrap made out ta be even biger idiot den ever. even
bigger idiot den when he claim algore crush dubya - it dubya do da
crushin', algore act like sincrap, a whiny lil' baby!

even worse fer sincrap - canada economy pass us economy, us run outta
steam. canada re-elect cretin as pm, dey crush udder parties. tubby
black forced ta sell 50% of da pest cause he lose money - probably 'cos
he followed imac selling model! hahahahahahahahahahaha!

sincrap probly respond wit' dodge response. sincrap my lil' puppet, i
pull da dickhead's strings.

5785. Re: Meryl Lynch was right - sincrap eating it!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-10 02:57:56 UTC
From: Video61@webtv.net
Message-ID: <12346-3A32F134-22@storefull-176.iap.bryant.webtv.net>
Source record: 1350

apple needs atari, and amiga ppc clones to overcome this, they cannot do
it by themselves they are losing the war, even if computers sales are
slowing for the pc, that does not mean they will buy a apple.
in a slow economy people are very shrewd with there money, and they do
not like to think that they will be stuck with something that does not
recieve support, so if you want lots of new innovative software, just
say atari/amiga to the rescue!
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5786. Re: Meryl Lynch was right - sincrap eating it!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-10 03:34:44 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-0912002135110001@user-33qtf96.dialup.mindspring.com>
Source record: 1251

In article <12346-3A32F134-22@storefull-176.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:

> apple needs atari, and amiga ppc clones to overcome this, they cannot do
> it by themselves they are losing the war, even if computers sales are
> slowing for the pc, that does not mean they will buy a apple.
> in a slow economy people are very shrewd with there money, and they do
> not like to think that they will be stuck with something that does not
> recieve support, so if you want lots of new innovative software, just
> say atari/amiga to the rescue!
> thanks,
> lance

PC sales have slowed to a crawl this holiday according to all the press
accounts.. Customers are opting for digital devices this season and are
taking a break from computer purchasing...

Also, according to comments by SJobs, Apple screwed up by not having a CRW
device standard, confusion on who is the customer for the Cube etc. As a
result, they have put the breaks on production to slim down inventories
by Dec 30 in contrast to Compaq and HP who are continuing to stuff the
channel. Can you say blood bath beginning Jan 1 for those two?

Not having clones, what ever that is not a factor with the changing market
this time around.

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

sinclap!
somewere in mn

5787. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-11 10:01:59 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <2C1Z5.3$sZ4.438@news.uswest.net>
Source record: 1252
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

<jedi@pyromania.mishnet> wrote in message news:slrn913u3o.dnd.jedi@pyromania.mishnet...
> On Fri, 10 Nov 2000 12:11:06 GMT, Ronnie Sahlberg <rsahlber@bigpond.com.au> wrote:
> >
> >
> >jedi@pyromania.mishnet wrote:
> >
> >>
> >> Anything can be parallelizable if you program it right.
> >
> >Sorry, you just flunked optimization101 and probably also
> >algebra101 at the same time
> >
> >
> >As an extremely common operation in math,
> >please advice how to parallellize the generic operation of inverting
> >a matrix.
>
> What makes you think the process will be constrained to only
> inverting one matrix at a time? You both are thinking far too
> crudely. Get out into the world every so often.

Often you want the slution to one problem, not x problems.
And more often then not, you need the result of a previous calculation
to execute the next.
The world is not as simple as you may think.
Stephan

5788. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-12 05:49:28 UTC
From: David Ogg <davidogg@nc.rr.com.foo>
Message-ID: <I%iZ5.18802$_y5.3929948@typhoon.southeast.rr.com>
Source record: 1253
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> > Aw hell, I never noticed
> > untill I got on usenet that foreigners
> > have such nationalistic penis envy.
>
> Heh, from the view of a lot of usenetters it is you who is the foreigner,
> even including penis envy.

> Lars Duening; lars@bearnip.com
> http://www.bearnip.com/

> > This thread is ridiculous, who the hell votes for the president of the
free
> > world based on his opinion of a PC operating system? Yikes!
>
> "President of the free world"?! If 100M+ dumbasses thinking they were the
> center of the world (and even worse, acting like it) wasn't such a sad
> issue I'd ROTFL for a while :-(

I stated that voting based on a candidates OS preference was dumb.

I get flamed by foreigner with penis envy. why?
not because he was responding to my point, but he was
somehow offended that "free world" was used in reference to
the US.

Should I take offence to "empire where sun never sets" being
used in reference to England?
Should I be offended by the people from "the land of the rising sun?"
"land down under?"

We used to call it "New world","Land of the Free", or "free world"

I don't get how I'm suffering from penis envy or considered a foreigner
talking about an election in my own country that I voted in. I do,
however, feel someone's nose a little too close to my ass.

5789. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-12 05:53:01 UTC
From: David Ogg <davidogg@nc.rr.com.foo>
Message-ID: <13jZ5.18806$_y5.3933254@typhoon.southeast.rr.com>
Source record: 1254
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> Too little too late. The VC whipped your asses too if I'm not mistaken.
> Add to that the fact that YOUR MILITARY killed more allied troops than
> Iraqis did during the Gulf 'war' in so called 'friendly' fire incidents.

Imagine that, a war that didn't even last as long as a famous
rock concert protesting war. heh, and some thought it would
be another Vietnam, it wasnt even another WOODSTOCK!

5790. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-12 16:06:08 UTC
From: Matthias Bethke <Matthias.Bethke@gmx.net>
Message-ID: <915idgcte3@rznews2.rrze.uni-erlangen.de>
Source record: 1255
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In comp.sys.amiga.advocacy David Ogg <davidogg@nc.rr.com.foo> wrote:
> We used to call it "New world","Land of the Free", or "free world"

And quite a few even believe it was just that. That the meaning of "world"
is quite different from "country" should become clear even to you when
you think about the people from Monaco (look it up it the CIA world
[sic!] fact book) calling their country "the free world".

> I don't get how I'm suffering from penis envy or considered a foreigner
> talking about an election in my own country that I voted in. I do,
> however, feel someone's nose a little too close to my ass.

I don't think the USA had a penis to be envious of, although it has a
rather big asshole that a lot of "leaders" like to kiss. But be assured
that your own personal ass is not in danger at all, not from anybody's
nose here at least.

Matthias

--
PGP used here!
2048/0x90CF8389 / 8E 1F 10 81 A4 66 29 46 B9 8A B9 E2 09 9F 3B 91

5791. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-13 11:12:00 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn93embv.cvo.jedi@pyromania.mishnet>
Source record: 1256
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On Mon, 11 Dec 2000 02:01:59 -0800, Stephan Schaem <tthai@mindspring.com> wrote:
>
><jedi@pyromania.mishnet> wrote in message news:slrn913u3o.dnd.jedi@pyromania.mishnet...
>> On Fri, 10 Nov 2000 12:11:06 GMT, Ronnie Sahlberg <rsahlber@bigpond.com.au> wrote:
>> >
>> >
>> >jedi@pyromania.mishnet wrote:
>> >
>> >>
>> >> Anything can be parallelizable if you program it right.
>> >
>> >Sorry, you just flunked optimization101 and probably also
>> >algebra101 at the same time
>> >
>> >
>> >As an extremely common operation in math,
>> >please advice how to parallellize the generic operation of inverting
>> >a matrix.
>>
>> What makes you think the process will be constrained to only
>> inverting one matrix at a time? You both are thinking far too
>> crudely. Get out into the world every so often.
>
>Often you want the slution to one problem, not x problems.

Usually, the solution to a particular problem is infact
the solution to several problems. This is basic problem
solving, CIS 100.

>And more often then not, you need the result of a previous calculation
>to execute the next.
>The world is not as simple as you may think.
>Stephan

You're the one trying to portray the world as simple.

Meanwhile we have multicpu Quake3, multicpu OpenGL, multicpu
video decoders, shared nothing databases, shared nothing
renderfarms, loosely coupled Beowulf clusters doing all
sorts of interesting and mathemically interesting problems
and operating systems that have been designed since decades
before the Atari ST to maximize the potential of hardware by
doing many diverse things at once.

I can provide concrete examples of my point of view. The
opposing point of view can only come up with toy projects
you might find in an Rudimentary Algorithms text.

--

Common Standards, Common Ownership.

The alternative only leads to destructive anti-capitalist
and anti-democratic monopolies.
|||
/ | \

5792. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-13 16:50:08 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <t3fa588jp3ug56@corp.supernews.com>
Source record: 1257
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

<jedi@pyromania.mishnet> wrote in message news:slrn93embv.cvo.jedi@pyromania.mishnet...
> On Mon, 11 Dec 2000 02:01:59 -0800, Stephan Schaem <tthai@mindspring.com> wrote:
> >
> ><jedi@pyromania.mishnet> wrote in message news:slrn913u3o.dnd.jedi@pyromania.mishnet...
> >> On Fri, 10 Nov 2000 12:11:06 GMT, Ronnie Sahlberg <rsahlber@bigpond.com.au> wrote:
> >> >
> >> >
> >> >jedi@pyromania.mishnet wrote:
> >> >
> >> >>
> >> >> Anything can be parallelizable if you program it right.
> >> >
> >> >Sorry, you just flunked optimization101 and probably also
> >> >algebra101 at the same time
> >> >
> >> >
> >> >As an extremely common operation in math,
> >> >please advice how to parallellize the generic operation of inverting
> >> >a matrix.
> >>
> >> What makes you think the process will be constrained to only
> >> inverting one matrix at a time? You both are thinking far too
> >> crudely. Get out into the world every so often.
> >
> >Often you want the slution to one problem, not x problems.
>
> Usually, the solution to a particular problem is infact
> the solution to several problems. This is basic problem
> solving, CIS 100.
>
> >And more often then not, you need the result of a previous calculation
> >to execute the next.
> >The world is not as simple as you may think.
> >Stephan
>
> You're the one trying to portray the world as simple.
>
> Meanwhile we have multicpu Quake3, multicpu OpenGL, multicpu
> video decoders, shared nothing databases, shared nothing
> renderfarms, loosely coupled Beowulf clusters doing all
> sorts of interesting and mathemically interesting problems
> and operating systems that have been designed since decades
> before the Atari ST to maximize the potential of hardware by

> doing many diverse things at once.

Those are trivial since they are separate task part of one process.

Rememeber you said :

"Anything can be parallelizable if you program it right"

And thats wrong.

>
> I can provide concrete examples of my point of view. The
> opposing point of view can only come up with toy projects
> you might find in an Rudimentary Algorithms text.
>

The point of view is 'Anything' can be done in parallel, and thats false.
Even at the instruction level, superscalar precessor dont alway acheive
full parallelism because of dependency.

The truth in this world is not everything can be parallelized because of
dependency.
If you cant grasp the concept of dependency, and think because quake
benefit from 2 process it prove your point. Lets end this here.

Stephan

5793. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-13 20:08:43 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn93flqb.dlp.jedi@pyromania.mishnet>
Source record: 1258
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
On Wed, 13 Dec 2000 08:50:08 -0800, Stephan Schaem <tthai@mindspring.com> wrote:
>
><jedi@pyromania.mishnet> wrote in message news:slrn93embv.cvo.jedi@pyromania.mishnet...
>> On Mon, 11 Dec 2000 02:01:59 -0800, Stephan Schaem <tthai@mindspring.com> wrote:
>> >
>> ><jedi@pyromania.mishnet> wrote in message
news:slrn913u3o.dnd.jedi@pyromania.mishnet...
>> >> On Fri, 10 Nov 2000 12:11:06 GMT, Ronnie Sahlberg <rsahlber@bigpond.com.au> wrote:
>> >> >
>> >> >
>> >> >jedi@pyromania.mishnet wrote:
>> >> >
>> >> >>
>> >> >> Anything can be parallelizable if you program it right.
>> >> >
>> >> >Sorry, you just flunked optimization101 and probably also
>> >> >algebra101 at the same time
>> >> >
>> >> >
>> >> >As an extremely common operation in math,
>> >> >please advice how to parallellize the generic operation of inverting
>> >> >a matrix.
>> >>
>> >> What makes you think the process will be constrained to only
>> >> inverting one matrix at a time? You both are thinking far too
>> >> crudely. Get out into the world every so often.
>> >
>> >Often you want the slution to one problem, not x problems.
>>
>> Usually, the solution to a particular problem is infact
>> the solution to several problems. This is basic problem
>> solving, CIS 100.
>>
>> >And more often then not, you need the result of a previous calculation
>> >to execute the next.
>> >The world is not as simple as you may think.
>> >Stephan
>>
>> You're the one trying to portray the world as simple.
>>
>> Meanwhile we have multicpu Quake3, multicpu OpenGL, multicpu
>> video decoders, shared nothing databases, shared nothing
>> renderfarms, loosely coupled Beowulf clusters doing all
```

>> sorts of interesting and mathemically interesting problems
>> and operating systems that have been designed since decades
>> before the Atari ST to maximize the potential of hardware by
>> doing many diverse things at once.
>
>Those are trivial since they are separate task part of one process.
>
>Rememeber you said :
>
>"Anything can be parallelizable if you program it right"
>-------------
>
>And thats wrong.

You are quibbling with pedantics versus practical engineering.

[deletia]

The trivial example first cited was one in linear algebra.

The counterexamples I provided are pretty much nothing but matrices.

--

Also while the herd mentality is certainly there, I think the
nature of software interfaces and how they tend to interfere
with free choice is far more critical. It's not enough to merely
have the "biggest fraternity", you also need a way to trap people
in once they've made a bad initial decision.
|||
/ | \

5794. Amiga One Specs

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-18 03:03:39 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-1712002104090001@user-33qtevm.dialup.mindspring.com>
Source record: 1259

Seems like the new Amiga will use a modern processor and sub systems
unlike a certain cretin which went no were...

October 21, 2000, Melbourne, Australia - It is with great pleasure that we
are able to announce the
first new Amiga hardware in over 6 years. The AmigaOne, our first
consumer product, will be
targeted at the desktop and workstation market. Further products to
follow will cover the markets
from Personal Digital Assistants and upwards. All these products will run
a single piece of software,
the revolutionary Amiga Digital Environment (DE).

We completed the AmigaOne specification three months ago, and dubbed it
the "Zico". It is a
specification and not a product because Amiga is a software company, not
a hardware
manufacturer. The ability of the Amiga DE to host itself on multiple
hardware and operating
system platforms frees us from hardware dependency and gives our partners
and our customers
the freedom to chose the hardware that best suits their needs and tastes.

The Zico specification is as follows:

One AmigaDE friendly host processor (PPC, x86, Arm, SH4, MIPS)
64MB+ memory
Next Generation Matrox graphics card
Creative EMU10K1 based audio card
10 GB+ HD
CD/DVD
USB 1.0
Firewire
10/100 Mbps Ethernet
56k modem
Spare PCI slots for expandibility

With the completion of the specification
stage of the Amiga One, we contacted
several respected hardware companies
with a view to selecting partners who
would be interested in creating AmigaOne
products.

The AmigaOne process involves close co-operation between Amiga and our partners' hardware groups, the running of the AmigaDE on the hardware, and a thorough quality certification of the final product. Only then can the product be called an AmigaOne.

Whilst still in detailed negotiation with several companies, we are delighted to announce the first partner company and its initial set of AmigaOne products.

The Eyetech Group Ltd, of Stokesley, U.K. already has an excellent reputation in the Amiga community. They have done much to keep the classic Amiga alive during the last five years, and we feel that in the creation of the first new Amiga machines and the transitioning >from the classic to the next wave, that experience will prove invaluable.

Bill McEwen President of Amiga Inc commented: "This arrangement builds on and extends our existing partnership agreement with Eyetech, first announced in April of this year. Our experience during this period has shown Eyetech to be a no-nonsense company capable of delivering what they promise on time and this consideration also weighed heavily in our choice of a hardware partner for the PPC based AmigaOne."

Alan Redhouse, Managing Director of UK-based Eyetech, said; "I am delighted that we have been able to build on our existing partnership with Amiga and continue our close working relationship with them on both a technical and manufacturing level. Our decade of Amiga experience, plus our hardware and software efforts to push the Amiga forwards means that we are able to work with Amiga to deliver a proven upgrade solution to Amiga users which gives their existing 'Classic' applications an immediate and substantial performance boost whilst providing full forward compatibility with the new Amiga DE. Our work on the Predator line of boards means that we can help Amiga to fulfill its requirement of maximising the investment of the current community as it moves forwards."

Fleecy Moss, Chief Technology Officer, Amiga Inc added: "After talks with the hardware development staff of several companies I am convinced that working with

Eyetech will allow us to
offer an elegant solution that gives both an excellent level of backward compatibility and a
powerful basis for the new Amiga Digital Environment. Top of our requirements list was to ensure
that those Amigans who have spent considerable money in staying with the Amiga would not be
left out in the cold. Whilst you can't please all of the people all of the time, we think we have come
up with a set of products and solutions that will put a smile on as many faces as possible."

Eyetech is focusing on an immediate need in the existing Amiga market. Many have already
invested considerable resources in their classic Amigas, both in terms of hardware and in terms of
software. Whilst keen to move forwards with the AmigaOne, they also want to maximise their
investment in the classic platform.

The Eyetech AmigaOne PPC 1200 is a custom board which uses Eyetech Predator technology
with the "zico" specification to provide a perfect synergy of classic and next generation. It
provides all the functionality of the standalone AmigaOne PPC, but has been extended to mate
with a classic Amiga A1200. This allows customers who have a serious investment in the classic
Amiga to continue to use their machines whilst also having a brand new Amiga at their disposal.
The 68k processor in the A1200 will be emulated at a substantially increased level via the PPC
processor on the AmigaOne, whilst the classic operating system can take advantage of the
AmigaOne's next generation hardware resources.

The AmigaOne PPC 4000 machine is similarly designed to allow customers who have a significant
investment in their classic Amiga A4000 to be able to move that investment forwards whilst also
benefiting from the next generation capabilities of the AmigaOne.

The Eyetech AmigaOne PPC 1200 will be available as an upgrade for owners of towered A1200
computers, the Eyetech AmigaOne PPC 4000 as an upgrade for Amiga 4000 desktop computers in
tower conversion cases. Options for producing AmigaOne PPC upgrade designs for other Classic
Amiga designs (such as the A3000 and Amiga International A4000T) will be looked at (subject to
demand) once the A1200 and A4000 products are released.

In order to implement all the features of the AmigaOne specification the, A1200 and A4000
upgrade versions will feature one AGP and six PCI slots, a user-upgradable G3/G4
(Macintosh-type) cpu slot, up to 512MB SDRAM and a high speed IDE/ATAPI interface. The
system will be dual-bootable both into the Amiga DE and into Classic Amiga Workbench. This
latter feature will allow purchasers to have the performance benefits of full G3/G4 cpu speeds and
512MB of SDRAM memory whilst running Classic Amiga software. Both these boards are
scheduled to ship in 1Q01, with developer versions being available in December 2000.

Design of both the Eyetech AmigaOne PPC A1200 and A4000 products has been done with great
sensitivity to the existing user and developer community.

"By releasing the classic compatible AmigaOne PPC products first," said Alan Redhouse. "We are
providing a transitional path forwards for the existing community, enabling them to maximise their
current investment whilst also leaping ahead with the new Amiga DE."

In order to facilitate this transition, the classic Amiga operating system will see its lifeline extended.
OS3.9, to be launched before Christmas will add a raft of new features and functionality, and will
be able to run on the Eyetech AmigaOne PPC classic products.

Eyetech are also keen to talk to existing hardware manufacturers about possibilities for licencing,
manufacturer and other co-operation in order to ensure a smooth transition of the existing Amiga
community from the present to the future.

Amiga is also very close to signing up partners for a standalone AmigaOne machine. The ATX
form factor AmigaOne has been designed to run the full consumer version of the Amiga Digital
Environment (DE) allowing the best of the Classic Amiga software which has been ported to run
directly under the Amiga DE, and the use of a wide range of Amiga DE-based digital content -
such as productivity software, content creation suites, development environments and 3-D games
- to be used 'out of the box'.

All this work - including extensive testing of hardware and software components - is scheduled to
be complete in time for end user deliveries 3Q01. Amiga Inc is currently in negotiation with several

potential partner companies for the development and manufacture of the stand-alone AmigaOne
and its related digital content/software. Companies interested in producing this version, utilising
the PPC processor family include Eyetech, and bplan GmbH of Germany. We hope to have
announcements to make on this within the next few weeks. Other companies and other
processors are also under negotiation.

A new website is being set up, specifically to provide a focal point for news, questions, comment
and discussion on the AmigaOne, and we encourage people to visit it and participate.

sinclap! ...attending the keynote at mcw/sf
somewere in mn

5795. Re: Bush will cause Cold War 2

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-20 07:00:22 UTC
From: Tom Morris <tom@big-b.co.uk>
Message-ID: <B6667A06.CA0%tom@big-b.co.uk>
Source record: 1260
Cross-posted to:
comp.sys.mac.advocacy,comp.sys.linux.advocacy,comp.sys.be.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

in article I%iZ5.18802$_y5.3929948@typhoon.southeast.rr.com, David Ogg at davidogg@nc.rr.com.foo wrote on 12/12/00 1:49 pm:

> Should I take offence to "empire where sun never sets" being
> used in reference to England?

Sun never sets? Doesn't seem like it.

>> Tom Morris >> tom@big-b.co.uk >
>> http://www.big-b.co.uk >
Search, shop, read the news, all at
www.Big-B.co.uk !!

5796. sinclap at MacWorld

Newsgroup: comp.sys.atari.advocacy
Date: 2000-12-29 17:58:57 UTC
From: sinclap@nospam.net
Message-ID: <291220001159309929%sinclap@nospam.net>
Source record: 1261

Minneapolis, Minnesotaï¿½December 29, 2000ï¿½sinclap today announced that being at MacWorld/San Francisco(January 9-13) is a done deal. sinclap will be attending the show for one day on Tuesday at the main keynote. The rest of the week will be in consulatations at a near by hotel.

sinclap ignited certain usenet newsgroups that were on the last legs with wisdom and thought. sinclap has many supporters and detractors worldwide.

Press Contacts:
sinclap
sinclap@nospam.net

5797. Re: New Amiga comming!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-01 20:35:10 UTC
From: John Luebs <jkluebs@luebsphoto.com>
Message-ID: <uDe46.4018$J_.189624@e420r-atl2.usenetserver.com>
Source record: 1262
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

>>"Anything can be parallelizable if you program it right"
>>-------------
>>
>>And thats wrong.
>
> You are quibbling with pedantics versus practical engineering.
>
> [deletia]
>
> The trivial example first cited was one in linear algebra.
>
> The counterexamples I provided are pretty much nothing but matrices.
>

Umm I could explain to you that multithreading is not parallel computing,
and that the best example of parallel computing on Intel processors is
MMX SIMD instructions, and for the PowerPC it's Altivec. Neither Intel or
Motorola are responsible for these things, the ideas behind SIMD have
existed since the 1960s. If you look at Fortran, you will notice a few
things that suggest how long this stuff has been around, like vector
restriction.

This stuff is known as vector computing, which is what super parallel computing
is all about. Now surely you're right if you say that correcting a set of
pixels for perspective correct texture mapping is highly parallelizable..
But Quake doesn't work just by transforming some pixels..
The matrix inversion thing is a valid dismissal of your statement that
"anything is parallelizable if you program it right"
In a program that has to do matrix inversion at least once, there is one
"thing" that is not going to be parrallelized!

Now, to prove me wrong, parallelize this:
An in-order walk of an arbitrary binary tree! :-)
This is a good example, because this is a major part of the Quake
graphics pipeline, the walk of the BSP

If you don't have an answer, then I suggest you go home.

Oh yes.. when you break a process into threads, you're not
parallelizing, as the OS/system is responsible for when/how your threads are
called. Consider this a deterministic multithreaded app has to give the
same result running on one processor as two, so clearly its not
parallelization. In a parallel algorithm, the actual data or instructions
are deterministically processed at the same time, as a part of the
algorithm.. this is not the case with multithreading!

Multithreading/tasking has nothing to do with algorithmic parallelization!

5798. MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-07 15:26:30 UTC
From: Gerry van den Berk <gerryvdb@tnet.com.au>
Message-ID: <01bf9e4a$7e360060$a25e0fcb@gerryvdb>
Source record: 1263

Now that I've got your attention...

What's happened to this group, it's so dead!

Regards,

Gerry. (aka Clockmeister)

--
* If a compulsive lier tells you that he
always lies, is he telling the truth?*

5799. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-07 22:37:40 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3A58EFB3.A9AA4392@calcna.ab.ca>
Source record: 1264

Gerry van den Berk wrote:
>
> Now that I've got your attention...
>
> What's happened to this group, it's so dead!

Sort of like the company - eh ?

The Canadian Curmudgeon (Still lurking, in +4C, Calgary)
Canada - where ignorance prevails, tyranny persists

5800. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-08 04:19:06 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A593FBA.460697F6@ihug.co.nz>
Source record: 1265

Hi there,

Gerry van den Berk wrote:
>
> Now that I've got your attention...
>
> What's happened to this group, it's so dead!
>
> Regards,
>
> Gerry. (aka Clockmeister)

Not sure about others, but I'm still digesting the excesses of the holiday period (groan!). That takes a LOT of siestas, sleep and sunbathing, which leaves little time for reading/sending news items...

Still, sinplop is either dead or on holiday (janitors DO get holidays I believe!)...so there are no posts worth debating right now...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

PS. Just 1 thing, the Coldfire ATARI project! That SHOULD be worth a little bit of advocacy angst should it not?

My own opinion is that it will DIE! Those Medusa guys are trying to blackmail us into buying with their "...500 pre-orders or no go..." philosophy...do they actually have a machine to sell?

5801. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-08 04:55:32 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8Lb66.50025$xW4.399670@news-server.bigpond.net.au>
Source record: 1266

My old's just moved to Queenstown, they said it snowed over xmas. Where are
you sunbathing, Nelson?

Mark

PS plenty of sun in Melbourne tho

"J Wilkinson" <jwandjw@ihug.co.nz> wrote in message
news:3A593FBA.460697F6@ihug.co.nz...
> Hi there,
>
> Gerry van den Berk wrote:
> >
> > Now that I've got your attention...
> >
> > What's happened to this group, it's so dead!
> >
> > Regards,
> >
> > Gerry. (aka Clockmeister)
>
> Not sure about others, but I'm still digesting the excesses of
> the holiday period (groan!). That takes a LOT of siestas, sleep
> and sunbathing, which leaves little time for reading/sending news
> items...
>
> Still, sinplop is either dead or on holiday (janitors DO get
> holidays I believe!)...so there are no posts worth debating
> right now...
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>
> PS. Just 1 thing, the Coldfire ATARI project! That SHOULD be worth
> a little bit of advocacy angst should it not?
>
> My own opinion is that it will DIE! Those Medusa guys are trying to
> blackmail us into buying with their "...500 pre-orders or no go..."
> philosophy...do they actually have a machine to sell?

5802. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-08 15:07:46 UTC
From: Gerry van den Berk <gerryvdb@tnet.com.au>
Message-ID: <Uvk66.25$2j5.10756@nsw.nnrp.telstra.net>
Source record: 1267

ve6hy wrote in message <3A58EFB3.A9AA4392@calcna.ab.ca>...
>Gerry van den Berk wrote:
>>
>> Now that I've got your attention...
>>
>> What's happened to this group, it's so dead!
>
>Sort of like the company - eh ?

:-)

>The Canadian Curmudgeon (Still lurking, in +4C, Calgary)
>Canada - where ignorance prevails, tyranny persists

Oh, how I long for a white Christmas... we had +40 degrees centigrade over Christmas.

Regards,

Gerry. (aka Clockmeister)

5803. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-08 17:40:05 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3A59FB74.385FCA8@calcna.ab.ca>
Source record: 1268

Gerry van den Berk wrote:

> Oh, how I long for a white Christmas... we had +40 degrees centigrade over
> Christmas.

Hmmm - we had a bit of white Christmas (about 5cm of the fluffy stuff)
while yesterday they had a 50cm dump in Nova Scotia & New Brunswick -
but 40C --- nawww that's too hot for any human to actually enjoy !

Me ..... between -15 and +25C is tolerable - beyond that - excessive !

The Canadian Curmudgeon (in sunny, getting dusty, 0C, Calgary)
Canada - where ignorance prevails, tyranny persists

5804. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-08 22:10:26 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <mVq66.50984$xW4.408911@news-server.bigpond.net.au>
Source record: 1269

"Gerry van den Berk" <gerryvdb@tnet.com.au> wrote in message
news:Uvk66.25$2j5.10756@nsw.nnrp.telstra.net...
>
> ve6hy wrote in message <3A58EFB3.A9AA4392@calcna.ab.ca>...
> >Gerry van den Berk wrote:
> >>
> >> Now that I've got your attention...
> >>
> >> What's happened to this group, it's so dead!
> >
> >Sort of like the company - eh ?
>
> :-)
>
> >The Canadian Curmudgeon (Still lurking, in +4C, Calgary)
> >Canada - where ignorance prevails, tyranny persists
>
> Oh, how I long for a white Christmas... we had +40 degrees centigrade over
> Christmas.

Yes it was hot, but dosent Mrs Claus look better in a Bikini ;-)

Mark

5805. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-10 05:38:57 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5BF56F.116FBEC9@ihug.co.nz>
Source record: 1270

Hi there,

Mark Bedingfield wrote:
>
> My old's just moved to Queenstown, they said it snowed over xmas. Where are
> you sunbathing, Nelson?

Nope, I'm skint at the mo' so I had to stay here in Christchurch for Xmas
and New Years. Queenstown is neat, but its a mad-house at New Years, as the
population triples on the 31st of December...

We had horrid rain and bitter cold wind on New Years so your folks probably
did get white flurries being at that altitude. There was snow in Dunedin at
sea-level a month back. I was there competing in a track&field meet. You
normally wear a skimpy singlet and shorts, but I ran out of gear to compete
in, short of piss-drinking clothes!

I've heard its kinda dry around Melbourne currently...fire risk stuff...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5806. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-10 05:45:03 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5BF6DD.CA894A6F@ihug.co.nz>
Source record: 1271

Hi there,

Gerry van den Berk wrote:
>
> ve6hy wrote in message <3A58EFB3.A9AA4392@calcna.ab.ca>...
>
> >The Canadian Curmudgeon (Still lurking, in +4C, Calgary)
> >Canada - where ignorance prevails, tyranny persists
>
> Oh, how I long for a white Christmas... we had +40 degrees centigrade over
> Christmas.

You lucky devil...we had +7-8C, driving rain, and big wind chill here in Christchurch on New Years eve. Both Xmas eve and New Years eve were preceded by wicked electrical storms, hail, rain, etc...we'd also like to see the first sunrise of 2001 soon...its been cloudy for most of 'em!

40C would be a bit hot tho', funny how you can never reach that happy medium in life isn't it?!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5807. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-10 05:47:42 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5BF77C.27662915@ihug.co.nz>
Source record: 1273

Hi there,

Mark Bedingfield wrote:
>
> Yes it was hot, but dosent Mrs Claus look better in a Bikini ;-)

Not if she is the same age as the grumpy old shit that was
having photos with kids at my local mall... <hehe> ;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5808. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-10 05:51:52 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <YLS66.53093$xW4.423770@news-server.bigpond.net.au>
Source record: 1272

"J Wilkinson" <jwandjw@ihug.co.nz> wrote in message
news:3A5BF77C.27662915@ihug.co.nz...
> Hi there,
>
> Mark Bedingfield wrote:
> >
> > Yes it was hot, but dosent Mrs Claus look better in a Bikini ;-)
>
> Not if she is the same age as the grumpy old shit that was
> having photos with kids at my local mall... <hehe> ;^)

That's funny my Daughter didn't think much of him either..

Mark

5809. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-10 15:17:16 UTC
From: Gerry van den Berk <gerryvdb@tnet.com.au>
Message-ID: <_Q_66.36$4N5.9174@nsw.nnrp.telstra.net>
Source record: 1274

J Wilkinson wrote in message <3A5BF6DD.CA894A6F@ihug.co.nz>...
>Hi there,
>
>Gerry van den Berk wrote:
>>
>> ve6hy wrote in message <3A58EFB3.A9AA4392@calcna.ab.ca>...
>>
>> >The Canadian Curmudgeon (Still lurking, in +4C, Calgary)
>> >Canada - where ignorance prevails, tyranny persists
>>
>> Oh, how I long for a white Christmas... we had +40 degrees centigrade
over
>> Christmas.
>
>You lucky devil...we had +7-8C, driving rain, and big wind chill here in
>Christchurch on New Years eve. Both Xmas eve and New Years eve were
preceded
>by wicked electrical storms, hail, rain, etc...we'd also like to see the
first
>sunrise of 2001 soon...its been cloudy for most of 'em!
>
>40C would be a bit hot tho', funny how you can never reach that happy
medium
>in life isn't it?!
>

It's a bit cooler in Perth, WA at the moment... 36C with extreme humidity.
Aaaaaarrrgghhhh!
Sounds like Christchurch isn't such a bad place to be, I've grown to love
wet, stormy weather ;-)

Regards,

Gerry.

5810. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-10 22:22:13 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <pg576.54255$xW4.434364@news-server.bigpond.net.au>
Source record: 1275

"J Wilkinson" <jwandjw@ihug.co.nz> wrote in message
news:3A5BF56F.116FBEC9@ihug.co.nz...
> Hi there,
>
> Mark Bedingfield wrote:
> >
> > My old's just moved to Queenstown, they said it snowed over xmas. Where
are
> > you sunbathing, Nelson?
>
> Nope, I'm skint at the mo' so I had to stay here in Christchurch for Xmas
> and New Years. Queenstown is neat, but its a mad-house at New Years, as
the
> population triples on the 31st of December...
>
> We had horrid rain and bitter cold wind on New Years so your folks
probably
> did get white flurries being at that altitude. There was snow in Dunedin
at
> sea-level a month back. I was there competing in a track&field meet. You
> normally wear a skimpy singlet and shorts, but I ran out of gear to
compete
> in, short of piss-drinking clothes!
>
> I've heard its kinda dry around Melbourne currently...fire risk stuff...

Yeah, clockmeister's 37 is nothing 39 here today and a TOTAL fire ban. I hate summer. Long for the frost and rain. Besides my study get's too hot (only bloody room in the house that isn't insulated besides the dunny). Can't go hunting because every thing is sitting in the shade, there is fishing I suppose.....

Mark

PS does MIDI on the Atari suck.

5811. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-12 07:46:57 UTC
From: sinclap@nospam.net
Message-ID: <120120010147302944%sinclap@nospam.net>
Source record: 1276

In article <3A593FBA.460697F6@ihug.co.nz>, J Wilkinson
<jwandjw@ihug.co.nz> wrote:

> Hi there,
>
> Gerry van den Berk wrote:
> >
> > Now that I've got your attention...
> >
> > What's happened to this group, it's so dead!
> >
> > Regards,
> >
> > Gerry. (aka Clockmeister)
>
> Not sure about others, but I'm still digesting the excesses of
> the holiday period (groan!). That takes a LOT of siestas, sleep
> and sunbathing, which leaves little time for reading/sending news
> items...
>
> Still, sinplop is either dead or on holiday (janitors DO get
> holidays I believe!)...so there are no posts worth debating
> right now...

sinclap is in MacWorld/San Fran for the week admiring the new Titanium
PB G4 and G4/733 with iDVD. Plus in weeklong consultations..

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>
> PS. Just 1 thing, the Coldfire ATARI project! That SHOULD be worth
> a little bit of advocacy angst should it not?
>
> My own opinion is that it will DIE! Those Medusa guys are trying to
> blackmail us into buying with their "...500 pre-orders or no go..."

Still attempting to bring out an 040 box in 2001. Will it run ITunes?

sinclap!
somewere in ca...

5812. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-12 16:28:07 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <D2G76.49$Ld6.10520@nsw.nnrp.telstra.net>
Source record: 1277

Mark Bedingfield wrote in message ...
>
>Yeah, clockmeister's 37 is nothing 39 here today and a TOTAL fire ban. I
>hate summer.

We've had a total fire ban for months... and 39C doesn't bother me at all,
it's the extreme humidity that kicks you in the guts.

Long for the frost and rain. Besides my study get's too hot
>(only bloody room in the house that isn't insulated besides the dunny).
>Can't go hunting because every thing is sitting in the shade, there is
>fishing I suppose.....
>
>Mark
>
> PS does MIDI on the Atari suck.

No, but shooting living things for fun does.

Regards,

Clockmeister.

5813. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-14 22:05:08 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <oop86.61662$xW4.489267@news-server.bigpond.net.au>
Source record: 1278

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:D2G76.49$Ld6.10520@nsw.nnrp.telstra.net...
>
> Mark Bedingfield wrote in message ...
> >
> >Yeah, clockmeister's 37 is nothing 39 here today and a TOTAL fire ban. I
> >hate summer.
>
> We've had a total fire ban for months... and 39C doesn't bother me at all,
> it's the extreme humidity that kicks you in the guts.
>
> Long for the frost and rain. Besides my study get's too hot
> >(only bloody room in the house that isn't insulated besides the dunny).
> >Can't go hunting because every thing is sitting in the shade, there is
> >fishing I suppose.....
> >
> >Mark
> >
> > PS does MIDI on the Atari suck.
>
> No, but shooting living things for fun does.

Oh, well we can't all be Vegans;-) The wheather dude's reported 43 for Melb
yesterday, but luckily we only got to 37. But as you say the humidity
sucked.

Is anybody going to advocate anything today?

Mark

5814. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-15 01:45:41 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3A625644.E98662F@calcna.ab.ca>
Source record: 1279

Mark Bedingfield wrote:

> Is anybody going to advocate anything today?

Is there anything to advocate ?

The Canadian Curmudgeon (in 04C Calgary)
Canada - where ignorance prevails, tyranny persists

5815. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-15 04:40:03 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Dav86.62290$xW4.492142@news-server.bigpond.net.au>
Source record: 1280

"ve6hy" <besmith@calcna.ab.ca> wrote in message
news:3A625644.E98662F@calcna.ab.ca...
> Mark Bedingfield wrote:
>
> > Is anybody going to advocate anything today?
>
> Is there anything to advocate ?

I think it is time we all took affirmative action. I vote we sit down and have a discussion to resolve to advocate something immediately. Possibly with beer and pizza......

5816. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-15 17:53:44 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3A633927.3DBB9D70@calcna.ab.ca>
Source record: 1282

Mark Bedingfield wrote:

> I think it is time we all took affirmative action. I vote we sit down and
> have a discussion to resolve to advocate something immediately. Possibly
> with beer and pizza......

You actually have those in Oz ?

Gawd, what next - you'll probably try to tell us you are not standing
upside down !

The Canadian Curmudgeon (grinning quite evilly in sunny, -3C, Calgary)
Canada - where ignorance prevails, tyranny persists

5817. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-15 18:21:01 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <b_G86.35$MV6.15408@nsw.nnrp.telstra.net>
Source record: 1281

Mark Bedingfield wrote in message ...
>
>"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
>news:D2G76.49$Ld6.10520@nsw.nnrp.telstra.net...
>>
>> Mark Bedingfield wrote in message ...
>> >
>> >Yeah, clockmeister's 37 is nothing 39 here today and a TOTAL fire ban. I
>> >hate summer.
>>
>> We've had a total fire ban for months... and 39C doesn't bother me at
all,
>> it's the extreme humidity that kicks you in the guts.
>>
>> Long for the frost and rain. Besides my study get's too hot
>> >(only bloody room in the house that isn't insulated besides the dunny).
>> >Can't go hunting because every thing is sitting in the shade, there is
>> >fishing I suppose.....
>> >
>> >Mark
>> >
>> > PS does MIDI on the Atari suck.
>>
>> No, but shooting living things for fun does.
>
>Oh, well we can't all be Vegans;-)

If you're going to eat what you shoot, that isn't an issue. Killing for the
sake of killing (other than introduced species or species in plague-like
proportions) is for yokels, hicks and other simple folk ;-)

The wheather dude's reported 43 for Melb
>yesterday, but luckily we only got to 37. But as you say the humidity
>sucked.
>
>Is anybody going to advocate anything today?
>

Australian beef :-)

Regards,

Clockmeister.

5818. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-15 23:20:09 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <JAL86.63737$xW4.503398@news-server.bigpond.net.au>
Source record: 1283

```
"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:b_G86.35$MV6.15408@nsw.nnrp.telstra.net...
>
> Mark Bedingfield wrote in message ...
> >
> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> >news:D2G76.49$Ld6.10520@nsw.nnrp.telstra.net...
> >>
> >> Mark Bedingfield wrote in message ...
> >> >
> >> >Yeah, clockmeister's 37 is nothing 39 here today and a TOTAL fire ban.
I
> >> >hate summer.
> >>
> >> We've had a total fire ban for months... and 39C doesn't bother me at
> all,
> >> it's the extreme humidity that kicks you in the guts.
> >>
> >> Long for the frost and rain. Besides my study get's too hot
> >> >(only bloody room in the house that isn't insulated besides the
dunny).
> >> >Can't go hunting because every thing is sitting in the shade, there is
> >> >fishing I suppose.....
> >> >
> >> >Mark
> >> >
> >> > PS does MIDI on the Atari suck.
> >>
> >> No, but shooting living things for fun does.
> >
> >Oh, well we can't all be Vegans;-)
>
> If you're going to eat what you shoot, that isn't an issue. Killing for
the
> sake of killing (other than introduced species or species in plague-like
> proportions) is for yokels, hicks and other simple folk ;-)
>
just for the record I spent most of my life living in the country. I hunt
vermin and food. Both I enjoy the same as fishing, and growing your own
food. Incedently I have found that most country people don't kill randomly,
but bored city folk do. I grew up hunting and fishing and do enjoy it. It is
the most relaxing thing I know of. I do get a little emotional about it, I
have been doing it since I was about 7 years old. Which is the best way to
learn respect for the enviroment. Incedently my Dad was in the New Zealand
```

wildlife service, I spent most of my time living on trout hatceries. Hunting and fishing is a way of life for me, not an ethical issue.

> The wheather dude's reported 43 for Melb
> >yesterday, but luckily we only got to 37. But as you say the humidity
> >sucked.
> >

And today I am wearing a jacket, gotta luv melb.

> >Is anybody going to advocate anything today?
> >
>
> Australian beef :-)

Can't argue against that one gerry, maybe the Pom's might tho.. Actually had roast last night, mmmmmmmm.

Mark

5819. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-16 04:24:33 UTC
From: sinclap@nospam.net
Message-ID: <150120012225086874%sinclap@nospam.net>
Source record: 1284

In article <JAL86.63737$xW4.503398@news-server.bigpond.net.au>, Mark
Bedingfield <mark@baypc.com.au> wrote:

> just for the record I spent most of my life living in the country. I hunt
> vermin and food. Both I enjoy the same as fishing, and growing your own
> food. Incedently I have found that most country people don't kill randomly,
> but bored city folk do. I grew up hunting and fishing and do enjoy it. It is
> the most relaxing thing I know of. I do get a little emotional about it, I
> have been doing it since I was about 7 years old. Which is the best way to
> learn respect for the enviroment. Incedently my Dad was in the New Zealand
> wildlife service, I spent most of my time living on trout hatceries. Hunting
> and fishing is a way of life for me, not an ethical issue.

UHHH...You do have mordern grocery shops? How would you like if these
vermins hunted you for sport?

Isn't Xena filmed down there?

> > The wheather dude's reported 43 for Melb
> > >yesterday, but luckily we only got to 37. But as you say the humidity
> > >sucked.
> > >
>
> And today I am wearing a jacket, gotta luv melb.

Back from SF with cold wearing a appl mock...

>
> > >Is anybody going to advocate anything today?
> > >
> >
> > Australian beef :-)
>
> Can't argue against that one gerry, maybe the Pom's might tho.. Actually had
> roast last night, mmmmmmmm.

Drilling in the Alaska artic wild life?

Sinclap!
somewere in freezing mn

> Mark

5820. Razor 'chunks' bad, Merril Lynch bad!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-16 04:32:31 UTC
From: sinclap@nospam.net
Message-ID: <150120012233095799%sinclap@nospam.net>
Source record: 1285

http://www.ragingbull.altavista.com/mboard/boards.cgi?board=AAPL&read=74588

By: Pete_Y_48 $$$$
Reply To: 74584 by larry77 $$$$

Monday, 15 Jan 2001 at 12:38 PM EST

Post # of 74714

Larry, Inventory
is actually pretty good and was pretty good on Dec. 31st. At the wholesale level, it was less than 4 weeks including the two problem children of
the Powerbook 400 and the Cube. And today, just those two units are the only big problems in the lineup. Virtually everything else is below 3
weeks of wholesale inventory.

All of the iMacs have been restocked since the beginning of the year. And using the sales rates since Jan 1, there still are less than 3 weeks in
stock. This is very good.

The comparative problem now is that the wholesaler has been out of stock for so long, that the sell through rates are currently very low. So
calculating "weeks supply" is both overstated and suspect. Once all units are back in stock, then the calculations will be much more reliable.
With the change in the product lineup, and lack of immediate stock to sell, the sales will be shakey for a while. The question will be what happens once everything is back in stock.

sinclap!
somewere in freezing mn

5821. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-16 06:16:24 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <YGR86.64350$xW4.507067@news-server.bigpond.net.au>
Source record: 1286

<sinclap@nospam.net> wrote in message
news:15012001222508687 4%sinclap@nospam.net...
> In article <JAL86.63737$xW4.503398@news-server.bigpond.net.au>, Mark
> Bedingfield <mark@baypc.com.au> wrote:
>
>
> > just for the record I spent most of my life living in the country. I
hunt
> > vermin and food. Both I enjoy the same as fishing, and growing your own
> > food. Incedently I have found that most country people don't kill
randomly,
> > but bored city folk do. I grew up hunting and fishing and do enjoy it.
It is
> > the most relaxing thing I know of. I do get a little emotional about it,
I
> > have been doing it since I was about 7 years old. Which is the best way
to
> > learn respect for the enviroment. Incedently my Dad was in the New
Zealand
> > wildlife service, I spent most of my time living on trout hatceries.
Hunting
> > and fishing is a way of life for me, not an ethical issue.
>
> UHHH...You do have mordern grocery shops? How would you like if these
> vermins hunted you for sport?

Yeah, but the Beef roast's don't deliberately roll over carve themselve's up
and then shrink wrap. What's the diff? Just some people don't like working
for their food. Most animal's would hunt you given half a chance, after all
you are only human:-)
>
> Isn't Xena filmed down there?
>

In the South Island of NZ, down near my parent's actually.

> > > The wheather dude's reported 43 for Melb
> > > >yesterday, but luckily we only got to 37. But as you say the
humidity
> > > >sucked.
> > > >
> >
> > And today I am wearing a jacket, gotta luv melb.
>
> Back from SF with cold wearing a appl mock...

Getting up to 30 again :-)

>
> >
> > > >Is anybody going to advocate anything today?
> > > >
> > >
> > > Australian beef :-)
> >
> > Can't argue against that one gerry, maybe the Pom's might tho.. Actually
had
> > roast last night, mmmmmmmm.
>
> Drilling in the Alaska artic wild life?
>
> Sinclap!
> somewere in freezing mn

Where?

Mark

5822. lynx rom image???

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-16 10:56:17 UTC
From: m <mrtnglas@dds.nl>
Message-ID: <9419ds$q8o$1@news.surfnet.nl>
Source record: 1297

hi i'm looking for the rom image of the lynx to be able to play it on the
(mac) emulator but i'm not able to find it anywhere on the web. can anyone
help me out?
if you have it you can send it to me by email (mrtnglas@dds.nl).
i also own a lynx handheld so legally it should be alright....

well tanhx anyway.

5823. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-16 16:59:18 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <vT_86.29$b87.9518@nsw.nnrp.telstra.net>
Source record: 1287

```
Mark Bedingfield wrote in message ...
>
>"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
>news:b_G86.35$MV6.15408@nsw.nnrp.telstra.net...
>>
>> Mark Bedingfield wrote in message ...
>> >
>> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
>> >news:D2G76.49$Ld6.10520@nsw.nnrp.telstra.net...
>> >>
>> >> Mark Bedingfield wrote in message ...
>> >> >
>> >> >Yeah, clockmeister's 37 is nothing 39 here today and a TOTAL fire
ban.
>I
>> >> >hate summer.
>> >>
>> >> We've had a total fire ban for months... and 39C doesn't bother me at
>> all,
>> >> it's the extreme humidity that kicks you in the guts.
>> >>
>> >> Long for the frost and rain. Besides my study get's too hot
>> >> >(only bloody room in the house that isn't insulated besides the
>dunny).
>> >> >Can't go hunting because every thing is sitting in the shade, there
is
>> >> >fishing I suppose.........
>> >> >
>> >> >Mark
>> >> >
>> >> > PS does MIDI on the Atari suck.
>> >>
>> >> No, but shooting living things for fun does.
>> >
>> >Oh, well we can't all be Vegans;-)
>>
>> If you're going to eat what you shoot, that isn't an issue. Killing for
>the
>> sake of killing (other than introduced species or species in plague-like
>> proportions) is for yokels, hicks and other simple folk ;-)
>>
>just for the record I spent most of my life living in the country. I hunt
>vermin and food. Both I enjoy the same as fishing, and growing your own
>food. Incedently I have found that most country people don't kill randomly,
```

>but bored city folk do.

Ok, granted - that might be the case in NZ where as far as I can tell the environment is something of a issue that is taken fairly seriously. In West OZ, there is a saying that the farmers have a mentality of "if it's alive, kill it". That, in my experience with the farmers that I know seems to be pretty accurate unfortunately.

My brother in laws girlfriend's family take great pleasure in sharing their "hunting" mishaps - which consists of things like rabbits and kangaroos having various parts shot off and other acts of cruelty (like the ones that get away in such a state because they can't bring themselves to actually kill the animal after they've injured it). I don't see the humour in that sort of thing, in fact it pisses me off - a lot.

Catching more fish then people intend to eat, only to throw away the excess is also something that pisses me off. I see that all the time, such a waste.

I could go on and on, but I think you get my point.

I grew up hunting and fishing and do enjoy it. It is
>the most relaxing thing I know of. I do get a little emotional about it, I
>have been doing it since I was about 7 years old. Which is the best way to
>learn respect for the enviroment. Incedently my Dad was in the New Zealand
>wildlife service, I spent most of my time living on trout hatceries.
Hunting
>and fishing is a way of life for me, not an ethical issue.

It sounds like you are a responsible type, not the kind I'm used to unfortunately.
We're obviously seeing things in different perspectives and under different circumstances, but I understand and respect your point of view.

>> The wheather dude's reported 43 for Melb
>> >yesterday, but luckily we only got to 37. But as you say the humidity
>> >sucked.
>> >
>
>And today I am wearing a jacket, gotta luv melb.
>

Still 36 degrees and humid, lightning and three drops of rain this evening.
Send some of that cooler weather our way!

>> >Is anybody going to advocate anything today?
>> >
>>
>> Australian beef :-)
>
>Can't argue against that one gerry, maybe the Pom's might tho.. Actually
had
>roast last night, mmmmmmmm.
>

>Mark
>

:-)

Regards,

Clockmeister.

5824. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-16 22:06:54 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <2C396.65706$xW4.515729@news-server.bigpond.net.au>
Source record: 1288

```
"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:vT_86.29$b87.9518@nsw.nnrp.telstra.net...
>
> Mark Bedingfield wrote in message ...
> >
> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> >news:b_G86.35$MV6.15408@nsw.nnrp.telstra.net...
> >>
> >> Mark Bedingfield wrote in message ...
> >> >
> >> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> >> >news:D2G76.49$Ld6.10520@nsw.nnrp.telstra.net...
> >> >>
> >> >> Mark Bedingfield wrote in message ...
> >> >> >
> >> >> >Yeah, clockmeister's 37 is nothing 39 here today and a TOTAL fire
> ban.
> >I
> >> >> >hate summer.
> >> >>
> >> >> We've had a total fire ban for months... and 39C doesn't bother me
at
> >> all,
> >> >> it's the extreme humidity that kicks you in the guts.
> >> >>
> >> >> Long for the frost and rain. Besides my study get's too hot
> >> >> >(only bloody room in the house that isn't insulated besides the
> >dunny).
> >> >> >Can't go hunting because every thing is sitting in the shade, there
> is
> >> >> >fishing I suppose.........
> >> >> >
> >> >> >Mark
> >> >> >
> >> >> > PS does MIDI on the Atari suck.
> >> >>
> >> >> No, but shooting living things for fun does.
> >> >
> >> >Oh, well we can't all be Vegans;-)
> >>
> >> If you're going to eat what you shoot, that isn't an issue. Killing for
> >the
> >> sake of killing (other than introduced species or species in
plague-like
```

> >> proportions) is for yokels, hicks and other simple folk ;-)
> >>
> >just for the record I spent most of my life living in the country. I hunt
> >vermin and food. Both I enjoy the same as fishing, and growing your own
> >food. Incedently I have found that most country people don't kill
randomly,
> >but bored city folk do.
>
> Ok, granted - that might be the case in NZ where as far as I can tell the
> environment is something of a issue that is taken fairly seriously. In
West
> OZ, there is a saying that the farmers have a mentality of "if it's alive,
> kill it". That, in my experience with the farmers that I know seems to be
> pretty accurate unfortunately.
>
> My brother in laws girlfriend's family take great pleasure in sharing
their
> "hunting" mishaps - which consists of things like rabbits and kangaroos
> having various parts shot off and other acts of cruelty (like the ones
that
> get away in such a state because they can't bring themselves to actually
> kill the animal after they've injured it). I don't see the humour in that
> sort of thing, in fact it pisses me off - a lot.
>
> Catching more fish then people intend to eat, only to throw away the
excess
> is also something that pisses me off. I see that all the time, such a
waste.
>
> I could go on and on, but I think you get my point.
>
> I grew up hunting and fishing and do enjoy it. It is
> >the most relaxing thing I know of. I do get a little emotional about it,
I
> >have been doing it since I was about 7 years old. Which is the best way
to
> >learn respect for the enviroment. Incedently my Dad was in the New
Zealand
> >wildlife service, I spent most of my time living on trout hatceries.
> Hunting
> >and fishing is a way of life for me, not an ethical issue.
>
> It sounds like you are a responsible type, not the kind I'm used to
> unfortunately.
> We're obviously seeing things in different perspectives and under
different
> circumstances, but I understand and respect your point of view.

Never judge a book by it's cover, and never underestimate people. And most
of all never associate Conservation with preservation. Australia's wildlife

need's looking after too. I think you will find it in more danger than NZ's. Australia has the highest rate of urbanisation in the World. More than 80% of the population live in major eastern seaboard city's. And to top it off, I still cant find anyone in Australia with a nice cheap Jaguar to sell. I think we can safely say that, yes we do have a very different perspective's, and that I understand how you feel. But don't assume that a hunter (or fisherman) is not a conservationist. After all if there are no deer or bunnies left, there is nothing to hunt :-(. Nuff Said.

Regards

Mark

5825. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-16 22:09:27 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <rE396.65711$xW4.515474@news-server.bigpond.net.au>
Source record: 1289

"Bruce Clarke" <brclarke@island3.islandnet.com> wrote in message
news:979663585.942465@news.islandnet.com...
> sinclap@nospam.net wrote:
> : Bedingfield <mark@baypc.com.au> wrote:
> :> just for the record I spent most of my life living in the country. I
hunt

Big snip

> fishes.
>
> Maybe we can get back to MIDI on the Atari now?
>

Thing's have gone quiet, What has happened to sinclap and Razor? Is the Mac
selleng by the miilion's? Will the Millan 3 show it's face? And more
importantly, what is happening with the Hades PPC project?

Mark

5826. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-16 22:42:46 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3A64CE65.BA6F8E6@calcna.ab.ca>
Source record: 1291

Mark Bedingfield wrote:

> Never judge a book by it's cover, and never underestimate people. And most
> of all never associate Conservation with preservation. Australia's wildlife
> need's looking after too. I think you will find it in more danger than NZ's.
> Australia has the highest rate of urbanisation in the World. More than 80%
> of the population live in major eastern seaboard city's. And to top it off,
> I still cant find anyone in Australia with a nice cheap Jaguar to sell. I
> think we can safely say that, yes we do have a very different perspective's,
> and that I understand how you feel. But don't assume that a hunter (or
> fisherman) is not a conservationist. After all if there are no deer or
> bunnies left, there is nothing to hunt :-(. Nuff Said.

For real eco-freaks the only way to stop the degradation of the eco
system is to remove the human race - so says Canada's David Suzuki the
numero uno eco freak on the planet

The Canadian Curmudgeon (in sunny, 0C, Calgary)
Canada - where ignorance prevails, tyranny persists

5827. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-16 22:45:13 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3A64CEF8.BE47ABD3@calcna.ab.ca>
Source record: 1290

Mark Bedingfield wrote:

> > Maybe we can get back to MIDI on the Atari now?
> >
>
> Thing's have gone quiet, What has happened to sinclap and Razor? Is the Mac
> selleng by the miilion's? Will the Millan 3 show it's face? And more
> importantly, what is happening with the Hades PPC project?

I suspect Milan and Hades are just more vapourware - as to the other -
we can only hope they have gone into the 6th dimension !

The Canadian Curmudgeon (in sunny, snow free, Calgary)
Canada - where ignorance prevails, tyranny persists

5828. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-17 01:18:07 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <jp696.65939$xW4.517100@news-server.bigpond.net.au>
Source record: 1292

"ve6hy" <besmith@calcna.ab.ca> wrote in message
news:3A64CE65.BA6F8E6@calcna.ab.ca...
> Mark Bedingfield wrote:
>
> > Never judge a book by it's cover, and never underestimate people. And
most
> > of all never associate Conservation with preservation. Australia's
wildlife
> > need's looking after too. I think you will find it in more danger than
NZ's.
> > Australia has the highest rate of urbanisation in the World. More than
80%
> > of the population live in major eastern seaboard city's. And to top it
off,
> > I still cant find anyone in Australia with a nice cheap Jaguar to sell.
I
> > think we can safely say that, yes we do have a very different
perspective's,
> > and that I understand how you feel. But don't assume that a hunter (or
> > fisherman) is not a conservationist. After all if there are no deer or
> > bunnies left, there is nothing to hunt :-(. Nuff Said.
>
> For real eco-freaks the only way to stop the degradation of the eco
> system is to remove the human race - so says Canada's David Suzuki the
> numero uno eco freak on the planet

That's preservation, as opposed to conservation, which is pretty much on the ball tho. We are after all a nasty species. As far as I can see the best way to go is to try and sustain or improve the wildlife so my children will be given the opportunity to do and see what I have been fortunate to see. Unfortunately greenies (yes a generalisation, I know), have a tendencies to grab media attention. Sometimes it is necessary to correct the imbalance of nature man has created, hey we are caretaker's I guess..

Mark

PS , pretty much covers it too.

5829. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-17 07:31:28 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3A654A4F.4E2F4D63@calcna.ab.ca>
Source record: 1293

Bruce Clarke wrote:

> Can you tell me _where_ and _what_ Suzuki say that? I'd really like to
> read the quote for myself, and I beat others would too...

On CBC Radio - about 8 months ago - and again on CBC Newsmagazine at
about the same time !

The Canadian Curmudgeon (in 0C Calgary)
Canada - where ignorance prevails, tyranny persists

5830. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-17 16:13:09 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <eij96.23$w4.9938@nsw.nnrp.telstra.net>
Source record: 1294

Mark Bedingfield wrote in message
<2C396.65706$xW4.515729@news-server.bigpond.net.au>...
>
>"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
>news:vT_86.29$b87.9518@nsw.nnrp.telstra.net...
>>
>> Mark Bedingfield wrote in message ...
>> >
>> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
>> >news:b_G86.35$MV6.15408@nsw.nnrp.telstra.net...
>> >>
>> >> Mark Bedingfield wrote in message ...
>> >> >
>> >> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
>> >> >news:D2G76.49$Ld6.10520@nsw.nnrp.telstra.net...
>> >> >>
After all if there are no deer or
>bunnies left, there is nothing to hunt :-(. Nuff Said.

Eradicating introduced pests like foxes and rabbits would certainly help preserve native species which have been seriously affected by these introduced species. I, for one would be happy to see them all gone as long as it's done in a humane fashion.

I'll leave it at that, this is after all not even remotely on topic, although it did generate some discussion in an otherwise dead newsgroup ;-)

Regards,

Clockmeister.

5831. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-17 21:36:20 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3A661051.CC943FBC@calcna.ab.ca>
Source record: 1296

Bruce Clarke wrote:

> :> Can you tell me _where_ and _what_ Suzuki say that? I'd really like to
> :> read the quote for myself, and I beat others would too...
>
> : On CBC Radio - about 8 months ago - and again on CBC Newsmagazine at
> : about the same time !
>
> Okay, you told me *where* - but not *what*...!

What he said, as near as I can recall, was that the answer to the world's ecological problems would be the removal of the human species - which is, of course quite accurate - if you ignore volcanoes and such ! In any case, I am quite sure this left lib looney has written similar crap in some of his lately published inane drivel !

The Canadian Curmudgeon (in sunny, +3C, Calgary)
Canada - where ignorance prevails, tyranny persists

5832. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-17 22:24:20 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <oYo96.67541$xW4.526069@news-server.bigpond.net.au>
Source record: 1295

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:eij96.23$w4.9938@nsw.nnrp.telstra.net...
>
> Mark Bedingfield wrote in message
> <2C396.65706$xW4.515729@news-server.bigpond.net.au>...
> >
> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> >news:vT_86.29$b87.9518@nsw.nnrp.telstra.net...
> >>
> >> Mark Bedingfield wrote in message ...
> >> >
> >> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> >> >news:b_G86.35$MV6.15408@nsw.nnrp.telstra.net...
> >> >>
> >> >> Mark Bedingfield wrote in message ...
> >> >> >
> >> >> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> >> >> >news:D2G76.49$Ld6.10520@nsw.nnrp.telstra.net...
> >> >> >>
> After all if there are no deer or
> >bunnies left, there is nothing to hunt :-(. Nuff Said.
>
> Eradicating introduced pests like foxes and rabbits would certainly help
> preserve native species which have been seriously affected by these
> introduced species. I, for one would be happy to see them all gone as long
> as it's done in a humane fashion.
>

Agreed 100%

> I'll leave it at that, this is after all not even remotely on topic,
> although it did generate some discussion in an otherwise dead newsgroup
;-)

Everyone is on Holiday, eh;-)

Mark

5833. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-18 16:45:59 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <7TE96.39$ak.10026@nsw.nnrp.telstra.net>
Source record: 1298

Bruce Clarke wrote in message <979773758.996550@news.islandnet.com>...
>ve6hy <besmith@calcna.ab.ca> wrote:
>: What he said, as near as I can recall, was that the answer to the
>: world's ecological problems would be the removal of the human species
>: - which is, of course quite accurate - if you ignore volcanoes and
>: such ! In any case, I am quite sure this left lib looney has written
>: similar crap in some of his lately published inane drivel !
>
>Well, he's quite correct. The world does have a lot of ecological
>problems, and those problems are man-made. If there were no humans, there
>would be no man-made problems.
>

That's common sense really.

5834. Re: MIDI on Atari sucks

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-18 16:47:27 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <fUE96.40$ak.9988@nsw.nnrp.telstra.net>
Source record: 1299

```
Mark Bedingfield wrote in message ...
>
>"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
>news:eij96.23$w4.9938@nsw.nnrp.telstra.net...
>>
>> Mark Bedingfield wrote in message
>> <2C396.65706$xW4.515729@news-server.bigpond.net.au>...
>> >
>> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
>> >news:vT_86.29$b87.9518@nsw.nnrp.telstra.net...
>> >>
>> >> Mark Bedingfield wrote in message ...
>> >> >
>> >> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
>> >> >news:b_G86.35$MV6.15408@nsw.nnrp.telstra.net...
>> >> >>
>> >> >> Mark Bedingfield wrote in message ...
>> >> >> >
>> >> >> >"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
>> >> >> >news:D2G76.49$Ld6.10520@nsw.nnrp.telstra.net...
>> >> >> >>
>> After all if there are no deer or
>> >bunnies left, there is nothing to hunt :-(. Nuff Said.
>>
>> Eradicating introduced pests like foxes and rabbits would certainly help
>> preserve native species which have been seriously affected by these
>> introduced species. I, for one would be happy to see them all gone as
long
>> as it's done in a humane fashion.
>>
>
>Agreed 100%
>
>> I'll leave it at that, this is after all not even remotely on topic,
>> although it did generate some discussion in an otherwise dead newsgroup
>;-)
>
>Everyone is on Holiday, eh;-)
>

Except us :-(

Regards,

Clockmeister.
```

5835. Now, sincrap tell me the iMac has not run out of steam.....

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-20 15:20:44 UTC
From: Tom Elam <telam@iquest.net>
Message-ID: <razor-8E42A8.10204420012001@bigmomma.idirect.com>
Source record: 1300

see the pro-Mac:

http://www.maccentral.com/news/0101/19.apple.shtml

iMac sales in Oct.-Dec. 2000 fell to 308,000, down from 702,000 in the same period a year ago and 571,000 in the July-Sep. 2000 quarter. That's not a drop, that's going over a cliff. In fact, while the article lacks complete data, full year CY 2000 iMac sales must have fallen well short of full year CY 1999.

Sorry guys and gals, but the iMac boom is over. Better go out and find some REALLY cute new colors! Quick!

And the Cube? 107,000 sold in the launch quarter, then a paltry 29,000 in Oct.-Dec. This puppy will get dropped. It's worth about $799, and Apple probably can't even make it for that cost. If you read the whole article the average revenue yield of a Cube was only $482 last quarter, down from $1542 the quarter of launch. How can this be? Rebates plus some outright give-aways? Maybe, but as likely is that there is something strange in the Cube's $sales numbers obtained by maccentral

All in all the article paints the current situation at Apple more frankly than any I've seen on a pro-Mac site. If Apple's fans are willing to say this, might the situation be even more desperate? Will their fabled $4,000,000,000 in hoarded cash extracted from loyal, but incredibly naive, customers bring them through this crisis? Tune in next week for the next episode of the Crash in Cupertino!

Tom Elam

"A computer lets you make more mistakes faster than any invention in human history - with the possible exceptions of handguns and tequila."
-Mitch Ratliffe

5836. Atari 800XL game cartridge format

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-20 20:02:23 UTC
From: darom@removethis.hotmail.com
Message-ID: <902F79C74daromhotmailcom@24.130.1.22>
Source record: 1201

Quick question:
I have an Atari 800XL system with a cartridge slot. Which cartridge format (2600/7800 etc) can I use with it? Normally I load games with my floppy disk drive, however it would be nice to have cartridges as well.

Your help is appreciated.
TIA!

Den

Plz cc your response to my email address.

5837. Re: Now, sincrap tell me the iMac has not run out of steam.....

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-21 00:32:47 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3A6A2E2D.B2FA096E@calcna.ab.ca>
Source record: 1202

Bruce Clarke wrote:

> Umm, why did you post this in an Atari group?

Why not -- it's not as if there was anything else going on !

The Canadian Curmudgeon (in sunny, +5C, Calgary)
Canada - where ignorance prevails, tyranny persists

5838. Re: Now, sincrap tell me the iMac has not run out of steam.....

Newsgroup: comp.sys.atari.advocacy
Date: 2001-01-24 00:56:30 UTC
From: sinclap@nospam.net
Message-ID: <230120011857094596%sinclap@nospam.net>
Source record: 1203
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <razor-8E42A8.10204420012001@bigmomma.idirect.com>, Tom Elam
<telam@iquest.net> wrote:

> see the pro-Mac:

Yea...

> http://www.maccentral.com/news/0101/19.apple.shtml
>
> iMac sales in Oct.-Dec. 2000 fell to 308,000, down from 702,000 in the
> same period a year ago and 571,000 in the July-Sep. 2000 quarter.
> That's not a drop, that's going over a cliff. In fact, while the
> article lacks complete data, full year CY 2000 iMac sales must have
> fallen well short of full year CY 1999.

The computer industry as a whole slowed down. You did not forget did
ya?

> Sorry guys and gals, but the iMac boom is over. Better go out and find
> some REALLY cute new colors! Quick!

In your dreams..Apple knew Q1 would be rotten and decided to put the
breaks on production to keep inventory lean and not have bloated
inventory problems at the first of the new year. Apple disposed an
additional 300,000 units during Q1. Reports indicate that iMac
inventory is difficult to come by as a result.

> And the Cube? 107,000 sold in the launch quarter, then a paltry 29,000
> in Oct.-Dec. This puppy will get dropped. It's worth about $799, and
> Apple probably can't even make it for that cost. If you read the whole
> article the average revenue yield of a Cube was only $482 last quarter,
> down from $1542 the quarter of launch. How can this be? Rebates plus
> some outright give-aways? Maybe, but as likely is that there is
> something strange in the Cube's $sales numbers obtained by maccentral

I disagree. I think $1299 is the proper price considering that the new
G4/466 is now $1699.

> All in all the article paints the current situation at Apple more
> frankly than any I've seen on a pro-Mac site. If Apple's fans are
> willing to say this, might the situation be even more desperate? Will
> their fabled $4,000,000,000 in hoarded cash extracted from loyal, but
> incredibly naive, customers bring them through this crisis? Tune in
> next week for the next episode of the Crash in Cupertino!

Apple has disposed their inventory issue, did you not forget? You
should be worried about HP, Compaq and GTW inventory bloatness..

>
>
>
> ---
> Tom Elam
>
> "A computer lets you make more mistakes faster than any invention
> in human history - with the possible exceptions of handguns and
> tequila."
> -Mitch Ratliffe

sinclap!

5839. FA-Complete Atari st system $1.80

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-02 14:11:54 UTC
From: Chris Rex <chrisrex@robbware.com>
Message-ID: <t7lg0j1st1era2@news.supernews.com>
Source record: 1204
Cross-posted to: comp.sys.atari.st,alt.atari,rec.games.video.classic,comp.sys.atari.advocacy

Current bid is $1.80
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211533143

5840. The ST is dethroned as the poor mans midi computer!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-04 03:24:18 UTC
From: sinclap@nospam.net
Message-ID: <030220012125078714%sinclap@nospam.net>
Source record: 1205

Read it and weap!

http://www.apple.com/hotnews/articles/2001/02/imacaudio/

sinclap!

5841. Re: The ST is dethroned as the poor mans midi computer!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-04 22:40:57 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <ZTkf6.39$tT3.183@news-server.bigpond.net.au>
Source record: 1206

How's the timming sinclap? Did you buy it and test it? Yeah very cheap. Why would I sell a rock solid WORKING setup for another one? Tut, tut....

Mark

PS nice bait;-) But still not weeping.

<sinclap@nospam.net> wrote in message news:03022001212507871 4%sinclap@nospam.net...
>
>
> Read it and weap!
>
> http://www.apple.com/hotnews/articles/2001/02/imacaudio/

5842. Re: The ST is dethroned as the poor mans midi computer! Chunks throws in towel!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-06 06:12:34 UTC
From: sinclap@nospam.net
Message-ID: <060220010013181454%sinclap@nospam.net>
Source record: 1207

In article <ZTkf6.39$tT3.183@news-server.bigpond.net.au>, Mark
Bedingfield <mark@baypc.com.au> wrote:

> How's the timming sinclap? Did you buy it and test it? Yeah very cheap. Why
> would I sell a rock solid WORKING setup for another one? Tut, tut....

The timing is fine.. Eh...updated midi apps and hardware would be the
reason..

> Mark
>
> PS nice bait;-) But still not weeping.

No bait intended...Chunks finally through in the towel!!

>
sinclap!

5843. Re: The ST is dethroned as the poor mans midi computer! Chunks throws in towel!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-06 10:34:16 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <dbQf6.13$OM4.2746@nsw.nnrp.telstra.net>
Source record: 1208

sinclap@nospam.net wrote in message
<060220010013181454%sinclap@nospam.net>...
>In article <ZTkf6.39$tT3.183@news-server.bigpond.net.au>, Mark
>Bedingfield <mark@baypc.com.au> wrote:
>
>> How's the timming sinclap? Did you buy it and test it? Yeah very cheap.
Why
>> would I sell a rock solid WORKING setup for another one? Tut, tut....
>
>The timing is fine.. Eh...updated midi apps and hardware would be the
>reason..
>
>> Mark
>>
>> PS nice bait;-) But still not weeping.
>
>No bait intended...Chunks finally through in the towel!!
>

That would explain the lack of posts in this group ;-)

Regards,

Clockmeister.

5844. Re: The ST is dethroned as the poor mans midi computer!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-08 23:47:29 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A833010.52F8DC0D@ihug.co.nz>
Source record: 1209

Hi there,

sinclap@nospam.net wrote:
>
> Read it and weap!

Go back to school and learn to spell you moron!

> http://www.apple.com/hotnews/articles/2001/02/imacaudio/
>
> sinclap!

I have listened to MOTU gear run from iMac via USB. STILL
the MIDI timing is bullshit. If MOTU and Apple can get a
solution running that bests the ultimate quality of MIDI
running on my Falcon, I'll change...'til then piss off!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5845. Re: The ST is dethroned as the poor mans midi computer!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-13 03:52:25 UTC
From: submison@idirect.com
Message-ID: <submison-1202012257230001@on-tor-blr-ahp-20-110.look.ca>
Source record: 1210

In article <030220012125078714%sinclap@nospam.net>, <sinclap@nospam.net> wrote:

> Read it and weap!
>
> http://www.apple.com/hotnews/articles/2001/02/imacaudio/
>
> sinclap!

After Years of ATARI use my Falcon Rack is my favorite music computer.
UnstableSometimesBreaks interfaces for MACWINCRAP computers SUCK.
IF YOU CAN BURN A CD AND RUN YOUR MIDI INTERFACE together You should be
awarded.
P.S. My ATARI STACY is still the only Laptop with built in MIDI beside
an old Yamaha dos laptop.
GEEEEEEE I need a Faster computer to make Faster Music.

wave@atari.org

5846. crapple's quarterly report: sincrap says UNCLE!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-14 19:09:00 UTC
From: dss96@aol.com
Message-ID: <razor-D90D82.14090314022001@bigmomma.idirect.com>
Source record: 1211

so much fer sincrap claimin' dat crapple do better - despite da gingerbread an' the attempts ta play catchup wit' rest of PC World, dey're goin' furder down da crapper. Down 57% in americas, down 48% in europe, down 80% in japan.

perhaps now dat dum loser troll admit defeet an' crawl back under his rock?

We all know Apple has had been going through some ruff times, but it still interesting to see the actual numbers. You can find the report at http://biz.yahoo.com/e/010212/aapl.html

Here's the breakdown by region. I wonder if Altivec is even powerful enoungh to even keep counting up all these losses?

AMERICAS AND EUROPE

The operating results of these two segments reflect the Company's overall results. Net sales in the Americas segment during the first quarter of fiscal 2001 decreased $676 million or 57% compared to the same period in 2000. Macintosh unit sales in the Americas decreased 54% on a year-over-year basis. Net sales in the Europe segment decreased $300 million or 48% during the first quarter of 2001 as compared to the same quarter in 2000, while the segment's Macintosh unit sales decreased 41%. These two segments combined represent approximately 83% of the Company's total net sales during the first quarter of 2001 and account for approximately $103 million of the Company's total operating loss for the first quarter of 2001.

JAPAN

Net sales in Japan declined 80% or $328 million and Macintosh unit sales declined 74% during the first quarter of 2001 as compared to the same quarter in 2000. The Company's Japan segment was most impacted by the Company's plan to reduce channel inventory during the first quarter of 2001 which is reflected in the 91% decrease in unit sales of iMac in Japan during the first quarter of 2001 compared to the same quarter in 2000.

5847. FS: Atari jacket - Very RARE

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-21 04:20:09 UTC
From: frank bridges <frank@vitalcog.com>
Message-ID: <96vflp$2o6b$4@earth.superlink.net>
Source record: 1212

i got an item on ebay that's very cool, and i believe rare. it's an
atari members only style jacket.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1215324925&r=0&t=0&showTutorial=0&ed=982960963&indexURL=0&rd=1

thanks for lookin'.

frank

--
____
Vital Cog Records http://www.vitalcog.com

Featuring releases from Sonny Sixkiller, Duochrome, Moped,
ditch croaker, The Diane Linkletter Experience, Tim,
My Dad Is Dead and John P. Strohm. PLUS Pet Sounds
compilation and Doug Allen's Steven stuff.

5848. Re: crapple's quarterly report: sincrap says UNCLE!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-22 18:41:05 UTC
From: sinclap@nospam.net
Message-ID: <220220011241374270%sinclap@nospam.net>
Source record: 1213

In article <razor-D90D82.14090314022001@bigmomma.idirect.com>, DSS96 <dss96@aol.com> wrote:

> so much fer sincrap claimin' dat crapple do better - despite da
> gingerbread an' the attempts ta play catchup wit' rest of PC World,
> dey're goin' furder down da crapper. Down 57% in americas, down 48% in
> europe, down 80% in japan.
>
> perhaps now dat dum loser troll admit defeet an' crawl back under his
> rock?
>

The whole PC industry ended the last three months of 00 in the dooldrums. Apple ended the year with 5.5 weeks of inventory down from 12. Drying the channel and creating cash on hand is the plan.

Apple's inventory was low in Jan which would be the reason for the decline of sales..

Nice Try...

sinclap!
somewere in mn
I want my flower power iMac

5849. 733Mhz G4 Still slower than a 1Ghz PIII ! Sincrap still dumber den president duhbya!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-26 14:56:40 UTC
From: Neil Bradley <neil@synthcom.com>
Message-ID: <razor-B10F1F.09564126022001@quark.idirect.com>
Source record: 1214

look like crapple still snail compared ta Pentium, accordin' ta professional Carmack. look like sincrap need ta find life.

http://www.insidemacgames.com/news/story.php?ArticleID=2184

Carmack on the 733Mhz G4:

"We did a ton of testing the last two weeks while we were putting the demo together.

The 733 G4 was not as fast as my 1 ghz PIII in any of the trouble areas.

Apple is doing a lot of good work, but the CPU's just aren't as fast as the x86 ones.

AltiVec can compensate in some cases, because it is way, way easier to program for than SSE, but it takes a very simple batched, computation intensive task for it to pay off in any noticable way.

Amdahls law and all that.

We did a couple functions with AltiVec, but they didn't make much difference.

Video encoding and large image processing are two areas that it can pay off, because you may be spending 90%+ of your time in one page of code.

Even then, it takes a special balance to let a G4 come out ahead, because it has less memory bandwidthd than a high end x86 system."

5850. I'm baaaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-28 17:02:27 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Daan6.4362$O46.10730@newsfeed.intelenet.net>
Source record: 1215

I recall a time, not too many months, when I got everyone into a fury over my desaire to see Atari reborn. Well, that *may* still be possible, but I'm not going to tout it with any conviction unless I get a reply from Infogrammes stating something positive towards my inqury to them.

However, I am here now, to state with utmost certainty, that a 68040-based Atari system CAN get be used to browse the Internet perfectly fine...

In theory.

You see, if the 68040 and a 486DX are theoretically similar, then the fact that I am using a 486 to browse the Internet, means that a 68040 should also as well.

It comes down to only a few things you need.

1) A good OS that doesn't eat tons of RAM nor take up tons of HD space.
2) A good Web Browser that does likewise.
3) a nice, relatively fast hard drive (420Mb or so is fine)
5) a 2-4Mb accel. 2D video card (or chipset) with drivers for said OS
6) a 56Kbps modem

This setup (I'm using a 486DX2-66 with Win95/Internet Explorer, 16Mb of RAM, 420Mb IDE HD, a 2Mb ATI Mach32 video subsystem, and 28.8Kbps modem, etc). I fully plan to prove that such a minimal system can, indeed be used to browse the Internet just as well as a completely decked out modern system.

With that done, I may decide to implement my findings in some other way...

Jared

5851. Re: I'm baaaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-02-28 21:10:57 UTC
From: ebaiz@skyenet.net
Message-ID: <BPdn6.445$WJ.3395@newsfeed.slurp.net>
Source record: 1216

On 28 Feb 2001 17:02:27 , "Jared Falvo" wrote:
>I recall a time, not too many months, when I got everyone into a fury over
>my desaire to see Atari reborn. Well, that *may* still be possible, but I'm
>not going to tout it with any conviction unless I get a reply from
>Infogrammes stating something positive towards my inqury to them.
>
>However, I am here now, to state with utmost certainty, that a 68040-based
>Atari system CAN get be used to browse the Internet perfectly fine...

Nice to have you back. You are correct about the Atari browsing the
Internet. My system works great and I have 060 processor. Even my STe did a
fair job...
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5852. Re: I'm baaaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-01 02:08:54 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <97kavm$3i8$1@cubacola.tninet.se>
Source record: 1217

```
On 28 Feb 2001 17:02:27 , "Jared Falvo" wrote:
snip
>
>It comes down to only a few things you need.
>
>1) A good OS that doesn't eat tons of RAM nor take up tons of HD space.
>2) A good Web Browser that does likewise.
>3) a nice, relatively fast hard drive (420Mb or so is fine)
>5) a 2-4Mb accel. 2D video card (or chipset) with drivers for said OS
>6) a 56Kbps modem
>
>This setup (I'm using a 486DX2-66 with Win95/Internet Explorer, 16Mb of RAM,
>420Mb IDE HD, a 2Mb ATI Mach32 video subsystem, and 28.8Kbps modem, etc). I
>fully plan to prove that such a minimal system can, indeed be used to browse
>the Internet just as well as a completely decked out modern system.
>
>With that done, I may decide to implement my findings in some other way...
>
>Jared
>
>
>
>.

Hey, is it just me, or isn't what Jared says, a specification of a
Milan 040?
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5853. Re: 733Mhz G4 Still slower than a 1Ghz PIII ! Sincrap still dumber den president duhbya!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-01 02:33:23 UTC
From: sinclap@nospam.net
Message-ID: <280220012034176343%sinclap@nospam.net>
Source record: 1218

In article <razor-B10F1F.09564126022001@quark.idirect.com>, Neil Bradley <neil@synthcom.com> wrote:

> look like crapple still snail compared ta Pentium, accordin' ta
> professional Carmack. look like sincrap need ta find life.
>

As usual...You did not fully comprehend what Carmack said...Read below..

>
> Video encoding and large image processing are two areas
> that it can pay off, because you may be spending 90%+ of your time
> in one page of code.
>
> Even then, it takes a special balance to let a G4 come out
> ahead, because it has less memory bandwidthd than a high end x86
> system."

When apps are optimized for G4 and altivec, the claims are true. If the apps are not optimized, what do you expect...

sinclap!
somewere in mn

5854. Re: I'm baaaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-01 07:56:24 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Hgnn6.3$IY1.1701@newsfeed.intelenet.net>
Source record: 1219

Does the Milan040, when browsing web sites, stutter (i.e. not scroll pages smoothly) when scrolling web pages? This is usually caused by an insufficient video subsystem that can't handle the video bandwidth.

Jared

"J"rgen Nyberg" <jorgen.nyberg@mailbox.hogia.net> wrote in message news:97kavm$3i8$1@cubacola.tninet.se...
> On 28 Feb 2001 17:02:27 , "Jared Falvo" wrote:
> snip
> >
> >It comes down to only a few things you need.
> >
> >1) A good OS that doesn't eat tons of RAM nor take up tons of HD space.
> >2) A good Web Browser that does likewise.
> >3) a nice, relatively fast hard drive (420Mb or so is fine)
> >5) a 2-4Mb accel. 2D video card (or chipset) with drivers for said OS
> >6) a 56Kbps modem
> >
> >This setup (I'm using a 486DX2-66 with Win95/Internet Explorer, 16Mb of RAM,
> >420Mb IDE HD, a 2Mb ATI Mach32 video subsystem, and 28.8Kbps modem, etc). I
> >fully plan to prove that such a minimal system can, indeed be used to browse
> >the Internet just as well as a completely decked out modern system.
> >
> >With that done, I may decide to implement my findings in some other way...
> >
> >Jared
> >
> >
> >
> >.
>
> Hey, is it just me, or isn't what Jared says, a specification of a
> Milan 040?
>
> Cheer's J"rgen
>
> ---
> J"rgen Nyberg
> Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11

> Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
> SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/index.html
> ---

5855. Re: I'm baaaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-01 21:03:56 UTC
From: ebaiz@skyenet.net
Message-ID: <0Pyn6.375$wz1.3656@newsfeed.slurp.net>
Source record: 1221

On 1 Mar 2001 07:56:24 G, "Jared Falvo" wrote:
>Does the Milan040, when browsing web sites, stutter (i.e. not scroll pages
>smoothly) when scrolling web pages? This is usually caused by an
>insufficient video subsystem that can't handle the video bandwidth.

I do not know about that, but on the Hades 060 the scrolling is smooth...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5856. Re: I'm baaaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-01 21:05:33 UTC
From: ebaiz@skyenet.net
Message-ID: <xQyn6.377$wz1.2481@newsfeed.slurp.net>
Source record: 1222

On 1 Mar 2001 07:56:24 G, "Jared Falvo" wrote:
>Does the Milan040, when browsing web sites, stutter (i.e. not scroll pages
>smoothly) when scrolling web pages? This is usually caused by an
>insufficient video subsystem that can't handle the video bandwidth.

I do not know about that, but on the Hades 060 the scrolling is smooth...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5857. Re: I'm baaaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-01 21:06:04 UTC
From: ebaiz@skyenet.net
Message-ID: <0Ryn6.378$wz1.3563@newsfeed.slurp.net>
Source record: 1220

On 1 Mar 2001 07:56:24 G, "Jared Falvo" wrote:
>Does the Milan040, when browsing web sites, stutter (i.e. not scroll pages
>smoothly) when scrolling web pages? This is usually caused by an
>insufficient video subsystem that can't handle the video bandwidth.

I do not know about that, but on the Hades 060 the scrolling is smooth...

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Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5858. Re: I'm baaaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-02 03:02:27 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <97n2g3$k6r$1@cubacola.tninet.se>
Source record: 1223

```
On 1 Mar 2001 07:56:24 G, "Jared Falvo" wrote:
>Does the Milan040, when browsing web sites, stutter (i.e. not scroll pages
>smoothly) when scrolling web pages? This is usually caused by an
>insufficient video subsystem that can't handle the video bandwidth.
>
>Jared
>-----------
I would say it's pretty smooth, about the same as my PB 1400.
If there's a lot of animated GIFs, one will see some "stutter".
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5859. Submission to Infogrammes...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-03 01:00:20 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <EmXn6.69$lY1.20893@newsfeed.intelenet.net>
Source record: 1224

I have recorded a sample "radio ad" for Atari. I'm going to save it to floppy and submit it to Infogrammes in a few days. Here's to hoping they like it and decide to do something positive with my ideas/suggestions.

Naturally, I relinquished all ownership of contents, in the letter, just in case they have a "no outside subbmissions accepted" policy, which would probably kill the letter before they even listened to the audio file!

If anyone wants to hear the 30+ second spot I recorded, just ask. I'll Email it to you. It's about 800K in size. It sounds pretty bad (audio quality-wise), but I think it really expresses the excitement I think Atari's revival could bring to the masses...

Jared

5860. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-03 07:39:55 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <nX0o6.4$xQ1.587@nsw.nnrp.telstra.net>
Source record: 1225

Jared Falvo wrote in message ...
>I have recorded a sample "radio ad" for Atari. I'm going to save it to
>floppy and submit it to Infogrammes in a few days. Here's to hoping they
>like it and decide to do something positive with my ideas/suggestions.
>
>Naturally, I relinquished all ownership of contents, in the letter, just in
>case they have a "no outside subbmissions accepted" policy, which would
>probably kill the letter before they even listened to the audio file!
>
>If anyone wants to hear the 30+ second spot I recorded, just ask. I'll
>Email it to you. It's about 800K in size. It sounds pretty bad (audio
>quality-wise), but I think it really expresses the excitement I think
>Atari's revival could bring to the masses...
>

Ok, I'll bite...
Send away... I'll be honest in telling you what I think of the ad ;-)

Regards,

Clockmeister.

5861. Re: Challenge for our faux "Mayor"

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-03 15:27:43 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-576A91.10274203032001@quark.idirect.com>
Source record: 1226
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <rfovell-A497B6.23262502032001@open-news.pacbell.net>,
Robert Fovell <rfovell@yahoo.com> wrote:

> [1] Our Mayor has claimed in the past this alleged Mac trolling "drove"
> him to CSMA -- and when Deja awakens I'll look that post up -- and he
> has made claims implying large volumes of pro-Mac trolling as well.
> Even after adjusting his claims for his usual egregious exaggeration,
> that should reasonably mean far more than just the equally hyperactive
> Derek ;-)

there actually is only one drooling idiot pro-Mac troll I know of.
His name's Peter Sinclair, but he more commonly goes under the name
"sinclap". The funny thing is, he doesn't frequent the Mac or Windows
forums at all, but he resides in most of the Atari forums, mostly
comp.sys.atari.advocacy (he USED to pollute comp.sys.atari.st as well
until he was reprimanded by his ISP at the time for violating the
group's charter against MCIBTYC posts).

sinclap's main angle of attack is calling all Atari users "jihads"
and ridicules them for still using their legacy systems. He also claims
to be an "Apple Power Rep", employed in some way to sell Macs, however
his extreme stupidity and his lack of spelling skill belies the fact
he'd have a hard time holding a janitorial position much less a position
selling any sort of computer, and he absolutely refuses to give any
proof of his employment.

He's also a very poor debater - when he's shown up for the vast
number of mistakes, gaffes and outright lies he's made, he immediately
goes into personal attack mode, which includes attacks against personal
appearance, obesity, sexual proclivity (he considers himself quite a
"stud", forgetting to put in the "pi" in the middle) and working
position. Indeed, what is most funny is his many tirades against Canada,
which is where the majority of his most mortal "enemies" reside - he's
suffered a lot of damage when he's done that.

Since he's been around doing the same sort of thing for the last
eight years, Atari users consider him these days to be nothing more than
someone to have sport with - they find it fun to poke this troll with
sticks until he squeeks. And the number of Mac users who've run into
sinclap are surprised that someone who claims on his side can be so
dense - he's even gone as far as saying that all 68K Macs are junk and
should go into landfills, he's claimed that Mac OS 8 was pre-emptive
multitasking, etc. ......

In other words, he's pretty much proved himself to be a premier crank and a "kook". :)

Maybe Mayor would like to debate sinclap? It wpould give Mayor a chance to debate someone his own age and IQ, and his own home state (sinclap hails from Indiana as well).

5862. Re: Challenge for our faux "Mayor"

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-03 16:58:27 UTC
From: Robert Fovell <rfovell@yahoo.com>
Message-ID: <rfovell-FD16C3.08582703032001@open-news.pacbell.net>
Source record: 1227
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <dreibel-576A91.10274203032001@quark.idirect.com>, "Daniel
L. Dreibelbis" <dreibel@idirect.com> wrote:

> In article <rfovell-A497B6.23262502032001@open-news.pacbell.net>,
> Robert Fovell <rfovell@yahoo.com> wrote:
>
>
> > [1] Our Mayor has claimed in the past this alleged Mac trolling "drove"
> > him to CSMA -- and when Deja awakens I'll look that post up -- and he
> > has made claims implying large volumes of pro-Mac trolling as well.
> > Even after adjusting his claims for his usual egregious exaggeration,
> > that should reasonably mean far more than just the equally hyperactive
> > Derek ;-)
>
> there actually is only one drooling idiot pro-Mac troll I know of.
> His name's Peter Sinclair, but he more commonly goes under the name
> "sinclap". The funny thing is, he doesn't frequent the Mac or Windows
> forums at all, but he resides in most of the Atari forums [...]

I have seen him flit through here on great occasion, typically dogging
you (IIRC). There's another pro-Mac troll ranging through Usenet who's
just about as dense, and here's what I think we should do about them.
We should take up a collection, buy them PCs running Win2K, and replace
their glasses with inward-reflecting mirrors to replenish our dwindling
supply of windroids. Actually, this would be very inexpensive since
it's the lobotomy that is the expensive portion of the conversion and it
seems these Mac trolls have already had that done elsewhere ;-)

>
> sinclap's main angle of attack is calling all Atari users "jihads"
> and ridicules them for still using their legacy systems. [...]

Yes, I'm going to insist this collection start right away <g>.

[...]

> Maybe Mayor would like to debate sinclap? It wpould give Mayor a
> chance to debate someone his own age and IQ, and his own home state
> (sinclap hails from Indiana as well).

Does sinclap live downwind of the Mayor? That would explain a lot! ;-)

[I'm making light of this guy, Daniel, but I earnestly hope _you_ don't
take offense. I grok that sinclap's irritated you... but take it from
an old sporker: they can shoot, but only you can let them score.
Laughing at him is the best response, IMHO. Never take them seriously.

As rather dramatically shown by the gavotted Gavster here, insipid
trolls hate that even more than being ignored.]

--
From the How-Mac-advocate-of-you Dept. (Bozosity entry #16)
(http://home.pacbell.net/rfovell/bozosity.html)

"I have never outrightly lied on this group in spite of whatever you think to
the contrary. Alright I lied.... I lied. So sue me." -- Edwin Thorne

5863. Re: Challenge for our faux "Mayor"

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-04 14:45:23 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-785795.09452204032001@quark.idirect.com>
Source record: 1228
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <rfovell-FD16C3.08582703032001@open-news.pacbell.net>,
Robert Fovell <rfovell@yahoo.com> wrote:

> > there actually is only one drooling idiot pro-Mac troll I know of.
> > His name's Peter Sinclair, but he more commonly goes under the name
> > "sinclap". The funny thing is, he doesn't frequent the Mac or Windows
> > forums at all, but he resides in most of the Atari forums [...]
>
> I have seen him flit through here on great occasion, typically dogging
> you (IIRC).

yes, that's right. The poor pathetic slob is so starved for attention
that he just wants to goad me into a fight here. That or he's fanatical
about "getting even" with me for the amount of damage I've done to him
over the years in pointing out his many failings, misunderstandings, and
just plain lying. Of course, couched in satire in pointing out the holes
in his arguments and wild claims.

It certainly helps that I've caught him with his foot in his mouth
many times, like the time he said that "if Steve Jobs ever comes back to
Apple, he will destroy the company. He is an arrogant bonehead" (of
course, when Steve DID come back, there was sinclap kissing Jobs' butt
and praising him to the skies, and vigorously denying he ever said that).

There's another pro-Mac troll ranging through Usenet who's
> just about as dense, and here's what I think we should do about them.
> We should take up a collection, buy them PCs running Win2K, and replace
> their glasses with inward-reflecting mirrors to replenish our dwindling
> supply of windroids. Actually, this would be very inexpensive since
> it's the lobotomy that is the expensive portion of the conversion and it
> seems these Mac trolls have already had that done elsewhere ;-)
>
> >
> > sinclap's main angle of attack is calling all Atari users "jihads"
> > and ridicules them for still using their legacy systems. [...]
>
> Yes, I'm going to insist this collection start right away <g>.

be sure to send it to him at his address at Bellevue, Shock Treatment
department. :)

>
> [...]
>
> > Maybe Mayor would like to debate sinclap? It wpould give Mayor a

> > chance to debate someone his own age and IQ, and his own home state
> > (sinclap hails from Indiana as well).
>
> Does sinclap live downwind of the Mayor? That would explain a lot! ;-)

you know, with all the toxic fumes that burning tires give off, I
would imagine that's how the whole sad story started.

Of course, my theory is that sinclap is trapped inside the Steve Jobs
Reality-Distortion Field, and the lack of oxygen there is what's
causing him to hallucinate and have bad thoughts about the imaginary
"Atari jihads" who are "out to get him" and his Mac ..... :)

>
> [I'm making light of this guy, Daniel, but I earnestly hope _you_ don't
> take offense. I grok that sinclap's irritated you... but take it from
> an old sporker: they can shoot, but only you can let them score.
> Laughing at him is the best response, IMHO. Never take them seriously.
> As rather dramatically shown by the gavotted Gavster here, insipid
> trolls hate that even more than being ignored.]

believe me, I have never ever taken the little weinerhead seriously
to let him ruin my day, despite his many attempts to
"character-assassinate" me - he's his own worst enemy in that regard.
sinclap's even gone as far as calling me a failure for my job (sales in
a hardware store, for which I am paid rather nicely and actually enjoy,
I love serving the public, and my bosses there appreciate my abilities)
and for being the vice-president of TAF (which, when anyone else has
found out, has commented that was pretty cool - that includes Shawn King
from The Mac Show, when I met him at Macworld Expo last July in NYC). I
and my friends in the Atari forums simply laugh at his obvious puffery
and his bogus claims about his job and his "macho" accomplishments.
Along with heaping helpings of the truth....

I, at least, can step away from the computer from time to time and
enjoy other things in life - like reading, biking, a long walk, taking
in an exhibit or a museum, or watching the Simpsons.

maybe that would be the basis for another one of your satires, Robert
- "When Mac Users Go Bad :) "

5864. Re: Submission to Infogrammes...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-04 18:54:59 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <8Wvo6.20$632.10192@nsw.nnrp.telstra.net>
Source record: 1229

Jared Falvo wrote in message ...
>I have recorded a sample "radio ad" for Atari. I'm going to save it to
>floppy and submit it to Infogrammes in a few days. Here's to hoping they
>like it and decide to do something positive with my ideas/suggestions.
>
>Naturally, I relinquished all ownership of contents, in the letter, just in
>case they have a "no outside subbmissions accepted" policy, which would
>probably kill the letter before they even listened to the audio file!
>
>If anyone wants to hear the 30+ second spot I recorded, just ask. I'll
>Email it to you. It's about 800K in size. It sounds pretty bad (audio
>quality-wise), but I think it really expresses the excitement I think
>Atari's revival could bring to the masses...
>

It may excite you, but to me it sounded kinda cheesy.
I doubt the masses would care about a new Atari now after all these years...
and if they looked at the proposed specs they would care even less.

People want 700Mhz as a minimum these days, not some old '040 with a
1996-era graphics card.

IMO only ofcourse.

Regards,

Clockmeister.

www.tnet.com.au/~gerryvdb

Usefull Amiga information, downloads and links!
Hard to get stuff too!

5865. Re: Challenge for our faux "Mayor"

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-06 19:10:07 UTC
From: sinclap@nospam.net
Message-ID: <060320011310387432%sinclap@nospam.net>
Source record: 1230
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <dreibel-576A91.10274203032001@quark.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <rfovell-A497B6.23262502032001@open-news.pacbell.net>,
> Robert Fovell <rfovell@yahoo.com> wrote:
>
>
> > [1] Our Mayor has claimed in the past this alleged Mac trolling "drove"
> > him to CSMA -- and when Deja awakens I'll look that post up -- and he
> > has made claims implying large volumes of pro-Mac trolling as well.
> > Even after adjusting his claims for his usual egregious exaggeration,
> > that should reasonably mean far more than just the equally hyperactive
> > Derek ;-)
>
> there actually is only one drooling idiot pro-Mac troll I know of.
> His name's Peter Sinclair, but he more commonly goes under the name
> "sinclap". The funny thing is, he doesn't frequent the Mac or Windows
> forums at all, but he resides in most of the Atari forums, mostly
> comp.sys.atari.advocacy (he USED to pollute comp.sys.atari.st as well
> until he was reprimanded by his ISP at the time for violating the
> group's charter against MCIBTYC posts).

Hi Chunks!

I do frequent the Mac forums. You are correct about the Wintel forums..

> sinclap's main angle of attack is calling all Atari users "jihads"
> and ridicules them for still using their legacy systems. He also claims
> to be an "Apple Power Rep", employed in some way to sell Macs, however
> his extreme stupidity and his lack of spelling skill belies the fact
> he'd have a hard time holding a janitorial position much less a position
> selling any sort of computer, and he absolutely refuses to give any
> proof of his employment.

You just attacked your jihad friends who are wurst spiller thin i am...
When lousing u attac thare spillieng...

> He's also a very poor debater - when he's shown up for the vast
> number of mistakes, gaffes and outright lies he's made, he immediately
> goes into personal attack mode, which includes attacks against personal
> appearance, obesity, sexual proclivity (he considers himself quite a
> "stud", forgetting to put in the "pi" in the middle) and working
> position. Indeed, what is most funny is his many tirades against Canada,
> which is where the majority of his most mortal "enemies" reside - he's
> suffered a lot of damage when he's done that.

u maiking this up or what? Did you not attck Jesse and Dubya the other day? Pot Kettle Black...

> Since he's been around doing the same sort of thing for the last
> eight years, Atari users consider him these days to be nothing more than
> someone to have sport with - they find it fun to poke this troll with
> sticks until he squeeks. And the number of Mac users who've run into
> sinclap are surprised that someone who claims on his side can be so
> dense - he's even gone as far as saying that all 68K Macs are junk and
> should go into landfills, he's claimed that Mac OS 8 was pre-emptive
> multitasking, etc. ......

8 years...Thats it...Watch for Mac X on March 24...

> In other words, he's pretty much proved himself to be a premier crank
> and a "kook". :)
>
> Maybe Mayor would like to debate sinclap? It wpould give Mayor a
> chance to debate someone his own age and IQ, and his own home state
> (sinclap hails from Indiana as well).

No, I hail from mn!

sinclap!
somewere in mn

see my public folder...

5866. Re: Challenge for our faux "Mayor"

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-06 19:19:40 UTC
From: sinclap@nospam.net
Message-ID: <06032001132027283 5%sinclap@nospam.net>
Source record: 1231

In article <dreibel-785795.09452204032001@quark.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

sinclap here!

> In article <rfovell-FD16C3.08582703032001@open-news.pacbell.net>,
> Robert Fovell <rfovell@yahoo.com> wrote:
>
> >
> > I have seen him flit through here on great occasion, typically dogging
> > you (IIRC).
>
> yes, that's right. The poor pathetic slob is so starved for attention
> that he just wants to goad me into a fight here. That or he's fanatical
> about "getting even" with me for the amount of damage I've done to him
> over the years in pointing out his many failings, misunderstandings, and
> just plain lying. Of course, couched in satire in pointing out the holes
> in his arguments and wild claims.

He he he..Took my advise and got a life!!

> It certainly helps that I've caught him with his foot in his mouth
> many times, like the time he said that "if Steve Jobs ever comes back to
> Apple, he will destroy the company. He is an arrogant bonehead" (of
> course, when Steve DID come back, there was sinclap kissing Jobs' butt
> and praising him to the skies, and vigorously denying he ever said that).

I did not..Not the way you have stated it...

>
> be sure to send it to him at his address at Bellevue, Shock Treatment
> department. :)

No...Just send to my place next to best Buy Corporate HQ. I am taking up donations for a Cube..

> >
> > [...]
> >
> > > Maybe Mayor would like to debate sinclap? It wpould give Mayor a
> > > chance to debate someone his own age and IQ, and his own home state
> > > (sinclap hails from Indiana as well).
> >
> > Does sinclap live downwind of the Mayor? That would explain a lot! ;-)
>
> you know, with all the toxic fumes that burning tires give off, I
> would imagine that's how the whole sad story started.

>
> Of course, my theory is that sinclap is trapped inside the Steve Jobs
> Reality-Distortion Field, and the lack of oxygen there is what's
> causing him to hallucinate and have bad thoughts about the imaginary
> "Atari jihads" who are "out to get him" and his Mac ..... :)

I was in the distortion field at last Jan MacWorld/SF at the keynote.
About 15-20 rows from the stage..

To bad Sam and Jack are out of the picture now...

> >
> > [I'm making light of this guy, Daniel, but I earnestly hope _you_ don't
> > take offense. I grok that sinclap's irritated you... but take it from
> > an old sporker: they can shoot, but only you can let them score.
> > Laughing at him is the best response, IMHO. Never take them seriously.
> > As rather dramatically shown by the gavotted Gavster here, insipid
> > trolls hate that even more than being ignored.]
>
> believe me, I have never ever taken the little weinerhead seriously
> to let him ruin my day, despite his many attempts to
> "character-assassinate" me - he's his own worst enemy in that regard.
> sinclap's even gone as far as calling me a failure for my job (sales in
> a hardware store, for which I am paid rather nicely and actually enjoy,
> I love serving the public, and my bosses there appreciate my abilities)
> and for being the vice-president of TAF (which, when anyone else has
> found out, has commented that was pretty cool - that includes Shawn King
> from The Mac Show, when I met him at Macworld Expo last July in NYC). I
> and my friends in the Atari forums simply laugh at his obvious puffery
> and his bogus claims about his job and his "macho" accomplishments.
> Along with heaping helpings of the truth....

Talk about character assasinations, you are the king at that.. The
last two to three posts have been filled with such character
assasination stuff.

So are you still the veep or is taf kaput?

> I, at least, can step away from the computer from time to time and
> enjoy other things in life - like reading, biking, a long walk, taking
> in an exhibit or a museum, or watching the Simpsons.

Or getting to know yourself...

> maybe that would be the basis for another one of your satires, Robert
> - "When Mac Users Go Bad :) "

sinclap!
somewere in mn

see my public folder..

5867. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-06 19:28:12 UTC
From: sinclap@nospam.net
Message-ID: <060320011328593678%sinclap@nospam.net>
Source record: 1232
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <dreibel-672351.20111401032001@quark.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> In article <280220012041413082%sinclap@nospam.net>,
> <sinclap@nospam.net> (The iDiot Forever Known As Sinclap) wrote:
>
>
> > > I'm still going to stick around and keep an eye out for a cheap MegaST/e
> > > system, just in case the PC MIDI implementation gets interesting ;)
>
> >
> > If your a serious Midi user, should be using a TPB/G4!
>
> BZZT! WRONG!
>
> To begin with, you'd have to buy a MIDI adaptor.
>
> secondly, more money to buy a microphone adaptor (TP4/G4 Powerbook
> don't have a microphone jack for hard disk recording input - in fact,
> none of the current G4 towers have no microphone input, requiring
> adaptors or expensive microphone input cards).

Considering a G4 cost compared to a Hades, a small price indeed for a modern solution box..

> Thirdly, who wants to buy a machine whose main proponent is a loser
> geek with no life who claims to be an "Apple Power Rep", but who doesn't
> even know how to spell "you're", much less realize that MIDI is spelled
> in all capitals?

If your a serious midi user that is going to base that purchase decision over utility and return on investment would be as described by you..

> Fourthly, nobody cares about TiFKAS' opinion, he having proven over
> the course of eight years that he's easily outwitted by a jar of
> vegemite. Indeed, even Mac users admit that TiFKAS' foaming at the mouth
> "advocacy" is considered counter-productive to converting users to the
> cause.

You obviously do,,,,

> > sinclap!
> > somewere in mn
>

> totally embarrassed at how President Duh won the election rather than
> Al Bore, who TiFKAS swore up and down would win by a landslide. Not to
> mention how his governor Jesse "The Baby" Ventura whored himself out to
> the biggest sports flop in US history, the XFL....

I never said that Gore would win in a landslide...He did win the
popular vote but was cheated in Florida..

As for Jesse..Will let him defend himself...

so how is Mike 'Newt' Harris doing? How did a Newtonian win in a place
like Ontario?

sinclap!
somewere in mn

5868. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-07 03:31:37 UTC
From: Steve Duff <steveduff3@home.com>
Message-ID: <tYhp6.519221$U46.15593688@news1.sttls1.wa.home.com>
Source record: 1233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

<sinclap@nospam.net> wrote in message
news:06032001132859367 8%sinclap@nospam.net...

> I never said that Gore would win in a landslide...He did win the
> popular vote but was cheated in Florida..

Erp, were you asleep when the results of an independently-conducted recount
revealed that Bush *won* Florida. It was just last week.

Not to say I'm thrilled, but just to clear up that point.

--
Best;
Steve Duff Team *AMIGA*

5869. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-07 10:40:23 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3AA61017.22B78FF7@nospam.no.no>
Source record: 1234
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Mr Bush must be an atari fanatic to go for NMD which such an obvious
rip-off of Missile Command

Steve Duff wrote:
>
> <sinclap@nospam.net> wrote in message
> news:060320011328593678%sinclap@nospam.net...
>
> > I never said that Gore would win in a landslide...He did win the
> > popular vote but was cheated in Florida..
>
> Erp, were you asleep when the results of an independently-conducted recount
> revealed that Bush *won* Florida. It was just last week.
>
> Not to say I'm thrilled, but just to clear up that point.
>
> --
> Best;
> Steve Duff Team *AMIGA*

5870. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-07 10:43:56 UTC
From: Carlos <carlos@nospam.no.no>
Message-ID: <3AA610EC.B012F0DD@nospam.no.no>
Source record: 1235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

And we all know how that ends

Carlos wrote:
>
> Mr Bush must be an atari fanatic to go for NMD which such an obvious
> rip-off of Missile Command
>
> Steve Duff wrote:
> >
> > <sinclap@nospam.net> wrote in message
> > news:060320011328593678%sinclap@nospam.net...
> > >
> > > > I never said that Gore would win in a landslide...He did win the
> > > > popular vote but was cheated in Florida..
> > >
> > > Erp, were you asleep when the results of an independently-conducted recount
> > > revealed that Bush *won* Florida. It was just last week.
> > >
> > > Not to say I'm thrilled, but just to clear up that point.
> > >
> > > --
> > > Best;
> > > Steve Duff Team *AMIGA*

5871. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-07 13:55:27 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-B9B383.08552707032001@quark.idirect.com>
Source record: 1236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <tYhp6.519221$U46.15593688@news1.sttls1.wa.home.com>,
"Steve Duff" <steveduff3@home.com> wrote:

> <sinclap@nospam.net> wrote in message
> news:060320011328593678%sinclap@nospam.net...
>
> > I never said that Gore would win in a landslide...He did win the
> > popular vote but was cheated in Florida..
>
> Erp, were you asleep when the results of an independently-conducted recount
> revealed that Bush *won* Florida. It was just last week.

actually it also prove sincrap's brain takin' dirt nap. sincrap also
lie as always - he claim dat al bore would win in landslide. just like
he say he no say he call jobs "arrogant bonehead" who'd "destroy crapple
if he ever come back".

sincrap an' al bore even match - both liars who' re big crybabys
when thing don't go dere way. oh, wait, me take back - at least bore
admit him big liar.

5872. check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-08 08:21:46 UTC
From: sinclap@nospam.net
Message-ID: <080320010222436389%sinclap@nospam.net>
Source record: 1237
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

A non standard video game console that Jag owners may appreciate.
http://www.indrema.com/servlet/site

sinclap!
somewere in mn

5873. I've sent the letter to Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-08 15:45:41 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <FONp6.127$n07.17433@newsfeed.intelenet.net>
Source record: 1238

Now it's just a matter of waiting for a reply.

Let's hope it's something in a positive light.

Jared

5874. Re: check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-08 16:59:51 UTC
From: csjjh@ux1
Message-ID: <3aa7ba87$1@news.eiu.edu>
Source record: 1239
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <080320010222436389%sinclap@nospam.net>,
<sinclap@nospam.net> wrote:
>
>
>A non standard video game console that Jag owners may appreciate.
>http://www.indrema.com/servlet/site
>
>sinclap!
>somewere in mn

Thanks for posting that. I'd checked it out before & it does look pretty promising. I'm sticking with my PSX for now & waiting for the X Box & Indrema (if it make it out) & will probably decide between those two. I do hate Bill Gates, Windoze, Micro$oft & generaly all things IBMish but I gotta say, it sure looks like the X Box will be the next big system. I'd sure like to see the X Box & Indrema split the market. Nothing against Sony but I'd say after 6 years of Sony domination I wouldn't mind a little change.
Later,
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<
==========
Send & receive money through e-mail via PayPal & get $5 sign up bonus! Visit: https://secure.paypal.com/refer/pal=csjjh%40eiu.edu

5875. Re: check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-08 18:12:47 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103081811260.102-100000@Hades060>
Source record: 1242
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

On Thu, 8 Mar 2001, Mark Bedingfield wrote:

> Looks like a glorified PC? Personally I wouldn't bother. The fact that the
> Dreamcast has CE on it, means I won't buy it either. Who wants the hassle of
> potential hardware failings because it is based around substandard hardware?
> As far as I can see the best successor to the Jag is N64. Ahhhh Goldeneye.

Amen. I made it thru Perfect Dark too. hehe

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5876. Re: I've sent the letter to Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-08 21:37:29 UTC
From: ebaiz@skyenet.net
Message-ID: <tYSp6.897$hm.3497@newsfeed.slurp.net>
Source record: 1240

On 8 Mar 2001 15:45:41 G, "Jared Falvo" wrote:
>Now it's just a matter of waiting for a reply.
>
>Let's hope it's something in a positive light.
>
>Jared

Please let us know what they say..... I have done this sort of thing also.
I have written many letters to software companies asking them why they did
not make Atari versions of their programs. I admit, most said they would
pass on Atari, but a few did come around...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5877. Re: check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-08 22:20:44 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <0BTp6.3782$0N3.27261@news-server.bigpond.net.au>
Source record: 1241
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

<sinclap@nospam.net> wrote in message
news:080320010222436389%sinclap@nospam.net...
>
>
> A non standard video game console that Jag owners may appreciate.
> http://www.indrema.com/servlet/site

Looks like a glorified PC? Personally I wouldn't bother. The fact that the
Dreamcast has CE on it, means I won't buy it either. Who wants the hassle of
potential hardware failings because it is based around substandard hardware?
As far as I can see the best successor to the Jag is N64. Ahhhh Goldeneye.

Mark

5878. Re: check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-11 07:15:31 UTC
From: sinclap@nospam.net
Message-ID: <110320010116251418%sinclap@nospam.net>
Source record: 1243
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <0BTp6.3782$0N3.27261@news-server.bigpond.net.au>, Mark
Bedingfield <mark@baypc.com.au> wrote:

> <sinclap@nospam.net> wrote in message
> news:080320010222436389%sinclap@nospam.net...
> >
> >
> > A non standard video game console that Jag owners may appreciate.
> > http://www.indrema.com/servlet/site
>
> Looks like a glorified PC? Personally I wouldn't bother. The fact that the
> Dreamcast has CE on it, means I won't buy it either. Who wants the hassle of
> potential hardware failings because it is based around substandard hardware?
> As far as I can see the best successor to the Jag is N64. Ahhhh Goldeneye.

Will be run off of Linux. Supposely you can download the development
software to develop games. You probably can call it an open source
console...

> Mark

sinclap!
somewere in mn

5879. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-11 19:25:09 UTC
From: sinclap@nospam.net
Message-ID: <110320011325584156%sinclap@nospam.net>
Source record: 1244
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <razor-B9B383.08552707032001@quark.idirect.com>, Razor Rikel
<razor@nunyabidness.net> wrote:

> In article <tYhp6.519221$U46.15593688@news1.sttls1.wa.home.com>,
> "Steve Duff" <steveduff3@home.com> wrote:
>
> > <sinclap@nospam.net> wrote in message
> > news:060320011328593678%sinclap@nospam.net...
> >
> > > I never said that Gore would win in a landslide...He did win the
> > > popular vote but was cheated in Florida..
> >
> > Erp, were you asleep when the results of an independently-conducted recount
> > revealed that Bush *won* Florida. It was just last week.

Nope...But the Palm Beach Post has reported that Gore won the state if
all the ballots were counted...

>
> actually it also prove sincrap's brain takin' dirt nap. sincrap also
> lie as always - he claim dat al bore would win in landslide. just like
> he say he no say he call jobs "arrogant bonehead" who'd "destroy crapple
> if he ever come back".

You don't listen do you. Danny 'Chunk's Called people like you who
cannot spill idiots, no credibility...

> sincrap an' al bore even match - both liars who' re big crybabys
> when thing don't go dere way. oh, wait, me take back - at least bore
> admit him big liar.

Gore was denied a recount. I would be pissed after all that
campaigning and lose to a tecnicality due to incompetence by the
elected officialis in the affected counties...

by the way you sound like Karmi Communist...

sinclap!
somewere in mn

see my public folder...

5880. Re: check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-12 23:50:21 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <1hdr6.16279$0N3.98074@news-server.bigpond.net.au>
Source record: 1245
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

<sinclap@nospam.net> wrote in message
news:110320010116251418%sinclap@nospam.net...
> In article <0BTp6.3782$0N3.27261@news-server.bigpond.net.au>, Mark
> Bedingfield <mark@baypc.com.au> wrote:
>
> > <sinclap@nospam.net> wrote in message
> > news:080320010222436389%sinclap@nospam.net...
> > >
> > >
> > > A non standard video game console that Jag owners may appreciate.
> > > http://www.indrema.com/servlet/site
> >
> > Looks like a glorified PC? Personally I wouldn't bother. The fact that
the
> > Dreamcast has CE on it, means I won't buy it either. Who wants the
hassle of
> > potential hardware failings because it is based around substandard
hardware?
> > As far as I can see the best successor to the Jag is N64. Ahhhh
Goldeneye.
>
> Will be run off of Linux. Supposely you can download the development
> software to develop games. You probably can call it an open source
> console...

Nah its a open source PC, already got one. No custom trickery at all, how
boring. Now the Gamecube will have a PPC gecko chip in it, that's a console.

Mark

5881. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-13 17:21:10 UTC
From: Steve Duff <steveduff3@home.com>
Message-ID: <aGsr6.564404$U46.16717376@news1.sttls1.wa.home.com>
Source record: 1246

<sinclap@nospam.net> wrote in message
news:110320011325584156%sinclap@nospam.net...
> In article <razor-B9B383.08552707032001@quark.idirect.com>, Razor Rikel
> <razor@nunyabidness.net> wrote:
>
> > In article <tYhp6.519221$U46.15593688@news1.sttls1.wa.home.com>,
> > "Steve Duff" <steveduff3@home.com> wrote:
> >
> > > <sinclap@nospam.net> wrote in message
> > > news:060320011328593678%sinclap@nospam.net...
> > >
> > > > I never said that Gore would win in a landslide...He did win the
> > > > popular vote but was cheated in Florida..
> > >
> > > Erp, were you asleep when the results of an independently-conducted
recount
> > > revealed that Bush *won* Florida. It was just last week.
>
> Nope...But the Palm Beach Post has reported that Gore won the state if
> all the ballots were counted...

Ah, but they used the dodgy method of counting 'overvotes,' i.e., counting every vote for Gore AND Buchanan as a Gore vote, which was never going to happen in any of the recount scenarios the Gore team went for, and would never have been allowed. The previous count, where Bush won, included all hanging chads, dimples and even a mark anywhere near a candidate's name. This is considered the most liberal interpretation , with the exception of its exclusion of the overvotes.

Myself, I went for the only worthwhile candidate -- Ralph Nader. And I'll do it again.

--
Best;
Steve Duff Team *AMIGA*

5882. Low End Mac has page on Atari ST/Magic Sac/Spectre GCR!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-15 14:35:54 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-91DA57.09355315032001@quark.idirect.com>
Source record: 1250
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Good grief, an unlikely web site has written up nice things about the ST!

Low End Mac, a well-known and respected source of information and daily news for Mac users of all stripes from the original 128K models to the current Cube and iMac models, has dedicated a page to the Atari ST and related models, giving specs and even some links to Atari resources like Hallvard's Quick FAQ.

Why? Because of the fact that during its heyday the ST could, with the help of David Small's Magic Sac and Spectre plug-in modules and software, do a more than adequate job of emulating a Macintosh, and for less than what a real Mac cost at that time. :)

Check it out and see what you think - it's at http://lowendmac.com/clones/atari.html . Might not be a bad idea to contact Dan Knight, the owner/maintainer of the site, and give him some positive feedback as well as any suggestions to improve the info on the page.

One can't help but thinking that The iDiot Forever Known As Sinclap will need a change of underwear after taking a look at this site - especially as it defeats his one-man campaign to denigrate the ST, as well as all 68K Macs still being happily and productively used daily by their owners, as "junk". There's a lot of great links there on software, hardware, upgrades, etc, that'll keep those Macs running long into the next few decades. Will TiFKAS now start a disinformation campaign (complete with character assassination, long rambling diatribes against imaginary "jihads" who are "out to get him", and poor spelling) against LEM now and shoot more holes in the foot which isn't in his mouth ? :)

5883. Re: Low End Mac has page on Atari ST/Magic Sac/Spectre GCR!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-16 07:00:06 UTC
From: sinclap@nospam.net
Message-ID: <160320010100548858%sinclap@nospam.net>
Source record: 1248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <dreibel-91DA57.09355315032001@quark.idirect.com>, Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> Good grief, an unlikely web site has written up nice things about the
> ST!

A pity thing?

> Low End Mac, a well-known and respected source of information and
> daily news for Mac users of all stripes from the original 128K models to
> the current Cube and iMac models, has dedicated a page to the Atari ST
> and related models, giving specs and even some links to Atari resources
> like Hallvard's Quick FAQ.

Must be attempt to increase new users to the web site to increase adv..rates...-)

> Why? Because of the fact that during its heyday the ST could, with
> the help of David Small's Magic Sac and Spectre plug-in modules and
> software, do a more than adequate job of emulating a Macintosh, and for
> less than what a real Mac cost at that time. :)

Yea..But who is still here? At the time, I was an Amigan...

> Check it out and see what you think - it's at
> http://lowendmac.com/clones/atari.html . Might not be a bad idea to
> contact Dan Knight, the owner/maintainer of the site, and give him some
> positive feedback as well as any suggestions to improve the info on the
> page.

Very underwhelming. At least the Atari historical web sites have graphics and pictures to show...

> One can't help but thinking that The iDiot Forever Known As Sinclap
> will need a change of underwear after taking a look at this site -
> especially as it defeats his one-man campaign to denigrate the ST, as
> well as all 68K Macs still being happily and productively used daily by
> their owners, as "junk". There's a lot of great links there on software,
> hardware, upgrades, etc, that'll keep those Macs running long into the
> next few decades. Will TiFKAS now start a disinformation campaign
> (complete with character assassination, long rambling diatribes against
> imaginary "jihads" who are "out to get him", and poor spelling) against
> LEM now and shoot more holes in the foot which isn't in his mouth ? :)

In your imagination...I am to busy with preparing for the roll out of X..

By the way you sound like KarmiCommunist....
---

http://ragingbull.lycos.com/mboard/boards.cgi?board=AAPL&read=82059

By: KarmiCommunist
Reply To: 78230 by KarmiCommunist

Thursday, 15 Mar 2001 at 7:08 PM EST

Post # of 82097

TiPBG4's *PROBLEMS*...

Seems that more than enough ï¿½Potential *PROBLEMS*ï¿½ have now become actual *PROBLEMS*, and its time for a ï¿½Subject Changeï¿½ï¿½so to speak of this Thread:
http://ragingbull.lycos.com/mboard/boards.cgi?board=AAPL&read=78230

This *NEW* update and 'Thread Change' can been be viewed at:
http://boards.fool.com/Message.asp?mid=14558657

Also check out these links:
http://www.macintouch.com/pbg4reader3.html#mar15
http://www.macworld.co.uk/news/main_news.cfm?NewsID=2613

Think *LOOK*, but DO NOT *TOUCH*!!!

KarmiCommunist
Karmic SLAUGHTERER

---

sinclap!
somewere in mn

see my public folder

5884. Re: Low End Mac has page on Atari ST/Magic Sac/Spectre GCR!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-16 07:03:45 UTC
From: sinclap@nospam.net
Message-ID: <160320010104402449%sinclap@nospam.net>
Source record: 1249
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1eqcb8b.17g83reriunf5N%northstar2010@yahoo.no>, Hallvard Tangeraas <northstar2010@yahoo.no> wrote:

> > Check it out and see what you think - it's at
> > http://lowendmac.com/clones/atari.html .
>
> Looking good! Would never have imagined any mention of our beloved
> machine in any Mac related forum!

A pity tit for tad....

>
> > One can't help but thinking that The iDiot Forever Known As Sinclap
> > will need a change of underwear after taking a look at this site
>
> Hehe.... won't that brain-dead looser get a life soon than babbling with
> his one-man campaign? This guy (girl?) must really have some deep,
> underlying problems to hang around here for years, trying to pester us
> with his crap.
> But for me, the looser doesn't even exist any more. He's nobody.

Meaning you! Your ma ma wears army boots!

>
> Hallvard

sinclap!
somewere in mn

see my public folder

5885. ATARI 8-bit 256k ICD MIO with SCSI hard drive Item #1221210739

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-17 05:33:54 UTC
From: gmccla1n@swbell.net
Message-ID: <3ab2f68e.7362865@spamkiller.newsfeeds.com>
Source record: 1247

The ICD Multi I/O board (MIO) is a complex peripheral device which
adds exceptional power to the Atari 800XL or 130XE computer. The MIO
gives the user five additional hardware functions not available
with a stock 8-bit Atari computer. These are: a parallel printer
interface, a serial interface
for printer or MODEM, a printer buffer, a bootable RAMDISK, and
an SCSI/SASI interface for hard disk drives. An optional sixth
function (80
column board) may be added at a later date. This 256k MIO was
used to run an ATARI BBS quite a number of years ago and was working
fine when
it was stored, It includes the MIO base unit,Instruction manual,
software,SCSI hard drive Seagate 1096N and SCSI cable. I couldn't find
the power
supply adapter. This needs an adapter to use on the 130XE.
SHIPPING IN USA ONLY. Payment must be received within 7 days of
auctions ending.
Shipping charge USPS MAIL $10.00. PS:The ICD/FTe Multi I/O (MIO),
all versions, can use both AC and DC supplies. But stick to voltages
of at
least 6.2-7.2 V. **AUCTION ENDS**
Mar-18-01 10:36:44 PST
email gmccla1n@swbell.net

5886. Chunk's = KarmiCommunist?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-19 07:39:15 UTC
From: sinclap@nospam.net
Message-ID: <190320010140084150%sinclap@nospam.net>
Source record: 1151

Enquiring minds want to know...

---
http://ragingbull.lycos.com/mboard/boards.cgi?board=AAPL&read=82239

By: KarmiCommunlst
Reply To: None

Saturday, 17 Mar 2001 at 5:57 PM EST

Post # of 82323

You'll be sick of me in no time. I'm going to ruin this board for you just like
I did over at Motley Fool and Yahoo! I've got plenty of time on my hands and I'm
going to post incessantly! Every time I find some small issue with an Apple product
you're going to see it posted here dozens of times of times. You're going to have
to wade through my Apple bashing garbage just to read the few posts you want
to see from the people you wish to communicate with. Start ignoring my posts
now because I'm that annoying!

Karmi
Spewer of Garbage

5887. Re: Chunk's = KarmiCommunist?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-20 18:22:51 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <cZHJZRA7$5t6EwKQ@my-ste.demon.co.uk>
Source record: 1152

In article <190320010140084150%sinclap@nospam.net>,
sinclap@nospam.net writes:

>
>Enquiring minds want to know...
>
>-------------------------------------
> http://ragingbull.lycos.com/mboard/boards.cgi?board=AAPL&read=82239
>
> By: KarmiCommunlst
> Reply To: None
>

>Saturday, 17 Mar 2001 at 5:57 PM EST
>

>Post # of 82323
>
>
> You'll be sick of me in no time. I'm going to ruin this board for you
>just like
> I did over at Motley Fool and Yahoo! I've got plenty of time on my
>hands and I'm
> going to post incessantly! Every time I find some small issue with an
>Apple product
> you're going to see it posted here dozens of times of times. You're
>going to have
> to wade through my Apple bashing garbage just to read the few posts
>you want
> to see from the people you wish to communicate with. Start ignoring
>my posts
> now because I'm that annoying!
>
> Karmi
> Spewer of Garbage

Replace the word Apple with Atari and that looks to me like a very good
description of your posting style.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |

AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

5888. X arrives, Chunk's deflates!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-22 06:27:17 UTC
From: sinclap@nospam.net
Message-ID: <220320010027579737%sinclap@nospam.net>
Source record: 1153

A certain jihad claimed that X would never ship! Looks like a mea
culpa is in order...I have my copy...Looks like TAF is kaput...

sinclap!
somewere in mn

view my public folder

5889. Re: 733Mhz G4 Still slower than a 1Ghz PIII ! Sincrap still dumber den president duhbya!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-24 02:37:22 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn9bo22p.9mg.jedi@dementia.mishnet>
Source record: 1155

On Thu, 01 Mar 2001 02:33:23 GMT, sinclap@nospam.net <sinclap@nospam.net> wrote:
>In article <razor-B10F1F.09564126022001@quark.idirect.com>, Neil
>Bradley <neil@synthcom.com> wrote:
>
>> look like crapple still snail compared ta Pentium, accordin' ta
>> professional Carmack. look like sincrap need ta find life.
>>
>
>As usual...You did not fully comprehend what Carmack said...Read below..
>
>>
>> Video encoding and large image processing are two areas
>> that it can pay off, because you may be spending 90%+ of your time
>> in one page of code.
>>
>> Even then, it takes a special balance to let a G4 come out
>> ahead, because it has less memory bandwidthd than a high end x86
>> system."
>
>When apps are optimized for G4 and altivec, the claims are true. If
>the apps are not optimized, what do you expect...

Not everything can be magically transformed into the equivalent
altivec code. OTOH, you can get dual 1.5Ghz PC's now and you can
get CHEAP 1.3Ghz Athlon systems as well.

Apple simply isn't keeping up. At any pricepoint, PCs can beat
Apples by a wide margin. This margin grows as the Apple reference
systems in question increase in cost.

--

Also while the herd mentality is certainly there, I think the
nature of software interfaces and how they tend to interfere
with free choice is far more critical. It's not enough to merely
have the "biggest fraternity", you also need a way to trap people
in once they've made a bad initial decision.
|||
/ | \

5890. Re: check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-24 02:39:22 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn9bo26i.9mg.jedi@dementia.mishnet>
Source record: 1157
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

On Mon, 12 Mar 2001 23:50:21 GMT, Mark Bedingfield <mark@baypc.com.au> wrote:
>
><sinclap@nospam.net> wrote in message
>news:110320010116251418%sinclap@nospam.net...
>> In article <0BTp6.3782$0N3.27261@news-server.bigpond.net.au>, Mark
>> Bedingfield <mark@baypc.com.au> wrote:
>>
>> > <sinclap@nospam.net> wrote in message
>> > news:080320010222436389%sinclap@nospam.net...
[deletia]
>> Will be run off of Linux. Supposely you can download the development
>> software to develop games. You probably can call it an open source
>> console...
>
>Nah its a open source PC, already got one. No custom trickery at all, how
>boring. Now the Gamecube will have a PPC gecko chip in it, that's a console.

You can even get consumer PCs in that sort of configuration, and
even build your own "bookpc". My wife's WinBox is just such a
machine.

--

Ease of use should be associated with things like "human engineering"
and "use the right tool for the right job". And of course,
"reliability", since stopping to fix a problem or starting over due
to lost work are the very antithesis of "ease of use".

Bobby Bryant - COLA
|||
/ | \

5891. Re: Goodbye Falcon *sighs*

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-24 02:40:08 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn9bo27v.9mg.jedi@dementia.mishnet>
Source record: 1154
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
On Wed, 07 Mar 2001 03:31:37 GMT, Steve Duff <steveduff3@home.com> wrote:
>
><sinclap@nospam.net> wrote in message
>news:06032001132859367 8%sinclap@nospam.net...
>
>> I never said that Gore would win in a landslide...He did win the
>> popular vote but was cheated in Florida..
>
>Erp, were you asleep when the results of an independently-conducted recount
>revealed that Bush *won* Florida. It was just last week.

...by a margin too close to get excited about.

>
>Not to say I'm thrilled, but just to clear up that point.

...unless you're extremely partisan.

--

The LGPL does infact tend to be used instead of the GPL in instances
where merely reusing a component, while not actually altering that
component, would be unecessarily burdensome to people seeking to
build their own works.

This dramatically alters the nature and usefulness of Free Software
in practice, contrary to the 'all viral all the time' fantasy the
anti-GPL cabal here would prefer one to believe.
|||
/ | \
```

5892. Re: I'm baaaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-24 02:42:39 UTC
From: jedi@pyromania.mishnet
Message-ID: <slrn9bo2cm.9mg.jedi@dementia.mishnet>
Source record: 1156

On Thu, 01 Mar 2001 07:56:24 GMT, Jared Falvo <luposian@mailcity.com> wrote:
>Does the Milan040, when browsing web sites, stutter (i.e. not scroll pages
>smoothly) when scrolling web pages? This is usually caused by an
>insufficient video subsystem that can't handle the video bandwidth.

I've scrolled web pages just fine on some really skanky PC
hardware running on really crusty old PCs (486 VL Bus).

[deletia]

An 040 is more than enough for the web, even with the crappiest
video chipset you can come up with.

--

Ease of use should be associated with things like "human engineering"
and "use the right tool for the right job". And of course,
"reliability", since stopping to fix a problem or starting over due
to lost work are the very antithesis of "ease of use".

Bobby Bryant - COLA
|||
/ | \

5893. Re: I'm baaaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-24 17:01:12 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <rp4v6.71$gu.9180@newsfeed.intelenet.net>
Source record: 1158

Your standard for web browsing must be moderate, then. When I use a 486SLC-2 system with 8Mb of RAM, a 512K VLB video card (Cirrus Logic chipset, I believe), and a 28.8 modem, I get some fair scrolling, but far from smooth in my estimation. I believe more RAM and a slightly better video card would do the trick, however.

Jared

<jedi@pyromania.mishnet> wrote in message
news:slrn9bo2cm.9mg.jedi@dementia.mishnet...
> On Thu, 01 Mar 2001 07:56:24 GMT, Jared Falvo <luposian@mailcity.com>
wrote:
> >Does the Milan040, when browsing web sites, stutter (i.e. not scroll
pages
> >smoothly) when scrolling web pages? This is usually caused by an
> >insufficient video subsystem that can't handle the video bandwidth.
>
> I've scrolled web pages just fine on some really skanky PC
> hardware running on really crusty old PCs (486 VL Bus).
>
> [deletia]
>
> An 040 is more than enough for the web, even with the crappiest
> video chipset you can come up with.
>
> --
>
> Ease of use should be associated with things like "human engineering"
> and "use the right tool for the right job". And of course,
> "reliability", since stopping to fix a problem or starting over due
> to lost work are the very antithesis of "ease of use".
>
> Bobby Bryant - COLA
> |||
> / | \

5894. Re: 733Mhz G4 Still slower than a 1Ghz PIII ! Sincrap still dumber den president duhbya!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-25 22:56:18 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3abe7f52@dnews.tpgi.com.au>
Source record: 1160

<jedi@pyromania.mishnet> wrote in message
news:slrn9bo22p.9mg.jedi@dementia.mishnet...
> On Thu, 01 Mar 2001 02:33:23 GMT, sinclap@nospam.net <sinclap@nospam.net>
wrote:
> >In article <razor-B10F1F.09564126022001@quark.idirect.com>, Neil
> >Bradley <neil@synthcom.com> wrote:
> >
> >> look like crapple still snail compared ta Pentium, accordin' ta
> >> professional Carmack. look like sincrap need ta find life.
> >>
> >
> >As usual...You did not fully comprehend what Carmack said...Read below..
> >
> >>
> >> Video encoding and large image processing are two areas
> >> that it can pay off, because you may be spending 90%+ of your time
> >> in one page of code.
> >>
> >> Even then, it takes a special balance to let a G4 come out
> >> ahead, because it has less memory bandwidthd than a high end x86
> >> system."
> >
> >When apps are optimized for G4 and altivec, the claims are true. If
> >the apps are not optimized, what do you expect...
>
> Not everything can be magically transformed into the equivalent
> altivec code. OTOH, you can get dual 1.5Ghz PC's now and you can
> get CHEAP 1.3Ghz Athlon systems as well.
>
> Apple simply isn't keeping up. At any pricepoint, PCs can beat
> Apples by a wide margin. This margin grows as the Apple reference
> systems in question increase in cost.

Why should they? Speed isn't every thing. What about efficency? If a piece
of mac software can do something in half the time as an equivelant PC that
would be enough for me. Incedently there is a dual Athlon chipset being
produced too;-) Bye bye intel hahahahaha

Mark

5895. Re: I'm baaaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-25 22:58:34 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3abe7fd9$1@dnews.tpgi.com.au>
Source record: 1159

Jared Falvo <luposian@mailcity.com> wrote in message
news:rp4v6.71$gu.9180@newsfeed.intelenet.net...
> Your standard for web browsing must be moderate, then. When I use a
> 486SLC-2 system with 8Mb of RAM, a 512K VLB video card (Cirrus Logic
> chipset, I believe), and a 28.8 modem, I get some fair scrolling, but far
> from smooth in my estimation. I believe more RAM and a slightly better
> video card would do the trick, however.

No video ram isn't the answer. I actually get annoyed by people who insist
it does. It will only improve your colour depth. A faster video card or
faster bus is the cure. Pc's suck.

Mark

5896. Re: 733Mhz G4 Still slower than a 1Ghz PIII ! Sincrap still dumber den president duhbya!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-26 16:20:01 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <lHJv6.52$3d.8998@nsw.nnrp.telstra.net>
Source record: 1161

```
Mark Bedingfield wrote in message <3abe7f52@dnews.tpgi.com.au>...
>
><jedi@pyromania.mishnet> wrote in message
>news:slrn9bo22p.9mg.jedi@dementia.mishnet...
>> On Thu, 01 Mar 2001 02:33:23 GMT, sinclap@nospam.net <sinclap@nospam.net>
>wrote:
>> >In article <razor-B10F1F.09564126022001@quark.idirect.com>, Neil
>> >Bradley <neil@synthcom.com> wrote:
>> >
>> >> look like crapple still snail compared ta Pentium, accordin' ta
>> >> professional Carmack. look like sincrap need ta find life.
>> >>
>> >
>> >As usual...You did not fully comprehend what Carmack said...Read below..
>> >
>> >>
>> >> Video encoding and large image processing are two areas
>> >> that it can pay off, because you may be spending 90%+ of your time
>> >> in one page of code.
>> >>
>> >> Even then, it takes a special balance to let a G4 come
out
>> >> ahead, because it has less memory bandwidthd than a high end x86
>> >> system."
>> >
>> >When apps are optimized for G4 and altivec, the claims are true. If
>> >the apps are not optimized, what do you expect...
>>
>> Not everything can be magically transformed into the equivalent
>> altivec code. OTOH, you can get dual 1.5Ghz PC's now and you can
>> get CHEAP 1.3Ghz Athlon systems as well.
>>
>> Apple simply isn't keeping up. At any pricepoint, PCs can beat
>> Apples by a wide margin. This margin grows as the Apple reference
>> systems in question increase in cost.
>
>Why should they? Speed isn't every thing. What about efficency? If a piece
>of mac software can do something in half the time as an equivelant PC that
>would be enough for me

Being that MacOS can't multitask for shit, efficiency isn't a strong point
either.
```

(That can be fixed by using Linux, but then running Linux on a PC would be a cheaper and more effective option)

Regards,

Clockmeister.

5897. Re: 733Mhz G4 Still slower than a 1Ghz PIII ! Sincrap still dumber den president duhbya!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-27 03:50:50 UTC
From: sinclap@nospam.net
Message-ID: <260320012151401884%sinclap@nospam.net>
Source record: 1162

In article <IHJv6.52$3d.8998@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> >> Apple simply isn't keeping up. At any pricepoint, PCs can beat
> >> Apples by a wide margin. This margin grows as the Apple reference
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>
> Being that MacOS can't multitask for shit, efficiency isn't a strong point
> either.
>
> (That can be fixed by using Linux, but then running Linux on a PC would be a
> cheaper and more effective option)

ha ha ha ha ha ha...Nice try...X makes linux look like the old Atari 8
bit OS....

> Regards,
>
> Clockmeister.

sinclap!
somewere in mn

5898. Re: 733Mhz G4 Still slower than a 1Ghz PIII ! Sincrap still dumber den president duhbya!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-28 17:12:27 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <RDow6.57$eK.8556@nsw.nnrp.telstra.net>
Source record: 1163

sinclap@nospam.net wrote in message
<260320012151401884%sinclap@nospam.net>...
>In article <IHJv6.52$3d.8998@nsw.nnrp.telstra.net>, Clockmeister
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be a
>> cheaper and more effective option)
>
>ha ha ha ha ha ha...Nice try...X makes linux look like the old Atari 8
>bit OS....
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Hmmm, on a Mac no doubt it does - but I was talking about a platform with
real support for alternative OS's and software.

Not that I'm a Linux fan...

Regards,

Clockmeister.

5899. Re: 733Mhz G4 Still slower than a 1Ghz PIII ! Sincrap still dumber den president duhbya!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-03-30 06:56:22 UTC
From: sinclap@nospam.net
Message-ID: <300320010057097784%sinclap@nospam.net>
Source record: 1164

In article <RDow6.57$eK.8556@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> sinclap@nospam.net wrote in message
> <260320012151401884%sinclap@nospam.net>...
> >In article <IHJv6.52$3d.8998@nsw.nnrp.telstra.net>, Clockmeister
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> >> cheaper and more effective option)
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> >ha ha ha ha ha ha...Nice try...X makes linux look like the old Atari 8
> >bit OS....
> >
>
> Hmmm, on a Mac no doubt it does - but I was talking about a platform with
> real support for alternative OS's and software.

Lot of the unix types may go X. The major software firms will have X
apps in the days, weeks and months ahead. Incredible support. Waiting
for Carmack's offerings...

> Not that I'm a Linux fan...

Not either.

> Regards,
>
> Clockmeister.

sinclap!
somewere in wi

5900. FA: 1st edition Zap: The Rise and Fall of Atari (1984, Hardbound)

Newsgroup: comp.sys.atari.advocacy
Date: 2001-04-01 19:48:00 UTC
From: electrosoft@NOearthlinkSPAM.net
Message-ID: <3ac7af98.203403136@news.earthlink.net>
Source record: 1165
Cross-posted to: comp.sys.atari.advocacy,alt.atari,alt.atari.2600

This is an original 1st edition of Zap: The Rise and Fall of Atari I have
for auction on ebay. Book is in good condition and complete with no
water marks, tears or missing pages. Check it out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1421040116

Mark

Mark Bell * ElectroSoft Consulting * Vineland, NJ
** Email: electrosoft@NO_earthlink_SPAM.net **

One AI Theorist said that roughly 40TB of information
would be enough to create a sentient being. Imagine
that being jacked into the Internet and devouring
information with voracious rapidity.

5901. Re: Chunk's = KarmiCommunist?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-04-06 06:08:26 UTC
From: sinclap@nospam.net
Message-ID: <060420010109061701%sinclap@nospam.net>
Source record: 1166

In article <cZHJZRA7$5t6EwKQ@my-ste.demon.co.uk>, David Bolt
<nospam@my-ste.demon.co.uk> wrote:

> In article <190320010140084150%sinclap@nospam.net>,
> sinclap@nospam.net writes:
>
> >
> >Enquiring minds want to know...
> >
> >-------------------------------------
> > http://ragingbull.lycos.com/mboard/boards.cgi?board=AAPL&read=82239
> >
> > By: KarmiCommunlst
> > Reply To: None
> >
>
> >Saturday, 17 Mar 2001 at 5:57 PM EST
> >
>
> >Post # of 82323
> >
> >
> > You'll be sick of me in no time. I'm going to ruin this board for you
> >just like
> > I did over at Motley Fool and Yahoo! I've got plenty of time on my
> >hands and I'm
> > going to post incessantly! Every time I find some small issue with an
> >Apple product
> > you're going to see it posted here dozens of times of times. You're
> >going to have
> > to wade through my Apple bashing garbage just to read the few posts
> >you want
> > to see from the people you wish to communicate with. Start ignoring
> >my posts
> > now because I'm that annoying!
> >
> > Karmi
> > Spewer of Garbage
>
> Replace the word Apple with Atari and that looks to me like a very good
> description of your posting style.

Yea...sure..!

> Regards,
> David Bolt

sinclap!
somewere in mn

5902. Mac OS X vs. Linux: Could Apple Take a Bite Out of the Penguin?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-04-10 06:19:14 UTC
From: sinclap@nospam.net
Message-ID: <10042001011953638O%sinclap@nospam.net>
Source record: 1167

sinclap here...

Well, this newsgroup is kaput! Have the jihads pulled the plug on
their favorite fuji?

Mac OS X vs. Linux: Could Apple Take a Bite Out of the Penguin?

by Chuck Toporek, O'Reilly Open Source editor
<http://mac.oreilly.com/news/macosx_0301.html>

Is Mac OS X a Threat to Linux?

On March 24, Apple Computer, Inc. released its next-generation
operating system, Mac OS X (the "X" is pronounced as "ten," for the
version number of the operating system) to Mac addicts around the
world. While this isn't such a big deal to some, others view it as a
new beginning that could squash all thoughts of a desktop Linux for
the general public.

What's this, "Apple out-maneuvering Linux?" you say? Well, maybe not
as a server platform for the immediate future, but just think about
this for a second: Would it be possible for Apple to deflate the
hopes and dreams of developers worldwide of bringing Linux to the
desktop? The short answer to this is yes, but it's more complicated
than that.

Comparing Apples with Penguins

Aside from the fact that an apple is a fruit and a penguin is a
flightless waterfowl, there used to be a big difference between the
Apple Macintosh operating system and Linux. Apple had a nice GUI;
Linux did not. Linux had a command line; Mac OS did not. Linux is a
multitasking OS that supports multiple processors; Mac OS is not.
Linux runs on just about anything these days; the Mac OS runs on,
well, Apple equipment. Linux is free (well, sort of, depending on
your method of install); Mac OS X will set you back $129.

So, the lines were pretty clear about the differences between Linux
and Mac OS. But lately, that clarity has been blurred as Apple rolls
out Mac OS X to the public. The new Mac OS now has preemptive
multitasking and support for up to two processors, which is still a
far cry from Linux's support for up to 16 processors, but it's a move
in the right direction.

Traditionally, the only control Apple users had over their system was
via the Control Panels and scripting system functions with

AppleScript, MacPerl, or ResEdit. However, with Mac OS X's BSD base, Apple users were given something they've always wanted: a latch to take a peek into Apple's core.

At the core of Mac OS X is a kernel built on the Mach 3.0 kernel, BSD 4.4, and Darwin (Apple's open source kernel project), giving network and system administrators the ability to use Unix programs and add them to their Macs. When combined, these components offer a rock-solid operating system that's hard to beat. (OK, I know that Mac OS X has its fair share of bugs, so no flames, please.)

One of the advantages of Mac OS X is that it now offers Macintosh users with a command line on top of a slick, stable GUI, known as Aqua. With OS X's BSD core, Macintosh users will now be able to use GNU software. This means they will be able to run tools like Emacs, vi, Apache, and even XFree86 and the GIMP (something that Adobe Systems should fear). If you're looking for a place to download ports of GNU tools that run under Mac OS X, you should visit the GNU-Darwin Project on SourceForge.

One of the downsides of OS X is that it requires you to have a native G3 or G4 processor. This means you have to be running a G3 Mac, an iMac or iBook, a PowerBook G3 or better, or any of the G4 models and above. So, if you have an older 604 PowerPC-based Mac, you can't run OS X (that is, unless upgrade manufacturers, such as Sonnet Technologies release updates to their processor software). For now, though, if you want to run OS X your best bet is to run it on native hardware.

One group that stands to lose a chunk of the market is the Mac-based Linux distributions, such as MkLinux, LinuxPPC, or Yellow Dog Linux (YDL) from Terra Soft Solutions. Up to now, these were your best options for running Linux on the Mac, with LinuxPPC and YDL leading the pack. But OS X changes this landscape significantly. The downside to running Linux on your Mac in a dual-boot configuration (as with Windows) is that if you want to access any of your Mac apps, you had to either reboot, or install and run Mac-On-Linux. Neither option is ideal, but now OS X allows you to work in the command line, and run your Mac apps right along with them--no rebooting required.

And if you're wondering whether you can run the X Window System on top of Mac OS X, take a look at the XonX Project, which offers instructions on how to install XFree86 so you can run X Windows on Mac OS X. You can also read more about the XonX Project on SourceForge.

A Tale of Two (or Three) Desktops

So how does this make Mac OS X a threat to Linux? If you've given this any thought, the answer is quite clear. One of the challenges that the Linux community has been plagued with in recent years is the development of a stable and easy-to-use GUI. While some view X (or

any GUI) as a hindrance to Linux's performance, a usable interface is a necessary evil if you want to convert users from Windows. And while the Linux kernel might be stable, the GUIs are, at times, buggy and less desirable for most people.

There are two main Linux GUI projects underway, GNOME and the K Desktop Environment (or KDE). There are also two companies vying for bragging rights to bring services to the GNOME desktop: Ximian (formerly known as "Helix Code"), and Eazel.

While Eazel isn't necessarily a desktop environment (DTE) on its own--it's a file manager (Nautilus) for use with the GNOME desktop--it plays a vital role in shaping the future of the desktop for Linux. The driving force behind Eazel is Andy Hertzfeld, the originator of the Mac user interface, and his plan is to make Linux more "usable" for the average Joe. While Eazel has been doing some really fantastic work, it has recently been hit with the deadly Silicon Valley bug, which forced the company to let go of 50 percent of its staff shortly after releasing Nautilus 1.0. Now, part of this can be attributed to lagging development with the GNOME desktop and changes to Bonobo (the GNOME architecture for creating reusable software components), but it's still a painful experience that makes us realize that Linux on the desktop is further away than we had all hoped.

Both KDE and GNOME are working on providing a better Linux desktop: KDE2 was recently released, as was GNOME 1.4. But both rely on different toolkits for development, both have different features, and neither is really all that stable. For example, the GNOME 2.0 desktop, which was expected to be out by the end of 2000, is faltering and probably won't see the light of day until near the end of 2001. The bigger issue is that as the Linux desktops stabilize they still have one problem to overcome: limited applications for users.

GNOME and KDE both have Office-like application suites in the works. KDE offers KOffice, and GNOME offers a combination of AbiWord for word processing, Gnumeric for spreadsheets, and a variety of other tools. However, the main contender for Office-like applications is StarOffice, which is now being developed by Sun Microsystems' OpenOffice project. Sun acquired StarOffice last year from StarDivision, and made its source code available to allow further development. Even StarOffice (at least in its current form) has its pitfalls, making it a suitable option for swapping Microsoft Office files, but only if you're willing to lose some vital information or do without a certain level of functionality.

In my opinion, Apple's Mac OS X has the best of both worlds. It allows you the ability to run traditional and widely used desktop applications, such as Microsoft Office, while at the same time giving you the power and strength of BSD Unix to run GNU tools under (or on top of) OS X.

As you can see, Linux has a way to go before it can truly be accepted as a desktop platform. Users need a more stable desktop and applications that work better with what 90 percent of the world uses. We're getting there, but realistically, it'll be two or three years before we start to see Linux being used more on the desktop.

So, will people start to move away from the "Linux-on-the-desktop" mentality and migrate to Apple's Mac OS X? It's hard to say, since it still requires you to have native Apple G3 or G4 hardware. If Apple were to migrate its OS onto x86 hardware, yes, Apple could take over the desktop market with Mac OS X. Apple just has to play its cards right--and soon.

5903. Re: Mac OS X vs. Linux: Could Apple Take a Bite Out of the Penguin?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-04-10 17:51:37 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <986926758.14904.0.pluto.d4ee0f47@news.demon.nl>
Source record: 1168

Yeah! no real fuji freaks here, just some stupid spam!

I don't hope the people who where here in the past joined the Micky$oft from
mister Bill G.

TXG
<sinclap@nospam.net> wrote in message
news:10042001011953638O%sinclap@nospam.net...
>
> sinclap here...
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> their favorite fuji?
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> by Chuck Toporek, O'Reilly Open Source editor
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> So, will people start to move away from the "Linux-on-the-desktop"
> mentality and migrate to Apple's Mac OS X? It's hard to say, since it
> still requires you to have native Apple G3 or G4 hardware. If Apple
> were to migrate its OS onto x86 hardware, yes, Apple could take over
> the desktop market with Mac OS X. Apple just has to play its cards
> right--and soon.

5904. Re: Mac OS X vs. Linux: Could Apple Take a Bite Out of the Penguin?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-04-10 19:44:08 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3AD36285.82457859@calcna.ab.ca>
Source record: 1169

sinclap@nospam.net wrote:

> Mac OS X vs. Linux: Could Apple Take a Bite Out of the Penguin?

As a, mostly Mac, user - all I see in OS ten is a terrible amount of bloat - aside from a bunch of 'cutsie' graphics !! Maybe "Carbon" and "Cocoa" applications will show their value - but, my gawd, 2 gig of hard drive space for the bleeding OS - come on !!!!

Bloody pity that Atari is gone !!

The Canadian Curmudgeon (in sunny, 1C, Calgary)

5905. Re: Mac OS X vs. Linux: Could Apple Take a Bite Out of the Penguin?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-04-11 16:17:41 UTC
From: sinclap@nospam.net
Message-ID: <110420011118262245%sinclap@nospam.net>
Source record: 1170

In article <3AD36285.82457859@calcna.ab.ca>, ve6hy
<besmith@calcna.ab.ca> wrote:

> sinclap@nospam.net wrote:
>
> > Mac OS X vs. Linux: Could Apple Take a Bite Out of the Penguin?
>
> As a, mostly Mac, user - all I see in OS ten is a terrible amount of
> bloat - aside from a bunch of 'cutsie' graphics !! Maybe "Carbon" and
> "Cocoa" applications will show their value - but, my gawd, 2 gig of
> hard drive space for the bleeding OS - come on !!!!

It's a first release. Hopefully the upcomming Summer update will be
somewhat slimmed down..

> Bloody pity that Atari is gone !!

Yep!

> The Canadian Curmudgeon (in sunny, 1C, Calgary)

sinclap!
somewere in rain induced mn

5906. Help! using makedisk to transfer .st images to 720k floppies.

Newsgroup: comp.sys.atari.advocacy
Date: 2001-04-16 22:35:51 UTC
From: John Price <g.price11@ntlworld.com>
Message-ID: <atKC6.9704$cf5.953501@news6-win.server.ntlworld.com>
Source record: 1171

I'm trying to make st bootable floppies of .st disk images using makedisk.
The formats makedisk detects and trys to use for the disks are often 800-
820 k in size, and the disks never work cos there are too many errors.
I'm aware that automation etc used odd formats to get a lot on a disk, but
it seems odd.
Does anyone have any success in using this prog?

5907. OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-04-18 18:22:06 UTC
From: sinclap@nospam.net
Message-ID: <180420011322427973%sinclap@nospam.net>
Source record: 1172

When appl introduced Mac OS 8 & 9, the A. Jihads came out of the woodwork with drool to slam those releases claiming that TOS was superior. Could understood the denial.

But X is out, the speachless plague has engulfed the A. Jihads. What gives?

sinclap!
somewere in flooded mn

5908. The Kleenex Cube

Newsgroup: comp.sys.atari.advocacy
Date: 2001-04-19 02:19:25 UTC
From: sinclap@nospam.net
Message-ID: <180420012119599571%sinclap@nospam.net>
Source record: 1173

Another use for the Cube...

http://homepage.mac.com/kleenexcube/

sinclap!
somewere in flooded mn

5909. Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-04-22 21:44:31 UTC
From: Joseph Burke <animekenji@netzero.net>
Message-ID: <3hIE6.57605$C55.5433289@news1.rdc1.nj.home.com>
Source record: 1174

Does anybody know where to get a Milan 040 or 060 computer in the U.S.?

5910. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-01 19:07:13 UTC
From: sinclap@nospam.net
Message-ID: <010520011407500131%sinclap@nospam.net>
Source record: 1175

In article <3hIE6.57605$C55.5433289@news1.rdc1.nj.home.com>, Joseph Burke <animekenji@netzero.net> wrote:

> Does anybody know where to get a Milan 040 or 060 computer in the U.S.?

Why? You can get a spanking new iMac for $899!

sinclap!
somewere in mn

5911. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-02 06:45:54 UTC
From: epkerha@epk.ericsson.se
Message-ID: <9coaf2$nn8$1@newstoo.ericsson.se>
Source record: 1176

In article <010520011407500131%sinclap@nospam.net>,
<sinclap@nospam.net> writes:
> In article <3hIE6.57605$C55.5433289@news1.rdc1.nj.home.com>, Joseph
> Burke <animekenji@netzero.net> wrote:
>
>> Does anybody know where to get a Milan 040 or 060 computer in the U.S.?
>
> Why? You can get a spanking new iMac for $899!

Why IMac ? He was asking about a Milan.
Not PC, not iMac, not SUN, just Milan !

/Erik Hall

5912. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-02 18:05:35 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3AF04C6E.58DEE8E2@calcna.ab.ca>
Source record: 1177

Erik Hall wrote:

> >> Does anybody know where to get a Milan 040 or 060 computer in the U.S.?
> >
> > Why? You can get a spanking new iMac for $899!
>
> Why IMac ? He was asking about a Milan.
> Not PC, not iMac, not SUN, just Milan !

He might just as well have asked about the tooth fairy ! The answer
would be the same - would it not ?

The Canadian Curmudgeon (in sunny Calgary)

5913. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-03 07:23:00 UTC
From: sinclap@nospam.net
Message-ID: <030520010223357119%sinclap@nospam.net>
Source record: 1178

In article <9coaf2$nn8$1@newstoo.ericsson.se>, Erik Hall
<epkerha@epk.ericsson.se> wrote:

> In article <010520011407500131%sinclap@nospam.net>,
> <sinclap@nospam.net> writes:
> > In article <3hIE6.57605$C55.5433289@news1.rdc1.nj.home.com>, Joseph
> > Burke <animekenji@netzero.net> wrote:
> >
> >> Does anybody know where to get a Milan 040 or 060 computer in the U.S.?
> >
> > Why? You can get a spanking new iMac for $899!
>
> Why IMac ? He was asking about a Milan.
> Not PC, not iMac, not SUN, just Milan !

I take that back...Get the spanking new awesome 2001 iBook! $1299
can't be beat!

> /Erik Hall

sinclap!
somewere in mn

5914. Re: RADIO HOST NEEDS A BEATING

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-22 15:11:32 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <790lgt0rc517qpb10p84q634fo53f83jk1@4ax.com>
Source record: 1180
Cross-posted to: comp.sys.arm,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

The other Day "Mo" <mygranny@swbell.net> wrote:

>If you don't like them so much, why are you emphasizing there stand on this
>newsgroup? All you're doing is advertising for them.

Because it's standard spammer reverse psychology, he or she seems to
be complaining so you go look to see what's so bad about the site.

--

As long as you remember them they will always be with you..

5915. Re: RADIO HOST NEEDS A BEATING

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-22 16:42:48 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <ZyuO6.174$3U4.20097@nnrp1.sbc.net>
Source record: 1179
Cross-posted to: comp.sys.arm,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

If you don't like them so much, why are you emphasizing there stand on this newsgroup? All you're doing is advertising for them.

ypxqsgay@privacy.net wrote in message
<9e8cu3$mv14598@news.qualitynet.net>...
>I do not understand why the United States
>permits web sites like
>http://www.halturnershow.com to exist.

5916. Re: RADIO HOST NEEDS A BEATING

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-22 22:38:52 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <NMzO6.29$7t6.6251@nnrp1.sbc.net>
Source record: 1181
Cross-posted to: comp.sys.arm,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

Yeah I just figured that one out, you live and you learn. At least they
didn't get any of my money!
Mo

Paul Irvine wrote in message <790lgt0rc517qpb10p84q634fo53f83jk1@4ax.com>...
>The other Day "Mo" <mygranny@swbell.net> wrote:
>
>>If you don't like them so much, why are you emphasizing there stand on
this
>>newsgroup? All you're doing is advertising for them.
>
>Because it's standard spammer reverse psychology, he or she seems to
>be complaining so you go look to see what's so bad about the site.
>
>--
>
>As long as you remember them they will always be with you..
>

5917. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-23 05:30:39 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0B4AFE.106D8AA1@sprint.ca>
Source record: 1182

anyone who pays that much for an iMac deserves a spanking. Either get a G4 tower or save your money and get a milan or hades.

> Why? You can get a spanking new iMac for $899!
>
> sinclap!
> somewere in mn

5918. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-25 01:38:22 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-94FA01.21382124052001@news.bellglobal.com>
Source record: 1183
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <20010524091400.15535.00001985@ng-fo1.aol.com>,
danap8@aol.com (DANAP8) wrote:

> Hehehe... Unlike Sinclap who is self-absorbed in his Mac fantasies (apologies
> to "normal" Mac users!), Atarians know that there is a world out there - and
> are interested in knowing more. Some day, Sinclap may actually realize that.
>

actually, The iDiot Forever Known As Sinclap is an endangered
species, namely the Drooling Mac Zealot. Its species has since evolved
past it into somewhat more informed, tolerant creatures (indeed,
recently MacAddict magazine proclaimed people like Sinclap to be nothing
more than dinosaurs whose puffing and insult tactics in public forums
like c.s.a.st are an embarrassment and a detriment to Mac evangelism).
Even those in comp.sys.mac.advocacy who have made the rare glimpse of
Sinclap in that forum realize that it's a maroon, especially in light of
its recent pronouncement that all Macs that use a 680x0 processor are
"junk".

It could be possible that Sinclap may be doing its usual puffing and
bellowing in order to find a mate, since human females have rejected its
pathetic advances once they realized it had been disqualified from the
human race for shoving! :)

I propose that we set up a fund where Sinclap be tranquilized,
captured, tagged and set inside a proper enviroment where
anthropologists may observe its actions - like, let's say the Mac
section of CompUSA. Or even better yet, in a cage at this year's
Macworld Expo in New York, where higher evolved Mac Users may wonder at
how such a creature could exist without smothering on its own hot air,
or why this one didn't jump off a cliff in order to get away from the
imaginary "Atari Jihads" who were "out to get it".

5919. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-25 06:08:36 UTC
From: sinclap@nospam.net
Message-ID: <250520010108454295%sinclap@nospam.net>
Source record: 1184

In article <3B0B4AFE.106D8AA1@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> anyone who pays that much for an iMac deserves a spanking. Either get a G4
> tower or save your money and get a milan or hades.

For the same price or more yesterdecade technology at a G4 price does
not compute..

>
> > Why? You can get a spanking new iMac for $899!
> >

sinclap!
somewere in mn

5920. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-25 14:09:02 UTC
From: danap8@aol.com
Message-ID: <20010525100902.14746.00002242@ng-md1.aol.com>
Source record: 1185
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Dan,

I have to say to say that I really enjoy your TIFKAS comments. Usually, I feel that such comments are warranted for a short time and then become boring and simply spiteful because the "victim" finally shuts up. But Sinclap just doesn't know when to be quiet and continues to be a pimple on society's butt. He deserves all of the "accolades" afforded him. Thank you for continuing to bear that torch! <vbg>

-Dana @ A-ONE

>> Hehehe... Unlike Sinclap who is self-absorbed in his Mac fantasies
>(apologies
>> to "normal" Mac users!), Atarians know that there is a world out there -
>and
>> are interested in knowing more. Some day, Sinclap may actually realize that.

>
> actually, The iDiot Forever Known As Sinclap is an endangered
>species, namely the Drooling Mac Zealot. Its species has since evolved
>past it into somewhat more informed, tolerant creatures (indeed,
>recently MacAddict magazine proclaimed people like Sinclap to be nothing
>more than dinosaurs whose puffing and insult tactics in public forums
>like c.s.a.st are an embarrassment and a detriment to Mac evangelism).
>Even those in comp.sys.mac.advocacy who have made the rare glimpse of
>Sinclap in that forum realize that it's a maroon, especially in light of
>its recent pronouncement that all Macs that use a 680x0 processor are
>"junk".
>
> It could be possible that Sinclap may be doing its usual puffing and
>bellowing in order to find a mate, since human females have rejected its
>pathetic advances once they realized it had been disqualified from the
>human race for shoving! :)
>
> I propose that we set up a fund where Sinclap be tranquilized,
>captured, tagged and set inside a proper enviroment where
>anthropologists may observe its actions - like, let's say the Mac
>section of CompUSA. Or even better yet, in a cage at this year's
>Macworld Expo in New York, where higher evolved Mac Users may wonder at
>how such a creature could exist without smothering on its own hot air,
>or why this one didn't jump off a cliff in order to get away from the
>imaginary "Atari Jihads" who were "out to get it".

5921. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-30 05:44:47 UTC
From: sinclap@nospam.net
Message-ID: <300520010045051120%sinclap@nospam.net>
Source record: 1186
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <20010528081744.29057.00003028@ng-cg1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> A-ONE #0321 05/25/01
>
> ~ Fun Media Update Out! ~ People Are Talking! ~ More E3 Reports!
> ~ The Web Secret Police! ~ AOL Raising Its Price! ~ MagiC SDK News!
> ~ Finding Free Web Access~ Free Speech On The Web ~ Iomega's Peerless!
> ~ GameCube Price At $199 ~ Alternative Browsers! ~ HP Recycling Plan!
>
> -* Spam Bill Scaled Back Again! *-
> -* Apple Ships Mac With OS X Installed *-
> -* Supreme Court To Decide Internet Porn Law! *-
>
> ___ ___
> / \----/ \ Dana P. Jacobson - Publisher - A-ONE
> |-----| |-----| Atari Online News, Etc.
> /_0_/ _0_/\
> -| o o |- E-mail subscription: dpj@atarinews.org
> / _____________/ \ A-ONE's WEB Site
> \ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
> ww ooooo----ooooo ww http://www.atarinews.org

Old news...

Just gergitating the other news sites, or adding own content?

sinclap!
somewere in mn

5922. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-05-30 13:06:57 UTC
From: danap8@aol.com
Message-ID: <20010530090657.14730.00003430@ng-md1.aol.com>
Source record: 1187

```
>> A-ONE #0321 05/25/01
>>
>> ~ Fun Media Update Out! ~ People Are Talking! ~ More E3 Reports!
>> ~ The Web Secret Police! ~ AOL Raising Its Price! ~ MagiC SDK News!
>> ~ Finding Free Web Access~ Free Speech On The Web ~ Iomega's Peerless!
>> ~ GameCube Price At $199 ~ Alternative Browsers! ~ HP Recycling Plan!
>>
>> -* Spam Bill Scaled Back Again! *-
>> -* Apple Ships Mac With OS X Installed *-
>> -* Supreme Court To Decide Internet Porn Law! *-
>>
>> ___ ___
>> / \----/ \ Dana P. Jacobson - Publisher - A-ONE
>> |-----| |-----| Atari Online News, Etc.
>> /\_0_/ \_0_/\
>> -| o o |- E-mail subscription: dpj@atarinews.org
>> / \_____________/ \ A-ONE's WEB Site
>> \ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
>
>> ww ooooo----ooooo ww http://www.atarinews.org
>
>Old news...
>
>Just gergitating the other news sites, or adding own content?
```

Looks to me like all you're doing is glancing through the magazine teasers and formulating an opinion - a wrong one, that is. I suggested to you before, read the magazine before opening up your yap.

As a magazine, we report the news, not invent it. We'll leave imagination to people like you.

-Dana @ A-ONE

5923. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-01 05:19:42 UTC
From: sinclap@nospam.net
Message-ID: <010620010019591966%sinclap@nospam.net>
Source record: 1188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <20010530090937.14730.00003433@ng-md1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >Old news...
>
> You are, indeed!
>
> I've responded to you more appropriately over in c.s.a.a.

Yes, your point is?

> >sinclap!
> >somewere in mn
>
> How unfortunate for Minnesotans. Fortunately though, at least you're only
> "somewhere"!

Why unfortunate? The state does not think so when they deduct their
share..

>
> -Dana @ A-ONE

sinclap!
currently somewere in wi

5924. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-01 05:23:22 UTC
From: sinclap@nospam.net
Message-ID: <0106200100233851 90%sinclap@nospam.net>
Source record: 1189
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <20010530091441.14730.00003435@ng-md1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >So, what is the precentage of Atari coverage than.
>
> Again, read the magazine and answer your own questions. Do I have to do
> everything for you?

Well yes..

> >As for non Atari
> >coverage is concerned, thats what Zdnet.com is for.
>
> And for those who do not wish to be bogged down with all of the crap sitting
> in
> ZDNET and the like?

Your saying zdnet is crap?

> >Let the Pros be..
>
> Let 'em be what?

So how many trade/developer conferences and media events have you
attended?

>
> -Dana @ A-ONE

sinclap!
currently somewere in wi

5925. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-01 13:14:06 UTC
From: danap8@aol.com
Message-ID: <20010601091406.18989.00000205@ng-fi1.aol.com>
Source record: 1190

>> Again, read the magazine and answer your own questions. Do I have to do
>> everything for you?
>
>Well yes..

You made the stupid remarks - back them up. You made the claim, show me the
proof.>> And for those who do not wish to be bogged down with all of the crap
>sitting
>> in
>> ZDNET and the like?
>
>Your saying zdnet is crap?

Re-read what I said, it's above. Are you saying that everything included
within ZDNET's news is something the majority of people are interested in
reading? I didn't think so.>> >Let the Pros be..
>>
>> Let 'em be what?
>
>So how many trade/developer conferences and media events have you
>attended?

To be perfectly honest, none. When you start paying me a comparable living
wage for putting out A-ONE, I'll be more than happy to attend the shows and
write 'em off on my taxes. And, you may as well pay my staff while you're at
it.

-Dana @ A-ONE

5926. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-01 13:19:53 UTC
From: danap8@aol.com
Message-ID: <20010601091953.18989.00000207@ng-fi1.aol.com>
Source record: 1191

>> I've responded to you more appropriately over in c.s.a.a.
>
>Yes, your point is?

You just made it: you're clueless.

>> How unfortunate for Minnesotans. Fortunately though, at least you're only
>> "somewhere"!
>
>Why unfortunate? The state does not think so when they deduct their
>share..

I said Minnesotans, not Minnesota. To the state, you're just a social security number which means tax dollars. To the general population, you're an embarrassment.

>sinclap!
>currently somewere in wi

What happened, Minnesota kick youout already? ROFL

-Dana @ A-ONE

5927. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-04 11:15:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991681106-35779AEicMi@gmx.net>
Source record: 1192
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Date: Thu, 24 May 2001 21:38:22 -0400

Hi Daniel,

>I propose that we set up a fund where Sinclap be tranquilized,
>captured, tagged and set inside a proper enviroment where
>anthropologists may observe its actions - like, let's say the Mac
>section of CompUSA. Or even better yet, in a cage at this year's
>Macworld Expo in New York, where higher evolved Mac Users may wonder at
>how such a creature could exist without smothering on its own hot air,
>or why this one didn't jump off a cliff in order to get away from the
>imaginary "Atari Jihads" who were "out to get it".

THANKS !!!!
After a very lousy weekend, where everything that could possibly go wrong,
went wrong, reading your posting brought back a a very *big* smile on my
face... :-)

Any idea how to capture it? To lure it out of it's cave we may have to
spread a hoax story... something like "the Milan III has landed", it'll be
very hard for this creature to withstand the temptation and come and see
the latest weapon of the Jihads... since it seems to be a keen and very
loyal reader of the A-ONE magazine it's obvious that the story should be
published there as an exclusive... the Sinclap creature seems to like
exclusives.
Oh yes... once it's captured it should be put in quarantine for at least
six months, just suppose it spreads something contageous!! we don't need a
second Sinclap do we?
Reflecting on this: we better have it sterilized as well, but only in case
it turns out to be a fertile specimen of course.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5928. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-04 23:39:37 UTC
From: danap8@aol.com
Message-ID: <20010604193937.29684.00000720@ng-mo1.aol.com>
Source record: 1193

>Any idea how to capture it? To lure it out of it's cave we may have to
>spread a hoax story... something like "the Milan III has landed", it'll be
>very hard for this creature to withstand the temptation and come and see
>the latest weapon of the Jihads... since it seems to be a keen and very
>loyal reader of the A-ONE magazine it's obvious that the story should be
>published there as an exclusive... the Sinclap creature seems to like
>exclusives.

Dennis,

I would certainly be happy to play a role in this "creature hunt" and would
offer the services of A-ONE by carrying the bait, er story. <vbg>

-Dana @ A-ONE

BTW, I think sterilization is the proper path to take once it's captured!

5929. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-05 03:16:51 UTC
From: sinclap@nospam.net
Message-ID: <040620012216592661%sinclap@nospam.net>
Source record: 1194
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <20010601091406.18989.00000205@ng-fi1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >> Again, read the magazine and answer your own questions. Do I have to do
> >> everything for you?
> >
> >Well yes..
>
> You made the stupid remarks - back them up. You made the claim, show me the
> proof.>> And for those who do not wish to be bogged down with all of the crap
> >sitting
> >> in
> >> ZDNET and the like?
> >
> >Your saying zdnet is crap?
>
> Re-read what I said, it's above. Are you saying that everything included
> within ZDNET's news is something the majority of people are interested in
> reading? I didn't think so.>> >Let the Pros be..

ZDNET is read by millions. Instant stories not yester week's news
gergitating. They catch the mood and flavor of trade shows espicially
the ones I attend.

> >> Let 'em be what?
> >
> >So how many trade/developer conferences and media events have you
> >attended?
>
> To be perfectly honest, none. When you start paying me a comparable living
> wage for putting out A-ONE, I'll be more than happy to attend the shows and
> write 'em off on my taxes. And, you may as well pay my staff while you're at
> it.

You need a staff to cut and paste?

sinclap!
somewere in mn

5930. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-05 03:19:16 UTC
From: sinclap@nospam.net
Message-ID: <040620012219331935%sinclap@nospam.net>
Source record: 1195

In article <20010601091953.18989.00000207@ng-fi1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >> I've responded to you more appropriately over in c.s.a.a.
> >
> >Yes, your point is?
>
> You just made it: you're clueless.
>
> >> How unfortunate for Minnesotans. Fortunately though, at least you're only
> >> "somewhere"!
> >
> >Why unfortunate? The state does not think so when they deduct their
> >share..
>
> I said Minnesotans, not Minnesota. To the state, you're just a social
> security
> number which means tax dollars. To the general population, you're an
> embarrassment.

Had a chat with my neighbors and they did not think so..

> >sinclap!
> >currently somewere in wi
>
> What happened, Minnesota kick youout already? ROFL

No..Just meeting with my clients..

>
> -Dana @ A-ONE

sinclap!
somewere in mn

5931. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-06 03:45:36 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B1DA760.271E4DC@sprint.ca>
Source record: 1196

Hey Tifkas

>
> For the same price or more yesterdecade technology at a G4 price does
> not compute..

As usualy your response isn't even a coherent sentence. None of my Atari gear cost me that much these days. Come to think of it my atari gear are all systems, no paying $100 for usb hub to connect more than 2 devices to the system and no paying $89.95 for a floppy drive that should've been included with an iMac in the first place. So before you shoot off your mouth again, get a clue.

5932. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-06 03:58:35 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B1DAA6A.9BEDD257@sprint.ca>
Source record: 1197

Hey Tifkas,

What trade shows and press conferences have you attended in the past year? I can answer that for you.... NONE!

And thats the way it will remain since you'd actually have to leave the basement of your parents house all these years. But then you'd run the risk of actually meeting one of the many people you've annoyed with your petty diatribes.

Oh and one more thing, Dan made a good point that several mac using friends of mine have confirmed. That is legit mac users really do regard you as at best a clueless vidiot.

sinclap@nospam.net wrote:

>
> ZDNET is read by millions. Instant stories not yester week's news
> gergitating. They catch the mood and flavor of trade shows espicially
> the ones I attend.
>

5933. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-06 04:03:15 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B1DAB82.34C5D97B@sprint.ca>
Source record: 1198

Hi Guys,

This may have already crossed your minds but the ultimate Tifkas bait would be an upgrade to OS X featuring GEM as the default desktop. The main problem of the tranquilizer is how it could be delivered to the basment of Tifkas parents house (aka the lair of the beast).

Dennis Vermeire wrote:
THANKS !!!!

> After a very lousy weekend, where everything that could possibly go wrong,
> went wrong, reading your posting brought back a a very *big* smile on my
> face... :-)
>
> Any idea how to capture it? To lure it out of it's cave we may have to
> spread a hoax story... something like "the Milan III has landed", it'll be
> very hard for this creature to withstand the temptation and come and see
> the latest weapon of the Jihads... since it seems to be a keen and very
> loyal reader of the A-ONE magazine it's obvious that the story should be
> published there as an exclusive... the Sinclap creature seems to like
> exclusives.
> Oh yes... once it's captured it should be put in quarantine for at least
> six months, just suppose it spreads something contageous!! we don't need a
> second Sinclap do we?
> Reflecting on this: we better have it sterilized as well, but only in case
> it turns out to be a fertile specimen of course.
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm

5934. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-06 04:08:01 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B1DACA1.7C271151@sprint.ca>
Source record: 1199

> > >sinclap!
> > >currently somewere in wi
> >
> > What happened, Minnesota kick youout already? ROFL

It should be his parents kicked him out, The "somewhere" he refers to is his parents basement where he took up residence in his late teens.

5935. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-06 06:13:21 UTC
From: sinclap@nospam.net
Message-ID: <060620010113227959%sinclap@nospam.net>
Source record: 1200

In article <20010530090657.14730.00003430@ng-md1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >> A-ONE #0321 05/25/01
> >>
> >> ~ Fun Media Update Out! ~ People Are Talking! ~ More E3 Reports!
> >> ~ The Web Secret Police! ~ AOL Raising Its Price! ~ MagiC SDK News!
> >> ~ Finding Free Web Access~ Free Speech On The Web ~ Iomega's Peerless!
> >> ~ GameCube Price At $199 ~ Alternative Browsers! ~ HP Recycling Plan!
> >>
> >> -* Spam Bill Scaled Back Again! *-
> >> -* Apple Ships Mac With OS X Installed *-
> >> -* Supreme Court To Decide Internet Porn Law! *-
> >>
> >> ___ ___
> >> / \----/ \ Dana P. Jacobson - Publisher - A-ONE
> >> |-----| |-----| Atari Online News, Etc.
> >> /_0_/ _0_/\
> >> -| o o |- E-mail subscription: dpj@atarinews.org
> >> / _____________/ \ A-ONE's WEB Site
> >> \ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
> >>
> >> ww ooooo----ooooo ww http://www.atarinews.org
> >>
> >Old news...
> >
> >Just gergitating the other news sites, or adding own content?
>
> Looks to me like all you're doing is glancing through the magazine teasers and
> formulating an opinion - a wrong one, that is. I suggested to you before,
> read
> the magazine before opening up your yap.

Why not PDF unless the format is not available on your system.

> As a magazine, we report the news, not invent it. We'll leave imagination to
> people like you.

Sounds like Fox! "We report, you decide" "Fair and Balance"...I think
not..
>

sinclap!
somewere in mn

5936. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-06 06:15:03 UTC
From: sinclap@nospam.net
Message-ID: <06062001010115174870%sinclap@nospam.net>
Source record: 1051

In article <3B1DACA1.7C271151@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> > > >sinclap!
> > > >currently somewere in wi
> > > >
> > > What happened, Minnesota kick youout already? ROFL
> >
> It should be his parents kicked him out, The "somewhere" he refers to is his
> parents basement where he took up residence in his late teens.

No... my folks live down south. Currently in China..

sinclap!
somewere in mn

5937. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-06 06:19:28 UTC
From: sinclap@nospam.net
Message-ID: <060620010119310139%sinclap@nospam.net>
Source record: 1052

In article <3B1DA760.271E4DC@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> Hey Tifkas
>
> >
> > For the same price or more yesterdecade technology at a G4 price does
> > not compute..
>
> As usualy your response isn't even a coherent sentence. None of my Atari gear
> cost me that much these days. Come to think of it my atari gear are all
> systems,
> no paying $100 for usb hub to connect more than 2 devices to the system and no
> paying $89.95 for a floppy drive that should've been included with an iMac in
> the
> first place. So before you shoot off your mouth again, get a clue.

Hey Chunk's!

USB 4 port Hubs can be had for $32 and floppies are less than $89...But
have not ued one in years..Nice try..

A Hades exceeds the $899 iMac and have not seen the tech advanced 040
box in mn yet..

sinclap!
somewere in mn

5938. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-06 09:39:45 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <thrultodj26ne5@corp.supernews.com>
Source record: 1053

>USB 4 port Hubs can be had for $32 and floppies are less than $89...But
>have not ued one in years..Nice try..

Actually USB floppy drives are around $90.

5939. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-06 16:16:46 UTC
From: sinclap@nospam.net
Message-ID: <06062001111654178%sinclap@nospam.net>
Source record: 1054

In article <3B1DAA6A.9BEDD257@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> Hey Tifkas,
>
> What trade shows and press conferences have you attended in the past year? I
> can
> answer that for you.... NONE!
BZZZZ wrong!

MacWorld Exp/SF/2000 and MacWorld Expo/SF/2001!

> And thats the way it will remain since you'd actually have to leave the
> basement
> of your parents house all these years. But then you'd run the risk of
> actually
> meeting one of the many people you've annoyed with your petty diatribes.

Try again...My folks live down south...say 300 miles away...

> Oh and one more thing, Dan made a good point that several mac using friends
> of
> mine have confirmed. That is legit mac users really do regard you as at best
> a
> clueless vidiot.

Prove it...

sinclap!
somewere in mn

5940. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-06 22:34:31 UTC
From: danap8@aol.com
Message-ID: <20010606183431.00378.00000046@ng-fm1.aol.com>
Source record: 1055

>Why not PDF unless the format is not available on your system.

WTF do I want to use PDF for? We offer two formats - text and HTML. If that doesn't meet with your approval, the better.

>Sounds like Fox! "We report, you decide" "Fair and Balance"...I think
>not..

I wouldn't know - _I_ don't watch Fox News. My previous statement stands.

-Dana @ A-ONE

5941. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-08 10:17:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992025998-43635AEicMi@gmx.net>
Source record: 1057

From: James Alexander <jamesalexander@sprint.ca>
Date: Wed, 06 Jun 2001 00:03:15 -0400

Hi James,

>The main problem of the tranquilizer is how it could be delivered to
>the basment of Tifkas parents house (aka the lair of the beast).
This should be handled with the outmost care and one should be very
cautious.. it not only seems to have parents that endure it, but now it
turns out that it even has neighbours with which it has at least some
kind of "friendly" relationship.
From this I can only conclude that it has the ability to adapt to its
environment... it has publicly stated attending several Mac shows, and
while doing so, it managed "somehow" to do this without attracting
any suspicion or/and attention to itself....

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5942. Congratulations Sinclap!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-08 10:22:57 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <8N1U6.9$hR1.1529@nsw.nnrp.telstra.net>
Source record: 1056

```
You brought this newsgroup back from the dead...

Regards,

Clockmeister.

--
**************************************************************************
* www.tnet.com.au/~gerryvdb
*
* Amiga hardware hacking links, A500/A2000 schematics
* A1060 Sidecar manual, DKB MegaChip manual... more
*
**************************************************************************
```

5943. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-09 04:34:48 UTC
From: sinclap@nospam.net
Message-ID: <080620012334599626%sinclap@nospam.net>
Source record: 1058
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <20010606183431.00378.00000046@ng-fm1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >Why not PDF unless the format is not available on your system.
>
> WTF do I want to use PDF for? We offer two formats - text and HTML. If that
> doesn't meet with your approval, the better.

The rest of the computer world uses the PDF standard. Newsletters and
reports are done on PDF now. Mac OSX has the PDF integrated were as
one can convert work into PDF with a click. Don't you want your
readers to get ahead? Makes me question the seriousness and
credibility of Atari Online News

> >Sounds like Fox! "We report, you decide" "Fair and Balance"...I think
> >not..
>
> I wouldn't know - _I_ don't watch Fox News. My previous statement stands.

Which is?

>
> -Dana @ A-ONE

sinclap!
somewere in mn

5944. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-09 13:26:24 UTC
From: danap8@aol.com
Message-ID: <20010609092624.29526.00000163@ng-mb1.aol.com>
Source record: 1059

>The rest of the computer world uses the PDF standard. Newsletters and
>reports are done on PDF now. Mac OSX has the PDF integrated
>were as
>one can convert work into PDF with a click. Don't you want your
>readers to get ahead? Makes me question the seriousness and
>credibility of Atari Online News

A-ONE is not a newsletter or report. It has nothing to do with standards or getting ahead. TEXT is a format that anyone can use without the need to do anything to get it. Question all you want; you have no credibility and fortunately not someone to be taken seriously.

>> I wouldn't know - _I_ don't watch Fox News. My previous statement stands.
>
>Which is?

Obviously you don't keep track of your own comments.

-Dana @ A-ONE

5945. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-09 16:23:42 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106091620400.175-100000@Hades060>
Source record: 1060
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Sat, 9 Jun 2001 sinclap@nospam.net wrote:

> In article <20010606183431.00378.00000046@ng-fm1.aol.com>, DANAP8
> <danap8@aol.com> wrote:
>
> > >Why not PDF unless the format is not available on your system.
> >
> > WTF do I want to use PDF for? We offer two formats - text and HTML. If that
> > doesn't meet with your approval, the better.
>
> The rest of the computer world uses the PDF standard. Newsletters and
> reports are done on PDF now. Mac OSX has the PDF integrated were as
> one can convert work into PDF with a click. Don't you want your
> readers to get ahead? Makes me question the seriousness and
> credibility of Atari Online News

MAC OS has had PDF integrated for what? A month if that?
Some of us do read news and until Apple tosses classic mode from
OS 10 you should shut your yap...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5946. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-10 03:46:58 UTC
From: sinclap@nospam.net
Message-ID: <090620012247078283%sinclap@nospam.net>
Source record: 1061

In article <20010609092624.29526.00000163@ng-mb1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >The rest of the computer world uses the PDF standard. Newsletters and
> >reports are done on PDF now. Mac OSX has the PDF integrated
> >were as
> >one can convert work into PDF with a click. Don't you want your
> >readers to get ahead? Makes me question the seriousness and
> >credibility of Atari Online News
>
> A-ONE is not a newsletter or report. It has nothing to do with standards or
> getting ahead. TEXT is a format that anyone can use without the need to do
> anything to get it. Question all you want; you have no credibility and
> fortunately not someone to be taken seriously.

Than what is A-ONe? It's not a comic book or a novel...A cut and paste
scraps of third sources called as own?

> >> I wouldn't know - _I_ don't watch Fox News. My previous statement stands.
> >
> >Which is?
>
> Obviously you don't keep track of your own comments.

Obviously you...

>
>
> -Dana @ A-ONE

sinclap!
somewere in mn

5947. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-10 03:50:57 UTC
From: sinclap@nospam.net
Message-ID: <090620012251062632%sinclap@nospam.net>
Source record: 1062
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <Pine.MNT.4.10.10106091620400.175-100000@Hades060>, Lonny
Pursell <fatal@SYNTAX.ERROR> wrote:

> On Sat, 9 Jun 2001 sinclap@nospam.net wrote:
>
> > In article <20010606183431.00378.00000046@ng-fm1.aol.com>, DANAP8
> > <danap8@aol.com> wrote:
> >
> > > >Why not PDF unless the format is not available on your system.
> > >
> > > WTF do I want to use PDF for? We offer two formats - text and HTML. If
> > > that
> > > doesn't meet with your approval, the better.
> >
> > The rest of the computer world uses the PDF standard. Newsletters and
> > reports are done on PDF now. Mac OSX has the PDF integrated were as
> > one can convert work into PDF with a click. Don't you want your
> > readers to get ahead? Makes me question the seriousness and
> > credibility of Atari Online News
>
> MAC OS has had PDF integrated for what? A month if that?
> Some of us do read news and until Apple tosses classic mode from
> OS 10 you should shut your yap...

No, three months to be precise...Every Mac has shipped with the PDF
reader called acrobat. What does classic mode have to do with PDF?

> ---
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in mn

5948. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-10 12:44:16 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-1528AF.08441610062001@news.bellglobal.com>
Source record: 1063
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <Pine.MNT.4.10.10106091620400.175-100000@Hades060>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:

> > > WTF do I want to use PDF for? We offer two formats - text and HTML. If
> > > that
> > > doesn't meet with your approval, the better.
> >
> > The rest of the computer world uses the PDF standard. Newsletters and
> > reports are done on PDF now. Mac OSX has the PDF integrated were as
> > one can convert work into PDF with a click. Don't you want your
> > readers to get ahead? Makes me question the seriousness and
> > credibility of Atari Online News
>
> MAC OS has had PDF integrated for what? A month if that?
> Some of us do read news and until Apple tosses classic mode from
> OS 10 you should shut your yap...

ah, but you see The iDiot Forever Known As Sinclap can never shut up.
It's simply incapable of it, since its sad obsession with attacking all
Atari users because of some silly slight in the past won't let go of his
brain.

Personally TiFKAS' proclamations have always been sources of hilarity.
Remember "Pointcast will destroy Atari presence on the 'Net?" It was
Pointcast instead that crashed and burned. Remember "Dejanews is the
future, all newsreader programs are obsolete?". Dejanews is now a shell
of its former self, and newsreader programs on all platforms are still
being developed and upgraded, and TiFKAS has been forced to use a
newsreader program itself. Remember last year in .advocacy when it
proclaimed "all ATI video cards are crap?" . It sure began using the
crowbar to extricate its foot from its mouth after Particle Salad
mentioned to it that ATI cards are found in most Macs including the iMac
(and it claims that someone hired it to be an "Apple Power Rep!").

Oh, and of course - "If Steve Jobs ever came back to Apple, he would
destroy the company. He is an arrogant bonehead." A message that still
haunts TiFKAS to this day, even to the point of its denying that it ever
said it while simultaneously licking Steve's boots....

5949. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-10 12:46:56 UTC
From: danap8@aol.com
Message-ID: <20010610084656.26024.00000114@ng-fm1.aol.com>
Source record: 1064

>Than what is A-ONe? It's not a comic book or a novel...A cut and paste
>scraps of third sources called as own?

<yawn> Now you're going around in circles.

>Obviously you...

...do.

-Dana @ A-ONE

5950. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-10 13:22:40 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <7u10m5FgS3I7EwgY@my-ste.demon.co.uk>
Source record: 1065
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <dreibel-1528AF.08441610062001@news.bellglobal.com>,
Daniel L. Dreibelbis <dreibel@sympatico.ca> writes:

> Oh, and of course - "If Steve Jobs ever came back to Apple, he would
>destroy the company. He is an arrogant bonehead." A message that still
>haunts TiFKAS to this day, even to the point of its denying that it ever
>said it while simultaneously licking Steve's boots....

You mean the one that Google have been so kind and considerate in
archiving? The one that you can find at:

<URL:http://groups.google.com/groups?hl=en&lr=&safe=off&th=331a9d965077679,18&rnum=3&ic=1&
selm=1996Jul25.213945.1%40cobra.uni.edu>

<FX: hands a big bag of salt to Sinclap> He can rub that in his own
wounds, because I'm certainly not going anywhere near him.

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 384Mb Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb SuSE 6.3 |
AMD K6-2/500 32Mb SuSE 6.3 |http://www.distributed.net/

5951. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-10 13:55:26 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106101351580.103-100000@Hades060>
Source record: 1066
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Sun, 10 Jun 2001 sinclap@nospam.net wrote:

> > MAC OS has had PDF integrated for what? A month if that?
> > Some of us do read news and until Apple tosses classic mode from
> > OS 10 you should shut your yap...
>
> No, three months to be precise...Every Mac has shipped with the PDF
> reader called acrobat. What does classic mode have to do with PDF?

3 months, geesh impressive. The truth is mac os got a complete
over haul and finally after several years catches up to MiNT.
If it was so great why replace it entirely... you are pathetic
and blind. If you knew anyting you'd know that there is a
PDF viewer for the Atari... not a great one but it works.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5952. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-12 04:07:21 UTC
From: sinclap@nospam.net
Message-ID: <110620012307296589%sinclap@nospam.net>
Source record: 1067

In article <992025998-43635AEicMi@gmx.net>, Dennis Vermeire
<dennis.vermeire@gmx.net> wrote:

> From: James Alexander <jamesalexander@sprint.ca>
> Date: Wed, 06 Jun 2001 00:03:15 -0400
>
> Hi James,
>
> >The main problem of the tranquilizer is how it could be delivered to
> >the basment of Tifkas parents house (aka the lair of the beast).
> This should be handled with the outmost care and one should be very
> cautious.. it not only seems to have parents that endure it, but now it
> turns out that it even has neighbours with which it has at least some
> kind of "friendly" relationship.
> From this I can only conclude that it has the ability to adapt to its
> environment... it has publicly stated attending several Mac shows, and
> while doing so, it managed "somehow" to do this without attracting
> any suspicion or/and attention to itself....
>
> Cheers from Belgium

Cool..My older bro was born in Belgium. Been there... done that as well.

> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm

sinclap!
somewere in mn

5953. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-12 04:21:13 UTC
From: sinclap@nospam.net
Message-ID: <110620012321126080%sinclap@nospam.net>
Source record: 1068
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <dreibel-1528AF.08441610062001@news.bellglobal.com>, Daniel
L. Dreibelbis <dreibel@sympatico.ca> wrote:

> In article <Pine.MNT.4.10.10106091620400.175-100000@Hades060>,
> Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>
> > > > WTF do I want to use PDF for? We offer two formats - text and HTML.
> > > > If
> > > > that
> > > > doesn't meet with your approval, the better.
> > >
> > > The rest of the computer world uses the PDF standard. Newsletters and
> > > reports are done on PDF now. Mac OSX has the PDF integrated were as
> > > one can convert work into PDF with a click. Don't you want your
> > > readers to get ahead? Makes me question the seriousness and
> > > credibility of Atari Online News
> >
> > MAC OS has had PDF integrated for what? A month if that?
> > Some of us do read news and until Apple tosses classic mode from
> > OS 10 you should shut your yap...
>
>
> ah, but you see The iDiot Forever Known As Sinclap can never shut up.
> It's simply incapable of it, since its sad obsession with attacking all
> Atari users because of some silly slight in the past won't let go of his
> brain.

Sheesh..As usual..sound like a broken record..

> Personally TiFKAS' proclamations have always been sources of hilarity.
> Remember "Pointcast will destroy Atari presence on the 'Net?" It was
> Pointcast instead that crashed and burned. Remember "Dejanews is the
> future, all newsreader programs are obsolete?". Dejanews is now a shell
> of its former self, and newsreader programs on all platforms are still
> being developed and upgraded, and TiFKAS has been forced to use a
> newsreader program itself. Remember last year in .advocacy when it
> proclaimed "all ATI video cards are crap?" . It sure began using the
> crowbar to extricate its foot from its mouth after Particle Salad
> mentioned to it that ATI cards are found in most Macs including the iMac
> (and it claims that someone hired it to be an "Apple Power Rep!").

Pointcast was a nice idea in it's time..But MacTicker fits the bill
nicely and a site that has the most comprehensive news web site links
is the drudgereport.com.

ATI cards at the time were crap. But the Radeon card is nice and the
Rage mobility cards found in laptops such as the iBook fit the bill
nicely. ATI has come along way. But work is needed now that NVIDIA is
at there heels.

> Oh, and of course - "If Steve Jobs ever came back to Apple, he would
> destroy the company. He is an arrogant bonehead." A message that still
> haunts TiFKAS to this day, even to the point of its denying that it ever
> said it while simultaneously licking Steve's boots....

Not at all. It haunts you..

sinclap!
somewere in mn

5954. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-12 04:23:38 UTC
From: sinclap@nospam.net
Message-ID: <110620012323465384%sinclap@nospam.net>
Source record: 1069
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <Pine.MNT.4.10.10106101351580.103-100000@Hades060>, Lonny
Pursell <fatal@SYNTAX.ERROR> wrote:

> On Sun, 10 Jun 2001 sinclap@nospam.net wrote:
>
> > > MAC OS has had PDF integrated for what? A month if that?
> > > Some of us do read news and until Apple tosses classic mode from
> > > OS 10 you should shut your yap...
> >
> > No, three months to be precise...Every Mac has shipped with the PDF
> > reader called acrobat. What does classic mode have to do with PDF?
>
> 3 months, geesh impressive. The truth is mac os got a complete
> over haul and finally after several years catches up to MiNT.
> If it was so great why replace it entirely... you are pathetic
> and blind. If you knew anyting you'd know that there is a
> PDF viewer for the Atari... not a great one but it works.

Typical A-user in denial..
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in mn

5955. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-15 05:07:59 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3B29982F.9312BDA6@particlesalad.com>
Source record: 1070

Umm.. that you need to get a life?

sinclap@nospam.net wrote:

> When appl introduced Mac OS 8 & 9, the A. Jihads came out of the
> woodwork with drool to slam those releases claiming that TOS was
> superior. Could understood the denial.
>
> But X is out, the speachless plague has engulfed the A. Jihads. What
> gives?
>
> sinclap!
> somewere in flooded mn

5956. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-15 15:41:24 UTC
From: sinclap@nospam.net
Message-ID: <150620011041339868%sinclap@nospam.net>
Source record: 1071
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <20010609092624.29526.00000163@ng-mb1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >The rest of the computer world uses the PDF standard. Newsletters and
> >reports are done on PDF now. Mac OSX has the PDF integrated
> >were as
> >one can convert work into PDF with a click. Don't you want your
> >readers to get ahead? Makes me question the seriousness and
> >credibility of Atari Online News
>
> A-ONE is not a newsletter or report. It has nothing to do with standards or
> getting ahead. TEXT is a format that anyone can use without the need to do
> anything to get it. Question all you want; you have no credibility and
> fortunately not someone to be taken seriously.

So what is A-ONE? If its not a newsletter or report...is it toilet
paper? Most of the content in the toilet paper is old news and have
been reported elsewere. Why do you miss use the Atari name when
greater than 90% is non Atari related?

> >> I wouldn't know - _I_ don't watch Fox News. My previous statement stands.
> >
> >Which is?
>
> Obviously you don't keep track of your own comments.

Pot Kettle Black!

>
>
> -Dana @ A-ONE

sinclap!
somewere in mn

5957. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-15 15:42:33 UTC
From: sinclap@nospam.net
Message-ID: <150620011042424062%sinclap@nospam.net>
Source record: 1072

In article <3B29982F.9312BDA6@particlesalad.com>, Particle Salad
<mark@particlesalad.com> wrote:

> Umm.. that you need to get a life?

I have...You?

> sinclap@nospam.net wrote:
>
> > When appl introduced Mac OS 8 & 9, the A. Jihads came out of the
> > woodwork with drool to slam those releases claiming that TOS was
> > superior. Could understood the denial.
> >
> > But X is out, the speachless plague has engulfed the A. Jihads. What
> > gives?
> >

sinclap!
somewere in flooded mn

5958. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-15 15:52:08 UTC
From: sinclap@nospam.net
Message-ID: <150620011052108220%sinclap@nospam.net>
Source record: 1073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <9g854grru1@news.eunet.yu>, Djordje Vukovic
<vdjole@EUnet.yu> wrote:

> On 12 Jun 2001 13:30:29 , Lonny Pursell wrote:
>
> >> > > > MAC OS has had PDF integrated for what? A month if that?
> >>[...]
> >> > there is a PDF viewer for the Atari...
> [...]
>
>
> >Also, PDF is a horrible format anyway.
>
> Indeed- and its name seems highly misleading to me. The portability of
> this "Portable Document Format" is so "great" that on any computer
> platform there are just a couple of applications which can decipher it-
> or none at all. And if one gets a perverse desire to edit a PDF document,
> or extract a segment from it into some other format, even more problems
> await him.

Most computers(Mac/Win) ship with the Adobe PDF reader. So what is the
problem? Your box is not compatible? Sounds like sour grapes..

> About the only portable document format worthy of this attribute appears
> to me to be the "Rich Text Format" - or it would be so if it were not
> for the gigantic size of .RTF files.

PDF is here.. Email apps will incorporate with the recipient recieveing
an open PDF in the email..Sounds like progress..But you would not know
since your stuck in 16 bits..

> cu.
>

sinclap!
somewere in mn

5959. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-15 22:31:34 UTC
From: danap8@aol.com
Message-ID: <20010615183134.19432.00000070@ng-da1.aol.com>
Source record: 1075

>> A-ONE is not a newsletter or report. It has nothing to do with standards
>or
>> getting ahead. TEXT is a format that anyone can use without the need to do
>> anything to get it. Question all you want; you have no credibility and
>> fortunately not someone to be taken seriously.
>
>So what is A-ONE? If its not a newsletter or report...is it toilet
>paper? Most of the content in the toilet paper is old news and have
>been reported elsewere. Why do you miss use the Atari name when
>greater than 90% is non Atari related?

The answer stares at you every week. You have no interest in it; you're just here to be a pain in the butt. You've done that well. Again, I challenge you to show me "greater than 90% is non Atari related".

>> Obviously you don't keep track of your own comments.
>
>Pot Kettle Black!

<sigh> You are such an idiot.

5960. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-15 22:54:36 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106152254120.191-100000@localhost>
Source record: 1074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

> PDF is here.. Email apps will incorporate with the recipient recieveing
> an open PDF in the email..Sounds like progress..But you would not know
> since your stuck in 16 bits..

And u are idiot...

5961. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-15 22:56:23 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <6HqkceYXKpK7EwSy@my-ste.demon.co.uk>
Source record: 1076

In article <20010615183134.19432.00000070@ng-da1.aol.com>,
DANAP8 <danap8@aol.com> writes:

>>So what is A-ONE? If its not a newsletter or report...is it toilet
>>paper? Most of the content in the toilet paper is old news and have
>>been reported elsewere. Why do you miss use the Atari name when
>>greater than 90% is non Atari related?
>
>The answer stares at you every week. You have no interest in it; you're just
>here to be a pain in the butt. You've done that well. Again, I challenge you
>to show me "greater than 90% is non Atari related".

Let him grow up past the "I know you are but what am I?" stage, even
though it'll be a few years before he gets to that stage.

>>> Obviously you don't keep track of your own comments.
>>
>>Pot Kettle Black!
>
><sigh> You are such an idiot.

Now you know why he's referred to as "The idiot Forever Known As
Sinclap"

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
A4000 4Mb RiscOS 3.11 |cracking keys at 4.8Mkeys/sec
AMD Duron/650 384Mb Win98 & SuSE 7.0 |
AMD K6-2/450 32Mb SuSE 6.3 |http://www.distributed.net/
AMD K6-2/500 32Mb SuSE 6.3 |

5962. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-16 00:30:01 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106160026060.85-100000@Hades060>
Source record: 1078
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On Fri, 15 Jun 2001 sinclap@nospam.net wrote:

> Most computers(Mac/Win) ship with the Adobe PDF reader. So what is the
> problem? Your box is not compatible? Sounds like sour grapes..

...free doesn't make something good.

> > About the only portable document format worthy of this attribute appears
> > to me to be the "Rich Text Format" - or it would be so if it were not
> > for the gigantic size of .RTF files.
>
> PDF is here.. Email apps will incorporate with the recipient recieveing
> an open PDF in the email..Sounds like progress..But you would not know
> since your stuck in 16 bits..

There you go with the miss-information again... it's 32-bit.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5963. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-16 02:19:40 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3B2AC23C.CC07678@particlesalad.com>
Source record: 1077

Anyone who has to actually SAY they have a life... doesn't.

sinclap@nospam.net wrote:

> In article <3B29982F.9312BDA6@particlesalad.com>, Particle Salad
> <mark@particlesalad.com> wrote:
>
> > Umm.. that you need to get a life?
>
> I have...You?
>
> > sinclap@nospam.net wrote:
> >
> > > When appl introduced Mac OS 8 & 9, the A. Jihads came out of the
> > > woodwork with drool to slam those releases claiming that TOS was
> > > superior. Could understood the denial.
> > >
> > > But X is out, the speachless plague has engulfed the A. Jihads. What
> > > gives?
> > >
>
> sinclap!
> somewere in flooded mn

5964. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-16 05:41:42 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B2AF196.6ED34C13@sprint.ca>
Source record: 1079

sinclap@nospam.net wrote:

> Hey Chunk's!
>

Typical of you, reply to facts with insults & misdirection. Why don't you learn that this crap you spew is utterly meaningless

>
> USB 4 port Hubs can be had for $32 and floppies are less than $89...But
> have not ued one in years..Nice try..
>

So where do you add peripherals on your beloved imac, assuming you have any. For that matter where do you save files? those imac hard drives are adequate but not infinate. When its full where do your files go? in the bit bucket with the rest of your mindless drivel.

>
> A Hades exceeds the $899 iMac and have not seen the tech advanced 040
> box in mn yet..

If you'd bothered venturing out of your parents basement in the past 5 years you'd have seen one by now, both the Imac and the Hades have been available for a few years. Fact is I was able to find a Hades before I could find an iMac. But leaving your parents basement might expose you to something that terriefies you beyond imagining, something those of us in the real world call FACTS.

5965. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-16 05:50:14 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B2AF396.2392DADD@sprint.ca>
Source record: 1080

sinclap@nospam.net wrote:

> BZZZZ wrong!
>
> MacWorld Exp/SF/2000 and MacWorld Expo/SF/2001!
>

Another LIE tifkas. I know people in the Mac community and you attended neither show. If you had they'd have shown you the back door in short order.

> Try again...My folks live down south...say 300 miles away...
>

Since you don't actually admit where you live there is no way to confirm this. but then why would you want to. You're a habitual liar.

>
> > Oh and one more thing, Dan made a good point that several mac using friends
> > of
> > mine have confirmed. That is legit mac users really do regard you as at best
> > a
> > clueless vidiot.
>
> Prove it...

I don't have to. You are doing a good job of that. The only "good job" you've done in your life. The laughable seriousness you accord yourself only makes your pathetic antics all the more funny to those of us who live in the real world.

5966. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-16 05:58:58 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B2AF5A1.7FCE6520@sprint.ca>
Source record: 1081

Dennis Vermeire wrote:

> This should be handled with the outmost care and one should be very
> cautious.. it not only seems to have parents that endure it, but now it
> turns out that it even has neighbours with which it has at least some
> kind of "friendly" relationship.
>

A more likely scenario is they'd be relieved at the removal of such an
unstable induvidual. I for one wouldn't let children play outside with
such noxious induvidual lurking about.

> From this I can only conclude that it has the ability to adapt to its
> environment... it has publicly stated attending several Mac shows, and
> while doing so, it managed "somehow" to do this without attracting
> any suspicion or/and attention to itself....
>

Claimed to attend shows. Truth is nobody has seen IT at any show this or
any other year. IT's total lack of any factual statements points in this
direction. People who do attend mac shows report events which concistantly
disprove IT's diatribes on a regular basis are an undeniable proof.

>
> Cheers from Belgium
> Dennis

5967. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-16 06:05:24 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B2AF723.51DD6496@sprint.ca>
Source record: 1082

Kick yerself and yell D'OH!!!

better dig out your junior pre school atlas there sincrap. China is not south of MN. Bloody wanker

sinclap@nospam.net wrote:

> No... my folks live down south. Currently in China..
>
> sinclap!
> somewere in mn

5968. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-16 14:19:13 UTC
From: ebaiz@skyenet.net
Message-ID: <BVJW6.7065$xT2.1465@newsfeed.slurp.net>
Source record: 1083

On 16 Jun 2001 00:30:01 , Lonny Pursell wrote:
>On Fri, 15 Jun 2001 sinclap@nospam.net wrote:
>
>> PDF is here.. Email apps will incorporate with the recipient recieveing
>> an open PDF in the email..Sounds like progress..But you would not know
>> since your stuck in 16 bits..
>
>There you go with the miss-information again... it's 32-bit.

He always goes with the miss-information. I had this conversation
before, Reading a PDF files on the Hades is a snap because I have
Ghostscript. Nice program....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5969. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-19 17:51:54 UTC
From: sinclap@nospam.net
Message-ID: <19062001125159738 9%sinclap@nospam.net>
Source record: 1084

In article <3B2AF196.6ED34C13@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> sinclap@nospam.net wrote:
>
> > Hey Chunk's!
> >
>
> Typical of you, reply to facts with insults & misdirection. Why don't you
> learn
> that this crap you spew is utterly meaningless

Pot Kettle Black!

>
> >
> > USB 4 port Hubs can be had for $32 and floppies are less than $89...But
> > have not ued one in years..Nice try..
> >
>
> So where do you add peripherals on your beloved imac, assuming you have any.
> For
> that matter where do you save files? those imac hard drives are adequate but
> not
> infinate. When its full where do your files go? in the bit bucket with the
> rest of
> your mindless drivel.

Called weeding files when not needed. Since you want to know, have a
VST external HD for backups.

> >
> > A Hades exceeds the $899 iMac and have not seen the tech advanced 040
> > box in mn yet..
>
> If you'd bothered venturing out of your parents basement in the past 5 years
> you'd
> have seen one by now, both the Imac and the Hades have been available for a
> few
> years. Fact is I was able to find a Hades before I could find an iMac. But
> leaving
> your parents basement might expose you to something that terriefies you beyond
> imagining, something those of us in the real world call FACTS.

ROTFLMAO! How come I can't find a Hades down south?

sinclap!
somewere in mpls, mn

5970. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-19 17:52:51 UTC
From: sinclap@nospam.net
Message-ID: <190620011252560841%sinclap@nospam.net>
Source record: 1085

In article <3B2AC23C.CC07678@particlesalad.com>, Particle Salad
<mark@particlesalad.com> wrote:

> Anyone who has to actually SAY they have a life... doesn't.

You should look in the mirror than..

sinclap!
somewere in mpls, mn

5971. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-19 17:57:10 UTC
From: sinclap@nospam.net
Message-ID: <190620011257156406%sinclap@nospam.net>
Source record: 1086

In article <3B2AF396.2392DADD@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> sinclap@nospam.net wrote:
>
> > BZZZZ wrong!
> >
> > MacWorld Exp/SF/2000 and MacWorld Expo/SF/2001!
> >
>
> Another LIE tifkas. I know people in the Mac community and you attended
> neither
> show. If you had they'd have shown you the back door in short order.

Oh sure...-) Not like 75,000 mac heads would know all of each other.
Was at the keynote, like 15 rows from the stage when the TBook was
beeing unveiled.

> > Try again...My folks live down south...say 300 miles away...
> >
>
> Since you don't actually admit where you live there is no way to confirm
> this. but
> then why would you want to. You're a habitual liar.

What meaning do you not understand?

>
> >
> > > Oh and one more thing, Dan made a good point that several mac using
> > > friends
> > > of
> > > mine have confirmed. That is legit mac users really do regard you as at
> > > best
> > > a
> > > clueless vidiot.
> >
> > Prove it...
>
> I don't have to. You are doing a good job of that. The only "good job"
> you've
> done in your life. The laughable seriousness you accord yourself only makes
> your
> pathetic antics all the more funny to those of us who live in the real world.

I must not live in the real world than with all the travel I do. My home is my office..

sinclap!
somewere in mpls

5972. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-19 18:01:25 UTC
From: sinclap@nospam.net
Message-ID: <190620011301301739%sinclap@nospam.net>
Source record: 1087

In article <20010615183134.19432.00000070@ng-da1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >> A-ONE is not a newsletter or report. It has nothing to do with standards
> >or
> >> getting ahead. TEXT is a format that anyone can use without the need to do
> >> anything to get it. Question all you want; you have no credibility and
> >> fortunately not someone to be taken seriously.
> >
> >So what is A-ONE? If its not a newsletter or report...is it toilet
> >paper? Most of the content in the toilet paper is old news and have
> >been reported elsewere. Why do you miss use the Atari name when
> >greater than 90% is non Atari related?
>
> The answer stares at you every week. You have no interest in it; you're just
> here to be a pain in the butt. You've done that well. Again, I challenge you
> to show me "greater than 90% is non Atari related".

Than read your own rag to see.

> >> Obviously you don't keep track of your own comments.
> >
> >Pot Kettle Black!
>
> <sigh> You are such an idiot.

And you for wasting bandwith..

Even Maccentral can send staff to trade shows, why not you?

sinclap!
somewere in mpls

5973. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-19 18:04:05 UTC
From: sinclap@nospam.net
Message-ID: <190620011304101361%sinclap@nospam.net>
Source record: 1088

In article <3B2AF723.51DD6496@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> Kick yerself and yell D'OH!!!
>
> better dig out your junior pre school atlas there sincrap. China is not
> south of
> MN. Bloody wanker

No, but Iowa is.. Thats why I used the word 'currently'..Does have a
meaning. Currently in China..

Guess we down south had to improve on the english language.

sinclap!
somewere in mpls

5974. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-19 18:11:19 UTC
From: sinclap@nospam.net
Message-ID: <190620011311046267%sinclap@nospam.net>
Source record: 1089
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1ev28ko.1ll3gr610x6omoN%xx@xx.xx>, Hallvard Tangeraas
<xx@xx.xx> wrote:

> And....?
> So what's *your* problem? Why does it bother you that he can't
> read .PDF files?
> Is it your human kindness and understanding? I think not.

It does not bother me. He attacks PDF as crap because he can't run
it..

> ...or do you just not have anything better to do than piss the rest of
> the world off? I'm sure you have a lot of really good friends.

Who me..How am I pissing off people..Your the one who is excited..

> This sort of thing really makes your day, doesn't it? I mean, since
> you've been hanging out in this group for years with not a single
> constructive and helpful posting to show for.

Saids who. My posts have meanings and purpose..

> What exactly is your problem?
> Yes, *YOUR* problem. What exactly is your agenda here since you
> obviously hate Atari computers (and their users) in every single way.

I do not understand why you think that way. I love my Atari items..

> I'm not even going to start commenting on the actual subject, because
> I'm sure you don't care. Besides, I don't feel the need to waste time
> defending my favourite computer platform. Some people like pears, some
> oranges, and some.... apples. So what?
> I also use an Apple Macintosh machine, but I'm no fanatic. For me it's
> just a tool, and so is the STe I have next to it.

A free country, unless up north is not. I could not care what people
use..

> If you think you're bringing "Mac-evangelism" to the world you've truly
> misunderstood the whole concept and surely bring disgrace to the rest of
> your fellow Macintosh fanatics. If you believe your postings will bring
> Atari users to start using Macs you're dead wrong.
> Check your head man!

How did Mac evangilism get into this? What makes you think I am a Mac
fanactic? I use one as a tool to get the job done.. You're being to
emotional ..

>

sinclap!
somewere in mpls

5975. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-19 23:17:47 UTC
From: danap8@aol.com
Message-ID: <20010619191747.09082.00000129@ng-mn1.aol.com>
Source record: 1090

>Than read your own rag to see.

You're all talk. You make false statements and when asked to put your money where your mouth is, you choke on it. I know the content of the magazine - you obviously do not.

>> <sigh> You are such an idiot.
>
>And you for wasting bandwith..

It's mine to waste.

>Even Maccentral can send staff to trade shows, why not you?

I already answered you. When you pay me and my staff at least what we all get paid now in our "real" jobs, I'll send people to the shows. Otherwise, who do you think is going to pay for these trips? The work we do at A-ONE is done as volunteers, because we enjoy it.

-Dana @ A-ONE

5976. Re: Congratulations Sinclap!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-20 15:20:57 UTC
From: sinclap@nospam.net
Message-ID: <200620011020584316%sinclap@nospam.net>
Source record: 1091

In article <8N1U6.9$hR1.1529@nsw.nnrp.telstra.net>, Clockmeister
<gerryvdb@tnet.com.au> wrote:

> You brought this newsgroup back from the dead...

Who me...-)

> Regards,
>
> Clockmeister.
>
> --
> **
> * www.tnet.com.au/~gerryvdb
> *
> * Amiga hardware hacking links, A500/A2000 schematics
> * A1060 Sidecar manual, DKB MegaChip manual... more
> *
> **

When will the new Amiga models arrive? And what are the details?

sinclap!
somewere in mpls

5977. my atari tattoo

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-20 22:03:13 UTC
From: sinseone@deaddrunkenspaniards.com
Message-ID: <110baf6d.0106201403.4353985f@posting.google.com>
Source record: 1092

I got this a few years ago, never thought to post it in here :)

http://bme.freeq.com/tattoo/A00828/high/geratari.jpg

does anyone have an STBOOK for sale? :) :) ;)

gerritt baer -./ sinseone@deaddrunkenspaniards.com

5978. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-20 22:14:06 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3B31202E.DA49BC8@particlesalad.com>
Source record: 1093

The more you say, the more you prove my point. Get a life, MacParrot.

sinclap@nospam.net wrote:

> In article <3B2AC23C.CC07678@particlesalad.com>, Particle Salad
> <mark@particlesalad.com> wrote:
>
> > Anyone who has to actually SAY they have a life... doesn't.
>
> You should look in the mirror than..
>
> sinclap!
> somewere in mpls, mn

5979. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-21 00:13:05 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B313C11.A76C446@sprint.ca>
Source record: 1094

sinclap@nospam.net wrote:

> > Typical of you, reply to facts with insults & misdirection. Why don't you
> > learn
> > that this crap you spew is utterly meaningless
>
> Pot Kettle Black!
>

Not at all. As I've repeatedly said, I rely on verifiable FACT not you're unproveable bollocks.

> Called weeding files when not needed. Since you want to know, have a
> VST external HD for backups.
>

Try answering the question instead of avoiding it. Btw, how do you do backups? an external hd is useless for this. Removable and Writeable media is a MUST in any computer. and NO a cd-rw doesn't fill this requirement, RW mode cd's are only useable about 10 writes then its no longer usable.

> ROTFLMAO! How come I can't find a Hades down south?

Because you haven't looked!!! I get a lot of laughter from your moronic comments. FACT is I got a chance to use one at the local user group befre the Imac hit town. No doubts, no crap, just unadulterated fact. No matter how long you keep that paper bag over your head (better for us not to see you) you can't make the hades go away by hiding in your parents basement the rest of your life.

5980. Re: Congratulations Sinclap!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-21 15:49:50 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <OyoY6.16$aj5.11376@nsw.nnrp.telstra.net>
Source record: 1095

```
<sinclap@nospam.net> wrote in message
news:200620011020584316%sinclap@nospam.net...
> In article <8N1U6.9$hR1.1529@nsw.nnrp.telstra.net>, Clockmeister
> <gerryvdb@tnet.com.au> wrote:
>
> > You brought this newsgroup back from the dead...
>
> Who me...-)

Yep, you ;-)

> When will the new Amiga models arrive? And what are the details?
>

Have a look at www.amiga.com for the latest developments.

Regards,

Clockmeister.

--
**************************************************************************
* www.tnet.com.au/~gerryvdb
*
* Amiga hardware hacking links, A500/A2000 schematics
* A1060 Sidecar manual, DKB MegaChip manual... more
*
**************************************************************************
```

5981. Re: my atari tattoo

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-22 00:48:02 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B3295C2.C27EB0A5@sprint.ca>
Source record: 1096

Hiya Gerrit
I hope you have the good fortune to find one of those rare STbooks.
Many including myself would love to have one as well. In my years of
being an atari nut I've only seen a single example in a dealer when they
were new. I remember it sitting next to a TT030 and having an identical
price.

Gerritt Baer wrote:

> does anyone have an STBOOK for sale? :) :) ;)
>
> gerritt baer -./ sinseone@deaddrunkenspaniards.com

5982. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-22 19:35:30 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B339E01.9B86E873@sprint.ca>
Source record: 1097

sinclap@nospam.net wrote:

> No, but Iowa is.. Thats why I used the word 'currently'..Does have a
> meaning. Currently in China..
>
> Guess we down south had to improve on the english language.

So why did you previously state china was 300 milse south of your "womewhere in MN". you know sinCRAP I've been reading your drivel for a while and the more you mouth and spew lies the more you dig yourself into a hole. You lie to cover your layers of lies. Many people have pointed this out to you, yet you're the only one totally oblivious to this glaring fact. Yet you still try to bullshit your way through life. Theres no way this can work, ask Bill Palmer and the other residents of the Net.Kook archives.

5983. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-23 18:06:21 UTC
From: sinclap@nospam.net
Message-ID: <230620011306191639%sinclap@nospam.net>
Source record: 1098

In article <20010619191747.09082.00000129@ng-mn1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >Than read your own rag to see.
>
> You're all talk. You make false statements and when asked to put your money
> where your mouth is, you choke on it. I know the content of the magazine -
> you
> obviously do not.
>
> >> <sigh> You are such an idiot.
> >
> >And you for wasting bandwith..
>
> It's mine to waste.

Yes..

> >Even Maccentral can send staff to trade shows, why not you?
>
> I already answered you. When you pay me and my staff at least what we all get
> paid now in our "real" jobs, I'll send people to the shows. Otherwise, who do
> you think is going to pay for these trips? The work we do at A-ONE is done as
> volunteers, because we enjoy it.

So your team is not good enough to charge for advertising and turn it
into a profit center?

>
> -Dana @ A-ONE

sinclap!
somewere in mpls

5984. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-23 18:08:08 UTC
From: sinclap@nospam.net
Message-ID: <230620011308068060%sinclap@nospam.net>
Source record: 1099
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <Pine.MNT.4.21.0106152254120.191-100000@localhost>,
SWE/YesCREW <jvalant@m42.cx> wrote:

> > PDF is here.. Email apps will incorporate with the recipient recieveing
> > an open PDF in the email..Sounds like progress..But you would not know
> > since your stuck in 16 bits..
>
> And u are idiot...

misspelled u...

sinclap!
somewere in mpls

5985. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-23 18:12:38 UTC
From: sinclap@nospam.net
Message-ID: <230620011310326897%sinclap@nospam.net>
Source record: 1100

In article <3B339E01.9B86E873@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> sinclap@nospam.net wrote:
>
> > No, but Iowa is.. Thats why I used the word 'currently'..Does have a
> > meaning. Currently in China..
> >
> > Guess we down south had to improve on the english language.
>
> So why did you previously state china was 300 milse south of your "womewhere
> in MN". you know sinCRAP I've been reading your drivel for a while and the
> more you mouth and spew lies the more you dig yourself into a hole. You lie
> to cover your layers of lies. Many people have pointed this out to you, yet
> you're the only one totally oblivious to this glaring fact. Yet you still try
> to bullshit your way through life. Theres no way this can work, ask Bill
> Palmer and the other residents of the Net.Kook archives.

It was obvious that China is not down south..Thats why the word
'currently' was used as currently in China...

Not might fault you were too densed...

My critics are a dime and dozen...

sinclap!
somewere in mpls

5986. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-23 22:28:01 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.ophmgbip@localhost>
Source record: 1101
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

<sinclap@nospam.net> wrote:
>
> In article <Pine.MNT.4.21.0106152254120.191-100000@localhost>,
> SWE/YesCREW <jvalant@m42.cx> wrote:
>
> > > PDF is here.. Email apps will incorporate with the recipient
> > > recieveing an open PDF in the email..Sounds like progress..But
> > > you would not know since your stuck in 16 bits..
> >
> > And u are idiot...
>
> misspelled u...

At least he had a point...

/Joakim

5987. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-24 04:44:25 UTC
From: sinclap@nospam.net
Message-ID: <230620012342195155%sinclap@nospam.net>
Source record: 1102

In article <3B31202E.DA49BC8@particlesalad.com>, Particle Salad
<mark@particlesalad.com> wrote:

> The more you say, the more you prove my point. Get a life, MacParrot.

You should take your advise..AvidParrot!

> sinclap@nospam.net wrote:
>
> > In article <3B2AC23C.CC07678@particlesalad.com>, Particle Salad
> > <mark@particlesalad.com> wrote:
> >
> > > Anyone who has to actually SAY they have a life... doesn't.
> >
> > You should look in the mirror than..
> >

sinclap!
somewere in mpls

5988. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-24 12:28:11 UTC
From: danap8@aol.com
Message-ID: <20010624082811.18341.00000881@ng-fl1.aol.com>
Source record: 1103

>So your team is not good enough to charge for advertising and turn it
>into a profit center?

What does my team have to do with charging for advertising? A-ONE is a hobby, not a business. We're not looking to make any money, nor charge for what we do. And, we all have lives, unlike you.

-Dana @ AONE

5989. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-24 13:32:26 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-DD0D3D.09322524062001@news.bellglobal.com>
Source record: 1104
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1evhbqw.d96e9e1piz8j4N%x@x.xx>, x@x.xx (Hallvard Tangeraas)
wrote:

> <sinclap@nospam.net> wrote:

> > > And u are idiot...
> > >
> > > misspelled u...
> >
> > I don't think you're the one to talk about misspelling....
> >
> > a) If you read this person's news-header you can see he's not located in
> > an English speaking country so he's got an excuse, unlike you,
> > .... moron!
> >
> > b) Getting back to your poor excuse for trying to be serious in a reply
> > to my posting you have quite a few typographical mistakes yourself; and
> > you're a native English speaker:

what's even more pathetic - not only does The iDiot Forever Known As
Sinclap claims that it is a college graduate - which, if this is an
example of what American colleges put out, then the USA is doomed - but
also claims to be an "Apple Power Rep", which is highly unlikely due to
the fact that real "Apple Power Reps" (yes, I have spoken to real ones
at Macworld Expo NY) require a high level of reading and writing
comprehension as a term of employment. TiFKAS is still refusing to
divulge who employs it (muttering twaddle about "Atari Jihads" who are
"out to get it").

> >> I'm not even going to start commenting on the actual subject, because
> >> I'm sure you don't care. Besides, I don't feel the need to waste time
> >> defending my favourite computer platform. Some people like pears,
> >> >some oranges, and some.... apples. So what? I also use an Apple
> >> Macintosh machine, but I'm no fanatic. For me it's just a tool, and
> >> so is the STe I have next to it.

> >A free country, unless up north is not. I could not care what people
> >use.
> >
> > A free country? As if your postings only reach your own US of A?
> > Another ignorant American thinking he's in the centre of the universe!
> > (My apologies to the other Americans here, but this kind really makes me
> > want to puke).
> >
> > The next thing you're going to talk about is probably your freedom of

> speech and all that stuff many of you Americans babble about all the
> time someone criticizes you.

years ago TiFKAS would defend its constant attacking of Atari users
in c.s.a.st (which was in violation of the newsgroup charter, which
forbid "computer vs. computer" debates) by wrapping itself in the
American flag and claiming that it was protected under the First
Amendment of the US Constitution, which promises freedom of speech.
When, however, I discovered that the US Supreme Court had ruled in 1974
(in the landmark case "FCC Vs. Pacifica" AKA "Pacifica Broadcasting's
playing George Carlin's Seven Words You Must Never Say On Television")
that public nuisances were not protected under the 1st Amendment and
could indeed be subject to criminal and libel prosecution, and made that
clear in that forum that TiFKAS defined "public nuisance" to a T,
TiFKAS promptly shut up.

I find it interesting that TiFKAS is accusing you of being from
Canada, Hallvard (notice the "up North" reference) -its known emnity to
the Great White North is showing, due to the fact that a number of its
most vocal critics who have totally humiliated it in exposing its vast
ignorance of anything computer-related hail from there, often claiming
we have a lousy "socialist government", are sinking economically, and
are nothing more than "US-owned territory". It must really hurt it to
discover that currently Canadian economic growth is larger than the US,
not to mention that at least in our elections we can count, unlike in
TiFKAS' US where they allowed the dumbest politician since Dan Quayle to
become president due to a stupid concept like the Electoral College.
(It's also funny that the newspaper it uses as "evidence" of the bad
stuff about Canada, The National Post, is also considered a national
joke which has bled red ink since its inception, and that its publisher,
Conrad "Tubby" Black, has fled Canada with his tail between his legs out
of shame).

> >> If you think you're bringing "Mac-evangelism" to the world you've
> >> truly misunderstood the whole concept and surely bring disgrace to
> >> the rest of your fellow Macintosh fanatics. If you believe your
> >> postings will bring Atari users to start using Macs you're dead
> >> wrong. Check your head man!
>
> >How did Mac evangilism get into this? What makes you think I am a Mac
> >fanactic? I use one as a tool to get the job done.. You're being to
> >emotional ..
>
> Again, I see no need to comment on this as your postings speak for
> themselves.

ROTFLMAO! well said, Hallvard!

TiFKAS is now denying that it is a "Mac Evangelist"? After all these
years of carpet-bombing c.s.a.st and .advocacy with its obvious pro-Mac
drivel? After calling users of fuji-badged computers "Atari boobs" who
"need to get laid"? After saying such things like "Calamus is crap", and

"90% of all Atari applications fall over on the Milan"? Who once claimed
that Apple, depite a BILLION DOLLAR LOSS in 1997, still showed a profit?
>
>
> >sinclap!
> >somewere in mpls
>
> Still too scared to reveal who you really are...
> Can't stand behind your worthless drivel, can you?

its name: Peter Sinclair (sometimes Peter Sinclair-Day)
its ISP - Earthlink (check the headers, that's where it's posting
from)

> Makes me wonder how many Internet providers you've been banned from....
> I'm sure this isn't the only newsgroup you've been polluting with your
> endless stream of crap.

TiFKAS has also been known to spread its reign of error in the amiga
groups, as well as the Lynx and Jaguar groups.

TiFKAS has also been reprimanded by Cedarnet.org for violating its
user agreement when it was active in attacking users in c.s.a.st (a
charge it denies, despite the fact that I was e-mailed by Cedarnet and
was told that it had been warned and reprimanded, subsequently TiFKAS
disappeared from c.s.a.st for a time like a whipped puppy), was tossed
off DejaNews for a time for posting sexually explicit content in
.advocacy, and was banned from Hotmail after it used the service to send
harrassing e-mail to one of its critics.

5990. Re: my atari tattoo

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-24 16:21:09 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <aioZ6.12$c66.16071@nsw.nnrp.telstra.net>
Source record: 1105

Gerritt Baer <sinseone@deaddrunkenspaniards.com> wrote in message
news:110baf6d.0106201403.4353985f@posting.google.com...
> I got this a few years ago, never thought to post it in here :)
>
> http://bme.freeq.com/tattoo/A00828/high/geratari.jpg
>

Gross.

5991. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-25 04:04:35 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3B36B853.56DED218@particlesalad.com>
Source record: 1106

If that's the best you can do, your 'insults' are about as creative as your arguments..

Get a life, MacParrot.

sinclap@nospam.net wrote:

> In article <3B31202E.DA49BC8@particlesalad.com>, Particle Salad
> <mark@particlesalad.com> wrote:
>
> > The more you say, the more you prove my point. Get a life, MacParrot.
>
> You should take your advise..AvidParrot!
>

5992. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-26 05:54:44 UTC
From: sinclap@nospam.net
Message-ID: <260620010052460887%sinclap@nospam.net>
Source record: 1107

In article <3B313C11.A76C446@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> sinclap@nospam.net wrote:
>
> > > Typical of you, reply to facts with insults & misdirection. Why don't you
> > > learn
> > > that this crap you spew is utterly meaningless
> >
> > Pot Kettle Black!
> >
>
> Not at all. As I've repeatedly said, I rely on verifiable FACT not you're
> unproveable bollocks.
>
> > Called weeding files when not needed. Since you want to know, have a
> > VST external HD for backups.
> >
>
> Try answering the question instead of avoiding it. Btw, how do you do
> backups? an
> external hd is useless for this. Removable and Writeable media is a MUST in
> any
> computer. and NO a cd-rw doesn't fill this requirement, RW mode cd's are only
> useable about 10 writes then its no longer usable.

I say again, have a portable VST HD to back up files that I want
preserved. Ext HD is useful for my needs.

> > ROTFLMAO! How come I can't find a Hades down south?
>
> Because you haven't looked!!! I get a lot of laughter from your moronic
> comments.
> FACT is I got a chance to use one at the local user group befre the Imac hit
> town.
> No doubts, no crap, just unadulterated fact. No matter how long you keep
> that paper
> bag over your head (better for us not to see you) you can't make the hades go
> away
> by hiding in your parents basement the rest of your life.

My parents damp basement is 300 miles from my place. Currently in
China for a working excursion..

sinclap!
somewere in mpls

5993. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-26 05:58:43 UTC
From: sinclap@nospam.net
Message-ID: <260620010058422282%sinclap@nospam.net>
Source record: 1108

In article <3B36B853.56DED218@particlesalad.com>, Particle Salad
<mark@particlesalad.com> wrote:

> If that's the best you can do, your 'insults' are about as creative as your
> arguments..
>
> Get a life, MacParrot.

Oh...Been to many places on the North American continent this year...
whats your excuse Avidparrot?

sinclap!
somewere in mpls

5994. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-26 15:25:40 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3B38A974.E67CFDFE@particlesalad.com>
Source record: 1109

Everybody thinks they have a lilfe and a sense of humor.

Your time spent here displays the clear and obvious fact: you have no life.

You're not only the MacParrot, you're actually parroting me.. way to go, prove my point. Come up with your own insults or don't even try, MacParrot.

sinclap@nospam.net wrote:

> Oh...Been to many places on the North American continent this year...
> whats your excuse Avidparrot?
>
> sinclap!
> somewere in mpls

5995. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-26 15:39:04 UTC
From: sinclap@nospam.net
Message-ID: <260620011038467411%sinclap@nospam.net>
Source record: 1110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1evhbqw.d96e9e1piz8j4N%x@x.xx>, Hallvard Tangeraas <x@x.xx>
wrote:

> <sinclap@nospam.net> wrote:
>
> > In article <Pine.MNT.4.21.0106152254120.191-100000@localhost>,
> > SWE/YesCREW <jvalant@m42.cx> wrote:
> >
> > > > PDF is here.. Email apps will incorporate with the recipient recieveing
> > > > an open PDF in the email..Sounds like progress..But you would not know
> > > > since your stuck in 16 bits..
> > >
> > > And u are idiot...
> > >
> > misspelled u...
>
> I don't think you're the one to talk about misspelling....

You ar corict mi spilliend is hurribl....

> a) If you read this person's news-header you can see he's not located in
> an English speaking country so he's got an excuse, unlike you,
> .... moron!

He was taking short cuts and being sloppy in the language. At least I
tri tu spill curekly...

> b) Getting back to your poor excuse for trying to be serious in a reply
> to my posting you have quite a few typographical mistakes yourself; and
> you're a native English speaker:

And a very careless one at it to..I make the attempt to be curekt...

> >> ...or do you just not have anything better to do than piss the rest
> >> of the world off? I'm sure you have a lot of really good friends.
>
> >Who me..How am I pissing off people..Your the one who is excited..
>
> Yet another one who doesn't know the difference between "your" (as in
> "your and mine") and "you're (as in "you are").
> You also forgot a question mark after that question.

Oh shumbug! But I did not use a single letter to be recognized as a
word or meaning..

>
> >> This sort of thing really makes your day, doesn't it? I mean, since
> >> you've been hanging out in this group for years with not a single
> >> constructive and helpful posting to show for.
>
> >Saids who. My posts have meanings and purpose..
>
> "Saids"?????
> "Meanings"???
> It's called "Says who?" and "meaning and purpose".
> (on the subject of postings with meaning and purpose -I haven't yet come
> across any of the sort from you).

Usenet is sloppy..Were all guilty of it.. Just that person was obvious
not trying..

> Better take a look in your dictionary. Or how about leaving the Internet
> altogether? No, of course not -your empty, worthless and meaningless
> life wouldn't be the same if you were to stop pestering people.

How I am pestering? All of my critics are the ones who are getting a
hard one for some reason.

>
> >> What exactly is your problem?
> >> Yes, *YOUR* problem. What exactly is your agenda here since you
> >> obviously hate Atari computers (and their users) in every single way.
>
> >I do not understand why you think that way. I love my Atari items..
>
> I don't feel any need to comment on this. Anyone who's read at least two
> of your postings will understand why.
> (for once though I can agree with you one something -the part about not
> understanding. Poor chap... it really is hard to comprehend things like
> this, isn't it? Can't expect too much of you of course.

I do not understand the point...

>
> >> I'm not even going to start commenting on the actual subject, because
> >> I'm sure you don't care. Besides, I don't feel the need to waste time
> >> defending my favourite computer platform. Some people like pears,
> >> >some oranges, and some.... apples. So what? I also use an Apple
> >> Macintosh machine, but I'm no fanatic. For me it's just a tool, and
> >> so is the STe I have next to it.
>
> >A free country, unless up north is not. I could not care what people
> >use.
>
> A free country? As if your postings only reach your own US of A?
> Another ignorant American thinking he's in the centre of the universe!
> (My apologies to the other Americans here, but this kind really makes me
> want to puke).

Your view not mine. Always scapegoating the American people when you
lose..

> The next thing you're going to talk about is probably your freedom of
> speech and all that stuff many of you Americans babble about all the
> time someone criticizes you.

No..Just when others try to take that right away..

>
> >> If you think you're bringing "Mac-evangelism" to the world you've
> >> truly misunderstood the whole concept and surely bring disgrace to
> >> the rest of your fellow Macintosh fanatics. If you believe your
> >> postings will bring Atari users to start using Macs you're dead
> >> wrong. Check your head man!
> >
> >How did Mac evangilism get into this? What makes you think I am a Mac
> >fanactic? I use one as a tool to get the job done.. You're being to
> >emotional ..
> >
> Again, I see no need to comment on this as your postings speak for
> themselves.

No way!
>
> >sinclap!
> >somewere in mpls
> >
> Still too scared to reveal who you really are...
> Can't stand behind your worthless drivel, can you?

For spam purposes..

>
> Makes me wonder how many Internet providers you've been banned from....
> I'm sure this isn't the only newsgroup you've been polluting with your
> endless stream of crap.

You would be surprised..off to alt.simpsons)
>
>
> Hallvard

5996. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-26 15:40:10 UTC
From: sinclap@nospam.net
Message-ID: <260620011040072258%sinclap@nospam.net>
Source record: 1111

In article <20010624082811.18341.00000881@ng-fl1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >So your team is not good enough to charge for advertising and turn it
> >into a profit center?
>
> What does my team have to do with charging for advertising? A-ONE is a hobby,
> not a business. We're not looking to make any money, nor charge for what we
> do. And, we all have lives, unlike you.

In other words...Were not good enough to charge for advertising..

>
> -Dana @ AONE

5997. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-26 15:54:45 UTC
From: sinclap@nospam.net
Message-ID: <260620011054284041%sinclap@nospam.net>
Source record: 1112
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <dreibel-DD0D3D.09322524062001@news.bellglobal.com>, Daniel
L. Dreibelbis <dreibel@sympatico.ca> wrote:

> In article <1evhbqw.d96e9e1piz8j4N%x@x.xx>, x@x.xx (Hallvard Tangeraas)
> wrote:
>
> > <sinclap@nospam.net> wrote:
>
> > > > And u are idiot...
> > >
> > > misspelled u...
> >
> > I don't think you're the one to talk about misspelling....
> >
> > a) If you read this person's news-header you can see he's not located in
> > an English speaking country so he's got an excuse, unlike you,
> > .... moron!
> >
> > b) Getting back to your poor excuse for trying to be serious in a reply
> > to my posting you have quite a few typographical mistakes yourself; and
> > you're a native English speaker:
>
> what's even more pathetic - not only does The iDiot Forever Known As
> Sinclap claims that it is a college graduate - which, if this is an
> example of what American colleges put out, then the USA is doomed - but
> also claims to be an "Apple Power Rep", which is highly unlikely due to
> the fact that real "Apple Power Reps" (yes, I have spoken to real ones
> at Macworld Expo NY) require a high level of reading and writing
> comprehension as a term of employment. TiFKAS is still refusing to
> divulge who employs it (muttering twaddle about "Atari Jihads" who are
> "out to get it").
>
> > >> I'm not even going to start commenting on the actual subject, because
> > >> I'm sure you don't care. Besides, I don't feel the need to waste time
> > >> defending my favourite computer platform. Some people like pears,
> > >> >some oranges, and some.... apples. So what? I also use an Apple
> > >> Macintosh machine, but I'm no fanatic. For me it's just a tool, and
> > >> so is the STe I have next to it.
> >
> > >A free country, unless up north is not. I could not care what people
> > >use.
> >
> > A free country? As if your postings only reach your own US of A?

> > Another ignorant American thinking he's in the centre of the universe!
> > (My apologies to the other Americans here, but this kind really makes me
> > want to puke).
> >
> > The next thing you're going to talk about is probably your freedom of
> > speech and all that stuff many of you Americans babble about all the
> > time someone criticizes you.
>
> years ago TiFKAS would defend its constant attacking of Atari users
> in c.s.a.st (which was in violation of the newsgroup charter, which
> forbid "computer vs. computer" debates) by wrapping itself in the
> American flag and claiming that it was protected under the First
> Amendment of the US Constitution, which promises freedom of speech.
> When, however, I discovered that the US Supreme Court had ruled in 1974
> (in the landmark case "FCC Vs. Pacifica" AKA "Pacifica Broadcasting's
> playing George Carlin's Seven Words You Must Never Say On Television")
> that public nuisances were not protected under the 1st Amendment and
> could indeed be subject to criminal and libel prosecution, and made that
> clear in that forum that TiFKAS defined "public nuisance" to a T,
> TiFKAS promptly shut up.

What dream was this?

> I find it interesting that TiFKAS is accusing you of being from
> Canada, Hallvard (notice the "up North" reference) -its known emnity to
> the Great White North is showing, due to the fact that a number of its
> most vocal critics who have totally humiliated it in exposing its vast
> ignorance of anything computer-related hail from there, often claiming
> we have a lousy "socialist government", are sinking economically, and
> are nothing more than "US-owned territory". It must really hurt it to
> discover that currently Canadian economic growth is larger than the US,
> not to mention that at least in our elections we can count, unlike in
> TiFKAS' US where they allowed the dumbest politician since Dan Quayle to
> become president due to a stupid concept like the Electoral College.
> (It's also funny that the newspaper it uses as "evidence" of the bad
> stuff about Canada, The National Post, is also considered a national
> joke which has bled red ink since its inception, and that its publisher,
> Conrad "Tubby" Black, has fled Canada with his tail between his legs out
> of shame).

Speaking of dumb politicians, you have one in your neck of the woods.
What boob stereotyped Africa? All that money down the drain because he
had a dream that a tribe was dancing around a big cooking pot being
boiled with him inside.. I am sure that the business community is
amused..

There is discussion of implementing user fees for visits to the health
clinic. Seems that costs are spiraling out of control..

> > >> If you think you're bringing "Mac-evangelism" to the world you've
> > >> truly misunderstood the whole concept and surely bring disgrace to
> > >> the rest of your fellow Macintosh fanatics. If you believe your

> > >> postings will bring Atari users to start using Macs you're dead
> > >> wrong. Check your head man!
> >
> > >How did Mac evangilism get into this? What makes you think I am a Mac
> > >fanactic? I use one as a tool to get the job done.. You're being to
> > >emotional ..
> >
> > Again, I see no need to comment on this as your postings speak for
> > themselves.
>
> ROTFLMAO! well said, Hallvard!
>
> TiFKAS is now denying that it is a "Mac Evangelist"? After all these
> years of carpet-bombing c.s.a.st and .advocacy with its obvious pro-Mac
> drivel? After calling users of fuji-badged computers "Atari boobs" who
> "need to get laid"? After saying such things like "Calamus is crap", and
> "90% of all Atari applications fall over on the Milan"? Who once claimed
> that Apple, depite a BILLION DOLLAR LOSS in 1997, still showed a profit?

You said it not me...Still looking for the first one?

> >
> > >sinclap!
> > >somewere in mpls
> >
> > Still too scared to reveal who you really are...
> > Can't stand behind your worthless drivel, can you?
>
> its name: Peter Sinclair (sometimes Peter Sinclair-Day)
> its ISP - Earthlink (check the headers, that's where it's posting
> from)

At least you have an imagination..

> > Makes me wonder how many Internet providers you've been banned from....
> > I'm sure this isn't the only newsgroup you've been polluting with your
> > endless stream of crap.
>
> TiFKAS has also been known to spread its reign of error in the amiga
> groups, as well as the Lynx and Jaguar groups.

Oh puleaze...Do you have alt names for your critics on other groups
like the Simpsons?

> TiFKAS has also been reprimanded by Cedarnet.org for violating its
> user agreement when it was active in attacking users in c.s.a.st (a
> charge it denies, despite the fact that I was e-mailed by Cedarnet and
> was told that it had been warned and reprimanded, subsequently TiFKAS
> disappeared from c.s.a.st for a time like a whipped puppy), was tossed
> off DejaNews for a time for posting sexually explicit content in
> .advocacy, and was banned from Hotmail after it used the service to send
> harrassing e-mail to one of its critics.

I was never on hot mail. You must mistake me with another. As for cedarnet, I was never reprimanded with a letter... just a note that there was a complaint. Replied to the complaint note... No violation of usenet policies. Don't know what they sent to you.. If this standard was held up, usent would be as empty as the Aussie outback or the Alberta province

5998. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-26 23:00:41 UTC
From: danap8@aol.com
Message-ID: <20010626190041.26752.00001152@ng-mo1.aol.com>
Source record: 1113

>In other words...Were not good enough to charge for advertising..

Funny, I don't recall seeing those words in a message by me.

Typical of you, however, you seem to have a way of turning things around to fit your agenda. When will you finally admit to yourself what everyone else has so clearly explained and proved to you: you're an asshole.

5999. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-06-28 03:46:45 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B3AA8A5.918BE152@sprint.ca>
Source record: 1114

sinclap@nospam.net wrote:

> I say again, have a portable VST HD to back up files that I want
> preserved. Ext HD is useful for my needs.
>

What do you do when it fills up? or when it dies? yes not "if" but when? You
can't bullshit your way out of that problem the way you try to here.

>
> My parents damp basement is 300 miles from my place. Currently in
> China for a working excursion..
>

More crap, China has no shortage of part time janitors. the dampness of your
parents basement does explain your pallid pimply complexion.

>
> sinclap!
> is somewere in fantasyland

6000. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-03 15:29:20 UTC
From: sinclap@nospam.net
Message-ID: <030720011026545524%sinclap@nospam.net>
Source record: 1115

In article <20010626190041.26752.00001152@ng-mo1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >In other words...Were not good enough to charge for advertising..
>
> Funny, I don't recall seeing those words in a message by me.
>
> Typical of you, however, you seem to have a way of turning things around to
> fit
> your agenda. When will you finally admit to yourself what everyone else has
> so
> clearly explained and proved to you: you're an asshole.

I don't have an agenda.. Maybe it's the credibility of the rag with
lack of perspective and not believeing in the publication. Sounds like
an excuse.. Maccentral.com has done it...

I have been called worse. My critics come and go..

sinclap!
somewere in mpls

6001. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-03 15:34:27 UTC
From: sinclap@nospam.net
Message-ID: <030720011033560904%sinclap@nospam.net>
Source record: 1116

In article <3B3AA8A5.918BE152@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> sinclap@nospam.net wrote:
>
> > I say again, have a portable VST HD to back up files that I want
> > preserved. Ext HD is useful for my needs.
> >
>
> What do you do when it fills up? or when it dies? yes not "if" but when?
> You
> can't bullshit your way out of that problem the way you try to here.

Has not pass the halway mark yet. If it dies, I send it back for a new
one. Still have original contents on my PB.

> >
> > My parents damp basement is 300 miles from my place. Currently in
> > China for a working excursion..
> >
>
> More crap, China has no shortage of part time janitors. the dampness of your
> parents basement does explain your pallid pimply complexion.

What ever..Only in your mind. You have issues with janitors or you
acting macho disguised as one?

sinclap!
somewere in mpls

6002. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-03 15:36:26 UTC
From: sinclap@nospam.net
Message-ID: <030720011035558062%sinclap@nospam.net>
Source record: 1117

In article <3B38A974.E67CFDFE@particlesalad.com>, Particle Salad
<mark@particlesalad.com> wrote:

> Everybody thinks they have a lilfe and a sense of humor.
>
> Your time spent here displays the clear and obvious fact: you have no life.
>
> You're not only the MacParrot, you're actually parroting me.. way to go,
> prove my
> point. Come up with your own insults or don't even try, MacParrot.

Only in your mind! Sounds like you need to talk to someone.

sinclap!
somewere in mpls

6003. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-03 23:49:41 UTC
From: danap8@aol.com
Message-ID: <20010703194941.18355.00002484@ng-fl1.aol.com>
Source record: 1118

>I don't have an agenda.. Maybe it's the credibility of the rag with
>lack of perspective and not believeing in the publication. Sounds like
>an excuse.. Maccentral.com has done it...

Keep telling yourself that you don't have an agenda, and you'll continue to
believe it.

Excuses? For what? I've been doing this for well over 10 years now. All for
free with no inclination to charge for it. We do it for the enjoyment and
comraderie. There's nothing that implies a lack of credibility - our
readership increases weekly.

>I have been called worse. My critics come and go..

You should take their lead...

6004. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-04 01:09:13 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-90DB2F.21091203072001@news.bellglobal.com>
Source record: 1119
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:
>
> > I am not hiding. Chunk's knows me and my full name. I just hate spam
> > mail. How many viagra spam mail can one take...-)

once again, seeing that it is losing an argument, TiFKAS is
hallucinating about its imaginary friend "Chunks", who is merely TiFKAS'
projection of its own vile personality
```

6005. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-04 07:33:20 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3B42C6C0.4274F347@particlesalad.com>
Source record: 1120

Man, why are you even bothering? Your responses sound like they're written by a jr. high school kid.. of course, theirs would at least be funny/creative. Give it up.

sinclap@nospam.net wrote:

> In article <3B38A974.E67CFDFE@particlesalad.com>, Particle Salad
> <mark@particlesalad.com> wrote:
>
> > Everybody thinks they have a lilfe and a sense of humor.
> >
> > Your time spent here displays the clear and obvious fact: you have no life.
> >
> > You're not only the MacParrot, you're actually parroting me.. way to go,
> > prove my
> > point. Come up with your own insults or don't even try, MacParrot.
>
> Only in your mind! Sounds like you need to talk to someone.
>
> sinclap!
> somewere in mpls

6006. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-05 02:41:16 UTC
From: sinclap@nospam.net
Message-ID: <040720012140525489%sinclap@nospam.net>
Source record: 1121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <dreibel-90DB2F.21091203072001@news.bellglobal.com>, Daniel
L. Dreibelbis <dreibel@sympatico.ca> wrote:

> The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:
> >
> > > I am not hiding. Chunk's knows me and my full name. I just hate spam
> > > mail. How many viagra spam mail can one take...-)
>
> once again, seeing that it is losing an argument, TiFKAS is
> hallucinating about its imaginary friend "Chunks", who is merely TiFKAS'
> projection of its own vile personality

You answered! hi 'Chunks'!

See ya in NYC later in the month..

sinclap!
somewere in mpls

6007. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-05 21:38:13 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B44DE45.FAC51156@sprint.ca>
Source record: 1122

sinclap@nospam.net wrote:
>Has not pass the halway mark yet. If it dies, I send it back for a new one.
Still >have original contents on my PB.

Nor have you answered the question posed to you in the first place. Not surprising considering you haven't answered any of the other tough questions about your outrageous bollocks.

> What ever..Only in your mind. You have issues with janitors or you
> acting macho disguised as one?
>

No not in my mind. This came up several years ago when you made your bogus claims of being employed at a university and implied you were a member of faculty. Until it was uncovered you're only qualifications might get you in as a janitor, nothing else. Of course this is yet another of the endless examples of you blowing smoke from every oriface to disguise your incompetance. But then to expect more of you is perhaps unfair considering your incurable stupidity and penchant for verbal flatulence.

6008. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-05 21:46:19 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B44E02B.B394AF19@sprint.ca>
Source record: 1123

sinclap@nospam.net wrote:

> You answered! hi 'Chunks'!

Another example of tifkas many hallucinations. Talking to itself is one sign of mental instability desparately needing treatment. Even that is a slap in the face who've had benefit from mental health providers. Perhaps tifkas sole contribution to the world will be as an example in every chapter of the newest crop of psychiatric textbooks now used in med school.

>
> See ya in NYC later in the month..

No tifkas, you won't be seeing him or anyone else in NYC. to see him you'd have to go there yourself. Since its been proven time and time again that you fail to appear at macworld expo and any other trade show, its not surprise to realize you won't be at this one either. Take the hint, if you did go, you'd be quickly banished at the door. The Mac community doesn't want you, the Atari community doesn't want you. NOBODY WANTS YOU because your a useless idiotic blowhard.

6009. Re: Atari Online News, Etc. #03-26

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-07 06:39:04 UTC
From: sinclap@nospam.net
Message-ID: <07072001013827988%sinclap@nospam.net>
Source record: 1124

In article <20010701083219.07749.00001593@ng-cs1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> A-ONE #0326 06/29/01
>
> ~ Classic Gaming Expo! ~ People Are Talking! ~ MagiC SDK News!
> ~ Aimster Suit Stays! ~ JagFest 2K1 Is Here! ~ AdMail Not Spam?!
> ~ CCAG 2001 Show Time! ~ AniPlayer Update! ~ Freelancers Win!
> ~ Napster Request Denied ~ Atari Users Net Poll! ~ Prevent Web Ads?!
>
> -* Microsoft Split Order Turned *-
> -* Internet Sales Tax Battle Continues *-
> -* EarthLink Follows AOL's Lead, Raises Price *-

I still don't how the content headers have to do with Atari and titled
as a fuji online journal.

>
> ___ ___
> / \----/ \ Dana P. Jacobson - Publisher - A-ONE
> |-----| |-----| Atari Online News, Etc.

sinclap!
somewere in mpls

6010. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-07 06:48:08 UTC
From: sinclap@nospam.net
Message-ID: <070720010147230187%sinclap@nospam.net>
Source record: 1125

In article <3B44E02B.B394AF19@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> sinclap@nospam.net wrote:
>
> > You answered! hi 'Chunks'!
>
> Another example of tifkas many hallucinations. Talking to itself is one sign
> of
> mental instability desparately needing treatment. Even that is a slap in the
> face who've had benefit from mental health providers. Perhaps tifkas sole
> contribution to the world will be as an example in every chapter of the newest
> crop of psychiatric textbooks now used in med school.

Sounds like 'Chunks' has a second online identity to hide under to do
the biding..

> >
> > See ya in NYC later in the month..
>
> No tifkas, you won't be seeing him or anyone else in NYC. to see him you'd
> have
> to go there yourself. Since its been proven time and time again that you fail
> to appear at macworld expo and any other trade show, its not surprise to
> realize
> you won't be at this one either. Take the hint, if you did go, you'd be
> quickly banished at the door. The Mac community doesn't want you, the Atari
> community doesn't want you. NOBODY WANTS YOU because your a useless idiotic
> blowhard.

So you know all of 'nobody'? Who are the identities in the mac and
atari community that would deny me the entrance? Have been to more
trade shows than you will ever have been to if ever...will make your
head spin.

Nice prozac fantasy!

sinclap!
somewere in mpls

6011. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-07 07:02:42 UTC
From: sinclap@nospam.net
Message-ID: <070720010202093529%sinclap@nospam.net>
Source record: 1126

In article <3B44DE45.FAC51156@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> sinclap@nospam.net wrote:
> >Has not pass the halway mark yet. If it dies, I send it back for a new one.
> Still >have original contents on my PB.
>
> Nor have you answered the question posed to you in the first place. Not
> surprising
> considering you haven't answered any of the other tough questions about your
> outrageous bollocks.

You have not been able to accept the fact that you were proven not..

> > What ever..Only in your mind. You have issues with janitors or you
> > acting macho disguised as one?
> >
>
> No not in my mind. This came up several years ago when you made your bogus
> claims
> of being employed at a university and implied you were a member of faculty.
> Until
> it was uncovered you're only qualifications might get you in as a janitor,
> nothing
> else. Of course this is yet another of the endless examples of you blowing
> smoke
> from every oriface to disguise your incompetance. But then to expect more of
> you is
> perhaps unfair considering your incurable stupidity and penchant for verbal
> flatulence.

Yes, at one time I was employed at the University in the IT group at
the libr...as the lone mac(maytag)tech person. 90% of the time was
observing the legions of windoze techs going ga ga over the new windoze
95 at the time and continous trouble shooting of wintel 3 workstattions
in staff and public stations. Very hilarious... observing the mindset
of the IT beauracracy and job security..Had my token macs out on the
network by end of business day and begun the wait tech watch..Waited,
waited, waited, waited, waited and bing...the first tech call!!
Easiest money I made. Just a restart to fix the freeze... Afterwards,
my college party career had come to an end. Still paying off the
brewsky tab though.

sinclap!
somewere in mpls

6012. Re: Atari Online News, Etc. #03-26

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-07 13:33:55 UTC
From: danap8@aol.com
Message-ID: <20010707093355.23765.00001789@ng-mn1.aol.com>
Source record: 1127

```
>> A-ONE #0326 06/29/01
>>
>> ~ Classic Gaming Expo! ~ People Are Talking! ~ MagiC SDK News!
>> ~ Aimster Suit Stays! ~ JagFest 2K1 Is Here! ~ AdMail Not Spam?!
>> ~ CCAG 2001 Show Time! ~ AniPlayer Update! ~ Freelancers Win!
>> ~ Napster Request Denied ~ Atari Users Net Poll! ~ Prevent Web Ads?!
>>
>> -* Microsoft Split Order Turned *-
>> -* Internet Sales Tax Battle Continues *-
>> -* EarthLink Follows AOL's Lead, Raises Price *-
>
>I still don't how the content headers have to do with Atari and titled
>as a fuji online journal.

Then look again pea-brain!! There are seven Atari-related articles in just the
headers above. You keep proving to the world that you're a clueless asshole.
Why don't you give up while you're ahead?!
```

6013. Re: Atari Online News, Etc. #03-26

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-07 21:08:25 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <xejGWTBJp3R7EwKv@atari.org.uk>
Source record: 1128

In article <070720010138277988%sinclap@nospam.net>, sinclap@nospam.net writes
>I still don't how the content headers have to do with Atari and titled
>as a fuji online journal.

well you sure make sense!!! NOT!!!

Maybe you should explain it to me... You sound a little backward to me!
Obviously you aren't anyone important.... except maybe to yourself.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6014. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-09 04:24:55 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B4931F4.D1C5EB39@home.com>
Source record: 1129

sinclap@nospam.net wrote:

> You have not been able to accept the fact that you were proven not..
>

You haven't proven anything other than your a liar and an arrogant asshole. You confront facts with lies stacked upon lies.

>
> Yes, at one time I was employed at the University in the IT group at
> the libr...as the lone mac(maytag)tech person. 90% of the time was
> observing the legions of windoze techs going ga ga over the new windoze
> 95 at the time and continous trouble shooting of wintel 3 workstattions
> in staff and public stations. Very hilarious... observing the mindset
> of the IT beauracracy and job security..Had my token macs out on the
> network by end of business day and begun the wait tech watch..Waited,
> waited, waited, waited, waited and bing...the first tech call!!
> Easiest money I made. Just a restart to fix the freeze... Afterwards,
> my college party career had come to an end. Still paying off the
> brewsky tab though.

Yes and a big brewski tab you have. Being a drunk would explain your aberrant stupidity. But I still wonder why you persist in this lie when it was disproven years ago. People have checked and you never worked there. But for us in the REAL WORLD we dont go to college to party and be an idiotic buffoon as you are but to increase our knowledge. This is why your the only one clueless to one blinding fact, that is your own ignorance of the real world.

6015. If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-12 20:09:21 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9ikva3ple1@nereid.worldonline.nl>
Source record: 1130
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

For the sake of argument let's suppose you could design a next generation $300 homecomputer. The goal is to make a userfriendly machine for general use and for hobbyists. How would such a system look?

CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this type of thing, you should be looking at the $20-35 level)
As OS? (Linux is a dead giveaway, but there also other OS's out there)
Build in programming language? (please choose anything but Basic!)
Amount of memory? (RAM and ROM)
Graphic and Sound?
Network capabilities? (internet capable)
Plug in capabilities (remember you're making it as cheap as possible so modems, CD-Roms, HD's are all extras)
Video (TV? or Monitor?)

Remember that the RETAIL price should be $300, so think in wholesale prices. The real costs should below $200 or even below the $150 level. You may presume that a million units would be manufactured so take volume discounts for components into account

Let's see what sort of systems people come up with.

6016. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-12 21:57:14 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <jg5sktgdj963nhe66qk951fo32lp3gniv5@4ax.com>
Source record: 1131
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?
>
>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)
Well, in quantities, you might get pretty close for low end
Celerons....
>As OS? (Linux is a dead giveaway, but there also other OS's out there)
FreeDOS?? It's getting closer to be usable everyday....
Linux for a home user, no way, not in this decade AFAIAC... ;-)))
>Build in programming language? (please choose anything but Basic!)
What's wrong with BASIC? It's easy to be "build in", as it is an
interpreter and there are a lot of BASIC variations out there that
would stand any comparison for ease of use and performance....
Or you you suggest something more academic like Smalltalk, Lisp or
Java???
>Amount of memory? (RAM and ROM)
Not as much a question of cost (128MB SDRAM is less than $10 these
days), as of a combination of the above specs...
>Graphic and Sound?
VGA style graphics with 4MB RAM and at least 800x600, 16bit colors is
not a problem these days either..
And SB compatible sound probably not...
>Network capabilities? (internet capable)
an onboard solution with a Realtek chip and TP 10/100 RJ-45
connector...
>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)
>Video (TV? or Monitor?)
Well, a monitor is probably the most expensive part. As for the
possible graphics capabilities, a TV (if it's not a fancy digital HDTV
one) is far below the capablities of the graphics chips...
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
If you buy a million pieces of ANY component, you get FAR below the
usual retail prices. a quick look on pricewatch reveals

CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
Memory: 128MB PC133 $9
Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
case w/ p/s $25 (ATX desktop)

Ok, that is a pretty mix, bu assuming large quantities as you
mentioned, this is less than $100 for the major parts. Add a few $10
for network and sound and smaller stuff, no problem...

>
>Let's see what sort of systems people come up with.
>
Ok, just a rough sketch, but it should give you an idea.
The problem is to finance this and to get the software for it (BeOS
might be nice, but....)
And these days, you will have a hard time selling something that is
not Playstation or PC compatible...
And than you are up against M$ with their XBox or whatever it is
called these days......

just my 2c,

Ralf

6017. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-12 22:13:54 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <ra7sktkiuhanst9qrmth22ld7tg0dk2ldi@4ax.com>
Source record: 1132
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?

You need to make your mind up. Either it's a toy - and at $300 retail
that's all you can aim for - or it's a computer for "general use and
for hobbyists".

>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)

Very cheap and weak Intel or AMD CPU's then. The alternative is to go
with the stuff used in PDA's, but do you want to have a desktop or a
PDA.

>As OS? (Linux is a dead giveaway, but there also other OS's out there)

Like QNX maybe, or a ported version of AmigaOS. Other alternatives
rake you back to the PDAs.

>Build in programming language? (please choose anything but Basic!)

gcc for real programming, Perl for scripting.

>Amount of memory? (RAM and ROM)

Depends on the OS. No ROMs, they stink.

>Graphic and Sound?

There are plenty of cheap chipsets.

>Network capabilities? (internet capable)

Built-in 10/100 BaseT. Essential.

>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)

Don't be daft. There's no point making CDROMs and HD's "extras".
What, you think people are willing to go back to swapping floppies?

>Video (TV? or Monitor?)

Again, are you after a computer or a toy?

>Remember that the RETAIL price should be $300, so think in wholesale prices.
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
>
>Let's see what sort of systems people come up with.

What's the point? This is market research for the '80s. Nowadays
people aren't satisfied with a cheap jack of all trades that doesn't
do anything very well. They want a cheap games machine, they buy a
console. They want a cheap general purpose computer, they get one.
They want something cheap that does everything well, they get into a
time capsule and go back to 1985.

Anyone aiming to produce computers that retail at $300 is going to be
peddling a pile of camel dung.

--
Bill Hoggett

6018. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-12 23:42:26 UTC
From: davidbutteryANTISPAM@yahoo.co.uk
Message-ID: <Xns90DD77E5F336davidbutteryyahoouk@130.133.1.4>
Source record: 1133
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

T.J.T van Kooten <thomas@-nospam-worldonline.nl> wrote on 12 Jul 2001:

<snip>
>Build in programming language? (please choose anything but
> Basic!)
<snip>

Two points.

Firstly, what's so bad about Basic? It's entirely possible to write structured programs in any decent dialect (BBC Basic being a case in point), and the mere posession of a GOTO statement is not in itself the mark of the devil.

Secondly, why does there have to be only one built in language? Look at the BBC Micro - 4 ROM sockets (expandable to 16), allowing you to have several languages resident at once, switchable by software commands (eg *BASIC or *PASCAL).

[1] Yes, I do own one, and it's great.

--
David. (GPLRank handicap -6.57; Monsters of GPL +271.79)
The GPL Scrapyard: http://scrapyard.9ug.com
"After all, a mere thousand yards - such a harmless little knoll, really" - Raymond Mays on Shelsley Walsh.

6019. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 02:13:46 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9934517D%news@youmustbejoking.demon.cu.invalid>
Source record: 1134
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Bill Hoggett may or may not have written...

> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
[snip]
>> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
>> this type of thing, you should be looking at the $20-35 level)

> Very cheap and weak Intel or AMD CPU's then. The alternative is to go with
> the stuff used in PDA's, but do you want to have a desktop or a PDA.

Oh, I don't know... I'm using a nice ARM-based desktop box here...

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Risc PC, Spec+3, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ | Toon Army
| Is your newsreader well behaved? <URL:http://www.newsreaders.com/gnksa/>

"ABSOLUTELY BRILLIANT!"

6020. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 03:23:59 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com>
Source record: 1135
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?
>

It would probably look very much like the e--Machines system I just
bought my daughter to take to college with her.

600Mhz Celeron
32 MB RAM
8Mb SVGA Video integrated on motherboard
Soundblaster compatible integrated on motherboard
10 GB Hard Drive
16x DVD
Keyboard
Mouse

Cost? $269

(OK, I got a deal because these were "returned" systems from a company
that canceled a contract. They had to be sold as :"ref urbs" because
they weren't "new". Big deal.)

Oh, and I added a 10/100 card for $14 and 256MB RAM for $55

She probably could have gotten by without the RAM, but why?

The price is in the $300 ball park and it's a system she'll be
familiar with and can make instant use of. The software it runs will
be compatible with most people she runs into in college. It has a
software base that no new computer could challenge for decades.

>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)

And looking at incompatibilities? Let's choose something no one else
runs at present just to be different? Something with no software
base? Something that will have to run an emulator (and slow it down)
in order to have any programs to run?

>As OS? (Linux is a dead giveaway, but there also other OS's out there)

Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.

>Build in programming language? (please choose anything but Basic!)

Why not? BASIC is userfriendly. It uses natural language. It was
designed to be easily usable.by anyone.

Why choose something that will only discourage users from learning it?

>Amount of memory? (RAM and ROM)

RAM is cheap. More is better. Decide on the actual amount at the
last minute depending on the final cost of the unit. Put in as much as
you can to bring the cost up to your final limit.

ROM is nice, but restrictive. Atari was hobbled by the difficulty of
releasing bug fixes to its TOS operating system because the OS was in
ROM. (Well, that was one of the reasons.) But it was VERY nice to
have the system boot in seconds.

>Graphic and Sound?

Yes, definitely.

>Network capabilities? (internet capable)

Of course.

>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)

Why? When you can buy a system like I described above. Who is going
to buy a stripped down box? Will it have a cassette interface?

>Video (TV? or Monitor?)

Using a TV will restrict the output to 40 columns. Nice if you're
currently using a VIC-20, but who is going to do anything but play
8-bit games on a TV?

>
>
>Remember that the RETAIL price should be $300, so think in wholesale prices.
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
>
>Let's see what sort of systems people come up with.
>

Well, I've already got mine. (I'm designing roller coaster tracks
on it right now. I'll probably take that off before it goes off to
college with my daughter though.)

BobR

6021. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 03:24:22 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13d5c3b3f340461c989681@news-server.nc.rr.com>
Source record: 1136
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9ikva3ple1@nereid.worldonline.nl>, thomas@-nospam-worldonline.nl says...

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

hmmm... I think "Next Generation" and "$300 Home computer" are diabolically opposed.

> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)

AMD Duron 700MHz, 24 bucks. Powerhungry? who cares, I have a wall socket.

> As OS? (Linux is a dead giveaway, but there also other OS's out there)

Optional, included OS's are evil.

> Build in programming language? (please choose anything but Basic!)

"Next Generation" and "built - in" are diabolically opposed, why plan for obsolescence? (and what's wrong with Basic?)

> Amount of memory? (RAM and ROM)

256MB PC133CAS2, a whopping $50. To hell with ROM, ROM only seals the fate of the shortsighted. Anything "Next Generation" should have no ROM, hell, even the BIOS is going the way of the dodo.

> Graphic and Sound?

um, yes. ;)

> Network capabilities? (internet capable)

yes.

> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)

It's cheaper if they're NOT extra's.

> Video (TV? or Monitor?)

Grown men don't find sitting indian style on the floor in front of the family TV acceptable. Monitor, please.

> Remember that the RETAIL price should be $300, so think in wholesale prices.
> The real costs should below $200 or even below the $150 level. You may
> presume that a million units would be manufactured so take volume discounts
> for components into account

Why $300? If I want "Next Generation", I'm ready to pay for it. I'd rather pay $3G for a useable PC than waste $300 on something crippled to "cut corners" that doesn't do what I want. Money is /hardly/ an entry barrier these days.

> Let's see what sort of systems people come up with.

While interesting, the "Next Generation" PC will hardly be revolutionary because of its hardware or its cost. Both those barriers are /hardly/ barriers any more. The area society would most benefit is computer science research, Operating Systems and User Interface design are what will make something "Next Generation", not cheap hardware or retail price.

6022. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 04:15:02 UTC
From: "Pekka \\Pihti\" Takala <pekka.takala@pp.inet.fi>"
Message-ID: <3B4E75C6.9524E9E6@pp.inet.fi>
Source record: 1137
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" wrote:
>
> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

It should be small and cost-effecient. $300 is WAY too much. let's say
$150 is quite affordable. Also it should be able to emulate numerous of
those old home machines and the emulation be changed in software.
Nowadays it is possible to make chips by programming them.

> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)
> As OS? (Linux is a dead giveaway, but there also other OS's out there)
> Build in programming language? (please choose anything but Basic!)
> Amount of memory? (RAM and ROM)
> Graphic and Sound?
> Network capabilities? (internet capable)
> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)
> Video (TV? or Monitor?)

Cpu would be Western Desing Center 65816 and a z280 or a z380. Both
would share the same memory, and there would be 16 megabytes of ram
memory and bankable one megabyte of video memory (so that it can be
mapped to either cpu's memory area). Also they could run their code
simultaneously so that when the machine is emulating a 65xx machine, the
z380 emulates the old chips in those systems while the 65816 runs the
code. Also, when a z80 machine is emulated, the 65816 takes care of
chipemulation. Also some of the memory would be relocatable in software
so that the old chips, roms and so on can be easily emulated. The clock
speed of both cpus should also be changable in software.

The programming language would be c++ or c or assembler. Also basic
would be considerable. Only needed rom would be the code starter roms
for both cpu's and a boot rom. The rest could be loaded from an ordinary
ide hard disk drive. A dvd-rom would also be a good there; it can store
much information and can possibly be used to watch dvd. Also if it is
made bootable it would be fine.

As a graphic solution a svga driver chip would be superior. As a sound
chip a creative sb16 chip would be fine. It has fm and 16 bit stereo
dsp. A ne2k compatible rtl8019 would be fine for networks.

>
> Remember that the RETAIL price should be $300, so think in wholesale prices.
> The real costs should below $200 or even below the $150 level. You may
> presume that a million units would be manufactured so take volume discounts
> for components into account
>
> Let's see what sort of systems people come up with.

--
*Pekka "Pihti" Takala *pekka.takala@pp.inet.fi
*asm sw developer *home: +358-6-8311341
*cellular: +358-40-5670465

6023. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 06:50:18 UTC
From: LordDaha <look@signature.com>
Message-ID: <9im5nt$1dk4$1@rivage.news.be.easynet.net>
Source record: 1138
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Bob Retelle" <bobr1@provide.net> wrote in message
news:dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com...
>
> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
>
> Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.
>

???

Weird. I think you should check out a recent Linux distribution.

--

LordDaha
(email : (*) at easynet dot be, where (*) is lorddaha)

6024. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 07:07:41 UTC
From: pausch@saaf.se
Message-ID: <9im6nt$nm5$1@merope.saaf.se>
Source record: 1140
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9ikva3ple1@nereid.worldonline.nl>,
T.J.T van Kooten <thomas@-nospam-worldonline.nl> wrote:

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

First of all, it would be two different systems:

A "userfriendly machine for general use" could very well be a closed
machine, like e.g. the early Macintosh models. The user just wants to
use such a machine, without caring about the inner workings of it,
much like you e.g. watch TV without bothering to understand how the
TV set actually works.

A machine "for hobbyists" would be different: it would be open, well
documented, expandable, etc -- more along the line of the Apple II or
the PC's. This machine is for people who want to poke around in it.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

6025. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 07:17:23 UTC
From: Marc Walters <marc@classworks.com.au>
Message-ID: <3b4e9f7b@news.hunterlink.net.au>
Source record: 1139
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message news:9ikva3ple1@nereid.worldonline.nl...
> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

(with apologies for the huge cut and past of one of my previous posts)
CMD made an attempt with GUS - 3 x 65816 at 20Mhz, SCPU 128 architecture and some other neat ideas. The arrival of cheap PCs killed the project. The problem with cheap PCs is that their first-time owners tend to treat it as an appliance, and paying expensive bills to get problems fixed, or to purchase entirely unnecessary application software for more than the initial purchase price of the box.

One of my favourite "toys" was an old Dick Smith (Funway?) Electronics Learning Kit. It was a board with springs (to join the hookup wire), components, and project sheets. Simple, fun, and educational. Especially since there was no need for that ten-year old to to wield a dangerous soldering iron and play with mains electricity. Which leads nicely into...

If the C64 was going to be ressurected in a modern form, it would have to be something entirely different from a PC, and aimed at an entirely different market. A "learning" or "hobby" computer. Like "Mecchano" and IIRC "Lego Robotics".

Something that was:

a) Relatively inexpensive
b) Programmable
c) Childproof and newcomputerowner-proof
d) Expandable

What I'm thinking of is a SCPU-driven 64 in a PC mini tower, with real O/S that sits over the C64 BASIC/KERNAL package and provides a protected environment for a new BASIC or PASCAL with strong visual and audio support. A component system, similar to Borland's "Delphi" would be really nice.

The O/S would be scaleable -
* A "Childrens' Mode" which allows a subset of the programming languages and lots of presets for stuff like printer output, menu-driven educational titles, etc (in ROM?). Perhaps a point-and-click programming language with built-in music to make "games" similar to the old Commodore "babysitter" titles ala "Pinball Construction Set".
* A "Hobby Mode", perhaps using a hard-to-get-at hardware switch which allows access to the guts of the machine, and 64-mode, etc. A redesigned "hobby-port", basically the User port with build-in relays and perhaps a bay for a 9-volt battery to power plug-in (out of the box) hardware projects.

In all, a machine that the user can get a real feeling of being in control - no worry about viruses or crashes or constant version updates and patches. Something parents will buy for the kids as a toy but may (hopefully) discover than by plugging some extra stuff into it, can do basic tasks like wordprocessing and may not be quite the toy they thought it was.

Marc Walters
marc@objectconnections.com

6026. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 08:58:12 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <EKy37.8779$qR5.986431@news01.chello.no>
Source record: 1141
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that would rule. But, RISC processors are maybe to expensive ?

6027. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 11:48:25 UTC
From: Hans Summers <HansSummers@HotMail.Com>
Message-ID: <9imndd$jqjfa$1@ID-61331.news.dfncis.de>
Source record: 1142
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

>
> Let's see what sort of systems people come up with.
>

An internet project already exists for a "Next Generation" CPC computer, which will use an eZ80 processor (Z80 compatible), run old CPC software, be open, have a new operating system etc. See web page at http://cpcng.free.fr/ or mailing list archives at http://groups.yahoo.com/group/CPCNG (a bit quiet recently).

Hans Summers

6028. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 12:58:01 UTC
From: ljp7@york.ac.uk
Message-ID: <9imr8p$2kg$2@pump1.york.ac.uk>
Source record: 1143
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.cbm T.J.T van Kooten <thomas@-nospam-worldonline.nl> wrote:
> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)
A PowerQUICC 862 (I'm not sure I've got the number right)
> As OS? (Linux is a dead giveaway, but there also other OS's out there)
go for linbux, it's easiest.
> Build in programming language? (please choose anything but Basic!)
why bother, just stash gcc on it's HDD
> Amount of memory? (RAM and ROM)
dunno, the stuff's dirt cheap, prolly somewhere around 32MB.
> Graphic and Sound?
Half inch a cheapo PCI SVGA chip and stick an AC97 codec on one of the PowerQUICCs serial ports.
> Network capabilities? (internet capable)
Make use of another PowerQUICC serial port.
> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)
SCSI and USB. I would *not* make an HDD an extra. They're cheap enough anyway, for a small one.
> Video (TV? or Monitor?)
Both standards, but supply neither.

--
(lisp) - http://www-users.york.ac.uk/~ljp7
A man walks into a bar and asks for an entendre.
"Single or double?" "Double."
He gave him one.

6029. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 12:59:48 UTC
From: ljp7@york.ac.uk
Message-ID: <9imrc4$2kg$3@pump1.york.ac.uk>
Source record: 1144
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.cbm Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
> If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that
> would rule. But, RISC processors are maybe to expensive ?

No, they're cheaper these days.

What with them being a lot smaller, efficient, cheaper to produce, etc.
--
(lisp) - http://www-users.york.ac.uk/~ljp7
A man walks into a bar and asks for an entendre.
"Single or double?" "Double."
He gave him one.

6030. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 13:06:23 UTC
From: ljp7@york.ac.uk
Message-ID: <9imrof$7s4$1@pump1.york.ac.uk>
Source record: 1145
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.cbm Darren Salt <news@youmustbejoking.demon.cu.invalid> wrote:
> I demand that Bill Hoggett may or may not have written...
>> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
>> <thomas@-nospam-worldonline.nl> wrote:
> [snip]
>>> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
>>> this type of thing, you should be looking at the $20-35 level)
>> Very cheap and weak Intel or AMD CPU's then. The alternative is to go with
>> the stuff used in PDA's, but do you want to have a desktop or a PDA.
> Oh, I don't know... I'm using a nice ARM-based desktop box here...

And I'm surround by two MIPS boxes (One is admittedly a PSone, the other is
significantly cooler - an SGI Indy), one SPARC box (SPARCstation IPX) and one
SuperSPARC box (SPARCserver 10).

These might not be be spanking new architectures, but they're superior in
every way (expect sheer clock speed) than any Intel/clone box I've seen.

--
(lisp) - http://www-users.york.ac.uk/~ljp7
A man walks into a bar and asks for an entendre.
"Single or double?" "Double."
He gave him one.

6031. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 18:17:34 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <j8eukts68qfrh1lo3flmkgpe1ufpqcanbt@4ax.com>
Source record: 1004
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 08:50:18 +0200, "LordDaha" <look@signature.com>
said:

>"Bob Retelle" <bobr1@provide.net> wrote in message
>news:dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com...
>>
>> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
>>
>> Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.
>
>Weird. I think you should check out a recent Linux distribution.

I've been using and sysadminning Linux for the past few years, and
none of the distributions I've tried have been sufficiently
idiot-proof to put in a consumer device*. However, that doesn't mean
that one couldn't be created.

Now that I've been using it for a couple of weeks, this 'ere Debian
box behaves perfectly. I can and do use it as an appliance sometimes,
and at other times - well, there's all the other goodies there so I
can hack away.

I turn it on, and, after a minute or so, I'm at a graphical login. I
log in and I have a desktop, with common applications already on the
desktop and less-common applications in a small drop-down menu. The
Gnome panel across the top has a clock, a battery meter, and a
shutdown button, (and cos I'm somewhat more of a 'power user' than
what we're targetting, it has virtual desktops, task lists, etc as
well). It all 'just works'. And because the important config files
are protected, dumb users can't just break it. I have to explicitly
make myself root to break it.

* - nor is Windows. How many consumer devices do you have to go
through umpteen arcane menus and options to do something trivial? Not
even my VCR is as badly designed as Windows.

--
David Cantrell | http://www.cantrell.org.uk/david

6032. Re: Atari Online News, Etc. #03-26

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 18:29:52 UTC
From: sinclap@nospam.net
Message-ID: <130720011329184707%sinclap@nospam.net>
Source record: 1146

In article <20010707093355.23765.00001789@ng-mn1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >> A-ONE #0326 06/29/01
> >>
> >> ~ Classic Gaming Expo! ~ People Are Talking! ~ MagiC SDK News!
> >> ~ Aimster Suit Stays! ~ JagFest 2K1 Is Here! ~ AdMail Not Spam?!
> >> ~ CCAG 2001 Show Time! ~ AniPlayer Update! ~ Freelancers Win!
> >> ~ Napster Request Denied ~ Atari Users Net Poll! ~ Prevent Web Ads?!
> >>
> >> -* Microsoft Split Order Turned *-
> >> -* Internet Sales Tax Battle Continues *-
> >> -* EarthLink Follows AOL's Lead, Raises Price *-
> >
> >I still don't how the content headers have to do with Atari and titled
> >as a fuji online journal.
>
> Then look again pea-brain!! There are seven Atari-related articles in just
> the
> headers above. You keep proving to the world that you're a clueless asshole.
> Why don't you give up while you're ahead?!

Oh my...Getting touchy here.. See you can't take a comment very well.
In other words, I am not to entrepreneur enough to attend trade shows
and other events for original content.

sinclap!
somewere in mpls

6033. Re: Atari Online News, Etc. #03-26

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 18:30:46 UTC
From: sinclap@nospam.net
Message-ID: <130720011330127919%sinclap@nospam.net>
Source record: 1147

In article <xejGWTBJp3R7EwKv@atari.org.uk>, Steve Stupple
<Steve@atari.org> wrote:

> In article <070720010138277988%sinclap@nospam.net>, sinclap@nospam.net
> writes
> >I still don't how the content headers have to do with Atari and titled
> >as a fuji online journal.
>
> well you sure make sense!!! NOT!!!
>
> Maybe you should explain it to me... You sound a little backward to me!
> Obviously you aren't anyone important.... except maybe to yourself.

No. Just in your mind!

> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'

sinclap!
somewere in mpls

6034. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 19:28:55 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010713122152.26976A-100000@compass.oregonvos.net>
Source record: 1148
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001, T.J.T van Kooten wrote:

|For the sake of argument let's suppose you could design a next generation
|$300 homecomputer. The goal is to make a userfriendly machine for general
|use and for hobbyists. How would such a system look?

A box with a whole bunch of ports that all looked like 'phone jacks'
and was intelligent enough to tell the user (with a speech synthesizer)
what was available at each port. If you needed to pass through more
data than usual, just use more phone jacks. Yep, phone jacks all
over the place. Just about *anybody* can figure out how to plug jacks
in. But it is very human to plug the wrong things in to the wrong
sockets, so use the speech synthesis to tell him what's wrong. Oh,
and the audio ins and outs would be through phone jacks, too.

And when it powers up properly, and is sufficiently initialized, says
something like "Computer Okay."

6035. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 19:49:42 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010713124315.26976B-100000@compass.oregonvos.net>
Source record: 1149
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Fri, 13 Jul 2001, Matthew Montchalin wrote:
|On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
|
||For the sake of argument let's suppose you could design a next
||generation $300 homecomputer.

Well, I'd like to have the stripped down version priced at $150.

||The goal is to make a userfriendly machine for general use and
||for hobbyists. How would such a system look?
|
|A box with a whole bunch of ports that all looked like 'phone jacks'
|and was intelligent enough to tell the user (with a speech synthesizer)
|what was available at each port. If you needed to pass through more
|data than usual, just use more phone jacks. Yep, phone jacks all
|over the place. Just about *anybody* can figure out how to plug
|jacks in. But it is very human to plug the wrong things in to the
|wrong sockets, so use the speech synthesis to tell him what's wrong.

And what's right. You see, that's part of the initialization
procedure. For instance, if the Box ends up saying "Waiting for
Port 1 Jack" the user knows that something is up right there.

|Oh, and the audio ins and outs would be through phone jacks, too.

Yep, phone jacks all over the place.

|And when it powers up properly, and is sufficiently initialized,
|says something like "Computer Okay."

As for speech recognition, or maybe just whistle recognition, that's
a whole 'nother ball o' wax. The manufacturer would be shooting
himself in the foot if he requires the user to input data (er, ah,
select games or applications) by whistling.
```

6036. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 21:33:27 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inog6mbq1@nereid.worldonline.nl>
Source record: 1150
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Marc Walters <marc@classworks.com.au> wrote in message > One of my favourite "toys" was an old Dick Smith (Funway?) Electronics
> Learning Kit. It was a board with springs (to join the hookup wire),
> components, and project sheets. Simple, fun, and educational.
> Especially since there was no need for that ten-year old to to wield a
> dangerous soldering iron and play with mains electricity. Which leads
> nicely into...

Interesting, I had a similar kit with a board, springs, components and project sheets. You could upgrade the entire board to a full experimental control system complete with well written manuals (even for a kid) how to build and design assorted circuits. Cool stuff. :-)
You could find them in some of the larger electronics stores but I haven't seen one in years (sigh). I don't remember the name but it came from a german company, the boxes they came in were orange with electronics and schematics on them.

>
> If the C64 was going to be ressurected in a modern form, it would have
> to be something entirely different from a PC, and aimed at an entirely
> different market. A "learning" or "hobby" computer. Like "Mecchano"
> and IIRC "Lego Robotics".
>
> Something that was:
>
> a) Relatively inexpensive
> b) Programmable
> c) Childproof and newcomputerowner-proof
> d) Expandable
>
So it should be aimed as an educational toy/tool. Seeing the cut throat PC business this would be a sensible approach.

> What I'm thinking of is a SCPU-driven 64 in a PC mini tower, with real
> O/S that sits over the C64 BASIC/KERNAL package and provides a
> protected environment for a new BASIC or PASCAL with strong visual and
> audio support. A component system, similar to Borland's "Delphi" would
> be really nice.
>
Having used Pascal myself I would have to agree on using a system like Delphi. Although my heart these days is with Python. But that's a script language (I wish i had this as a kid, so clear and well structured!)

> The O/S would be scaleable -
> * A "Childrens' Mode" which allows a subset of the programming
> languages and lots of presets for stuff like printer output,
> menu-driven educational titles, etc (in ROM?). Perhaps a
> point-and-click programming language with built-in music to make
> "games" similar to the old Commodore "babysitter" titles ala "Pinball
> Construction Set".
> * A "Hobby Mode", perhaps using a hard-to-get-at hardware switch which
> allows access to the guts of the machine, and 64-mode, etc. A
> redesigned "hobby-port", basically the User port with build-in relays
> and perhaps a bay for a 9-volt battery to power plug-in (out of the
> box) hardware projects.
>
Truly a tinkering machine. For young and old ;-)

> In all, a machine that the user can get a real feeling of being in
> control - no worry about viruses or crashes or constant version
> updates and patches. Something parents will buy for the kids as a toy
> but may (hopefully) discover than by plugging some extra stuff into
> it, can do basic tasks like wordprocessing and may not be quite the
> toy they thought it was.
>
> Marc Walters
> marc@objectconnections.com
>
>
At least it would be a better investment than the newest game console on the
block. What parent could resist?

Cheers,

Thomas van Kooten

6037. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 21:46:09 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inp80$n0e$1@nereid.worldonline.nl>
Source record: 1001
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Ralf Quint <Ralf_Quint@hot_mail.com> wrote in message > >As OS? (Linux is a dead giveaway, but there also other OS's out there)

> FreeDOS?? It's getting closer to be usable everyday....
> Linux for a home user, no way, not in this decade AFAIAC... ;-)))
> >Build in programming language? (please choose anything but Basic!)
> What's wrong with BASIC? It's easy to be "build in", as it is an
> interpreter and there are a lot of BASIC variations out there that
> would stand any comparison for ease of use and performance....
> Or you you suggest something more academic like Smalltalk, Lisp or
> Java???
The reason is that Basic will being a good language for beginners isn't the best language to learn the art of programming (structure, modules etc..) . I'm not up to date up to date on recent Basic dialects but I believe the same problem still applies. Once you get to the higher programming languages this becomes evident and you have to 'unlearn' before you can start again.

Don't get me wrong. Basic was a good beginners language but these days I think Python is far more suited for newbies and novices.

> >Amount of memory? (RAM and ROM)
> Not as much a question of cost (128MB SDRAM is less than $10 these
> days), as of a combination of the above specs...
> >Graphic and Sound?
> VGA style graphics with 4MB RAM and at least 800x600, 16bit colors is
> not a problem these days either..
> And SB compatible sound probably not...
> >Network capabilities? (internet capable)
> an onboard solution with a Realtek chip and TP 10/100 RJ-45
> connector...
> >Plug in capabilities (remember you're making it as cheap as possible so
> >modems, CD-Roms, HD's are all extras)
> >Video (TV? or Monitor?)
> Well, a monitor is probably the most expensive part. As for the
> possible graphics capabilities, a TV (if it's not a fancy digital HDTV
> one) is far below the capablities of the graphics chips...
> >The real costs should below $200 or even below the $150 level. You may
> >presume that a million units would be manufactured so take volume discounts
> >for components into account
> If you buy a million pieces of ANY component, you get FAR below the
> usual retail prices. a quick look on pricewatch reveals

> CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
> Memory: 128MB PC133 $9
> Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
> case w/ p/s $25 (ATX desktop)
>
> Ok, that is a pretty mix, bu assuming large quantities as you
> mentioned, this is less than $100 for the major parts. Add a few $10
> for network and sound and smaller stuff, no problem...
>
I forgot to mention that you would have to include labor and manufacturing costs and the basic essentials (special casing (not just a standard box), cooling, cables etc...). These things eat into margins.

Cheers,

Thomas van Kooten

6038. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 22:06:48 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inqen$ns0$1@nereid.worldonline.nl>
Source record: 1002
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bill Hoggett <bill_hoggett@lineone.net> wrote in message
news:ra7sktkiuhanst9qrmth22ld7tg0dk2ldi@4ax.com...
> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
>
> >For the sake of argument let's suppose you could design a next generation
> >$300 homecomputer. The goal is to make a userfriendly machine for general
> >use and for hobbyists. How would such a system look?
>
> You need to make your mind up. Either it's a toy - and at $300 retail
> that's all you can aim for - or it's a computer for "general use and
> for hobbyists".

Educational computer toy/tool then, that's a better sales argument than most
consoles offer these days.

>
> >Amount of memory? (RAM and ROM)
>
> Depends on the OS. No ROMs, they stink.

But where does it load it's programs from then? No problem with a HD or we
could download everything thru the network interface...?

"Do I hear the word 'terminal' ?"

>
> >Graphic and Sound?
>
> There are plenty of cheap chipsets.
>
> >Network capabilities? (internet capable)
>
> Built-in 10/100 BaseT. Essential.
>
> >Plug in capabilities (remember you're making it as cheap as possible so
> >modems, CD-Roms, HD's are all extras)
>
> Don't be daft. There's no point making CDROMs and HD's "extras".
> What, you think people are willing to go back to swapping floppies?
>
If it has a network interface you could use an external server for storage.
No need for floppy's, CD/DVD's then. You could register for this service at

the time of purchase. Maybe they could also include some open source solution for people who want to run their own server at home.

> >Video (TV? or Monitor?)
>
> Again, are you after a computer or a toy?
>
> >Remember that the RETAIL price should be $300, so think in wholesale prices.
> >The real costs should below $200 or even below the $150 level. You may
> >presume that a million units would be manufactured so take volume discounts
> >for components into account
> >
> >Let's see what sort of systems people come up with.
>
> What's the point? This is market research for the '80s. Nowadays
> people aren't satisfied with a cheap jack of all trades that doesn't
> do anything very well. They want a cheap games machine, they buy a
> console. They want a cheap general purpose computer, they get one.
> They want something cheap that does everything well, they get into a
> time capsule and go back to 1985.
>
That's simply projecting the current situation into the future (and the past for that matter).

As for a cheap games machine. Remember it ain't the cheap hardware that evaporates your bankaccount, it's the software. If we're good honest corporate citizens ;-)

> Anyone aiming to produce computers that retail at $300 is going to be
> peddling a pile of camel dung.
>
As seen from the current standpoint, I'm asking people to step from the straight and narrow to see if another perspective is possible.

Cheers,

Thomas van Kooten

6039. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 22:15:36 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inqv6$o62$1@nereid.worldonline.nl>
Source record: 1003
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Vidar "Hawk" Olavesen <olavese@online.no> wrote in message
news:EKy37.8779$qR5.986431@news01.chello.no...
> If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that
> would rule. But, RISC processors are maybe to expensive ?
>
What you're referring is an 'Uber-Console' given processor power, dedicated chips and proper emulators you could do that. But I'm afraid the $300 barrier would be broken if you include recent formats. For such a system to be legal (software piracy) a HD storage wouldn't be advisable. Instead it would have to support the various CD-formats, cartridge slots etc...straight out of the box.

It's possible i suppose but the price would be far above $300.

Cheers,

Thomas

6040. Re: Atari Online News, Etc. #03-26

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 22:24:58 UTC
From: danap8@aol.com
Message-ID: <20010713182458.19559.00004309@ng-fy1.aol.com>
Source record: 1005

>Oh my...Getting touchy here.. See you can't take a comment very well.
>In other words, I am not to entrepreneur enough to attend trade shows
>and other events for original content.

Touchy? No, just bored with your monotonous droning about nothing. You ask questions for which you already have answers. You antagonize for the sake of antagonism. You make outrageous statements and claims with nothing to back them up. You want to comment about my magazine, but you have never read a single issue. Your opinion means nothing to me, be it good or bad. You have no credibility. You're an asshole. My invitation still stands - feel free to take it and crawl back into your hole where you belong.

6041. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-13 23:13:24 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9iovh3$kd1$1@nereid.worldonline.nl>
Source record: 1010
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Cantrell <usenet-20010705@barnyard.co.uk> wrote in message >
> I've been using and sysadminning Linux for the past few years, and
> none of the distributions I've tried have been sufficiently
> idiot-proof to put in a consumer device*. However, that doesn't mean
> that one couldn't be created.
>
I've tested various distro's and for the moment Suse 7.2 comes close to your ideal. The graphical setup interface is top notch. You do need a decent system to run it though, but there are plenty of other distro's for lower end systems out there. The SuSE 7.2 evaluation can be completely run from CD-ROM with some settings and some memory swap space (not necassary if you +170MB RAM) stored on your HD. This distro really is plug and play. It can detect most of the components (sound, network, video, modem etc..) and set them up correctly. If your card isn't detected automatically you just select it from the list. (I had to select my old SB16 ISA card this way) and just fill in the settings for FM, MIDI, IRQ that sort of thing.

In the end you get a perfect configured Linux system thats idiot proof. No hassle, no danger of messing up your HD. Just boot the CD for a test run. Try downloading a version to see for yourself from www.suse.com

I've been experimenting with Linux for two years now and SuSE 7.2 (and Mandrake?) is the best idiot proof version I've seen. Anyone reading should try it, it's that good.

Cheers,

Thomas

6042. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-14 00:57:33 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A99B103F5%news@youmustbejoking.demon.cu.invalid>
Source record: 1006
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Bob Retelle may or may not have written...

> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
[snip]
>> Build in programming language? (please choose anything but Basic!)

> Why not? BASIC is userfriendly. It uses natural language. It was
> designed to be easily usable.by anyone.

BBC BASIC's *very* nice...

[snip]
>> Video (TV? or Monitor?)

> Using a TV will restrict the output to 40 columns. [...]

BBC micro, mode 0. 640x256 graphics, 80x32 text, monochrome. Very useable on
a PAL TV.

[snip]

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Risc PC, Spec+3, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ | Toon Army
| Down with the Mackems!

initialise: v. Carve your initials on a floppy disk.

6043. So much for health care up north!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-14 04:40:16 UTC
From: sinclap@nospam.net
Message-ID: <130720012339300728%sinclap@nospam.net>
Source record: 1007

http://www.ottawacitizen.com/city/010713/5005524.html

What were you saying Chunks?

sinclap!
somewere in mpls

6044. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-14 05:22:17 UTC
From: sinclap@nospam.net
Message-ID: <14072001002135 2629%sinclap@nospam.net>
Source record: 1008

In article <3B4931F4.D1C5EB39@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> sinclap@nospam.net wrote:
>
> > You have not been able to accept the fact that you were proven not..
> >
>
> You haven't proven anything other than your a liar and an arrogant asshole.
> You
> confront facts with lies stacked upon lies.

My my...Lose an argument and go on the personal attacks...Very typical
for A....usersindenial. Standard operating procedure.

>
> Yes and a big brewski tab you have. Being a drunk would explain your aberrant
> stupidity. But I still wonder why you persist in this lie when it was
> disproven
> years ago. People have checked and you never worked there.

Who has checked? Or just talking out of your ass?

But for us in
> the REAL
> WORLD we dont go to college to party and be an idiotic buffoon as you are but
> to
> increase our knowledge.

I did that too.. So you sat in your room and stared at the ceiling
during free time?

This is why your the only one clueless to one
> blinding
> fact, that is your own ignorance of the real world.

Real ignorance of the real world? In what way?

sinclap!
somewere in mpls

6045. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-14 05:26:42 UTC
From: sinclap@nospam.net
Message-ID: <1407200010026028692%sinclap@nospam.net>
Source record: 1009

In article <3B42C6C0.4274F347@particlesalad.com>, Particle Salad
<mark@particlesalad.com> wrote:

> Man, why are you even bothering? Your responses sound like they're written
> by a
> jr. high school kid.. of course, theirs would at least be funny/creative.
> Give it
> up.

In der Aufgabe des Herrschers ki¿½nnen nun erste Aufgaben wie die
Erni¿½hrung desolkes, die Kontrolle des Bevi¿½lkerungswachstums oder auch
die Festsetzung von Steuern erfi¿½llt werden!

sinclap!
somewere in mpls usa

6046. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-14 11:33:49 UTC
From: spike1@freenet.co.uk
Message-ID: <tmapi9.s7m.ln@ridcully.freenet.co.uk>
Source record: 1013
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

T.J.T van Kooten <thomas@-nospam-worldonline.nl> did eloquently scribble:
> The reason is that Basic will being a good language for beginners isn't the
> best language to learn the art of programming (structure, modules etc..) .
> I'm not up to date up to date on recent Basic dialects but I believe the
> same problem still applies.

No, it doesn't... As mentioned previously, BBC BASIC had procedure and function definition... QL SUPERBASIC went one further and the procedures/functions actually defined new keywords... It also had Repeat loops and such. It was quite possible to dispense with GOTO altogether. (And this was in 1983)

Hell, even C has GOTO... It's just that its use is frowned upon to the point of flogging.
:)
--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-------------------------------------------------------------------------------
```

6047. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-14 11:37:40 UTC
From: spike1@freenet.co.uk
Message-ID: <4uapi9.s7m.ln@ridcully.freenet.co.uk>
Source record: 1012
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

T.J.T van Kooten <thomas@-nospam-worldonline.nl> did eloquently scribble:
>> Depends on the OS. No ROMs, they stink.

> But where does it load it's programs from then? No problem with a HD or we
> could download everything thru the network interface...?

> "Do I hear the word 'terminal' ?"

Besides that, a computer without a ROM is just a dead hunk of silicon.
Fine, the CPU will work, the memory will work, but without a little peice of
code in ROM to tell it what to do at power on, where does it get the
instructions to deal with the network or hard drive?

Does this person think the hard drive just automatically squirts data into
the CPU without any instructions from the CPU whatsoever?

--
```
_____________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-----------------------------------------------------------------------------
```

6048. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-14 13:03:38 UTC
From: pm@zetnet.net
Message-ID: <slrn9l09hv.85o.pm@manlap.zetnet.co.uk>
Source record: 1011
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <j8eukts68qfrh1lo3flmkgpe1ufpqcanbt@4ax.com>,
David Cantrell wrote:

> I've been using and sysadminning Linux for the past few years, and
> none of the distributions I've tried have been sufficiently
> idiot-proof to put in a consumer device*. However, that doesn't mean
> that one couldn't be created.

[snip]

> * - nor is Windows. How many consumer devices do you have to go
> through umpteen arcane menus and options to do something trivial? Not
> even my VCR is as badly designed as Windows.

VCR implemented as embedded Linux system = Tivo.

--
Paul Martin <pm@zetnet.net>

6049. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-14 17:33:07 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <suv0ltkpfl0ulrmtt6r56o1clhdmgakv4b@4ax.com>
Source record: 1014
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 23:46:09 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>
>Ralf Quint <Ralf_Quint@hot_mail.com> wrote in message > >As OS? (Linux is a
>> >Build in programming language? (please choose anything but Basic!)
>> What's wrong with BASIC? It's easy to be "build in", as it is an
>> interpreter and there are a lot of BASIC variations out there that
>> would stand any comparison for ease of use and performance....
>> Or you you suggest something more academic like Smalltalk, Lisp or
>> Java???
>The reason is that Basic will being a good language for beginners isn't the
>best language to learn the art of programming (structure, modules etc..) .
>I'm not up to date up to date on recent Basic dialects but I believe the
>same problem still applies. Once you get to the higher programming languages
>this becomes evident and you have to 'unlearn' before you can start again.
>
>Don't get me wrong. Basic was a good beginners language but these days I
>think Python is far more suited for newbies and novices.
>
Well, than you have never used a real good BASIC interpreter/compiler.
A lot of "old" Business BASIC versions are not much different than
more modern HLL. And even the BASIC used in machines like
Amstrad/Scneider or the good old BBC were a different ball game too.
Not to mention HP "Rocky Mountain BASIC" for technical apps....
Don't just think the crappy C64 basic or stuff like this... ;-)))
>
>
>> If you buy a million pieces of ANY component, you get FAR below the
>> usual retail prices. a quick look on pricewatch reveals
>> CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
>> Memory: 128MB PC133 $9
>> Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
>> case w/ p/s $25 (ATX desktop)
>>
>> Ok, that is a pretty mix, bu assuming large quantities as you
>> mentioned, this is less than $100 for the major parts. Add a few $10
>> for network and sound and smaller stuff, no problem...
>>
>I forgot to mention that you would have to include labor and manufacturing
ok, but i also mentioned that in quantities you get probably prices

below what i mentioned from a general wholesales web site above.
>costs and the basic essentials (special casing (not just a standard box),
>cooling, cables etc...). These things eat into margins.
Well, not much cables in a modern computer, ok add another $2 and
maybe $5 for keyboard and mouse. As for materials to build it, you are
still way below $100.

There will be additional overhead, like labor, shipping and
advertising, for which i would assume even more money than the actual
labor to build it.

But the biggest catch would be to get the start with several million $
financed first, without knowing IF such a product would actually
sell...
Well, i don't have that much money to gamble with, and if i would, i
would rather lay somewhere the the tropical sun than writeing these
lines ;-)))

Ralf

6050. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-14 17:34:11 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <jj01lt8pu67ln9h0ma1014moqjc3s53fb6@4ax.com>
Source record: 1015
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 08:58:12 GMT, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that
>would rule. But, RISC processors are maybe to expensive ?
>
Take a look at MAME, i think this can do all that AFAIK< i haven't
used it myself so far...

6051. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-14 18:54:55 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9A13CFF2%news@youmustbejoking.demon.cu.invalid>
Source record: 1016
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that spike1@freenet.co.uk may or may not have written...

> T.J.T van Kooten <thomas@-nospam-worldonline.nl> did eloquently scribble:
>> The reason is that Basic will being a good language for beginners isn't
>> the best language to learn the art of programming (structure, modules
>> etc..) . I'm not up to date up to date on recent Basic dialects but I
>> believe the same problem still applies.

> No, it doesn't... As mentioned previously, BBC BASIC had procedure and
> function definition...

s/had/has/

See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of BBC BASIC V.

[snip]
> Hell, even C has GOTO... It's just that its use is frowned upon to the
> point of flogging. :)

It may be considered harmful, but it's sometimes very useful...

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Risc PC, Spec+3, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ | Toon Army
| I don't ask for much, just untold riches...

A man wrapped up in himself makes a very small package.

6052. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-14 23:56:04 UTC
From: ap721@chebucto.ns.ca.nospam
Message-ID: <9iqm6ksuc1@News.Dal.Ca>
Source record: 1017
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Actually I think it may already have been done. A group of scientists in
India have developed the prototype for a $300 computer for the masses.
Although recently a separate story proposed for India modern playstation 2
or Xbox as the basis for such a computer.
I think the current Shift magazine mentions the cheap computer prototype.
No idea what its features are.
John Elliott

6053. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 00:58:59 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <1lq1ltk1c06spe25djtuc7gmqib26qll1j@4ax.com>
Source record: 1018
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 19:54:55 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> wrote:

>
>See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of BBC
>BASIC V.
>
Can't go there, "Remote Server unknown"..., too bad

6054. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 01:34:20 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9A386123%news@youmustbejoking.demon.cu.invalid>
Source record: 1019
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Ralf Quint may or may not have written...

> On Sat, 14 Jul 2001 19:54:55 +0100, Darren Salt
> <news@youmustbejoking.demon.cu.invalid> wrote:
>> See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of
>> BBC BASIC V.

> Can't go there, "Remote Server unknown"..., too bad

Hmm. No matter; it pointed to
<URL:http://www.argonet.co.uk/users/dave_daniels/>
which *does* exist.

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Risc PC, Spec+3, A3010 | Northumberland | s zap,uk,eu,org
| BBC M128, Linux PC | Toon Army | @
| This space reserved for future expansion

Some people have a way with words, and some people, er, thingy.

6055. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 02:49:45 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <0512lt4mm7ob1juqi5hvb52hsgb6mfqu47@4ax.com>
Source record: 1020
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 02:34:20 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> wrote:

>I demand that Ralf Quint may or may not have written...
>
>> On Sat, 14 Jul 2001 19:54:55 +0100, Darren Salt
>> <news@youmustbejoking.demon.cu.invalid> wrote:
>>> See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of
>>> BBC BASIC V.
>
>> Can't go there, "Remote Server unknown"..., too bad
>
>Hmm. No matter; it pointed to
> <URL:http://www.argonet.co.uk/users/dave_daniels/>
>which *does* exist.
Thanks, this links works, i'm just checking it out...

take care,

Ralf

6056. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 05:25:47 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl2abp3ob3m8c1@corp.supernews.com>
Source record: 1021
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message
news:9ikva3ple1@nereid.worldonline.nl...
> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?
>
> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)

I, not a company or else, can by a 700mhz AMD processor for 24$.
That doesn't seem 'far too expensive' to me. Those processor rocks!

> As OS? (Linux is a dead giveaway, but there also other OS's out there)

Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.

> Build in programming language? (please choose anything but Basic!)

Built in? Are you think stuff like in the 70's? Or you really want to put a C++ compiler in rom?!?!?

> Amount of memory? (RAM and ROM)

256meg RAM. 8K EPROM

> Graphic and Sound?

Geforce2

> Network capabilities? (internet capable)

100BT

> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)

CDRW

> Video (TV? or Monitor?)

Video as option.

>
>
> Remember that the RETAIL price should be $300, so think in wholesale prices.
> The real costs should below $200 or even below the $150 level. You may

> presume that a million units would be manufactured so take volume discounts
> for components into account

Take a look at the XBox.

>
> Let's see what sort of systems people come up with.

Xbox.

Stephan

6057. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 09:21:34 UTC
From: blahh@blahh.com
Message-ID: <3b5148ee.3790385@news.madasafish.com>
Source record: 1022
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Personally I'd like to go for £400 to allow for inflation (my a1200 cost me £330 in 94'), but for the sake of arguement I'll stick to the 300.
OS: QNX other than NASA no body seems to have picked it up as a serous concern, so they maybe more acceptive as a partner in the project.
Proccessor: Probebly a Strong ARM or similiar, they seem very light weight and shouldn't cause over heating, either that or a Hitachi proccessor 1 step up from that of the dreamcast should be ok.
Graphics: I'll got out on limb here and say the ati128 as it is happy in both TV and monitor setups.
Sound etc: a cheap media proccessor, allows plenty of playing about by hobbyists so should be good enough.
Media/storage: some sort of CDrom and a 4 to 8 gig HD depending on whats cheapist.
Memorey: probebly ddr as its not that much more expensive than standard sdram and I'm not convinced that sdram will be around for much longer. Also allows better perfomance for the graphics and media.
ports: 4 usb, 1 network connection
Ideally you want all this on one mircoatx compatible board in a dvd/vcr style box, this way you can refit it in a tower case if you so wish.
keyboard and mouse.
no tv or monitor, buy your own you cheap skate I had to in 94' why should I give you one now :P

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?
>
>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)
>As OS? (Linux is a dead giveaway, but there also other OS's out there)
>Build in programming language? (please choose anything but Basic!)
>Amount of memory? (RAM and ROM)
>Graphic and Sound?
>Network capabilities? (internet capable)
>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)

>Video (TV? or Monitor?)
>
>
>Remember that the RETAIL price should be $300, so think in wholesale prices.
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
>
>Let's see what sort of systems people come up with.
>
>

6058. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 11:44:49 UTC
From: Julian Cassin <ninjaturtle..REMOVETHIS..@optushome.com.au>
Message-ID: <Rmf47.7396$A5.20303@news1.eburwd1.vic.optushome.com.au>
Source record: 1023
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Amiga 1200?

Matthew Montchalin <mmontcha@OregonVOS.net> wrote in message
news:Pine.SUN.3.96.1010713122152.26976A-100000@compass.oregonvos.net...
> On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
>
> |For the sake of argument let's suppose you could design a next generation
> |$300 homecomputer. The goal is to make a userfriendly machine for general
> |use and for hobbyists. How would such a system look?
>
> A box with a whole bunch of ports that all looked like 'phone jacks'
> and was intelligent enough to tell the user (with a speech synthesizer)
> what was available at each port. If you needed to pass through more
> data than usual, just use more phone jacks. Yep, phone jacks all
> over the place. Just about *anybody* can figure out how to plug jacks
> in. But it is very human to plug the wrong things in to the wrong
> sockets, so use the speech synthesis to tell him what's wrong. Oh,
> and the audio ins and outs would be through phone jacks, too.
>
> And when it powers up properly, and is sufficiently initialized, says
> something like "Computer Okay."
>

6059. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 13:53:30 UTC
From: Beyonder <beyonder@vrx.net>
Message-ID: <rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com>
Source record: 1024
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
You people are insane.
for $300 you can get a high end pentium 3 system, loaded.
for $100 more you can get a high end 1.4gig system, loaded.
and these are retail prices! that doesn't include monitor, but who
cares?

get with the times.

B
On Fri, 13 Jul 2001 12:49:42 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Fri, 13 Jul 2001, Matthew Montchalin wrote:
>|On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
>|
>||For the sake of argument let's suppose you could design a next
>||generation $300 homecomputer.
>
>Well, I'd like to have the stripped down version priced at $150.
>
>||The goal is to make a userfriendly machine for general use and
>||for hobbyists. How would such a system look?
>|
>|A box with a whole bunch of ports that all looked like 'phone jacks'
>|and was intelligent enough to tell the user (with a speech synthesizer)
>|what was available at each port. If you needed to pass through more
>|data than usual, just use more phone jacks. Yep, phone jacks all
>|over the place. Just about *anybody* can figure out how to plug
>|jacks in. But it is very human to plug the wrong things in to the
>|wrong sockets, so use the speech synthesis to tell him what's wrong.
>
>And what's right. You see, that's part of the initialization
>procedure. For instance, if the Box ends up saying "Waiting for
>Port 1 Jack" the user knows that something is up right there.
>
>|Oh, and the audio ins and outs would be through phone jacks, too.
>
>Yep, phone jacks all over the place.
>
>|And when it powers up properly, and is sufficiently initialized,
>|says something like "Computer Okay."
>
```

>As for speech recognition, or maybe just whistle recognition, that's
>a whole 'nother ball o' wax. The manufacturer would be shooting
>himself in the foot if he requires the user to input data (er, ah,
>select games or applications) by whistling.

6060. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 13:56:48 UTC
From: william strutts <wrstrutts1@home.com>
Message-ID: <Aih47.13959$JN6.2867413@news1.rdc1.mi.home.com>
Source record: 1025
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Beyonder" <beyonder@vrx.net> wrote in message
news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.
>
> B

I don't think so. Maybe for around $600 you could
do that. What world do you come from anyway. The
gigahertz processors cost over $1000 in the store in
a built system. The processor alone would cost a couple
hundred retail.

--
--
William R. Strutts - wrstrutts1@home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

6061. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 14:01:09 UTC
From: Woody <mark.woodmass@nospam.ntlworld.com>
Message-ID: <0c83ltsv9j9v4l4iohirrpaocmb0dsajji@4ax.com>
Source record: 1026
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder <beyonder@vrx.net> wrote:

>You people are insane.
>for $300 you can get a high end pentium 3 system, loaded.
>for $100 more you can get a high end 1.4gig system, loaded.
>and these are retail prices! that doesn't include monitor, but who
>cares?
>
>get with the times.

And where exactly can we get prices like that?

--
Get yourself a new Speccy emulator.
It's free and it works - at least on my machine!
http://www.geocities.com/specemu/index.html

6062. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 14:08:49 UTC
From: william strutts <wrstrutts1@nospamhome.com>
Message-ID: <Rth47.13964$JN6.2872773@news1.rdc1.mi.home.com>
Source record: 1027
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Woody" <mark.woodmass@nospam.ntlworld.com> wrote in message
news:0c83ltsv9j9v4l4iohirrpaocmb0dsajji@4ax.com...
> On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder <beyonder@vrx.net> wrote:
>
> >You people are insane.
> >for $300 you can get a high end pentium 3 system, loaded.
> >for $100 more you can get a high end 1.4gig system, loaded.
> >and these are retail prices! that doesn't include monitor, but who
> >cares?
> >
> >get with the times.
>
> And where exactly can we get prices like that?
>
>
Exactly.

--
--
William R. Strutts - wrstrutts1@home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

6063. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 17:00:33 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl3j288mkhv3be@corp.supernews.com>
Source record: 1028
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I dont think you can build a 1gig p3 system for 300$ even if you play with rebates and get alot of the compnant for near free.
Your best bet is with a 700mhz AMD. <300$ will get you the MB (100BT ethernet, 3d audio, 2d/3d 128bit video, usb, etc, etc..) <70$,
700mhz processor <25$, 10gig HD ~70$, 256meg PC133 <25$, case/250W & keyboard/mouse/speakers ~40$, floppy/CD would be
under 50$. So like 280$ in single quantity shopping online.
Contrary to people beleif its not hard for MS or Sony to build 300$ console and actualy make some money on that initiale sale.

I personaly think a 700mhz duron kick any other processor even half its price. How much for a 14mhz 68020ec?
You are probably better off running UAE on this sub 300$ system then on a basic a1200.

Stephan

"william strutts" <wrstrutts1@nospamhome.com> wrote in message
news:Rth47.13964$JN6.2872773@news1.rdc1.mi.home.com...
> "Woody" <mark.woodmass@nospam.ntlworld.com> wrote in message
> news:0c83ltsv9j9v4l4iohirrpaocmb0dsajji@4ax.com...
> > On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder <beyonder@vrx.net> wrote:
> >
> > >You people are insane.
> > >for $300 you can get a high end pentium 3 system, loaded.
> > >for $100 more you can get a high end 1.4gig system, loaded.
> > >and these are retail prices! that doesn't include monitor, but who
> > >cares?
> > >
> > >get with the times.
> >
> > And where exactly can we get prices like that?
> >
> >
> Exactly.
>
> --
> --
> William R. Strutts - wrstrutts1@home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...

>
>

6064. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 17:08:30 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl3jh6eei0lq04@corp.supernews.com>
Source record: 1029
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

The problem is with the apps and general UI system.
Dont know if its still the case, but getting to use an app,
was getting to know the programmer mind under unix for each and every app.
With OSX if you learn how to open a file in one app, great chances more then
that app will use that method.
I overhead people today in a store discovering why they PC with one click cd burning
was not working... they put the original cd in the CDRW and the blank in the DVD player.
Under linux it doesn't take much to have mass user be lost to the point that they need
human assistance. Would you be ready so offer this support to millions ?

Having a user friendly OS is more then having a tweaked kernal on a CD.

"David Cantrell" <usenet-20010705@barnyard.co.uk> wrote in message
news:j8eukts68qfrh1lo3flmkgpe1ufpqcanbt@4ax.com...
> On Fri, 13 Jul 2001 08:50:18 +0200, "LordDaha" <look@signature.com>
> said:
>
> >"Bob Retelle" <bobr1@provide.net> wrote in message
> >news:dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com...
> >>
> >> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
> >>
> >> Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.
> >
> >Weird. I think you should check out a recent Linux distribution.
>
> I've been using and sysadminning Linux for the past few years, and
> none of the distributions I've tried have been sufficiently
> idiot-proof to put in a consumer device*. However, that doesn't mean
> that one couldn't be created.
>
> Now that I've been using it for a couple of weeks, this 'ere Debian
> box behaves perfectly. I can and do use it as an appliance sometimes,
> and at other times - well, there's all the other goodies there so I
> can hack away.
>
> I turn it on, and, after a minute or so, I'm at a graphical login. I
> log in and I have a desktop, with common applications already on the
> desktop and less-common applications in a small drop-down menu. The
> Gnome panel across the top has a clock, a battery meter, and a
> shutdown button, (and cos I'm somewhat more of a 'power user' than
> what we're targetting, it has virtual desktops, task lists, etc as

> well). It all 'just works'. And because the important config files
> are protected, dumb users can't just break it. I have to explicitly
> make myself root to break it.
>
> * - nor is Windows. How many consumer devices do you have to go
> through umpteen arcane menus and options to do something trivial? Not
> even my VCR is as badly designed as Windows.
>
> --
> David Cantrell | http://www.cantrell.org.uk/david

6065. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 18:03:05 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <5gm3ltsshmn8lbpu141k1h8u2fq59jvo0p@4ax.com>
Source record: 1030
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
<tthai@mindspring.com> wrote:

>The problem is with the apps and general UI system.
>Dont know if its still the case, but getting to use an app,
>was getting to know the programmer mind under unix for each and every app.
>With OSX if you learn how to open a file in one app, great chances more then
>that app will use that method.
>I overhead people today in a store discovering why they PC with one click cd burning
>was not working... they put the original cd in the CDRW and the blank in the DVD player.
>Under linux it doesn't take much to have mass user be lost to the point that they need
>human assistance. Would you be ready so offer this support to millions ?
>
>Having a user friendly OS is more then having a tweaked kernal on a CD.

This is simply Microsoft inspired FUD from someone who hasn't used a
modern Linux distro. Try SuSE 7.2 or Mandrake 8.0 before spewing more
of this propaganda.

--
Bill Hoggett

6066. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 19:06:05 UTC
From: bmeyer@cs.monash.edu.au
Message-ID: <9ispiturk1@wombat.cs.monash.edu.au>
Source record: 1044
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

spike1@freenet.co.uk writes:

>Besides that, a computer without a ROM is just a dead hunk of silicon.
>Fine, the CPU will work, the memory will work, but without a little peice of
>code in ROM to tell it what to do at power on, where does it get the
>instructions to deal with the network or hard drive?

>Does this person think the hard drive just automatically squirts data into
>the CPU without any instructions from the CPU whatsoever?

The scary part is that this would be trivial to do these days. If the
self-initialization procedure of the Busmaster-DMA IDE controller
simply included a "read one block from the disk into memory location
0" phase, you wouldn't really need any ROM. Just keep the CPU reset
line active until the IDE controller is done. Not that I'd want such a
system --- I don't like the idea of catastrophic hard drive failure in
the first place, but this would give a whole new meaning to the term....

Bernie

--
It is easier to make war than to make peace
Georges Clemenceau
French Prime Minister 1906-09
Verdun, 20 July 1919

6067. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 20:04:14 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <spt3ltgg021stj8tg6hcc2c0s2nvgf04ga@4ax.com>
Source record: 1031
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 13:56:48 GMT, "william strutts"
<wrstrutts1@home.com> wrote:

>"Beyonder" <beyonder@vrx.net> wrote in message
>news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
>> You people are insane.
>> for $300 you can get a high end pentium 3 system, loaded.
>> for $100 more you can get a high end 1.4gig system, loaded.
>> and these are retail prices! that doesn't include monitor, but who
>> cares?
>>
>> get with the times.
>>
>> B
>
>I don't think so. Maybe for around $600 you could
>do that. What world do you come from anyway. The
>gigahertz processors cost over $1000 in the store in
>a built system. The processor alone would cost a couple
>hundred retail.
>
>--

Umm... go to www.pricewatch.com and click on "Processors - PC"

AMD 1Ghz Athlon CPU with 266 FSB are selling for as low as $81.

Complete 1Ghz Athlon SYSTEMs are selling for as low as $350

(Mid Twr, 20HD, 128 Mem, 50XCD, Floppy, Snd, 8MVideo, 56KModem,
2 USB, 120W Spk,KB/MS)

Like he said... it's the times...

BobR

6068. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 20:39:36 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010715133713.1337B-100000@compass.oregonvos.net>
Source record: 1032
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001, Beyonder wrote:

|You people are insane.
|for $300 you can get a high end pentium 3 system, loaded.

Loaded with crap. What we want, is something we can actually
use (program in 6502, and that means providing for a multiplicity
of 6502 systems in parallel, if we have to).

|for $100 more you can get a high end 1.4gig system, loaded.
|and these are retail prices! that doesn't include monitor,
|but who cares?

Who in their right mind wants to use a PC?

|get with the times.

I like the olden 'daze' a lot more.

6069. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 20:58:12 UTC
From: Woody <mark.woodmass@nospam.ntlworld.com>
Message-ID: <kg04ltgfa19dpm4sf2sik86rq7hiqrce9m@4ax.com>
Source record: 1033
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 13:39:36 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Sun, 15 Jul 2001, Beyonder wrote:
>
>|You people are insane.
>|for $300 you can get a high end pentium 3 system, loaded.
>
>Loaded with crap. What we want, is something we can actually
>use (program in 6502, and that means providing for a multiplicity
>of 6502 systems in parallel, if we have to).

Nah, eZ80 Webserver chip ;-)

>|for $100 more you can get a high end 1.4gig system, loaded.
>|and these are retail prices! that doesn't include monitor,
>|but who cares?
>
>Who in their right mind wants to use a PC?

Me, although I do see your point.

>|get with the times.
>
>I like the olden 'daze' a lot more.

Agreed.
Of course in another 20 years time emulating a Windows crash might be
fun :)

--
Get yourself a new Speccy emulator.
It's free and it works - at least on my machine!
http://www.geocities.com/specemu/index.html

6070. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 21:17:18 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <hv14ltsrah9tamqbj39sdira896vfkmn0q@4ax.com>
Source record: 1037
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 23:46:09 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>Don't get me wrong. Basic was a good beginners language but these days I
>think Python is far more suited for newbies and novices.

Until those newbies start wondering why their programs don't work, and
it turns out to be because they typed the wrong number of spaces, or
confused a tab for some spaces or vice versa.

Python is a rather nice language, but requires a newbie-unfriendly
editor like emacs to keep the programmer sane.

How about Ruby?

--
David Cantrell | http://www.cantrell.org.uk/david

6071. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 21:17:46 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl424hfvnqeted@corp.supernews.com>
Source record: 1034
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Bill Hoggett" <bill_hoggett@lineone.net> wrote in message
news:5gm3ltsshmn8lbpu141k1h8u2fq59jvo0p@4ax.com...
> On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
> <tthai@mindspring.com> wrote:
>
> >The problem is with the apps and general UI system.
> >Dont know if its still the case, but getting to use an app,
> >was getting to know the programmer mind under unix for each and every app.
> >With OSX if you learn how to open a file in one app, great chances more then
> >that app will use that method.
> >I overhead people today in a store discovering why they PC with one click cd burning
> >was not working... they put the original cd in the CDRW and the blank in the DVD player.
> >Under linux it doesn't take much to have mass user be lost to the point that they need
> >human assistance. Would you be ready so offer this support to millions ?
> >
> >Having a user friendly OS is more then having a tweaked kernal on a CD.
>
> This is simply Microsoft inspired FUD from someone who hasn't used a
> modern Linux distro. Try SuSE 7.2 or Mandrake 8.0 before spewing more
> of this propaganda.

Good DVD support? Easy to interface with 1394/DV products? Good set of USB drivers
for scanners/digital imaging? ... Easy to setup internet sharing? SSE/3dnow! Optmized
codecs?
Easy to use 'packet cd' support? How about Video IO, easy to setup & use?

If you tell me this stuff is handled better by the SuSE distribution then Windows XP I will
probably switch my home OS to linux. But other wise I wont take an afternoon to downgrade
my home OS.

If I cant use, or need to download beta driver/recompile the OS, etc... for any of my
peripherial
because the OS dont offer services/drivers I do see a problem using it for a mainstream
home OS.
Do you think linux is not on everyone computer because of marketing only?!?!?

Stephan

6072. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 21:25:04 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <1b24ltc03kpp9gj2phho0ahbohghuipspl@4ax.com>
Source record: 1036
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 00:06:48 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>
>Bill Hoggett <bill_hoggett@lineone.net> wrote in message
>news:ra7sktkiuhanst9qrmth22ld7tg0dk2ldi@4ax.com...
>
>> You need to make your mind up. Either it's a toy - and at $300 retail
>> that's all you can aim for - or it's a computer for "general use and
>> for hobbyists".
>
>Educational computer toy/tool then, that's a better sales argument than most
>consoles offer these days.

It is? Compare and contrast the sales of those silly 'my first
computer' things, PC/Mac-based educational software, and even a
poor-selling console like the Dreamcast.

--
David Cantrell | http://www.cantrell.org.uk/david

6073. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 21:42:42 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <dk24ltkt2sbdg7p82itvg73aph3aftjers@4ax.com>
Source record: 1040
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 01:13:24 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>David Cantrell <usenet-20010705@barnyard.co.uk> wrote in message >
>> I've been using and sysadminning Linux for the past few years, and
>> none of the distributions I've tried have been sufficiently
>> idiot-proof to put in a consumer device*. However, that doesn't mean
>> that one couldn't be created.
>>
>I've tested various distro's and for the moment Suse 7.2 comes close to your
>ideal.

Hmmm ... I don't think that any of these groups are the right place
for advocating any particular Linux distribution over another. Some
of them are, of course, the right place to maintain that the Amstrad
roXX0rs and anyone who says otherwise is an inferior lifeform :-)

However, I'll come out from under my bridge, take a nibble from your
snack, and say that I don't think SuSE is suitable because of its
woeful package management and questionable security.

The package management is fine for the sort of people using Linux
nowadays, but is inadequate for use in an appliance. In this regard,
I feel Debian comes closest - but is even less appliance-like than
SuSE in many other areas.

[replies to the above three paragraphs will be cheerfully ignored, as
I ain't interested in advocacy]

No distribution (yet) comes close to pleasing me wrt security*. In
this sort of device, the biggest enemy is not an outside hacker
(although they still need to be kept out) but the owner. He must be
prevented from breaking his toy whilst still retaining the ability to
use most of its functionality, including the ability to install
software. The fact that this would break his ability to upgrade the
system isn't that much of a problem. A boot-time option to either
come up normally or to do an upgrade from the net would be sufficient.
I have some fairly detailed ideas for how such a distribution could be
put together, but I doubt most people here are interested in such
arcana :-)

* - not even in terms of securing it as an ordinary Unix workstation,
let alone as an appliance.

--
David Cantrell | http://www.cantrell.org.uk/david

6074. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 21:55:01 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <Vio47.14877$JN6.3143447@news1.rdc1.mi.home.com>
Source record: 1035
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
"Bob Retelle" <bobr1@provide.net> wrote in message
news:spt3ltgg021stj8tg6hcc2c0s2nvgf04ga@4ax.com...
> On Sun, 15 Jul 2001 13:56:48 GMT, "william strutts"
> <wrstrutts1@home.com> wrote:
>
> >"Beyonder" <beyonder@vrx.net> wrote in message
> >news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
> >> You people are insane.
> >> for $300 you can get a high end pentium 3 system, loaded.
> >> for $100 more you can get a high end 1.4gig system, loaded.
> >> and these are retail prices! that doesn't include monitor, but who
> >> cares?
> >>
> >> get with the times.
> >>
> >> B
> >
> >I don't think so. Maybe for around $600 you could
> >do that. What world do you come from anyway. The
> >gigahertz processors cost over $1000 in the store in
> >a built system. The processor alone would cost a couple
> >hundred retail.
> >
> >--
>
> Umm... go to www.pricewatch.com and click on "Processors - PC"
>
> AMD 1Ghz Athlon CPU with 266 FSB are selling for as low as $81.
>
> Complete 1Ghz Athlon SYSTEMs are selling for as low as $350
>
> (Mid Twr, 20HD, 128 Mem, 50XCD, Floppy, Snd, 8MVideo, 56KModem,
> 2 USB, 120W Spk,KB/MS)
>
>
> Like he said... it's the times...
>

He said Pentium III processor not Athlon AMD processors!!

--
--
```

William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

6075. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 21:59:21 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <c044lt0nmh5vnnc2dh7hva7uej9gejndke@4ax.com>
Source record: 1038
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
<tthai@mindspring.com> said:

[please don't top-quote]

>The problem is with the apps and general UI system.
>Dont know if its still the case, but getting to use an app,
>was getting to know the programmer mind under unix for each and every app.

Sad but true. One of the great strengths of X is that it does one job
- providing the ability to network graphical applications - and does
it well. Its great weakness is that it does nothing more than that
one job, and hence the proliferation of widget sets, window managers
and desktop environments leading to infinite variety and infinite
confusion.

>With OSX if you learn how to open a file in one app, great chances more then
>that app will use that method.

Pity that OS X is such utter pants in all sorts of other ways :-)

>I overhead people today in a store discovering why they PC with one click cd burning
>was not working... they put the original cd in the CDRW and the blank in the DVD player.

<sigh> it just ain't possible to design human stupidity out of the
system.

>Under linux it doesn't take much to have mass user be lost to the point that they need
>human assistance. Would you be ready so offer this support to millions ?

Me personally? No. I am insufficiently tolerant of idiots to do
luser-support, and there is nothing to motivate me to create such a
distribution right now. But if someone wanted to make a go at it, I
could be persuaded to work on creating and maintaining the product.
Provided he had a good business plan which would keep me in
pay-cheques for a few years.

>Having a user friendly OS is more then having a tweaked kernal on a CD.

Which is why I talked about an entire distribution, not just a kernel.
An appliance distribution is not going to look anything like a
traditional Linux distro. Sure, the end result may be a nice Gnome
desktop just like you can have with other distros, but the underlying
system will be very different.

--
David Cantrell | http://www.cantrell.org.uk/david

6076. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 22:06:15 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <ps44ltsfa5po6rvaul4r4oloid50f7a2ic@4ax.com>
Source record: 1039
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 01:57:33 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> said:

>I demand that Bob Retelle may or may not have written...
>
>> Using a TV will restrict the output to 40 columns. [...]
>
>BBC micro, mode 0. 640x256 graphics, 80x32 text, monochrome. Very useable on
>a PAL TV.

But possibly not usable on NTSC, the inferior standard used in less
enlightened areas :-)

--
David Cantrell | http://www.cantrell.org.uk/david

6077. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 22:08:57 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <f054lt810sfp5l4on6gro7t5d7ntp267i4@4ax.com>
Source record: 1041
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 23:33:27 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>Having used Pascal myself I would have to agree on using a system like
>Delphi. Although my heart these days is with Python. But that's a script
>language (I wish i had this as a kid, so clear and well structured!)

I don't know why people insist on calling languages like python and
perl 'script' languages. Just because some people use them as that
does not mean that that is all they can do. I have written some
rather large applications in perl, and colleagues have done the same
in python. They are fully-fledged programming languages.

--
David Cantrell | http://www.cantrell.org.uk/david

6078. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-15 22:42:28 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <0q64lt0fd5phvss62d2dkn90gar5d4j7rp@4ax.com>
Source record: 1042
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Sun, 15 Jul 2001 21:55:01 GMT, "william strutts"
<wrstrutts1@nospam.home.com> wrote:

>"Bob Retelle" <bobr1@provide.net> wrote in message
>news:spt3ltgg021stj8tg6hcc2c0s2nvgf04ga@4ax.com...
>> On Sun, 15 Jul 2001 13:56:48 GMT, "william strutts"
>> <wrstrutts1@home.com> wrote:
>>
>> >"Beyonder" <beyonder@vrx.net> wrote in message
>> >news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
>> >> You people are insane.
>> >> for $300 you can get a high end pentium 3 system, loaded.
>> >> for $100 more you can get a high end 1.4gig system, loaded.
>> >> and these are retail prices! that doesn't include monitor, but who
>> >> cares?
>> >>
>> >> get with the times.
>> >>
>> >> B
>> >
>> >I don't think so. Maybe for around $600 you could
>> >do that. What world do you come from anyway. The
>> >gigahertz processors cost over $1000 in the store in
>> >a built system. The processor alone would cost a couple
>> >hundred retail.
>> >
>> >--
>>
>> Umm... go to www.pricewatch.com and click on "Processors - PC"
>>
>> AMD 1Ghz Athlon CPU with 266 FSB are selling for as low as $81.
>>
>> Complete 1Ghz Athlon SYSTEMs are selling for as low as $350
>>
>> (Mid Twr, 20HD, 128 Mem, 50XCD, Floppy, Snd, 8MVideo, 56KModem,
>> 2 USB, 120W Spk,KB/MS)
>>
>>
>> Like he said... it's the times...
>>
>
```

>He said Pentium III processor not Athlon AMD processors!!
>
>--

OK, Pentium III 1Ghz is $172.

A complete 1Ghz Pentium III SYSTEM is $418, same specs as above.

A far cry from $600, or "over $1000".

Again, it's the times.

BobR

6079. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 02:27:23 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010715192534.26678A-100000@compass.oregonvos.net>
Source record: 1043
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Sun, 15 Jul 2001, David Cantrell wrote:
|On Sat, 14 Jul 2001 01:57:33 +0100, Darren Salt
|<news@youmustbejoking.demon.cu.invalid> said:
|
|>I demand that Bob Retelle may or may not have written...
|>
|>> Using a TV will restrict the output to 40 columns. [...]
|>
|>BBC micro, mode 0. 640x256 graphics, 80x32 text, monochrome.

I wouldn't mind that kind of graphics, and that kind of text mode,
so long as the character sets are redefinable, and one of which
implements a conventional Commodore graphics character set (which
so many people seem to have memorized).

|>Very useable on a PAL TV.
|
|But possibly not usable on NTSC, the inferior standard used in less
|enlightened areas :-)
```

6080. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 04:32:48 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9itqpgpoi1@nserve1.acs.ucalgary.ca>
Source record: 1045
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hardware:
- 68000, about 10MHz
- 4MB to 8MB RAM
- ROM based OS (patched in RAM)
- 2 or 4 RS-232 ports
- 2 parallel ports
- an AD convert, with 4 inputs and 2 outputs
- 8"x4" LCD screen, high resolution,
high contrast, black and white is fine
- semi-portable design (something which can
be moved while I'm working, but not something
which I work on while moving)
- 64MB to 256MB RAM with battery backup, for
storing documents. Or use flash memory if
it is cheap enough.
- HD 3.5" floppy, for communicating with my
other machines

Software:
- task switching. need not support running
background processes, but I should be able to
access other software while working
- mostly command driven, put pointer is also
available (I'm viewing this from a programming
standpoint. I don't want to waste time
learning an event driven interface, along the
lines of MacOS or Windows, for a "hobby
machine")
- a default command set which resembles the
more common unix utilities
- programming language must support graphical
output, using an easy to learn model (as most
versions of BASIC had, or PostScript)
- a machine language monitor, and an assembler
should be provided by default.

These specifications are purely from the hobbies perspective.
I believe that this is something which I could put to productive
use, yet still learn the workings of (and program) with a decent
level of competence. It should also be easier to document than
the modern batch of PCs and Macs, which everybody appears to be
drooling over.

Who cares about getting with the times. I can't figure out what
to do with a 50MHz box, let alone a 1GHz one (let alone the 350MHz
one I'm on right now).

I would expect something like this to cost between $100 and $200.

Byron.

In article <Pine.SUN.3.96.1010715133713.1337B-100000@compass.oregonvos.net> you wrote:
: On Sun, 15 Jul 2001, Beyonder wrote:

: |You people are insane.
: |for $300 you can get a high end pentium 3 system, loaded.

: Loaded with crap. What we want, is something we can actually
: use (program in 6502, and that means providing for a multiplicity
: of 6502 systems in parallel, if we have to).

: |for $100 more you can get a high end 1.4gig system, loaded.
: |and these are retail prices! that doesn't include monitor,
: |but who cares?

: Who in their right mind wants to use a PC?

: |get with the times.

: I like the olden 'daze' a lot more.

6081. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 08:41:18 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <OMx47.16935$JN6.3470054@news1.rdc1.mi.home.com>
Source record: 1046
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
>
> Hardware:
> - 68000, about 10MHz
> - 4MB to 8MB RAM
> - ROM based OS (patched in RAM)
> - 2 or 4 RS-232 ports
> - 2 parallel ports
> - an AD convert, with 4 inputs and 2 outputs
> - 8"x4" LCD screen, high resolution,
> high contrast, black and white is fine
> - semi-portable design (something which can
> be moved while I'm working, but not something
> which I work on while moving)
> - 64MB to 256MB RAM with battery backup, for
> storing documents. Or use flash memory if
> it is cheap enough.
> - HD 3.5" floppy, for communicating with my
> other machines
>
You couldn't get that much ram on a 68000 because it only has a 24 bit memory bus. You would have to go to a 68030 or so to get the wider data path.
<snip>
--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

6082. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 10:21:08 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <oez47.34705$qs5.6674774@news02.optonline.net>
Source record: 1047
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I have to agree.

Let's just limit it to installation. I've installed many versions of Linux over the years. Each one something of a challenge that would floor the average computer user.

OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800 it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC (Tulip) without any help on my part! But when I tried to install the same distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed miserably. I do have Red Hat 7.2 running on that machine, but it was hand-configuring all the way. It would be torture for anyone who was brought up on Windows.

Still, I wouldn't be discouraged about putting it into a $300 computer. Lets assume a high degree of uniformity in the hardware of such beasties. A distro of Linux, or any other OS could be designed to install easily in such a limited hardware environment and probably could be run and maintained just as easily.

I'd also have to say that users of such machines as Atari 8-bits would have the mindset to deal with any problems that came up.

Take care.

Alan

"Stephan Schaem" <tthai@mindspring.com> wrote in message
news:tl424hfvnqeted@corp.supernews.com...
>
> "Bill Hoggett" <bill_hoggett@lineone.net> wrote in message
news:5gm3ltsshmn8lbpu141k1h8u2fq59jvo0p@4ax.com...
> > On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
> > <tthai@mindspring.com> wrote:
> >
> > >The problem is with the apps and general UI system.
> > >Dont know if its still the case, but getting to use an app,
> > >was getting to know the programmer mind under unix for each and every
app.
> > >With OSX if you learn how to open a file in one app, great chances more
then
> > >that app will use that method.
> > >I overhead people today in a store discovering why they PC with one

click cd burning
> > >was not working... they put the original cd in the CDRW and the blank
in the DVD player.
> > >Under linux it doesn't take much to have mass user be lost to the point
that they need
> > >human assistance. Would you be ready so offer this support to millions
?
> > >
> > >Having a user friendly OS is more then having a tweaked kernal on a CD.
> >
> > This is simply Microsoft inspired FUD from someone who hasn't used a
> > modern Linux distro. Try SuSE 7.2 or Mandrake 8.0 before spewing more
> > of this propaganda.
>
> Good DVD support? Easy to interface with 1394/DV products? Good set of USB
drivers
> for scanners/digital imaging? ... Easy to setup internet sharing?
SSE/3dnow! Optmized codecs?
> Easy to use 'packet cd' support? How about Video IO, easy to setup & use?
>
> If you tell me this stuff is handled better by the SuSE distribution then
Windows XP I will
> probably switch my home OS to linux. But other wise I wont take an
afternoon to downgrade
> my home OS.
>
> If I cant use, or need to download beta driver/recompile the OS, etc...
for any of my peripherial
> because the OS dont offer services/drivers I do see a problem using it for
a mainstream home OS.
> Do you think linux is not on everyone computer because of marketing
only?!?!?
>
> Stephan
>
>
>

6083. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 11:27:08 UTC
From: Ryzome <lawncare@weedcontrol.org>
Message-ID: <cmi5lt4o6oslscmmc89fq6bgrluenfnk3n@4ax.com>
Source record: 1048
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I felt as though I needed to throw in a bit on this subject.

You wouldn't have much choice on the CPU because the older the chip, the harder it is to get. Designing with the latest allows you to get production quantities with manageable lead times so inventory can be kept to a minimum. The older the chip, the more you have to buy at one time to assure you have it when it is in short supply or no longer available.
Also, you have to use larger memory blocks/chips for much the same reason as above. If you can design and build with the most demanded memory, it is cheaper to get but takes longer because of demand. Compare the cost of 256 meg of: PC2400 DDR to PC133 EDO and you'll see what I mean.

Much has been said in this thread about why some one would design or buy such a computer rather than buy an intel type pc(PIII). IMHO, it is more a question of following the group and being a MS slave or trying something new and different. Perhaps even doing so while not filling bill gates pockets with even more money. I'd mention apple but MS has got its fingers in that pie too.

My old Atari (400 w/flat keyboard through an ST) were reasonably stable, fun to use, great learning tool (both for hardware hacking and software) and were ahead of their time(well not the ST<GRIN>)..

I'd gladly trade my Athlon based PC for a good, fast, up to date Atari type computer. But unless it had software that is "compatible" and up to date, it really is a "pipe dream".

I'll step off my soap box. That's for the chance to express my opinion(s)

On Mon, 16 Jul 2001 08:41:18 GMT, "william strutts" <wrstrutts1@nospam.home.com> wrote:

>
>
>"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message
>news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
>>
>> Hardware:
>> - 68000, about 10MHz
>> - 4MB to 8MB RAM

>> - ROM based OS (patched in RAM)
>> - 2 or 4 RS-232 ports
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>> - an AD convert, with 4 inputs and 2 outputs
>> - 8"x4" LCD screen, high resolution,
>> high contrast, black and white is fine
>> - semi-portable design (something which can
>> be moved while I'm working, but not something
>> which I work on while moving)
>> - 64MB to 256MB RAM with battery backup, for
>> storing documents. Or use flash memory if
>> it is cheap enough.
>> - HD 3.5" floppy, for communicating with my
>> other machines
>>
>You couldn't get that much ram on a 68000 because it only
>has a 24 bit memory bus. You would have to go to a 68030
>or so to get the wider data path.
><snip>
>--

6084. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 14:38:10 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9iuu8i$p9g$1@nserve1.acs.ucalgary.ca>
Source record: 1049
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts (wrstrutts1@nospam.home.com) wrote:
: > Hardware:
: > - 4MB to 8MB RAM
<...>
: > - 64MB to 256MB RAM with battery backup, for
: > storing documents. Or use flash memory if
: > it is cheap enough.

: You couldn't get that much ram on a 68000 because it only
: has a 24 bit memory bus. You would have to go to a 68030
: or so to get the wider data path.

Then throw in some sort of decoder for the 64-256MB chunk. Since it is not the main memory (that would be the 4MB chunk), it should not make much of a difference. Indeed, it need not make any difference to the average programmer, since it would (presumably) be access through a set of file system calls.

Besides, isn't the 6502 limited to 64kB chunks. Apple simply implemented some sort of paging mechanism to access the 128kB found in later models (IIe/IIc). Likewise for the 192kB card which I have lying around here, somewhere. (Though my understanding is the 1MB card for the 8-bit machines used some sort of window into memory.)

Byron.

6085. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 15:27:34 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <GJD47.18239$JN6.3573354@news1.rdc1.mi.home.com>
Source record: 1050
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message news:9iuu8i$p9g$1@nserve1.acs.ucalgary.ca...
> william strutts (wrstrutts1@nospam.home.com) wrote:
> : > Hardware:
> : > - 4MB to 8MB RAM
> <...>
> : > - 64MB to 256MB RAM with battery backup, for
> : > storing documents. Or use flash memory if
> : > it is cheap enough.
>
> : You couldn't get that much ram on a 68000 because it only
> : has a 24 bit memory bus. You would have to go to a 68030
> : or so to get the wider data path.
>
> Then throw in some sort of decoder for the 64-256MB chunk. Since
> it is not the main memory (that would be the 4MB chunk), it should
> not make much of a difference. Indeed, it need not make any
> difference to the average programmer, since it would (presumably)
> be access through a set of file system calls.
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> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> implemented some sort of paging mechanism to access the 128kB found
> in later models (IIe/IIc). Likewise for the 192kB card which I
> have lying around here, somewhere. (Though my understanding is
> the 1MB card for the 8-bit machines used some sort of window into
> memory.)
>

Memory Management Unit which really extends the addressing
the processor has. To the programmer, it is as if you had 32 bit
addressing. You set the MMU chip to "bank" of RAM you
want and pass the rest of the address to memory bus. However,
you would then need to develop a MMU and the added cost
of R&D would increase your cost to build. It would be safer
to just move to a 68020 or 68030 processor and bypass the
smaller bus. I would think the chips are not much different
in cost these days as they have been around a long time.

--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

6086. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 16:06:18 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107161704420.13755-100000@zen.sys.uea.ac.uk>
Source record: 952
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, Alan Sharkis wrote:

> OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
> it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
> (Tulip) without any help on my part! But when I tried to install the same
> distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
> miserably. I do have Red Hat 7.2 running on that machine, but it was
> hand-configuring all the way. It would be torture for anyone who was
> brought up on Windows.

I seem to recall that the Mandrake 8 graphical installer needs something
like 64Mb of RAM and having less is pretty much the only thing that I've
ever seen cause it to bomb out.

And Red Hat sucks big time. Even the latest version.

AndyC

6087. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 16:52:42 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9B104B72%news@youmustbejoking.demon.cu.invalid>
Source record: 953
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that David Cantrell may or may not have written...

> On Fri, 13 Jul 2001 23:33:27 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> said:
>> Having used Pascal myself I would have to agree on using a system like
>> Delphi. Although my heart these days is with Python. But that's a script
>> language (I wish i had this as a kid, so clear and well structured!)

> I don't know why people insist on calling languages like python and perl
> 'script' languages. [...]

The way that I differentiate between 'script' and 'compiled' languages is,
roughly, this...

If the compilation (and linking) step is commonly separate (C, C++, Pascal,
Ada...), it's a compiled language.

If the compilation step is integrated into the runtime environment (Perl,
Python (I think)), it's a scripted language.

If the compilation step is omitted altogether (BBC BASIC and purely 8-bit
BASICs), it's an interpreted language.

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Risc PC, Spec+3, A3010 | Northumberland | s zap,uk,eu,org
| BBC M128, Linux PC | Toon Army | @
| Z80Em and 6502Em Support Packs. AY sound support.

Where we operate at a 90ï¿½ angle to reality

6088. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 17:53:12 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B532A03.8BFD4282@inebraska.com>
Source record: 955
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message
> news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
> >
> > Hardware:
> > - 68000, about 10MHz
> > - 4MB to 8MB RAM
> > - ROM based OS (patched in RAM)
> > - 2 or 4 RS-232 ports
> > - 2 parallel ports
> > - an AD convert, with 4 inputs and 2 outputs
> > - 8"x4" LCD screen, high resolution,
> > high contrast, black and white is fine
> > - semi-portable design (something which can
> > be moved while I'm working, but not something
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> > - 64MB to 256MB RAM with battery backup, for
> > storing documents. Or use flash memory if
> > it is cheap enough.
> > - HD 3.5" floppy, for communicating with my
> > other machines
> >
> You couldn't get that much ram on a 68000 because it only
> has a 24 bit memory bus.

WHAT?!?! 24 address lines gets you 16 megabytes. He's taking 4-8
The fact is that the Mac Plus had 24 address lines and 4 megs. - and that was
in 1986!

Roy

> You would have to go to a 68030
> or so to get the wider data path.
> <snip>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...

>
> Remove nospam to reply.

6089. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 18:53:54 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9ivd82$ms4$1@nserve1.acs.ucalgary.ca>
Source record: 956
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts (wrstrutts1@nospam.home.com) wrote:
: > Then throw in some sort of decoder for the 64-256MB chunk. Since

: Memory Management Unit which really extends the addressing
: the processor has. [...] However, you would then need to
: develop a MMU and the added cost of R&D would increase your
: cost to build. It would be safer to just move to a 68020
: or 68030 processor and bypass the smaller bus.

Perhaps I'm oversimplifying things here but, assuming 1MB pages into this secondary memory, wouldn't an 8 bit register attached to a decoder suffice?

As per the 68020 and 68030: it sounds great wrt speed and functionality, but what would be the cost in complexity (for the end user, of course)?

This is, in essence, a machine which I would want the user to be able to pull apart and modify, if they so desire, without a degree in electrical engineering. I have seen people modify the old 8-bitters, and there are people who will modify (for example) the TI-89/92 calculators (which are based on the 68000). I have not encountered people who go to such trouble for i386 or later, or the PowerPC. Just peeking into the processor manuals for those beasts is very intimidating. I can hardly imagine what a complete set of documentation for a modern PC would look like, if such a thing existed.

Byron.

6090. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 19:03:20 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107151703040.181-100000@localhost>
Source record: 954
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001, Beyonder wrote:

> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.

Why buying a PC, topic say, "if u could design" not what would u buy..

Janez

6091. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 19:07:59 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9B1CAE34%news@youmustbejoking.demon.cu.invalid>
Source record: 967
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Byron Desnoyers Winmill may or may not have written...

> Hardware:
> - 68000, about 10MHz

ARM7500FE, 56MHz. Or lower, if you want to save a little more power.

> - 4MB to 8MB RAM
> - ROM based OS (patched in RAM)

Hmm...

[snip]
> - HD 3.5" floppy, for communicating with my
> other machines

No 10baseT or 100baseT Ethernet?

[snip]

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spec+3, Risc PC, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ retrospec,co,uk | Toon Army
| Find a snapshot: <URL:http://drson.vse.cz/snapsearch/>

If in doubt, make it sound convincing.

6092. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 19:28:50 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B534045.54F7EE50@home.com>
Source record: 957
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

No it is only you who is insane. Not to mention foll of smeg. Nowhere on this planet can you get a p3 at that price, unless your buying stolen property from a fence. Btw, better recheck your clock speed too, the 1.5 gigahertz processor systems aren't readily available yet. oh and don't forget, where I live, retail on windows is $300 by itself. Are you really so STUPID to believe any vendor will sell you windows and give you the hardware on which to run it for FREE?

get a life.

Beyonder wrote:

> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.

6093. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 19:36:13 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10e2f$a745b620$031ea8c0@p400>
Source record: 959
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

(some censured curses over here)

: > : > - 64MB to 256MB RAM with battery backup, for

: > : You couldn't get that much ram on a 68000 because it only
: > : has a 24 bit memory bus. You would have to go to a 68030

: Why not using 80386, then ? It has it all- MMU and segmented adressing,
and

I'm not subscribing to csa8bit to receive all those info I don't want to
read. Does this thread ever end? Or would you be so kind to stop
crossposting it with comp.sys.atari.8bit? How much will it me cost to let
you do so? :-)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

6094. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 19:37:24 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B534246.4C7038C@home.com>
Source record: 958
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message
> news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
> >
> > Hardware:
> > - 68000, about 10MHz
> > - 4MB to 8MB RAM
> >
> You couldn't get that much ram on a 68000 because it only
> has a 24 bit memory bus. You would have to go to a 68030
> or so to get the wider data path.
> <snip>

WRONG WRONG WRONG!!!!

Go check the 68000 Data book. For that matter take a course in basic digital electronics. A 24 bit address bus will support up to 16megabytes total with no extra tricky hardware requireed. Btw, the data path is irrelevant to amount of ram a cpu can address, data bus is strictly for moving DATA, wider will give shorter read times for large values. the Address bus determines how much memory is available without resorting to such things as bank switching & so on. Btw, the 64 to 256 megs of flash mentioned could be addressed with some additional hardware. This is not "pie in the sky fantasy", but the common techniques used on apple II, commodore & atari 8bits that supported more than 64k of ram + roms.

6095. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 19:53:54 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net>
Source record: 960
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, Branko Badrljica wrote:

|> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
|> implemented some sort of paging mechanism to access the 128kB found
|> in later models (IIe/IIc). Likewise for the 192kB card which I
|> have lying around here, somewhere. (Though my understanding is
|> the 1MB card for the 8-bit machines used some sort of window into
|> memory.)
|>
|> Byron.
|
|
|Why not using 80386, then ? It has it all- MMU and segmented
|adressing, and one even gets a several 100's bytes of cache ? ;o)

An unfortunate design defect of the 80386 is that it can't
execute 6502 code. Maybe if Intel could get its sh* together,
it would design a chip that we here at comp.sys.cbm might
actually be willing to try out.

6096. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 20:01:12 UTC
From: Ryzome <lawncare@weedcontrol.org>
Message-ID: <krh6lto1fm86eno0hs2rp8jc3ir0v6oio2@4ax.com>
Source record: 961
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 12:53:54 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Mon, 16 Jul 2001, Branko Badrljica wrote:
>
>|> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>|> implemented some sort of paging mechanism to access the 128kB found
>|> in later models (IIe/IIc). Likewise for the 192kB card which I
>|> have lying around here, somewhere. (Though my understanding is
>|> the 1MB card for the 8-bit machines used some sort of window into
>|> memory.)
>|>
>|> Byron.
>|
>|
>|Why not using 80386, then ? It has it all- MMU and segmented
>|adressing, and one even gets a several 100's bytes of cache ? ;o)
>
>An unfortunate design defect of the 80386 is that it can't
>execute 6502 code. Maybe if Intel could get its sh* together,
>it would design a chip that we here at comp.sys.cbm might
>actually be willing to try out.

Minor desing flaw hahahahahahaha

6097. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 20:13:56 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <dii6lto2tv5p35jsupqibm0g82kuv7g565@4ax.com>
Source record: 968
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 17:52:42 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> said:

>The way that I differentiate between 'script' and 'compiled' languages is,
>roughly, this...
>
>If the compilation (and linking) step is commonly separate (C, C++, Pascal,
>Ada...), it's a compiled language.
>
>If the compilation step is integrated into the runtime environment (Perl,
>Python (I think)), it's a scripted language.

Python can be either, just like emacs Lisp. Of course, it 'compiles'
to a byte-code which it then intreprets, it's not *real* compilation.

Perl also has seperate compile and execute phases, although at present
you have to do truly evil things to presuade it to spit out the
byte-code.

However, I think that that differentiation is bogus. It means that
most implementations of Lisp are not programming languages. It means
that if (god forbid!) you were to run C in an interpreter, it would
not be a programming language.

--
David Cantrell | http://www.cantrell.org.uk/david

6098. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 20:17:58 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <WZH47.18477$JN6.3660062@news1.rdc1.mi.home.com>
Source record: 962
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
"James Alexander" <james-m-alexander@home.com> wrote in message
news:3B534246.4C7038C@home.com...
>
>
> william strutts wrote:
>
> > "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in
message
> > news:9itqpg$poi$1@nserve1.acs.ucalgary.ca...
> > >
> > > Hardware:
> > > - 68000, about 10MHz
> > > - 4MB to 8MB RAM
> > >
> > You couldn't get that much ram on a 68000 because it only
> > has a 24 bit memory bus. You would have to go to a 68030
> > or so to get the wider data path.
> > <snip>
>
> WRONG WRONG WRONG!!!!
>

Dude. He said he wanted 64 meg to 256 meg of RAM. A
68000 with only a 24 bit address can't address larger
memory schemes. 16 meg would be the limit of a 68000.

--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.
>
```

6099. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 20:22:52 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <w2l47.18479$JN6.3662762@news1.rdc1.mi.home.com>
Source record: 963
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Roy Miller" <millers@inebraska.com> wrote in message
news:3B532A03.8BFD4282@inebraska.com...
> william strutts wrote:
>
> > "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in
message
>> - 64MB to 256MB RAM with battery backup, for
>> storing documents. Or use flash memory if
>
> WHAT?!?! 24 address lines gets you 16 megabytes. He's taking 4-8
> The fact is that the Mac Plus had 24 address lines and 4 megs. - and that
was
> in 1986!

Apple crippled the memory on the early machines. The later
LC had 10 meg of RAM available although 6 meg was set
aside for ROM. The Mac Plus was even worse. It was limited
to 4 meg because Apple didn't let the Mac support larger than
1 meg simms. It only had 4 simm slots. To go larger it had to
support larger simms like a 4 meg simm. However, on the Mac
Plus/SE, Apple set aside 8 meg of address space for ROM. This
limit was not broached until Apple decided to make 68020 based
machines with larger address space. He is wanting 64 to 256 meg
of static RAM.
--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

6100. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 20:33:46 UTC
From: pausch@saaf.se
Message-ID: <9ivj3a$8sv$1@merope.saaf.se>
Source record: 965
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <f054lt810sfp5l4on6gro7t5d7ntp267i4@4ax.com>,
David Cantrell <usenet-20010705@barnyard.co.uk> wrote:

> On Fri, 13 Jul 2001 23:33:27 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> said:
>
>> Having used Pascal myself I would have to agree on using a system like
>> Delphi. Although my heart these days is with Python. But that's a script
>> language (I wish i had this as a kid, so clear and well structured!)
>
> I don't know why people insist on calling languages like python and
> perl 'script' languages. Just because some people use them as that
> does not mean that that is all they can do. I have written some
> rather large applications in perl, and colleagues have done the same
> in python. They are fully-fledged programming languages.

You could say the same thing about e.g. Javascript too: it has a full
set of bit-fiddling operations, numeric operations, string operations,
and it's even object oriented. But it's still considered a 'script'
language....

The reason these languages are called 'script' languages is probably
because programs in these languages usually are interpreted rather
than compiled.

"But Basic is interpreted too!!!" I hear you cry. Yes, it used to
be, but that was a long time ago - today it's usually compiled.
However, it is still sometimes interpreted - one such example is
VB-script.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

6101. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 20:53:00 UTC
From: "Dave R." <watson@enteract.com>
Message-ID: <Pine.BSF.4.21.0107161548550.29717-100000@shell-1.enteract.com>
Source record: 964
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, James Alexander wrote:

> gigahertz processor systems aren't readily available yet. oh and don't
> forget, where I live, retail on windows is $300 by itself. Are you really so
> STUPID to believe any vendor will sell you windows and give you the hardware
> on which to run it for FREE?

A vendor, however, will be paying for OEM Windows, not retail. The OEM version is usually much cheaper, but with stricter licensing (i.e. must be sold with a computer, can't be installed on another PC, etc.). So, figure US$50-$75 for Windows, maybe even less.

6102. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 21:28:35 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <u1n6lt0a1dgld8ifql8b0of6mh3ftthja5@4ax.com>
Source record: 966
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 15:53:00 -0500, "Dave R." <watson@enteract.com>
wrote:

>On Mon, 16 Jul 2001, James Alexander wrote:
>
>> gigahertz processor systems aren't readily available yet. oh and don't
>> forget, where I live, retail on windows is $300 by itself. Are you really so
>> STUPID to believe any vendor will sell you windows and give you the hardware
>> on which to run it for FREE?
>
>A vendor, however, will be paying for OEM Windows, not retail. The OEM
>version is usually much cheaper, but with stricter licensing (i.e. must be
>sold with a computer, can't be installed on another PC, etc.). So, figure
>US$50-$75 for Windows, maybe even less.

Is this after the new licensing scheme comes into effect?

--
Bill Hoggett

6103. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 22:32:48 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <dsq6ltsuer7r9fjqc7mrouf2lbbe1k2jao@4ax.com>
Source record: 969
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 16 Jul 2001 14:38:10 GMT, wbdesnoy@acs5.acs.ucalgary.ca (Byron Desnoyers Winmill) wrote:

>william strutts (wrstrutts1@nospam.home.com) wrote:
>: > Hardware:
>: > - 4MB to 8MB RAM
><...>
>: > - 64MB to 256MB RAM with battery backup, for
>: > storing documents. Or use flash memory if
>: > it is cheap enough.
>
>: You couldn't get that much ram on a 68000 because it only
>: has a 24 bit memory bus. You would have to go to a 68030
>: or so to get the wider data path.
>
>Then throw in some sort of decoder for the 64-256MB chunk. Since
>it is not the main memory (that would be the 4MB chunk), it should
>not make much of a difference. Indeed, it need not make any
>difference to the average programmer, since it would (presumably)
>be access through a set of file system calls.
>

Oh sure, throw in this non-standard bit of chaff here($), and that non-standard bit of dross there ($$) and pretty soon you find out why things like "Atari clones" cost a small fortune. Some sort of decoder here, and a bank-switcher there, and we're not talking about $300 retail any more.

>Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>implemented some sort of paging mechanism to access the 128kB found
>in later models (IIe/IIc). Likewise for the 192kB card which I
>have lying around here, somewhere. (Though my understanding is
>the 1MB card for the 8-bit machines used some sort of window into
>memory.)
>

And how much did that 192k card cost?

And how much would that translate into today's currency?

A 48k RAM expansion board for an Atari 400 retailed for $150, which in todays dollars would break this project before it got started.

Low volume, non-standard, high cost.

>Byron.

BobR

6104. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 22:34:54 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <7tq6lt0eom8gkn7le0t8go22hautl7v3s3@4ax.com>
Source record: 970
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:03:20 +0000, SWE/YesCREW <jvalant@m42.cx>
wrote:

>On Sun, 15 Jul 2001, Beyonder wrote:
>
>> You people are insane.
>> for $300 you can get a high end pentium 3 system, loaded.
>> for $100 more you can get a high end 1.4gig system, loaded.
>> and these are retail prices! that doesn't include monitor, but who
>> cares?
>>
>> get with the times.
>
> Why buying a PC, topic say, "if u could design" not what would u buy..
>
>
>
> Janez
>

It's called "Market Research".

It's part of the process of finding out if there is already something
on the market at the same or lower price point.

If someone is already making something like "The Wonder Widget" and
selling it for half what it would cost YOU to make your version of a
Wonder Widget, it wouldn't make any sense for you to try to sell one,
and it wouldn't make any sense for anyone to finance your business.

If Gigahertz computers still cost $3000, it might make sense to try to
come up with a $300 computer that would do a lot of the same things.

Unfortunately, as some of the messages here have pointed out,
Gigahertz computers now cost as little as $350, making a "New"
computer based around some arcane, non-compatible, possibly obsolete
CPU chip, with no software available, and a user-unfriendly operating
system an awfully "hard sell" in the marketplace.

Companies like Atari, Amiga, Sinclair, (fill in the name of any one of
dozens of others) and even Apple have found out the hard way that just
having a "superior" box won't do any good at all if no one buys it.

The question is, who will buy this new $300 box?

BobR

6105. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 23:09:46 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <o1t6ltke1kg0ckn83cveplth85e4vfc3tc@4ax.com>
Source record: 971
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:28:50 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>No it is only you who is insane. Not to mention foll of smeg. Nowhere on
>this planet can you get a p3 at that price, unless your buying stolen
>property from a fence. Btw, better recheck your clock speed too, the 1.5
>gigahertz processor systems aren't readily available yet. oh and don't
>forget, where I live, retail on windows is $300 by itself. Are you really so
>STUPID to believe any vendor will sell you windows and give you the hardware
>on which to run it for FREE?
>
>get a life.
>

So where on this planet do you live?

Check (as I said a few dozen messages ago) www.pricewatch.com
and find out how little a PIII Gigahertz SYSTEM really costs.

(Here's a hint: $418, INCLUDING Windows OS)

Or go for an Athlon Gigahertz for about $300 (again INCLUDING
Windows.)

A life is at your own discretion.

BobR

>Beyonder wrote:
>
>> You people are insane.
>> for $300 you can get a high end pentium 3 system, loaded.
>> for $100 more you can get a high end 1.4gig system, loaded.
>> and these are retail prices! that doesn't include monitor, but who
>> cares?
>>
>> get with the times.

6106. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 23:10:29 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <s1t6ltc46ticsld3pfmko54mqm6rft8h3f@4ax.com>
Source record: 972
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:36:13 GMT, "Sysop Fox-1" <fox-1@home.nl> wrote:

>
>(some censured curses over here)
>
>
>: > : > - 64MB to 256MB RAM with battery backup, for
>
>: > : You couldn't get that much ram on a 68000 because it only
>: > : has a 24 bit memory bus. You would have to go to a 68030
>
>: Why not using 80386, then ? It has it all- MMU and segmented adressing,
>and
>
>
>I'm not subscribing to csa8bit to receive all those info I don't want to
>read. Does this thread ever end? Or would you be so kind to stop
>crossposting it with comp.sys.atari.8bit? How much will it me cost to let
>you do so? :-)

Ignore it, it'll go away eventually.

It actually DOES have relevance to the Atari 8-bit world, as the
inspiration for designing a new inexpensive system harkens back to the
venerable Atari Home Computers that brought "Power Without The Price"
to the few dozen people who ever bought one.

(and yes, I have an attic full of them myself)

There's a lot of nostalgia for the "simpler times" and the "simpler
machines" which populated them.

I get nostalgic every time I think about spending $550 for a floppy
disk drive.

Unfortunately I doubt anything is ever going to bring those times back
again.

BobR

6107. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 23:10:44 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <83t6ltscik55kqte5j6cu14c6g2at4ee79@4ax.com>
Source record: 973
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 12:53:54 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Mon, 16 Jul 2001, Branko Badrljica wrote:
>
>|> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>|> implemented some sort of paging mechanism to access the 128kB found
>|> in later models (IIe/IIc). Likewise for the 192kB card which I
>|> have lying around here, somewhere. (Though my understanding is
>|> the 1MB card for the 8-bit machines used some sort of window into
>|> memory.)
>|>
>|> Byron.
>|
>|
>|Why not using 80386, then ? It has it all- MMU and segmented
>|adressing, and one even gets a several 100's bytes of cache ? ;o)
>
>An unfortunate design defect of the 80386 is that it can't
>execute 6502 code. Maybe if Intel could get its sh* together,
>it would design a chip that we here at comp.sys.cbm might
>actually be willing to try out.

A further "design defect" of the 80386 is that I don't believe they're
being made any more.

BobR

6108. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 23:43:04 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B537BE4.27849373@inebraska.com>
Source record: 974
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle wrote:

> I get nostalgic every time I think about spending $550 for a floppy
> disk drive.
>
> Unfortunately I doubt anything is ever going to bring those times back
> again.
>
> BobR

I sure hope nothing brings back those $550 floppy disks again... ;-)

Roy

6109. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 23:46:38 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B537CB9.D08CB935@inebraska.com>
Source record: 975
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Roy Miller" <millers@inebraska.com> wrote in message
> news:3B532A03.8BFD4282@inebraska.com...
> > william strutts wrote:
> >
> > > "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in
> message
> >> - 64MB to 256MB RAM with battery backup, for
> >> storing documents. Or use flash memory if
> >
> > WHAT?!?! 24 address lines gets you 16 megabytes. He's taking 4-8
> > The fact is that the Mac Plus had 24 address lines and 4 megs. - and that
> was
> > in 1986!
>
> Apple crippled the memory on the early machines. The later
> LC had 10 meg of RAM available although 6 meg was set
> aside for ROM. The Mac Plus was even worse. It was limited
> to 4 meg because Apple didn't let the Mac support larger than
> 1 meg simms. It only had 4 simm slots. To go larger it had to
> support larger simms like a 4 meg simm. However, on the Mac
> Plus/SE, Apple set aside 8 meg of address space for ROM. This
> limit was not broached until Apple decided to make 68020 based
> machines with larger address space. He is wanting 64 to 256 meg
> of static RAM.

But he mentioned 4-8 megs of RAM, which is VERY doable with a 68000, and the 64-256 as battery backedup RAM disk for documents. As RAM disk, the address lines aren't the issue. You can have 1 meg RAM disks with the Apple][+.

Roy

>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...
>

> Remove nospam to reply.

6110. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-16 23:54:27 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B537E8C.472973C8@inebraska.com>
Source record: 976
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

>
> > > > Hardware:
> > > > - 68000, about 10MHz
> > > > - 4MB to 8MB RAM
> > > >
> > > You couldn't get that much ram on a 68000 because it only
> > > has a 24 bit memory bus. You would have to go to a 68030
> > > or so to get the wider data path.
> > > <snip>
> >
> > WRONG WRONG WRONG!!!!
> >
>
> Dude. He said he wanted 64 meg to 256 meg of RAM. A
> 68000 with only a 24 bit address can't address larger
> memory schemes. 16 meg would be the limit of a 68000.

You didn't read what he said very carefully:

Hardware:
- 68000, about 10MHz
- 4MB to 8MB RAM
- ROM based OS (patched in RAM)
- 2 or 4 RS-232 ports
- 2 parallel ports
- an AD convert, with 4 inputs and 2 outputs
- 8"x4" LCD screen, high resolution,
high contrast, black and white is fine
- semi-portable design (something which can
be moved while I'm working, but not something
which I work on while moving)
- 64MB to 256MB RAM with battery backup, for
storing documents. Or use flash memory if
it is cheap enough.
- HD 3.5" floppy, for communicating with my
other machines

And, in his reply he said:

> Then throw in some sort of decoder for the 64-256MB chunk. Since
> it is not the main memory (that would be the 4MB chunk), it should

> not make much of a difference.
>

So, 4-8 as main memory, easily accessed by a CPU with 24 address lines,
and 64-256 battery backed RAM disk, which has little to do with address
lines.

68000, 80286 (or higher), or 65816 could do what he was thinking, as CPU.

Roy

>
>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...
>
> Remove nospam to reply.
> >

6111. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 00:00:25 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <teL47.18818$JN6.3800443@news1.rdc1.mi.home.com>
Source record: 977
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Roy Miller" <millers@inebraska.com> wrote in message
news:3B537CB9.D08CB935@inebraska.com...
> william strutts wrote:
>
>
> But he mentioned 4-8 megs of RAM, which is VERY doable with a 68000, and
the

This is true but the other memory is still memory and has to be accessed
in some manner. Plus we are talking about a sub-300 dollar machine
and any custom logic is going to cost money.

> 64-256 as battery backedup RAM disk for documents. As RAM disk, the
address
> lines aren't the issue. You can have 1 meg RAM disks with the Apple][+.
>
Oh really. You still have to get stuff in and out of your RAM disk and it
takes address lines. You will still need an address decoder to be able
to switch banks of RAM in and out of main memory. It doesn't happen
like magic. A real address in memory must somehow find its way
to the correct bank of RAM that you want to access. It is a real
pain in the butt doing it that way. The Apple II couldn't address
more than 64K or RAM at any one time anyway. Programs
never exceeded the size of memory space. The 68K is a totally
different animal. Programs can be huge on a 68k machine. I don't
think you would want to bank switch RAM to run a program.

--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

6112. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 00:28:37 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <BBL47.40805$WS4.6287732@news6-win.server.ntlworld.com>
Source record: 978
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

If you want something all singing all dancing then even if I could design something better than a PC I haven't the time to write all the software to go with it.

If however you want to just make a computer for the satisfaction of saying "I made that" then I would make a clone of an antique home micro. The hardware design would be feasible, and you wouldn't have to write lots of software for it. The hardware could fit in fewer smaller parts than the originals, with modern memory chip sizes.

A few candidates would be:
ZX81 in PLDs or FPGA (done by Ian Bradbury and Bodo Wenzel respectively see http://www.howell1964.freeserve.co.uk/ZX81/ZX81.htm)
Commodore C64 in FPGA (done by Jeri: http://www.geocities.com/cm_easy/ - impressive!)
Acorn Atom / BBC micro / Atari 800XL / Atari ST / TRS80 / Spectrum in FPGA

6113. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 00:44:52 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <PXD47.853$bl.47003@news.siol.net>
Source record: 951
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message news:9iuu8i$p9g$1@nserve1.acs.ucalgary.ca...
> william strutts (wrstrutts1@nospam.home.com) wrote:
> : > Hardware:
> : > - 4MB to 8MB RAM
> <...>
> : > - 64MB to 256MB RAM with battery backup, for
> : > storing documents. Or use flash memory if
> : > it is cheap enough.
>
> : You couldn't get that much ram on a 68000 because it only
> : has a 24 bit memory bus. You would have to go to a 68030
> : or so to get the wider data path.
>
> Then throw in some sort of decoder for the 64-256MB chunk. Since
> it is not the main memory (that would be the 4MB chunk), it should
> not make much of a difference. Indeed, it need not make any
> difference to the average programmer, since it would (presumably)
> be access through a set of file system calls.
>
> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> implemented some sort of paging mechanism to access the 128kB found
> in later models (IIe/IIc). Likewise for the 192kB card which I
> have lying around here, somewhere. (Though my understanding is
> the 1MB card for the 8-bit machines used some sort of window into
> memory.)
>
> Byron.

Why not using 80386, then ? It has it all- MMU and segmented adressing, and one
even gets a several 100's bytes of cache ? ;o)

Regards,

Branko

6114. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 01:05:30 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tl73h3llaocb8c@corp.supernews.com>
Source record: 980
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

OT but Bob, is there a reason why your name sounds real familiar to me?

ST magazine guy or something?

"Bob Retelle" <bobr1@provide.net> wrote in message
news:83t6ltscik55kqte5j6cu14c6g2at4ee79@4ax.com...

6115. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 01:06:08 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <4cM47.38281$qs5.7636718@news02.optonline.net>
Source record: 981
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

The older machine has 64 Mb of RAM. Maybe it needed just a trifle more.

But my point was that any OS that's specifically designed or customized to work with a very narrow range of hardware variation could be successful on these supposed $300 machines.

Alan

"Andy Cadley" <ac@sys.uea.ac.uk> wrote in message news:Pine.GSO.4.10.10107161704420.13755-100000@zen.sys.uea.ac.uk...
>
> On Mon, 16 Jul 2001, Alan Sharkis wrote:
>
> > OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
> > it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
> > (Tulip) without any help on my part! But when I tried to install the same
> > distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
> > miserably. I do have Red Hat 7.2 running on that machine, but it was
> > hand-configuring all the way. It would be torture for anyone who was
> > brought up on Windows.
>
> I seem to recall that the Mandrake 8 graphical installer needs something
> like 64Mb of RAM and having less is pretty much the only thing that I've
> ever seen cause it to bomb out.
>
> And Red Hat sucks big time. Even the latest version.
>
> AndyC
>

6116. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 01:28:16 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9B3F7EE2%news@youmustbejoking.demon.cu.invalid>
Source record: 989
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that David Cantrell may or may not have written...

> On Mon, 16 Jul 2001 17:52:42 +0100, Darren Salt
> <news@youmustbejoking.demon.cu.invalid> said:
>> The way that I differentiate between 'script' and 'compiled' languages is,
>> roughly, this...

>> If the compilation (and linking) step is commonly separate (C, C++,
>> Pascal, Ada...), it's a compiled language.

>> If the compilation step is integrated into the runtime environment (Perl,
>> Python (I think)), it's a scripted language.

> Python can be either, just like emacs Lisp. Of course, it 'compiles' to a
> byte-code which it then intreprets, it's not *real* compilation.

So using javac isn't real compilation either...? I'd say that it's real
compilation, just for a virtual machine.

> Perl also has separate compile and execute phases, although at present you
> have to do truly evil things to presuade it to spit out the byte-code.

:-)

> However, I think that that differentiation is bogus.

It definitely isn't a clear and /clean/ differentiation... and I did say
'roughly'. I don't expect to stick rigidly to that :-)

> It means that most implementations of Lisp are not programming languages.
> It means that if (god forbid!) you were to run C in an interpreter, it
> would not be a programming language.

Slight edit needed, I think: "is commonly separate" => "is or can be used as
a separate step"... and yes, I've seen a C interpreter...

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Risc PC, Spec+3, A3010 | Northumberland | s zap,uk,eu,org
| BBC M128, Linux PC | Toon Army | @
| Z80Em and 6502Em Support Packs. AY sound support.

The human race has one really effective weapon, and that is laughter.

6117. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 01:42:38 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <io57lt89cpjikg3766enpugg6a6ia2ektu@4ax.com>
Source record: 982
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Tue, 17 Jul 2001 03:01:37 -0700, "Branko Badrljica"
<brankob@avtomatika.com> wrote:

>
>"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
>news:Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net...
>> On Mon, 16 Jul 2001, Branko Badrljica wrote:
>>
>> |> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>> |> implemented some sort of paging mechanism to access the 128kB found
>> |> in later models (IIe/IIc). Likewise for the 192kB card which I
>> |> have lying around here, somewhere. (Though my understanding is
>> |> the 1MB card for the 8-bit machines used some sort of window into
>> |> memory.)
>> |>
>> |> Byron.
>> |
>> |
>> |Why not using 80386, then ? It has it all- MMU and segmented
>> |adressing, and one even gets a several 100's bytes of cache ? ;o)
>>
>> An unfortunate design defect of the 80386 is that it can't
>> execute 6502 code. Maybe if Intel could get its sh* together,
>> it would design a chip that we here at comp.sys.cbm might
>> actually be willing to try out.
>
>It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
>You wait a year or two and Celeron will be cheaper than 6502 ;o)
>
>
>Regards,
>
>
>Branko
>

I wouldn't be too surprised to see that. -

I just did a little poking around to check on prices of Motorola 68020
and 68030 CPUs, just to see how they would affect the cost of a $300
system.
```

Allied Electronics doesn't even stock them any more, but for only $200 they'll order you a 33Mhz 68020 chip.

That's almost THREE times the cost of a 1Ghz Athlon right now.

(And that's their QUANTITY pricing. Ouch!)

Supply and demand at work.

BobR

6118. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 02:07:55 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B539DF4.36A9CEA1@inebraska.com>
Source record: 983
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Roy Miller" <millers@inebraska.com> wrote in message
> news:3B537CB9.D08CB935@inebraska.com...
> > william strutts wrote:
> >
> >
> > But he mentioned 4-8 megs of RAM, which is VERY doable with a 68000, and
> the
>
> This is true but the other memory is still memory and has to be accessed
> in some manner. Plus we are talking about a sub-300 dollar machine
> and any custom logic is going to cost money.
>
> > 64-256 as battery backedup RAM disk for documents. As RAM disk, the
> address
> > lines aren't the issue. You can have 1 meg RAM disks with the Apple][+.
> >
> Oh really.

Really. I have a 1 meg RAM card in my][+. There were a number of such cards sold. And some were battery backed. 16 address lines, 8 bit bus and 20 bit address space. Surely you have seen such in ads. And since that was done with an 8 bit 6502, I'm sure the 16/32 bit 68000 could do it too.

> You still have to get stuff in and out of your RAM disk and it
> takes address lines. You will still need an address decoder to be able
> to switch banks of RAM in and out of main memory.

RAM disks aren't part of your main memory. DUH!! Do you bother to read any of the posts being made? The software that organizes the RAM disk is in your memory, but as far as the CPU is concerned, that chunk of RAM is no different than a hard disk or floppy disk. Or do you wish to assure that disk drives are also part of the CPUs memory, being switched in and out?

> It doesn't happen
> like magic. A real address in memory must somehow find its way
> to the correct bank of RAM that you want to access. It is a real
> pain in the butt doing it that way. The Apple II couldn't address
> more than 64K or RAM at any one time anyway. Programs
> never exceeded the size of memory space.

Wrong! Programs often exceeded memory space. It was called overlaying. Ever hear of WordStar? And yes, that was a Z-80 program, but 6502 programs did the same thing. The overlays were on disk, called in to replace a part of memory (much like bank shifting, but much, much slower). With a RAM disk, exactly the same thing happened, only the data/code was stored in RAM outside the memory space of the CPU, and organized as a RAM disk.

The Coleco ADAM did this, so did the Atari 130 XE. There were plenty of boards like this for S-100 computers using the Intel 8080 or Zilog Z-80. In fact it was the best way to use CP/M Wordstar. Some would say, the ONLY way to use WordStar.

> The 68K is a totally
> different animal. Programs can be huge on a 68k machine. I don't
> think you would want to bank switch RAM to run a program.

No one was talking about bank switching.
He was talking about a 64-256meg battery backed RAM disk though.

Roy

>
>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...
>
> Remove nospam to reply.

6119. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 03:24:55 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9j0b67$1jsc$1@nserve1.acs.ucalgary.ca>
Source record: 984
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle (bobr1@provide.net) wrote:
: The question is, who will buy this new $300 box?

Perhaps nobody. We are simply playing with ideas here.

Or, perhaps, somebody. Look at the groups this discussion is taking place in. How many people would even consider using these machines in an era of GHz computers? After all some of these machines run at a poky 1MHz, and are crippled by 8 bit wide words. (My Apple II fits in that category.)

Apparently a large number of us still use those machines. Some of us still buy those machines. Sometimes we pick up the original thing (Apples, Atari's, Commodores, and so forth) for a bargain. Sometimes we pickup devices which have similar, embedded processors. The TI graphing calculators use the Z80 and 68000 processors. These calculators appear to fit in the $80 to $220 Canadian range, and I'm willing to bet that there are good margins.

So maybe there is a market. But that still shouldn't prevent us from discussing ideas.

Byron.

6120. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 05:44:12 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9j0jbcpog1@nserve1.acs.ucalgary.ca>
Source record: 986
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle (bobr1@provide.net) wrote:
: Allied Electronics doesn't even stock them any more, but for only $200
: they'll order you a 33Mhz 68020 chip.

That price is insane, and I suggest that you shop around more. And focus on the 68000, which I have seen in calculators costing about US$120. I am quite confident that the manufacturer is not producing these at a loss, and likely have a healthy margin. One of these calculators served as my inspiration, only with boosted I/O capabilities, much more open design, and with the OS in ROM where it can not be damaged. (I pulled mine apart, and it used a Motorola 68000.)

I will not argue withthe PB100 hypothesis though, as I am a Mac user.

It is worth noting though that only parts of the Macintosh and IIgs operating systems are in ROM. For the machine to be in a useable form, the rest must be loaded from disk (the Classic was an exception, but even it does not spring to life as an Atari ST would). Indeed certain drivers required to access the original Macintosh hardware do not appear to be in ROM, including part of the serial driver, the print manager, and the AppleTalk manager. (From Inside Macintosh Vol. I.) details are bound to be different for later models, such as the PB100, but I would imagine that (proportionally) less was integrated into later versions of the ROM.

Now why is that relevant? Well, I would want the whole OS in ROM. That way, if you goof up while creating patches, you simply reset the machine (or, better yet, disable patches while booting in order to recover your data). This calc of mine (with the OS in flash memory) has given me a scare a couple of times, and certain parts of its software do not appear to work correctly to this day. It is, of course, poorly documented so that is a problem too. Hopefully the ROM would be socketed, so that the OS could be upgraded (or the patches incorporated in some optimised form).* But that is not a huge issue. The other reason for a ROM based OS is to avoid the lengthly process of reinstalling the OS, as I'm certain many of you Windows users enjoy. ;-) The patches would have to be reinstalled, but your machine wouldn't be in an unusable form without them. If the patch installation system is sensible, they should be quite easy to copy from a floppy disk to a system folder anyway.

Byron.

[*] Come to think of it, wouldn't flash memory have a write enable line? If so, a manual switch or jumper on this line would be a suitable alternative.

6121. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 05:52:29 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <xoQ47.20422$JN6.4055098@news1.rdc1.mi.home.com>
Source record: 985
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Timothy A. Seufert" <tas@mindspring.com> wrote in message
news:tas-16D91B.21514716072001@news...
<snip>
> I believe you are 100% wrong in stating that Apple II programs never
> exceeded the "size of memory space" (I assume you mean 64K). Unless I'm
> grossly mistaken, AppleWorks did just that. It was and is quite
> possible to design programs which bank switch code and/or data in and
> out of the CPU's address space. With care, it need not even be a pain
> in the butt.

I did say that they would have to be bank switched. It would still
need an address range to move the data to like that extra 64K on
the 80 column IIe card does. It is bank switched. What I meant
in saying they didn't exceed the size of memory was that only
64K could be accessed at one time. To get more memory requires
the programmer to bank switch the program or to swap code
out and pull it from the Floppy/HD in his code. No hardware
or OS automatically handled that on the Apple II. The early
PC's like the 286 had all kinds of odd ball memory due to the
8-bit legacy of the 286 processor. They still had 64K code
segments and any one chunk of code had to reside on a 64K
bank. You don't want to place a loop on two banks of memory
because that would require you to bank switch constantly.

> For software like a RAMdisk, it's not a pain in the butt at all to use
> bank selection. No different from selecting what sector of a disk drive
> to read in a driver for an ordinary electromechanical disk.

While that is true, it requires special coding on the part of the
program. Not all Apple IIe programs supported the extra RAM
and it was the minority that did. The program had to be aware
of the memory. Some smarter 8-bits using the 6809, had a
MTU unit which would take care of the bank switching. They
had a smart operating system called OS-9 that knew how to
handle the memory plus it had a hardware chip which handled
a lot of the memory management.

The other way was using the Chain command in the older
basics which would remove the app in memory and load
the referenced code. Not all Basics had that command. That
made it a bit easier but on the Coco, it required the programmer
to write routines to access the memory. It was not handled

automatically by the OS.
--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

6122. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 10:01:37 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <F5M47.867$bl.47698@news.siol.net>
Source record: 979
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
news:Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net...
> On Mon, 16 Jul 2001, Branko Badrljica wrote:
>
> |> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> |> implemented some sort of paging mechanism to access the 128kB found
> |> in later models (IIe/IIc). Likewise for the 192kB card which I
> |> have lying around here, somewhere. (Though my understanding is
> |> the 1MB card for the 8-bit machines used some sort of window into
> |> memory.)
> |>
> |> Byron.
> |
> |
> |Why not using 80386, then ? It has it all- MMU and segmented
> |adressing, and one even gets a several 100's bytes of cache ? ;o)
>
> An unfortunate design defect of the 80386 is that it can't
> execute 6502 code. Maybe if Intel could get its sh* together,
> it would design a chip that we here at comp.sys.cbm might
> actually be willing to try out.

It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
You wait a year or two and Celeron will be cheaper than 6502 ;o)

Regards,

Branko

6123. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 17:50:31 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B547AE1.FEBAF2AC@inebraska.com>
Source record: 990
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Timothy A. Seufert" <tas@mindspring.com> wrote in message
> news:tas-16D91B.21514716072001@news...
> <snip>
> > I believe you are 100% wrong in stating that Apple II programs never
> > exceeded the "size of memory space" (I assume you mean 64K). Unless I'm
> > grossly mistaken, AppleWorks did just that. It was and is quite
> > possible to design programs which bank switch code and/or data in and
> > out of the CPU's address space. With care, it need not even be a pain
> > in the butt.
>
> I did say that they would have to be bank switched. It would still
> need an address range to move the data to like that extra 64K on
> the 80 column IIe card does. It is bank switched. What I meant
> in saying they didn't exceed the size of memory was that only
> 64K could be accessed at one time.

Sometimes one's thoughts and what one types aren't always the same. Perhaps that is why your last sentence is nonsense. Many programs for 64K 8 bit computers were larger than 64K. Some 8 bit machines used bank switching, some used overlays, and some used both (WordPerfect for the 128K ProDOS Apple //e or //c would run MUCH faster if one added extra memory and formatted it as a disk drive, copied the files to the RAM disk and launched the program from the RAM disk. Neither ProDOS nor WordPerfect did any "bankswitching", only the loading of overlays from a disk.

> To get more memory requires
> the programmer to bank switch the program or to swap code
> out and pull it from the Floppy/HD in his code. No hardware
> or OS automatically handled that on the Apple II.

But then, the machine that you protest would cost too much would easily do that. As I recall the 128K Mac used "virtual memory". Was that the ability of the 68000, or the OS, or both? And why couldn't it be done on this machine inexpensively?

> The early
> PC's like the 286

The early PCs, of course, used 8088 and 8086 chips.
The second generation, "Advanced Technology" machines used their 286 and later 386 CPUs as fast 8088/86s.

> had all kinds of odd ball memory due to the
> 8-bit legacy of the 286 processor. They still had 64K code
> segments and any one chunk of code had to reside on a 64K
> bank. You don't want to place a loop on two banks of memory
> because that would require you to bank switch constantly.

Of course, you have the same situation with the IIgs, because the 65816 has
segmented memory.

>
>
> > For software like a RAMdisk, it's not a pain in the butt at all to use
> > bank selection. No different from selecting what sector of a disk drive
> > to read in a driver for an ordinary electromechanical disk.
>
> While that is true, it requires special coding on the part of the
> program.

No, it doesn't. It only requires RAM disk software. *IF* by special, you mean
the ability to use a RAM disk as opposed to a floppy disk or hard disk.
Again, overlays were VERY common in the late 70's and early 80's. Memory cost
too much, so programers had to use disk space. Besides, you have shifted the
point. You said the problem with his machine was very expensive additional
hardware. Nothing about additional code.

> Not all Apple IIe programs supported the extra RAM
> and it was the minority that did. The program had to be aware
> of the memory. Some smarter 8-bits using the 6809, had a
> MTU unit which would take care of the bank switching. They
> had a smart operating system called OS-9 that knew how to
> handle the memory plus it had a hardware chip which handled
> a lot of the memory management.
>
> The other way was using the Chain command in the older
> basics which would remove the app in memory and load
> the referenced code. Not all Basics had that command. That
> made it a bit easier but on the Coco, it required the programmer
> to write routines to access the memory. It was not handled
> automatically by the OS.

None of the above however deals with the erroneous conclusion that 64-256meg
of RAM disk would require expensive additional hardware to use with a 68000
CPU.

Roy

>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>

> Just hacking away...
>
> Remove nospam to reply.

6124. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 17:52:26 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107171749180.156-100000@localhost>
Source record: 987
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, Bob Retelle wrote:

> A further "design defect" of the 80386 is that I don't believe they're
> being made any more.

As the matter of fact, thats prolly not exactly true :) International
Space Station team use 386 for onboard computers on ISS :)

Janez

6125. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 17:54:36 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107171753220.156-100000@localhost>
Source record: 988
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> A further "design defect" of the 80386 is that I don't believe they're
> being made any more.

Not exactly sure about that. They are used for onboard computers on
International Space Station currently being build :)

Janez

6126. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 19:22:00 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <4v39ltkbjq26dfvf586nh2gkrfe1imun18@4ax.com>
Source record: 995
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:10:44 -0400, Bob Retelle <bobr1@provide.net>
said:

>A further "design defect" of the 80386 is that I don't believe they're
>being made any more.

Oh, they are. The 80186 is also still rather popular (it pops up
quite a lot in cheap disk controllers and the like, and consumer
appliances - my fridge has one for no reason that I can fathom). Even
the 6502 and Z80 are still being manufactured for use in embedded
systems.

--
David Cantrell | http://www.cantrell.org.uk/david

6127. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 20:15:11 UTC
From: richard@systemeD.not
Message-ID: <20010717211511491713@du-004-0051.claranet.co.uk>
Source record: 991
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Byron Desnoyers Winmill <wbdesnoy@acs5.acs.ucalgary.ca> wrote:

> Bob Retelle (bobr1@provide.net) wrote:
> : The question is, who will buy this new $300 box?
>
> Perhaps nobody. We are simply playing with ideas here.
>
> Or, perhaps, somebody. Look at the groups this discussion is taking place in.

Oh, we chose to play host to this crap, did we?

--
| Richard Fairhurst www.systemeD.net
| The point is not to put poetry at the disposal of the revolution,
| but to put the revolution at the disposal of poetry.

6128. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 21:01:14 UTC
From: dickdaz <dickdaz@xtra.co.nz>
Message-ID: <gD157.4619$jd7.691596@news.xtra.co.nz>
Source record: 992
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi there

"Beyonder" <beyonder@vrx.net> wrote in message
news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.

I think I'd rather buy from auction something cool with my US$300,
like a used SGI workstation. So long as Winblows doesn't appear on
the monitor I'll be happy spending that on a used machine...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.

6129. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 21:08:55 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <ZL0G$GxnlKV7Ew+U@gratiano.zephyr.org.uk>
Source record: 993
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <20010717211511491713@du-004-0051.claranet.co.uk>, Richard Fairhurst <richard@systemeD.not> writes
>> Or, perhaps, somebody. Look at the groups this discussion is taking place in.
>
>Oh, we chose to play host to this crap, did we?

Yes. You must have missed the Cabal[0] meeting.

[0] TINC

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
She twirled a lock of hair around her forefinger and smiled B457CA213D7E6
faintly. "Actually, I'd settle for a small Greek." 68C3695D623D5D

6130. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 21:10:58 UTC
From: vdjole@EUnet.yu
Message-ID: <9j29l0ero4@news.eunet.yu>
Source record: 994

On 16 Jul 2001 14:38:10 , Byron Desnoyers Winmill wrote:

>: You couldn't get that much ram on a 68000 because it only
>: has a 24 bit memory bus.
>
>Then throw in some sort of decoder for the 64-256MB chunk.

In fact, 68000 had three signal lines (FC0, FC1, FC2) which AFAIK could, with some equilibristics, be used to make it address eight 16MB address spaces. I am not saying one should do so (to the contrary) but technically it might be done.

cu.

6131. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-17 22:12:55 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10f0e$b45c6f40$031ea8c0@p400>
Source record: 996
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle <bobr1@provide.net>

: >I'm not subscribing to csa8bit to receive all those info I don't want to
: >read.

: Ignore it, it'll go away eventually.

I surely hope so...

: It actually DOES have relevance to the Atari 8-bit world,

Well, *some* msg's in the thread have a little bit Atari 8-bit related stuff in them. Unfortunately, many of them don't have any at all (notice all the crosspost info). The topic is now more about how much memory you can control with an 68xxx CPU, which has absolutely nothing to do with an 8-bit Atari...

: I get nostalgic every time I think about spending $550 for a floppy
: disk drive.

Time hasn't changed. The 1050 was state of the art in those days. About the same when you go out to buy a good DVD rewriter for the Wintels. Same price, same state of the art, and virtually no value when it's 15 years old. Some people will get nostalgic at the time it hasn't any value anymore, others may still use it, like I use my 1050 drive right now...

I don't get nostalgic when I use my Atari 130XE to program some things or what, or take a look at my BBS. This is cause my systems are used about every day or so. I get more nostalgic when joining an Atari 8-bit meeting, with a room full of 8-bitters that are actually used and not owned by people who keep them just for nostalgic reasons and use another computer to emulate the thing.

I don't say it's wrong to collect for nostalgic reasons or use an emulator. It's just that about every topic is about emulators and .ATR images, about how to convert them, how to format them, or how to build a "better" new computer, how to emulate this, how to emulate that, etc. What's wrong with the original Atari 8-bit hardware? Many people seem to forget there was a thing *before* the emulators, namely a real computer...

Don't get me wrong. I also have Pentiums laying around, and am using A.P.E. to transfer ATR images if I need to, but rather talk about the 8-bit side of the SIO2PC interface in stead of the other end of the cable...

My $0.02

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

6132. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-18 02:57:08 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13dc54f4cdd8896c989682@news-server.nc.rr.com>
Source record: 997
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tl424hfvnqeted@corp.supernews.com>, tthai@mindspring.com says...

> If I cant use, or need to download beta driver/recompile the OS, etc... for any of my peripherial
^^^^^^^^^^^^^^^^^^^^
> because the OS dont offer services/drivers I do see a problem using it for a mainstream home OS.
> Do you think linux is not on everyone computer because of marketing only?!?!?

Um, you're using XP... You're whole operating system IS beta.

Anyway, it's the hardware manufacturers job to provide drivers, not the OS. Any hardware worth having works in linux for the most part.

You don't NEED to recompile linux, some people do because they CAN, with linux you have that option. With windows you must upgrade or format and reload to implement new features. I didn't need to recompile linux to support ICS, but I did need a new copy of windows. I didn't need to reload linux to support fat32. but I did need to upgrade to rev-b95 windows. Same goes for USB, with windows you had to replace the whole OS to get that functionality. Firewire, ect, same thing there... you were saying?

And yes, the biggest reason people use windows is marketing, it comes with the computer. XP is nice, I'm using it right now (RC1 2505), but I wouldn't trust it to the extent I trust my Progeny Debian box. Heck I wouldn't even have it if it wern't for this MSDN subscription (another thing MS did right).

The only technical superiority Microsoft Windows has over Linux is the Gaming SDK/DirectX, which is incredibly good. No matter how much someone likes to bash M$, they still have to agree.

Your/My Win XP doesn't support 64bit, so again here comes an upgrade and/or format and reinstall. not on my Linux box! Rumor has it XP doesnt handle 64bit PCI very well either (was looking at that dual athlon board). In learned MS fashion, we "need a newer version"

6133. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-18 06:10:34 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <9n8alt0babkadmdnljf7c7nk7fic54mlk5@4ax.com>
Source record: 998
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 17 Jul 2001 04:34:28 GMT, "Timothy A. Seufert"
<tas@mindspring.com> wrote:

>In article <dsq6ltsuer7r9fjqc7mrouf2lbbe1k2jao@4ax.com>, Bob Retelle
><bobr1@provide.net> wrote:
>

>> A 48k RAM expansion board for an Atari 400 retailed for $150, which in
>> todays dollars would break this project before it got started.
>>
>> Low volume, non-standard, high cost.
>
>What's the price of a 48K RAM expansion for an Atari 400 in the early
>'80s got to do with it? The idea expressed was to build a simple
>computer with the flavor of earlier simpler systems, not a clone of one
>of them. It's possible to build simple hobbyist hardware using cheap
>modern building blocks.
>

It was a similar type of hardware in that it was produced in very low
volume and had no "standardized" parts in it, thus the individual
retail price was very high.

(Of course, in those days there really was little that could be called
"standardized", I admit.)

Most of the suggestions proposed here have been great from the "gee
whiz" neato aspect, but I really doubt they could be realized for the
target price, especially considering the overall sales are undoubtedly
going to be very small.

>A sensible approach would be to use SDRAM DIMMs for memory. I've seen
>prices as low as $30 for a 256MB stick. With the correct choice of CPU
>no glue logic is necessary; a lot of CPUs designed for the embedded
>market have built in SDRAM controllers.
>

That would be great, of course. Those features don't seem to have
been very widely considered though, considering many of the
suggestions so far.

>
>
>-- Tim

>To mail me unsolicited advertisements: Move to Siberia. Wait until I
>say it's OK to send. Everybody else, remove "NOSPAM" from my address.

BobR

6134. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-18 06:18:59 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <559alto1n92ebbrfjug42gj4pidregesfi@4ax.com>
Source record: 999
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 17 Jul 2001 05:44:12 GMT, wbdesnoy@acs5.acs.ucalgary.ca (Byron Desnoyers Winmill) wrote:

>Bob Retelle (bobr1@provide.net) wrote:
>: Allied Electronics doesn't even stock them any more, but for only $200
>: they'll order you a 33Mhz 68020 chip.
>
>That price is insane, and I suggest that you shop around more. And focus on
>the 68000, which I have seen in calculators costing about US$120. I am
>quite confident that the manufacturer is not producing these at a loss, and
>likely have a healthy margin.

Well, Newark Electronics has the slower 20Mhz version of the 68020 for only about $65 each, but they only have 65 of them in stock.

I checked the 68020 and 68030 because those were suggested in several of the messages discussing Memory Management.

The 68000 requires an external MMU, taking up more real estate on the motherboard and adding cost to the basic cost of the CPU.

>
>It is worth noting though that only parts of the Macintosh and IIgs operating
>systems are in ROM.

...
>
>Now why is that relevant? Well, I would want the whole OS in ROM. That way,
>if you goof up while creating patches, you simply reset the machine (or, better
>yet, disable patches while booting in order to recover your data). This calc
>of mine (with the OS in flash memory) has given me a scare a couple of times,
>and certain parts of its software do not appear to work correctly to this day.
>It is, of course, poorly documented so that is a problem too. Hopefully the
>ROM would be socketed, so that the OS could be upgraded (or the patches
>incorporated in some optimised form).* But that is not a huge issue. The
>other reason for a ROM based OS is to avoid the lengthly process of
>reinstalling the OS, as I'm certain many of you Windows users enjoy. ;-) The
>patches would have to be reinstalled, but your machine wouldn't be in an
>unusable form without them. If the patch installation system is sensible,
>they should be quite easy to copy from a floppy disk to a system folder anyway.

Having lived through the "OS in ROM" with the Atari ST, it can be a "double edged sword". It WAS great to have the OS boot almost as

fast as you could blink.

Unfortunately though, if there were any bugs in the code, (HA.. IF)
you were stuck with them until the manufacturer could get around to
first finding them, then fixing them, then finally producing a new
version, then distributing them, then finally you get to open your
machine and manually replace them.

With Atari, that manufacturing cycle took about as long as the useful
life of the computer. It's far more difficult than releasing a
"service pack" on disk.

And, the cost to the end user was ridiculous.

(Of course, it DID generate a nice little "cottage industry" for
programmers to come up with fixes and patches while waiting for the
"official" ROMS to finally appear.)

Do you really want "Mom and Pop" $300 computer buyers to have to be
prying ROMs out of sockets and jamming new ones in?

Actually what I always thought Atari should have done with the ST was
to put the OS on a cartridge. That way they could issue updates which
could be swapped as easily as changing a game, and the old cartridges
could be returned in the same shipping box for a credit. Sort of like
deposit soda bottles.

Only problem is, it would add $$$ to the cost of the original unit.

(Cartridge shells, cartridge pc boards, sockets, bypass capacitors,
possibly buffer chips, EPROMs, socket for the motherboard, tooling for
the computer case, etc.)

When we would suggest improvements in the ST, Atari would whine about
the cost. For example, sockets for the memory would have made RAM
upgrades very simple, but they told us that would add $25 to the
overall cost of the original computer, so sockets were out.

>
>Byron.
>
>[*] Come to think of it, wouldn't flash memory have a write enable line? If
>so, a manual switch or jumper on this line would be a suitable alternative.

Yes, FLASH RAM would be workable, but... you'd also need a boot ROM
with the read/write routines for the FLASH update in it. Otherwise,
one hiccup and your computer's OS could be toast with no way to fix
it. Just like blowing away a motherboard with the wrong BIOS
upgrade. And of course, add the cost of the boot ROM and
interfacing.

BobR

6135. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-18 09:14:07 UTC
From: ammonton@cc.full.stop.helsinki.fi
Message-ID: <9j3k0v$2q4$1@oravannahka.helsinki.fi>
Source record: 1000
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair Timothy A. Seufert <tas@mindspring.com> wrote:

> The x86 segmentation stuff is a bit different from bank switching, BTW.
> The oddball memory in early x86 systems (EMS, LIM, etc.) was the bank
> switching you're remembering, and it was needed to use more than the 1MB
> available *with* segmentation.

"LIM" is just the initials of the names of the companies that created
EMS, namely Lotus, Intel and Microsoft.

-a

6136. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-18 11:51:02 UTC
From: helgetu <h.schaefer@tu-bs.de>
Message-ID: <3B557826.1FA4708C@tu-bs.de>
Source record: 901
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi all,

As though following this discussion at a computer newsgroup I would like to follow the idea of some others:

What might be the purpose of this $300 machine?
What kind of task does it need to be prepared for?
By what features might it be sold? (What is the difference to existing systems ranging from gaming consoles to standard PC?)

While scanning through all the answers I picked out one topic pointed out several times:
it has to be userfriendly - that thing must be some sort of plug-it-in-and-there-you-go...

I consider that it should be some kind of entertainement-station looking like the typical audio-hifi-stuff. There has to be the possibility to run all kind of media: from CD, DVD, to internet-based-information (including connectivity for VCR, TV, ...).

Concerning the OS I am not sure if something capable of what I am thinking already exist: the GUI must be designed the way that even the unexperienced generation of my parents (~ 60 years) will be able to use it from the beginning: Putting in some media must make the thing behave like the very same machine they are used to. A DVD-movie must change the display to some kind of "VCR"-display with touchscreen-buttons and moveable-regs ...
Or feeding it with a electronic lexicon must change the display ... to some e-book like view, where it is straightforward to turn around "pages" or flipping over to the relevant part of the book.

Saying it short: fit it to the typical living room equipment, close to the TV. Prepare for all kinds of computer periphals and home equipment (coffee-maker, fridge ...). Integrate phone, fax, mail, sms.

To be discussed,
Helge

6137. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-18 13:12:08 UTC
From: pausch@saaf.se
Message-ID: <9j41v8$n48$1@merope.saaf.se>
Source record: 903
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tas-699F55.15411517072001@news>,
Timothy A. Seufert <tas@mindspring.com> wrote:

> "8-bit legacy of the 286"? The 286 was a 16-bit CPU.

.... designed to be backwards compatible to the 8088/8088, which were
designed to be partially backwards compatible to the 8-bit CPU's
8080/8008 (the x86 isn't binary compatible, but the CPU registers
of the 8086/88/286 have a striking resemblance to the CPU registers
of the 8080/8008 !!!)

> So were the 8086 and 8088. The 8088 had an 8-bit wide data bus for
> reduced system costs compared to the 8086, but the instruction sets
> were identical and both were legitimately 16-bit CPUs. Address space
> was 20 bits (1MB); the 16-bit segment number is shifted to the left 4
> bits and then added to the 16-bit offset to form an address.

The address space of the 286 was 24 bit, although those 16 MB of
memory was addressable only in protected mode -- in real mode, the
286 could address 1 MB + 64 KB.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

6138. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-18 14:00:26 UTC
From: bbolsoey@rl.telia.no.nospam
Message-ID: <Xns90E2A2CD9B35Cbbolsoey@195.70.164.134>
Source record: 902
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Why not something like a bare bones Athlon 1.4Ghz for $288?

www.pricewatch.com/1/235/2085-1.htm

Regards...

6139. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-18 18:24:25 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B55D459.6250E121@mail.uni-mainz.de>
Source record: 904
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Well,
only 300 Dollars ?? Give me 300 million and I will produce anything you
want.
But with such a sum I might go also on holidays (for the rest of my
life).
;-) Andreas

P.S.: How much would a T-1000 or HAL-9000 cost ?!?

6140. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-18 18:41:16 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9j4l8c$pp0$1@nserve1.acs.ucalgary.ca>
Source record: 905
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

helgetu (h.schaefer@tu-bs.de) wrote:
: What might be the purpose of this $300 machine?

It was originally targeted for computer hobbiests. Given the groups we are posting to, it would share some of the characteristics of the 8 and 16 bit machines of the 80's, or would suit the tastes of the current users of these machines.

I was thinking of something easy enough for an amateur to understand the electronics, and low level programmaming of the device. (My view is that modern machines are too complex and too poorly documented to fit this market.)

: By what features might it be sold? (What is the difference to existing systems
: ranging from gaming consoles to standard PC?)

Any computer would have to be differentiated from current PCs, game consoles, and PDAs in a *significant* way. It would be next to impossible to compete in the present computer/entertaiment industry with a product which the big guys view as viable.

: it has to be userfriendly - that thing must be some sort of
: plug-it-in-and-there-you-go...

User friendly is a very vague notion, because what is obvious for one user, will appear to be counter intuitive to another. Particularly so if you are attempting to differentiate yourself from current products. Also, there are different levels of user friendliness: easy to learn, vs. easy to use; also, I view current systems as being difficult to program (too much so if you are not a professional programmer). Older systems were much better in this respect. As an example: it was easier to put graphics on the screen in the olden days. With the Apple II you simply switched to the appropriate video mode, then drew lines or pixels. There was no windowing system, or complex event manager, to mess with. On modern systems, you need to obtain special tools (such as ghostscript) to create programs incorporating graphics -- in any reasonable manner.

: Concerning the OS I am not sure if something capable of what I am thinking
: already exist: the GUI must be designed the way that even the unexperienced
: generation of my parents (~ 60 years) will be able to use it from the
: beginning:

A nobel idea. It is not the suggested market, but you certainly have ideas worth exploring.

: Saying it short: fit it to the typical living room equipment, close to the TV.
: Prepare for all kinds of computer periphals and home equipment (coffee-maker,
: fridge ...). Integrate phone, fax, mail, sms.

Integrating too much stuff in one device can complicate the life of users.
So, while a fax/mail/phone device may simplify communications, and a DVD/CD
device may simplify entertainment (particularly given the physical similarity
of the media), a DVD/CD/fax/mail/phone device is going to present too many
dissimilar options to the user. IMHO, that is one of the reasons modern
computers are not very easy to use. Better to use the old stuff, where the
computers did computerish things (interactive entertainment, or content
creation).

Byron.

6141. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-18 19:14:58 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9C24FDAB%news@youmustbejoking.demon.cu.invalid>
Source record: 906
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Bob Retelle may or may not have written...

[snip]
> Having lived through the "OS in ROM" with the Atari ST, it can be a "double
> edged sword". It WAS great to have the OS boot almost as fast as you
> could blink.

That's easily enough done on this Risc PC, should I need to do so. However, it's better to let it run its boot sequence so that disk-based resources can be located and initialised.

> Unfortunately though, if there were any bugs in the code, (HA.. IF) you
> were stuck with them until the manufacturer could get around to first
> finding them, then fixing them, then finally producing a new version, then
> distributing them, then finally you get to open your machine and manually
> replace them.

Or you might be able to load patches or replacement modules or even a whole ROM image. Two of those apply to this machine, and yes, there was a short while before I got hold of RISC OS 4 ROMs when I was softloading a version of the OS...

[snip]
> (Of course, it DID generate a nice little "cottage industry" for
> programmers to come up with fixes and patches while waiting for the
> "official" ROMS to finally appear.)

That happens in the RISC OS market to a small extent. Of course, it helps when the OS supplier can and does release patch archives (or "service packs").

> Do you really want "Mom and Pop" $300 computer buyers to have to be prying
> ROMs out of sockets and jamming new ones in?

Probably not... flash ROM is finding its way into new machines and onto some hardware upgrades; there is a StrongARM processor card which has this.

> Actually what I always thought Atari should have done with the ST was to
> put the OS on a cartridge.

Maybe...

> That way they could issue updates which could be swapped as easily as
> changing a game, and the old cartridges could be returned in the same

> shipping box for a credit. Sort of like deposit soda bottles.

Or you could keep it and sell it on to somebody who hasn't upgraded to *that*
version, never mind the current one. Although that's almost as easy with just
the chips themselves :-)

[snip]
> FLASH RAM would be workable, but...

Flash ROM, surely.

> you'd also need a boot ROM with the read/write routines for the FLASH
> update in it.

True...

> Otherwise, one hiccup and your computer's OS could be toast with no way to
> fix it. Just like blowing away a motherboard with the wrong BIOS upgrade.
> And of course, add the cost of the boot ROM and interfacing.

Not to mention if you have your mass storage on a third-party interface card
which has its own on-board firmware, which the OS will softload or access
directly and which is probably itself in flash ROM... although in this case,
a floppy with the firmware and, optionally, a flash programmer for that card
would do.

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spec+3, Risc PC, A3010 | s zap,tartarus,org | Northumberland
| BBC M128, Linux PC | @ retrospec,co,uk | Toon Army
| We've got Shearer, you haven't

Today is cancelled due to lack of interest.

6142. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-19 02:13:08 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13dd9c209377d2c989684@news-server.nc.rr.com>
Source record: 907
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com says...
>
> >
> > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > implemented some sort of paging mechanism to access the 128kB found
> > in later models (IIe/IIc). Likewise for the 192kB card which I
> > have lying around here, somewhere. (Though my understanding is
> > the 1MB card for the 8-bit machines used some sort of window into
> > memory.)
> >
> > Byron.
>
>
> Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> one
> even gets a several 100's bytes of cache ? ;o)

How about Transmeta's Crusoe? This would outsell everything mentioned thus far I guarantee it. It can emulate anything, including x86 at native speed!

Can you imagine UAE ported to Crusoe as its code-morphing layer? incredible.

Modules could be made for just about ANY old school CPU/platform, and an OS wouldn't need to be developed for it, as it could run these platforms OS's natively, maybe even in addition to a custom OS.

Marketing would be a piece of cake, as you could use it from anything from a Kiosk to a webserver, an Amiga emulator to a Unix portable. Webpad's, PDA replacements, hardware controllers, you name it, this thing would be /versatile/!

And the best part is it's /current technology/. Face it, if it can't run Half-Life or get 200fps in Quake, your only buyers will be the people currently reading this thread. :)

Linux Geeks would love it! (if only because Linus works for transmeta). Slashdot would pimp the hell out of it, you wouldn't even need to market it :)

Hell, I'd buy one and just run it as my mail/webserver and
router/firewall. transmeta already has a custom linux distribution
available for it. Not only that, but it could be offered in several
packages, you want WinXP on it? No problem!

The market could even be expanded to commercial vendors, it would be a
viable replacement for say, the hardware TiVo uses now. Cable
descramblers, Sattelite receivers, hell, I can think of very little
you couldn't make this thing do.

R&D required? very little, the hardware is ALL standard, and already
made, produced, and sold, not to mention it already has HUGE "geek
mindshare."

--David Ogg
Then again, maybe not?

6143. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-19 06:27:22 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlcvenh9gb1d9a@corp.supernews.com>
Source record: 908
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> says...
> >
> > >
> > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > implemented some sort of paging mechanism to access the 128kB found
> > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > have lying around here, somewhere. (Though my understanding is
> > > the 1MB card for the 8-bit machines used some sort of window into
> > > memory.)
> > >
> > > Byron.
> >
> >
> > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > one
> > even gets a several 100's bytes of cache ? ;o)
>
> How about Transmeta's Crusoe? This would outsell everything mentioned
> thus far I guarantee it. It can emulate anything, including x86 at
> native speed!

I dont think thats true. The transmeta chip only deliver a fraction of the performance
of a core like the thunderbird at the same mhz.
And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz part).
But then you can get a 750mhz similare core (Duron) for 25$... thats your price.
I dont see the point in using a much slower chip like the transmeta crusoe for a
desktop/booksize PC.

just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver
46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.

>
> Can you imagine UAE ported to Crusoe as its code-morphing layer?
> incredible.

No so sure about that...

>
> Modules could be made for just about ANY old school CPU/platform, and an
> OS wouldn't need to be developed for it, as it could run these platforms

> OS's natively, maybe even in addition to a custom OS.

Their is already so many core running on the x86... From the most obscure to
C64 & amigas.

>
> Marketing would be a piece of cake, as you could use it from anything
> from a Kiosk to a webserver, an Amiga emulator to a Unix portable.
> Webpad's, PDA replacements, hardware controllers, you name it, this
> thing would be /versatile/!

X86 would be a better choice at all level... Unless this is for a PDA form factor.

>
> And the best part is it's /current technology/. Face it, if it can't run
> Half-Life or get 200fps in Quake, your only buyers will be the people
> currently reading this thread. :)

Computer do alot nowdays in term of multimedia because of the power they have.
I'm not so sure intel/amd etc.. just develope for people to run half life at 500FPS.

> Linux Geeks would love it! (if only because Linus works for transmeta).
> Slashdot would pimp the hell out of it, you wouldn't even need to market
> it :)
>
> Hell, I'd buy one and just run it as my mail/webserver and
> router/firewall. transmeta already has a custom linux distribution
> available for it. Not only that, but it could be offered in several
> packages, you want WinXP on it? No problem!

Why would you want to pay for low performance?
Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emulation.

>
> The market could even be expanded to commercial vendors, it would be a
> viable replacement for say, the hardware TiVo uses now. Cable
> descramblers, Sattelite receivers, hell, I can think of very little
> you couldn't make this thing do.

You would need native code to do software encoding on that chipat a decent speed.
Who would write all that code?

>
> R&D required? very little, the hardware is ALL standard, and already
> made, produced, and sold, not to mention it already has HUGE "geek
> mindshare."

Cant that be said for the x86 platform?

Stephan

6144. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-19 07:04:18 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <m81dltknjnudekmigp5lr6992ahmamjjof@4ax.com>
Source record: 909
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Wed, 18 Jul 2001 23:44:48 GMT, "Timothy A. Seufert"
<tas@mindspring.com> wrote:

>In article <559alto1n92ebbrfjug42gj4pidregesfi@4ax.com>, Bob Retelle
><bobr1@provide.net> wrote:
>
.
>>
>> The 68000 requires an external MMU, taking up more real estate on the
>> motherboard and adding cost to the basic cost of the CPU.
>
>The 68020 requires an external MMU (68851), which doesn't appear to be
>in production anyways. (From Motorola's standpoint, that makes all kind
>of sense; customers which want an MMU and similar performance can just
>buy an 030).
>
>The 68000 cannot use one at all.
>
That's interesting- the MMU in my Atari ST (68000) was one of the
fairly easy "hack" points where you could physically attach memory
expansion cards, since all the address lines were available.

I don't know if Atari used an "off the shelf" Motorola part though.

The reason the ST was limited to 4Mb of RAM was that the MMU only had
enough address lines for a max of 4Mb.

(Atari folks loved to poke fun at PC folks and their "640K" limit-
right up until they tried to put more than 4Mb in their STs. Same
situation- the company "knows best".)

>
>-- Tim
>To mail me unsolicited advertisements: Move to Siberia. Wait until I
>say it's OK to send. Everybody else, remove "NOSPAM" from my address.

BpbR

6145. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-20 00:01:36 UTC
From: Roy Miller <millers@iliveinnebraska.com>
Message-ID: <3B5774C9.62BEADCD@iliveinnebraska.com>
Source record: 910
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Paul Schlyter wrote:

> The address space of the 286 was 24 bit, although those 16 MB of
> memory was addressable only in protected mode -- in real mode, the
> 286 could address 1 MB + 64 KB.

Ahhhh, so that's why with DR-DOS 6.0 or MS-DOS 6.0 you could load DOS
high!!
I didn't know about the extra 64K (rather, I didn't know how you could use
64K of the remaining 15 megs of protected mode.)

Roy

>
>
> --
> --
> Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
> Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
> e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
> WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

6146. Re: Atari Online News, Etc. #03-26

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-20 07:54:52 UTC
From: sinclap@nospam.net
Message-ID: <20072001025341317 3%sinclap@nospam.net>
Source record: 911
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <20010713182458.19559.00004309@ng-fy1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >Oh my...Getting touchy here.. See you can't take a comment very well.
> >In other words, I am not to entrepreneur enough to attend trade shows
> >and other events for original content.
>
>
> Touchy? No, just bored with your monotonous droning about nothing. You ask
> questions for which you already have answers. You antagonize for the sake of
> antagonism. You make outrageous statements and claims with nothing to back
> them up. You want to comment about my magazine, but you have never read a
> single issue. Your opinion means nothing to me, be it good or bad. You have
> no credibility. You're an asshole. My invitation still stands - feel free to
> take it and crawl back into your hole where you belong.

Typical double speak from one who can't take criticism well. What is
your credential(s) and others in your organaization in regard to the
publication of the Atari Online News? What credibility and why should
we take face value of the content when it seems cut and paste from
others? Don't you have any original thought out content or do Atari
Online just gergitates others? Seems like a new name is in order..-)

sinclap!
somewere in mpls

6147. Re: Atari Online News, Etc. #03-26

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-20 14:50:18 UTC
From: danap8@aol.com
Message-ID: <20010720105018.06843.00000349@ng-fy1.aol.com>
Source record: 912

>Typical double speak from one who can't take criticism well.

Pot...kettle....black... You continue to ignore and turn things around to meet your own agenda.

>What is
>your credential(s) and others in your organaization in regard to the
>publication of the Atari Online News? What credibility and why should
>we take face value of the content when it seems cut and paste from
>others? Don't you have any original thought out content or do Atari
>Online just gergitates others? Seems like a new name is in order..-)

Credentials for what? I need credentials? In your dreams! Since when do I have to prove anything to you, of all people? I've been using Atari products since before you were born - credentials enough for you? A-ONE is a hobby - I do it, as does my "staff", because I enjoy it. As long as there are interested people, I'll continue. You don't like the content and format - noted. Your opinions mean nothing to me, for many reasons.

6148. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-20 15:28:14 UTC
From: ralmin <xbiber@bigpond.net.au>
Message-ID: <i6Y57.18018$Xr6.150425@news-server.bigpond.net.au>
Source record: 913
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> >I overhead people today in a store discovering why they PC with one click
cd burning
> >was not working... they put the original cd in the CDRW and the blank in
the DVD player.
>
> <sigh> it just ain't possible to design human stupidity out of the
> system.

That's not human stupidity. If they were clearly labelled 'CD Burner' and
'CD/DVD Reader' then they probably wouldn't have put them in the wrong
places.

Ralmin.

6149. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-20 22:07:16 UTC
From: "supportUSA.com" <incoming@supportUSA.com>
Message-ID: <oY167.1448$Px1.155547@newsread2.prod.itd.earthlink.net>
Source record: 914
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I guess I would suggest you build it based around the Timex Sinclair
ZX-80...That's worth $300, and it's really powerful too!

"Ralf Quint" <Ralf_Quint@hot_mail.com> wrote in message
news:jg5sktgdj963nhe66qk951fo32lp3gniv5@4ax.com...
> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
>
> >For the sake of argument let's suppose you could design a next generation
> >$300 homecomputer. The goal is to make a userfriendly machine for general
> >use and for hobbyists. How would such a system look?
> >
> >CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
this
> >type of thing, you should be looking at the $20-35 level)
> Well, in quantities, you might get pretty close for low end
> Celerons....
> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
> FreeDOS?? It's getting closer to be usable everyday....
> Linux for a home user, no way, not in this decade AFAIAC... ;-)))
> >Build in programming language? (please choose anything but Basic!)
> What's wrong with BASIC? It's easy to be "build in", as it is an
> interpreter and there are a lot of BASIC variations out there that
> would stand any comparison for ease of use and performance....
> Or you you suggest something more academic like Smalltalk, Lisp or
> Java???
> >Amount of memory? (RAM and ROM)
> Not as much a question of cost (128MB SDRAM is less than $10 these
> days), as of a combination of the above specs...
> >Graphic and Sound?
> VGA style graphics with 4MB RAM and at least 800x600, 16bit colors is
> not a problem these days either..
> And SB compatible sound probably not...
> >Network capabilities? (internet capable)
> an onboard solution with a Realtek chip and TP 10/100 RJ-45
> connector...
> >Plug in capabilities (remember you're making it as cheap as possible so
> >modems, CD-Roms, HD's are all extras)
> >Video (TV? or Monitor?)
> Well, a monitor is probably the most expensive part. As for the
> possible graphics capabilities, a TV (if it's not a fancy digital HDTV

> one) is far below the capablities of the graphics chips...
> >The real costs should below $200 or even below the $150 level. You may
> >presume that a million units would be manufactured so take volume
discounts
> >for components into account
> If you buy a million pieces of ANY component, you get FAR below the
> usual retail prices. a quick look on pricewatch reveals
> CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
> Memory: 128MB PC133 $9
> Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
> case w/ p/s $25 (ATX desktop)
>
> Ok, that is a pretty mix, bu assuming large quantities as you
> mentioned, this is less than $100 for the major parts. Add a few $10
> for network and sound and smaller stuff, no problem...
>
> >
> >Let's see what sort of systems people come up with.
> >
> Ok, just a rough sketch, but it should give you an idea.
> The problem is to finance this and to get the software for it (BeOS
> might be nice, but....)
> And these days, you will have a hard time selling something that is
> not Playstation or PC compatible...
> And than you are up against M$ with their XBox or whatever it is
> called these days......
>
> just my 2c,
>
> Ralf
>
>

6150. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-21 18:28:26 UTC
From: spike1@freenet.co.uk
Message-ID: <akhcj9.0v1.ln@ridcully.freenet.co.uk>
Source record: 915
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

supportUSA.com <incoming@supportusa.com> did eloquently scribble:
> I guess I would suggest you build it based around the Timex Sinclair
> ZX-80...That's worth $300, and it's really powerful too!

Well it is!
It could power a nuclear powerstation!
It must be true. It was in the adverts.
:)

--
```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | Windows95 (noun): 32 bit extensions and a |
| | graphical shell for a 16 bit patch to an 8 bit |
|Andrew Halliwell BSc(hons)| operating system originally coded for a 4 bit |
| in |microprocessor, written by a 2 bit company, that|
| Computer Science | can't stand 1 bit of competition. |
-------------------------------------------------------------------------------
```

6151. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 04:44:46 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlkmi3eiu8sc18@corp.supernews.com>
Source record: 916
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Then you need to design a 300$ box that kick ass compared to a 300$ PC, otherwise you lost before you even started pouring $ in R&D.

Make sense?

My best hope is Nforce/Duron for sub 500$ systems of really high design standing.

"SWE/YesCREW" <jvalant@m42.cx> wrote in message news:Pine.MNT.4.21.0107151703040.181-100000@localhost...
> On Sun, 15 Jul 2001, Beyonder wrote:
>
> > You people are insane.
> > for $300 you can get a high end pentium 3 system, loaded.
> > for $100 more you can get a high end 1.4gig system, loaded.
> > and these are retail prices! that doesn't include monitor, but who
> > cares?
> >
> > get with the times.
>
> Why buying a PC, topic say, "if u could design" not what would u buy..
>
>
>
> Janez
>
>

6152. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 04:50:31 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlkmt3ej412jc7@corp.supernews.com>
Source record: 917
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I think if the design can fit in a 6x3x1 inch format with a color LCD a few people would buy them. (Me included)
My casio PB1000 died, and I'm reduce to my 1liner PB100 .. a pocket 'amiga 500' would be a nice replacement.

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message news:9j0b67$1jsc$1@nserve1.acs.ucalgary.ca...
> Bob Retelle (bobr1@provide.net) wrote:
> : The question is, who will buy this new $300 box?
>
> Perhaps nobody. We are simply playing with ideas here.
>
> Or, perhaps, somebody. Look at the groups this discussion is taking place in.
> How many people would even consider using these machines in an era of GHz
> computers? After all some of these machines run at a poky 1MHz, and are
> crippled by 8 bit wide words. (My Apple II fits in that category.)
>
> Apparently a large number of us still use those machines. Some of us still
> buy those machines. Sometimes we pick up the original thing (Apples, Atari's,
> Commodores, and so forth) for a bargain. Sometimes we pickup devices which
> have similar, embedded processors. The TI graphing calculators use the Z80
> and 68000 processors. These calculators appear to fit in the $80 to $220
> Canadian range, and I'm willing to bet that there are good margins.
>
> So maybe there is a market. But that still shouldn't prevent us from
> discussing ideas.
>
> Byron.

6153. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 04:56:55 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk>
Source record: 918
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem <tthai@mindspring.com> writes
>I think if the design can fit in a 6x3x1 inch format with a color LCD a few people would buy them.

Would the computers come with a news-reader that prohibited top-posting,
too?

--
James Coupe PGP Key: 0x5D623D5D
"Surely somewhere out there there's a woman who's EBD690ECD7A1F
been sodomized by her father and is capable of B457CA213D7E6
composing a few coherent sentences on the subject." 68C3695D623D5D

6154. Re: Microsoft woes

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 13:03:45 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9jeivh$t5e$1@venus.itns.co.za>
Source record: 919
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Anyone who doesn't like Bill Gates read the copyright message on the U110 chip
on the ROM01 motherboard and weep!

--
President George W. Bush : It's not what you know, it's who you know.

6155. Re: Microsoft woes

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 14:32:17 UTC
From: Paul Kitching <paul.a.kitching@ntlworld.com>
Message-ID: <FtB67.4638$lz3.1775955@news2-win.server.ntlworld.com>
Source record: 920
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Stephen Shaw <xstephenx@apple2.org.za> wrote in message
news:9jeivh$t5e$1@venus.itns.co.za...
> Anyone who doesn't like Bill Gates read the copyright message on the U110
chip
> on the ROM01 motherboard and weep!
>

Urgh!

What does it say? I am guessing "(C) Microsoft Corp."

Would that be the BASIC ROM chip? I am quite sure Micro$oft wrote the BASIC
for it (and the Amiga, and probably the VIC-20).

Paul.

6156. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 14:44:27 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <9jpllt8m192ikfk17l3rd83itncq0u2pa5@4ax.com>
Source record: 921
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 21 Jul 2001 18:28:26 +0000, spike1@freenet.co.uk said:

>supportUSA.com <incoming@supportusa.com> did eloquently scribble:
>> I guess I would suggest you build it based around the Timex Sinclair
>> ZX-80...That's worth $300, and it's really powerful too!
>
>Well it is!
>It could power a nuclear powerstation!
>It must be true. It was in the adverts.

I just got a PDP-11. Those machines really *were* used for
controlling nuclear reactors. Amongst other things. Mine, however,
never did anything more glamourous than routing parcels for a
nationwide courier service.

--
David Cantrell | http://www.cantrell.org.uk/david

6157. Re: Microsoft woes

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 17:48:04 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlm5to72ap347f@corp.supernews.co.uk>
Source record: 922
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi Stephen.

"Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
news:9jeivh$t5e$1@venus.itns.co.za...

> Anyone who doesn't like Bill Gates read the copyright message on the U110
chip
> on the ROM01 motherboard and weep!

Couldn't you just post it, there's not likely to be many peop's with access
to that hardware.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6158. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 18:53:11 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B5B2113.51FDDF85@inebraska.com>
Source record: 923
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Can you fellows on the east side of the Atlantic help me with an early 80s question?
When I was in grad school in Mississippi, I saw on the Public TV channel (several times) two BBC series on micro computers.

One was called (I think) The Computer Program, and the other was (as I recall) Making the Most of the Micro.

Each was 12-13 episodes long.

I've tried here, through contacts with the Nebraska Public TV to see if anyone has copies, or where I could buy copies. Do any of you know anything about getting old BBC programs on tape?

Both series had the same host (a Scottish surname as I recall) and covered a number of different machine, but esp the one I don't have and would really like to have: the Acorn BBC computer.

Thanks

Roy

spike1@freenet.co.uk wrote:

> supportUSA.com <incoming@supportusa.com> did eloquently scribble:
> > I guess I would suggest you build it based around the Timex Sinclair
> > ZX-80...That's worth $300, and it's really powerful too!
>
> Well it is!
> It could power a nuclear powerstation!
> It must be true. It was in the adverts.
> :)
>
> --
> --
> | spike1@freenet.co.uk | Windows95 (noun): 32 bit extensions and a |
> | | graphical shell for a 16 bit patch to an 8 bit |
> |Andrew Halliwell BSc(hons)| operating system originally coded for a 4 bit |
> | in |microprocessor, written by a 2 bit company, that|
> | Computer Science | can't stand 1 bit of competition. |
> --

6159. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 22:40:16 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlmliipp5ti1ac@corp.supernews.com>
Source record: 924
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk...
> In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem
> <tthai@mindspring.com> writes
> >I think if the design can fit in a 6x3x1 inch format with a color LCD a few people would buy them.
>
> Would the computers come with a news-reader that prohibited top-posting,
> too?

Anything possible... maybe even refuse to post message with signature 4 time longer then the
message itself? Keep your great idea coming!

Stephan

>
> --
> James Coupe PGP Key: 0x5D623D5D
> "Surely somewhere out there there's a woman who's EBD690ECD7A1F
> been sodomized by her father and is capable of B457CA213D7E6
> composing a few coherent sentences on the subject." 68C3695D623D5D

6160. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 22:53:36 UTC
From: spike1@freenet.co.uk
Message-ID: <ghlfj9.je6.ln@ridcully.freenet.co.uk>
Source record: 928
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Roy Miller <millers@inebraska.com> did eloquently scribble:
> Can you fellows on the east side of the Atlantic help me with an early 80s
> question?
> When I was in grad school in Mississippi, I saw on the Public TV channel
> (several times) two BBC series on micro computers.

> One was called (I think) The Computer Program, and the other was (as I recall)
> Making the Most of the Micro.

> Each was 12-13 episodes long.

> I've tried here, through contacts with the Nebraska Public TV to see if anyone
> has copies, or where I could buy copies. Do any of you know anything about
> getting old BBC programs on tape?

> Both series had the same host (a Scottish surname as I recall)

Ian McNaught Davies... With Chris Serl as his clueless "what's a computer"
type sidekick on the computer programme...

Alas. No. Can't gove you any pointers on getting copies. I don't know if the
BBC even still have copies of it.

You could always enquire to the BBC itself.

--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | "I'm alive!!! I can touch! I can taste! |
|Andrew Halliwell BSc(hons)| I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| in | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-----------------------------------------------------------------------------
```

6161. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 23:04:18 UTC
From: Justin Scott <djnospam@impakt.net>
Message-ID: <tlmmvi2nmojk7a@corp.supernews.com>
Source record: 925
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.apple2 Stephan Schaem <tthai@mindspring.com> wrote:

> "James Coupe" <james@zephyr.org.uk> wrote:
>
>> Stephan Schaem <tthai@mindspring.com> writes:
>>>
>>>I think if the design can fit in a 6x3x1 inch format with a color LCD a
>>>few people would buy them.
>>
>> Would the computers come with a news-reader that prohibited top-posting,
>> too?
>
> Anything possible... maybe even refuse to post message with signature 4
> time longer then the message itself? Keep your great idea coming!

If you can port the tin reader from unix, it's already got that capability.

;)

It will even insult you, so no-one in the group has to. :)

cheers,
j

6162. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 23:42:10 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <g3pmltcktoir453e6fd88cfqdsqfpfnpug@4ax.com>
Source record: 927
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 22 Jul 2001 15:40:16 -0700, "Stephan Schaem"
<tthai@mindspring.com> wrote:

>
>"James Coupe" <james@zephyr.org.uk> wrote in message
news:lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk...
>> In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem
>> <tthai@mindspring.com> writes
>> >I think if the design can fit in a 6x3x1 inch format with a color LCD a few people
would buy them.
>>
>> Would the computers come with a news-reader that prohibited top-posting,
>> too?
>
>Anything possible... maybe even refuse to post message with signature 4 time longer then
the
>message itself? Keep your great idea coming!

Here's another one: use a newsreader that uses a decent maximum
line-length, but you don't give a hoot for good netiquette, do you?
All you want to do is troll.

--
Bill Hoggett

6163. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-22 23:53:31 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <bipmltcql7km5c9ro8f9etrtj37do0p9jj@4ax.com>
Source record: 926
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 22 Jul 2001 23:04:18 -0000, Justin Scott <djnospam@impakt.net>
wrote:

>In comp.sys.apple2 Stephan Schaem <tthai@mindspring.com> wrote:
>
>> "James Coupe" <james@zephyr.org.uk> wrote:
>>
>>> Stephan Schaem <tthai@mindspring.com> writes:
>>>>
>>>>I think if the design can fit in a 6x3x1 inch format with a color LCD a
>>>>few people would buy them.
>>>
>>> Would the computers come with a news-reader that prohibited top-posting,
>>> too?
>>
>> Anything possible... maybe even refuse to post message with signature 4
>> time longer then the message itself? Keep your great idea coming!
>
>If you can port the tin reader from unix, it's already got that capability.

tin has versions for Amiga and Win32, but the former is a bit old and
the latter needs cygwin. Besides, tin is too un-Windows-like for
Stephan to use. He prefers to inflict Outlook Distress on everyone.
The worse it posts the happier he is. He'll be posting in HTML soon.

I haven't tried compiling a new version of tin under AmigaOS. It
might be interesting to try...

slrn 0.9.7.1 was fun!

>;)
>
>It will even insult you, so no-one in the group has to. :)

He's a troll. He's not happy unless someone insults him. Why do you
think he comes here? :)

--
Bill Hoggett

6164. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 00:02:21 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e2c36ea28bbffc989686@news-server.nc.rr.com>
Source record: 929
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tlcvenh9gb1d9a@corp.supernews.com>, tthai@mindspring.com
says...
>
> "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> > In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> > says...
> > >
> > > >
> > > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > > implemented some sort of paging mechanism to access the 128kB found
> > > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > > have lying around here, somewhere. (Though my understanding is
> > > > the 1MB card for the 8-bit machines used some sort of window into
> > > > memory.)
> > > >
> > > > Byron.
> > >
> > >
> > > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > > one
> > > even gets a several 100's bytes of cache ? ;o)
> >
> > How about Transmeta's Crusoe? This would outsell everything mentioned
> > thus far I guarantee it. It can emulate anything, including x86 at
> > native speed!
>
> I dont think thats true. The transmeta chip only deliver a fraction of the performance
> of a core like the thunderbird at the same mhz.
> And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz part).
> But then you can get a 750mhz similare core (Duron) for 25$... thats your price.

A notebook CPU costs more than that, heck I can't even find a price for
comparison. You just couldn't use one of those furnaces in a book-size
unit.

> I dont see the point in using a much slower chip like the transmeta crusoe for a
desktop/booksize PC.

But it would be a HELL of a lot faster than the 68000/Timex
Sinclair/6502 relics others are suggesting, and it runs without a
heatsink. You ever felt the CPU in a notebook? imagine the temp a

thunderbird would be!

> just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver
> 46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.

Thats under the x86 codemorphing layer with the optimizations set to
"don't cache code", The Crusoe is a tricky beast to benchmark,
especially against it's own codemorphing layer. The codemorphing tends
to cache the benchmark loops giving unrealistically high scores, so for
simplicity, it's turned off.

> > Can you imagine UAE ported to Crusoe as its code-morphing layer?
> > incredible.
>
> No so sure about that...

It would be wild, a codemorphing layer that abstracts a 68040, and the
chipset! come to think of it, I wonder if UAE would even be needed?

> > Modules could be made for just about ANY old school CPU/platform, and an
> > OS wouldn't need to be developed for it, as it could run these platforms
> > OS's natively, maybe even in addition to a custom OS.
>
> Their is already so many core running on the x86... From the most obscure to
> C64 & amigas.

But those are "emulators", Crusoe's codemorphing is a much different
beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
Windows/linux on top of x86. The Crusoe wouldn't need a host OS.

> > Marketing would be a piece of cake, as you could use it from anything
> > from a Kiosk to a webserver, an Amiga emulator to a Unix portable.

And it looks like they beat me to it, it's now available, albeit at a
higher price, running linux 2.4.5 w/Netscape 4.7 (shudder)

> > Computer do alot nowdays in term of multimedia because of the power they have.
> > I'm not so sure intel/amd etc.. just develope for people to run half life at 500FPS.

On the contrary, they'll market them for dumber things, like Intel
saying it's "New Pentium 4 processor will enhance the web" and going
on about how the internet will be faster. I always get a kick out of
that :)

> > Linux Geeks would love it! (if only because Linus works for transmeta).
> > Slashdot would pimp the hell out of it, you wouldn't even need to market
> > it :)
>
> > Hell, I'd buy one and just run it as my mail/webserver and
> > router/firewall. transmeta already has a custom linux distribution
> > available for it. Not only that, but it could be offered in several
> > packages, you want WinXP on it? No problem!

> Why would you want to pay for low performance?
> Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emu

Because emulation would /be/ low performance, the Crusoe running a
platform under codemorphing is faster than any emulator I've ever seen.
Show me an x86 emulator that can run Windows faster than the Crusoe can
under codemorphing/x86. Remember, this is a hobby box, if I want to toy
with an OS, I want to run it natively, (or a codemorphing facimile
thereof.)

Plus it's upgradeable (the codemorphing), meaning the platforms it can
morph will increase over time.

> > The market could even be expanded to commercial vendors, it would be a
> > viable replacement for say, the hardware TiVo uses now. Cable
> > descramblers, Sattelite receivers, hell, I can think of very little
> > you couldn't make this thing do.

> You would need native code to do software encoding on that chipat a decent speed.
> Who would write all that code?

In the case of the Tivo, it's already been written. the Linux/x86
package is already available customised for the Crusoe, tailored by
Linus Torvalds himself. In the case of the Satelite reciever, you can
find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
software has already been made available for the Crusoe under GPL, so
has PDA codemorphing for the Palm platform.

The beauty is, if code isn't available, as long as you can produce the
codemorphing layer, you just reuse your existing code! Case in point,
Windows. Windows doesn't run on the Crusoe, because the Crusoe isn't
x86, it simply pretends to be through abstraction via the codemorphing.
Hence Windows can run "natively" on a CPU it isn't written for.

> > R&D required? very little, the hardware is ALL standard, and already
> > made, produced, and sold, not to mention it already has HUGE "geek
> > mindshare."

> Cant that be said for the x86 platform?

Only for the case of x86 hardware meant to run x86 software, the Crusoe
isn't limited to x86.

As for the "Geek Mindshare" I think a Crusoe captures more mindshare
among the HW geeks than x86 does.

6165. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 00:51:50 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <ipHoHuNmU3W7EwSa@gratiano.zephyr.org.uk>
Source record: 930
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tlmliipp5ti1ac@corp.supernews.com>, Stephan Schaem
<tthai@mindspring.com> writes
>> Would the computers come with a news-reader that prohibited top-posting,
>> too?
>
>Anything possible... maybe even refuse to post message with signature 4 time longer then
the
>message itself? Keep your great idea coming!

Message I posted: 7 lines
Sig-sep: 1 line
Signature: 4 lines (following accepted Son-Of-RFC1036 standards)

Your point?

--
James Coupe PGP Key: 0x5D623D5D
"Surely somewhere out there there's a woman who's EBD690ECD7A1F
been sodomized by her father and is capable of B457CA213D7E6
composing a few coherent sentences on the subject." 68C3695D623D5D

6166. Re: Microsoft woes

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 01:06:19 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <94umltc7doha0sps3jfspod621mrl2dhru@4ax.com>
Source record: 931
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 22 Jul 2001 15:32:17 +0100, "Paul Kitching"
<paul.a.kitching@ntlworld.com> wrote:

>Stephen Shaw <xstephenx@apple2.org.za> wrote in message
>news:9jeivh$t5e$1@venus.itns.co.za...
>> Anyone who doesn't like Bill Gates read the copyright message on the U110
>chip
>> on the ROM01 motherboard and weep!
>>
>
>Urgh!
>
>What does it say? I am guessing "(C) Microsoft Corp."
>
>Would that be the BASIC ROM chip? I am quite sure Micro$oft wrote the BASIC
>for it (and the Amiga, and probably the VIC-20).
>
>Paul.
>

And the Ohio Scientific systems, and the Apple II and, and, and...

Actually the OSI BASIC was an excellent little interpreter. With only
6 digit floating point precision it was extremely FAST (who cares
about .000001 accuracy- I was just writing video games), it was
easily extensible and it only had a few bugs.

Those were the "good old days" when Microsoft was your friend.

BobR

6167. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 01:54:15 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tln0ubc06v1g89@corp.supernews.com>
Source record: 932
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13e2c36ea28bbffc989686@news-server.nc.rr.com...
> In article <tlcvenh9gb1d9a@corp.supernews.com>, tthai@mindspring.com
> says...
> >
> > "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> > > In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> > > says...
> > > >
> > > > >
> > > > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > > > implemented some sort of paging mechanism to access the 128kB found
> > > > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > > > have lying around here, somewhere. (Though my understanding is
> > > > > the 1MB card for the 8-bit machines used some sort of window into
> > > > > memory.)
> > > > >
> > > > > Byron.
> > > >
> > > >
> > > > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > > > one
> > > > even gets a several 100's bytes of cache ? ;o)
> > >
> > > How about Transmeta's Crusoe? This would outsell everything mentioned
> > > thus far I guarantee it. It can emulate anything, including x86 at
> > > native speed!
> >
> > I dont think thats true. The transmeta chip only deliver a fraction of the performance
> > of a core like the thunderbird at the same mhz.
> > And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz part).
> > But then you can get a 750mhz similare core (Duron) for 25$... thats your price.
>
> A notebook CPU costs more than that, heck I can't even find a price for
> comparison. You just couldn't use one of those furnaces in a book-size
> unit.

Actually the 750mhz part should run 'cool', also you can run it at 400mhz and remove on chip active cooling?.
I put 533mhz celeron in booksize computer and they where fine. a 750mhz duron would be

cake.

>
> > I dont see the point in using a much slower chip like the transmeta crusoe for a
desktop/booksize PC.
>
> But it would be a HELL of a lot faster than the 68000/Timex
> Sinclair/6502 relics others are suggesting, and it runs without a
> heatsink. You ever felt the CPU in a notebook? imagine the temp a
> thunderbird would be!

Yes, I would choose a rusoe over a 68000, no problem here.
For low power... I kind of like the strongarm.
I dont really have a sweet spot for transmeta effort, I dont see where it really fit in the
market.
I also see that they are not doing well at all... Could be riding the economic wave, or
just problem
grabing some of the cpu market.

>
> > just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver
> > 46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.
>
> Thats under the x86 codemorphing layer with the optimizations set to
> "don't cache code", The Crusoe is a tricky beast to benchmark,
> especially against it's own codemorphing layer. The codemorphing tends
> to cache the benchmark loops giving unrealistically high scores, so for
> simplicity, it's turned off.

In the end , MMX/SSE/multimedia/3d stuff will probably run many fold faster on a slower mhz
p3
then a crusoe chip.

At this point I would guess that a mobile p3 can render more then a crusoe using the same
amount of
power... Using less power ut performing less is not always an advantage.

>
> > > Can you imagine UAE ported to Crusoe as its code-morphing layer?
> > > incredible.
> >
> > No so sure about that...
>
> It would be wild, a codemorphing layer that abstracts a 68040, and the
> chipset! come to think of it, I wonder if UAE would even be needed?

Their is a diference betwen reformating code (UAE is already doing its own type
'codemorphing')
and doing cycle precisise timing on virtual register set of custom HW on top of that.
Their is alot more stuff in UAE then what transmeta is doing, thats why I never caught on
the hype.

>
> > > Modules could be made for just about ANY old school CPU/platform, and an

> > > OS wouldn't need to be developed for it, as it could run these platforms
> > > OS's natively, maybe even in addition to a custom OS.
> >
> > Their is already so many core running on the x86... From the most obscure to
> > C64 & amigas.
>
> But those are "emulators", Crusoe's codemorphing is a much different
> beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
> Windows/linux on top of x86. The Crusoe wouldn't need a host OS.

Does codemorphing support handling of strobe registers? I dont think transmeta
support emulation of something as complex as the OCS HW register set.
The floppy controler register would need 'HW logic' emulated... etc... Not an easy task.
So you would need to show big revenue to spend all that R&D to emulate decade old HW.

> > > Computer do alot nowdays in term of multimedia because of the power they have.
> > > I'm not so sure intel/amd etc.. just develope for people to run half life at 500FPS.
>
> On the contrary, they'll market them for dumber things, like Intel
> saying it's "New Pentium 4 processor will enhance the web" and going
> on about how the internet will be faster. I always get a kick out of
> that :)

It run flash smoother, it handle better codec like mpeg4 and real, complex web page scrool
smother, it will give higher frame rate in complex java gfx applets, etc, etc...
So in effect, yes the web to an end user look smoother/faster... He can navigate a bit
faster,
scroll complex page with ease.
Use a DSL conection on a pentium clasic and then a pentium4. If you visite media rich web
page you will see a Dramatic diference.

So I can see people getting a new computer when they get braodband.

>
> > > Linux Geeks would love it! (if only because Linus works for transmeta).
> > > Slashdot would pimp the hell out of it, you wouldn't even need to market
> > > it :)
> >
> > > Hell, I'd buy one and just run it as my mail/webserver and
> > > router/firewall. transmeta already has a custom linux distribution
> > > available for it. Not only that, but it could be offered in several
> > > packages, you want WinXP on it? No problem!
>
> > Why would you want to pay for low performance?
> > Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emu
>
> Because emulation would /be/ low performance, the Crusoe running a
> platform under codemorphing is faster than any emulator I've ever seen.
> Show me an x86 emulator that can run Windows faster than the Crusoe can
> under codemorphing/x86. Remember, this is a hobby box, if I want to toy
> with an OS, I want to run it natively, (or a codemorphing facimile
> thereof.)

What OS worth anything doesn't run native on a x86? :)
And how much power do you need to get z80, 6502, 68000, etc.. emulation going on
a gigahertz clas thunderbird?

>
> Plus it's upgradeable (the codemorphing), meaning the platforms it can
> morph will increase over time.

I dont think they have yet to emulate a pentium MMX, they just emulate the basic 486?

>
> > > The market could even be expanded to commercial vendors, it would be a
> > > viable replacement for say, the hardware TiVo uses now. Cable
> > > descramblers, Sattelite receivers, hell, I can think of very little
> > > you couldn't make this thing do.
>
> > You would need native code to do software encoding on that chipat a decent speed.
> > Who would write all that code?
>
> In the case of the Tivo, it's already been written. the Linux/x86
> package is already available customised for the Crusoe, tailored by
> Linus Torvalds himself. In the case of the Satelite reciever, you can
> find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
> software has already been made available for the Crusoe under GPL, so
> has PDA codemorphing for the Palm platform.

What codec did Linus code nativly for the crusoe?!!?!?
Do you have a link on what is in a Tivo box?

>
> The beauty is, if code isn't available, as long as you can produce the
> codemorphing layer, you just reuse your existing code! Case in point,

Thats the whole problem... The chip is just to slow.

> Windows. Windows doesn't run on the Crusoe, because the Crusoe isn't
> x86, it simply pretends to be through abstraction via the codemorphing.
> Hence Windows can run "natively" on a CPU it isn't written for.

Like UAE convert 680x0 to x86. I can take a fresh copy of Amiga OS from a box and
install it on a PC.
The thing is windows will expect some kind of common PC chipset/bios support if
its to ru nout of the box... I dont see the point. Get a mobile P3 to run windows, it
will be faster. Support native MMX/SSE at full speed.

>
> > > R&D required? very little, the hardware is ALL standard, and already
> > > made, produced, and sold, not to mention it already has HUGE "geek
> > > mindshare."
>
> > Cant that be said for the x86 platform?
>
> Only for the case of x86 hardware meant to run x86 software, the Crusoe
> isn't limited to x86.

Aside hacking a new processor, or fiddle around... why would anyone actually
morph to something else then a x86?
For example, can the sony laptop also run MaxOSX with a PPC version of the crusoe code
morphing?

>
> As for the "Geek Mindshare" I think a Crusoe captures more mindshare
> among the HW geeks than x86 does.

I'm a programming geek.. and I got loads of tools for the x86. I also love processing
power.
The crusoe is a just a processor that got its core designed to be emulator friendly... But
aside
emulation is doen't have much to it.

Again, I'm not a fan of that chip because I see no use for it in all common computing form.
PDA, laptop, bookside, desktop, workstation, server... All have better processor already
there for
the picking.

Stephan

6168. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 04:55:09 UTC
From: Joseph Fenn <jfenn@lava.net>
Message-ID: <Pine.BSI.4.30.0107221853300.16641-100000@malasada.lava.net>
Source record: 933
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

If it were me I would just take the OS of a 486/DX4 and have someone
burn the system into a ROM chip that is in a levered key socket so
easy to remove and replace for upgrades etc. bye bye virus problems!!!
Joe (aka kilroy)

****
* Ham KH6JF MARS QCWA WW2 VET WD RADIO *
****

6169. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 13:47:42 UTC
From: SG <sg@erols.com>
Message-ID: <3B5BE2D3.MD-1.4.4.sg@erols.com>
Source record: 934
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bill Hoggett<bill_hoggett@lineone.net> wrote:

> On Sun, 22 Jul 2001 15:40:16 -0700, "Stephan Schaem"
> <tthai@mindspring.com> wrote:
>
> >
> >"James Coupe" <james@zephyr.org.uk> wrote in message
news:lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk...
> >> In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem
> >> <tthai@mindspring.com> writes
> >> >I think if the design can fit in a 6x3x1 inch format with a color LCD a few people
would buy them.
> >>
> >> Would the computers come with a news-reader that prohibited top-posting,
> >> too?
> >
> >Anything possible... maybe even refuse to post message with signature 4 time longer then
the
> >message itself? Keep your great idea coming!
>
> Here's another one: use a newsreader that uses a decent maximum
> line-length, but you don't give a hoot for good netiquette, do you?
> All you want to do is troll.

Real newsreaders even let you change the line length as you type.

Well, I guess that should actually be, "real OSs," since the key to
that is being able to change prefs on the fly while you use programs.

Multitasking: try to imagine it.
--

Steve.

6170. Re: Microsoft woes

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 15:25:08 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3B5C41D2.C16659C4@calcna.ab.ca>
Source record: 938

Bob Retelle wrote:

> Those were the "good old days" when Microsoft was your friend.

And actually writing stuff for the Atari -- sighhhh !

The Canadian Curmudgeon (still Micr$oft free, in sunny Calgary)

6171. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 16:00:09 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0107230800.806c967@posting.google.com>
Source record: 935
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

I may be late to the thread, but anyway...

I don't think that people will be willing to pay $300 for an appliance (as such a computer would be). You have to look at what the current market wants. There are a million and one Internet boxes (the Bush Internet TV is one at ï¿½79, or about $100) that do Internet, email, etc. Not much use for writing a letter or playing games though.

Assuming that you have been given a Government contract to make sub $300 boxes for poor people to enable the Internet revolution and increase education,etc (a realistic modern aim?) then what would you want?

Integration is the name of the game. So is simplicity. It won't have a DVD drive, but it will have a CD drive. It won't have a 40GB HD, but it might have end of line never-sold 5~10GB HDs. It will have built-in modem and ethernet. It will have built-in graphics and audio. It must display to a TV, but a monitor is an option. Expansion ports kept to a minimum (4 USB, no serial, parallel, etc). Internal expansion not necessary. CPU power needs to be adequate, not good.

If you are building 1m boxes, you would sign a contract with Asus/ABit/etc to get low end motherboards with the features that you want only, in the form factor that you want. Use a cheap processor (in quantity, the Via C3 would be good - I bet you could get 600MHz C3 processors in quantity for ~$25 each). Integrated motherboard would be $40 with a $15 chipset (SiS630) and minimal components. Hard drive would be ~$50. CD ~$20. No floppy.

Motherboard (+modem, network, audio, graphics): $40
Processor: $25
Hard Drive: $50
CD: $20
Case (custom): $20
Keyboard: $5
Mouse: $5

As for the operating system - a free one would make sense, however a simple for dummies interface should be employed. The Linux kernel

could be used, with a graphical interface that lets the user run applications and set up the device, but isn't a scary UI. Big icons on the screen, one for each application. Basically the Palm launcher I reckon. Modified applications could be used that didn't prompt the user about where to save the document, but just saved it safely, and when you wanted to open a document, it would just show the user the list of documents that they had previously created. Disable downloads from the Internet except from the device makers, where new apps can be downloaded only (use a special tool, perhaps).

On the other hand, just use a Pace Digital TV set-top box, with built-in PowerVR technology (a la Dreamcast). As non-digital TV will be eradicated in about 6 years anyway, why not lever a device that everyone will need in their house at one point or another?

Graham

6172. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 16:06:50 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <QfpEqNZauEX7Ewu7@gratiano.zephyr.org.uk>
Source record: 937
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <6172ee17.0107230800.806c967@posting.google.com>, Graham <graham@aledrinker.co.uk> writes
>Assuming that you have been given a Government contract to make sub
>$300 boxes for poor people to enable the Internet revolution and
>increase education,etc (a realistic modern aim?) then what would you
>want?

A clockwork powered computer for the third world.

--
James Coupe PGP Key: 0x5D623D5D
"Surely somewhere out there there's a woman who's EBD690ECD7A1F
been sodomized by her father and is capable of B457CA213D7E6
composing a few coherent sentences on the subject." 68C3695D623D5D

6173. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 16:12:51 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0107230812.10a8f714@posting.google.com>
Source record: 936
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> I, not a company or else, can by a 700mhz AMD processor for 24$.
> That doesn't seem 'far too expensive' to me. Those processor rocks!

I would also say that this was a great processor for a device.

> > As OS? (Linux is a dead giveaway, but there also other OS's out there)
> Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.

Linux is a kernel. The "Gnome OS" and the "KDE OS" are not
userfriendly enough! Get the Linux Kernel (or FreeBSD kernel, etc),
get QT embedded or GTK/Framebuffer, and create a custom, Palm UI like,
interface that is simple to use.

> > Amount of memory? (RAM and ROM)
> 256meg RAM. 8K EPROM

128Meg will be enough - $9 in bulk apparently. EPROM?

> > Graphic and Sound?
> Geforce2

Waaaay too expensive for a $300 device, unless you were going to sell
it for a $200 loss (XBox).

> > Network capabilities? (internet capable)
> 100BT

Part of most integrated chipsets anyway.

> > Plug in capabilities (remember you're making it as cheap as possible so
> > modems, CD-Roms, HD's are all extras)
> CDRW

Not for a $300 device. Depending on the market for the device, either
a DVD drive or a CD-ROM.

> Take a look at the XBox.

$500 of hardware sold at a $200 loss. With out-of-date processors
donated for free by Intel. The chipset alone would cost $120+ (if a
GeForce 2 MX enabled chipset sells for $90 [nForce], then a GeForce3.5
enabled chipset will cost at least $30 more - more like $50 more).
Motherboard is CPU, Northbridge, Southbridge, 4 USB ports, Ethernet,
Modem, and IDE channel - very cut down to reduce costs.

Graham

6174. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 20:04:31 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <kv%67.126$6w2.20897@wards>
Source record: 939
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:QfpEqNZauEX7Ewu7@gratiano.zephyr.org.uk...
> In message <6172ee17.0107230800.806c967@posting.google.com>, Graham
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> >Assuming that you have been given a Government contract to make sub
> >$300 boxes for poor people to enable the Internet revolution and
> >increase education,etc (a realistic modern aim?) then what would you
> >want?
>
> A clockwork powered computer for the third world.
>

It exists already (although the Dimm version is still expensive,
but the Simm version is $300!)

http://www.uclinux.com/hand-powered_web_server/index.html

6175. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 21:13:08 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B5CA174.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 940
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 23:23:59 -0400, Bob Retelle (of comp.sys.sinclair "fame")
wibbled on for an age:

> It would probably look very much like the e--Machines system I just
> bought my daughter to take to college with her.
[...]
> The price is in the $300 ball park and it's a system she'll be
> familiar with and can make instant use of. The software it runs will
> be compatible with most people she runs into in college. It has a
> software base that no new computer could challenge for decades.

"decades"? Slightly optimistic perhaps. Look back a decade. Find a
good software base. Is this still a good software base? No? I rest
my case.

> ROM is nice, but restrictive. Atari was hobbled by the difficulty of
> releasing bug fixes to its TOS operating system because the OS was in
> ROM. (Well, that was one of the reasons.) But it was VERY nice to
> have the system boot in seconds.

Dodgy OS. If it was better designed, it would be able to have been
patched in software after the boot process. (see Setpatch)

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

6176. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-23 22:35:34 UTC
From: Don Judy <hsaller@epix.net>
Message-ID: <3B5CA829.8F9021E2@epix.net>
Source record: 941
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Cantrell wrote:
>
>
> I just got a PDP-11. Those machines really *were* used for
> controlling nuclear reactors. Amongst other things. Mine, however,
> never did anything more glamourous than routing parcels for a
> nationwide courier service.

If it was used at 3-Mile Island in March 1979 it would be a star!
Or at least notorious. There's nothing like having the morning
traffic report contain a reference to a nuclear catastrophe.
That'll wake you up.

dj

6177. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-24 00:31:27 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e33ad0e6900adc989689@news-server.nc.rr.com>
Source record: 942
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,
comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <tln0ubc06v1g89@corp.supernews.com>, tthai@mindspring.com
says...
>
> "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13e2c36ea28bbffc989686@news-server.nc.rr.com...
> > In article <tlcvenh9gb1d9a@corp.supernews.com>, tthai@mindspring.com
> > says...
> > >
> > > "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> > > > In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> > > > says...
> > > > >
> > > > > >
> > > > > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > > > > implemented some sort of paging mechanism to access the 128kB found
> > > > > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > > > > have lying around here, somewhere. (Though my understanding is
> > > > > > the 1MB card for the 8-bit machines used some sort of window into
> > > > > > memory.)
> > > > > >
> > > > > > Byron.
> > > > > >
> > > > > >
> > > > > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > > > > one
> > > > > even gets a several 100's bytes of cache ? ;o)
> > > > >
> > > > How about Transmeta's Crusoe? This would outsell everything mentioned
> > > > thus far I guarantee it. It can emulate anything, including x86 at
> > > > native speed!
> > > >
> > > I dont think thats true. The transmeta chip only deliver a fraction of the
performance
> > > of a core like the thunderbird at the same mhz.
> > > And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz
part).
> > > But then you can get a 750mhz similare core (Duron) for 25$... thats your price.
> > >
> > A notebook CPU costs more than that, heck I can't even find a price for
> > comparison. You just couldn't use one of those furnaces in a book-size
```

> > unit.
>
> Actually the 750mhz part should run 'cool', also you can run it at 400mhz and remove on chip active cooling?.
> I put 533mhz celeron in booksize computer and they where fine. a 750mhz duron would be cake.
>
> >
> > > I dont see the point in using a much slower chip like the transmeta crusoe for a desktop/booksize PC.
> >
> > But it would be a HELL of a lot faster than the 68000/Timex
> > Sinclair/6502 relics others are suggesting, and it runs without a
> > heatsink. You ever felt the CPU in a notebook? imagine the temp a
> > thunderbird would be!
>
> Yes, I would choose a rusoe over a 68000, no problem here.
> For low power... I kind of like the strongarm.
> I dont really have a sweet spot for transmeta effort, I dont see where it really fit in the market.
> I also see that they are not doing well at all... Could be riding the economic wave, or just problem
> grabing some of the cpu market.

The problem is it's a niche market, albeit an expanding one. They don't
even plan to break even for 5 years. I don't ever see them taking over
any desktop market, however, for low-power applications with platform
legacy requirements, you can't beat em.

> > > just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver
> > > 46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.
> >
> > Thats under the x86 codemorphing layer with the optimizations set to
> > "don't cache code", The Crusoe is a tricky beast to benchmark,
> > especially against it's own codemorphing layer. The codemorphing tends
> > to cache the benchmark loops giving unrealistically high scores, so for
> > simplicity, it's turned off.
>
> In the end , MMX/SSE/multimedia/3d stuff will probably run many fold faster on a slower mhz p3
> then a crusoe chip.

Oh, yea, no question about it, but then, this isn't a desktop machine
we're talking about. x86 on the desktop is king.

> At this point I would guess that a mobile p3 can render more then a crusoe using the same amount of
> power... Using less power ut performing less is not always an advantage.

Not on a desktop or server machine, but then thats not where any sane
person would dream of sticking one of these anyway. The goal is a
slightly higher platform abstraction, and slightly lower power

consumption.

> > > > Can you imagine UAE ported to Crusoe as its code-morphing layer?
> > > > incredible.
> > >
> > > No so sure about that...
> >
> > It would be wild, a codemorphing layer that abstracts a 68040, and the
> > chipset! come to think of it, I wonder if UAE would even be needed?
>
> Their is a diference betwen reformating code (UAE is already doing its own type
'codemorphing')
> and doing cycle precisise timing on virtual register set of custom HW on top of that.
> Their is alot more stuff in UAE then what transmeta is doing, thats why I never caught on
the hype.

(%me% knows nothing about the internals of UAE so I'm not going there)

> > > > Modules could be made for just about ANY old school CPU/platform, and an
> > > > OS wouldn't need to be developed for it, as it could run these platforms
> > > > OS's natively, maybe even in addition to a custom OS.
> > >
> > > Their is already so many core running on the x86... From the most obscure to
> > > C64 & amigas.
> >
> > But those are "emulators", Crusoe's codemorphing is a much different
> > beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
> > Windows/linux on top of x86. The Crusoe wouldn't need a host OS.
>
> Does codemorphing support handling of strobe registers? I dont think transmeta
> support emulation of something as complex as the OCS HW register set.
> The floppy controler register would need 'HW logic' emulated... etc... Not an easy task.
> So you would need to show big revenue to spend all that R&D to emulate decade old HW.

Not any more than it took them to write the codemorphing abstraction for
x86, from what I hear, the x86 architecture was a real bitch with all
the registers they had to emulate, I think the reason they emulate a 486
is because those registers were documented. That was the reason NASA
gave for using the 486 as well, access to documentation. Transmeta then
had to provide a BIOS as well, as part of the morph abstraction.

A big part of the R&D has already been worked out by others already, I'm
sure AROS/UAE technology could be used. I know UAE is free under the GNU
GPL license, not sure about AROS.

> > > > Computer do alot nowdays in term of multimedia because of the power they have.
> > > > I'm not so sure intel/amd etc.. just develope for people to run half life at
500FPS.
> >
> > On the contrary, they'll market them for dumber things, like Intel
> > saying it's "New Pentium 4 processor will enhance the web" and going
> > on about how the internet will be faster. I always get a kick out of

> > that :)
>
> It run flash smoother, it handle better codec like mpeg4 and real, complex web page
scrool
> smother, it will give higher frame rate in complex java gfx applets, etc, etc...
> So in effect, yes the web to an end user look smoother/faster... He can navigate a bit
faster,
> scroll complex page with ease.
> Use a DSL conection on a pentium clasic and then a pentium4. If you visite media rich web
> page you will see a Dramatic diference.

Sure, but what they said was that the SIMD instructions new to the P3
would speed up DSP code, making software modems faster. I think alot of
people somehow thought that they could upgrade their dial-up connection
by upgrading their processor. ;) It's true the SIMD instructions do
include DSP specific instructions, but I doubt anyone would notice on a
dial-up software modem anyway, and I don't think the network card
drivers will benefit from SIMD at all, since there's no DSP taking place
anyway.

> So I can see people getting a new computer when they get braodband.
>
> >
> > > > Linux Geeks would love it! (if only because Linus works for transmeta).
> > > > Slashdot would pimp the hell out of it, you wouldn't even need to market
> > > > it :)
> > >
> > > > Hell, I'd buy one and just run it as my mail/webserver and
> > > > router/firewall. transmeta already has a custom linux distribution
> > > > available for it. Not only that, but it could be offered in several
> > > > packages, you want WinXP on it? No problem!
> >
> > > Why would you want to pay for low performance?
> > > Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emu
> >
> > Because emulation would /be/ low performance, the Crusoe running a
> > platform under codemorphing is faster than any emulator I've ever seen.
> > Show me an x86 emulator that can run Windows faster than the Crusoe can
> > under codemorphing/x86. Remember, this is a hobby box, if I want to toy
> > with an OS, I want to run it natively, (or a codemorphing facimile
> > thereof.)
>
> What OS worth anything doesn't run native on a x86? :)
> And how much power do you need to get z80, 6502, 68000, etc.. emulation going on
> a gigahertz clas thunderbird?

;) If it's meant to run Windows/Linux/Solaris ect. and sit on my desk,
give me my Athlon 1400/266 768MB DDR MSI-K7T-Master w/raid box anyday,
but this is a smaller, possibly battery-only portable hobby thing here
meant to be multi purpose webpad/PDA/portable what have you, it would
have to be very flexible in what you could do with it and where you

could bring it, so as not to become so "niche" that noone buys it.

The reason I see Crusoe as a good match for a project like this is that
it sort of combines a dozen or so pre-existing niche markets into one
market that could be sold the same hardware. There's already a market
for a low-power webpad, and people are willing to pay $2300 for them
(check out Slashdot's submissions for saturday) there's already a market
for PDA's, and Crusoe is faster than anything in most PDA's right now.
portable units for inventory and UPS/shipping are already being sold,
for anywhere between $400-$1000.

Hell, Transmeta's Crusoe, running at 633MHz, is already being used in
very-low power servers, running on 7 watts (idle) to 15 watts (max load)
http://www.transmeta.com/everywhere/products/servers/rlxtechnologies/rlxtechnologies_syste
m324.html

(this link may wrap, my newsreader sucks)

> > Plus it's upgradeable (the codemorphing), meaning the platforms it can
> > morph will increase over time.
>
> I dont think they have yet to emulate a pentium MMX, they just emulate the basic 486?

I think your right.

> > > > The market could even be expanded to commercial vendors, it would be a
> > > > viable replacement for say, the hardware TiVo uses now. Cable
> > > > descramblers, Sattelite receivers, hell, I can think of very little
> > > > you couldn't make this thing do.
> >
> > > You would need native code to do software encoding on that chipat a decent speed.
> > > Who would write all that code?
> >
> > In the case of the Tivo, it's already been written. the Linux/x86
> > package is already available customised for the Crusoe, tailored by
> > Linus Torvalds himself. In the case of the Satelite reciever, you can
> > find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
> > software has already been made available for the Crusoe under GPL, so
> > has PDA codemorphing for the Palm platform.
>
> What codec did Linus code nativly for the crusoe?!!?!?
> Do you have a link on what is in a Tivo box?

http://www.tivo.com/linux/index.html

They released their power-PC linux mods as per the GPL.
Since the mods were developed by TiVo themselves, they already have the
codec source, all they would need to do is recompile for Linus's
"Transmeta distrobution" (maybe not even).

If Transmeta releases a PowerPC codemorphing layer (or someone makes
one) they wont even need to do that. This would probably interest TiVo
greatly, as they already stated they wish to make their money from

selling the subscription, not the hardware.

> > The beauty is, if code isn't available, as long as you can produce the
> > codemorphing layer, you just reuse your existing code! Case in point,
>
> Thats the whole problem... The chip is just to slow.

yes for a desktop, but for the applications and the specs of this
project, it far exceeds what the alternatives can do, and will still be
in the "desktop speed ballpark", unlike a z80/68000 ;)

> > Windows. Windows doesn't run on the Crusoe, because the Crusoe isn't
> > x86, it simply pretends to be through abstraction via the codemorphing.
> > Hence Windows can run "natively" on a CPU it isn't written for.
>
> Like UAE convert 680x0 to x86. I can take a fresh copy of Amiga OS from a box and
> install it on a PC.

You mean you can install windows, install UAE, install AmigaOS, if you
were buying something specifically to do things like run AmigaOS, why
would you fudge around with windows? Heck, the best way to have a
desktop Amiga is to get an Amiga desktop anyway ;)

> The thing is windows will expect some kind of common PC chipset/bios support if
> its to ru nout of the box... I dont see the point. Get a mobile P3 to run windows, it
> will be faster. Support native MMX/SSE at full speed.
>
> >
> > > > R&D required? very little, the hardware is ALL standard, and already
> > > > made, produced, and sold, not to mention it already has HUGE "geek
> > > > mindshare."
> >
> > > Cant that be said for the x86 platform?
> >
> > Only for the case of x86 hardware meant to run x86 software, the Crusoe
> > isn't limited to x86.
>
> Aside hacking a new processor, or fiddle around... why would anyone actually
> morph to something else then a x86?
> For example, can the sony laptop also run MaxOSX with a PPC version of the crusoe code
morphing?

The Sony laptop was made as an x86 laptop, this project isn't about
making a Windows98 laptop, they exist already.

> > As for the "Geek Mindshare" I think a Crusoe captures more mindshare
> > among the HW geeks than x86 does.
>
> I'm a programming geek.. and I got loads of tools for the x86. I also love processing
power.
> The crusoe is a just a processor that got its core designed to be emulator friendly...
But aside

> emulation is doen't have much to it.
>
> Again, I'm not a fan of that chip because I see no use for it in all common computing form.
> PDA, laptop, bookside, desktop, workstation, server... All have better processor already there for
> the picking.

The project needs something that can do them all, at whim. No general purpose device will ever outperform a specifically desined for a purpose device, thats why we use 1400MHz Athlons to play games and 33MHz Dragonballs to sync our palms. but neither one of those would be very good at both ;)

You can play Quake on a Crusoe, and still remain at only 2 watts. The same beast will run linux, and can scale down to less and be walked around like a PDA.

It's not something that would replace the desktop, but an extension of it, replacing possibly our webpads, mp3/Rio's, PDA's, pagers, inventory interface units, ect with a common device/platform. It might even slightly eat into the laptop market as alot of people only "need" a laptop for trivial things anyway.

>
> Stephan
>

--David
But then again maybe not.
Boycott Adobe! www.eff.com

6178. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-24 00:31:28 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e33c8c560ba86898968a@news-server.nc.rr.com>
Source record: 943
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <u1n6lt0a1dgld8ifql8b0of6mh3ftthja5@4ax.com>,
bill_hoggett@lineone.net says...
> On Mon, 16 Jul 2001 15:53:00 -0500, "Dave R." <watson@enteract.com>
> wrote:
>
> >On Mon, 16 Jul 2001, James Alexander wrote:
> >
> >> gigahertz processor systems aren't readily available yet. oh and don't
> >> forget, where I live, retail on windows is $300 by itself. Are you really so
> >> STUPID to believe any vendor will sell you windows and give you the hardware
> >> on which to run it for FREE?
> >
> >A vendor, however, will be paying for OEM Windows, not retail. The OEM
> >version is usually much cheaper, but with stricter licensing (i.e. must be
> >sold with a computer, can't be installed on another PC, etc.). So, figure
> >US$50-$75 for Windows, maybe even less.
>
> Is this after the new licensing scheme comes into effect?

This is now, OEM windows in 5 packs can be gotten from Ingram Micro for
about $80, and Ingram is one of those vendors thats usually more
expensive, but they have everything.

We used to be able to sell OEM Windows with just a Mobo or HDD, but now
they require a full booting machine (or parts that could make one)

6179. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-24 03:59:08 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlpsk6fkn0qj16@corp.supernews.com>
Source record: 944
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13e33ad0e6900adc989689@news-server.nc.rr.com...
> In article <tln0ubc06v1g89@corp.supernews.com>, tthai@mindspring.com
> says...
> > > But those are "emulators", Crusoe's codemorphing is a much different
> > > beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
> > > Windows/linux on top of x86. The Crusoe wouldn't need a host OS.
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> > support emulation of something as complex as the OCS HW register set.
> > The floppy controler register would need 'HW logic' emulated... etc... Not an easy
task.
> > So you would need to show big revenue to spend all that R&D to emulate decade old HW.
>
> Not any more than it took them to write the codemorphing abstraction for
> x86, from what I hear, the x86 architecture was a real bitch with all
> the registers they had to emulate, I think the reason they emulate a 486
> is because those registers were documented. That was the reason NASA
> gave for using the 486 as well, access to documentation. Transmeta then
> had to provide a BIOS as well, as part of the morph abstraction.

The x86 is nasty that way... its *backward* compatible that to make something 100%
x86 compatible take a huge effort. (I also admire AMD for this... and in turn Transmeta)

>
> A big part of the R&D has already been worked out by others already, I'm
> sure AROS/UAE technology could be used. I know UAE is free under the GNU
> GPL license, not sure about AROS.

I'm not sure their is a market... but if their was, AMD could also make their processor
emulator friendly by adding so facilities to it.?

>
> > > > > Computer do alot nowdays in term of multimedia because of the power they have.
> > > > > I'm not so sure intel/amd etc.. just develope for people to run half life at
500FPS.
> > >
> > > On the contrary, they'll market them for dumber things, like Intel
> > > saying it's "New Pentium 4 processor will enhance the web" and going
> > > on about how the internet will be faster. I always get a kick out of
> > > that :)
> >

> > It run flash smoother, it handle better codec like mpeg4 and real, complex web page scrool
> > smother, it will give higher frame rate in complex java gfx applets, etc, etc...
> > So in effect, yes the web to an end user look smoother/faster... He can navigate a bit faster,
> > scroll complex page with ease.
> > Use a DSL conection on a pentium clasic and then a pentium4. If you visite media rich web
> > page you will see a Dramatic diference.
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> Sure, but what they said was that the SIMD instructions new to the P3
> would speed up DSP code, making software modems faster. I think alot of
> people somehow thought that they could upgrade their dial-up connection
> by upgrading their processor. ;) It's true the SIMD instructions do
> include DSP specific instructions, but I doubt anyone would notice on a
> dial-up software modem anyway, and I don't think the network card
> drivers will benefit from SIMD at all, since there's no DSP taking place
> anyway.

I dont think you will see benefit at that level (packet thruput). Maybe a tiny, tiny bit by using the cache control insruction. But nothing to advertize about.
The web is vague enought that intel can be doing this compain in reference to the execution of the web data received.

> > > Because emulation would /be/ low performance, the Crusoe running a
> > > platform under codemorphing is faster than any emulator I've ever seen.
> > > Show me an x86 emulator that can run Windows faster than the Crusoe can
> > > under codemorphing/x86. Remember, this is a hobby box, if I want to toy
> > > with an OS, I want to run it natively, (or a codemorphing facimile
> > > thereof.)
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> > What OS worth anything doesn't run native on a x86? :)
> > And how much power do you need to get z80, 6502, 68000, etc.. emulation going on
> > a gigahertz clas thunderbird?
>
> ;) If it's meant to run Windows/Linux/Solaris ect. and sit on my desk,
> give me my Athlon 1400/266 768MB DDR MSI-K7T-Master w/raid box anyday,
> but this is a smaller, possibly battery-only portable hobby thing here
> meant to be multi purpose webpad/PDA/portable what have you, it would
> have to be very flexible in what you could do with it and where you
> could bring it, so as not to become so "niche" that noone buys it.

If it will run on batery forget what I said.... I'm intetrested in the strongarm, possibly crusoe native?
The second part here is compiler technologie.

I use to have a PB1000, a programable 'calculator'. Nothing like a TI... it was really like a small 8bit
computer... But it died. and if I could find a <300$ replacemtn I would jump on it.

>
> The reason I see Crusoe as a good match for a project like this is that

> it sort of combines a dozen or so pre-existing niche markets into one
> market that could be sold the same hardware. There's already a market
> for a low-power webpad, and people are willing to pay $2300 for them
> (check out Slashdot's submissions for saturday) there's already a market
> for PDA's, and Crusoe is faster than anything in most PDA's right now.
> portable units for inventory and UPS/shipping are already being sold,
> for anywhere between $400-$1000.

How about the StrongArm? isn't it lower power and pack a nice punch?
For those device you dont really need code morphing unless you dont have the
right compiler tools.

>
> Hell, Transmeta's Crusoe, running at 633MHz, is already being used in
> very-low power servers, running on 7 watts (idle) to 15 watts (max load)
> http://www.transmeta.com/everywhere/products/servers/rlxtechnologies/rlxtechnologies_sys
tem324.html
>
> (this link may wrap, my newsreader sucks)

That look massive! I really didn't think anyone would use that processor for server level
design.
Nobody would put that much $$$ in R&D without having studyed the market well...
humm. I must be missing something.

> > > > > The market could even be expanded to commercial vendors, it would be a
> > > > > viable replacement for say, the hardware TiVo uses now. Cable
> > > > > descramblers, Sattelite receivers, hell, I can think of very little
> > > > > you couldn't make this thing do.
> > > >
> > > > You would need native code to do software encoding on that chipat a decent speed.
> > > > Who would write all that code?
> > > >
> > > In the case of the Tivo, it's already been written. the Linux/x86
> > > package is already available customised for the Crusoe, tailored by
> > > Linus Torvalds himself. In the case of the Satelite reciever, you can
> > > find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
> > > software has already been made available for the Crusoe under GPL, so
> > > has PDA codemorphing for the Palm platform.
> >
> > What codec did Linus code nativly for the crusoe?!!?!?
> > Do you have a link on what is in a Tivo box?
>
> http://www.tivo.com/linux/index.html
>
> They released their power-PC linux mods as per the GPL.
> Since the mods were developed by TiVo themselves, they already have the
> codec source, all they would need to do is recompile for Linus's
> "Transmeta distrobution" (maybe not even).

My original comment was about stuff outside the OS. For example software video codec.
You need those to run native to get realtime, usually assemby codec. So you need to man

power to get an mpeg2 decoder (encoder)...

>
> If Transmeta releases a PowerPC codemorphing layer (or someone makes
> one) they wont even need to do that. This would probably interest TiVo
> greatly, as they already stated they wish to make their money from
> selling the subscription, not the hardware.

I would imagine the best for them would be to reuse common PC parts?
Maybe a basic microATX MB modifyed a bit with a custom bios?

>
> > > The beauty is, if code isn't available, as long as you can produce the
> > > codemorphing layer, you just reuse your existing code! Case in point,
> >
> > Thats the whole problem... The chip is just to slow.
>
> yes for a desktop, but for the applications and the specs of this
> project, it far exceeds what the alternatives can do, and will still be
> in the "desktop speed ballpark", unlike a z80/68000 ;)

I would imagine that someone could build a 68000 today that consume very little
power and runned at high mhz?

> > > As for the "Geek Mindshare" I think a Crusoe captures more mindshare
> > > among the HW geeks than x86 does.
> >
> > I'm a programming geek.. and I got loads of tools for the x86. I also love processing
power.
> > The crusoe is a just a processor that got its core designed to be emulator friendly...
But aside
> > emulation is doen't have much to it.
> >
> > Again, I'm not a fan of that chip because I see no use for it in all common computing
form.
> > PDA, laptop, bookside, desktop, workstation, server... All have better processor
already there for
> > the picking.
>
> The project needs something that can do them all, at whim. No general
> purpose device will ever outperform a specifically desined for a purpose
> device, thats why we use 1400MHz Athlons to play games and 33MHz
> Dragonballs to sync our palms. but neither one of those would be very
> good at both ;)
>
> You can play Quake on a Crusoe, and still remain at only 2 watts. The
> same beast will run linux, and can scale down to less and be walked
> around like a PDA.

How about the .9 volt .5 watt Mobile pentium3?
Or the ultra low voltage mobile celeron (with mmx/sse)?

The 600mhz part is not cheap, but its still under 150$.

>
> It's not something that would replace the desktop, but an extension of
> it, replacing possibly our webpads, mp3/Rio's, PDA's, pagers, inventory
> interface units, ect with a common device/platform. It might even
> slightly eat into the laptop market as alot of people only "need" a
> laptop for trivial things anyway.

I think its going to be very, very hard for transmeta to take this place.
But not impossible. If they can impose themself as the standart, then they can live those 5 years to get profitable.?

Stephan

6180. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-24 04:12:10 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlptcj9clpcka9@corp.supernews.com>
Source record: 945
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Graham" <graham@aledrinker.co.uk> wrote in message
news:6172ee17.0107230812.10a8f714@posting.google.com...
> > I, not a company or else, can by a 700mhz AMD processor for 24$.
> > That doesn't seem 'far too expensive' to me. Those processor rocks!
>
> I would also say that this was a great processor for a device.
>
> > > As OS? (Linux is a dead giveaway, but there also other OS's out there)
> > Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.
>
> Linux is a kernel. The "Gnome OS" and the "KDE OS" are not
> userfriendly enough! Get the Linux Kernel (or FreeBSD kernel, etc),
> get QT embedded or GTK/Framebuffer, and create a custom, Palm UI like,
> interface that is simple to use.
>
> > > Amount of memory? (RAM and ROM)
> > 256meg RAM. 8K EPROM
>
> 128Meg will be enough - $9 in bulk apparently. EPROM?
>
> > > Graphic and Sound?
> > Geforce2
>
> Waaaay too expensive for a $300 device, unless you were going to sell
> it for a $200 loss (XBox).
>
> > > Network capabilities? (internet capable)
> > 100BT
>
> Part of most integrated chipsets anyway.
>
> > > Plug in capabilities (remember you're making it as cheap as possible so
> > > modems, CD-Roms, HD's are all extras)
> > CDRW
>
> Not for a $300 device. Depending on the market for the device, either
> a DVD drive or a CD-ROM.
>
> > Take a look at the XBox.
>
> $500 of hardware sold at a $200 loss. With out-of-date processors

> donated for free by Intel. The chipset alone would cost $120+ (if a
> GeForce 2 MX enabled chipset sells for $90 [nForce], then a GeForce3.5
> enabled chipset will cost at least $30 more - more like $50 more).
> Motherboard is CPU, Northbridge, Southbridge, 4 USB ports, Ethernet,
> Modem, and IDE channel - very cut down to reduce costs.

The xbox cannot cost 500$ for MS to build... the lose probably include all the QA, R&D it took.
They probably spend <300$ to build the xbox... its cheap stuff when you build them in the millions.

You can find some decent complete motherboard retail single unit for <70$ (Thats with audio, 32meg video, the works)
in a retail package etc.. Those probably cost 40$ to build. (Its not geforce2 based, but a Savage4 core.)

The nForce chipset in a year might cost <50$, and people will build <100$ MB using it... Anyway, I'm planning
on building a <500$ PC using this chipset when it comes out. So I'm sure a big manufacturer can build a PC
for 300$ mass produced.

Stephan

6181. Tech TV disses Atari midi

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-24 05:53:07 UTC
From: sinclap@nospam.net
Message-ID: <240720010051554356%sinclap@nospam.net>
Source record: 946
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Tech TV had a segment on midi software solutions on PC/Mac hardware and dissed the Atari cutting edge solution which was not mentioned. It is common knowlege that 1990 era Atari midi solutions has revolutionized music composition and has no peers compared to the half bake attempt Apple II, Atari 4-8 bit and older 1987 Mac solutions.

Oh well, Tech TV is not perfect considering that folks who could not make the MacWorld Keynote had to sit through a somewhat flawed live broadcast with stupid commentary according to comments posted on the web. Oh well..

sinclap!
somewere in mpls

6182. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-24 08:29:06 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e46bb097bc6dd298968b@news-server.nc.rr.com>
Source record: 947
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tlpsk6fkn0qj16@corp.supernews.com>, tthai@mindspring.com
says...

> The x86 is nasty that way... its *backward* compatible that to make something 100%
> x86 compatible take a huge effort. (I also admire AMD for this... and in turn Transmeta)

Heck, even Intel had a hell of a time with the transition from 486 to
pentium(p54c/p55c-mmx), they said there were something like 14 debugging
registers that were "left out" and caused a few problems, some quazi-ops
were dropped, and they had to abort those plans to support those
486"upgradeable" boards with the extra pins that were pentium ready.
(a small price to pay for feature-creep though)

At least the x86 legacy stuff does have an end in sight though, the
64bit CPU's won't be encumbered the way x86 was.

> I'm not sure their is a market... but if their was, AMD could also make their processor
> emulator friendly by adding so facilities to it.?

They could I suppose, but being the Athlon would do the abstraction at a
higher level, I don't know how much more effective it would be. (In a
desktop where you have watts to burn however, its a different story)

> If it will run on batery forget what I said.... I'm intetrested in the
> strongarm, possibly crusoe native?
> The second part here is compiler technologie.
>
> I use to have a PB1000, a programable 'calculator'. Nothing like a TI...
> it was really like a small 8bit
> computer... But it died. and if I could find a <300$ replacemtn I would
> jump on it.

I miss the simplicity of the 8-bits, I held on to my Vic-20 for years
using it as a hardware controller for EPROM burners and whatnot. One
side of the room I burned them, and the other had UV lights to erase
them (remember those?;) My neighbors must have thought I was growing
pot.
What was so magical about our first 8bit computers that made virtually
everyone who owned them learn to program them, as opposed to today,
where people are so cynical about their machines? We used to "Love" our
computers in a way that won't happen again, it seems. Gosh, did I say
that? I sound like an old fart ;)

> > The reason I see Crusoe as a good match for a project like this is that
> > it sort of combines a dozen or so pre-existing niche markets into one
> > market that could be sold the same hardware. There's already a market
> > for a low-power webpad, and people are willing to pay $2300 for them
> > (check out Slashdot's submissions for saturday) there's already a market
> > for PDA's, and Crusoe is faster than anything in most PDA's right now.
> > portable units for inventory and UPS/shipping are already being sold,
> > for anywhere between $400-$1000.
>
> How about the StrongArm? isn't it lower power and pack a nice punch?
> For those device you dont really need code morphing unless you dont have the
> right compiler tools.

I'm totally in the dark when it comes to the StrongArm, I know it's made
by IBM and I hear they have a loyal following in Europe. That about sums
it up as for my knowledge there ;)

> > > What codec did Linus code nativly for the crusoe?!!?!?
> > > Do you have a link on what is in a Tivo box?
> >
> > http://www.tivo.com/linux/index.html
> >
> > They released their power-PC linux mods as per the GPL.
> > Since the mods were developed by TiVo themselves, they already have the
> > codec source, all they would need to do is recompile for Linus's
> > "Transmeta distrobution" (maybe not even).
>
> My original comment was about stuff outside the OS. For example software video codec.
> You need those to run native to get realtime, usually assemby codec. So you need to man
> power to get an mpeg2 decoder (encoder)...

Actually I'm not sure if Tivo uses software or hardware mpeg, but
between Tivo and Transmeta, I'm sure they could whip something up.

> > If Transmeta releases a PowerPC codemorphing layer (or someone makes
> > one) they wont even need to do that. This would probably interest TiVo
> > greatly, as they already stated they wish to make their money from
> > selling the subscription, not the hardware.
>
> I would imagine the best for them would be to reuse common PC parts?
> Maybe a basic microATX MB modifyed a bit with a custom bios?

Or even a retrofitted Sony laptop motherboard maybe (gawd I hate laptop
hardware though ;) microATX would be good, with video/sound onboard,
maybe using laptop IDE hard disks, External 'wallwort' powersupply,
internal battery.

> > > > The beauty is, if code isn't available, as long as you can produce the
> > > > codemorphing layer, you just reuse your existing code! Case in point,
> > > >
> > > Thats the whole problem... The chip is just to slow.
> > >
> > yes for a desktop, but for the applications and the specs of this

> > project, it far exceeds what the alternatives can do, and will still be
> > in the "desktop speed ballpark", unlike a z80/68000 ;)
>
> I would imagine that someone could build a 68000 today that consume very little
> power and runned at high mhz?

If they could, I know some people who would trick out an Amiga like
you've never seen before ;)

> > > > As for the "Geek Mindshare" I think a Crusoe captures more
mindshare
> > > > among the HW geeks than x86 does.
> > >
> > > I'm a programming geek.. and I got loads of tools for the x86.
I also love processing power.
> > > The crusoe is a just a processor that got its core designed to
be emulator friendly... But aside
> > > emulation is doen't have much to it.
> > >
> > > Again, I'm not a fan of that chip because I see no use for it
in all common computing form.
> > > PDA, laptop, bookside, desktop, workstation, server... All have
better processor already there for
> > > the picking.
> >
> > The project needs something that can do them all, at whim. No general
> > purpose device will ever outperform a specifically desined for a purpose
> > device, thats why we use 1400MHz Athlons to play games and 33MHz
> > Dragonballs to sync our palms. but neither one of those would be very
> > good at both ;)
> >
> > You can play Quake on a Crusoe, and still remain at only 2 watts. The
> > same beast will run linux, and can scale down to less and be walked
> > around like a PDA.
>
> How about the .9 volt .5 watt Mobile pentium3?
> Or the ultra low voltage mobile celeron (with mmx/sse)?
>
> The 600mhz part is not cheap, but its still under 150$.

I'm not sure how much power the P3 system as a whole uses yet, havent
had a chance to play with one yet, I'll have to look.

> > It's not something that would replace the desktop, but an extension of
> > it, replacing possibly our webpads, mp3/Rio's, PDA's, pagers, inventory
> > interface units, ect with a common device/platform. It might even
> > slightly eat into the laptop market as alot of people only "need" a
> > laptop for trivial things anyway.
>
> I think its going to be very, very hard for transmeta to take this place.
> But not impossible. If they can impose themself as the standart, then they can live

> those 5 years to get profitable.?

They've got one thing going for them, noone else is after this market, it's currently dominated by hundreds of 'submarket' solutions, Palm, Rio, etc, and Transmeta doesn't even necessarily need to compete with them to controll this market, they just need to become the main vendor for the tribes currently camping there.

Then again, Intel might just decide to squash them.

6183. Re: Tech TV disses Atari midi

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-24 15:45:30 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B5D9853.4A396225@att.net>
Source record: 948
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

sinclap@nospam.net wrote:

> Tech TV had a segment on midi software solutions on PC/Mac hardware and
> dissed the Atari cutting edge solution which was not mentioned. It is
> common knowlege that 1990 era Atari midi solutions has revolutionized
> music composition and has no peers compared to the half bake attempt
> Apple II, Atari 4-8 bit and older 1987 Mac solutions.

It's a worldwide conspiracy to intentionally ignore every accomplishment
Atari ever made. They don't want to admit that a game company had so many
innovations first. They know about it, they just don't mention it on
purpose.

--
Greg

=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Join the TAT Writer's Webgroup! HYPAT? -
= MATH http://groups.yahoo.com/group/ataritimes/ =
-=-

6184. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-24 18:42:01 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B5DCF89.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 949
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Mon, 23 Jul 2001 20:59:08 -0700, Stephan Schaem (of comp.sys.sinclair "fame")
wibbled on for an age:

> I would imagine that someone could build a 68000 today that consume very little
> power and runned at high mhz?

What, like the Coldfire?

Chris

--
+-----------------------------------------+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+
```

6185. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-24 21:17:50 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <1cprltsf4b4ec02mj898hi5odak7r2457p@4ax.com>
Source record: 950
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 23 Jul 2001 22:13:08 +0100, "Chris Young"
<unsatisfactory@bigfoot.com> wrote:

>On Thu, 12 Jul 2001 23:23:59 -0400, Bob Retelle (of comp.sys.sinclair "fame")
>wibbled on for an age:
>
>> It would probably look very much like the e--Machines system I just
>> bought my daughter to take to college with her.
>[...]
>> The price is in the $300 ball park and it's a system she'll be
>> familiar with and can make instant use of. The software it runs will
>> be compatible with most people she runs into in college. It has a
>> software base that no new computer could challenge for decades.
>
>"decades"? Slightly optimistic perhaps. Look back a decade. Find a
>good software base. Is this still a good software base? No? I rest
>my case.
>

>Chris

Umm... you're using the wrong end of the telescope.

A decade ago there were several choices of competing Operating
Systems.

Now for all intents and purposes there is only one.

(MacOS is a far distant second.)

With the kind of momentum behind the current OS, it's unlikely that
any other OS will be able to overtake the existing software base for a
long, long time, if ever.

Go to the local CompUSA and check out how much shelf space is devoted
to native Linux apps.

I rest my case.

BobR

6186. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-24 21:17:55 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <jeprltgnpm0btccps4dn6hhs44htp72mlq@4ax.com>
Source record: 801
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 24 Jul 2001 08:29:06 GMT, David Ogg <davidogg@nc.rr.com>
wrote:

> What was so magical about our first 8bit computers that made virtually
>everyone who owned them learn to program them, as opposed to today,
>where people are so cynical about their machines? We used to "Love" our
>computers in a way that won't happen again, it seems. Gosh, did I say
>that? I sound like an old fart ;)
>

The simple answer is that there was nothing else available and very
little was available for what WAS available.

There was nothing that would run a competent word processor or
spreadsheet, or play a photorealistic game, or render in 16 million
colors, or typeset a page layout, or sort and relate a million entry
database.

If you wanted something other than what you could buy from the back of
Compute's Gazette, you had to learn to program and write it yourself.

There weren't stores like CompUSA where you could just buy the program
and get on with whatever it was you wanted to do.

You HAD to figure out how to POKE graphics to the screen, or VARPRT to
find out where your string variables were stored.

When I bought my first computer (an even older fart), an OSI C1P, I
wanted to play games on it. I bought game programs and ended up
HAVING to learn to program to fix the bugs in the "commercial"
programs. I had to learn the "guts" of the computer to figure out
how to add sound to the games since the manufacturer had designed
sound into the system but not implemented it.

Sure it was fun, and sure I learned a lot, and actually made some
money with it, and yes indeed, I wouldn't have missed it for anything.

But it wasn't what I'd originally wanted to DO with "a computer".

Now, you don't need a soldering iron or disassembler to do what you
want a computer to DO. In most cases, you just get the software and
DO it.

Not everyone wanted to "tinker" with a computer. Computers didn't really "take off" until they became capable enough that you DIDN'T have to tinker with them to get them to do something.

That doesn't help the "tinkerers" very much, I know, but that's the main reason things are different today than they were when 8-bit computers were the only thing available.

That's actually what the original intent of this huge message thread was, to provide a "new" version of the machines we used to tinker with.

BobR

6187. Re: If you could design a $300 homecomputer

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-24 23:01:54 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b5dfe62$0$18557@news.zetnet.co.uk>
Source record: 802

On 12 Jul 2001 22:09:21 , "T.J.T van Kooten" wrote:
>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?

Sorry, but what has that got to do with ATARI? This is an ATARI Newsgroup
and any other subject SHOULD NOT be discussed here.

If you've crossposted your message over one or more other newgroups then
this SHOULD ALSO NOT be done, because THIS WASTES BANDWIDTH for everyone
else.

Sorry but it's about time that someone took a stand on this.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

6188. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-25 01:51:00 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tls9fjrgp42q23@corp.supernews.com>
Source record: 803
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Chris Young" <unsatisfactory@bigfoot.com> wrote in message
news:3B5DCF89.MD-1.4.15.unsatisfactory@bigfoot.com...
> On Mon, 23 Jul 2001 20:59:08 -0700, Stephan Schaem (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > I would imagine that someone could build a 68000 today that consume very little
> > power and runned at high mhz?
>
> What, like the Coldfire?

Kind of... motorola rate their Coldfire 90mhz to consume .95watt. That seem alot compared to
mobile pentium3 running at 10x the mhz. I dont think their is any >200mhz Coldfire...

Stephan

6189. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-25 19:10:50 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B5F27CA.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 804
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
wibbled on for an age:

> With the kind of momentum behind the current OS, it's unlikely that
> any other OS will be able to overtake the existing software base for a
> long, long time, if ever.

My point was that the existing software base will not look as good in
a decade, let alone decades.

> Go to the local CompUSA and check out how much shelf space is devoted
> to native Linux apps.

Oh, yes, I'll just pop over the Atlantic in my private jet and have a
look.

Clue: The USA is not "the world"

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

6190. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-25 22:00:17 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B5F415D.D0DABF69@inebraska.com>
Source record: 805
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Chris Young wrote:

> On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > With the kind of momentum behind the current OS, it's unlikely that
> > any other OS will be able to overtake the existing software base for a
> > long, long time, if ever.
>
> My point was that the existing software base will not look as good in
> a decade, let alone decades.
>
> > Go to the local CompUSA and check out how much shelf space is devoted
> > to native Linux apps.
>
> Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> look.
>
> Clue: The USA is not "the world"

Clue: It is.
:-)

Other places are just satellites

>
>
> Chris
> --
> +---+
> | Unsatisfactory Software - "because it is" |
> | http://www.unsatisfactory.freeserve.co.uk |
> | Your Sinclair: A Celebration |
> +-- http://www.ysac.cjb.net/ --ICQ:28784166-+

6191. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-26 00:47:49 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15c932ad2e3c93a598968e@news-server.nc.rr.com>
Source record: 806
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B5F415D.D0DABF69@inebraska.com>, millers@inebraska.com
says...
> Chris Young wrote:
>
> > On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
> > wibbled on for an age:
> >
> > > With the kind of momentum behind the current OS, it's unlikely that
> > > any other OS will be able to overtake the existing software base for a
> > > long, long time, if ever.
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> > My point was that the existing software base will not look as good in
> > a decade, let alone decades.
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> > > Go to the local CompUSA and check out how much shelf space is devoted
> > > to native Linux apps.
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> > Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> > look.
> >
> > Clue: The USA is not "the world"
>
> Clue: It is.
> :-)
>
> Other places are just satellites

Lol ;) We had this same war almost exactly 1 year ago! It's similar to
Goddards Law! (Godwin?) First, someone will point out the origins of
specific technological advances, then we'll rebut with 'but he was
/born/ in country /y/ so /x/ doesn't get the credit!'

Then someone will say Americans are all fat and eat at McDonalds, then
someone will rebut with Europeans have teeth that look like dice.

You know it's going to happen, the bloods in the water, the sharks will
come. :)

6192. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-26 02:10:06 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <72gult4oelnh5vrncej03mu84ofi40okrg@4ax.com>
Source record: 807
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 25 Jul 2001 20:10:50 +0100, "Chris Young"
<unsatisfactory@bigfoot.com> wrote:

>On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
>wibbled on for an age:
>
>> With the kind of momentum behind the current OS, it's unlikely that
>> any other OS will be able to overtake the existing software base for a
>> long, long time, if ever.
>
>My point was that the existing software base will not look as good in
>a decade, let alone decades.

Sigh... the software base for the existing Operating System is the
point.

The point is that the Operating System a decade from now will likely
be the same, or a derivation of the current Operating System, so the
software base a decade from now will likely be the same software base
as it is now, with incremental changes, not radical shifts in support
for "other" Operating Systems.

>
>> Go to the local CompUSA and check out how much shelf space is devoted
>> to native Linux apps.
>
>Oh, yes, I'll just pop over the Atlantic in my private jet and have a
>look.
>
>Clue: The USA is not "the world"
>
Oh, that's certainly the point of this discussion.

OK then, CompUK, or Future Shop, or whatever.

>Chris

BobR

6193. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-26 04:45:06 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B5FA030.1466335C@inebraska.com>
Source record: 808
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:

> >
> > > > Go to the local CompUSA and check out how much shelf space is devoted
> > > > to native Linux apps.
> > >
> > > Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> > > look.
> > >
> > > Clue: The USA is not "the world"
> >
> > Clue: It is.
> > :-)
> >
> > Other places are just satellites
>
> Lol ;) We had this same war almost exactly 1 year ago! It's similar to
> Goddards Law! (Godwin?) First, someone will point out the origins of
> specific technological advances, then we'll rebut with 'but he was
> /born/ in country /y/ so /x/ doesn't get the credit!'

:-)

>
>
> Then someone will say Americans are all fat and eat at McDonalds,

<Shudder> I eat at Burger King - it's a British owned company.

> then
> someone will rebut with Europeans have teeth that look like dice.

Seems that Mike Meyer has done something along that line, hasn't he?

>
>
> You know it's going to happen, the bloods in the water, the sharks will
> come. :)

Come and get it!!! :-)

Roy

6194. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-26 06:20:29 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15c98093bb326469989690@news-server.nc.rr.com>
Source record: 809
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <72gult4oelnh5vrncej03mu84ofi40okrg@4ax.com>, bobr1
@provide.net says...
> On 25 Jul 2001 20:10:50 +0100, "Chris Young"
> <unsatisfactory@bigfoot.com> wrote:
>
> >On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
> >wibbled on for an age:
> >
> >> With the kind of momentum behind the current OS, it's unlikely that
> >> any other OS will be able to overtake the existing software base for a
> >> long, long time, if ever.
> >
> >My point was that the existing software base will not look as good in
> >a decade, let alone decades.
>
> Sigh... the software base for the existing Operating System is the
> point.
>
> The point is that the Operating System a decade from now will likely
> be the same, or a derivation of the current Operating System, so the
> software base a decade from now will likely be the same software base
> as it is now, with incremental changes, not radical shifts in support
> for "other" Operating Systems.
>
>
> >
> >> Go to the local CompUSA and check out how much shelf space is devoted
> >> to native Linux apps.
> >
> >Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> >look.
> >
> >Clue: The USA is not "the world"
> >
> Oh, that's certainly the point of this discussion.
>
> OK then, CompUK, or Future Shop, or whatever.

<snicker> "CompUK" has a funny ring to it :)

Well see what the justice department says about the future of the
platform :)

Hopefully they'll take they're head outa theyre arse and leave them alone, I want to see how Darwinism treats Microsoft.

6195. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-26 06:49:14 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlvfakismnbk4f@corp.supernews.com>
Source record: 810
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Roy Miller" <millers@inebraska.com> wrote in message
news:3B5FA030.1466335C@inebraska.com...
> David Ogg wrote:
>
> > >
> > > > > Go to the local CompUSA and check out how much shelf space is devoted
> > > > > to native Linux apps.
> > > > >
> > > > Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> > > > look.
> > > > >
> > > > Clue: The USA is not "the world"
> > > >
> > > Clue: It is.
> > > :-)
> > > >
> > > Other places are just satellites
> > >
> > Lol ;) We had this same war almost exactly 1 year ago! It's similar to
> > Goddards Law! (Godwin?) First, someone will point out the origins of
> > specific technological advances, then we'll rebut with 'but he was
> > /born/ in country /y/ so /x/ doesn't get the credit!'
>
> :-)
>
> >
> >
> > Then someone will say Americans are all fat and eat at McDonalds,
>
> <Shudder> I eat at Burger King - it's a British owned company.
>
> > then
> > someone will rebut with Europeans have teeth that look like dice.
>
> Seems that Mike Meyer has done something along that line, hasn't he?
>

SNL had one of their best commercial spoof featuring Mike Meyer doing an
add for a British touthpast made from real sugar...
At one point he said: "You dont need to brush your teeth every week, but you might just
want to"

Or something in those lines.

Off topic? oh well...

Stephan

6196. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-26 19:40:29 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B60803D.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 811
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 26 Jul 2001 06:20:29 GMT, David Ogg (of comp.sys.sinclair "fame")
wibbled on for an age:

> Well see what the justice department says about the future of the
> platform :)

Last I heard, they were threatening to not let MS release XP...

Cris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

6197. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-27 01:12:34 UTC
From: spike1@freenet.co.uk
Message-ID: <26fqj9.t81.ln@ridcully.freenet.co.uk>
Source record: 812
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> Hopefully they'll take they're head outa theyre arse and leave them
> alone, I want to see how Darwinism treats Microsoft.

ARGH! That REALLY grates, that does...

Didn't they teach you the difference betweem their (the word you should've used), they're (they are) and there (ooo, look, over there... a cute fluffy kitten!) at school?

--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-----------------------------------------------------------------------------
```

6198. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-27 05:59:09 UTC
From: "Roberto L. Aloi" <soulpro@gate.net>
Message-ID: <3B61032D.F38CE733@gate.net>
Source record: 813
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bill Hoggett wrote:

> Anyone aiming to produce computers that retail at $300 is going to be
> peddling a pile of camel dung.

Someone already manufacturers this "camel dung!"

It's an e-machine...

Roberto Aloi

6199. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-27 08:13:47 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <pl82mt8469n4tgbiqg5mjkborgt4q1m9t5@4ax.com>
Source record: 814
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 27 Jul 2001 01:12:34 +0000, spike1@freenet.co.uk wrote:

>David Ogg <davidogg@nc.rr.com> did eloquently scribble:
>> Hopefully they'll take they're head outa theyre arse and leave them
>> alone, I want to see how Darwinism treats Microsoft.
>
>ARGH! That REALLY grates, that does...
>
>Didn't they teach you the difference betweem their (the word you should've
>used), they're (they are) and there (ooo, look, over there... a cute fluffy
>kitten!) at school?

Yeah.. that bothers me to. :)

BobR

6200. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-27 23:38:42 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cbc5a0fa814482989692@news-server.nc.rr.com>
Source record: 815
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <26fqj9.t81.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk says...
> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > Hopefully they'll take they're head outa theyre arse and leave them
> > alone, I want to see how Darwinism treats Microsoft.
>
> ARGH! That REALLY grates, that does...
>
> Didn't they teach you the difference betweem their (the word you should've
> used), they're (they are) and there (ooo, look, over there... a cute fluffy
> kitten!) at school?

<snicker> When bitchin' about ones grammer, you should spell check your reply. :-)

in the term "outa theyre arse" how come you didn't point out the other two words? "out of their ass" , happy? :-) Actually though the spell checker came up and I apathetically just kept clicking change. (a likely story :)

6201. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 00:04:33 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cbcbafaa4cb4d9989693@news-server.nc.rr.com>
Source record: 816
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B60803D.MD-1.4.15.unsatisfactory@bigfoot.com>,
unsatisfactory@bigfoot.com says...
> On Thu, 26 Jul 2001 06:20:29 GMT, David Ogg (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > Well see what the justice department says about the future of the
> > platform :)
>
> Last I heard, they were threatening to not let MS release XP...

That would just suck. (not that I'm a huge fan of Microsoft)

How will we ever find out if we can make an OS that's better than
Windows if the government steps in?

I think this should be handled differently. Did Microsoft illegally
kill DR-Dos? the court thinks so? ok, then award damages, move on.

Did they kill Netscape, the court thinks so? award damages.

are they crippling Kerberos? the court thinks so? make them open the
documentation to the proprietary extensions, move on.

Can the US government keep M$ from selling XP overseas? now that would
be interesting if M$ just said, "OK", and then kept selling 2k to the US
and XP to the rest of the world.

The only thing worse than Microsoft dictating what software we have
available to use, is the government doing it.

This hurts the Linux crowd too, if you think about it. We're working our
asses off to get the government to understand that source code is a form
of speech protected by the first ammendment, hoping to overturn the
DMCA, and this just works against it.

There are alternatives to Microsoft, Microsoft is not a monopoly,
everyone just uses windows, there's a slight difference. We could use
linux couldn't we? What about the Mac?

It's not Microsoft's fault everyone isn't using something else instead,
so far Windows has no competition only because noone is competing. There
are alternatives, and they're developing. let the market work it out for
itself. Maybe Linux will catch up and bury Microsoft. I'd rather see
this happen than see XP banned, or Microsoft split up.

What would the government do to Linux if Linux had "embraced and extended" or anything else Microsoft has done? I wonder. Could they do anything, even?

6202. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 00:29:32 UTC
From: spike1@freenet.co.uk
Message-ID: <c11tj9.mk3.ln@ridcully.freenet.co.uk>
Source record: 817
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> in the term "outa theyre arse" how come you didn't point out the other
> two words? "out of their ass" , happy? :-)

Because outa is slang? And Arse is the correct spelling?
An ass is a beast of burden, not an anatomical feature.

--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------
```

6203. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 02:06:14 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <p6p87.3142$hQ.400336@paloalto-snr1.gtei.net>
Source record: 818
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote in message ...

[snip]
>The only thing worse than Microsoft dictating what software we have
>available to use, is the government doing it.
[snip]

Congratulations! That is, without a doubt, the best argument in this entire thread.

May the software companies be free to do what they do best. Develop and publish software. And the government free to do what it does best, tax the taxpayers.

Gee, I hope I don't get on the FBI's "watch" list for posting this!

Sam Gillett aka Mars Probe @ Starship Intrepid (972) 221-4088
Commodore lives . . . . . if you call 1200 baud alive!

6204. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 02:37:45 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cbef91495888b8989697@news-server.nc.rr.com>
Source record: 819
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
says...
> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > in the term "outa theyre arse" how come you didn't point out the other
> > two words? "out of their ass" , happy? :-)
>
> Because outa is slang? And Arse is the correct spelling?
> An ass is a beast of burden, not an anatomical feature.

Context, you can hardly have your head up a "beast of burden" ;)

6205. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 03:09:43 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <ijNIlwz3ziY7EwSI@gratiano.zephyr.org.uk>
Source record: 820
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cbef91495888b8989697@news-server.nc.rr.com>, David Ogg <davidogg@nc.rr.com> writes
>Context, you can hardly have your head up a "beast of burden"

Why not?

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

6206. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 09:06:08 UTC
From: spike1@freenet.co.uk
Message-ID: <0avtj9.ed4.ln@ridcully.freenet.co.uk>
Source record: 821
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> What would the government do to Linux if Linux had "embraced and
> extended" or anything else Microsoft has done? I wonder. Could they do
> anything, even?

Linux COUDN'T embrace and extend... Embrace and extend involves not only adopting and corrupting an accepted standard... It means keeping the additions and changes to that standard secret. (Or refusing to allow it's use elsewhere). Kerberos is the perfect example.

They took the code from the FreeBSD codebase. As FreeBSD license allows anyone to do anything with the source code they want as long as there's an acknowledgement, they extended it and then, when someone found out what the extensions were and posted source code, M$ forced them to remove it from the web.
--
---
spike1@freenet.co.uk	"Are you pondering what I'm pondering Pinky?"
Andrew Halliwell BSc(hons)	
in	"I think so brain, but this time, you control
Computer Science	the Encounter suit, and I'll do the voice..."

6207. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 09:23:06 UTC
From: spike1@freenet.co.uk
Message-ID: <q90uj9.ed4.ln@ridcully.freenet.co.uk>
Source record: 823
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
>> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
>> > in the term "outa theyre arse" how come you didn't point out the other
>> > two words? "out of their ass" , happy? :-)
>>
>> Because outa is slang? And Arse is the correct spelling?
>> An ass is a beast of burden, not an anatomical feature.

> Context, you can hardly have your head up a "beast of burden" ;)

You've tried this then, have you? :)
--
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-------------------------------------------------------------------------------
```

6208. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 11:48:00 UTC
From: ammonton@cc.full.stop.helsinki.fi
Message-ID: <9ju8pg$l5s$1@oravannahka.helsinki.fi>
Source record: 822
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair David Ogg <davidogg@nc.rr.com> wrote:

> <snicker> When bitchin' about ones grammer, you should spell check your
> reply. :-)

Every spelling flame has to have at least one mistake in them. It's the
Law. (And what the hell is a "grammer"?)

-a

6209. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 12:33:41 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5c7r80efvu17@corp.supernews.com>
Source record: 824
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

but if you use windows a Pc maker can not use ANY OTHER OS
or they lose their lic. from microsoft that why Gateway owns Amiga
you do not put out an Amiga computer because they would lose Windows..

Dave R. wrote in message ...
>On Mon, 16 Jul 2001, James Alexander wrote:
>
>> gigahertz processor systems aren't readily available yet. oh and don't
>> forget, where I live, retail on windows is $300 by itself. Are you
really so
>> STUPID to believe any vendor will sell you windows and give you the
hardware
>> on which to run it for FREE?
>
>A vendor, however, will be paying for OEM Windows, not retail. The OEM
>version is usually much cheaper, but with stricter licensing (i.e. must be
>sold with a computer, can't be installed on another PC, etc.). So, figure
>US$50-$75 for Windows, maybe even less.
>

6210. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 12:40:48 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5clhcm16noe0@corp.supernews.com>
Source record: 825
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
Why no parallel ports at $300 your market is the poor and they are
going to buy the $5 printer from the Goodwill not the $150 USB
printer from Best Buy.
```

Graham wrote in message <6172ee17.0107230800.806c967@posting.google.com>...
>> For the sake of argument let's suppose you could design a next generation
>> $300 homecomputer. The goal is to make a userfriendly machine for general
>> use and for hobbyists. How would such a system look?
>
>I may be late to the thread, but anyway...
>
>I don't think that people will be willing to pay $300 for an appliance
>(as such a computer would be). You have to look at what the current
>market wants. There are a million and one Internet boxes (the Bush
>Internet TV is one at £79, or about $100) that do Internet, email,
>etc. Not much use for writing a letter or playing games though.
>
>Assuming that you have been given a Government contract to make sub
>$300 boxes for poor people to enable the Internet revolution and
>increase education,etc (a realistic modern aim?) then what would you
>want?
>
>Integration is the name of the game. So is simplicity. It won't have a
>DVD drive, but it will have a CD drive. It won't have a 40GB HD, but
>it might have end of line never-sold 5~10GB HDs. It will have built-in
>modem and ethernet. It will have built-in graphics and audio. It must
>display to a TV, but a monitor is an option. Expansion ports kept to a
>minimum (4 USB, no serial, parallel, etc). Internal expansion not
>necessary. CPU power needs to be adequate, not good.
>
>If you are building 1m boxes, you would sign a contract with
>Asus/ABit/etc to get low end motherboards with the features that you
>want only, in the form factor that you want. Use a cheap processor (in
>quantity, the Via C3 would be good - I bet you could get 600MHz C3
>processors in quantity for ~$25 each). Integrated motherboard would be
>$40 with a $15 chipset (SiS630) and minimal components. Hard drive
>would be ~$50. CD ~$20. No floppy.
>
>Motherboard (+modem, network, audio, graphics): $40
>Processor: $25

>Hard Drive: $50
>CD: $20
>Case (custom): $20
>Keyboard: $5
>Mouse: $5
>
>As for the operating system - a free one would make sense, however a
>simple for dummies interface should be employed. The Linux kernel
>could be used, with a graphical interface that lets the user run
>applications and set up the device, but isn't a scary UI. Big icons on
>the screen, one for each application. Basically the Palm launcher I
>reckon. Modified applications could be used that didn't prompt the
>user about where to save the document, but just saved it safely, and
>when you wanted to open a document, it would just show the user the
>list of documents that they had previously created. Disable downloads
>from the Internet except from the device makers, where new apps can be
>downloaded only (use a special tool, perhaps).
>
>On the other hand, just use a Pace Digital TV set-top box, with
>built-in PowerVR technology (a la Dreamcast). As non-digital TV will
>be eradicated in about 6 years anyway, why not lever a device that
>everyone will need in their house at one point or another?
>
>Graham

6211. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 12:44:58 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5ct0mkgtku4a@corp.supernews.com>
Source record: 826
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Looking at what you all say it looks like you want to put an Imac mother board in an mac LC with a cd instead of a floppy.

6212. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 12:52:13 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5dak9okb361f@corp.supernews.com>
Source record: 827
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Windows 3 came out less then 15 years ago before that there was 0
software for it when an OS come out and it is used by a large base of people
software is written for it so it does not matter what OS you start with for
your new machine if you can sale a large number of them.
but you do need to get the cost down to $150

David Ogg wrote in message ...
>In article <72gult4oelnh5vrncej03mu84ofi40okrg@4ax.com>, bobr1
>@provide.net says...
>> On 25 Jul 2001 20:10:50 +0100, "Chris Young"
>> <unsatisfactory@bigfoot.com> wrote:
>>
>> >On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair
"fame")
>> >wibbled on for an age:
>> >
>> >> With the kind of momentum behind the current OS, it's unlikely that
>> >> any other OS will be able to overtake the existing software base for a
>> >> long, long time, if ever.
>> >
>> >My point was that the existing software base will not look as good in
>> >a decade, let alone decades.
>>
>> Sigh... the software base for the existing Operating System is the
>> point.
>>
>> The point is that the Operating System a decade from now will likely
>> be the same, or a derivation of the current Operating System, so the
>> software base a decade from now will likely be the same software base
>> as it is now, with incremental changes, not radical shifts in support
>> for "other" Operating Systems.
>>
>>
>> >
>> >> Go to the local CompUSA and check out how much shelf space is devoted
>> >> to native Linux apps.
>> >
>> >Oh, yes, I'll just pop over the Atlantic in my private jet and have a
>> >look.
>> >
>> >Clue: The USA is not "the world"

>> >
>> Oh, that's certainly the point of this discussion.
>>
>> OK then, CompUK, or Future Shop, or whatever.
>
><snicker> "CompUK" has a funny ring to it :)
>
>Well see what the justice department says about the future of the
>platform :)
>
>Hopefully they'll take they're head outa theyre arse and leave them
>alone, I want to see how Darwinism treats Microsoft.

6213. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 12:58:18 UTC
From: ammonton@cc.full.stop.helsinki.fi
Message-ID: <9jucta$p05$2@oravannahka.helsinki.fi>
Source record: 828
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair sands-of-iowa <sands@cableone.com> wrote:
> Windows 3 came out less then 15 years ago before that there was 0
> software for it when an OS come out and it is used by a large base of people
> software is written for it so it does not matter what OS you start with for
> your new machine if you can sale a large number of them.
> but you do need to get the cost down to $150

Windows 3 could run software written for Windows 2 and probably even
Windows 1, not to mention all the DOS apps available at the time.

-a (ps. Punctuation is free, use it!)

6214. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 15:02:37 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B62E21D.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 829
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 28 Jul 2001 12:58:18 GMT, (of comp.sys.sinclair "fame")
wibbled on for an age:

> In comp.sys.sinclair sands-of-iowa <sands@cableone.com> wrote:
> > Windows 3 came out less then 15 years ago before that there was 0
> > software for it when an OS come out and it is used by a large base of people
> > software is written for it so it does not matter what OS you start with for
> > your new machine if you can sale a large number of them.
> > but you do need to get the cost down to $150
>
> Windows 3 could run software written for Windows 2 and probably even
> Windows 1, not to mention all the DOS apps available at the time.

Yes, but it wasn't the best software base available, which was *my*
point.

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

6215. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 15:04:40 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B62E298.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 830
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame") wibbled on for an age:

> but if you use windows a Pc maker can not use ANY OTHER OS
> or they lose their lic. from microsoft that why Gateway owns Amiga
> you do not put out an Amiga computer because they would lose Windows..

Actually it's because they don't own Amiga any more. If they had released an Amiga under the Gateway name, then what you ay is probably true. However, if they had released one under the Amiga name it wouldn't have mattered. Anyway, this is all ancient history now.

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

6216. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 17:26:12 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B62F5A7.490B25D1@inebraska.com>
Source record: 831
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Chris Young wrote:

> On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > but if you use windows a Pc maker can not use ANY OTHER OS
> > or they lose their lic. from microsoft that why Gateway owns Amiga
> > you do not put out an Amiga computer because they would lose Windows..
>
> Actually it's because they don't own Amiga any more.

Perhaps I'm out of date, but I seem to recall Gateway creating a a subsidiary
wholly owned, that was to create and sell Amiga/DOS hard/software.

Roy

> If they had
> released an Amiga under the Gateway name, then what you ay is probably
> true. However, if they had released one under the Amiga name it
> wouldn't have mattered. Anyway, this is all ancient history now.
>
> Chris
> --
> +---+
> | Unsatisfactory Software - "because it is" |
> | http://www.unsatisfactory.freeserve.co.uk |
> | Your Sinclair: A Celebration |
> +-- http://www.ysac.cjb.net/ --ICQ:28784166-+

6217. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 17:55:48 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B630AB4.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 834
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Sat, 28 Jul 2001 12:26:12 -0500, Roy Miller (of comp.sys.sinclair "fame")
wibbled on for an age:

> Chris Young wrote:
>
> > On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame")
> > wibbled on for an age:
> >
> > > but if you use windows a Pc maker can not use ANY OTHER OS
> > > or they lose their lic. from microsoft that why Gateway owns Amiga
> > > you do not put out an Amiga computer because they would lose Windows..
> >
> > Actually it's because they don't own Amiga any more.
>
> Perhaps I'm out of date, but I seem to recall Gateway creating a a subsidiary
> wholly owned, that was to create and sell Amiga/DOS hard/software.

Yes, but you're out of date. Check out http://www.amiga.com

Chris
--
+-----------------------------------------+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+
```

6218. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 18:56:10 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tm62l020d9qv6f@corp.supernews.com>
Source record: 832
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"sands-of-iowa" <sands@cableone.com> wrote in message
news:tm5clhcm16noe0@corp.supernews.com...
> Why no parallel ports at $300 your market is the poor and they are
> going to buy the $5 printer from the Goodwill not the $150 USB
> printer from Best Buy.

5$ for the printer and 30$ for the cardrige? :)
You can get decent usb inkjet printers for <80$.
If someone cant spent 40$ on a printer, and can only afford 5$, then they really
need to get creative to refill those cardriges.

>
> Graham wrote in message <6172ee17.0107230800.806c967@posting.google.com>...
> >> For the sake of argument let's suppose you could design a next generation
> >> $300 homecomputer. The goal is to make a userfriendly machine for general
> >> use and for hobbyists. How would such a system look?
> >
> >I may be late to the thread, but anyway...
> >
> >I don't think that people will be willing to pay $300 for an appliance
> >(as such a computer would be). You have to look at what the current
> >market wants. There are a million and one Internet boxes (the Bush
> >Internet TV is one at £79, or about $100) that do Internet, email,
> >etc. Not much use for writing a letter or playing games though.
> >
> >Assuming that you have been given a Government contract to make sub
> >$300 boxes for poor people to enable the Internet revolution and
> >increase education,etc (a realistic modern aim?) then what would you
> >want?
> >
> >Integration is the name of the game. So is simplicity. It won't have a
> >DVD drive, but it will have a CD drive. It won't have a 40GB HD, but
> >it might have end of line never-sold 5~10GB HDs. It will have built-in
> >modem and ethernet. It will have built-in graphics and audio. It must
> >display to a TV, but a monitor is an option. Expansion ports kept to a
> >minimum (4 USB, no serial, parallel, etc). Internal expansion not
> >necessary. CPU power needs to be adequate, not good.
> >
> >If you are building 1m boxes, you would sign a contract with
> >Asus/ABit/etc to get low end motherboards with the features that you
> >want only, in the form factor that you want. Use a cheap processor (in

> >quantity, the Via C3 would be good - I bet you could get 600MHz C3
> >processors in quantity for ~$25 each). Integrated motherboard would be
> >$40 with a $15 chipset (SiS630) and minimal components. Hard drive
> >would be ~$50. CD ~$20. No floppy.
> >
> >Motherboard (+modem, network, audio, graphics): $40
> >Processor: $25
> >Hard Drive: $50
> >CD: $20
> >Case (custom): $20
> >Keyboard: $5
> >Mouse: $5
> >
> >As for the operating system - a free one would make sense, however a
> >simple for dummies interface should be employed. The Linux kernel
> >could be used, with a graphical interface that lets the user run
> >applications and set up the device, but isn't a scary UI. Big icons on
> >the screen, one for each application. Basically the Palm launcher I
> >reckon. Modified applications could be used that didn't prompt the
> >user about where to save the document, but just saved it safely, and
> >when you wanted to open a document, it would just show the user the
> >list of documents that they had previously created. Disable downloads
> >from the Internet except from the device makers, where new apps can be
> >downloaded only (use a special tool, perhaps).
> >
> >On the other hand, just use a Pace Digital TV set-top box, with
> >built-in PowerVR technology (a la Dreamcast). As non-digital TV will
> >be eradicated in about 6 years anyway, why not lever a device that
> >everyone will need in their house at one point or another?
> >
> >Graham
>
>

6219. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 19:29:25 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <d446mt4a2h5m932425j00nhmbhhc4garl7@4ax.com>
Source record: 833
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 12:26:12 -0500, Roy Miller <millers@inebraska.com>
wrote:

>Chris Young wrote:
>
>> On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame")
>> wibbled on for an age:
>>
>> > but if you use windows a Pc maker can not use ANY OTHER OS
>> > or they lose their lic. from microsoft that why Gateway owns Amiga
>> > you do not put out an Amiga computer because they would lose Windows..
>>
>> Actually it's because they don't own Amiga any more.
>
>Perhaps I'm out of date, but I seem to recall Gateway creating a a subsidiary
>wholly owned, that was to create and sell Amiga/DOS hard/software.

They did, and you *are* out of date.

Gateway created Amiga International IIRC, which was wholly owned.
However, they screwed around with various half hearted plans, and
various chief execs, and finally sold everything except the technology
patents to a company called Aminos at the end of 1999. Aminos was
owned by a consortium of people, the two most prominent ones being
Bill McEwen and Fleecy Moss, both enthusiastic Amigans and former
Gateway employees. Aminos has since changed its name to Amiga Inc
(http://www.amiga.com) and they hold all licensing rights to Amiga
technology.

There's quite a lot going on in the Amiga scene at this time.

--
Bill Hoggett

6220. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 21:13:20 UTC
From: Dave <nada.nad.nada@spamtrap.com>
Message-ID: <9jv9osaqg1@uranium.btinternet.com>
Source record: 835
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:ijNIlwz3ziY7EwSI@gratiano.zephyr.org.uk...
> In message <MPG.15cbef91495888b8989697@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Context, you can hardly have your head up a "beast of burden"
>
> Why not?
>

Which head? :)

6221. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-28 21:13:49 UTC
From: Dave <nada.nad.nada@spamtrap.com>
Message-ID: <9jv9ps$d7p$1@neptunium.btinternet.com>
Source record: 836
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

<ammonton@cc.full.stop.helsinki.fi> wrote in message
news:9ju8pg$l5s$1@oravannahka.helsinki.fi...
> In comp.sys.sinclair David Ogg <davidogg@nc.rr.com> wrote:
>
> > <snicker> When bitchin' about ones grammer, you should spell check your
> > reply. :-)
>
> Every spelling flame has to have at least one mistake in them. It's the
> Law. (And what the hell is a "grammer"?)

Grampa's wife

6222. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 00:12:45 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd1f0577394cd0989698@news-server.nc.rr.com>
Source record: 837
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <p6p87.3142$hQ.400336@paloalto-snr1.gtei.net>,
samgillett@msn.com says...
>
> David Ogg wrote in message ...
>
> [snip]
> >The only thing worse than Microsoft dictating what software we have
> >available to use, is the government doing it.
> [snip]
>
> Congratulations! That is, without a doubt, the best argument in this
> entire thread.
>
> May the software companies be free to do what they do best. Develop and
> publish software. And the government free to do what it does best, tax
> the taxpayers.
>
> Gee, I hope I don't get on the FBI's "watch" list for posting this!
>
> Sam Gillett aka Mars Probe @ Starship Intrepid (972) 221-4088
> Commodore lives . . . . . if you call 1200 baud alive!

I don't think Carnivore will notice unless you mention bombs, president,
terrorist, nuke, chemical weapons, assasinate, revolution, PGP, or
any other trigger words. Hmmm, there's a helicoptor landing on my porch.

holdon, there's some people at the door...
+++NO CARRIER

--David
Fear the government that fears your computer!

6223. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 00:42:46 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>
Source record: 838
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk says...

> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > What would the government do to Linux if Linux had "embraced and
> > extended" or anything else Microsoft has done? I wonder. Could they do
> > anything, even?
>
>
> Linux COUDN'T embrace and extend... Embrace and extend involves not only
> adopting and corrupting an accepted standard... It means keeping the
> additions and changes to that standard secret. (Or refusing to allow it's
> use elsewhere).

Ok, not a good example, I'll pick another one, what if Linux integrated a free web browser into it's interface? What if (hypothetically) this put someone out on the street. What could the government do? Should they do anything?

> Kerberos is the perfect example.
> They took the code from the FreeBSD codebase. As FreeBSD license allows
> anyone to do anything with the source code they want as long as there's an
> acknowledgement, they extended it and then, when someone found out what the
> extensions were and posted source code, M$ forced them to remove it from the
> web.

This is where that double edged sword could hurt Linux. If the government is empowered to bitchslap developers who change protocols to extend them, could not this empowerment also be used to bitchslap developers who reverse engineer protocols to be compatible?
I think the safest ground we could stand on would be that protocols be considered speech, and be given the same standing constitutionally. (Posting the source code is a different story.) Let Microsoft extend whatever they feel like, we'll be right behind them developing tools that integrate nicely with those changes. Both these practices should be protected, as attacking one hurts the other.
This way, any percieved improvements are realized by consumers, regardless what product they choose, and competition is still occuring, with the consumer benefitting from the race. That /is/ the only thing the government is supposed to be concerned with in a monopoly case anyway.
Consumers do not benefit in any way by having the government soft-

enforcing a protocol tweeking taboo.

If you look closely at what's happening to GUI's right now, Microsoft /is/ competing, everyone is. Apple is making drastic changes in it's UI, Linux is also, and Microsoft is changing the GUI at a faster rate than they have ever done anything before. This race they're having is picking up speed and the consumer is benefitting on all fronts. And this is how it should be.

What we don't need right now is Big Brother stopping this race, so that Linux and Mac might slow down, and then we lose because competition has stopped again. Besides, it's getting interesting ;)

--David

6224. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 01:07:49 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <xc58qtdlH2Y7EwSV@gratiano.zephyr.org.uk>
Source record: 839
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg <davidogg@nc.rr.com> writes
>Ok, not a good example, I'll pick another one, what if Linux integrated a
>free web browser into it's interface?

Oh dear. Oh dear, oh dear, oh dear.

I would suggest digging up; or at least, don't dig anything further.

Free clue: Linux doesn't work like that, dear.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

6225. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 01:16:27 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd2e0ab6fbe85b98969b@news-server.nc.rr.com>
Source record: 840
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <9jv9ps$d7p$1@neptunium.btinternet.com>,
nada.nad.nada@spamtrap.com says...
>
> <ammonton@cc.full.stop.helsinki.fi> wrote in message
> news:9ju8pg$l5s$1@oravannahka.helsinki.fi...
> > In comp.sys.sinclair David Ogg <davidogg@nc.rr.com> wrote:
> >
> > > <snicker> When bitchin' about ones grammer, you should spell check your
> > > reply. :-)
> >
> > Every spelling flame has to have at least one mistake in them. It's the
> > Law. (And what the hell is a "grammer"?)
>
> Grampa's wife

ROFL!
```

6226. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 01:20:02 UTC
From: Otter <otter@oz.net>
Message-ID: <9jvoc2vne0@216.39.130.32>
Source record: 841
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Stephan Schaem wrote:
>
> "sands-of-iowa" <sands@cableone.com> wrote in message
news:tm5clhcm16noe0@corp.supernews.com...
> > Why no parallel ports at $300 your market is the poor and they are
> > going to buy the $5 printer from the Goodwill not the $150 USB
> > printer from Best Buy.
>
> 5$ for the printer and 30$ for the cardrige? :)
> You can get decent usb inkjet printers for <80$.
> If someone cant spent 40$ on a printer, and can only afford 5$, then they really
> need to get creative to refill those cardriges.
>

What I did to get a decent supply of cartridges for my HP 560C (paid
$7.00 for it at Goodwill) was buy up more printers at the thrift stores
averaging around $5 - $7 each (half that sometimes depending on what
color tag is on sale), pull out the cartridges, then redonate the
printers. One of them even had a couple extra sealed cartridges (2
black and one color.) So I'm set for a while.

-- Otter

6227. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 01:24:30 UTC
From: Otter <otter@oz.net>
Message-ID: <9jvokevne1@216.39.130.32>
Source record: 842
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Coupe wrote:
>
> In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Ok, not a good example, I'll pick another one, what if Linux integrated a
> >free web browser into it's interface?
>
> Oh dear. Oh dear, oh dear, oh dear.
>
> I would suggest digging up; or at least, don't dig anything further.
>
> Free clue: Linux doesn't work like that, dear.

I always thought most implementations of Linux included Netscape
Communicator anyway. And Opera would be a good alternative (rapidly
becoming my primary browser under WinBlows-98).

-- Otter

6228. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 01:32:48 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd31c7b6520f2598969c@news-server.nc.rr.com>
Source record: 843
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tm5c7r80efvu17@corp.supernews.com>, sands@cableone.com
says...
> but if you use windows a Pc maker can not use ANY OTHER OS
> or they lose their lic. from microsoft that why Gateway owns Amiga
> you do not put out an Amiga computer because they would lose Windows..

Not true, We sell other OS's, give us a call for a quote, and I'll prove
it.
Microsoft doesn't impose those restrictions on us.

David Ogg (919)468-6365 (919)468-6366 fax (919)468-6367
Registered Microsoft OEM Partner
PC Warehouse
1777 NW Maynard Rd
Cary, NC 27513

Gateway had other motivations for wanting Amiga.

Compaq puts out other OS's, ones that compete squarely with NT/2000!
Dell, IBM offer Linux.
Not to mention SGI offers unix.

Not sure where this rumor started, but I've heard it before.

> Dave R. wrote in message ...
> >On Mon, 16 Jul 2001, James Alexander wrote:
> >
> >> gigahertz processor systems aren't readily available yet. oh and don't
> >> forget, where I live, retail on windows is $300 by itself. Are you
> really so
> >> STUPID to believe any vendor will sell you windows and give you the
> hardware
> >> on which to run it for FREE?
> >
> >A vendor, however, will be paying for OEM Windows, not retail. The OEM
> >version is usually much cheaper, but with stricter licensing (i.e. must be
> >sold with a computer, can't be installed on another PC, etc.). So, figure
> >US$50-$75 for Windows, maybe even less.

6229. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 01:35:16 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <nDVJtuiUh2Y7EwQt@gratiano.zephyr.org.uk>
Source record: 844
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9jvokevne1@216.39.130.32>, Otter <otter@oz.net> writes
>> Free clue: Linux doesn't work like that, dear.
>
>I always thought most implementations of Linux included Netscape
>Communicator anyway.

Some do, some don't. (Debian, for instance, can't under its license.)
You also often get lynx, links, KDE's browser (Kylix? I forget) and so
on.

This is very different from integrating it into its interface, or some
other such nonsense which assumes all OSes work like Windows.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

6230. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 03:34:39 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B63844B.B6A8FDA3@inebraska.com>
Source record: 845
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:

> In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
>
> > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > What would the government do to Linux if Linux had "embraced and
> > > extended" or anything else Microsoft has done? I wonder. Could they do
> > > anything, even?
> >
> >
> > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > adopting and corrupting an accepted standard... It means keeping the
> > additions and changes to that standard secret. (Or refusing to allow it's
> > use elsewhere).
>
> Ok, not a good example, I'll pick another one, what if Linux integrated a
> free web browser into it's interface? What if (hypothetically) this put
> someone out on the street. What could the government do?

Nothing. Linux is not the product of a company that has a monopoly. So none of
these questions apply.

> Should they do
> anything?
>
> > Kerberos is the perfect example.
> > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > anyone to do anything with the source code they want as long as there's an
> > acknowledgement, they extended it and then, when someone found out what the
> > extensions were and posted source code, M$ forced them to remove it from the
> > web.
>
> This is where that double edged sword could hurt Linux. If the
> government is empowered to bitchslap developers who change protocols
> to extend them,

But they aren't so empowered.
It's really very simple. The rules you have to play under change once you achieve
monopoly status. You may not use your monopoly to maintain or extend your
monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
other high tech company (possible exceptions: Intel and IBM [IBM once came close

to a breakup because of it's abuse of monopoly power, they backed down and played nice, something Micro$tuff doesn't seem to understand how to do])

Roy

> could not this empowerment also be used to bitchslap
> developers who reverse engineer protocols to be compatible?
> I think the safest ground we could stand on would be that protocols
> be considered speech, and be given the same standing constitutionally.
> (Posting the source code is a different story.) Let Microsoft extend
> whatever they feel like, we'll be right behind them developing tools
> that integrate nicely with those changes.

Here's how it has worked with their "extensions", they made changes to Win 95 and Win 98 at the request of the Office programmers. Not too much wrong there. They made such changes available to the WordPerfect and Lotus Suite programmers, once those programmers learned of the existence of the changes, and then asked for the information.

Do you see the difference? In house products teams had weeks, if not months lead time so their products were out first, and had a much closer working relationship with the Systems programmers than ANY competitor could possibly have. That allowed the Office products to maintain and extend their lead over their major competitors. American law prohibits that as unfair when done by a monopolist.

The kicker is that Micro$tuff is STILL denying that they have a monopoly. I suppose they would only acknowledge it when/if they achieve their wet dream of all computers everywhere using M$ OS.

> Both these practices should
> be protected, as attacking one hurts the other.
> This way, any percieved improvements are realized by consumers,
> regardless what product they choose, and competition is still occuring,
> with the consumer benefitting from the race. That /is/ the only thing
> the government is supposed to be concerned with in a monopoly case
> anyway.
> Consumers do not benefit in any way by having the government soft-
> enforcing a protocol tweeking taboo.
>
> If you look closely at what's happening to GUI's right now, Microsoft
> /is/ competing, everyone is. Apple is making drastic changes in it's UI,

On yeah, and how much has their market share gone up?

>
> Linux is also,

Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.

> and Microsoft is changing the GUI at a faster rate than
> they have ever done anything before. This race they're having is picking
> up speed and the consumer is benefitting on all fronts. And this is how
> it should be.

Ah, but what happened to DRI?
How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in the towel) bundled with a computer? Or the WordPerfect suite? How much shelf space do they get at the Best Buy, Office Max, Office Depot, Circuit City, compared to M$??

>
>
> What we don't need right now is Big Brother stopping this race, so that
> Linux and Mac might slow down,

You won't. Big Brother might slow down M$, but not competitors with less than 10% of the market place. In a case like this, Big Brother's job is to make sure that the race is fair to the little guys.

Roy

> and then we lose because competition has
> stopped again. Besides, it's getting interesting ;)
>
> --David

6231. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 04:14:40 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd57b570ee233e98969e@news-server.nc.rr.com>
Source record: 846
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <xc58qtdlH2Y7EwSV@gratiano.zephyr.org.uk>,
james@zephyr.org.uk says...
> In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Ok, not a good example, I'll pick another one, what if Linux integrated a
> >free web browser into it's interface?
>
> Oh dear. Oh dear, oh dear, oh dear.
>
> I would suggest digging up; or at least, don't dig anything further.
>
>
> Free clue: Linux doesn't work like that, dear.

(sigh!) you're missing the point. Make something up yourself. We're not
talking about what linux is, we're talking about what the government
should be/shouldn't be able to do.

Anyway, linux isn't like /anything/, "linux" is just a kernel, I can
make the "linux OS" anything I feel like dear. kernel 2.4 has a built in
web-server, by the way, by "built in" I mean right in the kernel.

Not even Microsoft has a webserver in the kernel, so, how does "linux
work" again? ;)

6232. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 04:24:45 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <eYD3LPzNA5Y7EwGR@gratiano.zephyr.org.uk>
Source record: 847
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cd57b570ee233e98969e@news-server.nc.rr.com>, David Ogg <davidogg@nc.rr.com> writes
>> Free clue: Linux doesn't work like that, dear.
>
>(sigh!) you're missing the point.

Nope.

> Make something up yourself. We're not
>talking about what linux is, we're talking about what the government
>should be/shouldn't be able to do.

And you're making some spurious links to Linux, not understanding the first thing about what you're talking about.

Remember: Just because MS do their Operating Systems one way doesn't mean all Operating Systems work that way. Hence, what the Government do there doesn't apply to some other OSes - because it's entirely irrelevant to them.

Government: "Microsoft, no integration of browser with OS!"
MS: "Squeak! Yes sir!" (eventually, maybe)
Government: "Linux, no integration of browser with OS!"
Linux: "Erm, we don't."

You're trying to make links between two entirely incompatible situations. What a Government can/can't do with Microsoft is entirely different to what it can/can't do with Linux - because the entire system doesn't work like that.

Free clue: When giving examples and analogies, try harder to make them relevant.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

6233. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 06:10:36 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd72f4f312a5da98969f@news-server.nc.rr.com>
Source record: 848
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B63844B.B6A8FDA3@inebraska.com>, millers@inebraska.com
says...
> David Ogg wrote:
>
> > In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
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> > > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > > What would the government do to Linux if Linux had "embraced and
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> > > > anything, even?
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> > >
> > > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > > adopting and corrupting an accepted standard... It means keeping the
> > > additions and changes to that standard secret. (Or refusing to allow it's
> > > use elsewhere).
> >
> > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > free web browser into it's interface? What if (hypothetically) this put
> > someone out on the street. What could the government do?
>
> Nothing. Linux is not the product of a company that has a monopoly. So none of
> these questions apply.

The question was hypothetical, the situation posed in a hypothetical
question need not be fact. The question I asked was "what if", and it's
an interesting question, what if Netscape decided to become available
free with every linux disrobution and became the almost exclusive
browser? what could the government do?

> > Should they do
> > anything?
> >
> > > Kerberos is the perfect example.
> > > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > > anyone to do anything with the source code they want as long as there's an
> > > acknowledgement, they extended it and then, when someone found out what the
> > > extensions were and posted source code, M$ forced them to remove it from the
> > > web.
> >
> > This is where that double edged sword could hurt Linux. If the

> > government is empowered to bitchslap developers who change protocols
> > to extend them,
>
> But they aren't so empowered.

If that was the case, then "embrace and extend" would be moot anyway.

> It's really very simple. The rules you have to play under change once you achieve
> monopoly status. You may not use your monopoly to maintain or extend your
> monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
> other high tech company (possible exceptions: Intel and IBM [IBM once came close
> to a breakup because of it's abuse of monopoly power, they backed down and played
> nice, something Micro$tuff doesn't seem to understand how to do])

A monopoly means more than "most people use Microsoft." Microsoft does
not have a monopoly. Even, of all people, RMS has stated that everyone
has a choice of what OS to use. A corporation is not a monopoly because
the free will of the people chose one product over another.

Case in point: IBM, you /could not/ built an IBM PC without an IBM PC
BIOS, therefore IBM had complete /exclusive/ controll of the market,
regardless of the purchasing decisions of the consumer. This is what a
monopoly is.

(By the way, we broke that monopoly by reverse engineering the BIOS,
see? Kind of like the kerberos example. The court should do the same
thing they did then, allow an implementation of that functionality to
be duplicated.)

Microsoft, on the other hand, was voted to where they are now by the
purchasing decisions of the free willed people. There are alternatives,
for crying out loud Microsoft has one of the hardest competitors in the
world to compete with, a competitor who /gives it away/ (sound
familliar) and has both the popular and (arguably) technological
advantage over them. Not just in the OS market, but (especially) the
server, and (mostly) the webserver market. Microsoft's momentum is
/hardly/ increasing, and more and more options are developing every day.

> Roy
>
> > could not this empowerment also be used to bitchslap
> > developers who reverse engineer protocols to be compatible?
> > I think the safest ground we could stand on would be that protocols
> > be considered speech, and be given the same standing constitutionally.
> > (Posting the source code is a different story.) Let Microsoft extend
> > whatever they feel like, we'll be right behind them developing tools
> > that integrate nicely with those changes.
>
> Here's how it has worked with their "extensions", they made changes to Win 95 and
> Win 98 at the request of the Office programmers. Not too much wrong there. They
> made such changes available to the WordPerfect and Lotus Suite programmers, once
> those programmers learned of the existence of the changes, and then asked for the

> information.

A lot of competing companies had inside knowledge of Windows, look at
Adobe. Adobe knows more about the inner workings of the Windows Print
architecture than Microsoft. You know why? Adobe /designed/ it! The
public was highly skeptical about the quality of it before release, so
Microsoft called Adobe in and had them completely overhaul the entire
print archetecture. (there's actually a neat story behind this too)
How about the inner workings of Microsoft Networking and the NetBEUI
protocol? Did you know that it was ProComm who put that there? NetBEUI,
Microsoft's "plug-and-play" networking protocol, was purchased from
them.
Adobe has been successful in Windows printing, Procomm in networking.
Microsoft doesn't even have the edge on alot of the code they themselves
distribute.

> Do you see the difference? In house products teams had weeks, if not months lead
> time so their products were out first, and had a much closer working relationship
> with the Systems programmers than ANY competitor could possibly have. That
> allowed the Office products to maintain and extend their lead over their major
> competitors. American law prohibits that as unfair when done by a monopolist.

But the fact that others were developing and releasing competing
products, and making money doing it, precludes Microsoft from being a
monopoly at that point in time. If you remember, Lotus was very
successful. In the end we mostly moved to MS Office because we liked the
product better, if we didn't we, to this day, still have the choice of
using other products. StarOffice comes to mind as an excellent
alternative (I can't stand the interface though)

> The kicker is that Micro$tuff is STILL denying that they have a monopoly. I
> suppose they would only acknowledge it when/if they achieve their wet dream of
> all computers everywhere using M$ OS.

I deny it too. I have plenty of options. I'll deny it untill there arn't
any options. Then it will be a /monopoly/. A monopoly means NO options.
Like Bell telephone, IBM making the only machines with an IBM BIOS.
OPEC. Let's face it, it was Darwinism that built Microsoft, it's
Darwinism that will bring it down, and it can and /is/ happening.

> > Both these practices should
> > be protected, as attacking one hurts the other.
> > This way, any percieved improvements are realized by consumers,
> > regardless what product they choose, and competition is still occuring,
> > with the consumer benefitting from the race. That /is/ the only thing
> > the government is supposed to be concerned with in a monopoly case
> > anyway.
> > Consumers do not benefit in any way by having the government soft-
> > enforcing a protocol tweeking taboo.
> >
> > If you look closely at what's happening to GUI's right now, Microsoft
> > /is/ competing, everyone is. Apple is making drastic changes in it's UI,

>
> On yeah, and how much has their market share gone up?

Not relevant. It certainly can't be because of Microsoft Office,
because Office on the Mac is better and more stable than Office on the
PC (from what I've heard). This is (from "what I hear") typical, I hear
Photoshop and alot of other apps that exist on both Windows and Mac are
better on the Mac. This tends to put a few holes in the theory that
Microsoft giving inside Windows OS info to Office developers made
windows more popular, because that Windows OS Office is supposedly
inferior to the MacOS Office, regarless of "inside knowledge"
And the kicker is, You can have all the inside knowledge of the MacOS
you want now, at least the "Darwin OS" parts because it's OpenSource. So
according to the inside knowledge leads to market monopolization theory
posed, the Mac should be cleaning up, right? So how much /has/ there
market share gone up?

> > Linux is also,
>
> Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.
>
> > and Microsoft is changing the GUI at a faster rate than
> > they have ever done anything before. This race they're having is picking
> > up speed and the consumer is benefitting on all fronts. And this is how
> > it should be.
>
> Ah, but what happened to DRI?
> How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in
> the towel) bundled with a computer? Or the WordPerfect suite? How much shelf
> space do they get at the Best Buy, Office Max, Office Depot, Circuit City,
> compared to M$??

About the same amount as the customers ask for them. Shelf space does
not a monopoly make, When I decide what to stock, it's based on demand,
and customer demand is the free will of the people, nothing more.

> > What we don't need right now is Big Brother stopping this race, so that
> > Linux and Mac might slow down,
>
> You won't. Big Brother might slow down M$, but not competitors with less than 10%
> of the market place. In a case like this, Big Brother's job is to make sure that
> the race is fair to the little guys.

And what have the "little guys" been doing? Generally nothing untill
Microsoft develops something they need to compete with. There's been a
lot of companies resting on their laurels untill they /have/ to improve
something because Microsoft is killing them. Don't believe me? let's
take a closer look...

PalmOS, who swore up and down consumers don't need color. fine everyone
settles for b&w, and Palm own3Z the market. WinCE comes along, and Palm
responds with the new color models, but by now they're already losing

market share daily, and the palm VII I *just bought* is now on fire sale as best buy for half the price I paid a few months ago for it.

Novell, once prime master of the universe in networking, decided it didn't want to make a VXD implementation of Novell client for Microsoft right away, they decided their legacy .386-file architecture was all anyone needed. Microsoft, who at first didn't even install networking protocols in win95 by default, and even included a limited novell client, responded to the delay imposed by novell by incorporating NetBEUI (mentioned above) as a stop-gap measure untill novell woke up to consumer demand. Too late. novell is now largely irrelevant.

OS/2, an Operating system more object oriented than Windows is /to this day/ practically abandoned by it's creators even though people are practically begging them not to discontinue it. It's still a staple in most banks and runs a majority of the ATM machines out there. IBM has publically stated they don't plan on supporting this OS.

BEOS, a very capable OS, but one that it's creators have no interest in persueing, deciding they want the embedded market, despite a loyal following of users and tinkerers. Heck, by the time I even discovered BEOS, they had already abandoned it!

On the other hand, there are very good developers out there that make a killing competing against Microsoft because they are /good at it/ and the consumer /prefers to use them./ Adobe is a prime example here, as are Macromedia, Citrix, Borland, Sun, AOL, Symantec, Peachtree, Intuit, and many others. They have prospered because we vote for them with our patronage when we choose them over Microsoft. They have responded to the demands placed upon them by the consumer, faster or better than Microsoft has, and thus prospered. This is how it oughta be.

Some people may feel sympathetic to Netscape, but the fact was they were charging money for a product that could have taken on microsoft and won, but they decided they preferred to be Adware instead. they could have improved their product, but they decided to open a portal during the portal craze and rest on the portal, and their laurels. If Microsoft didn't do it, someone else would have.

that's the thing in a free market, you live with the fear that someone will be faster, better or cheaper than you are. You adapt, or you win the Darwin award.

Anyway, back to your original comment, the government's job is *NOT* to make the race fair to the little guys. the goverments job is to make the race fair and beneficial to the *consumer*, even if it means the "little guy" goes out of business. the government has the power to grant monopolies for this purpose so long as it benefit's the consumer.

But again, Microsoft is where they are because we put them there, and it's in our best interest to let them compete.

>
> Roy
>
> > and then we lose because competition has
> > stopped again. Besides, it's getting interesting ;)
> >
> > --David
>
>

6234. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 07:24:55 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd8451718788ec9896a0@news-server.nc.rr.com>
Source record: 849
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <eYD3LPzNA5Y7EwGR@gratiano.zephyr.org.uk>,
james@zephyr.org.uk says...
> In message <MPG.15cd57b570ee233e98969e@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >> Free clue: Linux doesn't work like that, dear.
> >
> >(sigh!) you're missing the point.
>
> Nope.
>
> > Make something up yourself. We're not
> >talking about what linux is, we're talking about what the government
> >should be/shouldn't be able to do.
>
> And you're making some spurious links to Linux, not understanding the
> first thing about what you're talking about.
>
> Remember: Just because MS do their Operating Systems one way doesn't
> mean all Operating Systems work that way. Hence, what the Government do
> there doesn't apply to some other OSes - because it's entirely
> irrelevant to them.
>
> Government: "Microsoft, no integration of browser with OS!"
> MS: "Squeak! Yes sir!" (eventually, maybe)
> Government: "Linux, no integration of browser with OS!"
> Linux: "Erm, we don't."
>
> You're trying to make links between two entirely incompatible
> situations. What a Government can/can't do with Microsoft is entirely
> different to what it can/can't do with Linux - because the entire system
> doesn't work like that.
>
>
> Free clue: When giving examples and analogies, try harder to make them
> relevant.

Actually, now that we somehow got our shirt stuck on this nail that
wasn't relevant to the subject at hand anyway, just kind of provided
like a freehand sketch for those that lose interest in the text without
pictures version...
```

Linux is not an Operating System. It's not up to "Linux" what gets integrated into the OS. Redhat, Slackware, ect are Operating Systems, They decide what gets integrated into the OS. Linus is just a kernel.

The Analogy was NOT between "Windows and Linux", The analogy was between two "Equally /available/" operating systems. the consumer has the same access to one as the other, illustrating something not true in a monopoly.

As for (re: linux) "They don't do that", who are "They?" and what dictates what "they" do? Is not Linux open for anyone to do what they please? In my "Linux on an Amiga in a Box" half-hearted kill-time project I work on ocassionally, should I contact "them" to find out what I can and cant do because "we dont do that?"

Unless Linus has contacted the hundreds of copyright holders on the various pieces of code, and they all decided to stop distributing the source under the GPL, I'm pretty sure I can integrate anything I damn well please into the kernel, or my OS. Of course it will be tricky, as I'm using the uClinux kernel so as to make it work on older Amiga's without an MMU/and UAE, and I can't get the file system to work, even though everything "should work" (I'm abandoning it soon I believe, I've decided it's time for a new project, a gnutella client that doesn't suck)

Back to the point, the question (again) isnt like you said, "What they can/can't do", I asked what they "Should/shouldn't be allowed to do", this isn't a question of opportunity or current legal precidence, but a hypothetical question of ethics and what level of government inervention is beneficial to the consumer, and why.

The answer to that question is they should either A) side with the small businesses being hurt by Microsoft, or B) side with the consumer, who chooses to use the Microsoft product over the competitor.

I wasn't expecting C) "Linux doesn't work like that", and I apologise for my foggy analogy. The illustration was an afterthought ;)

6235. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 08:19:48 UTC
From: Karl Thomas <karlt96@nox.nyx.net>
Message-ID: <eLbl2vAGBHA.349@cpmsnbbsa09>
Source record: 872
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.15cd31c7b6520f2598969c@news-server.nc.rr.com...
> In article <tm5c7r80efvu17@corp.supernews.com>, sands@cableone.com
> says...
> > but if you use windows a Pc maker can not use ANY OTHER OS
> > or they lose their lic. from microsoft that why Gateway owns Amiga
> > you do not put out an Amiga computer because they would lose Windows..
>
> Not true, We sell other OS's, give us a call for a quote, and I'll prove
> it.
> Microsoft doesn't impose those restrictions on us.

> Compaq puts out other OS's, ones that compete squarely with NT/2000!
> Dell, IBM offer Linux.
> Not to mention SGI offers unix.
>
> Not sure where this rumor started, but I've heard it before.

Even Apple had a license to bundle Win'95 at one point (PC Compatibility
cards).

6236. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 11:14:46 UTC
From: spike1@freenet.co.uk
Message-ID: <67r0k9.qga.ln@ridcully.freenet.co.uk>
Source record: 850
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> Ok, not a good example, I'll pick another one, what if Linux integrated a
> free web browser into it's interface? What if (hypothetically) this put
> someone out on the street. What could the government do? Should they do
> anything?

Linux doesn't need to "incorporate it into its interface" in the way you
mean... There are several free web browsers included with every linux
distro. And yes, depending on which windowmanager/desktop environment you
choose, there are integrated ones. But not of them are forced on the user.

And as the source code is free... It would be easily UNintegratable if
someone DID want to reassert their choices.

>> Kerberos is the perfect example.
>> They took the code from the FreeBSD codebase. As FreeBSD license allows
>> anyone to do anything with the source code they want as long as there's an
>> acknowledgement, they extended it and then, when someone found out what the
>> extensions were and posted source code, M$ forced them to remove it from the
>> web.

> This is where that double edged sword could hurt Linux. If the
> government is empowered to bitchslap developers who change protocols
> to extend them, could not this empowerment also be used to bitchslap
> developers who reverse engineer protocols to be compatible?

Think of it this way. Someone working on FreeBSD wrote that kerberos
protocol. OK, he released it under the FreeBSD license, but when M$ extended
it, did he get anything for it? Did he even get to see the changes?

That's why I prefer the GPL over FreeBSD. Microsoft CAN'T use that code
legally without releasing any changes they make back into the community.

> I think the safest ground we could stand on would be that protocols
> be considered speech, and be given the same standing constitutionally.
> (Posting the source code is a different story.) Let Microsoft extend
> whatever they feel like, we'll be right behind them developing tools
> that integrate nicely with those changes. Both these practices should
> be protected, as attacking one hurts the other.

fine... let them keep the source, but they DON'T publicise the actual
protocols... Hell, even their own protocols (word document format anyone?)
aren't fully compatible with each other in an attempt to force people to
needlessly upgrade their software.

--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-----------------------------------------------------------------------------
```

6237. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 11:18:20 UTC
From: spike1@freenet.co.uk
Message-ID: <sdr0k9.qga.ln@ridcully.freenet.co.uk>
Source record: 751
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Coupe <james@zephyr.org.uk> did eloquently scribble:
> In message <9jvokevne1@216.39.130.32>, Otter <otter@oz.net> writes
>>> Free clue: Linux doesn't work like that, dear.
>>
>>I always thought most implementations of Linux included Netscape
>>Communicator anyway.

> Some do, some don't. (Debian, for instance, can't under its license.)
> You also often get lynx, links, KDE's browser (Kylix? I forget) and so
> on.

Konqueror. Kylix is Borlands Delphi under Linux.

--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-------------------------------------------------------------------------------
```

6238. Re: Microsoft woes

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 16:08:40 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1ce8$en1$1@venus.itns.co.za>
Source record: 754
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Anyone who doesn't like Bill Gates read the copyright message on the U110 chip
on the ROM01 motherboard and weep!

--
President George W. Bush : It's not what you know, it's who you know.

6239. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 16:09:23 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cfjeos1@venus.itns.co.za>
Source record: 753
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 22:25:47 -0700, Stephan Schaem wrote:

>
> "T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message
> news:9ikva3ple1@nereid.worldonline.nl...
>> For the sake of argument let's suppose you could design a next generation
>> $300 homecomputer. The goal is to make a userfriendly machine for general
>> use and for hobbyists. How would such a system look?
>>
>> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>> type of thing, you should be looking at the $20-35 level)
>
> I, not a company or else, can by a 700mhz AMD processor for 24$.
> That doesn't seem 'far too expensive' to me. Those processor rocks!
>
>> As OS? (Linux is a dead giveaway, but there also other OS's out there)
>
> Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.

Anyone who can use a command line as per the Apple II shouldn't find adapting
to Linux very difficult. It is only GUI users (like Windoze) who find things
"unfriendly".

>
>> Build in programming language? (please choose anything but Basic!)
>
> Built in? Are you think stuff like in the 70's? Or you really want to put
> a C++ compiler in rom?!?!?
>
>> Amount of memory? (RAM and ROM)
>
> 256meg RAM. 8K EPROM
>
>> Graphic and Sound?
>
> Geforce2
>
>> Network capabilities? (internet capable)
>
> 100BT
>
>> Plug in capabilities (remember you're making it as cheap as possible so

>> modems, CD-Roms, HD's are all extras)
>
> CDRW
>
>> Video (TV? or Monitor?)
>
> Video as option.
>
>>
>>
>> Remember that the RETAIL price should be $300, so think in wholesale prices.
>> The real costs should below $200 or even below the $150 level. You may
>> presume that a million units would be manufactured so take volume discounts
>> for components into account
>
> Take a look at the XBox.
>
>>
>> Let's see what sort of systems people come up with.
>
> Xbox.
>
> Stephan

--
Security-wise, NT is a server with a "Kick me" sign taped to it.

6240. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 16:09:24 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cfkeou1@venus.itns.co.za>
Source record: 752
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Yeah but we DON'T want a PC. Geddit?

On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder wrote:

> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.
>
> B
> On Fri, 13 Jul 2001 12:49:42 -0700, Matthew Montchalin
> <mmontcha@OregonVOS.net> wrote:
>
>>On Fri, 13 Jul 2001, Matthew Montchalin wrote:
>>|On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
>>|
>>||For the sake of argument let's suppose you could design a next
>>||generation $300 homecomputer.
>>
>>Well, I'd like to have the stripped down version priced at $150.
>>
>>||The goal is to make a userfriendly machine for general use and
>>||for hobbyists. How would such a system look?
>>|
>>|A box with a whole bunch of ports that all looked like 'phone jacks'
>>|and was intelligent enough to tell the user (with a speech synthesizer)
>>|what was available at each port. If you needed to pass through more
>>|data than usual, just use more phone jacks. Yep, phone jacks all
>>|over the place. Just about *anybody* can figure out how to plug
>>|jacks in. But it is very human to plug the wrong things in to the
>>|wrong sockets, so use the speech synthesis to tell him what's wrong.
>>
>>And what's right. You see, that's part of the initialization
>>procedure. For instance, if the Box ends up saying "Waiting for
>>Port 1 Jack" the user knows that something is up right there.
>>
>>|Oh, and the audio ins and outs would be through phone jacks, too.
>>
>>Yep, phone jacks all over the place.

>>
>>|And when it powers up properly, and is sufficiently initialized,
>>|says something like "Computer Okay."
>>
>>As for speech recognition, or maybe just whistle recognition, that's
>>a whole 'nother ball o' wax. The manufacturer would be shooting
>>himself in the foot if he requires the user to input data (er, ah,
>>select games or applications) by whistling.

--
Microsoft Works ? What are we listing oxymorons?

6241. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 16:09:48 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgc$eq4$1@venus.itns.co.za>
Source record: 756
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 17 Jul 2001 12:50:31 -0500, Roy Miller wrote:

> william strutts wrote:
>
>> "Timothy A. Seufert" <tas@mindspring.com> wrote in message
>> news:tas-16D91B.21514716072001@news...
>> <snip>
>> > I believe you are 100% wrong in stating that Apple II programs never
>> > exceeded the "size of memory space" (I assume you mean 64K). Unless I'm
>> > grossly mistaken, AppleWorks did just that. It was and is quite
>> > possible to design programs which bank switch code and/or data in and
>> > out of the CPU's address space. With care, it need not even be a pain
>> > in the butt.
>>
>> I did say that they would have to be bank switched. It would still
>> need an address range to move the data to like that extra 64K on
>> the 80 column IIe card does. It is bank switched. What I meant
>> in saying they didn't exceed the size of memory was that only
>> 64K could be accessed at one time.
>
> Sometimes one's thoughts and what one types aren't always the same. Perhaps
> that is why your last sentence is nonsense. Many programs for 64K 8 bit
> computers were larger than 64K. Some 8 bit machines used bank switching,
> some used overlays, and some used both (WordPerfect for the 128K ProDOS
> Apple //e or //c would run MUCH faster if one added extra memory and
> formatted it as a disk drive, copied the files to the RAM disk and launched
> the program from the RAM disk. Neither ProDOS nor WordPerfect did any
> "bankswitching", only the loading of overlays from a disk.
>
>> To get more memory requires
>> the programmer to bank switch the program or to swap code
>> out and pull it from the Floppy/HD in his code. No hardware
>> or OS automatically handled that on the Apple II.
>
> But then, the machine that you protest would cost too much would easily do
> that. As I recall the 128K Mac used "virtual memory". Was that the ability
> of the 68000, or the OS, or both? And why couldn't it be done on this
> machine inexpensively?
>
>> The early
>> PC's like the 286

>
> The early PCs, of course, used 8088 and 8086 chips.
> The second generation, "Advanced Technology" machines used their 286 and
> later 386 CPUs as fast 8088/86s.

snip

"Advanced Technology"!! From Intel! That is a blatant falsehood :-)))

<further vasecotomising>

--
Computer funeral service : Ascii to Ascii, Dos to Dos

6242. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 16:09:49 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgd$eq6$1@venus.itns.co.za>
Source record: 755
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 17:06:18 +0100, Andy Cadley wrote:

>
> On Mon, 16 Jul 2001, Alan Sharkis wrote:
>
>> OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
>> it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
>> (Tulip) without any help on my part! But when I tried to install the same
>> distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
>> miserably. I do have Red Hat 7.2 running on that machine, but it was
>> hand-configuring all the way. It would be torture for anyone who was
>> brought up on Windows.
>
> I seem to recall that the Mandrake 8 graphical installer needs something
> like 64Mb of RAM and having less is pretty much the only thing that I've
> ever seen cause it to bomb out.
>
> And Red Hat sucks big time. Even the latest version.
>
> AndyC

Andy please elucidate on _WHAT_ sucks in Red Hat?

--
Microsoft Works ? What are we listing oxymorons?

6243. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 16:09:49 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgd$eq8$1@venus.itns.co.za>
Source record: 757
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Mon, 16 Jul 2001 18:34:54 -0400, Bob Retelle wrote:

> On Mon, 16 Jul 2001 19:03:20 +0000, SWE/YesCREW <jvalant@m42.cx>
> wrote:
>
>>On Sun, 15 Jul 2001, Beyonder wrote:
>>
>>> You people are insane.
>>> for $300 you can get a high end pentium 3 system, loaded.
>>> for $100 more you can get a high end 1.4gig system, loaded.
>>> and these are retail prices! that doesn't include monitor, but who
>>> cares?
>>>
>>> get with the times.
>>
>> Why buying a PC, topic say, "if u could design" not what would u buy..
>>
>>
>>
>> Janez
>>
>
> It's called "Market Research".
>
> It's part of the process of finding out if there is already something
> on the market at the same or lower price point.
>
> If someone is already making something like "The Wonder Widget" and
> selling it for half what it would cost YOU to make your version of a
> Wonder Widget, it wouldn't make any sense for you to try to sell one,
> and it wouldn't make any sense for anyone to finance your business.
>
> If Gigahertz computers still cost $3000, it might make sense to try to
> come up with a $300 computer that would do a lot of the same things.
>
> Unfortunately, as some of the messages here have pointed out,
> Gigahertz computers now cost as little as $350, making a "New"
> computer based around some arcane, non-compatible, possibly obsolete
> CPU chip, with no software available, and a user-unfriendly operating
> system an awfully "hard sell" in the marketplace.
>
```

> Companies like Atari, Amiga, Sinclair, (fill in the name of any one of
> dozens of others) and even Apple have found out the hard way that just
> having a "superior" box won't do any good at all if no one buys it.
>
> The question is, who will buy this new $300 box?
>
>
> BobR

I think you are missing the point. Rolls Royce still make cars to a standard not to a price. Kit cars (usually VW based) are still available. I think a "kit computer" is a nice niche idea. I certainly subscribe to the idea behind it.

--
Security-wise, NT is a server with a "Kick me" sign taped to it.

6244. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 16:09:50 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgeeqa1@venus.itns.co.za>
Source record: 758
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 18 Jul 2001 18:41:16 GMT, Byron Desnoyers Winmill wrote:

> helgetu (h.schaefer@tu-bs.de) wrote:
>: What might be the purpose of this $300 machine?
>
> It was originally targeted for computer hobbiests. Given the groups we are
> posting to, it would share some of the characteristics of the 8 and 16 bit
> machines of the 80's, or would suit the tastes of the current users of
> these machines.
>
> I was thinking of something easy enough for an amateur to understand the
> electronics, and low level programmaming of the device. (My view is that
> modern machines are too complex and too poorly documented to fit this
> market.)
>
>: By what features might it be sold? (What is the difference to existing
systems
>
>: ranging from gaming consoles to standard PC?)
>
> Any computer would have to be differentiated from current PCs, game
> consoles, and PDAs in a *significant* way. It would be next to impossible
> to compete in the present computer/entertaiment industry with a product
> which the big guys view as viable.
>
>: it has to be userfriendly - that thing must be some sort of
>: plug-it-in-and-there-you-go...
>
> User friendly is a very vague notion, because what is obvious for one user,
> will appear to be counter intuitive to another. Particularly so if you are
> attempting to differentiate yourself from current products. Also, there
> are different levels of user friendliness: easy to learn, vs. easy to use;
> also, I view current systems as being difficult to program (too much so if
> you are not a professional programmer). Older systems were much better in
> this respect. As an example: it was easier to put graphics on the screen
> in the olden days. With the Apple II you simply switched to the
> appropriate video mode, then drew lines or pixels. There was no windowing
> system, or complex event manager, to mess with. On modern systems, you
> need to obtain special tools (such as ghostscript) to create programs
> incorporating graphics -- in any reasonable manner.
>
>: Concerning the OS I am not sure if something capable of what I am thinking
>: already exist: the GUI must be designed the way that even the unexperienced

>: generation of my parents (~ 60 years) will be able to use it from the
>: beginning:
>
> A nobel idea. It is not the suggested market, but you certainly have ideas
> worth exploring.

That's noble. Nobel was a man who invented dynamite. Useful for blowing up
Wintel devices :-)

<snip>

--
Sattingers Law : It works better if you plug it in.

6245. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 18:56:50 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>
Source record: 759
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
<xstephenx@apple2.org.za> said:

>Anyone who can use a command line as per the Apple II shouldn't find adapting
>to Linux very difficult. It is only GUI users (like Windoze) who find things
>"unfriendly".

"Unix isn't unfriendly, it's just very particular about who its
friends are."

--
David Cantrell | http://www.cantrell.org.uk/david

6246. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-29 20:59:54 UTC
From: Karl Thomas <karlt96@nox.nyx.net>
Message-ID: <#GofzWHGBHA.138@cpmsnbbsa07>
Source record: 877
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
news:9k1cfjeos1@venus.itns.co.za...
> On Sat, 14 Jul 2001 22:25:47 -0700, Stephan Schaem wrote:
>
> >
> > "T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message
> > news:9ikva3ple1@nereid.worldonline.nl...
> >> For the sake of argument let's suppose you could design a next
generation
> >> $300 homecomputer. The goal is to make a userfriendly machine for
general
> >> use and for hobbyists. How would such a system look?
> >>
> >> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
this
> >> type of thing, you should be looking at the $20-35 level)
> >
> > I, not a company or else, can by a 700mhz AMD processor for 24$.
> > That doesn't seem 'far too expensive' to me. Those processor rocks!
> >
> >> As OS? (Linux is a dead giveaway, but there also other OS's out there)
> >
> > Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.
>
> Anyone who can use a command line as per the Apple II shouldn't find
adapting
> to Linux very difficult. It is only GUI users (like Windoze) who find
things
> "unfriendly".

Why should they have to though? What extra power would my parents get (word processing, internet, dtp, spreadsheet) by using Linux over Windows or her Mac (actually my old Mac)? What advantages would I have in using Linux over Windows as an application programmer using VB, C++ Builder, VC++, Jbuilder, SQL Server etc?

> --
> Security-wise, NT is a server with a "Kick me" sign taped to it.

And there are not dozens of known security holes in most Unix/Linux distributions? Every scanf(),gets(), sprintf(),strcpy in the OS is a potential security hazard.

6247. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 00:43:08 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <fzWHRSQc2KZ7Ew8V@gratiano.zephyr.org.uk>
Source record: 760
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9k1cgd$eq6$1@venus.itns.co.za>, Stephen Shaw
<xstephenx@apple2.org.za> writes
>> And Red Hat sucks big time. Even the latest version.
>>
>Andy please elucidate on _WHAT_ sucks in Red Hat?

Not being Andy, I'd suggest playing stupid numbers games with unstable
software and non-standard compilers, for a start.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

6248. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 00:45:44 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <GzPBBMR44KZ7Ew$M@gratiano.zephyr.org.uk>
Source record: 761
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9k1cfkeou1@venus.itns.co.za>, Stephen Shaw
<xstephenx@apple2.org.za> writes
>Yeah but we DON'T want a PC. Geddit?

Or top-posting.

HTH HAND

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

6249. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 03:48:59 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tm9m7v5719p238@corp.supernews.com>
Source record: 762
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:xc58qtdlH2Y7EwSV@gratiano.zephyr.org.uk...
> In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Ok, not a good example, I'll pick another one, what if Linux integrated a
> >free web browser into it's interface?
>
> Oh dear. Oh dear, oh dear, oh dear.
>
> I would suggest digging up; or at least, don't dig anything further.
>
>
> Free clue: Linux doesn't work like that, dear.

It does... Linux is not just a basement hacker OS runned by kids living on their mother income.

Stephan

6250. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 04:05:03 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <aLKGfRsvzNZ7Ewvx@gratiano.zephyr.org.uk>
Source record: 764
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tm9m7v5719p238@corp.supernews.com>, Stephan Schaem
<tthai@mindspring.com> writes
>> >Ok, not a good example, I'll pick another one, what if Linux integrated a
>> >free web browser into it's interface?

>> Free clue: Linux doesn't work like that, dear.
>
>It does... Linux is not just a basement hacker OS runned by kids living on their mother income.

sigh

Which particular Linux "interface" are you referring to?

Free clue: Linux doesn't have any one single interface into which a web
browser can be integrated, unlike some other OSes. Similar things apply
to many Unix derivations/clones/flavours etc. Given the open-source GPL
nature of the Linux, it would be nigh on impossible to integrate
something in a manner such that it couldn't be unintegrated and, in many
ways, Linux is essentially the kernel and helper apps. The interface is
virtually entirely customisable, since all the kernel hooks are well
documented and available to all.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

6251. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 04:10:19 UTC
From: John Sheehy <jsheehy@ix.netcom.com>
Message-ID: <5en9mtcav7h9l16qs8tu5o3oivvvh0dgn1@4ax.com>
Source record: 763
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tm9m7v5719p238@corp.supernews.com>,
"Stephan Schaem" <tthai@mindspring.com> wrote:

>It does... Linux is not just a basement hacker OS runned by kids living on their mother income.

But it seems like that's how the hardware support comes about. It seems like you pretty much have to buy peripherals that have been out for about 3 years to get full support in Linux.
--

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>><

6252. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 04:25:26 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <3B64E1B6.52180C9@hotmail.com>
Source record: 772
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> On 18 Jul 2001 18:41:16 GMT, Byron Desnoyers Winmill wrote:
>
> > helgetu (h.schaefer@tu-bs.de) wrote:
> >: What might be the purpose of this $300 machine?
> >
> > It was originally targeted for computer hobbiests. Given the groups we are
> > posting to, it would share some of the characteristics of the 8 and 16 bit
> > machines of the 80's, or would suit the tastes of the current users of
> > these machines.
> >
> > I was thinking of something easy enough for an amateur to understand the
> > electronics, and low level programmaming of the device. (My view is that
> > modern machines are too complex and too poorly documented to fit this
> > market.)
> >

This right here is what I am thinking. A lot of other posts in this thread have talked about PC components. Come on people! PCs are no fun! We all like our obsolete computers (whether you consider them obsolete or not, I personally couldn't find anything useful to do on my Atari if I tried) right? We just want something a little more powerful so we can do all the things we need to do and throw out those stupid PCs which are just a bunch of parts sloppily thrown together. Even if there were an OS for PC that we liked it wouldn't matter much because PC hardware just sucks. Maybe you don't agree but this is certainly my opinion. I'm an assembly language person and I find C++ (the language that "everyone" uses now) to be completely unnatural. It isn't practical to program PCs in assembler because there is so much different hardware (can't find programming info for most of it either) and because most of it looks like it was designed by crazy people.

Sooo... I use my PCs for internet access, for games (just emulators and Doom network games actually), for playing music, the occasional school assignment, and for programming (for non-PC systems of course, like the Turbo Grafx 16 for which I've written half of an RPG in Hu6280 (like a 6502) assembly). One of the many things I like about my Atari is the fact the motherboard is not too dense, I can go in and unsolder stuff and solder other stuff on. There is no way to do that with a PC motherboard (at least on anything newer than a 286) because of all those tiny little pins on the chips and the four-layer construction. Taking all of this into account, my system would look like this:

1. nice, simple CPU (since I'm a fan of the 6502 I'd use one of those great Western Design Center 65816's. one of those eZ80s that I've heard about would be good I guess. 80x86 chips are out of the question of course), with a clock speed

in the double digits (decimal digits, not hex :))

2. 2 MB or so of RAM would be fine for what I'm doing

3. A cool video chip like old computers had, that means something other than just a frame buffer and a DAC, something with sprites and layers and maybe polygons. I would like something with 256 colors at 640x480 (the V9990 chip used in the 3DO would be great, the chips from the later MSX computers would be OK)

4. A likewise sound chip, something with 16-bit stereo PCM but also with some good old FM channels or square waves or something

5. an EIDE interface

6. built-in ethernet

7. some REAL joystick ports (the kind where you read a register and each button is represented by a bit)

8. expansion slots

9. An OS which isn't bloated and slow, which includes a command line interface, and which isn't designed to protect idiot users from themselves

Perhaps within the next year or two, when I have some money and some time, I'll build something out of a 65816 development board. Then again, I might spend all my money on mods/paint for my BMW (which is around the same age as my Atari 8-bitter of course).

---
http://www.geocities.com/six_five_o_two/index.htm
manual transmissions and assembly language - the most fun, the best control
JMP ($FFFE)

6253. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 05:16:22 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B64ED9F.A4A9B748@inebraska.com>
Source record: 765
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

avid Ogg wrote:

> In article <3B63844B.B6A8FDA3@inebraska.com>, millers@inebraska.com
> says...
> > David Ogg wrote:
> >
> > > In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> > > says...
> > >
> > > > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > > > What would the government do to Linux if Linux had "embraced and
> > > > > extended" or anything else Microsoft has done? I wonder. Could they do
> > > > > anything, even?
> > > > >
> > > > >
> > > > > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > > > > adopting and corrupting an accepted standard... It means keeping the
> > > > > additions and changes to that standard secret. (Or refusing to allow it's
> > > > > use elsewhere).
> > > >
> > > > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > > > free web browser into it's interface? What if (hypothetically) this put
> > > > someone out on the street. What could the government do?
> > >
> > > Nothing. Linux is not the product of a company that has a monopoly. So none of
> > > these questions apply.
> >
> > The question was hypothetical, the situation posed in a hypothetical
> > question need not be fact. The question I asked was "what if", and it's
> > an interesting question, what if Netscape decided to become available
> > free with every linux disrobution and became the almost exclusive
> > browser? what could the government do?

And I answered your question with a real world answer. The US government, at least does not now have that power. The only power they have to do anything like you asked is only if the corporation in question is a monopoly, and is using it's monopoly power to extend or maintain it's monopoly.

Since Netscape isn't a monopoly (not even being owned by AOL qualifies them for that), and Linux isn't the product of a monopoly, there isn't a hypothetical to ask, unless you first suggest that Congress passes a law that isn't even in question, and that the President's veto isn't overridden, and that the Supreme's say is constitutional. That

isn't hypothetical, that's a chemical induced nightmare. ;-)

>
>
> > > Should they do
> > > anything?
> > >
> > > > Kerberos is the perfect example.
> > > > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > > > anyone to do anything with the source code they want as long as there's an
> > > > acknowledgement, they extended it and then, when someone found out what the
> > > > extensions were and posted source code, M$ forced them to remove it from the
> > > > web.
> > >
> > > This is where that double edged sword could hurt Linux. If the
> > > government is empowered to bitchslap developers who change protocols
> > > to extend them,
> >
> > But they aren't so empowered.
>
> If that was the case, then "embrace and extend" would be moot anyway.
>
> > It's really very simple. The rules you have to play under change once you achieve
> > monopoly status. You may not use your monopoly to maintain or extend your
> > monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
> > other high tech company (possible exceptions: Intel and IBM [IBM once came close
> > to a breakup because of it's abuse of monopoly power, they backed down and played
> > nice, something Micro$tuff doesn't seem to understand how to do])
>
> A monopoly means more than "most people use Microsoft." Microsoft does
> not have a monopoly.

Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even though there were several other competitors (GT&T, IT&T, here in eastern Nebraska there was LT&T, and so on), AT&T was a monopoly because they had a super majority of the business, and there was no way that any of the competitors could take the monopoly away from them.

Besides, your opinion doesn't count, and neither does mine. The trial court found that M$ *is* a monopoly, and the appeals courts sustained that decision.

c. 90% of computer desktops does equal a monopoly.

> Even, of all people, RMS has stated that everyone
> has a choice of what OS to use. A corporation is not a monopoly because
> the free will of the people chose one product over another.
>
> Case in point: IBM, you /could not/ built an IBM PC without an IBM PC
> BIOS, therefore IBM had complete /exclusive/ controll of the market,
> regardless of the purchasing decisions of the consumer. This is what a
> monopoly is.

LOL - no, not at all. Ever hear of Phoenix bios? Award Bios? Ever hear of Dell, Compaq, Tandy? They all made machines that were IBM compatible, and IBM long ago lost control of the market. How silly of you.

IBM's monopoly was in mainframes, and even there they had competition. But they used their monopoly power to squeeze the competition, which is why the Feds came down on them. IBM settled out of court. M$ isn't that smart.

>
>
> (By the way, we

We?

> broke that monopoly

Read the above. You don't have enough information here to debate this intelligently.

> by reverse engineering the BIOS,
> see? Kind of like the kerberos example. The court should do the same
> thing they did then, allow an implementation of that functionality to
> be duplicated.)
>
> Microsoft, on the other hand, was voted to where they are now by the
> purchasing decisions of the free willed people.

Not really. M$ makes their money on Office not Windows. And of course, not on Explorer. But Navigator was a threat to Widows as a platform on all OSes, and therefore a threat, in time to Office and M$'s monopoly.

So they cheated.

They did what was illegal for them to do at that stage.

> There are alternatives,

Oh yeah, GEOS is taking the world by storm, isn't it?
How many consumer machines at Best Buy, Circuit City, Office Max, Office Depot, Sears, and Walmart have Linux pre installed on them? Have you seen ANY??

How many machines do you see in those stores that have applications software (Works or Office type) that are made by a competitor of M$? Have you seen ANY?

>
> for crying out loud Microsoft has one of the hardest competitors in the
> world to compete with, a competitor who /gives it away/ (sound
> familliar) and has both the popular and (arguably) technological
> advantage over them.

You don't have to have a monopoly in every niche to be a monopoly.
And Linux hasn't won even in these fields - yet. It certainly doesn't have a monopoly even in those niches.

> Not just in the OS market, but (especially) the
> server, and (mostly) the webserver market. Microsoft's momentum is
> /hardly/ increasing, and more and more options are developing every day.

>
> > Roy
> >
> > > could not this empowerment also be used to bitchslap
> > > developers who reverse engineer protocols to be compatible?
> > > I think the safest ground we could stand on would be that protocols
> > > be considered speech, and be given the same standing constitutionally.
> > > (Posting the source code is a different story.) Let Microsoft extend
> > > whatever they feel like, we'll be right behind them developing tools
> > > that integrate nicely with those changes.
> >
> > Here's how it has worked with their "extensions", they made changes to Win 95 and
> > Win 98 at the request of the Office programmers. Not too much wrong there. They
> > made such changes available to the WordPerfect and Lotus Suite programmers, once
> > those programmers learned of the existence of the changes, and then asked for the
> > information.
>
> A lot of competing companies had inside knowledge of Windows, look at
> Adobe. Adobe knows more about the inner workings of the Windows Print
> architecture than Microsoft. You know why? Adobe /designed/ it! The
> public was highly skeptical about the quality of it before release, so
> Microsoft called Adobe in and had them completely overhaul the entire
> print archetecture. (there's actually a neat story behind this too)
> How about the inner workings of Microsoft Networking and the NetBEUI
> protocol? Did you know that it was ProComm who put that there? NetBEUI,
> Microsoft's "plug-and-play" networking protocol, was purchased from
> them.
> Adobe has been successful in Windows printing, Procomm in networking.
> Microsoft doesn't even have the edge on alot of the code they themselves
> distribute.

Adobe isn't selling an Office suite either are they?
Office is M$ bankroll.
By the way, how much do you hear about Novell and networking any more? A real powerhouse like they were in the early 90's right?
And M$ often buys technology, that's not news. Nor does it have anything to do with their having a monopoly in Office Suite or on Desktops.

Did you notice what happened to Stacker? Or After Dark? Products that aren't sold, in part, because M$ bought such technology and incorporated into their software, so consumers didn't need to buy and so didn't buy such products.

See, that's a real problem. If you get M$ Office for free, why would you buy WordPerfect? If you get a screen saver for free, why buy After Dark? If you get a browser for free, why buy one?

And when such actions are done by a monopolistic company, it's illegal.

Roy

>
>

> > Do you see the difference? In house products teams had weeks, if not months lead
> > time so their products were out first, and had a much closer working relationship
> > with the Systems programmers than ANY competitor could possibly have. That
> > allowed the Office products to maintain and extend their lead over their major
> > competitors. American law prohibits that as unfair when done by a monopolist.
>
> But the fact that others were developing and releasing competing
> products, and making money doing it, precludes Microsoft from being a
> monopoly at that point in time. If you remember, Lotus was very
> successful. In the end we mostly moved to MS Office because we liked the
> product better, if we didn't we, to this day, still have the choice of
> using other products. StarOffice comes to mind as an excellent
> alternative (I can't stand the interface though)
>
> > The kicker is that Micro$tuff is STILL denying that they have a monopoly. I
> > suppose they would only acknowledge it when/if they achieve their wet dream of
> > all computers everywhere using M$ OS.
>
> I deny it too. I have plenty of options. I'll deny it untill there arn't
> any options. Then it will be a /monopoly/. A monopoly means NO options.
> Like Bell telephone, IBM making the only machines with an IBM BIOS.
> OPEC. Let's face it, it was Darwinism that built Microsoft, it's
> Darwinism that will bring it down, and it can and /is/ happening.
>
> > > Both these practices should
> > > be protected, as attacking one hurts the other.
> > > This way, any percieved improvements are realized by consumers,
> > > regardless what product they choose, and competition is still occuring,
> > > with the consumer benefitting from the race. That /is/ the only thing
> > > the government is supposed to be concerned with in a monopoly case
> > > anyway.
> > > Consumers do not benefit in any way by having the government soft-
> > > enforcing a protocol tweeking taboo.
> > >
> > > If you look closely at what's happening to GUI's right now, Microsoft
> > > /is/ competing, everyone is. Apple is making drastic changes in it's UI,
> >
> > On yeah, and how much has their market share gone up?
>
> Not relevant. It certainly can't be because of Microsoft Office,
> because Office on the Mac is better and more stable than Office on the
> PC (from what I've heard). This is (from "what I hear") typical, I hear
> Photoshop and alot of other apps that exist on both Windows and Mac are
> better on the Mac. This tends to put a few holes in the theory that
> Microsoft giving inside Windows OS info to Office developers made
> windows more popular, because that Windows OS Office is supposedly
> inferior to the MacOS Office, regarless of "inside knowledge"
> And the kicker is, You can have all the inside knowledge of the MacOS
> you want now, at least the "Darwin OS" parts because it's OpenSource. So
> according to the inside knowledge leads to market monopolization theory

> posed, the Mac should be cleaning up, right? So how much /has/ there
> market share gone up?
>
> > > Linux is also,
> >
> > Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.
> >
> > > and Microsoft is changing the GUI at a faster rate than
> > > they have ever done anything before. This race they're having is picking
> > > up speed and the consumer is benefitting on all fronts. And this is how
> > > it should be.
> >
> > Ah, but what happened to DRI?
> > How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in
> > the towel) bundled with a computer? Or the WordPerfect suite? How much shelf
> > space do they get at the Best Buy, Office Max, Office Depot, Circuit City,
> > compared to M$??
>
> About the same amount as the customers ask for them. Shelf space does
> not a monopoly make, When I decide what to stock, it's based on demand,
> and customer demand is the free will of the people, nothing more.
>
> > > What we don't need right now is Big Brother stopping this race, so that
> > > Linux and Mac might slow down,
> >
> > You won't. Big Brother might slow down M$, but not competitors with less than 10%
> > of the market place. In a case like this, Big Brother's job is to make sure that
> > the race is fair to the little guys.
>
> And what have the "little guys" been doing? Generally nothing untill
> Microsoft develops something they need to compete with. There's been a
> lot of companies resting on their laurels untill they /have/ to improve
> something because Microsoft is killing them. Don't believe me? let's
> take a closer look...
>
> PalmOS, who swore up and down consumers don't need color. fine everyone
> settles for b&w, and Palm own3Z the market. WinCE comes along, and Palm
> responds with the new color models, but by now they're already losing
> market share daily, and the palm VII I *just bought* is now on fire sale
> as best buy for half the price I paid a few months ago for it.
>
> Novell, once prime master of the universe in networking, decided it
> didn't want to make a VXD implementation of Novell client for Microsoft
> right away, they decided their legacy .386-file architecture was all
> anyone needed. Microsoft, who at first didn't even install networking
> protocols in win95 by default, and even included a limited novell
> client, responded to the delay imposed by novell by incorporating
> NetBEUI (mentioned above) as a stop-gap measure untill novell woke up
> to consumer demand. Too late. novell is now largely irrelevant.
>

> OS/2, an Operating system more object oriented than Windows is /to this
> day/ practically abandoned by it's creators even though people are
> practically begging them not to discontinue it. It's still a staple in
> most banks and runs a majority of the ATM machines out there. IBM has
> publically stated they don't plan on supporting this OS.
>
> BEOS, a very capable OS, but one that it's creators have no interest in
> persueing, deciding they want the embedded market, despite a loyal
> following of users and tinkerers. Heck, by the time I even discovered
> BEOS, they had already abandoned it!
>
> On the other hand, there are very good developers out there that make a
> killing competing against Microsoft because they are /good at it/ and
> the consumer /prefers to use them./ Adobe is a prime example here, as
> are Macromedia, Citrix, Borland, Sun, AOL, Symantec, Peachtree, Intuit,
> and many others. They have prospered because we vote for them with our
> patronage when we choose them over Microsoft. They have responded to the
> demands placed upon them by the consumer, faster or better than
> Microsoft has, and thus prospered. This is how it oughta be.
>
> Some people may feel sympathetic to Netscape, but the fact was they
> were charging money for a product that could have taken on microsoft and
> won, but they decided they preferred to be Adware instead. they could
> have improved their product, but they decided to open a portal during
> the portal craze and rest on the portal, and their laurels. If Microsoft
> didn't do it, someone else would have.
>
> that's the thing in a free market, you live with the fear that someone
> will be faster, better or cheaper than you are. You adapt, or you win
> the Darwin award.
>
> Anyway, back to your original comment, the government's job is *NOT* to
> make the race fair to the little guys. the goverments job is to make the
> race fair and beneficial to the *consumer*, even if it means the "little
> guy" goes out of business. the government has the power to grant
> monopolies for this purpose so long as it benefit's the consumer.
>
> But again, Microsoft is where they are because we put them there, and
> it's in our best interest to let them compete.
>
> >
> > Roy
> >
> > > and then we lose because competition has
> > > stopped again. Besides, it's getting interesting ;)
> > >
> > > --David
> >
> >

6254. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 06:06:26 UTC
From: Mika Yrjola <myrjola@renttu.lnet.lut.fi>
Message-ID: <m3g0bf3q8t.fsf@renttu.lnet.lut.fi>
Source record: 770
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

John Sheehy <jsheehy@ix.netcom.com> writes:

> In message <tm9m7v5719p238@corp.supernews.com>,
> "Stephan Schaem" <tthai@mindspring.com> wrote:
>
> >It does... Linux is not just a basement hacker OS runned by kids
> >living on their mother income.
>
> But it seems like that's how the hardware support comes about. It seems
> like you pretty much have to buy peripherals that have been out for
> about 3 years to get full support in Linux.

Hm? With the possible expection of SB Live!, my keyboard and mouse and
disk drive (newer than three years, but the designs are not changed, I
guess), there's no components that are even nearly three years old on
my Linux box.

(Other hardware includes TB 1200, A7M266, Geforce 2mx, two IBM
Deskstar HDs, HP 9120 CD burner and two NICs - all which is rather recent)

Didn't have a single problem with this configuration.

Then again, I'm not using USB stuff but rather more 'traditional'
hardware.

--
/---\
I Fantasy, Sci-fi, Linux, Amiga, Telecommunications, Oldfield, Vangelis I
I Seti@Home, Steady relationship, more at http://www.lut.fi/%7emyrjola/ I
\---/

6255. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 06:19:43 UTC
From: mark@particlesalad.com
Message-ID: <5ea5681b.0107292219.7e757922@posting.google.com>
Source record: 766

Nice use of the cut and paste function. Your technical knowledge is impressive.

You are still an idiot.

<sinclap@nospam.net> wrote in message news:<14072001002602869 2%sinclap@nospam.net>...
>
> In der Aufgabe des Herrschers kï¿½nnen nun erste Aufgaben wie die
> Ernï¿½hrung desolkes, die Kontrolle des Bevï¿½lkerungswachstums oder auch
> die Festsetzung von Steuern erfï¿½llt werden!
>
> sinclap!
> somewere in mpls usa

6256. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 06:29:42 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cec8f0aeba14a49896a2@news-server.nc.rr.com>
Source record: 767
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <9k1cgd$eq6$1@venus.itns.co.za>, xstephenx@apple2.org.za
says...
> On Mon, 16 Jul 2001 17:06:18 +0100, Andy Cadley wrote:
>
> >
> > On Mon, 16 Jul 2001, Alan Sharkis wrote:
> >
> >> OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
> >> it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
> >> (Tulip) without any help on my part! But when I tried to install the same
> >> distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
> >> miserably. I do have Red Hat 7.2 running on that machine, but it was
> >> hand-configuring all the way. It would be torture for anyone who was
> >> brought up on Windows.
> >
> > I seem to recall that the Mandrake 8 graphical installer needs something
> > like 64Mb of RAM and having less is pretty much the only thing that I've
> > ever seen cause it to bomb out.
> >
> > And Red Hat sucks big time. Even the latest version.
> >
> > AndyC
>
> Andy please elucidate on _WHAT_ sucks in Red Hat?

This one's easy (although I wouldn't say Red Hat "sucks")

For starters lets take a look at the included version of GCC.

Can you even recompile the base kernel with it?

I wouldn't say any OS sucks because of the "ease of installation"
because if the OS is worth it's salt, you're only going to install it
ONCE anyway.
However, the compiler thing, I just have to sit back, shake my head and
wonder what WERE they thinking?
```

6257. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 06:49:03 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cecd7cc117cb829896a3@news-server.nc.rr.com>
Source record: 768
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <67r0k9.qga.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
says...
> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > free web browser into it's interface? What if (hypothetically) this put
> > someone out on the street. What could the government do? Should they do
> > anything?
>
> Linux doesn't need to "incorporate it into its interface" in the way you
> mean... There are several free web browsers included with every linux
> distro. And yes, depending on which windowmanager/desktop environment you
> choose, there are integrated ones. But not of them are forced on the user.
>
> And as the source code is free... It would be easily UNintegratable if
> someone DID want to reassert their choices.

Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
a way to do it ;) (Was quite an embarassment too, after MS said they
couldn't!)

> >> Kerberos is the perfect example.
> >> They took the code from the FreeBSD codebase. As FreeBSD license allows
> >> anyone to do anything with the source code they want as long as there's an
> >> acknowledgement, they extended it and then, when someone found out what the
> >> extensions were and posted source code, M$ forced them to remove it from the
> >> web.
>
> > This is where that double edged sword could hurt Linux. If the
> > government is empowered to bitchslap developers who change protocols
> > to extend them, could not this empowerment also be used to bitchslap
> > developers who reverse engineer protocols to be compatible?
>
> Think of it this way. Someone working on FreeBSD wrote that kerberos
> protocol. OK, he released it under the FreeBSD license, but when M$ extended
> it, did he get anything for it? Did he even get to see the changes?

In my personal opinion, I really hate the BSD license, for this very
reason. I mean, it's fine if you don't WANT to see your code when it's
reused, but I wouldn't choose it.

> That's why I prefer the GPL over FreeBSD. Microsoft CAN'T use that code
> legally without releasing any changes they make back into the community.

Agreed.

> > I think the safest ground we could stand on would be that protocols
> > be considered speech, and be given the same standing constitutionally.
> > (Posting the source code is a different story.) Let Microsoft extend
> > whatever they feel like, we'll be right behind them developing tools
> > that integrate nicely with those changes. Both these practices should
> > be protected, as attacking one hurts the other.
>
> fine... let them keep the source, but they DON'T publicise the actual
> protocols... Hell, even their own protocols (word document format anyone?)
> aren't fully compatible with each other in an attempt to force people to
> needlessly upgrade their software.

That's why I save everything in Word 6 format ;)

In the case of kerberos, they did publicise it, in fact, they publicised
the source code. While the NDA keeps you from using that source code, it
doesn't keep you from implementing the protocol.

6258. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 06:54:43 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cecee95a0489df9896a4@news-server.nc.rr.com>
Source record: 769
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>, usenet-20010705
@barnyard.co.uk says...
> On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
> <xstephenx@apple2.org.za> said:
>
> >Anyone who can use a command line as per the Apple II shouldn't find adapting
> >to Linux very difficult. It is only GUI users (like Windoze) who find things
> >"unfriendly".
>
> "Unix isn't unfriendly, it's just very particular about who its
> friends are."

LOL I love that line ;)

There are things in linux that it really is harder to do than in
Windows, but these things (like routing, wierd protocols like PPPoE)
are things usually done by someone who should probably spend a little
time learning anyway.

Sure linux has a learning curve, but it's a freaking computer, when did
the notion that computers had to be usable by people who didn't want to
learn anything become popular?

6259. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 08:01:33 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>
Source record: 771
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <3B64ED9F.A4A9B748@inebraska.com>, millers@inebraska.com
says...
> avid Ogg wrote:
>
> > In article <3B63844B.B6A8FDA3@inebraska.com>, millers@inebraska.com
> > says...
> > > David Ogg wrote:
> > >
> > > > In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> > > > says...
> > > >
> > > > > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > > > > What would the government do to Linux if Linux had "embraced and
> > > > > > extended" or anything else Microsoft has done? I wonder. Could they do
> > > > > > anything, even?
> > > > > >
> > > > > >
> > > > > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > > > > adopting and corrupting an accepted standard... It means keeping the
> > > > > additions and changes to that standard secret. (Or refusing to allow it's
> > > > > use elsewhere).
> > > > >
> > > > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > > > free web browser into it's interface? What if (hypothetically) this put
> > > > someone out on the street. What could the government do?
> > > >
> > > Nothing. Linux is not the product of a company that has a monopoly. So none of
> > > these questions apply.
> > >
> > The question was hypothetical, the situation posed in a hypothetical
> > question need not be fact. The question I asked was "what if", and it's
> > an interesting question, what if Netscape decided to become available
> > free with every linux disrobution and became the almost exclusive
> > browser? what could the government do?
>
> And I answered your question with a real world answer. The US government, at least
> does not now have that power. The only power they have to do anything like you asked
> is only if the corporation in question is a monopoly, and is using it's monopoly power
> to extend or maintain it's monopoly.
```

The question (as posted in another article) had nothing to do with the
power they now have, but what power they should have, and why.

> Since Netscape isn't a monopoly (not even being owned by AOL qualifies them for that),
> and Linux isn't the product of a monopoly, there isn't a hypothetical to ask, unless
> you first suggest that Congress passes a law that isn't even in question, and that the
> President's veto isn't overridden, and that the Supreme's say is constitutional. That
> isn't hypothetical, that's a chemical induced nightmare. ;-)

But the question was what if they were, saying "but they're not" changes
the question.

> > > > Should they do
> > > > anything?
> > > >
> > > > > Kerberos is the perfect example.
> > > > > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > > > > anyone to do anything with the source code they want as long as there's an
> > > > > acknowledgement, they extended it and then, when someone found out what the
> > > > > extensions were and posted source code, M$ forced them to remove it from the
> > > > > web.
> > > >
> > > > This is where that double edged sword could hurt Linux. If the
> > > > government is empowered to bitchslap developers who change protocols
> > > > to extend them,
> > >
> > > But they aren't so empowered.
> >
> > If that was the case, then "embrace and extend" would be moot anyway.
> >
> > > It's really very simple. The rules you have to play under change once you achieve
> > > monopoly status. You may not use your monopoly to maintain or extend your
> > > monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
> > > other high tech company (possible exceptions: Intel and IBM [IBM once came close
> > > to a breakup because of it's abuse of monopoly power, they backed down and played
> > > nice, something Micro$tuff doesn't seem to understand how to do])
> >
> > A monopoly means more than "most people use Microsoft." Microsoft does
> > not have a monopoly.
>
> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
> the business, and there was no way that any of the competitors could take the monopoly
> away from them.

A monopoly means the consumer has no choice. As for AT&T, I never had a
choice. I can choose alternatives to Microsoft.

> Besides, your opinion doesn't count, and neither does mine. The trial court found that
> M$ *is* a monopoly, and the appeals courts sustained that decision.

LOL, we are talking about opinions here. I don't pretend that anything I
say is going to be passed as law :)

> c. 90% of computer desktops does equal a monopoly.
>
> > Even, of all people, RMS has stated that everyone
> > has a choice of what OS to use. A corporation is not a monopoly because
> > the free will of the people chose one product over another.
> >
> > Case in point: IBM, you /could not/ built an IBM PC without an IBM PC
> > BIOS, therefore IBM had complete /exclusive/ controll of the market,
> > regardless of the purchasing decisions of the consumer. This is what a
> > monopoly is.
>
> LOL - no, not at all. Ever hear of Phoenix bios? Award Bios? Ever hear of Dell,
> Compaq, Tandy? They all made machines that were IBM compatible, and IBM long ago lost
> control of the market. How silly of you.

That proves my point, the government didn't break them up, Phoenix made
a clean-room implementation of the BIOS, allowing machines to "truely"
be IBM compatible.

> IBM's monopoly was in mainframes, and even there they had competition. But they used
> their monopoly power to squeeze the competition, which is why the Feds came down on
> them. IBM settled out of court. M$ isn't that smart.
>
> >
> >
> > (By the way, we
>
> We?

Sorry, have a relative wo worked in the field, was kind of used to
hearing "we" ;)

> > broke that monopoly
>
> Read the above. You don't have enough information here to debate this intelligently.

We're not debating technology, this discussion is about what benefits
the consumer.

> > by reverse engineering the BIOS,
> > see? Kind of like the kerberos example. The court should do the same
> > thing they did then, allow an implementation of that functionality to
> > be duplicated.)
> >
> > Microsoft, on the other hand, was voted to where they are now by the
> > purchasing decisions of the free willed people.
>
> Not really. M$ makes their money on Office not Windows. And of course, not on
> Explorer. But Navigator was a threat to Widows as a platform on all OSes, and
> therefore a threat, in time to Office and M$'s monopoly.

>
> So they cheated.
>
> They did what was illegal for them to do at that stage.
>
> > There are alternatives,
>
> Oh yeah, GEOS is taking the world by storm, isn't it?

;)

I'm sure you could think of an alternative if you tried.

> How many consumer machines at Best Buy, Circuit City, Office Max, Office Depot, Sears,
> and Walmart have Linux pre installed on them? Have you seen ANY??

I sell them. If you wanted one and can't find one I'm sure I could hook
you up.

> How many machines do you see in those stores that have applications software (Works or
> Office type) that are made by a competitor of M$? Have you seen ANY?

Emachines come with StarOffice, and are sold at OfficeMax, among other
places. We offer Corell Office 2000 in addition to MS Office 2k, along
with StarOffice and a few others.

> > for crying out loud Microsoft has one of the hardest competitors in the
> > world to compete with, a competitor who /gives it away/ (sound
> > familliar) and has both the popular and (arguably) technological
> > advantage over them.
>
> You don't have to have a monopoly in every niche to be a monopoly.
> And Linux hasn't won even in these fields - yet. It certainly doesn't have a monopoly
> even in those niches.

The problem is that "monopoly" is becoming too loosely a term. Microsoft
may be guilty of unfair marketing practices, but "monopoly" they are
not. There are choices, and the consumer can choose anything they want.

The governments role is *not* to protect other businesses from
microsoft, but to protect the *consumer*, and right now, the consumer
has choice. if the government happens to do something like pull a
product that the consumer WANTS, then the government is stepping on the
rights of the consumer in favor of the businesses that wern't chosen by
the consumer.

> > Not just in the OS market, but (especially) the
> > server, and (mostly) the webserver market. Microsoft's momentum is
> > /hardly/ increasing, and more and more options are developing every day.
> >
> > > Roy
> > >
> > > > could not this empowerment also be used to bitchslap

> > > > developers who reverse engineer protocols to be compatible?
> > > > I think the safest ground we could stand on would be that protocols
> > > > be considered speech, and be given the same standing constitutionally.
> > > > (Posting the source code is a different story.) Let Microsoft extend
> > > > whatever they feel like, we'll be right behind them developing tools
> > > > that integrate nicely with those changes.
> > >
> > > Here's how it has worked with their "extensions", they made changes to Win 95 and
> > > Win 98 at the request of the Office programmers. Not too much wrong there. They
> > > made such changes available to the WordPerfect and Lotus Suite programmers, once
> > > those programmers learned of the existence of the changes, and then asked for the
> > > information.
> >
> > A lot of competing companies had inside knowledge of Windows, look at
> > Adobe. Adobe knows more about the inner workings of the Windows Print
> > architecture than Microsoft. You know why? Adobe /designed/ it! The
> > public was highly skeptical about the quality of it before release, so
> > Microsoft called Adobe in and had them completely overhaul the entire
> > print archetecture. (there's actually a neat story behind this too)
> > How about the inner workings of Microsoft Networking and the NetBEUI
> > protocol? Did you know that it was ProComm who put that there? NetBEUI,
> > Microsoft's "plug-and-play" networking protocol, was purchased from
> > them.
> > Adobe has been successful in Windows printing, Procomm in networking.
> > Microsoft doesn't even have the edge on alot of the code they themselves
> > distribute.
>
> Adobe isn't selling an Office suite either are they?
> Office is M$ bankroll.

Adobe competes almost squarely with Microsoft Office in many areas.

Pagemaker -> Publisher happens to come to mind.

> By the way, how much do you hear about Novell and networking any more? A real
> powerhouse like they were in the early 90's right?

This was mentioned in another post, they dropped the ball when Win95
came out. What happened to them was they rested on their laurels. They
failed to create a .VXD architecture based client for Windows,
overconfident in the believe the consumer wouldn't mind running the
legacy .386 architecture client. The same thing happened to After Dark,
which failed to rewrite their 16-bit code. This was not Microsofts
fault.

> And M$ often buys technology, that's not news. Nor does it have anything to do with
> their having a monopoly in Office Suite or on Desktops.

But it does have to do with the misconception that they have "inside
knowledge," when there are many people with inside knowledge to the
Windows OS.

> Did you notice what happened to Stacker? Or After Dark? Products that aren't sold, in
> part, because M$ bought such technology and incorporated into their software, so
> consumers didn't need to buy and so didn't buy such products.

Stacker was a dangerous product, as is any disk compression that is
filesystem based. They became irrelevant because HDD's became cheap. I
don't even USE compression on my drives, do you? After Dark was a legacy
application that insisted the consumer should be satisfied with a 16 bit
application in their 32 bit OS.

> See, that's a real problem. If you get M$ Office for free, why would you buy
> WordPerfect? If you get a screen saver for free, why buy After Dark? If you get a
> browser for free, why buy one?

So the government should side with the small businesses over the
consumer? By that logic I suppose the government should ban TV news to
protect the newspapers which you must purchase.

Anyway *NOONE* gets MS Office for free, you might recieve it bundled
with a computer. but it's included in the price of the computer, it's
NOT free.

You don't think someone will buy a product just because they have one
that's free already? Why would anyone buy Windows then? Or the
newsreader I'm using now when I already have the MS one? When there is a
BETTER product, people will buy it.

This decision is best left to the consumer.

> And when such actions are done by a monopolistic company, it's illegal.
>
> Roy
>
> >
> >
> > > Do you see the difference? In house products teams had weeks, if not months lead
> > > time so their products were out first, and had a much closer working relationship
> > > with the Systems programmers than ANY competitor could possibly have. That
> > > allowed the Office products to maintain and extend their lead over their major
> > > competitors. American law prohibits that as unfair when done by a monopolist.
> >
> > But the fact that others were developing and releasing competing
> > products, and making money doing it, precludes Microsoft from being a
> > monopoly at that point in time. If you remember, Lotus was very
> > successful. In the end we mostly moved to MS Office because we liked the
> > product better, if we didn't we, to this day, still have the choice of
> > using other products. StarOffice comes to mind as an excellent
> > alternative (I can't stand the interface though)
> >
> > > The kicker is that Micro$tuff is STILL denying that they have a monopoly. I
> > > suppose they would only acknowledge it when/if they achieve their wet dream of
> > > all computers everywhere using M$ OS.
> >

> > I deny it too. I have plenty of options. I'll deny it untill there arn't
> > any options. Then it will be a /monopoly/. A monopoly means NO options.
> > Like Bell telephone, IBM making the only machines with an IBM BIOS.
> > OPEC. Let's face it, it was Darwinism that built Microsoft, it's
> > Darwinism that will bring it down, and it can and /is/ happening.
> >
> > > > Both these practices should
> > > > be protected, as attacking one hurts the other.
> > > > This way, any percieved improvements are realized by consumers,
> > > > regardless what product they choose, and competition is still occuring,
> > > > with the consumer benefitting from the race. That /is/ the only thing
> > > > the government is supposed to be concerned with in a monopoly case
> > > > anyway.
> > > > Consumers do not benefit in any way by having the government soft-
> > > > enforcing a protocol tweeking taboo.
> > > >
> > > > If you look closely at what's happening to GUI's right now, Microsoft
> > > > /is/ competing, everyone is. Apple is making drastic changes in it's UI,
> > >
> > > On yeah, and how much has their market share gone up?
> >
> > Not relevant. It certainly can't be because of Microsoft Office,
> > because Office on the Mac is better and more stable than Office on the
> > PC (from what I've heard). This is (from "what I hear") typical, I hear
> > Photoshop and alot of other apps that exist on both Windows and Mac are
> > better on the Mac. This tends to put a few holes in the theory that
> > Microsoft giving inside Windows OS info to Office developers made
> > windows more popular, because that Windows OS Office is supposedly
> > inferior to the MacOS Office, regarless of "inside knowledge"
> > And the kicker is, You can have all the inside knowledge of the MacOS
> > you want now, at least the "Darwin OS" parts because it's OpenSource. So
> > according to the inside knowledge leads to market monopolization theory
> > posed, the Mac should be cleaning up, right? So how much /has/ there
> > market share gone up?
> >
> > > > Linux is also,
> > >
> > > Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.
> > >
> > > > and Microsoft is changing the GUI at a faster rate than
> > > > they have ever done anything before. This race they're having is picking
> > > > up speed and the consumer is benefitting on all fronts. And this is how
> > > > it should be.
> > >
> > > Ah, but what happened to DRI?
> > > How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in
> > > the towel) bundled with a computer? Or the WordPerfect suite? How much shelf
> > > space do they get at the Best Buy, Office Max, Office Depot, Circuit City,
> > > compared to M$??
> >

> > About the same amount as the customers ask for them. Shelf space does
> > not a monopoly make, When I decide what to stock, it's based on demand,
> > and customer demand is the free will of the people, nothing more.
> >
> > > > What we don't need right now is Big Brother stopping this race, so that
> > > > Linux and Mac might slow down,
> > >
> > > You won't. Big Brother might slow down M$, but not competitors with less than 10%
> > > of the market place. In a case like this, Big Brother's job is to make sure that
> > > the race is fair to the little guys.
> >
> > And what have the "little guys" been doing? Generally nothing untill
> > Microsoft develops something they need to compete with. There's been a
> > lot of companies resting on their laurels untill they /have/ to improve
> > something because Microsoft is killing them. Don't believe me? let's
> > take a closer look...
> >
> > PalmOS, who swore up and down consumers don't need color. fine everyone
> > settles for b&w, and Palm own3Z the market. WinCE comes along, and Palm
> > responds with the new color models, but by now they're already losing
> > market share daily, and the palm VII I *just bought* is now on fire sale
> > as best buy for half the price I paid a few months ago for it.
> >
> > Novell, once prime master of the universe in networking, decided it
> > didn't want to make a VXD implementation of Novell client for Microsoft
> > right away, they decided their legacy .386-file architecture was all
> > anyone needed. Microsoft, who at first didn't even install networking
> > protocols in win95 by default, and even included a limited novell
> > client, responded to the delay imposed by novell by incorporating
> > NetBEUI (mentioned above) as a stop-gap measure untill novell woke up
> > to consumer demand. Too late. novell is now largely irrelevant.
> >
> > OS/2, an Operating system more object oriented than Windows is /to this
> > day/ practically abandoned by it's creators even though people are
> > practically begging them not to discontinue it. It's still a staple in
> > most banks and runs a majority of the ATM machines out there. IBM has
> > publically stated they don't plan on supporting this OS.
> >
> > BEOS, a very capable OS, but one that it's creators have no interest in
> > persueing, deciding they want the embedded market, despite a loyal
> > following of users and tinkerers. Heck, by the time I even discovered
> > BEOS, they had already abandoned it!
> >
> > On the other hand, there are very good developers out there that make a
> > killing competing against Microsoft because they are /good at it/ and
> > the consumer /prefers to use them./ Adobe is a prime example here, as
> > are Macromedia, Citrix, Borland, Sun, AOL, Symantec, Peachtree, Intuit,
> > and many others. They have prospered because we vote for them with our
> > patronage when we choose them over Microsoft. They have responded to the
> > demands placed upon them by the consumer, faster or better than

> > Microsoft has, and thus prospered. This is how it oughta be.
> >
> > Some people may feel sympathetic to Netscape, but the fact was they
> > were charging money for a product that could have taken on microsoft and
> > won, but they decided they preferred to be Adware instead. they could
> > have improved their product, but they decided to open a portal during
> > the portal craze and rest on the portal, and their laurels. If Microsoft
> > didn't do it, someone else would have.
> >
> > that's the thing in a free market, you live with the fear that someone
> > will be faster, better or cheaper than you are. You adapt, or you win
> > the Darwin award.
> >
> > Anyway, back to your original comment, the government's job is *NOT* to
> > make the race fair to the little guys. the goverments job is to make the
> > race fair and beneficial to the *consumer*, even if it means the "little
> > guy" goes out of business. the government has the power to grant
> > monopolies for this purpose so long as it benefit's the consumer.
> >
> > But again, Microsoft is where they are because we put them there, and
> > it's in our best interest to let them compete.
> >
> > >
> > > Roy
> > >
> > > > and then we lose because competition has
> > > > stopped again. Besides, it's getting interesting ;)
> > > >
> > > > --David
> > >
> > >
>
>

6260. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 08:44:54 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107300935140.12550-100000@zen.sys.uea.ac.uk>
Source record: 773
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 29 Jul 2001, Stephen Shaw wrote:

> On Mon, 16 Jul 2001 17:06:18 +0100, Andy Cadley wrote:

> > I seem to recall that the Mandrake 8 graphical installer needs something
> > like 64Mb of RAM and having less is pretty much the only thing that I've
> > ever seen cause it to bomb out.
> >
> > And Red Hat sucks big time. Even the latest version.

> Andy please elucidate on _WHAT_ sucks in Red Hat?

Everything. The entire user experience from start to finish. A few notable points:

The installer *still* complains if you try and put a boot partition above 1024 cylinders and absolutely refuses to allow you to continue (unless you go with it's suggested partition arrangement in which case it just suggests that you don't do that[1]) despite being perfectly capable.

The hardware detection is pathetic compared to other distros. Even simple things like making some use of the Windows key which is on almost all keyboards these days isn't done for you.

The configuration tools are scattered all over the place, all work differently and most are quite counter-inituitive. The auto-update is rubbish compared with the Mandrake equivalent, requiring you to faff around with their website[2] and send them all the sorts of details that everyone was worried Microsoft would want from you when they thought up Windows Update.

Need I continue?

AndyC

[1] And what the f*ck is the point in "recommending" a partition arrangement if you are then going to announce that it isn't recommended.
[2] Which, stupidly enough, only seems to work properly in Internet Explorer under Windows.

6261. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 08:55:55 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107300953300.12550-100000@zen.sys.uea.ac.uk>
Source record: 774
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 spike1@freenet.co.uk wrote:
> They took the code from the FreeBSD codebase. As FreeBSD license allows
> anyone to do anything with the source code they want as long as there's an
> acknowledgement, they extended it and then, when someone found out what the
> extensions were and posted source code, M$ forced them to remove it from the
> web.

Indeed. Of course the trouble with the Linux community is that they just
aren't devious enough. They should've taken Kerberos, added their own
proprietary extensions and then released them under the GPL.

Hmmm, where's my compiler gone...

AndyC

6262. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 11:41:18 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>
Source record: 775
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>, David Ogg <davidogg@nc.rr.com> writes
>> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
>> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
>> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
>> the business, and there was no way that any of the competitors could take the monopoly
>> away from them.
>
>A monopoly means the consumer has no choice.

Not in the real world.

A choice can still be available when a company is monopolistic - like Microsoft, for instance. And most users *didn't* get a choice, because of the licensing agreements with major PC manufacturers which is how a lot of people buy hardware.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

6263. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 14:59:01 UTC
From: John Sheehy <jsheehy@ix.netcom.com>
Message-ID: <5btamtcemi7mh6s5rno38likth921250or@4ax.com>
Source record: 776
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <m3g0bf3q8t.fsf@renttu.lnet.lut.fi>,
Mika Yrjola <myrjola@renttu.lnet.lut.fi> wrote:

>John Sheehy <jsheehy@ix.netcom.com> writes:
>
>> In message <tm9m7v5719p238@corp.supernews.com>,
>> "Stephan Schaem" <tthai@mindspring.com> wrote:
>>
>> >It does... Linux is not just a basement hacker OS runned by kids
>> >living on their mother income.
>>
>> But it seems like that's how the hardware support comes about. It seems
>> like you pretty much have to buy peripherals that have been out for
>> about 3 years to get full support in Linux.
>
>Hm? With the possible expection of SB Live!, my keyboard and mouse and
>disk drive (newer than three years, but the designs are not changed, I
>guess), there's no components that are even nearly three years old on
>my Linux box.
>
>(Other hardware includes TB 1200, A7M266, Geforce 2mx, two IBM
>Deskstar HDs, HP 9120 CD burner and two NICs - all which is rather recent)
>
>Didn't have a single problem with this configuration.
>
>Then again, I'm not using USB stuff but rather more 'traditional'
>hardware.

I didn't mean to say that you *had* to have old hardware, but I guess it
came out that way. What I meant was that if you have a PC that was
built with no consideration for Linux, you can't reasonably expect all
you peripherals to be fully supported should you decide to install Linux
on it, if the peripherals are relatively new (not the actual cards, but
the chipsets or firmware used).
--

<>>< >>< > >>< <>>< >>< > <>>< <>>< >>< >
John P Sheehy <jsheehy@ix.netcom.com>
>>< > <>>< <>>< >>< > <>>< >>< > >>< <>>< >

6264. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 16:21:35 UTC
From: Mika Yrjola <myrjola@renttu.lnet.lut.fi>
Message-ID: <m366ca2xrk.fsf@renttu.lnet.lut.fi>
Source record: 777
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

John Sheehy <jsheehy@ix.netcom.com> writes:

> In message <m3g0bf3q8t.fsf@renttu.lnet.lut.fi>,
> Mika Yrjola <myrjola@renttu.lnet.lut.fi> wrote:
>
> >John Sheehy <jsheehy@ix.netcom.com> writes:

> >> But it seems like that's how the hardware support comes about. It seems
> >> like you pretty much have to buy peripherals that have been out for
> >> about 3 years to get full support in Linux.
> >
> >Hm? With the possible expection of SB Live!, my keyboard and mouse and
> >disk drive (newer than three years, but the designs are not changed, I
> >guess), there's no components that are even nearly three years old on
> >my Linux box.
> >
> >(Other hardware includes TB 1200, A7M266, Geforce 2mx, two IBM
> >Deskstar HDs, HP 9120 CD burner and two NICs - all which is rather recent)
> >
> >Didn't have a single problem with this configuration.
> >
> >Then again, I'm not using USB stuff but rather more 'traditional'
> >hardware.
>
> I didn't mean to say that you *had* to have old hardware, but I guess it
> came out that way. What I meant was that if you have a PC that was
> built with no consideration for Linux, you can't reasonably expect all
> you peripherals to be fully supported should you decide to install Linux
> on it, if the peripherals are relatively new (not the actual cards, but
> the chipsets or firmware used).

Yes, I read the comment pretty much as "no new hardware is supported
by Linux; the support comes only later if at all" ;)

It seems to depend quite a lot about the manufacturer; eg. nVidia and
3Com seem to have rather quick support for Linux, whereas some
companies seem to be a real pain in the ass with support lagging years
or infinitely.

--
/---\
I Fantasy, Sci-fi, Linux, Amiga, Telecommunications, Oldfield, Vangelis I
I Seti@Home, Steady relationship, more at http://www.lut.fi/%7emyrjola/ I

\--/

6265. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 17:07:32 UTC
From: jfk@askjfk.com
Message-ID: <2f83735a.0107300907.3f91d2c5@posting.google.com>
Source record: 778
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Why buy a $300 NEW computer when for that amount of money you could get a very good USED computer? If you added an office suite, a VGA monitor connector and a printer to the Sega Dreamcast (which already has a browser, modem and keyboard available), there's a cheap combo with great games!

A decade from now $300 may be the standard price for a computer with relatively new technology, but the price today is more like $800-1000.

Realistically, you would have to be able to produce a $300 machine for about $50-70 to count in all the other costs, like shipping and returns, so someone would have to think outside the box, so to speak, to get the job done.

I do NOT think a monitor should be included with it. It adds weight and cost. You go to a thrift store and there are lots of monitors there. People also have TVs. The computer should have connections for at least types of monitors: SVGA, RCA and AV for TV/VCR. People can get whatever type of monitor they want.

I also think the day of the all-in-one desktop unit (the Apple IIc, Atari 800, Commodore 64 etc.) should be revived if one wants to be economical. Have a serial printer port, joystick/mouse port, the aforementioned three monitor/TV ports, SCSI port. Built in would be a 33k modem and 3.5 floppy drive for data storage. I wouldn't include CD-Rom. All the necessary stuff should be pre-installed to make life easy.

There would have to be a GUI. Something tight that doesn't slow down the new user. HD let's peg at 1GB and Ram at 64MB and figure the processor is 333 MHZ -- good enought to make the Net move but cheap by today's standards. The builder should work a deal with Lotus or WordPerfect to put a low-priced office suite on here.

These $300 machine won't compete speedwise with their $800 counterparts, but are GOOD ENOUGH for most users. And as the $800 machines get faster/better, so will the $300 machines due to trickle-down technology. Perhaps they will be five years behind the more expensive machines in bits and bytes.

That's my biz plan.

Darren Johnson
Old Computers and Videogames at http://askjfk.com

6266. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-30 22:20:22 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B65DCED.16F3EA64@chello.nl>
Source record: 779
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:
>

> Sure linux has a learning curve, but it's a freaking computer, when did
> the notion that computers had to be usable by people who didn't want to
> learn anything become popular?

When they shrunk to HiFi size.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6267. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 00:25:12 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cfc4f1e11feee9896a8@news-server.nc.rr.com>
Source record: 780
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>,
james@zephyr.org.uk says...
> In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
> >> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
> >> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
> >> the business, and there was no way that any of the competitors could take the monopoly
> >> away from them.
> >
> >A monopoly means the consumer has no choice.
>
> Not in the real world.
>
> A choice can still be available when a company is monopolistic - like
> Microsoft, for instance.

:) We're talking about Microsoft, and you can use Microsoft as your
example of precidence? "Microsoft can be a monopololy even though there
are choices, take Microsoft for instance?"

> And most users *didn't* get a choice, because
> of the licensing agreements with major PC manufacturers which is how a
> lot of people buy hardware.

They chose to buy a PC with Windows on it, they had a choice. If anyone
here can find me a PC they want, and they don't want Windows on it, I
guarantee I can find it somewhere else, with the same warranty, support,
and hardware, at the same price, with another OS on it.

Even during the time when Microsoft had exclusive licensing clauses
(ended around 1993) there were options. I mean, heck, look at this
newsgroup.

Do you really think that everyone with windows on their computer was
forced to use it? I guarantee if you take a poll and ask people buying
new machines, and ask them what OS they want on their new PC, it will be
Windows. The people who want something else will buy a machine without
Windows. (Personally I've never purchased Windows, but I get developer
versions via MSDN, and beta versions like the XP I'm using now)

Here's the real world situation. Microsoft can't touch Apache with IIS
in any of it's incarnations, and it doesn't look like that will change,

despite the fact they'll give it to you FREE with Server, and Mindcraft say's it's faster and scales better.
On top of that, after stating "opensource is a virus" Microsoft has egg on their face because they just cant for the life of them get hotmail to work without good old BSD holding the fort, and this is at a time when they're pimping their platform for .Net.
There are Free alternatives to all of Microsoft's products, and ones in developement for products Microsoft hasn't even released yet! Miguel's already pimpin' Mono to work with .Net.
Microsoft's days are numbered, they see the writing on the wall, they know they can't compete with a competitor that they can't buy, undersell, influence, or lock out of the market. The government stepping in right now, would just stop the inertia at a time when they're not needed anyway, they'd take the credit for the inevitable.

Monopoly or not aside, the governments role is to protect the consumer and ensure the consumer has choice. The government's role is NOT to leverage consumer choice for the benefit of Microsoft's competitors. If competitors are cutting each others throats giving away free software, and as the dust settles, the consumer has free software, and netscape's dead, the consumer has benefitted. What then, would the consumer benefit from the government flexing its arms at Microsoft on behalf of these businesses who lost the war to the benefit of the consumer? That's supposed to be how the Monopoly law works, to benefit, for, and ONLY, the consumer.

So where has the consumer lost? The consumer has both Netscape, AND IE, both free, and without the government stepping in where it would have hurt the consumer to do so.

The fact remains, Netscape is just as available as it's always been, if not more so. From the consumers point of view, the consumer has won. From Netscapes point of view, they are legally entitled to financial damages, but they are NOT entitled to having the customers choice overruled by the government on Netscapes behalf.

This isn't really anything more than a political issue I believe, I think this discussion is between the chairs on the left and the chairs on the right. :)

6268. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 00:37:23 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cfc7df8535646d9896aa@news-server.nc.rr.com>
Source record: 781
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B65DCED.16F3EA64@chello.nl>, h.robbers@chello.nl says...
>
>
>
> David Ogg wrote:
> >
>
> > Sure linux has a learning curve, but it's a freaking computer, when did
> > the notion that computers had to be usable by people who didn't want to
> > learn anything become popular?
>
> When they shrunk to HiFi size.

I think you're right. And when AOL became popular, and computers started
being sold in designer colors. :)

6269. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 03:04:11 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <im6cmtokehi1f6gr7rhtktpoda6udc211d@4ax.com>
Source record: 782
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 29 Jul 2001 16:09:49 +0000 (UTC), Stephen Shaw
<xstephenx@apple2.org.za> wrote:

>
>I think you are missing the point.

Not at all. The "point" was to try to make a "new" computer for $300.

MY point is that NO ONE WILL BUY ONE if it has half the features and
runs at one tenth the speed of a comparably priced system ALREADY on
the market.

> Rolls Royce still make cars to a standard
>not to a price. Kit cars (usually VW based) are still available.

And Rolls Royce has been in financial trouble for quite a while now.

And "kit cars" cost a ton of money, and hardly ever work right.

You can ride to the Space Station if you have enough millions.

But can you build an obsolete hackers' computer for only $300?

> I think a "kit
>computer" is a nice niche idea. I certainly subscribe to the idea behind it.

Certainly, you can find something to fill almost any niche, if price
is no object.

I always lusted after a KIM-1, even though it cost more than our $300
price point, and did very little. Want to guess how many were
actually sold?

BobR

6270. Want a copy of: Zap! the rise and fall of Atari

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 03:58:54 UTC
From: Jeff Thomas <atari_st@bellsouth.net>
Message-ID: <m1q97.1776$kg.120488@e3500-atl2.usenetserver.com>
Source record: 783

For the last year, I have been looking for a copy of the book: Zap! The rise and fall of Atari by Scott Cohen. It has been almost impossible to find....until two weeks ago. I was on Amazon.com and found two used copies....yes...but they wanted 97.50 and 172.50 for them. I want the book.....but not that bad. Well...to cut the story short, I found this Web site that will make you a copy of the book...yes..they actually make it when you order it...for $16 bucks. Keep in mind, its not the original...but a copy of the book. The girl I talked to there said that they have agreements with authors to re-publish their work...without the author having to invest thousands of dollars to have multiple copies made. She said that they make the book when a customer orders one. I assume that Scott realized there still was a demand for this book.....so he used this firm to get it back in the market. Get your copy today!!!

http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003

6271. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 04:22:54 UTC
From: bbolsoey@rl.telia.no.nospam
Message-ID: <Xns90EF40E21B8FCbbolsoey@194.19.1.61>
Source record: 784
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Coupe <james@zephyr.org.uk> wrote in
<6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>:
>In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>,
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>> A monopoly means the consumer has no choice.
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>Not in the real world.
>
>A choice can still be available when a company is monopolistic -
>like Microsoft, for instance. And most users *didn't* get a
>choice, because of the licensing agreements with major PC
>manufacturers which is how a lot of people buy hardware.

Well the users have always had a choice, simply to drop the
OEM version of Windows and pay extra for the retail version.
The vendors and dealers were just never any good at informing
the consumers.

Who are to blame, really?

Regards...

6272. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 04:27:10 UTC
From: Matthew J Hughes <mhughes@students.depaul.edu>
Message-ID: <Pine.HPX.4.33.0107302242410.8552-100000@ux1>
Source record: 785
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 31 Jul 2001, David Ogg wrote:

> In article <6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>,
> james@zephyr.org.uk says...
> > In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>, David Ogg
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> > >> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
> > >> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
> > >> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
> > >> the business, and there was no way that any of the competitors could take the monopoly
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> > Not in the real world.
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> > A choice can still be available when a company is monopolistic - like
> > Microsoft, for instance.
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> :) We're talking about Microsoft, and you can use Microsoft as your
> example of precidence? "Microsoft can be a monopololy even though there
> are choices, take Microsoft for instance?"
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> > And most users *didn't* get a choice, because
> > of the licensing agreements with major PC manufacturers which is how a
> > lot of people buy hardware.
>
> They chose to buy a PC with Windows on it, they had a choice. If anyone
> here can find me a PC they want, and they don't want Windows on it, I
> guarantee I can find it somewhere else, with the same warranty, support,
> and hardware, at the same price, with another OS on it.
>
That is a pretty strong guarantee. could you make the other OS 'geos'? And no that is _not_ a typo. or hey let's call dell and see if they will preload QNX?

> Even during the time when Microsoft had exclusive licensing clauses
> (ended around 1993) there were options. I mean, heck, look at this
> newsgroup.
>

And that is another point. every so often a newbie comes in and asks about this newsgroup(writting from alt.amiga.*), should they get interested in Amiga and the answer is invarible, not unless your in it for nostalgia. The stopped making them because they could not sell enough units. although my personal feeling is that M$ did not kill the Amiga but only handed them the knife.

> Do you really think that everyone with windows on their computer
was
> forced to use it? I guarantee if you take a poll and ask people buying
> new machines, and ask them what OS they want on their new PC, it will be
> Windows. The people who want something else will buy a machine without
> Windows. (Personally I've never purchased Windows, but I get developer
> versions via MSDN, and beta versions like the XP I'm using now)
>
I think if you take a poll on new PC owners they would not know what an OS was you would be more likely to get the answer Word.
As far as experienced PC owners, what non-commercial OS are they going to ask for? I mean Really, Red-hat is not yet buying ad space in Time, newsweek, or insert-your-favorite-non-Linux-publication-here.

> Here's the real world situation. Microsoft can't touch Apache with IIS
> in any of it's incarnations, and it doesn't look like that will change,
> despite the fact they'll give it to you FREE with Server, and Mindcraft
> say's it's faster and scales better.
They seem to be doing a pretty good job, and 'Code Red' virus seems to be proving it. But with several companies buying into the 'technology partner' status, and '.net' strategy, it seems to be Microsoft || die.

> On top of that, after stating "opensource is a virus" Microsoft has egg
> on their face because they just cant for the life of them get hotmail to
> work without good old BSD holding the fort, and this is at a time when
> they're pimping their platform for .Net.
Last time I checked(recently), hotmail was running windows 2000 on IIS. Yeah shocked me too. I was doublechecking it for accuracy and according to the website I used(I think it was netcraft) they were no longer FreeBSD. Which the NT-vs-Linux.org site needs to be updated cause that is the link I _was_ referencing in conversations.

> There are Free alternatives to all of Microsoft's products, and ones in
> developement for products Microsoft hasn't even released yet! Miguel's
> already pimpin' Mono to work with .Net.
> Microsoft's days are numbered, they see the writing on the wall, they
> know they can't compete with a competitor that they can't buy,
> undersell, influence, or lock out of the market. The government stepping
> in right now, would just stop the inertia at a time when they're not
> needed anyway, they'd take the credit for the inevitable.
>
Microsoft is not dead, possibly dying but I don't think so. They have very low overhead for the units they sell. Nobody is going to unseat them, I offer the following quote from an advert in the paper..."Please send your

resume in word doc format." When your the standard the other guy has to be twice as good to unseat you.

> Monopoly or not aside, the governments role is to protect the consumer
> and ensure the consumer has choice. The government's role is NOT to
> leverage consumer choice for the benefit of Microsoft's competitors. If
> competitors are cutting each others throats giving away free software,
> and as the dust settles, the consumer has free software, and netscape's
> dead, the consumer has benefitted. What then, would the consumer benefit
> from the government flexing its arms at Microsoft on behalf of these
> businesses who lost the war to the benefit of the consumer? That's
> supposed to be how the Monopoly law works, to benefit, for, and ONLY,
> the consumer.
>
See comment about Geos above. When I was consulting, 10 years ago, Geos was considered by some to be "better" than windows. For 3.10 that was not a huge challenge. But it's dead now and the company's only claim to fame is a (silly)patent on WAP. Is the consumer protected by geos' inexistance? Was Microsoft the first company to produce a software product called internet explorer? what happened to that company?
Was the lesson of geos, and the company who originally owned the copyright to the name to "internet explorer" as a program a benefit to the consumer?

> So where has the consumer lost? The consumer has both Netscape, AND IE,
> both free, and without the government stepping in where it would have
> hurt the consumer to do so.
>
Without AOL would netscape 6 even exist?

> The fact remains, Netscape is just as available as it's always been, if
> not more so. From the consumers point of view, the consumer has won.
> From Netscapes point of view, they are legally entitled to financial
> damages, but they are NOT entitled to having the customers choice
> overruled by the government on Netscapes behalf.
>
It wasn't that MSIE was free, it was that you couldn't get windows without it. It would be like firestone striking a deal with Ford that you couldn't get a shiny new (ford)SUV without firestone tires on it.

> This isn't really anything more than a political issue I believe, I
> think this discussion is between the chairs on the left and the chairs
> on the right. :)
>
I guess you must be sitting on the right, because I know I am on the left. oddly enough I am a Microsoft user, but only the OS. You see I bought the OS because it came preinstalled on my machine before I knew about your gaurantee. I don't have the office suite because I don't have the $450 to buy the non-upgrade copy. (oddly enough though the Corel office competing product is only $100, why is that?) I am writing this from a Linux box on a telnet session because the emulation is better.<rant /> Matt

6273. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 05:36:26 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9k5g4q$fh0$1@nserve1.acs.ucalgary.ca>
Source record: 786
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle (bobr1@provide.net) wrote:
: MY point is that NO ONE WILL BUY ONE if it has half the features and
: runs at one tenth the speed of a comparably priced system ALREADY on
: the market.

Bob, you are missing the point. The point is to play with an idea. The underlying question is: if we could create our own computer, how would be build it? The price point is there so that we don't build something, like a quad processor Pentium IV, or what be it.

It does not matter whether this machine will sell, because it is only an idea. Sometimes ideas are good, and sometimes ideas are bad. There is no sole judge of quality and, if there were, it certainly wouldn't be on marketability. In this day in age, the Apple II, Amstrad, Amiga, and Atari have very limited markets. That does not mean that these machines were bad ideas. It certainly does not mean that we who use them have bad ideas.

And even if sales were an issue, I'm sick and tired of this damn "you must own the market to be successful" mentality. To pick on Commodore and Atari: these companies were split up, sold off, and bought by other firms. Does that mean that the Amiga or Atari ST were unsuccessful. Apple's marketshare is nowhere near 10% (let alone the 90% claimed for M$). Does that mean that Apple is a failure? Apple is almost 25 years old. Is Sun a failure, by the same logic? Of course not. It is absurd. If I can make a living while serving a few hundred clients, I would consider myself a success. If I could do that with my 68k proposal. And, as I pointed out, similar machines which are targeted to a limited market already exist in the sub-$300 price range.

Yes, 68k and Z80 based computers are still made. A tenth of the power? Heck, I'll bet that the 68000 is a lot slower than that. Ditto for the Z80 based machines.

The point is: these machines are not targeted at the same market that Windows, or MacOS, or any other entertainment/office platform is targeted at. The TI-89 is designed as a calculator, and the design is directed towards portability and the entry of mathematical expressions. But don't be fooled, this is a computer as powerful as an Atari ST. It is routinely programmed to serve other purposes (assembly, C cross compilers, etc.).

Does TI sell millions of '89s every year? That is doubtful. They offer about a half a dozen different models (again, some are Z80 based and are just as programmable). HP is probably their biggest competitor, in a similarly small market -- and there are others. Are any of these companies

or product lines a failure as a result.

If you want to by your dime-a-million VCR's and Wintel computers, be my guest. If you think that our discussions are illconceived, so be it. But if you are more interested in tearing our designs apart than contributing construtively, I suggest you shut your mouth, add this thread to your kill file, and forget this little band of crazies exist.

Good night, and thanks for puting me in a foul mood,
Byron.

6274. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 06:45:11 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d01e08b36a3aa19896ae@news-server.nc.rr.com>
Source record: 787
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

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> > > >> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
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> > > >> the business, and there was no way that any of the competitors could take the
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> > guarantee I can find it somewhere else, with the same warranty, support,
> > and hardware, at the same price, with another OS on it.
> >
> That is a pretty strong guarantee. could you make the other OS 'geos'? And
> no that is _not_ a typo. or hey let's call dell and see if they will
> preload QNX?
```

"I guarantee I can find it somewhere else" Just like I said.

> > Even during the time when Microsoft had exclusive licensing clauses
> > (ended around 1993) there were options. I mean, heck, look at this
> > newsgroup.
> >
> And that is another point. every so often a newbie comes in and asks about
> this newsgroup(writting from alt.amiga.*), should they get interested in
> Amiga and the answer is invarible, not unless your in it for nostalgia.
> The stopped making them because they could not sell enough units. although
> my personal feeling is that M$ did not kill the Amiga but only handed them
> the knife.

Actually, I don't think Microsoft had anything to do with it, Commodore
couldn't market pardons in prison. They had a bad habit of marketing to
customers they already had, or "preaching to the choir."

> > Do you really think that everyone with windows on their computer
> was
> > forced to use it? I guarantee if you take a poll and ask people buying
> > new machines, and ask them what OS they want on their new PC, it will be
> > Windows. The people who want something else will buy a machine without
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> > versions via MSDN, and beta versions like the XP I'm using now)
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> I think if you take a poll on new PC owners they would not know what an OS
> was you would be more likely to get the answer Word.

;)

Most of our customers ask for Windows 2000, thinking it's 98's next
version. Then they ask about the Millenium version, so we tell them that
it's WinME they're thinking of. The ones who don't ask about the OS just
assume that Windows "comes with" their computer, they also assume
MSOffice comes with it also.
Then we hit them with the price. Win98/ME $99 installed, Linux, your
choice of distro, $50 installed.
Some ask, "what do you mean installed?", We respond, "that means we
install it" (as if the HDD was manufactured with an OS on it, sheesh).
"But Gateway doesn't charge for that!", "Yes they do, it's built into
the price they're charging you for the OS, we're not charging you extra,
we're giving you the option of not paying for something you may not
want"

> As far as experienced PC owners, what non-commercial OS are they going to
> ask for? I mean Really, Red-hat is not yet buying ad space in Time,
> newsweek, or insert-your-favorite-non-Linux-publication-here.

Red Hat /is/ a commercial OS, and an "expierenced PC owner" has I'm sure
been flooded with information and hype et al about linux, including from
such sources as... Time, Newsweek, insert just about any major PC
magazine here. In fact, didn't Time do a huge article about Linus and
name him one of the "people to watch" right under (or was it above) Bill

Gates?

> > Here's the real world situation. Microsoft can't touch Apache with IIS
> > in any of it's incarnations, and it doesn't look like that will change,
> > despite the fact they'll give it to you FREE with Server, and Mindcraft
> > say's it's faster and scales better.

> They seem to be doing a pretty good job, and 'Code Red' virus seems to be
> proving it. But with several companies buying into the 'technology
> partner' status, and '.net' strategy, it seems to be Microsoft || die.

;) I don't know if we can look at virus proliferation as a sign of
Microsoft dominance, but it's a funny thought. ;)
I remember several people talking about the P3-unique ID the way some
talk about .net. We'll see how many die from lack of .net.

> > On top of that, after stating "opensource is a virus" Microsoft has egg
> > on their face because they just cant for the life of them get hotmail to
> > work without good old BSD holding the fort, and this is at a time when
> > they're pimping their platform for .Net.

> Last time I checked(recently), hotmail was running windows 2000 on IIS.
> Yeah shocked me too. I was doublechecking it for accuracy and according to
> the website I used(I think it was netcraft) they were no longer FreeBSD.
> Which the NT-vs-Linux.org site needs to be updated cause that is the link
> I _was_ referencing in conversations.

If you used Netcraft to check their servers, you were seeing a straw
man. You'll notice a few weeks ago netcraft identifies them sometimes as
"BSD" sometimes as "2000" and I even saw a "???" listed, MS is playing
games putting an "airgap firewall" up. (which by the way, is actually
good security practice, my firewall is linux, but it reports itself as
NT4 :) It's harder to hack if you don't know what you're hacking)
But Microsoft has recently stated that they were using BSD, and that
the transition would be gradual so as not to effect the user. This has
been going on for a while now.

> > There are Free alternatives to all of Microsoft's products, and ones in
> > developement for products Microsoft hasn't even released yet! Miguel's
> > already pimpin' Mono to work with .Net.
> > Microsoft's days are numbered, they see the writing on the wall, they
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> low overhead for the units they sell. Nobody is going to unseat them, I
> offer the following quote from an advert in the paper..."Please send your
> resume in word doc format." When your the standard the other guy has to be
> twice as good to unseat you.

You don't have to unseat Microsoft, and they don't have to die, they
will simply become less relevant over time, Like the term "Word Doc" is
less relevant now, since like Kleenex, many Word Processors can save to
Word Document format. Sometimes common usage is a bad thing for the
trademark holder, it can be a sign of evaporating relevance.

> > Monopoly or not aside, the governments role is to protect the consumer
> > and ensure the consumer has choice. The government's role is NOT to
> > leverage consumer choice for the benefit of Microsoft's competitors. If
> > competitors are cutting each others throats giving away free software,
> > and as the dust settles, the consumer has free software, and netscape's
> > dead, the consumer has benefitted. What then, would the consumer benefit
> > from the government flexing its arms at Microsoft on behalf of these
> > businesses who lost the war to the benefit of the consumer? That's
> > supposed to be how the Monopoly law works, to benefit, for, and ONLY,
> > the consumer.
> >
> See comment about Geos above. When I was consulting, 10 years ago, Geos
> was considered by some to be "better" than windows. For 3.10 that was not
> a huge challenge. But it's dead now and the company's only claim to fame is
> a (silly)patent on WAP. Is the consumer protected by geos' inexistance?

Geos still exists. They simply renamed themselves "New Deal Office" and
are marketed at Doorstop-technology machines, like old 486's. They
wern't squeezed out of the market, they chose a niche, that they are
currently filling.

> Was Microsoft the first company to produce a software product called
> internet explorer? what happened to that company?

They sold their rights.

> Was the lesson of geos, and the company who originally owned the
> copyright to the name to "internet explorer" as a program a benefit to the
> consumer?

Considering the consumer gets it free? How is that not a benefit? The
consumer also gets the competitors product free also. I can't think of a
way that the consumer has lost, can you? And guess what? there's more!
If you have a hankering for something different, there's Arachne for DOS
(free) and Opera for Windows, get this, selling their browser, in spite
of Netscape and IE being free. You know why, they built a browser that
suits the needs of some people who are willing to buy it where as the
free ones didn't. (actually tried Opera, didn't like the MDI-windowed
interface, but it was fast!)

I hate to break it to the Netscape people, but netscape was a pain in
the ass quite often, up untill V6 anyway, 6 looks good. (Why couldn't
Mozilla use 6's interface instead of that legacy 4.7 crap?)

> > So where has the consumer lost? The consumer has both Netscape, AND IE,
> > both free, and without the government stepping in where it would have
> > hurt the consumer to do so.
> >

> Without AOL would netscape 6 even exist?

Probably not, or at least it wouldn't be as good as it is now. The same, however, can be said for IE. Would IE exist, as it does now, if not for Microsoft?

> > The fact remains, Netscape is just as available as it's always been, if
> > not more so. From the consumers point of view, the consumer has won.
> > From Netscapes point of view, they are legally entitled to financial
> > damages, but they are NOT entitled to having the customers choice
> > overruled by the government on Netscapes behalf.
> >
> It wasn't that MSIE was free, it was that you couldn't get windows without
> it. It would be like firestone striking a deal with Ford that you couldn't
> get a shiny new (ford)SUV without firestone tires on it.

But if they decided to give you the tires for free, to keep, and you had the choice to take that money and buy your own tires, in addition to keeping the firestones, well,hey!

> > This isn't really anything more than a political issue I believe, I
> > think this discussion is between the chairs on the left and the chairs
> > on the right. :)
> >
> I guess you must be sitting on the right, because I know I am on the left.

;)

> oddly enough I am a Microsoft user, but only the OS. You see I bought the
> OS because it came preinstalled on my machine before I knew about your
> gaurantee.

<snicker> :) (that was clever!) :)

> I don't have the office suite because I don't have the $450 to
> buy the non-upgrade copy. (oddly enough though the Corel office competing
> product is only $100, why is that?)

Demand.

You should have bought the PC from someone who could have sold you an OEM MSOffice. (well, assuming you bought them at the same time anyway)

Here's a tidbit, we make more selling Correl Office Suite than we do MS Office. Last time I ordered Corel (OEM version mind you, but the whole Office Suite) it was $14 my cost, we sell it for $95 installed, with correl Office ServicePack3 patched and all. Should be a National Average price, since I had to get it from Ingram Micro.

> I am writing this from a Linux box on
> a telnet session because the emulation is better.<rant /> Matt

Writing this from Microplanet Gravity on WinXP RC12505 (gettin RC2 tommorrow!) Microsoft's newsreaders suck. It's worth the price for

Gravity. (I just didn't care for Agent, it felt like a 16bit app, just me?)

--David Ogg
Fear the government that fears your computer.

6275. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 07:52:30 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107310846440.25833-100000@zen.sys.uea.ac.uk>
Source record: 788
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 31 Jul 2001, David Ogg wrote:

> In article <Pine.HPX.4.33.0107302242410.8552-100000@ux1>,
> mhughes@students.depaul.edu says...
> > On Tue, 31 Jul 2001, David Ogg wrote:

> > > That is a pretty strong guarantee. could you make the other OS 'geos'? And
> > > no that is _not_ a typo. or hey let's call dell and see if they will
> > > preload QNX?
> >
> > "I guarantee I can find it somewhere else" Just like I said.

And where, pray tell, would you get, for example, a Dell Precision
(complete with cool case, quirky motherboard arrangement and proprietary
power supply) preloaded with QNX?

Or did you mean "I can find something a bit like it somewhere else"?

AndyC

6276. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 10:39:36 UTC
From: Otter <otter@oz.net>
Message-ID: <9k61t8squ0@216.39.130.4>
Source record: 789
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:

> They chose to buy a PC with Windows on it, they had a choice. If anyone
> here can find me a PC they want, and they don't want Windows on it, I
> guarantee I can find it somewhere else, with the same warranty, support,
> and hardware, at the same price, with another OS on it.

>
> Do you really think that everyone with windows on their computer was
> forced to use it? I guarantee if you take a poll and ask people buying
> new machines, and ask them what OS they want on their new PC, it will be
> Windows.

I think the biggest reason for this is that most of the people (not the technogeeks like most of us here in these newsgroups) simply don't know about the alternatives. Your average computer user will most likely get their new overpriced system at one of the big retail chains such as Circuit City, or Fred Meyer, or whatever. When they walk into one of those places and look over the selections, they will see the stats on the display models, and it will most likely list some form of Windows, some form of MS-Office, and probably a trial subscription to MSN or AOHell (in addition to listing the hardware of course). At those mass-market chains, you never see systems with stats placards boasting Linux and Star-Office. And the sales rep most likely won't even consider mentioning those as a possibility (if he even knows what Linux is).

As an example, only about 2 years ago, I was at the Base Exchange at McChord AFB, and was looking over the different computers in their electronics department. I asked the sales rep there if I would be able to buy one of their systems without any OS installed, since I was scouting out a system to become a Linux box). He just flat out refused. I don't remember the reason he gave, but if I wanted one of their computers for my Linux system, I would have to get it with Windows-98 preinstalled, which I wouldn't have been using anyway, so why would I want to pay extra for it?), reformat, and then do my Linux install.

So, to cut this post short, since I nearly lost my train of thought here... What good is having choices in operating systems and other software packages, if the typical consumer doesn't know about those choices and the folks selling the systems won't volunteer that information?

-- Otter

6277. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 10:45:48 UTC
From: Otter <otter@oz.net>
Message-ID: <9k628s$vl7$0@216.39.130.4>
Source record: 791
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:
>
>
> Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> a way to do it ;) (Was quite an embarassment too, after MS said they
> couldn't!)

How is it done? I'd like to give it a try on one of my experimental systems I'm always tinkering with. :)

-- Otter

6278. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 11:33:38 UTC
From: Paul Smith <ozric2k.nospam@lineone.net>
Message-ID: <9k65js$2smjb$1@ID-53355.news.dfncis.de>
Source record: 792
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Otter" <otter@oz.net> wrote in message news:9k628s$vl7$0@216.39.130.4...
> David Ogg wrote:
> >
> >
> > Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> > a way to do it ;) (Was quite an embarassment too, after MS said they
> > couldn't!)
>
> How is it done? I'd like to give it a try on one of my experimental
> systems I'm always tinkering with. :)

http://www.98lite.net/

The site is down at the moment though.

--
.oO Paul Smith Oo.

6279. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 12:26:21 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <06scmtkv9qf1aiqko7g19ppad9nh13eqcp@4ax.com>
Source record: 793
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 31 Jul 2001 05:36:26 GMT, wbdesnoy@acs5.acs.ucalgary.ca (Byron Desnoyers Winmill) wrote:

>Bob Retelle (bobr1@provide.net) wrote:
>: MY point is that NO ONE WILL BUY ONE if it has half the features and
>: runs at one tenth the speed of a comparably priced system ALREADY on
>: the market.
>
>Bob, you are missing the point.

Actually that's not entirely true.

This thread has split into several directions from the original question of what a $300 "home computer" would look like.

Some of the threads I've stayed out of, since I really don't have any experience with the esoteric CPUs that have been proposed (other than knowing that they ARE esoteric).

Other threads have pointed out that successful, well appointed $300 computers already do exist, with no necessity of leaving out CD-ROM drives or I/O ports as the original post suggested. Those I've participated in, my response was one of the first ones actually, with the comment that I just bought a very nice, new PC for less than the suggested $300 price point, with nothing left out to cut corners.

More threads have questioned what the potential market for the proposed new system would be. This is where my questions about the marketability of a system like this have fallen. Unless the proposed audience is only the handful of people participating in this discussion, then the question of the market for any product has to be addressed.

(Yes, I know this is all hypothetical, but it's still a valid question)

> The point is to play with an idea. The
>underlying question is: if we could create our own computer, how would be
>build it? The price point is there so that we don't build something, like
>a quad processor Pentium IV, or what be it.
>

Oh, I'm very familiar with the idea of kicking around concepts- the question comes up on a regular basis in the Atari newsgroups. It's

usually phrased something like "What CPU would you like to see in a new Atari ST clone?" And it goes back and forth, much like a lot of this discussion has, with no one really ever believing it really could happen, but it's just fun to talk about.

>It does not matter whether this machine will sell, because it is only an
>idea. Sometimes ideas are good, and sometimes ideas are bad. There is no
>sole judge of quality and, if there were, it certainly wouldn't be on
>marketability.

Well, the original post presented the idea with a definite slant toward the marketability question.

Why propose leaving out such features as a CD-ROM drive to cut corners down to the $300 point if marketability wasn't an issue?

The original question was presented as if a new "hackers" computer might be a viable product, if only the cost could be contained to a reasonable level, similar to the "good old" machines we used to tinker with.

>In this day in age, the Apple II, Amstrad, Amiga, and Atari
>have very limited markets.

I would say they have ZERO market, but there are those among us who might get upset at that.

People still buy wax cylinders for Edison phonographs but that doesn't mean there's a viable market for them.

>That does not mean that these machines were bad
>ideas. It certainly does not mean that we who use them have bad ideas.
>

Definitely not. The current situation (for anything) doesn't change the history attached to anything.

The Apple computer was groundbreaking. It brought commercial success to the brand new microcomputer world truly for the first time. All the earlier attempts were close, but no cigar.

Atari was the most technologically advanced computer of its time. It's coprocessor chip set was far and away better than anything available when it came out. The fact that Atari, Inc, and Atari Corp couldn't figure out what to do with it doesn't take anything away from the computer itself.

The Commodore 64 was THE most successful microcomputer of ITS day. It was the best selling computer in the entire world, at that time.

The TRS-80 was a solid, well marketed system. It was headed in the right direction with its business applications. You could buy one in a million Radio Shacks.

All of these were good ideas, at the time.

You'd have to be crazy to try to sell any one of them now.

>And even if sales were an issue, I'm sick and tired of this damn "you must
>own the market to be successful" mentality.

"Owning the market" is an unusual situation. Generally there are
several competitors, each with its own market share.

The auto industry has many players, but they all provide a
"standardized platform". When you buy a car, you get the same four
wheels, the same steering configuration, much the same control
mechanism. There are variations, of course, but the basic product is
built around a standardized platform.

The computer industry has standardized on a platform as well.

> To pick on Commodore and Atari:
>these companies were split up, sold off, and bought by other firms. Does
>that mean that the Amiga or Atari ST were unsuccessful.

Those are not the reasons why the Amiga and ST were unsuccessful, they
are the result of the products being unsuccessful. The companies
might have survived if the products had been successful and had sold
well.

> Apple's marketshare
>is nowhere near 10% (let alone the 90% claimed for M$). Does that mean that
>Apple is a failure? Apple is almost 25 years old.

That makes Apple far more of a success than any of the other companies
mentioned. Those other companies are all dead.

Simply by surviving for 25 years, Apple has succeeded.

Apple does that by selling products people want to buy. They've had
failures, sure, but they generally learn from them and bring out other
products that are more successful.

> Is Sun a failure, by the
>same logic? Of course not.

Sun has a very good position in its chosen marketplace. It too sells
products people want to buy for their specialized needs. In that
respect, Sun is very successful in its market.

> It is absurd. If I can make a living while
>serving a few hundred clients, I would consider myself a success. If I could
>do that with my 68k proposal. And, as I pointed out, similar machines which
>are targeted to a limited market already exist in the sub-$300 price range.
>
>Yes, 68k and Z80 based computers are still made. A tenth of the power?
>Heck, I'll bet that the 68000 is a lot slower than that. Ditto for the Z80
>based machines.
>
>The point is: these machines are not targeted at the same market that

>Windows, or MacOS, or any other entertainment/office platform is targeted
>at. The TI-89 is designed as a calculator, and the design is directed
>towards portability and the entry of mathematical expressions. But don't
>be fooled, this is a computer as powerful as an Atari ST. It is routinely
>programmed to serve other purposes (assembly, C cross compilers, etc.).
>
>Does TI sell millions of '89s every year? That is doubtful. They offer
>about a half a dozen different models (again, some are Z80 based and are
>just as programmable). HP is probably their biggest competitor, in a
>similarly small market -- and there are others. Are any of these companies
>or product lines a failure as a result.

The definition of success or failure depends on many things.
Obviously both TI and HP consider some of their products to be
successful since they continue to sell them and to introduce more
models. Other products are dropped from the product mix.

One thing you can be sure of though, if no one bought a TI calculator
model, it wouldn't last long in the marketplace.

It wouldn't matter what features it had, or what CPU it was running,
or how loyal the people who might have bought one felt about it. If
it didn't sell, it would be dropped.

And they certainly wouldn't introduce a new model unless they felt it
WOULD sell, and they had researched the marketplace to be sure.

My questions about the intended market for the "$300 Hackers'
Computer" are along the same lines.
>
>If you want to by your dime-a-million VCR's and Wintel computers, be my
>guest. If you think that our discussions are illconceived, so be it. But
>if you are more interested in tearing our designs apart than contributing
>construtively, I suggest you shut your mouth, add this thread to your kill
>file, and forget this little band of crazies exist.

Like I said, discussions like this can be interesting and can expose a
lot of people to concepts they might not have thought of otherwise.

But part of discussing what might make a successful new computer has
to be a discussion of what made earlier attempts fail.

As much as I loved my Atari 800, I know why it disappeared from the
stores, and why my Commodore 64 fell from being the most successful
computer in the world to a $5 thrift store white elephant. And, I
know why the other computers I have now have succeeded.

>
>Good night, and thanks for puting me in a foul mood,
>Byron.

Sorry about that- unfortunately that's sometimes part of being
"devil's advocate".

BobR

6280. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 12:43:46 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27468_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 790

In uno strano messaggio del 30 Jul 01 ac@sys.uea.ac.uk (2:333/608.1) scrisse
al povero All :
a> Everything. The entire user experience from start to finish. A few
a> notable points:
a>
a> The installer *still* complains if you try and put a boot partition
..
a> The configuration tools are scattered all over the place, all work
..

Ok you convinced me, so now please suggest another distribution to use and
steps to migrate my RH6.1 server to it.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6281. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 13:01:49 UTC
From: Otter <otter@oz.net>
Message-ID: <9k6a7tmug0@216.39.130.4>
Source record: 794
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle wrote:
>
> On Sun, 29 Jul 2001 16:09:49 +0000 (UTC), Stephen Shaw
> <xstephenx@apple2.org.za> wrote:
>
> But can you build an obsolete hackers' computer for only $300?
>
> > I think a "kit
> >computer" is a nice niche idea. I certainly subscribe to the idea behind it.
>
> Certainly, you can find something to fill almost any niche, if price
> is no object.
>
> I always lusted after a KIM-1, even though it cost more than our $300
> price point, and did very little. Want to guess how many were
> actually sold?

Getting even farther from the original topic. It is quite easy to have
a "kit" computer for next to nothing. Here's my current little kit
project...

http://www.oz.net/~otter/gallery/Thissle.JPG

This is eventually going to be a dual-boot Linux/Winblows-98 beast.
Here is what Thissle currently has:

ISA/PCI motherboard
Intel Pentium-120 CPU (Socket-7)
40 MB RAM (72 pin SIMMs - 4 8MB SIMMS and 2 4MB SIMMs)
256K Cache
Hard Drives:
IDE x4 Quantum Fireball ST3.2 3.2GB
Western Digital AC-2850H 850MB
Maxtor 71260AT 1.2GB
Fujitsu M1636TAU 1.2GB

SCSI Quantum ProDrive LP240S 245MB

CD-ROM Chinon CDS-53S
Colorado-250 Tape Backup Unit
Standard 3.5" HD Floppy Drive
Trident TGUI-9680 PCI Video Card - 2MB
56K Modem - ISA

AMD AM-2100 NIC Card - ISA
Adaptec AHA-152- SCSI Card - ISA
SB-16 PnP - ISA
Nice SVGA PnP monitor
Typical 2 Serial Ports and 1 Parallel Port
She still has 2 empty PCI Slots

Right now, I'm just messing around with her Win-98 side, mostly for hardware testing, and for teaching myself networking. The Network hub sitting next to her will be used to link her and SunBlossom (the P-166 system I'm posting this from) together, as soon as I find the documentation for the hub.

All total, I think I have at the most $25 to $30 invested in her. The majority of her components were given to me from friends and co-workers who know I like this old stuff, with the rest being purchased from thrift stores.

I think this definitely qualifies as a "kit" computer, or at least as a "geek station". :) She's got enough to be operational, with plenty of room for upgrades and expansion as super cheap components become available.

Now as for the original question that started this whole thread...I'll have to think on that. Should make good bathtime thinking material later today; or goo drifting off to sleep thinking fodder. On that note, it's time for me to get some sleep.

Night all.

-- Otter

6282. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-07-31 15:08:29 UTC
From: Michael Black <blackm00@gloria.cam.org>
Message-ID: <Pine.LNX.4.10.10107311058550.16357-100000@gloria.cam.org>
Source record: 795
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 30 Jul 2001, Bob Retelle wrote:

> [stuff deleted]
> I always lusted after a KIM-1, even though it cost more than our $300
> price point, and did very little. Want to guess how many were
> actually sold?
>
>
> BobR
>
Maybe I should have left more context in, because I'm trying to figure
out your implication.

My recollection was that the KIM-1 was a popular computer, though
at a time when popular didn't have to mean a large quantity. At
the time it was sold, it was still early in the cycle of small computers.
People were still wanting computers because they had always wanted
a computer (something a few years before was an impossibility for
most), rather than because they had a need to do something with
a computer. So the low cost, for the time, was to many more significant
than the fact that it lacked memory, etc. In fact, the KIM-1
wasn't all that limited for the time, remember the Altair came
with something liek 256 bytes of memory. To get a computer
"that did something" you'd have to spend considerably more.

And of course, some people took their KIM-1's and made them into
full-blown systems, with video boards or dumb terminals, 32K of
memory, disk drives, and all kinds of things.

I have a KIM-1, got it in 1979 (late for the time, but clearly
way before most people got computers), so I'm biased. But my
impression is that the KIM-1 was an influential system,
coming between the S-100 systems that started it all, and
the all in ones that came in 1977, like the Apple and the Radio
Shack.

And now I'm really curious about your impression of how many
KIM-1's were sold.

Michael

6283. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 04:37:33 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <hIL97.5128$WB.456096@paloalto-snr1.gtei.net>
Source record: 796
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle wrote in message ...

>On Sun, 29 Jul 2001 16:09:49 +0000 (UTC), Stephen Shaw
><xstephenx@apple2.org.za> wrote:
>
>

>
>> Rolls Royce still make cars to a standard
>>not to a price. Kit cars (usually VW based) are still available.
>
>And Rolls Royce has been in financial trouble for quite a while now.

Agreed.

>And "kit cars" cost a ton of money, and hardly ever work right.

This is true only if you are not mechanic enough to assemble it correctly. For example, A hopped up Myers Manx could beat $25,000 or $30,000 Italian sports cars on the race track back in it's day. In 1968 a $30,000 car was _supposed_ to be a lot of car. (But seldom really was.)

And, a kit computer is worthless only if you lack the ability to assemble it.

>You can ride to the Space Station if you have enough millions.

I hope my new program for picking lottery numbers works!

>But can you build an obsolete hackers' computer for only $300?

You can buy an obsolete hacker's computer Goodwill or some other thrift store for a lot less than that.

BTW, I am posting this from a Windows box, but still enjoy just fooling around with an old 8-bit computer almost every day.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid (972) 221-4088
Commodore lives . . . . . if you call 1200 baud alive!

6284. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 06:19:56 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf7qsq165pr52@corp.supernews.com>
Source record: 797
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Just who is this $300 computer being buildt for?
some geek who likes 3" thick manuals about command lines
or who wants to play with electronics?
or is it for the people who can not afford the fancy computers
if its for the last you have to make the OS simple along the lines of Mac
or Geos or you will not sale many if its hard to use. and your stockholders
with not be happy.

David Ogg wrote in message ...
>In article <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>, usenet-20010705
>@barnyard.co.uk says...
>> On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
>> <xstephenx@apple2.org.za> said:
>>
>> >Anyone who can use a command line as per the Apple II shouldn't find
adapting
>> >to Linux very difficult. It is only GUI users (like Windoze) who find
things
>> >"unfriendly".
>>
>> "Unix isn't unfriendly, it's just very particular about who its
>> friends are."
>
>LOL I love that line ;)
>
>There are things in linux that it really is harder to do than in
>Windows, but these things (like routing, wierd protocols like PPPoE)
>are things usually done by someone who should probably spend a little
>time learning anyway.
>
>Sure linux has a learning curve, but it's a freaking computer, when did
>the notion that computers had to be usable by people who didn't want to
>learn anything become popular?

6285. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 06:44:53 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf99mgmeq51ed@corp.supernews.com>
Source record: 798
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

try Newark Electronics they carry the 68000 to 68060
starting at $10

Bob Retelle wrote in message ...
>On Tue, 17 Jul 2001 03:01:37 -0700, "Branko Badrljica"
><brankob@avtomatika.com> wrote:
>
>>
>>"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
>>news:Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net...
>>> On Mon, 16 Jul 2001, Branko Badrljica wrote:
>>>
>>> |> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>>> |> implemented some sort of paging mechanism to access the 128kB found
>>> |> in later models (IIe/IIc). Likewise for the 192kB card which I
>>> |> have lying around here, somewhere. (Though my understanding is
>>> |> the 1MB card for the 8-bit machines used some sort of window into
>>> |> memory.)
>>> |>
>>> |> Byron.
>>> |
>>> |
>>> |Why not using 80386, then ? It has it all- MMU and segmented
>>> |adressing, and one even gets a several 100's bytes of cache ? ;o)
>>>
>>> An unfortunate design defect of the 80386 is that it can't
>>> execute 6502 code. Maybe if Intel could get its sh* together,
>>> it would design a chip that we here at comp.sys.cbm might
>>> actually be willing to try out.
>>
>>It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
>>You wait a year or two and Celeron will be cheaper than 6502 ;o)
>>
>>
>>Regards,
>>
>>
>>Branko
>>
>
>I wouldn't be too surprised to see that. -

>
>I just did a little poking around to check on prices of Motorola 68020
>and 68030 CPUs, just to see how they would affect the cost of a $300
>system.
>
>Allied Electronics doesn't even stock them any more, but for only $200
>they'll order you a 33Mhz 68020 chip.
>
>That's almost THREE times the cost of a 1Ghz Athlon right now.
>
>(And that's their QUANTITY pricing. Ouch!)
>
>Supply and demand at work.
>
>
>BobR
>

6286. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 06:48:17 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf9g3eaui3s6f@corp.supernews.com>
Source record: 799
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

so you are thinking about something like the Classic or tandys TOS
that would start from ROM?

Byron Desnoyers Winmill wrote in message
<9j0jbcpog1@nserve1.acs.ucalgary.ca>...
>Bob Retelle (bobr1@provide.net) wrote:
>: Allied Electronics doesn't even stock them any more, but for only $200
>: they'll order you a 33Mhz 68020 chip.
>
>That price is insane, and I suggest that you shop around more. And focus
on
>the 68000, which I have seen in calculators costing about US$120. I am
>quite confident that the manufacturer is not producing these at a loss, and
>likely have a healthy margin. One of these calculators served as my
>inspiration, only with boosted I/O capabilities, much more open design,
>and with the OS in ROM where it can not be damaged. (I pulled mine apart,
and
>it used a Motorola 68000.)
>
>I will not argue withthe PB100 hypothesis though, as I am a Mac user.
>
>It is worth noting though that only parts of the Macintosh and IIgs
operating
>systems are in ROM. For the machine to be in a useable form, the rest must
be
>loaded from disk (the Classic was an exception, but even it does not spring
to
>life as an Atari ST would). Indeed certain drivers required to access the
>original Macintosh hardware do not appear to be in ROM, including part of
the
>serial driver, the print manager, and the AppleTalk manager. (From Inside
>Macintosh Vol. I.) details are bound to be different for later models,
such as
>the PB100, but I would imagine that (proportionally) less was integrated
into
>later versions of the ROM.
>
>Now why is that relevant? Well, I would want the whole OS in ROM. That
way,
>if you goof up while creating patches, you simply reset the machine (or,
better

>yet, disable patches while booting in order to recover your data). This
calc
>of mine (with the OS in flash memory) has given me a scare a couple of
times,
>and certain parts of its software do not appear to work correctly to this
day.
>It is, of course, poorly documented so that is a problem too. Hopefully
the
>ROM would be socketed, so that the OS could be upgraded (or the patches
>incorporated in some optimised form).* But that is not a huge issue. The
>other reason for a ROM based OS is to avoid the lengthly process of
>reinstalling the OS, as I'm certain many of you Windows users enjoy. ;-)
The
>patches would have to be reinstalled, but your machine wouldn't be in an
>unusable form without them. If the patch installation system is sensible,
>they should be quite easy to copy from a floppy disk to a system folder
anyway.
>
>Byron.
>
>[*] Come to think of it, wouldn't flash memory have a write enable line?
If
>so, a manual switch or jumper on this line would be a suitable alternative.

6287. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 06:55:14 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf9t3qdskp278@corp.supernews.com>
Source record: 800
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

80386 is used a lot by NASA for controllers.
David Cantrell wrote in message
<4v39ltkbjq26dfvf586nh2gkrfe1imun18@4ax.com>...
>On Mon, 16 Jul 2001 19:10:44 -0400, Bob Retelle <bobr1@provide.net>
>said:
>
>>A further "design defect" of the 80386 is that I don't believe they're
>>being made any more.
>
>Oh, they are. The 80186 is also still rather popular (it pops up
>quite a lot in cheap disk controllers and the like, and consumer
>appliances - my fridge has one for no reason that I can fathom). Even
>the 6502 and Z80 are still being manufactured for use in embedded
>systems.
>
>--
>David Cantrell | http://www.cantrell.org.uk/david

6288. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 08:19:49 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmferm32e17q0f@corp.supernews.com>
Source record: 851
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

askjfk.com wrote in message
<2f83735a.0107300907.3f91d2c5@posting.google.com>...
>Why buy a $300 NEW computer when for that amount of money you could
>get a very good USED computer? If you added an office suite, a VGA
>monitor connector and a printer to the Sega Dreamcast (which already
>has a browser, modem and keyboard available), there's a cheap combo
>with great games!
>
>A decade from now $300 may be the standard price for a computer with
>relatively new technology, but the price today is more like $800-1000.
>
>Realistically, you would have to be able to produce a $300 machine for
>about $50-70 to count in all the other costs, like shipping and
>returns, so someone would have to think outside the box, so to speak,
>to get the job done.
>
>I do NOT think a monitor should be included with it. It adds weight
>and cost. You go to a thrift store and there are lots of monitors
>there. People also have TVs. The computer should have connections for
>at least types of monitors: SVGA, RCA and AV for TV/VCR. People can
>get whatever type of monitor they want.
>
>I also think the day of the all-in-one desktop unit (the Apple IIc,
>Atari 800, Commodore 64 etc.) should be revived if one wants to be
>economical. Have a serial printer port, joystick/mouse port, the
>aforementioned three monitor/TV ports, SCSI port. Built in would be a
>33k modem and 3.5 floppy drive for data storage. I wouldn't include
>CD-Rom. All the necessary stuff should be pre-installed to make life
>easy.
Why not build it with a buildt in monitor like these TV s with buildt in
VCRs kinda like a old Mac Plus

6289. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 09:33:36 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d1971556af7d569896b7@news-server.nc.rr.com>
Source record: 852
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <Pine.GSO.4.10.10107310846440.25833-100000
@zen.sys.uea.ac.uk>, ac@sys.uea.ac.uk says...
>
>
> On Tue, 31 Jul 2001, David Ogg wrote:
>
> > In article <Pine.HPX.4.33.0107302242410.8552-100000@ux1>,
> > mhughes@students.depaul.edu says...
> > > On Tue, 31 Jul 2001, David Ogg wrote:
>
> > > That is a pretty strong guarantee. could you make the other OS 'geos'? And
> > > no that is _not_ a typo. or hey let's call dell and see if they will
> > > preload QNX?
> >
> > "I guarantee I can find it somewhere else" Just like I said.
>
> And where, pray tell, would you get, for example, a Dell Precision
> (complete with cool case, quirky motherboard arrangement and proprietary
> power supply) preloaded with QNX?
>
> Or did you mean "I can find something a bit like it somewhere else"?

I mean verbatim what I said. Name your specs and I'll find you a PC.
you want QNX? NetBSD, FreeBSD, OpenBSD, NT, Windows (MS), Solaris,
SCO Unix or Unixware?

If the OS is available, it's available on a new PC.

<disclaimer> (and this isn't a cop-out)
This does not include asking for hardware and OS combinations where the
OS doesn't support the hardware you asked for, then claiming I lose
because said hardware won't work, ie: asking for AmigaOS for the Vic-20.
</disclaimer>

<good faith>
I won't just say it's available, I will point you to where you really
can purchase the machine, and actually get a quote for the machine, with
your OS of choice installed, at a very competative price. If you need me
to show you the actual quote to prove it, then so be it.
</good faith>

6290. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 09:47:56 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d19a70812d5f399896b8@news-server.nc.rr.com>
Source record: 853
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9k61t8squ0@216.39.130.4>, otter@oz.net says...
> David Ogg wrote:
>
> > They chose to buy a PC with Windows on it, they had a choice. If anyone
> > here can find me a PC they want, and they don't want Windows on it, I
> > guarantee I can find it somewhere else, with the same warranty, support,
> > and hardware, at the same price, with another OS on it.
>
> >
> > Do you really think that everyone with windows on their computer was
> > forced to use it? I guarantee if you take a poll and ask people buying
> > new machines, and ask them what OS they want on their new PC, it will be
> > Windows.
>
> I think the biggest reason for this is that most of the people (not the
> technogeeks like most of us here in these newsgroups) simply don't know
> about the alternatives. Your average computer user will most likely get
> their new overpriced system at one of the big retail chains such as
> Circuit City, or Fred Meyer, or whatever. When they walk into one of
> those places and look over the selections, they will see the stats on
> the display models, and it will most likely list some form of Windows,
> some form of MS-Office, and probably a trial subscription to MSN or
> AOHell (in addition to listing the hardware of course). At those
> mass-market chains, you never see systems with stats placards boasting
> Linux and Star-Office. And the sales rep most likely won't even
> consider mentioning those as a possibility (if he even knows what Linux
> is).
>
> As an example, only about 2 years ago, I was at the Base Exchange at
> McChord AFB, and was looking over the different computers in their
> electronics department. I asked the sales rep there if I would be able
> to buy one of their systems without any OS installed, since I was
> scouting out a system to become a Linux box). He just flat out
> refused. I don't remember the reason he gave, but if I wanted one of
> their computers for my Linux system, I would have to get it with
> Windows-98 preinstalled, which I wouldn't have been using anyway, so why
> would I want to pay extra for it?), reformat, and then do my Linux
> install.
>
> So, to cut this post short, since I nearly lost my train of thought
> here... What good is having choices in operating systems and other

> software packages, if the typical consumer doesn't know about those
> choices and the folks selling the systems won't volunteer that
> information?

Not much good at all, I agree.

This is why Microsoft has been so successful, people don't know any better, some people. It has very little to do with availability, or any other notion that "you can't get it" (the competitors product.)

That however, would be ridiculous to try to pin on Microsoft. (although in our courts, anything's possible ;) I can see the headlines now: "Microsoft charged with having customers who don't know any better, Microsoft denies charges, plans to appeal."

The truth is, the customer has choice. If he can't make an informed choice, then maybe we should make more effort to inform people of the choice they do have.

6291. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 10:00:27 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d19d70f07af37b9896ba@news-server.nc.rr.com>
Source record: 854
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9k628s$vl7$0@216.39.130.4>, otter@oz.net says...
> David Ogg wrote:
> >
> >
> > Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> > a way to do it ;) (Was quite an embarassment too, after MS said they
> > couldn't!)
>
> How is it done? I'd like to give it a try on one of my experimental
> systems I'm always tinkering with. :)
>
> -- Otter

You could get "98lite" which is a piece of software that lets you do a number of things...

1) Install 98 without IE.
2) uninstall IE from a preinstalled 98
3) install 98, and IE, without integrating them.
4) deintegrating IE from a preinstalled 98

You don't need to use this product though, as you can do it yourself if you feel comfortable juggling system files. I might try to dig up the instructions for the DIY method, if I get a chance.

6292. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 10:35:14 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10108011133540.8932-100000@zen.sys.uea.ac.uk>
Source record: 855
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Wed, 1 Aug 2001, sands-of-iowa wrote:

> Why not build it with a buildt in monitor like these TV s with buildt in
> VCRs kinda like a old Mac Plus

Or new iMac.[1] Although that would be a hideously expensive option I
expect.

AndyC
[1] Conclusive proof that you can reinvent the wheel

6293. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 10:41:08 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d1a6f910aae0419896bd@news-server.nc.rr.com>
Source record: 856
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tmf7qsq165pr52@corp.supernews.com>, sands@cableone.com
says...
> Just who is this $300 computer being buildt for?
> some geek who likes 3" thick manuals about command lines
> or who wants to play with electronics?

Actually we're just building it for the top-poster market ;)

> or is it for the people who can not afford the fancy computers
> if its for the last you have to make the OS simple along the lines of Mac
> or Geos or you will not sale many if its hard to use. and your stockholders
> with not be happy.
>
> David Ogg wrote in message ...
> >In article <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>, usenet-20010705
> >@barnyard.co.uk says...
> >> On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
> >> <xstephenx@apple2.org.za> said:
> >>
> >> >Anyone who can use a command line as per the Apple II shouldn't find
> adapting
> >> >to Linux very difficult. It is only GUI users (like Windoze) who find
> things
> >> >"unfriendly".
> >>
> >> "Unix isn't unfriendly, it's just very particular about who its
> >> friends are."
> >
> >LOL I love that line ;)
> >
> >There are things in linux that it really is harder to do than in
> >Windows, but these things (like routing, wierd protocols like PPPoE)
> >are things usually done by someone who should probably spend a little
> >time learning anyway.
> >
> >Sure linux has a learning curve, but it's a freaking computer, when did
> >the notion that computers had to be usable by people who didn't want to
> >learn anything become popular?
>
>
>

6294. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-01 18:16:02 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com>
Source record: 857
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 30 Jul 2001 06:54:43 GMT, David Ogg <davidogg@nc.rr.com> said:

>There are things in linux that it really is harder to do than in
>Windows

None of those things are worthwhile though :-)

> but these things (like routing,

What on earth gave you the idea routing was hard in Linux? IME, it's
a damned sight easier than in anything from MS. It's even easier in
OpenBSD and Solaris.

> wierd protocols like PPPoE)

I see no point in PPPoE. Why would I ever want to use it? I'm not
even sure what uses it other than some broken cable modems used by
inferior providers of no service worthy of my consideration.

--
David Cantrell | http://www.cantrell.org.uk/david

6295. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-02 00:21:09 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <V11a7.72167$UH6.11528275@news02.optonline.net>
Source record: 858
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I guess I'm a total novice about DSL. I have cable, and my Linksys Router/Switch came with directions about setting up PPPoE, but seemed to imply that it's necessary for DSL. I certainly don't need it with cable.

Maybe that sheds some light on this sub-sub-sub-topic?

"David Cantrell" <usenet-20010705@barnyard.co.uk> wrote in message news:fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com...
> On Mon, 30 Jul 2001 06:54:43 GMT, David Ogg <davidogg@nc.rr.com> said:
>
> >There are things in linux that it really is harder to do than in
> >Windows
>
> None of those things are worthwhile though :-)
>
> > but these things (like routing,
>
> What on earth gave you the idea routing was hard in Linux? IME, it's
> a damned sight easier than in anything from MS. It's even easier in
> OpenBSD and Solaris.
>
> > wierd protocols like PPPoE)
>
> I see no point in PPPoE. Why would I ever want to use it? I'm not
> even sure what uses it other than some broken cable modems used by
> inferior providers of no service worthy of my consideration.
>
> --
> David Cantrell | http://www.cantrell.org.uk/david

6296. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-02 03:06:28 UTC
From: Greg Buchner <nobody@mn.rr.com>
Message-ID: <nobody-6F4EBF.22062301082001@mkc-94-170-2.kc.rr.com>
Source record: 859
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com>,
David Cantrell <usenet-20010705@barnyard.co.uk> wrote:

> I see no point in PPPoE. Why would I ever want to use it? I'm not
> even sure what uses it other than some broken cable modems used by
> inferior providers of no service worthy of my consideration.

Actually in my area, it's DSL that uses PPPoE...Qwest does it with
some internal DSL modems from Intel so they can turn off the
connection when the person isn't surfing the 'net.

Of course, you can get the DSL without having to use that, but it's
an extra $10 a month plus you have to pay for the modem...they give
you the Intel internal modem for free...

Greg B.
--
Note: To e-mail me, replace nobody with gbuchner
I don't get junk e-mail and intend to keep it that way.
If you want to send me spam, go jump off a cliff and make
the world a nicer place.

6297. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-02 05:13:12 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d2ab7bc3d610f49896c4@news-server.nc.rr.com>
Source record: 860
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <V11a7.72167$UH6.11528275@news02.optonline.net>,
asharkis@optonline.net says...
> I guess I'm a total novice about DSL. I have cable, and my Linksys
> Router/Switch came with directions about setting up PPPoE, but seemed to
> imply that it's necessary for DSL. I certainly don't need it with cable.
>
> Maybe that sheds some light on this sub-sub-sub-topic?
>
>
>
>
> "David Cantrell" <usenet-20010705@barnyard.co.uk> wrote in message
> news:fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com...
> > On Mon, 30 Jul 2001 06:54:43 GMT, David Ogg <davidogg@nc.rr.com> said:
> >
> > >There are things in linux that it really is harder to do than in
> > >Windows
> >
> > None of those things are worthwhile though :-)
> >
> > > but these things (like routing,
> >
> > What on earth gave you the idea routing was hard in Linux? IME, it's
> > a damned sight easier than in anything from MS. It's even easier in
> > OpenBSD and Solaris.

See below ;)

> >
> > > wierd protocols like PPPoE)
> >
> > I see no point in PPPoE. Why would I ever want to use it? I'm not
> > even sure what uses it other than some broken cable modems used by
> > inferior providers of no service worthy of my consideration.

..."are things usually done by someone who should probably spend a
little time learning anyway."

PPPoE is used mostly by DSL providers.

It's a pain in the butt to do in linux, when you have multiple distinct
PPPoE clients that must be routed securely, not just "NATting" them
together behind one PPPoE interface to the DSL.
```

As far as there being no point in it, if you get stuck having to do it,
you have to do it. (and it sucks)

> >
> > --
> > David Cantrell | http://www.cantrell.org.uk/david
>
>
>

6298. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-02 10:22:22 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <UFga7.1285$Qt3.277543@news6-win.server.ntlworld.com>
Source record: 865
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Alexander <james-m-alexander@home.com> wrote in message
news:3B698EB1.B4A5D38A@home.com...
>
>
> Branko Badrljica wrote:
>
> > It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
> > You wait a year or two and Celeron will be cheaper than 6502 ;o)
>
> This is not the least bit factual. Intel processors are notoriously
> ineffecient. all attempts at having them emulate other processors, even
> older ones, has been a miserable failure.

What utter rubbish. Realspec on my old intel emulates a Sinclair Spectrum
very nicely indeed.

D.

6299. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-02 17:23:45 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B698C5E.CA3F4BD@home.com>
Source record: 861

sinclap@nospam.net wrote:

> My my...Lose an argument and go on the personal attacks...Very typical
> for A....usersindenial. Standard operating procedure.

You're the only one here losing arguments here cause you confront FACT with blatant bullshit.

> Who has checked? Or just talking out of your ass?
>

People who have really attended trade shows unlike you.

>
> I did that too.. So you sat in your room and stared at the ceiling
> during free time?
>

More bullshit. You are a fool who tries to cover his ignorance with lies.

>
> Real ignorance of the real world? In what way?

Read your own posts. Your lies & misshapen delusions speak for themselves. Now crawl back under your rock and leave the real world alone since you obviously have no place in it.

6300. Re: OS X silences the Jihads!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-02 17:27:51 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B698D55.1BAC122F@home.com>
Source record: 862

Notice the vidiots use of the german language in a vain attempt to cover its own stupidity hoping nobody here is fluent in german. It just proved itself gormless in 2 languages. Little does it know many atari developers are German and can easily spot its diatribe as no more than its usual bollox.

particle salad wrote:

> Nice use of the cut and paste function. Your technical knowledge is impressive.
>
> You are still an idiot.
>
> <sinclap@nospam.net> wrote in message news:<14072001002602869 2%sinclap@nospam.net>...
> >
> > In der Aufgabe des Herrschers kï¿½nnen nun erste Aufgaben wie die
> > Ernï¿½hrung desolkes, die Kontrolle des Bevï¿½lkerungswachstums oder auch
> > die Festsetzung von Steuern erfï¿½llt werden!

6301. Re: Tech TV disses Atari midi

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-02 17:31:31 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B698E31.D84034E6@home.com>
Source record: 863

"Gregory D. George" wrote:

> sinclap@nospam.net wrote:
>
> > Tech TV had a segment on midi software solutions on PC/Mac hardware and
> > dissed the Atari cutting edge solution which was not mentioned. It is
> > common knowlege that 1990 era Atari midi solutions has revolutionized
> > music composition and has no peers compared to the half bake attempt
> > Apple II, Atari 4-8 bit and older 1987 Mac solutions.
>
> It's a worldwide conspiracy to intentionally ignore every accomplishment
> Atari ever made. They don't want to admit that a game company had so many
> innovations first. They know about it, they just don't mention it on
> purpose.

Gregory,

That conspiricy theory sounds like sinclaps usual tactics in his self appointed job as unofficial MacVidiot. Notice how the vidiot stated tech tv dissed atari yet also states they never mentioned atari. One cannot insult atari by saying nothing.

6302. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-02 17:33:38 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B698EB1.B4A5D38A@home.com>
Source record: 864
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Branko Badrljica wrote:

> It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
> You wait a year or two and Celeron will be cheaper than 6502 ;o)

This is not the least bit factual. Intel processors are notoriously
ineffecient. all attempts at having them emulate other processors, even
older ones, has been a miserable failure.

6303. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-02 20:20:02 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <dgajmtkl2rhkkjsnqi010dakgr1vs6e5c9@4ax.com>
Source record: 866
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 02 Aug 2001 17:33:38 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>
>
>Branko Badrljica wrote:
>
>> It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
>> You wait a year or two and Celeron will be cheaper than 6502 ;o)
>
>This is not the least bit factual. Intel processors are notoriously
>ineffecient. all attempts at having them emulate other processors, even
>older ones, has been a miserable failure.

You've never played Atari ST games on a PC using an emulator then, I
take it? Or Atari 8-bit computer software on a PC?

BobR

6304. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-03 03:42:59 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B6A1D7D.5F95CFAD@home.com>
Source record: 867
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hey Dunny

Don't waste our time. You have not proof. I've been programming and working in electronics for years not only as a hobby but also in my career. I am quite familiar with the intel, 6502 and other processors. You simply cannot effieciently emulate one cisc process on another. Its physically impossible.

Dunny wrote:

>
>
> What utter rubbish. Realspec on my old intel emulates a Sinclair Spectrum
> very nicely indeed.

6305. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-03 03:47:47 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B6A1E96.93725F1A@home.com>
Source record: 868
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob,

I've made the rounds of nearly all the emulators. No fallacious arguments to say software emulation is easy or stable can hold up to scrutiny. take a close look at what you need to emulate a stock 8mhz ST on any PC, it isnt the least bit realistic on anything less than a Pemtium2-200 and certainly isn't stable. Risc processors have a better time with emulation but don't even try to waste more of my time saying any intel processor can do a good job of it. It simply isn't bact up by any fact, and likely never will be.

Bob Retelle wrote:

> You've never played Atari ST games on a PC using an emulator then, I
> take it? Or Atari 8-bit computer software on a PC?
>
> BobR

6306. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-03 08:18:38 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10108030915260.13829-100000@zen.sys.uea.ac.uk>
Source record: 869
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 3 Aug 2001, James Alexander wrote:

> Hey Dunny
>
> Don't waste our time. You have not proof. I've been programming and working
> in electronics for years not only as a hobby but also in my career. I am quite
> familiar with the intel, 6502 and other processors. You simply cannot
> effieciently emulate one cisc process on another. Its physically impossible.

Utter nonsense.

The architecture of the Z80 (used in the Spectrum Dunny referred to) and
x86 have a common ancestor (the 8080) which means you can produce some
very effecient emulation because many things, like flags etc, are very
similar.

AndyC

6307. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-03 09:01:12 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <Ilua7.2979$tQ5.1191336@news2-win.server.ntlworld.com>
Source record: 870
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Alexander <james-m-alexander@home.com> wrote in message news:3B6A1D7D.5F95CFAD@home.com...
> Hey Dunny
>
> Don't waste our time. You have not proof. I've been programming and working
> in electronics for years not only as a hobby but also in my career. I am quite
> familiar with the intel, 6502 and other processors. You simply cannot
> effieciently emulate one cisc process on another. Its physically impossible.
>

So how is it that by sitting in front of a pentium 150 I can run JPP or Realspec (slowly) and play a nice game of cybernoid? Hmm? You sir, are talking out of your bottom.

For more proof, visit www.worldofspectrum.org and see what a KNOW LIAR you are.

D.

6308. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-03 09:02:03 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <yJua7.2985$tQ5.1191528@news2-win.server.ntlworld.com>
Source record: 871
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Alexander <james-m-alexander@home.com> wrote in message
news:3B6A1E96.93725F1A@home.com...
> Bob,
>
> I've made the rounds of nearly all the emulators. No fallacious arguments
to
> say software emulation is easy or stable can hold up to scrutiny. take a
> close look at what you need to emulate a stock 8mhz ST on any PC, it isnt
the
> least bit realistic on anything less than a Pemtium2-200 and certainly
isn't
> stable. Risc processors have a better time with emulation but don't even
try
> to waste more of my time saying any intel processor can do a good job of
it.
> It simply isn't bact up by any fact, and likely never will be.

Crap. It emulates a spectrum just nicely.

D.

6309. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-03 14:53:53 UTC
From: russotto@wanda.pond.com
Message-ID: <5Wya7.6656$si.107830@e420r-atl3.usenetserver.com>
Source record: 873
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B6A1D7D.5F95CFAD@home.com>,
James Alexander <james-m-alexander@home.com> wrote:
>Hey Dunny
>
>Don't waste our time. You have not proof. I've been programming and working
>in electronics for years not only as a hobby but also in my career. I am quite
>familiar with the intel, 6502 and other processors. You simply cannot
>effieciently emulate one cisc process on another. Its physically impossible.

Trivially false, because it has been done.

--
Matthew T. Russotto russotto@pond.com
=====
Get Caught Reading, Go To Jail!
A message from the Association of American Publishers
Free Dmitry Sklyarov! DMCA delenda est!
http://www.freedmitry.org

6310. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-03 17:12:56 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4AA4573193%news@youmustbejoking.demon.cu.invalid>
Source record: 874
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that James Alexander may or may not have written...

> Branko Badrljica wrote:
>> It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H You
>> wait a year or two and Celeron will be cheaper than 6502 ;o)

> This is not the least bit factual. Intel processors are notoriously
> ineffecient. [...]

So... you're saying that the later StrongARMs are inefficient and that the
XScale is inefficient?

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spec+3, Risc PC, A3010 | s zap,tartarus,org | Northumberland
| BBC M128, Linux PC | @ retrospec,co,uk | Toon Army
| Down with the Mackems!

Reading is thinking with someone else's head instead of one's own.

6311. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-03 21:39:16 UTC
From: ankhor <ankhor@*remove*wanadoo.nl>
Message-ID: <9kf5k2$4j4$1@news1.xs4all.nl>
Source record: 875
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

exploring.
>
> That's noble. Nobel was a man who invented dynamite. Useful for blowing up
> Wintel devices :-)

For the younger viewers, DON`T TRY THIS AT HOME. >=oD

> <snip>
>
>
> --
> Sattingers Law : It works better if you plug it in.

6312. Re: Microsoft woes

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-03 21:42:20 UTC
From: ankhor <ankhor@*remove*wanadoo.nl>
Message-ID: <9kf5pq$5ga$1@news1.xs4all.nl>
Source record: 876
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Stephen Shaw" <xstephenx@apple2.org.za> schreef in bericht
news:9k1ce8$en1$1@venus.itns.co.za...
> Anyone who doesn't like Bill Gates read the copyright message on the U110
chip
> on the ROM01 motherboard and weep!

read any copyrights messages, they ussually all suck and you have to travel
all
over the world if you want to sue them, for all contain"according too (name
a country) law
and ..... will be held by .... courts." So you better like traveling. :o)

>
> --
> President George W. Bush : It's not what you know, it's who you know.

6313. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-03 23:45:01 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <6odmmtkvmht6utlj57p046lmsmb6ukeul4@4ax.com>
Source record: 879
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 02 Aug 2001 00:21:09 GMT, "Alan Sharkis"
<asharkis@optonline.net> said:

>I guess I'm a total novice about DSL. I have cable, and my Linksys
>Router/Switch came with directions about setting up PPPoE, but seemed to
>imply that it's necessary for DSL. I certainly don't need it with cable.

How odd. This 'ere DSL works with Proper Protocols over Ethernet.

>Maybe that sheds some light on this sub-sub-sub-topic?

None whatsoever :-)

--
David Cantrell | http://www.cantrell.org.uk/david

6314. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-04 02:21:10 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <a0nmmto8ndqf9cn1idfhfjm31t6tfhhhd4@4ax.com>
Source record: 878
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 03 Aug 2001 03:47:47 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>Bob,
>
>don't even try
>to waste more of my time saying any intel processor can do a good job of it.
>It simply isn't bact up by any fact, and likely never will be.
>

How about, YOU don't waste any more of OUR time telling us we don't do
what we obviously CAN do with emulators?

BobR

6315. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-05 10:42:41 UTC
From: Andreas Micklei <nurgle@gmx.de>
Message-ID: <1v7jk9.2m1.ln@lealand.gmx.de>
Source record: 880
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> wrote:
> This one's easy (although I wouldn't say Red Hat "sucks")
> For starters lets take a look at the included version of GCC.
> Can you even recompile the base kernel with it?

Recent kernels can be compiled with their version of GCC. When RedHat 7.0 came out this problem did exist indeed, but it has been resolved by now.

Gcc 2.9.6 was the most stupid thing they have done in years anyway. But apart from that I find RedHat quite usable, although not perfect. But who is?

6316. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-06 01:15:08 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tmrrqteds2eg80@corp.supernews.com>
Source record: 881
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Otter" <otter@oz.net> wrote in message news:9k61t8squ0@216.39.130.4...
> David Ogg wrote:
>
> > They chose to buy a PC with Windows on it, they had a choice. If anyone
> > here can find me a PC they want, and they don't want Windows on it, I
> > guarantee I can find it somewhere else, with the same warranty, support,
> > and hardware, at the same price, with another OS on it.
>
> >
> > Do you really think that everyone with windows on their computer was
> > forced to use it? I guarantee if you take a poll and ask people buying
> > new machines, and ask them what OS they want on their new PC, it will be
> > Windows.
>
> I think the biggest reason for this is that most of the people (not the
> technogeeks like most of us here in these newsgroups) simply don't know
> about the alternatives. Your average computer user will most likely get
> their new overpriced system at one of the big retail chains such as
> Circuit City, or Fred Meyer, or whatever. When they walk into one of
> those places and look over the selections, they will see the stats on
> the display models, and it will most likely list some form of Windows,
> some form of MS-Office, and probably a trial subscription to MSN or
> AOHell (in addition to listing the hardware of course). At those
> mass-market chains, you never see systems with stats placards boasting
> Linux and Star-Office. And the sales rep most likely won't even
> consider mentioning those as a possibility (if he even knows what Linux
> is).
>
> As an example, only about 2 years ago, I was at the Base Exchange at
> McChord AFB, and was looking over the different computers in their
> electronics department. I asked the sales rep there if I would be able
> to buy one of their systems without any OS installed, since I was
> scouting out a system to become a Linux box). He just flat out
> refused. I don't remember the reason he gave, but if I wanted one of
> their computers for my Linux system, I would have to get it with
> Windows-98 preinstalled, which I wouldn't have been using anyway, so why
> would I want to pay extra for it?), reformat, and then do my Linux
> install.
>
> So, to cut this post short, since I nearly lost my train of thought
> here... What good is having choices in operating systems and other

> software packages, if the typical consumer doesn't know about those
> choices and the folks selling the systems won't volunteer that
> information?

Ok. look in your crystal ball... how many people will get a linux PC when they
walk in Fred Meyer over a Windows PC?
They get the PC, then ask to look at the software section, or maybe ask if
they can run the same software they saw at their friend house.

I'm sure it better today and you dont have to spend a week getting a dev environment
to get basic tool to work. But its still a far cry from the software you get under windows.

Like you hint, the guy probably dont know linux.... can you imagine the guy walking back
asking for basic question as to why his new directx game wont install, or how does he
setup the new usb scanner he just got... or import his digital camera images, etc.. etc..
etc..

We are talking about 0.000001% . Thats why Dell droped the ball on linux. They dont offer
this as an option anymore. They realized that linux market is super specialized server and
hacker.
And hackers build their own PC's :)

BTW, I beleive its possible to have API like directx working on linux... So 'pure' directx
dev
could be ported in a snap to linux, but who we spend that level or R&D for those linux
user?

Stephan

6317. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-06 01:21:57 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tmrs7loh08fn8e@corp.supernews.com>
Source record: 882
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.15cecd7cc117cb829896a3@news-server.nc.rr.com...
> In article <67r0k9.qga.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
> > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > > free web browser into it's interface? What if (hypothetically) this put
> > > someone out on the street. What could the government do? Should they do
> > > anything?
> >
> > Linux doesn't need to "incorporate it into its interface" in the way you
> > mean... There are several free web browsers included with every linux
> > distro. And yes, depending on which windowmanager/desktop environment you
> > choose, there are integrated ones. But not of them are forced on the user.
> >
> > And as the source code is free... It would be easily UNintegratable if
> > someone DID want to reassert their choices.
>
> Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> a way to do it ;) (Was quite an embarassment too, after MS said they
> couldn't!)

I think they took it like "Remove your network stack, bad bad boy! you are a monopoly
you can integrate a network stack!" and from a totaly stupid request they just said "no
cant do"
because giving a valid answer wouldn't have made a diference.
In my view MS is really down at many people like they are technologie moron.

Anyway, lets look in 5 year as to what OS WONT have an integrated HTML 'parser' in the OS
as a base API service.
Should the US gov (and tax payer) bring to court QNX, Beos, etc.. ?

BTW, what happen when you type a ftp or http address in an explorer windows?
If you install Netscape can you 'fix' the now broken desktop and allow for those space to
be browsed again?
Who make 'namespace' http support for windows?

Anyway... time will again prove MS right and linux will follow.

Stephan

6318. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-06 11:58:48 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <O4Ab7.14275$hs5.2508041@news2-win.server.ntlworld.com>
Source record: 886
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Roy Miller <millers@inebraska.com> wrote in message
news:3B6EB10F.48B4D6B5@inebraska.com...
> Thanks a whole hell of a lot.
>
> Now we have THREE of these bandwidth-wasting, cross-posting
> threads-with-the-same-title that I am not interesting in reading.
>
> Roy

No probs - any time mate. If you need more, just ask.

D.

6319. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-06 14:23:50 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0108060623.59586e4f@posting.google.com>
Source record: 883
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> Why should they have to though? What extra power would my parents get (word
> processing, internet, dtp, spreadsheet) by using Linux over Windows or her
> Mac (actually my old Mac)?

None if they can use Office/Works already. I would give the Unix
Office applications a year to become functionally more useful than the
MSOffice equivalents. By more useful I don't mean that they will do
everything that the equivalent MS program would do, but it would do it
correctly. Office has so many bugs it is unbelievable. Still, large
software programs have bugs, so the Unix Office apps will get them as
well. I just hope that the emphasis for the Unix Office apps is going
to be stability and bug fixing over feature bloat.

The Windows interface is just as confusing to newbies as the Linux one
(say, KDE). Except that KDE comes with a whole pile of apps
preinstalled for free, KOffice, Konqueror, silly games, etc. Linux is
just a mess under the surface though, and the surface is dodgy. For a
home user desktop, it needs a single, consistent interface, easy to
configure printers, hardware, etc. MS is way ahead in these areas. QNX
is the best alternative desktop OS I have seen to date.

> What advantages would I have in using Linux over
> Windows as an application programmer using VB, C++ Builder, VC++, Jbuilder,
> SQL Server etc?

VB - MS Technology
C++ Builder - Borland
VC++ - MS
JBuilder - Borland
SQLServer - MS

You would get none, of course. What advantages would I have in Windows
over Linux as a server programmer using Perl, PHP, Python,
PostgresQL/Oracle/MySQL?

> And there are not dozens of known security holes in most Unix/Linux
> distributions? Every scanf(),gets(), sprintf(),strcpy in the OS is a
> potential security hazard.

Hence you should use the more secure alternatives with length
parameters to prevent buffer overflows, such as strncpy.

Graham

6320. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-06 15:00:34 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B6EB10F.48B4D6B5@inebraska.com>
Source record: 884
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Thanks a whole hell of a lot.

Now we have THREE of these bandwidth-wasting, cross-posting
threads-with-the-same-title that I am not interesting in reading.

Roy

Bob Retelle wrote:

> On Fri, 03 Aug 2001 03:47:47 GMT, James Alexander
> <james-m-alexander@home.com> wrote:
>
> >Bob,
> >
> >don't even try
> >to waste more of my time saying any intel processor can do a good job of it.
> >It simply isn't bact up by any fact, and likely never will be.
> >
>
> How about, YOU don't waste any more of OUR time telling us we don't do
> what we obviously CAN do with emulators?
>
> BobR

6321. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-06 15:32:56 UTC
From: pausch@saaf.se
Message-ID: <9kmdb8$hi6$1@merope.saaf.se>
Source record: 885
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <6172ee17.0108060623.59586e4f@posting.google.com>,
Graham <graham@aledrinker.co.uk> wrote:

>> And there are not dozens of known security holes in most Unix/Linux
>> distributions? Every scanf(),gets(), sprintf(),strcpy in the OS is a
>> potential security hazard.
>
> Hence you should use the more secure alternatives with length
> parameters to prevent buffer overflows, such as strncpy.

And in particular, scanf(), gets(), sprintf(), strcpy() are not OS
functions but C runtime library functions, and the security holes
within these functions are present in *all* C runtime libraries,
including those running under MS-Windoze....

scanf() in particular is useless for anything but quick'n'dirty
throw-away test programs, and should never be used in a real
application.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

6322. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-06 23:49:56 UTC
From: Dave <nada.nad.nada@spamtrap.com>
Message-ID: <9knaa9$qq5$1@uranium.btinternet.com>
Source record: 887
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Roy Miller" <millers@inebraska.com> wrote in message
news:3B6EB10F.48B4D6B5@inebraska.com...
> Thanks a whole hell of a lot.
>
> Now we have THREE of these bandwidth-wasting, cross-posting
> threads-with-the-same-title that I am not interesting in reading.
>

Then kill file them or whatever then :)

6323. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-08 10:36:23 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9kr4n7$1g2$1@venus.itns.co.za>
Source record: 888
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Try a British firm called Fast Forward they have a lot of old BBC stuff. I got Hitchhikes Guide to the Galaxy from them.

On Sun, 22 Jul 2001 22:53:36 +0000, spike1@freenet.co.uk wrote:

> Roy Miller <millers@inebraska.com> did eloquently scribble:
>> Can you fellows on the east side of the Atlantic help me with an early 80s
>> question?
>> When I was in grad school in Mississippi, I saw on the Public TV channel
>> (several times) two BBC series on micro computers.
>
>> One was called (I think) The Computer Program, and the other was (as I
recall)
>
>> Making the Most of the Micro.
>
>> Each was 12-13 episodes long.
>
>> I've tried here, through contacts with the Nebraska Public TV to see if
anyone
>
>> has copies, or where I could buy copies. Do any of you know anything about
>> getting old BBC programs on tape?
>
>> Both series had the same host (a Scottish surname as I recall)
>
> Ian McNaught Davies... With Chris Serl as his clueless "what's a computer"
> type sidekick on the computer programme...
>
> Alas. No. Can't gove you any pointers on getting copies. I don't know if
> the BBC even still have copies of it.
>
> You could always enquire to the BBC itself.

--
Microsoft Works ? What are we listing oxymorons?

6324. Re: Microsoft woes

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-08 10:36:24 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9kr4n8$1g4$1@venus.itns.co.za>
Source record: 889
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I think it is the IIe emulationm chip. It says Copyright Microsoft 1978. Aaagh!

On Sun, 22 Jul 2001 18:48:04 +0100, Steve Sweet wrote:

> Hi Stephen.
>
> "Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
> news:9jeivh$t5e$1@venus.itns.co.za...
>
>> Anyone who doesn't like Bill Gates read the copyright message on the U110
> chip
>> on the ROM01 motherboard and weep!
>
> Couldn't you just post it, there's not likely to be many peop's with access
> to that hardware.
>

--
Microsoft Works ? What are we listing oxymorons?

6325. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-08 10:37:22 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9kr4p2$1hh$1@venus.itns.co.za>
Source record: 890
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 02:37:45 GMT, David Ogg wrote:

> In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
>> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
>> > in the term "outa theyre arse" how come you didn't point out the other
>> > two words? "out of their ass" , happy? :-)
>>
>> Because outa is slang? And Arse is the correct spelling?
>> An ass is a beast of burden, not an anatomical feature.
>
> Context, you can hardly have your head up a "beast of burden" ;)

I don't know so much what about George W. Bush he seems to have his head up an
ass all the time? :-)

--
... Of course it's grounded! ...watch, ...YEEEEEAAAAAAAARRGGHHH!!!!

6326. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-08 12:46:22 UTC
From: Julian Jordan <jjordan@bioch.ox.ac.uk>
Message-ID: <9krcav$548$1@news.ox.ac.uk>
Source record: 891
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi

Do "Fast Forward" have a website? Any details appreciated!

Julian

"Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
news:9kr4n7$1g2$1@venus.itns.co.za...
> Try a British firm called Fast Forward they have a lot of old BBC stuff. I
got
> Hitchhikes Guide to the Galaxy from them.
>
> On Sun, 22 Jul 2001 22:53:36 +0000, spike1@freenet.co.uk wrote:
>
> > Roy Miller <millers@inebraska.com> did eloquently scribble:
> >> Can you fellows on the east side of the Atlantic help me with an early
80s
> >> question?
> >> When I was in grad school in Mississippi, I saw on the Public TV
channel
> >> (several times) two BBC series on micro computers.
> >
> >> One was called (I think) The Computer Program, and the other was (as I
> recall)
> >
> >> Making the Most of the Micro.
> >
> >> Each was 12-13 episodes long.
> >
> >> I've tried here, through contacts with the Nebraska Public TV to see if
> anyone
> >
> >> has copies, or where I could buy copies. Do any of you know anything
about
> >> getting old BBC programs on tape?
> >
> >> Both series had the same host (a Scottish surname as I recall)
> >
> > Ian McNaught Davies... With Chris Serl as his clueless "what's a
computer"
> > type sidekick on the computer programme...
> >

> > Alas. No. Can't gove you any pointers on getting copies. I don't know if
> > the BBC even still have copies of it.
> >
> > You could always enquire to the BBC itself.
>
> --
> Microsoft Works ? What are we listing oxymorons?

6327. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-08 22:01:14 UTC
From: John Sheehy <jsheehy@ix.netcom.com>
Message-ID: <3jd3nt09c2fc2pkve7f89icomubgb67mni@4ax.com>
Source record: 892
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9kr4n7$1g2$1@venus.itns.co.za>,
Stephen Shaw <xstephenx@apple2.org.za> wrote:

>Microsoft Works ? What are we listing oxymorons?

Do you have a list of things that don't work in MSWorks, or are you just
being an immature bandwagon-hopper?
--

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

6328. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-09 01:30:41 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <5Jlc7.80510$uj2.11545197@news02.optonline.net>
Source record: 893
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I'm not the originator of this message, and no, I don't have such a list. But there is one very annoying aspect to MS Works. To my knowledge, there are no other word processors or spreadsheets that can import files saved in the proprietary MS Works formats. True, you can export from MS Works if you know in advance which other program you will be using to work on Works files, and that program is on the list of "save" formats in MS Works. But it's darned inconvenient for people who start out with Works and then want to use something a little more elaborate.

But now we are WAY off topic!

"John Sheehy" <jsheehy@ix.netcom.com> wrote in message
news:3jd3nt09c2fc2pkve7f89icomubgb67mni@4ax.com...
> In message <9kr4n7$1g2$1@venus.itns.co.za>,
> Stephen Shaw <xstephenx@apple2.org.za> wrote:
>
> >Microsoft Works ? What are we listing oxymorons?
>
> Do you have a list of things that don't work in MSWorks, or are you just
> being an immature bandwagon-hopper?
> --
>
> <>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
> John P Sheehy <jsheehy@ix.netcom.com>
> ><<> <>>< <>>< ><<> <>>< ><<> ><<> <>><

6329. comp u.s.a. looking mac bleak

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-09 04:25:17 UTC
From: Video61@webtv.net
Message-ID: <29614-3B7210AD-71@storefull-175.iap.bryant.webtv.net>
Source record: 895

i was in a comp u.s.a. today to pick up some mac stuff for my sons g4,
and i gotta tell you it was bleak, there was nothing that he wanted, we
were told it all had to be special ordered. the software selection is
almost non-existent.
it reminds me of the atari situation in 1992.
i think that the new amiga clones, and tos clones might help save
apples day. this is something that i repeated before. at least it will
help apple in the production end because any addition to volume will
help them out, plus there might be cross platform written software.
there is a mighty loyal following still on the tos, and amiga market,
though small still anything will help all 3 survive.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6330. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-09 04:26:46 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15dbd311ad0e5f859896ed@news-server.nc.rr.com>
Source record: 894
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <9kr4p2$1hh$1@venus.itns.co.za>, xstephenx@apple2.org.za
says...
> On Sat, 28 Jul 2001 02:37:45 GMT, David Ogg wrote:
>
> > In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> > says...
> >> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> >> > in the term "outa theyre arse" how come you didn't point out the other
> >> > two words? "out of their ass" , happy? :-)
> >>
> >> Because outa is slang? And Arse is the correct spelling?
> >> An ass is a beast of burden, not an anatomical feature.
> >
> > Context, you can hardly have your head up a "beast of burden" ;)
>
> I don't know so much what about George W. Bush he seems to have his head up an
> ass all the time? :-)

Well at least so far he's not leaving protein stains on the employees.

ouch, OK, well, it's a bit of a change from the tabloid king we just got
rid of anyway ;)
```

6331. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-09 10:00:00 UTC
From: chad_alberts@yahoo.com
Message-ID: <c703a79f.0108090159.31fb63c0@posting.google.com>
Source record: 896
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message news:<9ikva3ple1@nereid.worldonline.nl>...

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

I would go for something very simple: a very compact hand held or palm pilot type machine with a 6502 or 65816 CPU, either 4 or 8 megs of RAM, 320x200 / 640x400 LED display, a GEOS or Palm OS type operation system: it would include both a kernal layer and a GUI layer so that the GUI can be shut down by a program. It would be a machine that could be used for something like a Gameboy
or a Palm Pilot but would include lot of IO ports for external extras like keyboard, mouse, TV/VGA output, disk drive, hard drive or CD-ROM, printer ect. and can be used as a simple home computer or web browser as well as a control module for other hobby projects.

I would also include a built in assembler and another simple high level languge like BasicX (which will allow inline asm like Turbo Pascal does).

Oh, yeah... if possible I would also include network support so that these hand held computers can be chained together. Maybe infrared IO too.

6332. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-09 15:07:07 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0108090707.5d91759f@posting.google.com>
Source record: 897
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> I would go for something very simple: a very compact hand held or palm
> pilot type machine with a 6502 or 65816 CPU,

Or for $10 more, you could have a 200MHz StrongARM processor or similar in the device, along with easy, cheap support for the interfaces you list below.

I like ARM processors, and really want a fast XScale based laptop or computer. Not much chance of getting one soon though.

> either 4 or 8 megs of RAM,

For a handheld device, low power memory is essential. Hitachi just this week released an 8MB memory chip that uses 30% less power and is even faster. Given the cost of memory, it makes sense to hit the sweet spot in price rather than the cheap spot, and I imagine that could be 16MB or 32MB. Which is a lot for a handheld device unless you run WinCE. Which I wouldn't want at all. So lets spoil ourselves anyway.

> 320x200 / 640x400 LED display,

If you have a keyboard on the device (like a Psion palmtop) then a 640x240 half-height display (Psion 5) or 640x480 display (Psion 7) would be great.

Without a keyboard you would have a conventional palmtop display of 320x240.

> a GEOS or Palm OS type operation
> system: it would include both a kernal layer and a GUI layer so that
> the GUI can be shut down by a program. It would be a machine that
> could be used for something like a Gameboy

Palm do have a very good frontend for launching software on a palmtop device. The software choice is very good as well. The underlying OS is a bit didgy though, but they are moving to ARM, so hopefully they will sort these things out and get a solid OS in there under their GUI stuff.

> or a Palm Pilot but would include lot of IO ports for external extras
> like keyboard, mouse, TV/VGA output, disk drive, hard drive or CD-ROM,
> printer ect. and can be used as a simple home computer or web browser
> as well as a control module for other hobby projects.

Yikes, where to put the ports on the device! I suppose it could have one of those laptop bay-extender thingies, which could have a DVD/CD drive, HD, etc in it.

Wireless ethernet would be a very useful feature.

Mouse wouldn't be necessary with a touch-screen system. A small portable printer for the device would be neat though - an A5 printer :) Still "neat" is not "needed"! Audio recording and playing is necessary, as is decent video, which palmtops really need. How about some 80's style graphics hardware trickery! Sprites, hardware scrolling, block mode graphics, etc, but with a 16-bit screen :) - then again, the GameBoy Advance has that and more now... maybe some lowend 3D hardware instead!

> I would also include a built in assembler and another simple high
> level languge like BasicX (which will allow inline asm like Turbo
> Pascal does).

That would be fun.

Graham

6333. Re: comp u.s.a. looking mac bleak

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-10 14:58:06 UTC
From: sinclap@nospam.net
Message-ID: <10082001095650926 2%sinclap@nospam.net>
Source record: 898

In article <29614-3B7210AD-71@storefull-175.iap.bryant.webtv.net>,
Lance Ringquist <Video61@webtv.net> wrote:

> i was in a comp u.s.a. today to pick up some mac stuff for my sons g4,
> and i gotta tell you it was bleak, there was nothing that he wanted, we
> were told it all had to be special ordered. the software selection is
> almost non-existent.
> it reminds me of the atari situation in 1992.
> i think that the new amiga clones, and tos clones might help save
> apples day. this is something that i repeated before. at least it will
> help apple in the production end because any addition to volume will
> help them out, plus there might be cross platform written software.
> there is a mighty loyal following still on the tos, and amiga market,
> though small still anything will help all 3 survive.
>
Which CompUSA? Did you try Micro Center in ST Louis Park via HGWY 100
North off 36 West/Excelsior? Also, the Apple Store is opening at the
Mall of America on Saturday which is suppose to carry from 300-600
titles. Todays Star Tribune has a piece with picture of new store in
the Business section.

Any news on the new Amigas such as release date? That will be
nostalgic from 1985...the good ol days..when AmigaWorld and Info
Magazine were anticipated. Also, the Atari rags were pretty good as
well with lots of focus on the small developers.

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

sinclap!
somewere in mpls

6334. Re: Tech TV disses Atari midi

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-10 15:00:31 UTC
From: sinclap@nospam.net
Message-ID: <10082001095916804O%sinclap@nospam.net>
Source record: 899

In article <3B698E31.D84034E6@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> "Gregory D. George" wrote:
>
> > sinclap@nospam.net wrote:
> >
> > > Tech TV had a segment on midi software solutions on PC/Mac hardware and
> > > dissed the Atari cutting edge solution which was not mentioned. It is
> > > common knowlege that 1990 era Atari midi solutions has revolutionized
> > > music composition and has no peers compared to the half bake attempt
> > > Apple II, Atari 4-8 bit and older 1987 Mac solutions.
> >
> > It's a worldwide conspiracy to intentionally ignore every accomplishment
> > Atari ever made. They don't want to admit that a game company had so many
> > innovations first. They know about it, they just don't mention it on
> > purpose.
>
> Gregory,
>
> That conspiricy theory sounds like sinclaps usual tactics in his self
> appointed job as unofficial MacVidiot. Notice how the vidiot stated tech tv
> dissed atari yet also states they never mentioned atari. One cannot insult
> atari by saying nothing.

You all were saying that Atari is best for midi and still market leader
with humungous sales of atari clones in that market did you all not
say? If so...would it not be prudent to include the market leader in
that tech tv segment?

sinclap!
somewere in mn

6335. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-11 04:47:45 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <RN2d7.643$q9.154117@dfiatx1-snr1.gtei.net>
Source record: 900
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote in message ...

(in reference to GW Bush)
>Well at least so far he's not leaving protein stains on the employees.

Monica will get you for posting that! ;-)

6336. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-12 17:22:25 UTC
From: sinclap@nospam.net
Message-ID: <120820011220520669%sinclap@nospam.net>
Source record: 701

In article <3B698C5E.CA3F4BD@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> sinclap@nospam.net wrote:
>
> > My my...Lose an argument and go on the personal attacks...Very typical
> > for A....usersindenial. Standard operating procedure.
>
> You're the only one here losing arguments here cause you confront FACT with
> blatant
> bullshit.

Lets see...Over the years, you were one of the many in denia that were
promoting as FACT of Atari's revival. Ex...Atari could do no wrong
with the Falcon and Jagflop. Because the bigots could not fathom
disent, people like sinclap were attacked literaly in ink who saw
through the smokescream. So who still uses Atari's today for
professional midi today?

> > Who has checked? Or just talking out of your ass?
> >
>
> People who have really attended trade shows unlike you.

He he he.. Oh sure like you know..

> >
> > I did that too.. So you sat in your room and stared at the ceiling
> > during free time?
> >
>
> More bullshit. You are a fool who tries to cover his ignorance with lies.

Read above..

> >
> > Real ignorance of the real world? In what way?
>
> Read your own posts. Your lies & misshapen delusions speak for themselves.
> Now
> crawl back under your rock and leave the real world alone since you obviously have
> no place in it.

My posts have legs. The difference is the bigit ignorance..

sinclap!
somewere in mpls

6337. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-14 19:52:49 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9lbvihjfs1@venus.itns.co.za>
Source record: 702
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Mon, 30 Jul 2001 04:25:26 +0000, TJ Edmister wrote:

>> On 18 Jul 2001 18:41:16 GMT, Byron Desnoyers Winmill wrote:
>>
>> > helgetu (h.schaefer@tu-bs.de) wrote:
>> >: What might be the purpose of this $300 machine?
>> >
>> > It was originally targeted for computer hobbiests. Given the groups we
are
>> > posting to, it would share some of the characteristics of the 8 and 16 bit
>> > machines of the 80's, or would suit the tastes of the current users of
>> > these machines.
>> >
>> > I was thinking of something easy enough for an amateur to understand the
>> > electronics, and low level programmaming of the device. (My view is that
>> > modern machines are too complex and too poorly documented to fit this
>> > market.)
>> >
>
> This right here is what I am thinking. A lot of other posts in this thread
> have talked about PC components. Come on people! PCs are no fun! We all
> like our obsolete computers (whether you consider them obsolete or not, I
> personally couldn't find anything useful to do on my Atari if I tried)
> right? We just want something a little more powerful so we can do all the
> things we need to do and throw out those stupid PCs which are just a bunch
> of parts sloppily thrown together. Even if there were an OS for PC that we
> liked it wouldn't matter much because PC hardware just sucks. Maybe you
> don't agree but this is certainly my opinion. I'm an assembly language
> person and I find C++ (the language that "everyone" uses now) to be
> completely unnatural. It isn't practical to program PCs in assembler
> because there is so much different hardware (can't find programming info
> for most of it either) and because most of it looks like it was designed by
> crazy people.
>
> Sooo... I use my PCs for internet access, for games (just emulators and
> Doom network games actually), for playing music, the occasional school
> assignment, and for programming (for non-PC systems of course, like the
> Turbo Grafx 16 for which I've written half of an RPG in Hu6280 (like a
> 6502) assembly). One of the many things I like about my Atari is the fact
> the motherboard is not too dense, I can go in and unsolder stuff and solder
> other stuff on. There is no way to do that with a PC motherboard (at least
> on anything newer than a 286) because of all those tiny little pins on the
> chips and the four-layer construction. Taking all of this into account, my
```

> system would look like this:
>
> 1. nice, simple CPU (since I'm a fan of the 6502 I'd use one of those great
> Western Design Center 65816's. one of those eZ80s that I've heard about
> would be good I guess. 80x86 chips are out of the question of course), with
> a clock speed in the double digits (decimal digits, not hex :))
>
> 2. 2 MB or so of RAM would be fine for what I'm doing
>
> 3. A cool video chip like old computers had, that means something other
> than just a frame buffer and a DAC, something with sprites and layers and
> maybe polygons. I would like something with 256 colors at 640x480 (the
> V9990 chip used in the 3DO would be great, the chips from the later MSX
> computers would be OK)
>
> 4. A likewise sound chip, something with 16-bit stereo PCM but also with
> some good old FM channels or square waves or something
>
> 5. an EIDE interface

There is a FREE IDE interface for the Apple II being planned on
comp.sys.apple2. It uses 7 74 series chips in the prototype. The prototype
works. People are now trying to improve it to automatically recognise tracks,
sectors, heads etc. So the rationale is sound for a niche computer.

>
> 6. built-in ethernet
>
> 7. some REAL joystick ports (the kind where you read a register and each
> button is represented by a bit)
>
> 8. expansion slots
>
> 9. An OS which isn't bloated and slow, which includes a command line
> interface, and which isn't designed to protect idiot users from themselves
>
> Perhaps within the next year or two, when I have some money and some time,
> I'll build something out of a 65816 development board. Then again, I might
> spend all my money on mods/paint for my BMW (which is around the same age
> as my Atari 8-bitter of course).
>
> ---
> http://www.geocities.com/six_five_o_two/index.htm
> manual transmissions and assembly language - the most fun, the best control
> JMP ($FFFE)

--
All extremists should be taken out and shot!

6338. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-15 06:36:14 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B7A17FD.2F69DC49@home.com>
Source record: 703

sinclap@nospam.net wrote:

> Lets see...Over the years, you were one of the many in denia that were
> promoting as FACT of Atari's revival. Ex...Atari could do no wrong
> with the Falcon and Jagflop. Because the bigots could not fathom
> disent, people like sinclap were attacked literaly in ink who saw
> through the smokescream. So who still uses Atari's today for
> professional midi today?
>

Utter crap as usual. I never went around claming atari revivals at all. Whenever I or anyone else calls you on your many lies you resort to lyinging. Btw, the only bigot here is you. You continually insult atari users in atari forums. It is YOU who does the attacking. And only you blowing smoke out of your lazy ass.

> He he he.. Oh sure like you know..
>

I do happen to know whats going on. Thats why I nor anyone else takes your BS as anything other than a pathetic joke from a pathetic loser.

> My posts have legs. The difference is the bigit ignorance..
>

legs perhaps but not one spec of intelligence. I really don't even have to reply to this. you've just proven your own idiocy......Again

6339. Re: Tech TV disses Atari midi

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-15 06:39:29 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B7A18BF.68BB2AC0@home.com>
Source record: 704

Yet again you spew crap.

You getting tired of me telling you this? perhaps you should stop spewing crap if thats the case. Btw, Your making claims about what I've said in the past. You're also basing your fallacious "story" on ignorance of how the computer industry has been working for the past 10 years. Only one platform is covered, and its not your beloved mac.

sinclap@nospam.net wrote:

> You all were saying that Atari is best for midi and still market leader
> with humungous sales of atari clones in that market did you all not
> say? If so...would it not be prudent to include the market leader in
> that tech tv segment?

6340. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-15 12:22:18 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <p4qknts44evgmk1hr48bds88hj3k8ei4p5@4ax.com>
Source record: 705
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Wasn't it sticky last night...

Don't you find that those sticky nights makes your pants stick right
up between the cheeks?

Oh, and have you seen the price of milk these days..Bloody outrageous!

Btw, the cost of getting an annorak cleaned must be right dear..

6341. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-20 06:42:22 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <ij2g7.41473$c8.15313780@news1.denver1.co.home.com>
Source record: 706
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <MPG.15cd31c7b6520f2598969c@news-server.nc.rr.com>,
davidogg@nc.rr.com says...
>
>
>In article <tm5c7r80efvu17@corp.supernews.com>, sands@cableone.com
>says...
>> but if you use windows a Pc maker can not use ANY OTHER OS
>> or they lose their lic. from microsoft that why Gateway owns Amiga
>> you do not put out an Amiga computer because they would lose Windows..
>
>Not true, We sell other OS's, give us a call for a quote, and I'll prove
>it. Microsoft doesn't impose those restrictions on us.
>
>David Ogg (919)468-6365 (919)468-6366 fax (919)468-6367
>Registered Microsoft OEM Partner
>PC Warehouse
>1777 NW Maynard Rd
>Cary, NC 27513
>
>Gateway had other motivations for wanting Amiga.
>
>Compaq puts out other OS's, ones that compete squarely with NT/2000!
>Dell, IBM offer Linux.
>Not to mention SGI offers unix.
>
>Not sure where this rumor started, but I've heard it before.

Perhaps that statement was worded poorly. The situation referred to is often called "M$ tax." Will M$ let you install a second OS along with theirs?

Be found out the hardway about all this when they tried to license their OS to other hardware venders. (Dell and IBM probably smell blood with M$ recent problems with the DOJ).

6342. If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-20 20:55:46 UTC
From: ajpalacios@netscape.net
Message-ID: <6f45253f.0108201255.7fed298d@posting.google.com>
Source record: 707
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I really wouldn't design a $300 home computer. Way too many models of home and "productivity" (read Palm) computers out ther. Let's focus on the hobby computer. Why is the hobbist so underestimated and underpriced today?

The Ideal Hobbist computer would be an Atari-like portable computer. CPU? maybe Z80 or 6502 derivative. A low power RISC or CISC Chip, but powerful enough to avoid the flickers and glimpses in audio and video. And it must have a modest enough memory space for you to write neat apps that don't need 3 CD's to install, but cartridges or Smart Cards.

Since no HD or CD is desired, SmartCard or PCMCIA or FlashCards are desirable as storage media. Also, the back panel must have serial, parallel, and "user" ports. User port should be an Atari, CBM or Apple flavor. So every pin of the CPU and every usable signal in the system is available.

Language? If BASIC is not allowed as the main language, then it should be the rapid prototyping language option, accesible thru software commands or a small switch. But BASIC MUST be included. The main language could be Pascal, but remember that rapid prototyping means no time for detecting every single variable to declare.

Video? Well, since our system is intended to be a field-usable system, an LCD is mandatory. I don't think an SVGA resolution is needed. But a VGA is desirable, and a quarter-VGA is good enough. We want to test system parameters, sensor response, GPS tracking, missile trajectory plotting, or just fish bank detection to be instant represented with our supercharged Game Boy, right?
But remember, we are planning a Hobby Computer, so most of the graphics could be displayed in a TV. Composite Video and VGA outputs are the only two choices.

Audio? Well, it must be CD-quality. No more, no less. Remember we cannot hear beyond 20kHz, so why should I buy a computer able to emit a supersonic or subsonic sound I can't detect? Well... Maybe for Dog training or Subwoofer testing! But anyway, CD is just what we need. And complete control over the waveform thru software.

Internet? Yes! A 10/100 base T interface so I can connect my hobby computer to the local net and download any data I gathered in the field. Just like an internet "appliance". But this could be added with a PCMCIA card.

Maybe what we're trying to figure out is a new, VGA, networkable version of the Radio Shack Portable Computer sold in the early eighties, with an open, well-documented architecture. I can see it: in one hand my hobby computer with a bunch of cables attached and a piece of custom hardware sending codes to the machine. Or maybe, a credit card interface attached to an electronic cashier just like in Terminator 2. Ooops, there are some disadvantages, but just don't see 'em.

I think I'll start designing it, since a computer like that is for us, the inhabitants of the dark, underground world of electronic hobbists. A customizable, in-house expandable, easy programmable box that can be instantly attached to any project just to test or diagnose or in-system emulate. But then again, it sounds like my old Atari!

6343. FS 2 Atari joysticks boxed

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-20 22:58:07 UTC
From: Russ <russ@mytholme.freeserve.co.uk>
Message-ID: <9ls4g9$ik3$1@news5.svr.pol.co.uk>
Source record: 708

Just click on the link below

-- http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1266965675
Regards
Russ Green

6344. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-08-25 06:26:56 UTC
From: Troy Parker <tpbs72@nc.rr.com>
Message-ID: <MPG.15f0f82f82868cc298969a@news-server.nc.rr.com>
Source record: 709
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <ij2g7.41473$c8.15313780@news1.denver1.co.home.com>, Nearl J Toothenbecker,nj_toothenbecker@hotmail.com says...

>Perhaps that statement was worded poorly. The situation referred to is often
>called "M$ tax." Will M$ let you install a second OS along with theirs?

Microsoft's EULA only restricts how OEM's install Windows, and software "into Windows", and has no control over the rest of the product. They can't tell us not to install Linux alongside it.

--
The above is not necessarily the opinion of IBM
but it should be!

6345. Re: CT60 news

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-25 03:27:00 UTC
From: sinclap@nospam.net
Message-ID: <240920012225030531%sinclap@nospam.net>
Source record: 710
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <3B9FDFA3.DF7B9046@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> sinclap@nospam.net wrote:
>
> >
> > Must be the worn out infrastructure on your end.
> >
>
> no we know its your "end" thats worn out after the toilet papering you
> recieved
> from your last load of crap

Scott reg paper is the best though. A smoother wipe, not a mushy one
like charmin....

> > Sounds like you have had practise with your foul mouth. Must be a
> > veteran of the religious faith clashes or a soccer punk that is part of
> > the mele at games.
>
> No again. he had practise reading the output of your foul mind. Since he
> along
> with the rest of us know the only punk here is you. Btw, why haven't you been
> posting in comp.sys.mac.advocacy? I mean besides the fact that they long
> since
> kicked you out for spewing more garbage than the wintrolls.

No...Been busy..Looks like comp.sys.atari.advocacy bit the dust...

As usual, Chretein up north is late to the game...

sinclap!
somewere in mn

6346. Re: CT60 news

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-25 03:48:06 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BAFFE20.4037CB19@home.com>
Source record: 711
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap@nospam.net wrote:

> Scott reg paper is the best though. A smoother wipe, not a mushy one
> like charmin....

Most of the mush is in your shorts, the remainder is in your otherwise empty head.

>Btw, why haven't you been posting in comp.sys.mac.advocacy? I mean besides >the fact that they long since kicked you out for spewing more garbage than the >wintrolls.

> No...Been busy..Looks like comp.sys.atari.advocacy bit the dust...

Wrong again. Your crap bit the dust. How do we all know? cause your the last of the kooks who try to bs people here. Btw, you never did give a real reason why you don't visit mac.advocacy at all. Truth is you never have. You haven't been busy since you've never left your parents basement for years. The reality of it is you aren't a mac advocate at all but rather a pathetic loser who attempts to bully others. Its unfortunate the pommelling you've taken over the years hasn't yet taught you the futility of your lies, arrogance and outright stupidity.

6347. Re: CT60 news

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-25 04:44:33 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-104633.00443325092001@news.bellglobal.com>
Source record: 712
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <240920012225030531%sinclap@nospam.net>,
The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:

> As usual, Chretein up north is late to the game...

nope, he's quite ahead of it. Conrad "Tubby" Black thought he had the drop on Jean, and look what happened - he had to sell the National Pest because, despite all his lies and his attacks about Jean (just like a certain fake "Apple Power Rep" in his attacks on "Atari Jihads" who are "out to get him") they all fell apart like a deck of cards. Tubby has now left the country with his tail between his legs, blaming everyone but himself.

And now look at TiFKAS - once again, trapped like a rat, it has to go and try to attack an entire country in order to feed its frail little ego.

And , of course, the real reason TiFKAS is too chicken to go into mac.advocacy: thirty seconds after it opens its big yap and puts its foot in it, it''ll be reduced to a pile of onion rings by .advocacy's denizens. Indeed, one true Mac advocate there who's seen TiFKAS in action has advised it to buy a PC and mirrored glasses with the mirrors facing inward so that it can finish its metamorphosis into a Wintroll :)

TiFKAS will, as usual, deny all and start replying to his imaginary friend "Chunks". Dance for us, monkey boy.......

6348. Re: CT60 news

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-27 02:40:06 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BB2912A.388CFE98@home.com>
Source record: 713
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Daniel, its about time some of us wrote the
alt.loser.tifkas.flonk.flonk.flonk FAQ

Daniel Dreibelbis wrote:

> In article <240920012225030531%sinclap@nospam.net>,
> The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:
>
> And , of course, the real reason TiFKAS is too chicken to go into
> mac.advocacy: thirty seconds after it opens its big yap and puts its
> foot in it, it''ll be reduced to a pile of onion rings by .advocacy's
> denizens. Indeed, one true Mac advocate there who's seen TiFKAS in
> action has advised it to buy a PC and mirrored glasses with the mirrors
> facing inward so that it can finish its metamorphosis into a Wintroll :)
>
> TiFKAS will, as usual, deny all and start replying to his imaginary
> friend "Chunks". Dance for us, monkey boy.......

6349. EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-27 04:24:34 UTC
From: sinclap@nospam.net
Message-ID: <260920012322387326%sinclap@nospam.net>
Source record: 714
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

See it at www.Amiga.com

Oh well....

sinclap!
somewere in mn

6350. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-27 19:52:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001702000.29161.6@eos.uk.clara.net>
Source record: 716
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

Oy!, Knobhead,

<sinclap@nospam.net> wrote in message
news:260920012322387326%sinclap@nospam.net...
>
> See it at www.Amiga.com

Your flies are undone!!.

> Oh well....

Your right, nothing to show anyway!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6351. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-28 05:34:41 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BB40B94.A6D17302@home.com>
Source record: 715
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

As usual Tifkas spews more irellavent bollox. Proof that it will never learn, as if the evidence wasn't already conclusive

sinclap@nospam.net wrote:

> See it at www.Amiga.com
>
> Oh well....
>
> sinclap!
> somewere in never never land

6352. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-28 22:25:19 UTC
From: Razor Rikel <upyours@nunyabeezwax.com>
Message-ID: <upyours-21C170.18251928092001@news.bellglobal.com>
Source record: 717
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

> > sincrap!
> > somewere in never never land

yup, as usual sincrap send out unfortunate message of his latency: he
believe in fairies.......

6353. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-28 23:22:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001719677.50869.2@eos.uk.clara.net>
Source record: 718
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi Razor

> > > sincrap!
> > > somewere in never never land
>
> yup, as usual sincrap send out unfortunate message of his latency: he
> believe in fairies.......

Sincrap is a fairy..

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6354. E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-29 01:45:09 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-F2FFAB.21442528092001@news1.on.sympatico.ca>
Source record: 719
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

having just gotten my Handspring Visor Deluxe, I decided to see just what was out there in the way of programs, and particularly those E-Books out there.

well, I just happened to go onto the Aportis website (they make a document reader for Palm OS) and saw they have an E-book section.

Wouldn't you know it - someone has come up with an E-book History of Atari, from Syzergy to Hasbro, for free download! And it's pretty good, too. Lots of info and fun facts about Atari - did you know that they sold 350,000 copies of Tempest 2000 for the Jaguar? They also talk about the Atari computers, from the 8-bit to the Falcon

If you've got a Palm or compatible and want to check it out, go to http://www.aportis.com/library/index.html and click in the Computers section. You'll need an E-book reader to load and read it.

BTW, the Visor Deluxe is pretty good, too - they've just discontinued it, and so you should be able to grab ahold of one of these for a good price. I got ahold of a refurbished one from the Handspring web site for $119 US + free shipping. This thing has as much RAM as my TT does, and it's turning out to be pretty useful for work-related stuff. Now I'm getting ready to order a digital camera Springboard module for it :)

6355. Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-29 23:46:10 UTC
From: michele smith <pamsfolks@sympatico.ca>
Message-ID: <3BB65D42.C5B9F26D@sympatico.ca>
Source record: 720

Look, this is an Atari board, not a pornographic site. There's plenty of that out there, can we get this crap out of here?!

6356. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-09-30 04:15:27 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BB69BFE.9D3AEC46@home.com>
Source record: 721

Exactly the point. the crap from the windroids and barfucious spew from sincrap is bad enough

michele smith wrote:

> Look, this is an Atari board, not a pornographic site. There's plenty of
> that out there, can we get this crap out of here?!

6357. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-02 06:20:20 UTC
From: sinclap@nospam.net
Message-ID: <021020010118144871%sinclap@nospam.net>
Source record: 722
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <3BB40B94.A6D17302@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> As usual Tifkas spews more irellavent bollox. Proof that it will never
> learn, as if the evidence wasn't already conclusive

It's the truth. Epic thinks there is a future in the Amiga. Sounds
like ATARIUSERINDENIAL again.

> sinclap@nospam.net wrote:
>
> > See it at www.Amiga.com
> >

sinclap!
somewere in the twin cities

6358. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-02 06:23:10 UTC
From: sinclap@nospam.net
Message-ID: <021020010121045080%sinclap@nospam.net>
Source record: 723
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <1001702000.29161.6@eos.uk.clara.net>, Steve Sweet
<stevesweet@freeuk.com> wrote:

> Oy!, Knobhead,
>
> <sinclap@nospam.net> wrote in message
> news:260920012322387326%sinclap@nospam.net...
> >
> > See it at www.Amiga.com
>
> Your flies are undone!!.

Where?

> > Oh well....
>
> Your right, nothing to show anyway!!.

It's a start. At least new titles are planned. So who is developing
for the fuji?

> --
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

sinclap!
somewere in the twin cities

6359. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-02 06:25:04 UTC
From: sinclap@nospam.net
Message-ID: <021020010122591981%sinclap@nospam.net>
Source record: 724
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <upyours-21C170.18251928092001@news.bellglobal.com>, Razor
Rikel <upyours@nunyabeezwax.com> wrote:

> > > sincrap!
> > > somewere in never never land
>
> yup, as usual sincrap send out unfortunate message of his latency: he
> believe in fairies.......

That Epic is developing for the Amiga? Or a fantasy on yourself? Or
just denial?

sinclap!
somewere in mpls

6360. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-02 06:26:11 UTC
From: sinclap@nospam.net
Message-ID: <021020010124055979%sinclap@nospam.net>
Source record: 725
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <1001719677.50869.2@eos.uk.clara.net>, Steve Sweet
<stevesweet@freeuk.com> wrote:

> Hi Razor
>
> > > > sincrap!
> > > > somewere in never never land
> > >
> > yup, as usual sincrap send out unfortunate message of his latency: he
> > believe in fairies.......
>
> Sincrap is a fairy..

your ma ma is...

>
> --
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

sinclap!
somewere in mpls

6361. Re: !!!!! Hot Teen XXX Action !!!!! 4547 [1/2]

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-02 06:27:43 UTC
From: sinclap@nospam.net
Message-ID: <021020010125371505%sinclap@nospam.net>
Source record: 726

In article <CCSi7.16075$WR6.60058@news.pacbell.net>,
<giyoix@peerweeer.com> wrote:

> Click Here For XXX Teen Hardcore Pics
>
>
>
> http://www.clubtgp.com/freehosting/exploited/
>
>

Wow...a site for 'Chunks'....

>
>
>
>
> eietsznqlzzzmyisdqqzbxxborckecfeodxukidyzwy

6362. Re: CT60 news

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-02 06:30:12 UTC
From: sinclap@nospam.net
Message-ID: <021020010128070493%sinclap@nospam.net>
Source record: 727
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <3BAFFE20.4037CB19@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> sinclap@nospam.net wrote:
>
> > Scott reg paper is the best though. A smoother wipe, not a mushy one
> > like charmin....
>
> Most of the mush is in your shorts, the remainder is in your otherwise empty
> head.

Oh sure..

> No...Been busy..Looks like comp.sys.atari.advocacy bit the dust...
>
> Wrong again. Your crap bit the dust. How do we all know? cause your the
> last of
> the kooks who try to bs people here. Btw, you never did give a real reason
> why you
> don't visit mac.advocacy at all. Truth is you never have. You haven't been
> busy
> since you've never left your parents basement for years. The reality of it
> is you
> aren't a mac advocate at all but rather a pathetic loser who attempts to bully
> others. Its unfortunate the pommelling you've taken over the years hasn't yet
> taught you the futility of your lies, arrogance and outright stupidity.

Sounds like you have a problem. The one that makes the loudest voice
alleging above is actually living the life above.

sinclap!
somewere in mpls

6363. Re: CT60 news

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-02 06:36:20 UTC
From: sinclap@nospam.net
Message-ID: <021020010134092251%sinclap@nospam.net>
Source record: 728
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <dreibel-104633.00443325092001@news.bellglobal.com>, Daniel
Dreibelbis <dreibel@sympatico.ca> wrote:

> In article <240920012225030531%sinclap@nospam.net>,
> The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:
>
> > As usual, Chretein up north is late to the game...
>
> nope, he's quite ahead of it. Conrad "Tubby" Black thought he had the
> drop on Jean, and look what happened - he had to sell the National Pest
> because, despite all his lies and his attacks about Jean (just like a
> certain fake "Apple Power Rep" in his attacks on "Atari Jihads" who are
> "out to get him") they all fell apart like a deck of cards. Tubby has
> now left the country with his tail between his legs, blaming everyone
> but himself.

What does Conrad Black have to do with Chretein being last of the
major world leader to visit down south? Sheesh, even the Japanese PM
was there before up north.

Sounds like you and Conrad share something...

> And now look at TiFKAS - once again, trapped like a rat, it has to go
> and try to attack an entire country in order to feed its frail little
> ego.

Attack who? No beloved up north. I do have sinclap cousins and a
uncle up north.

> And , of course, the real reason TiFKAS is too chicken to go into
> mac.advocacy: thirty seconds after it opens its big yap and puts its
> foot in it, it''ll be reduced to a pile of onion rings by .advocacy's
> denizens. Indeed, one true Mac advocate there who's seen TiFKAS in
> action has advised it to buy a PC and mirrored glasses with the mirrors
> facing inward so that it can finish its metamorphosis into a Wintroll :)

Said whom?
>
> TiFKAS will, as usual, deny all and start replying to his imaginary
> friend "Chunks". Dance for us, monkey boy.......

Your doing just fine...

sinclap!
somewere in mpls

6364. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-02 11:49:43 UTC
From: Razor Rikel <upyours@nunyabeezwax.com>
Message-ID: <upyours-40BA26.07494302102001@news1.on.sympatico.ca>
Source record: 729
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <021020010122591981%sinclap@nospam.net>,
<sinclap@nospam.net> wrote:

> In article <upyours-21C170.18251928092001@news.bellglobal.com>, Razor
> Rikel <upyours@nunyabeezwax.com> wrote:
>
> > > > sincrap!
> > > > somewere in never never land
> > >
> > yup, as usual sincrap send out unfortunate message of his latency: he
> > believe in fairies.......
>
> That Epic is developing for the Amiga? Or a fantasy on yourself? Or
> just denial?

so, yer in a denial dat yer homer sexual?

As usual , sincrap fantasy is dat sincrap has a life.

>
> sincrap!
> somewere in mpls

jerkin' his gherkin' ta picture of Phil Schiller.....

6365. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-02 12:28:50 UTC
From: richardhutnik@hotmail.com
Message-ID: <37bc9e37.0110020428.3b0ab91f@posting.google.com>
Source record: 730
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

<sinclap@nospam.net> wrote in message news:<260920012322387326%sinclap@nospam.net>...
> See it at www.Amiga.com
>
> Oh well....
>
> sinclap!
> somewere in mn

Petey, one would of thought you would of gotten a life by now. I
guess those that did were wrong.

- Richard Hutnik

6366. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-02 22:03:00 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002131207.35221.6@hebe.uk.clara.net>
Source record: 735
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

Hi Sinclap

> > Your flies are undone!!.
>
> Where?

I can understand your confusion.

> > > Oh well....
> >
> > Your right, nothing to show anyway!!.
>
> It's a start. At least new titles are planned. So who is developing
> for the fuji?

I was actually referring to the lack of any visible evidence of genitalia in
conjunction with your flies being undone.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6367. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-03 04:32:35 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BBA946C.E24DC3D4@home.com>
Source record: 731

Razor Rikel wrote:

> > > > > sincrap!
> > > > > somewere in never never land
> > >
> > > yup, as usual sincrap send out unfortunate message of his latency: he
> > > believe in fairies.......
> so, yer in a denial dat yer homer sexual?
> he's got no sex life, the reason why is below. but he is quite a home isnt
> he!!

> As usual , sincrap fantasy is dat sincrap has a life.
>

no he got no life, he lives in the basement (why he has no sex life) of his parents house (which he has claimed is 300 miles south of china) spending his time reading rush limbaughs latest diatribe and aspiring to be bill palmer.

6368. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-03 04:36:45 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BBA9566.C45F0227@home.com>
Source record: 732
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

sinclap@nospam.net wrote:

> It's the truth. Epic thinks there is a future in the Amiga. Sounds
> like SINCRAPLOSERINDENIAL again.
>

Yes what I say is fact (ie truth). The amiga has always had its adherants
who like its stronger features. and unlike you most of them don't spew utter
bullshit at every oppurtunity. Btw, when are you gonna admit the real
reason you NEVER visit csma even though you claim to be a mac advocate and
"apple power rep"?

>
> > sinclap@nospam.net wrote:
> >
> > > See it at www.jerquedujour.com
> > >
>
> sinclap!
> somewere in the twit city

6369. Re: !!!!! Hot Teen XXX Action !!!!! 4547 [1/2]

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-03 04:38:39 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BBA95D8.61101BEB@home.com>
Source record: 733

sinclap@nospam.net wrote:

> In article <CCSi7.16075$WR6.60058@news.pacbell.net>,
> <giyoix@peerweeer.com> wrote:
>
> > Click Here For XXX Teen Hardcore Pics
> >
> >
> >
> > http://www.clubtgp.com/freehosting/exploited/
> >
> >
>
> Wow...a site for 'Chunks'....
>

Tifkas, its time you started taking your medication again. you're imaginary friend "chunks" isn't looking at porn sites while living in your parents basment but you are.

6370. Re: CT60 news

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-03 04:41:29 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BBA9682.A8E8E1FD@home.com>
Source record: 734

Nope sincrap, you lose again. You see we all know your a pathelogical liar and an outright jackass. Nobody believes your crap, never have and never will. The truly sad part of it is, you still fail to realize this while the rest of the universe is laughing at you.

> Sounds like you have a problem. The one that makes the loudest voice
> alleging above is actually living the life above.
>
> sinclap!
> somewere in his parents basment

6371. PC mouse > ST

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-03 22:36:05 UTC
From: "Vladan L." <vla_dan_l@yahoo.com>
Message-ID: <5k4nrtcvqg7bbt30vjgftu5krhvae1tqga@4ax.com>
Source record: 736

Hi, First time I write to this NGs.

I gues this was asked too many times already, but here it is...

How to attach PC mouse to an STE.

I've even found an old 3-button mouse with a large serial connector to it, and ST software supposed to do the thing, but...

I plug the mouse into MODEM port, *.prg runs from a aUTO folder and....

Left and right buttons do work, but it won't follow the moves. Ocasionally a pointer will slide down and to the left, out of the screen. Reminded me of a bad cable thing, but ohm meter showed cable is o.K.

I don't have original ATARI mouse at all, but have the working body of something called "Beatle mouse" (only cable and the jack are missing). It has 8 pin connector inside, as oposed to original 9. If someone could give me a hint where to look for a pinout scheme of this mouse, that could be the easiest way.

Thank you.

Vladan L.

www.mp3.com/lesly2
www.mp3.com/lesly
www.mp3.com/shook

Now then...

6372. Re: PC mouse > ST

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-05 02:46:20 UTC
From: ebaiz@skyenet.net
Message-ID: <0a9v7.5791$Nq.220259@newsfeed.slurp.net>
Source record: 737

On 4 Oct 2001 00:36:05 +, Vladan L. wrote:
>Hi, First time I write to this NGs.
>
>I gues this was asked too many times already, but here it is...
>
>How to attach PC mouse to an STE.
>
>I've even found an old 3-button mouse with a large serial connector to
>it, and ST software supposed to do the thing, but...

The best way I know is to do what I am doing now and that is to use
Mario Becroft's PC serial Mouse adapter. I use it on my Hades to use a
Logitech mouse. Works great... Try this site for more information:

http://gem.win.co.nz

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6373. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-06 14:48:47 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002383947.44283.6@eurus.uk.clara.net>
Source record: 738
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Yo, Sinclap

> > > yup, as usual sincrap send out unfortunate message of his latency:
he
> > > believe in fairies.......
> >
> > Sincrap is a fairy..
>
> your ma ma is...

I'm mortally wounded by that!!, NOT!!, arsehole bandit!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6374. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-07 05:33:48 UTC
From: sinclap@nospam.net
Message-ID: <071020010031342425%sinclap@nospam.net>
Source record: 739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

In article <dreibel-F2FFAB.21442528092001@news1.on.sympatico.ca>,
Daniel Dreibelbis <dreibel@sympatico.ca> wrote:

Looks like know one cares since there has been no follow up.

> having just gotten my Handspring Visor Deluxe, I decided to see just
> what was out there in the way of programs, and particularly those
> E-Books out there.

Have the Visor as well. The new Sony one with integrated MP3 playback
plus awesome styling has begun to eat in Palm's and Handspring's donut

> well, I just happened to go onto the Aportis website (they make a
> document reader for Palm OS) and saw they have an E-book section.
>
> Wouldn't you know it - someone has come up with an E-book History of
> Atari, from Syzergy to Hasbro, for free download! And it's pretty good,
> too. Lots of info and fun facts about Atari - did you know that they
> sold 350,000 copies of Tempest 2000 for the Jaguar? They also talk about
> the Atari computers, from the 8-bit to the Falcon

Sure made your day did it not?

> If you've got a Palm or compatible and want to check it out, go to
> http://www.aportis.com/library/index.html and click in the Computers
> section. You'll need an E-book reader to load and read it.
>
> BTW, the Visor Deluxe is pretty good, too - they've just discontinued
> it, and so you should be able to grab ahold of one of these for a good
> price. I got ahold of a refurbished one from the Handspring web site for
> $119 US + free shipping. This thing has as much RAM as my TT does, and
> it's turning out to be pretty useful for work-related stuff. Now I'm
> getting ready to order a digital camera Springboard module for it :)

You must be estatic...-) Not!

sinclap!
somewere in mn

6375. Re: CT60 news

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-07 06:32:28 UTC
From: sinclap@nospam.net
Message-ID: <071020010130154197%sinclap@nospam.net>
Source record: 740

In article <3BBA9682.A8E8E1FD@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

>
> Nope sincrap, you lose again. You see we all know your a pathelogical liar
> and an
> outright jackass. Nobody believes your crap, never have and never will. The
> truly
> sad part of it is, you still fail to realize this while the rest of the
> universe is
> laughing at you.

You do...

No crap with facts...

sinclap!
somewere in mn

6376. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-07 06:35:10 UTC
From: sinclap@nospam.net
Message-ID: <071020010132573934%sinclap@nospam.net>
Source record: 741
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <upyours-40BA26.07494302102001@news1.on.sympatico.ca>, Razor
Rikel <upyours@nunyabeezwax.com> wrote:

> In article <021020010122591981%sinclap@nospam.net>,
> <sinclap@nospam.net> wrote:
>
> > In article <upyours-21C170.18251928092001@news.bellglobal.com>, Razor
> > Rikel <upyours@nunyabeezwax.com> wrote:
> >
> > > > > > sincrap!
> > > > > somewere in never never land
> > >
> > > yup, as usual sincrap send out unfortunate message of his latency: he
> > > believe in fairies.......
> >
> > That Epic is developing for the Amiga? Or a fantasy on yourself? Or
> > just denial?
>
> so, yer in a denial dat yer homer sexual?

You disapprove of homosexuals? If so, does 'Chunks' no this?

> As usual , sincrap fantasy is dat sincrap has a life.
>
> >
> > sincrap!
> > somewere in mpls
>
> jerkin' his gherkin' ta picture of Phil Schiller...

How long have you been thinking about that?

sinclap!
somewere in mn

6377. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-07 06:36:55 UTC
From: sinclap@nospam.net
Message-ID: <071020010134410220%sinclap@nospam.net>
Source record: 742
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <37bc9e37.0110020428.3b0ab91f@posting.google.com>, Richard
Hutnik <richardhutnik@hotmail.com> wrote:

> <sinclap@nospam.net> wrote in message
> news:<260920012322387326%sinclap@nospam.net>...
> > See it at www.Amiga.com
> >
> > Oh well....
> >
> > sinclap!
> > somewere in mn
>
> Petey, one would of thought you would of gotten a life by now. I
> guess those that did were wrong.
>
> - Richard Hutnik

I have one thank you...and you? If you notice the time stamp when most
of my posts go out..This is fun time..

sinclap!
somewere in mn

6378. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-07 06:38:22 UTC
From: sinclap@nospam.net
Message-ID: <071020010136095465%sinclap@nospam.net>
Source record: 743

In article <3BBA946C.E24DC3D4@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> Razor Rikel wrote:
>
> > > > > > > sincrap!
> > > > > > > somewere in never never land
> > > > >
> > > > > yup, as usual sincrap send out unfortunate message of his latency: he
> > > > > believe in fairies.......
> > so, yer in a denial dat yer homer sexual?
> > he's got no sex life, the reason why is below. but he is quite a home isnt
> > he!!
>
> > As usual , sincrap fantasy is dat sincrap has a life.
> >
>
> no he got no life, he lives in the basement (why he has no sex life) of his
> parents house (which he has claimed is 300 miles south of china) spending his
> time reading rush limbaughs latest diatribe and aspiring to be bill palmer.

You have a thing for parents house and basement? You should stop
blaming others for your short commings eh....

sinclap!
somewere in mn

6379. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-07 06:47:06 UTC
From: sinclap@nospam.net
Message-ID: <071020010144476659%sinclap@nospam.net>
Source record: 744
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <3BBA9566.C45F0227@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

>
> Yes what I say is fact (ie truth). The amiga has always had its adherants
> who like its stronger features. and unlike you most of them don't spew utter
> bullshit at every oppurtunity. Btw, when are you gonna admit the real
> reason you NEVER visit csma even though you claim to be a mac advocate and
> "apple power rep"?
>

Oh..You have not been in comp.sys.amiga.advocacy lately have you?

Yes, I do read through c.s.m.a. Whats your excuse?

sinclap!
somewere in mn

6380. Atari Super Pong

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-07 10:12:26 UTC
From: J Dogg <jcdove@bellsouth.N0SPLAM.net>
Message-ID: <U2Wv7.18576$WX5.521428@e3500-atl2.usenetserver.com>
Source record: 745

I advocate you cherish Atari history by bidding on my fresh and styling Atari Super Pong console.

Very sweet. Simple game, maximum playbility.

It's on ebay. Item # 1282105090

Also Atari 2600 ("Darth Vader black" version), Atari 5200 w/carts, even an odd item like Superman Spinball Pinball (looks and is a strange thing to behold).

Anyone know the web site of that guy who will custom make a Atari 2600 cart (text display)?

6381. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-07 13:01:32 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-006E2D.09013207102001@news1.on.sympatico.ca>
Source record: 746
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

In article <071020010031342425%sinclap@nospam.net>,
The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:

>
> Looks like know one cares since there has been no follow up.

ironically, there has, TiFKAS. You just have been too stupid to look.

And speaking of stupid: it's spelled "no". More proof that no one in
the Mac industry would hire such a drooling moron as you to represent
them.

>
> > having just gotten my Handspring Visor Deluxe, I decided to see just
> > what was out there in the way of programs, and particularly those
> > E-Books out there.
>
> Have the Visor as well. The new Sony one with integrated MP3 playback
> plus awesome styling has begun to eat in Palm's and Handspring's donut

yes, TiFKAS, we all know about how much you like to "Palm" yourself :)

>
> > well, I just happened to go onto the Aportis website (they make a
> > document reader for Palm OS) and saw they have an E-book section.
> >
> > Wouldn't you know it - someone has come up with an E-book History of
> > Atari, from Syzergy to Hasbro, for free download! And it's pretty good,
> > too. Lots of info and fun facts about Atari - did you know that they
> > sold 350,000 copies of Tempest 2000 for the Jaguar? They also talk about
> > the Atari computers, from the 8-bit to the Falcon
>
> Sure made your day did it not?

it did - the whole book is tull of the facts about Atari - and proved
that, as far as your disinformation campaigns, you're full of it.....

> > BTW, the Visor Deluxe is pretty good, too - they've just discontinued
> > it, and so you should be able to grab ahold of one of these for a good
> > price. I got ahold of a refurbished one from the Handspring web site for
> > $119 US + free shipping. This thing has as much RAM as my TT does, and
> > it's turning out to be pretty useful for work-related stuff. Now I'm
> > getting ready to order a digital camera Springboard module for it :)
>
> You must be estatic...-) Not!

You're certainly not serious about getting ahead and bettering
yourself, can't even spell "ecstatic"

Now go out and play in traffic, little boy.....

>
> sinclap!
> somewere in mn

burrowing his head "you-know-where" in order to keep his prodigious
ears warm.....

6382. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-07 13:09:38 UTC
From: Razor Rikel <upyours@nunyabeezwax.com>
Message-ID: <upyours-FDBAF3.09093807102001@news1.on.sympatico.ca>
Source record: 747
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <071020010132573934%sinclap@nospam.net>,
<sincrap@nospam.net> wrote:

> > so, yer in a denial dat yer homer sexual?
>
> You disapprove of homosexuals? If so, does 'Chunks' no this?

no, I don't. But yer in obvious denial dat you have homer sexual
tendencies...

an' lookit you, now yer once again claimin' dat Dan is homer sexual,
after denyin' dat ya ever said it. Earth ta sincrap - Dan happens ta be
very hetero, he jus' don't believe in breedin' lile a bunny. Guys actin'
like a homophobe an' claimin yer a big stud - read, YOU - often turn out
ta have homer sexual tendencies.

> > jerkin' his gherkin' ta picture of Phil Schiller...
>
> How long have you been thinking about that?

how long have ya been poundin' yer poodle ta same picture?

6383. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-07 13:16:52 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-E352AE.09165207102001@news1.on.sympatico.ca>
Source record: 748
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <071020010144476659%sinclap@nospam.net>,
<sinclap@nospam.net> wrote:

> Oh..You have not been in comp.sys.amiga.advocacy lately have you?
>
> Yes, I do read through c.s.m.a. Whats your excuse?

but the problem is you never post there. What's you're excuse? Oh,
yeah, some Mac user, embarrassed by your constant babbling and stupid
behaviour in the name of the platform, will do some investigating and
bring proof that you aren't an "Apple Power Rep". Which we in .atari
have known for years. :)

6384. I'm baaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-08 15:47:47 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <DUjw7.107$fM.13103226@news.incc.net>
Source record: 749

Just when you thought Jared and all his crazy ranting about bringing Atari back were over...

All I'll say is this:

I contacted Infogrames and I await their reply.

Jared

6385. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-09 20:12:01 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC359A3.51C19130@home.com>
Source record: 750

Hey Wanker!!! :P

Get a clue, beg or borrow it. You being a wanker living in your parents basment
with your imagnied friend chunks is your own shortcoming, not mine or anyone elses.

sinclap@nospam.net wrote:

> You have a thing for parents house and basement? You should stop
> blaming others for your short commings eh....
>
> sinclap!
> somewere in never never land

6386. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-09 20:19:31 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC35B65.76938711@home.com>
Source record: 651
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Guess what sincrap. Youve just fallen for razors "monkey boy" trap again. You just cant admit that the amiga users know yhour full of crap just like anyone else.

sinclap@nospam.net wrote:

> Oh..You have not been in comp.sys.amiga.advocacy lately have you?
>
> Yes, I do read through c.s.m.a. Whats your excuse?
>

Bollox again. I've even posted about you there, I've posted TO YOU there, and you never reply, you never defend the macs from windroids. jThere fore you are still a liar and a blatant scumbag. Not that its a surprise to anyone. For the record everyone here KNOWS you don't visit csma cause you idea of "defending" the macintosh is limited to spewing crap at others while hoping that nobody will realize your a pimply faced loser without a life.

>
> sinclap!
> somewere in never never land

6387. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-09 20:24:01 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC35C73.534580E2@home.com>
Source record: 652

lets see thats gmt so in fact your posting at just past 1:30 am while staying up late on saturday. Does this prove anything? yes it proves your still an idiot for thinking that staying up late on a weekend somehow makes you a "hacker".

sinclap@nospam.net wrote:

> I have one thank you...and you? If you notice the time stamp when most
> of my posts go out..This is fun time..
>
> sinclap!
> somewere in mn

6388. Re: The World is changing: Do you want to survive?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-09 20:25:58 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC35CE9.A5AA762E@home.com>
Source record: 653

what does this bollox have to do with atari users? NOTHING!!!
your lucky this isn't a moderated group or youd be the one banned on the spot

me@youwishyouknew.com wrote:

> misc_survivalism_moderated ï¿½ Survivalism and Preparedness.
> http://groups.yahoo.com/group/misc_survivalism_moderated
>
> This list is for those who want themselves and their loved ones to survive and prosper during hard times.
>
> War, riots, famine, crime, drought, flooding, fire, contaminated water supplies, inflation, job loss, and many more.
>
> Are you ready to deal with any situation?
>
> Join us as we learn from each other how to survive.
> ---
> This group is moderated.
>
> -Membership must be approved.
>
> -If you can't use respect and common sense in posting to this group, you will be banned.
>
> -Posts must be on-topic.
>
> On-topic: Food storage, firearms, canning, gardening, self-sustaining communities, back to basics, water purification, alternative power, conservation, homesteading, first aid and more.
>
> Off-topic: Politics, religion, current affairs, philosophy, conspiracy theories, New World Order, racism.
>
> misc_survivalism_moderated ï¿½ Survivalism and Preparedness.
> http://groups.yahoo.com/group/misc_survivalism_moderated
>
> Ypeocui a eetrireee lmrerthis eotnara onngosr seeu dn?
>
> Gmtaud epl tpury i mhlr gens xit nnds esvi cfi en
> aun lg sfcev hidlo nrft edn ntq vosf ih
> dada hr prmeca ijd sodo ferhlfe tk he mcen
> evoy ey di ip wees ntnp i os en eruxy.
>
> Fea otrlee dhele fsec rnaew sl nbh etfse rgosfn rob?
>

> Nlte xre tir naa necp vfe fed it
> asd rese a xummv nyirc cstw i uhcwt udes fruxe mreia
> dteen ein hnec eet nrt rglq rieos epvcd roo!
>
> Hneeduhr ifsetn hda dlleien qvp mbetity ov!
>
> Qehot thoe sesw pin edr rbyr poyiz?
>
> Rerkfiteo a rstndro hee frwrdcl srgiine auc ttetitq dets eerr ilttt?
>
> Rlp lltfroad revwee nh sp tognem boe.
>
> Misdfjp asisafcn arocooa nb twiotsedt ttesrfos ash!
>
> Tetrnoa hps ael ta grse raetr nl drvgc
> adv iuismre toeane i odcudcq otrloe i lire nsoie dhnpeslo gttoeop eh
> ttspeme eehdni oshraoe irwci y eotd pno roocnn ohsrr
> ifto a taod anaot mwnt tar cmn et
> rkrrs wpsf a rhi rrancsl erosei iraeat a lrh tnms niiemt bce
> ufvoi htt naoi npa ietc ott arsit
> asto et uersv latsl cictml rt etdrr o egtw ers rhery.
>
> Ufotrr a eowrm ioo nsi nia ten o ptseo ttd
> pirtxeee ttmatnnhk loh tret xho codt tit haf.
>
> Yoli tejd cegna tiyldrs deraren imoewab o hot lnf
> ista ulha nninl rtat i laudeo tnl en.
>
> Ugshdir fa tct atd nfin neootg drei flm
> affbhsn teansl aeh upeyozt grenteoa yeratte aipctsdn iaesc vol
> ttassee reshp roet nbeehch ltl hhoere swsv oluuc
> ysb sneo niiwt tmri uhfh casvi teanue taxsix ninrnr lxgto
> rhc iaa oiae suefb muo ahl pdedi aw
> ee utaemnegi so ejrierer hcepr lm erfm
> treuar mtsieeer tn oh peesaa rtlc ewp.
>
> Rtai credt a aatcse udl roh inee eqoiyii sci efrae?
>
> Ireeueo cipaa sueese mnxi aapapsao tt niaihsg ewu
> ndr o sre icf idig gle ercow iwpf lfhot nt
> urrp osabn easpalma oieow eclrttg mabtoe tnvth
> evor neo yr teao atph nl o dtui anr fsdr tt
> nae han dhim enbmo taasnvshu ntsu uagresaks tvl
> dadsrpm assol tsemu ir i syye tutoa yb.
>
> Otvtawtdpi odtdee eee ensfsesn gnj teeir oameale ge
> eta gnu y eu rdrieoe nrotwn grrsvem netels msre sog rhesm.
>
> Esis ncop aftn iaa roie qtt oen aied tlp
> vcotto sningf wps eoicmol dr tfhy enogd ohffe

> aitn oa ei npr edo eoen ofatl ee
> nuv y nsawf rms i rx gsywibsm ideoeeod eard aesshe oet
> rtere oajh nhor tpedh y en cme wnd
> civn msipet ipaolyn nnodon ecirurp rwiacu yaatl rgft
> lodutnato rsrwcet nr orntd nms enhann feexerc hiahfsfo iice
> dgcopaip scs dctouo o ovobitpr epmcttc dstr ickdffyr ev
> mht ea ev sor nee zye wa hnnc ee
> sewgieer iearonhsr yalfe lco aloxiems moirns nhiecpnsn hul
> toswt rnreuot asoa eglhl otriaui a oop eotsa lenlot nrnri?

6389. Re: CT60 news

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-09 20:29:56 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC35DD6.1D68CB2C@home.com>
Source record: 654

sinclap@nospam.net wrote:

> You do...
>

Yes the rest of the world and myself still know you for a useless prick. get used to it and get a live

>
> No crap with facts...
>

you have no facts, therefore your crap is blatant bullshit, as is the fouls smelling substance keeping your ears apart.

>
> sinclap!
> somewere in the basement

BTW, since you once again have lied to all of us about your not being in csma, why don't you post your crap there? its cause you know you'd be a proven vidiot once atain. You really should learn that attempting to impersonate bill palmer is futile

6390. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-09 20:36:53 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC35F77.A9FFE0DB@home.com>
Source record: 655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Daniel Dreibelbis wrote:

> ironically, there has, TiFKAS. You just have been too stupid to look.
>

Thats how we know its him. if its obvious crap, then its straight from sincrap
(the master baiter of non-straightness)

>
> And speaking of stupid: it's spelled "no". More proof that no one in
> the Mac industry would hire such a drooling moron as you to represent
> them.
>
> yes, TiFKAS, we all know about how much you like to "Palm" yourself :)
>

Of course, his personal hero is bill palmer, known on usenet as the infamous
"palmjob"

>
> it did - the whole book is tull of the facts about Atari - and proved
> that, as far as your disinformation campaigns, you're full of it.....
>

you made a typo, you forgot the SH on the last word there Dan

> You're certainly not serious about getting ahead and bettering
> yourself, can't even spell "ecstatic"
>

He was talking about static, from all that fluff between his ears

>
> Now go out and play in traffic, little boy.....
>

He has been for years, thats why he's roadkill on this info highway

>
> >
> > sinclap!
> > somewere in the butterscotch palace

6391. Re: I'm baaaack!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-09 22:58:30 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <qnLw7.307$4R.344@nsw.nnrp.telstra.net>
Source record: 656

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:DUjw7.107$fM.13103226@news.incc.net...
> Just when you thought Jared and all his crazy ranting about bringing Atari
> back were over...
>
> All I'll say is this:
>
> I contacted Infogrames and I await their reply.
>

I suspect that you will be waiting forever.

6392. Re: CT60 news

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 03:31:25 UTC
From: sinclap@nospam.net
Message-ID: <1010200122290052229%sinclap@nospam.net>
Source record: 657
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <3BC35DD6.1D68CB2C@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> sinclap@nospam.net wrote:
>
> > You do...
> >
>
> Yes the rest of the world and myself still know you for a useless prick. get
> used
> to it and get a live

So your saying that 6 Billion including the Taliban agree with you?

> >
> > No crap with facts...
> >
>
> you have no facts, therefore your crap is blatant bullshit, as is the fouls
> smelling substance keeping your ears apart.

Care to back this up. What have I stated that is crap? Ex..That the
updated Milan will never be released on this side of the Atlantic?

> >
> > sinclap!
> > somewere in the basement
>
> BTW, since you once again have lied to all of us about your not being in
> csma,
> why don't you post your crap there? its cause you know you'd be a proven
> vidiot
> once atain. You really should learn that attempting to impersonate bill palmer is
> futile

Whats there to post? It's an advocacy group too, plus I am a Atari
user as well.

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More
opening credits)

*note, sinclap maybe absent due to sending back the field PB to former
employer..

6393. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 03:38:13 UTC
From: sinclap@nospam.net
Message-ID: <1010200122354897 64%sinclap@nospam.net>
Source record: 658
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

In article <dreibel-006E2D.09013207102001@news1.on.sympatico.ca>,
Daniel Dreibelbis <dreibel@sympatico.ca> wrote:

> In article <071020010031342425%sinclap@nospam.net>,
> The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:
>
>
> >
> > Looks like know one cares since there has been no follow up.
>
> ironically, there has, TiFKAS. You just have been too stupid to look.
>
> And speaking of stupid: it's spelled "no". More proof that no one in
> the Mac industry would hire such a drooling moron as you to represent
> them.

Well, you just condemed millions in the technology field, including
fellow atarians..

You sound like the class wise ass, always perfect...but rediculed..

> >
> > > having just gotten my Handspring Visor Deluxe, I decided to see just
> > > what was out there in the way of programs, and particularly those
> > > E-Books out there.
> >
> > Have the Visor as well. The new Sony one with integrated MP3 playback
> > plus awesome styling has begun to eat in Palm's and Handspring's donut
>
> yes, TiFKAS, we all know about how much you like to "Palm" yourself :)

You must of erotic thoughs about being 'Palm'. You thought of it first
not me..

> >
> > > well, I just happened to go onto the Aportis website (they make a
> > > document reader for Palm OS) and saw they have an E-book section.
> > >
> > > Wouldn't you know it - someone has come up with an E-book History of
> > > Atari, from Syzergy to Hasbro, for free download! And it's pretty good,
> > > too. Lots of info and fun facts about Atari - did you know that they
> > > sold 350,000 copies of Tempest 2000 for the Jaguar? They also talk about
> > > the Atari computers, from the 8-bit to the Falcon
> >
> > Sure made your day did it not?

>
> it did - the whole book is tull of the facts about Atari - and proved
> that, as far as your disinformation campaigns, you're full of it.....

What disinformation campaign?

>
> > > BTW, the Visor Deluxe is pretty good, too - they've just discontinued
> > > it, and so you should be able to grab ahold of one of these for a good
> > > price. I got ahold of a refurbished one from the Handspring web site for
> > > $119 US + free shipping. This thing has as much RAM as my TT does, and
> > > it's turning out to be pretty useful for work-related stuff. Now I'm
> > > getting ready to order a digital camera Springboard module for it :)
> >
> > You must be estatic...-) Not!
>
> You're certainly not serious about getting ahead and bettering
> yourself, can't even spell "ecstatic"

I don't have to worry about 'bettering' myself. I would worry about
you...

> Now go out and play in traffic, little boy.....

I am too busy for that. Would be fun to go back in time. but have to
earn a living now..

> >
> > sinclap!
> > somewere in mn
>
> burrowing his head "you-know-where" in order to keep his prodigious
> ears warm.....

??

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More
opening credits)

*note, sinclap maybe absent due to sending back the field PB to former
employer..

6394. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 03:39:45 UTC
From: sinclap@nospam.net
Message-ID: <1010200012237255608%sinclap@nospam.net>
Source record: 659

In article <3BB69BFE.9D3AEC46@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> Exactly the point. the crap from the windroids and barfucious spew from
> sincrap is bad enough
>
So you hate sex?

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More
opening credits)

*note, sinclap maybe absent due to sending back the field PB to former
employer..

6395. Re: The World is changing: Do you want to survive?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 03:41:49 UTC
From: sinclap@nospam.net
Message-ID: <1010200122392930 68%sinclap@nospam.net>
Source record: 660

In article <3BC35CE9.A5AA762E@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> what does this bollox have to do with atari users? NOTHING!!!
> your lucky this isn't a moderated group or youd be the one banned on the spot
>

Oh soo true. You would be on your tenth alias by now..

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More
opening credits)

*note, sinclap maybe absent due to sending back the field PB to former
employer..

6396. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 03:47:35 UTC
From: sinclap@nospam.net
Message-ID: <1010200122451035562%sinclap@nospam.net>
Source record: 661
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <upyours-FDBAF3.09093807102001@news1.on.sympatico.ca>, Razor Rikel <upyours@nunyabeezwax.com> wrote:

> In article <071020010132573934%sinclap@nospam.net>,
> <sincrap@nospam.net> wrote:
>
> > > so, yer in a denial dat yer homer sexual?
> >
> > You disapprove of homosexuals? If so, does 'Chunks' no this?
>
> no, I don't. But yer in obvious denial dat you have homer sexual
> tendencies...

Really...Please tell me more...

> an' lookit you, now yer once again claimin' dat Dan is homer sexual,
> after denyin' dat ya ever said it. Earth ta sincrap - Dan happens ta be
> very hetero, he jus' don't believe in breedin' lile a bunny. Guys actin'
> like a homophobe an' claimin yer a big stud - read, YOU - often turn out
> ta have homer sexual tendencies.

you live next door with Chunks? Why are you defending Chunk's sexual appetite? Did you know by diffinition in posts by Chunk's attacking my spelling and grammar errors done early in the new morning, that he has condemed you as an idiot and unworthy of a amployment advancement?

> > > jerkin' his gherkin' ta picture of Phil Schiller...
> >
> > How long have you been thinking about that?
>
> how long have ya been poundin' yer poodle ta same picture?

I don't have his picture but pictures of out town trips to populate my walls.

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More opening credits)

*note, sinclap maybe absent due to sending back the field PB to former employer..

6397. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 03:55:14 UTC
From: sinclap@nospam.net
Message-ID: <101020012252541513%sinclap@nospam.net>
Source record: 662

In article <dreibel-E352AE.09165207102001@news1.on.sympatico.ca>,
Daniel Dreibelbis <dreibel@sympatico.ca> wrote:

> In article <071020010144476659%sinclap@nospam.net>,
> <sinclap@nospam.net> wrote:
>
> > Oh..You have not been in comp.sys.amiga.advocacy lately have you?
> >
> > Yes, I do read through c.s.m.a. Whats your excuse?
>
> but the problem is you never post there. What's you're excuse? Oh,
> yeah, some Mac user, embarrassed by your constant babbling and stupid
> behaviour in the name of the platform, will do some investigating and
> bring proof that you aren't an "Apple Power Rep". Which we in .atari
> have known for years. :)

I have posted...Have not seen a post from you lately..

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More
opening credits)

*note, sinclap maybe absent due to sending back the field PB to former
employer..

6398. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 03:57:55 UTC
From: sinclap@nospam.net
Message-ID: <1010200122553351193%sinclap@nospam.net>
Source record: 663

In article <3BC359A3.51C19130@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> Hey Wanker!!! :P

Takes one to know one...

> Get a clue, beg or borrow it. You being a wanker living in your parents
> basment
> with your imagnied friend chunks is your own shortcoming, not mine or anyone
> elses.
>
Were do you imagine this from...?

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More
opening credits)

*note, sinclap maybe absent due to sending back the field PB to former
employer..

6399. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 04:02:28 UTC
From: sinclap@nospam.net
Message-ID: <1010200012300087614%sinclap@nospam.net>
Source record: 664
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <3BC35B65.76938711@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> Guess what sincrap. Youve just fallen for razors "monkey boy" trap again.
> You
> just cant admit that the amiga users know yhour full of crap just like anyone
> else.
>
> sinclap@nospam.net wrote:
>
> > Oh..You have not been in comp.sys.amiga.advocacy lately have you?
> >
> > Yes, I do read through c.s.m.a. Whats your excuse?
> >
>
> Bollox again. I've even posted about you there, I've posted TO YOU there,
> and
> you never reply, you never defend the macs from windroids. jThere fore you
> are
> still a liar and a blatant scumbag. Not that its a surprise to anyone. For
> the
> record everyone here KNOWS you don't visit csma cause you idea of "defending"
> the
> macintosh is limited to spewing crap at others while hoping that nobody will
> realize your a pimply faced loser without a life.

Why should I care that wintel users do not use the Apple platform.
It's there loss not mine. I suspect that the new Apple retail stores
will attract the fence setters and the low hanging fruits.

So what crap have I spewed?

6400. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 04:05:01 UTC
From: sinclap@nospam.net
Message-ID: <1010200012302426827%sinclap@nospam.net>
Source record: 665
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <3BC35C73.534580E2@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> lets see thats gmt so in fact your posting at just past 1:30 am while
> staying up late on saturday. Does this prove anything? yes it proves your
> still an idiot for thinking that staying up late on a weekend somehow makes
> you a "hacker".
>

No sherlock...Thats the only time I had to check usenet and email due
to my schedule..

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More
opening credits)

*note, sinclap maybe absent due to sending back the field PB to former
employer..

6401. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 04:12:19 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-DFFA10.00121911102001@news.bellglobal.com>
Source record: 666
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

In article <101020012235489764%sinclap@nospam.net>,
<sinclap@nospam.net> wrote:

> > And speaking of stupid: it's spelled "no". More proof that no one in
> > the Mac industry would hire such a drooling moron as you to represent
> > them.
>
> Well, you just condemed millions in the technology field, including
> fellow atarians..

millions in the technology field know how to spell. Unlike you.

> You sound like the class wise ass, always perfect...but rediculed..

no, they laugh WITH me, not AT me. With TiFKAS it's the opposite.

BTW, it's spelled "ridicule" . Come back when you've graduated
remedial kindergarten....

> > yes, TiFKAS, we all know about how much you like to "Palm"
yourself :)
>
> You must of erotic thoughs about being 'Palm'. You thought of it first
> not me..

hmmm, not only can't TiFKAS spell, he also can't put together a
coherent sentence! Having fun with your old friend Johnny Walker again?
:)

> > it did - the whole book is tull of the facts about Atari - and
proved
> > that, as far as your disinformation campaigns, you're full of it.....
>
> What disinformation campaign?

well well well. Remember "98% of all Atari applications fall over on
the Milan" ? Remember "Pointcast will completely destroy Atari from
the Internet"? Remember "I never said Calamus was crap"? Remember "I
never said that Steve Jobs would destroy Apple if he ever came back, or
that I called him an arrogant bonehead"?

> > You're certainly not serious about getting ahead and bettering
> > yourself, can't even spell "ecstatic"
>
> I don't have to worry about 'bettering' myself. I would worry about
> you...

I have bettered myself, pinhead. Last March I got a promotion, a raise, and some additional employee training which has now added to my resume.

You'd be lucky if you were able to sell pencils from a tin cup, much less getting any job in the computer industry.

> *note, sinclap maybe absent due to sending back the field PB to former
> employer..

well well well - someone finally noticed your shoddy work and gave you the boot. That's what you get for acting as much the fool here as you did in the field.

BTW, can you now give us evidence of who formerly employed you? Or are you still bound by a "non-disclosure agreement" (read: BS) that prevents you from sharing that info, O former fake "Apple Power Rep".

6402. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 04:23:26 UTC
From: Razor Rikel <upyours@nunyabeezwax.com>
Message-ID: <upyours-B56660.00232611102001@news.bellglobal.com>
Source record: 667
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <101020012245103562%sinclap@nospam.net>,
<sinclap@nospam.net> wrote:

> > an' lookit you, now yer once again claimin' dat Dan is homer sexual,
> > after denyin' dat ya ever said it. Earth ta sincrap - Dan happens ta be
> > very hetero, he jus' don't believe in breedin' lile a bunny. Guys actin'
> > like a homophobe an' claimin yer a big stud - read, YOU - often turn out
> > ta have homer sexual tendencies.
>
> you live next door with Chunks? Why are you defending Chunk's sexual
> appetite? Did you know by diffinition in posts by Chunk's attacking my
> spelling and grammar errors done early in the new morning, that he has
> condemed you as an idiot and unworthy of a amployment advancement?

Razor gots news fer ya, sincrap - Razor's spellin' errors are all
parta a gag, showin' dat even a guy actin' an idiot can gets bigger
laughs an' makes an even bigger point den one who truly IS an idiot.
sincrap claim dat he big shot Crapple power rep, when he make all sortsa
mistake regardin' Macs, an' he can't even spell right.

Faces it, sincrap, yer form o' Mac advocacy is nothin' more den
smelly ol' disnosaur droppins. Maybe it time ya gives up whiles ya still
behind.

Me knows Dan. Me also knows Dan not known as Chunks - fer one ting,
Dan's actchooly not got a weight probelm as you claim he do. Second, how
can Dan have sexual appetite when he no practice it? Thirdly, why you
attack Dan about dese tings when it obviously off topic? Could it be yer
tryin' ta project yer own stinky problems onto him? Could it be yer
tryin' ta distract people from relaizin' how much a moron ya really is?

6403. Re: CT60 news

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 04:57:24 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC5261C.AF6E262@home.com>
Source record: 668
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.mac.advocacy

sinclap@nospam.net wrote:

> So your saying that 6 Billion including the Taliban agree with you?
>

Lets take stock of this right now. Has anyone here in the atari groups or in mac groups (that you never post in, yes I've checked) ever agreed with you? NO
Has everyone you've ever communicated with in this newsgroup or any other called you a brain dead idiot? YES

Btw, since your American (which is acceptable on its own) and Incredibly Stupid, in fact the Taliban would either laugh at you or at the very least insult your lack of intelligence.

>
> Care to back this up. What have I stated that is crap?
>

I don't have to back up the fact that your an ignorant liar. You do such a good job of that yourself. Such as your blatant lie in this very post that your an Atari user. Take a hint, atari users don't spend their lives bashing atari computers and other atari users.

Theres also your bogus claim to attend tradeshows including Macworld in NY and SF. Despite the fact that you've never been seen there by anyone. The mere fact that you can claim to be there and be totally invisible to the thousands of attendees is absurd to everyone but you.

And lets not forget your laughable attempts to delude yourself that you want to be an "apple power rep" in your professional capacity even after its been proven many times that you've never worked for Apple or any Apple dealer.

You see, it goes to your own credibility. You make wildly stupid accusations against others. Then you contradict yourself. To top it off you wont provide evidence when pressed repeatedly. The result of this is you're universally recognized as an utter fool.

> Whats there to post? It's an advocacy group too, plus I am a Atari
> user as well.

You an atari user? absolutely not. you've disproven this many times with your egomaniacal diatribes bashing atari users over the years. Yet you continually claim to be a mac supporter. This is not born out by any facts, in fact your own statement above proves quite the opposite.

"whats to post?" you ask? despite your claims to being an apple user you never venture into any of the mac newsgroups defending apple from the mac bashers who spew the same

idiotic BS that you mindlessly fire off at Atari users.

The facts are that your simply trying to inflame people against each other. But your silly little school yard bully plan is foiled by to blinding facts. (1) Your stupidity is so obvious and self contradictory that it invalidates itself (2) More than a few of the people you bash are at one time or another people who've used both Atari and Macintosh systems. In essence your attempts to provoke Mac and Atari users against each other are attempts to get people to attack themselves.

>
> sinclap!
> somewere in his own fantasy world
>
> *note, sinclap maybe absent since he's out trying to get a life

6404. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 05:03:30 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC5278A.ECD5649B@home.com>
Source record: 669

>
> I have posted...Have not seen a post from you lately..

No you have NOT posted in CSMA, ever. Yes I've checked, So do Dan and Razor (and I know who they are, personally, so unlike you they're not liars). The REALITY (as opposed to your moronic fantasies) is that you don't take part in CSMA, EVER!!! you don't even go in there. The proof of your sad lies are in the plainly visible evidince is that when called on your lies in the atari groups you reply within hours. Yet when I, Dan or others call you on your crap in CSMA or other mac newsgroups you never respond.

6405. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 05:07:29 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC52879.7F5E0675@home.com>
Source record: 670
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

Read the paragraph below, a paragraph typed by YOU tifkas. Thats more of your crap. Read your previous posts and count the direct contradictions among your previous statements. Enough crap to drive toilet paper production into overdrive.

While your on the topic of low hanging fruits, its obvious why you care about what wintel users think. Primarily because you are one.

>
>
> Why should I care that wintel users do not use the Apple platform.
> It's there loss not mine. I suspect that the new Apple retail stores
> will attract the fence setters and the low hanging fruits.
>
> So what crap have I spewed?

6406. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 05:08:49 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC528C9.321DACA1@home.com>
Source record: 671
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

And this proves what? that you have no point, no clue and no life!!

sinclap@nospam.net wrote:> lets see thats gmt so in fact your posting at just
past 1:30 am while

> > staying up late on saturday. Does this prove anything? yes it proves your
> > still an idiot for thinking that staying up late on a weekend somehow makes
> > you a "hacker".
> >
>
> No sherlock...Thats the only time I had to check usenet and email due
> to my schedule..

6407. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 05:17:02 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC52AB6.6EE0B922@home.com>
Source record: 672

Hey numbnuts,

Get another clue (or another brain cell your choice). Pornography isn't sex, it isn't even a substitute. Porn is a lame 2 dimensional pervisity much like you are. Perhaps if you could ever find a girlfriend (which is an outrageous stretch of the imagination, even for you) you'd eventually figure out the difference between porn and a really good thing the rest of the world calls having a life.

sinclap@nospam.net wrote:

> So you hate sex?
>
> sinclap!
> somewere in the basement watching the Mary Tyler More
> reruns.
>
> *note, sinclap maybe absent due to sending back the welfare app because of
> former employer..

6408. Re: The World is changing: Do you want to survive?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-11 05:19:55 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC52B63.1BB55350@home.com>
Source record: 673

Tifkas, how many clues will it take before you grow a brain for yourself?

Look at the message header, in there you will find a REAL NAME!!! Unlike you I don't hide from the world at large. But then if you didnt use your alias people might actually start looking you up and once again start confronting you with more documented evidince of your lies.

sinclap@nospam.net wrote:

>
> Oh soo true. You would be on your tenth alias by now..
>
> sinclap!
> somewere in mpls-next to lake harriet(as seen on the Mary Tyler More
> opening credits)
>
> *note, sinclap maybe absent due to sending back the field PB to former
> employer..

6409. Re: Atari shocker

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-16 23:46:23 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCCC69C.67E74912@home.com>
Source record: 674

Why are you posting anonymously?

Anonymous via the Cypherpunks Tonga Remailer wrote:

> Who owns the Atari computer division now?

6410. Re: Atari shocker

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-17 01:21:42 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <h75z7.78$gR2.4985878@news.incc.net>
Source record: 675

Are you asking because you know something or because you don't? Personally, I'm hoping it's the former! Wishful thinking, I know... but we can all dream, can't we?

Jared

"Anonymous via the Cypherpunks Tonga Remailer" <noreply@cypherpunks.to> wrote in message news:b1a56c2a4c72d8f58f401d21b063b660@cypherpunks.to...
> Who owns the Atari computer division now?
>

6411. Re: Atari shocker

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-17 06:09:19 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCD1F03.B8E2A8DF@home.com>
Source record: 676

Its more likely an immature ploy. Actually quite typical of the idiotic think tifkas would do.

Flowers 'n' Fliers wrote:

> Are you asking because you know something or because you don't? Personally,
> I'm hoping it's the former! Wishful thinking, I know... but we can all
> dream, can't we?

6412. Re: Who owns Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-17 22:47:05 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bce0b7b$0$19376$e4fe514c@newszilla.xs4all.nl>
Source record: 677

Atari is now owned by Infogrames and the did pay a few million dollars for it together with assets of Hasbro.

Are you willing to pay this amount of money for Atari? Hmm that would be cool... let us know what you're up to..!

TXG/MNX
"Itisi" <itisi@italia.com> wrote in message news:82KLPYYF37182.0258796296@frog.gilgamesh.org...
> Sorry, but my speaking english is bad but i wanting to know who is owns Atari
> computer division so i can buy rights?
>
>
>
> I cant tell more now but will post later about what i am planning for Atari.
>
>
>
> Please help if can.
>
>
>
> Itisi
>
>

6413. Re: Who owns Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-17 23:32:04 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCE13AD.246C3D8A@home.com>
Source record: 678

Hmmm, Hasbro had the home system rights after they bought it from JDS, they may have sold it again but I cant remember the name of the company at the moment. It would be good if something materialized other than just another port of old arcade games to windows.

Itisi wrote:

> Sorry, but my speaking english is bad but i wanting to know who is owns Atari
> computer division so i can buy rights?
>
> I cant tell more now but will post later about what i am planning for Atari.
>
> Please help if can.
>
> Itisi

6414. Re: Who owns Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-18 23:10:52 UTC
From: danap8@aol.com
Message-ID: <20011018191052.12959.00000134@mb-da.aol.com>
Source record: 679

>Hmmm, Hasbro had the home system rights after they bought it from JDS

That was JTS that sold everything to Hasbro Interactive.>they may

>have sold it again but I cant remember the name of the company at the moment.

Infrogrames recently bought Atari from Hasbro Interactive.

>It would be good if something materialized other than just another port of old
>arcade games to windows.

Since Infogrames is a games company, it's highly unlikely you'll see anything
but games with the Atari label on it. Atari as a company - at least as we knew
it - is in the history books.

-Dana @ A-ONE

6415. Re: Atari shocker

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-20 14:17:05 UTC
From: ebaiz@skyenet.net
Message-ID: <BHfA7.90$cQ1.91200@newsfeed.slurp.net>
Source record: 680

On 16 Oct 2001 19:15:45 , Anonymous via the Cypherpunks Tonga Rem wrote:
>Who owns the Atari computer division now?
>

I would think it would still be Infogrames.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6416. Re: Who owns Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-20 14:17:07 UTC
From: ebaiz@skyenet.net
Message-ID: <DHfA7.91$cQ1.90735@newsfeed.slurp.net>
Source record: 681

On 17 Oct 2001 22:37:16 , Itisi wrote:
>Sorry, but my speaking english is bad but i wanting to know who is owns Atari
>computer division so i can buy rights?
>
>
>
>I cant tell more now but will post later about what i am planning for Atari.

I would think it would be Infogrames. Please keep up informed...

Edward S. Baiz Jr.
(Gamer)

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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6417. Re: Who owns Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-21 01:22:23 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <1qpA7.51$wf4.3896414@news.incc.net>
Source record: 682

Hey, Baiz! Wanna plot the next Atari revival again? :-D

Actually, if anyone is willing to listen to my ramblings... Atari's revial COULD happen, albeit without the name Atari. Remember "Neotari" ("New Atari", get it?)? Well? What's the diff if people run/port their apps on the Neotari [whatever], which would be a PowerPC based computer running FreeMiNT (and a proprietary GUI) or a genuine new Atari computer (which is about as likely as water becoming dirt, these days)?

The whole Atari scene is dying and not a whole lot is going on to stem the tide of death washing across the landscape. I still say we ought see if a USA-based Atari "clone" effort (properly devised & supported) would work. But that means more than me. That means people working together for the total project. A single aim. A single purpose. No divisions of idea or concept. The leader of the project would be the final say-so on everything. That's what a CEO does.

It takes imagination to create a BeOS (thank you, Jean-Louis Gassee'!). It takes imagination to save Apple (thank you, Steve Jobs!) Never say it can't be done again, because these two people have proven that it CAN! It just takes people willing to believe that what one person believes in, CAN happen and WILL happen.

Jared

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message news:DHfA7.91$cQ1.90735@newsfeed.slurp.net...
> On 17 Oct 2001 22:37:16 , Itisi wrote:
> >Sorry, but my speaking english is bad but i wanting to know who is owns Atari
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> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

6418. I have the beginning!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-21 16:02:28 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <3jCA7.54$pl4.4270101@news.incc.net>
Source record: 683

The IBM publicly-available POP designs and Bill of Materials for the latest version.

For this stage, I need someone (or a couple people) who are familiar with PCB layout/design.

For the next stage, I need someone (or a couple people) familiar with programming MiNT, FreeMiNT, SpareMiNT, etc.

And, does anyone know if/where a generic Atari ST emulator is in the PowerPC sector? Source code is a necessity and a person (or persons) who can code. The original programmer would be best.

"All it takes is just a few people to start agreeing..."

Jared

6419. Re: Who owns Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-21 16:20:39 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <sFCA7.31$FI1.1320@nsw.nnrp.telstra.net>
Source record: 684

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:1qpA7.51$wf4.3896414@news.incc.net...
> Hey, Baiz! Wanna plot the next Atari revival again? :-D
>
> Actually, if anyone is willing to listen to my ramblings... Atari's revial
> COULD happen, albeit without the name Atari. Remember "Neotari" ("New
> Atari", get it?)? Well? What's the diff if people run/port their apps on
> the Neotari [whatever], which would be a PowerPC based computer running
> FreeMiNT (and a proprietary GUI) or a genuine new Atari computer (which is
> about as likely as water becoming dirt, these days)?
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> The whole Atari scene is dying and not a whole lot is going on to stem the
> tide of death washing across the landscape. I still say we ought see if a
> USA-based Atari "clone" effort (properly devised & supported) would work.
> But that means more than me. That means people working together for the
> total project. A single aim. A single purpose. No divisions of idea or
> concept. The leader of the project would be the final say-so on
everything.
> That's what a CEO does.
>
> It takes imagination to create a BeOS (thank you, Jean-Louis Gassee'!).

BeOS has failed miserably despite actually being quite good.

It
> takes imagination to save Apple (thank you, Steve Jobs!)

Market share is how much again? MS saved Apple, not Jobs and it looks like
MS is going to have to bail Apple out again.

Never say it can't
> be done again, because these two people have proven that it CAN! It just
> takes people willing to believe that what one person believes in, CAN
happen
> and WILL happen.
>

BeOS is dead and Apple market share is tiny... you where saying?

6420. Any attempt at Atari revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-29 21:29:00 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <bRjD7.309$rP2.19017823@news.incc.net>
Source record: 685

Unless...

We regain the Atari brandname. Otherwise, we'd just be porting Atari apps to run under a different processor/OS platform. That doesn't make them Atari apps any more. It makes them X-app running on X-hardware. It's no different than porting any game from the arcade to the Playstation, or WordPerfect from DOS to the Atair ST. The reason those apps were considered Atari ST applications was because they were *unique* to the Atari ST! And, if they weren't, they were usually only ported to or from the Amiga platform.

If the effort to "revive Atari" is to have ANY hope, we must go to the source (Infogrames) and reaquire (by license) the Atari name with reference to a computer/hardware division.

However, we must be resolved to do this. We must see that anything less is utterly a waste of time and pointless. Emulation, for the sake of enjoying the "old ways" just one more time is simply a time-wasting "nostalgia trip". If we are so desirous to get back to the days of Atari's golden age, we must realize that it involves the NAME! An Atari computer is NOT an Atari computer unless it is called an *Atari* computer. And, none of the clones, regardless of their ability to run Atari ST/TT/Falcon030 applications are Atari computers.

And, worst of all, they will all die, if they haven't already.

We are in the last days of "Atari". The fumes the die-hards have been running on are evaporating into nothingness rapidly. Eventually, there will be nothing left and no one to care. And Atari, as a namesake, memory, and gaming pioneer... will be lost forever...

Say what you will, but you must answer me this. WHY do you use an Atari computer and the software that you run on it? Is it the applications? Is it the brandname? Is it the uniqueness of the hardware? Or is it just fond memories that keep you going?

If owning and using an Atari ST computer (or clone) is so important, then why isn't reviving the company that started it? It's not about the people who worked at Atari... they KILLED it, remember? It's not about the designers who made the cases (though I am still very partial to the 1040ST design myself), they've moved on. It's not about the features or limitations of the system. It's about the NAME! The company! The meaning!

An Atari computer isn't an Atari computer unless it's *called* an ATARI computer!

If you say that the name isn't important to you, then why do you use an Atari computer? If you say it's not the applications you care about, then why do you use an Atari computer? If you say it's not the nostalgic memories of having a computer that was ahead of the rest in it's day, then why do you use an Atari computer?

Nostalgia is a VERY poor sustitute for REALITY! Can you honestly say that, if "Atari" were to make a comeback, and started manufacturing computers, PDA's, laptops, and more again... that you wouldn't be thrilled?

If not, then you DO NOT know what it is to be an Atarian. Brand loyalty is an issue of pride and trust. Sure, that trust has been marred by the people who owned it before and the name "Atari" is merely being leeched for some game titles by Infogrames. "Atari" hardly means anything but "dead, ancient game company", these days, but when it was first created, it meant "Success!" (I believe that's the correct translation, if memory serves me right).

We can't bring back the past, but we can enjoy the present. I would love to go back to the days when The CareBear demos and STOS and Brattacas and Barbarian and BloodMoney and Shadow of The Beast and Xenon and 1st Word and DBMaster One and NeoChrome and all those other games and programs were around. If I had my druthers, I'd turn back time, stick myself right in the crux of the 1040ST years (there were at least three or four, weren't there?) and put it on an endless loop! I have NEVER been that happy. I've come close, but just when I think I can regain that same state of bliss, it vanishes. Why? Because BeOS is dead. Because Macs are too expensive...

Because nothing, but NOTHING... is the same as owning an Atari 1040ST back in 1986, right after my graduation at Pasadena High School. Do you even realize how excited I was when I saw the first 520ST ad in a magazine? Do you know what my reaction was when I saw my first 1040ST ad?

I remember it like it was yesterday... I owned an Apple IIc at the time.

The instant I was finished drooling over the ad and the features the 1040ST was boasting, I said one thing to myself...

"I'm getting it."

And as soon as I graduationed, I sold my Apple IIc and had my mother drive me to ComSoft in the Sun Valley, CA (I forget exactly where it was, but it wasn't too far from where my friend , James, lived at the time), and I bought one.

[Anyone remember "Logical Choice for Computing" in California?]

And if any one of you have even the tiniest HINT of a cranial concept of these same emotions, you'd realize that the name 'Atari" means almost more than the things they created. Shoot, they even made/sold CALCULATORS, for crying out loud! And, you know what? I'da bought one. I was so proud of my FAVORITE company. I wanted to work for them! I looked forward to going to the computer store to see what new software was released. I bought Joust and Star Raiders as soon as they were released. The list goes on and on...

I also went to every Atari Faire in Glendale, Ca. From the first to the last.

But those days are gone. The games were all so deeply copy-protected and tightly wired in Assembly Language, there's little to no hope of ever getting them ported to new hardware, with or without the Atari name. Psygnosis is dead (or at least I haven't heard anything about them from within Sony in recent years). Those games are dead. STOS is the same way.

The only thing we could do is find the programmers to port any and all possible ST applications to the new hardware. I believe, beyond a shadow of a doubt, that if Atari started making computers again... computers that had an OS that was simple and fun to use, but more powerful than TOS/GEM was, ha d some really nice hardware under the hood, and boasted of "Power Without the Price" again... we'd see the "old ones" coming out of the woodwork. And, I tell you this... I'd buy one in a heartbeat... even if it *wasn't* "leading edge".

Why?

Because it would be... an Atari!

Jared

6421. Re: Any attempt at Atari revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-30 01:07:33 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDDFD51.7C5D7EAA@home.com>
Source record: 686

Hi Jared,

I do like this project your proposing. And I have one very practical reason for doing so that you havent mentioned. I am not just an diehard atari user cause I like them on their own. But I also have very valid uses for my Atari gear. Every day I'm using one of my atari machines for not just "fun stuff" but for doing real work on, not because they're the latest machines but because they get the job done reliably which is more than I can say for most of the windows based machines I've used over the years. And no silly irrelevant buggy emulator offers the same functionality comes close, period.

ttyl,
James

Jared Falvo wrote:

> Unless...
>
> We regain the Atari brandname. Otherwise, we'd just be porting Atari apps
> to run under a different processor/OS platform. That doesn't make them
> Atari apps any more. It makes them X-app running on X-hardware. It's no
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> WordPerfect from DOS to the Atair ST. The reason those apps were considered
> Atari ST applications was because they were *unique* to the Atari ST! And,
> if they weren't, they were usually only ported to or from the Amiga
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>
> If the effort to "revive Atari" is to have ANY hope, we must go to the
> source (Infogrames) and reaquire (by license) the Atari name with reference
> to a computer/hardware division.

6422. Re: Any attempt at Atari revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-30 20:27:26 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <n1ED7.343$bj3.20789264@news.incc.net>
Source record: 687

To prove that such an effort CAN be done, just go to:

http://www.beunited.org

These are a group of people trying to save BeOS by *licensing* the source code *from* Palm. Assuming the sale of Be's IP (Intellectual Properties) goes through, we're all hoping they succeed.

All I want to do is license the brandname "Atari" (and access to all computer-related materials, schematics, source code, etc.) for use in re-creating the computer division.

However, aside from the relative "simplicity" of this plan, we need to find out just how many people (current and ex-Atarians) are willing to go with this plan, provided they realize that the name and the products that go with it is what this plan is all about.

Yea or Ney. Yes or No.

There are other aspects of this plan that are pointless to even mention until we know just how many are willing to commit to the plan and put their name and Email address in a list (petition).

The first step is to marshall our forces. Once we can show just how many are going to be involved in different aspects (buyer (i.e. end-user), hardware developer, software developer, OS programmer, etc.) of the plan, we find out what we need to do to aquire the rights (a license) to use the name "Atari" in a computer division. It may require money up front or be part of a "per sale" arrangement (I'm hoping the latter).

I'm sure setting up a site where people can post their name, Email address, geographical location, and "position" (what aspect they want to assist in as part of in the plan), is a good idea.

Like I said, we must be resolved in this effort. That this is the ONLY way. No arguing about how we proceed (suggestions are welcome, however) or getting two or three steps ahead of the step we're in.

Nothing can be accomplished until we aquire the rights (a license) to the name "Atari" and permission to use it to start a computer division. But, in order to do that we must be united in the "how and why" of what we're doing.

If we don't do this right, they'll probably never even consider it. And, even if we do, they may not consider it. But we have to give it our best shot. If we never try, we can't *possibly* succeed.

Afterall, we can't be any worse off than we are now, can we?

Jared

James Alexander wrote in message <3BDDFD51.7C5D7EAA@home.com>...
>Hi Jared,
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>I do like this project your proposing. And I have one very practical
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>Every day I'm using one of my atari machines for not just "fun stuff" but
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6423. Re: Any attempt at Atari revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-30 22:24:41 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <lLFD7.345$3k3.20846603@news.incc.net>
Source record: 688

In case there is any misunderstanding of my plan, let me clarify.

The name, "Atari" means nothing. It has no value. Just like "Jared". Just a set of letters coupled together to form a word. It's only when you make an association to something or someone that it has any meaning at all.

My plan is not to license the name "Atari" purely for the sake of the name. That is as pointless as what Hasbro and Infogrames have done.

I truly hope, if anyone from Infogrames is on this newsgroup, they don't become offended, because I believe what they are doing is nothing more than "software prostitution". They are simply pimping the name "Atari" for a few dollars a night (figuratively speaking), based solely on the "recognition factor" alone. Hasbro did the same thing... and look what happened. Now Infogrames is hoping to do better than Hasbro. Will they? Who knows. One could hope, but I seriously doubt it.

When I see the name Atari today, I see nothing. I see a Hasbro or Infogrames game with a vaguely remember name tacked on to it. Sure, it's *supposed* to instill a thrill or sense of nostalgia that will make me want to buy the game. But do I? No. And I probably never will. Why?

Because there is nothing BEHIND the name. No product. No substance. No value. A name without a person is a word. A word without a meaning is babble. Babbling is pointless, useless noise-making. How often do you thrill to hear someone babble? Me neither.

I want to bring MEANING back to the name "Atari". I want people to remember that the name Atari MEANS something. It means uniqueness. It means pride. It means computers.

When you look at a game title on the shelf today that has the name Atari on it, do you honestly believe Atari produced that title? They didn't, because they don't exist anymore. They only existed when they made arcade games, game systems, and computers. All it is is a brandname today. It has no substance behind it anymore. It's a ghost of a word, no longer holding any of the pride and fun it used to represent.

I want to change that...

Jared

Jared Falvo wrote in message ...
>To prove that such an effort CAN be done, just go to:
>
>http://www.beunited.org
>

>These are a group of people trying to save BeOS by *licensing* the source
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>I'm sure setting up a site where people can post their name, Email address,
>geographical location, and "position" (what aspect they want to assist in
>as part of in the plan), is a good idea.
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>Like I said, we must be resolved in this effort. That this is the ONLY
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>No arguing about how we proceed (suggestions are welcome, however) or
>getting two or three steps ahead of the step we're in.
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>reference
>>> to a computer/hardware division.
>>
>
>

6424. Re: The World is changing: Do you want to survive?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-31 22:47:41 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0110311447.2a1479de@posting.google.com>
Source record: 689

James Alexander <james-m-alexander@home.com> wrote in message
news:<3BC52B63.1BB55350@home.com>...
> Tifkas, how many clues will it take before you grow a brain for yourself?
>
> Look at the message header, in there you will find a REAL NAME!!! Unlike you I
> don't hide from the world at large. But then if you didnt use your alias people
> might actually start looking you up and once again start confronting you with more
> documented evidince of your lies.

Say What?

6425. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.advocacy
Date: 2001-10-31 22:59:04 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0110311459.7abb8e5b@posting.google.com>
Source record: 690
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-DFFA10.00121911102001@news.bellglobal.com>...

> >
> > Well, you just condemed millions in the technology field, including
> > fellow atarians..
>
> millions in the technology field know how to spell. Unlike you.

Millions don't including your friends...

> > You sound like the class wise ass, always perfect...but rediculed..
>
> no, they laugh WITH me, not AT me. With TiFKAS it's the opposite.
>
> BTW, it's spelled "ridicule" . Come back when you've graduated
> remedial kindergarten....

I seriously doubt if there is a such a thing for remedial
kindergarten. Must be a 'Simpsons' fan..Just a wanna be Bart...

>
> > > yes, TiFKAS, we all know about how much you like to "Palm"
> yourself :)
> >
> > You must of erotic thoughs about being 'Palm'. You thought of it first
> > not me..
>
> hmmm, not only can't TiFKAS spell, he also can't put together a
> coherent sentence! Having fun with your old friend Johnny Walker again?

I am not into whisky...Would explain your behaviour..

>
> > > it did - the whole book is tull of the facts about Atari - and
> proved
> > > that, as far as your disinformation campaigns, you're full of it.....
> >
> > What disinformation campaign?
>
> well well well. Remember "98% of all Atari applications fall over on
> the Milan" ? Remember "Pointcast will completely destroy Atari from
> the Internet"? Remember "I never said Calamus was crap"? Remember "I
> never said that Steve Jobs would destroy Apple if he ever came back, or
> that I called him an arrogant bonehead"?

You never proved otherwise if the older software would not break.
PointCast was the lichpin of technology for the internet that could
not run on the ST hardware. Nice idea at the time. You failed to see
the point.

> > > You're certainly not serious about getting ahead and bettering
> > > yourself, can't even spell "ecstatic"
> >
> > I don't have to worry about 'bettering' myself. I would worry about
> > you...
>
> I have bettered myself, pinhead. Last March I got a promotion, a
> raise, and some additional employee training which has now added to my
> resume.

A training in the 'snow plows' as the new sales meister is not my idea
of a promotion.

> You'd be lucky if you were able to sell pencils from a tin cup, much
> less getting any job in the computer industry.

You're right...I am not worthy--)

> > *note, sinclap maybe absent due to sending back the field PB to former
> > employer..
>
> well well well - someone finally noticed your shoddy work and gave
> you the boot. That's what you get for acting as much the fool here as
> you did in the field.

You will never know...Was a great four year run....
>
> BTW, can you now give us evidence of who formerly employed you? Or
> are you still bound by a "non-disclosure agreement" (read: BS) that
> prevents you from sharing that info, O former fake "Apple Power Rep".

Take a look at my public folder...

6426. Re: The World is changing: Do you want to survive?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-01 01:28:29 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BE0A506.CB15D1C7@home.com>
Source record: 691

Hey Tifkas,

Yer still completely gormless. Your reply is just as stupid as your one and only post in csma when
you tried to prove you post in csma on a regular basis (which you still don't). Do the world a favour
and grow yourself a brain.

Peter Sinclair wrote:

>
> Say What?

6427. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-01 12:14:18 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-2DF365.07141801112001@news.bellglobal.com>
Source record: 692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

In article <cf62e1fb.0110311459.7abb8e5b@posting.google.com>,
psinclair@mac.com (Peter Sinclair) wrote:

> > millions in the technology field know how to spell. Unlike you.
>
> Millions don't including your friends...

at least I have friends, TiFKAS. And bragging about not being able to
spell shows how stupid you are

> > BTW, it's spelled "ridicule" . Come back when you've graduated
> > remedial kindergarten....
>
> I seriously doubt if there is a such a thing for remedial
> kindergarten. Must be a 'Simpsons' fan..Just a wanna be Bart...

ah, once again TiFKAS, having nothing to say, attacks the Simpsons.
well, TiFKAS, seeing as Homer is now officially recognized in the
dictionary, I think it shows well that they're respected in the culture.
When will you be in the dictionary - when your picture appears next to
"idiot"? :)

> > hmmm, not only can't TiFKAS spell, he also can't put together a
> > coherent sentence! Having fun with your old friend Johnny Walker again?
>
>
> I am not into whisky...Would explain your behaviour..

not into alcohol, PERIOD. You, on the other hand, has spoken about
drinking, hanging around in bars, and said that you specialized in
college in "Pub 101".......

> > well well well. Remember "98% of all Atari applications fall over on
> > the Milan" ? Remember "Pointcast will completely destroy Atari from
> > the Internet"? Remember "I never said Calamus was crap"? Remember "I
> > never said that Steve Jobs would destroy Apple if he ever came back, or
> > that I called him an arrogant bonehead"?
>
>
> You never proved otherwise if the older software would not break.
> PointCast was the lichpin of technology for the internet that could
> not run on the ST hardware. Nice idea at the time. You failed to see
> the point.

hmmm, no, that's up to YOU to prove your claims, not me. Many Milan
owners found quite the opposite.

You fail to see the point about PointCast - you brayed loud and long about how the technology would force Atari users from the net. Instead, Pointcast crashed and burned, and we're still here.

> > I have bettered myself, pinhead. Last March I got a promotion, a
> > raise, and some additional employee training which has now added to my
> > resume.
>
> A training in the 'snow plows' as the new sales meister is not my idea
> of a promotion.

ah, once again TiFKAS attempts to attack the labourer as being unworthy. Remember, labourers and salespeople make a great part of an economy and their money buys computers - which means they pay you wages, pinhead.

6428. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-04 02:49:39 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0111031849.475d46fc@posting.google.com>
Source record: 693

So sex is a perversion? Sounds like sour grapes. I am not
participating so it's perversion...

James Alexander <james-m-alexander@home.com> wrote in message
news:<3BC52AB6.6EE0B922@home.com>...
> Hey numbnuts,
>
> Get another clue (or another brain cell your choice). Pornography isn't sex,
> it isn't even a substitute. Porn is a lame 2 dimensional pervisity much like
> you are. Perhaps if you could ever find a girlfriend (which is an outrageous
> stretch of the imagination, even for you) you'd eventually figure out the
> difference between porn and a really good thing the rest of the world calls
> having a life.
>
>

6429. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-05 03:42:30 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BE60A7E.1E07869D@home.com>
Source record: 694

No you twisted little shit. Porn is perverted, sex isn't. If you'd cut the crap and get a life and
a girlfriend for the first time you'd realize this. Since your the only one defending the porn
spammers shows how much of a loser you really are.

Peter Sinclair wrote:

> So sex is a perversion? Sounds like sour grapes. I am not
> participating so it's perversion...

6430. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-05 06:20:32 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0111042220.23c07a32@posting.google.com>
Source record: 695
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-2DF365.07141801112001@news.bellglobal.com>...
> In article <cf62e1fb.0110311459.7abb8e5b@posting.google.com>,
> psinclair@mac.com (Peter Sinclair) wrote:
>
> > > millions in the technology field know how to spell. Unlike you.
> > >
> > Millions don't including your friends...
>
> at least I have friends, TiFKAS. And bragging about not being able to
> spell shows how stupid you are

Who is bragging? This is usenet....Yoy still condemned many of your
fellow supporters..

> > > BTW, it's spelled "ridicule" . Come back when you've graduated
> > > remedial kindergarten....
> > >
> > I seriously doubt if there is a such a thing for remedial
> > kindergarten. Must be a 'Simpsons' fan..Just a wanna be Bart...
>
> ah, once again TiFKAS, having nothing to say, attacks the Simpsons.
> well, TiFKAS, seeing as Homer is now officially recognized in the
> dictionary, I think it shows well that they're respected in the culture.
> When will you be in the dictionary - when your picture appears next to
> "idiot"? :)

Should lighten up on trivial matters. Simpson's going strong at 10+
years...Will the show ever age?

> > > hmmm, not only can't TiFKAS spell, he also can't put together a
> > > coherent sentence! Having fun with your old friend Johnny Walker again?
> > >
> > >
> > I am not into whisky...Would explain your behaviour..
>
> not into alcohol, PERIOD. You, on the other hand, has spoken about
> drinking, hanging around in bars, and said that you specialized in
> college in "Pub 101".......

That was many solar systems ago. You do out grow it don't you.
Sctrictly a Sam A....

>> >
> > You never proved otherwise if the older software would not break.

> > PointCast was the lichpin of technology for the internet that could
> > not run on the ST hardware. Nice idea at the time. You failed to see
> > the point.
>
> hmmm, no, that's up to YOU to prove your claims, not me. Many Milan
> owners found quite the opposite.

Please name these many Milan users...Suspect nore more than the number
of fingers...
>
> You fail to see the point about PointCast - you brayed loud and long
> about how the technology would force Atari users from the net. Instead,
> Pointcast crashed and burned, and we're still here.

The technology was the beginning what you could do. Now there is
flash, java and more..Next...

>
> ah, once again TiFKAS attempts to attack the labourer as being
> unworthy. Remember, labourers and salespeople make a great part of an
> economy and their money buys computers - which means they pay you wages,
> pinhead.

You stated it not me. True, that these market segments power the
economy. To bad, that a greater precentge of their income goes to
taxes than the higher incomes who pay less. So who gets screwed? And
why nothing has changed?

Speaking of...Any up northers want a bat ball franchise that could be
extinct by next week? Imagine, the Up Norther Twins...

6431. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-08 05:05:13 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0111072105.60d8586e@posting.google.com>
Source record: 696

James Alexander <james-m-alexander@home.com> wrote in message
news:<3BE60A7E.1E07869D@home.com>...

Excuse me, no were have i stated that I support spammers especially
the sex ones. Please get your facts right before you spew again..

> No you twisted little shit. Porn is perverted, sex isn't. If you'd cut the crap and get a
life and
> a girlfriend for the first time you'd realize this. Since your the only one defending the
porn
> spammers shows how much of a loser you really are.
>

6432. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-08 19:27:05 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BEAD9BF.6BAF1A39@home.com>
Source record: 697

Hey ASSHOLE,
the only spew here is from you. Instead of shooting shit out of your mouth go and read your own idiotic
posts. It was YOU who was defedning a porn spammer who's blatant bullshit has almost as little business
as your own crap. I, nor anyone else have any trouble calling you a moronic asshole since that is exactly
what you are. Now piss of to your parents basement and leave those of us in the real world alone.

Peter Sinclair wrote:

> Excuse me, no were have i stated that I support spammers especially
> the sex ones. Please get your facts right before you spew again..

6433. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-11 02:44:38 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0111101844.6ef8bde1@posting.google.com>
Source record: 698

James Alexander <james-m-alexander@home.com> wrote in message
news:<3BEAD9BF.6BAF1A39@home.com>...

Weiner...You need a comprehensive class to learn meaning. Please
provide a quote were I defended porno spammers...

You must have a fetish about ones basement. Maybe you and chunks'
will move into real diggs and end the hermitness.

> Hey ASSHOLE,
> the only spew here is from you. Instead of shooting shit out of your mouth go and read
your own idiotic
> posts. It was YOU who was defedning a porn spammer who's blatant bullshit has almost as
little business
> as your own crap. I, nor anyone else have any trouble calling you a moronic asshole since
that is exactly
> what you are. Now piss of to your parents basement and leave those of us in the real
world alone.
>
> Peter Sinclair wrote:
> > Excuse me, no were have i stated that I support spammers especially
> > the sex ones. Please get your facts right before you spew again..

6434. ATARI IS BACK!!!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-11 23:04:50 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <NrDH7.636$Cv4.46141574@news.incc.net>
Source record: 699

Go to: http://www.atari.com

And Splashdown looks AWESOME!!!

Jared

6435. Re: ATARI IS BACK!!!

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-12 12:13:37 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bab093$646daba0$975e0fcb@gerry>
Source record: 700

Jared Falvo <luposian@azob.quik.com> wrote in article
<NrDH7.636$Cv4.46141574@news.incc.net>...
> Go to: http://www.atari.com
>
> And Splashdown looks AWESOME!!!
>

But no Atari version???

Atari.com indeed...

6436. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-12 22:35:53 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BF04E63.7870EE99@home.com>
Source record: 601

Hey Scumbag

Peter Sinclair wrote:

> Weiner...You need a comprehensive class to learn meaning. Please
> provide a quote were I defended porno spammers...
>

No prick go read your own previous messages. I've already proved my point whereas you dont have one.

>
> You must have a fetish about ones basement. Maybe you and chunks'
> will move into real diggs and end the hermitness.

Not a chance wanker, You're the one living in your parents basment remember that. As for your imaginary friend
"chunks", well he's only in *YOUR* imagination. maybe if you went out and got yourself a life you wouldn't need
your porn mags. But then the gormless asshole that you are has no chance of ever finding a real girlfriend.

6437. The final word from Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-13 18:54:35 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <6ZdI7.678$mL5.50894882@news.incc.net>
Source record: 602

Dear Jared,

Nancy Bushkin has referred your inquiry to me for response.

We thank you for your interest in Infogrames and in the Atari brand.
Unfortunately, at the present moment we are not considering proposals of the
nature you described in your email.

Please stay in touch.

Doreen Small
VP Legal & Business Affairs
Infogrames, Inc.

6438. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-14 14:23:11 UTC
From: ebaiz@skyenet.net
Message-ID: <j7vI7.827$573.69463@newsfeed.slurp.net>
Source record: 603

On 13 Nov 2001 11:54:35 , "Jared Falvo" wrote:
>Dear Jared,
>
>Nancy Bushkin has referred your inquiry to me for response.
>
>We thank you for your interest in Infogrames and in the Atari brand.
>Unfortunately, at the present moment we are not considering proposals of the
>nature you described in your email.
>
>Please stay in touch.
>
>Doreen Small
>VP Legal & Business Affairs
>Infogrames, Inc.

Hmmmm??? Interesting. I guess the bright spot in the above response is
"at the present time". What exactly did you ask them??

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6439. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-15 07:12:04 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <qSJI7.723$O77.56427578@news.incc.net>
Source record: 604

Edward S. Baiz Jr. wrote in message ...
>Hmmmm??? Interesting. I guess the bright spot in the above response is
>"at the present time". What exactly did you ask them??

Just if they would be willing to consider licensing the Atari brandname and assets related to it.

However, if Milan (as to what they say on their page) truely DOES own the rights to TOS, then the ONLY thing we ned to license is the brandname from Infogrames! We can make a separate effort on Milan for TOS afterwards...

I've already Emailed Milan about their claim concerning TOS. No reply just yet.

Jared

6440. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-15 13:05:05 UTC
From: ebaiz@skyenet.net
Message-ID: <54PI7.1391$fL.47444@newsfeed.slurp.net>
Source record: 605

On 15 Nov 2001 00:12:04 , "Jared Falvo" wrote:
>
>Edward S. Baiz Jr. wrote in message ...
>>Hmmmm??? Interesting. I guess the bright spot in the above response is
>>"at the present time". What exactly did you ask them??
>
>Just if they would be willing to consider licensing the Atari brandname and
>assets related to it.

That would be a dream come true, but I doubt if it would happen since
they are just a gaming company. Surprises me that they would not be
interested in the Jag and Lynx, especially the Lynx since it it much
better than anything else out there. They should consider making a more
portable Lynx. That would give the GameBoy Advance a stiff competetion.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6441. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-15 22:33:33 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <lmXI7.742$7s7.57538598@news.incc.net>
Source record: 606

More correctly, they are a game *software* company, not gaming
(hardware/software) company. If they were a gaming company (like Sony, Sega
(R.I.P Dreamcast, you will be missed!), Microsoft, or Nintendo), they WOULD
be interested in the Lynx/Jaguar. But they're not, so they're not...

Which is where WE would come in... if they'll let us...

Jared

Edward S. Baiz Jr. wrote in message
<54PI7.1391$fL.47444@newsfeed.slurp.net>...
>On 15 Nov 2001 00:12:04 , "Jared Falvo" wrote:
>>
>>Edward S. Baiz Jr. wrote in message ...
>>>Hmmmm??? Interesting. I guess the bright spot in the above response is
>>>"at the present time". What exactly did you ask them??
>>
>>Just if they would be willing to consider licensing the Atari brandname
and
>>assets related to it.
>
>That would be a dream come true, but I doubt if it would happen since
>they are just a gaming company. Surprises me that they would not be
>interested in the Jag and Lynx, especially the Lynx since it it much
>better than anything else out there. They should consider making a more
>portable Lynx. That would give the GameBoy Advance a stiff competetion.
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>

6442. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-16 13:15:10 UTC
From: ebaiz@skyenet.net
Message-ID: <yj8J7.435$sP1.56201@newsfeed.slurp.net>
Source record: 607

On 15 Nov 2001 15:33:33 , "Jared Falvo" wrote:
>More correctly, they are a game *software* company, not gaming
>(hardware/software) company. If they were a gaming company (like Sony, Sega
>(R.I.P Dreamcast, you will be missed!), Microsoft, or Nintendo), they WOULD
>be interested in the Lynx/Jaguar. But they're not, so they're not...
>
>Which is where WE would come in... if they'll let us...

It would not to suggest that to them. There is a first time for
everything. I know a portable Lynx (that fits in one's pocket) would
catch on fast. So how do WE come in?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6443. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-16 21:55:50 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <YUfJ7.778$ZR7.59000965@news.incc.net>
Source record: 608

>It would not to suggest that to them. There is a first time for
>everything. I know a portable Lynx (that fits in one's pocket) would
>catch on fast. So how do WE come in?

Infogrames does not make game hardware with the Atari name on it, they program/publish game software with the Atari name on it. Where we come in is to create the game hardware with the Atari name on it. And the computer portion of that same area is something else they're not into.

Think of this for a moment... have you seen Splashdown over at www.atari.com? Have you seen Transworld Surf? Or Transworld Snowboarding? Now, imagine those games on an Atari console... Atari on the games... Atari on the console. Perfect match. And Infogrames is making money in both departments! Theyt make money from our profits and they make money from their profits. It's a double-header!

All we'd be doing is sharing the name "Atari", because of it's recognition factor. And, the fact that we liked the computers Atari made before and want to see them continue.

Jared

6444. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-17 14:09:59 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <DeuJ7.14$X73.1043@nsw.nnrp.telstra.net>
Source record: 609

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:yj8J7.435$sP1.56201@newsfeed.slurp.net...
> On 15 Nov 2001 15:33:33 , "Jared Falvo" wrote:
> >More correctly, they are a game *software* company, not gaming
> >(hardware/software) company. If they were a gaming company (like Sony,
Sega
> >(R.I.P Dreamcast, you will be missed!), Microsoft, or Nintendo), they
WOULD
> >be interested in the Lynx/Jaguar. But they're not, so they're not...
> >
> >Which is where WE would come in... if they'll let us...
>
> It would not to suggest that to them. There is a first time for
> everything. I know a portable Lynx (that fits in one's pocket) would
> catch on fast. So how do WE come in?
>

I own a Lynx and have played around with a Gameboy colour and the Lynx comes
out looking decidedly old hat. A Lynx isn't going to impress anyone these
days, no matter how small you make it.

Regards,

Clockmeister.

--
****
* www.tnet.com.au/~gerryvdb
*
* Amiga hardware hacking links, A500/A2000 schematics
* A1060 Sidecar manual, DKB MegaChip manual... more
*
****

6445. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-18 00:53:20 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <iBDJ7.813$Vm.60598392@news.incc.net>
Source record: 610

Clockmeister wrote in message ...
>I own a Lynx and have played around with a Gameboy colour and the Lynx
comes
>out looking decidedly old hat. A Lynx isn't going to impress anyone these
>days, no matter how small you make it.

Oh, but WE'D make it the size of a woman's watch (with Swiss accuracy, of
course!)! That's just GOTTA make it better than a Gameboy Color! Uh,
doen't it? (laugh)

Sorry, jeweller's magnifiying glass (required to see what you're playing)
not included. :-)

Jared

6446. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-18 14:18:18 UTC
From: ebaiz@skyenet.net
Message-ID: <KqPJ7.3094$VS3.60660@newsfeed.slurp.net>
Source record: 611

On 17 Nov 2001 22:09:59 , "Clockmeister" wrote:

>I own a Lynx and have played around with a Gameboy colour and the Lynx comes
>out looking decidedly old hat. A Lynx isn't going to impress anyone these
>days, no matter how small you make it.

Is something wrong with your eyesite??? I am telling you the Lynx is
far better than the GameBoy Color. I took the Lynx with us when we took
my son to Indy for a day. There were ALOT of kids interested in it and
mothers were asking me where I got it. I admit, the feel of the Gameboy
Color is superior to the Lynx's feel and it's portagility rocks. Now
the Gameboy Advance rocks and rivals the Lynx. Give the Lynx a
re-vamping too and you will have one great portable game machine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6447. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-22 06:32:03 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0111212232.59bbb4b6@posting.google.com>
Source record: 612

James Alexander <james-m-alexander@home.com> wrote in message
news:<3BF04E63.7870EE99@home.com>...
> Hey Scumbag

Very touchy...

> Peter Sinclair wrote:
>
> > Weiner...You need a comprehensive class to learn meaning. Please
> > provide a quote were I defended porno spammers...
> >
>
> No prick go read your own previous messages. I've already proved my point whereas you
dont have one.

Guess again...I have..No support for spammers..
>
> >
> > You must have a fetish about ones basement. Maybe you and chunks'
> > will move into real diggs and end the hermitness.
>
> Not a chance wanker, You're the one living in your parents basment remember that. As for
your imaginary friend
> "chunks", well he's only in *YOUR* imagination. maybe if you went out and got yourself a
life you wouldn't need
> your porn mags. But then the gormless asshole that you are has no chance of ever finding
a real girlfriend.

You must have a web cam to dwell in your imagination. The ones who
who make the loudest anti noises about porn tend to participate...
You sure you want to continue and continue to be rediculed?

6448. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-23 05:16:22 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BFDDAF7.34405F98@home.com>
Source record: 613

Hey Wanker,

Peter Shithead wrote:

> James Alexander <james-m-alexander@home.com> wrote in message
news:<3BF04E63.7870EE99@home.com>...
> > Hey Scumbag
>
> Very touchy...
>

Not in the least. I call you a Scumbag since you are a scumbag. If you had any functioning brain matter you might
figure this out. At the moment, I'm not bothered by your stupidity, in fact I'm getting quite a laugh from you.
I've gained endless laughter from watching you singlehandedly trying to outdo Beavis & Butthead singlehandedly.

> Guess again...I have..No support for spammers..
>
>

There is no guessing involved here. At the beginning of this thread you insulted me for berating a spammer flogging a
pay per vew sex site in an an atari newsgroup. You see I don't deal in guess, only FACT. I've told you this many
times before and you're still far too stupid to realize it. This is why you don't realize your moronic ranting is
also nothing to do with this newsgroup. if you take a close look you'll see this is not "alt.wanker.bitch.whine.moan".

>
> You must have a web cam to dwell in your imagination. The ones who
> who make the loudest anti noises about porn tend to participate...
> You sure you want to continue and continue to be rediculed?

Again you resort to pre-adolescent fantasy. You've just reiterated one of the sure signs of KOOKdom. You've just
accused me of projecting. Yet you're the only one here defending a porn freak. You've also avoided the question of
why you need porn instead of getting a life and a real girlfriend (the rest of the world knows why, but you are still
unable to admit it).

You should hear the comments I receive from friends when I show them your incompetant spew. They laugh at you as
loudly as I do. So far the kindest comment about you they've made is "What a F**KING

RE***D!!!" in between fits of
laughter. Another swears I made you up as some sort of odd joke insisiting anyone as moronic as you could survive
anywhere in society without someone kicking the crap out of you on a daily basis (personally I wouldn't bother,
you're too much of a laugh).

6449. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-28 04:53:18 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0111272053.527e92f6@posting.google.com>
Source record: 614

James Alexander <james-m-alexander@home.com> wrote in message
news:<3BFDDAF7.34405F98@home.com>...
> Hey Wanker,
>
> Peter Shithead wrote:

Gives a new meaning what a schmuck one is..Getting under your toes..?

> > James Alexander <james-m-alexander@home.com> wrote in message
news:<3BF04E63.7870EE99@home.com>...
> > > Hey Scumbag
> >
> > Very touchy...
> >
>
> Not in the least. I call you a Scumbag since you are a scumbag. If you had any
functioning brain matter you might
> figure this out. At the moment, I'm not bothered by your stupidity, in fact I'm getting
quite a laugh from you.

Me to...I get a kick of your tone and over reactions...I did not know
that my calm wisdom pisses you off.

> I've gained endless laughter from watching you singlehandedly trying to outdo Beavis &
Butthead singlehandedly.

Beavis who? You might one to refer to your bunk roomie chunks' on
this..

>
> > Guess again...I have..No support for spammers..
> >
> >
>
> There is no guessing involved here. At the beginning of this thread you insulted me for
berating a spammer flogging a
> pay per vew sex site in an an atari newsgroup. You see I don't deal in guess, only FACT.

There is a difference. I never stated in words that I supported that
particular spammer, just your conneption on sex...Read with meaning...
A clue will be realized...

I've told you this many
> times before and you're still far too stupid to realize it. This is why you don't realize
your moronic ranting is
> also nothing to do with this newsgroup. if you take a close look you'll see this is not
> "alt.wanker.bitch.whine.moan".

Been there?

>
> >
> > You must have a web cam to dwell in your imagination. The ones who
> > who make the loudest anti noises about porn tend to participate...
> > You sure you want to continue and continue to be rediculed?
>
> Again you resort to pre-adolescent fantasy. You've just reiterated one of the sure signs of KOOKdom. You've just
> accused me of projecting. Yet you're the only one here defending a porn freak. You've also avoided the question of
> why you need porn instead of getting a life and a real girlfriend (the rest of the world knows why, but you are still
> unable to admit it).

Did no such thing. Need to read AGAIN what I said..

>
> You should hear the comments I receive from friends when I show them your incompetant spew. They laugh at you as
> loudly as I do. So far the kindest comment about you they've made is "What a F**KING RE***D!!!" in between fits of
> laughter. Another swears I made you up as some sort of odd joke insisiting anyone as moronic as you could survive
> anywhere in society without someone kicking the crap out of you on a daily basis (personally I wouldn't bother,
> you're too much of a laugh).

Now there is a claim that you have friends to divert that you have no
one except for your bunki chunks'...PUleaZE,,,you alleged to have
friends and show them what you do on usenet. What a luZer!

6450. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-11-28 22:58:45 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3C056C3A.FBD16F59@home.com>
Source record: 615

Hey Wanker,

You still don't get it and never will. But that doesn't matter, nobody believes you anyways.

Peter Sinrlap Dork wrote:
>Gives a new meaning what a schmuck one is..Getting under your toes..?

Getting under toes? Peter, have you gotten your moronic ass kicked AGAIN!!

> Me to...I get a kick of your tone and over reactions...I did not know
> that my calm wisdom pisses you off.
>

HAR HAR HAR HAR. It's really hard to type this from laughing so hard at you!!! You're such a vidiot!!!! you actually
think that I or anyone else actually believes you. Here's another clue for you sinCRAP: you cannot see or hear tones in a
usenet posting. What you're reading is ascii, go look it up on google (go now I'll be sending you there again in a
minute). Lordy your stupidity is truly hilarious "calm wisdom" are two separate things that you have never possesed. You
started here years ago screaming insults at atari users, whilst in an ATARI newsgroup!!! and now your defending a porno
pervert spammer. Now you entertain the world by claiming to be "calm" and "wise".. You should send your resume to the
BBC, you'd be the perfect target to Lenny Henry's sarcastic humor in his next series.

> Beavis who? You might one to refer to your bunk roomie chunks' on
> this..
>

Something else you can look up on google, that series that was made as a documentary about you and your imaginary friend
"chunks". You should get some real friends, a real girlfriend so you don't hafta rely on your buddy "chunks" or on the
netporn you've been looking at for years. With your lack of personality and delusions this is impossible.

>
> There is a difference. I never stated in words that I supported that
> particular spammer, just your conneption on sex...Read with meaning...
> A clue will be realized...
>

Yep, another lie. I'm not surprised you've been doing it for years. And if you did get a clue, it would be the first and

only time in your pathetically funny life.
Btw, this is the part where you do some more searching on google. search the newsgroups (this one specifically) for your
previous posts. There you will read your own defense of a porn freak spammer. Your next job is to go to amazon.com (no not
the "erotica" section you've been wasitng your time in) and buy yourself a dictionary, thesaurus, and the full set of
"hooked on phonics". After you wade through all that, which at your level if intelligence will take years, you'll realize
there is no word "conneption". You should also focus on words such as "Troll", "buffoon", "Pathos", and don't forget the
one thats most descriptive of you, namely PATHOLGICAL LIAR.

>
> > "alt.wanker.bitch.whine.moan".
>
> Been there?
>

Yes you have!!!!

> Did no such thing. Need to read AGAIN what I said..
>

YAWN!!!! this lie of yours is the one part of your sad pathetic existance that bores everyone. You said and did exactly
that. the only one lying about it is you.

> Now there is a claim that you have friends to divert that you have no
> one except for your bunki chunks'...PUleaZE,,,you alleged to have
> friends and show them what you do on usenet. What a luZer I am!

Remember I told you to try "hooked on phonics" not "hukt awn fonix". you really need to improve on that single digit IQ of
yours. The only downside instead of being humorously pathetic, you'd just be a total bore (but then people call you that
now).

Btw sincrap, I have REAL friends, yes I actually know REAL PEOPLE. I don't need your want your imaginary friends "bunki"
& "chunks". Btw, my friends weren't laughing at me. They were and still are laughing at YOU. Thats the funniest part,
your so gormless that people repeatedly laugh at you and call you moronic to your face for all your whining, screaming, and
lying and you still don't get the point. You're the ultimate 21sth century example of "The emperors new clothes".

And whenever you do come crawling back to expose your ignorance of the real world under the light of reality you should
explain that if you still claim to be a macuser (while acting as wintroll provocateur all along), why haven't you defended
the mac in the csma newsgroup. (btw, your singluar post claiming "hey everyone look one message makes me a csma regular"

doesn't exclude you from this question).

6451. Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-05 05:27:52 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0112042127.587e7600@posting.google.com>
Source record: 616

Looks like you know what has put the breaks on Avid's future..

6452. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-05 05:35:54 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3C0DB00A.47963EA@home.com>
Source record: 617

Looks like TIFKAS is brain dead as usual. No surpise there since "he"
has no future. :P

Peter Sinclair wrote:

> Looks like you know what has put the breaks on Avid's future..

6453. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-05 05:38:50 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0112042138.27a1e98f@posting.google.com>
Source record: 618
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

James Alexander <james-m-alexander@home.com> wrote in message
news:<3C056C3A.FBD16F59@home.com>...
> Hey Wanker,

Must of taken huge (a)mounts of brain cells to think of tht..

> You still don't get it and never will. But that doesn't matter, nobody believes you
anyways.

OH really...Many do...

>
> Peter Sinrlap Dork wrote:
> >Gives a new meaning what a schmuck one is..Getting under your toes..?
>
> Getting under toes? Peter, have you gotten your moronic ass kicked AGAIN!!

No...You? Yes!

> > Me to...I get a kick of your tone and over reactions...I did not know
> > that my calm wisdom pisses you off.
> >
>
> HAR HAR HAR HAR. It's really hard to type this from laughing so hard at you!!! You're
such a vidiot!!!! you actually
> think that I or anyone else actually believes you. Here's another clue for you sinCRAP:
you cannot see or hear tones in a
> usenet posting. What you're reading is ascii, go look it up on google (go now I'll be
sending you there again in a
> minute). Lordy your stupidity is truly hilarious "calm wisdom" are two separate things
that you have never possesed. You
> started here years ago screaming insults at atari users, whilst in an ATARI newsgroup!!!
and now your defending a porno
> pervert spammer. Now you entertain the world by claiming to be "calm" and "wise".. You
should send your resume to the
> BBC, you'd be the perfect target to Lenny Henry's sarcastic humor in his next series.

Looks like a religious experience above. get back when you are sane.

>
> > Beavis who? You might one to refer to your bunk roomie chunks' on
> > this..
> >
>
> Something else you can look up on google, that series that was made as a documentary
about you and your imaginary friend

> "chunks". You should get some real friends, a real girlfriend so you don't hafta rely on your buddy "chunks" or on the
> netporn you've been looking at for years. With your lack of personality and delusions this is impossible.

To many untrue assertions above...You have a wild imagination. Must
be a loner roll playing type..

>
> >
> > There is a difference. I never stated in words that I supported that
> > particular spammer, just your conneption on sex...Read with meaning...
> > A clue will be realized...
> >
>
> Yep, another lie. I'm not surprised you've been doing it for years. And if you did get a clue, it would be the first and
> only time in your pathetically funny life.
> Btw, this is the part where you do some more searching on google. search the newsgroups (this one specifically) for your
> previous posts. There you will read your own defense of a porn freak spammer. Your next job is to go to amazon.com (no not
> the "erotica" section you've been wasitng your time in) and buy yourself a dictionary, thesaurus, and the full set of
> "hooked on phonics". After you wade through all that, which at your level if intelligence will take years, you'll realize
> there is no word "conneption". You should also focus on words such as "Troll", "buffoon", "Pathos", and don't forget the
> one thats most descriptive of you, namely PATHOLGICAL LIAR.

Read again. There must be a language barrier with meanings hat must
not compute up north..

> >
> > > "alt.wanker.bitch.whine.moan".
> >
> > Been there?
> >
>
> Yes you have!!!!
>
> > Did no such thing. Need to read AGAIN what I said..
> >
>
> YAWN!!!! this lie of yours is the one part of your sad pathetic existance that bores everyone. You said and did exactly
> that. the only one lying about it is you.

You are pathetic for continuing this..
>
> > Now there is a claim that you have friends to divert that you have no
> > one except for your bunki chunks'...PUleaZE,,,you alleged to have

> > friends and show them what you do on usenet. What a luZer I am!
>
> Remember I told you to try "hooked on phonics" not "hukt awn fonix". you really need to improve on that single digit IQ of
> yours. The only downside instead of being humorously pathetic, you'd just be a total bore (but then people call you that
> now).

A bore? Nope..not with you...
>
> Btw sincrap, I have REAL friends, yes I actually know REAL PEOPLE. I don't need your want your imaginary friends "bunki"
> & "chunks". Btw, my friends weren't laughing at me. They were and still are laughing at YOU. Thats the funniest part,
> your so gormless that people repeatedly laugh at you and call you moronic to your face for all your whining, screaming, and
> lying and you still don't get the point. You're the ultimate 21sth century example of "The emperors new clothes".

Here you go again. A pathetic attempt to prove....

> And whenever you do come crawling back to expose your ignorance of the real world under the light of reality you should
> explain that if you still claim to be a macuser (while acting as wintroll provocateur all along), why haven't you defended
> the mac in the csma newsgroup. (btw, your singluar post claiming "hey everyone look one message makes me a csma regular"
> doesn't exclude you from this question).

Don't need to defend. If folks want to spend hours on tech support
with Dell, thats their business.

6454. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-05 06:19:20 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3C0DBA38.B35DA197@home.com>
Source record: 619

Still cross posting again eh? So why haven;'t you made a REAL post in ANY mac newsgroup defending the mac from the wintrolls?
because in addition to being known far and wide as a liar, you'r also a wintroll yourself.

Peter Sinclair wrote:

> Must of taken huge (a)mounts of brain cells to think of tht..
>

Unlike you I have more than one. I also know how to spell (get a clue: being hukt on fonix is nothing for you to brag about).

> OH really...Many do...
>

the only thing many do, is tell you flat out that your a loser, a laughable one at that. But your still too stupid to realize.

> No...You? Yes!
>

I've been laughing at you. The universe has its little joke, and you're it. No matter how much you scream, whine, throw
meaningless insults, you can't change that.

> Looks like a religious experience above. get back when you are sane.
>

Tifkas, just because your in the catagory of "moron, 3rd clas failed" doesn't make you sane, it just lets the world laugh at you
all the more.

> To many untrue assertions above...You have a wild imagination. I Must
> be a loner roll playing type..
>

Yes tifkas your assertions that "pointcast will destroy all atari users" which you repeated ad nauseam, even after pointcast was
long gone. Or your imagination that Dan Dreibelbis was a character on the simpsons. among many others that will be featured in
the alt.loser.tifkas.faq

> Read again. There must be a language barrier with meanings hat must
> not compute up north..
>

I have read, tifkas, you have not because your incapable, that is the only language barrier. But expecting anything else of

you is expecting too much since you do none of your thinking north of your beltline. Not surprising considering your IQ is
measured in nanometers.

> Here I go again. A pathetic attempt to prove....
>

You have nothing to prove. You know nothing therefore you lie to make yourself feel important. Too bad for you that lies cannot
be proven.

> Don't need to defend. If folks want to spend hours on tech support
> with Dell, thats their business.

Its certainly not your business. You've never proven anything you've said since you've lied all the while. Everyones known for
years that you know nothing of the computer industry since you're not part of it. Years back when you claimed to work in "A major
university IT department" you started making your wild claims. You still haven't realized it but thats when your house of cards
fell down. You couldn't identify where it was that you worked, and when people started checking, it was soon uncovered that you
didn't work in any university or anywhere else in any computer related capacity. You're just a loser who is bitter at those who
do know of what they speak.

6455. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-06 22:06:26 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0112061406.667cf3de@posting.google.com>
Source record: 620

James Alexander <james-m-alexander@home.com> wrote in message
news:<3C0DB00A.47963EA@home.com>...
> Looks like TIFKAS is brain dead as usual. No surpise there since "he"
> has no future. :P

I see. A $50,000 solution at 98% off is brain dead?

> Peter Sinclair wrote:
>
> > Looks like you know what has put the breaks on Avid's future..

6456. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-07 01:30:02 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3C101BA5.DCCEEA23@home.com>
Source record: 621

Gawd!!! you are really making me laugh. You never had a clue. I've seen many trolls but your the
only one who actually enjoys making a fool of itself.

Peter Sinclap wrote:

> James Alexander <james-m-alexander@home.com> wrote in message
news:<3C0DB00A.47963EA@home.com>...
> > Looks like TIFKAS is brain dead as usual. No surpise there since "he"
> > has no future. :P
>
> I see. A $50,000 solution at 98% off is brain dead?
>
> > Peter Sinclair wrote:
> >
> > > Looks like you know what has put the breaks on Avid's future..

6457. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-11 05:11:33 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3C15954C.1FD92061@particlesalad.com>
Source record: 622

Are you still here displaying your complete ignorance about the video world? You haven't moved on YET?

You can't find anything better to do than post your moronic macparrot drivel on an ATARI newsgroup?

Man, you are sorry.

It's the same TIFKAS who said years ago that Avid was dead. Guess what? They live!

How many major feature films were cut on Avid this year? Too many to count.

How many were cut on FCP? Er... none that I'm aware of.

I suppose you must have missed the DV Mag review of the Avid Express software only editor... at $1500, DV mag rated it much higher than FCP. Oh, unfortunately it's only a PC app.

Just so you know, I LOVE FCP, it's a great app... but don't believe idiots like TIFKAS. Remember, he's the moron who never heard of Pro Tools (the MOST POPULAR audio editing system in HISTORY) yet was talking smack about audio.

Peter Sinclair wrote:

> Looks like you know what has put the breaks on Avid's future..

6458. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-12 06:36:37 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0112112236.14bfcb5d@posting.google.com>
Source record: 623

Particle Salad <mark@particlesalad.com> wrote in message
news:<3C15954C.1FD92061@particlesalad.com>...
> Are you still here displaying your complete ignorance about the video
> world? You haven't moved on YET?

Have you?

>
> You can't find anything better to do than post your moronic macparrot
> drivel on an ATARI newsgroup?

I am Atarian...Did you know that Nintendo has the color game boy
today, what i had with the Lynx many years ago? How sad..
>
> Man, you are sorry.

Sorry for what? this is entertainment after the end of the day..

>
> It's the same TIFKAS who said years ago that Avid was dead. Guess
> what? They live!

Are they growing, stagnating or same?
>
> How many major feature films were cut on Avid this year? Too many to
> count.

And next year?

>
> How many were cut on FCP? Er... none that I'm aware of.

from ragingbull....

By: Pete_Y_48
Reply To: None Tuesday, 4 Dec 2001 at 9:06 PM EST
Post # of 112380

Schiller talk ...
I went to the Phil Schiller Keynote at DVExpo and here are a few notes
from what I saw.

First, the room was standing room only and had seating for about 500.
When asked, about half had already worked with Final Cut Pro.

The talk started with the ususal review of Apple strengths, such as
Gigabit Ethernet, Huge Ram and drive capabilities, and the Titanium
was continously mentioned as a possible edit platform. He went over

the fact that iMovie and iDVD were the number 1 "civilian" editing programs for movies and DVD. [The audience was almost 100% serious DV people, and then there was me.]

He mentioned Final Cut Pro and then introduced Jean-Pierre Isbouts, who created a TV show "Walt: The man behind the myth" (Walt Disney) completely on a Macintosh using Final Cut Pro. He had some 75 inteviews, which occupied 35 hours of film, along with another 30 hours of background material. He normally doesn't do editing, but, in this case he wanted to and Final Cut Pro allowed him to do it completely on his Macs.

Then Phil talked about OSX "the first UNIX for video pros" and talked about how media is at the core of the os [Quartz Compositer]. He then introduced Final Cut Pro 3, the new version for OSX. What's new, you ask? Well, FCP3 is the first program that allows Real Time Effects completely in software. Specifically it can do transitions, Title, and Color Correction. In addition there is a new codec in the Program [OfflineRT] which allows high compression of original video for work offline (read that on a Titanium). So, instead of 5 minutes of original video per Gigabyte of Hard Drive space, the codec makes that 40 minutes of Video. That means that a Titanium can hold 24 hours of raw video on it's hard drive for editing.

Then there was a demonstration of FCP3 (on a dual 800) doing all of the new items above. In a typical Macintosh fashion, he took a piece of DV that was way too blue (no white setup) and with the new color correction panel, made it usable. Then, because there was another cut from the same camera setup later in the mix, he simply cut all of the color adjustments (many, many color adjustments) by pressing a button in the program and instantly adjusted the other clip, even though it was not sequentially in the movie. Ohhhs and Ahhhhs. Then they showed a transition, with a title flying in from the right, all in real time. More Ohhhs and Ahhhhs.

FCP3 will be available this month, and the upgrade will cost $299 ["Less than an iPod", per Phil]. The Full product is still $999

Then Phil introduced JJ Abrams, the producer of both Alias and Felicity. JJ went on to tell the tale of sitting in an editing booth with his editor and trying to edit a fight scene from Alias, and just not getting it right. He downloaded the clips to his Titanium, flew to the East Coast for a wedding and on the trip back edited the sequence on his Titanium. He then returned to the editing booth and showed the "amazed" editor exactly what he wanted.

After JJ Dave Trescott of Adobe demoed After Effects, doing some incredible scene insertion while the main sceen was panning.

This was followed by Mike Evangelist, the director of Apple Pro Applications, demoing DVD Studio Pro, the OSX edition, which will be released in the 1st Calendar Quarter of 2002

That was about it. I heard people discussing how this and that hardware/card manufacturer were going to be in real trouble. Apple appears to be doing fairly well in LA LA Land.

> I suppose you must have missed the DV Mag review of the Avid Express
> software only editor... at $1500, DV mag rated it much higher than FCP.
> Oh, unfortunately it's only a PC app.
>
> Just so you know, I LOVE FCP, it's a great app... but don't believe
> idiots like TIFKAS. Remember, he's the moron who never heard of Pro
> Tools (the MOST POPULAR audio editing system in HISTORY) yet was talking
> smack about audio.

Pro Tools is the standard on win/mac... And your excuse is...?

> Peter Sinclair wrote:
>
> > Looks like you know what has put the breaks on Avid's future..

Remember...it's in the software stupid!'' Not overpriced dinosaurs....

6459. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-12 06:59:31 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0112112259.784ab2c6@posting.google.com>
Source record: 624

James Alexander <james-m-alexander@home.com> wrote in message news:<3C0DBA38.B35DA197@home.com>...
> Still cross posting again eh? So why haven;'t you made a REAL post in ANY mac newsgroup defending the mac from the wintrolls?
> because in addition to being known far and wide as a liar, you'r also a wintroll yourself.
>
> Peter Sinclair wrote:
>
> > Must of taken huge (a)mounts of brain cells to think of tht..
> >
>
> Unlike you I have more than one. I also know how to spell (get a clue: being hukt on fonix is nothing for you to brag about).

Just condemned about all on usenet including your fellow jihads...

> > OH really...Many do...
> >
>
> the only thing many do, is tell you flat out that your a loser, a laughable one at that. But your still too stupid to realize.

An expert on losers? Your the one who is bent out of shape and foaming..Just cool and calm...

> > No...You? Yes!
> >
>
> I've been laughing at you. The universe has its little joke, and you're it. No matter how much you scream, whine, throw
> meaningless insults, you can't change that.

Just described yourself. Who is jumping up and down while foaming?

> > Looks like a religious experience above. get back when you are sane.
> >
>
> Tifkas, just because your in the catagory of "moron, 3rd clas failed" doesn't make you sane, it just lets the world laugh at you
> all the more.

The world is defined as 162 countries and six billion folks. I doubt that many are following this thread. Quit assuming...

> > To many untrue assertions above...You have a wild imagination. I Must
> > be a loner roll playing type..

> >
>
> Yes tifkas your assertions that "pointcast will destroy all atari users" which you repeated ad nauseam, even after pointcast was
> long gone. Or your imagination that Dan Dreibelbis was a character on the simpsons. among many others that will be featured in
> the alt.loser.tifkas.faq

I doubt that many Atari users are using the fuji computer as their
main internet surfing tool...That includes chunks 'Dreibelbis'...

> > Read again. There must be a language barrier with meanings hat must
> > not compute up north..
> >
>
> I have read, tifkas, you have not because your incapable, that is the only language barrier. But expecting anything else of
> you is expecting too much since you do none of your thinking north of your beltline. Not surprising considering your IQ is
> measured in nanometers.

Whats nonometers? Wha measurement formula do you use to compute, or
is this made up from the cartoons?

>
> > Here I go again. A pathetic attempt to prove....
> >
>
> You have nothing to prove. You know nothing therefore you lie to make yourself feel important. Too bad for you that lies cannot
> be proven.
>

what lies?

> > Don't need to defend. If folks want to spend hours on tech support
> > with Dell, thats their business.
>
> Its certainly not your business. You've never proven anything you've said since you've lied all the while. Everyones known for
> years that you know nothing of the computer industry since you're not part of it. Years back when you claimed to work in "A major
> university IT department" you started making your wild claims. You still haven't realized it but thats when your house of cards
> fell down. You couldn't identify where it was that you worked, and when people started checking, it was soon uncovered that you
> didn't work in any university or anywhere else in any computer related capacity. You're just a loser who is bitter at those who
> do know of what they speak.

So your denying that users don't spend hours on tech support with Dell
and others? well i got news for you...

Oh that was a thorough search indeed... nuff said..

6460. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-12 16:34:26 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3C1786DD.FF319551@particlesalad.com>
Source record: 625

Peter Sinclair wrote:

> from ragingbull.... (snipped)
>

Thanks... I appreciate you proving my point for me. I said FEATURE FILMS, twinkie, not "Felicity." The
more you say, the more idiotic you appear.

> > Just so you know, I LOVE FCP, it's a great app... but don't believe
> > idiots like TIFKAS. Remember, he's the moron who never heard of Pro
> > Tools (the MOST POPULAR audio editing system in HISTORY) yet was talking
> > smack about audio.
>
> Pro Tools is the standard on win/mac... And your excuse is...?

YOU ARE A STUPID FUCK. Pro Tools is NOT the standard on Windows, moron. Again, the more you say, the
more you look completely ignorant.

You are trying to look knowledgeable about audio and video, but you don't have a clue. Twinkie, give up
on the audio/video world. You have too far to go to catch up. Stick with the Macparroting in general,
and don't get specific... you'll be much better off.

>
> Remember...it's in the software stupid!'' Not overpriced
> dinosaurs....

Well, it's the RELIABLE software, and it's the FAST software, that hollywood needs. If you had a clue,
you'd realize that movie studios don't care about spending $100k on an editing system for a $30 MILLION
movie, if it's faster/more reliable, which it currently is. Duh, stupid fuck. FCP is great for the
money, but it STILL doesn't have a titling tool that's even useable. Yea, I'm going to give up my Avid
for it? Right, twinkie.

6461. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-12 19:16:30 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3C17ACAF.50522976@home.com>
Source record: 626

Hey Petey boy,

You know for such a slow response you certainly had enought time to come up with a new set of lame excuses.

Peter Sinclap wrote:

> Just condemned about all on usenet including your fellow jihads...
>

BS as usual, you must come up with a new one, the only "jihad" going on now are 2, one involving dustbin laden and the other in your
petty little thing you still call your "mind".

> An expert on losers? I am the one who is bent out of shape and
> foaming..Just cool and calm...
>

No you're memory is gone too, faking forgetfulness won't fool anyone Tifkas. We're all laughing at you, have been for a long time.
The more you throw your little hissy fits, the lounder people will laugh at your lunacy. If it wasn't for your insatiable obscenity
you'd be a regular feature on the comedy network. But since they only require literate people who refrain from public consumption of
hardcore porn, you're disqalified from that. Not surprising considering your rather empty career to date.

> Just described myself. Who is jumping up and down while foaming?
>

You are, the more the rest of us laugh at you, the more looney you become.

> The world is defined as 162 countries and six billion folks. I doubt
> that many are following this thread. Quit assuming...
>

Yes you should quit assuming, thats all you've been doing, arguing against already proven fact with nothing more than your laughable
idiocy and your imaginary friend "chunks". It's very telling that of all the population of this world you're only friend exists only in
your mind.

> I doubt that many Atari users are using the fuji computer as their
> main internet surfing tool...That includes chunks 'Dreibelbis'...
>

More than you can count (not surprising since you lose track after running out of fingers to count on). Go ask Alexander Clauss. If

you really were a Mac user like you'd claimed to be all these years you'd know who he is and how he would know.

Btw, I know who Dan Dreibelbis, he isn't your buddy chunks, you see Dan is whats known as a REAL PERSON, not a sock puppet or your
imaginary friend.

> Whats nonometers? Wha measurement formula do you use to compute, or
> is this made up from the cartoons?
>

No Tifkas, its called a Unit of Measurement, I'll even give you a clue this time, It's Metric. You've once again unwittingly revealed
your total lack of education. Perhaps if you did bother getting any education, perhaps you wouldnt be so completely illiterate and
functionally useless

> what lies?
>

Everything you've ever said. Thats why you wont' bother heading to google to check the archives of your previous posts. You keep on
lying to everyone and then lie again claiming "Tifkas never said that"

> So your denying that users don't spend hours on tech support with Dell
> and others? well i got news for you...
>
> Oh that was a thorough search indeed... nuff said..

Again you FAIL to duck the point. was a measly few weeks ago you were still pretending to be a mac user rather than the pathetic
wintroll that you truly are. When challenged as to why you never defend the mac on the MACINTOSH NEWSGROUPS, you posted one single
solitary message in csma claimign "see I do post in a mac NG", and then once again dissapeared. Yet you continue to plague other
newsgroups pretending to be a mac user by idiotically trying to insult everyone else with your whining. The net result is you, living
alone in your basement, all the while being laughed at by everyone for your blatant stupidity

6462. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-12 19:18:55 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3C17AD40.A6555A46@home.com>
Source record: 627

Believe it or not, the moron Tifkas has been at this line of stupidity for years. But he's finally realized
(after YEARS) that everyone knows he isn't a mac user by the obvious fact he never once has defended his
imaginary mac from mac bashing wintrolls (I've done far more than him in the past month and my mac doesn't
even see regular usage).

Particle Salad wrote:

> Peter Sinclair wrote:
>
> > from ragingbull.... (snipped)
> >
>
> Thanks... I appreciate you proving my point for me. I said FEATURE FILMS, twinkie, not "Felicity." The
> more you say, the more idiotic you appear.
>
> > > Just so you know, I LOVE FCP, it's a great app... but don't believe
> > > idiots like TIFKAS. Remember, he's the moron who never heard of Pro
> > > Tools (the MOST POPULAR audio editing system in HISTORY) yet was talking
> > > smack about audio.
> >
> > Pro Tools is the standard on win/mac... And your excuse is...?
>
> YOU ARE A STUPID FUCK. Pro Tools is NOT the standard on Windows, moron. Again, the more you say, the
> more you look completely ignorant.
>
> You are trying to look knowledgeable about audio and video, but you don't have a clue. Twinkie, give up
> on the audio/video world. You have too far to go to catch up. Stick with the Macparroting in general,
> and don't get specific... you'll be much better off.
>
> >
> > Remember...it's in the software stupid!'' Not overpriced
> > dinosaurs....
>
> Well, it's the RELIABLE software, and it's the FAST software, that hollywood needs. If you had a clue,
> you'd realize that movie studios don't care about spending $100k on an editing system for a $30 MILLION
> movie, if it's faster/more reliable, which it currently is. Duh, stupid fuck. FCP is

great for the
> money, but it STILL doesn't have a titling tool that's even useable. Yea, I'm going to give up my Avid
> for it? Right, twinkie.

6463. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-13 02:56:48 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3C1818BD.61A0CCC2@particlesalad.com>
Source record: 628

James Alexander wrote:

> Believe it or not, the moron Tifkas has been at this line of stupidity for years.

Don't I know it... I'm actually the one who coined the nickname "tifkas" many years ago. I looked for the first
post I made with the TIFKAS nickname, but it appears google doesn't go back far enough... oh well.

6464. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-14 04:50:26 UTC
From: "James M. Alexander" <james-m-alexander@rogers.com>
Message-ID: <3C1984D4.B0BA33F6@rogers.com>
Source record: 629

I've recently heard the google archives have been updated to go back to 1981 now, not that you'd find so much from
that far back since its long before most of the internet was publicly accessible. But then Tifkas will claim thats
when "he invented it" no doubt.

Particle Salad wrote:

> James Alexander wrote:
>
> > Believe it or not, the moron Tifkas has been at this line of stupidity for years.
>
> Don't I know it... I'm actually the one who coined the nickname "tifkas" many years ago. I looked for the first
> post I made with the TIFKAS nickname, but it appears google doesn't go back far enough... oh well.

6465. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-26 05:11:57 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0112252111.13796e90@posting.google.com>
Source record: 630

Particle Salad <mark@particlesalad.com> wrote in message
news:<3C1786DD.FF319551@particlesalad.com>...
> Peter Sinclair wrote:
>
> > from ragingbull.... (snipped)
> >
>
> Thanks... I appreciate you proving my point for me. I said FEATURE FILMS, twinkie, not
"Felicity." The
> more you say, the more idiotic you appear.

I see...such denial!

>
> > > Just so you know, I LOVE FCP, it's a great app... but don't believe
> > > idiots like TIFKAS. Remember, he's the moron who never heard of Pro
> > > Tools (the MOST POPULAR audio editing system in HISTORY) yet was talking
> > > smack about audio.
> >
> > Pro Tools is the standard on win/mac... And your excuse is...?
>
> YOU ARE A STUPID FUCK. Pro Tools is NOT the standard on Windows, moron. Again, the more
you say, the
> more you look completely ignorant.

Oops..Pro Audio...Your attitude makes you silly.

> You are trying to look knowledgeable about audio and video, but you don't have a clue.
Twinkie, give up
> on the audio/video world. You have too far to go to catch up. Stick with the Macparroting
in general,
> and don't get specific... you'll be much better off.

Sounds like you can't take it anymore. Defending the Avid purchase
arn't you?

> >
> > Remember...it's in the software stupid!'' Not overpriced
> > dinosaurs....
>
> Well, it's the RELIABLE software, and it's the FAST software, that hollywood needs. If
you had a clue,
> you'd realize that movie studios don't care about spending $100k on an editing system for
a $30 MILLION
> movie, if it's faster/more reliable, which it currently is. Duh, stupid fuck. FCP is
great for the

> money, but it STILL doesn't have a titling tool that's even useable. Yea, I'm going to give up my Avid
> for it? Right, twinkie.

Of course your not going to give up on the Avid hardware since the cost has to be ammoritised. but you may not upgrade to new Avid hardware in the future will you?

Avid is in a pannick. Thats why they have the $1500 insurance policy.

6466. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-26 05:16:56 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0112252116.595e4d7d@posting.google.com>
Source record: 631

This is news too me. I swear hat my ibook and iMac are in sight here
being used with via wireless airport/dsl.

James Alexander <james-m-alexander@home.com> wrote in message
news:<3C17AD40.A6555A46@home.com>...
> Believe it or not, the moron Tifkas has been at this line of stupidity for years. But
he's finally realized
> (after YEARS) that everyone knows he isn't a mac user by the obvious fact he never once
has defended his
> imaginary mac from mac bashing wintrolls (I've done far more than him in the past month
and my mac doesn't
> even see regular usage).
>

6467. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-26 05:35:14 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0112252135.47b3e1c3@posting.google.com>
Source record: 632

James Alexander <james-m-alexander@home.com> wrote in message
news:<3C17ACAF.50522976@home.com>...
> Hey Petey boy,
>
> You know for such a slow response you certainly had enought time to come up with a new
set of lame excuses.

I have other fries to fry unlike a pimple head with even worse pimple
head bro 'chunks' wasting away in the attic with a sign on the
door...'no girls allowed'

> Peter Sinclap wrote:
>
> > Just condemned about all on usenet including your fellow jihads...
> >
>
> BS as usual, you must come up with a new one, the only "jihad" going on now are 2, one
involving dustbin laden and the other in your
> petty little thing you still call your "mind".

Oh oouuie...Did you and bro chunks' brain farted on that?
>
> > An expert on losers? I am the one who is bent out of shape and
> > foaming..Just cool and calm...
> >
>
> No you're memory is gone too, faking forgetfulness won't fool anyone Tifkas. We're all
laughing at you, have been for a long time.
> The more you throw your little hissy fits, the lounder people will laugh at your lunacy.
If it wasn't for your insatiable obscenity
> you'd be a regular feature on the comedy network. But since they only require literate
people who refrain from public consumption of
> hardcore porn, you're disqalified from that. Not surprising considering your rather empty
career to date.

You may have to read above for meaning and style...So who is giving
'hissy fits'?

> > Just described myself. Who is jumping up and down while foaming?
> >
>
> You are, the more the rest of us laugh at you, the more looney you become.

?

> > The world is defined as 162 countries and six billion folks. I doubt
> > that many are following this thread. Quit assuming...
> >
>
> Yes you should quit assuming, thats all you've been doing, arguing against already proven fact with nothing more than your laughable
> idiocy and your imaginary friend "chunks". It's very telling that of all the population of this world you're only friend exists only in
> your mind.

chunks' exists. You should know...he is close to you at all times.
Sheessh...fighting your bro battles that he can't finished..

> > I doubt that many Atari users are using the fuji computer as their
> > main internet surfing tool...That includes chunks 'Dreibelbis'...
> >
>
> More than you can count (not surprising since you lose track after running out of fingers to count on). Go ask Alexander Clauss. If
> you really were a Mac user like you'd claimed to be all these years you'd know who he is and how he would know.

Ask yourself...

> Btw, I know who Dan Dreibelbis, he isn't your buddy chunks, you see Dan is whats known as a REAL PERSON, not a sock puppet or your
> imaginary friend.

I never said he is my buddy, but he is yours in a bro way...
Sound like you and bro compare you know what under covers ...
>
> > Whats nonometers? Wha measurement formula do you use to compute, or
> > is this made up from the cartoons?
> >
>
> No Tifkas, its called a Unit of Measurement, I'll even give you a clue this time, It's Metric. You've once again unwittingly revealed
> your total lack of education. Perhaps if you did bother getting any education, perhaps you wouldnt be so completely illiterate and
> functionally useless

I supose working in a hardware store will give you a legg up on this.
but market dynamics is out of you and bro leagues..

> > what lies?
> >
>
> Everything you've ever said. Thats why you wont' bother heading to google to check the archives of your previous posts. You keep on
> lying to everyone and then lie again claiming "Tifkas never said that"

Sounds like generalization without substance..

So were is the Hades/Milan 2-3? There was a lot of the foaming at the
mouth that this new fuji unit would be available on this side of the
Atlantic over a year ago..

> > So your denying that users don't spend hours on tech support with Dell
> > and others? well i got news for you...
> >
> > Oh that was a thorough search indeed... nuff said..
>
> Again you FAIL to duck the point. was a measly few weeks ago you were still pretending to
be a mac user rather than the pathetic
> wintroll that you truly are. When challenged as to why you never defend the mac on the
MACINTOSH NEWSGROUPS, you posted one single
> solitary message in csma claimign "see I do post in a mac NG", and then once again
dissapeared. Yet you continue to plague other
> newsgroups pretending to be a mac user by idiotically trying to insult everyone else with
your whining. The net result is you, living
> alone in your basement, all the while being laughed at by everyone for your blatant
stupidity

Thats news to me. I swear that I have an iMac/ibook wireless/dsl set
up at home while typing this.. Could be delusional...-) Don't think
so.

6468. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-26 19:05:37 UTC
From: "James M. Alexander" <james-m-alexander@rogers.com>
Message-ID: <3C2A1F32.7186A742@rogers.com>
Source record: 633

Yeah thats what I knew you'd do. while others are out celebrating christmas your on here posting crap again
since you have no life and no friends. FACTS are that you've already blown your pathetic lies away.

You're a joke, the crap you spew is a joke, get used to it. everyone else has long ago.

Peter Sinclap wrote:

> This is news too me. I swear hat my ibook and iMac are in sight here
> being used with via wireless airport/dsl.
>
> James Alexander <james-m-alexander@home.com> wrote in message
news:<3C17AD40.A6555A46@home.com>...
> > Believe it or not, the moron Tifkas has been at this line of stupidity for years. But he's finally realized
> > (after YEARS) that everyone knows he isn't a mac user by the obvious fact he never once has defended his
> > imaginary mac from mac bashing wintrolls (I've done far more than him in the past month and my mac doesn't
> > even see regular usage).
> >

6469. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-26 19:15:00 UTC
From: "James M. Alexander" <james-m-alexander@rogers.com>
Message-ID: <3C2A2164.65D7CAD8@rogers.com>
Source record: 634

Hhahahahahaha,

Sinclap your foolishness is still making us laugh at you. What makes all the more funny is that you actually
believe your own crap. Everyone who actually works in pro audio / video arean uses AVID, and their stuff is
fairly commonly used Macintosh hardware. Yes the very same macintosh hardware you've been claiming to
"defend" for years which you know NOTHING about. After all, you are a wintroll which precludes you from
having any real knowledge. I think you'd be a good candidate for the Humphrey Appleby award for your
lifetime devotion to recursive bollox.

Peter Sincrap wrote:

> Particle Salad <mark@particlesalad.com> wrote in message
news:<3C1786DD.FF319551@particlesalad.com>...
> > Peter Sinclair wrote:
> >
> > > from ragingbull.... (snipped)
> > >
> >
> > Thanks... I appreciate you proving my point for me. I said FEATURE FILMS, twinkie, not
"Felicity." The
> > more you say, the more idiotic you appear.
>
> You see. I'm in such denial!
>
> >
> > > > Just so you know, I LOVE FCP, it's a great app... but don't believe
> > > > idiots like TIFKAS. Remember, he's the moron who never heard of Pro
> > > > Tools (the MOST POPULAR audio editing system in HISTORY) yet was talking
> > > > smack about audio.
> > >
> > > Pro Tools is the standard on win/mac... And your excuse is...?
> >
> > YOU ARE A STUPID FUCK. Pro Tools is NOT the standard on Windows, moron. Again, the more
you say, the
> > more you look completely ignorant.
>
> Oops..Pro Audio...Your facts makes sinclap silly.
>
> > You are trying to look knowledgeable about audio and video, but you don't have a clue.
Twinkie, give up

> > on the audio/video world. You have too far to go to catch up. Stick with the Macparroting in general,
> > and don't get specific... you'll be much better off.
>
> Sounds like you can't stop laughing at me anymore. Defending the Avid purchase
> arn't you?
>
> > >
> > > Remember...it's in the software stupid!'' Not overpriced
> > > dinosaurs....
> >
> > Well, it's the RELIABLE software, and it's the FAST software, that hollywood needs. If you had a clue,
> > you'd realize that movie studios don't care about spending $100k on an editing system for a $30 MILLION
> > movie, if it's faster/more reliable, which it currently is. Duh, stupid fuck. FCP is great for the
> > money, but it STILL doesn't have a titling tool that's even useable. Yea, I'm going to give up my Avid
> > for it? Right, twinkie.
>
> Of course your not going to give up on the Avid hardware since the
> cost has to be ammoritised. but you may not upgrade to new Avid
> hardware in the future will you?
>
> Avid is in a pannick. Thats why they have the $1500 insurance policy.

6470. Re: Stop with the pornography

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-26 19:42:48 UTC
From: "James M. Alexander" <james-m-alexander@rogers.com>
Message-ID: <3C2A27E8.1F275895@rogers.com>
Source record: 635

Peter Sincrap wrote:

>
> I have other fries to fry unlike a pimple head with even worse pimple
> head bro 'chunks' wasting away in the attic with a sign on the
> door...'no girls allowed'
>

Well I really don't care what you do in the bedroom with your imaginary friend known as "chunks". Thats not surprising though considering
that since you've spent your adult life in mcdonalds manning the fry station. It goes a long way to explain your preoccupation with your
imaginary friend, your preoccupation with online porno sites and your general lack of hygiene. Take the hint tifkas, those things callled
SOAP and WATER will help clear up your complexion, and your filthy bizzarre mind (which in itself wont take long to clean on account of its
small size)

> Oh oouuie...Did chunks' brain farted on that?
>

Since chunks is your imaginary friend that explains the foul odour emanating from your mouth every time you start ranting. You should change
your tin foil hat to the larger size, perhaps when you take your annual bath, that should cut down on your pungent emanations.

>You may have to read above for meaning and style...So who is giving 'hissy fits'?

You of course, thats why everyones been telling you that for YEARS!!! why haven't you figured it out yet? most likely cause "Hukt on fonix
werkad fer tifkas".

> chunks' exists. You should know...he is close to you at all times.
> Sheessh...fighting your bro battles that he can't finished..
>
>

Chunks exists in your imagination. btw, your imaginary friend is close to you alone. you don't live near me, I'd spot you miles away fromt
he toxic fumes emanating from your unwashed mind. You've just proven that chunks is your imaginary friend by calling him my brother. Anyone
who has a clue realizes I dont have a brother (theres your problem again, you don't have a clue). I'm not surprised you don't know where
your imaginary friend is. after all it was you who, less than 6 months ago, claimed minnesota was 300 miles north of china while trying to
deny that you live in your parents basment.

>
> > > I doubt that many Atari users are using the fuji computer as their
> > > main internet surfing tool...That includes chunks 'Dreibelbis'...
> > >
> >
> > More than you can count (not surprising since you lose track after running out of fingers to count on). Go ask Alexander Clauss. If
> > you really were a Mac user like you'd claimed to be all these years you'd know who he is and how he would know.
>
> Ask yourself...
>

Why should I do your homework for you? its much more entertaining to laugh at your obvious bollox cause you cant be bothered to know of what
you speak.

> I never said he is my buddy, but he is yours in a bro way...
> Sound like you and bro compare you know what under covers ...
>

There you go witht he porn again. I've told you to cut down on the fries while your working at mcdonalds and to start bathing, then you
might have a real friend someday instead of relying on the online porn

> I supose working in a hardware store will give you a legg up on this.
> but market dynamics is out of you and bro leagues..
>

HINT: leg has one G. (there you go with your "hukt on fonix" again).
you should take note that your job as part time fry station cook at mcdonalds will teach you NOTHING about market dynamics, thats why you
still don't understand the subject.

>
> Sounds like generalization without substance..
>
> So were is the Hades/Milan 2-3? There was a lot of the foaming at the
> mouth that this new fuji unit would be available on this side of the
> Atlantic over a year ago..
>

Yes perhaps you are starting to see what everyones known bout you for years, you generalize without knowing the facts while foaming outright
lies to cover your ignorance. You've had this hint before: check the google newsgroup archives. it goes back far enough to include everyone
of your lies such as "pointcast will destroy all atari users" and "atari jihads are out to get tifkas".

the Milan was out for quite a while before a year ago. several have them. Same for the Hades. My first use of a hades was in 1996. The
sucessor to the hades is in development now. If you'd take a look around instead of sticking your head up your fat ass and blowing your
brains out when you fart, you'd already know that.

> Thats news to me. I swear that I have an iMac/ibook wireless/dsl set
> up at home while typing this.. Could be delusional...-) Don't think
> so.

Since you've spent all your time attacking other computer users and never once attempted to defend the mac against your fellow wintrolls &
sock puppets (all 2 of them) its become clear that you don't have a mac, and never have. You're an obvious wintroll who's shallow flatulent
tactics have failed. But not without providing hours of laughter for those who see you as the clueless ballmer groupie you've been all your
life.

6471. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-27 08:32:08 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3C2ADC82.1000801@particlesalad.com>
Source record: 636

Let's take these one at a time...

Peter Sinclair wrote:

> I see...such denial!

Words have meaning, twinkie. Felicity is not a feature film.

>>>Pro Tools is the standard on win/mac... And your excuse is...?
>>>
>>YOU ARE A STUPID FUCK. Pro Tools is NOT the standard on Windows, moron. Again, the more you say, the
>>more you look completely ignorant.
>>
>
> Oops..Pro Audio...Your attitude makes you silly.

What are you even saying? You are smart enough to not elaborate because you would display your ignorance yet again. It appears you are learning something.

There are several DAWs that are much more popular on the Windows platform than Pro Tools. Pro Tools is only the "standard" on Macs.

> Sounds like you can't take it anymore. Defending the Avid purchase
> arn't you?

Er, no twinkie. My Avid has been paid off for several years. I just bought a new dual 800/FCP setup BTW, so why would I feel a need to defend my Avid purchase? I could decide to sell it tomorrow if FCP was good enough, and I would lose nothing... heck, it would get me some more money for other studio purchases, I'd love it.

There's a reason I haven't done it, twinkie.

> Of course your not going to give up on the Avid hardware since the
> cost has to be ammoritised. but you may not upgrade to new Avid
> hardware in the future will you?

Yea, read the paragraph above again. You really are a moron.

>
> Avid is in a pannick. Thats why they have the $1500 insurance policy.
>

My Avid works.

My dual 800/FCP setup would no longer capture without dropping frames after I installed FCP 3. This is a simple DV stream, 5 megs a second

tops. This is trying to capture to my Medea RAID, which can handle 40 megs/ second without breaking a sweat. Oh, and it's also the same FCP that has such a crappy titling tool that it requires me to use After Effects for all titling.

It's about reliability, twinkie. FCP will be a threat to Avid when it works reliably.

BTW, I'm sure you heard that Avid has announced they are going to release a software only Xpress DV package. It will be interesting to see how many people bypass FCP altogether now for a more complete package for $500 more....

6472. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-30 12:43:57 UTC
From: nwdma@yahoo.com
Message-ID: <3b056a62.0112300443.1d3e9f19@posting.google.com>
Source record: 637

Particle Salad <mark@particlesalad.com> wrote in message
news:<3C2ADC82.1000801@particlesalad.com>...
> Let's take these one at a time...
>
> Peter Sinclair wrote:
>
>
> > I see...such denial!
>
>
> Words have meaning, twinkie. Felicity is not a feature film.
>
>
>
> >>>Pro Tools is the standard on win/mac... And your excuse is...?
> >>>
> >>YOU ARE A STUPID FUCK. Pro Tools is NOT the standard on Windows, moron. Again, the more
you say, the
> >>more you look completely ignorant.
> >>
> >
> > Oops..Pro Audio...Your attitude makes you silly.
>
>
> What are you even saying? You are smart enough to not elaborate because
> you would display your ignorance yet again. It appears you are learning
> something.
>
> There are several DAWs that are much more popular on the Windows
> platform than Pro Tools. Pro Tools is only the "standard" on Macs.
>
Pro Tools is the standard in digital music production and is used in
the majority of recording studios across the country. Notice I did
not say "your house" because on the PC platform there are simpler
packages for the casual user. Pro tools is not meant for playing with
MP3's and swapping music files. Pro tools has a high learning curve
and generally tends to separate the novice from the professional. The
majority of studios I have been in do use Macintosh setups (and
usually dedicated ones) however I have seen many PC's that use Pro
tools also. It is not simply the standard on Macs, it is a standard
of the professionals. And it has won a Grammy award!

"Digidesign's Pro Tools evolved from a four-track computer recording
and editing system in 1991 to today's premier multi-track digital

audio workstation for professionals. Designed by and for musicians, Pro Tools has forever changed the art of making music and is now at the forefront of the industry's top recording studios. Pro Tools provides the professional music, film, video, multimedia, and broadcast radio industries with CD-quality digital recording, random access editing, advanced signal processing and digital audio mixing applications.

Digidesign's innovations including Time Division Multiplexing, Real-Time Audio Suite, DirectConnect and more have revolutionized the industry and paved the way for widespread use of digital audio workstations(DAWs). Pro Tools was used extensively in the production of Carlos Santana's multi-GRAMMY winning Supernatural, as well as in recent recordings by Ricky Martin, David Bowie, Mariah Carey, TLC, Nine Inch Nails, Garbage, Beck, Limp Bizkit, Kid Rock, Everclear and Wynton Marsalis to name just a few. Pro Tools has also figured prominently in the post-production of many motion pictures, including Titanic, Star Wars: Episode I The Phantom Menace, and American Beauty."

Nuff said!

6473. Re: Avid Toast?

Newsgroup: comp.sys.atari.advocacy
Date: 2001-12-30 23:34:51 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3C2FA49A.90304@particlesalad.com>
Source record: 638

John wrote:

> It is not simply the standard on Macs, it is a standard
> of the professionals. And it has won a Grammy award!

It might be the "standard" for music production, and low end post.
There are other packages that are also very popular for post.

Thanks for the post, but you missed the point... Pro Tools on Windows is
NOT very popular. There are much more popular systems on the Windows
platform.